

The WarpSpawn Second Big Book O'Games

Various & Sundry, mainly Lloyd Krassner

Over a Thousand Games
December 2020

- First edition, Sep 2004, compiled by P. Cobcroft (curufea@yahoo.com). Authors: Various & Sundry, mainly Lloyd Krassner. The Big Book has been compiled by Peter Cobcroft the official Warpspawn Librarian and keeper of Arcane Tomes.
- Second edition Dec 2020, compiled by C. Rocchini. Send comments to claudio@rockini.name. Authors: Various & Sundry, mainly Lloyd Krassner; so main contains some error and omissis.

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Florence (Italy), december 2020

Part I

Intro

Introduction to Warpspawn Games

Article by Tom Higgins (tom@wsmf.org), Main editor of Countermoves.

There are many ways to game as there are gamers to play them. There are focused gamers who pick a theme and stick with it most of their lives. There are die hard role players, hard dice roll players and anti dice hard tech players. There are board game aficionados and card game fanatics. There are folks who like to move around the hexes and those who wont map the territory of their playing.

Then there are those who like to mix it all up.

Precious few resources exist for this type of gamer, one such resource though is Warp Spawn Games (<http://www.angelfire.com/games2/warpspawn/index.html>) Warp Spawn is home to a motley crew of game developers and players who revel in creating games as much as they do in playing them. The lead mad scientist in this laboratory of gamming is Lloyd Krassner who has been running this site since.

1997

The site itself is spartan but what it lacks in graphics it makes up for in game rules. Lloyd and the Warp Spawn regulars have been churning out game rules at a break neck speed for the last few years, the count for 2001 is now over 200 and climbing. Game types range from your pure card game to your roll and move board games to hex game to role-playing to combinations of all of the above. There are lots of different types of game mechanics to choose from as well. The rule sets are broken into thematic sections; there are sections for SF, Fantasy, Historical and the infamous Other as well as a place of Universal Game Systems. More on this last one in another article. Each of these sections is further broken down by time period of subtype.

Many of the rule sets you will find are mostly straight text files. Very few have any sort of graphics, maps or unit counters. These are left for others to work on. In some cases there are graphics available either as image files or as Thoth game sets. The big advantage to a Thoth game set in this case is that the individual graphical items are not hidden in the gamebox, they are available to be manipulated and customized in directories.

The good news is that over time and with more people using Warp Spawn games the more ready-made graphics there are to play with. If you cant find these ready made gems for the rules set you are wanting to play then its up to you to create them and hopefully offer them up to the site so that others can use them as well. A lot of what goes on at Warp Spawn is centered on this act of causal collaboration and sharing. Sharing the games or variants you have created with the rest of the Warp Spawn crew gets the game played more and thus it becomes a better game for the playing. Play testing games is a powerful tool in the developmental cycle of a game.

The act of making a game has become a game for the Warp Spawn game makers. Trying out combinations of types, tweaking rules sets, merging different mechanics and methods all are evident in the rules sets found here. You can get a glimpse of what goes on in one game developers mind on Llyod's Brainstroming page. There is also an open channel of discussion between the users and developers. This comes in the form of a message board. It's a simple text only web message board but it works to get the conversation and critiques flowing.

A Review and Essays page gives players and developers alike a place to work out the workings of the games; the good, the bad and the ugly. Often what doesn't work can be has helpful to making a better game as what does work. Hearing from the developer and the players is a great way to get a look into some of the games.

The biggest strengths Warp Spawn has going for it is not its flashy graphics (there are none) or its professional publication ready games (these games are as raw as they come, rivaling even CheapAss Games) or even its detailed rule sets (some of these games are as abstracted from their source material as a Pollack canvas). What Warp Spawn has is a down in the muck attitude where the game comes before the detail and the developing is as much fun as the playing. It's a schloberknocker no holds barred game development site that offers as wide a range of game styles as I have seen represented in any one place.

It has a core group of members who are quick to help and very into the idea that everyone is a game developer just looking for a chance to come out and play.

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Part II

Games



007

Introduction

Card game for 2+ players

Disclaimer

James Bond is a copyrighted property. This is merely a fan site.

Winning

The game ends when the Draw deck is empty. The player with the highest total Danger Level of all Plot & Villain cards in his Mission Pile at the end of the game wins. Player with the most cards in his Seduction Pile wins a minor victory.

The Deck

Players share a common deck. Note: There is 1 Basic Deck and a Mini Deck for each Movie. For every player in the game use 1 Mini Deck.

Shuffle the Basic Deck & the Mini Decks together to get the common deck.

The Pawn

Use a pawn to represent Bond. All players use the pawn on their own turn. The pawn is placed next to a card on the Line, not on it.

The Board

Lay out the Top ten cards of the deck face up in a straight line. This row of cards is referred to as the Mission Line (ML). The card farthest from the deck is the end (10th) card.

The card closest to the deck is the first (1st) card. Whenever a card is activated, remove it from the ML. If there are ever fewer than 10 cards in the ML, slide The remaining cards towards the End card and draw Replacement cards from the deck to fill in the Gaps Near the first card. When adding cards to the Line, The position of the Pawn on the Line does not change.

Setup

Flip a coin to see who goes first. The Pawn starts out at the End card.

Areas & Piles

In addition to the Deck & Mission Line, there is a Discard. Each player has a Ready Area, a Mission Pile, a Danger Pile, and a Seduction Pile.

Turn Sequence

On your turn, you have 2 Action Points (AP). An AP can be used for 2 things:

1. Move the Pawn one card length, in either direction.
2. Activate the card the Pawn is at.

Woman Cards

If you activate a Woman card, put it in your Ready Area. You can only have one Woman in your Ready Area at a time. If you already have a Woman in your Ready Area, Put the "old" one into your Seduction Pile.

When you discard a Woman from your Ready Area to activate a danger card, place the Woman card into your Seduction Pile.

Villain Cards

Each Villain & Plot card has a Danger Level = X To activate a Villain or Plot card, you must discard X cards from your Danger Pile to the discard. Place the Activated Villain or Plot into your Mission Pile.

Enemy Agent Cards & Trap Cards

These are collectively called Danger cards. To activate a Trap or Agent card, you must discard 1 card from your Ready area to the discard. Place the Activated Enemy or Trap into your Danger Pile.

Action, Ally, Gadgets & Vehicle Cards

These are collectively called Aid cards. When Activated, put the Aid card into your Ready Area. You can only have one Vehicle in your Ready Area at a time.

If you already have a Vehicle in your Ready Area, Put the "old" one into the discard Pile. When you discard a gadget from your Ready Area to activate a danger card, you gain 1 AP you can use this turn.

Special Cards

When activated, these produce some effect, and are then discarded.

Location

When Activated, Move the Pawn to any other card on the Line, and then discard the Location card.

Card List Notation

G Gadget
V Villain
X Vehicle
W Woman
A Ally
Z Action
E Enemy Agent
T Trap
L Location
P Plot
S Special

Femme Fatale = When Activated Place in Danger or

Seduction Pile

DP Danger Pile

DL Danger Level

SP Seduction Pile

MP Mission Pile

RA Ready Area

IYRA Into your Ready Area

OTL On the Line

WA When Activated

WAOMD = When Activated Opponent must discard

RQ Requires Car or Boat in your Ready Area to play this card

RV Requires Vehicle in your Ready Area to play this card

Basic Deck Card List

Card Name:	Type	Notes
Ian Flemming	S	WA replace it with any other card OTL
Q	S	WA Put all Gadget cards OTL IYRA
M	S	WA Get an extra turn after this one
Coitus Interruptus	S	WAOMD a card from his SP
Narrow Escape	Z	Use only vs Trap
Detective Work	Z	When Discarded gain 2 AP for this turn
Disguised Assassin	E	
Cyanide Tablet	S	WA discard target Enemy Agent
Miss Money Penny	W	Does not cost an AP to Activate
SPECTRE	V	DL = 5. All Plots in play are DL+1
Ernst Stavro Blofeld	V	DL = 5. Other Villains OTL must be activated first
Captured	S	WAOMD all Aid cards in his RA
Master Mind	S	WA rearrange the positions of all the cards OTL
Double Cross	S	WAOMD 1 random card from his MP
Rendezvous	L	WA steal 1 card from opponents RA
Interrogation	S	Look at next 5 cards in the deck
Charm	Z	Discard to put any Woman OTL IYRA
Beretta 9mm	G	Cannot be used to Activate Traps
Witticism	Z	Tounge in Cheek Humor
Ultimatum	P	DL = 3
British Secret Service	S	WA Put all Ally cards OTL IYRA
Casino	S	WA discard all cards OTL
Improvisation	Z	Intuition
Quick Wit	Z	Adaptability
Encyclopedic Knowledge	Z	Connoisseur
Turn the Tables	Z	Use Opponent's weapons against them
Rescue	S	WA put an Ally or Woman in discard IYRA
Car Chase	E	
Modified Sports Car	X	Get +1 AP while in your RA
Blueprints	G	WA get 2 extra AP next turn
Thugs	E	
Exotic Location	L	
Death Trap	T	
Bond Girl	W	
MI6 Agent	A	
Fisticuffs	Z	

Card Name:	Type	Notes
CIA Colleague	A	
Helicopter	X	
Prop Plane	X	
Hi-Tech Device	G	

Dr No Card List

Card Name:	Type	Notes
Dr No	V	DL = 5. Chinese/German with Napoleonic Complex
Professor Dent	E	To Activate, you must have a Trap in your DP
Tarantula	T	WA Opponent loses 1 AP next Turn
Miss Taro	E	Femme Fatale
The Photographer	E	WA discard any card OTL
Judo	Z	Japanese Martial Arts
Buried in Bird Guano	T	No Villain may be activated while this card is OTL
Boiling Hot Radioactive Water	T	When in DP worth 2 cards when activating Villain
Metallic Hands	S	While OTL all Villains OTL get DL +1
Jamaica	L	
Three Blind Mice	E	Assassins Driving a Hearse
Quarrel	A	CIA Agent
Investigate Murder	S	Gain 3 AP for this turn
Sunbeam Alpine	X	Blue Convertible: Get +1 AP while in your RA
Dragon Tank	E	WA you may treat it like a Vehicle card
Walther PPK 7.65mm	G	Cannot be used to Activate Traps
Piranah Pool	T	WA you may discard target Villain on the Line
Honey Ryder	W	Get +1 AP while in your RA. Worth 2 cards in your SP
Sylvia Trench	W	WA put her immediately into your SP
Private Army	E	To Activate, Requires 2 cards to be Discarded
Secret Laboratory	E	WA move Pawn to any card
Sabotage US space Program	P	DL = 3
Alligator Pond	T	It costs 1 extra AP to move past this card

From Russia With Love Card List

Card Name:	Type	Notes
Orient Express	S	WA move Pawn to any Enemy Agent card OTL
Steal Decoding Machine	P	DL = 2. The Lektor
Motor Boat Fleet	E	Can only be Activated by discarding a Vehicle
Red Grant	E	Ruthless Killer in Peak Physical Shape
Rosa Klebb	E	Lesbian with Poison-tipped Knife in her Shoe
Kronsteen	E	All players have 1 less AP while this card OTL
Krilencu	E	Bulgarian Master of Murder
Gypsy Fighting Girls	A	
Defector	S	WA put Enemy OTL into your RA (becomes ally)
Tatiana Romanova	W	Get +1 AP while in your RA
Turkey	L	
Wrist Watch Garrote	G	Piano wire. Use only vs Enemy
Attaché Case	G	WA put Gadget in discard IYRA
Tear Gas Cartridge	G	Use only vs Enemy

Card Name:	Type	Notes
Venice	L	
Morzeny	E	While OTL other Enemies cost 2 AP to activate
Kerim Bey	A	Controls Spy Ring: Get +1 AP while in your RA
Exploding Mine	T	
Speed Boat	X	Get +1 AP while in your RA
Flare Gun	G	
Bently Mark IV	X	Convertible. Get +1 AP while in your RA
Folding Sniper's Rifle	G	WA put target Enemy OTL into your DP

Goldfinger Card List

Card Name:	Type	Notes
Goldfinger	V	DL = 5. Meglomaniac who cheats at cards & golf
Oddjob	E	Korean manservant with Razor-brimmed Bowler Hat
Contaminate Fort Knox	P	DL = 3. Operation Grand Slam
Deactivate Bomb	T	When in DP worth 2 cards when activating Plot
Electrocution	T	WA put Enemy agent OTL into your DP
Sucked out of Plane	T	When in DP worth 2 cards when activating Villain
Humiliation	S	WA put in your DP
Pussy Galore	E	Femme Fatale. Get +1 AP while in your RA
Flying Circus	A	Female Stunt Pilots
Gold Paint	S	WA discard any Woman card in any RA
High Speed Car Chase	E	WA discard any target Vehicle in any RA
Junkyard Crusher	T	WA discard any target Vehicle in any RA
Tilly Masterson	W	Seeking Revenge for her Sister Jill
Mr Solo	E	
Smoke Screen	G	RQ
Oil Slick	G	RQ
Ejector Seat	G	RQ
Homing Device	G	WA Move Pawn to any Plot or Villain Card
Laser Beam	T	An Action Card must be discarded to activate
Seagull Snorkel	G	Discard from RA to gain 2 AP
Bonita	E	Latin Fem Fatale
Felix Leiter	A	CIA counterpart. WA put Ally OTL IYRA
Lockheed Jet Star Plane	X	Discard from RA to move pawn to any Location
Gold 1937 Rolls-Royce	X	
Aston Martin DB5	X	Get +1 AP while in your RA

Thunderball Card List

Card Name:	Type	Notes
Nuclear Ransom	P	DL = 5. Threaten to blow up City
US Navy Aquaparas	A	
Hydrofoil Yacht	X	Disco Volante
Domino	W	Stunning French Beauty
Paula Caplan	W	Beautiful Bahamian
Patricia Fearing	W	Vivacious Blonde Nurse
Emilo Largo	V	DL = 4. Millionaire Playboy
Fiona Volpe	E	Black Widow Assassin. WA put in your SP

Card Name:	Type	Notes
Assume Identity	S	Discard target Aid card in any RA
Count Lippe	E	Bumbling Assassin
Quist	E	Another Bumbling Assassin
BSA Lightning Motorcycle	X	
Fire Rockets	G	RV
Ladislav Kutze	A	Polish Atomic Scientist
Steal Atomic Bombs	P	DL = 3
Shark Pool	T	
Spear Gun	G	
Vargas	E	Silent Assassin
Jacques Boitier	E	French Assassin in Drag
Disarm Foe	Z	
Electric Chair	T	
Pinder	A	Local Bahamian Contact
Blackout	S	WA put this card into your DP
Mini-Breathing Device	G	
Geiger Watch	G	
Bell Jet Pack	X	
Underwater Propulsion Unit	X	
Radioactive Pill	G	WA put an ally card OTL IYRA
Mini Flare Device	G	WA put an ally card OTL IYRA
Mink Glove	S	WA Steal or put a Woman OTL IYRA
Scalding Water	Z	Cannot be used to Activate Traps
Lock in Sauna	Z	Cannot be used to Activate Traps





38th Parallel

Introduction

Card game for 2 players. Simulation of the Korean War. One player is the UN.
The other player is the Communists.

The Deck

Players share a common deck.

Victory

Any player that wins 3 hands in a row wins the game. If no player wins after 10 turns, the game is a tie.

Turn Sequence

Each turn is divided into 3 phases: Logistics Phase
Deployment Phase Attack Phase

Logistics Phase

Each player draws 8 cards. Maximum handsize is 8 cards. Discard excess cards.
If the deck ever runs out, shuffle the discard & draw from it.

Deployment Phase

Players may discard up to 4 cards & draw replacements.

The Deck Card List

Card Name	Score	User	Type
Military Advisors	3	B	-
Reinforcements	4	B	-
Fierce Fighting	6	B	-
Military Assistance	5	B	-
Counterattack	7	B	D
Inflict Heavy Losses	7	B	-
Escalated Attacks	5	B	O
Major Attack	6	B	O
Probing Attack	4	B	O
Static Fortifications	6	B	D
Heavy Fighting	5	B	-
Strong Defensive Lines	9	B	D
Stalemate	3	B	-
War of Attrition	4	B	-
Outflank	8	B	-

Attack Phase

Players reveal cards from their hands they can score with. Some cards can be used by either player. Some cards can only be used by one player.

A player may use either Defensive cards or Offensive cards but not both. Each card played has a score. The player with the highest total score of all his cards revealed wins the hand.

All revealed cards are discarded. A player may discard any cards from his hand he doesn't want.

Atomic Bomb Option

If the American player plays the Atomic Bomb card, the game immediately ends. Draw a card: If it is 8+ the UN wins. If it is a 7 the War ends in a Draw.
If it is a 6 or less, the war escalates into WWII and everybody loses. The Communist player may play the Limited War card to negate the Atomic Bomb card.

Card List Notation

- User** Who may use the card.
- B** Both players
- U** UN Player
- C** Communist Player
- O** Offensive
- D** Defensive

Card Name	Score	User	Type
Chinese Army	9	C	-
Soviet MiGs	6	C	-
Manchurian Border	7	C	D
Spring Offensive	9	C	O
Bunker Complexes	8	C	D
Concealment & Camouflage	7	C	-
Infiltration	6	C	O
Human Wave Tactics	6	C	-
Guerrilla Warfare	8	C	-
Chinese Manpower	9	C	-
Superior Infantry Tactics	9	C	-
Marshall Peng	10	C	-
Soviet Hardware	5	C	-
Limited War	2	C	-
American Forces	9	U	-

Card Name	Score	User	Type
Breakthrough	9	B	-
Surprise Attack	6	B	O
(Re)Capture Seoul	7	B	O
Negotiations	2	B	-
Monsoon	3	B	-
Repulse Attack	8	B	D
Determined Resistance	5	B	D
Cruel Winter	3	B	-
Fighting Retreat	4	B	D
Invasion	9	B	O
Mobile Warfare	8	B	-
Major Offensive	8	B	O
Break Out	6	B	D
PLA Forces	8	C	-
KPA Forces	4	C	-
North Korean Army	5	C	-

Card Name	Score	User	Type
UN Contingents	6	U	-
ROK Forces	5	U	-
South Korean Units	4	U	-
Commonwealth Forces	8	U	-
General Douglas Macarthur	10	U	-
Tank Battalions	6	U	-
Pusan Perimeter	9	U	D
Decisive Artillery Support	7	U	-
Naval Bombardment	5	U	-
Airstrikes & Bombing	8	U	-
Airpower	9	U	-
Outposts	6	U	D
UN Firepower	9	U	-
US Amphibious Landings	7	U	O
Invade North Korea	8	U	O
Atomic Bomb	-	U	-

Links

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Faq

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40k Skirmish

Introduction

Board & card game for 2 players. Warhammer 40K theme Abstract skirmish level combat. Each figure represents a single man (unit).

Disclaimer

Warhammer 40K is a licensed, trademarked property. This is merely a fan site.

Victory

Destroy all opposing units.

The Map

Use an 8x8 chessboard.

The Men

Use miniatures to represent men.

Starting Forces

Each side starts with 150 points worth of units. The equipment of a unit must correspond to the appearance of the fig.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck. The deck contains 3 copies of each card in the Card list.

Space Marine Squad Unit List

Unit	Cost	Hits	Move	Armor	Notes
Imperial Guard	2	1	2	1	
Space Scout	3	2	3	1	
Space Marine	4	2	2	2	
Terminator Marine	6	3	2	3	
Dreadnaught	10	5	2	4	M3 attack for 3 damage

Move Max normal move

Costs do not include weapons.

Hits Number of Hits that type of unit has.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Fate Phase
2. Move Phase
3. Fight Phase

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. Moves cannot be through other units unless the unit has the "Fly" ability. Instead of moving just one man in any direction, you have the option of moving one or more men forward the indicated number of spaces using a single move card.

Fast units may move twice per turn and attack twice per turn. Heavy weapons give a -1 to the units move. (except for dreadnaughts)

Fire Phase

Play (discard) an Attack card to have a man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. Attacks cannot be through other units unless the weapon has the "Indirect" ability. Use Chits or coins to record damage.

A unit reduced to zero Hits is killed and removed from the board. Your opponent may play Armor cards to negate your attack.

The Dreadnaught has 2 heavy weapons (cost not included). The Dreadnaught is a robot (Max one per Squad).

Tyranid/genestealer Brood Unit List

Unit	Cost	Hits	Move	Armor	Notes
Hunter Slayer Pack	3	1	5	1	Fast
Genestealer	6	2	4	1	M3 attack for 2 damage, Fast
Brood Brother	2	1	2	1	Can use Weapons
Hybrid	4	2	3	1	Can use Weapons
Tyranid	6	2	4	2	
Zoat	6	3	4	1	Can use Weapons
Magus	7	2	2	1	Comes with Psychic Skill
Patriarch	15	4	3	3	Max one per brood
Screamer Killer	20	6	2	4	Max one per brood

The Patriarch has Leadership & Psychic skill and a M3 attack for 3 damage. The Screamer Killer has M3 attack for 4 damage and a Bio-Plasma Bolt that has a Range = 4 and Damage = 4. Hunter Slayers may be

equiped with Fleshborers.

Tyranids may be equiped with Deathspitters or Boneswords.

Weapon & Equipment List

Weapon	Cost	Range	Damage	Notes
Knife	0	M1	1	
Chain Fist	1	M1	2	
Chain sword	2	M2	2	
Power Sword	3	M3	2	
Power Glove	2	M2	3	
Power Axe	3	M2	4	
Thunder Hammer	4	M3	3	
Storm Shield	1	-	-	Armor +1
Lightning Claws	4	M3	4	
Frag Grenades	1	2	1	
Crack Grenades	2	2	2	
Melta Bombs	3	2	3	
Plasma Grenades	4	2	4	
Smoke Grenades	1	2	-	Block LOS for 2 turns
Las Pistol	1	3	1	
Lasgun	2	4	1	
Bolt Pistol	1	2	2	
Bolter	2	3	2	
Storm Bolter	3	3	3	
Plasma Gun	2	2	3	Use every other turn
Flamer Pistol	1	2	2	Ammo = 3
Missile Launcher	4	6	5	Heavy; Ammo = 4, Indirect
Heavy Bolter	4	5	4	Heavy; Ammo = 6, Indirect
Lascannon	4	6	3	Heavy
Auto Cannon	3	4	4	Heavy; Ammo = 6
Assault Cannon	3	4	5	Heavy, Ammo = 4
Conversion Beamer	4	5	4	Heavy
Jump Pack	1	-	-	Fly & Move +2
Fleshborer	1T	2	1	
Deathspitter	3T	4	3	
Boneswords	4T	M3	3	
Barbed Strangler	2T	5	5	Ammo = 1
Flesh Ripper	2T	3	2	

T Tyranids/Genestealers only.

Range = Maximum attack range.

Space Marine Specialist List

Specialist	Cost	Skill
Chaplain	4	Psychic Skill (max one per squad)
Librarian	4	Psychic Skill (max one per squad)
Commander	4	Leadership Skill (max one per squad)
Mechanic	2	Mechanic Skill
Medic	2	Medic Skill

Special Abilities

A unit with Psychic skill may discard a Special card to use a psychic power. A unit with Leadership skill may discard a Special card to give all of his units Move +1 this turn. A unit with Medic skill may discard a Special card to negate one point of damage done to an adjacent human unit.

A unit with Mechanic skill may discard a Special card to do one damage to adjacent unit or remove adjacent obstacle or Repair a destroyed weapon or equipment or repair one point of damage to vehicle or robot. All Marines have "Overwatch" and "Terminus"

ability. A unit with Overwatch skill may discard a Special card to make a ranged attack during an opponents' move phase.

A unit with Terminus skill may, when it is killed, discard a Special card to do damage to an adjacent opponent equal to that of any grenades the marine has.

Psychic Powers

Each psychic unit gets 4 random powers it can use during the game. Each power can only be used once.

Human Psychic Powers

1D12	Power	Range	Notes
1	Control	3	Take control of target for 3 turns
2	Telekinesis	6	Damage = 1
3	Blast	4	Damage = 3
4	Stasis	5	Target immobilized for 4 turns
5	Teleport	S/A	Transport target to any empty space
6	Vortex	1	All adjacent units take one point of damage
7	Lightning Arc	3	Two adjacent units take one point of damage each
8	Smite	1	Target destroyed
9	Aura	S/A	Target gets Armor +1 for 4 turns
10	Warp Time	-	Draw 2 cards
11	Scan	-	Look at opponents hand & discard one of his cards
12	Burst of Speed	S/A	Target gets Fast skill for 3 turns

S/A Self or adjacent unit

Genestealer Psychic Powers

1D12	Power	Range	Notes
1	Implant	3	Take control of target for 3 turns
2	Hellfire	3	Damage = 4
3	Hypnotize	5	Target immobilized for 3 turns
4	Steal Mind	4	Target immobilized for 4 turns
5	Cause Fear	5	Move 1-3 adj targets back; up to their full move
6	Confusion	4	Target Move, Attack & Armor values -1 for 4 turns
7	Regenerate	S/A	Remove all damage from target
8	Temporal Distort	-	Draw 2 cards
9	Ectoplasmic Mist	2	Two adjacent Targets immobilized for 2 turns

1D12	Power	Range	Notes
10	Mental Bolt	5	Damage = 2
11	Sense Presence	-	Look at opponents hand & discard one of his cards
12	Jinx	6	Destroy target weapon or equipment

Card List Notation

M Movement
A Attack

D Defense
S Special Ability
Type Purpose of card

Card List

Card Name:	#	Type	Notes
Melee 1	10	A	Unit can attack into adjacent space
Melee 2	8	A	Unit with M2 or M3 skill or weapon can attack into adj space
Melee 3	6	A	Unit with M1, 2 or 3 skill/weapon can attack into adj space
Range 2	7	A	Ranged attack at unit 2 spaces away
Range 3	6	A	Ranged attack at unit 3 spaces away
Range 4	5	A	Ranged attack at unit 4 spaces away
Range 5	4	A	Ranged attack at unit 5 spaces away
Range 6	3	A	Ranged attack at unit 6 spaces away
Armor 1	8	D	Unit with Armor 1, 2, 3, or 4 can use this card to defend
Armor 2	6	D	Unit with Armor 2, 3, or 4 can use this card to defend
Armor 3	4	D	Unit with Armor 3 or 4 can use this card to defend
Armor 4	2	D	Unit with Armor 4 can use this card to defend
Move 1	10	M	Unit may move exactly 1 space
Move 2	9	M	Unit may move exactly 2 spaces
Move 3	8	M	Unit may move exactly 3 spaces
Move 4	6	M	Unit may move exactly 4 spaces
Move 5	4	M	Unit may move exactly 5 spaces
Tactics	2	X	Shuffle the discard into the deck and draw 2 cards.
Special	10	S	Activates a units special ability

Number of this card in the deck





A D20 Conversion Of The Legendary Lloyd Krassner's Time Line

by C Gerard Luft

A d20 conversion of the legendary Lloyd Krassner's Time Line.

Introduction

Two time traveling civilizations fight for ultimate control of the entire timeline. The Far Future is controlled by a scientifically advanced culture known as the Teraxians. The Distant Past is controlled by a magical race known as the Atlanteans.

#	Era:	Force
12.	The Far Future	X
11.	Near Future	48
10.	WWII	24
9.	WWI	12
8.	Age of Imperialism	9
7.	Age of Revolution	6

Force = Force of Units recruited from this time period. Eras 2-11 have Period troops.

Dice

Six and ten sided dice are needed.

Counters

Each player gets a set of counters of a unique color and with unique unit types. Units are also referred to as troops. There is also a set of same-color, common, generic period troops: Have 10 counters to represent Period troops from each Era 2-11.

Mark the Era number on the counter.

Atlantean Counter Set

#		Att/AC	Move
1	Wizard	+3/13	3
3	Warriors	+6/16	2
1	Monsters	+9/19	1
25	Control Markers	-	-

Start = The number of such units the player starts the game with.

Object

Gain control of all 12 Eras on the Time Line.

D20

You will need a twenty sided die (d20) in order to play this variant. This variant's game mechanics herein are derived from the Open Gaming License of the D20 Systems Reference Document.

The Board

The board is composed of a row of 12 spaces. These spaces (or Eras) are labeled in the following order:

#	Era:	Force
6.	Renaissance	5
5.	Middle Ages	4
4.	Roman Empire	3
3.	Ancient Civilizations	2
2.	Prehistory	1
1.	Distant Past	X

Teraxian Counter Set

#	Type	Att/AC	Move
1	Scientists	+3/13	3
3	Agents	+6/16	2
1	Warships	+9/19	1
25	Control Markers	-	-

Setup

The Atlanteans begin with their starting counters in the Distant Past space. The Teraxians begin with their starting counters in the Far Future space. Roll high on 1D10 to see who goes first.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Random Factors
2. Time Travel
3. Change History
4. Recruit Troops
5. Seek & Destroy

Random Factors Phase

The active player rolls for two Resources on the Resource Tables below. A Resource can only be used

once, and then it is expended.

Time Travel Phase

You may move your units forward and backwards on the timeline a number of Eras up to their Move stat limit. For example: A Wizard could move from the Distant Past to the Middle Ages. Period troops have a base Move = 0.

Cards may be played to increase the Move stat of target units.

Change History

If you have a unit in an Era you may try to gain control of the Era by interfering with history. Roll 1D20.

1D20	Recruit
1-4	Wizard
5-8	Warrior
9-12	Warrior & Roll for two Resources

this is the control roll. On a roll of 12-20 you gain control of the Era.

Keep track of control by placing control markers. Changing history involves assassinations, planting ideas, providing assistance, preventing or causing critical events.

Recruit Troops

If you control an Era you may try to recruit one period unit from it. Roll 1d20. This is the Period Recruit Roll. On a roll of 12-20 you gain one unit.

The Atlanteans may make two rolls for the Prehistoric Era. Keep track of control of period units by stacking them and then placing a control marker on the stack. The Atlantean Player makes one Atlantean Recruit Roll:

1D20	Recruit
13-16	Monster
17-20	Roll for two Resources

Recruited Atlantean units begin in the Distant Past.

The Teraxian Player makes one Teraxian Recruit Roll:

1D6	Recruit
1-4	Scientist
5-8	Agent
9-12	Combat Team

1D6	Recruit
13	Combat Team & Roll for two Resources
5	Warship
6	Roll for two Resources

Recruited Teraxian units begin in the Far Future.

Seek & Destroy

If there are opposing units in the same Era they may fight. If neither side wants to fight there is no combat. If one side does not want to fight, it may attempt to hide or escape.

Roll 1D20. This is the Hide or Escape Roll. On a roll of 12-20 the player may hide all his units. They may not be attacked this turn. Alternatively, on a roll of 12-20 the player may have all of his non-period units

escape.

Escaping units move to an adjacent Era. They may be attacked again in that Era. Units that fail to hide or escape must fight. If there is a fight each side adds up :

1. Each unit attacks simultaneously
2. Players roll a d20 for each unit and add that units attack modifier and any modifier from expending resources. If the modified roll is equal to or greater than the target units AC than that unit is defeated.

Atlantean Resources

2D20 Card Name	User	Effect
2Astral Travel	W	Move +3 or Escape roll +2
3Astral Gate	WHT	Move +3 or Escape roll +2
4Dimension Door	WT	Move +3 or Escape roll +2
5Ethereal Plane	A	Move +3 or Escape roll +2
6Hermes Portal	WT	Move +3 or Escape roll +2
7Demon Horde	T	F + 9
8Vorpal Sword	T	F + 6
9Celestial sword	H	F + 9
10Rune Blade	T	F + 9
11Eldritch Blade	H	F + 3

2D20 Card Name	User	Effect
12Maelstrom	W	F + 9
13Firestorm	W	F + 3
14Petrification	W	F + 6
15Possession	W	Control opponents unit this turn
16Time Barrier	W	Units cannot Move past target Era
17Stasis	X	Units cannot move out of Target Era
18Dragon Breath	M	F + 3
19Regeneration	M	F + 6
20Time Walk	X	Take an extra turn
21Speed Time	X	Draw roll for five resources
22Take from the Future	X	Choose any 1 Resource
23Summon	W	Stack any 1 New Atlantean unit with Wizard
24Reverse Time	W	Redo this turn from the beginning
25See the Future	X	Choose 1 Resource any order
26Take from the Past	X	Put any one card from your discard into your hand
27Banish	W	Cause enemy unit to escape
28Polymorph	W	Destroy enemy unit
29Stone Rain	W	F + 9
30Time Vortex	W	Each unit in this Era is destroyed on 12-20 on a d20
32Armies of the Past	P	Entire Stack Move +3
33End of Time	X	Opponent must discard 3 Resources
34Great Wyrms	M	F + 9
35Myrmidons	T	F + 3
36Illusions	W	Hide Roll +2
37Enchanted Weapons	P	F + 3
38Wizards Sight	W	Opponent gets -2 to Hide Roll
39Invisibility	A	Hide Roll +2 or F + 3
40Avatar	H	F + 6

User What type of unit may use this card.

W Wizard

H Hero

T Warriors

M Monster

P Period Troops

A All

X None

Teraxian Resources

2d20Card Name	User	Effect
2Mind Control Device	S	Control opponents unit this turn
3Tac Nukes	W	F + 9
4-5Probability Shift	X	Any roll +2 or -2
6Time Contraction	A	Move +2 or Escape roll +2
7Time Expansion	A	Move +2 or Escape roll +2
8Time Skipping	A	Move +2 or Escape roll +2
9Matter Disrupters	W	F + 3
10Force Fields	W	F + 6
11Cybernetics	G	F + 3
12Plasma Weapons	C	F + 6
13Spinal Mount	W	F + 9
14Power Armor	G	F + 9
15Time Projection	A	Move +2 or Escape roll +2
16-17Alternate Time Line	S	Destroy Target Unit

2d20	Card Name	User	Effect
18-19	Paradox	X	Destroy Target Unit
20	Time Loop	X	Get an Extra Turn
21	Temporal Rift	X	Opponent must discard 3 Resources
22-23	Time Flux	S	Units cannot Move past target Era
24	Anachronism	P	Move +2
25	Temporal Locator	S	Opponent gets -2 to Hide Roll
26	Time Beacon	X	Units moving to this Era get Move +2
27	Neural Implants	G	F + 6
28	Time Bomb	S	F + 6
29-30	Worm Hole	A	Move +2 or Escape roll +2
31	Temporal Manipulation	X	Roll for five Resources
32-34	Recorded History	A	Any Roll +2
35	Holograms	S	Hide Roll +2
36	Eject Button	A	Escape Roll +2
37-38	Stop Time	S	Units cannot move out of Target Era
39-40	Futuristic Weapons	P	F + 3

S Scientist
G Agent

C Combat Team
W Warship





A New Hope

by sir gerard luft, kdm

Luke, Han and Leia need to get back to the Millennium Falcon in the Death Star's Docking Bay. But Vader and his minions are in hot pursuit.

Introduction

This game is played with two players. Each player begins with three character cards and their own deck, as detailed below.

Set Up

Light Side

Character Cards

Character	Power	Toughness	Force
Luke Skywalker	3	3	4
Leia Organa	3	3	3
Han Solo	3	3	3

Dark Side

Character Cards

Character	Power	Toughness	Force
Darth Vader	4	4	6
Boba Fett	3	3	2
Stormtrooper	1	1	1

Deck

Area	Power	# in Deck
Death Star Command Center	1	8
Death Star Detention Block	0	8
Death Star Docking Bay Control Room	0	8
Death Star Core Shaft Corridor	0	8

Miniatures And Map

If you have any problem keeping track of who is in what area each turn, draw up a map of the Death Star (or use the boards from the Escape from the Death Star Miniature Game) and pull out your Star Wars action figures or miniatures! (As a matter of fact, these game rules were modified from the D20 Star Wars Fast Play Rules.

The Turn

- Each player lays his character cards (and miniatures) out face up before him. Then they draw a card from their deck for each of their characters, going right to left. The cards drawn indicate which area of the Death Star each individual character is that turn (If random location seems unrealistic, one merely needs to watch a few episodes of Doctor Who, Star Wars Episode IV, or any early seasons of Star Trek: the Next Generation, to see the heroes running "like chickens with their heads off" trying to save their derrières; it's just the fun of true space operas!).
- If any character is in the same area with an opponent character, they may attack that opponent. (e.g., Luke, Leia, Boba Fett and the Storm Trooper are in the Command Center).
- Before a conflict occurs, players must decide if they wish to Tap (rotate 90 degrees/ AKA siding)

a character to use the Force to Support another character in the same area (e.g., Leia taps to support Luke, and Darth Vader taps to support Boba Fett. Characters tapped due to damage taken in previous turns can not be tapped to support.

- The attacking characters must choose their targets. A character that is tapped to support can not be targeted. If there is a character that is tapped due to damage, then that character can be targeted. Only characters tapping to support are exempted from being targeted.
- Players should take turns attacking. However all attacks are considered to be simultaneous.
- A player draws one card from their deck for each character attacking. The character can draw more than one card if any other characters are tapped to support him or her (e.g., Tapping Leia when in the same area as Luke allows Luke to draw three additional Attack Draws when he enters into a Conflict). A character can only receive as many points of Force as he has as his Force Level (i.e., If Leia- Force 3 and Han- Force 3, both tap to support Luke, Luke- Force 4 can only receive 4 of the 6 points of force supporting him). Each card in the deck has a Power score (either 0 or 1). Take the character's Power score and add that number of +1's that he or she received from their attack draw(s). If the modified Power of the character attacking is greater than the Tough-

ness score of their target, then that character has been injured. The first time a character is injured, that character card is tapped. For the remainder of the game, that injured character can not tap to support another card in the same area. Also, if that tapped character is successfully hit again, then it is removed from the game.

- After all conflicts have been resolved, characters that were tapped to support are untapped.

The cards drawn for character location and Attack Draws are discarded. One does not need to reshuffle the discard pile each turn. But if one does, the probability balance will be much more accurate (this we found after doing some serious play testing with this game).

- The turn sequence repeats until all characters on one side are defeated. The player with the last man standing is the winner.





Abridged Dungeons & Dragons

Introduction

In 1979 the Classic Dungeons and Dragons game gave birth to a new game called Advanced Dungeons and Dragons. AD&D was originally created to provide detailed universal rulings for use in D&D tournaments. As time went on Basic Dungeons and Dragons became simply a launching board for new players to orient themselves to the game before heading onto the Advanced Dungeons and Dragons Rules (Usually after attaining third level with their first character). While the third edition of AD&D has reverted to the simple title of D&D, it is in essence still Advanced D&D. Present here is a reversion or devolution of the Original Dungeons and Dragons rules, which we call Abridged Dungeons and Dragons (AbD&D). In reality this is not a new or plagiarized game, but rather a simple compilation of the original 1969 Chainmail Fantasy Wargaming rules, with a role playing inspiration from the popular Risus RPG. Risus embodies the present trend to provide light game rules to role playing games, which is the goal of AbD&D.

Requirments

You will need ordinary (six-sided) dice, paper, pencil, and miniatures.

Character Creation

Identity

Create a name, description and background for your fantasy character, or choose a character from one of an epic fantasy or sword and sorcery novel.

Class

Choose one of the follow classes that fit your character

Hero/ Antihero: 4 Dice

Heroes include such characters as the ranger Strider from Lord of the Rings or Sir Bedeviere from La Mort d'Arthur. Perfect examples of an Anti-Hero would be Elric of Melnibone, and Fahred and the Grey Mouser of Lankhmar.

Wizard: 1 Dice

Wizards include such legends as Gandalf the Istari of the Lord of the Rings and Merlin of La Mort d'Arthur. Fire Balls: Once per turn a Wizard can launch a fire ball at a target. The fire ball will destroy all creatures within a 40' (4 Inch on Table Top) radius from the fireball's chosen impact area. Characters may roll 18 or greater on their combined class dice to avoid the damage. Magic: When Wizards cast spells, they must roll two dice (adding the rolls together; 2d6) on the table below to determine the success of the spell.

Spell Level (Complexity)	Effect	Dice Roll
1	Immediate Effect	7
	Delayed 1 Turn	6
	No Effect	4
2	Immediate Effect	8
	Delayed 1 Turn	7
	No Effect	5
3	Immediate Effect	9
	Delayed 1 Turn	8
	No Effect	6
4	Immediate Effect	10
	Delayed 1 Turn	9
	No Effect	7
5	Immediate Effect	11
	Delayed 1 Turn	10
	No Effect	8
6	Immediate Effect	12

Spell Level (Complexity)	Effect	Dice Roll
	Delayed 1 Turn	11
	No Effect	9

Spells

1. Phantasmal Forces: The creation of the apparition of a unit or creature for four turns, maximum duration. (Complexity 2)
2. Darkness: Casts increasing gloom over the entire playing area for as long as the Wizard is not attacked. On the turn that the spell is cast light is not affected, on the second turn semi-darkness sets in, and on the third turn it becomes fully dark (only those troops that can see in darkness can then attack/defend). The spell takes the reverse order when ended or countered. (Complexity 1)
3. Wizard Light: The dispelling of darkness in an area extending 24" in all directions radiating from the Wizard casting the spell. (Complexity 1)
4. Detection: A spell which detects either hidden enemies or the use and effect of other magic spells. It will not discover hidden enemies or the type of magic being employed if the opposing Wizard is of greater strength, but the magic by the enemy will be revealed. (Complexity 2)
5. Concealment: A spell which will conceal a unit/fantastic creature from all save certain creatures which have the power to detect hidden enemies. (Complexity 3)
6. Conjunction of an Elemental: Wizards can conjure Elementals, but no more than one of each type can be brought into existence. (Note: This does not apply to Djinn and Efreet.) If the Wizard who conjured the Elemental is disturbed (attacked) while the Elemental is still in existence, he loses control of it, and it will then attack the conjurer. An Elemental created by a Wizard who is subsequently killed will attack the nearest figure. Such Elementals must be dispelled by a Wizard or (killed) by combat. (Complexity 5)
7. Moving Terrain: Causing the shifting of vegetation/hills, etc. A spell possible only to a Wizard. (Complexity 6)
8. Protection from Evil: A 12" diameter circle which will keep out all evil fantastic creatures/men. (Complexity 3)
9. Levitate: A spell which allows the user to rise 6" per turn for up to six turns. It is possible to remain stationary, but lateral movement if not possible unless some form of propulsion is available. (Complexity 2)
10. Slowness: A spell which causes up to 20 figures to move at one-half speed for two turns. (Complexity 3)
11. Haste: A spell which speeds the movement of up to 20 figures by 50% for three turns. (Complexity 3)
12. Polymorph: This allows the user to change himself into the semblance of anything of from his own size to something as large as even a giant. It

lasts until the user changes himself back or it is countered. (Complexity 4)

13. Confusion: By using this spell up to 20 of the enemy can be caused to react in absolutely the opposite manner. For example, if they advanced, they will be retreated instead. Duration is but one turn. The user secretly indicates which unit is to be confused, and when the spell takes effect he allows the enemy to move the troops and then when all movement is finished he changes the action of the confused unit to the opposite of what it actually did. (Complexity 4)
14. Hallucinatory Terrain: A spell which makes some form of terrain appear to exist/not exist until it is contacted by a living thing. At this the hallucination dissipates. Woods, rocks, marsh, etc. can be affected by this spell. (Complexity 4)
15. Cloudkill: A gaseous cloud of poisonous vapors which kill all men, orcs, dwarves, and the like when it contacts them. Cloud size is 3" deep by 6" wide by 3" high. It stays along the ground, moving away from the magic-user who casts it at the rate of 6" per turn. It will drift at random if he is not concentrating on it. (Complexity 5)
16. Anti-Magic Shell: This causes a bubble of force to surround the user and totally prevents anything magical from either entering or leaving the shell. It lasts for up to six turns. Shell radius is 5". (Complexity 6)

Elf: 3 Dice

From the angelic elves of Lord of the Rings to the mysterious Elden of the Eternal Champion, these creatures are the hallmark of the Fantasy Genre. They feature both an unearthly combat prowess and an inborn affinity for magic. Elves may become invisible at will, although they become visible again upon attacking.

Dwarves: 4 Dice

From the brave defenders of the great subterranean halls of Lord of the Rings to the faithful squires of La Mort d'Arthur, these stout bearded warriors are more deadly to ogres and giants than creatures their own size.

Hobbits: 2 Dice

What would an epic fantasy adventure be without Hobbits?

Character Advancement

When characters defeat an enemy during an adventure they get Points which accumulate allowing them to advance in dice (levels).

Points Accumulated	Hero	Elf	Dwarf	Hobbit	Wizards and Sorcerers
0	-	-	-	-	-
40	-	-	-	2 Dice	1 Dice
80	-	3 Dice	-	+1	0
160	4 Dice	+1	4 Dice	+1	0
320	+1	+1	+1	+1	0 (+1 Magic Roll)
640	+1	+1	+1	+1	0
1280	+1	+1	+1	+1	0
2560	+1	+1	+1	+1	0 (+1 Magic Roll)
5120	+1	+1	+1	+1	0
10240	+1	+1	+1	+1	+1 (+1 Magic Roll)
15360	+1	+1	+1	+1	0

+ 10240 Points for each level beyond those charted above. An example of a eight dice Hero (Super Hero) would be Conan the Barbarian. An Example of two dice, +3 Magic Sorcerer would be Thulsa Doom.

Skill Resolution

When a character wishes to perform a feat, such as picking a pocket for a hobbit or Anti-Hero, or charming a Non-Player Character (NPC) for an elf (their magically beautiful), then a difficulty must be set, which the PC must roll over or above on a combined class dice roll. Difficulty targets

- 3 for very easy
- 6 for easy
- 9 for normal
- 12 for difficult
- 15 for very difficult
- 18 for improbably
- 21 for impossible COMBAT A character (PC or NPC) can take as many hits during combat equal to their class dice (e.g., a four dice hero can take 4 successful hits) When two sides attack each other both roll a single die. The side with the highest roll attacks first. 1. Movement: Creatures on foot can move 60 feet (6 Inches). Mounted creatures and large creatures can move 120 feet (12 Inches) 2. Attack: The Attack Character rolls his Class

Dice. For each six that is rolled on the individual dice, one hit is inflicted on the target. A creature reduced to 0 hit points is defeated. Example: Strider the Ranger attacks an orc. He is a 5 dice Hero. He rolls five dice: 3, 5, 6, 2 and 6. Strider inflicts two hits on the orc. The NPC class of Orc is a 2 dice class. Thus its hits points are reduced to 0, and it is defeated.

Monsters

- Sprites and Pixies 1
- Goblins and Orcs 2
- Wraiths 2
- Lycanthropes 4
- Ogres and Trolls 6
- Giants 12
- Ents 6
- Rocs, Wyverns, Chimera and Griffons 4
- Elementals 4
- Basilisk 4
- Wights 1
- Dragons 25
- Other D&D Creatures= 1 die per Hit Die

Magic Items

- Armor: -1 to -5 dice to attacking creatures.
- Sword: +1 to +5 dice to that character's attack.





Acropolis

Introduction

Card game for 2-6 players. Each player takes the role of a prominent citizen of a newly founded Greek Colony. Players make money (Drachmas) by trading goods at the market (Agora).

They then use this money to construct the important buildings of their Fledgling City State.

Victory

At the end of the game, the player who has the highest score in the most Construction Categories wins.

Game End

The game ends when all 15 cards of the Build deck have been claimed.

The Decks

There are 2 Decks: The Agora Deck The Build Deck

The Agora Deck

The Agora deck is composed of 12 types of cards with 4 copies of each. These cards represent goods that can be traded in the marketplace. Whenever the Agora deck runs out, shuffle the discard and draw from it.

The Build Deck

The Build deck is composed of 15 cards that fall into 3 types. These types or Construction Categories

include: Military, Civic, and Religious. The top card of the Build Deck is always kept face up.

Money

Use coins to represent Money. The term for coins is Drachmas. Drachmas not owned by any player are kept in the Treasury (Bank).

Victory Pile

Each player has a Victory pile where he keeps the Bid cards he has won. Players keep the cards in their Victory Pile face up and visible to all.

Setup

Shuffle the decks. Players vote on who goes first in the first Bid phase. If tied, draw straws. The first player to go is called the First Citizen.

Rounds

Play occurs in rounds. A Round consists of 2 Market Turns, and then 1 Build Turn.

Market Turn

Each player is dealt 7 cards from the Agora Deck. Players may feely trade cards with each other. After all players have finished trading, they sell their hands.

A Hand can be one of 11 types:

Hand Type Chart:	Drachmas:	Hand Name:
1 Pair	1	Bireme
7 Different	2	Democracy
2 Pairs	3	Philosophers
3 Pairs	5	Pythagoras
1 TOAK	5	Trireme
1 FOAK	7	Golden Rule

TOAK Three of a Kind

FOAK Four of a Kind

Hand Type Chart:	Drachmas:	Hand Name:
1 Pair & 1 TOAK	7	Phalanx
2 Pairs & 1 TOAK	9	Fleet
1 FOAK & 1 pair	9	Colony
2 TOAKS	11	City States
1 FOAK & 1 TOAK	13	Olympiad

Build Turn

Players openly bid on the face-up top card of the Build deck. This card is called the Bid card. The First citizen bids first and then bids proceed clockwise around the table.

Bids are verbal and not secret. Bids are in an amount of Drachmas. You cannot bid more Drachmas than you have. To stay in the Bid, you must bid a higher amount than the previous player.

If no one bids higher than you, you win the Bid. The winner must discard the Drachmas he Bid to the Trea-

Note that the cards are not numbered, so a pair, TOAK, and FOAK are Referring to having cards of the same suite. For example a pair could be 2 Wine or it could be 2 Fish. Gain Drachmas for your hand from the Treasury according to the Chart. Players discard their hands after selling them.

surey. Other players keep their Drachmas. Drachmas are saved from turn to turn.

The winner puts the Bid card into his Victory Pile. Next Bid Turn the player to the left of the First Citizen becomes the new First Citizen.

End Game Scoring

The Build cards in your Victory Pile are used for scoring. Each player is scored in 3 Categories: Military, Civic, and Religious. Each build card has a Score written on it for 1 category.

Add up your score in each of the 3 categories. If 2 players are tied in a category, the winner is the player with the Most Buildings in that category. If they are still tied, the player with The highest scoring Building

Build Deck Card List

Card Name	Type	Score
Walls	M	4
Arsenal	M	5
Harbor	M	6
Strategion	M	7
Acropolis	M	8
Fountain House	C	4
Gymnasium/Stadium	C	5
Theatre	C	6

Note: 1 Copy of each card

Optional Advanced Rules

Each Building you control provides you with a special ability:

Building Special Ability List

Building: Special Ability: Notes Walls: Defense: You are immune to the effects of your opponents buildings. Arsenal: Force Trade: Once on Market turn you may steal one random card from an opponent and then must immediately give him one card from your hand. Harbor: Slave Trade: Your Slave cards are Wild cards.

Strategion: Strategy: Once on Market Turn you may look at one opponents hand. Acropolis: High Vantage: You may always look at the next 3 cards in the Build deck. Fountain House: Refreshment: Once on Market turn you may draw the top card from the

in that category wins the category. If there is a 3 way tie at the end in the 3 Categories, the tied player with The most Buildings at the end wins. If still tied, the tied player with The most remaining Drachmas at the end wins.

Agora Deck Card List

Card Name: Fish Meat Vegetables Cheese Wine Bronze Cloth Pottery Goats Sheep Slaves Oil Note: 4 Copies of each card

Build Deck Card List Notation

M Military

C Civic

R Religious

Card Name	Type	Score
Council Hall	C	7
Agora	C	8
Shrine	R	4
Great Altar	R	5
Sanctuary	R	6
Temple	R	7
Parthenon	R	8

Agora Deck and then must immediately discard one card from your hand.

Gymnasium/Stadium: Competition: All your Build cards score +1 in End game scoring. Theatre: Drama: You always bid first in Bid Turns (You are always first citizen) Council Hall: Politics: You get a +3 to all your Bids Agora: Philosophy: Draw 1 extra card from the Agora Deck on the first Market Turn of each Round. Shrine: Blessing of Poseidon: All your hands earn +1 Drachma Great Altar: Blessing of Apollo: Pairs earn +1 Drachmas Sanctuary: Blessing of Ares: TOAKS earn +2 Drachmas Temple: Blessing of Athena: FOAKS earn +3 Drachmas Parthenon: Blessing of Zeus: Draw 1 extra card from the Agora Deck on the second Market Turn of each Round.

Card Set

BGG Link





Advanced Star Frontiers Lensman

Introduction

In the 198th year of the Galactic Federation (UPF 198fy), mankind attempted its first Intergalactic Voyage through Void Space. The Lensmen (adapted from Doc Smith's Lensman Space Opera) that now made up the upper echelons of Star Law, turned their mentalist talents to navigating ships along the superstrings (i.e., Slipstream of Roddenberry's Andromeda) of the Void's quantumspace continuum. The First Lensman Ranger made the Void Jump to Andromeda under half a minute. But that exploration would turn tragic.

Mankind made first contact with the centaur like beings of Andromeda, known as the Morad* (which look suspiciously like the Vedran of Roddenberry's Andromeda; conveniently, the fall of the Systems Commonwealth, according to the official Andromeda Time-Line, lines up exactly with the formation of the Asimov/Traveler Galactic Empire (AKA Third Imperium), which is a personal constant in all of my milieus (obviously the Commonwealth's fall resulted in mankind losing its Void space intergalactic capabilities, and returning to a Hyperspace based pangalactic drive, as we see in the Foundation series and Traveler)). The first contact with the Morad's intergalactic High Guard was less than desirable. Soon mankind found itself alienated by its non-human companions of the Federation, and embroiled in its first intergalactic war.

Since the Morad's Commonwealth had millennia of experience with intergalactic conquest, mankind had to turn to their only hope to win this war with the Second Galaxy: the Lensmen! While the Gray Lensmen scoured the Galaxy for spies, ships and infiltrators from the Second Galaxy, the Lensman Rangers piloted their Assault Scouts to the Second Galaxy in order to undertake espionage missions to bring down enemy bases and perform swift guerrilla tactics against Morad ships in its own Galaxy.

In this game you play a Lensman Ranger with his intergalactic assault scout ship. You must use your Lensman Powers to undermine enemy bases while battling any Morad ships that you encounter.

Set Up

You will need the card deck (given below) and 2 ten sided dice, that will be used together as 1D% (for those of you who are new to STAR FRONTIERS and other D% Games, roll one die to generate the 10's number and 1 die to generate the 1's number, with a roll of 0 and 0 being 100%).

You begin the game with your Lensman Ranger and Assault Scoutship on the table.

The Object Of The Game

When you have successfully infiltrated and brought down all four Morad quadrant bases in the Second Galaxy, you win.

The Game

After emerging from the Void's Slipstream into the Andromeda Galaxy, draw one card. If it is a ship card you will need to battle it.

Starship Combat Turn

1. Because of your Lensman mentalist skills, you can be prepared for the intruder before even exiting Void Space. So your Assault Ship attacks first each turn. Roll a 1D% for each weapon. If the roll is equal to or less than your Assault Scoutship's POWER, then you hit with that weapon. If you hit, subtract the damage from the opponent's hull points. If the ship is reduced to 0 or less Hull Points, it is defeated, and you make another jump, drawing another card.

2. If the enemy ship is not destroyed, then it gets to fire. To simulate your Ranger's Lensman powers affecting the opponent ship's crew, first make a 1D% roll for each of the shots they can take. If you roll equal to or under your Ranger's POWER then you may subtract your POWER from the opponents chance to hit for those weapons you make a successful POWER roll on. In Doc Smith's Second Stage Lensmen, he goes into beautiful detail how a group of Lensmen can even affect the outcome of a fleet battle!

3. After ascertaining all adjustments to the enemy ship, its time to roll for them. If they hit, then they inflict the listed damage to your hull point score. If you are destroyed, then the game is over.

4. If at the end of the battle you survive, but your ship is damaged, the new stat-of-the-art self repair system will repair your ship to full Hull Points by the time you exit Void space again for your next encounter.

Quadrant Base Infiltration Resolution

When you draw a BASE CARD, you must roll equal to or under your Ranger's POWER in order to effectively disable its operation. If you fail, draw one card from the Deck to combat. If you defeat this ship, then you can try again to infiltrate the base, but with a cumulative 20% penalty for each succeeding failure. If you draw a BASE CARD when drawing for failure

response, then you have mistakenly found a connection to the next base via a Hyperspace Tunnel (while Hyperspace does not compare to Voidspace for Intergalactic Travel, it sure makes great mini-wormholes

permanently connecting two points in the same Galaxy (it can still attempt to cross the Intergalactic Void, but it sure gets messy then; again, read Second Stage Lensmen)

CARD NAME	#	Power	Hull	Attk	Dam
LENSMAN RANGER	1	60	-	-	-
FEDERATION ASSAULT SCOUTSHIP	1	75	15	2	20/50
MORAD FRIGATE	16	75	40	3	20/20/10
MORAD DESTROYER	4	75	70	4	20/20/20/10
MORAD LIGHT CRUISER	2	75	80	4	20/20/20/20
MORAD HEAVY CRUISER	1	75	85	6	20/20/20/20/20/10
MORAD MILITARY QUADRENT BASE	4	-	-	-	-

*To learn more about the intergalactic species Morad from the adventure The Prisoners of Eltross,

visit Advance Star Frontiers Adventures





Adventure Club

Introduction

Card game for 2-4+ players. Players are modern-day, rich, athletic, leisure-minded adventurers.

Victory

The game ends when all the Adventure cards (excluding Spoilers) are in player's Victory Piles. The player with the most Victory Points (VP) wins.

Traits

At the beginning of the game each player picks one of 3 traits:

- 1. World Class Athlete
- 2. Filthy Rich
- 3. No Responsibilities

Some adventure cards require the player to have one of these traits. These cards are called Spoiler cards.

The Decks

There are 2 Decks: Resource Deck & Adventure Deck.

Set Up

The most Adventurous, Athletic and Wealthy player (in real life) goes first.

Turn Sequence

Players take turns. Each turn has 3 phases:

- 1. Opportunity Phase
- 2. Resources Phase
- 3. Adventure Phase

Opportunity Phase

There must be 3 Adventure cards face up in the middle of the play area. If there are less, flip over the top card of the Adventure deck

Resource Deck

Draw 3 cards from the Resource deck. Max hand size is 10 cards. Discard excess cards. Players may trade Resource cards.

Adventure Deck

Each adventure card has a cost in Time, Wealth, and Conditioning cards. A player may discard resource cards that satisfy the requirements of a card to Claim it and put it in his/her Victory Pile. If a Resource card has a Skill associated with the Adventure card, then that Resource card is worth 2 cards.

For Example: To claim the "Hiking in the Gobi" adventure card you would Have to discard 2 Time cards, 2 Wealth cards, and 4 Conditioning Cards. Skills associated with this adventure include: Running, Desert, Hiking If a Conditioning card was of one of these skill types, it would be worth 2 cards. If you did not claim an Adventure card this turn or last turn, you may take one of the face up Adventure cards & put it on the bottom of the Adventure card deck.

Resource Card List

Card Name:	#	Type	Note
Money	16	W	
Subsidy	4	W	Worth 2 Wealth cards
Time	16	T	
Volunteer	4	T	Worth 2 Time cards
Hiking	4	C	
Rafting	2	C	
Skiing	2	C	
Running	2	C	
Climbing	2	C	
Diving	2	C	
Sailing	2	C	
Rafting	2	C	

Card Name:	#	Type	Note
Surfing	2	C	
Desert Survival	2	C	
Arctic Survival	2	C	
Cycling	2	C	
Driving	2	C	
Flying	2	C	
Jumping	2	C	
Caving	2	C	
Broken Leg	2	X	Opponent Discards 3 Resource cards
Life's Dream	2	X	Worth 2 of Wealth, Time or Conditioning
Hard Work	2	X	Draw 3 Resource cards

Copies of card in deck

W Wealth**T** Time**C** Conditioning**X** Special**Adventure Deck Card List**

Card Name:	V	T	W	C	Skills:
Hiking in the Gobi	8	2	2	4	Running, Desert, Hiking
Rowanda Gorilla Trek	6	2	2	2	Hiking
Dive with Great Whites	5	1	2	2	Diving (South Africa)
Tibetan Buddhist Kingdom	7	2	4	1	None (Bhutan)
Yukon River Quest	6	1	2	3	Rafting (Canada)
Badwater Ultra Marathon	6	1	1	4	Running (Death Valley)
Walk on Fire	4	1	2	1	None (Hawaii Volcano)
Volvo Ocean Race	10	4*	2	4	Sailing (7.5 Months)
Patagonian River Plunge	8	2	3	3	Rafting (Chile)
Greenland Challenge Race	8	2	2	4	Bike, Hike, Raft, Arctic
Running of the Bulls	4	1	1	2	Running (Pamplona Spain)
Sahara Marathon	8	2	1	5**	Running, Desert (Morocco)
Ski the South Pole	8	2	3	3	Ski, Arctic
Norway Base Jump	7	1	2	4	Jumping (Cliff)
8,000 Foot Cho Oyu	10	3	3	4	Climbing (Nepal & Tibet)
Himalaya Helicopter	9	2	4	3	Skiing (Nepal)
Great Wall Marathon	7	2	2	3	Running (China)
Suborbital Space Flight	10	2	5***	3	None (\$98,000)
New Zealand Bungee	4	1	1	2	Jump (440 Feet)

* Requires no Responsibilities

** Requires World Class Athlete

*** Requires Filthy Rich

V Victory Points**T** Time cards Required**W** Wealth cards Required**C** Conditioning cards required

Skills = Associated Skills





Adventurers

Introduction

1930-1940's Adventuring: Save the damsel, defeat the villain, and recover the ancient artifact.

Deck

Players share a common deck. Six sided dice are required.

Adventurer

Profession:	Advantage:
Actor	+1D6 vs Person cards if not using a weapon card
Archaeologist	+1D6 vs Trap Encounters
College Professor	Discard a card to look at the next 4 cards in the deck
Daredevil Pilot	Draw an extra card when you play a Travel card
Gangster	You may use enemy cards as weapon cards
Inventor	Draw an extra card when you play a Weapon card
Museum Curator	Draw an extra card when you play a Research card
Occult Expert	Draw an extra card when you play an Ancient card
Private Investigator	In draw phase draw an extra card and discard one
Reporter	Hand size +2
Trapper	+1D6 vs Animal Encounters
Soldier of Fortune	+1D6 vs Enemy Encounters
Sea Captain	+1D6 vs Water Encounters

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Draw Phase
2. Research Phase
3. Travel Phase
4. Encounter Phase
5. Research Phase

Draw Phase

Draw 2 cards. Max hand size = 5. Discard excess cards. If the deck runs out shuffle the discard and draw again.

Research Phase

Play research cards in this phase.

Travel Phase

If there is an Encounter card in front of the active player skip this phase. If not, the active player may play a Travel card or a Location card face up. The new card is placed on top of the players previously played travel/location card.

Victory

Your Adventurer must be the first to visit 5 locations. The last location must be an Ancient location. You recover the ancient relic before your adversaries.

Setup

Pick your adventurer type. Draw 5 cards. Roll high on 1D6 to determine who goes first.

A location card may only be played if the previous card was a Travel card.

Encounter Phase

If your are not currently facing an unresolved Encounter card, the Opponent to your right may play an Encounter card from his hand on you. The Encounter card must match the top Travel or Location card you have face up. The opponent rolls 3D6 or 4D6 for the Encounter card according to the cards description (Force 3 or 4).

This is the Encounter roll. The opponent may attach a Weapon card to a Person Encounter for an additional 1D6. The active player rolls 3D6. This is the Escape roll.

The player may play a weapon card for an additional 1D6. Weapon cards cannot be used against trap encounters. If the Escape roll is higher that the encounter roll discard the encounter card, otherwise it stays in play.

Some Action, Item cards will cause the automatic escape from an encounter.

Card List Type Notation

W Weapon
A Action
E Encounter

H Help
I Item
T Travel
R Research

Common Deck Card List

Card Name:	Type	Notes:
Bullwhip	W	Force +1
Disarm	A	Negate a Foes weapon card
Submachine Gun	W	Force +1
Thrown Knife	W	Force +1
Machine Gun	W	Force +1
Revolver	W	Force +1
Run away	A	Evade Encounter & Discard 2 cards
Car Chase	E	Enemy Force = 3: Road
Chase Scene	E	Enemy Force = 3: Anywhere
Swing to Freedom	A	Evade Encounter & Discard 2 cards
Big Burly Nazi	E	Enemy Force = 3: Fisticuffs: will not use guns
Insect Swarm	E	Swarm Force = 3: Location Indoor
Sewer Rats	E	Swarm Force = 3: Location Indoor
Snake Den	E	Swarm Force = 3: Location Indoor
Tarantula	E	Animal Force = 3: Anywhere
Pit Trap	E	Force = 3: Ancient Location
Big Burly Arab	E	Enemy Force = 3: Location
Hide	A	Evade Non-trap Encounter
Sliding Doors	A	Evade Indoor Encounter
Secret Passage	A	Evade Indoor Encounter
Tiger	E	Animal Force = 3: Location Outdoor
Crocodile	E	Animal Force = 3: Location Outdoor
Bound & Gagged	E	Force = 3: Travel or Civilization
German Officer	E	Person Force = 3: Anywhere
SS Guards	E	Person Force = 3: Anywhere
Armored Car	E	Enemy Force = 3: Road, Ground
Mystery Man	E	Person Force = 3: Anywhere
Barroom Brawl	E	Enemy Force = 3: Non-sea Travel
Fighter Plane	E	Enemy Force = 3: Travel
Panzer Tank	E	Enemy Force = 3: Road, Ground
Flame Thrower	W	Force +1
Out of Control Fire	E	Force = 3: Indoors
Topple Pillars	A	Evade Ancient Indoor Encounter
Read Hieroglyphics	R	Discard hand & draw 5 cards
Bazooka	W	Force +1
Poisoned Dates	E	Force = 3: Anywhere
Trained Monkey	H	Evade Encounter & Discard 2 cards
Treasure Map	R	Look at top 5 cards of deck & keep 1
Steamboat	T	Water
Motorcycle	T	Road
Ocean Liner	T	Water
Luxury Liner	T	Water
Freighter	T	Water
Troop Truck	T	Road
Air Liner	T	Air

Card Name:	Type	Notes:
Train	T	Train
U-Boat	T	Water
Zeppelin	T	Air
Prop Plane	T	Air
Auto-Gyro	T	Air
Sporty Roadster	T	Road
Safari	T	Ground
Biplane	T	Air
Seaplane	T	Air
Mountaineering	T	Ground
Deep Sea Diving	T	Water
Speed Boat	T	Water
Hiking	T	Ground
Balloon	T	Air
Camels	T	Ground
Horses	T	Ground
Schooner	T	Water
Orient Express	T	Train
Chinese Junk	T	Water
Temple	L	Indoor: Ancient
Mines	L	Indoor: Ancient
Pyramid	L	Indoor: Ancient
Caves	L	Indoor: Ancient
Mansion	L	Indoor: Civilization
Archeological Dig	L	Indoor: Ancient
Fortress	L	Indoor: Ancient
Catacombs	L	Indoor: Ancient
Ziggurat	L	Indoor: Ancient
Island	L	Outside: Wild & Water
Palace	L	Indoor: Ancient & Civilization
Camp	L	Outside: Wild
Airfield	L	Outside: Civilization
Hotel	L	Indoor: Civilization
Docks	L	Outside: Civilization
Desert	L	Outside: Wild
Jungle	L	Outside: Wild
Marketplace	L	Outside: Civilization
Decipher Engravings	A	Discard hand & draw 5 cards
Mistaken Identity	A	Evade Person Encounter
Love Interest	H	Evade Encounter
Arab Contact	H	Evade Encounter
Translator	H	Look at opponent's hand
Guide	H	Look at top 5 cards of deck & keep 1
Nemesis	E	Person Force = 4: Anywhere
Gangsters	E	Enemy Force = 3: Anywhere
Gestapo Officer	E	Person Force = 3: Anywhere
Sharks	E	Force = 3: Water
Mata Hari	E	Person Force = 4: Civilization
Museum	R	Look at next 10 cards in deck
Nazi Spy	R	Look at opponent's hand
Informant	R	Look at opponent's hand
Interrogate	R	Look at opponent's hand
Native Cultists	E	Force = 3: Outside Location

Card Name:	Type	Notes:
Saboteur	A	Opponent must discard 3 cards
Villain	E	Force = 4: Anywhere
Radio	R	Look at next 7 cards in deck
Sidekick Kid	H	Force +1
Rowdy Sailors	E	Enemy Force = 3: Water
Thugs	E	Enemy Force = 3: Travel, Civilization
Arab Diggers	R	Look at top 5 cards of deck & keep 1
Rolling Boulder Trap	E	Force = 3: Indoor Ancient
Shooting Dart Trap	E	Force = 3: Indoor Ancient
Jump off Cliff	A	Escape Ground, Train, Road, Wild Encounter
Machete	W	Force +1
Grenade	W	Force +1
Torch	I	Force +1 vs Indoor Location Encounter
Rope	I	Escape Trap
Natives with Blowguns	E	Force = 3: Location Outside
Dynamite	A	Escape Encounter & Discard 2 cards





Adventures In Talislanta

Introduction

Board game based on the Talislanta RPG.

Disclaimer

Talislanta is a licensed, copyrighted property. This is merely a fan site.

The Board

The board is a 11 x 11 grid of spaces. In each space place one card (randomly) from the Map Deck.

The Pieces

10 sided dice are needed. Use pawns or figures to represent characters.

The Decks

There are 4 decks: The Character Deck The Spell Deck The Encounter (Fate) Deck The Map Deck

Encounter Deck

There are 5 types of cards in the Encounter Deck: Foe Cards Adventure Cards Item Cards Companion Cards Event Cards

Victory

The first character to accumulate 5 Adventure cards is the winner.

Characters

Each character has 2 attributes: - Life - Strength All Characters start with 4 Life points. Each Character will also have one or more Special Abilities. Some Characters can cast Spells.

Setup

Every player picks one character card at random. Roll high on 1D10 to see who goes first. Players start with no cards.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Fate Phase
2. Spell Phase
3. Move Phase
4. Encounter Phase
5. Adventure Phase

Fate Phase

Draw one card from the Encounter Deck and put it in your hand. If the deck runs out, shuffle the discard and draw from it. Max (Fate) hand size is 7 cards. Discard excess cards.

You may place a Foe card from your hand into any empty space. The Foe card must match the type of space you entered. For example: A water type Foe may defend a water type space.

Spell Phase

If you are able to cast spells, draw 1 card from the spell deck. Keep a separate (from your encounter cards) hand for your spell deck. You can have a maximum number of spells equal to your Magic score divided by two rounded down. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Move Phase

You may move your character to an adjacent space on the map. If you have a steed card in play, you may move an additional space. You may choose to not move and rest instead.

If you rest, roll 1D10 (Heal Roll). On a roll of 7-10 you gain one life. You cannot gain lives in excess of your starting life score.

Encounter Phase

Every time you enter a new space an opponent may play a Foe card to stop you. The player to your right gets first chance to play a Foe card and so on. The Foe card must match the type of space you entered.

For example: An Ice type Foe may defend an Ice type space. A Character can only be attacked by one Foe (or Character) during his encounter Phase.

Resolving Encounters (battles/contests)

The Foe rolls 1D10 and adds its Strength. (Foe Battle Roll) The Character rolls 1D10 and adds his Strength. (Character Battle Roll) Reroll ties. The higher score wins. If the Character was defeated he loses one life point. Specific Foes may cause the loss of items, treasures or other attributes.

Instead of losing a life, you may discard a Companion card. If the Foe is defeated the Foe card is discarded. If the Foe card wins, it remains in play in that space.

Any character that enters the space must battle the Foe in his Encounter Phase.

Adventure Phase

If you are in the {appropriate space} and no Foes or opposing characters occupy the Space, you may play an Adventure card. Each Adventure card presents a Strength contest that must be overcome. If you win the Strength contest you 'complete' the Adventure.

Make a separate pile for all of your completed Adventure cards. If you fail discard the Adventure card and lose one life. If you moved at least one space and did not play an Adventure card this turn, you may attach one Item or Companion card to your Character. (The card is placed next to your Character card)

Death

A Character reduced to zero life points is killed. Discard the character card and all his items, companions, and spells. Draw a new character and play with it.

Spell Casting

When you use a spell card it goes to the discard pile.

Character Card List

Character	Str	Note	Home
Aamanian Archimage:	1	Archmage.	Aaman
Aamanian Inquisitor:	2	Adept. Torture.	Aaman
Aamanian Warrior Priest:	1	Equis. Mage.	Aaman
Ahazu Warrior:	3	Four-Arms. Battle-Madness.	Ahazu Lands
Araq Warrior:	3	Equis. Tough. Nomad.	Kharakhan Wastes
Ariane Seeker:	2	Equis. Adept. Ranged.	Ariane
Ariane Mystic:	1	Mage. Healer. Seer. Lore.	Ariane
Arimate Knife-Fighter:	3	Equis. Ranged. Mountaineer.	Arim
Arimate Revenant:	3	Assassin.	Arim
Batrean Concubine:	2	Adept. Seduction.	Isle of Batre
Batrean Warrior:	4	Torture.	Isle of Batre
Beastman Plains Hunter:	3	Equis. Tracker.	Plains of Golarin
Blue Ardua River Warrior:	3	Sailor. Ranged.	Axis River
Chana Warrior:	3	Ranger. Ranged. Poison.	Chana
Chana Witchwoman:	2	Adept. Seer. Ranged. Poison.	Chana
Cymrilian Magician:	1	Mage. Draw 1 extra Spell/turn.	Cymrilis
Danuvian Swordsman:	3	Equis. Skilled.	Danuvia
Darkling Warrior:	2	Hide. Thief.	Darklands
Dhuna Witchwoman:	2	Adept. Seduction. Healer.	Dhuna
Djaffir Bandit:	2	Equis. Wit. Trader.	Djaffa
Djaffir Wizard:	2	Equis. Adept. Healer.	Djaffa
Dracartan Desert Scout:	3	Equis. Nomad. Scout.	Dracarta
Dracartan Thaumaturge:	1	Mage. Artificer.	Dracarta
Drukh Hillman:	2	Equis. Wit. Mountaineer. Scout. Torture.	Any Mountain
Farad Procurer:	2	Wit. Sailor. Trader.	Farad City of Tarun
Farad Wizard:	2	Adept. Trader.	Farad City of Tarun
Ferran Thief:	2	Wit. Thief. Tracker. Smell.	Any City
Gao Sea Rogue:	2	Wit. Thief. Sailor.	Rogue City of Gao

Experience

For every 10 points worth of Foes you defeat, gain one point of Strength or Life. Use colored tokens placed on the character to indicate the added points. Blue for Life, Red for Strength.

Character Duels

If you land on an opposing character, and there are no Foes present, you may Fight him on a roll of 7-10 on 1D10 (The Tracking Roll- to find opponent) The winner of the contest takes one Item card from the loser or causes the loser to lose one life point.

Items

You can only use one Weapon at a time. You can only have one Steed in play at a time. If you travel on a steed or fly you must leave behind companions that could not conceivably keep up.

Character	Str	Note	Home
Gnomekin Warrior:	2	Wit. Mountaineer. Healer. Ranged.	Durne
Gnorl Rhabdomancer:	1	Adept. Lore. Seer. Healer.	Any Desert
Green Ardua Botanomancer:	1	Flight. Mage. Ranger x2.	Silvanus
Green Ardua Horticulturist:	1	Flight. Mage. Healer.	Silvanus
Gryph Warrior:	3	Flight. Scout. Ranged.	Tamaranth
Harakin Warrior:	3	Equis. Mountaineer. Ranger. Ranged.	Harak
Jaka Beastmaster:	2	Equis. Wit. Tracker. Scout. Ranged.	Werewood
Jaka Manhunter:	3	Equis. Tracker. Assassin. Ranged.	Werewood
Jhangaran Mercenary:	2	Equis. Wit. Ranger. Hide.	Jhangara
Kang Tracker:	2	Equis. Wit. Tracker. Ranged.	Karang
Kang Warrior:	3	Equis. Skilled.	Karang
Mandalan Savant:	2	Adept. Seer.	Quan Empire
Mangar Corsair:	2	Wit. Sailor. Torture.	Any Water
Manra Shape-Changer:	2	Wit. Tracker. Hide.	Any Mountain
Mirin Alchemist:	2	Adept. Artificer. Cold.	L'Haan
Mirin Tundra Scout:	3	Mountaineer. Cold.	L'Haan
Mondre Khan Warrior:	2	Assassin. Scout. Hide. Wit.	The Variegated Forest
Mud People Swamp Warrior:	4	Tough.	Dark Coast
Muse Esthesian:	1	Mage. Flight.	Astar
Nagra Hunter:	2	Wit. Tracking. Ranged. Poison. Scout.	Any Forest
Nefaratan Black Savant:	1	Mage. Sailor. Scout.	Nefaratus
Orgovian Trader:	2	Equis. Trader. Wit.	Wilderlands of Zaran
Parthenian Sea Trader:	2	Sailor. Trader. Wit.	Any Water
Phantasian Guardian:	2	Adept.	Isle of Phantas
Rahastran Wizard:	2	Mage.	Anywhere
Rajan Desert Warrior:	3	Equis. Ranged. Scout.	Rajanistan
Rajan Assassin:	3	Assassin.	Rajanistan
Rajan Necromancer:	1	Mage. Artificer. Seer. Poison.	Rajanistan
Raknid Warrior:	3	Poison. Skilled. Tough.	Any Forest
Rasmirin Warlock:	2	Adept. Cold.	Outcast Isles
Sarista Rogue:	2	Adept. Thief.	Any City
Sauran Dragon Rider:	3	Equis. Dragon. Tough.	Volcanic Hills
Saurud Warrior:	4	Tough x2.	Volcanic Hills
Sawila White Witch:	2	Adept. Seduction.	Isle of Fahn
Sindarian Collector:	1	Wit. Lore. Artificer.	Mesalands of Sindar
Stryx Necromancer:	2	Adept. Flight.	Urag
Stryx Warrior:	3	Flight. Scout. Torture.	Urag
Sunra Mariner:	2	Wit. Sailor x2.	Coral City of Isalis
Thaecian Enchanter:	1	Mage. Artificer.	Thaecia
Thrall Warrior:	3	Equis. Skilled.	Taz
Ur Warlord:	4	Equis. Tough.	Urag
Vajra Engineer:	2	Wit. Tough.	Quan Empire
Xambrian Wizard Hunter:	2	Adept. Tracker. Assassin.	Temple of the 7 Moons
Xanadasian Savant:	1	Mage. Flight. Seer x2.	Mount Mandu
Yassan Technomancer:	2	Adept. Artificer.	Any City
Yitek Tomb-Robber:	2	Equis. Wit. Thief. Trader.	Any Desert
Yrmanian Wildman:	2	Wit. Mountaineer.	Yrmania
Za Bandit:	3	Equis. Tracker. Scout. Ranged.	Any Desert
Zandir Charlatan:	2	Adept. Thief.	Zandu
Zandir Swordsman:	3	Equis. Skilled.	Zandu

Character Special Ability Descriptions

Ab.	Description
Adept:	Character can cast Spells. Spell Hand size = 2
Mage:	Character can cast Spells. Spell Hand size = 4
Archmage:	Character can cast Spells. Spell Hand size = 6
Wit:	When making a Battleroll make a Witroll. Battleroll +2 if Witroll = 6-10.
Battle-Madness:	When making a Battleroll make a Madroll. Battleroll +5 if Madroll = 9-10.
Lore:	When drawing a Fate card draw 2 cards and discard one.
Four Arms:	Character can use 2 weapons at the same time.
Equis:	Battlerolls +1 if Character has Steed.
Ranger:	Tracking Roll +2. Battlerolls +1 in Forest spaces
Mountaineer:	Tracking Roll +2 and Battlerolls +1 in Mountain spaces
Assassin:	Automatically win Duel if your Battleroll = 8-10. Opponent must lose life.
Torture:	If you win a Duel take 2 random cards from opponents hand
Tracker:	Tracking Roll +2.
Poison:	Automatically win Battles if your Battleroll = 9-10. Opponent must lose life.
Seduction:	Battleroll +2 in Duel vs men.
Seer:	On your turn look at top 2 cards of any deck.
Sailor:	Tracking Roll +2 and Battlerolls +1 in Water spaces
Ranged:	Battleroll +1 vs opponents that do not have Ranged Ability
Cold:	Tracking Roll +2 and Battlerolls +1 in Ice spaces
Healer:	Heal rolls +2
Skilled:	When making a Battleroll make 2 rolls and pick the higher roll.
Thief:	Battleroll +2 in a Duel but you must take Item if you win.
Nomad:	Tracking Roll +2 and Battlerolls +1 in Desert spaces.
Scout:	Once on your turn look at hand of character in same or adjacent space
Artificer:	Once on your turn draw an extra Fate card. Keep it if it is an Item card.
Trader:	Once on your turn draw 1 card and discard one card
Smell:	If you lose a Battle you avoid losing a life or treasure on a roll of 7-10 on 1D10.
Flight:	Character can skip over a space when he moves. (Discard Companions)
Hide:	Opponent gets -2 to Tracking Roll.
Tough:	Starting Life +1
Dragon:	Start game with Companion Dragon Steed: Strength +2 & Flight

Map Deck Card Nomenclature

F Forest (Jungles, Marshes, Swamps)
M Mountain (Hills, Caves)

I Ice (Tundra)
W Water (Seas, Rivers, Coasts, Islands)
D Desert (Plains, Wastelands)
C City (Civilization)

Map Deck Card List

Name	Type	Notes
Aberrant Forest	F	Infested Land
Acid Plains	D	Harsh Land
Ahazu Lands	F	
Amethyst Mountains	M	You may move to the Tamaranth Valley from here
Amman	C	
Ariane	D	
Arim	C	
Astar	F	
Axis River	W	You may move to the Azure Ocean from here
The Azure Ocean	W	Storm Demons get +1 Strength

Name	Type	Notes
The Barrens	D	Enim, Earth Demons get +1 Strength
The Black Pit	I	Harsh Land
Blue Atolls	W	Kra get +1 Strength
Buried City of Necron	M	
Carantheum	C	
Castlerock	C	
Caves of Erendor	M	
The Cerulean Forest	F	
Cinnabar Mountains	M	
Citadel of Akbar	C	
City State of Maruk	C	
Coral City of Isalis	C	
Cymrilis	C	Magical Land
Danuvia	C	
Dark Coast	W	
Darklands	M	
Devil's Swamp	F	Bog Devils get +1
Dhuna	F	
Djaffa	D	
Crimson Citadel of Dracarta	C & D	
Dragonrock (Volcano)	M	Earth & Pyro Demons get +1 Strength
Durne	M	
Eastern Borderlands	F	
Emerald Mountain	M	You may move to the Sea of Glass from here
Enchanted Grove	F	Infested Land
Fangs of Golarin	M	
Farad City of Tarun	C	
The Far Reaches	I	Infested Land
Floating City of Oceanus	C & W	
Firefalls	D	Harsh Land
Forbidden City of Ahrazad	C	
Ghostlands	D	Shadow Wights, necrophages get +1 Strength
Gorge at Akbar	M	Harsh Land
The Great Barrier Wall	C	
The Great Morass	F	Harsh Land
Green Lagoon	F & W	Infested Land
Greylands	F	
Hadjin	C	
Harak	M	
Ice Castles of L'Haan	I	
The Inland Sea	W	
The Iron Citadel	C	Shadow Wizards get +1 Strength
Isle of Batre	W	Healing Land
Island of Fahn	W	
Isle of Garganta	W & M	Monoliths, Wind Demons Strength +1
Isle of Lost Souls	W	Night Demons get +1 Strength
Isle of Nefaratus	W	
Island of Pana-Ku	W	
Isle of Phantas	W	
Jade Mountains	M	Infested Land
Jhangara	F	
Jungle of Chana	F	
Karang	M	

Name	Type	Notes
Kharakhan Wastes	D	
Khazad	C	
Labyrinths of Sharna	C	Harsh Land
Lands of the Green Men	F	Healing Land
Lost Sea	I & W	
Maze City of Altan	C	
Mesalands of Sindar	D	
The Midnight Sea	W	
Obsidian Mountains	M	
Onyx Mountains	M	
Opal Mountains	M	
Plains of Golarin	D	
Quan Empire	C	
Rajanistan	D	
Red Desert	D	
Rogue City of Gao	C & W	
Sapphire Mountains	M	
Sascasm River	W	
Sea of Glass	W	
The Sea of Madness	W	
The Sea of Sorrow	W	
Serpentine Mountains	M	
The Seven Kingdoms	C	
The Shadow Realm	I	
Silvanus	F	
Sinking Land	D	
Straits of Tian	W	
Swamps of Mog	F	
Tamaranth Valley	F	
Taz	C	
Temple of the Seven Moons	C	
Thaecia	C	
The Trackless Wastes	I	
Urag	M	
Valley of Mist	M	Vorls get +1 Strength
The Variegated Forest	F	
Volcanic Hills	M	
Wastes of Narandu	I	
The Watchstone	D	
Well of Saints	C	Healing Land
The Western Glaciers	I	Ice Giants & Tundra Beasts get +1 Strength
Werewood	F	
Wilderlands of Zaran	F	
The Yellow Marshes	F	
Yrmania	F	
Zandu	C	

Notes: Harsh Land: When entering lose 1 life on a roll of 1-3 on 1D10. Healing Land: Heal Rolls +3 In-

festes Land: Foes get +1 Strength Magical Land: Magic users who enter this Space may draw one Spell card

Adventure Card List

Name of Adventure	Str	Location
Witch Hunt:	3	Werewood
Protect Noble:	4	Arim
Patrol Territories:	2	Citadel of Akbar
Steal Batrean Concubines:	4	Isle of Batre
Unearth Ancient Sarcophagus:	3	Red Desert
Accompany Orthodox Pilgrimage:	2	Amman
Desert Scouting:	2	Carantheum
Forays against the Black Mystics:	3	Rajanistan
Sail the Far Seas:	3	Far Seas
Search Jungles for Buried Treasure:	3	Dark Coast
Accompany Djaffir Caravan:	2	Djaffir
Mine Green Crystals:	1	Sea of Glass
Sell Contraband:	2	Farad City of Tarun
Seek the Favor of the Shaitan:	5	Emerald Mountain
Find Safe Haven:	2	Rogue City of Gao
Search for Blue Diamonds:	4	Opal Mountains
Hunt for Marsh Scintilla:	4	Jhangara
Search for Magical Herbs:	2	Jungle of Chana
Free Witchman Captive:	3	Dark Coast
Fight Age Old Foes:	5	Ice Castles of L'Haan
Hunt the Elusive Gold Beetle:	2	Swamps of Mog
Trade with Sea Nomads:	2	Floating City of Oceanus
Deal with Phantasian Dream Merchants:	2	Isle of Phantas
Find the Gilded Tomb of Irkhan:	2	Labyrinths of Sharna
Uncover the Nine Books of Knowledge:	2	The Iron Citadel
Recover the Elixirs of Immortality:	2	Buried City of Necron
Raid the Quan Empire:	4	Quan Empire
Visit the Great Magical Fair:	1	Cymrilis
Sell Artifacts to Sindarians:	1	Mesalands of Sindar
Engage in Wizard Duel:	4	Bridge at Nankar. (Mages only)
Seek the Wisdom of the Monolith:	1	Garganta
Explore Underground Lakes:	2	Durne
Patrol the Seven Kingdoms:	3	Eastern Borderlands
Attend the Festival of the Bizarre:	1	Thaecia
Hunt the Fabulous Smokk Bird:	2	Obsidian Mountains
Find Tomb of Ancient Wizard:	3	Caves of Erendor
Locate Lair of a Wierdling:	2	Sascasm River
Salvage Sunken Treasure Ships:	3	Lost Sea
Search for Mad Wizards Manse:	3	Aberrant Forest
Explore Obelisk Mausoleums:	3	Hadjin
Avenge Age Old Crime:	4	The Far Reaches
Learn the Secrets of Past Ages:	1	Temple of the Seven Moons
Partake in the "Night of Fools":	1	Zandu
Enter the Battle of Champions:	4	The Great Barrier Wall
Remove Ancient Curse:	3	City State of Maruk
Rid Village of Ogront.	3	The Cerulean Forest
Find Crashed Phantasian Windships.	3	Cinnabar Mountains

Companion Card List

Name	STR	Notes
Armite Knife Fighters	+2	Play only when in Desert
Dracartan Desert Scouts	+1	Scout. Play only when in Desert
Mirin Allies	+2	Cold. Play only when in Ice
Company of Thralls	+2	Skilled. Play only when in Seven Kingdoms
Jaka Guide	+2	Tracker
Monad Servitor	+2	Play only when in City
Sardonicus Bottle Imp	+1	Wit. Lore. Play only when in Kharakhan Wastes
Juju Zombies	+2	Companion to Mage only
Automaton	+2	Companion to Mage only
Equus (Reptilian Horse)	+0	Steed
Darkmane	+0	Steed
Silvermane	+0	Steed
Greymane	+0	Steed
Snowmane	+0	Steed
Aht-Ra Hybrid	+0	Steed
One Humped Ontra	+0	Steed
Two Humped Batra	+0	Steed
Three Humped Tatra	+0	Steed
Loper	+0	Steed
Duadir	+3	Steed
Avatar Familiar	+3	Companion to Mage only
Homunculus	+2	Companion to Mage only
Draconid Fire Lizard	+1	Tracker
Dractyl	+2	Steed. Flight
Land Dragon	+2	Steed
Land Lizard	+1	Steed
Mangonel Lizard	+2	Steed
Nighthawk	+1	Scout
Ogriphant	+1	Steed
Strider	+1	Steed
Tarkus	+2	Tracker
Heroic Companion	X	Draw card from Character Deck

Foe Card List

Name	STR	Location
Armite Revenants	5	City
Ice Giants	7	Ice
Darkling Horde	3	Mountain
Warlike Ur Clan	6	Mountain
Batrean Males	3	Water
Mangar Corsairs	2	Water
Nefaratan Black Hulls	4	Water
Na-Ku Cannibals	2	Water
Unfriendly Ahazu Tribe	5	Forest
Za Bandits	4	Desert
Beastman Tribe	3	Forest
Mud People Ambush	5	Forest
Sorcerous Abomination	4	Anywhere
Azoryl (Winged Reptile)	5	Mountain

Name	STR	Location
Bog Devils	4	Forest
Crested Dragon (Spellcaster)	9	Mountain
Multi-Headed Kaliya	8	Mountain
Sea Dragon	7	Water
Vampiric Bane	5	Forest
Bat Manta	4	Desert
Black Savant Diabolist (Spellcaster)	4	Water
Cave Bats	2	Mountain
Crag Spider	4	Mountain
Death's Head Viper	2	Forest
Earth Demon	7	Mountain
Frost Demon	6	Ice
Night Demon	4	Any
Pyro Demon	7	Desert
Sand Demon	5	Desert
Sea Demon	5	Water
Swamp Demon	6	Forest
Wind Demon	7	Mountain
Enim (Giant Devil)	6	Mountain
Exomorph	5	Forest
Fantasm Demon	3	Any
Ferran Pack	2	Any. Steal
Flit Swarm	1	Forest
Ikshada Parasite	1	Any
Imirian Slavers	3	Water
Juju Zombies	3	Any
Kra (Giant Eels)	2	Water
Mandragore (Killer Plants)	2	Forest
Megalodont Stampede	4	Forest
Enraged Mogroth	3	Forest
Nag-Birds	1	Forest. Steal
Necrophage	3	Forest, City
Astral Night Stalker	4	Any
Nocturnal Strangler	4	Any
Raknid Hive	5	Forest
Sauran War Party	4	Desert
Saurud	5	Desert
Sawila Spell Weavers	4	Water
Shadow Wight	5	Any
Shadow Wizard (Spellcaster)	6	Any
Shaitan Devil	7	Mountain
Shape Changer	4	Any
Shriekers	3	Forest
Tundra Beasts	2	Ice
Void Monster	6	Any
Vorl (Mist Monster)	4	Any
Werebeast	4	Forest
Water Whisps	1	Water
Wildmen Tribe	3	Mountain
Carnivorous Winged Apes	3	Forest
Winged Viper	2	Forest
Yaksha (Savage Furred Giants)	6	Mountain

Item Card List

Name	Notes
Thystram's Collectanea (Book)	Strength +1 vs Foes
Dart Thrower (1-H Crossbow)	Strength +1. Ranged
Crescent Knife	Strength +1
Da-Khar (Clawed Gauntlets)	Strength +1
Oc (Barbed Bolas)	Strength +1. Ranged
Deadman Mushroom	Strength +2. One use only
Fermented Stench Root	Strength +2. One use only
Mung Berries	Heal 1 Life. One use only
Sindaran Liquor	Heal 1 Life. One use only
Mushroom Ale	Heal 1 Life. One use only
Vinesap	Heal 1 Life. One use only
Skoryx (Distilled Rainbow)	Heal 1 Life. One use only
Tantalus (Aphrodisiac)	Gain Seduction Attribute. One Turn only
Snow Lily	Gain Cold Attribute. One Turn only
Grog (Strong Liquor)	Heal 1 Life. One use only
Boiled Kesh Root	Look at opponents Hand. One use only
Morphius Blossom	Strength +4. One use only
Matsu (2-handed Warclub)	Strength +1
Devil Root Powder	Poison. One use only
Dream Essence	Look at next 5 cards in Fate Deck
Gold Funerary Mask of Khazad	Spell caster gets Strength +1
Chana Shrunk Wizard Head	Spell caster gets Strength +1
Hurlant (Elemental Essences)	Strength +3. Ranged. Three Uses.
Jang (Edged Boomerang)	Strength +1. Ranged
Potion of Flying	Flight. One turn only
Firegems	Spell caster gets Strength +3. One use only
Black Lotus Powder	Look at next 7 cards in any deck.
Flange Bow (12 Quill Salvo)	Strength +1. Ranged
Quintessence	Artificer. 5 uses. Mage only
Quicksilver	Artificer. 5 uses. Mage only
R'Ruh (Stone Disk w/Strap)	Strength +1
Tarak (4 Bladed 2-H Axe)	Strength +1
Shrinking Potion	Negate Battle. One use.
Thaecian Nectar	Heal 1 Life. One use only
Thaecian Orb (of Illusions)	Negate Battle. One use.
Venomwood Sap	Poison. One use only
Cymrillian Windship	Steed. Flight (Do not discard Companions)
Winged Apes Horn Potion	Strength +2. One use only
Duar (2-Pronged Spear)	Strength +1
Gwanga (3-Blade Throwing Knife)	Strength +1. Ranged
Black Iron Warwhip	Strength +1
Kasmir Spring Knife	Strength +1. Ranged
Incendiary Powder	Strength +2. One use only
Medicinal Purge	Heal 2 Lives or negate Disease. One use only
Healing Elixir	Heal 3 Lives. One use only
Rejuvenating Potion	Heal 1 Life. One use only
Blowgun	Ranged. Poison
Paralytic Powder	Strength +2. One use only
Wrist Viper	Strength +1. Poison
Battle Armor	Strength +1

Name	Notes
Dragon Hide Armor	Strength +1
Alchahest Acid	Strength +3. One use only
Vitriol Glue	Strength +3. One use only
Cadeucus (Red Iron Wand)	Strength +1. Mage only
Essence Accumulator	Artificer. Mage only
Soulstone	Spell Hand size +1. Spellcasters only
Fetish	Spell Hand size +1. Spellcasters only
Magical Fumes	Draw 2 cards. Three uses.
Scarlet Leech Powder	Strength +2. One use only
Poison Antidote	Negate a Poison effect
Caltrops	Negate Battle. One Use
Blade-stars	Strength +1. Ranged
Rasp (Serrated Blade)	Strength +1
Kharakhan Battle Maul	Strength +1
Star Thrower(Spiked Iron Balls)	Strength +1. Ranged
Wind Rigger	Steed. Flight
Elemental Actuator	Strength +2. Ranged. Artificers only

Event Cards

Name:	Notes
Green Man Symbionts:	Will heal Character back to starting Life. Forest Spaces
Mochan (Hot Beverage):	Heal one life. Desert Spaces
Fortune Teller:	Look at next 5 cards in Fate Deck.
Shan'ya Battle Madness:	Strength +3
Archon Intervention (Divine Entity):	Battleroll +20
Neurovore Parasite:	Target player must discard 3 cards
Friendly Snipes:	Discard in Forest to draw 3 cards.
Wanderers of Ashan:	Battleroll +7 in a Desert Space.
Dune Ship:	Gain an extra turn if you are in a Desert Space.
Ice Schooner:	Gain an extra turn if you are in an Ice Space.
Play Pentadrille:	(Cymrilian Chess) Target Character in City misses next turn
Play Ska-Wae:	(Corsair Dagger & Dice Game) Target Character in Water misses next turn
Friendly Zaratan (Armored Sea Creature):	Battleroll +10 in Water territory
Bodor Musicians:	Opponent in City must miss his next turn
Aided by Mentor:	Battleroll +5 or heal one life
Ambush:	If attacked in a Duel gain Battleroll +7
Escape:	Negate Battle.
Swamp Fever:	(Disease) Target Character in Forest misses next 2 turns.
Spinning Sickness:	(Disease) Target Character in Mountains misses next 2 turns.
The Red Death:	(Disease) Target Character in City loses 1 life or Companion
Yatuk:	(Disease) Target Character in Forest loses 1 life or Companion
Thasian Dancers:	Target Character in City misses next turn
Quan Pleasure Barge:	Target Character in Water misses next turn
The Emperors Road:	Get an extra turn.

Notes: Unless noted the effects of Event cards last only one turn.

Spell Card List

Name	Effect
Spell of Summoning:	Play a Foe card. Add its Strength to yours.
Seal:	Negate a Steal attempt
Sigil:	Negate a Steal attempt
Ward:	Negate Battle.
Symbol of Power:	Strength +4
Mystic Bolt:	Ranged. Strength +4
Mystic Shield:	Strength +4
Magic Resistance:	Strength +5 vs Spellcaster
Bolt of Elemental Power:	Ranged. Strength +5
Shield of Elemental Power:	Strength +3
Bolt of Eldritch Power:	Ranged. Strength +3
Shield of Eldritch Power:	Strength +5
Reveal Magical Emanations:	Look at opponents Spell Hand
Reveal Unseen Presences:	Strength +3
Radiance:	Negate Battle or Strength +2
Metamorphosis:	Play a Foe card. Add its Strength to yours.
Levitation:	Flight
Beguile:	Strength +3
Command:	Strength +5
Illusion:	Negate a Battle
Divination:	Seer
Conjuration:	Play a Foe card. Add its Strength to yours.
Weird:	Gain Strength +3 companion for Battle
Bewitch:	Target must miss one turn
Jinx:	Target gets Strength -1 for 7 turns
Malediction:	Target loses one Life
Obsession:	Target must discard 3 Fate cards
Cantrip:	Strength +1
Spellbind:	Strength +4
Rejuvenescence:	Gain one Life
Charm:	Strength +4
Enchantment:	Put a +1 Strength Token on Target Item with a Strength Bonus.
Counter Spell:	egate a Spell just cast.
Banish:	estroy Foe
Blessing:	trength +1 for 3 turns
Faith Healing:	ain one Life
Miracle Working:	Search any deck for one card & put it in your hand
Concoct Potion:	Use as any potion in the Item list.
Concoct Powder:	Use as any powder in the Item list.
Concoct Poison:	Poison
Concoct Medicinals:	Gain one Life

Notes: Unless noted the effects of Spell cards last only one turn.

Faq

1. You draw spell card(s) in the Spell Card Phase. When can you cast? You can cast them whenever it seems appropriate.
2. You can only be attacked by 1 Foe or Character in your Encounter Phase. Understand this to mean there is only 1 Foe card allowed on a space at a time. But, you won't get attacked by another

Character until the latter's phase so couldn't you always encounter a foe, finish your turn, then get attacked in the next player's turn? Yes thats how it works (but I'm open to suggestions).

3. An Adventure can be played after defeating a Foe? Yes.
4. Last instruction about Adventures is that "If moved and did not play an Adventure card this turn. . ." Is this the only way/time you can acquire an item or companion from out of your own hand to put next to your character card? Yes. (This is a rule that could easily be changed)





Adventures In Wonderland

Introduction

Card game for 2+ players. Based on the book "Alice's Adventures in Wonderland" by Lewis Carroll.

Victory

Wake up your opponents by increasing their Insanity Totals to 19+.

Insanity Points

Each player has a starting Insanity total of zero.

The Deck

Players share a common deck. The deck contains 4 types of cards: Character Cards Location Cards Action Cards Modifier Cards

Setup

All players are dealt a hand of 7 cards. The cleverest player goes first.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Untwist Phase
2. Draw Phase
3. Story Phase
4. Play Phase
5. Insanity Phase
6. End Phase

Untwist Phase

All cards that are twisted sideways are twisted right side up.

Draw Phase

Draw one card. If the deck runs out, shuffle the discard & draw from it.

Story Phase

You automatically get 1 Free Story Point (SP) You may Twist your land cards sideways to generate 1 additional SP each.

Play Phase

You may put Location, Character, and Modifier cards into play. These cards are put face up on the table in front of you. Location, Character, and Modifier cards stay in play until Some other rule or card causes them to be discarded.

Character and some Modifier cards require the spending of Story Points (their cost) to put them in play. Modifier cards are attached to Character cards.

Insanity Phase

Twist your Character cards sideways to have them "Attack" a target player. Each unblocked character causes that player to gain insanity points equal to The Insanity Level of the attacking Character. The targeted opponent may block your attackers with his untwisted characters.

Attacker & Blocker compare Insanity Levels. The lower level of the two is discarded. If equal, both are discarded. Two or more characters may combine to block a single attacker.

Discard combined characters with a combined level equal to the level of the attacker.

End Phase

Max hand size is 7 cards. Discard excess cards. Story points not spent are lost.

Action Cards

Play action cards whenever appropriate. Action cards are discarded after being played.

Card List Notation

IL Insanity Level

IP Insanity Point

Cost Cost in Story Teller points to bring card into play

C Character

A Action

M Modifier

L Location

TARC Target Character

SP Story Point

Recall = Put card back in owners hand

FTO For this turn only

RCFHO = Random card from hand of opponent CIDIYH = Put character in discard into your hand

PIHY Put it in your Hand

DOYC Discard 1 of your Characters

D2TC Discard to Put 2 IL = 1 Token Characters into play

Adventures In Wonderland Card List

Card Name	Type	Cost	IL	Notes
Mad Hatter	C	5	4	Twist to twist 1TARC
Off With His Head	A	3	-	Discard 1 TARC
The Queen of Hearts	C	6	4	Twist to recall 1 TARC
The Cheshire Cat	C	5	4	Cannot be Blocked
Rabbit Hole	L	0	-	Twist for 2 SP's
Falling Down a Well	A	1	-	Recall 1 TARC
White Rabbit	C	1	3	Recall Rabbit in End Phase
Magic Mushroom	L	0	1	Twist to make 1 TARC IL +1 FTO
Trial	A	2	-	All Characters are Recalled
The Knave of Hearts	C	5	2	Recall to steal 1 RCFHO
Painting White Roses Red	A	0	-	Opponent gains 2 Insanity Points
Pool of Tears	L	0	-	Play "Bird" Characters for free
Riddle	A	1	-	Twist 1 TARC & Draw a card
The Duchess	C	4	4	IL +3 if Attacking Alone
Eat Me Cake	A	1	-	1 TARC cannot be Blocked
Drink Me Bottle	A	1	-	1 TARC cannot be Blocked
Golden Key	M	2	-	Attached Character cannot be Blocked
Locked Door	L	0	-	Twist to negate 1 Target Attack
Talking Mouse	C	3	1	All your Characters get IL +1
Dreaming	A	0	-	Look at next 7 cards in deck
Orange Marmalade	A	0	-	Gain 3 SP
Hookah	M	2	-	Attached Character gets IL +2
Tiny Door	L	0	-	Twist to draw a card & discard a card
Eat Mushroom	A	1	-	Draw 2 cards
Dinah the Cat	C	5	2	Recall to Recall 1 TARC
Curiouser & Curiouser	A	2	-	All players discard their hands & draw 5
Talking Nonsense	A	1	-	1 TARC gets IL +3 FTO
Splendidly Dressed	M	1	-	Attached Character gets IL +1
Kid Gloves & Fan	M	2	-	Attached Character cannot be Blocked
Magpie & Canary	C	1	1	Discard: both players remove 1 IP
Duck & Dodo	C	2	2	Discard: both players discard 1 card
Lory & Eaglet	C	2	2	Discard: both players draw 1 card
History Lesson	A	2	-	All Characters become Twisted
Caucus Race	A	2	-	Each player must discard 1 Character
Bill the Lizard	C	2	1	Discard to negate an Action Card
Rabbits House	L	0	-	Twist to untwist a target card
Blue Caterpillar	C	4	2	Twist to give 1 TARC IL +2 FTO
Old Father William	C	4	3	IL +4 if Blocking
Serpent Neck	A	1	-	1 TARC gets IL +3 FTO
Pigeon	C	2	1	Recall to look at opponents hand
Beautiful Garden	L	0	-	Twist to force 1 TARC to Attack
Grow Larger	A	3	-	Discard target Location
Frog & Fish	C	1	1	Discard to Draw a card
Invitation from the Queen	A	2	-	Take 1TARC from deck & PIYH
Too Much Pepper	A	2	-	All Characters become Twisted
Turn into a Pig	A	3	-	Discard 1 TARC
Cook Throwing Dishes	C	3	2	Discard a Card for IL +2 FTO
March Hare	C	4	2	Pay 1 SP for IL +1 FTO
Dormouse	C	5	2	Recall to discard 1 RCFHO
Mad Tea Party	L	0	-	Twist to give all Characters in play IL +1

Card Name	Type	Cost	IL	Notes
Treacle Well	L	0	-	Twist & pay 3 SP to put CIDIYH
Door in a Tree	L	0	-	Twist to make 1 TARC unblockable
Spade Workers	C	1	1	Twist & pay 5 SP to draw a card
Club Soldiers	C	1	1	Discard to Recall 1 TARC
Diamond Courtiers	C	1	1	Draw a card when played
Croquet Ground	L	0	-	Discard a card from hand to get 2 SP
The Executioner	C	6	2	Recall to Discard 1 TARC
The Mock Turtle	C	5	4	Twist to gain 1 SP
Mustard Mine	L	0	-	Both players draw 1 extra card per turn
Gryphon	C	5	2	Recall to draw a card
School in the Sea	L	0	-	Hand Size +1
Lobster Quadrille	A	3	-	Discard all characters in play
Rudeness	A	2	-	Destroy Target Blocker
Madness	M	2	-	Pay X SP. Character gets IL +X FTO
Puns	A	X	-	Pay X SP. Opponent gains X IP
Repeat Lessons	A	1	-	Draw 3 cards & Discard 2
Order one About	A	5	-	Take control of 1 TARC
Panther & Owl	C	1	1	Discard for 1 SP
Turtle Soup	A	X	-	Pay X SP. Remove X IP from self
Twisted Logic	A	X	-	Pay X SP. Discard X RCFHO
Stolen Tarts	A	5	-	Look at Opponents hand & steal 1 card
Throne Room	L	0	-	Play "Card" Characters for free
King of Hearts	C	4	3	Opponents hand size -1
Hallway of Doors	L	0	-	Twist to look at next 3 cards in deck
Guinea Pigs	C	2	1	Discard to discard 1 RCFHO
Deny Everything	A	2	-	Negate/discard a card just played
Suspicion	A	0	1	Look at opponents hand
We're all Mad Here	A	3	-	All Characters get IL +1 FTO

Through The Looking Glass Card List

Card Name	Type	Cost	IL	Notes
Lets Pretend	A	1	-	Draw 3 cards
The Looking Glass House	L	0	-	Twist to discard a card & play a Character
Memorandum Book	M	1	-	Increase Hand Size +1
Jabberwocky	C	6	7	Must attack every turn if able
Jub Jub Bird	C	3	X	X = # of locations you have in Play
Bandersnatch	C	5	3	Gets IL+1 permanently every time it Blocks
Vorpall Sword	M	2	-	Character gets IL +5 if Blocked
Tum Tum Tree	L	0	-	Twist to Remove 1 IP
Tulgey Wood	L	0	-	Twist to force 1TARC to block on your turn
Floating on Air	A	1	-	1TARC is unblockable FTO
Garden of Live Flowers	L	0	-	Play Flower Characters for Free
Twisting Path	L	0	-	Twist to twist 1 TARC
Tiger Lily	C	3	6	Cannot Attack
Rose & Violet	C	2	4	Cannot Attack
Daisies	C	1	2	Cannot Attack
Red Queen	C	6	5	Twist to take control of 1 TARC FTO
Go in Opposite Direction	A	2	-	Target Attack targets opponent
Contrariness	A	2	-	Take control of 1 TARC FTO

Card Name	Type	Cost	IL	Notes
Chess Board Country	L	0	-	Play Chess Characters for Free
Jumping Brooks	A	3	-	Discard target Location
Run Very Fast	A	1	-	1TARC is unblockable FTO
A Thousand Pounds	A	0	-	Gain 3 SP
Thinking in Chorus	A	2	-	All your Characters get IL +1 FTO
Hoarse Horse	C	2	2	
Beetle & Goat	A	2	-	D2TC
Jumping Train	L	0	-	Twist to make 1TARC unblockable FTO
Dressed in White Paper	M	1	-	Character is IL +1
Sad Joking Gnat	C	5	X	X = # of Characters you have in play
Irony	A	1	-	Switch hands with Opponent
Rocking Horse Fly	C	1	1	
Snap Dragon Fly	C	2	2	Discard to give opponent 3 IP
Bread & Butterfly	C	2	2	Discard to remove 3 IP
Insect Woods	L	0	-	Play Insect Characters for Free
Where Things have no Names	L	0	-	DOYC to remove 3 IP
Fawn	C	2	1	Twist to make 1TARC unblockable FTO
Tweedledum	C	5	X	X = # of cards in your Hand
Tweedledee	C	5	X	X = # of cards in opponents Hand
Fiddle Trees	L	0	-	Twist to twist 1TARC +1 of your Characters
Dance in a Ring	A	1	-	Switch Characters in play with Opponent
The Walrus	C	4	4	DOYC to get IL +1
The Carpenter	C	4	3	DOYC to get IL +2
Contrariwise	A	1	-	Negate a TARC special ability
Narrow Path	L	0	-	Twist to Negate a TARC special ability
The Sun at Night	A	1	-	Untwist all of your Locations
7 Maids with 7 Mops	C	3	1	Discard to Discard Target Location
Oyster Bed	L	0	-	Twist to give Blocker IL +2
Cabbages & Kings	A	0	-	Draw 2 cards
Boiling Sea	L	0	-	Play "Sea" Characters for free
Play them such a Trick	A	1	-	Discard 1 TARC
Young Oysters	C	1	1	Discard them instead of TARC
Puzzler	A	1	-	Opponent gives you 1 card from his hand
Red King Wakes Up	A	2	-	Discard all cards in play
Dress for Battle	A	1	-	1 TARC gets IL +3 FTO
Monstrous Crow	A	2	-	Discard all Locations in play
The White Queen	C	5	3	All enemy Characters are IL -1
Never Today	A	3	-	Opponent must skip his next turn
Remember Next Week	A	1	-	Look at next 7 cards in deck
Six Impossible Things	A	6	-	Draw 6 cards
Dark Little Shop	L	0	-	Discard a Card to give opponent 1 IP
Knitting Sheep	C	4	2	Twist to untwist target Location
Rushes Out of Reach	A	1	-	Recall 1 TARC
Humpty Dumpty	C	5	5	Discard to give opponent 7 IP
All the Kings Horses	C	2	1	Discard to CIDIYH
All the Kings Men	C	2	1	Discard to CIDIYH
Narrow Wall	L	0	-	Discard a Character to give opponent 2 IP
Unbirthday Present	A	0	-	Steal 1 RCFHO
Which is to be Master?	A	5	-	Take control of 1 TARC
Impenetrability	A	3	-	Negate all Attacks this turn
Toves & Borogoves	C	2	2	Discard for 2 SP
Unsatisfactory People	A	2	-	All Characters get IL -1 FTO
I see Nobody	A	2	-	Discard all Characters in Play

Card Name	Type	Cost	IL	Notes
4207 Foot Soldiers	C	1	1	Twist to twist target Location
Haigha & Hatta	A	3	2	Discard to take 1 card from deck & PIHY
Anglo Saxon Attitudes	M	2	-	Character is IL +2
The Unicorn	C	4	3	IL +2 if Blocking
The Lion	C	4	3	IL +2 if Blocked
The Red Knight	C	4	3	IL +1 if Blocking or Blocked
The White Knight	C	4	3	IL +2 if Attacking
Rules of Battle	A	3	-	Recall all Blocking/Blocked Characters
Provided for Everything	M	5	-	Character gets IL +1 per card in your hand
Aged Aged Man	C	4	2	Twist to Draw 1 card & Discard 1 card
Ridiculous Inventions	A	2	-	Draw 5 cards & Discard 5 cards
The Eighth Square	L	0	-	Twist to play an Action card for free
Golden Crown	M	3	-	Character is IL +3
Dinner Party	A	X	-	All Players gain X IP
Leg of Mutton	C	2	2	Discard to remove 3 IP
Plum Pudding	C	3	2	Recall to remove 1 IP
Banquet Table	L	0	-	Play "Food" Characters for Free
Poems About Fish	A	2	-	Recall all Attackers
Life is but a Dream	A	2	-	All Players discard their hands

Links

Lenny's Site





Afghanistan

Introduction

Card game for 2 Players. One player is the Americans. The other player is the Taliban.

Theme: 2006-2010+ Simulation of the ongoing conflict in Afghanistan following the Taliban resurgence after the US led Invasion in 2001.

Game End

The game ends when a turn starts and there are no cards left in the deck.

Victory

The player in control of the most Influence Tokens and Strength Points worth of Allies at the end of the game wins.

The Deck

Players share a common deck. There are 3 types of cards:

1. Ally Cards
2. Event Cards
3. Action Cards

Ally Cards

Ally cards represent Governments, Leaders, Military Organizations, Political Institutions, Factions, and all manner of groups and individuals that can contribute to the Strength of one or both sides. Allies come in 3 Types: American Allies (Only the American player may Control them) Taliban Allies (Only the Taliban player may Control them) Neutral Allies (Either Player may control them) Taliban and American Allies are collectively called Aligned Allies.

Action Cards

These cards can be used to make or strengthen an attack. Some have special abilities that go off when the attack is made. Some have special abilities that allow them to be used in non-attack functions.

Event Cards

These cards produce effects that are not direct attacks.

Strength Rating

Ally and Action cards have a Strength Rating (SR) ranging from 3 to 9. SR on Ally cards count towards victory at the end of the game. SR on Action cards contribute to the total Strength of an Attack.

SR on Ally cards are used to defend against Attacks.

Influence Tokens

Players share a common set of Influence Tokens (IT). They represent a measure of a number of factors including: Political Will, Morale, Organization, Intelligence, Military Power, Survivability, Recruiting Capacity, Diplomatic Skill, and Economic Resources. They count towards Victory at the end of the game.

These are used to recruit Allies. They can be used to initiate extra attacks. You cannot have negative IT.

Setup

Shuffle the deck. Each player is dealt 5 cards. Each player starts with 20 Influence Tokens.

The Taliban Player goes first.

Turn Sequence

Players take turns. Each turn has 6 Phases:

1. Logistics Phase
2. Strategy Phase
3. Event Phase
4. Recruit Phase
5. Attack Phase
6. End Phase

Logistics Phase

Gain 7 Influence Tokens. Certain Allies will allow you to gain additional IT in this Phase.

Strategy Phase

Draw 2 cards from the top of the Deck. You may draw extra Cards for 3 Influence Tokens each.

Event Phase

Unless the stated otherwise Event cards are played in this Phase. Event cards are discarded after their effect is resolved.

Recruit Phase

You may play 1 or more Allies. You must pay the cost for each Ally in Influence Tokens. The base cost of each ally is 2 less than its Strength Point Rating.

Allies are placed face up in front of you. If you don't have the IT you can't buy it.

Attack Phase

An attack against a Neutral Ally is made to Control. An attack against an Aligned Ally is made to Neutralize. (Note: Neutralized does not necessarily mean utterly destroyed, rather the Ally has had its effectiveness substantially reduced) The target of the attack is the Defender.

If a Control Attack is successful you gain control of the Ally: Move its card over to your side. If a Neutralization Attack is successful, discard the target Ally. To make an attack you must play 1 or more Action cards.

The combined strength ratings of the action cards must exceed the Strength rating of the target Ally card. You get 1 Free attack per turn. Additional Attacks cost 3 Influence Points each.

Action cards are discarded after an attack is resolved. Instead of Attacking a players Allies you may attack their IT instead. This is called an Attrition At-

tack.

The player targeted by an Attrition Attack loses IT equal to the Strength of the Attack. If the target goes to zero IT (or is 0 IT to begin with) the attacker gains 2 IT.

End Phase

Max hand size is 7 cards. Discard excess cards.

Card List Notation

T Taliban only can use this card (If Ally it is Aligned)

A American only can use this card (If Ally it is Aligned)

B Both players can use this card (If Ally it is Neutral)

SR Strength Rating

IT Influence Tokens

FEGS For End Game Scoring

Martyrs = Owner may Substitute this card for the target of an attack Reserves = In your End Phase Discard 1 Card to bring it back from Discard and put it in your hand

IBT If Controlled by the Taliban, the Taliban get. . .

IBA If Controlled by the Americans, the Americans get. . .

(H) Hidden Ally: Immune to bonuses to Neutralize

(S) Symbolic Ally: Immune to bonuses to Control

Common Deck Card List

Name:	SR	Type	Use	Notes:
Foreign Fighters	4	Ally	T	Reserves
Drug Dealers	5	Ally	T	Draw 1 extra card per turn
Poppy Farmers	4	Ally	B	+2 FEGS
Local Warlords	3	Ally	B	+1 to all Attacks to Neutralize
Bribery	5	Act	B	+3 to Control
Government Ministers	4	Ally	B	Gain 1 IT per turn
Corruption	-	Event	B	Discard target Neutral Ally
Hearts and Minds	3	Act	A	+3 to Control
IUD's	4	Act	T	+3 to Attrition
NATO Troops	3	Ally	A	If Neutralized lose 2 IT
Afghan Police	4	Ally	B	Opponents Hand Size -1
Afghan Military	5	Ally	B	Opponents Hand Size -1
Executions	3	Act	T	+3 to Neutralize
Drone Strikes	3	Act	A	+3 to Neutralize
Al Qaeda	8	Ally	T	Steal 1 IT per turn
Subversion	6	Act	T	+3 to Control
Pacification	6	Act	A	+3 to Neutralize
Surge	-	Event	A	Draw 3 Cards & Gain 5 IT
Iranian Involvement	6	Ally	T	(H) Gain 1 IT per turn
Pakistani Support	7	Ally	T	Gain 1 IT per turn
Insurgency	6	Act	T	Gain 1 Extra Free Attack to Control
Madrassas	7	Ally	T	Ally cards cost 1 less IT
Mountain Villages	4	Ally	B	IBT All Allies are +1 to Defend
Tribal Elders	6	Ally	B	+1 to All Attacks to Control
US Army	7	Ally	A	+1 to All Attacks to Control

Name:	SR	Type	Use	Notes:
US Marines	6	Ally	A	+1 to All Attrition Attacks
US Intelligence	8	Ally	A	(H) Draw 1 extra card per turn
US Rangers	5	Ally	A	Discard 1 card to give target Attack +1
US Air Force	9	Ally	A	Extra Attacks cost 1 less IT each
Terror Tactics	5	Act	T	+3 to Attrition
Remote Outpost	3	Ally	B	(S) +4 FECS
Moderate Mullahs	4	Ally	B	Hand Size +1
Suicide Bombers	3	Act	T	+3 to Attrition
Manipulate the Media	-	Event	B	Opponent discards 3 Random Cards
Asymmetric Warfare	3	Act	B	Discard to Negate Attack to Neutralize
Guerilla Warfare	4	Act	T	Discard to Negate Attack to Neutralize
Most Wanted List	3	Act	A	+3 to Neutralize
Body Count	3	Act	B	+3 to Attrition
Join Winning Side	3	Act	B	+3 to Control
Waiting Game	-	Event	T	Discard to Negate Attack to Neutralize
Build Infrastructure	-	Event	A	Gain 7 IT
World Opinion	-	Event	B	Steal 2 Random Cards from Opponent
Complex Politics	3	Act	B	Discard to Negate Attack to Control
President Karzai	8	Ally	B	Hand Size +1
Occupation	9	Act	A	Gain 1 Extra Free Attack to Control
ISAF	4	Ally	A	Reserves
Northern Alliance	8	Ally	A	+1 to All Attacks to Control
Kabul	9	Ally	B	(S) Discard X Cards to gain X IT
Reconstruction	-	Event	A	Play 1 Ally for Free
Army Corps of Engineers	4	Ally	A	All Allies are +1 to Defend
Shadow Government	7	Ally	T	Gain 1 IT per turn
Assassinations	5	Act	B	Opponent loses 2 IT
Ambushes	4	Act	T	+3 to Attrition
Peace Process	4	Act	A	Gain 1 Extra Free Attack to Control
Fundamentalists	4	Ally	T	Martyr
Governors	6	Ally	B	IBA +1 to All Attacks
Expatriates	3	Ally	A	+2 FECS
Pashtun Tribes	7	Ally	T	Hand Size +1
Tajik Tribes	3	Ally	B	Attrition Attacks against you are -1
Kandahar Province	5	Ally	B	IBT Gain 1 IT per turn
Helmand Province	4	Ally	B	Opponent Hand Size -1
Oruzgan Province	3	Ally	B	Costs 1 Extra IT to Attack this Ally
Strongholds	6	Ally	T	All Allies are +1 to Defend
Coalition Forces	5	Ally	A	Opponent gains 1 less IT per turn
Civil War	6	Act	B	Both Players discard their Hands
Tribal Confederacy	5	Ally	T	+1 to All Attacks to Control
Islamic Movements	6	Ally	T	(H) Draw 1 extra card per turn
Targeted Killings	4	Act	A	+3 to Neutralize
Uzbeks and Hazaris	4	Ally	A	Martyr
War on Terror	9	Act	A	Draw 1 Card
Air Strikes	6	Act	A	+2 to Neutralize or Attrition
Militants	5	Ally	T	+1 to All Attacks to Neutralize
Safe Havens in Pakistan	8	Ally	T	+2 to Defend Self
Coordinated Attacks	6	Ally	B	Gain 1 Extra Free Attack
Jihad	9	Act	T	Draw 1 Card
No Exit Strategy	-	Event	T	US player loses 5 IT
Escalation	7	Act	T	Gain 1 Extra Free Attack to Neutralize
Roadside Bombings	3	Act	T	+3 to Attrition

Name:	SR	Type	Use	Notes:
Black Unit Special Forces	4	Ally	A	+1 to All Attacks to Neutralize
Night Raids	5	Act	A	+2 to Neutralize or Attrition
War Weariness	3	Act	B	Opponent Discards 1 Random Card
Collateral Damage	4	Act	B	Discard X Cards. Opponent loses 2X IT
Clandestine Aid	-	Event	T	Draw 3 Cards
Hit & Run Tactics	4	Act	T	Discard to Negate Attack to Neutralize
NGO's	4	Ally	A	+2 FECS
Militias	3	Ally	B	Martyr
Covert Activities	4	Act	B	Draw 1 Card
Propaganda	4	Act	B	Gain 1 Extra Free Attack to Control
Pakistan Border	3	Ally	T	Hand Size +1
Cover Ups	3	Act	B	Discard 3 cards to draw 2
Gun Battle	3	Act	B	+3 to Attrition
Counter Insurgency	5	Act	A	Opponent Discards 1 Random Card
Pakistani Offensive	3	Act	A	Opponent puts 1 Ally back in his hand
Pakistani Duplicity	3	Act	B	Draw 1 Card
Resurgence	5	Act	T	Play 1 Ally for Free
Missile Strike	3	Act	A	+3 to Neutralize
Military Operation	5	Act	A	Gain 1 Extra Free Attack to Control
Clear, Hold, and Build	5	Act	A	+3 to Control
Superpower Status	9	Ally	A	(H) Draw 1 extra card per turn
Taliban Leadership	9	Ally	T	Gain 1 IT per turn

Links

NY Daily News
Huffington Post
History Guy
Guardian War Logs





African Empires

Introduction

Board Game for 3-6 players. Theme: Rise and fall of various Native Empires in Western and Sub-Saharan Africa circa 1100-1700 AD.

Victory

The game ends when one or more players have accumulated over 100 Victory Tokens. The winner is the player with the most Victory Tokens (VT). If players are tied, use possession of the Kings Marker going clockwise as the tiebreaker.

Components

Kingdom Mats Africa Deck Victory Tokens Player Control Counter Sets Chits Kings Marker

Kingdom Mats

Each one of these oversize cards represents one historic African Empire. Each simply has the name of the Empire written on it. (An image representative of that Empire would be appropriate)

Africa Deck

This is a common deck. Card Types include: Government, Economy, Religion, Migrants, Disasters

Victory Tokens

These come in Denominations of 1, 5, 10, 25.

Player Control Counter Sets

Each player gets a set of a unique color.

Chits

These come in 4 types: Government, Economy, Religion, Disasters The Government, Economy, and Religion chits are Resource Chits. Disasters are not Resource chits.

Kings Marker

This should be a small sculpture with an African theme/origin. The current holder of the marker goes first in play phase.

Setup

Shuffle the Africa Deck. Keep Tokens and Chits handy. Randomly select X Kingdom Mats. X = the number of Players.

Place these Mats face up in the middle of the Table. Each player picks a Control Counter Set. One player at random is given the Kings Marker.

Turn Sequence

Each turn has 6 Phases:

1. Draw Phase
2. First Play Phase
3. Second Play Phase
4. Event Phase
5. Score Phase
6. End Phase

Draw Phase

Each player is dealt 3 random cards from the top of the Africa deck. If the deck ever runs out, shuffle the discard and draw from it.

First Play Phase

Each player takes a turn starting with the holder of the Kings Marker and then going clockwise. One your turn play (reveal) one of your cards and have it target one of the available Kingdom Mats. Place one of your control counters on the target Mat.

Place a chit on the Mat corresponding to the type of card you played. (Example: If an Economy card is played, place an Economy Chit) (Note: that Migrant cards produce no Chit) Discard the Card.

Collapse Rule

When a fifth Disaster chit is placed on a Kingdom, the Kingdom is destroyed. Discard it and all Chits and Counters on it. Immediately draw another random Kingdom Mat to replace it.

Second Play Phase

Each player takes a turn starting with the holder of the Kings Marker and then going clockwise. One your turn play (reveal) one of your cards and have it target one of the available Kingdom Mats. Place one of your control counters on the target Mat.

Place a chit on the Mat corresponding to the type of card you played. (Note that Migrant cards produce no Chit) Discard the Card.

Melds & Resources

A Meld is all the resource chits of one type on a target Kingdom Mat. For instance if there were 3 Government Chits on Yoruba the Government Meld of Yoruba would be 3. Remember that Disasters do not count as resources.

Event Phase

Each player takes a turn starting with the holder of the Kings Marker and then going clockwise. On your turn play (reveal) your remaining Africa card: If you play a Government Card, move a Resource chit from one Kingdom Mat to another. If you play a Migrant Card, move a Control Marker from one Kingdom Mat to another.

If you play a Disaster Card, discard a Resource chit from one Kingdom Mat. If you play a Religion Card, gain 2 Victory Tokens. If you play an Economy Card, place 1 Resource Chit of any type onto one Kingdom Mat.

Discard the Africa Cards.

Score Phase

Score each Kingdom Mat in turn. The player with the most control counters on the Mat gets a number of Victory Tokens equal to the largest Meld on the Mat.

Africa Deck Card List

Name:	Type:
Dominance	G
Hegemony	G
Medieval Empire	G
Dynasty	G
Monarchy	G
Capitol City	G
Association of Small States	G
Vassal States Submission	G
Great King	G
Secret Societies	G
Council of Elders	G
Royal Bloodline	G
Institutions	G
Great Assembly	G
Hierarchy	G
Caste System	G
Nobility	G
Queen Mother	G
Complex Political System	G
Autocratic Government	G
Strong Army	G
City-States	G
Divine Kings	G

The player with the second most control counters on the Mat gets a number of Victory Tokens equal to the second largest Meld on the Mat. (or zero if there is not a second meld) The player with the third most control counters on the Mat gets a number of Victory Tokens equal to the smallest Meld on the Mat. (or zero if there is not a third meld) If players are tied for Control Counters, use possession of the Kings Marker going clockwise as the tiebreaker.

Each Player keeps their accumulated Victory Tokens in a pile in front of them.

End Phase

Check for Victory Conditions. The current holder of the Kings Marker passes it to the player to his left.

Kingdom Mat List

Yoruba Ghana Bornu Kanem Songhai Mali Makuria
Ethiopia Wolof Axum Benin Oyo

Africa Deck Card List Notation

G Government
E Economy
R Religion
M Migrant
D Disaster

Name:	Type:
Cattle, Sheep, Goats	E
Livestock	E
Markets	E
Salt Trade	E
Caravans	E
Manufacturing	E
Copper & Tin Mines	E
Gold Fields	E
Gold Dust	E
Trans-Saharan Trade	E
Center of Trade	E
Major River	E
Commerce	E
Urbanization	E
Industry	E
Walled Towns	E
Large Cities	E
Rich Material Culture	E
Iron Working	E
Duties	E
Wells & Oases	E
Kola Nuts	E
Emporium	E

Name:	Type:
Ruling Establishment	G
Literacy in Administration	G
Peak of Expansion	G
Energetic Reign	G
Diplomatic Exchanges	G
Period of Conquest	G
Clan Loyalties	G
Annexations	G
Governors & Provinces	G
Consolidation	G
Treaties	G
Code of Law	G
Checks & Balances	G
Administrative Reforms	G
Sworn Allegiance	G
Political Marriages	G
Fortifications	G
Orisa Pantheon of Gods	R
Central Creator Deity	R
Tombs	R
Center of Learning	R
Timbuktu	R
Legends	R
Myths	R
Traditional Beliefs	R
Prophecies	R
Priests	R
Oracles	R
Great Magician	R
Oral Tradition	R
Griot Poet Bards	R
Customs	R
Religious Tolerance	R
Cults	R
Suicide Rites	R
Mosques	R
Muslim Scholars	R
Divination	R
Earth Mother	R
Devout Muslims	R
Ceremonies	R
Celebrations	R
Traditional Musicians	R
Ritual	R
Rich Culture	R
Artistic Achievement	R
Eunuchs	R
Sculpture	R
Christianity	R
Muslim Clerics	R
Animism	R
Ancestor Worship	R
Islamic Expansion	R

Name:	Type:
Leather, Horses, Cloth	E
Ivory Trade	E
Moroccan Trade	E
Arts and Trades	E
Portuguese Traders	E
Villages and Farms	E
Access to Coastal Ports	E
Tribute Payments	E
Taxmen	E
Imperial Revenue	E
Great Wealth	E
Fertile Lands	E
North African Traders	E
Arab Traders	E
Treachery	D
Succession Dispute	D
Collapse	D
Decline	D
Invasion	D
Internal Feuds	D
Overextended	D
Military Rivalries	D
Armed Conflict	D
Rebellions	D
Revolts	D
Breakup	D
Vassals gain Independence	D
Constant Raids	D
Crumbling Empire	D
Holy War	D
Seeds of Destruction	D
Forced to Move	D
Military Defeats	D
Famine	D
Weakness	D
Incursions	D
Bankruptcy	D
Severe Drought	D
Political Instability	D
Poor Leadership	D
Desiccation	D
Desertification	D
Jihad	D
Fragmentation	D
Warring Factions	D
Civil War	D
Wars and Battles	D
Dynastic Intrigues	D
Vulnerable	D
Fading Power	D
Disorganization	D
Disruption	D
Ethnic Groups	M

Name:	Type:
Destiny	R
Sacrifices	R
Islamization	R
Pilgrimages	R
Slave Trade	E
Black Gold	E
Muslim Merchants	E

Name:	Type:
Tuareg Nomads	M
Fulani Herders	M
Zaghawa	M
Berbers	M
Hausa Peoples	M
Bedouins	M
Shuwa Arabs	M

Links

[Mali Empire Wikipedia](#)





Afrika Korps

Introduction

Card game for two players. Simulation of the North Africa campaign of WWII. One player is the Germans (& Italians), the other player is the Commonwealth (British & Allies).

Victory

Control all 6 Terrain Tokens to win.

The Deck

Players share a common deck.

Card Types

- G** Only the German (Axis) player can use these cards
- C** Only the Commonwealth (Allied) player can use these cards
- B** Both players can use this card
- A** This card can only be used by the attacker
- D** This card can only be used by the defender
- E** This card can be used in either attack or defense
- S** Supply card: can be used by either player

Turn	Germans	Commonwealth	Historical Commentary:
1-3	8	6	Rommel Arrives
4-6	7	7	Montgomery Arrives
7+	6	8	Operation Torch

If the deck runs out, shuffle the discard and draw from it.

Strategy Phase

Players may discard up to 3 cards and draw replacements.

Card List

Card Name	Force	User	Type	Notes
Field Marshall Erwin Rommel	9	G	E	
The Desert Fox	8	G	E	
Sturm, Swung, Wucht	7	G	A	
Luftwaffe	7	G	E	

Terrain Tokens

Each player starts the game with 3 Terrain Tokens. Every time you win a hand, you take a Token from your opponent.

Attackers/defenders

The Germans start the game as the Attackers. The Commonwealth starts the game as the Defenders. After the first turn, the Attacker is always the player who won the previous hand.

Only the Attacking player can use Attack cards. Only the Defending player can use Defense cards.

Turn Sequence

Each turn has 3 phases: Logistics Phase Strategy Phase Battle Phase

Logistics Phase

Each player draws a number of cards depending on what turn it is:

Battle Phase

Players reveal their hands. Every card has a Force value. Players add up the Force value of all the cards in their hand.

If a player cannot use a card, it has a Force of zero. (Nationality & Attacker/Defender limitations) If one player has a Supply card and the other does not, the Player with the supply card gets a Force bonus of +5. The player with highest total Force wins the hand.

The Winner takes a Terrain Token from his opponent.

Card Name	Force	User	Type	Notes
88mm Guns	7	G	E	
Panzer Division	7	G	E	
Afrika Korps	7	G	E	
Panzer Tanks	7	G	E	
Stuka Dive Bombers	7	G	E	
Blitzkrieg	7	G	E	
Balanced Force Mix	7	G	E	
Panzer IV Tanks	7	G	E	
Panzer III Tanks	6	G	E	
Junkers 88 Medium Bombers	6	G	E	
Fragmentary British Forces	6	G	E	
Allied Tanks Outgunned	6	G	E	
PAK 38 5cm Guns	5	G	E	
General Cruewell	5	G	E	
Italian Aerete Division	4	G	E	
Italian Trieste Division	3	G	E	
Italian Infantry Division	2	G	E	
Vichy French	1	G	S	
General Montgomery	7	C	E	
Australians	7	C	E	
British Troops	7	C	E	
New Zealand Division	7	C	E	
British Desert Air Force	7	C	E	
Enigma Decoded	7	C	E	
Desert Rats	7	C	E	
25pr Guns	7	C	E	
Sherman Tanks	7	C	E	
Indian Division	6	C	E	
South African Division	6	C	E	
Polish Troops	6	C	E	
Grant Tanks	5	C	E	
Free French Forces	5	C	E	
Valentine Tanks	4	C	E	
Stuart Light Tanks	4	C	E	
General Auchinleck	4	C	E	
General Wavell	4	C	E	
Matilda Tanks	3	C	E	
Cruiser Tanks	3	C	E	
Crusader Tanks	3	C	E	
Royal Navy	2	C	S	
American Divisions	7	C	E	Turn 7+
General Patton	7	C	E	Turn 7+
Desert Hook Encirclement	5	B	A	
Coastal Road	5	B	A	
Pincer	5	B	A	
Pursuit	5	B	A	
Surround	5	B	A	
Mobile Operation	5	B	A	
Block Retreat	5	B	A	
Dash	5	B	A	
Offensive Action	5	B	A	
Siege	5	B	A	
Advance Guard	5	B	A	

Card Name	Force	User	Type	Notes
Capture Objectives	5	B	A	
Weakly Defended Positions	5	B	A	
Breakthrough	5	B	A	
Advantage of Maneuver	5	B	A	
Mechanized Transport	5	B	A	
Diversionsary Thrust	5	B	A	
Corridors	5	B	A	
Attack Rear	5	B	A	
Capture HQ	5	B	A	
Outflank	5	B	A	
Breaching Assault	5	B	A	
Drive into the Desert	5	B	A	
Grand Maneuver	5	B	A	
Cross the Frontier	5	B	A	
Armored Sweep	5	B	A	
Push Forward	5	B	A	
Diversionsary Gambit	5	B	A	
Launch Attack	5	B	A	
Seize Airfield	5	B	A	
Tank Charge	5	B	A	
Exploit Success	5	B	A	
Exploratory Attack	5	B	A	
Spearhead	5	B	A	
Engineers Prepare Route	5	B	A	
Take the Ridge	5	B	A	
Systematic Destruction	5	B	A	
Cause Rout	5	B	A	
Panic the Defenders	5	B	A	
Relentless Pressure	5	B	A	
Scatter Supply Train	5	B	A	
Flush out Defenders	5	B	A	
Probe Enemy	5	B	A	
Overrun	5	B	A	
Bypass Defenders	5	B	A	
Concentrate Force	5	B	A	
Storm the Pass	5	B	A	
Conceal Troop Movements	5	B	A	
Shock Effect	5	B	A	
Mine Clearing	5	B	A	
Artillery Barrage	5	B	A	
Counter Attack	5	B	D	
Mine Fields	5	B	D	
Repel Assaults	5	B	D	
Rearguards	5	B	D	
Garrison	5	B	D	
Failed Operation	5	B	D	
Antitank Screen	5	B	D	
Careful Positions	5	B	D	
Fortifications	5	B	D	
Enemy Overreached	5	B	D	
Gallant Resistance	5	B	D	
Fortress	5	B	D	
Impassable Terrain	5	B	D	

Card Name	Force	User	Type	Notes
Spoiling Attacks	5	B	D	
Defensive Terrain	5	B	D	
Coastal Position	5	B	D	
Counter Thrust	5	B	D	
No Retreat	5	B	D	
Ambush	5	B	D	
Concealed Emplacements	5	B	D	
Anti-tank Guns	5	B	D	
Trap	5	B	D	
Enemy Supply Shortages	5	B	D	
Static Defenses	5	B	D	
Defensive Line	5	B	D	
Enemy Out of Fuel	5	B	D	
Dug in Positions	5	B	D	
Cauldron Battle	5	B	D	
Enemy Disengages	5	B	D	
Tank Traps	5	B	D	
Armor Piercing Shells	5	B	D	
Repulse Attack	5	B	D	
Block Advance	5	B	D	
Attacker Pinned Down	5	B	D	
AT Gunfire	5	B	D	
Strongpoint	5	B	D	
Outpost	5	B	D	
Hull Down Positions	5	B	D	
Earthworks	5	B	D	
Fall Back Position	5	B	D	
Seize the Initiative	5	B	D	
Stalled Advance	5	B	D	
Sandstorm	5	B	D	
Induce Caution	5	B	D	
Uncoordinated Attack	5	B	D	
Wire Entanglements	5	B	D	
Concrete Dugouts	5	B	D	
Anti-Tank Ditches	5	B	D	
Tenacious Defense	5	B	D	
Delaying Actions	5	B	D	
Tanks en Masse	3	B	E	
Heavy Losses	3	B	E	
Secure Flanks & Rear	3	B	E	
Armored Force	3	B	E	
Ground Support Aircraft	3	B	E	
Surprise	3	B	E	
Desert Warfare	3	B	E	
Self Propelled Guns	3	B	E	
Set Piece Battle	3	B	E	
Demoralize Foe	3	B	E	
Dispirited Foe	3	B	E	
Bitter Fighting	3	B	E	
Artillery Bombardment	3	B	E	
Keep Enemy Off Balance	3	B	E	
Threaten Flank	3	B	E	
Mechanical Breakdown	3	B	E	

Card Name	Force	User	Type	Notes
Slaughter	3	B	E	
Send in Reserve	3	B	E	
Air Reconnaissance	3	B	E	
Armored Cars	3	B	E	
Artillery Support	3	B	E	
Field Howitzers	3	B	E	
Dust & Smoke	3	B	E	
Tank Melee	3	B	E	
Combined Force	3	B	E	
Radio Intercept	3	B	E	
Rendezvous	3	B	E	
Deception	3	B	E	
Desperate Effort	3	B	E	
Dummy Tanks	3	B	E	
Ruse	3	B	E	
Confusion	3	B	E	
Air Superiority	3	B	E	
Caught off Guard	3	B	E	
Enemy in Disarray	3	B	E	
Unpredictable Movements	3	B	E	
Divide Forces	3	B	E	
Smokescreen	3	B	E	
Armored Division	3	B	E	
Veteran Troops	3	B	E	
False Intelligence	3	B	E	
Blunder	3	B	E	
Enemy Withdraws	3	B	E	
High Ranking Officer Lost	3	B	E	
Wireless Sets	3	B	E	
Supply Column	1	B	S	
Recovery & Repairs	1	B	S	
Train & Drill Troops	1	B	S	
Build up Strength	1	B	S	
Salvage Equipment	1	B	S	
Airlift	1	B	S	
Supply Route	1	B	S	
Water	1	B	S	
Fuel	1	B	S	
Ammunition	1	B	S	
Food	1	B	S	
Reinforcements	1	B	S	
Line of Supply	1	B	S	
Maritime Resupply	1	B	S	
Sustain Advance	1	B	S	
Preparations	1	B	S	
Convoys	1	B	S	
Recuperate	1	B	S	
Supply Dumps	1	B	S	
Field Maintenance Areas	1	B	S	
Respite	1	B	S	
Reorganize & Refit	1	B	S	
Lines of Communication	1	B	S	
Captured Equipment	1	B	S	





Afv Skirmish

Introduction

Two Player Board & Card Game of Modern Tank Combat.

Victory

Destroy all enemy Armored Fighting Vehicle Units.

Units

Each player starts the game with 8 AFV (Armored Fighting Vehicle) Units. Use Miniatures, counters, or tokens to represent AFV's Each Unit represents a combined arms squadron.

Setup

Each player places one unit on each square of his back two rows. Units may not stack. Flip a coin to see who goes first.

Each player is dealt a hand of 5 cards

The Deck

Players share a common Deck. The Deck contains 10 types of Cards: Offensive Attack Defensive Attack Units Weapons Movement Obstacle Protection Leadership Morale Reconnaissance

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Move Phase
3. Fire Phase

Card List

Card Name	Type
Deliberate Attack	A
Frontal Attack	A
Hasty Attack	A
Main Attack	A
Supporting Attack	A
Decisive Engagement	A
Direct Fire	A

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Moves can be diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Your opponent may play Obstacle cards to negate the Move of a single unit.

Fire Phase

Play (discard) an Attack card to have a unit attack. Attacks can be diagonal or orthogonal. The enemy unit that is the target of the attack is automatically destroyed and removed from the map.

Your opponent may play Protection cards to negate your Attack.

Card Notation

- A** Offensive Attack: Move 1 space or attack into adjacent space
- D** Defense Attack: Attack into adjacent Space
- W** Weapons: Attack of Range = 2
- M** Maneuver: Move Unit 2 Spaces
- U** Unit: Move Unit 1 space
- O** Obstacle: Negate Move
- P** Protection: Negate Attack
- L** Leader: Draw 2 Cards
- Z** Morale Card: Opponent must discard 2 random cards
- R** Reconnaissance: Look at Opponents hand or next 5 cards in deck

Card Name	Type
Traveling Overwatch	M
Maneuver	M
Mobility	M
Phase Lines	M
Movement to Contact	M
Advance to Fire Position	M
Passage of Lines	M

Card Name	Type
Fire & Movement	A
Bounding Overwatch	A
Clear Enemy in Zone	A
Wedge Formation	A
Offensive Front	A
Seize Initiative	A
Pursuit	A
Exploit Gap	A
Secure Sector	A
Massed Attack	A
Infiltrate	A
Flank Attack	A
Surprise Attack	A
Skirmish	A
Strike Enemy Rear	A
Overwhelm at Short Range	A
Advance Guard	A
Drive Head-on	A
Blitz	A
Base of Fire	D
Primary Position	D
Battle Position	D
Counter Attack	D
Kill Sack	D
Decisive Terrain	D
Defile	D
Engagement Area	D
Field of Fire	D
Overwatch	D
Coil Formation	D
Defensive Front	D
Key Terrain	D
Killing Zones	D
Fire from Concealment	D
Strongpoint	D
Blocking Position	D
Fortified Position	D
Ambush	D
Long Range Gun Duel	D
ATGW at 4000m	D
Armored Fighting Vehicle	U
Close Air Support Fighter	U
Main Battle Tank	U
Infantry Fighting Vehicle	U
Cavalry Fighting Vehicle	U
122mm SP Howitzer	U
155mm SP Howitzer	U
Tank Destroyer	U
SP Anti-Tank Gun	U
Gun-over-Hull Tank	U
Helicopter Gunship	U
Mechanized Infantry	U
Tank Platoon	U

Card Name	Type
Withdrawal	M
Breakthrough	M
Detachments	M
Automotive Performance	M
Gas Turbine Engines	M
Momentum	M
Overrun	M
Bypass Enemy Position	M
Lure (Bait)	M
Anti-Tank Ditch	O
Tracks Damaged	O
Out of Gas	O
Soft Ground	O
Water Barrier	O
Mine Field	O
Defilade	P
Cover	P
Dead Space	P
Hull Down	P
Reverse Slope	P
Turret Down	P
Smoke Screens	P
Electronic Countermeasures	P
Camouflage	P
Dug In	P
Laminate Armor	P
Reactive Armor	P
Composite Armor	P
Inclement Weather	P
Halogen Gas Extinguishers	P
Wet Ammo Stowage	P
Sloped Armor	P
Thick Frontal Armor	P
Visual & IR Screening System	P
Dust Clouds	P
Evasive Action	P
Combat Multiplier	L
Commanders Intent	L
Economy of Force	L
Fire Support Coordination	L
Concept of Operations	L
Fragmentary Order	L
Integrate Enemy Doctrine	L
Concentrate Mass	L
Mission	L
Attainable Objective	L
Priority Target	L
Command Post	L
Task Organization	L
Tank Commander	L
Terrain Analysis	L
Courage & Tenacity	L
Guile & Cunning	L

Card Name	Type
Fire Support Team	U
Light Tank	U
Hunter-Killer Tank	U
Air Supremacy	U
Heavy ATGM Teams	U
Combined Arms	U
Armored Personnel Carrier	U
Mortar Carrier	U
Numerical Superiority	U
Conventional Munitions	W
Scatterable Mines (FASCAM)	W
AP Discarding Sabot (APDS)	W
Hypervelocity DS (HAPFSDS)	W
IR Night Vision Devices	W
Thermal Imaging System	W
Laser Rangefinder	W
105mm Rifled Cannon	W
120mm Smooth Bore Gun	W
Anti-Tank Guided Missile	W
HE AT Ammo (HEAT)	W
HE Squash Head Ammo (HESH)	W
Rocket Propelled Grenade	W
Fire Control Systems	W
25mm Automatic Cannon	W
Laser Guided Artillery	W
Air Dispensed Munitions	W
Terminally Guided Munitions	W
Supersonic Fire & Forget ATGM	W
Stabilized Gun	W
Artillery Fire	W
First Round Hit	W
Pin Point Accuracy	W
Depleted Uranium Ammo	W
Alternate Position	M
Avenue of Approach	M
Checkpoint	M
Coordinating Point	M
Covered Approach	M
Displace	M
Traveling	M

Card Name	Type
Skill & Determination	L
Branch Plans	L
Logistics	L
Command & Control	L
Exhaustion	Z
Fatigue	Z
Confusion	Z
Suppression	Z
Fear	Z
Shattered Nerves	Z
Lack of Sleep	Z
Weakened	Z
Unbalanced	Z
Counter Fire	Z
Cowed	Z
Heavy Casualties	Z
Shaken	Z
Wrecked Lines of Communication	Z
Demoralized	Z
Unsupported Attack	Z
Surveillance	R
Forward Observers	R
Group of Targets	R
Grid Coordinates	R
Intelligence Preparation	R
Scouting Elements	R
Line of Contact	R
Enemy Disposition	R
Target Acquisition	R
Reconnoiter	R
Early Warning	R
Air Reconnaissance	R
Remotely Piloted Vehicles	R
Armored Cars	R
Artillery Observers	R
Screen Front & Flanks	R
Locate Resistance	R
Radio Intercept	R
Caught in the Open	R

Game Designers Notes

These are the same cards from AFV. If you make the Deck you will be able to play both games.





Age Of Antiquity

Introduction

Board game for 2-5 players. Ancient Civilization Building Theme.

Game End

The Game ends by mutual decision: Short Game: 12 Turns Regular Game: 16 Turns Long Game 20 Turns

Victory

The player with the most Victory Points (VP) at the end of the game wins.

Components

- 1. Culture Deck
- 2. Civ Deck
- 3. Event Deck
- 4. Leader Deck
- 5. Monument Deck
- 6. Action Board
- 7. The Map
- 8. Player Mats
- 9. Player Counter Sets
- 10. Five Count Counters
- 11. Six sided Dice
- 12. Leader Token
- 13. Turn Track and Token

Culture Card Deck

This deck has 15 cards each describing a different ancient Culture. Each culture has different starting stats. Each player takes the role of one of these Cultures at the beginning of the game.

.
01	02	03	04	05	06
07	08	09	10	11	12
13	14	15	16	17	18

The above numbered grid corresponds to the follow-

ID	Action
01	Trade
02	Monument
03	Shipbuilding
04	Initiative

Civ Card Deck

This deck has 37 cards each describing a special ability that a culture can develop during the game. Each player receives 5 random Civ cards at the beginning of the game that they can potentially use. Players can gain more Civ cards by picking the Dissemination Action.

Event Card Deck

This deck has 31 cards. These can confer random benefits or penalties. An Event card is revealed whenever a player takes the Event Action.

Leader Deck

This deck has 27 cards. Leaders offer random substantial short term benefits. A Leader card is revealed whenever a player takes the Leader Action.

Monument Deck

This deck has 24 cards. Monuments offer substantial benefits. When a player takes the Monument Action he picks and pays for 1 card from the top 4 Face-up cards in the Monument Deck. The player places that card in front of him and another Monument card is drawn to replace the one just built.

Monuments provide a VP bonus when built.

The Action Board

This is the main board, placed in the center of the table. It is a 6 x 6 Grid, divided into 36 Squares. Each square should be big enough to contain 1 Player counter.

Each square contains a title and text describing 1 or more possible actions.

.
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36

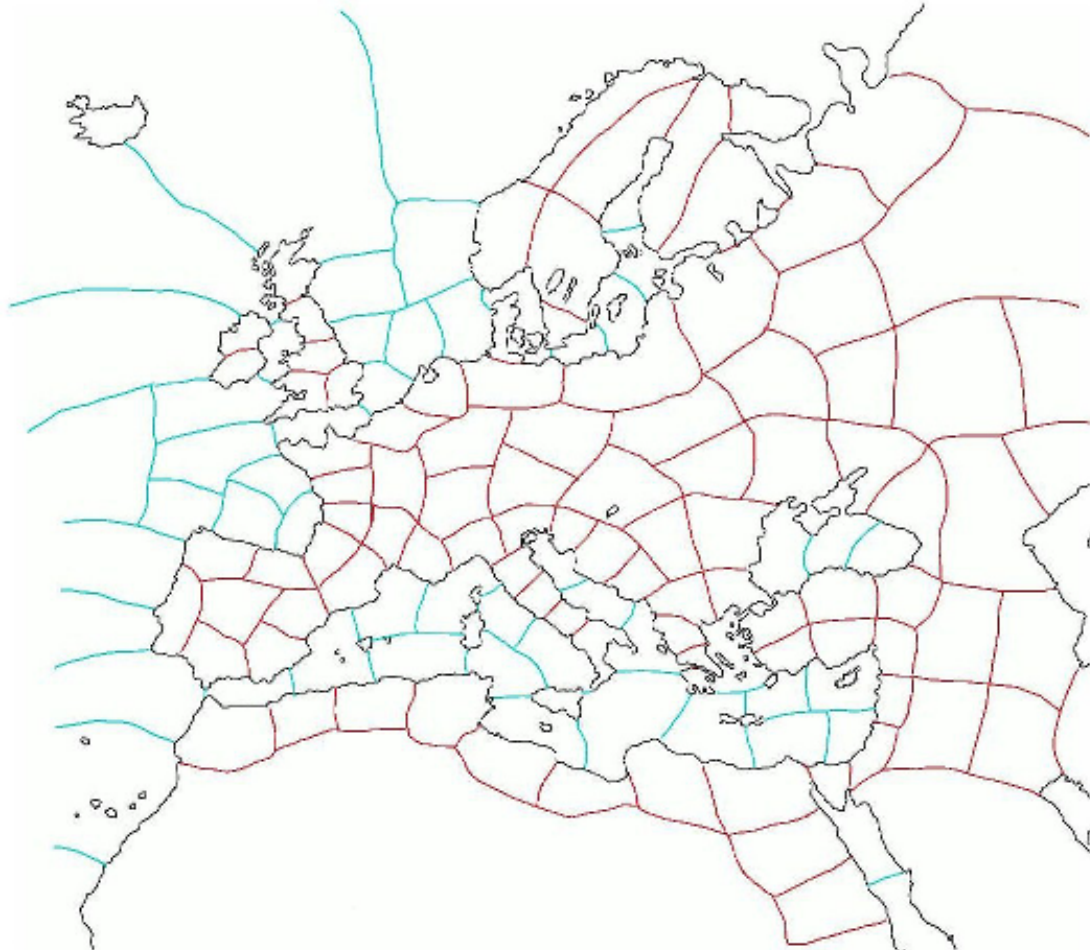
ing Action Squares:

ID	Action
19	Sea Raid
20	Civilization
21	Event
22	Production

ID	Action	ID	Action
05	Diplomacy	23	Population Explosion
06	Advancement	24	Population Growth
07	Immigration	25	Assimilation
08	Expansion	26	Colonize
09	Raise Armies	27	Plunder
10	Conquest	28	Labor
11	War	29	Cattle Raid
12	Market	30	Progress
13	Taxation	31	Dissemination
14	Cultural Revolution	32	Eureka
15	Urbanization	33	Fishing
16	Harvest	34	Leader
17	Land Use	35	Bread & Circus
18	Invention	36	Export

The Map

There are Land Territories and Sea Territories.



Pre Game Map Setup

Each Territory on the Map will produce 1 type of good. Types are determined randomly and are written directly onto the Map. (You may want to create multiple maps) Southern Territories are those that border

the Mediterranean or are otherwise south or lateral to it. All other territories are Northern.

Roll 1D6 for each land Territory. Every time a City is built, roll on the City Table to see what good it produces. This is in addition to the Good already present.

Land Territory Goods Table

1D6	Good
1	Metal
2	Rock
3	Plants

1D6	Good
4	Animals
5	Exotic
6	Forest

Metals

1D6	Name	Type
1-2	Bronze	Hard Metal
3-4	Iron	Hard Metal
5	Gold	Luxury
6	Silver	Luxury

Rock

1D6	Name	Type
1-3	Stone	Materials
4-5	Marble	Materials
6	Gems	Luxury

Plants

1D10	Name	Type
1-3	Wheat	Food
4	Olives	Food (South only; If North: Flax)
5	Cotton	Fabric (South only; If North: Beer)
6	Flax	Fabric (North only; If South: Olives)
7	Fruit	Food (South only; If North: Wheat)
8	Beer	Food
9+	Wine	Luxury

Animals

1D10	Name	Type
1-2	Cattle	Food
3	Oxen	Food
4	Hides	Fabric
5	Wool	Fabric

1D10	Name	Type
6	Cheese	Food
7	Pigs	Food
8	Birds	Food
9+	Horses	Luxury

Exotic

1D10	Name	Type
1	Spices	Food (South only; If North: Furs)
2	Herbs	Food
3	Incense	Luxury
4	Papyrus	Luxury
5	Dyes	Fabric
6	Furs	Fabric
7	Ivory	Luxury (South only; If North: Amber)
8	Dates	Food
9	Granite	Materials
10	Amber	Luxury

Forest

1D10	Name	Type
1-7	Wood	Materials (required to build Fleets!)
8	Gather	Food
9	Hunt	Food
10	Resins	Luxury

Water

1D10	Name	Type
1-3	Fish	Food
4	Salt	Food
5	Crabs	Food
6	Clams	Food

1D10	Name	Type
7	Pearls	Luxury
8	Whales	Food
9+	Trade	Luxury

City

1D6	Name	Type
1	Glass	Luxury
2-3	Pottery	Food
4	Textiles	Fabric

1D6	Name	Type
5	Linen	Fabric
6	Bricks	Materials

Player Mats

Each player has his own Mat kept in front of him on the table. Each Mat is a 4 x 4 Grid divided into 16 Squares. Each square should be big enough to contain a stack of Player counters.

.	.	.	.
01	02	03	04
05	06	07	08
09	10	11	12
13	14	15	16

The above numbered grid corresponds to the following Stockpile Squares:

id	Type
01	Territory Count
02	Gold
03	Government Level
04	Actions
05	City Count
06	Population
07	Industry Level
08	Culture Level

id	Type
09	Food
10	Agriculture Level
11	Ideas
12	Military Level
13	Resources
14	Armies
15	Fleets
16	Victory Points

Players stack up counters on a square to indicate the quantity they have of that item available.

Player Counter Sets

Each player needs a stackable set of counters of a unique color. These can be used as:

1. Action counters for the Action Board
2. Stockpile counters on a Players Mat
3. Control Markers on the Territory Map

Five Count Counters

There should be a common set of counters that players can use on their Player mats. Each one of these is worth 5 player counters.

Dice

Ten and six sided dice are needed. When determining a random player roll the die and count off going clockwise.

Turn Track And Counter

This is used to keep track of what number turn it is.

The Leader Token

The Leader takes possession of this object. The Leader gets to take the first action every turn followed by the other players going clockwise around the table.

Setup

Each player starts with 3 Territories: Select a Land Territory on the Map and place one of your counters in it. Then place a counter in 2 adjacent Territories (land or water). At the start of the game each player must have at least one territory that is not adjacent to a territory occupied by another player.

You cannot place a counter in a territory occupied by another player. Each player starts with 6 Food. Each player starts with 5 Resources.

Each player starts with 4 Gold. Each player starts with 2 Actions. Each player draws 2 Random Culture cards. He discards 1 and keeps the other.

A player keeps his selected Culture Card face up in front of him. Each player is dealt 5 Random Civ Cards. Flip over the top 4 cards of the Monument Deck.

Players roll high on the die to determine who the Lead Player is. Give the Lead Player the Leader Token. Place the turn marker on turn 1 of the turn track.

Rounding

Always round up.

Turn Sequence

Each Turn has 3 Phases:

1. Action Phase
2. Upkeep Phase
3. End Phase

1. ACTION PHASE
Players take turns taking actions, starting with the Leader and going clockwise. To take an action, take one of the counters from the action square on your player mat and place it onto any unoccupied square on the action board. Then read off the name of the square you selected. If the action square gives a choice of actions, immediately declare which one you are taking. Resolve actions as soon as they are chosen.

This continues until no players have any actions left. You cannot take an action you cannot pay for.

2. UPKEEP PHASE

You must pay 1 Gold or 1 Food for each of your Armies and Fleets. Remove the payments from your player mat. If you cannot or do not want to pay for an Army or Fleet, you may take the Mercenary Option: Discard the Unit and gain 3 Gold.

3. END PHASE

Remove all Player Counters from the Action Board and return them to each player's respective Action square on their Player Mat. Move the Turn counter 1 space up on the turn track.

I. Territory Stockpile

Territories are gained by the Colonize, Expansion, and Conquest Actions. They can also be stolen by the War Action. Territories limit the number of cities you can build.

The Land Use Action produces either Food or Resources based on the number of Territories you own.

Whenever you gain a territory place a counter on a Territory space on the map. Newly gained territories must be adjacent to territories you already control or connected by a number of sea spaces not in excess of the number of Fleets you own.

II. Population Stockpile

Populations are gained by the Immigration, Population Growth, and Population Explosion Actions. They can also be stolen by the Assimilation Action. Populations are used up to Expand and to build Cities, Armies, and Fleets.

III. Food Stockpile

Food is gained by the Harvest, Land Use, Fishing, and Market Actions. It can also be stolen by the Raid Action. Food is converted into populations through the Population Growth and Explosion actions.

Food can also be used for the upkeep of Armies and Fleets.

IV. Resource Stockpiles

This represents materials such as wood, stone, metal, cloth, and clay. Resources are gained by the Production, Land Use, Labor, and Market Actions. Resources can be used for building Cities and Monuments.

They are also needed to build Armies and Fleets.

V. Gold Stockpiles

Gold is gained through the Trade, Taxation, and Plunder Actions. It can be stolen by the Raid Action. Gold can also be used for the upkeep of Armies and Fleets.

Through the Market action, Gold can be used to buy Food, Resources, Ideas, and VP.

VI. Army Stockpiles

Armies are gained by the Raise Armies Action. Armies are required for the War, Conquest, and Cattle Raid Actions.

VII. Fleet Stockpiles

Fleets are gained by the Shipbuilding Action. Fleets enhance the Fishing Action. Fleets are required for the Colonization, Discovery, and Sea Raid Actions.

Armies can be used to satisfy requirements for War Actions.

VIII. City Stockpiles

Cities are gained by the Urbanization and Colonize Actions. Cities limit your maximum level in Government. The Taxation Action produces Gold based on the number of Cities you own.

The Cultural Revolution Action produces VP based in part on the number of Cities you own. When you build a City, stack a second Counter on top of a Territory you already control. 2 Counters in a Territory indicate the presence of a city.

Ix. Idea Stockpile

Ideas are gained by the Invention, Trade, Eureka, Dissemination, and Market Actions. Ideas are used up to put Civ Cards into play by using the Civilization Action. Ideas are used up to gain a Level in Government, Culture, Industry, Military, and Agriculture by using the Advance and Progress Actions.

X. Government Level Stockpile

Levels in Government are gained by using the Advance and Progress Actions. Government Levels increase the number of Actions you can take each turn. Your level in Government cannot exceed the number of Cities you control.

Xi. Agriculture Level Stockpile

Levels in Agriculture are gained by using the Advance and Progress Actions. Agriculture Levels increase the amount of Food you get from the Harvest action.

Xii. Industry Level Stockpile

Levels in Industry are gained by using the Advance and Progress Actions. Industry Levels increase the amount of Resources you get from the Production Action.

Xiii. Culture Level Stockpile

Levels in Culture are gained by using the Advance and Progress Actions. Culture levels apply to the Cultural Revolution and Assimilation Actions.

Ivx. Military Stockpile

Levels in Military are gained by using the Advance and Progress Actions. This gives an advantage in Wars.

Vx. Actions Stockpile

You get Actions = 2 + Your Level in Government.

Vix. Victory Point Stockpile

VP are gained through Eureka, Diplomacy, Initiative, Market, Conquest, and Cultural Revolution Actions. VP Totals determine the winner at the end of the game.

Advances

Government, Culture, Industry, Military, and Agriculture are collectively referred to as Advances.

1. THE TRADE ACTION

Gain 1 Idea. Also gain 1 + X Gold. X = Number of different types of Luxury Goods you Control.

2. MONUMENT ACTION

When a player takes the Monument Action he picks and pays for 1 card from the top 4 Face-up cards from the Monument Deck. The cost in Resources for the Monument is listed on the card. If you have access to Marble the cost is -2.

The Monument gives a VP reward and usually an additional benefit. The player places that card in front of him and another Monument card is drawn to replace the one just built. When you build a Monument, stack a third Counter on top of a Territory with a city you already control. Remember the Location of the Monument.

3 Counters in a Territory indicate the presence of a city with a Monument.

3. COLONIZE ACTION

Gain 1 Coastal Territory and 1 VP. Costs 1 Fleet.

4. SHIPBUILDING ACTION

Build X Fleets. Costs X Population and 3X Resources. Limit = 2 + number of Wood & Flax Territories you control.

5. FISHING ACTION

Gain 1 Food per Coastal Territory you control.

6. INITIATIVE ACTION

Gain 1 VP. You become the Leader. Take possession of the Leader Token.

7. DIPLOMACY ACTION

Gain 1 VP. Opponents cannot target you with the War Action the rest of this turn.

8. ADVANCEMENT ACTION

Gain 1 Level in any 1 Advance. Costs 2 Ideas.

9. IMMIGRATION ACTION

Gain 2 Population.

10. EUREKA ACTION

Gain 1 Idea and 1 VP.

11. EXPANSION ACTION

Gain 1 adjacent unclaimed Territory. Costs 3 Population.

12. RAISE ARMIES ACTION

Raise X Armies. Costs X Population and 2X Resources. Limit is 2 + the number of Fabric & Hard Metal Territories you control

13. CONQUEST ACTION

Gain 1 adjacent unclaimed Territory and 1 VP. Costs 1 Army.

14. WAR ACTION

Declare a target player whom you are attacking. That player must be adjacent by land or a number of sea spaces distant not in excess of the number of Fleets you own. You must have more Armies or more fleets to attack.

Both players roll 1D10 for each Army and Fleet they control. These are called Battle Rolls. Each roll of 8+ is a Victory.

Get +1 if your Military Level is higher. Get +1 if you have Bronze and opponent has no Hard Metals. Get +1 if you have Iron and opponent has only Bronze.

Get +2 if you have Iron and opponent has no Hard Metals. Get +1 if you have Horses and opponent does not. For each Victory gain 1 VP and your opponent loses 1 Army or Fleet.

If your opponent has no Armies or Fleets left, you steal 1 adjacent Territory of his for each Victory. If the Territory had cities and Monuments, you get these too.

15. MARKET ACTION

You may spend Gold to buy the following:

Cost in Gold	Purchase:
2	1 Food
3	1 Resource
4	1 Idea
5	1 VP

16. TAXATION ACTION

Gain Gold = $3X$. X = The number of Cities you control.

17. DISSEMINATION ACTION

Gain 1 Idea. Draw 1 random Civ card and add it to your hand. You cannot pick this action if you have 7+ Civ cards in your hand.

18. CULTURAL REVOLUTION ACTION

Gain VP = $1 + \text{Your Culture Level} + \text{The Number of Cities \& Monuments you control}$.

19. URBANIZATION ACTION

Gain 1 City. Costs 5 Population and 5 Resources. Max 1 city per territory.

20. HARVEST ACTION

Gain Food = $2 + X + Z$. X = Your Agriculture Level. Z = Number of Territories you control with Food type goods.

21. LAND USE ACTION

Gain Food = Number of Territories you control with Food type goods.

Or...

Gain Resources = Number of Territories you control with Material type goods.

Or...

Gain Gold = Number of Territories you control with Fabric type goods.

The Culture Deck

Culture:	Starting Bonuses:
Sumerians	Agriculture +1 VP +5 Industry +1
Egyptians	Agriculture +1 Culture +1 Industry +1
Babylonians	Agriculture +1 Culture +1 VP +5
Minoans	Fleet +2 Culture +1 VP +5
Hittites	Industry +1 Military +2 Armies +2
Phoenicians	Gold +7 Fleets +2 VP +5

22. INVENTION ACTION

Gain 2 Ideas.

23. PROGRESS ACTION

Gain 1 Level in any 1 Advance. Costs 3 Ideas.

24. SEA RAID ACTION

Steal 3 Gold from target opponent with at least 1 coastal territory if you have at least 1 Fleet.

25. CATTLE RAID ACTION

Steal 2 Food from a target opponent with adjacent territory if you have at least 1 Army.

26. LABOR ACTION

Gain $1 + X$ Resources. X = Number of Territories you control with Fabric type goods. Limit = $1 + \text{Your Level in Government}$.

27. CIVILIZATION ACTION

Put one of your Civ cards into play. Costs 1 Idea.

28. EVENT ACTION

Gain 1 VP. Draw the Top card of the Event Deck and resolve it Immediately. You cannot chose this action if you took it last turn.

29. PRODUCTION ACTION

Gain Resources = $2 + X + Z$. X = Your Industry Level. Z = Number of Territories you control with Material Type Goods.

30. POPULATION EXPLOSION ACTION

Gain X Population. Costs $2X$ Food. Limit = $2 + \text{the number of different Food types you control}$.

31. POPULATION GROWTH ACTION

Gain 2 Population. Costs 3 Food.

32. PLUNDER ACTION

Gain 1D6 Gold. You must have 1 Army or Fleet to take this action.

33. ASSIMILATION ACTION

Steal X Population from target player.

X $1 + \text{Your Culture Level}$

34. LEADER ACTION

Costs 1 Population. Draw the top 3 card of the Leader Deck. Play 1 and discard the other 2. You cannot chose this action if you took it last turn.

35. BREAD & CIRCUSES ACTION

Gain X VP. Costs $3X$ Food. Limit = $1 + \text{Number of Territories you control with Luxury Type Goods}$.

36. EXPORT ACTION

Gain Gold = $1 + \text{Your Industry Level} + \text{Your Agriculture Level}$.

Culture:	Starting Bonuses:
Athenians	Fleets +2 Culture +2
Spartans	Military +2 VP +5
Persians	Culture +1 Gold +7 Armies +2
Macedonians	Armies +2 Military +1 Territories +2
Romans	Culture +1 Military +1 Industry +1
Carthaginians	Fleets +2 Armies +2 VP +5
Celts	Armies +2 Culture +1 Territory +2
Huns	Armies +4 Military +1
Goths	Armies +4 Territory +2

Civ Card Deck

Great Work of Art Gain 5 VP

Bonus: Notes:

Coinage Whenever you earn Gold get +1 Gold

Gifted Seafarers	Gain 1 Action/turn for Fishing, Colonize, or Sea Raid only
Irrigation	Agriculture Level +1
Raiders	Gain 2 extra Gold every time you take any Raid Action
Great Fleet	Gain 3 Fleets
Poets	Gain 1 VP every time you take the Event Action
Slave Masters	Gain 2 extra Resources every time you take the Labor Action
City Planners	Gain 2 VP every time you take the Urbanization Action
Great Host	Gain 3 Armies
Granaries	Whenever you gain Food get +1 Food
Mining	Industry Level +1
Warrior Culture	Gain 3 VP every time your level in Military goes up
Metallurgy	Military Level +1
Lawgivers	Government Level +1
Music	Culture Level +1
Road Builders	Gain 1 Action/turn for Land Use, Raise Armies, or Labor only
Caravans	Gain 3 Gold every time you take the Trade Action
Writing	Gain 5 Ideas
Migration	Gain 2 Territories
Gifted Merchants	Gain 1 Action/turn for Trade or Market only
Fishermen	Gain 3 Food every time you take the Fishing Action
Great Engineers	Monuments cost 2 Less Resources
Great Architects	Your Monuments earn +2 VP when built
Great Horsemen	Gain 1 Action/turn for Expansion, Conquest or War only
Democracy	Gain 3 VP every time your level in Government increases
Monotheism	Steal 2 extra Population every time you take the Assimilation Action
Gifted Artisans	Culture Level +1
Men of Science	Gain 1 extra Idea every time you take the Eureka Action
Historians	Every War you are in earns you +2 VP
Philosophers	Gain 1 VP every time you take the Advancement Action
Imperialistic	Gain 1 VP every time you take the Conquest Action
Empire Builders	Gain 1 VP every time you take the Expansion Action
Gifted Orators	Gain 1 VP every time you take the Diplomacy Action

Event Deck Notation**ROL** Random Opponent Loses**Event Deck**

Event:	Notes:
Blight	ROL all his Food
Famine	ROL 3 Population and 3 Food
Piracy	ROL 6 Gold
Innovation	Gain 2 Ideas
Diffusion of Knowledge	All players gain 1 Idea
Plague	ROL 3 Population and 2 Armies
Barbarian Invasion	ROL 3 Armies
Peace	Gain 1 Gold and 4 Food
Golden Age	Gain 5 VP
Dark Ages	All players lose all Ideas
Barbarian Migrations	ROL 1 Territory
Sea Peoples	ROL 2 Fleets
Horse Tribes	ROL 4 Armies
Cultural Supremacy	Steal 1 Population from Target Player
Tribute	Gain 2 Gold and 3 Food
Resource Rich Area	Gain 5 Resources
Storm	ROL 1 Fleet
Legends	Play 1 Civ Card
Vitality	Gain 2 Actions this Turn
Exploration	Gain 1 Territory
Refugees	Gain 4 Population
Earthquake	ROL 1 Monument
Volcano	ROL 1 City
Patronage	Culture +1
Allied Tribes	Gain 2 Armies
Mild Weather	Gain 5 Food
Annexation	Steal 1 Territory from Target Player
Crossroads	Gain 1 City
Rebellion	ROL 2 Population and 1 Army
Civil War	ROL 2 Territories and 1 Army
Usurper	ROL 2VP

Leader Deck

Name:	Notes:
Gilgamesh	Gain 5 Resources
Menes	Culture Level +1
Cleopatra	Gain 10 Food
King Djoser	Gain 5 VP
Hammurabi	Gain 2 Ideas & 2 VP
Ramses	Gain 3 Actions
Nebuchadnezzar	Gain 5 VP
Moses	Gain 3 Population & 2 VP
Nefertiti	Gain 5 VP
King Minos	Gain 10 Gold
Xerxes	Gain 2 Armies
Socrates	Gain 3 Ideas
Sargon	Gain 2 Actions and 2 VP
Cyrus the Great	Gain 3 Actions

Name:	Notes:
Pythagoras	Industry Level +1
Alexander the Great	You may take 4 Conquest Actions this Turn
Plato	Gain 3 Ideas
Julius Caesar	You may take 3 Conquest Actions this Turn
Hannibal	Gain +1 to Battle Rolls this Turn
Aristotle	Gain 3 Ideas
Homer	Gain 2 Ideas & 2 VP
Jesus	Gain 8 Population
Constantine	Gain 3 Actions
Attila	You may take 2 War actions this Turn
Romulus	Gain 1 City
Alcibiades	Steal 2 VP from each Opponent
Vercingetorix	Gain 1 Army & 4 Population

Notes: Bonuses and gains by Leaders are one time only: So for instance if you gain Actions they are only for the current turn.

Monument Deck Notation

ETT Every Time You Take The

Cost Cost in Resources to build the Monument

VP VP gained by building the Monument

Monument Deck

Name:	Cost	VP	Bonus:
Stonehenge	6	6	Gain 1 VP ETT Pop Growth Action
Sphinx	5	5	Gain 1 VP ETT Civilization Action
Great Pyramid	10	10	Gain 2 Levels in Industry
Ziggurat	6	6	Gain 1 Resource ETT Taxation Action
Temple of Solomon	7	Gain 1 VP ETT Advancement Action	
Hanging Gardens	8	8	Gain 1 Level in Agriculture
Temple of Artemis	8	Counts as 1 Luxury Good	
Parthenon	7	7	Gain 1 Level in Culture
Statue of Zeus	6	6	Gain 1 VP ETT Leader Action
Mausoleum	7	7	Gain 1 VP ETT Event Action
Colossus	9	9	Gain 2 Gold ETT Market Action
Library of Alexandria	7	7	Gain 1 Idea ETT Dissemination Action
Oracle at Delphi	6	6	When Built look at next 7 cards in Event Deck
Petra	6	6	Gain 1 Gold ETT Trade Action
Tower of the Winds	5	5	Gain 1 Idea ETT Eureka Action
Masada	5	5	Gain 2 VP every time you defend in a War
Aqueduct of Nemausus	6	5	Gain 5 Food ETT Urbanization Action
Colosseum	8	8	Gain 1 VP ETT Bread & Circus Action
Forum of Trajan	7	7	Gain 1 VP ETT Taxation Action
Pantheon	7	7	Gain 1 Level in Culture
Baths of Diocletian	7	7	Gain 1 Food ETT Bread & Circus Action
Basilica Cistern	10	5	Gain 1 City
Persepolis	9	4	Gain 1 City
Hadrians Wall	6	6	Gain 1 Level in Military





Age Of Enlightenment

Introduction

Card game for 2-4+ players. Theme: Age of Reason 18th Century. Players try to claim the most/best people and ideas from The Age of Enlightenment.

Victory

The game ends when both decks have been used up. The player with the most Enlightenment points wins.

The Decks

There are 2 common decks:
1. The Personage Deck
2. The Discovery Deck
Only Personage cards go into players hands.

Setup

The most enlightened player goes first. Failing that, roll high on 1D6. Every player is dealt 1 card from the Personage Deck.

Turn Sequence

Players take turns. Each turn has 4 phases:
1. Draw Phase
2. Person Phase
3. Discovery Phase
4. End Phase

Draw Phase

Draw 3 Person cards. Keep 1. Discard 1. Pass 1 to the player to your left. If the Personage deck is down to 2 or less cards, it is considered to be "used up": skip this phase.

Person Phase

You may put one Person card from your hand into play face up in front of you. You are said to control this person. If you play a Benefactor, draw 2 Person cards and put them in your hand.

Personages Deck Card List

Name:	Nation	Type
Sir Isaac Newton	E	S
Francis Bacon	E	S

Discovery Phase

For each person you control in turn flip over 1 Discovery card. Musicians get to flip over 4 cards. If the type Discovery card drawn is that of the Person, you get to keep it.

(Science for Scientists, Philosophy for Philosophers, Music for Musicians) Idea cards count as both Philosophy and Science cards. Benefactors may only discover Idea cards. Put discovery cards you control face up in front of you.

When the Discovery deck runs out, shuffle the discard and draw from it. If no cards remain in the discard, the game ends. If you play an Idea card, you may immediately put another Person card from your hand into play (that person does not draw this phase).

End Phase

Max hand size is 3 cards. Discard excess cards.

End Of Game Final Scoring

Each Discovery card has an Enlightenment Point (EP) value. The player with the most English Persons gets 50 EP. The player with the most French Persons gets 50 EP.

The player with the most German Persons gets 50 EP. The player with the most Scientists gets 50 EP. The player with the most Philosophers gets 50 EP.

The player with the most Musicians gets 50 EP.

Personages Deck Card List Notation

- E** English/Scottish/American Personality/Group
- F** French Personality/Group
- G** German/Dutch/Scandinavian Personality/Group
- X** Personality/Group from other Nation
- S** Scientist
- P** Philosopher
- M** Musician
- B** Benefactor

Name:	Nation	Type
Immanuel Kant	G	P
Johann Wolfgang Goethe	G	P

Name:	Nation	Type
Robert Boyle	E	S
Benjamin Franklin	E	S
William Herschel	E	S
Robert Hooke	E	S
William Harvey	E	S
Rene Descartes	F	S
Antoine Lavoisier	F	S
Johannes Kepler	G	S
Gottfried Wilhelm Leibniz	G	S
Carl Linnaeus	G	S
Rousseau	F	P
Voltaire	F	P
Denis Diderot	F	P
Michel de Montaigne	F	P
Baron d'Holbach	F	P
David Hume	E	P
John Locke	E	P
Adam Smith	E	P

Discoveries Deck Card List Notation

I Idea

Name:	Nation	Type
Gotthold Ephraim Lessing	G	P
Baruch Spinoza	G	P
Christoph Gluck	G	M
Franz Joseph Haydan	G	M
Wolfgang Amadeus Mozart	G	M
Louis XIV the Sun King	F	B
Coffee Houses	X	B
Radical Men of Letters	X	P
Royal Society of London	E	S
Gifted Amateurs	X	S
Naturalists	X	S
Salons of Paris	F	B
Philosophes	F	P
Order of the Illuminati	G	B
Freemasons	X	B
Minor Composers	X	M
Symphony Orchestras	X	M

S Science

P Philosophy

M Music

Discoveries Deck Card List

Name:	Type	Score
Age of Reason	I	5
Age of Optimism	I	5
Faith in Progress	I	5
Intellectual Ferment	I	5
Secular Spirit	I	5
Systematic Thinking	I	5
Birth of the Modern	I	5
Reject Religious Orthodoxy	I	5
Empiricism	I	5
Cosmic Watchmaker	I	5
Scientific Method	S	10
Cartesian Thought	S	10
Observation	S	10
Experimentation	S	10
Principia Mathematica	S	10
Telescopes	S	10
Microscopes	S	10
Discovery of Galaxies	S	10
Scientific Revolution	S	10
Law of Gasses	S	10
Conservation of Matter	S	10
Doctrine of Oxidation	S	10
Composition of Water	S	10
Theories of Electricity	S	10
Circulation of Blood	S	10
Orbits of the Planets	S	10

Name:	Type	Score
Candide	P	10
Rationalism	P	10
Deism	P	10
Supreme Being	P	10
Absolutism	P	10
Utopianism	P	10
Epistemology	P	10
Laissez-faire	P	10
Pantheism	P	10
Ethics	P	10
Reductionism	P	10
Toleration	P	10
Encyclopedia	P	10
Liberalism	P	10
Physiocracy	P	10
Social Contract	P	10
Pragmatism	P	10
Rights of Man	P	10
Skepticism	P	10
Atheism	P	10
The Spirit of the Laws	P	10
Social Criticism	P	10
Sentimentalism	P	10
Utilitarianism	P	10
Nathan the Wise	P	10
Faust	P	10

Name:	Type	Score
Analytical Geometry	S	10
Theory of Inertia	S	10
Classification of the Species	S	10
Natural Philosophy	S	10
Law of Gravitation	S	10
Calculus	S	10
Opticks	S	10
Industrial Revolution	S	10

Name:	Type	Score
Orfero	M	10
Alceste	M	10
The Creation	M	10
The Seasons	M	10
The Magic Flute	M	10
The Marriage of Figaro	M	10
Public Concerts	M	10
Piano Forte	M	10

Links

Wikipedia





Age Of Industry

Introduction

Card game for 2-4+ players. Each player controls a country during the First Industrial Revolution. Players try to develop their economies as quickly as possible.

Victory

The first player to have a combined score of 100+ in Guns and Luxury Goods wins. If more than 1 person gets 100+ on the same turn, the Player with the higher score wins. If it is still tied, use transportation, and then Population, as tie-breakers.

Resources

There are 7 types of Resources:

1. Food (Agriculture: Crops, Grains, Livestock, Fisheries)
2. Population (Skilled and Unskilled Labor)
3. Fossil Fuels (Coal, Oil, Gas)
4. Steel (Production Capacity)
5. Transportation (Trains, Shipping, Roads)
6. Guns (Military Weapons, Ammunition, and Vehicles)
7. Luxury Goods (Peacetime Consumption)

Each player has a score in each of the seven resources. As the game progresses, these scores will go up and down. Use paper and pencil (or a scoring track) to record your scores.

The Decks

There are 2 common decks:

1. The Industry Deck
2. The Event Deck

The Industry Deck

The industry deck contains 10 cards for each of the 7 resources. These cards are used in Development phase to increase your scores. The deck has 2 copies of each card.

Starting Resource Scores

Each player has the following starting scores. 20 Food 10 Population 5 Fossil Fuels 5 Steel 5 Transportation 5 Guns 5 Luxury Goods One random player is given the Initiative marker. The Initiative marker determines who goes first in each phase during the turn.

Resource Limit Chart

Turn Sequence

Each turn has 8 phases:

1. Resource Phase
2. Transport Phase
3. Trade Phase
4. Event Phase
5. Development Phase
6. War Phase
7. Peace Phase
8. Initiative Phase

Resource Phase

Each player draws 7 cards from the Industry deck. If the deck runs out, shuffle the discard and draw from it.

Transport Phase

Each player may discard up to 3 cards to the Industry deck and Draw replacement cards. If the deck runs out, shuffle the discard and draw from it.

Trade Phase

Players may freely trade Industry cards, resources, and promises. Promises are non-binding.

Event Phase

Each player draws one card from the Event deck. Resolve and discard the Events as they are drawn. If any player draws a War card, there will be a War in War phase.

Note that event cards target the player who draws them. If unstated, Events only last the current turn. Event cards may cause Resources to be increased past their regular limits.

Development Phase

Each player may play (discard) up to 3 Industry cards. A played card increases a players score in the indicated Resource by The indicated amount. Note that most Resources are limited in score to the score of one or more Of your other Resources. If a card would bring your score above this limit, the Card may not be played.

Resource:	Limit:
Food	There is no Limit to your Food score
Population	Your Population score can be no higher than your Food score
Fossil Fuels	There is no Limit to your Fossil Fuel score
Steel	Steel cannot be higher than your Fuel score
Transportation	Transport cannot exceed your Steel or your Fuel scores
Guns	Gun score cannot be greater than Steel or Population scores
Luxury Goods	You cannot have more Luxury goods than Population

Note: If a score goes down for some reason, it does not cause scores that Depend on it to also go down.

War Phase

If one or more War Event cards were revealed in War phase, there is a War. The player with the highest Gun score wins the war. (Players may take turns discarding gun cards from their hands to temporarily increase their Gun scores for the purpose of this contest.) If tied, use Transport, and then Population scores as tie-breakers.

The winner steals 2 random cards next turn from any other player in Resource Phase. The losers immediately lose 2 points from their scores in all their Resources.

Industry Deck

Card:	Score Increase:
Food	1
Food	2
Food	3
Food	4
Food	5
Population	1
Population	2
Population	3
Population	4
Population	5
Fuel	1
Fuel	2
Fuel	3
Fuel	4
Fuel	5
Steel	1
Steel	2
Steel	3

Peace Phase

If there was no War this turn, the player with the highest Luxury Goods score Draws an extra 2 cards next turn in Resource Phase. If tied use Transport, and then Food as Tie-breakers.

Initiative Phase

The player with the Initiative marker passes it to the player to his left. Max hand size is 3 cards. Players discard excess cards.

Transportation Advantage

The player with the highest Transport Score gets several advantages:

1. He draws 8 cards in Resource phase.
2. He may discard and re-draw up to 4 cards in Transport Phase
3. His max hand size is 4 cards in Initiative Phase

Card:	Score Increase:
Steel	4
Steel	5
Transport	1
Transport	2
Transport	3
Transport	4
Transport	5
Guns	1
Guns	2
Guns	3
Guns	4
Guns	5
Luxuries	1
Luxuries	2
Luxuries	3
Luxuries	4
Luxuries	5

Event Deck

Card:	Effect:
Territorial Dispute	War
Great War	War
World War	War
Imperial Ambitions	War
Old Rivalries	War
The Great Game	War
Balance of Power	No Wars this or Next Turn
League of Nations	No Wars this or Next Turn
Declare Neutrality	You are not affected by the next War
Natural Disaster	-3 Population
Invention	Draw 2 Industry cards
Nationalism	+2 Guns and draw 1 Industry card
Import Surplus	Steal 1 random card from target players hand
Export Surplus	Cards you play in Development phase are +1
Assassination	Discard hand at end of turn
Civil War	Lose 2 points in each Resource
Great Depression	Discard 2 random Industry cards
Guns & Butter	+2 Guns and +2 Food
Revolution	Play 2 max cards in development phase
Colonial Rebellion	-3 Population
Gunboat Diplomacy	+1 Population +1 Food +1 Guns
Expansionism	+2 Population +2 Guns
Dust Bowl	-3 Food
Enterprise	You may play a 4th card in development Phase
5 Year Plan	You may play a 4th card in development Phase
Baby Boom	+3 Population
Peasant Uprising	-2 Population and -2 Food
Chicken in every Pot	+3 Food
New Deal	You may play a 4th card in development Phase
Stock Market Crash	Discard 2 random Industry cards
Immigration	Steal 3 Population from target opponent
Dam Building	+3 Fuel
Shipping Magnate	+3 Transport
Bourgeois	+3 Luxuries
Arms Race	+3 Guns
Science & Industry	Draw 2 Industry cards
Oil Barons	+3 Fuel
Ocean Liners	+1 Transport +1 Population +1 Luxuries
Railroad Tycoons	+3 Transport
Industrial Giant	Draw 2 Industry cards
Monopoly	Steal 1 random card from target players hand
Gilded Age	Draw 2 Industry cards
Mass Production	Draw 2 Industry cards
Corruption	Discard 2 random Industry cards
Militarism	+3 Guns
Aristocracy	+3 Luxuries





Agea

Introduction

Card Game. Greek Heroes undertake adventures of Mythic proportions. Players accumulate Heroes, City States, Relics, and great Victories over legendary monsters with the aid of the Gods.

The Cards

To play you will have to make your own cards. There are 129 cards in the deck. Use unlined colored index cards.

One side should be blank or have the name Agea written on it. The other side should include: Name of the card. For example: Sphinx Card Type. For example: Event; or Non-Monster Foe; or Non-Foe Challenge All information in the card description. For example: Wit (Riddle)

CARDSET AVAILABLE at Mythicagea

Setup

Flip coins or roll dice to determine turn order. Turn order remains the same for the rest of the game. Shuffle the deck.

Players cut the deck until each has one hero. Players put their hero face up on the table "in play". Players start the game with no cards in their hands.

Turn Sequence

Players take turns. There are 3 phases in a turn:

1. Recovery Phase
2. Draw Phase
3. Adventure Phases

Recovery Phase

Remove 1 Delay Token from all of your Heroes that have them. Use coins, dice, or whatever for Delay Tokens. Maximum hand size = 7 Cards.

Discard down to maximum hand size.

Draw Phase

Draw 1 Card. Whenever a card is drawn show it to all players. If it is a Challenge card discard it into the discard pile.

If it is a City State or Hero place it face up in front of you. You now control the Card, but it is not part of your hand. If you draw a Relic or Companion, either attach it to a Hero or keep it in your hand to be attached at a later time.

Attached cards are placed partially under the Hero card with their names showing. If it is an Event Card

play it or keep it, unless the card instructs you to play it immediately. Event cards are discarded as soon as their effect is resolved.

Play Event cards whenever it is appropriate.

Adventure Phase

Each of your heroes that does not have delay counter(s) may, in any order, draw a card (Go adventuring). All Heroes adventure separately. Play City States, Heroes, and Events as in Draw Phase.

Any Relics or Companions found must be attached to that Hero only. If a Hero draws a Challenge card the hero is tested: If the Hero has the trait listed on the Challenge card the Hero is victorious and the Challenge card is placed in that players Victory Pile. Relics & Companions lend their traits to their Hero owner.

Event cards, like Blessings, can also give Heroes extra traits. If the Hero does not have the trait, then the Hero is defeated. Put 1D6 (1 die roll) Delay tokens on the Defeated Hero and discard the Challenge.

If you roll a 6 the hero and all his possessions are discarded. (A Greek Tragedy) If the Challenge card contained the word 'destroyer' in its description then that player must also discard a City State. Sample Challenges:

1. Hercules encounters the Hydra. Hercules has the trait 'Strength'

and the Hydra is a test of strength or wit, so Hercules is victorious.

2. Argo meets the Hydra. Argo has neither strength nor wit, so

he is defeated and gets 1D6 delay tokens.

3. Ajax has the relic 'Blade of Hephaestus' which gives him the trait of 'War'. He encounters the Centaurs and defeats them.

4. Theseus draws 'Lost at Sea'. He plays the event 'Blessing of Poseidon'

giving him the navigation trait. He overcomes the challenge. Note: a hero with the Demigod trait will automatically overcome any challenge on a roll of 1-2 on 1D6.

Wars

There are 4 Event cards that start wars. All players add up the number of Heroes and City states they control, plus all of the War and Army traits they can muster. Do not count delayed Heroes.

Each player adds 1D6 to their sum. The sum is called the Battle Total. The player with the highest Battle Total is the winner.

The winner may take a City State away from one of the losers. The winner puts the War event card in his Victory pile.

Ending The Game

The game ends when the last card is drawn from the deck.

Accomplishment	VP Awarded
Per Hero you control	1
Per City State you control	1
Per Relic owned	1

Victory

The player with the most accumulated victory points (VP) at the end of the game is the winner. Gain VP in the following manner:

Accomplishment	VP Awarded
Per War won	4
Per Blessing in your final Hand	1
Per Challenge in your Victory Pile	1

Some cards will contribute more VP according to their card description.

Monster Foe

CHALLENGES	TESTS (NOTES)
Centaurs	Music, Wine, War, Army
Chimaera	Mirror, Flying (Petrification)
Cyclops	Wit, Archer, Wine (Blind him)
Dragon	Archer (Locate the soft spot)Destroyer
Gorgon	Wit, Mirror (Medusa)
Harpy	War, Archer (Screeching)
Hydra	Strength, Wit (Regenerating heads)
Lion	Music, Strength, Healing (Thorn in paw)
Minotaur	Wit, Music (In Maze)
Sphinx	Wit (Riddle)
Griffon	Music, War, Blessing of Prometheus
Sirens	Wit, Navigation, Flying (Song)
Sea Serpent	Navigation, Strength, Flying
Kraken	Flying, Navigation (Giant Sea Monster)Destroyer
Hecatoncheire	Any Blessing (100 Handed Giant)
Antaeus the Giant	Strength (He is weak if not touching ground)

Cerebus Strength, Wit (3-Headed dog Guards underworld)

Erymanthian Boar	Strength, Swift, Wit
Stymphalian Birds	Archer, Wit
Cretan Bull	Wit, Strength, Knossos
Ceynean hind	Swift , Wit
Diomedes wild mares	Wit, Swift or sacrifice companion (flesh eaters)

NOTES: Any Hero that defeats (distracts) Cerebus gains the Army trait (Dead released from Hades) or

takes a Hero from Discard pile. Any Hero that defeats the sphinx gets to adventure again this turn.

Non-monster Foe

CHALLENGES	TESTS (NOTES)
King Midas	Wit (His touch turns all to gold)
Satyr	Wit, Gold, Wine, Music (Half man, half goat)
Nymph	Strength, Woman (Seduces men)
Circe	Wit, Woman (Sorceress, turns men into pigs)
Pirates	War, Gold, Wine, Wit, Navigation, Army

CHALLENGES	TESTS (NOTES)
Lepers	Healing, Music (Spread their disease)
Philosophers	Wit (Argue with the Sophists)
Lotus Eaters	Wit, Healing, Music (Powerful Drug)
Amazons	Woman, Wit (Seduce their Queen)
Aphrodite	Woman (Goddess of Love)
Hypnus	Companions (God of Sleep)
Oceanus	Navigation (Titan of the Sea)

Non-foe

CHALLENGES	TESTS (NOTES)
Deliver Message	Navigation, Chariot, Swift, Flying
Long Journey	Navigation, Chariot, Swift, Flying
Labyrinth	Wit, Swift
Whirlpool	Navigation, Flying
Shipwreck	Navigation, Flying
Lost at Sea	Navigation, Flying
Augean Stables	Wit

NOTES: Non-Foe challenges do not go into victory piles. They are discarded win or lose.

RELICS	TRAIT
Golden Fleece	Healing; Reduce Delays by 1 turn
Gold of Midas	Gold (Discard after 3 uses)
Wine of Dionysus	Wine (Discard after 3 uses)
Nectar of the Gods	Wine (Discard after 3 uses)
Blade of Hephaestus	War
Lyre of Apollo	Music
Owl of Athena	Wit; or Discard immediately for 2 VP
Aegis Shield	Defeats all Foes (Return to Zeus in 5 Turns)
Arm-band of Zeus	Strength
Winged Sandals	Flying (Gift of Hermes)
Helm of Invisibility	Defeats all Foes (Return to Hades in 5 Turns)
The Argos	Navigation (Legendary Ship)
Lightning Javelins	Archer
Wings of Icarus	Flying
Cornucopia of Demeter	Army (Ambrosia)
Hyppolita's golden girdle	Gold, Healing (Gift from the queen of the Amazons)
Pan's Flute	Music
Apples from Hesperides garden	Healing (Discard after 3 uses)

COMPANIONS	TRAIT
Ancient Mariner	Navigation
Scholar	Wit
Pegasus	Flying
Poseidon's Gift Horse	Swift

COMPANIONS	TRAIT
Temple Maiden	Woman, Healing
White Eagle of Zeus	Flying, 2 VP (A gift)
Phoenician Mercenaries	Army
Argonauts	Army

Promethean Clay Any one (Pick a trait at time of attachment)

Idmon (seer of Argos)	Wit, Magic
Helena	Woman(+1 to Battle total during Trojan War)

Idmon (seer of Argos)	Wit, Magic
Andromeda	Woman

EVENTS	NOTES
Persian War	Play Immediately. See war rules
Amazon War	Play Immediately. See war rules
Trojan War	Play Immediately. See war rules
Peloponesian War	Play Immediately. See war rules
Olympic Games	All Swift & Strong Heroes in play gain 1 VP
Pandoras Box	Play Immediately. Shuffle discards into deck. discard this card
Visit Oracle at Delphi	Look at next 7 cards in Deck
Made King	Target Hero gains trait of Gold
Blessing of Kronos	Player takes another turn after this one
Blessing of Poseidon	Gain Navigation Trait for 1 Turn
Blessing of Atlas	Gain Strength Trait for 1 Turn
Blessing of Hermes	Gain Swift Trait for 1 Turn
Blessing of Nike	Gain Army Trait for 1 Turn
Blessing of Prometheus	Gain Wit Trait for 1 Turn
Blessing of Hera	Opponent must discard 2 cards
Blessing of Pan	Gain Music Trait for 1 Turn
Blessing of Apollo	Gain Music Trait for 1 Turn
Blessing of Ares	Gain War Trait for 1 Turn
Blessing of Athena	Defeat any Monster
Blessing of Artemis	Gain Archer Trait for 1 Turn
Blessing of Asclepius	Gain Healing Trait for 1 Turn
Blessing of Tyche	Draw 3 cards and discard 2 (Goddess of good fortune)
Oration	Gain control of target City state
Betrayal	Gain control of target Hero
Steal	Gain control of target Relic
Volcano	Destroy Target City State
Lightning Bolt	Kill target hero unless its owner discards any blessing card
Cursed by a God	Target hero delayed until its owner discards any blessing card
Visit Olympus	Target Hero with 5 or more traits becomes a God.
.	Hero removed from play & keep this card in Victory pile for 7 VP
Duel	Delay one of your heroes for 3 turns to kill (discard) target hero
Divine Intervention	Discard to negate the effect of any Event card
Homer the Historian	Hold this card. Worth 3 VP if in final hand
Trojan Horse	Discard during War. Worth 2 Armies
Child of Zeus	Target Hero gains Demigod trait
Hermes, God of Thieves	Target Relic discarded

Eris, Goddess of Strife Target Companion discarded

Martyr	Discard 1 of your heroes to add 3 to Battle total during a War
Inspired by the Muses	Target Hero may adventure twice more this turn
Wrath of the Furies	Target hero is delayed until its owner discards any blessing card

HEROES	TRAIT
Achilles	War, Chariot
Theseus	Wit, War
Perseus	War, Mirror

HEROES	TRAIT
Hippolyta	War, Army
Atalanta	War, Swift, Archer, Woman
Ajax	Strength
Achilles	Strength, War
Hercules	Strength, Demigod
Orion	Archer, Demigod
Odysseus	Wit, Strength, Archer
Aeneas	Wit
Memnon	Wit
Hector	Wit, Chariot
Jason	Strength, Navigation
Zetes	Navigation, Demigod
Argus	Navigation
Orpheus	Music
Bellerophon	Archer, Flying (Pegasus)
Icarus	Flying
Cadmus	Army
Abaris	Archer, Flying, Healing (Priest of Appolo)

CITY STATES	NOTES
Delphi	-
Illyria	-
Macedonia	-
Rhodes	-
Thessaly	-
Thrace	-
Xanthus	-
Athens	2 VP
Corinth	-
Knossos	Your Heroes defeat the Minotaur, Cretan Bull & Labyrinth
Sparta	+1 to Battle Total
Thebes	-
Byzantium	-
Miletus	-
Troy	-
Mycenae	-
Phrygia	Midas kingdom
Colchide	-

Notes: You cannot control both Sparta and Athens.
Discard one.

Card Set Available
from: Ludi Popina





Agents Of Shield

Introduction

Card game for 2-4+ players. Based on the TV show Agents of Shield.

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Victory

Have the most Plot cards in your Victory Pile when the game ends. If tied the player with the most Levels worth of Plot cards wins.

Abr:	Trait:	Notes:
Cbt	Combat	Tactics, Marksmanship, Martial Arts
Ldr	Leadership	Management, Negotiations, Persuasion, Strategy
Sup	Support	Piloting, Logistics, Mechanics, Operations
Spy	Espionage	Disguise, Gadgets, Sleight of Hand, Interrogation
Com	Computers	Hacking, Communications, Intel Gathering, Analysis
Eng	Engineering	Physics, Weapons Technology, Construction
Bio	Biochem	Biology, Chemistry, Medical, Exams, Autopsies

Setup

Shuffle both Decks. Flip over the top 5 cards of the PLOT Deck. These are called the Revealed Plots. Biggest Marvel Fan goes first.

Turn Sequence

Players take turns. Each Turn has 4 Phases:

1. Recruit Phase
2. Action Phase
3. Investigation Phase
4. Recovery Phase

Recruit Phase

Fill your hand to 7 Cards from the SHIELD Deck. If the deck ever runs out, shuffle the discard and draw from it.

Action Phase

You may reveal one card from your hand (do not discard it) and get One special Benefit from it:

1. If it is a Leader card, you may look at the next 5 cards in

The SHIELD deck and put one of them in your hand.

Game End

The game ends when all Plot cards have been captured.

The Decks

There are 2 Decks:

1. The SHIELD Deck
2. The PLOT Deck

Levels

All cards have a numerical level.

Traits

Most cards have one or more Traits:

2. If it is a Combat card you cause one target Plot card to be discarded.
The discarded card goes to the bottom of the PLOT deck.

3. If it is a Support card draw 2 cards from the SHIELD deck and then discard
Any 2 cards from your Hand.

4. If it is a Spy card, look at your opponents hand and steal any 1 card.

5. If it is a Computer card look at the next 5 cards in the PLOT Deck and then

Draw 1 SHIELD card.

6. If it is a Biochem card, take any 1 Agent from the Discard and put it in
Your Hand.

7. If it is an Engineering card all your Agents get +1 Level this turn.

Investigation Phase

Play (Discard) SHIELD cards from your hand with a total Level matching or exceeding the Level of a target Revealed Plot card. The SHIELD cards must also have Traits that at minimum match the Traits of the target Plot card. If this is done the Plot card is captured and

put into your Victory Pile. If possible, you may capture multiple revealed Plot cards in a single turn.

Every time a Revealed Plot card is captured immediately flip over Another one from the top of the PLOT Deck so that there are always Five Revealed Plot cards available.

Recovery Phase

You may discard up to 2 SHIELD cards from your hand.

Special Cards

When the Traitor PLOT card comes into play, all the Grant SHIELD cards are Removed from play.

Shield Deck Card List

Name:	#	Type:	Level:	Traits:
Coulson	5	Agent	3	Ldr, Cbt, Sup, Spy
May	4	Agent	3	Cbt, Sup, Spy
Fitz	4	Agent	2	Eng
Simmons	4	Agent	2	Bio
Skye	4	Agent	2	Com
Piloting	1	Skill	2	Sup
Martial Arts	1	Skill	2	Cbt
Grant	4	Agent	3	Cbt, Spy
Lance	2	Agent	2	Cbt, Spy
Bobbi	2	Agent	3	Cbt, Spy
Sacrifice	1	Act	3	Cbt
Triplett	2	Agent	2	Cbt
Intel	1	Act	3	Spy, Com
Hack	1	Act	3	Com
Facial Recognition	1	Act	2	Com
Victoria Hand	1	Agent	3	Ldr
Koenig Brother	1	Agent	1	Sup
Mack	1	Agent	1	Sup, Eng
Dr. Goodman	1	Agent	1	Bio
Blueprints	1	Item	1	Com, Eng
Autopsy	1	Act	2	Bio
Hard Drive	1	Item	2	Com
Interrogation	1	Act	2	Spy
Informer	1	Agent	1	Spy
Infiltration	1	Act	3	Spy
Icer Guns	1	Item	2	Cbt
Lola Flying Car	1	Item	2	Sup
Quinjet	1	Item	2	Sup
Globemaster Bus	1	Item	3	Sup, Com
Nick Fury Visit	1	Act	3	Ldr, Spy, Sup

Mission Skill Limit

An individual Agent may have multiple skills but may only apply one of them to the current mission they are on.

Card Capture Limit

You cannot use more than one copy of a SHIELD card when capturing. For instance, you cannot use 2 Coulson cards.

Card List Notation

Number of copies of that card in the deck

Plot Deck Card List

Name:	#	Level:	Traits:
Garrett	1	12	Cbt x2, Spy, Bio
Raina	1	10	Spy x2, Ldr
Senator Ward	1	8	Spy, Ldr, Sup
Alien Carvings	1	10	Com, Spy
Traitor	1	12	Cbt, Spy (Remove Grant)
Whitehall	1	11	Com, Bio
Absorbing Man	1	12	Cbt, Bio
Project Centipede	1	12	Cbt x2, Bio, Com, Eng
Clairvoyant	1	10	Com, Sup
Colonel Talbot	1	9	Spy, Ldr
Deathlok	1	12	Cbt, Bio, Eng
The Doctor	1	10	Com
Escape Hydra	1	12	Cbt x2, Sup x2
Ian Quinn	1	9	Com, Spy, Cbt, Sup
The Guest House	1	11	Cbt x2, Sup
Obelisk	1	12	Spy x3
Darkforce	1	10	Eng, Cbt
Gravitonium	1	11	Eng
Weather Device	1	9	Eng, Sup, Com
Crusher Creel	1	12	Cbt, Eng
Smear Campaign	1	9	Ldr





Air Fare

Introduction

2-6 player Bidding Card Game. Players control airlines.

Object

Have the most money at the end of the game. Add to your bank account the base cost of all of your planes and landing rights minus any loans.

The Deck

There are 110 cards in the deck. There are 3 types of cards: Planes, Landing Rights, and Events. Landing Rights cards are also called Terminals.

Other Materials

Calculators and pen & paper are needed. Alternatively, use play money to represent profits. A 10 sided die is also needed (1D10).

Setup

Each player starts with: \$50 (50 Million dollars). One Boeing 737 or one McDonnell Douglas DC-9. Landing rights to two Minor Airports.

Remove the Plane and Landing Rights cards from the deck.

Turn Sequence

Maintenance Phase Draw Phase Flying Phase Revenue Phase Bid Phase End Phase

Maintenance Phase

Each player rolls 1D10 for each of his planes. Very old planes are grounded on a roll of 1-3. Old planes are grounded on a roll of 1-2.

New planes are grounded on a roll of 1.

Draw Phase

All players draw one card. The cards are placed face up on the center of the table. This is known as the Bidding Pool.

If there are no cards left in the deck, the game is over.

Flying Phase

Remove all of your planes from their current terminals. Move (Fly) all non-grounded planes to a different terminal in a different city. Planes with a "US" range cannot fly to Europe.

Flights connecting to Europe must originate or end in New York, Atlanta, Miami, Boston, or Washington DC. Place plane cards face up onto your terminal cards. Your planes can only fly to terminals you control.

Certain Events may prevent flights into or out of specific cities. The Concorde can only be used to fly between New York and Europe.

Revenue Phase

When a plane lands, you get an amount of money that depends on the number of landing rights, at that city, you control. Each Minor airport terminal gives a revenue of \$10, no matter how many you control. At major Hubs, each landing will generate progressively more revenue, according to the table built into the Landing Rights card list.

For example: The first plane you land at Miami International gives \$20. The second plane you land earns \$40. If you control all 4 landing rights, the fourth plane you land produces \$90. Certain types of planes will increase or decrease the revenue generated by their flight. Money can be saved from turn to turn in your "Bank account".

Pay interest on loans. If you cannot pay, you go bankrupt and lose the game.

Bid Phase

Event Cards are discarded. Players may bid on some, none, or all of the plane cards and landing rights cards in the Bidding Pool. Bids are written down in secret and are revealed simultaneously.

You cannot bid more money than you have in your account. Planes and Landing rights have Base costs as given in the card lists. A Bid cannot be for less than the Base Cost.

The player that bid the most for a card gets control of it. That player keeps the card and subtracts the bid amount from his Bank account. If you lose a Bid you do not lose the money you bid.

If a bid is a tie, all players lose the bid, and the card remains in the pool for next turn. Discard any cards no one bid on.

End Phase

Place the cards you won in bidding face up in front of you. They can start being used to generate income

next turn. You may have more planes than landing rights and vice-a-versa.

Raise Money Fast

You may at any time sell your planes and landing rights to neutral third parties. Discard the card and

gain money equal to the cards base cost. You can take a maximum bank loan of up to \$100 at an interest payment of 20% per turn.

Players can also sell cards to each other, or make loans to each other.

Landing Rights (terminals) Card List

City:	#	Base	1	2	3	4
Minor Airports	8	20	10	10	10	10
Atlanta	4	30	10	20	40	50
Washington DC	4	40	10	30	50	70
Boston	4	40	10	30	50	70
Miami	4	50	20	40	60	90

City:	#	Base	1	2	3	4
Dallas	4	50	20	40	60	90
Los Angeles	4	60	20	50	80	100
Chicago	4	60	20	50	80	100
New York	4	80	30	60	90	120
Europe	4	100	40	80	120	150

Number of that card in the deck.

Base Base cost (Minimum Bid)

Plane Card List

Type:	#	Base	Rev	Range	Age	Size
Boeing 737	4	25	-10%	US	Very Old	Small
McDonnell Douglas DC-9	4	25	-10%	US	Very Old	Small
McDonnell Douglas MD-80	6	75	—	US	New Medium	
British Aerospace 146	2	75	—	US	New Medium	
Lockheed L-1011 TriStar	2	100	+10%	Any	Old	Large
McDonnell Douglas DC-10	4	100	+10%	Any	Old	Large
Boeing 757	4	125	+10%	Any	New Large	
Boeing 767	6	125	+20%	US	New	Large
Boeing 747 Jumbo Jet	8	150	+30%	Any	Old	Huge
Aerospatiale/BAC Concorde	2	150	+20%	Any	New	Small

Rev Increase/decrease in revenue generated by flight.

Event Card List

Event:	#	Effect
Pilot Strike	1	You get no income this turn
New York snowed in	1	No flights to/from NY this turn
Chicago Bag Handlers Strike	1	No flights to/from Chicago this turn
Riots in Los Angeles	1	No flights to/from Los Angeles this turn
Plane Crash	1	Lose one of your planes and \$100 in litigation & settlements
Air Traffic Controllers Strike	1	No flights to/from Atlanta this turn
Hurricane	1	No flights to/from Miami this turn
Oil Shortage	1	Everyone makes 50% revenue this turn
Holiday Season	1	Everyone makes 150% revenue this turn
Maintenance	5	Everyone pays \$10 for each of their planes this turn
Terminal Tax	2	Everyone pays \$10 for each of their landing rights this turn
Independence Day	1	Flights to Boston +50% revenue this turn
Snowbirds	1	Flights to Miami +50% revenue this turn
Terrorism	1	No flights to/from Europe this turn
Strong Dollar	1	Flights to Europe +50% revenue this turn
Effective Advertising Campaign	4	You get +50% income this turn

Price War Optional Rule

During Maintenance phase each player may pick one or more cities that they have landing rights at. These cities generate no income this turn.

Advertising Phase Optional Rule

Insert this optional phase in between the Flying and Revenue Phases. Players secretly write down how much money they are spending on advertising for each of the cities they have landing rights at. If you spent more than an opponent you get to take 10% of his revenue from that city.

If you spent twice as much as an opponent you get to take 1D10 X 10% of his revenue from that city. Un-

like lost bids, all money spent on advertising is gone. Example: 4 players (A,B,C,D) have rights at the same city.

Player A spends \$0 on advertising and promotions. B spends \$3. C spends \$5. D spends \$10. B rolls 1D10 X 10 and gets 50. B gets 50% of A's revenue.

C gets 10% of B's income and 1D10 X 10% of A's remaining income. D gets 1D10 X 10% of the remaining profits of A, B, and C.

Faster Game Variants

For a quicker game remove 10-40 nonevent cards from the deck. Or, remove all the Boeing 757s, McDonnell Douglas MD-80s, Atlanta rights and Washington DC rights.





Air Tac

Introduction

Modern Jet Fighter Dogfighting. Board & Card game for 2 Players.

Victory

Shoot your opponents planes out of the Air.

The Board

Use an 8x8 chessboard.

Dice

Six sided dice are needed.

Pieces

Use little plastic (or metal) airplanes that fit on the squares of the board.

Jets

Each player gets 2 planes, a Leader & a Wingman.

Missiles

Use Counters to keep track of missiles. Each plane carries 6 Missiles. Discard a Counter each time a plane makes a missile attack.

Guns

Each Plane has a forward facing gun. Ammo is not kept track of.

Hits

Use Counters to keep track of Damage. Each plane can take 4 Hits before being shot down.

Facing

Facing of units is important in this game. Planes can face the sides or corners of the squares they are in.

The Deck

Players share a common deck.

Setup

Place your Jets at opposite ends of the board.

Turn Sequence

Players take turns. Each turn has 4 Phases: Tactics Phase Maneuver Phase Fire Phase Orientation Phase

Tactics Phase

Draw 3 cards. If the deck runs out, shuffle the discard & draw from it. Discard a Pilot card to draw 2 cards.

Discard an Identification card to draw 1 card from the deck & look at opponent's hand.

Maneuver Phase

Each of your planes must make 1 move. Movement can be default or by use of a Movement card. A Default move is a Roll, Turn, Hard Turn, Bank, or Straight Run of 1 Space.

The opponent can play a Negation card to negate a Movement card (& Force a Default Move). Discard a Team card to give 2 of your Planes an extra Default Move. A Move card will be of a specific Type (Bank, Roll, etc.) but will allow the Plane to move up to 1D6 Spaces.

Discard an Error card to Move Enemy Plane (just like you would one of your own). Discard a Scramble card to let one of your Planes make a second move.

Straight Run

This is a Forward move by a Plane in the direction it is Facing.

Banking

The plane moves forward diagonally (Left or Right), but does not change Facing.

Turn

The Plane changes facing 45 degrees, then moves.

Hard Turn

The Plane changes facing 45 degrees, then moves, then changes facing 45 degrees again. Both face changing's must be in the same direction.

Roll

The Plane move to the Left or Right, but does not change Facing.

Loop

The plane moves forwards or backwards and changes Facing 180 degrees.

Immelman

The plane moves backwards but does not change Facing.

Leader & Wingman

As its move, Discard a Team card to have a plane move to a square adjacent to its Wingman or Leader and facing in the same direction.

Off The Map

If a plane goes off the board, it loops around and reenters the board on the Opposite side. (maintaining the same facing & completing its move)

Fire Phase

A Fighter can only attack a target within a 45-degree cone it is facing (this does not wrap around). To attack, the attacker must discard an Attack card with the exact range as that of the target. Guns do 1 Hit of Damage. Missiles do 2 Hits of Damage.

The attacker may play a Kill card to do an additional 3 points of damage (Automatic Kill). The Target player may play a Defense card to cause the attack to miss. The Target may play an Evasion card to move out of range of an attack (causing it to miss).

Stacking

Planes may stack, even with enemy planes.

Card List

Card Name:	Type	Range
Fast & Lethal	P	-
Pilot Instincts	P	-
Ace Pilot	P	-
Skill & Determination	P	-
Aggression	P	-
Self-Confidence	P	-
Bogeys Spotted	I	-
Avoid Radar	I	-
Identification Friend or Foe	I	-
Airborne Early Warning	I	-
Blip	I	-
Moving to Intercept	I	-
Pulse Doppler Radar	I	-
Radar Intercept Officer	I	-
Break Rules of Engagement	I	-

Orientation Phase

Max hand size is 7 cards. Discard excess cards. Play a Blunder card to cause opponent to discard 2 random cards.

Card Type Notation

MH Movement Hard Turn
MT Movement Turn
MS Movement Straight Run
MR Movement Roll
MB Movement Bank
ML Movement Loop
MI Movement Immelman
EH Error: Move Enemy Plane Hard Turn
ET Error: Move Enemy Plane Turn
ES Error: Move Enemy Plane Straight Run
ER Error: Move Enemy Plane Roll
EB Error: Move Enemy Plane Bank
VH Evasion Maneuver Hard Turn
VT Evasion Maneuver Turn
VS Evasion Maneuver Straight Run
VR Evasion Maneuver Roll
VB Evasion Maneuver Bank
VL Evasion Maneuver Loop
VI Movement Immelman
N Negation (Negate Move)
AG Attack with Gun
AM Attack with Missile
K Kill
DM Defense vs Missile
D Defense vs Missile or Gun
P Pilot
I Identification
T Team
B Blunder
S Scramble

Card Name:	Type	Range
Padlock View	AM	5
On his Six	AG	2
Weapons Envelope	AG	3
Missile Proximity Fuse	AM	5
Control Zone	AM	4
Arrive at the Elbow	AG	2
Inside Turn Radius	AG	1
Shoot ASAP	AG	3
Medium Range Missiles	AM	3
Long Range Missiles	AM	6
Lock On	AM	5
Cross Hairs	AG	3
Missile Lock	AM	4
Aiming Funnel	AG	3
All Aspect Missile	AM	4

Card Name:	Type	Range
Surprise	I	-
Mimic Bombing Attack	I	-
Approaching Visual	I	-
Fighter Tag	I	-
Standoff	I	-
Detect Active Radar	I	-
Radar Lights Up	I	-
Ambush	I	-
Scan Landscape	I	-
Radio Wingman	T	-
Combat Spread	T	-
Welded Wing Formation	T	-
Decoy	T	-
Drag Maneuver	T	-
Flight Integrity	T	-
Split Up	T	-
Bracket	T	-
Fox 1	T	-
Pincer Maneuver	T	-
Flight Leader	T	-
Pursue Bandit	MS	-
Dogfight	MH	-
Gain Offensive Advantage	MT	-
Pitch & Roll	MR	-
High Yo-Yo	MB	-
Expend Energy	MS	-
Matching Turn	MT	-
Intercept	EB	-
Target Overshoots	ES	-
Peripheral Vision	I	-
Tight Turns	MH	-
Air Tactics	T	-
Target Overcompensates	EH	-
Know Enemy Tactics	I	-
Target Loses Visual	B	-
Second Pass	S	-
Full Throttle	MS	-
Tally Ho	MI	-
Tumbleweed	MI	-
Low Yo-Yo	MB	-
Shock Wave	MS	-
Fly by Wire	MT	-
Knife Fight	MT	-
Feint	D	-
Stick & Throttle	MT	-
Maximum Lift	MB	-
Air Superiority Fighter	P	-
Trade Energy for Position	MS	-
G-Suit	ML	-
Target Low on Fuel	B	-
Go into the Vertical	B	-
Target Stalls	B	-
Barrel Roll	MR	-

Card Name:	Type	Range
Dive Attack	AG	2
Fire & Forget	AM	6
Heat Signature	AM	5
Painted Target	AM	5
Head on Pass	AG	1
Firing Position	AG	2
Radar Guided Missiles	AM	4
Close From Behind	AG	1
Launch Missile	AM	3
One Pass Haul Ass	S	-
Aspect Angle	AM	4
Fire Burst	AG	3
Pulling Lead	AG	2
Angle of Attack	AG	2
First Pass	AG	1
Threat Indicator	D	-
Break Off	ET	-
Pull up into Roll	ER	-
Know its Coming	D	-
Fast Dive	MS	-
Avoid Missile	DM	-
Pull up Hard	ES	-
Stealth Technology	D	-
Lag Pursuit	EL	-
Fail to Track	D	-
Malfunction	D	-
Dive Toward Missile	DM	-
Hard Turn	EH	-
Vertical Roll	ER	-
Increase Airspeed	ES	-
Pull Out	EB	-
Twist Away	EH	-
Miss	D	-
Dump Flares	DM	-
Change Bearing	ET	-
Threat Warning Panel	D	-
Outrun Enemy	ES	-
Jinking	ER	-
High-G Horizontal Maneuvers	EH	-
Electric Countermeasures	D	-
Fight Separation	ET	-
Afterburner	ES	-
Chaff	DM	-
Terrain Masking	D	-
Full Thrust	ES	-
Under Minimum Range	DM	-
Elude	D	-
Alter Flight Path	EH	-
Near Blackout +9G	ES	-
Near Redout -3G	EI	-
Corner Velocity	ET	-
Defensive Maneuvering	EB	-
Radar Jamming	D	-

Card Name:	Type	Range
Inverted Descent	MS	-
Loop	ML	-
Dive from Above	MS	-
Rolling Scissors	MR	-
Speed Brakes	ML	-
Swing Wide Cut Back	MH	-
Bluff	ET	-
Mach Speed	MS	-
Turning Fight	MT	-
Situational Awareness	I	-
Track while Scan	MT	-
Shallow Dive	MS	-
Air Combat Maneuvers	MT	-
Enemy Pilot Fatigued	B	-
Dead in your Sights	AG	2
Select & Arm Missile	AM	4
Fire Missile	AM	5
Switch to Guns	AG	1
Lay into Target	AG	1
Infrared Homing	AM	6
Close the Distance	MS	-
Engage	AG	2
Come into Range	AG	3
Heat Seeking Missile	AM	5
Heads Up Display	AG	4

Card Name:	Type	Range
Brake Hard	D	-
Escape Window	D	-
Change Heading	EH	-
Splash one Bogey	K	-
Ball of Flame	K	-
Engine Hit	K	-
Wounded Bird	K	-
Spiral Downward	K	-
Pilot Ejects	K	-
Plane Shatters	K	-
Bugs Out	K	-
Flames Erupt	K	-
Shot Up	K	-
Buy the Farm	K	-
Good Hit	K	-
Impact	K	-
Fuselage Breaks Up	K	-
Fuel Leak	K	-
Heads for Home	K	-
Confirmed Kill	K	-
Aborts Mission	K	-
Smoke Trails	K	-
Missile up the Tailpipe	K	-
Blown Up	K	-
Explosion	K	-





Air To Air

Introduction

Two player card game simulating modern Jet Fighter Air Combat.

Objective

Kill all of your opponent's planes.

Setup

Determine how many planes each player has. In the standard game each side has 2 planes: A flight leader and his wingman. For a quick game play one-on-one.

A dogfight involving many planes is referred to as a Furball. Use coins or dice to keep track of planes.

The Deck

Players share a common deck. The deck contains six types of cards: Maneuver, Attack, Defense, Kill, Initiative, Team, and Pilot card types. All cards also have a point value.

The deck contains one copy of each card in the list.

Turn Sequence

Each turn has 5 phases: Tactics Phase Reflex Phase Maneuver Phase Attack Phase Kill Phase

Tactics Phase

Each player is dealt 5 cards face up. Each player draws an additional 5 cards (or 6 cards if you have more planes) If the deck runs out shuffle the discard and draw from it.

Reflex Phase

Each player may discard up to 3 cards in his hand and draw replacements.

Card List

Card Name:	Type	Points
Fast & Lethal	P	9
Pilot Instincts	P	8
Ace Pilot	P	7
Skill & Determination	P	6
Aggression	P	5

Maneuver Phase

Players place their hands face up with their other face up cards. The player with the most points worth of maneuver cards becomes the attacker. The other player is the defender.

If it is a tie, the turn ends. Initiative cards may be used as Maneuver cards in the first turn of a game. After the first turn, Initiative cards are useless.

If a player has two or more planes remaining, he may use Team cards as Maneuver cards.

Attack Phase

If the attacker has more Attack card points than the defender has Defense card points the attacker scores a hit. Otherwise it is a miss.

Kill Phase

If the attacker scored a hit and he played at least one Kill card, one enemy plane is destroyed. If you win the game, add up the scores on all the Kill cards you used to kill enemy planes to get a final "Score".

Pilot Cards

Pilot cards are wild cards: If they are in the initial 5 dealt face up in tactics phase, they count as Maneuver cards. If they are played from the hand, they are attack cards if you are the attacker or defense cards if you are the defender.

Card Types

- P** Pilot
- I** Initiative
- T** Tactics (Team)
- M** Maneuver
- A** Attack
- D** Defense
- K** Kill

Card Name:	Type	Points
Padlock View	A	7
On his Six	A	6
Weapons Envelope	A	5
Missile Proximity Fuse	A	4
Control Zone	A	3

Card Name:	Type	Points
Self-Confidence	P	4
Bogeys Spotted	I	9
Avoid Radar	I	8
Identification Friend or Foe	I	7
Airborne Early Warning	I	6
Blip	I	5
Moving to Intercept	I	4
Jettison Bombs	I	3
Pulse Doppler Radar	I	2
Radar Intercept Officer	I	1
Break Rules of Engagement	I	9
Surprise	I	8
Mimic Bombing Attack	I	7
Approaching Visual	I	6
Fighter Tag	I	5
Standoff	I	4
Detect Active Radar	I	3
Radar Lights Up	I	2
Ambush	I	1
Scan Landscape	I	9
Radio Wingman	T	9
Combat Spread	T	8
Welded Wing Formation	T	7
Decoy	T	6
Drag Maneuver	T	5
Flight Integrity	T	4
Split Up	T	3
Bracket	T	2
Fox 1	T	1
Pincer Maneuver	T	9
Flight Leader	T	8
Pursue Bandit	M	9
Dogfight	M	8
Gain Offensive Advantage	M	7
Pitch & Roll	M	6
High Yo-Yo	M	5
Expend Energy	M	4
Matching Turn	M	3
Intercept	M	2
Target Overshoots	M	1
Peripheral Vision	M	9
Tight Turns	M	8
Air Tactics	M	7
Target Overcompensates	M	6
Know Enemy Tactics	M	5
Target Loses Visual	M	4
Second Pass	M	3
Full Throttle	M	2
Tally Ho	M	1
Tumbleweed	M	9
Low Yo-Yo	M	8
Shock Wave	M	7
Fly by Wire	M	6

Card Name:	Type	Points
Arrive at the Elbow	A	2
Inside Turn Radius	A	1
Shoot ASAP	A	9
Medium Range Missiles	A	8
Long Range Missiles	A	7
Lock On	A	6
Cross Hairs	A	5
Missile Lock	A	4
Aiming Funnel	A	3
All Aspect Missile	A	2
Dive Attack	A	1
Fire & Forget	A	9
Heat Signature	A	8
Painted Target	A	7
Head on Pass	A	6
Firing Position	A	5
Radar Guided Missiles	A	4
Close From Behind	A	3
Launch Missile	A	2
One Pass Haul Ass	A	1
Aspect Angle	A	9
Fire Burst	A	8
Pulling Lead	A	7
Angle of Attack	A	6
First Pass	A	5
Threat Indicator	D	9
Break Off	D	8
Pull up into Roll	D	7
Know its Coming	D	6
Fast Dive	D	5
Avoid Missile	D	4
Pull up Hard	D	3
Stealth Technology	D	2
Lag Pursuit	D	1
Fail to Track	D	9
Malfunction	D	8
Dive Toward Missile	D	7
Hard Turn	D	6
Vertical Roll	D	5
Increase Airspeed	D	4
Pull Out	D	3
Twist Away	D	2
Miss	D	1
Dump Flares	D	9
Change Bearing	D	8
Threat Warning Panel	D	7
Outrun Enemy	D	6
Jinking	D	5
High-G Horizontal Maneuvers	D	4
Electric Countermeasures	D	3
Fight Separation	D	2
Afterburner	D	1
Chaff	D	9

Card Name:	Type	Points
Knife Fight	M	5
Feint	M	4
Stick & Throttle	M	3
Maximum Lift	M	2
Air Superiority Fighter	M	1
Trade Energy for Position	M	9
G-Suit	M	8
Target Low on Fuel	M	7
Go into the Vertical	M	6
Target Stalls	M	5
Barrel Roll	M	4
Inverted Descent	M	3
Loop	M	2
Dive from Above	M	1
Rolling Scissors	M	9
Speed Brakes	M	8
Swing Wide Cut Back	M	7
Bluff	M	6
Mach Speed	M	5
Turning Fight	M	4
Situational Awareness	M	3
Track while Scan	M	2
Shallow Dive	M	1
Air Combat Maneuvers	M	9
Enemy Pilot Fatigued	M	8
Dead in your Sights	A	9
Select & Arm Missile	A	8
Fire Missile	A	7
Switch to Guns	A	6
Lay into Target	A	5
Infrared Homing	A	4
Close the Distance	A	3
Engage	A	2
Come into Range	A	1
Heat Seeking Missile	A	9
Heads Up Display	A	8

Card Name:	Type	Points
Terrain Masking	D	8
Full Thrust	D	7
Under Minimum Range	D	6
Elude	D	5
Alter Flight Path	D	3
Near Blackout +9G	D	2
Near Redout -3G	D	1
Corner Velocity	D	9
Defensive Maneuvering	D	8
Radar Jamming	D	7
Brake Hard	D	6
Escape Window	D	5
Change Heading	D	4
Splash one Bogey	K	9
Ball of Flame	K	8
Engine Hit	K	7
Wounded Bird	K	6
Spiral Downward	K	5
Pilot Ejects	K	4
Plane Shatters	K	3
Bugs Out	K	2
Flames Erupt	K	1
Shot Up	K	9
Buy the Farm	K	8
Good Hit	K	7
Impact	K	6
Fuselage Breaks Up	K	5
Fuel Leak	K	4
Heads for Home	K	3
Confirmed Kill	K	2
Aborts Mission	K	1
Smoke Trails	K	9
Missile up the Tailpipe	K	8
Blown Up	K	7
Explosion	K	6





Air War Europe

Introduction

Card game for 2 players. Basic Simulation of the Air War component of WWII.

Victory

There are 2 ways to win: Reduce your opponent to zero Production Points. Accumulate twice the Strategy Tokens of your opponent (Minimum 5).

The Decks

There are 3 types of decks: Mission Deck (Common Deck) Event Deck (Common Deck) Plane Deck (Unique for each player) If any deck ever runs out, shuffle its discard and draw from it.

Experience Markers

After each mission, a Plane card gets 1 Experience Marker (XM) Use cardboard counters or chits as Markers.

Production Point Score

A running Total that determines how many Plane cards a player draws in Production Phase. Use scratch paper to keep track of your Production Point (PP) Score.

Strategy Tokens

A running Total that represents how well your Ground War effort is going. Use coins to represent Strategy Tokens (ST).

PP	X
1	1
3	2
6	3

The drawn Plane cards are immediately put into play. (Placed Face-up in front of you.)

Briefing Phase

Put the top 3 cards of the Mission Deck into play. Leave Bombing Missions in Play. Discard Espionage Missions and draw 2 Event cards for each Espionage Mission you discard.

Planes

Every Plane has a Score in 3 Categories:

- AF** Air Attack Force
- SF** Strategic Bombing Force
- GF** Ground Support Force

Setup

Determine which player gets which Plane Deck (Choose Sides). Roll high on 1D10 to see who gets the first turn. Each player starts with 10 PP (Production Points) Players cannot go on Missions on their first turn.

Turn Sequence

Players take turns. Each Turn has 8 Phases: Event Phase Industry Phase Production Phase Briefing Phase Mission Phase Strategy Phase Experience Phase Debriefing Phase

Event Phase

Draw 2 Event cards and put them in your hand.

Industry Phase

Gain 1 Production Point. (Add this to your running total)

Production Phase

Draw X cards from the Top of your Plane Deck. (X is determined in the following table by your Production Point Score)

PP	X
10	4
15	5
21+	6

Mission Phase

Assign your Planes (Bombers and Fighter escort) to Missions. Your planes are considered to be 'Attacking'. There are 2 types of Missions: Ground Support Missions (GSM) and Strategic Bombing Missions (SBM) A SBM must have at least 1 Bomber with SF ability assigned to it per Level of the Mission.

A GSM must have at least 1 Plane with GF ability assigned to it per Level of the Mission. Each Mission is resolved in turn, in a mini-turn of 3 Segments: Scramble Segment Interception Segment Bombing Segment

Scramble Segment

The Defending Player (the other Player) may assign Fighters to intercept your Planes. Note: A Plane can only go on one Mission per turn and A fighter can intercept only one Mission per turn.

Interception Segment

Every Plane (Attacker & Defender) assigned to the Mission makes one Air Attack Roll: Roll 1D10: If the result is equal to or higher than the AF (Air Attack Force) of the Plane making the roll, then one opposing Plane is shot down (discarded). Experience Bonuses are added to the Roll, and various Event cards can be played to boost or negate Air Attack Rolls. A player determines which of his planes on a mission are shot down.

The Defending player gets to make one extra attack due to ground fire & Flak. This is called the Flak roll and it has an AF = 7. Defending Night Fighters get AF +1.

Bombing Segment

Only your planes that survived Interception Segment can make Bombing Rolls: Roll 1D10: If the result is equal to or higher than the SF (for a SBM) or the GF (for a GSM) of the Plane making the roll, then the Mission is a success. As long as one plane succeeds the Mission is a Success. Experience Bonuses are added to the Roll, and various Event cards can be played to boost or negate Strategic Bombing Rolls.

Air Supremacy Rule

If there are no defending Fighters assigned to the Mission, the Attacking planes get +1 to their Payload Rolls.

Mission Deck Card List

Card Name:	Type	Level
Major Operation	G	3
Support Amphibious Landing	G	2
Disrupt Amphibious Landing	G	1
Attack Ground Convoy	G	1
Attack Forward Elements	G	1
Support Para-drop	G	1
Soften Up Enemy Positions	G	1
Attack Merchant Shipping	G	1
Attack Sub in Coastal Waters	G	1
Attack Vehicle Column	G	1
Attack Troop Train	G	1
Support Infantry Advance	G	1
Attack Troop Concentration	G	1
Tank Busting Mission	G	1
Support Armored Column	G	1

Strategy Phase

Gain Strategy Tokens = to the level of any Ground Support Missions you completed. If you accumulate twice the Strategy Tokens of your opponent (Minimum 5), you win. Your Opponent loses Production Points = to the level of any Strategic Bombing Missions you completed.

If your opponent is reduced to zero Production Points you win.

Experience Phase

After each mission it goes on, a Plane card gets 1 Experience Marker (XM) Planes receive Force Bonuses based on the number of missions they've flown:

XM	Force	Notes:
0	-	Green
2	+1	Flier
5	+2	Veteran
9+	+3	Ace

This Force bonus applies to all Force Rolls this plane makes.

Debriefing Phase

Max hand size is 7 cards. Discard excess cards. Discard all Missions in Play.

Mission Deck Card Notation

G Ground Support Mission
S Strategic Bombing Mission
E Espionage Mission

Card Name:	Type	Level
Attack Strategic Bridge	S	1
Attack Railyard	S	1
Attack Shipyard	S	1
Attack Port	S	1
Attack Petroleum Plant	S	1
Attack Refinery	S	1
Attack Headquarters	S	1
Attack Airfield	S	1
Attack Bunker	S	1
Attack Radar Towers	S	1
Deploy Commandos	E	-
Drop Off Saboteurs	E	-
Pick Up Spy	E	-
Photo Reconnaissance	E	-
Deliver Message	E	-

Card Name:	Type	Level
Attack City	S	3
Major Raid	S	2
Attack Shipyard	S	1
Attack Oilfield	S	1
Attack Ball Bearing Factory	S	1
Attack Electric Dam	S	1

Card Name:	Type	Level
Decoy Mission	E	-
Retrieve High Ranking Prisoner	E	-
Transport Top Secret Plans	E	-
Retrieve Stolen Blueprints	E	-
Resupply Paratroopers	E	-
Transport General	E	-

Event Deck Card List

Card Name:	Notes:
Fighter Escort	Enemy Planes get AF-1
Daring Low Level Raid	Non-Heavy Bomber gets SF+1
Inclement Weather	All Force Rolls by all Planes at -1
Overcast	All Force Rolls by all Planes at -1
Saturation Bombing	Heavy Bombers get SF+2
Carpet Bombing	Heavy Bombers get SF+2
Incendiary Bombs	Bomber gets SF+2
High Explosive Bombs	Bomber gets GF+2
Exceed Quotas	Draw and put in play 1 Plane card
Increase Tempo	Draw and put in play 1 Mission card
Industrialization	Gain 1 PP
Pilot Training	Give 3 planes 1 XP each
Superior Tactics	All your Fighters get AF +1
Chaff	Defending Enemy Fighters get AF-2
Storm	Discard target Mission
Navigation Error	Target Plane cannot go on a Mission this turn
Out of the Sun	Fighter gets AF+2
Surprise	Defending Enemy Fighter gets AF-3
Precision Bombsights	Bomber gets SF or GF +1
Decoy Target	Discard target Mission
Rockets	Plane gets AF+1 or GF+1
Radar Towers	Defending Fighters get AF+1
Night Raid	All your Bombers get SF+1
Daylight Raid	All your Bombers get GF+1
Heavy Flak	Get an extra Flak Roll
Air Defense	Get an extra Flak Roll
Dogfight	All Fighters get AF+1
Set Piece Attack	All your Bombers get SF+1
Pathfinder	All your Bombers get SF+1
Strafing Runs	Plane gets GF+2
Round the Clock Sorties	Draw and put in play 1 Mission card
Boost Production	Gain 1 PP
Series of Blunders	Discard target Mission
Scramble	Defending Fighters get AF+1

Plane Deck Card Notation

F Fighter
FB Fighter Bomber
HB Heavy Bomber
LB Light Bomber

DB Dive Bomber
AF Air Attack Force
SF Strategic Bombing Force
GF Ground Support Force
NF Night Fighter
Copies of that card in deck

Allied Plane Deck Card List

Card Name:	#	Type	AF	SF	GF	Notes
Lockheed P-38 Lightning	2	FB	8	-	7	
Bell P-39 Airacobra	1	FB	9	-	8	
Curtis P-40 Warhawk	1	F	8	-	9	
P-47 Thunderbolt	2	F	7	-	8	
P-51 Mustang	2	F	6	-	8	
Bristol Beaufighter	1	F	9	-	-	NF
Supermarine Spitfire	3	F	6	-	9	
Hawker Hurricane	2	F	7	-	8	NF
Hawker Typhoon	1	FB	8	-	6	
Douglas A-20 Havoc	1	B	10	8	9	NF
Douglas A-26 Invader	1	B	10	8	8	
Avro 683 Lancaster	2	HB	10	6	-	
Handley Page Halifax	2	HB	10	7	-	
Havilland DH 98 Mosquito	2	B	10	8	-	NF
Bristol Blenheim	1	B	10	9	-	
Boeing B-17 Flying Fortress	2	HB	9	5	-	
Consolidated B-24 Liberator	2	HB	10	6	-	
Martin B-26 Marauder	2	B	10	7	-	

Luftwaffen Plane Deck Card List

Card Name:	#	Type	AF	SF	GF	Notes:
Messerschmitt Bf 109	7	F	7	-	-	
Focke Wulf FW 190	4	FB	6	-	7	NF
Messerschmitt Me 262	2	F	5	-	-	NF
Messerschmitt Bf 110	5	FB	9	-	8	NF
Messerschmitt Me 410	1	B	10	-	8	
Junkers Ju 87 Stuka	3	B	10	-	7	
Junkers Ju 88	3	B	10	7	6	
Henschel Hs 129	1	B	10	-	7	
Heinkel He 111	2	HB	10	8	-	
Heinkel He 177 Greif	2	HB	10	7	-	
Dornier Do 17	2	B	10	9	-	NF
Dornier Do 217	2	HB	10	8	-	NF





Airship Adventures

Introduction

Board game for 2-4+ players. Players control fanciful Victorian Airships used to complete various Missions around the Globe.

Background

The year is 1850 and Airships rule the Skies!

Victory

The first player to accumulate 20 Victory Points (VP) is the winner.

Setup

Each player controls an Airship. Each player starts with 5 Crew cards and 5 Attachment cards randomly drawn. These are placed face up in front of the player. Crew are the exceptional people aboard the Airship. Attachments include Weapons, Tools, Rooms, and Equipment built into the Airship. Players should name their Airship and its Captain. Roll high on 1D100 to determine turn Order. Each player places a pawn representing their Airship onto an empty location on the Map.

Airships

An Airship can have a max of 10 Crew. An Airship can have a max of 15 Attachments. You may discard old/unwanted Crew/Attachments to make room for new ones.

The Decks

There are 3 Decks: The Mission Deck The Crew Deck The Attachment Deck

Dice

10-sided dice are needed to roll percentages (D100).

1D100	Result:
01-25	Do not Move (Storm, Mechanical Problems, Resupply...)
26-75	You may move your Airship Pawn to an adjacent Location
76+	You may move your Airship Pawn 1 or 2 spaces

Add your total speed trait bonus to your roll.

Adventure Phase

If there is an Mission card in the Location your Airship is in, you may attempt it. Roll 1D100 (The

The Map

Procure a "Victorian" Map of the World to be divided up into the following locations: North Pole (Arctic) South Pole (Antarctic) North Atlantic Ocean South Atlantic Ocean Indian Ocean North Pacific Ocean South Pacific Ocean South China Sea Australia Indonesia India China Japan Russia Middle East North Africa South Africa Europe United Kingdom North America Central America South America

Traits

Each Airship has 6 Basic Traits:

1. Military (M)
2. Exploration (X)
3. Diplomacy (D)
4. Transportation (T)
5. Rescue (R)
6. Speed (S)

Attachments and Crew will give bonuses to these Traits.

Turn Sequence

Players take turns. Each turn has 5 Phases: Mission Phase Travel Phase Adventure Phase Reputation Phase Spoilage Phase

Mission Phase

Skip this Phase every other turn. Draw the top Mission card from the mission Deck and Place it face-up on the table. Every Mission card has a Location where any Airship in that location can attempt it.

Travel Phase

Roll 1D100 (The Travel Roll):

Adventure Roll):

1D100	Result:
01-30	Failure
31-70	Partial Success
71+	Total Success

Add to your roll any bonuses you have in traits that are appropriate to that Mission. (For example in the Mission: "Race with Monoplane" the Trait associated with This mission is Speed. If you have the Sails Attachment, you would get +4 to your roll) If a mission has multiple Traits, all bonuses apply. No matter what the result, discard the Mission card.

If there are multiple Mission cards available for this Location, you may attempt each in turn this Phase.

Reputation Phase

Every time you fail a mission lose 2 VP and 1 crew or attachment. For a partially successful mission gain

1 VP. For complete success on a mission, gain 3 VP and 1 crew or attachment.

When losing a Crew or attachment, shuffle your cards together and draw 1 at random. If gaining a Crew or attachment draw a random card from the Crew or Attachment deck.

Spoilage Phase

For every Face-up Mission that is older than 2 Turns roll 1D6: On a roll of 6 remove the Mission from the Map.

Mission Deck Card List

Card Name:	Location:	Traits:
Escort the Rajah	India	D
Gupta Uprising	India	M
Zulu Uprising	S. Africa	M
Boer Uprising	S. Africa	M/Prisoners
Rescue Ocean Liner	N Atlantic	R/S/T/Ocean
Explore Arctic Circle	N Pole	X/Ocean
Congo Expedition	S Africa	X/Animals
Rescue Mountaineers	India	S/R
Egyptology Expedition	N Africa	S/R
Explore Polynesia	Indonesia	X/Ocean
Transport Convicts	Australia	M/T/Prisoners
Barrier Reef Expedition	Australia	X/Ocean
Galapagos Expedition	N Pacific	X
Race to the S Pole	S Pole	S
Survey N Pole	N Pole	X
Survey S Pole	S Pole	X
Grand Safari	S Africa	R/Animals
Emergency Supplies	S Pole	T/S/R
Cross the Himalayas	India	S
Race the Orient Express	Russia	S
Uprising in the Sudan	N Africa	M
Deliver Medicines	India	S/R
Deliver Food	N Africa	T
Race Monoplane	N America	S
Explore the Amazon	S America	X
Escort American President	N America	S/D
Escort Russian Royalty	Russia	D
Escort Chinese Emperor	China	D
Rescue Garrison	N Africa	T/M/R
Trapped Ice Breaker	N Pole	S/R/Ocean
Chase South Sea Pirates	S China Sea	M/Ocean
Japanese Envoy	Japan	D
Deliver Art Treasures	Europe	D/T
Transport National Treasure	N America	D/T
Afghan Rebels	M East	M
French Prime Minister	Europe	D

Card Name:	Location:	Traits:
Rescue Political Dissident	Europe	S/R

Crew Deck Card List

Card Name:	Traits:
Indian Guide	India +4
Aeronaut	S +4
Diplomat	D +4
Scientist	X +4
Naval Officer	M +1 R +1 Oceans +2
Foreign Agent	M +2 D +1 R +1
Engineer	S +2 T +2
Big Game Hunter	M +1 R +2 Animals +2
Explorer	M +1 R +1 X +2
Dilettante	X +1 D +2 R +1
Adventuress	D +2 R +1 M +1

Card Name:	Traits:
Reporter	D +2 X +2
Inventor	X +2 R +1 S +1
Mechanic	S +2 T +1 R +1
Doctor	D +2 R +2
African Guide	Africa +4
Eskimo Guide	Poles +4
Navigator	S +2 R +1 X +1
Cowboy	M +1 R +2 N America +2
Meteorologist	S +2 X +2
Marine Contingent	M +3 R +1
Army Sharpshooters	M +4

Attachments Deck Card List

Card Name:	Traits:
Luxury Stateroom	D +3 T+1
Observation Platform	D +1 M +1 X +1 R +1
Telescope	M +2 X +2
Propellers	S +4
Sails	S +4
Gatling Gun	M +4
Cages	X +1 T +1 Animals & Prisoners +4
Library	D +2 X +2
Elevator Platform	X +2 R +2
Laboratory	X +4
Operating Room	X +2 R +2
Cargo Bay	T +4
Passenger Berths	T+2 D+1 R +1
Formal Dining Room	D +4
Gilded Ornamentation	D +4
Cannon	M +4
Bombs	M +4
Mini-Balloon	M +1 X +2 R +1
Hang Glider	M +2 X +1 R +1
Gyrocopter 2-Seater	M +1 X +1 R +2
Steam Engine	S +4
Wings	S +4
Armor Plates	M +4
Arctic Gear	Polar +4
Howitzer	M +4
Rockets	M +2 S +2
Large Nets	R +2 T +1 Animals +2
Rescue Boat	Oceans +4

Cardset Available!!!

Thanks Kap! [Click Here](#)





Alamo

Introduction

Card game. Simulates the siege of the Alamo in 1836.

Cards

Players will have to make their own sets of cards. The Texians and Mexicans have their own unique decks. On the Deck lists, # = number of that card in the deck.

Notice that most cards have a force value.

Set Up

Shuffle both decks. The Texian player draws 4 cards. The Mexican player draws 4 cards.

Turn Sequence

The turn is divided into 4 phases: Draw Phase Bombardment Phase Discard Phase Mexican Attack Phase

Draw Phase

Both players draw 1 card from their respective decks.

Bombardment Phase

Players may discard 1 or more Artillery cards. The recipient must discard the top card of their deck, or cards from their hands with a combined Force equal or greater than that of the Artillery card.

Discard Phase

If the Mexican player has more than 7 cards he must discard the excess. If the Texian player has more than 7 cards he must shuffle the excess into his deck.

Mexican Attack Phase

The Mexican player may decide not to attack. If so, the turn ends. To attack the Mexican player places

cards from his hand to the table. The Mexican must attack with at least one Leader or Reserve card.

The Mexican player may play up to 1 equipment card, 1 tactics card, 1 Artillery card, 1 Leader card, 2 Reserve cards, and any number of non-reserve Troop cards. Troop cards get a bonus of +10 Force, if they are played with their matching Leader. Add up the force value of all of these cards and multiply by 2 if a Breach card is used.

This number is the Total Mexican Force Value. The Texians may defend by playing cards to the table. The Texian player may play up to 2 equipment cards, 1 tactics card, 2 Artillery cards, 1 Leader card, 1 morale card, 1 standing defense, and any number of Troop cards.

Add up the force value of all of these cards and multiply by 2 if a Texian Fire card is used. This number is the Total Texian Force Value. Compare the Total Force Values of Both Sides.

The winner is the higher total. If tied, both players discard all their cards played. The winner shuffles the surviving cards into his deck.

The loser discards all cards played. The loser must discard cards from his hand or drawn from the top of his deck with a combined Force value equal to or greater than the difference between the Total values. Doubler cards are considered to be Force = 50 for this purpose.

The winner may keep played cards with a combined Force value equal to or less than the difference between the Total values.

Mexican Victory

If the Texian player goes to draw a card and there are no cards left in his deck, then the Mexicans are able to take the Fortress with fewer casualties than they did in historical fact.

Texian Victory

If the Mexican player goes to draw a card and there are no cards left in his deck, then the Mexicans take more casualties than historical fact.

Mexican Deck Card List

#	CARD	FORCE	NOTES
1	General Cos	30	1st Column, Leader

#	CARD	FORCE	NOTES
5	Aldama Battalion	20	1st Column, Troops
3	San Luis Companies	20	1st Column, Troops
1	Colonel Duque	10	2nd Column, Leader
1	General Castrillion	10	2nd Column, Leader
5	Toluca Battallion	20	2nd Column, Troops
2	San Luis Companies	20	2nd Column, Troops
1	Colonel Romero	10	3rd Column, Leader
5	Matamoros Companies	20	3rd Column, Troops
5	Jiminez Fusiliers	20	3rd Column, Troops
1	Colonel Juan Morales	10	4th Column, Leader
3	Light Companies	10	4th Column, Troops
1	Santa Anna	50	Reserves, Leader
5	Zapadores Battalion	30	Reserves, Troops
5	Grenadier Companies	30	Reserves, Troops
5	Mexican Batteries	30	Artillery
1	Battery at 250 yards	50	Artillery
1	Mexican Sharpshooters	10	Artillery
1	Scaling Ladders	10	Equipment
1	Muskets	10	Equipment
1	Carbines	10	Equipment
6	Breach	–	Tactics; Doubler
1	Encirclement	30	Tactics

Texian Deck Card List

#	CARD	FORCE	NOTES
1	William B. Travis	40	Leader
1	Davy Crockett	50	Leader
1	James Bowie	30	Leader
1	James Bonham	10	Leader
1	Captain Baugh	10	Leader
1	Lt. George Kimball	10	Leader
1	Captain Dickinson	10	Leader, +10 to artillery cards played with
5	Texian Volunteers	20	Troops, +10 if played with Bowie
2	Gonzales Ranging Co.	30	Troops, +10 if played with Kimball
3	Texian Cavalry	30	Troops; +10 if played with Travis
1	New Orleans Greys	30	Troops
1	Alabama Red Rovers	30	Troops
1	Volunteer, ex-US Army	30	Troops
1	San Antonio Greys	30	Troops
1	Mobile Greys	30	Troops
2	Tennesseans	30	Troops; +10 if played with Crockett
1	"Victory or Death"	40	Morale
1	"Never Surrender"	40	Morale
1	Waiting for Fannin	40	Morale
1	"Post of Honor"	40	Morale
1	Line in the Dust	40	Morale
1	McGregors Bagpipes	10	Morale
1	Stockade	10	Standing Defense
1	Long Barracks	10	Standing Defense

#	CARD	FORCE	NOTES
1	Low Barracks	10	Standing Defense
1	Trenches	10	Standing Defense
1	Earthwork Ramparts	10	Standing Defense
3	12 Foot High Wall	20	Standing Defense
1	Mission Church	10	Standing Defense
1	Hospital	10	Standing Defense
3	Kentucky Rifles	20	Equipment
2	Grapeshot	20	Equipment
1	Blunderbusses	10	Equipment
1	Raid	40	Tactics
6	Texian Fire	–	Tactics; Doubler
1	18-pdr. Cannon	30	Artillery
2	Lunette Artillery	20	Artillery
2	Chapel Artillery	20	Artillery
2	Cannons	20	Artillery





Alaska

Introduction

Card and Dice game for 2-5 players. Alaska Theme. Each player controls 1 town in Alaska.

Build up your town and score the most points.

Victory

The player with the most Victory Points at the end of the game wins.

Money

Currency in the form of Dollars is used.

The Common Deck

Players share a common deck. Before play it must be stacked: Shuffle all the Early cards to make the top third of the deck. Shuffle all the Late cards to make the bottom third of the deck.

Card Types

There are Resource (Investment) Cards and Event Cards.

Resource Cards

There are 13 Resource card types: Indians, Mines, Fish, Wood, Ships, Ground, Air, Government, Military, Oil, Agriculture, Service, and Tourism

Event Cards

Event cards are mixed into the deck just like resource cards. They effect the player who draws them. If a card allows a free buy, it must be of a card set aside or drawn this turn; if There are no candidates, it has no effect.

Event cards once drawn and played are removed from the game.

The Dice

Six sided dice are used.

Common Deck Card List

Setup

Each player starts with 2 Dollars. The strangest player goes first. Stack the Deck as described above in The Decks Section.

Turn Sequence

Players take turns. Each turn is divided into 2 phases:

1. Revenue Phase
2. Investment Phase

Revenue Phase

Gain 1 Dollar for free. Roll 1D6 or 2D6 Gain Revenue from every one of your Resources whose score matches your roll. If your roll did not match any of your cards gain a second Dollar for free.

Dollars come from the Bank. If a Resource has the ticket Property, then 1 Dollar comes from an opponent Instead of the Bank.

Investment Phase

Have the top 3 cards of the deck face up. You may buy one card for its face value. You may buy a second card for double its cost.

You may buy the third card for triple its cost. You may buy a fourth card for quadruple the cost and so on. Cards not bought are set aside and can be bought later by any player on their Turn in addition to and/or instead of the top 3 that are always revealed.

Game End

The Game ends when there are no more cards left to draw: All players in order may spend the last of their Dollars.

End Game Scoring

Score 1 Victory Point for every Card you own. Score 2 VP for every Government and Military Card. Score 3 VP for every Oil and Tourism Card.

Score 2 VP if you have the most cards of a type (Check for all 13 types)

Card Name:	Type	Cost	Score	Revenue	Notes:
Tlingit Tribe	Early Indian	1	1-2	1	X = Wood
Aleut Village	Early Indian	1	1-2	1 +X	X = Fish
Reservation	Early Indian	1	1-2	1 +X	X = Govs
Eskimo Land	Early Indian	1	1-2	1	X = Oil
Haida People	Early Indian	1	1-2	1	+1 VP
Fur Trapping	Early Agri	1	1-2	1 +X	X = Wood
Old Fort	Early Milit	1	3-4	1	+1 VP
Courthouse	Early Gov	3	6	1	-
Salmon	Early Fish	2	3-4	1 +X	X = Indians
Herring	Early Fish	2	6	1 +X	X = Ships
Whaling	Early Fish	4	6-7	1 +X	X = Ships
Canneries	Early Fish	5	6-7	X	X = Fish
Trading Post	Early Serv	3	5	1 +X	X = Mines
Lumber Jacks	Early Wood	1	5	1	+1 VP
Docks	Early Ship	3	6-7	1	Ticket
Boats	Early Ship	2	5-6	1	Ticket
Steamers	Early Ship	4	6	2	-
Gold Mine	Early Mine	3	2-3	1D6	Mined out on 6
Gold Panning	Early Mine	1	2-3	1D6 -3	+1 VP
Rich Vein	Early Mine	2	3-4	1D6	Mined out on 6
Gold Prospectors	Early Mine	2	2-3	1D6	Mined out on 6
Gold Claim	Early Mine	2	2-3	1D6	Mined out on 6
Coal	Early mine	3	4	2	-
Copper Mines	Mine	5	4-5	2	-
Silver Mines	Mine	5	2-3	4	-
Zinc Mines	Mine	5	3-4	3	-
Crab	Fish	2	4-5	2	-
Halibut	Fish	2	5-6	1	-
Pollock	Fish	3	7	1 +X	X = Ships
Cod	Fish	3	7	1 +X	X = Ships
Shrimp	Fish	2	8	2	-
Lumbering	Wood	2	5-6	2	-
Spruce	Wood	2	6-7	1	-
Logging Camp	Wood	2	7	2	-
Saw Mills	Wood	3	7	1 +X	X = Wood
Wood Pulp	Wood	3	8	3	-
Port	Ship	3	9+	4 +X	X = Ground
Harbor	Ship	4	10+	4 +X	X = Ships
Shipping	Ship	3	11+	5	Ticket
Ferry	Ship	2	7	1	Ticket
Fishing Fleet	Ship	4	6-7	1 +X	X = Fish
Railroad	Ground	4	7-8	1	Ticket
Train	Ground	3	7	2	Ticket
Railway	Ground	4	8	3	Ticket; +1 VP
Highway	Ground	4	9	4	-
Tunnel	Ground	5	10	5	Ticket
Bridge	Ground	6	9-10	4	Ticket
Airfield	Air	2	10+	3	Ticket
Airport	Air	3	9	4	Ticket
Airlines	Air	4	10	6	Ticket; +1 VP

Card Name:	Type	Cost	Score	Revenue	Notes:
Float planes	Air	2	9+	2	Ticket
Rural Subsistence	Agriculture	1	1-2	1	-
Dairy Livestock	Agriculture	4	8	2	-
Fur Seals	Agriculture	2	9	3	-
Oil Well	Oil	3	10	4	-
Trade & Services	Service	5	7	1	Ticket
University of Alaska	Service	6	7	1	+1 VP
Construction	Service	4	7	-	Investments cost 1 less
Military Base	Military	6	6-7	1	-
Air Force Base	Military	5	8	1 +X	X = Air
Naval Base	Military	6	8-9	1 +X	X = Ships
Coastguard	Military	4	6	1 +X	X = Ships
Army Base	Military	3	5	2	-
Regional Capital	Government	4	8	3	-
Mail Service	Government	5	6	2	-
State Capital	Government	9	9	5	+1 VP
Customs	Late Gov	5	6-7	1	Ticket
Native Corporation	Late Indian	4	7	1 +X	X = Oil
Air Cargo	Late Air	6	8-9	2	Ticket
Sand & Gravel	Late Mine	4	8	2	-
Greenhouses	Late Agri	5	6	2	-
Nurseries	Late Agri	4	8-9	1 +X	X = Wood
Tankers	Late Ship	7	9	4 +X	X = Oil
Cruise Ships	Late Ship	8	7	2 +X	X = Tour
Oil Reserves	Late Oil	8	12	4X	X = Wood
Petroleum	Late Oil	6	8-10	5	-
Crude Oil	Late Oil	6	8	8	-
Drills	Late Oil	5	9	10	-
Alaskan Pipeline	Late Oil	10	7	2 +X	X = Oil
Oil Rigs	Late Oil	9	10+	12	-
Oil Fields	Late Oil	7	8-9	6	-
Recreation	Late Tour	2	7-8	1 +X	X = Wood
Eco Tourism	Late Tour	2	8	3	-
Passenger Train	Late Tour	5	8-9	1 +X	X = Ground
Glaciers	Late Tour	4	9	3	+1 VP
National Park	Late Tour	7	8-9	2 +X	X = Gov
State Park	Late Tour	5	8	3 +X	X = Gov
Hotels	Late Tour	4	7	1	Ticket
Inside Passage	Late Tour	4	8	2 +X	X = Ships
Sport Fishing	Late Tour	3	8	2 +X	X = Fish

Event Card List

Event:	Notes:
Seward's Folly	Early; Lose 4 Dollars but gain 1 VP
Gold Rush	Early; Buy a Mine card for free
Boom	Early; Gain 5 Dollars
Avalanche	Early; Lose 1 Dollar
Bust	Early; Lose 3 Dollars

Event:	Notes:
Exploration	Early; Gain 1 VP
Con Men	Early; Gain 1D6 -2 Dollars

Depression	Lose 6 Dollars
Alaskan Air Expedition	Buy an Air card for Free
Fire	Lose 2 Dollars
Ghost Towns	Lose 4 Dollars
Alaska Railroad	Buy a Ground card for Free
Homestead Act	Gain 5 Dollars
Iditarod	Gain 1 VP
Statehood	Buy a Government card for Free
WWII	Buy a Military card for Free
Alaska Highway	Buy a Ground card for Free

Earthquake	Late; Lose 5 Dollars
Cold War Build-Up	Late; Buy a Military card for Free
Oil Spill	Late; Lose 4 Dollars and 1 VP in end game scoring
Oil Price Spike	Late; Gain 7 Dollars
Oil Price Crash	Late; Lose 6 Dollars
State Spending	Late; Gain 5 Dollars
Recession	Late; Lose 3 Dollars
Settlement Act	Late; Gain 1 VP
Volcanic Eruption	Late; No Effect
Conservation Act	Late; Buy a Tourism Card for Free
Discovery	Late; Buy an Oil Card for Free
Fish Farms	Late; Lose 2 Dollars per Fish Resource
Permanent Fund	Late; Lose 6 Dollars but gain 1 VP





Alexander The Game

Introduction

2 player Card & Dice Game. Alexander the Great Theme. One player is Alexander. The other is the Conquests.

Victory

Reduce opponent to zero Army tokens. The Victor's Score is equal to the number of Army Tokens he has left.

The Decks

There are 2 decks: Conquest Deck (Difficulty Cards) Alexander Deck (Solution Cards) The Alexander Deck gets the Reconnaissance Cards.

Dice

Six-sided Dice are needed.

Army Tokens

Each player gets 20 Army Tokens.

Setup

Shuffle the Decks. Each player gets one of the Decks.

Turn Sequence

Each turn has 6 Phases:

1. Logistics Phase
2. Reconnaissance Phase
3. Difficulty Phase
4. Strategy Phase
5. Conquest Phase
6. Final Phase

1. LOGISTICS PHASE

Each player draws 3 Cards from their own deck.

2. RECONNAISSANCE PHASE

The Alexander Player may discard a Reconnaissance card to look at his opponents hand. He may then draw 1 card or discard 2 cards to draw 3 cards.

3. DIFFICULTY PHASE

First the Conquest Player may discard 1 Card:

Card:	Effect:
Satrap	Play 2 more Cards or Draw 2 Cards and play 1.
Large Army	Gain 2 Bonus Dice.
Raids	Opponent Discards 3 Random Cards.
Fortified City	Gain 1D6 Army Tokens.
Privations	Gain 1 Bonus Die.
Mutiny	Opponent loses 1D6 Army Tokens.

The Alexander Player may immediately discard 1 card in response to a card just played by the Conquest player to negate it.

Card:	Effect:
Political Support	Negate Satrap Card.
Military Genius	Negate Large Army Card.
Occupation	Negate Raid Card.
Siege	Negate Fortified City Card.
Live Off the Land	Negate Privations Card.
Ruthlessness	Negate Mutiny Card.

4. STRATEGY PHASE

The Alexander Player may then play another card:

Card:	Effect:
Political Support	Gain 1D6 Army Tokens.
Military Genius	Gain 2 Bonus Dice.
Occupation	Gain 1D6 Army Tokens.
Siege	Gain 1 Bonus Die.

Card:	Effect:
Live Off the Land	Draw 2 Cards. Opponent discards 2 Random Cards.
Ruthlessness	Play 2 more Cards.

5. CONQUEST PHASE

The Conquest player rolls 3 Dice plus any Bonus Dice.
The Alexander player rolls 3 Dice plus any Bonus Dice.
The player with the lower sum loses Army Tokens equal to the difference of sums.

6. FINAL PHASE

Max hand is 3 cards. Discard excess cards.

Cardlist Notation

Copies of that card in the deck
D Difficulty
S Solution
X Special

Cardlist

Card Name:	#	Type:	Notes:
Satrap	4	D	(Governors, Tribes, Cities)
Large Army	4	D	(Darius, Memnon, Porus)
Raids	4	D	(Rebels, Persian Fleet, Scorched Earth)
Fortified City	4	D	(Tyre, Gaza)
Privations	4	D	(Starvation, Disease, Wilderness, Long Marches)
Mutiny	4	D	(Revolts, Rebellions, Conspiracy)
Political Support	4	S	Solve Satrap (Conciliation, Liberation, Marriage)
Military Genius	4	S	Solve Large Army (Elite Units, Outflank, Flexibility)
Occupation	4	S	Solve Raids (Outposts, Garrisons, Solidify Rear)
Siege	4	S	Solve Fortified City (Catapults, Assaults, Engineers)
Live Off the Land	4	S	Solve Privations (Naval Resupply, Allies)
Ruthlessness	4	S	Solve Mutiny (Massacres, Tyranny)
Reconnaissance	4	X	(Intelligence, Scouting, Exploration)

Solo Card Game Rules

Introduction

Solo Card Game with an Alexander the Great Theme.

Scoring

Your score = the number of cards in your Conquest Pile. Do not count cards in your Defeat Pile.

The Deck

The deck contains 2 card types: Difficulty Cards
Solution Cards

Setup

Shuffle the Deck. Randomly separate the Deck into 4 equal Territory piles. Flip over the Top card of each Territory Pile.

Turn Sequence

Each turn has 3 Phases:

1. Strategy Phase
2. Conquest Phase
3. Defeat Phase

Strategy Phase

You may put face up Solution Cards from the Territory piles into your hand. Your Hand may only ever

contain Solution cards. The Top card of all Territory Piles is always Face up, so When you take a Solution card, the next card is immediately placed Face up and Also becomes available to be put in your hand, if it is a Solution card.

You may never have more than 4 cards in your hand. If you put a fifth card in your hand, immediately discard a card to your Defeat Pile. You may discard (to the Conquest pile) a Face up Reconnaissance card to look at the Rest of the cards in that Territory (For 15 seconds).

Conquest Phase

You may overcome face up Difficulty cards in the Territory Piles. A Difficulty card is overcome by playing a Solution card that matches it. Both cards of the match are put in your Conquest Pile.

Defeat Phase

You may put face up face up Difficulty cards in the Territory Piles into your Defeat pile.

Victory

52 cards in the Conquest pile is a perfect score.
Exceptional = 48+

Good 44+

Clear victory = 40+





Alien Conspiracy

Preface

Aliens are among us. But what do they want?

Introduction

Card game for 2+ players. Each player picks one of 8 Factions of Aliens to represent.

Alien Factions

1. Conservators- they want the status quo... observation & study only.
2. Experimentalists- they secretly start wars, plagues, earthquakes, etc.
3. Reformers- they want to help humanity: They secretly give us technology & mitigate disease, disaster, & bad decisions.
4. Revelationists- they want to reveal the presence of the aliens to humanity.
5. Prohibitionists- they want all Aliens to leave the Earth completely alone, including no observation.
6. Subjugators- they want to enslave the human race.
7. Destructors- they want to destroy the human race.
8. Profitters- they want to profit off the other factions.

Victory

The first player to gain 100 Influence points wins.

The Deck

Players share a Common deck of cards.

Intrigue Table

Influence Phase

Gain 1 Influence Point (IP) per Faction Member you control. If you control a plot card with PP on it equal

Action Tokens & Influence Points & Plot Points

Use tokens for AT Use coins for IP Use coins for PP

Turn Sequence

Players take turns. (A Round is when every player has taken a turn) Each turn has 6 Phases:

1. Action Phase
2. Draw Phase
3. Recruit Phase
4. Plot Phase
5. Intrigue Phase
6. Influence Phase

Action Phase

Get 2D6 Action Tokens (AT).

Draw Phase

Spend 1 AT to draw your first card. Spend 2 AT to draw a second card, and so on. If the deck runs out, shuffle the discard & draw from it.

Recruit Phase

Spend 1 AT to put 1 Faction Member into play. You may put plot cards into play for free. You control cards you put into play.

Plot Phase

Each Plot card gains 1 Plot Point.

Intrigue Phase

Spend 1 AT to roll once on the Intrigue Table. Spend 2 AT to roll a second time, and so on.

1D6	Result:
1	Destroy 1 Opposing Faction Member
2	Take control of 1 opposing Faction Member
3	Draw 1 card
4	Look at opponents hand or next 7 cards in deck
5	Gain control of Target Plot card
6	Gain 1D6 AT for next turn

to the cards Plot level, Discard the card and gain that many IP.

Special Powers

Each Faction Member has a special Power. Each power can only be used once per Round. (A round is when all players have taken a turn)

Powers List

Kill: Roll 1D6 in Intrigue phase: on a roll of 1 Destroy an opposing Faction Member. **Control:** Roll 1D6 in Intrigue phase: on a roll of 1 take Control of an opposing Faction Member. **Influence:** Earn an extra 2 IP in Influence Phase **Informants:** Look at an opponent's

hand or next 5 cards in deck **Action:** Gain 1 AP in Action Phase **Communications:** Draw an extra card for free in Draw Phase **Oppose:** Negate the special power of an opposing Faction member.

Intrigue: Roll an extra time on the Intrigue table **Conspiracy:** Put a Plot point on a Plot card or Roll 1D6 in Plot phase: on a roll of 1 take Control of target Plot

Card List Notation

M Faction Member

P Plot

Card List

Card Name:	Type:	Special Powers:
Martians	M	Influence
Venusians	M	Communications
Plutonians	M	Intrigue
Solarians	M	Informants
Mercurians	M	Action
Men from Saturn	M	Oppose
Extra Terrestrials	M	Communications
Little Green Men	M	Communications
Greys	M	Conspiracy
Ewoks	M	Oppose
Bug Eyed Monsters	M	Influence
Wookies	M	Action
Flying Pigs	M	Action
Talking Cats	M	Informants
Space Whales	M	Influence
Floating Brains	M	Control
Men in Black	M	Control
Giant Robots	M	Oppose
Vulcans	M	Oppose
Elvis Impersonators	M	Communications
Ferengi	M	Informants
Romulans	M	Intrigue
Daleks	M	Kill
Body Snatchers	M	Control
Moon Men	M	Influence
Predators	M	Kill
Beings of Light	M	Conspiracy
Beings of Pure Thought	M	Influence
Control the Media	P	Plot Level = 9
Crop Circles	P	Plot Level = 5
Alien Abductions	P	Plot Level = 6
Cattle Mutilations	P	Plot Level = 5
Control Atlantis	P	Plot Level = 7
Mind Control Rays	P	Plot Level = 9
Moon Base	P	Plot Level = 5
Humans are Good (to eat)	P	Plot Level = 6
Control World Leaders	P	Plot Level = 8
Tidal Wave	P	Plot Level = 5

Card Name:	Type:	Special Powers:
New World Order	P	Plot Level = 8
Terrorism	P	Plot Level = 7
Control Earth's Spin	P	Plot Level = 9
Collective Unconscious	P	Plot Level = 8
Telepathic Communications P	Plot Level = 5	
Control the Internet	P	Plot Level = 7
Steer Human Evolution	P	Plot Level = 9
UFO Sightings	P	Plot Level = 5
Alien Autopsy	P	Plot Level = 5

Alien Faction Special Abilities

Experimentalists Conspiracy

Faction:	Ability:
Conservators	Informant

Reformers	Intrigue
Revelationists	Action
Prohibitionists	Oppose
Subjugators	Control

Reformers	Intrigue
Destructors	Kill
Profitters	Communications

Each ability can be used once per round.

Links

UFO's





Alien Empires

Introduction

Use the special abilities of your Race to dominate your opponents.

Object

Control all 20 of the worlds on the map.

The Map

Use a starfield hex map.

Map Setup

Distribute 20 World (Planet/System) chits (tokens, markers) onto the map. Two planets cannot occupy the same space.

Cards

The common deck contains 3 types of cards: Force cards Race cards Event cards All cards are mixed together. See the card list.

Chits

Each player has a set of 50+ control chits (units, markers, tokens). Each player has a unique color.

Player Setup

All players roll 1D10. Reroll ties. In order of the rolls, each player picks one World to be his homeworld. A player places 10 markers on his Homeworld.

Players start with 10 cards. Each player plays 3 Race cards from his hand face up onto the table. These are the Abilities, Traits or Powers that this player will have for the remainder of the game.

These Race cards are called the Racial Destiny Cards. Players may discard Race cards with conflicting rules. If a player does not have 3 Race cards, he may draw cards until he does.

Players discard down to 10 cards.

Rounds, Turns, & Phases

Players take turns. Turn order is the reverse order of that determined in player setup. The time it takes for all players to take a turn is called a round.

The player whose turn it is currently is known as the active player. Turns are divided into 4 phases:

Turn Sequence

1. Fate Phase
2. Genesis Phase
3. Migration Phase
4. Conflict Phase

Fate Phase

The active player may draw 5 cards. Discard down to 10 cards.

Genesis Phase

Each planet colonized by the active player gains 1 token.

Migration Phase

Active player only. All of your markers may move once per turn. Markers may move 2 spaces.

Any world you have tokens on is considered to be colonized.

Conflict Phase

All conflicts in this phase must involve the active player. The active player decides the order in which conflicts are resolved. Only one conflict is allowed per space per turn.

The active player may initiate a maximum of 3 conflicts this phase. The attacker and defender are known as the primary players. Tokens in the same space and adjacent spaces may participate.

Other players with tokens in those spaces may add tokens to the attacker or defenders side, if the primary player allows it. These are ally tokens. The defender draws one card. Primary players take turns playing race cards and event cards that can affect The outcome of the conflict.

Players simultaneously reveal one or more force cards, if they have any. Each token is worth 1 point of force. Each side adds up its force total = population tokens in stack + force card value + other race & card effects.

The side with the highest force total wins. Losing tokens are destroyed. All played cards are discarded.

Players allied to the winning side get to draw a card.

Race Card List

Card Name	Special Ability:
Tachyonic Travel	Tokens may move twice in Migration Phase
Hive Society	Worlds produce 2 population tokens in Genesis Phase
Symbiotic	Each two tokens generate +1 Force
Traveler	Each token has move range +2 in Migration Phase
Assassination	Kill one population token anywhere in Migration Phase
Fanaticism	Each token +2 Force when attacking on worlds
Berserking	Discard a card to generate 4 Force during Conflict
Aggressive	This player may initiate any number of attacks in his conflict phase
Spacer	Each token +2 Force when attacking in Space
Carapace	Each token +2 Force when defending on Worlds
Jinx	One of opponents tokens is Force = 0 during Conflict
Mass	Each token +1 Force and move range -1
Reductionism	Opponent may play only 1 Force card in conflict
Limit	Opponent must discard 1 card at start of conflict
Tactician	Draw one extra card at start of conflict
Neutralize	Opposing race cannot use one of its powers during the conflict
Eliminate	Sacrifice to make opponent discard 1 card during conflict
Spies	Look at opponent's hand at start of conflict after defender draws his card
Burnout	Sacrifice to draw a card
Emulate	Copy power of any other player not in combat
Copycat	Copy power of opponent on same world
Vampirism	Gain 1 token if you win the conflict
Doubler	Double value of one Force card you use
Feedback	Sacrifice to duplicate the effect of a card used by opponent
Booby Trap	Kill half of enemy tokens after conflict if you loose
Scavenger	Draw one card if you win the conflict
Strategy	One target stack you control gets a second Migration and Attack Phase
Resurrection	Sacrifice to take top card of discard pile in Fate Phase once per round
Rearguard	You may retreat all of stack except 1 token at start of conflict phase
Mind Control	Take control of one opposing token at start of conflict
Opportunists	Steal random card from opponent at start of conflict
Reinforcement	At start of conflict add one friendly token from up to 3 spaces away
Escape Artist	Retreat one friendly token from conflict if you lose.
Gatherer	All movement towards one target planet chosen this turn is at +3
Breeder	Discard a card to add two tokens on world you have colonized
Memory	Your hand size +2
Projection	Discard 2 tokens to place a third token onto any world in Migration Phase
Thinker	Draw +1 card in Fate phase
Psychic	Look at top 7 cards in deck after you draw in Fate phase
Worldships	Move one world you control one space per round
Martyr	Sacrifice to give all your other tokens +1 force during conflict
Precognition	You may pick your battle card after opponent reveals his
Repulsion	Move up to 3 of opponents tokens on your Migration phase
Collectors	Draw 1 extra card in Fate Phase
Anarchy	You may exchange hands with opponent at start of conflict
Minimalist	The side with the lowest Force card wins the conflict
Pacifist	Use Force cards of 8+ to prevent a conflict
Second Chances	If you lose the conflict, your tokens remain and a second conflict is fought
Teaser	Force enemy stack on same world to attack at Force -2
Clean Slate	At start of conflict you may discard and redraw up to 5 cards

Card Name	Special Ability:
Repatriations	If you lose the conflict steal one card from opponent
Diplomat	Opponent must discard 2 cards to attack
Deporter	Cause two enemy tokens on same world to retreat in Migration Phase
Trader	Switch 1 card with opponent in Fate Phase
Inconspicuous	One of your tokens if alone in space cannot be attacked.
Scourge	Opponents Hand size -1
Foundation	Give another player a card at any time
Mercenary	Your tokens may move up to 3 spaces away to ally
Distress Call	Any player may give you a card at any time
Contagion	Your tokens can move with an opponents moving token
Toll Keeper	Opponents tokens on same world as yours cannot move
Contraceptives	Opponents tokens on same world as yours may not reproduce
Plea Maker	Force up to 3 non-primary token to ally
Propagandist	Take control of one of opponent's tokens on same world
Time Control	At the beginning of the round you may change the turn order

Notes: Sacrifice = Discard token. Notes: Retreat = may not attack.
Move token(s) in same stack 1 space. These tokens

Force Cards List

Force	#	Notes:
1	15	
1	12	
1	10	
3	9	
5	8	
7	7	Discard to prevent the conflict
9	6	Discard to let your stack retreat at start of conflict
11	5	
13	4	
15	3	

Number in Deck

Event Cards List

Card Name- Effect Mutation- Your Race loses one old power and gains a new one from your hand. Population Explosion- Genesis Phase: Target world gains +5 tokens Power up- Value of target Force card is doubled. Universal Peace- No conflicts this round. Play in opportunity Phase Temporal Nexus- You may take another turn this round Supernova- Destroy all tokens on target non-home world Worm Hole- Move target stack you control to any planet

Alien Empires Excel Spreadsheet

By Peter Cobcroft. with some handy tools for running a PBeM version of Alien Empires. [Go Here](#) for file.

Variants

Add, delete, and alter cards. Start with fewer or more race abilities. Technology Advances: Every 10 turns gain a Racial Ability.

Terrain: Add obstacles: black holes, supernovas, nebulas to map. Setup: Bid for Race Abilities. Background: Detail several races with set racial abilities.

Divide deck up between players. Add force multiplier cards. Give individual planets special rules.





Alien Queen Brain

Introduction

Scenario for WarpQuest. By Zak! for the [Warpquest Core Rules](#)WarpQuest Core Rules.

The players control a squad of space Marines in charge of freeing a command post overrun by alien forces.

Module 1 represents the travel from the drop zone to the command post. Module 2 represents the the command post interior. The Artifact is the Alien Queen brain (the R&D need to study it).

1D8	Skill:
1	Short Range Combat +1
2	Long Range Combat +1
3	Xeno-biology
4	Computer

Special Rules

When the first team reaches space 30 do not draw a card from the second deck: instead, play the special

The Party

Each party consists of 6 marines: 1 Leader, 1 sergeant, 4 soldiers. The Leader has 4 skills: pick Morale plus 3 random determined skills. The sergeant has 3 skills: pick Short or Long Range Combat plus 2 randomly determined skills.

Soldiers have 2 skills each. You start with 3 Hand Grenades (Aid: Short Range Combat)

Skill List Table

Every marine roll eight sided dice to determine his skills.

1D8	Skill:
5	Mechanics
6	Ground Navigation
7	Morale
8	Pick any one skill

Alien Queen card. Any other team that will move to space 30 later will draw a card as usual.

MODULE 1 CARDS: From the drop zone to the Command Center

Card Name:	Notes:
Armored Car	Mechanics & Computer: If successful move forward 1D6 spaces
Survived Civilian	Morale x 2: If successful move forward 1D6 spaces
Interrupted Road	Ground Navigation: If failed miss next turn
Collapsed buildings	Ground Navigation x 2: If failed miss next turn
Heavy Vegetation	Ground Navigation x 2: If failed miss next turn
Minefield	Ground Navigation & Computer
Alien trap	Xeno-biology x 2
Alien spores	Xeno-biology x 2
Slaughtered Marines	Morale x 2
Lost Command CommLink	Computer x 2: If failed miss next turn
Small xenoform	Long Range Combat x 2
XenoMonster	Short Range Combat
Alien ambush	Short Range Combat & Morale
Alien Swarm	Long Range Combat x 2
XenoTerror	Long Range Combat & Morale
Mad civilians	Long Range Combat x 2
Alien virus	Xeno-biology x 2
Explosive shells	Aid: Long Range Combat
BioGrenade	Aid: Short Range Combat
Local terrain data	Aid: Ground Navigation

MODULE 2 CARDS: The Command Center

Card Name	Notes
Alien Queen*	Roll 1D6: 1-3 Morale, 4-6 Short Range Combat
(You need to win 2 challenges against the Queen)	
Elevator	Mechanics & Computer: If successful move forward 1D6 spaces
Air Lock	Mechanics & Ground Nav: If successful move forward 1D6 spaces
Jammed Door	Computer x 2: If failed miss next turn
Broken Door	Mechanics x 2: If failed miss next turn
The corridor collapse!	Ground Navigation: If failed miss next turn
Malfunctioning Elevator	Computer x 2
SpaceSuit Damage	Mechanics & Computer
Jammed Heating System	Mechanics & Computer
Alien Blob	Short Range Combat & Morale
Xenoform Mass	Short Range Combat x 2
Flying Xenopolyps	Long Range Combat x 2
XenoSoldier	Short Range Combat
XenoScreamer	Morale & Short Range Combat
XenoSpitter	Long Range Combat x 2
XenoFlamer	Short Range Combat x 2
XenoTentacle	Xeno-biology & Short Range Combat
Alien Gas	Xeno-biology x 2
Alien Acids	Xeno-biology & Morale
XenoEggs	Xeno-biology & Morale
Contaminated Lab scientist	Morale & Short Range Combat
Scientist Notes	Aid: Xeno-biology
R&D working computer	Aid: Xeno-biology
Tritanium Armor	Aid: Save one marine killed by Short or Long Range Combat
PlasmaGun	Aid: Short Range Combat
Survived Scientist	Aid: Morale

*The Alien Queen card is not put in the deck: keep it on a side of the board and use it when the first team reach space 30.

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.

- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.

1-4 Go back 1D6 spaces

5-6 Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.
- The current player rolls on the Skill List Table to determine which skill will decide the confronta-

- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

tion.

- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.

Links

Card Set at Boardgamegeek!





Alien Skirmish

Introduction

Board & card game for 2 players. Choose your side: Aliens, Predators, Humans

Disclaimer

Aliens is a copyrighted/trademarked property. This is just a fan site.

Victory

Destroy your opponents Leader.

The Map

Use an 8x8 chessboard.

Units

Use action figures, chits, or miniatures to represent Units.

Marine Unit List

Unit Name	#	Hits	Notes
Hero	1	2	Leader
Android	1	3	
Marines	4	2	
Civilians	4	1	

Alien Unit List

Unit Name	#	Hits	Notes
Queen	1	3	Leader
Brood Warriors	5	2	
Face Huggers	4	1	

Predator Unit List

Unit Name	#	Hits	Notes
Commander	1	3	Leader
Hunters	7	2	

Setup

Each player places his Units on his back two rows. Units may not stack Flip a coin to see who goes first.

Marine Deck Card List

The Cards

Players each have their own deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Combat Phase

Orders Phase

Draw 3 cards from your deck. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves are diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving up to 3 units forward the indicated number of spaces using a single move card. Humans & Predator Units cannot move through other units.

Alien Units may move through other units.

Combat Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes one point of damage. A Fighter reduced to zero Hits is destroyed.

Units cannot attack through other units.

Card List Notation

- M** Move Card
- A** Attack card
- D** Defense Card
- X** Draw 2 Cards
- Z** Use as an Attack, Defense, or Move Card
- L** Opponent must discard 2 cards
- H** Unit regains 1 lost Hit
- K** As a Knight would move in chess
- Type** Purpose of card
- #** Number of that type of card in the deck

Card Name	#	Type	Range	Notes
Ground Advance	6	M	1	
Run	4	M	2	
APC	1	Z	3	
Combat Landing Craft	1	Z	4	
Exoskeleton	1	Z	1	
Improvised Weapons	1	A	1	
Hand Guns	1	A	2	
Perimeter Defense Gun	1	A	2	
Shotgun	1	A	1	
Explosives	1	A	1	Does 3 Damage
Thermite Grenades	1	A	K	
Flamers	1	A	1	
Grenade Launcher	1	A	4	
Pulse Rifles	1	A	3	
Autocannons	1	A	3	Marines only
Motion Detectors	1	X	-	
Courage	1	X	-	
Ingenuity	1	X	-	
Rescue	1	D	-	
Escape	1	D	-	
Barricades	1	D	-	
Blast Doors	1	D	-	
Body Armor	1	D	-	Not Civilians
Plan	1	L	-	
Survivor	1	H	-	

Alien Deck Card List

Card Name	#	Type	Range	Notes
Gather	2	M	1	
Approach	2	M	2	
Pursuit	2	M	3	
Charge	2	M	4	
Air Shafts	1	M	K	
Crawl on Walls	1	M	K	
Berserker Rage	1	A	1	
Pounce Attack	1	A	1	
Swarm Attack	1	A	1	
Acidic Blood	1	A	1	
Mouthful of Fangs	1	A	1	
Sonic Scream	1	A	2	
Spit Acid	1	A	2	
Razor Sharp Claws	1	A	1	
Implantation	1	A	1	Face Hugger only
Extending Jaws	1	A	1	
Perfect Killing Machine	1	Z	1	
Move Silently	1	Z	1	
Speed & Strength	1	Z	1	
Hard to Kill	2	H	-	
Natural Armor	2	D	-	

Card Name	#	Type	Range	Notes
Evade	1	D	-	
Hide in Shadows	1	D	-	
Cunning	1	X	-	
Surprise	2	X	-	
Terror	1	L	-	

Predator Deck Card List

Card Name	#	Type	Range	Notes
Stalk	4	M	1	
Hunt	3	M	2	
Run	3	M	3	
Wrist Blades	3	A	1	
Disc Caster	1	A	2	
Spear Gun	1	A	2	
Ceremonial Spear	2	A	1	
Shoulder Laser	2	A	3	
Self Destruct Device	1	A	1	Does 3 Damage*
Medicomp	1	H	-	
Cloaking Device	2	D	-	
Body Armor	1	D	-	
Durable	1	D	-	
Dodge	1	D	-	
Bloodlust	1	Z	1	
Killer Instincts	2	Z	1	
Ambush	2	X	-	
Vision Modes	1	X	-	
The Hunted	1	L	-	

* And destroy Predator





Aliens

Introduction

Colonial Marines versus Aliens.

Decks

One player uses the Marine Deck. The other player uses the Alien Deck. Each deck has 36 cards.

Each deck has 3 suites and 12 cards in each suite. The 3 suites are: Combatants, Weapons, and Tactics. Each card has a Force Value from 1 to 5.

Turn Sequence

Each turn has 5 phases:

1. Logistics Phase
2. Deployment Phase
3. Contact Phase
4. Combat Phase
5. Casualty Phase

Logistics Phase

Each player draws 6 cards from his own Deck. If the deck runs out, shuffle the Reserve pile and draw from it. If all of a player's cards are in his Casualty pile except for those in his hand, he must discard one random card to his Casualty pile.

(This is the Last Hand Attrition rule.)

Deployment Phase

Each player may discard up to 4 cards to their Reserve pile and draw replacement cards. If the deck runs out, shuffle the Reserve pile and draw from it.

Marine Deck Card List

Card Name	#	Type	Force
Lieutenant	1	C	1
Company Rep	1	C	1
Private	7	C	2
Sergeant	1	C	3
Android	1	C	4
Riply	1	C	5
Improvised Weapons	1	W	1
Hand Guns	1	W	1
Body Armor	1	W	1
Motion Detectors	1	W	2
Shotgun	1	W	2

Contact Phase

Both players reveal their hands. They place their cards face up on the table.

Combat Phase

Each player determines their Combat Force Total (CFT) for their hand: Add up the Force Values of all Combatant cards and add 1. This is the Combatant Total (CT). Add up the Force Values of all Weapon cards and add 1.

This is the Weapon Total (WT). Add up the Force Values of all Tactics cards and add 1. This is the Tactics Total (TT).

CFT CT x WT x TT

Casualty Phase

The side with the higher CFT wins the encounter. The winner discards his hand to his Reserve pile. The loser discards his cards to his Casualty pile. (Not his Reserve pile) If the players tie, both hands go to the Casualty pile.

Object

A player loses when all of his cards are in his Casualty pile. The other player wins the game.

Card List Notation

Number of that type of card in the deck.

C Combatant

W Weapon

T Tactics

Card Name	#	Type	Force
Explosives	1	W	2
Ranged Weapons	1	W	3
Thermite Grenades	1	W	3
Flamers	1	W	3
Pulse Rifles	1	W	4
Exoskeleton	1	W	4
Autocannons	1	W	4
Barricades	1	T	1
Blast Doors	1	T	1
Courage	1	T	2
Ingenuity	1	T	2
Escape Plan	1	T	2
Fighting Withdrawal	1	T	2
Rescue before Implantation	1	T	3
Perimeter Defense Guns	1	T	3
Armored Personnel Carrier 1	T	3	
Combat Landing Craft	1	T	4
Destroy Egg Chamber	1	T	5
Orbital Nuclear Strike	1	T	6

Alien Deck Card List

Card Name	#	Type	Force
Face Hugger	3	C	1
Brood Warrior	8	C	3
Queen	1	C	5
Acidic Blood	1	W	1
Mouthful of Fangs	1	W	1
Sonic Scream	1	W	1
Razor Sharp Claws	1	W	2
Hard to Kill	1	W	2
Bloodlust	1	W	2
Berserker Rage	1	W	3
Fearless	1	W	3
Superhuman Stamina	1	W	3
Superhuman Speed	1	W	4
Superhuman Strength	1	W	4
Perfect Killing Machines 1	W	4	
Move Silently	1	T	1
Hide in Shadows	1	T	1
Hunting	1	T	1
Terror	1	T	2
Pursuit	1	T	2
Air Shafts	1	T	2
Surprise	1	T	3
Ambush	1	T	3
Cunning	1	T	3
Numerical Strength	1	T	4
Close Combat	1	T	4
Swarm Attack	1	T	4

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Alpha Centauri

Introduction

Card game for 2-7 players. Based on the computer game Alpha Centauri by Sid Meier.

Disclaimer

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The Deck

Players share a common deck. Card types include: Events, Technologies, Structures, Special Projects, Landmarks, Proposals, and Social Engineering

Tokens & Markers

Use Tokens to keep track of: Bases (Cities) Units (Military forces) Credits (Income) Each player also gets a set of markers of a unique color

Social Factors

There are 6 Social Factors (SF): Population, Economics, Research, Military, Ecology, Espionage. SF's are also referred to as Scores. SF's are broken down into Sub-factors.

Victory

There are 4 types of Victory: Diplomatic, Economic, Conquest, Transcendence The first player to achieve any one of these wins the game.

Diplomatic Victory

Requirements: Total Population SF >30 and be Planetary Governor for 3 turns in a row.

Economic Victory

Requirements: Total Economics SF > 50

Conquest Victory

Requirements: Capture 1+ Bases Total Military SF >40

Transcendence Victory

Requirements: Research Factor >40 or Ecology Factor >20

Setup

Each player picks one Faction Each player starts with one Base & 10 Units. Each player is dealt a hand of 7 cards.

The Factions

The 7 Factions are: Believers, Gaians, Hive, Morgan Industries, Peacekeepers, Spartans, University

Believers

Aggressive, Explore, Conquer, Fundamentalist In Conflicts add +2 to their Force Total Probe Table rolls vs this Faction are at +1 Believers get -1 to rolls on the Research Table. Starting Ecology Score = -2 Starting Population Control Score = +2 May not play Knowledge Z card

Gaians

Pacifist, Explore, Green They may never Attack, only Defend, in Conflict Phase. When encountering Mind Worms, they gain Units instead of losing them. They get an extra roll each turn on the Exploration Table.

Starting Ecology Score = +1 Starting Population Control Score = -1 Starting Military Morale Score = -1 Starting Efficiency Score = +2 May not play Free Market Z card

Hive

Aggressive, Conquer, Build, Police State Starting Population Growth Score = +1 Starting Industry Score = +1 Starting Commerce Score = -2 Starting Military Defense Score = +2 Starting Population Control Score = +2 May not play Democracy Z card

Morgan Industries

Pacifist, Build, Free Market They may never Attack, only Defend, in Conflict Phase. Starting Commerce Score = +3 Begins game with extra 50 Credits Starting Industry Score = +2 Starting Military Support Score = -1 Bases cost an extra 5 credits to build May not play Planned Z card

Peacekeepers

Explore, Discover, Democracy The Peacekeepers get 10 Free Votes in Council Phase. Starting Efficiency Score = -1 Starting Population Growth Score = +1 Starting Population Control Score = +3 Peacekeepers get to

draw an extra card once per turn. May not play Police State Z card

Spartans

Discover, Conquer, Power Starting Military Morale Score = +2 Starting Population Control Score = +1 Starting Industry Score = -1 Starting Military Mobility Score = +2 Starting Military Support Score = +2 May not play Wealth Z card

University

Discover, Knowledge Opponent's who roll 8+ on Probe Table vs University may reroll. Starting Research Infrastructure Score = +4 Starting Population Control Score = -2 University gets an extra roll on the Research Table once per turn. May not play Fundamentalist Z card

Turn Sequence

Each turn has 16 Phases:

1. Production Phase
 2. Upkeep Phase
 3. Planning Phase
 4. Population Control Phase
 5. Ecological Disruption Phase
 6. Diplomacy Phase
 7. Probe Phase
 8. Council Phase
 9. Exploration Phase
 10. Research Phase
 11. Build Phase
 12. Discovery Phase
 13. Conflict Phase
 14. Construction Phase
 15. Social Engineering Phase
 16. End Phase
1. PRODUCTION PHASE

Probe Table

1D10	Result	Notes:
1	Mind Control	Take 1D5 Units from Opponent
2	Steal Technology	Put a Marker on an opponent's Tech
3	Sabotage Base	Opponent loses 2D10 Credits
4	Infiltrate Datalinks	Look at opponent's Hand
5	Incite Drone Riots	Opponent loses 1D10 Credits
6	Drain Energy Reserves	Take 1D10 Credits from Opponent
7+	Nothing	

8. COUNCIL PHASE

Players try to gain the position of Planetary Governor. Players may only vote for themselves. The player with the highest Economic SF gets 10 votes.

The player with the highest Research SF gets 10 votes. The player with the highest Military SF gets 10 votes. The player with the highest Population SF gets

Each player gains credits = Each of your first 5+X Bases earns 5 Credits each. Your next 5+X Bases earn 4 Credits each. Additional Bases earn 3 Credits each. (X Economy Efficiency Score)

Also...

Earn Credits = Economy Industry Score Earn Credits = Economy Agriculture Score Earn Credits = Economy Mining Score Earn Credits = Economy Commerce Score Earn Credits = Economy Transport Score Earn Credits = Ecology Score (Xenofungus cultivation) Each Trade Pact earns credits = (# of your Bases) x (2 + Economic Commerce Score) (Trade Pacts are made/broken in Diplomacy Phase)

2. UPKEEP PHASE

Each Unit costs 1 Credit upkeep to Maintain. You cannot have more units than: # of your Bases x (5 + Military Support Score)

3. PLANNING PHASE

Each player draws 1 card. Players may pay 10 Credits (repeatedly for each extra card) to draw a extra cards.

4. POPULATION CONTROL PHASE

If the number of your bases exceeds your Population Control Score +3, you will have Drone (Unhappy Citizens) Riots. You lose 1D10 credits per point of difference.

5. ECOLOGICAL DISRUPTION PHASE

Disruption Score = (Economic Score + Bases - Ecology Score) For every 10 points of Disruption rounding down, your Faction will lose 1D10 credits due to resistance by native life forms. (Uncontrolled Blooms of polluted Xenofungus)

6. DIPLOMACY PHASE

Players may make agreements & trades with each other. Players may make trade pacts with each other.

7. PROBE PHASE

For every 5 levels of Espionage SF you have rounding up, you may Roll once on the Probe table. Pick a target before rolling. You may pay 10 Credits (repeatedly) to roll an extra time on the Probe Table.

10 votes.

The player with the highest Espionage SF gets 10 votes. The player with the highest Ecology SF gets 10 votes. The player with the most Secret Projects gets 10 votes.

The player with the most Bases gets 10 votes. The player with the most Facilities gets 10 votes. The player

with the most Units gets 10 votes.

The Previous Governor gets 10 votes. Players may secretly bid Credits. Each credit bid gains 1 vote. The Winner becomes Planetary Governor until the next Council Phase.

The current Governor may play Proposal cards at the end of this Phase. The Governor earns double from

trade pacts. The Governor may prevent one attack this turn in Conflict Phase.

9. EXPLORATION PHASE

Players may play Landmark cards in this phase. A Landmark is a natural feature of the planets surface. It does not cost anything to play a Landmark.

Each player Rolls once on the Exploration Table:

Exploration Table

1D10	Result:	Notes:
1	Mind Worm Activity	Lose Units = 1D10 - (MP +C)
2	Unity Pod	Gain 1D10 Credits
3	Monolith	Draw 1 card
4	Alien Artifact	Draw 1 card
5	Xenofungus	EA+1
6	Elevation	EE+1
7	Rocky	EM+1
8+	Nothing	

10. RESEARCH PHASE

Each player makes one free roll on the Research Table:

Research Table

1D10	Result:	Notes:
1-2	Dead End	Nothing
3-4	Progress	Get +1 to next roll on this Table
5-6	Copy Technology	Put a Marker on an Opponent's Tech
7+	Breakthrough	Put a Tech card from your hand into play

Pay 10 Credits to get an extra roll on the Research Table (you can do this repeatedly). A player with a Marker on an opponent's Tech also knows that Tech & gets the Bonuses from it, just like the original controller does. LIMIT: You cannot have more Facilities in play than Technologies you know.

LIMIT: You cannot have more SP's in play than Facilities you own.

11. BUILD PHASE

Players may put Facilities & Secret Projects into play from their hands. Facilities cost 20 Credits. Secret Projects cost 40 Credits.

12. DISCOVERY PHASE

The player with the most levels in a given SF will receive a Reward:

Social Factor:	Reward:
C = Planetary Ecology	Extra roll on the Exploration Table
EE = Economy Energy	Gain Credits = EE
EC = Economy Commerce	Gain Credits = EC
ET = Economy Transport	Gain Credits = ET
EI = Economy Industry	Gain Credits = EI
EM = Economy Mining	Gain Credits = EM
EA = Economy Agriculture	Gain Credits = EA
RB = Research Biology	Play a Population or Ecology Tech card for free
RP = Research Physics	Play a Military or Economy Tech card for free
RI = Research Infrastructure	Extra roll on the Research Table
PG = Population Growth	You may Build an extra base this turn
PC = Population Control	Play an Economy or Population Tech card for free

13. CONFLICT PHASE

Players may decide to attack each other with Military units. Each player may attack one other player this phase (Pacifists cannot attack). Aggressive factions

may attack twice in this phase (2 opponents once or 1 opponent twice).

Players secretly write down which Faction they are attacking. Reveal attack orders randomly & Resolve

attacks as they are revealed. Each side in a Battle generates a Force Total as determined on the Conflict

Table:

Conflict Table

Military Factor:	Force Bonus
Most levels in MA = Military Attack	1
Most levels in MD = Military Defense	1
Most levels in MM = Military Mobility	1
Most levels in ME = Military EW	1
Most levels in MS = Military Support	1
Most levels in MO = Military Morale	1
Most levels in MP = Military Psi	1
You have More Units	1
Double the Units	2
Triple the Units	3
Quadruple Units or More	4
You are the Defender	1
Opponent already fought this Phase	1
Enemy Comitted Atrocity within 5 turns	2
Fog of War (Both players roll...)	1D10

Add up the Force Bonuses of each side to get their respective Force Totals. The Higher total is the Winner. The Winner has 1D5 of his Units Destroyed.

The Loser has 1D10 of his Units Destroyed. The Winner cannot lose more units than the loser. If the Defender loses all his Units in play, the attacker captures one of his Bases.

Note: The Attacker cannot use MD generated by his Facilities.

14. CONSTRUCTION PHASE

A Base costs 20 Credits. You can build a max of 1 Base per turn. You cannot have Bases in excess of your Economic SF + Population SF A Unit costs 2 Credits. You may build any number of Units (Remember Upkeep Costs).

15. SOCIAL ENGINEERING PHASE

Players may play 1 Social Engineering (Z) card each. A Z card costs 20 Credits to play (Upheaval Cost). There are 4 types of Z cards: Politics, Economics, Values, & Futures A player may have no more than 1 of each type in play.

A player may buy a new one to discard an old one.

16. END PHASE

Max hand size is 8 cards. Discard excess cards.

Card List Notation

F Facilities
S Secret Project
V Event
T Technology
L Landmark
X Proposal

Z Social Engineering

DTB Destroy Target Base

TPLU Target Player loses Units = 1D10 - MP

SCP Skip Conflict Phase

Major Social Factors & Sub Factors

E Economy (Major)

M Military (Major)

R Research (Major)

P Population (Major)

C Planetary Ecology (Major)

B Espionage (Major)

EE Economy Energy

EC Economy Commerce

EF Economy Efficiency

ET Economy Transport

EI Economy Industry

EI Economy Mining

EA Economy Agriculture & Terraforming

MA Military Attack & Weapons

MD Military Defense

MM Military Mobility & Coordination

ME Military Electronic Warfare

MS Military Support

MO Military Morale

MP Military Psi Combat

RB Research Medical Biology & Genetics

RP Research Mathematics & Physical Science

RI Research Infrastructure, Computers & Applied Engineering

PG Population Growth & Habitation

PC Population Control & Pacification

Card List

Name	Type	Notes
Aerospace Complex	F	MM+1 ET+1
Bioenhancement Center	F	MO+2
Biology Lab	F	RB+2
Centauri Preserve	F	C+2
Children's Creche	F	PG+2
Command Center	F	MM+2
Energy Bank	F	EE+2
Fusion Lab	F	RP+1 EE+1
Hab Complex	F	PG+2
Habitation Dome	F	PG+2
Headquarters	F	EF+1
Hologram Theatre	F	PP+2
Hybrid Forest	F	C+1 EA+1
Nanohospital	F	RB+1 PC+1
Nanoreplicator	F	EM+2
Naval Yard	F	MM+1 ET+1
Nessus Mining Station	F	EM+2
Network Node	F	RI+2
Orbital Defense Pod	F	MM+1 MD+1
Orbital Power Transmitter	F	EE+2
Paradise Garden	F	PC+2
Perimeter Defense	F	MD+2
Pressure Dome	F	PG+2
Psi Gate	F	MM+2
Punishment Sphere	F	PC+2
Quantum Converter	F	EM+2
Quantum Lab	F	RP+2
Recreation Commons	F	PC+2
Recycling Tanks	F	EA+2
Research Hospital	F	RB+1 PC+1
Robotic Assembly Plant	F	EI+2
Skunkworks	F	RI+2
Sky Hydroponics Labs	F	EA+2
Stockpile Energy	F	EE+2
Tachyon Field	F	MD+2
Temple of Planet	F	C+2
Tree Farm	F	C+1 EA+1
Ascent to Transcendence	S	C+4
Ascetic Virtues	S	PC+4
Bulk Matter Transmitter	S	ET+4
Citizens Defense Force	S	MD+4
Clinical Immortality	S	PG+2 RI+2
Cloning Vats	S	PG+4
Command Nexus	S	MM+4
Cyborg Factory	S	MS+4
Dream Twister	S	PC+2 MP+2
Empath Guild	S	C+4
Human Genome Project	S	RB+4
Hunter Seeker Algorithm	S	B+4
Living Refinery	S	EM+4

Name	Type	Notes
Longevity Vaccine	S	PG+2 RI+2
Maritime Control Center	S	ET+2 MM+2
Merchant Exchange	S	EC+4
Nano Factory	S	EI+4
Network Backbone	S	RI+2 EC+2
Neural Amplifier	S	MP+4
Pholus Mutagen	S	C+4
Planetary Datalinks	S	RI+4
Planetary Transit System	S	ET+4
Self-Aware Colony	S	PC+4
Singularity Inductor	S	EM+4
Space Elevator	S	ET+4
Supercollider	S	RP+4
Telepathic Matrix	S	PC+2 B+2
Theory of Everything	S	RP+4
Universal Translator	S	RI+2 PC+2
Virtual World	S	PC+4
Voice of Planet	S	C+4
Weather Paradigm	S	C+2 EA+2
Xenoempathy Dome	S	C+4
Particle Impactor	T	MA+1
Chaos Field Disruptor	T	MA+1
Fusion Laser	T	MA+1
Tachyon Bolt	T	MA+2
Plasma Shard	T	MA+2
Quantum Laser	T	MA+3
Graviton Gun	T	MA+3
Singularity Laser	T	MA+4
Compelled Dissociative Psi Attack	T	MP+2
Synthmetal Armor	T	MD+1
Composite Plasma Steel Armor	T	MD+1
Bonded Silksteel Armor	T	MD+1
Refractive Field Photon Wall	T	MD+2
Phasic Probability Sheath	T	MD+2
Kinetic Diffusion Neutronium Armor	T	MD+3
Reactive Antimatter Plate	T	MD+3
Temporal Field Stasis Generator	T	MD+4
Psi Defense Pattern Refraction	T	MP+2
Gravships	T	MM+2
Air Superiority	T	MM+2
Blink Displacer	T	MM+1 MD+1
Clean Reactor	T	MS+2
Cloaking Device	T	ME+4
Fission Plant	T	MS+1
Fusion Reactor	T	MS+2
Quantum Chamber	T	MS+3
Singularity Engine	T	MS+4
Advanced Tracking Systems	T	ME+1
Carrier Deck Mobile Airbase	T	MM+2
Comm Jammer	T	ME+2
Drop Pods	T	MM+2
Deep Radar	T	ME+2
Deep Pressure Hull	T	MM+2

Name	Type	Notes
Empath Song	T	MP+1 C+1
Fungicide Tanks	T	C+2
Elite Forces	T	MO+2
Super Former	T	C+1 E+1
Non-Lethal Methods	T	PC+2
Polymorphic Encryption	T	B+1 ME+1
Hypnotic Trance	T	MP+2
Advanced Transports	T	MM+1 MS+1
Ecological Engineering	T	C+1 EA+1
Advanced Military Algorithms	T	MM+2
Advanced Spaceflight	T	MM+1 ET+1
Subatomic Theory	T	RP+2
Gravitonics	T	RP+1
Applied Physics	T	RI+1 RP+1
Applied Relativity	T	RI+1 RP+1
Bio-Engineering	T	RB+1 RI+1
Biogenetics	T	RB+1 RI+1
Biomachinery	T	RB+1 RI+1
Centauri Ecology	T	C+2
Centauri Empathy	T	C+1 EM+1
Centauri Meditation	T	C+1 EE+1
Centauri Psi	T	C+1 EA+1
Cyberethics	T	PC+1 MS+1
Digital Sentience	T	B+2
Air Power Doctrine	T	MM+2
Flexibility Doctrine	T	MM+1 MS+1
Loyalty Doctrine	T	MO+1 PC+1
Mobility Doctrine	T	MM+2
Ecological Engineering	T	EA+2
Ethical Calculus	T	PC+2
Eudaimonia	T	PC+2
Frictionless Surfaces	T	RI+1 ET+1
Fusion Power	T	EE+2
Gene Splicing	T	RB+1 EA+1
High Energy Chemistry	T	RP+1 EM+1
Homo Superior	T	MO+1 B+1
Industrial Automation	T	EI+2
Industrial Economics	T	EI+1 EC+1
Industrial Nanorobotics	T	EI+1 EM+1
Information Networks	T	RI+2
Intellectual Integrity	T	PC+2
Matter Compression	T	RP+1 EM+1
Matter Editation	T	RP+1 EM+1
Matter Transmission	T	RP+1 ET+1
Mind/Machine Interface	T	MO+1 B+1
Monopole Magnets	T	RP+1 EE+1
Nanometallurgy	T	RP+1 EM+1
Nanominiaturization	T	RI+1 RP+1
Neural Grafting	T	MO+1 B+1
Nonlinear Mathematics	T	RI+2
Nutrient Tanks	F	EA+1 PG+1
Optical Computers	T	RI+2
Orbital Spaceflight	T	MM+2

Name	Type	Notes
Organic Superlubricant	T	RB+1 RI+1
Planetary Economics	T	EC+2
Planetary Networks	T	RI+2
Polymorphic Software	T	RI+1 B+1
Pre-Sentient Algorithms	T	RI+1 B+1
Probability Mechanics	T	RI+1 RP+1
Quantum Machinery	T	EI+2
Quantum Power	T	MS+1 EE+1
Retroviral Engineering	T	RP+2
Secrets of Alpha Centauri	T	C+1 EE+1
Secrets of Creation	T	RP+2
Secrets of the Human Brain	T	MP+1 PC+1
Self-Aware Machines	T	B+1 RI+1
Sentient Econometrics	T	EC+2
Advanced Alloys	T	MD+1 EM+1
Singularity Mechanics	T	EE+1 RP+1
Social Psych	T	PC+2
Super Tensile Solids	T	MD+1 EM+1
Super String Theory	T	RP+2
Temporal Mechanics	T	RP+1 EE+1
The Will to Power	T	C+1 PC+1
Threshold of Transcendence	T	C+1 EM+1
Transcendent Thought	T	C+2
Freshwater Sea	L	EA+2
Garland Crater	L	EM+2
Geothermal Shallows	L	EE+2
Monsoon Jungle	L	EA+2
Mount Planet	L	EE+1 EM+1
New Sargasso	L	EA+2
Pholus Ridge	L	EE+2
Sunny Mesa	L	EE+2
The Ruins	L	C+2
Uranium Flats	L	EE+2
The Great Dunes	L	EE+2
Soil Enricher	F	EA+2
Kelp Farm	F	EA+2
Mining Platform	F	EM+2
Solar Collector	F	EE+2
Tidal Harness	F	EE+2
Bunker	F	ED+2
Sensor Arrays	F	ME+2
Atmospheric Condenser	F	EA+2
Airbase	F	MM+2
Echelon Mirror	F	EE+2
Mag Tubes	F	ET+2
Aquifer Drill	F	EA+2
Thermal Borehole	F	EE+2
Nerve Stapling	T	SC+2
Genetic Warfare	V	DTB Atrocity
Biological Warfare	V	DTB Atrocity
Nerve Gas	V	DTB Atrocity
Planet Buster	V	DTB Atrocity
Nuclear Attack	V	DTB Atrocity

Name	Type	Notes
Alien Plague	V DTB	
Ecological Disaster	V DTB	
Seismic Upheaval	V DTB	
Locusts of Chiron	V TPLU	
Mind Worm Boil	V TPLU	
Isle of the Deep	V TPLU	
Solar Flare	V SCP	
Temporary Alliance	V SCP	
Balance of Power	V SCP	
Peace Treaty	V SCP	
Uneasy Truce	V SCP	
Golden Age	V SCP	
Global Terraforming	X All Players get 25 Credits	
UN Charter	X	SCP
Melt Ice Caps	X All Players draw 5 Cards	
Salvage Unity Fusion Core	X All players get 50 Credits	
Global Trade Pact	X All Players get 25 Credits	
Launch Solar Shade	X All Players draw 5 Cards	
Police State (Politics)	Z MS+2 PC+2 EF-1	
Democratic (Politics)	Z EF+1 PG+2 MS-2	
Fundamentalist (Politics)	Z B+2 MO+2 RI-2	
Free Market (Economics)	Z EC+4 C-1 PC-1	
Planned (Economics)	Z PG+2 EI+2 EF-1	
Green (Economics)	Z EF+1 C+2 PG-2	
Power (Values)	Z MS+2 MO+2 EI-2	
Knowledge (Values)	Z RI+2 EF+1 PC-2	
Wealth (Values)	Z EC+2 EI+2 MO-2	
Cybernetic (Future)	Z EF+1 C+1 RI+1 PC-2	
Eudaimonic (Future)	Z EC+2 PG+1 EI +1 MO-2	
Thought Control (Future)	Z MO+1 PC+2 B+1 MS-2	





Alphabet Pirates

Introduction

Educational spelling kids board dice and card game.
For 2-4+ players. Pirate Theme.

Victory

The first player to get 17 Ducats (Coins) is the winner. Coins are earned by making words with letter cards.

Decks & Hands

There are 3 Shared decks:

1. Vowel Deck (letter cards)
2. Consonant Deck (letter cards)
3. Fortune Deck

The decks are kept separate and have their own discard piles. Players will have a hand of letter cards from both the Vowel & Consonant decks. Maximum hand size is 7 card. Discard excess cards.

The Vowel Deck

This deck has 5 cards:

A, E, I, O, U

There are 5 copies of each card. Total 25 cards.

The Consonant Deck

Common Cards:

B, C, D, F, G, H, J, K, L, M, N, P, R, S, T

Rare Cards:

Q, V, W, X, Y, Z

There are 2 copies of each common card. There is only one copy of each rare card. Total 36 cards.

Fortune Deck

The card list is at the end of the rules. Fortune cards are always played immediately and then discarded. They never go into your hand.

The Board

The board is a square track. Each side has 9 spaces. Total of 32 spaces

1. Pirates Cove (Starting Space: Right Bottom Corner)
2. Sargasso sea

3. Town
4. Caribbean Sea
5. Skull & Crossbones
6. Atlantic Ocean
7. Merchant Ship
8. North Sea
9. Man O' War (Left Bottom Corner)
10. Mediterranean Sea
11. Town
12. Black Sea
13. Skull & Crossbones
14. Red Sea
15. Merchant Ship
16. Arabian Sea
17. Buried Treasure (Left Top Corner)
18. Indian Ocean
19. Town
20. South China Sea
21. Skull & Crossbones
22. Sea of Japan
23. Merchant Ship
24. Bering Sea
25. Treasure Ship (Right Top Corner)
26. Arctic Ocean
27. Town
28. Pacific Ocean
29. Skull & Crossbones
30. Southern Ocean
31. Merchant ship
32. The Equator

Board Notes

If you land on a Town, draw the top card from the Consonant deck and put it in your hand. If you land on a Merchant Ship, draw the top card from the Vowel deck and put it in your hand. If you land on a Skull & Crossbones draw the top card from the Fortune deck.

If you land on the Treasure Ship, draw the top card from both the consonant and The Vowel deck and put them in your hand. If you land on the Man O' War bury one card from your hand. If you land on the Buried Treasure space, put all Buried cards into your hand.

Sea, Oceans, and the Equator are "Safe" spaces where nothing happens. Every time you pass the Pirates cove, draw the top card from either the consonant or The Vowel deck and put it in your hand.

Burying Cards

When a Fortune card tells you to bury a card or you land on the Man O' War, you must take one Vowel or Consonant card from your hand, and put it the Buried

Treasure space.

Bits & Pieces

Six sided dice are needed. Use coins to represent "Ducats". Each player has a "Ship". Use tokens or pawns to represent ships.

Setup

Shuffle each of the 3 decks. Each player's Ship starts on the Start space. Each player draws 1 consonant and 1 vowel.

Roll high to see who goes first. (Players take turns) Start with 1 consonant and 1 vowel on the Buried

The Fortune Deck

Card Name:	Effect:
Storm	Skip next turn
Trade Winds	Move Again
Doldrums	Skip next turn
Off Course	Skip next turn
English Warship	Bury 1 Card
Pirates Map	Go to Buried Treasure
Pillage & Plunder	Gain 2 Consonant cards
Monty Haul	Go to Treasure Ship
Sea Robbers	Steal 1 card from Opponent
Buccaneers	Steal 1 card from Opponent
Typhoon	Skip next turn
Hideout	Go to Pirates Cove

Treasure space.

Movement

On your turn roll 1 die and move your ship clockwise the indicated number of spaces. If you land on an opponent, you may steal 1 card from his hand.

Making Words

Use the letter cards to make words & gain Ducats (coins). A 3 letter word is worth 1 Ducat. A 4 letter word is worth 2 Ducats.

A 5 letter word is worth 3 Ducats and so on. Discard the used letter cards and keep the Ducats.

Card Name:	Effect:
Run Aground	Skip next turn
Shipwreck	Skip next turn
Scurvy	Discard 1 card
Albatross	Move Again
Spanish Armada	Bury 1 Card
French Fleet	Bury 1 Card
A Pirates Life for Me	Everyone Sings
Rum, Wine, & Grog	Everyone Drinks
Sail the 7 Seas	Go to any Sea Space
Hurricane	Skip next turn
Sextant & Compass	Move Again
Latitude & Longitude	Move Again





Altun Ha

Introduction

Card Bidding & Building Game for 2-4+ players. Theme based on the Belize Mayan Ruins of Altun Ha, occupied and built up between 200 BC and 900 AD before it was abandoned, probably due to a combination of overpopulation, drought, famine, social unrest, and civil war.

Winning

The player with the most Scoring points at the end of the game wins.

Scoring Points

Use paper and pencil to keep track of scoring.

Game End

The game ends immediately in any turn in which the Priest King is unable to Feed his people in Farming Phase.

Population

Use paper and pencil to keep track of the current Population Level.

Calendar Token

This is used to keep track of Turn order within a round.

Priest King Token

This is awarded to the player who won the most recent bid.

The Deck

Players share a common deck. There are 3 types of cards:

1. Bid Cards (also used for Building)
2. Trade Cards
3. Maya God Cards (Wild Cards)

Setup

Shuffle the deck. Each player is dealt 5 cards. One random player is given the Calendar Token.

Population Level starts at 2. No one starts in possession of the Priest King Token.

Round Sequence

Each Round is divided into 8 Phases: Calendar Phase Population Phase Draw Phase Trade Phase Bid Phase Farm Phase Build Phase Cycle Phase

Calendar Phase

The player with the Calendar token passes it to the player to his right.

Population Phase

The Population Level increases by 1. Record the new Level.

Draw Phase

Each player is dealt 2 Cards from the deck. If the deck runs out, shuffle the discard and draw from it.

Trade Phase

Each player may play one Trade card from his hand. The player with the Calendar Token plays first and then proceed Clockwise.

Bid Phase

All players must bid zero to two Bid cards from their hands. God cards can be used as Bid cards with a value of 7. Bidding is simultaneous: Players reveal their Bid cards at the same time.

The player with the highest value bid (combined value if 2 cards played) wins the bid and takes possession of the Priest King Token. All bid cards are discarded. If there is a tie, the next lowest bid wins.

If there is no next lowest bid card the player with fewer Scoring Points wins. If still tied, the turn ends immediately and start a new turn.

Farming Phase

The Priest King must discard 1 or 2 Bid cards with a combined value equaling or exceeding the Population level. If unable to do so, the game ends immediately and the current Priest King loses 13 Scoring Points. God Cards can be used as Bid Cards with a value = 7.

Build Phase

The Priest King may play up to 2 Bid cards: Bid cards used in this way are referred to as Build cards. A Bid card of value 1 is placed by itself face-up in the middle of the table and is considered the first Stage of a new Temple. Higher level Bid cards can be added onto already existing Temples. They are placed staggered on the top of a Temple with a level 1 less than the card being placed.

Examples: a level 2 card is placed on top of a level 1 card; or a level 6 card is placed on top of a level 5 card. The Priest King gains Scoring points equal to the value of the cards he places. If unable to build, he loses 7

Scoring Points.

God cards can be used as Wild Build cards with a value of 1-8 as the Priest King Desires.

Cycle Phase

Max hand is 5 cards. Players discard excess cards.

Card List Notation

B Bid Cards

T Trade Cards

M Maya God Cards

Altun Ha Common Deck Card List

Name:	Type:	Count	Value:	Notes:
Plaza	B	13	1	-
Base	B	13	2	-
Stage	B	11	3	-
Stairs	B	9	4	-
Façade	B	7	5	-
Steps	B	5	6	-
Platform	B	3	7	-
Altar	B	1	8	-
Stone	T	1	-	Draw 3 Cards
Salt	T	1	-	Draw 1 Card & Look at Opponents Hand
Maize	T	1	-	Use to Pay any amount in Farm Phase
Cocoa	T	1	-	Steal 1 Random card from Opponents Hand
Ceramics	T	1	-	Look at next 5 cards in deck & take one
Honey	T	1	-	Opponent must Discard 2 Random Cards
Feathers	T	1	-	Target Opponent loses 5 Scoring Points
Textiles	T	1	-	All Opponents lose 1 Scoring Point Each
Pyrite	T	1	-	Steal 3 Scoring Points from target Opponent
Obsidian	T	1	-	Gain 5 Scoring Points
Jade	T	1	-	Use to automatically Win in Bid Phase
Codex	T	1	-	Look at next 10 Cards in Deck
Sun God	M	1	-	-
Moon Goddess	M	1	-	-
Hero Twins	M	1	-	-
Maize God	M	1	-	-
Death Gods	M	1	-	-
Rain Gods	M	1	-	-





Amber

Introduction

Takes place sometime after the disappearance of King Oberon. The Nine Princes fight to control Amber. Card game for 2-5 players.

Prince:	Hits	Fight	Wit	Will	Leadership
Corwin	12	9	10	11	8
Eric	8	8	9	9	9
Benedict	9	11	7	7	11
Bleys	8	10	7	7	10
Julian	9	7	7	8	7

Influence Tokens

Each player begins with 9 influence tokens of a unique color. Non-player Princes without a token are Neutral Princes. Place one of your tokens on Non-player Princes you control. These are your Ally Princes. Influence tokens are also used to show ownership of stacks of Armies.

Army Tokens

Use white blank tokens to represent armies.

Set Up

Each player is dealt a hand of 5 cards.

Player Princes

Setup: Each player begins with control of one Prince of Amber. Each player draws one random card from the Prince Deck. These are known as Player Princes. A Player may have only one Player Prince. Each Player Prince starts in exile in Shadow. If a Player Prince is killed, another Prince controlled by the Player becomes his new Player Prince. If he has None, a neutral Prince becomes his new Player Prince. If there Are no neutral Princes left, he is out of the game.

Other Princes

Setup: After all players have selected their Player Princes, Draw another Prince card. This Prince currently controls Amber and is referred to as the King. Draw 3 more Princes who have regency. The 3 Regencies are:
1. Guardian of Arden
2. Admiral of the North Sea Fleet

Victory

Control Amber and kill or capture all Princes controlled by Opposing players. Or control Amber for 5 consecutive turns.

Prince Of Amber Deck

This deck has 9 cards, one for each prince.

Prince:	Hits	Fight	Wit	Will	Leadership
Gerard	10	12	6	7	7
Random	7	7	8	7	6
Caine	7	7	7	7	8
Brand	7	7	11	10	7

3. Admiral of the South Sea Fleet
The King and regents are referred to as Lords. All other Princes not controlled by Players start in Exile in Shadow. Exile princes start out neutral. You can never gain control of a Lord, but you can make regents neutral. If Amber is attacked the Lords will defend it.

Gaining Control Of Amber

A player can gain control of Amber by conquering it or causing the current King to be killed, captured, or driven into Shadow exile. When a player takes control of Amber his Player Prince becomes King. Any other Princes he controls become regents. He may offer Regent posts to other neutral Princes or other Players.

Attributes

Each Prince has 5 Attributes or Skills: Toughness: Endurance, Hit points Fighting: Ability in hand-to-hand combat Leadership: Skill in strategy and tactics Will: Mental Strength in contests of Wills Wit: Measure of Intelligence

Attribute Levels

Use given stats or roll 2D6 separately for each attribute. Determine Attributes for each Prince before Play begins.

Remedial Glossary

Prince: There are 9 Princes of Amber. Player Prince: Each player controls one Prince that is his Player

Prince. Non-Player Princes: All Princes that are not Player Princes.

Ally Prince: All other Princes a player controls, but not his Player Prince. Neutral Prince: A Prince not controlled by any player. King: The Prince that controls Amber.

Regents: These 3 Princes control the Armies/Navies of Amber. Lords: The King and Regents. Exile Princes: All Princes that are not Lords.

Turn Sequence

Players take turns. Each turn has 2 phases:

1. Fate Phase
2. Action Phase

Fate Phase

Draw 1 card from the Fate deck. If the deck runs out, shuffle the discard and draw from it. Max hand size = Wit Attribute of your Player Prince.

Discard excess cards.

Action Phase

Each Prince you control may perform one action per turn. An action includes playing any Action or Contest card or performing a Non-card action.

Noncard Actions

These do not require a card to do: * Bide your time: Draw one card. * Recuperate: Regain 1D6 lost Hit points. * Fortune telling with Trump Deck: Look at next 1D6 cards in deck.

* Intrigue: Roll 1D6: on a roll of 5-6 cause a target Non-Player prince to become neutral or take control of a neutral Prince. * Raise Army: Gain 1D6 army tokens. * Escape Imprisonment. The only action you may attempt if you have been captured. Roll 1D6. On a roll of 5-6 you escape.

Resolving Contests

Some cards indicate that a Contest will occur between two players. The opposing princes roll 2D6 and

add their levels in the indicated attribute. The player with the highest score is the winner. (Reroll ties)

Fight Contests

This a physical attack of one Prince against another. Use the Fight attribute. The loser of a Fight takes 1D6 Hits.

Leadership Contests

This is when an Exile group with Armies attacks Amber. Use the Leadership attribute. The winner of the contest gains control of Amber.

Princes you control (and those freely offered by other players) may work together and combine their attribute levels in Leadership contests. The Loser of Leadership Contest loses 1D6 of his Armies. Leadership contests are repeated until one side has no Armies left.

Will Contests

This a psychic attack of one Prince against another. Use the Willpower attribute. Only if the attacker wins does the effect listed on the card take place.

Block Cards

Only Lords can play Block cards in response to Exiles who are starting a Leadership Contest.

Card Type Notation

F Fight Contest (Attack)

L Leadership Contest (You must have at least 1 Army to play)

W Willpower Contest

X Special

B Block

C Capture

N Negate

A Action (Play this as an Action)

LC Leadership Contest

Card List

Card Name:	Type:	Effect:
Assassination	F	Attack Target Prince
Duel	F	Attack Target Prince
Swordfight	F	Attack Target Prince
Grapple	F	Attack Target Prince
Capture	C	Capture Prince that just took damage
Imprison	C	Capture Prince that just took damage
Call the Guards	C	Capture Exile Prince that just attacked
Exile	X	Exiled Player Prince must discard 3 cards

Card Name:	Type:	Effect:
Distractions of Court	X	Player with King must discard 3 cards
Get Away	N	Negate a Fight Contest
Hide in Shadow	N	Negate a Fight Contest if you are an Exile
Lords in Amber	N	Negate a Fight Contest if you are a Lord
Secret Passages	N	Negate a Capture card
Invade Amber	L	Conquer Amber
Attack by Sea	L	Conquer Amber
Scale Mount Kolvir	L	Conquer Amber
Storm Castle Amber	L	Conquer Amber
Battle Wounds	X	Target Prince who just lost a LC takes 1D6 damage
Prisoner of War	C	Capture Target Prince who just lost a LC
Shadow Armies	X	Exile Prince gets Leadership +1D6 this contest
Walls of Amber	B	Lord gets Leadership +1D6 this contest
Monsters & Storms	B	Target Exile Prince loses 1D6 Armies
Raiding Parties	B	Target Exile Prince loses 1D6 Armies
Jewel of Justice	B	Target Exile Prince loses 1D6 Armies
Ambush	B	Target Exile Prince loses 1D6 Armies
Shadow Obstacles	B	Target Exile Prince loses 1D6 Armies
Block the Way	N	Negate a Leadership Contest
Trump Travel	X	Escape Capture
Shadow Mastery	N	Negate a Block card
Shadow Assassins	A	Target Prince takes 1D6 Hits
Influence	A	Gain control of target neutral Prince
Promises	A	Gain control of target neutral Prince
Go with the Winner	A	Gain control of target neutral Prince
Mutual Hatred	A	Gain control of target neutral Prince
Betrayal	A	Target Ally Prince becomes neutral
Mistrust	A	Target Ally Prince becomes neutral
Manipulation	A	Target Ally Prince becomes neutral
Keep Options Open	A	Target Ally Prince becomes neutral
Psychic Hold	W	Target Prince gets -7 to his next Contest
Contest of Wills	W	Opponent must discard 3 cards
Mental Domination	W	Gain Control of target Prince
Psychic Attack	W	Target Prince takes 1D6 damage
Mind Probe	W	Look at opponents Hand
Break Contact	N	Negate a Will Contest
Emotional Fury	X	Gain Will +5 for this contest
Show Mercy	X	Target Prince you just damaged becomes neutral
Amnesia	X	Exile Prince can make no actions for 1D6 turns
Walk the Pattern	A	Draw 3 cards and discard 2
Plan Ahead	A	Look at next 7 cards in deck
Guile and Cunning	A	Look at next 7 cards in deck
Family Gossip	A	Look at opponents Hand
Speak to Sister	A	Look at opponents Hand
Blessing of Oberon	X	Gain an extra turn
Dworkin	A	Escape Capture
Rescued	A	Escape Capture
Narrow Escape	N	Negate a Capture
Not really Dead	X	Killed Prince returns to play as a Neutral Prince

Links

Amber Dictionary Amber Series





American Game Hunter

Introduction

Rummy Variant with Hunting Theme and special deck.

The Deck

Players share a common deck. The deck has 5 different card types:

- W** Weapons
- T** Techniques
- H** Habitats
- P** Prey
- S** Spoilers

The deck contains one card of each described in the card list.

Card List

Card Name	Type
White Tailed Deer	P
Cottontail Rabbit	P
Wild Turkey	P
Ring-necked Pheasant	P
Mallard Duck	P
Moose	P
Black Bear	P
Elk	P
Antelope	P
Pronghorn	P
Bobwhite Quail	P
Mule Deer	P
Black Tailed Deer	P
Geese	P
Small Game	P
Puddle Ducks	P
Diving Ducks	P
Snowshoe Hairs	P
Squirrel Hunting	P
Raccoon	P
Ruffed Grouse	P
Partridge	P
Waterfowl	P
Sight	S
Night Vision	S
Smell	S
Hearing	S
Moveable Ears	S

Winning

Be the first to make a kill. To make a Kill your hand must have: 1 card each of the Weapon, Habitat, Prey, and Spoiler cards and 2 Technique cards.

Setup

Players are dealt a hand of 7 cards.

Turn Sequence

Players take turns. On your turn draw the top card from the deck or discard and discard a card.

Card Name	Type
Deciduous Forest	H
Single-Shot Action Rifle	W
Hunting Rifle	W
Falling Block Action Rifle	W
Repeating Action Rifle	W
Bolt Action Rifle	W
Lever Action Rifle	W
Pump Action Rifle	W
Heavy Rifle	W
Light Rifle	W
Short Barrel Carbine	W
Bowhunting	W
Compound Bow	W
Recurve Bow	W
Long Bow	W
Muzzle Loader	W
Black Powder Rifle	W
Smoothbore Musket	W
12 Gauge Shotgun	W
20 Gauge Shotgun	W
Double Barreled Shotgun	W
Single Barreled Shotgun	W
Light Shotgun	W
Heavy Shotgun	W
Buckshot	W
Magnum Rounds	W
Variable Power Scope	T
Open Sight	T

Card Name	Type
Communication	S
Color Vision	S
Freezing	S
Scent Glands	S
Positioning	S
Zig-zagging	S
Speed	S
Detect Scent	S
Alarm Calls	S
Hide	S
Camouflage	S
Thicket	S
Survival Adaptations	S
Open Timber	S
Winter Cover	S
Tall Grass	S
Highly Developed Senses	S
Small population	S
Dense Vegetation	S
Mountain Slope	H
Forest Clearing	H
Farmland	H
Grassland	H
Hardwood Forest	H
Swamp	H
Bog	H
Lake	H
Lowlands	H
Mixed Forest	H
Transition Zone	H
Succession Zone	H
Powerline Corridor	H
Stream	H
Meadow	H
Marsh	H
Rocky Mountains	H
Brushland	H
Private Land	H
Semi-Arid Desert	H
Coniferous Forest	H
Wetland	H

Card Name	Type
Peep Sight	T
Crosshair Reticle	T
Wide Angle Scope	T
Solid Rest for Rifle	T
Prone Firing Position	T
Modified Choke	T
Snap Shooting	T
Sustained Lead	T
Tracks	T
Droppings	T
Feeding Signs	T
Bed/Roost	T
Camouflage Netting	T
Game Trail	T
Lure	T
Bait	T
Still Hunting	T
Shade	T
Binoculars	T
Rutting Season	T
Soft Clothing	T
Scrapes & Rubs	T
Visual Clues	T
Test the Wind	T
Elevated Stand	T
Feeding area	T
Tower Blind	T
Stalking	T
Calls	T
Driving Game	T
Decoys	T
Jump Shooting	T
Pass Shooting	T
Flushing Game	T
Hunting Dogs	T
Pointer	T
Flusher	T
Hound	T
Float Hunting	T
Move Quietly	T
Morning or Evening	T





American Revolution

Introduction

Two player Card game of the American Revolution. One player is the Americans, the other is the British.

The Deck

Players share a common deck. The card list has 120+ cards. The deck has 1 of each card on the list.

Strategic Turns

The game is played in 7 Strategic turns corresponding to the 7 years of the war: 1775, 1776, 1777, 1778, 1779, 1780, 1781.

Victory

The winner is the first player to win 3 turns in a row, or if this does not occur, the player to win turn 1781. (Its not how many battles you won, its who won the last battle)

Setup

The Americans are dealt 1/3 of the deck. The British are dealt 1/3 of the deck. The remaining 1/3

is set aside (and not used).

Strategic Turn Sequence

Pronounce which year this turn corresponds to. Both players go through their deck and take out which cards they want to play this turn. Both players play these cards face to the table simultaneously.

Cards that specify a year must be the same as the current Strategic turn. Note: Cards of Year = X can be used in any turn. Only the American player can use American cards.

Only the British player can use British cards. Both players can use cards of the "Either" type. Add up the force of all cards played.

Compare the Force totals of both players. The higher Force total wins the turn. Americans win ties.

All played cards are discarded face up. Keep track of which player won which years.

Card List Abbreviations

Side American (A), British (B), or Either (E)

Type Leader (L), Troops (T), Event (EV), Battle (BT)

Card List

Card Name:	Side	Type	Force	Year
General George Washington	A	L	5	X
General Nathaniel Greene	A	L	3	X
General Benedict Arnold	A	L	3	1775-9
General Lincoln Benjamin	A	L	3	X
General Horatio Gates	A	L	3	X
General Charles Lee	A	L	3	X
General Daniel Morgan	A	L	3	X
General William Moultrie	A	L	3	X
Baron Von Stuben	A	L	3	1777+
Captain John Paul Jones	A	L	3	X
Thomas Jefferson	A	L	3	X
Francis Marion the Swamp Fox	A	L	3	X
Sam Adams	A	L	3	X
Marquis de Lafayette	A	L	3	1778+
Comte de Rochambeau	A	L	3	1778+
George Rogers Clarke	A	L	3	X
Don Bernardo Galvez	A	L	3	1779+
Benjamin Franklin	A	L	3	X
Continental Congress	A	L	3	X

Card Name:	Side	Type	Force	Year
General Carleton	B	L	3	X
General Sir William Howe	B	L	3	X
General John Burgoyne	B	L	3	X
General Sir Henry Clinton	B	L	3	X
General Lord Charles Cornwallis	B	L	3	X
General Augustine Prevost	B	L	3	X
General Gage	B	L	3	X
Banastre Tarleton	B	L	3	X
French Fleet	A	T	2	1778+
Continentalists	A	T	2	X
Minute Men	A	T	2	X
Militia	A	T	2	X
French Troops	A	T	2	1778+
Patriot Irregulars	A	T	2	X
Colonial Army	A	T	2	X
British Fleet	B	T	2	X
British Regulars	B	T	2	X
British Redcoats	B	T	2	X
Tories	B	T	2	X
Iroquois Indian Allies	B	T	2	X
Royalists	B	T	2	X
Mohawk Indian Allies	B	T	2	X
Hessian Mercenaries	B	T	2	X
Garrison	E	T	1	X
Siege	E	T	1	X
Bayonet Attack	E	T	1	X
Bombardment	E	T	1	X
Expeditionary Force	E	T	1	X
Wheel About	E	T	1	X
Outflank	E	T	1	X
Encircle	E	T	1	X
Counterattack	E	T	1	X
Rearguard Action	E	T	1	X
Lines of Communication Cut	E	T	1	X
Night March	E	T	1	X
Surprise	E	T	1	X
Enlistments	E	EV	1	X
A Shot Rang Out	A	EV	2	X
Spirit of Rebellion	A	EV	2	X
French Supplies	A	EV	2	X
Tory Uprising	B	EV	2	X
Indian Raids	B	EV	2	X
Lexington	B	BT	4	1775
Concord	A	BT	4	1775
Bunker Hill	A	BT	4	1775
Falmouth Maine Burned	B	BT	4	1775
Montgomery captures Montreal	A	BT	4	1775
Quebec	B	BT	4	1775
Fort Ticonderoga Captured	A	BT	4	1775
Saint Johns	A	BT	4	1775
Great Bridge	A	BT	4	1775
Moores Creek Bridge	A	BT	4	1776
Charleston (Fort Moultrie)	A	BT	4	1776

Card Name:	Side	Type	Force	Year
Long Island	B	BT	4	1776
Valcour Island	B	BT	4	1776
Trenton	A	BT	4	1776
Crossing the Delaware	A	EV	4	1776
Siege of Boston	A	BT	4	1776
Fort Washington	B	BT	4	1776
White Plains	A	BT	4	1776
Nathan Hale	A	EV	4	1776
Common Sense by Thomas Paine	A	EV	5	1776
Declaration of Independence	A	EV	7	1776
Princeton	A	BT	4	1777
Danbury	A	BT	4	1777
Fort Ticonderoga Captured	B	BT	4	1777
Fort Stanwix	A	BT	4	1777
Bennington	A	BT	4	1777
Brandywine Creek	B	BT	4	1777
Freemans Farm	A	BT	4	1777
Paoli, Pennsylvania	B	BT	4	1777
Germantown	B	BT	4	1777
Fort Montgomery Captured	B	BT	4	1777
Fort Mercer & Fort Mifflin	B	BT	4	1777
Bemis Heights	A	BT	4	1777
Saratoga	A	BT	7	1777
Valley Forge Winter Retreat	B	EV	3	1777
France Declares War	A	BT	4	1778
Monmouth, New Jersey	A	BT	4	1778
Newport, Rhode Island	B	BT	4	1778
Savannah Captured	B	BT	4	1778
Vincennes	A	BT	4	1778
Stony Point	A	BT	4	1779
Spain Declares War	A	BT	4	1779
Paulus Hook	A	BT	4	1779
Kettle Creek	A	BT	4	1779
Newtown	A	BT	4	1779
Briar Creek	B	BT	4	1779
Spring Hill	B	BT	4	1779
Port Royal Island	A	BT	4	1779
Stono Ferry	B	BT	4	1779
Charleston Captured	B	BT	6	1780
Benedict Arnold Traitor	B	EV	4	1780
Waxhaw Creek Massacre	B	BT	4	1780
Camden	B	BT	6	1780
Kings Mountain	A	BT	4	1780
Morristown Winter Quarters	B	EV	3	1780
Chesapeake Capes	A	BT	4	1781
Holland Declares War	A	BT	4	1781
Cowpens	A	BT	4	1781
Guilford Court House	B	BT	4	1781
Mutinies	B	EV	4	1781
Hobkirks Hill	B	BT	4	1781
Ninety Six South Carolina	A	BT	4	1781
Eutaw Springs	A	BT	4	1781
Yorktown	A	BT	7	1781

Cardset Available

by goyatlay. [Click Here](#)





Material You need the altar, a 5x5 map signed A1 to E5, and 5 amulets (pawns), in colors or shapes different. A 30-card deck is needed corresponding to the map grid (A1 to E5) and the 5 amulets. Since players

The spell book The wizards should draw their spell books as following: A table, consisting of 8-10 rows - 5 rows for the amulets, 3-5 rows for the wizards. The rows should be named with the amulets and the wizards' names. The wizards' names should begin with the own name and then proceed clockwise. An example spell book could look like this:

[illegible]

1. If his amulet is on his own field, he answers "I'm home". All players note a '*'.

Casting a spell A wizard may interrupt the game at any time, if he thinks he found out all the spirits' amulets and their coordinates. He places the assumed player amulets on their assumed homes and all the assumed non-player amulets at random altar fields. This is his try of casting the spell. The others players (the spirits) now check this try clockwise, beginning with the left neighbour. If his personal amulet stands on his personal field, he answers "yes", and the next player continues checking. If it doesn't, he says "No", and the casting has failed. The trying wizard may not ask the spirits anymore, and the game continues where interrupted before. But if all spirits answer "Yes", they are freed and the casting wizard wins the game.

Designer's note This game, years old and deriving

from boring school times, is nothing else but a master mind clone, but a funky multi-player one. Experienced players should not need more than 5-6 questions. This is not really a party game, since all players stare at

their notes and beg each active player for a thinking break :) - give it a try.

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Anatolia 1000 Bc

Introduction

War game for 2-6 players. Each player controls a civilization in the area of Asia Minor circa 1000 BCE. Each turn represents 10 years.

Components

Map (see bottom of page) Player Counters Player Mats Victory Track Dice

The Map

The map is divided up into numerous regions. Note that regions are also referred to as territories, and spaces. Each region provides a specific resource.

Some regions are the starting locations of Civilizations (Boldface). Some regions start with a City (Italics and Strikethrough). Fish regions are Sea Regions.

The Egypt and Attica Trade spaces are Sea Regions. The Island of Rhodes is a land Region completely enclosed by a Sea Region.

Player Counters

Note that the term Markers, Tokens, and Counters are interchangeable. Each player has a set of counters of a unique color. Counters are used on the map to indicate control of regions and placement of cities.

Counters on player mats are used to keep track of resources.

Neutral Markers

These are used to indicate a space is controlled by a non-player civilization/tribe. Use white, black, or grey colors for neutral counters.

Player Mats

Each player gets a player Mat. A Mat is divided into 14 Sections. Sections are also referred to as Boxes or Spaces.

The Sections are labeled:

1. Population
2. Armies
3. Fleets
4. Ideas
5. Metal
6. Stone
7. Wood
8. Grain
9. Wine
10. Fish
11. Fruit

12. Olives
13. Livestock
14. Monuments

Each section is large enough to make a stack of player counters. Mats are used to keep track how many of each resource a player has.

Victory

The first player to accumulate 100+ Victory Points (VP) wins. If the Knowledge deck ever runs out, the game immediately ends and the player with the most VP wins.

Victory Track

This is a winding track of 100 numbered spaces. Each player uses a marker to keep track of how many VP they have.

Decks

There are 2 Decks: The Event Deck The Knowledge Deck

The Knowledge Deck

The top 4 cards of the Knowledge deck are always kept face up. There are several types of Resource Cards: Continuous cards, Bonus cards, Advantage cards. Continuous Knowledge cards provide a 1 specific Resource Point every turn in Resource Phase.

Bonus cards provide a one time bonus of 1 or more Resources. Advantage cards provide a continuous bonus to warfare or some other aspect of play.

Dice

Six and Ten sided dice are used.

Setup

Each player gets a set of counters of a unique color. Each player picks one civilization to control. Players place one marker on the map on the starting space of that civilization.

Players cannot pick a civilization adjacent to Civ picked by another player. Players roll high on 1D10 to see who goes first. Play proceeds clockwise. Each player starts with 2 Surplus Populations.

Each player starts with 2 Armies and/or Fleets. (Fleets may only be picked if the Civ is adjacent to a water region) Each player rolls 10 times on the Random Resource Table. Each roll gives one unit of the indicated Resource.

Place a neutral marker in every space not controlled by a player. Place 2 neutral markers in every City start

Random Resource Table

1D10	Resource:
1	Fruit
2	Olives
3	Livestock
4	Gold
5	Metal

space.

1D10	Resource:
6	Stone
7	Timber
8	Grain
9	Wine
0	Fish

Turn Sequence

Players take turns. Each turn has 9 Phases:

1. Resource Phase
2. Trade Phase
3. Event Phase
4. Upkeep Phase
5. Knowledge Phase
6. Build Phase
7. Recruit Phase
8. Conquest Phase
9. End Phase

Resource Phase

Gain 1 Resource from each of your Territories. Place a counter on the appropriate box of the player mat. Copper, Iron, and Tin all count as Metals.

Trade spaces provide Gold. Gold and Silver spaces count as Gold. Citrus and Figs count as Fruits.

Wheat and Barley count as Grain. Hunting and Herding count as Livestock. Each City provides 1 Gold and 1 Victory Point.

Each Monument provides 1 Victory Point. Continuous Knowledge cards provide a 1 specific Resource Point every turn in Resource Phase.

The Golden Rule

At any time you may convert 2 Gold into 1 Resource of any type. Likewise, at any time you may convert 2 Resources of the same type into 1 Gold.

Trade Phase

You may trade resources with your opponents.

Event Phase

Roll 1D6. On a roll of 4-6 draw 1 card from the Event Deck. If the event deck ever runs out, shuffle the discard and draw from it.

Upkeep Phase

Cities, Armies, Fleets, and Surplus Population have an upkeep cost of 1 Food of any type. If this cannot be paid, remove the unsupported unit from play. Ignore upkeep phase on your first turn of the game.

Knowledge Phase

Roll once on the Idea Table. Possession of Advance Knowledge cards with the Discovery Trait allow 1 extra roll each. The top 4 cards of the Knowledge deck are always kept face up.

You may buy one or more of the top 4 cards of the Knowledge deck. Their cost is in Idea Points. Bonus cards provide their one time bonus of 1 or more Resources immediately.

Place your Knowledge cards face up next to you on the table.

The Idea Table

1D10	Result
1-4	Nothing
5-9	Gain 1 Idea Point
10+	Gain 2 Idea Points

Record Idea Points on your Player Mat.

Build Phase

You may build 1 or more cities and 1 or more monuments. A City costs 2 Stone, 2 Wood, and 2 Surplus Population. A Monument costs 5 Stone and 1 Surplus Population.

A Monument gives an immediate bonus of 10 VP. To signify that you have built a city, place a marker onto the map onto a land region where you already have 1 or markers. To signify that you have built a monument, place a marker onto your player map on the monument space.

A Land Region may contain a maximum of 5 cities. Sea Regions may not contain cities.

Recruit Phase

You may recruit 1 or more Surplus Populations, Armies and/or Fleets. A Surplus population costs 3 units of Food of different types. An Army costs 3 Metal and 1 Surplus Population.

A Fleet costs 3 Wood and 1 Surplus Population.

Conquest Phase

You may attack target adjacent land regions with your Armies. You may attack target adjacent sea regions with your Fleets. A unit may keep attacking until it is destroyed or the player decides to stop.

For each attack, roll once on the Conquest Table. Advance Knowledge cards with the Warfare trait give you +1 to your roll on the Conquest Table. Likewise, facing opponents with Warfare bonuses give you -1 to your rolls.

Some Event cards will give a Modifier to your roll on the Conquest Table. Get a -1 to the Conquest roll for each city in the target Region. Get +1 to the Conquest roll if you have twice as many or more armies as the

defending Civilization.

Get +1 to the Conquest roll if the defender is a Neutral Civilization. Get -1 to the Conquest roll if you have twice as few or less armies as the defending Civilization. Get a -1 to the Conquest roll if the Region produces Stone or Metal.

If you conquer a region controlled by another player, he may prevent the conquest by sacrificing one of his armies (land region only) or fleets (sea region only). When you conquer a Region, if there are 1 or more cities there, discard 1 city and gain 2D6 Gold (Pillage Rule). When you conquer a Region, replace all the markers on it with markers of your own color.

Allies Rule: Players may lend each other Armies and Fleets (to the attacker or Defender).

The Conquest Table

1D10	Result:
1-4	The Attacking Unit is Destroyed
5-6	The Attacking Unit is Destroyed and The Target Region is Conquered
7-10+	The Target Region is Conquered

End Phase

Resources in excess of your stockpile limit are discarded in end phase.

Stockpile Limit

Except for gold, the most Resources you can keep of a single type is 8. The Limit for Gold is 24. Excess Resources are discarded in end phase.

Some Advance Knowledge cards will give a bonus to your Stockpile Limit.

Tribute Rules

Before attacking an opponent, you may demand Tribute as payment to not attack.

Peace Cards

When you buy a Peace card, pick a target opponent. Neither of you may attack each others Regions or ally

against each other for each of your next 3 turns.

Resurgence Rules

If your civilization is completely conquered, you may keep your VP and restart as a new Civilization. Pick from any available neutral civilizations first. If none are available, pick any Civ that is not the identity of an opposing player. Start in control of the chosen Civs start space with resources and units as described in the setup rules. You may also at the beginning of your turn give up on your current Civ and pick a new one; all the territories of the old one become neutral.

Knowledge Deck Card List Notation

- A** Advance card
- B** Bonus card
- C** Continuous card
- P** Peace card

Knowledge Deck Card List

Card Name:	Cost	Type	Notes
King Midas	4	B	Gain 12 Gold
Migration	5	B	Gain control of 2 adjacent neutral territories
Allies	3	B	Gain 1 Army
City State	5	B	Gain 1 City and 2 VP
Found Town	4	B	Gain 1 City
Coinage	3	B	Gain 9 Gold
Dynasty	3	B	Gain 2 VP and 6 Gold
Alphabet	3	B	Gain 6 VP
King Gordias	3	B	Gain 3 VP and 3 Stone

Card Name:	Cost	Type	Notes
Mythology	5	B	Gain 10 VP
Architecture	5	C	Gain 1 VP in Resource Phase
King Tantalus	4	B	Gain 4 VP and 6 Gold
Bronze Age	2	B	Gain 4 Metal
Iron Working	3	B	Gain 6 Metal
Double Headed Axe	3	B	Gain 3 VP and 3 Metal
Paganism	2	B	Gain 4 VP
Worship of Cybele	4	B	Gain 4 VP and 1 Surplus Population
Polytheism	4	B	Gain 8 VP
Music Traditions	3	B	Gain 6 VP
Religious Cults	3	B	Gain 2 VP and 1 Surplus Population
Famous Archers	5	C	Warfare +1
Distinctive Costumes	4	B	Gain 1 VP per Region you control
Electrum	2	B	Gain 6 Gold
Trade Routes	3	B	Gain 2 Gold per City you control
Maritime Power	3	B	Gain 1 Fleet
Slaves	2	B	Gain 2 Grain and 2 Stone
Mausoleum	6	B	Gain 1 Monument
Engineering	3	C	Gain 1 Stone in Resource Phase
Viticulture	3	C	Gain 1 Wine in Resource Phase
Mining Techniques	3	C	Gain 1 Metal in Resource Phase
Monolithic Sculpture	3	B	Gain 2 VP and 4 Stone
Swift Horses	4	A	Land Warfare +1
Many Fortresses	3	A	Land Warfare Defense +1
Famous Hunters	3	C	Livestock +1
Fierce Warriors	5	A	Warfare +1
Unique Pottery Style	4	CB	Stockpiles +1 and 3 Wine
Art	5	AB	Discovery and 2 VP
Philosophy	4	A	Discovery
Science	5	AB	Discover and 2 Metal
Irrigation	3	C	Gain 1 Grain in Resource Phase
Agriculture	3	B	Gain 3 Grain and 3 Olives
Legal System	4	CB	Stockpiles +1 and 2 VP
Suzerainty	3	B	Gain control of 1 Adjacent Territory
Seamanship	3	C	Gain 1 Fish in Resource Phase
Treaty	2	P	Peace Gain 2 VP
Diplomacy	2	P	Peace Gain 2 VP
Superior Organization	5	A	Warfare +1
Craftsmen	3	C	Gain 1 Gold in Resource Phase
Chariots	4	A	Land Warfare +1
Citadels	3	A	Land Warfare Defense +1
Royal Road	3	B	Gain 3 VP for every City you control
Colony	3	B	Gain control of 1 non-adjacent neutral Region
Orchards	3	B	Gain 3 Fruit and 3 Olives
Aegean Trade	5	C	Gain 1 Random Resource in Resource Phase

Event Deck

Card Name:	Notes
Famine	Lose 1 Surplus Population
Plague	Lose 1 Surplus Population
Storm	Lose 1 Fleet
Drought	Lose all your Grain
Blight	Lose all your Fruit
Disease	Lose 1 Army
Pestilence	Lose all your Livestock
Corruption	Lose 2D6 Gold
Dark Ages	Lose 2 Idea Points
Golden Age	Gain 1 extra Phase of your choice this turn
Progress	Gain 1 Idea Point
Prosperity	Gain 5 Gold
Immigrants	Gain 1 Surplus Population
Refugees	Gain 1 Surplus Population
Earthquake	Lose 1 Monument
Ruins	Lose 1 City
Fire	Lose all your Wood
Great King	Gain Warfare +1 this Turn
Rebellion	One of your territories becomes Neutral
Revolt	One of your territories becomes Neutral
Mined Out	One of your Metal Regions no longer produces
Trade	Gain 5 Gold
Dissemination	Gain 1 Idea Point
Conquest	Gain Warfare +1 this Turn
Raids	Steal 2 Resources from target Opponent
Epidemic	Lose 1 Surplus Population
Civil War	Lose 1 Army
Weak King	Suffer Warfare -1 until end of your next turn
Annexation	Gain control of 1 adjacent Region
Conversion	Gain control of 1 adjacent Region
Piracy	Lose 2D6 Gold
Vitality	Gain 1 extra Phase of your choice this turn
Legendary King	Gain 1 extra Phase of your choice this turn
Population Explosion	Gain 1 Surplus Population
Prophecy	Look at next 7 cards of either deck
Forgotten Lore	Lose 1 Continuous or Advance Knowledge card

Optional Rules

Strong Starts: At the start of the game, each player begins in control of all the adjacent regions surrounding their start space. **Cimmerian Late Start:** If the game goes 20 or more turns, a player may pick per the Resurgence rules to restart as the Cimmerians. The Cimmerians Start space is the region immedi-

ately above the Elamite Start space. The Cimmerians start with 6 Armies. **Knowledge Starts:** Certain Civs Start with 1 Specific Knowledge card: Ionians - Philosophy Arameans - Swift Horses Dorians - Aegean Trade Archeans - Maritime Power Phrygians - Famous Archers Lydians - Currency Phoenicians - Colony Lu-vians - Iron Working Amazons - Famous Hunters







Ancient Civilizations

Introduction

Dice and Record Keeping game for 2-4+ players. Civilization building Theme.

Victory

At the end of the game, the player with the most Victory Points wins. The game ends when anyone reaches 20 or more Territories.

Automatic Loss

If a player ever goes to zero territory or population he automatically loses.

Stat:	Abbreviation:
Cities	City
Infrastructure	Infra
Ideas	Idea
Victory Points	VP
Population	P
Stability	S
Territories	T

These numbers can go up and sometimes down. Each player will need a copy of the Record page to keep track. A player will also need to write down which

Component Overview

Rules and Charts. Charts and Pawns. Six-sided Dice.

Record Page and Writing Implements. One set of common counters.

Stats

Each Civilization has 14 Stats:

Stat:	Abbreviation:
Food	F
Resources	R
Culture	C
Military	M
Gold	G
Zeal	Z
Wonders	W

Wonders they own, and Which type of Leader they currently have.

Record Page

Name	:
Leader	_____
Infrastructure	_____
Victory Points	_____
Population	_____
Territories	_____
Food	_____
Resources	_____
Culture	_____
Military	_____
Gold	_____
Ideas	_____
Zeal	_____
Stability	_____
Cities	_____
Wonders	_____

Pawns

Each player has a set of 12 pawns of a unique color. There are 13 common Tracks. Pawns move along the

tracks.

The Common Tracks

In the rules the tracks appear as simple lists. However, for play they should be drawn out as circular loops where Each entry is a space that can be occupied by a pawn. Most tracks are 13 spaces long including the start space.

Note: The Pre-History track is extra-long so does not have to be circular The 13 Tracks Include: Pre-History Track Knowledge Track Military Track Cultural Track Agriculture Track Industry Track Building Track Wonder Track Religion Track Government Track Leader Track Trade Track Naval Track Note: In addition to the tracks there are also several charts. Charts do not require pawns.

Pre-history Track

Space:	Notes:
Dawn of Time	Start
Hunting	F+1
Gathering	F+1
Fire	R+1 F+1
Boats	T+1 F+2
Tools	R+1 F+2
Archery	M+1 F+2
The Wheel	R+2
Writing	C+2
Numbers	VP+1
Mysticism	Z+2
Clothing	C+2

Setup

In addition to the boosts received in the Pregame each player gets an additional 5 points in Population, Territory, Food, Stability, Zeal, Military, and Culture. Players place one pawn in the start space of each Track.

Turn Sequence

Players take turns within each phase. There are 16 Phases in a Turn: Start Phase Leader Phase Agriculture Phase Population Phase Resource Phase Build Phase City Phase Wonder Phase Military Phase Culture Phase Religion Phase Government Phase Trade Phase Naval Phase Knowledge Phase End Phase

Roll And Move Rules

In most phases each player will roll one die and move along the indicated Track. The player gets the stat bonuses as described in the space he lands on. Start spaces give no benefits.

If you land on a start space, you may pay 1 Gold to roll 1D6 and move again. If a player lands on a (non-start) space occupied by another player's pawn,

Pregame Phase

Players place one pawn each on the start space of the Pre-History Track. Players roll high to see who goes first. Play proceeds clockwise. They take turns rolling the die and moving their pawns forward along the track.

When a player lands on a space they get the indicated boosts to their stats. They also put a marker on the space. If a player lands on a space that already has a marker they move to any space of their choice.

When every space on the Pre-History Track has been marked the Pregame ends. The Pre-History Track is not used during the main game. Note: In the main game, markers are not used except on the Wonders Track.

Space:	Notes:
The Arch	I+1
Painting	C+2
Cultivation	F+3
Nets	F+3
Metal Working	M+1 G+1
Pottery	C+1 F+2
Domestication	F+3
Papyrus	C+2
Glass	C+2
Migration	P+2
Ritual	Z+2

he must instead take The space immediately before or after or roll 1D6 and move again. Note: Multiple pawns may occupy a single start space.

Start Phase

Players roll high anew to determine turn order within each phase. Play proceeds clockwise.

Leader Phase

Players move on the Leader Track.

Agriculture Phase

Players move on the Agriculture Track. Famine Rule: If your Food Score is ever less than 1 lose 1D6 Population You can have a max of 20 Food points saved up. Extra are lost.

Population Phase

Surplus Rule: A player may pay 5 Food to gain 1 Population.

Resource Phase

Players move on the Resource Track. You can have a max of 10 Resource points saved up. Extra are lost.

Build Phase

A player may pay 2 Resources to move once on the Building Track. Gain 1 Infrastructure Point every time you roll on the Building Track.

City Phase

For every 7 Infrastructure Points a player has he is considered to have 1 City. For every city a player has he may roll once on the City Chart.

Wonder Phase

A player may pay 2 Wonder Points to move once on the Wonder Track. Once you've built a Wonder, put a marker on that spot. No one else can build that Wonder.

Record which Wonders you own. Each Wonder gives you a bonus in Start Phase.

Military Phase

Players move on the Military Track. If a player ever has a Military score greater than 10, roll on the Conquest Chart. After rolling on the Conquest Chart lose 1D6 Military Points.

If a player ever has a Military score less than 1, roll on the Defeat Chart.

War Option

If you land on an opponent's pawn in Military Phase you may declare war: First, move your pawn to the start space. Next both players lose 1D6 Military points. Next both players roll 2D6. These are the War Rolls. The player with the higher Military Score adds 2 to his War Roll.

The higher score wins. There is no winner if the War rolls are tied. The winner steals 2 VP from the loser. If you, the aggressor, won, steal 1 Territory from the loser.

City Chart

Roll:	Result:
1	Gold +1
2	Gold +2
3	Culture +1

Conquest Chart

Culture Phase

Players move on the Culture Track. If you have 10+ Culture points, you must pay 10 Culture Points to gain 1D6 VP.

Religion Phase

Players move on the Religion Track. If a player ever has a Zeal score greater than 10, roll on the Conversion Chart. After rolling on the Religious Conversion Chart you lose 1D6 Zeal Points. If a player ever has a Zeal score less than 1, roll on the Civil War Chart.

Government Phase

Players move on the Government Track. If a player ever has a Stability score less than 1, roll on the Civil War Chart.

Trade Phase

Players move on the Trade Track. At the End of this Phase players may make purchases from the Purchase List Table. By doing this you are converting Gold into other Stats.

Trade Option

If you land on another player's pawn in Trade phase, you each get 1 Idea point and the two of you may freely trade Gold, Food, and Resource Points.

Naval Phase

Players move on the Naval Track.

Knowledge Phase

Players may pay 2 Idea Points to move once on the Knowledge Track.

End Phase

Review Record Pages for omissions and mistakes. Check for game end and automatic loss conditions.

Roll:	Result:
4	Culture +2
5	Resource +1
6	Idea +1

Roll:	Result:	Roll:	Result:
1	Spoils of War: Gold +1D6	4	Glory: VP +2
2	Enslavement: Pop +1D6	5	Territory +1
3	VP +1	6	Territory +2

Defeat Chart

Roll:	Result:	Roll:	Result:
1	Put to the Sword: Pop -1D6	4	Disgraced VP -3
2	Plundered: Gold -1D6	5	Border Dispute: Territory -1
3	Tribute: Gold -1D6	6	Overrun: Territory -2

Note: If you don't have enough Gold, lose it all and roll again.

Religious Conversion Chart

Roll:	Result:	Roll:	Result:
1	Gold +2	4	Stability +2
2	Territory +1	5	Culture +2
3	Population +2	6	Steal 1 Pop from one opponent

Civil War Chart

Roll:	Result:	Roll:	Result:
1	Military -1	4	Territory -1
2	Population -1D6	5	Population -1D6
3	Military -2	6	Territory -2

Purchase List Table

Gold:	Buys:	Gold:	Buys:
2	1 Food	3	1 Culture
2	1 Resource	4	1 Stability
3	1 Military		

Leader Track

Space:	Notes:
Tyrant	Start
Genius	Ideas +3
Wise	Stability +3
Iconic	Culture +4
Religious	Zeal +5
Conqueror	Territory +3
Reformer	Get +1 or -1 to one Roll this turn
Builder	Resources +5 or Wonder +1
Politician	Reroll 1 Die roll this turn
Populist	Get 1 extra Roll on Military, Trade, or Naval Track
Usurper	Stability -1

Space:	Notes:
Weak	Stability -2
Madness	Stability -3

Agriculture Track

Space:	Notes:
Mother Earth	Start
Provinces	Gain Food = 1/3 your Territories rounding up
Farms	Food +3
Livestock	F+2
Groves	F+1
Vineyards	F+1
Herds	F+2
Grain	F+3
Bread & Beer	F+3
Cloth	R+1 M+1 G+1
Blight	Food -1D6
Pestilence	Food -1D6
Drought	Food -1D6

Trade Track

Space:	Notes:
Demand	Start
Trade Route	Gold +3
Sell Surplus	Trade Food or Resources for Gold on a 1 to 1 Basis
Plague	Population -1D6
Traders	G+1
Merchants	G+1
Banditry	Gold -1D6
Caravans	G+2
Coinage	G+3
Diffusion of Knowledge	Ideas +2
Treaty	Stability +2
Slave Trade	Population +1 G+1
Luxury Items	G+3

Naval Track

Space:	Notes:
Call of the Sea	Start
Ship Building	Military +2 Gold +1
Flood	Pop -1 Food -2 Infra -2
River Trade	Resources +1 Food +1 Gold +1
Storm	Military -1D6
Trade Fleet	Gold +3

Space:	Notes:
Piracy	Gold -1D6
Sea Trade	Gold +2 Ideas +1
Expedition	Territory +1 and Military +1D6 -3
Colonization	Territory +1 and Stability +2
Navy	Military +3
Biremes	Military +2

Industry Track

Space:	Notes:
Labor	Start
Clay Pits	Resources +2
Forest Logging	R+3
Masonry	R+2
Quarries	R+2
Mines	Military +1 R+1 Gold +1
Tar, Pitch, and Resin	R+1

Space:	Notes:
Earthquake*	Infra -1D6
Iron Forges	M+2 R+1
Carpentry	R+1
Craftsmen	M+1 R+1 G+1
Brickmaking	R+3
Fire	Infra -1D6

(* Roll 1D6: On a roll of 1 it's a Volcano! Also lose

1D6 Pop)

Building Track

Space:	Notes:
Construction	Start
Temples	Zeal +4
Roads	Infra +1 Gold +2
Bridges	G+3
Aqueducts	Food +4
Port	Gold +3 Culture +1
Granaries	F+3

Space:	Notes:
Wonder	Wonder +1
Walls	Military +3
Fortifications	M+4
Housing	Infra +1 Population +1
Urbanization	Infra +2
Public Works	Infra +1 Culture +3

Wonders Track

Space:	Notes:
Monuments	Start
Stonehenge	Get +1 or -1 to one roll per Turn
Ziggurat	Resources +1 per Turn
Pyramids	Get 1 Reroll per Turn
Mausoleum	Stability +1 per Turn
Colossus	Gold +1 per Turn
Hanging Gardens	Food +2 per Turn

Space:	Notes:
Great Wall	Military +2 per turn
Pantheon	Culture +2 per Turn
Parthenon	Zeal +1 per Turn
Great Library	Ideas +1 per Turn
Colosseum	M+1 and C+1 per Turn
Great Baths	VP +1 per Turn

Knowledge Track

Space:	Notes:
Ancient Wisdom	Start
Mathematics	R+1 M+1 Gold +1
Astronomy	Culture +1 F+1 Z+1
Medicine	Population +1
Engineering	Resources +3
Sailing	M+1 G+2
Calendar	Food +2 Zeal +1

Space:	Notes:
Architecture	R+1 C+2
Metallurgy	Military +3
Fermentation	Food +3
Irrigation	F +3
Breeding	F+2 M+1
Cartography	Territory +1

Religion Track

Space:	Notes:
Worship	Start
Sacred Texts	Zeal +2 Culture +1
Priesthood	Z+2

Space:	Notes:
Theocracy	Z+1 Stability +1
Theology	Z+1 Ideas +1
Divination	Z+1 C+1

Space:	Notes:
Ceremonies	Z+2 S+1
Mythology	Z+1 C+2
Monotheism	Z+3
Holy Days	Z+2

Space:	Notes:
Schism	Zeal -1D6
Holy War	Z+1 Military +2
Heresy	Zeal -1D6

Government Track

Space:	Notes:
Tyranny	Start
Laws	Stability +3
Social Classes	S+2
City States	S+2
Dynasty	S+4
Empire	S+2 Military +1
Democracy	S+1 Gold +2

Space:	Notes:
Bureaucracy	S+2
Republic	S+3
Uprising	Stability -1D6
Autocracy	S+1
Anarchy	Stability -1D6
Corruption	Stability -2 Gold -1D6

Culture Track

Space:	Notes:
Ethnicity	Start
Music & Dance	Culture +2
Sculpture	C+3
Science	Ideas +1 C+1
Sport	C+2 Military +1
Costume	C+1 M+1 Stability +1
Theatre	C+3

Space:	Notes:
Artisans	C+2 Gold+1
Cuisine	C+2 Food +1
Stagnation	Culture -1D6
Literature	C+2 Zeal +1
Jewelry	C+1 G+2
Philosophy	C+1 S+1 Ideas +1

Military Track

Space:	Notes:
Pax	Start
Warrior Code	Military +2 Culture +1
Logistics	M+3
Equestrian	M+2 Gold +1
Allies	M+3
War	Military -1D6
Barbarians	Military -1D6

Space:	Notes:
Raids	Gold +1D6
Incursions	Military -1D6
Raise Army	M+3
Levy Troops	M+2
Mercenaries	M+2
Garrisons	M+2





Ancient Generals

Introduction

Two player card game. Each player is a general fielding an ancient army represented by the player's decks. 100 card common deck.
40 Unit cards & 60 Tactics cards.

Setup

Shuffle the deck. Randomly deal 50 cards to each player. Each player now has his own 50 card deck.
Each player draws a hand of 5 cards from their own deck. The more aggressive player goes first.

Object

Run your opponent out of cards. Destroy his army. A player loses once he has no more cards left in his deck or reserve pile.

Turn Sequence

- Players take turns. Each turn has 6 phases:
1. Scout Phase
 2. Discard Phase
 3. Draw Phase
 4. Flank Phase
 5. Artillery Phase
 6. Attack Phase

Scout Phase

Discard a unit card with the scout trait to your reserve pile to look at your opponents hand, or the next 5 cards in any deck.

Discard Phase

Discard any number of cards from your hand to your reserve pile.

Draw Phase

Draw to fill your hand to 5 cards. If your deck ever runs out, shuffle your Reserve pile and use it as your deck. Cards sent to your Casualty pile stay there for the rest of the game.

Unit Card List

Unit Name	Type	#	Force	Damage	Notes
Slingers	LI	2	1	1	Scout; +5 vs WB, HI, EL; Evade WW

If there are no cards left in your deck or reserve pile, you lose.

Flank Phase

You may discard unit cards with the flank trait to gain one flank point each. Keep a running total of your flank points during the entire game. The player with the most Flank points is called the Encircling army, the other player is the Encircled army.
If tied, neither army is the encircling army.

Artillery Phase

Discard a Siege Artillery card to your reserve pile to cause opponent to discard one card from their deck to their casualty pile.

Attack Phase

Play one or more units from your hand to attack. These are the attackers. Place them face up on the table in front of you. The defending player may play up to one blocking unit per attacker.
The defender assigns specific blockers to specific attackers. Unblocked attackers do damage to the main body of the opponents army. The defender must discard a number of cards from his deck to his casualty pile equal to the damage rating of the attacking unit.
The units of the Encircling army do +1 damage each. If an attacker is blocked compare the force totals of the 2 units. The unit with the lower total is killed and is sent to that players casualty pile.
The victorious unit is sent to his owners reserve pile. A tie in Force values results in both units being killed. If the blocker can evade the attacker, both units are discarded to their reserve piles.
Tactics cards can be played by either player to affect the outcome of the battle.

Unit Types Abbreviation

Light Infantry LI (Skirmishers) Medium Infantry MI Warband WB Heavy Infantry HI Light Cavalry LC Heavy Cavalry HC Elephant EL War Wagon WW

Unit Name	Type	#	Force	Damage	Notes
Bowmen	LI	3	2	1	Scout; +5 vs WB, HI, EL; Evade WW
Javelineers	LI	2	3	1	Scout; +5 vs WB, HI, EL; Evade WW
Psiloi	LI	2	3	1	Scout; +5 vs WB, HI, EL; Evade WW
Auxilia	MI	2	1	2	Scout; +5 vs LI; Evade WB, HI, WW
Peltasts	MI	2	2	2	Scout; +5 vs LI; Evade WB, HI, WW
Barbarians	WB	2	1	3	+5 vs HI, HC, EL, WW
Horde	WB	1	2	3	+5 vs HI, HC, EL, WW
Warriors	WB	1	3	3	+5 vs HI, HC, EL, WW
Legionaires	HI	2	3	3	+5 vs WB, EL, WW
Hoplite Phalanx	HI	2	4	3	+5 vs WB, EL, WW
Horse Archers	LC	3	1	1	Flank; Scout; +5 vs MI, WB, HI, EL; Evade LI, HI, WW
Nomads	LC	3	2	1	Flank; Scout; +5 vs MI, WB, HI, EL; Evade LI, HI, WW
Light Chariots	LC	3	3	1	Flank; +5 vs MI, WB, HI, EL; Evade LI, HI, WW
Medium Cavalry	HC	2	1	2	Flank; +5 vs LI, MI, LC; Evade HI, EL, WW
Cataphracts	HC	2	2	2	Flank; +5 vs LI, MI, LC; Evade HI, EL, WW
Heavy Chariots	HC	2	3	2	Flank; +5 vs LI, MI, LC; Evade HI, EL, WW
Elephants	EL	2	4	2	+5 vs WB, HI, LC, HC
War Wagon	WW	2	5	2	+5 vs WB, EL, Evade LI, LC

Number of that card in the deck

Tactics Card List

Card Name:	#	Effect:
Overrun	6	Increase Damage of attacking unit +2
Bloodlust	5	Increase Force of unit +3
Outflank	6	Play in Flank Phase. Worth 2 flank points
Shields	6	Blocking HI, MI, or WB get Evade combat result
Defensible Terrain	5	Blocking Light Infantry units are +3 and cannot be evaded
Difficult Terrain	5	Opponent cannot flank or attack this turn.
-	-	Play in opponents Flank Phase
Treacherous Terrain	5	Attacking HI, MI, or WB are +3 and cannot be evaded
Reserve	6	Draw 3 extra cards in any Flank Phase
Rally	6	In any Draw phase put 1 card from your Casualty
-	-	pile into your hand
Break Morale	5	Opponent cannot block this turn.
-	-	Play in Artillery Phase
Onagers	1	Siege Artillery
Scorpions	1	Siege Artillery
Catapults	1	Siege Artillery
Ballista	1	Siege Artillery
Trebuchet	1	Siege Artillery

Notes

Non-Artillery tactics cards when played, are sent to your Casualty pile.

Ancient Generals is now a Module for the Thoth

card Engine! (Thank you Zak & Walt O'Hara) for the Thoth card engine Get the module here.

De Bellis Antiquitatis Resource Page

Warfare in the Ancient World





Ancient Skirmish

Introduction

Board & card game for 2 players. Battle between two Ancient Armies. Bronze Age/Age of the Chariot. Each figure represents a group of 500 men.

Victory

You win if you destroy the opposing General or Camp.

The Map

Use an 8x8 chessboard for your battlefield.

Units

Use chits or miniatures to represent units (men). There are 6 types of units: I. Heavy Infantry II. Light Infantry III. Heavy Cavalry IV. Light Cavalry V. General VI. Camp

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share 4 common decks: I. Infantry Deck II. Cavalry Deck III. Shock Deck IV. Missile Deck

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Strategy Phase
2. Move Phase
3. Battle Phase

Strategy Phase

Draw 2 cards from the Infantry and/or Cavalry decks. Draw another 2 cards from the Shock and/or Missile decks. Place the 4 cards into your hand.

Max hand size = 8 cards. Discard excess cards. If a deck runs out, shuffle the discard and draw from it. Whenever a card is played or discarded put it in the discard pile of the appropriate deck.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. Instead of moving just one man in any direction, you have the option of moving one or more men forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. The Target of the attack is destroyed (killed, captured, routed) Your opponent may play Defense cards to negate your attack.

Camps

Camps cannot move, attack, or defend. A camp may share its space with another Unit. A Camp is captured if any enemy unit moves into it.

Generals

Treat Generals as both Light & Heavy Cavalry & Infantry.

Elite Units

Generals & Elite Units must be attacked successfully twice before they are destroyed.

Outflanking Rule

Any Unit bordered on 2 sides by adjacent enemy units is automatically destroyed.

Card Lists Notation

M Movement

A Attack

D Defense

L Card can be used by Light Troops

H Card can be used by Heavy Troops

I Card can be used by Infantry

F Card can be used by Cavalry

HI Card can only be used by Heavy Infantry

LF Card can only be used by Light Cavalry

N Negate Move card just played by opponent

Z Card can be used by any Unit

X Special

Number of copies of that card in deck

Range = How far unit moves or attack goes

Type Purpose of card

Use Type of unit can use the card

Infantry Deck Card List

Card Name:	#	Range	Type	Use
March	5	1	M	I
Advance	5	1	M	Z
Run	5	2	M	I

Card Name:	#	Range	Type	Use
Rough Terrain	3	-	D	I
Difficult Ground	2	-	N	Z

Cavalry Deck Card List

Card Name:	#	Range	Type	Use
Advance	4	1	M	Z
Trot	4	2	M	F
Gallop	4	3	M	F

Card Name:	#	Range	Type	Use
Charge	4	4	M	F
Keep Distance	4	-	D	F

Shock Deck Card List

Card Name:	#	Range	Type	Use
Engage	2	1	M	H
Phalanx Formation	1	-	D	HI
Shield Wall	1	-	D	HI
Large Wood Shields	1	-	D	H
Scale Armor	1	-	D	H
Bronze Helmets	1	-	D	H
Spears	3	1	A	H
Straight Swords	1	1	A	H
Maces	1	1	A	H

Card Name:	#	Range	Type	Use
Khopesh	1	1	A	H
Eye-Axes	1	1	A	H
Pole Axes	1	1	A	H
Epsilon Axes	1	1	A	H
Piercing Axe	1	1	A	H
Javelins	1	2	A	Z
Hurling Sticks	1	2	A	Z
Daggers	1	1	A	Z

Missile Deck Card List

Card Name:	#	Range	Type	Use
Mobility	2	2	M	L
Skirmishers	2	-	D	L
Run Away	1	-	D	L
Hit & Run Tactics 1	-	D	L	
Move & Shoot	1	-	D	LF
Simple Bows	1	2	A	L
Arrows	2	2	A	L
Slings	2	3	A	L
Composite Bows	1	4	A	L
Double Convex Bows	1	3	A	L
Archers	2	4	A	L
Daggers	1	1	A	Z
Javelins	2	2	A	Z
Hurling Sticks	1	2	A	Z

Army Lists

Each player picks one Army.

Sumerian Army List

Unit	#	Notes:
Camp	1	City-State
General	1	King of Ur
Heavy Infantry	10	Phalanx of Spearmen
Heavy Cavalry	4	Heavy 4-Wheeled Chariots pulled by Onagers

Akkadian Army List

Unit	#	Notes:
Camp	1	-
General	1	Son of Sargon
Light Infantry	14	Many Archers

Babylonian Army List

Unit	#	Notes:
Camp	1	-
General	1	Feudal Lord
Light Infantry	1	Royal Bodyguard (Elite) Sutu Slaves
Light Infantry	1	Royal Bodyguard (Elite) Elamite Mercenaries
Light Infantry	6	Citizen Army
Light Cavalry	4	Mounted Archers
Light Cavalry	2	Chariots

Elamite Army List

Unit	#	Notes:
Camp	1	-
General	1	Captain of Elam
Light Infantry	6	Archers

Unit	#	Notes:
Light Cavalry	2	Mounted Archers
Light Cavalry	2	Chariots
Light Cavalry	2	Heavy War Carts with Archers

Egyptian Old Kingdom Army List

Unit	#	Notes:
Camp	1	Arsenal
General	1	Vizier
Light Infantry	4	Militia

Unit	#	Notes:
Heavy Infantry	6	Militia
Light Infantry	2	Nubian Mercenaries
Light Infantry	2	Libyan Mercenaries

Egyptian Middle Kingdom Army List

Unit	#	Notes:
Camp	1	Arsenal
General	1	Theban Prince
Heavy Infantry	1	Royal Bodyguard (Elite)
Light Infantry	5	Permanent Military Service

Unit	#	Notes:
Heavy Infantry	6	Phalanx Spearmen
Light Infantry	1	Nubian Mercenaries
Light Infantry	1	Libyan Mercenaries

Early Egyptian New Kingdom Army List

Unit	#	Notes:
Camp	1	Arsenal

Unit	#	Notes:
Heavy Infantry	6	Phalanx Spearmen

Unit	#	Notes:
General	1	General
Heavy Infantry	1	Royal Bodyguard (Elite)
Light Infantry	5	Archers & Slingers

Unit	#	Notes:
Light Cavalry	1	Chariots
Light Infantry	1	Mercenaries

Late Egyptian New Kingdom Army List

Unit	#	Notes:
Camp	1	Arsenal
General	1	Pharos Son
Heavy Infantry	1	Royal Bodyguard (Elite)
Light Infantry	2	Archers & Slingers
Heavy Infantry	3	Phalanx Spearmen
Light Cavalry	4	Chariots
Light Infantry	1	Libyan Mercenaries
Light Infantry	1	Nubian & Ethiopian Mercenaries
Heavy Infantry	2	Sherden & Philistine Mercenaries

Libyan Army List

Unit	#	Notes:
Camp	1	-
General	1	Tribal Chief
Light Infantry	10	Spears & Bows
Light Cavalry	4	Chariots

Kush Army List

Unit	#	Notes:
Camp	1	-
General	1	Tribal War Chief
Light Infantry	7	Bows & Javelins
Heavy Infantry	7	Heavy Spearmen

Nubian Army List

Unit	#	Notes:
Camp	1	-
General	1	Tribal Chief
Light Infantry	14	Light Archers

Hyksos Army List

Unit	#	Notes:
Camp	1	-
General	1	Desert Prince
Light Infantry	4	Composite Bows

Unit	#	Notes:
Heavy Infantry	6	Scale Armor
Light Cavalry	4	Chariots

Hittite Army List

Unit	#	Notes:
Camp	1	-
General	1	Feudal Noble
Heavy Infantry	1	Royal Guard (Elite)

Unit	#	Notes:
Heavy Infantry	4	Iron Weapons
Heavy Cavalry	5	Chariots
Light Infantry	4	Mercenaries

Philistine Army List

Unit	#	Notes:
Camp	1	-
General	1	Captain
Heavy Infantry	8	Swords & Spears

Sherden Army List

Unit	#	Notes:
Camp	1	-
General	1	Captain
Heavy Infantry	14	Swords

Unit	#	Notes:
Heavy Cavalry	2	Chariots
Light Infantry	2	

Arab Army List

Unit	#	Notes:
Camp	1	-
General	1	Nomad Chief
Light Cavalry	14	Camel Archers

Aramaeen Army List

Unit	#	Notes:
Camp	1	-
General	1	General
Heavy Infantry	6	Spears & Shields

Unit	#	Notes:
Light Cavalry	2	Mounted Warriors
Light Cavalry	2	Chariots
Light Infantry	4	Bows & Slings

Israelite Army List

Unit	#	Notes:
Camp	1	-
General	1	General
Heavy Infantry	1	Royal Guard (Elite)
Heavy Infantry	1	Philistine Mercenaries

Unit	#	Notes:
Heavy Infantry	6	Tribal Militias
Light Cavalry	2	Chariots
Light Infantry	4	Bows & Slings

Judean Army List

Unit	#	Notes:
Camp	1	-
General	1	General
Heavy Infantry	1	Royal Guard
Heavy Infantry	1	Mercenaries

Unit	#	Notes:
Heavy Infantry	6	Tribal Militias
Light Infantry	1	Runners
Light Cavalry	2	Chariots
Light Infantry	3	Bows & Slings

Assyrian Army List

Unit	#	Notes:
Camp	1	-
General	1	Chief General
Heavy Cavalry	1	Royal Bodyguard (Elite)
Heavy Cavalry	1	4-Man Chariots

Unit	#	Notes:
Light Cavalry	2	Horse Archers
Heavy Infantry	6	Spear & Shield
Light Infantry	2	Bows & Slings
Light Infantry	2	Auxiliary Allies





Ancient Warfare

Introduction

Board & card game for 2 players. Battle between ancient armies. Each figure represents a general, camp or unit of troops.

Victory

You win if you destroy your opponents general or 8 of his units. A Camp counts as 2 units.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units.

Unit Type Table

Unit	Move	Range	Notes
Camp	0	1	
General	3	1	
Auxilia	3	1	
Warband	2	1	
Blades	2	1	
Spears	2	1	
Pikes	1	1	
Cavalry	4	1	Heavy Chariots

Army Composition

Every army has 1 General, 1 Camp, and 11 other units. You may designate 2 of your units as "Elite".

Choosing Army Composition

Besides the obligatory General and Camp pick any 11 units from the Unit list.

Dba Armies

For DBA army lists please consult the following site: DBA Online Disclaimer Note: DBA is a licensed copyrighted product. This is merely a fan site.

Units Table Notation

Move Move Limit.

Range = Unit may attack enemy units within this range. Below is a listing of all possible unit types.

Unit	Move	Range	Notes
Knights	3	1	
Psiloi	3	2	
Light Horse	5	2	Light Chariots
Bows	2	2	
Elephants	3	1	
Artillery	1	4	
War Wagons	2	2	
Scythed Chariots	4	1	

Special Ability Card Effects Table

Unit	Type	Special Ability	Notes
General	D	Rally	Rally any adjacent unit
Auxilia	A/D	Open Formation	Either if in Rough ground
Warband	A	Berserker Frenzy	Attack
Blades	D	Shield Wall	Defend
Spears	A	Throw Spears	Attack at range = 2
Pikes	A/D	Receive Charge	Either vs non-missile unit
Cavalry	A	Bows	Attack at range = 2
Knights	X	Dismount	Becomes a Blades unit
Psiloi	A/M	Run	Attack or Move = K
Light Horse	A/M	Wheel About	Attack or Move = K
Bows	A	Indirect Fire	Attack through units

Unit	Type	Special Ability	Notes
Artillery	A	Indirect Fire	Attack through units
Elephants	M+A	Trample	Move = 1 and then Attack
War Wagons	D	Strong Defense	Defend
Scythed Chariots	A	Open Ground	Attack if on Clear ground

A player may play (discard) a special ability card to activate one of the above effects.

Setup

Each player places his units on his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for Psiloi who may move through their own troops. The move card has a number.

This is the number of spaces the unit moves. A Unit cannot use a Move card with a value higher than its move limit. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Each of your units can make up to one attack (kill) on your turn. If one of your units has an enemy unit in range that it can automatically kill, then that unit is destroyed. No card needs to be played. Instead of making an auto-kill you may play (discard) an Attack card to have a unit attack any enemy unit in its range.

The target is destroyed unless it is immune to the attacking unit in which case it is recoiled. A recoiled unit must move back one space if possible. Attacks are diagonal or orthogonal. Units cannot attack through other units.

The defender may play a Defense card to prevent the target card from being killed. If a Recoil card is played the defending unit must move back one space or the Card cannot be played. Artillery cannot move and attack in the same turn.

To play a Supported Attack card the target must be in range of two of your units. To play a Reinforced Defense card the target must be next to a friendly unit. To play a Rally Defense card your general must be within 2 spaces of the unit.

To play an Outflank attack card the attacking unit must be closer to the opponents edge of the board than the defending unit. To play a Rough Defense card the target must be on Rough Ground

Automatic Kill Table

Unit	Automatic Kill:
Auxilia	Elephants, Bows, Psiloi
Warband	Blades, Pikes, Artillery, Bow, Spear
Blades	Bows, Auxilia
Spears	Bows, Auxilia, Pikes, Cavalry
Pikes	Blades, Auxilia, Cavalry
Cavalry	Psiloi, Blades, Bow, Light Horse, Artillery, Auxilia, Warband
Knights	Auxilia, Spear, Pike, Psiloi, Warband, Cavalry, Light Horse
Psiloi	Elephants, Psiloi
Light Horse	Elephants, Knights, Psiloi, Artillery
Bows	Knights, Cavalry, Light Horse, Psiloi, Pikes, Warband
Artillery	Elephants, War Wagons, Scythed Chariots
War Wagons	Cavalry, Knights, Light Horse, Scythed Chariots
Scythed Chariots	Knights, Blades, Warband, Light Horse, Auxilia
Elephant	Knights, War Wagons, Warband, Light Horse, Scythed Chariots

Immunity Table

Unit	Immune to:
Blades	Bows, Artillery
Spears	Bows, Artillery
Psiloi	Everything that do not auto-kill Psiloi
Light Horse	Everything that do not auto-kill Light Horse
Artillery	Bows
War Wagons	Scythed Chariots

Card List Notation

M Movement
A Attack
D Defense

X Special
Type Purpose of card
K as a Knight would move in chess
Number of that type of card in the deck

Card List

Card Name:	#	Range	Type	Notes
Trod	5	1	M	
March	5	2	M	
Fast Pace	5	3	M	
Gallop	5	4-5	M	
Quick	5	K	M	Any unit with a Move of 3+
Attack	5	-	A	
Supported Attack	5	-	A	
Outflank	5	-	A	
Elite	5	-	A/D	Only by Elite units
Push	5	-	D	
Recoil	5	-	D	Move back 1 space
Reinforced	5	-	D	
Rally	5	-	D	
Rough Ground	5	-	D	
Special Ability	8	-	X	
Scout	2	-	X	Look at opponents hand

Terrain Types

Distribute terrain as you see fit. Clear = no modifications Rough = All Units except Auxilia & Psiloi must stop upon entering Rough. War Wagons cannot enter Rough.

Hills = Missile units get range +1 Impassable = No units may enter this space.

German House Rules

by Rudi Hofrichter

On Battlefield

Size of the table is not 8x8 but 12x12 for more historical setup.

On Generals

General is always the nominated element analog the DBA list General is never a LK or a Pl

On Terrain

Terrain setup is analog DBA 2.2. BUAs must be in range of 5 squares of two sides

On Different Types Of Terrain

Terrain covers 6 squares (Wood or hills) Wood blocks line of sight and ranged attacks (exemption indirect fire) BUA (Build up area) covers 1 squared Units in fortified BUA neglect autokills small Rivers runs between squares small rivers block movement and like difficult terrain, on both riverbanks Difficult terrain card can be used if defence is across a river Units on hills can use difficult terrain cards against attacks from lower positions. stepp hills block movement like difficult terrain

Setup As DbA

Defender places the terrain and nominates the sides he want to set up analog DBA 2.2 set up is possible in the last 4 rows but the 2 column on the side must be vacant. Bias in an advanced position may be occupied Attacked places his units Defender swaps two

units Attackers draws card and begins plays (attention defender has yet no cards on his hand)

On Follow Up Movement Pursue

Kn, SCh,Hd,Wb follow up immediately if they kill or force the enemy to retreat and occupy the enemies position.

On Movement

you can play as many movement cards on one unit as you like you must move the exact range on the card (exemption 4-5) Retreats (as result of card or immunity) retreat must be done in a square nonadjacent to any enemy

Elephant

Movement: 3 Range: 1 Special: A Range 2

Horde

Movement:2 Range: 1 No special but no one has an autokill against the horde

Multiplayer Games

Battles: 2 Main players rest of players are either continents of the attacker of the defender contingents draw 3 cards sequence is as following: Attacker, attacker's 1. contingent 2.....3.... Defender, defender's 1. contingent 2. contingent....etc.... Army or contingent disintegrates if general or 2/3 units lost

Post battle sequence: half of the casualties come back. Owner nominates one unit which comes back, opponent nominates one unit as definite casualty and so on. In case of a dead general this unit must be nominated first.

Review

by Rudi Hofrichter:

We are one of the old tin figures collectors club in Germany and one of our members adapted in the thirties, forties and fifties our rules "Kriegsspiel" after his experiences in the war. This follow up of the Kriegsspiel

is called "Planspiel" and covers modern warfare of the period 1930-1960. It is played in our club today in Germany and Austria. Planspiel is very fast and deadly and not comparable with any existing actual rule set. It is a mix of chess, accounting's seminar for a brigade commander on a Military academy and real logistics. But it is played on squares and has autokill rules....as we found your game on the internet we realised that your game is exactly what we shearched for so long. A very fast ancient game which fits on our squares. So your ancient warfare has 2 very important things in common with the legendary Planspiel and was so very attractive to a lot of serious collectors and players in our club. The next point why we think you game is a diamond is because it uses the army list from DBA, with allows us to use our resources material and our armies. Your system creates very historical outcomes if played with historical armies and enemies. As it uses the DBA element types it is easy to explain it to other players and people with thourough historical knowledge.

Another very important aspect is the speed we play our your game: with creation and placing of the terrain + deployment of the armies we need between 15 minutes up to 50 minutes for a game. It is possible to end the game within 1 turn and normally 3/4 of a deck are enough to finish of the opponent. Only multiplayer battles with 4-5 players which draw from one deck need more than 60min. This fastness, if played aggressively, makes it possible to end the game in one round with no discussion possible. No other ruleset is so cruel and leaves an opponent so chanceless as far as I know. This is actually biggest reason I like your system so much. Because the game is so fast it makes it possible to play the original DBA Campaigns in one day. This means we play on one day 8-15 battles with 4-6 people in a historical setting and political interaction between the battles. I also know no other system which enables the player to play completely so many battles on one day with a decisive result in the evening. We are able to play for example the first 2 crusades with all major battles (without stress) on one afternoon and evening!

Cardset Available

By Eric Sprague. Thanks!!!





Ancient Warfare Redux

Introduction

Board & card game for 2 players. Battle between ancient armies. Each figure represents a general, camp or unit of troops.

Victory

You win if you destroy your opponents general or 8 of his units. A Camp counts as 2 units.

The Map

Use a 8x8 chessboard for a small Battlefield.

The Men

Use chits or miniatures to represent units.

Unit Type Table

Unit	Move	Range	Type	Notes:
Camp	0	1	D	
General	4	1	-	Leader
Auxilia	3	1	SLI	
Warband	2	1	SHI	Germanics
Blades	2	1	SHI	
Spears	2	1	SHI	
Pikes	1	1	SHI	Macedonians
Horde	2	1	SHI	
Hoplites	2	1	SHI	Greeks
Legionnaires	2	1	SHI	Romans
Psiloi	3	2	MLI	(Peltasts)
Slingers	3	2	MLI	
Bows	3	2	MLI	
Longbows	2	3	MLI	English
Crossbows	2	3	MLI	Italians
Horse Archers	4	2	MLC	Parthians, Huns
Cataphracts	4	1	SHC	Byzantines (Knights)
Heavy Chariots	4	1	SHC	Babylonians
Light Chariots	4	2	MLC	Egyptians
Scythed Chariots	4	1	SHC	Persians
Elephants	3	1	SHC	Carthagians, Indians
Artillery	1	4	MH	
War Wagons	2	2	DH	

Army Composition

Every army has 1 General, 1 Camp, and 11 other units. You may designate 2 of your units as "Elite".

Choosing Army Composition

Besides the obligatory General and Camp pick any 11 units from the Unit list.

Dba Armies

For DBA army lists please consult the following site: [??DBA Online](#) Disclaimer Note: DBA is a licensed copyrighted product. This is merely a fan site.

Units Table Notation

Move Maximum Move Limit.

Range = Unit may attack enemy units within this range. Below is a listing of all possible unit types.

S Shock
M Missile
D Defensive
H Heavy

L Light
I Infantry
C Cavalry

Special Ability Card Effects Table

Unit:	Type	Special Ability:	Notes:
General	D	Rally	Rally any adjacent unit*
Auxilia	A/D	Open Formation	Only if in Rough ground
Warband	A	Berserker Frenzy	Attack
Blades	-	Efficient Killers	Can Attack Twice per turn
Spears	A/D	Versatile Spears	Either vs Shock unit
Pikes	D	Receive Charge	Kill Shock Unit Attacking them
Horde	-	Great Many	Start Game with 2 such units
Hoplites	D	Shield Wall	Defend
Legionnaires	A	Throw Pilum	Attack at range = 2
Psiloi	D+M	Run Away	Defend and Move Away = K
Slingers	A	Sling Stones	Attack
Bows	-	High Rate of Fire	Can Attack Twice per turn
Longbows	A	Indirect Fire	Attack over unit
Crossbows	D	Defensive Fire	Defend
Horse Archers	A+M	Parthian Shot	Attack and then Move Away = 2
Cataphracts	M+A	Charge	Move = 3 and then Attack
Light Chariots	-	Wheel About	Can Move twice per turn
Heavy Chariots	A	Bows	Attack at range = 2
Artillery	A	Indirect Fire	Attack over units
Elephants	M+A	Trample	Move = 1 and then Attack
War Wagons	D	Strong Defense	Defend
Scythed Chariots	A	Open Ground	Attack if on Clear ground

A player may play (discard) a special ability card to activate one of the above effects.

A Attack type Special Ability
D Defensive type Special Ability
M Movement type Special Ability
X Special type Special Ability

* Rally: the target unit is not destroyed by an attack

Setup

Each player places his units on his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards. Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for Light Infantry who may move through their own troops. The move card has a number.

This is the maximum number of spaces the unit can move. Moves are diagonal or orthogonal.

Army On The March Rule

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Each of your units can make up to one attack on your turn. To attack, play (discard) an Attack card to have a unit attack any enemy unit in its range. The Attacked unit must move back (retreat) exactly one space in the opposite direction of the Attack or be destroyed.

Any unit forced to retreat twice in the same turn is destroyed. Attacks can be diagonal or orthogonal. Units cannot attack over (through) other units.

The Defender may play a Defense card to negate a

Target Attack. Artillery cannot move and attack in the same turn. Light Infantry Attacked by Heavy Cavalry is killed automatically.

(The LI does not get to retreat, it is overrun) Light Cavalry cannot attack Missile Infantry (The MI will outshoot the LC and chase it away) Heavy Cavalry cannot Attack Heavy Infantry that has not already been forced to retreat this turn. (Formed HI presents an impenetrable hedge of spears) Cavalry and Light Infantry can retreat twice from Heavy Infantry attacks in the same turn without being destroyed. (The faster units easily evade the HI) If forced to retreat Elephants are

automatically destroyed.

Other Horse Cavalry will not attack Elephants. (Horses are afraid of Elephants)

Card List Notation

M Movement

A Attack

D Defense

X Other

Type Purpose of card

K as a Knight would move in chess

Number of that type of card in the deck

Card List

Card Name:	#	Range	Type	Notes:
Trod	6	1	M	
March	6	2	M	
Fast Pace	5	3	M	
Gallop	4	4	M	
Run	4	K	M	Any unit with a Move of 3+
Charge	3	1	M+A	Move 1 and then Attack 1
Attack	3	-	A	
Attack for Glory	3	-	A	Only if General within 2 Spaces
Supported Attack	3	-	A	Friendly unit must be adj to target
Outflank	3	-	A	Only by unit that moved this turn
Bloody Work	3	1	A	Only by Shock unit
Rain of Arrows	3	1	A	Only by Missile unit
Elite	3	-	A/D	Only by Elite unit
Push	3	-	A/D	Only by Heavy Infantry
Recoil	3	-	D	Move back 1 space
Reinforced	3	-	D	Friendly unit must be adjacent
Rally	3	-	D	Only if General within 2 Spaces
Skirmish	3	2	AMD	Only by Light units
Difficult Ground	3	-	X	Negate Target Move card
Special Ability	8	-	X	Activate Unit's Special Ability
Scout	2	-	X	Look at opponents hand

A/D Use as Attack or Defend card

M/D Use as Move or Defend card

AMD Use as Attack, Move, or Defend card

Terrain Types

Distribute terrain as you see fit: Clear = No modifications Rough = All Units except LI must stop upon entering Rough. War Wagons cannot enter Rough. Hills = Missile units get range +1 Impassable = No units may enter this space.

Faq Section

Q) Special Ability Cards and regular Move/Attack/Defend-type cards all are in the common deck together? A) Yes, all mixed in.

Q) Are there are actually separate "Special Ability Cards" in addition to the eight "Activate Unit's Special

Ability" cards in the regular deck? A) No. The 8 Special Ability cards can be used to activate any target units SA.

Q) Units listed as "D" (Camp & War Wagons) still need to use a Defend card when attacked? A) Yes

Q) Does the Camp "pack up and move" one space if successfully attacked, or is it destroyed on the first attack? A) Good point. I rule that it is destroyed (...and Looted)

Q) Can War Wagons ever attack? A) Yes (They are limited because some of the attack cards specify unit types, like Infantry, which they are not)

Q) When are Special Ability Cards (SAC) played? A) When appropriate according to the target Unit's Special Ability.

Q) If a SAC was played in movement phase then are you barred from playing one in attack phase that turn? A) The only real limit is that a given unit can only move once and attack once per turn (regardless if

it was a regular or special move or attack). Plus, you can move/attack with multiple units each turn, until you run out of cards.

Q) Can a SAC be played in lieu of regular Attack/Defense (E.g. Versatile Spears can either attack or defend against any Shock Unit by playing this card only; Slingers attack by playing this card only)? A) Yes

Q) Auxilia Special Ability is "Open Formation IF in rough ground?" A) This SA allows them to use a Special Ability card as either an Attack card or a Defense card if they are in a rough ground space.

Q) Warband Special Ability is "Berserker Frenzy." This is an attack, which they could do anyway with an attack card. What is the benefit of this ability? A) It gives them (8) more cards in the deck they can attack with (cards are a limited resource)

Q) Horde Special Ability: Is the extra Horde considered a double-strength unit or is it a separate piece on the board? A) It's a separate piece.

Q) Chariots are considered Cavalry, such that they cannot attack Elephants? A) Yes they won't attack Elephants.





Ant Hill

Introduction

Board & Card game for 2-4 players. Players control rival Ant colonies.

Victory

Destroy all rival colonies.

The Board

Use an 8 x 8 Grid. This represents the backyard of a suburban house.

Terrain

1D6 random spaces are Sweet spots. Get one Food Token in Event phase for each Sweet spot you control. 2D6 random spaces are Concrete Slabs.

Ant counters cannot be placed on Slabs. 1D6 random spaces are Dry spots. Get one Dig Token in Event phase for each Dry Spot you control.

1D6 random spaces are Covered spots. Draw an extra card in Event phase for each Covered Spot you control. Use Tiles to indicate terrain.

Dice

Dice of several sizes are required: D6, D8, D20

Random Space

When asked to determine a random space roll 2 eight sided dice (2D8) to get X and Y coordinates.

The Deck

Players share a common deck.

Ant Counters

Each player gets a set of Ant counters of a unique color. (Red & Black for a 2 player game.)

Tokens

A Food Token counts +1 to your Forage Total (one time only). Likewise for Dig and Breed Tokens. Use tokens of 3 different colors.

Setup

Each player starts in a corner space of the board. Put a stack of 10 counters in this space. This is your starting colony.

The smallest player goes first.

Turn Sequence

Players take turns. Each turn has 5 phases: Worker Phase Event Phase Fight Phase Nest Phase Scout Phase

Worker Phase

Draw 3 cards. Max hand is 7 cards. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it. Players may trade cards in this phase.

Event Phase

Roll once on the Event Table.

1D20	Event:	Notes:
1	Bar-B-Q	Put Food tokens in 4 random spaces
2	Picnic	Put Food tokens in 5 random spaces
3	Pesticides	Kill all Ants in 10 random spaces
4	Kids Party	Put Food tokens in 6 random spaces
5	Good Luck	Draw 1 Card
6	Slug	Put 5 Food Tokens in 1 random space
7	Dead Frog	Put 6 Food Tokens in 1 random space
8	Earthworm	Put 4 Food Tokens in 1 random space
9	Spider	Kill all Ants in 1 random space
10	Millipede	Kill all Ants in 1 random space
11	Caterpillar	Put 4 Food Tokens in 1 random space
12	Ant Lion	Kill all Ants in 1 random space

1D20	Event:	Notes:
13	New Queen	Gain 1D6 Breed tokens
14	Spring	All Players gain 1D6 Breed tokens
15	Good Spot	Gain 1D6 Dig tokens
16-17	Double	Roll twice more on this table
18-20	Rain	All Dig cards are -3 until your next turn

Fight Phase

One of your stacks may attack an enemy Ant stack in an adjacent space. You must play a Fight card with a Level equal to less than the number of ants in your stack. Your opponent may also play a Fight card (with the same limitation).

The target stack loses a number of Ants (killed) equal to the Card played. If you wipe out a space, you may move 1 of your attacking ants into it.

Nest Phase

You may play a meld and tokens. A Meld consists of 3 cards: One each of Forage, Dig, and Breed. Each card has a Level modified by the Tokens played.

Determine your lowest Level in the 3 categories. Gain a number of Ant counters equal to this Level. For Example: You have Forage 3, Dig 7, and Breed 8: You gain 3 Ant counters (of your color).

Place these counters in a space you occupy or in adjacent empty spaces. You may stack any number of Ants in a given space. Discard played Cards and Tokens

Scout Phase

Take control of any Tokens in any space you occupy. Remove these from the board and keep them next to you. Unclaimed Tokens in unoccupied spaces remain until claimed.

Anthill Cardlist

Card Name:	#	Level	Notes:
Forage	1	1	Crumbs
Forage	1	2	Sap
Forage	1	3	Cookie
Forage	1	4	Scouts
Forage	1	5	Snail
Forage	1	6	Aphids
Forage	1	7	Apple
Forage	1	8	Lunchmeat
Forage	1	9	Dead Mouse
Forage	1	10	Dead Bird
Breed	1	1	Pheromones
Breed	1	2	Eggs
Breed	1	3	Larvae
Breed	1	4	Metamorphosis
Breed	1	5	Juveniles
Breed	1	6	Nurses
Breed	1	7	Drones
Breed	1	8	Reproduction
Breed	1	9	Nursery
Breed	1	10	Queen

Card Name:	#	Level	Notes:
Dig	1	1	Soil
Dig	1	2	Burrow
Dig	1	3	Ant Trail
Dig	1	4	Build
Dig	1	5	Complex
Dig	1	6	Tunnels
Dig	1	7	Workers
Dig	1	8	Chambers
Dig	1	9	Mound
Dig	1	10	Ant Hill
Fight	1	1	Intruders
Fight	1	2	Attack
Fight	1	3	Bite
Fight	1	4	Soldiers
Fight	1	5	Defenders
Fight	1	6	March
Fight	1	7	Mandibles
Fight	1	8	Stingers
Fight	1	9	Swarm
Fight	1	10	Army Ants

Faq

1) How do stacks move? Place stacks anywhere or one space a turn? A) Stacks don't move. That's intentional. The only way to expand into new spaces is by Card Melds and Fighting. If you want to move Stacks an optional rule would be to discard a Fight card to move its level in Ant counters one space each. When distributing counters after a Meld the counters

can be spread over several adjacent spaces, they do not all have to go into one space.

2) Is fighting just one round or can you place more cards down after the first. A) One card only as I envisioned it. However, of course you may want to allow more in your House Rules.

3) In your example of reproduction phase, if two food tokens were added, then the total ants added would be 5. Correct? A) Yes, correct.





Apotheosis Of Technology

Introduction

Card Game for 2-4+ players. Theme: Technological Advancements of the next 1000 Years.

Victory

The player with the most Victory Tokens at the end of the game wins. The game ends when the Apotheosis of Technology card is revealed.

Victory Tokens

Players share a common set of Victory Tokens (VT).

Research Tokens

Players share a common set of Research Tokens (RT).

Energy Tokens

Players share a common set of Energy Tokens (ET).

The Decks

There are 10 small decks. Each deck represents a century. Each card represents a new technology, event, discovery, or social change.

Discards And Current Deck

If a card is discarded it goes to the bottom of its deck. The current deck is the oldest deck that still has at least 1 card in it. When Disaster cards are played, they are removed from the game.

Setup

Each player gets 10 VT. Start with the 21st Century Deck. Each player is dealt 2 cards from the deck.

Discard and redraw Disaster cards.

Turn Sequence

Players take turns. Each turn has 4 Phases.

1. Resource Phase
2. Discovery Phase
3. Implementation Phase
4. Progress Phase

Resource Phase

Gain 1 Research Token Gain 1 Energy Token

Discovery Phase

Draw 1 Card from the current deck. Decks are kept face down. Pay 5 RT to draw an extra card.

If the Deck runs out go on to the next deck. Whenever you draw a disaster card reveal and play it immediately. Resolve the Disaster and continue drawing.

Every Player starts with a pick ability of 1. For every increase in pick ability, you may, when drawing a card, draw an extra card, pick 1 of your choice and place the others back on the top of the deck. Disasters don't count against your pick limit.

Implementation Phase

Play 1 card from your hand to the Table. Pay 5 ET to play an extra card.

Progress Phase

Max hand size is 4 cards. Discard excess cards.

Stealing Cards

When you steal from an opponents hand the card goes into your hand. When you steal a card in play, it stays in play, but under your control.

Card Type Notation

- B** Biological (Bio)
- P** Physics (Phys)
- M** Mind
- C** Computing/Communications (Com)
- E** Energy (Eng)
- S** Space
- G** Government/Social (Gov)
- D** Disaster
- WP** When Played
- RC** Random Card
- TC** Target Card
- OH** Opponents Hand
- ND** Next Deck
- IP** In Play
- FO** From Opponent
- AO** All Opponents
- TO** Target Opponent
- EOG** End of Game

Twenty First Century Deck

Name:	Type	Notes:
Stem Cell Research	B	WP Play 1 extra Bio card
Artificial Intelligence	C	Gain 1 RT per Turn
Advances in Longevity	B	Hand Size +1
Moon Base	S	Gain 1 VT per Turn
Advances in Robotics	C	Gain 1 RT per Turn
Lab Grown Artificial Organs	B	WP return TC to Owners Hand
Geothermal Energy	E	Gain 1 ET per Turn
Social Networking	CG	Pick +1
Holographic VR & Hyper-Reality	C	WP Steal 1 Com card IP FO
Holography	C	WP Steal 3 RT from TO
AI Singularity Crisis	D	AO lose 5 VT
Global Ecological Collapse	D	AO discard 1 RC
Nuclear Warfare	D	AO lose all their ET & RT
Renewable Energy Sources	E	Gain 1 ET per Turn
Quantum Computers	C	Hand Size +1
Human Genome Project	B	WP Steal 1 Bio card IP FO
Genetic Engineering	B	WP Draw 1 card from ND
New Materials	P	WP Draw 1 card
Discovery of Extraterrestrial Life	SB	WP Worth 10 VT at EOG
Invisibility	P	WP Steal RC from OH
Paperless & Cashless Society	G	WP Steal 2 VT from AO
Brain Machine Interfaces	BC	Gain 1 RT per Turn
Body Surrogates	BC	WP Gain 10 VT

Twenty Second Century Deck

Name	Type	Notes:
World Government	G	Pick +1
Restoration of Earths Biosphere	B	WP Gain 10 VT
Medical Immortality	B	Hand Size +1
Ram Scoops & Solar Sails	S	WP Worth 10 VT at EOG
AI Directed Research	C	WP Draw 1 card from ND
Androids	C	Gain 1 VT per Turn
Direct Brain Link VR	GC	Gain 1 RT per Turn
Underwater Cities	G	Gain 1 VT per Turn
Solar System Colonization	S	Gain 1 ET per Turn
Cybernetics	BC	WP Steal 1 Com card IP FO
Fusion Reactors	E	Gain 1 ET per Turn
Cure Cancer	B	WP Worth 10 VT at EOG
Accelerated Cloning	B	WP Play 1 extra Bio card
Cryogenic Stasis	BS	WP Draw 1 Card
Molecular Nanotechnology	PC	WP Play 1 extra Card
Nanotech Wars	D	AO discard 1 RC
Self Replicating Machines	C	Gain 1 ET per Turn
Global Weather Control	SP	WP Draw 1 Card

Twenty Third Century Deck

Name	Type	Notes:
Generation Ships	S	WP Steal 1 Space card IP FO
Terraform Mars	SB	WP Gain 10 VT
Space Elevators	SP	WP Play 1 extra Space card
Biomorphic Megastructures	G	Gain 1 VT per Turn
Elimination of Disease	B	WP Worth 10 VT at EOG
Asteroid Mining	S	WP Steal 1 Eng card IP FO
Infinite Prosperity	G	Hand Size +1
AI Dominated Governance	CG	Pick +1
Biocomputers	CB	Gain 1 RT per Turn
Bionics	BC	WP Steal 1 Com card IP FO
Replicant Wars	D	AO Discard 1 RC
Microreactors	E	Gain 1 ET per Turn
Transhumans	B	Gain 1 VT per Turn
Mind Reading Computers	CM	Gain 1 RT per Turn
Artificial Bodies	BC	Pick +1
Brain Transplants	S	WP Draw 1 Card

Twenty Fourth Century Deck

Name	Type	Notes:
Mind Downloads & Transference	MC	Gain 1 RT per Turn
Extinction of Old Religions	G	WP Steal 1 Gov card IP FO
Light Speed Travel	S	Gain 1 VT per Turn
Colonize Other Solar Systems	SG	Pick +1
FTL Communications	CS	Gain 1 RT per Turn
Psychic Awakenings	M	Gain 1 RT per Turn
Machine Rebellions	D	AO Discard 1 RC
Terraform Venus	SB	WP Gain 10 VT
Negative Energy Generators	E	WP Draw 1 card from ND
Antigravity	P	Gain 1 ET per Turn
Sentient Animal Uplift	B	Gain 1 VT per Turn
Antimatter Energy	E	Gain 1 ET per Turn
Collective Consciousness	MC	Gain 1 RT per Turn
Psionic Institutes	MG	WP Steal RC from OH
Mind Analog Cloning	MC	Hand size +1
Practical Immortality	BC	WP Worth 10 VT at EOG

Twenty Fifth Century Deck

Name	Type	Notes:
FTL Travel	S	Gain 1 VT per Turn
Interstellar War	D	AO Discard 1 RC
Colonization of the Galaxy	SG	WP Worth 10 VT at EOG
Human Sub-speciation	B	WP steal RC from OH
Intelligent Metals	C	Gain 1 VT per Turn
Create Lifeforms	B	WP Steal 1 Bio card IP FO
First Contact	SG	WP Draw 1 card from ND
Universal Translator	C	WP Draw 1 Card
New States of Matter	P	Gain 1 ET per Turn

Name	Type	Notes:
Tesseract	SP	WP Gain 10 VT
Dark Energy Conversion	E	Gain 1 ET per Turn
Telepathy	M	WP Steal 3 RT from TO
Dematerialization	P	Pick +1

Twenty Sixth Century Deck

Name	Type	Notes:
Hyper FTL Travel	SP	WP Steal 3 ET from TO
New Forms of Matter	P	WP Steal 1 Phys card IP FO
Teleportation	SP	Gain 1 ET per Turn
Holo Deck Technology	C	WP Steal 1 ET, 1 RT, 1 VT
Matter Replicators	E	Hand Size +1
Space Empires	G	WP Steal 1 Space card IP FO
Intergalactic War	D	AO discard 1 RC
Discovery of Other Dimensions	S	WP Worth 10 VT at EOG
Force Fields	P	WP Steal 3 ET from TO
Telekinetics	M	Gain 1 ET per Turn
Colonize other Galaxies	SG	Gain 1 VT per Turn
Wormhole Travel	S	Gain 1 VT per Turn
Patron Races	G	WP Steal 1 Gov card IP FO

Twenty Seventh Century Deck

Name	Type	Notes:
Interdimensional Travel	S	WP Worth 10 VT at EOG
Colonize Other Dimensions	SG	Gain 2 VT per Turn
Stargates	S	WP Play 1 extra Space card
Artificial Worlds	S	Gain 2 RT per Turn
Move Planets	S	WP Steal 1 Space card IP FO
Creation of Matter	E	Gain 2 ET per Turn
Ancestral Recall	M	Pick +1
Precognition	M	WP Steal RC from OH
Psychic Wars	D	AO discard 1 RC
Probability Engines	P	WP Draw 1 Card

Twenty Eighth Century Deck

Name	Type	Notes:
Break the Laws of Physics	P	WP Gain 10 VT
Stop Time	SP	WP Play 1 extra Physics card
Reverse Time	SP	WP return TC to Owners Hand
Ring Worlds	S	Pick +1
Perpetual Energy Loop Siphon	E	Gain 2 ET per Turn
Move Stars	S	WP Worth 10 VT at EOG
Miracle Generators	P	Gain 3 VT per Turn
Solar Ring Collider	C	WP Draw 1 card from ND
Planet Size Computers	CG	Gain 2 RT per Turn
Interdimensional War	D	AO discard 1 RC

Twenty Ninth Century Deck

Name	Type	Notes:
Time Travel	SP	WP Worth 10 VT at EOG
Temporal Colonization	SG	Gain 4 VT per Turn
Time Wars	D	AO discard 1 RC
Beings of Pure Energy	E	WP Play 1 extra card
Dyson Spheres	E	WP Gain 10 VT
Control Chaos	CP	WP Steal 1 Physics card IP FO
Directed Reincarnation	M	WP Steal 1 Mind card IP FO
Omega Point	GC	WP Steal 1 Biology card IP FO
Pocket Universes	SP	WP Steal 2 ET & 2RT from TO

Thirtieth Century Deck

Name	Type	Notes:
Beings of Pure Thought	M	WP Steal 1 Gov card IP FO
Change the Laws of Physics	P	WP Steal 1 Space card IP FO
Create New Dimensions	S	WP Worth 10 VT at EOG
Create New Timelines	S	WP Steal 5 VT from TO
Create New Universes	S	WP Gain 10 VT
Apotheosis of Technology	X	Reveal this Card when Drawn

End Game Scoring

The player with the most Biological Cards gets 10 VT
 The player with the most Physics Cards gets 10 VT
 The player with the most Computing Cards gets 10 VT
 The player with the most Mind Cards gets 10 VT
 The player with the most Space Cards gets 10 VT
 The player with the most Energy Cards gets 10 VT
 The player with the most Government Cards gets 10 VT

Links

[Future Timeline](#)
[Future Technology](#)
[BGG Discussion](#)
[Accelerating Future](#)
[Day Million by Frederik Pohl](#)





Aquaman

Introduction

Card game for 2-4 players. Aquaman Theme.

Disclaimer

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Victory

The first player to accumulate 3 Mission Tokens is the winner.

The Deck

Players share a common deck. There are 8 suites.

The Board

The board is an 8x8 grid. Each square must be big enough to easily hold 1 card.

Pawns

Each player gets 1 pawn of a unique color. Each pawn represents a different manifestation of Aquaman.

Dice

Two 6-sided dice are needed.

Mission Tokens

Players share a common set.

Setup

Shuffle the deck. Randomly deal 1 card face up to each space on the board. Each player places their Pawn on a different corner space.

Each player draws 3 cards to start. Players roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Power Phase
2. Swim Phase
3. Action Phase
4. Mission Phase
5. Rest Phase

Power Phase

If you have at least 5 cards in your hand, you may discard 1 card from your hand to activate its special ability: Aquaman: Draw 2 cards from the deck & put them in your hand. If the sum of the Ranks of the 2 cards is less than the Rank of the Aquaman card, draw and keep a third card. Companion: Look at the next 4 cards in the deck. Keep one and discard the other 3. The one you keep must be of a lower Rank than the Companion Card. Sea Creature: Take top card of discard and put it in your hand.

It must be of a lower rank than the Sea Creature card. Plot: You may move your pawn to any target, non-occupied space this turn in Swim phase (do not bother rolling the dice). The card in the target space must be of a lower Rank than the Plot card. Foe: Target opponent who is adjacent to you must reveal one random card from his hand; If it is lower in Rank than the Foe card it is discarded.

Power: Discard X cards and draw X replacement cards. The cards you discard may not be of a higher Rank than the Power card. Strangeness: Put 1 target adjacent card on the board in your hand. It must be of a lower Rank than the Strangeness card. Immediately draw a card to replace it with on the Board. Location: Look at the next X cards in the deck.

X the Rank of the Location card.

Swim Phase

Roll two dice. Move your pawn on the board orthogonally first the distance of one of the dice, and then the distance of the other. For example, you roll a 2 and a 5. You decide to first move him to your left 5 spaces and then forward 2 spaces.

Action Phase

If you land on a space not occupied by another pawn, take the card there and put it in your hand. Immediately replace the card you took with the top card of the deck. If the space is occupied by a another players pawn, there will be a fight: Both players reveal 1 card from their hand. High card wins. If tied players reveal a second card. Discard all revealed cards. The winner gets to look at the losers hand and steal 1 card.

Mission Phase

You may complete a Mission: Play (discard) 8 cards from your hand, one from each of the eight suites. Gain a Mission Token.

Rest Phase

Max hand size is 10 cards. Discard excess cards.

Card List Notation

A Aquaman
C Companion

X Sea Creature
P Plot
F Foe
O Power
S Strangeness
L Location

Aquaman Card List

Suite	Rank	Name:	Notes:
A	1	Arthur Curry	
A	2	Aquaboy	
A	3	Orin the Atlantean	
A	4	Aquatic Ace	
A	5	Marine Marvel	
A	6	Blue Aquaman	
A	7	Sword of Atlantis	
A	8	Dweller in the Depths	
A	9	Multiverse Aquaman	
A	10	Golden Age Aquaman	
A	11	Silver Age Aquaman	
A	12	Modern Age Aquaman	
A	13	Obsidian Age Aquaman	
A	14	Sovereign of the Sea	
A	15	King of the Seven Seas	
A	16	King of Atlantis	
C	1	Topo the Squid Boy	
C	2	Merfolk	
C	3	Atlantean Soldiers	
C	4	Porm the Dolphin	Surrogate Mother
C	5	Koryak	Illegitimate Son
C	6	Atlanna	Mother
C	7	Atlan	Father
C	8	Deep Blue	Half Sister
C	9	Quisp the Water Sprite	
C	10	The Sea Devils	Underwater Adventurers
C	11	Dr Vulko	Scientist
C	12	Mera	Wife
C	13	Aquagirl	
C	14	Aqualad	Sidekick
C	15	Tempest	Crime Fighting Partner
C	16	Justice League	
F	1	The Lurkers	
F	2	The Scavenger	
F	3	The Suvians	
F	4	The Fisherman	
F	5	Captain Demo	
F	6	Black Jack	
F	7	King Neptune	
F	8	Aqua Beast	
F	9	Marine Marauder	
F	10	King Shark	
F	11	Deep Six	

Suite	Rank	Name:	Notes:
F	12	Siren	
F	13	Gamemnae the Sorceress	
F	14	Spectre	
F	15	Ocean Master	
F	16	Black Manta	
O	1	Cold & Pressure Resistant	
O	2	Sonar & Dark Vision	
O	3	Speak to Sea Life	
O	4	Control Sea Creatures	Telepathic Control
O	5	Aquatic Adaptation	Water Breathing
O	6	Amphibious Camouflage	
O	7	High Speed Swimming	
O	8	Water Control	Hard Water Bolts
O	9	Harpoon Hand	
O	10	Atlantean Technology	
O	11	Mystical Left Hand	Magic Powers
O	12	Healing Powers	
O	13	Bulletproof	
O	14	Superhuman Durability	
O	15	Superhuman Agility	
O	16	Superhuman Strength	
P	1	Smuggling	
P	2	Extortion	
P	3	Framed	
P	4	Rescue Mission	
P	5	Illegal Experiments	
P	6	Piracy	
P	7	Abduction	
P	8	Crimes at Sea	
P	9	Murder	
P	10	Revenge	
P	11	Rampage	
P	12	Attack Shipping Lanes	
P	13	Prevent Disaster	
P	14	Enslavement	
P	15	Invasion	
P	16	War	
X	1	Penguins	
X	2	Flying Fish	
X	3	Crabs	
X	4	Jellyfish	
X	5	School of Fish	
X	6	Sting Rays	
X	7	Sea Lions	
X	8	Piranhas	
X	9	Electric Eels	
X	10	Sword Fish	
X	11	Giant Squid	
X	12	Octopi	
X	13	Seahorse Steed	
X	14	Sharks	
X	15	Dolphins	
X	16	Whales	

Suite	Rank	Name:	Notes:
S	1	Madness	
S	2	Disguise	
S	3	Toxic Waste	
S	4	Gladiatorial Games	
S	5	Sonic Disrupter	
S	6	Mutated Sea Life	
S	7	Magical Transformation	
S	8	Ray Machine	
S	9	Robotic Duplicate	
S	10	Invisibility	
S	11	Telepathy	
S	12	Immortality Formula	
S	13	Resurrection	
S	14	Transfer Minds	
S	15	Mind Control	
S	16	Time Travel	
L	1	Sea Circus	
L	2	Intergalactic Aquarium	
L	3	Iceberg	
L	4	Volcano Hideout	
L	5	Giant Submarine	
L	6	Sargasso Sea	
L	7	Convict Island	
L	8	Sub Diego	
L	9	Haunted Sea	
L	10	Alien Island	
L	11	The Secret Sea	
L	12	The Lost Ocean	
L	13	Ancient City of Evil	
L	14	Dimension Aqua	
L	15	Netherspace	
L	16	Atlantis	

Links

Wikipedia





Arab Israeli Wars

Introduction

Solo Card Game System simulating the Arab Israeli Wars 1948+. Currently only cards set for the Israeli War of Independence is available. The player takes the role of the Israelis.

Arab deployments are automatic.

Fronts

There are 3 Fronts:

1. Northern Frontier (Galilee)
2. Central Frontier (Jerusalem)
3. Southern front (Negev)

Each Front requires some table space. Unit cards are deployed to the Fronts.

Territory Tokens

Each Front is represented by 6 Territory Tokens (TT)

Victory Conditions

Complete Loss - If the Arabs control all 6 TT at any 1 Front you lose. (The Israelis are pushed into the Sea)
Decisive Victory - If you win all battles at all 3 Fronts 2 turns in a row. Attrition Victory - If the Arabs have no Unit cards left.

The Decks

Each War (conflict) will have its own deckset. A Deckset consists of three Decks:

1. Israeli Unit Deck
2. Arab Unit Deck
3. Event Deck

Unit Cards

Each unit card represents a Military Unit. Unit cards will either be Arab or Israeli. Each Unit card has a Force rating.

Unit cards will say what Front the card must be deployed to.

Setup

The Israelis begin in control of all TT. Skip Battle phase on the first turn.

Turn Sequence

Each turn has 6 Phases:

1. Arab Phase
2. Event Phase
3. Israeli Phase
4. Transfer Phase
5. Battle Phase
6. End Phase

Arab Phase

Draw 3 Arab cards from the Arab deck and Deploy them to their designated Fronts.

Event Phase

Draw 1 Event card, which will take its effect this turn.

Israeli Phase

Draw 2 cards from the Israeli Deck. These may be deployed to any 1 or 2 Fronts the player wants.

Transfer Phase

One Israeli Regular Unit may be moved to a different Front.

Battle Phase

Add up the Force Total of both sides at each Front. (3 Fronts = 3 Battles) If the Totals tie (Stalemate), each side must discard 1 random unit card. The higher Total wins the battle at that Front. The winner takes 1 TT from the loser (If the losing side has any) The loser must discard 1 random Unit card.

If a side had no units at the start of the battle, the other side takes 2 TT.

End Phase

Check for Victory Conditions.

Randomization

Some rules, cards require a random Flank or Unit at a Flank to be selected. Use dice to aid in randomization.

Card List Notation**N** North Front**S** South Front**C** Central Front**R** Random Front

Number of copies of card in deck

Target = The player chooses which Flank, Unit, etc will be affected
 Notes = Some Notes are rules, some are descriptors, some are just for color
 Truce = Skip Battle Phase this Turn
 Vehicles = This Regular Unit gets 1

Free Transfer per Turn Leader = All Non-Leader Units at same Flank get +1 Force
 Extremists = They Deploy to a Random Flank

The 1948 War Of Israeli Independence Deckset

In this scenario the Arabs start in control of 3 TT at each Front. (The Palestinians controlled half of the country)

1948 War Israeli Unit Card List

Card Name:	#	Force	Notes:
Moshe Dayan	1	-	Leader
Yitzhak Sadeh	1	-	Leader
Yigal Allon	1	-	Leader
Shimon Avidan	1	-	Leader
Kibbutzim	6	4	Communal Farming Settlements
Armed Settlers	4	2	Jewish Militia
Settlement Police	1	3	
Haganah Brigades	10	5	Regular
Palmach Shock Troops	4	6	Regular
Mortars	2	2	Regular
Special Night Squads	1	3	Regular
Artillery	1	4	Regular; Antiques
Armored Cars	2	3	Vehicles; Home-made
Convoys	2	2	Vehicles
Tanks	1	4	Vehicles
Piper Airplanes	1	1	Vehicles; Supply Drops
Palmach Air Squad	1	5	Vehicles
Irgun Commandos	4	3	Extremists
Lehi Stern Fighters	1	2	Extremists

1948 War Arab Unit Card List

Card Name:	#	Front	Force	Notes:
Abd el Kader el Hussein	1	N	-	Leader
Glub Pasha	1	C	-	Leader
Said Taha Bey	1	S	-	Leader
Arab Legion	8	C	5	Jordanian; British Led
Trans-Jordan Frontier Force	3	C	4	
Iraqi Expeditionary Force	2	C	3	
The Army of Salvation	2	C	2	Palestinian
Najada	1	C	1	Paramilitary Scouts
Arab Liberation Army	8	N	3	Syrian
Lebanese Contingent	2	N	2	
Egyptian Army	8	S	4	
Saudi Forces	2	S	2	
Moslem Brotherhood	1	S	1	Irregulars
Artillery Elements	4	R	4	
Armored Battalions	3	R	3	Tanks

Card Name:	#	Front	Force	Notes:
Air Force	3	R	2	
Armored Cars	3	R	1	

1948 War Event Card List

Card Name:	Notes:
David Ben Gurion	Israelis draw 2 Unit cards
World Zionism	Israelis draw 1 Unit card
Czech Weapon Shipments	All Israeli Units get +1 Force
Isolated Settlements	All Arab Units get +1 Force
Fighting for Survival	All Israeli Units get +1 Force
WWII Veterans	All Israeli Units get +1 Force
Memory of the Holocaust	All Israeli Units get +1 Force
Narrow Coastal Plain	All Arab Units get +1 Force
Unified Command	All Israeli Units get +1 Force
Major Truce	Truce; Israelis draw 2 Unit cards
Long Cease Fire	Truce; Israelis draw 2 Unit cards
Palestinian Refugees	Negate Battle at North Front
Low on Ammo	All Israeli Units get -1 Force
Jihad	Arabs draw 1 Unit card
Arab League	Arabs draw 1 Unit card
Arab Divisions	All Arab Units get -1 Force
Destroy Arab HQ	Target Israeli Front gets +5
Cut Off Supply Routes	All Israeli Units get -1 Force
Surprise Attack	Target Israeli Front gets +5
Major Operation	Israelis get 3 Free Transfers
Bridgehead	All Arab Units at 1 random Front get +2 Force
Illegal Immigration	Israelis draw 1 Unit card
Poor Junior Leadership	All Arab Units get -1 Force
Flanking Maneuvers	All Israeli Units at Target Front get +2 Force
Arab Withdrawal	Remove 1 random Arab Unit from 1 Random Front
Reinforcements	Israelis get 1 Free Transfer
Defensive Position	All Arab Units at 1 random Front get +2 Force
Smuggle in Arms	All Israeli Units get +1 Force
Flexibility	Target Israeli Front gets +5
Siege	All Israeli Units get -1 Force
Manpower Advantage	All Arab Units get +1 Force
British Withdrawal	Both sides draw 1 extra Unit card
Internal Lines	Israelis get 2 Free Transfers
Failed Assault	Battle at 1 Random Front is automatic Stalemate
Bitter Fighting	All sides discard 1 random Unit from all Fronts
Desperate Struggle	Both sides discard 1 random Unit from 1 Random Front
Police Fortresses	Arabs get +5 Force at one random Front
Harassment	All Arab Units get +1 Force
Ambush	Target Israeli Front gets +5
Shortage of Weapons	All Israeli Units get -1 Force
Disrupted Communications	All Israeli Units get -1 Force
Demoralized by Setbacks	All Arab Units get -1 Force
Inter-Arab Bickering	All Arab Units get -1 Force
Night Attack	Target Israeli Front gets +5
Captured Equipment	All Israeli Units get +1 Force

Card Name:	Notes:
Self-Sacrifice	All Israeli Units get +1 Force

Game Designers Notes

So far only the 1948 War Deckset is available.





Arab Spring

Introduction

Board game for 2-4+ players. Theme: The ongoing social and political revolutions in the Middle East and North African Countries circa 2010+.

Victory

The player with the most Reform Tokens at the end of the game wins. The game ends when 4 Countries

have been Overthrown.

The Board

The board is a circular track of 50 spaces. Each space should be large enough to hold 1 card. There are 2 types of Spaces: Revolution and Country.

Eleven Countries are Represented:

#	Title:
1.	Revolution
2.	Tunisia
3.	Tunisia
4.	Tunisia
5.	Revolution
6.	Libya
7.	Libya
8.	Libya
9.	Libya
10.	Revolution
11.	Egypt
12.	Egypt
13.	Egypt
14.	Revolution
15.	Algeria
16.	Algeria
17.	Algeria
18.	Algeria
19.	Revolution
20.	Oman
21.	Oman
22.	Oman
23.	Revolution
24.	Yemen
25.	Yemen

#	Title:
26.	Yemen
27.	Revolution
28.	Syria
29.	Syria
30.	Syria
31.	Syria
32.	Revolution
33.	Jordan
34.	Jordan
35.	Jordan
36.	Jordan
37.	Revolution
38.	Bahrain
39.	Bahrain
40.	Bahrain
41.	Revolution
42.	Iraq
43.	Iraq
44.	Iraq
45.	Revolution
46.	Iran
47.	Iran
48.	Iran
49.	Iran
50.	Iran

The Deck

Players share a Common Deck. The deck has one copy of each card in the card list. There are 3 main types of cards:

- 1. Revolution Cards
- 2. Resistance Cards
- 3. Motivation Cards

Counters

Each player has a set of counters of a unique color.

Pawns

Each player has a single Pawn. This pawn should be the same color as the players counters. More than 1 Pawn may occupy 1 space on the board at a time.

Victory Tokens

Players share a common set of Victory Tokens.

Dice

Six sided dice are needed.

Setup

Shuffle the deck. Each player picks a color and takes the corresponding Pawn and Counters. All players draw 2 cards from the deck.

Players roll high on the dice to see who goes first. All players place their pawns on the number 1 Revolution space on the board before the Tunisia Country spaces.

Turn Sequence

Players take turns. Each turn has 5 Phases: Draw Phase Move Phase Action Phase Overthrow Phase End Phase

Draw Phase

Draw 1 Card and place it in your hand. You may discard a Motivation card to draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

Move Phase

Roll 1 die and move forward that many spaces OR discard a card from your hand and move forward a number of spaces equal to its Force Value. If you land on a Revolution Space you may do one of three actions:

1. Roll the Die and move again
2. Move to any other Revolution Space on the Board
3. Draw 1 Card and place it in your hand
4. Play a Counter onto any Country Space you have Radicalized.

Action Phase

— If you land on a Country Space that has no card on it, you may play a Revolution card to that space. Tuck it partially under the Board directly next to the space. Place 1 of your Counters on the Space if you placed a card there. If you have a card under a space you are said to have Radicalized it.

You may chose not to play a Revolution card if you don't want to or cannot. If a Country already has 1 card of the same type, you cannot play a second. For example: Tunisia can only have 1 Intervention card tucked under its spaces. — If you land on a Country Space that you have already Radicalized (You have a card and one or more counters there already) you may do one of the following:

1. Place an additional counter on the Space.
2. Exchange the tucked card with one from your hand.

Common Deck Card List

Name	Type	Force
Demonstrations	C	3
Protests	C	4

2. Draw 1 card and discard 1 card (It may be the same card).

— If you land on a Country space radicalized by another player, you can either do nothing or play 1 or more Resistance cards with a combined Force value equal to or greater than the number of Counters your opponent has on the space. If you do so, discard all the counters on the space and the card tucked under it. Remove the Resistance cards from the game. — If you land on a Country Space that is Overthrown skip over it and go to the next space and resume your move.

Overthrow Phase

If you played a Revolution card under a Country space this turn and all the other spaces for that country have already been Radicalized (by you or others) the Country is now said to have been Overthrown. Immediately score Victory Tokens (VT) for the country. — You gain 2 Victory Tokens for playing the final card to Overthrow the country. — The player with the highest combined total of Counters and Card Force values gets 5 VT.

— The player with the second highest total of Counters and Card Force values gets 3 VT. — All other players with at least 1 card and counter in the Country get 1 VT each. If tied for first, tied players get 4 VT each. If tied for second, tied players get 2 VT each.

Overthrown Countries are out of play. Pawns cannot land on them, they simply move past them without counting them.

End Phase

Max hand size is 5 cards. Discard excess cards.

End Game Scoring

Each player gets 1 extra VP for each Space they have a Counter in.

Common Deck Card List Notation

C Civil Revolt
M Military Revolt
I Foreign Intervention
R Regime Resistance
V Victories
O Organization
T Motivation
X Can be used as R or M
Z Can be used as R or V

Name	Type	Force
Presidential Supporters	R	1
Occupation	C	2

Name	Type	Force
Civil War	X	5
Uprising	C	6
Rebels	M	6
No-Fly Zone	I	7
Military Junta	X	5
Dictatorship	T	-
Hard Liners	R	2
Regime	R	1
Marches	C	3
Rallies	C	4
Strikes	C	4
Absolute Monarchy	T	-
Social Media	O	7
Twitter	O	4
Food Price Inflation	T	-
YouTube	O	2
Facebook	O	3
Communications	O	5
Cell Phones	O	6
Raise Awareness	O	2
Human Rights Violations	T	-
Repression	R	2
Censorship	R	1
Slogans	O	3
World Opinion	I	5
Armed Mobs	X	2
Police State	R	2
Government Corruption	T	-
Wave of Unrest	C	6
Day of Rage	C	7
Resignations	V	6
Violence	X	3
Dissolution	V	5
Release Political Prisoners	V	4
Elections	V	6
Ouster	V	4
Riots	M	3
Roadblocks	X	1

Name	Type	Force
Clashes	M	3
Concessions	V	2
Dismissals	V	3
Promises	Z	2
Lies	R	1
Step Down	V	5
Attacks	X	1
Mass Arrests	R	1
Expulsions	Z	1
Opposition Leaders	C	5
Lift Ban	V	4
Crackdown	R	3
Youthquake	T	-
Labor Movement	C	3
Activists	C	4
Security Forces	R	2
Ethnic Minorities	C	3
Students & Professors	C	3
Interim Government	Z	2
Islamic Militants	M	3
Stalemate	R	1
State of Emergency	R	1
Solidarity	C	3
NATO Airstrikes	I	6
Unemployment	T	-
Martyrs	C	4
UN Sanctions	I	6
Defections	V	4
Journalists	C	4
Tanks & Soldiers	R	1
American Interests	I	4
Helicopters	R	1
Snipers	R	1
Mercenaries	R	1
Self Immolation	O	4
Suppression	R	1
Muslim Brotherhood	C	3
Widespread Detentions	R	1

Links

Arab Spring Wikipedia

Designer Notes

As things progress I plan to make adjustments.





Arabia

Introduction

High adventure in the mysterious lands of Arabia.
2-4+ players. Simple boardgame.

The Board

Square track 10 spaces per side. Total 36 spaces.
Each space must be large enough to hold one card.
The center of the board contains the Adventure deck
and the discard pile.

Special squares are listed below. All other spaces
are "empty" spaces.

#	Name
1	Bagdhad (Lower right square. Start square)
-	Gain a Fame token if you land on or pass this square.
10	Mecca (Lower left square)
-	Miss a turn praying if you land on this square. Gain 1 Faith token.
19	Medina (Upper left square)
-	Miss a turn praying if you land on this square. Gain 1 Faith token.
28	Silk Road (Upper right square)
-	Gain a Fortune token if you land on this square.

Victory

The player who has the most Fortune points gets
a Fortune win. The player who has the most Fame
points gets a Fame win. The player who has the most
Faith points gets a Faith win.

Game End

The game ends when a player goes to draw a card
and there are no cards left in the deck.

Tokens

Use different colored tokens to represent Fame, For-
tune, and Faith points.

Dice

Six sided dice are needed.

Adventure Deck

Players share a common deck. The deck contains
6 types of cards mixed in: Challenge cards, Treasure
cards, Event cards, Item cards, Location cards, and
Aid cards. The deck contains one of each card listed.

Figures

Each player uses a figure or pawn to represent their
character on the board.

Characters

Each player chooses 1 Character or Hero:

Character	Description
Ali Baba	If Ali defeats a "Men" Challenge he gains 1 Fortune Token.
Aladdin	Aladdin gets +1 to Fate rolls vs Magic, Djinn & Underworld.
Sindbad the Sailor	Sindbad gets +1 to Fate rolls vs Animals, Beasts & Nature.
Thief of Bagdhad	The thief gets +1 to all Steal rolls.
Morgiana	(Ali Babas' Slave) She may reroll one roll per turn.
Antar	(The Black Warrior Poet) Antar gets +1 to Fate rolls vs Men.

Setup

Shuffle the deck. All players start on Bagdhad. Roll
high on 1D6 to determine turn order.

Turn Sequence

Players take turns. Note that characters will often
lose or gain turns. On their turn a player rolls 1D6
and moves his character pawn clockwise that many
spaces.

If the pawn lands on an empty space that player

draws 1 Card from the Adventure deck. If the draw is an Item card, Treasure card, or Aid card, the player puts the card face up in front of him. Treasure cards are worth one Fortune point each.

If the draw is an Event card, resolve it according to the rules on the card and then discard the card. If the draw is a Challenge card roll 1D6 (This is called the Fate roll): On a roll of 1-3 the hero fails the challenge and misses his next turn. A failed challenge card remains on the space.

On a roll of 4-6 the hero wins the challenge. The winning hero keeps the challenge card he wins. Won challenge cards are worth 1 Fame point each.

If a pawn lands on a space containing a challenge card he must face the challenge. If the draw is a Location card it is placed on the space and remains there permanently. Every time a pawn lands on a location card it must follow the instructions on the card.

Stealing

If a pawn lands on a space containing an opponents pawn he may roll 1D6 (This is called the Steal roll): On a roll of 1-3 nothing happens. On a roll of 4-6 the hero may steal one treasure or item or fortune token from his opponent.

Challenge Cards

Card	Genre	Note
Den of Thieves	(Men)	Discard 1 Fortune if you fail this challenge.
Whirling Dervishes	(Men)	
Efreeti	(Fire Djin)	Get -1 to fate roll
Mountain Lion	(Animal)	Get +1 to Fate roll
Forty Thieves	(Men)	Discard 1 Fortune if you fail this challenge.
Scorpion	(Animal)	
Jackals	(Animal)	Get +1 to Fate roll
Cobra	(Animal)	
Sassanid Infidels	(Men)	
Sorcerer	(Magic)	Get -1 to fate roll
Sea Monster	(Beast)	
Quicksand	(Nature)	
Avalanche	(Nature)	
Storm at Sea	(Nature)	
Shipwrecked	(Nature)	
Old Man of the Sea	(Man)	Get -1 to fate roll
Desert Thirst	(Nature)	
Sand Storm	(Nature)	
Poisoned Well	(Nature)	
Demon	(Underworld)	Gain 1 Faith Token if you win this challenge
Devil	(Underworld)	Gain 1 Faith Token if you win this challenge
Island Fish	(Beast)	
Dragon	(Beast)	Get -1 to fate roll
Blown off Course	(Nature)	
Zughb Ape men	(Beasts)	
Black Giant	(Beast)	Get -1 to fate roll
Giant Snake	(Beast)	
Isle of Cannibals	(Men)	
Nomads	(Men)	
Ancient Ruins	(Underworld)	Gain one Fortune token if you win this challenge
Sphinx	(Beast)	
Sealed Cave	(Nature)	
Underground River	(Nature)	
Pirates	(Men)	Discard 1 Fortune if you fail this challenge.
Cabalists	(Magic)	
Magician	(Magic)	
Sultans Palace Guards	(Men)	

Card	Genre	Note
Incubus	(Underworld)	
Dancing Sword	(Magic)	
Golem	(Magic)	
Dendan	(Beast)	Giant Fish
Shapeshifting	(Djinn)	
Skeletal Warriors	(Underworld)	
Living Statues	(Magic)	
Wind	(Djinn)	
Marid	(Water Djinn)	
False Prophet	(Man)	Gain 1 Faith Token if you win this challenge
Fatima Assassins	(Men)	
Khawarij Heretics	(Men)	Gain 1 Faith Token if you win this challenge
Zoroastrian Fire Worshippers	(Men)	
Play Chess with the Caliph	(Man)	
Mameluke Slave Soldiers	(Men)	
Bedouin Bandits	(Men)	Discard 1 Fortune if you fail this challenge.
Corsairs	(Men)	Discard 1 Fortune if you fail this challenge.
Harem	(Women)	
Evil Vizier	(Man)	
Eunuch Harem Guards	(Men)	
Necromancer	(Magic)	

Item Cards

Card	Description
Magic Ring	If you lose a turn roll 1D6. On a roll of 4-6 you do not lose it.
Magic Potion	Discard to win any challenge.
Magic Spy Glass	On your turn you may look at the next 4 cards in the deck
Magic Carpet	You may roll 2D6 instead of 1D6 when moving.
Healing Elixir	Avoid losing a turn. Discard after 3 uses.
Magic Slippers	Get +1 to all of your movement and steal rolls.
Seal of Solomon	Automatically defeat all Djinn.
Flaming Sword	Fate rolls +1 vs Men Challenges.
Celestial Orb	When drawing, draw 2 cards and discard one.
Ancient Curse	Fate rolls -1. Discard 2 Faith tokens to discard this card.
Philosophers Stone	Discard a Faith token to gain one Fortune token.
Green Turban	Fate Rolls +1 vs Magic and Underworld challenges.
Magic Astrolabe	Fate Rolls +1 vs Nature challenges.
Rukh Egg	Discard to win challenge vs Beast.

Treasure Cards

Card	Description
Gold & Silver	(8 cards like this in the deck)
Rubies & Sapphires	-
South Sea Pearls	-
Flawless Gemstones	-
Ivory Ship	Gain 1 turn then discard this for 1 Fortune token.

Event Cards

Card	Description
Enslaved	Miss next turn.
Camels (Ships of the Desert)	Gain 1 turn.
Arabian Horses	Gain 1 Turn and move 2D6 for that turn.
Caravan	Gain 1 Fortune Token.
Merchant Vessel	Gain 1 Fortune Token.
"Open Sesame"	Gain 1 turn.
Listen to Scheherazade	Miss next turn.
Read Book of Kings	Gain 1 Faith token.
Sufi Mystic	Gain 1 Faith token.
Shahada	(The first pillar of Islam) Gain 1 Faith token.
Daily Prayers	(The second pillar of Islam) Gain 1 Faith token.
Ramadan	(The third pillar of Islam) Miss next turn and gain 1 Faith token.
Alms	(The fourth pillar of Islam) Discard 1 Fortune to gain 2 Faith tokens.
Hajj Pilgrimage	(The fifth pillar of Islam) Miss next turn and gain 2 Faith tokens.
Sheikh Teacher	Gain 1 Faith token.
Ulama Scholar	Gain 1 Faith token.
An Eye for an Eye	Target opponent misses their next turn.
Berber Traders	Gain 1 Fortune Token.

Aid Cards

Card	Description
Snake Charmer	Discard to automatically defeat 1 'Animal' Challenge.
Scalding Oil	Discard to automatically defeat 1 'Men' Challenge.
Hospitality	Discard to avoid losing a turn.
Led by Wild Beast	Discard to avoid losing a turn.
Alchemist	Discard to automatically defeat 1 'Magic' Challenge.
Disguise	Discard to automatically defeat 1 'Men' Challenge.

Location Cards

Card	Description
Elephant Graveyard	Lose 1 turn and gain 1 Fortune token (Ivory).
Mosque	Lose 1 turn and gain 1 Faith token.
Valley of Serpents	Make a Fate roll. Gain a Fame or a Fortune token if you win.
City of Brass	Gain a Fame token.
Bazaar	Gain 1 Fortune token.
Oasis	Gain 1 turn.

Game Designers Notes

For more atmosphere you may want to put a map of the Middle east in the center of the board. Some of the empty squares might be a good place to put artwork, or have the labeled with Middle East place names such as: Syria, Tunisia, Tripoli, Alexandria, Cairo, Giza, Jedda, Oman, Damascus, Jerusalem, Persia, Yemen, Sahara, Libya, Basra, Afghanistan.

Story Telling Game Variant

by Frederic Moll fmoll@geocities.com

Here is another way to use the cards described in the ARABIA game.... It will be "ARABIA : the story-

telling game"...

The original idea came when i first played "Once upon a time" game... Thus it use the OUAT system with arabian twists...

Material Required

- Cards from the ARABIA game
- Endings cards (similar to the OUAT ending cards but with arabian flavor)
- More cards (locations, characters, etc....)

Goal Of The Game

Being about to tell and finish stories... The longer the story, the more victory points will be earned...

Game Setup

Give to each player 4 ending cards. Shuffle the remaining ending cards with the ARABIA cards and then deal 7 cards to each player.

One of the player will begin to tell a story and put down a card when the card/word is said...

Game System (borrowed From Ouat Game)

Every time a word on a card is said, the card will be put down on the right of the last card. If during his play, the teller says a word that is on a card of another player hand, it will be an interruption. The interruption put his card down and must continue the story.

Beginning A Sub-story

As most arabian stories have sub-stories, when a character / human / intelligent being is placed down, it is possible to begin a sub-story...

Example : when Alex played the "Old man on the sea", he decides to start a sub story that will be told by this old man... The sub story cards will be placed in a row under the originating card... To conclude the sub-story , and thus continue the original storyline, at

least 4 cards must be placed before being able to put an ending card...

As in arabian tales, it is possible to have a sub-story told during a sub-story...

When the sub story is ended, the "ending" player take all the cards composing the sub story in front of him in his victory pile.

Picking Additional Cards

When a player is interrupted, he must pick a card from the deck of unused card. If a player try to place an ending card that is not viewed as a good ending to the story by the other players, he must pick 3 additional cards.

Finishing The Game

The game is finished when a player has laid down all his story cards and place the final ending to the main storyline.

Determining The Winner

Being the finishing player of the main story : 2 points

For each sub-story/story finished : 1 point + (number of story cards played in the story minus 3)...

Example : Alex was able to finished 2 sub stories (8 cards long and 6 cards long)... Thus alex will earn :

- 1 point + 5 points (8 - 3) for the 8 cards long story
- 1 point + 3 points (6 - 3) for the 6 cards long story





Arc Gammon

Introduction

Two player variant of backgammon.

The Board

The Board is a ring of 12 Circles. The circles are also referred to as spaces. The spaces are numbered 1 to 12.

Dice

Two white six sided dice are needed. One black six sided die is needed. This is referred to as the 'Modifier die.'

Pieces

Each player gets a set of 12 tokens of a distinct color (red & blue for example). Tokens must be able to stack.

Setup

The red player puts one token on spaces 7, 9, and 11. The blue player puts one token on spaces 8, 10, and 12. That leaves each player with a pile of 9 tokens.

Roll high on one die (1D6) to determine who goes first.

Stacking

You may stack any number of tokens in a space. A stack contains one or more tokens. All of your tokens in the same space must be stacked together.

Moving a stack onto another stack makes one bigger stack.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Roll Phase
2. Modifier Phase
3. Place Phase
4. Move Phase

Roll Phase

Roll all 3 dice (the two white and one black).

Modifier Phase

If all 3 dice show the same number (Triples) then put two tokens on the space with that number. For example: You roll 3 Fives: Put 2 tokens on space number

5. You cannot do this if the space contains 3 or more enemy tokens (Go to Place Phase).

If the space contains 1 or 2 enemy tokens they are captured. Captured tokens go to their players (owners) pile. If the dice come up 1,3,5 (Odds) then Switch the location of one of your stacks with an opponents stack.

If the dice come up 2,4,6 (Evens) then Knock one of your opponents stacks out of play. Knocked out tokens go to their players pile. If you got Odds, Evens, or Triples then your turn ends.

Do not go on to Place or Move Phase.

Place Phase

Discard the Modifier die (it is only used in modifier phase). If both white dice show the same number (Doubles) then put one token on the space with that number. For example: You roll 2 Sixes: Put 1 token on space number 6.

You cannot do this if the space contains 2 or more enemy tokens (Go to Move Phase). If the space contains 1 enemy token it is captured. If you got Doubles this turn then your turn ends. Do not go on to Move Phase.

Move Phase

For each roll on each of your white dice you may move a stack or part of a stack that many spaces clockwise. For example: on the white dice you roll a 3 and a 4. You move one of your stacks 3 spaces.

Then you move another stack 4 spaces. Or you can move a stack 3 & then 4 spaces (or 4 & then 3 spaces). You must move if it is at all possible.

Moving part of a stack allows you to break up big stacks. A larger stack can capture an enemy stack of smaller or equal size by moving onto it. Captured tokens go to their players pile.

A stack cannot be moved onto an opposing stack that is larger

Winning

To win you must satisfy one of the following conditions:

1. Capture all of your opponents tokens
2. Occupy any 9 spaces
3. Occupy Spaces: 12,1,2,3
4. Occupy Spaces: 3,4,5,6
5. Occupy Spaces: 6,7,8,9
6. Occupy Spaces: 9,10,11,12
7. Occupy any 5 spaces in a row.





Arcane Armies

Introduction

Common Deck Card game for 2-4+ players. Fantasy Army-Building Conquest Theme.

Victory

You win if, at the beginning of your turn, your Cards in play have a combined strength of 40 or more.

The Deck

Players share a common deck.

Damage Tokens

Damage Tokens (DT) are used to keep track of damage on units. If the DT on a unit exceeds its Strength it is destroyed and discarded. DT should be Red.

Strength Tokens

Each Strength Token (ST) is worth Strength +1. ST should be Blue.

Basic Card Types

There are 2 basic card types: Units and Spells. Units are further divided into Individuals and Groups.

Setup

Shuffle the deck and place it face down in the center of the table. Flip over the top card of the deck to be the start of the discard pile. Determine turn order: Roll high on 1D6. High roll goes first.

Play proceeds clockwise. The first player to go is dealt 2 cards. The second player to go is dealt 3 cards.

The third player to go is dealt 4 cards and so on.

Turn Sequence

Players take turns. Each turn is divided into 4 Phases:

1. Conquest Phase
2. Scour Phase
3. Deploy Phase
4. Last Phase

Conquest Phase

You win if, at the beginning of your turn, your Cards in play have a combined Strength of 40 or more. Important Note: Units with Damage Tokens have their Strength reduced by the number of Tokens.

Scour Phase

Draw 1 card from the deck and put it in your hand. If the deck runs out, shuffle the discard and draw from it.

Deploy Phase

Play 1 card from your hand face up to the table. Immediately resolve the card's Special Ability. If the card has a strength of zero (most Spells) it is immediately discarded.

Otherwise it stays in play as part of your army, its Strength contributing to your Armies total Strength. You may play a second card if the Strength of both cards played is 10 or less. This number is called the Deployment Limit. (Note that most spells have Strength = 0) Note: The first player on his first turn of the game can play a max of 1 card.

Last Phase

You may unflip a card in play by discarding a card from your hand. Max hand size is 5 Cards. Discard excess cards.

Special Abilities

All cards have a special ability (SA) that is activated and resolved as soon as the card is played.

Ambush Sa

In the form of Ambush = X. The card does X damage to the very next enemy Unit that is put into play.

Armor Sa

In the form of Armor = X. This Unit takes X less damage from every Attack or Ambush directed against it.

Attach Sa

As long as this unit is in play the target Unit gets the indicated bonus/benefit. If the target Unit is destroyed/discarded a new target may be chosen. This Unit cannot be targeted by Attacks or Ambushes while it is attached.

Attack Sa

In the form of Attack = X. The card does X damage to target enemy card in play. If there are no targets the attack is wasted.

Place Damage Tokens (DT) to keep track of Damage. If a card has multiple attacks they must all be against different targets.

Banding Sa

This is an Unstated automatic property of all Units except Relics, Heroes, and Mages. For every unit over 1 with the same type in your army gets +1 Strength in Conquest Phase. For example: You have 4 Humanoids in play, so your total strength is +3 in Conquest Phase.

Boost Sa

Next Unit you play gets 4 Strength Tokens.

Buff Sa

Target Friendly Unit gets 3 Strength Tokens.

Charge Sa

Even if damaged, this unit is always worth its Strength +1 in Combat Phase.

Conditional-x Sa

This SA only happens if a unit of type X is in play. Use these types of cards only in pre-constructed decks.

Conqueror Sa

This unit's Strength counts as double for Victory Conditions.

Control Sa

If there is a target Unit of the indicated type in play controlled by an opponent, it is Now under your control. If there are multiple targets, choose one.

Death Eater Sa

This unit gains 1 ST every time a unit is killed.

Defense Sa

The next Attack or Ambush against this unit is negated.

Disrupt Sa

When played opponent must discard random card from hand.

Find Sa

Flip over cards of the deck until you find one of the indicated type, then put it in your hand. Reshuffle the deck.

Flip Sa

Flip target Unit card over so back is facing. This unit does not contribute it's Strength or Special Abilities while flipped. Units can be unflipped by other SA or actions.

Flying Sa

In Conquest Phase if you have more Flying Units than your opponent gain 5 Strength.

Growth Sa

At the beginning of your turn this Unit gains 1 Strength Token.

Heal Sa

Remove X Damage Tokens from one of your Units. This also unflips petrified units.

Horde Sa

This unit comes into play with 3 ST on it.

Leader Sa

All your other Units except Relics or Locales get +1 Strength.

Loot Sa

Steal 1 Random card from opponent's hand.

Martyr Sa

The owner of this Unit may choose to have it be the target of a SA instead of The Target chosen by the Attacker.

Outflank Sa

All enemy Units are worth -1 Strength in Conquest Phase.

Overrun Sa

Slay target Unit that is smaller by 2 or more strength.

Petrify Sa

Just like the flip SA however, petrified units can only be unflipped if they are the target of a Heal effect.

Raise Dead Sa

Return to play the last Unit of yours that was destroyed.

Ranged Sa

In Conquest Phase if you have more ranged Units than your opponent gain 5 Strength.

Reaction Sa

This card is played on your opponent's turn from your hand as a reaction to a card play or action he takes as appropriate.

Regenerate Sa

Remove 1 Damage Token from this Unit in Last Phase.

Return Sa

Return target Unit to their Controller's Hand.

Scry Sa

When played draw 1 card and look at opponent's hand.

Skirmish Sa

Draw 1 Card and Flip enemy Unit with higher Strength.

Slay Sa

If there is a target Unit of the indicated type in play controlled by an opponent, it is Automatically destroyed (discarded). If there are multiple targets, choose one.

Sleeping Sa

This Unit comes into play flipped. When played it does not cost anything against your Deployment Limit.

Spell Immunity Sa

Unit cannot be affected by spells.

Spell Power Sa

This unit gains 1 ST every time you cast a Spell.

Stealth Sa

If possible another unit must be targeted by a SA instead of this one.

Taunt Sa

Flip target Unit. That unit cannot be unflipped until this unit is destroyed.

Tough Sa

This unit's Strength counts as double for how much Damage it can take before being Destroyed.

Weakened Sa

Unit gains a number of Damage Tokens to bring its Strength down to The indicated level.

Common Deck Card List

Name:	STR	Type	Special Ability:
Wizard	7	Mage	Find Spell
Druid	5	Mage	Also Nature. Find Nature
Necromancer	7	Mage	Also Undead. Find Undead
Magician	5	Mage	Draw 1 Card
Battle Mage	6	Mage	Attack = 4 and Attack = 2 Ranged
Elementalist	6	Mage	Also Elemental. Find Elemental
Priest	4	Mage	Also Holy. Heal = 4
Sorcerer	5	Mage	All of your Attack Spells get Attack +3
Demonologist	5	Mage	Also Demon. Find Demon
Warlock	7	Mage	Slay Fey
Rune Master	7	Mage	Leader
Fortune Teller	3	Mage	Scry
Geomancer	6	Mage	Also Earth. Find Earth
Pyromancer	6	Mage	Also Fire. Find Fire
Enchantress	4	Mage	Return = 3 (Sleep)
Illusionist	4	Mage	Flip 1 Target Unit
Artificer	5	Mage	Also Relic. Find 1 Relic
Alchemist	4	Mage	Draw 3 Cards and Discard 2 Cards
Cleric	6	Mage	Also Holy. Slay Undead
Apprentice	3	Mage	Find Mage

Name:	STR	Type	Special Ability:
Shaman	5	Mage	Return = 1. Also Humanoid
Fireball	0	Spell	Attack = 4 to 3 Target Units. Also Fire
Lightning Bolt	0	Spell	Attack = 10 to 1 Random enemy Unit. Also Air
Cone of Cold	0	Spell	Attack = 2 to 5 Target Units. Also Cold
Ritual	0	Spell	Deployment Level +10 this Turn
Inferno	0	Spell	Do 3 Damage to all Units in Play. Also Fire
Blizzard	0	Spell	Do 2 Damage to all Units in Play. Also Cold
Tornado	0	Spell	Attack = 4 and Attack = 2. Also Air
Vanish	0	Spell	Return = 2 (Thin Air)
Illusion	0	Spell	Flip 1 and Return = 1
Vision	0	Spell	Draw 1 and Look at Opponent's Hand
Divination	0	Spell	Draw 1 and look at next 7 cards in Deck
Polymorph	0	Spell	Target Unit Weakened to 2 or gains 4 ST
Turn to Frog	0	Spell	Target Unit Weakened to 1
Strength Potion	0	Spell	Target Unit gets 6 Strength Tokens
Curse	0	Spell	Target Unit Weakened to 2.
Petrification	0	Spell	Petrify. Also Earth
Slow	0	Spell	Draw 1 and Target Unit Weakened to 3
Haste	0	Spell	Draw 1 and Target Unit gets 3 Strength Tokens
Magic Missile	0	Spell	Draw 1 and Attack = 3
Wish	0	Spell	Look at next 20 cards in deck and keep 1
Forget	0	Spell	Opponent discards 2 Random cards from hand
Bloodlust	0	Spell	All your Units get 2 Strength Tokens each
Charm	0	Spell	Control Target Unit Hero or Mage
Command	0	Spell	Control Target Unit that is not a Hero or Mage
White Knight	6	Hero	Armor = 2
Black Knight	6	Hero	Ambush = 6
Ranger	6	Hero	Also Nature. Slay Humanoid. Ranged
Dwarf Lord	7	Hero	Also Earth. Slay Giant
Warlord	8	Hero	Conqueror
Hunter	6	Hero	Slay Beast. Ranged
Bard	4	Hero	All Heroes gain Banding
Assassin	5	Hero	Slay Hero. Also Arab
Ninja	4	Hero	Slay Hero. Also East
General	5	Hero	Leader
Dragon Master	7	Hero	Also Dragon. Find Dragon. Flying
Dragon Slayer	8	Hero	Slay Dragon
Witch Hunter	8	Hero	Slay Mage
Thief	4	Hero	Control Relic
Berserker	5	Hero	Attack = 8 (Wild Swings)
Beast Master	5	Hero	Also Beast. Find Beast
Bodyguard	6	Hero	Martyr
Sergeant	4	Hero	Boost
Highwayman	5	Hero	Outflank
Chevalier	6	Hero	Charge
Warrior	8	Hero	Slay Monster
Paladin	6	Hero	Also Holy. Slay Demon
Monk	5	Hero	Also East. Attack = 3 and Attack = 3 (Kung Fu)
Barbarian	7	Hero	Tough. Also Cold
Raid Leader	5	Hero	Your Unit Attacks are at +1. Also Humanoid
Myrmidon	7	Hero	Also Greek. Attack = 6
Samurai	6	Hero	Also East. Attack = 7 (Cut)
Squire	3	Hero	Find Hero

Name:	STR	Type	Special Ability:
Catapult	3	Relic	Attack = 6 (Barrage) Ranged
Flying Machine	2	Relic	Attach: Hero gets Strength +4 and Flying
War Banner	2	Relic	Leader
Poisoned Dagger	1	Relic	Attach to Hero. Slay Hero or Mage
Ring of Power	8	Relic	Control Target Mage. Attach to Target
Spellbook	3	Relic	Attach to Mage. Find 2 Spells
Eldritch Sword	4	Relic	Find 1 Spell. Attach: Hero gets Strength +3
Cloak of Invisibility	5	Relic	Attach: Hero gets Stealth
Magic Wand	3	Relic	Attack = 4. Attach: Mage gets Strength +3
Horn of Summoning	3	Relic	Attach to Hero. Draw 2 Cards
Enchanted Bow	5	Relic	Attach: Hero gets Ranged
Legendary Armor	4	Relic	Attach: Hero gets Armor = 4
Vorpal Blade	5	Relic	Attach to Hero. Slay Any Target
Aegis Shield	6	Relic	Also Greek. Attach: Hero gets Tough
Amulet of Protection	5	Relic	Attach: Mage gets Tough
Staff of the Magi	3	Relic	Attach: Mage gets Strength +7
Juggernaut	10	Relic	Overrun (Steamroll)
Ogre	6	Giant	Attack = 3 (Maul)
Ogre Magi	6	Giant	Find Spell. Also East
Hill Giant	7	Giant	Attack = 4 (Club)
Troll	7	Giant	Regenerate
Stone Giant	8	Giant	Attack = 5 (Boulders). Also Earth, Ranged
Fire Giant	8	Giant	Attack = 6 (Fire Arrows). Also Fire, Ranged
Frost Giant	9	Giant	Attack = 7 (Great Axe). Also Cold
Cloud Giant	9	Giant	Attack = 8 (Thunder Bolts). Also Air, Ranged
Titan	10	Giant	Leader
Kobolds	2	Humanoid	Ambush = 3 (Sneak Attack)
Goblins	3	Humanoid	Skirmish
Orc Horde	5	Humanoid	Horde
Lizard Men	6	Humanoid	Tough
Wolf Riders	4	Humanoid	Charge. Also Beast
Troglodytes	4	Humanoid	Ambush = 4
Hobgoblins	5	Humanoid	Outflank (Cavalry)
Gnolls	6	Humanoid	Attack = 5 (Raid)
Bugbears	7	Humanoid	Ambush = 6
Dragon Men	7	Humanoid	Conqueror. Also Dragon
Minotaurs	8	Humanoid	Also Greek. Stealth (Labyrinth)
Goblin King	6	Humanoid	Find Humanoid. Also Hero
Soldiers	5	Men	Conqueror
Phalanx	5	Men	Tough. Also Greek
Men at Arms	6	Men	Attack = 6 (Lances)
Footmen	3	Men	Martyr
Militia	4	Men	Slay Humanoid
Bandits	4	Men	Loot (Pillage)
Barbarians	6	Men	Horde. Also Cold
Skeletons	3	Undead	Regenerate
Zombies	4	Undead	Horde. Regenerate
Ghoul	5	Undead	Death Eater
Vampire	6	Undead	Control Hero. Flying
Werewolf	7	Undead	Tough. Also Nature
Wraith	8	Undead	Slay Men
Shade	5	Undead	Disrupt. Also Cold
Lich	9	Undead	Find Spell. Also Mage

Name:	STR	Type	Special Ability:
Rat Swarm	2	Beast	Growth. Also Nature
Viper	1	Beast	Slay Hero (Poison) . Also Nature
Boars	2	Beast	Charge. Also Nature
Wolves	3	Beast	Draw 1 Card. Also Nature
Bears	5	Beast	Tough. Also Nature
Apes	4	Beast	Attack = 5 (Ferocious). Also Nature
Lions	6	Beast	Leader. Also Nature
Crocodiles	5	Beast	Stealth (Muddy River). Also Nature
Eagles	4	Beast	Attack = 6 Flying. Also Nature
Giant Spiders	4	Monster	Growth. Also Nature
Hydra	9	Monster	Also Greek. Regenerate (Heads Regrow)
Griffon	6	Monster	Attack = 5 Flying
Abomination	8	Monster	Tough. Also Undead
Gargoyle	5	Monster	Stealth. Flying. Also Earth
Rust Monster	3	Monster	Slay Relic
Naga	7	Monster	Attack = 7 (Poison Arrows)
Sea Monster	8	Monster	Attack = 8 (Jaws). Also Water
Doppelganger	X	Monster	Strength is that of a Unit in Play
Medusa	7	Monster	Also Greek. Petrify
Faerie Dragon	2	Dragon	Also Fey. Stealth. Flying
Wyvern	3	Dragon	Attack = 3 (Stinger). Also Air. Flying
White Dragon	4	Dragon	Attack = 4 (Cold Breath). Also Cold. Flying
Green Dragon	6	Dragon	Attack = 4 and Attack = 2 (Poison Gas) Flying
Black Dragon	7	Dragon	Attack = 7 (Acid Breath) Flying
Blue Dragon	8	Dragon	Attack = 5 and Attack = 3 (Lightning) Flying
Red Dragon	10	Dragon	Attack = 6 and Atk = 4. Also Fire. Flying
Slyphs	2	Fey	Stealth (Invisible). Also Air. Flying
Sprites	3	Fey	Skirmish. Also Fire. Flying
Gnomes	3	Fey	Find Relic. Also Earth
Satyr	4	Fey	Flip Target Unit. Also Greek
Dryads	4	Fey	Stealth (Tree Walking). Also Nature
Dwarves	5	Fey	Tough. Spell Immunity. Also Earth
Nymphs	3	Fey	Control Hero or Men
Elves	6	Fey	Stealth. Also Nature. Ranged
Ents	8	Fey	Martyr. Tough. Also Nature
Unicorn	7	Fey	Leader. Stealth. Also Nature
Faerie Queen	4	Fey	Find Fey. Also Mage. All your Fey get Str +1
Air Spirit	4	Elemental	Attack = 5 (Wind). Also Air. Flying
Water Weird	5	Elemental	Attack = 6 (Drown). Also Water
Earth Spirit	7	Elemental	Tough (Rock). Also Earth
Fire Spirit	6	Elemental	Attack = 7 (Flames). Also Fire
Golem	6	Elemental	Regenerate (Clay). Also Relic
Wall of Fire	4	Elemental	Tough. Also Fire
Wall of Ice	6	Elemental	Regenerate. Also Cold
Imps	2	Demon	Taunt. Flying
Quaist	3	Demon	Attach: Mage gets Strength +3. Also Fire
Lemures	4	Demon	Growth. Regenerate
Succubus	5	Demon	Control Hero (Seduction) Flying
Ice Devil	6	Demon	All Enemy Units are Strength -1. Also Cold
Bone Devil	7	Demon	Attack = 7 (Scythe)
Pit Fiend	9	Demon	Attack = 6 and Attack = 3 (Sword & Whip)
Guardian Angel	7	Holy	Martyr. Flying
Avenging Angel	8	Holy	Slay Demon. Flying

Name:	STR	Type	Special Ability:
Arch Angel	9	Holy	Tough. Flying
Amazons	5	Greek	Attack = 5 (Arrows) Ranged

Need More Cards!!?

More cards to add to the pile, or for rotation:

Pirate Add On

Buccaneers	4	Pirate	Charge. Also Water. Also Men
Corsairs	5	Pirate	Ambush = 5. Also Men
Swashbuckler	6	Pirate	Attack = 5 and Attack = 1. Also Hero
Captain	7	Pirate	Leader. Also Hero
First Mate	4	Pirate	Find Pirate. Also Hero
Sea Rover	6	Pirate	Tough. Also Water
Freebooters	5	Pirate	Loot. Also Men
Ghost Ship	7	Pirate	Also Undead. Also Water

Relic Add On

Monolith	5	Relic	Also Earth. Also Locale. Deployment Limit +1
Ankh	3	Relic	Attach to Mage. Also Holy. Heal = 5
Vise	3	Relic	Opponent Hand Size -2
Crown of Command	5	Relic	Attach to Hero or Mage. Control Target Unit
Healing Salve	3	Relic	Attach to Hero or Mage. Heal = 4
Ring of Regeneration	3	Relic	Attach: Hero or Mage gets Regeneration
Sacred Cup	5	Relic	Also Holy. Heal = 2 All Friendly Units
Magic Helm	4	Relic	Attach: Hero gets Conqueror
Magic Talisman	3	Relic	Attach: Hero gets Spell Immunity
Coral Trident	6	Relic	Also Water. Find Water
Orb of Evil	4	Relic	Also Undead. All Undead get Strength +1
Gauntlets of Strength	4	Relic	Attach: Hero gets 4 ST and Armor = 1
Magic Robes	4	Relic	Attach to Mage. Deployment Limit +1
Disrupting Rod	5	Relic	Disrupt
Crystal Ball	3	Relic	Scry
Rune Sword	7	Relic	Attach: Hero gets Death Eater
Ice Cage	4	Relic	Flip Target Unit. Also Cold
Dark Throne	5	Relic	Also Undead. Also Locale. Find Undead
Simulacrum	1	Relic	Martyr

Locale Add On

Castle	8	Locale	All your Units get Armor +2
Fairy Circle Ring	4	Locale	Also Fey. Find Fey
Jungle	5	Locale	Also Beast. Find Beast
Forest	4	Locale	Also Nature. Find Nature
Mountain	6	Locale	Also Earth. Find Earth
Graveyard	5	Locale	Also Undead. Find Undead
Island	5	Locale	Also Water. Find Water
Abyss	7	Locale	All Damaged Units are Discarded
Swamp	6	Locale	Also Water. Also Nature. Regenerate

Castle	8	Locale	All your Units get Armor +2
Sanctuary	5	Locale	Also Holy. Target Hero or Mage gains Stealth
Holy Ground	5	Locale	Also Holy. Find Holy
Quick Sand	4	Locale	Also Earth. Slay target non-flying Unit
Maze	6	Locale	Also Greek. Flip target non-flying Unit
Altar	5	Locale	Destroy Friendly Unit. Draw 2 Cards
Shrine	6	Locale	Also East. Find East
Fountain of Life	4	Locale	Heal = 2 All of your Units
Giant's Playground	6	Locale	Also Giant. Find Giant
Wizard's Tower	7	Locale	Hand Size +2
Trap	3	Locale	Also Relic. Ambush = 6
Ley Lines	5	Locale	All your Mages get Strength +2
Stream of Life	4	Locale	Also Nature. Heal = 2 all Friendly Units
Temple	5	Locale	Also Greek. Find Greek

Spell Add On

Animate Dead	0	Spell	Draw 1 Card. Find Undead
Animate Relic	0	Spell	Draw 1 Card. Relic gets 5 Strength Tokens
Recall	0	Spell	Find 1 Card from Discard
Armageddon	0	Spell	Draw 1 Card. Slay all Locales
Divine Wrath	0	Spell	Slay all Units with 5 or more Strength
Blessing	0	Spell	Find Holy. Target Unit gains 3 ST
Flight	0	Spell	Draw 1 Card. Attach: Unit gets Flying
Elemental Blast	0	Spell	Attack = 5
Giant Growth	0	Spell	Discard 1 Card. Target Unit gains 8 ST
Ward	0	Spell	Reaction: Negate Attack
Counterspell	0	Spell	Reaction: Negate Spell
Crumble	0	Spell	Slay Relic
Resurrection	0	Spell	Raise Dead
Immolate	0	Spell	Attack = 4 and 1 DT to all other enemy units
Instill	0	Spell	Return = 1. Unflip Unit. Draw 1 card
Psionic Blast	0	Spell	Slay 1 Friendly and 1 Enemy Unit
Soul Exchange	0	Spell	Slay Target Unit. Opponent Draws 1 Card
Disintegrate	0	Spell	Discard 1 Card. Slay Target Unit
Circle of Protection	0	Spell	Attach: Unit gets Armor = 5
Fog	0	Spell	Negate next attack made by Opponent
Force of Nature	0	Spell	Find Nature. Target Unit gets 4 ST
Disenchant	0	Spell	Discard all Attachments and ST
Mass Crumble	0	Spell	Draw 1 card. Slay all Relics in Play
Deal With the Devil	0	Spell	Find Demon. Target Unit gets 4 ST
Fear	0	Spell	Negates the next Enemy Attack or Ambush
Time Stop	0	Spell	Take another Turn after this One
Force Field	0	Spell	Target Unit gets Defense
Binding	0	Spell	Distribute 6 DT to Units. Do not Destroy any
Freeze	0	Spell	Flip Target Unit. Also Cold
Drain	0	Spell	Attack = 4. Target Unit gains 4 ST
Lure	0	Spell	Give Target Unit Ambush = 6
Pestilence	0	Spell	All non-elemental/undead/relic Units get 3 DT
Sleep	0	Spell	Flip 2 Random Enemy Units
Volcanic Eruption	0	Spell	Every Unit in play has a 50% of being Destroyed
Wanderlust	0	Spell	Flip one of your Heroes. Draw 3 Cards

Animate Dead	0	Spell	Draw 1 Card. Find Undead
Winter	0	Spell	Flip all non-relic/cold/undead Units in play
Earthquake	0	Spell	Do 3 Damage to all Non-Flying Units
Cyclone	0	Spell	Do 5 Damage to all Flying Units
Vortex	0	Spell	Slay target Flying Unit
Deflect	0	Spell	Reaction: Change target of target Spell
Chaos	0	Spell	Trade Hands with Target Player
Fortune	0	Spell	All players Draw 2 cards
Equality	0	Spell	All Units Weakened to 1 Strength
Flood	0	Spell	Flip all Non-Water, Non-Flying Units
Teleport	3	Spell	Attach: Hero or Mage gets Outflank
Transmutation	0	Spell	Replace target Unit with one in your hand

Arab Add On

Jihad	5	Spell	Also Arab. Growth. All Arab units get Str +1
Leper	2	Arab	Also Men. All Units get 1 WT
Djinn	7	Jinn	Also Arab. Also Air. Tough. Flying
Efreeti	6	Jinn	Also Arab. Also Fire. Charge
Marid	5	Jinn	Also Arab. Also Water. Attack = 5
Magic Lamp	3	Relic	Also Arab. Find Jinn
Flying Carpet	4	Relic	Also Arab. Attach: Hero gets Str +2 and Flying
Dervishes	4	Arab	Also Men. Attack = 6 (Whirling)
Caravan	4	Arab	Also Men. Draw 1 Card
Dancing Sword	5	Arab	Also Relic. Attack = 2 and Atk = 2 and Atk= 1
Desert	5	Locale	Also Arab. Find Arab
Oasis	4	Locale	Also Arab. Heal = 4
Pharaoh	7	Undead	Also Arab. Raise Dead
Mummy Guards	6	Undead	Also Arab. Attack = 3 and Attack = 2
Sphinx	8	Monster	Also Arab. Draw 1 Card
Sandstorm	0	Spell	Also Air. All Units in play get 1 DT

East Add On

Ronin	5	Hero	Also East. Attack = 5
Tengu	4	Air	Also East. Attack = 4. Flying
Holy Man	4	Mage	Also East. Also Holy. Boost
Jade Warrior	6	Earth	Also East. Tough
River Dragon	7	Dragon	Also East. Also Water. Stealth
Kappa	5	Water	Also East. Ambush = 5
Karma	0	Spell	Find East. Draw 1 Card

Unit Add On

Giant Moles	5	Earth	All Earth Units get +2 Strength
Crusader	6	Hero	Also Holy. Attack = 6
Kudzu	4	Nature	Growth. Slay Locale
Archers	4	Men	Ranged
Guards	4	Men	When played target Unit gets Defense

Giant Moles	5	Earth	All Earth Units get +2 Strength
Dragon Egg	2	Dragon	If Destroyed, Becomes a Whelp of Strength = 5
Two-Headed Giant	6	Giant	Attack = 4 and Attack = 4
Will-o-Wisp	1	Undead	Flip Target Unit
Mammoth	6	Nature	Also Cold. Overrun
Mad Bomber	3	Hero	Also Humanoid. Attack = 3 and Attack = 3
Old God	10	Monster	Find Monster
Sappers	4	Humanoid	Also Men. Slay Locale
Spies	3	Humanoid	Also Men. Scry
Fire Lord	8	Elemental	Also Fire. Attack = 8
Bog Monster	7	Nature	Also Monster. Stealth
Clockwork Cogs	4	Relic	Armor = 2
Toadstool Folk	4	Nature	Regenerate
Insect Swarm	5	Nature	Attack = 7
Jaguar	4	Beast	Ambush = 6
Sleeping Dragon	9	Dragon	Sleeping
Pooka	4	Fey	Buff
Banshee	1	Undead	Give all Units in play 2 DT
Yeti	5	Cold	Stealth
Blacksmith	3	Humanoid	Also Men. Boost
Halflings	4	Men	Stealth
Carrion Crawler	4	Nature	Death Eater
Sea King	8	Mage	Also Water. Find Water
Time Elemental	4	Elemental	Unflip target Unit and Draw 1 Card
Ice Elemental	6	Elemental	Also Cold. Flip random Enemy Unit
Sleeping Giant	8	Giant	Sleeping
Dead King	7	Undead	Sleeping. Also Hero. Leadership
Elder Dragon	8	Dragon	Slay Unit of 5 or less Strength
Hellhounds	7	Demon	Attack = 6
War Machine	6	Relic	Charge
Witch	5	Mage	Weaken target Unit to Strength = 1
Ice Queen	7	Mage	Also Cold. Find Cold
Archmage	7	Mage	Spell Power
Kraken	10	Water	Attack = 10
Leviathan	10	Water	Spell Immunity
Behemoth	10	Beast	Tough
Colossus	10	Relic	Armor = 3
Raiders	5	Humanoid	Also Men. Disrupt
Basilisk	4	Beast	Petrify
Buzzards	2	Beast	Death Eater. Flying
Jester	2	Hero	Taunt
Puppet Master	4	Mage	Control Target Hero
Primordial Ooze	3	Nature	Grow
Fallen Angel	5	Demon	Slay Holy
Inventor	4	Mage	Strength +2 for each attached Relic
Skeletal Dragon	7	Dragon	Also Undead. Regenerate
Cultists	4	Men	Find Monster
Familiar	2	Beast	Attach: Mage gets Strength +3
Centaur	5	Greek	Outflank
Voodoo Priest	4	Mage	Raise Dead
Gypsies	3	Men	Loot
Scorpion	1	Beast	Ambush = 5
Homunculus	2	Relic	Spell Power

Deck Building Option

Players can make their own Decks. 40 Card minimum. Max 1 copy of each card.

Sample Conditional Cards For Preconstructed Decks

Convert	0	Spell	Conditional-Holy: Control Target Unit
Web	0	Spell	Conditional-Nature: Flip 2 Target Units
Cocoon	0	Spell	Conditional-Nature: Flip Unit. It gets 7 ST
Blight	0	Spell	Conditional-Undead: Destroy all Nature Units
Tsunami	0	Spell	Cond-Water: All non-flying Enemy Units get 3 DT
Hurricane	0	Spell	Conditional-Air: All Enemy Units get 3 DT
Hellfire	0	Spell	Conditional-Demon: All Enemy Units get 3 DT
Avalanche	0	Spell	Conditional-Cold: All Enemy Units get 3 DT
Rock Slide	0	Spell	Conditional-Earth: All Enemy Units get 3 DT





Archaic Animalia

Introduction

Strategy Card and Board Game for 2 to 6+ players. It is the Warm Permian-Triassic period and primitive animals are just Starting to colonize the landmass of Pangaea.

Victory

When the game ends, the player with the most Victory points wins.

End Of Game

The game ends when every territory is occupied by at least 1 Animal Token.

End Game Scoring

Gain 1 Victory Point (VP) for each Animal Token (AT) you have on the Board. Isolated Spaces: Gain 1 extra VP for every territory you have an AT on and no other player does.

Card Name:	Number of Copies of Card in Deck
Temperature	10
Elevation	10
Rainfall	10

Wild cards may be substituted for all other types of cards.

The Map

Use a Hex map. Hexes = Spaces = Territories = Regions. The map represents the ancient continent of

Environmental Factor Table

1D6	Rating	Temperature	Elevation	Rainfall
0-2	1	Hot	Sea Level	Heavy
3	2	Warm	Low	Wet
4	3	Temperate	Medium	Moderate

Map Setup And Starting Zones

Along the edges of the Continent designate 12 hexes to be starting zones. Starting zones hexes have a Rating =1 in each of the 3 Environmental Factors. The center of Pangaea was dry: Those spaces have +1 to

Taxons

Each player picks 1 Taxon as their identity. There are 10 available Basic Taxons:

1. Insects
2. Crustaceans
3. Mammals
4. Amphibians
5. Reptiles
6. Dinosaurs
7. Worms
8. Birds
9. Marsupials
10. Arachnids

Animal Tokens

Each player has a set of Tokens of a unique color.

Dice

Six sided dice are needed (1D6).

The Deck

Players share a common deck. The deck contains 5 types of cards:

Card Name:	Number of Copies of Card in Deck
Niche	10
Wild	10

Pangaea.

The continent should be composed of around 40 hexes. Each Hex is described by 3 Environmental Factors: Temperature, Elevation, and Rainfall. Each factor is rated 1 to 5.

In setup randomly determine the ratings for each factor for each space:

1D6	Rating	Temperature	Elevation	Rainfall
5	4	Cold	High	Dry
6+	5	Frozen	Extreme	Arid

their Rainfall Rolls.

The northernmost and southernmost hexes should get a +1 to Temperature rolls. The equatorial hexes should get -1 to Temperature rolls.

Adaptation Levels

Each Taxon starts with an Adaptation Level of 1 for each of the 3 Environmental Factors: Temperature, Elevation, and Rainfall. As play proceeds you will increase your Adaptation Levels. This will allow you to inhabit terrains with higher Environmental ratings.

For example: Lets say you have an adaptation level of 1 in Temperature, and you Want to move into a Cold space (Rating =4). You would first need to increase Your adaptation level to 4 before you could place your AT there.

Setup

Create a Map as described above. Each player chooses a Taxon. Each player starts with 3 Animal Tokens (AT).

Players take turns placing their starting AT one at a time. A player may place his AT into any combination of starting zone spaces. Players roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Variability Phase
2. Evolution Phase
3. Expansion Phase
4. End Phase

Variability Phase

Draw 4 cards from the deck. If the deck runs out, shuffle the discard and draw from it.

Evolution Phase

You may increase your Adaptation level in 1 Factor by 1. To do this, you must discard a number of cards of that Factor Equal to the rating of the new level. Wild cards may be substituted for Factor cards.

For example: You want to increase your Rainfall level from 3 to 4. To do this you must play (discard) a combination of 4 Rainfall and/or Wild cards.

Expansion Phase

A space may contain any number of Animal Tokens (AT) on it from the Same player or multiple players. You may place new AT onto the board in this phase. . You may place an AT into a space you already occupy, or into a Space adjacent to a space you occupy.

If entering a new space, you must have adaptation levels equal to or higher Than the Environmental factors of that space. To place a new AT, you must discard a number of Niche and/or Wild cards Equal to the number of AT already there +1. For example: A space is completely empty; You discard 1 Niche card to Place 1 of your AT onto it.

Second example: a space contains 5 AT; You play 6 cards to place 1 AT there. You may place as many AT onto the board in this phase as you have Niche (and Wild) Cards to pay for them.

End Phase

You must discard down to 4 or less cards.

Special Abilities

Each Taxon has 1 special Ability:

Ability	Description
Insects	They may evolve a second time per turn in a different factor
Crustaceans	They may expand into coastal spaces they are not adjacent to
Mammals	Start with Adaptation Level =3 for Temperature
Amphibians	Start the game with 6 AT in play
Reptiles	Start with Adaptation Level =3 for Rainfall
Dinosaurs	Expanding costs them one less card (minimum 1)
Worms	You may discard down to 5 or less cards in End phase
Birds	Start with Adaptation Level =3 for Elevation
Marsupials	In end scoring gain 2 VP for each Isolated space you have
Arachnids	Spaces containing Arachnids cost 1 extra card to expand into

Links

Animals





Archean Empires

Introduction

Area Control game for 2-6 players. Early Earth Primitive Microbial Life Forms Compete for Territory.

Victory

The player occupying the most territories at the end of the Game is the gets 1 Victory Point (VP). The player with the most Totally Controlled Territories gets 1 VP. The player with the most BMT in play gets 1VP.

The player with the most VP wins. (Ties are possible)

Game End

The Game ends when all territories are filled up to their Max population levels.

Biomass Tokens

Each player has an unlimited set of Tokens of a unique color. These are called Biomass Tokens (BMT).

The Map

Use an 8 x 8 grid map (64 spaces), square, hex, or irregular. Each space is called a Territory. Each territory has a resource value from 1 to 6.

When creating a map roll 1D6 for each space.

Territories

At the end of a turn, there can be no more BMT in a Territory than the Resource level of that Territory. If a space has only one player occupying it, that player is said to be in Total control of that Territory.

Kingdoms

Each player belongs to a unique Microbial Kingdom. There are 6 Kingdoms available:

1. Archaeobacteria
2. Viroids
3. Fungi
4. Cyanobacteria
5. Protazoa
6. Eubacteria

Archaeobacteria

Primitive bacteria able to survive in very marginal, hostile environments. Archaeobacteria start with Resistance = 3.

Viroids

Sub-cellular entities that lack their own metabolism. Viroids start with Virulence = 3.

Fungi

Filamentous Eukaryotic cells with unique cell walls that reproduce by means of spores. The Fungi start with Infiltration = 3.

Protazoans

Large eukaryotic protista cells that are fast moving aggressive hunters. The Protista start with Spread = 3

Cyanobacteria

Fast growing photosynthetic prokaryotes. The Cyanobacteria start with a Growth = 4.

Eubacteria

Common and highly adaptable saprophytic bacteria. The Eubacteria get to draw 3 cards in Genetics phase and their Hand size is 6 cards.

Traits

Each player has 5 Traits that describe his Kingdom:

1. Growth
2. Spread
3. Infiltration
4. Virulence
5. Resistance

Each trait has a starting level that increases during play by the Use of Evolution cards.

Growth

This is how many new BMT you get each turn. New BMT are placed in Territories you already occupy. The Growth starting level is 2.

Spread

This is how many stacks of BMT you can move each turn. A stack is one or more BMT starting in the same territory. The Spread starting level is 1.

Infiltration

This is how many spaces a Stack can move. A stack must leave at least 1 BMT in every Territory it moves through. The Infiltration starting level is 1.

Virulence

This gives an advantage in Overpopulation phase. The Virulence starting level is 1.

Resistance

This gives an advantage in Overpopulation phase. The Resistance starting level is 1.

The Evolution Deck

Players share a common deck. Each card corresponds to one of the 5 traits. Cards played in Evolution phase give you a permanent increase of 1 in a trait.

You may freely play cards in other phases, even on an opponents turn; When You do this, you get a +1 bonus in the indicated trait, however it only lasts Until the end of the turn.

Setup

Each player picks 1 corner space (or remote territory on the Map at least 3 spaces away from other players). Place 1 BMT on that space. Each player is dealt a hand of 2 cards.

The least evolved player goes first.

Turn Sequence

Players take turns. Each turn has 6 phases: Genetics Phase Evolution Phase Growth Phase Spread Phase Overpopulation Phase Dormancy Phase

Genetics Phase

Draw 2 cards from the deck and put them in your hand.

Evolution Phase

Play (discard) one card from your hand. Your score in the corresponding trait increases by 1. Record your current trait levels using paper and pencil.

Growth Phase

Gain new BMT equal to your Growth trait. New BMT are placed in Territories you already occupy.

Spread Phase

You may move a number of stacks equal to your spread trait. A stack is one or more BMT starting in the same territory. You may move your stacks a number of spaces equal to your Infiltration Trait. Every time you move a stack, you must leave Behind at least 1 BMT in the space you just moved from.

Overpopulation Phase

If a space contains more BMT in it than its Resource level, then the Number of BMT in excess die off. The player with the highest Virulence level in the space may immediately Remove 1 Target BMT of his choice. (Do not do this if tied) You cannot target a BMT that has a higher Resistance than your Virulence. Take all the remaining BMT from all players in the space and put them in a cup.

Randomly remove BMT from the cup until there is no Overpopulation problem. The player with the highest Resistance level (skip if tied) may toss 1 removed BMT back into the Cup (once) and have a new one drawn to be eliminated. Place the remaining BMT back into the territory.

Killed BMT (eliminated) are removed from the map.

Dormancy Phase

Max hand size is 5 cards. Discard excess cards.

Evolution Deck Card List

Card Name: - Growth - Spread - Infiltration - Virulence - Resistance There are 8 copies of each card in the deck.

Links

Geologic Timeline Stromatolites





Archeologists

Introduction

Players are rival Archaeologists in the early 20th century trying to accumulate Fame and Artifacts. Card game for 2-4+ players.

Victory

The first player to accumulate 50 Victory Points (VP) wins the game.

Victory Points, Pile, & Tokens

Use coins or tokens to represent Victory Points. A Player's Victory Pile will contain Find cards and Victory Tokens.

The Decks

There are 2 Common Decks: The Dig Deck and the Finds Deck. If during play, a deck ever runs out, shuffle the discard and draw from it.

The Dig Deck

The Dig Deck contains 3 kinds of cards: Expedition Cards Help Cards Score Cards

Setup

Shuffle both decks. Players draw cards from the Finds Deck. The player that draws the highest value Draw card is the Lead Archeologist on the first turn.

Redraw in case of Ties. Shuffle the cards back into the deck.

Lead Archaeologist

Use a small object (the Relic) to denote which player is the Lead Archaeologist (LA). The LA goes first in all

Cards in Meld	Dig Value
3	3
4	5
5	7
6	9

Excavation Phase

In turn, Players who played Melds may dig in the Finds Deck. To Dig, draw a number of cards from the Find Deck = Dig Value of the Meld. A player may keep any Find cards he draws that match the EC in his Meld.

These are placed in the players Victory Pile. All other Find cards are shuffled back into the deck. Meld

phases in which the players take turns. After the LA play proceeds clockwise.

Turn Sequence

Each turn has 7 Phases:

1. Resources Phase
2. Recruiting Phase
3. Expedition Phase
4. Excavation Phase
5. Exposition Phase
6. Sabbatical Phase
7. Cataloging Phase

Resources Phase

Draw 8 cards from the Dig Deck and place them Spread out, face-up in the middle of the Table. These are called the Resource cards (RC).

Recruiting Phase

Players take turns picking one RC and putting it in their hand Until all the RC's have been picked.

Expedition Phase

In turn, players may make Melds. A Meld must contain: Minimum 1 Expedition Card (EC) (More than 1 EC may be played but they must all be of the same locale) (Free EC's are Wild cards: they may be used as any locale) At least 2 Help Cards (HC) All HC's in a Meld must be of different types. Local Guides must match the locale of the EC.

A Meld has a Dig Value according to the following chart:

Cards in Meld	Dig Value
7	11
8	13
9	15

Cards are discarded.

Exposition Phase

If a player did not make a Meld this turn, he may play 1 Score card. A Conference card gains the player a number VP equal to 1 plus the Number of Expeditions the player has done this game in the indicated Locale.

An Exhibition card gains the player a number VP equal to the Value of all his Find cards (in his Victory Pile) of the indicated Locale.

Sabbatical Phase

If you did not make a Meld or Play a card in Exposition Phase, players may In turn, do one of the following:

1. Draw 2 Dig cards and add them to your hand.
2. Look at the next 5 cards in the Dig Deck and put 1 in your hand.
3. Draw 3 Dig cards, put them in your hand, then discard 2 cards from your hand.
4. Discard 3 Dig cards and then draw 4 Dig cards.
5. Discard your hand and draw an equal number of Dig cards from the deck.
6. Discard 1 Dig card and steal 1 random Dig card

- from opponent's hand
7. Gain 1 Victory Token
8. Steal the Relic

Cataloging Phase

Max hand size is 9 Dig cards. Players must discard excess cards. The Leading Archeologist passes the Relic to the next player clockwise; Exception: If you stole the Relic in Sabbatical Phase, you keep it for next turn.

Card List Notation

- X** Expedition Cards
H Help Cards
S Score Cards
Number of copies of that card in the Deck
VP Victory Point Value

The Dig Deck Card List

Type:	Name:	#	Kind	Notes:
Transportation	Train	1	H	-
Transportation	Automobile	1	H	-
Transportation	Ship	1	H	-
Transportation	Caravan	1	H	-
Transportation	Zeppelin	1	H	-
Transportation	Rails	1	H	-
Digging Tools	Picks & Shovels	1	H	-
Digging Tools	Foreman	1	H	-
Digging Tools	Laborers	1	H	-
Digging Tools	Native Workers	1	H	-
Digging Tools	Porters	1	H	-
Digging Tools	Grad Students	1	H	-
Scholarly Research	Egyptology	1	H	Worth 2 cards Egypt only
Scholarly Research	Agean Civilization	1	H	Worth 2 cards Greece only
Scholarly Research	Biblical Studies	1	H	Worth 2 cards HLand only
Scholarly Research	Fertile Crescent	1	H	Worth 2 cards Mesop only
Site Selection	Literary Evidence	1	H	-
Site Selection	Unearthed Artifact	1	H	-
Site Selection	Standing Remains	1	H	-
Site Selection	Raised Mounds	1	H	-
Site Selection	Local Guide	1	H	-
Financing	University	1	H	-
Financing	Government	1	H	-
Financing	Museum	1	H	-
Financing	Library	1	H	-
Financing	Private Sponsor	1	H	-
Expertise	Ceramics	1	H	-
Expertise	Numismatics	1	H	-
Expertise	Architecture	1	H	-
Expertise	Linguistics	1	H	-
Expertise	Inscriptions	1	H	-
Expertise	History	1	H	-

Type:	Name:	#	Kind	Notes:
Expedition	Greece	4	X	-
Expedition	Egypt	4	X	-
Expedition	Holy Land	4	X	-
Expedition	Mesopotamia	4	X	-
Expedition	Free	4	X	Wild Card
Conference	Greece	1	S	-
Conference	Egypt	1	S	-
Conference	Holy Land	1	S	-
Conference	Mesopotamia	1	S	-
Exhibition	Greece	1	S	-
Exhibition	Egypt	1	S	-
Exhibition	Holy Land	1	S	-
Exhibition	Mesopotamia	1	S	-

Finds Deck Card List

Card Name:	Locale:	#	VP
Sand	-	15	0
Minor Find	Greece	5	1
Noteworthy Find	Greece	4	2
Rare Find	Greece	3	3
Important Find	Greece	2	4
Major Find	Greece	1	5
Minor Find	Egypt	5	1
Noteworthy Find	Egypt	4	2
Rare Find	Egypt	3	3
Important Find	Egypt	2	4
Major Find	Egypt	1	5

Card Name:	Locale:	#	VP
Minor Find	Holy Land	5	1
Noteworthy Find	Holy Land	4	2
Rare Find	Holy Land	3	3
Important Find	Holy Land	2	4
Major Find	Holy Land	1	5
Minor Find	Mesopotamia	5	1
Noteworthy Find	Mesopotamia	4	2
Rare Find	Mesopotamia	3	3
Important Find	Mesopotamia	2	4
Major Find	Mesopotamia	1	5





Archmagi

Credits

By Lloyd Krassner Edited & Updated by Jason Newell

Introduction

Mages (Archmagi) use spells, heros, monsters, armies, and artifacts to destroy each other and conquer the world.

Map Design

for Archmagi Map Generator by Peter Cobcroft. Use a Hex map or hand draw Territories. Draw one large continent of 20-40+ territories. Differentiate between Sea & Land spaces.

Predetermine the terrain type in each Hex by choice or by using the D20 & consulting the Terrain chart. If a map is missing certain terrains, units from those terrains can be deployed in only special circumstances. Play may proceed on a map of unknown territories using the Exploration Phase and rules.

One or more Sea hexes should be designated as the Reef or Abyss terrain types. An alternative to the D20 method is to make Terrain chits for each of the Terrain types. Map designers may want to specify terrains that cannot be used for deployment.

Terrain Chart

D20	TYPE	NOTES
1	Plains	Steppes, Plateau, Grasslands
2	City	Civilized, Towns
3	Forest	Woods
4	Castle	Feudal
5	Heath	Farmlands
6	Hills	Chaparral
7	Swamp	Bog, Marsh
8	Caves	Caverns
9	Mountain	Crags, Peaks
10	Desert	Dunes
11	Jungle	Rain Forest
12	Tundra	Permafrost, Arctic
13	Taiga	Boreal Forest, Pine Forest
14	Ruins	Cursed Lands
15	Tors	Cold Mountains, Glaciers
16	Waste	Bad Lands, Broken Lands, Barrens
17	Sylvan	Faerie Woods

Setup- Resources

Each player randomly selects: 1 Archmagi chit 3 Unit chits in Reserve 5 Spell chits Players must also select the color of their banner chits. Players place their Archmagi on Land hexes on opposite ends of the map.

Setup- Determine Turn Order

Players roll high. Reroll ties. High roll goes first. Play proceeds in a clockwise direction. A player whose turn it is, is called the Active Player.

Victory Conditions

Destroy all opposing Archmagi units.

Chits

Units are represented by counters or chits. The chit has the name of the unit(or spell, etc.) on it. Make separate Recruitment piles for: Archmagi chits, Spell chits, Banner chits, Artifact chits, Unit chits.

Players will often have to refer to the lists in the rules to find out what certain chits do. All players should have their own copy of the rules.

D20	TYPE	NOTES
18	Volcano	Hot Springs, Lava Pits
19	Water	River, Lakes
20	Workshop	Factories
	Sea	Deep Sea
*	Abyss	Murky Depths
	Reef	Shallows
*	Coastal	Any Hex adjacent to a Sea Hex is also a Coastal Hex

Notes On Terrain

All units get Tactics+1 in their home terrain Coastal Hexes are considered to be both Land & Water

Turn Sequence

1-Recruit Units 2-Recruit Spells 3-Scout 4-Movement 5-Exploration 6-Battle A 'Round' is when all players have taken a turn. Then starts a new Round.

1- Recruit Units Phase

Acting Player draws 2 Unit chits from the Unit Recruit Pile Each unit, represented by the chit, is recruited in only one type of territory. Deploy the unit into its territory only if that territory is occupied by units you control. A player may hold up to 5 Unit chits in a pile called the Reserve.

Excess Units in the reserve are discarded back to the Unit Recruit Pile. Once per turn in his recruit phase, A player may discard two reserve chits to draw an artifact. Artifacts are also represented by chits and are drawn from a separate artifact pile.

Deploy artifact to any unit capable of using it. Artifacts can also be stored in the Reserve.

2- Recruit Spells Phase

All players, not just the acting player, draw 3 spells from the Spell Pile. A player can have a maximum of 7 spells in their Spell Reserve. Discard extras. These spells can be cast by any mage or spellcasting unit the player controls.

3- Scout Phase

Active players units only. Each Scout or Rogue unit belonging to the active player may reveal all units in an enemy stack adjacent to it. Units with the Steal ability may try to steal a target artifact in the same, or an adjacent hex.

Units with Guard ability will catch and kill the thieves on a roll of 1-2 on D6, preventing the theft. The theft succeeds on a roll of 1-2 on D6; One attempt per Scout phase. The stolen artifact stays in possession of the thief until it is given to another hero in the same hex in move or scout phase The target player must reveal if artifacts are present in the stack before a steal attempt is made.

Stacking & Banners

Any number of units may be stacked together. Each stack has on top a colored banner chit indicating the owner of the stack. Banners should also be marked with an identification number The banner chit also hides the identity of the units & artifacts in the stack.

Each player has as many banners as they need. Instead of putting the stack under the banner, the stack may be kept off of the map in an area marked with the same ID # as the banner.

4- Movement Phase

Acting Player Moves his units. By Default, units move 1 Hex. Swift units may move 2 Hexes into identified hexes.

Very Swift units may move 3 Hexes into identified hexes. Flying units may move over hexes occupied by enemy stacks. Units in the same space may trade artifacts

5- Exploration

This Phase occurs only in games where the identity of the terrains in the Hexes was not predetermined. Randomly determine, using the D20, the identity of unknown Hexes adjacent to your stacks.

6- Battle Phase

Occurs when two opposing stacks occupy the same space. The active player is always the attacker. Remove the stacks from the board, for the duration of the battle, but leave the banner chits as markers.

The Battle Phase is divided into 4 segments:

I- Reveal Combatants Segment

Each player simultaneously reveals one of their units from their stack. These are the combatants. During Sea battles, transported units may be combatants.

Ii- Tactical Options Segment

Players simultaneously reveal any other units that modify the combatants. This includes: Mages casting Spells, Generals, Sites, Artifacts, Archers. A mage or spellcaster may cast any number of spells per Battle Phase.

Units with skirmish or vanish may return that unit to their stack and replace it with another, once per

Battle Phase. Units with guard may replace another unit once per Battle Phase. Units with Paralyze may affect one unit per Battle Phase

Iii- Battle Roll Segment

Both units roll 1D6 and add Modifiers. This is the Battle roll The Modifiers include the bonuses listed in the description of each combatant. The higher rolling unit destroys its opponent. Ties result in both units surviving.

Stacks with mages may cast spells before or after the rolls depending on the nature of the spell. Normally effects that are battle roll modifiers are revealed before the roll is made.

Iv- Respite Segment

Certain effects occur.

Victory?

The Battle Phase is repeated until one side is destroyed or the attacker calls off the attack. The battle may end with both stacks still occupying the same territory.

Retreat

The defender may, during a battle, sacrifice a unit in Tactical options Segment to move the stack to an adjacent empty or friendly Hex.

Unit Descriptions & Definitions

Note: All units count as Male, Neutral, Slow and Living, unless stated otherwise.

Air:	Descriptor
Ambush:	Add value to BRM when Defending
Animal:	Descriptor
Archer:	Add value to BRM of a friendly unit in combat, but not to own combat
Artifacts:	Seperate chits that Improve the unit that owns it, Stacked with unit
Cannibal:	Sacrifice a friendly Living unit in same stack in Scout phase to gain the bonus for rest of turn
Carry=X:	X Heros in same stack get any flying, armor, and swift Modifiers this unit has
Cavalry:	Add value to BRM vs non-flying Slow units
Chaos:	Descriptor
Cold:	Descriptor
Construct:	Descriptor. Nonliving
Demihuman:	Descriptor. All are Good unless otherwise specified: Elves, Dwarves, Halflings, Gnomes
Demon:	Descriptor. All Demons are Evil
Dragon:	Descriptor
Earth:	Descriptor
Elemental:	Descriptor. Nonliving, and also has one of the following descriptors: Air, Fire, Earth, Water, Cold
Evil:	Descriptor
Fey:	Descriptor
Fire:	Descriptor
Flying:	Unit may Travel in any hex
General:	All units get +1 BRM if this unit is revealed during Tactical options Segment
Giant:	Descriptor
Good:	Descriptor
Guard:	Defending side: Replace your current combatant with this unit before the Battle roll
Hero:	Descriptor. Human Male unless otherwise specified
Hex:	Map Space; Also Territory
Humanoid:	Descriptor. All are Chaos units: Kobolds, Orcs, Goblins, Hobgoblins, Gnolls
Lawful:	Descriptor
Martyr:	This unit may be destroyed instead of target or combatant unit in the same stack
Monsters:	Descriptor. Type includes Giants & Dragons & Demons & Undead
Nonliving:	Descriptor. Units such as Undead, Constructs, Elementals, immune to certain attacks
Paralyze:	Target cannot be used for the listed number of turns, or for the remainder of the battle.
Plant:	Descriptor. Also counts as having the Wood Descriptor
Poison:	Adds to BRM vs nonswarm Living units
Priest:	Descriptor. All priests are spellcasters
Regenerates:	Unit must be defeated twice during the battle to be killed

Air:	Descriptor
Scout:	Look at opponents stack before battle in Scout Phase
Sea:	Travels in water hexes only
Ship:	Descriptor All ships are: Sea, Construct, Wood. If a ship sinks, all units on it are destroyed
Site:	Units that do not move. Always revealed
Skirmish:	Replace this unit with another unit in stack once per battle during Tactical options Seg
Slay:	Add to BRM vs specified unit type
Steal:	See Scout Phase
Suprise:	Add to BRM when Attacking only
Summoning:	Unit appears during battle and is discarded at end of battle
Swarm:	Descriptor
Swimmer:	May travel in water hexes
Swift:	Move=2
Very Swift:	Move=3
Terrain:	Identity of Map Hex; For Example: Jungle, Forest
Transport=X:	X Nonmonster Units (& any # of Heros) benefit as Carry=X
Undead:	Descriptor. All Undead are nonliving and evil
Vanish:	Unit may exit battle & moves to adjacent empty or friendly hex. Once per turn
Warrior:	Descriptor. Type of Hero that can use most Weapon & Armor artifacts
Water:	Descriptor. Water Units are swimmers
Wood:	Descriptor

Units

#	MOUNTAIN UNITS	-
10	Dwarves	BRM: +5, Martyr, Guard, Archers+1
5	DwarfLord	BRM: +6, Demihuman, Hero, Warrior, Slay Giants+4, General
15	Goblins	BRM: +3, Archers+1, Poisons+1, Swarm, Humanoid
5	Storm Giants	BRM: +10, Giant, Air
5	Stone Giants	BRM: +7, Giant, Earth
10	Griffons	BRM: +5, Monsters, Flying, Very Swift
5	Dwarf Hall	BRM: +6, Site, Guard

#	FOREST UNITS	-
15	Elves	BRM: +4, Spellcasters, Archers+3, Demihuman
10	Sylvan Knights	BRM: +6, Demihuman, Cavalry+2, Swift
5	Elf Lord	BRM: +4, Hero, Mage, Warrior, General, Demihuman
5	Ranger	BRM: +4, Hero, Warrior, Scout, Archer+2, Slay Humanoids+2, Skirmish
10	Centaurs	BRM: +4, Archers+2, Swift, Skirmish
5	Ents	BRM: +8, Fey, Suprise+2, Plant, Monster

#	SWAMP UNITS	-
10	Trolls	BRM: +5, Regenerate, Ambush+1, Evil, Cannibal(+4)
5	Hydra	BRM: +9, Regenerate, Monster
10	Witches	BRM: +4, Spellcasters, Evil, Slay Fey+3, Poisons+1, Female
15	Lizard Men	BRM: +5, Swimmer
5	Jabberwocky	BRM: +6, Dragon, Fly, Evil

#	SYLVAN WOOD UNITS	-
5	Nymphs	BRM: +0, Fey, Female, Slay Human Male Heros+8, Vanish
5	Sprites	BRM: +3, Fey, Flying, Steal, Scout, Vanish
5	Pixies	BRM: +1, Fey, Flying, Archer+1, Vanish, Skirmish, Spellcasters
5	Dryads	BRM: +2, Fey, Surprise+3, Vanish, Female, Plant
5	Gremlins	BRM: +2, Fey, Vanish, Steal, Slay Constructs+10, Monsters
5	Unicorn	BRM: +7, Fey, Swift, Scout, Skirmish, Cavalry+2, Vanish
5	Fairy Circle Ring	BRM: +2, Site

#	DESERT UNITS	-
10	Nomads	BRM: +5, Archers+2, Cavalry+2, Swift, Skirmish
5	Djinn	BRM: +9, Flying, Very Swift, Spellcaster, Monster
10	Dervishes	BRM: +4, Good, Guard
5	Assassin	BRM: +3, Hero, Rogue, Poisons+2, Slay Heroes+4, Scout
5	Sphinx	BRM: +6 (+1D6), Monster, Earth
5	Pyramids	BRM: +4, Site

#	JUNGLE UNITS	-
5	Beast Master	BRM: +6, Hero, Warrior, Scout, Skirmish
10	Amazons	BRM: +4, Archers+2, Slay Human Males+3, Female
10	War Elephants	BRM: +5, Animals, Cavalry+3, Transport=1
5	Vipers	BRM: +4, Animals, Swarm, Poison+2, Surprise+1
10	Simmians	BRM: +3, Animals, Guard
5	Insect Swarm	BRM: +2, Animals, Swarm, Poison+2, Flying, Swift, Regenerate

#	HILL UNITS	-
15	Orcs	BRM: +6, Archers+1, Humanoid
10	Boarboyz	BRM: +6, Humanoids, Cavalry+2, Swift
5	Hill Giants	BRM: +7, Giant
5	Shaman	BRM: +3, Hero, Spellcaster, Poisons+1
5	War Chief	BRM: +5, Hero, Warrior, Humanoid, General
5	Ogres	BRM: +5, Chaos, Cannibal(+6), Giant
10	Gnomes	BRM: +3, Archers+1, Ambush+1
5	Hill Fort	BRM: +3, Site, Regenerate, General

#	CAVE UNITS	-
10	Drow	BRM: +4, Spellcaster, Evil, Demihuman, Archers+1
15	Kobolds	BRM: +3, Swarm, Ambush+2, Chaos, Scout, Humanoid, Skirmish
10	Troglodytes	BRM: +4, Swimmer, Surprise+2
5	Black Wyrms	BRM: +9, Dragon, Fly, Evil, Very Swift
5	Green Slime	BRM: +7, Regenerates, Ambush+1, Monster
5	Mind Flayer	BRM: +7, Hero, Spellcaster, Evil, Humanoid, Cannibal(+5)
5	Caves	BRM: +5, Site, Maze: Paralyze on roll of 1-3 on D6

#	CASTLE UNITS	-
10	Knights	BRM: +4, Lawful, Cavalry+2, Swift
15	Yeomen	BRM: +2, Archers+3
10	Pikemen	BRM: +6, Slay Cavalry+2
15	Swordsmen	BRM: +4, Guard

#	CASTLE UNITS	-
5	Cavalier	BRM: +6, Hero, Warrior, Cavalry+2, Slay Monster+3, General
5	Castle	BRM: +5, Site, Guard

#	RUINS UNITS	-
15	Skeletons	BRM: +3, Undead, Guard
15	Zombies	BRM: +3, Undead, Regenerate
10	Ghouls	BRM: +4, Undead, Paralyze(1), Cannibal(+4)
5	Wraith	BRM: +8, Undead
5	Vampyre	BRM: +6, Hero, Undead, Flying, Swift, Vanish, Regenerate
5	Lich	BRM: +7, Hero, Undead, Spellcaster
5	Crypt	BRM: +4, Site

#	TEMPLE UNITS	-
5	Cleric	BRM: +3, Hero, Priest, Slay Undead+6, Lawful, Good
5	Paladin	BRM: +5, Hero, Warrior, Cavalry+2, Slay Evil+2, Lawful, Good
5	Deva	BRM: +8, Flying, Slay Evil+3, Lawful, Good, Very Swift
5	Witch Hunter	BRM: +4, Hero, Warrior, Scout, Slay Spellcaster+5, Immune to spells, Lawful
15	Zealots	BRM: +4, Martyr, Lawful
5	Temple	BRM: +4, Site, Guard

#	WASTELAND UNITS	-
10	Gargoyles	BRM: +6, Monsters, Flying, Very Swift, Guard, Earth
5	Cyclops	BRM: +8, Giant, Evil
5	Medusa	BRM: +6, Monster, Paralyze(Battle), Evil, Female
10	Minotaur	BRM: +6, Humanoid, Evil
5	Manticore	BRM: +4, Monster, Archer+1, Flying, Swift, Evil
5	Doppelganger	BRM: +4, Surprise+4, Monster

#	TORS UNITS	-
5	Frost Giant	BRM: +9, Giant, Evil, Cold
5	Blue Dragon	BRM: +10, Dragon, Fly, Very Swift, Cold
5	Sylphs	BRM: +1, Fey, Flying, Scout, Air, Vanish, Skirmish, Female, Spellcaster
5	White Wyvern	BRM: +5, Dragon, Fly, Poison+2, Very Swift, Cold
5	Cloud Giant	BRM: +6, Giant, Flying, Swift

#	TAIGA UNITS	-
5	Barbarian	BRM: +5, Hero, Chaos, Warrior
5	Barbarian Horde	BRM: +8, Swarm, Chaos, Slay site +4
10	Dire Wolves	BRM: +5, Animals, Evil, Swift
10	Gnolls	BRM: +5, Humanoid, Scout, Skirmish
5	Yeti	BRM: +6, Monster, Surprise+4

#	PLAINS UNITS	-
10	Hobgoblins	BRM: +5, Archers+1, Evil, Humanoids
5	Bounty Hunter	BRM: +5, Hero, Warrior, Scout, Skirmish, Archer+2, Slay Heros+3
10	Harpies	BRM: +5, Monsters, Flying, Swift, Evil, Female
5	Pegasus	BRM: +3, Animal, Flying, Very Swift, Carry=1

#	PLAINS UNITS	-
5	Chaos Lord	BRM: +7, Hero, Warrior, General, Chaos
10	Wolfriders	BRM: +3, Humanoids, Cavalry+2, Surprise+1, Archers+2, Very Swift

#	VOLCANO UNITS	-
5	Red Drake	BRM: +11, Dragon, Fly, Chaos, Swift
5	Fire Giant	BRM: +8, Giant, Archer+2, Chaos, Evil, Fire
10	Hell Hounds	BRM: +5, Animals, Demons, Swift, Guard, Fire
5	Demon Horde	BRM: +12, Swarm, Demons, Fire
5	Balrog	BRM: +10, Demon, Fire
5	Succubus	BRM: +5, Hero, Warrior, Demon, Flying, Female, Very Swift
5	Phoenix	BRM: +6, Animal, Flying, Very Swift, Fire, Regenerate, Nonliving, Monster

#	CITY UNITS	-
15	Militia	BRM: +3, Guard
10	City Guard	BRM: +5, Archers+2, Guard
5	Master Thief	BRM: +3, Hero, Rogue, Steal, Skirmish, Ambush+1
5	Warrior	BRM: +8, Hero, Warrior, Guard
10	Rat Swarm	BRM: +3, Animals, Swarm, Regenerates, Poison+1
5	City Walls	BRM: +4, Site, Guard
10	Magician	BRM: +2, Hero, Spellcaster

#	HEATH UNITS	-
15	Bandits	BRM: +3, Ambush+1, Steal, Rogue, Archer+1, Chaos
5	Werewolves	BRM: +7, Animal, Swift, Monster, Regenerate
5	Halfling	BRM: +3, Hero, Rogue, Steal, Skirmish, Archer+1
5	Bard	BRM: +2, Hero, Rogue, General
20	Peasant Rabble	BRM: +2

#	WORKSHOP UNITS	-
5	Juggernaut	BRM: +14, Construct, Wood
5	Crystal Ship	BRM: +4, Construct, Ship, Flying, Very Swift, Transport=2
15	Clay Golem	BRM: +4, Construct, Earth, Regenerate, Martyr, Guard
5	Colossus	BRM: +10, Construct, Giant
5	Myrmidon	BRM: +6, Hero, Warrior, Construct, Guard
10	Giant Catapult	BRM: +0, Archer+6, Negates bonus from Site

#	REEF UNITS	-
10	Merfolk	BRM: +3, Sea, Surprise+2, Scout, Demihumans
5	Hippocampus	BRM: +2, Sea, Animal, Carry=1, Swift, Monster
5	Brain Coral	BRM: +5, Site, Spellcaster
10	Crabmen	BRM: +5, Sea, Guard

#	ABYSS UNITS	-
5	Sea Serpent	BRM: +6, Sea, Dragon, Swift
5	Kraken	BRM: +9, Sea, Monster
5	Giant Sea Turtle	BRM: +8, Sea, Animal, Transport=3, Monster
5	Titan	BRM: +10, Swimmer, Giant, Spellcaster

#	COASTAL UNITS	-
10	Pirate Fleet	BRM: +3, Ships, Transport=1
5	War Galley	BRM: +3, Ships, Transport=1, Slay Ships+4, Archer+2
10	Longboats	BRM: +4, Ships, Transport=1, Swift
5	War Barge	BRM: +2, Ships, Transport=3
10	Trireme	BRM: +2, Ships, Transport=2
10	Dromond	BRM: +1, Ships, Transport=1, Archer+4

#	ARCHMAGI	NOTES
1	Wizard	BRM: +6, Hero, ArchMagus, Law
-		Knowledge- Draw 4 Spells/Turn, Spell Reserve=9
1	Enchantress	BRM: +5, Hero, ArchMagus, Fey, Female
-		Charm- Control Male Human Warrior met in Battle, 1/battle
-		Call Fey- Recruit Fey Units into same Hex in Recruit Phase
-		Vanish- Once per turn
1	Necromancer	BRM: +6, Hero, ArchMagus, Undead, Evil
-		Control Undead- Control Undead Unit met in Battle, 1/battle.
-		Animate Dead- Recruit Undead Units into same Hex in Recruit Phase
1	Sorcerer	BRM: +6, Hero, ArchMagus, Chaos
-		Transformation- Discard Unit from Reserve to Draw another in Recruit Phase
1	Warlock	BRM: +6, Hero, ArchMagus, Flying, Very Swift
1	Priestess	BRM: +6, Hero, ArchMagus, Slay Undead+4, Good, Female, Priest
-		Ressurrection- Regenerate a creature once per turn
1	Artificer	BRM: +6, Hero, ArchMagus
-		Forge- In Recruit Phase discard one Unit for one Artifact
-		Construction- Recruit Construct Units into same Hex in Recruit Phase
1	Druid	BRM: +6, Hero, ArchMagus, Priest
-		Call Animals- Recruit Animal Units into same Hex in Recruit Phase
-		Control Animals- Control Animal Unit met in Battle
1	Mentalist	BRM: +6, Hero, ArchMagus, General
-		Command- Unit Reserve=8
-		Mind Control- Discard all spells to control any living unit met in battle
1	Illusionist	BRM: +6, Hero, ArchMagus
-		Illusionary Forces- Add Unit from reserve to any stack, Discard at end of battle
1	Seer	BRM: +6, Hero, ArchMagus, Scout
-		Visions- Look at any one stack or recruit pile in Scout Phase
-		Fortune- Draw an extra spell or unit and
-		discard a spell or unit in Spell Recruit Phase

Notes On Archmagi

Archmagi are immune to Control & Paralyzation spells & effects

ARTIFACTS	NOTES
Vorpall Blade	Warrior: +4BRM, Slay Monsters+2
Eldritch Sword	Warrior: +2BRM, Spellcaster
Rune Blade	Warrior: +5BRM
Dragon Lance	Cavalry or Mounted Warrior: +3BRM, Slay Dragons+6
Thunder Hammer	Warrior: +4BRM(+6 if used by a Dwarf), Slay Giants+3
Orc Bane	Warrior: +2BRM, Slay Humanoids+5
Gauntlets of Might	Hero: +4BRM
Mithril Armor	Warrior: +4BRM, Demihumans in Stack: +1BRM

ARTIFACTS	NOTES
Chaos Armor	Warrior: +3BRM, Chaos units in Stack: +1BRM
Figurines of Wonder	Hero: Scout
Spell Shield	Warrior: +2BRM, Immune to enemy spell on roll of 1-2 on D6
Treasure	Discard to draw 3 cards from the unit recruit pile
Flaming Sword	Warrior: +2BRM, Slay cold/swarm/plant+3
Frost Brand	Warrior: +2BRM, Slay Fire+5
Missile Shield	Warrior: +2BRM, Negate Archer bonuses
Displacement Cloak	Hero Rogue: +6BRM
Bearskin	Hero Scout: +2BRM, Priest
Amulet of Spellturning	Hero: Immune to enemy spell on roll of 1-3 on D6
Boots of Speed	Hero: +2BRM & Swift
Coral Helm	Hero: Swimmer & +2BRM
Crown of Command	Hero: Unit Reserve+1
Arrows of Slaying	Archer unit+7, One use
Entwood Bow	Hero Warrior/Archer/Rogue: Archer+4
Ring of Invisibility	Hero: Surprise+5 & Vanish(Once per turn)
Flying Carpet	Hero: Flying, Very Swift, Carry=2, +2BRM
Ring of Regeneration	Hero: Regenerate
Staff of Power	Hero Mage: Archer+5
Potion of Giant Strength	Hero: +7BRM this battle, One Use
Potions of War	Humanoid units in Stack: +4BRM this battle, One Use
Ebon Skull	Hero: Undead units in stack: +1BRM
Dragon Harness	Dragon: Carry=1
Obsidian Club	Giant: +4BRM
Horn of Blasting	Hero: +4BRM, Slay Site+2
Bag of Holding	Hero: +2BRM
Orb of Farseeing	Hero Mage: Scout any hex
Holy Mace	Warrior or Priest: +2BRM, Slay Evil+3, Slay Undead+3 (yes, it DOES stack)
Blessed Ankh	Hero: +2BRM, Slay Evil+2
Holy Water	Hero: Slay Undead+5, Slay Demon+5, One use
Potion of Healing	Hero: Regenerate, One use
Pixie Dust	Hero: Surprise+5 or Vanish, One use
Grimoire of Forbidden Lore	Hero Mage: Draw +1 Spell/Turn
Amulet of Planeswalking	Hero: Move = 4, Move through enemy banners
Tome of Knowledge	Hero Mage: Spell Reserve+1
Mirror of Life Trapping	Hero Mage: +6BRM vs Living units
Wand of Illusions	Hero Mage: Add Monster from reserve to stack, Discard at end of battle
Staff of Healing	Hero Mage: Target Unit gets Regenerate. Use once per battle
Ancient Scrolls	Contain 3 spells. Discard spells when cast by mage holding the scrolls. The spells do not count against the players spell reserve
Banner of Valor	Hero: All Living units in Stack: +1BRM
Old Mariners Sextant	Ship: Move +1
Sandmans Pouch	Hero: Target unit Paralyzed for one Battle Roll, One use
Brooch of Fire Resistance	Hero: Units with the Fire descriptor are BRM: +0 against this Hero
Luck Talisman	Hero: Sacrifice to cause any one die roll to be rerolled

Notes On Artifacts

Heros can only use one artifact per battle. Heros in the same hex may exchange artifacts in Scout or Move Phase. Artifacts belonging to killed heros are lost on a

roll of 1-3 on D6 as soon as the hero is killed.

If not lost a friendly human, hero, demihero, or humanoid unit may take possession of it. If no friendly units are left, an enemy unit of these types may claim it. If none of these types remain the Artifacts are lost

Archmagi Spell List

SPELLS	TIMING	TARGET: EFFECT
Disenchant	Battle	Destroy Target Artifact
Antimagic	Battle	No more spells may be cast this battle
Counterspell	Any	Target spell just cast has no effect; Play before any rolls are made
Fireball	Battle	Attack: +6BRM, Slay Cold&Wood+5
Lightning Bolt	Battle	Attack: +7BRM
Hurricane	Scout	Adjacent stack in water Hex, each unit attacked by: BRM:+3
Tidal Wave	Scout	Adjacent stack in water Hex, each nonflying unit attacked by: BRM:+5
Plague	Scout	Adjacent stack each living unit attacked by: BRM:+3
Pestilence	Scout	Adjacent stack each living unit attacked by: BRM:+2
Fire Elemental	Battle	Create Unit: BRM: +6, Fire, Elemental
Air Elemental	Battle	Create Unit: BRM: +5, Air, Flying, Elemental
Earth Elemental	Battle	Create Unit: BRM: +6, Earth, Elemental
Water Elemental	Battle	Create Unit: BRM: +5, Water, Swim, Elemental
Ice Elemental	Battle	Create Unit: BRM: +6, Cold, Elemental
Confusion	Battle	Opponent must pick a random combatant from stack during battle
Charm	Battle	Use random unit from opponents stack as combatant this turn
Invisible Stalker	Battle	Create Unit: BRM: +0, Surprise+6, Slay Heros+3, Lasts 1D6 Rounds
Chasm	Scout	Prevents all movement between casters hex & one adjacent hex
Earthquake	Scout	Adjacent stack on Land hex, each nonflying unit attacked by: Quake+3
Inferno	Battle	Land Hex; All units in this battle attacked by: BRM:+7
Winds	Battle	No modifiers for archers this battle
Lightning Strike	Scout	Random unit in adjacent stack attacked by: BRM:+6
Steal	Scout	Gain control of artifact
Flaming Chariot	Scout	Hero: Flying, Very swift, Carry=1, +4BRM
Call Dragon	Recruit	Deploy Dragon from your reserve into casters hex
Call Hero	Recruit	Deploy Hero from your reserve into casters hex
Call Animals	Recruit	Deploy Animal from your reserve into casters hex
Smite	Battle	Warrior: +6BRM
Blessings	Battle	All your units get +2BRM this battle
Control Animals	Battle	Control Animal Unit permanently
Control Dragon	Battle	Control Dragon Unit permanently
Control Undead	Battle	Control Undead Unit permanently
Animate Dead	Recruit	Deploy Undead from your reserve into casters hex
Transmutation	Recruit	Discard target unit & replace with unit from your reserve
Polymorph	Scout	Unit in hex replaced with unit from your reserve for one round
		Discard replacement form at end of turn
Bannish	Battle	Enemy Unit goes back to controllers reserve
Darkness	Battle	End battle immediately

SPELLS	TIMING	TARGET: EFFECT
Teleport	Move	Move target unit to any empty hex as its move
	-	for this turn
Dimmension Door	Battle	Self & any number of Heros Vanish
Scry	Scout	Look at any 3 Adjacent stacks
Read Minds	Scout	Look at all opponents spell reserves
Foretell	Scout	Look at all opponents unit reserves
Ressurrection	Battle	At End of Battle deploy unit killed in this
	-	battle in casters hex
Reincarnation	Battle	At End of Battle deploy unit from reserve to
	-	replace unit killed in this battle.
	-	Deploy unit in casters hex
Vortex	Scout	All players discard 1D6 spells
Cyclone	Scout	Adjacent stack each flying unit attacked by:
	-	BRM:+8
Forge	Recruit	Draw an artifact
Whirlpool	Scout	Adjacent stack on Water hex, each nonflying,
	-	nontransported unit attacked by: Whirlpool+5
Cold Blast	Battle	Attack: BRM+4, Slay Fire+7
Illusion	Battle	Add Monster from reserve to stack,
	-	Discard at end of battle
Blizzard	Scout	Adjacent hex, each nonflying unit attacked
	-	by: +2BRM, Slay Fire+3
Forget	Battle	Target Mage or Spellcaster unit cannot cast
	-	spells this battle
Curse	Battle	All attacks against Target unit are at +4BRM
	-	for the rest of game
Blight	Scout	Cast on Empty hex. No unit may enter this hex
	-	for 1D6 rounds
Meteor Shower	Scout	Adjacent stack each unit attacked by: BRM:+7
Growth	Battle	Unit: +5BRM for one round
Healing Magic	Battle	All units get regeneration this battle
Probability shift	Any	Cause target dieroll to be rerolled
Water Torrent	Battle	Attack: +2BRM, Slay Fire+4
Flood	Scout	Adjacent Stack in Land Hex. Nonflyers
	-	& Nonswimmers cannot move into or out of hex for one round
Fog	Scout	No battle may take place in target hex
	-	for one round
Water walk	Scout	Unit: Swimming until unit enters a Land Hex
Breathe Water	Scout	Self: All units in stack get Swimming until
	-	Caster enters a Land Hex
Haste	Scout	Self: All units in stack get Swift & +1BRM
	-	this turn
Poisonous Mists	Scout	Adjacent hex, each living unit attacked
	-	by: +4BRM
Neutralize Poison	Any	Cancels target poison attack or bonus
Cloud Walk	Scout	Self: All units in stack get Swift & Flying
	-	this turn
Mirror Image	Battle	Create Unit: Identical to opposing combatant.
	-	Destroyed if original destroyed.
	-	Both destroyed on tie battle roll. Does not come
	-	with Artifacts
Familiar	Recruit	Permanent unit attached to mage caster.
	-	Destroyed if caster Destroyed. Scout, Swift,

SPELLS	TIMING	TARGET: EFFECT
	-	Choose Animal or Demon;
	-	Choose Fly, swim, or poison+1
Detection	Battle	Negate opponents surprise & ambush bonuses
	-	this battle
Shield	Battle	Unit: +4BRM for rest of battle
Spell Turn	Any	Choose new target for spell
Spell Steal	Any	Target spell is countered. Put spell in your
	-	spell reserve
Touch of Death	Battle	Mage: +8BRM
Sleep	Battle	Target Paralyzed for 1 Battle Roll
Holy Light	Battle	All attacks vs Undead or Evil units are at +4
	-	this battle
Turn Undead	Battle	Target Undead unit Destroyed
Web	Battle	Target Paralyzed for 1D6 Battle Rolls
Turn to Stone	Battle	Attack: Paralyze(6); Elemental units
	-	are immune
Levitate	Battle	All units in stack: Flying
Disintegrate	Battle	Attack: +7BRM
Defender	Battle	Unit: Guard & Martyr
Wall of Fire	Battle	Create Unit: BRM: +5; Defending side only
Sanctuary	Scout	Caster: Stack cannot attack or be
	-	attacked for one round
Fear	Battle	Target unit must Vanish or be destroyed
Hide	Battle	All units in stack: Ambush+3
Heros Feast	Scout	All Heros in stack: +4BRM for rest of turn
Farcast	Any	Cast next spell at any range
Spell Shield	Recruit	Hero: Immune to all spells for one round
Call Defender	Battle	Move unit you control from any stack to
	-	this stack
Call to Arms	Recruit	Draw an extra unit
Weakness	Battle	Target unit gets no bonuses from strength or
	-	bravery this battle
Mind Blast	Battle	Attack: +5BRM
Deflect Missles	Battle	Unit: Archer Bonuses=0 against this Unit; 1 Round
Elemental Shield	Battle	Unit: Attack Bonuses for elemental types (Air,Earth, Fire, Water)
	-	=0 against this Unit; 1 Round

Notes On Spells

All Battle Spells are cast at targets in the same hex as the caster in Battle Phase Battle spells affect the result of only one battle roll unless otherwise stated Created units remain until slain or the end of the battle. The spell chit is treated as a unit chit Attacks are treated as units that last for one battle roll. The spell chit is treated as a combatant All Scout spells

are cast at targets in the same hex, or an adjacent hex to the caster in Scout Phase All Recruit Spells are cast in the same hex as the caster in Recruit Phase All Move Spells are cast at targets in the same hex as the caster in Movement Phase Paralyzed: Target combatant must be replaced by another unit, or target is destroyed Any revealed unit in a stack may be targeted by a spellcaster





Archon Skirmish

Introduction

Board & card game for 2 players. Based on the old computer game.

Disclaimer

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Victory

Occupy the 4 corner squares of the map or destroy all enemy creatures.

Light Side Creature Table

Name	Hits	Move	Attack	Notes
Wizard	2	2	4	Fireball
Unicorn	2	4	3	Energy Bolt
Archer	1	3	4	Arrows
Golem	3	2	3	Boulders

The Map

Use an 8x8 chessboard.

Creatures

Use chits or miniatures to represent creatures. Each player has 8 unique creatures.

Units Table Notation

Move Max range Move Cards the unit can use.

Attack = Max range Attack Cards the unit can use.

F Flyer

Name	Hits	Move	Attack	Notes
Valkyrie	2	4F	2	Magic Spear
Djinni	2	5F	2	Tornado
Phoenix	3	5F	1	Fire Blaze
Knight	1	3	1	Sword

Dark Side Creature Table

Name	Hits	Move	Attack	Notes
Sorceress	2	3	4	Lightning Bolts
Basilisk	1	4	4	Evil Eye
Manticore	2	4F	3	Tail Spikes
Troll	3	3	3	Boulders
Shapeshifter	2	5F	1	Claws
Dragon	3	5F	2	Flame Breath
Banshee	2	2	2	Scream
Goblin	1	2	1	Club

Setup

Each player places one creature on each square of his back row. Units may not stack.

Orders Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

The Cards

Players share a common deck.

Move Phase

Play (discard) a Move card to move one of your creatures. creatures cannot move through other units. (Exceptions: Flyers may move through other creatures & the Teleport Spell) The move card has a number.

This is the number of spaces the creature moves. (Important: In the Creature Lists a units Movement value is the farthest range it can move and so limits the move cards it can use) Moves are diagonal or orthogonal (like a Queen in Chess). Instead of moving

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Move Phase
3. Battle Phase

just one creature in any direction, you have the option of moving one or more creatures forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) an Attack card to have a creature attack. The attack card has a number. This is the range of the attack.

(Important: In the Creature Lists a units Attack value is the farthest range it can attack and so limits the attack cards it can use) Attacks are diagonal or orthogonal (like a Queen in chess). The enemy unit that is the target of the attack takes one point of damage. Creatures reduced to zero Hits are killed and are removed from the map.

Creatures cannot attack through other creatures. if proposed Line of Sight passes through any portion of a square containing another piece, then LOS is denied.

Card List

Card Name:	#	Range	Type	Notes
Move 1	6	1	M	
Move 2	4	2	M	
Move 3	4	3	M	
Move 4	3	4	M	
Move 5	3	5	M	
Teleport	1	6	M	Spell
Attack 1	6	1	A	
Attack 2	5	2	A	

Spell Cards

The Light side can only use spell cards if the Wizard is still in play. The Dark side can only use spell cards if the Sorceress is still in play. The Exchange Spell switches the locations of any two friendly creatures.

The Teleport Spell can be used on any friendly creature. The target of the Imprison Spell cannot move or attack for his next 3 turns The Heal spell causes one of your creatures to gain back one lost Hit.

Card List Notation

- M Movement
- A Attack
- D Defense
- X Special
- Type Purpose of card
- # Number of that type of card in the deck

Card Name:	#	Range	Type	Notes
Attack 3	5	3	A	
Attack 4	4	4	A	
Dark Save	3	-	D	Dark side only
Light Save	3	-	D	Light side only
Exchange	1	-	X	Spell
Imprison	1	3	X	Spell
Heal	1	-	X	Spell





Arcology

Introduction

Gin Rummy type card game based on the philosophies and theories of the Famous architect Paolo Soleri.

The Deck

There are 5 types of cards: Arcology, Structure, Energy, Theory & Philosophy cards.

Objective

Be the first to build 3 Arcologies. To build an Arcology, you must play a Meld. A Meld consists of 1 Arcology card & 2 of each other type of card.

Certain cards count as 2 cards (of the same type) when building certain Arcologies.

Setup

Each player is dealt a hand of 10 cards.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Idea Phase
2. Plan Phase
3. Build Phase

Idea Phase

On your turn draw 3 cards and put them in your hand. If the deck runs out, shuffle the discard & draw from it.

Plan Phase

You may discard 1 card to gain its special effect: Theory Card: Draw 3 cards and discard any 2 cards. Arcology Card: Search deck for 1 card and put it in your hand. Structure Card: Draw 5 cards and then discard any 5 cards.

Energy Card: Draw 2 Cards. Philosophy Card: Steal 1 random card from opponents hand.

Build Phase

If you are able, you may play a meld. At the end of your turn always discard 1 card (even if you have less than 10). Max hand size is 10 cards. Discard excess cards at the end of your turn.

Card List Notation

- T** Theory
- A** Arcology
- S** Structure
- E** Energy
- P** Philosophy

Bonus = Counts as 2 cards for the indicated Arcology

Card List

Card Name:	Type:	Note:
Mesa City	A	
Cosanti	A	
Macro-Cosanti	A	
Hexahedron Arcology	A	
High Density Tower	A	
Novanoah	A	
Babel 2	A	
Arcosanti	A	
Two Suns Arcology	A	
Nudging Space	A	
Hyper Building	A	
Space Arcology	A	
Twin Towers	A	
Quartet in Ecology Major	A	
Third Generation Arcology	A	

Card Name:	Type:	Note:
Asteromo	A	
Urbis et Orbis	A	
Space for Peace	A	
Large Scale Landscapes	S	Bonus (Mesa City)
Modular & Standardized	S	Bonus (Third Generation)
3-Dimensionality	S	
Interpenetration of Forms	S	
Terra Diaphragms	S	
Primary Elements	S	
Multistory Structure	S	
Concentric Exedrae	S	Bonus (Hyper Building)
Umbrella Parasol	S	
Stratified Focal Points	S	
One Structure System	S	
Tertiary Structural System	S	
Apsedra	S	Bonus (Nudging Space)
Focusing Convergence	S	
Organic Architecture	S	Bonus (Macro-Cosanti)
Overlapping Areas	S	
Central Cathedral	S	Bonus (Twin Towers)
Inner Urban Celebratory Spaces	S	
Phased Construction	S	
Slip Form Construction	S	
Passive Solar Architectural Techniques	E	
Greenhouse Architecture	E	
Garment Architecture	E	Bonus (Nudging Space)
Solar Exposure	E	Bonus (2 Suns Arcology)
Conservation of Land & Energy	E	
Eliminate the Automobile	E	
Proximity to Agriculture	E	
Pollution Reduction	E	
The Chimney Effect	E	
Solar & Wind Power	E	
Water Recycling	E	
Apse Effect	E	Bonus (Cosanti)
Microclimates	E	
Green Mantle	E	
Walking Transportation	E	
High Speed Mag-Lev Transportation	E	Bonus (Hyper Building)
Elevators & Escalators	E	
Evacuation Slides	E	Bonus (Twin Towers)
Daily Flow of People	E	
Pedestrian Society	E	
Intelligent City Design	T	
Miniaturization	T	Bonus (Space Arcology)
Radical Urban System	T	Bonus (Hexahedron)
The Urban Effect	T	
Crowding Imperative	T	
Architecture-Ecology	T	
Articulated	T	
Integrated	T	
Compact	T	
Multi-Use Nature	T	

Card Name:	Type:	Note:
Maximize Logistical Efficiency	T	
Implosion of the Flat Megalopolis	T	
Dense, Complex Urban Environment	T	
MCD Paradigm	T	
Attention to the Human Scale	T	
Functional Juxtaposition	T	
Self Contained	T	
Critical Mass of Population	T	
Whole City Design	T	
Transitional Structure	T	
Complexification	P	Bonus (Asteromo)
Interdependence	P	Bonus (Space for Peace)
Embracing & Sheltering	P	
Masculine/Feminine Symbolism	P	
Profligate to Frugal	P	
Divertimento	P	Bonus (Twin Towers)
Ontological Dynamics of Life	P	
School of Thought	P	
Cosmic Relevance	P	
Asthetogenesis	P	
Interiorization of Matter	P	
Desirability Domain	P	
Omega Seed	P	
Eschatological Hypothesis	P	
Transcendence of Residual Anguish	P	
Stewardship	P	
Environment in Harmony with Man	P	Bonus (Mesa City)
Space Organizing Itself	P	
Self Aware Reality	P	
Hypothetical City	P	

Links

Arcosanti





Aristotle's School

Introduction

Players are students (Junior Members) of Aristotle's school in Athens Circa 334 - 322 BC. Players move about the Lyceum (Gymnasium and surrounding Grounds) to acquire knowledge.

Victory

The player with the highest score in the most Categories is the winner. The game ends when players have gone through the deck twice.

Student Bodies

Each player has a Pawn of a unique color to represent their Student.

Knowledge Deck

Players share a common deck. The deck contains 1 copy of each card listed. When a card is played, immediately gain its reward and then discard the card. Players do not keep a hand of cards. When the deck runs out the first time shuffle the discard and draw from it.

Points

During play you earn points in the 6 Categories. Use paper and pencil to keep track of these scores.

Action Tokens

Players share a set of action Tokens. There are 7 Types of Tokens: Material Cause Efficient Cause Formal Cause Final Cause Potentiality Actuality Aristotle

Using Action Tokens

- You can only use Tokens during your own turn.
- Discard a Material Cause Token to move 1 Additional Space in Move Phase.

#	Category:
1	Philosophy
2	Logic
3	Life Science

Each Category is further divided into 6 Subjects. Points are earned in individual Subjects, however for final end of game scoring, it is the total points earned by subjects within a category that count. Every time you gain a point in a Subject, you also get a corresponding

- Discard an Efficient Cause Token to move 2 Additional Spaces in Move Phase.
- Discard a Formal Cause Token to cause a target Dieroll to be rerolled.
- Discard a Final Cause Token to add or subtract 1 from a target Dieroll.
- Discard 1 of each of the 4 Cause Tokens to get an extra Turn.
- Discard a Actuality Token to move 1D6 Spaces in Move Phase.
- Discard a Potentiality Token when drawing cards to draw 1 additional card.
- Discard a Potentiality & Actuality Token to draw 2 Cards and keep one.
- Discard 2 Material Cause Tokens to gain 1 Point in the Physical Sciences Category
- Discard 2 Efficient Cause Tokens to gain 1 Point in the Logic Category
- Discard 2 Formal Cause Tokens to gain 1 Point in the Life Sciences Category
- Discard 2 Final Cause Tokens to gain 1 Point in the Humanities Category
- Discard 2 Potentiality Tokens to gain 1 Point in the Philosophy Category
- Discard 2 Actuality Tokens to gain 1 Point in the Arts Category
- Discard 1 Aristotle Token to gain 1 Point in any Category or to go to any Tile instead of your regular move. When Discarding Tokens to get Category Points, you can do this a max of once per turn.

Dice

Six and Ten sided dice are needed.

Categories And Subjects

There are 6 Categories:

#	Category:
4	Physical Science
5	Humanities
6	Arts

Action Token according to the Subjects Tables.

During play, when you gain a point in a Category (not in a specific subject) you do not get an Action Token.

Philosophy Subjects Table

#	Subject:	Notes:
1	General Philosophy	Gain 1 Material Cause Token
2	Political Science	Gain 1 Efficient Cause Token
3	Epistemology	Gain 1 Formal Cause Token
4	Metaphysics	Gain 1 Final Cause Token
5	Ethics	Gain 1 Potentiality Token
6	Empiricism	Gain 1 Actuality Token

Logic Subjects Table

#	Subject:	Notes:
1	Logic	Gain 1 Material Cause Token
2	Rhetoric	Gain 1 Efficient Cause Token
3	Oratory	Gain 1 Formal Cause Token

#	Subject:	Notes:
4	Mathematics	Gain 1 Final Cause Token
5	Analytics	Gain 1 Potentiality Token
6	Dialectics	Gain 1 Actuality Token

Life Science Subjects Table

#	Subject:	Notes:
1	Embryology	Gain 1 Material Cause Token
2	Botany	Gain 1 Efficient Cause Token
3	Zoology	Gain 1 Formal Cause Token
4	Anatomy & Physiology	Gain 1 Final Cause Token
5	Biology	Gain 1 Potentiality Token
6	Medicine	Gain 1 Actuality Token

Physical Science Subjects Table

#	Subject:	Notes:
1	Meteorology	Gain 1 Material Cause Token
2	Physics	Gain 1 Efficient Cause Token
3	Chemistry	Gain 1 Formal Cause Token

#	Subject:	Notes:
4	Astronomy	Gain 1 Final Cause Token
5	Cosmology	Gain 1 Potentiality Token
6	Optics	Gain 1 Actuality Token

Humanities Subjects Table

#	Subject:	Notes:
1	Economics	Gain 1 Material Cause Token
2	Psychology	Gain 1 Efficient Cause Token
3	Ancient Cults	Gain 1 Formal Cause Token

#	Subject:	Notes:
4	History	Gain 1 Final Cause Token
5	Geography	Gain 1 Potentiality Token
6	Linguistics	Gain 1 Actuality Token

Arts Subjects Table

#	Subject:	Notes:
1	Poetics	Gain 1 Material Cause Token
2	Literary Theory	Gain 1 Efficient Cause Token
3	Music	Gain 1 Formal Cause Token

#	Subject:	Notes:
4	Drama	Gain 1 Final Cause Token
5	Athletics	Gain 1 Potentiality Token
6	Aesthetics	Gain 1 Actuality Token

Board Tiles

The Board is composed of Tiles, called Lyceum Tiles. Arrange the Tiles into a circular track. The order of

the Tiles should be random.

Tile:	Notes:
Dromoi	You may as your move go to the Peripatoi
Gymnasium	Gain 1 Point in Athletics
Science Workshops	Gain 1 random Point from either Science Table
Palaistra	Gain 1 Point in Athletics
Student Library	Draw 2 cards: Play one, discard the other
Colonnades	Roll on the Wander Table
Botanical Garden	Gain 1 Point in Botany
Scientific Inquiry	Gain 1 random Point from the Physical Sciences Table
Demonstration	Gain 1 random Point from the Life Sciences Table
Apodyterion	Gain 3 non-Aristotle Action Tokens of your Choice
Shrine to the Muses	Gain 1 Point in Ancient Cults
Library of Histories	Draw 2 cards: Play one, discard the other
Stoa	Gain 1 Point in Geography
Library of Philosophy	Draw 2 cards: Play one, discard the other
Peripatoi	You may as your move go to the Dromoi
Student Government	Gain 1 point in Political Science
Research Assignment	Gain 3 non-Aristotle Action Tokens of your Choice
Experience	Gain 1 random Point from the Humanities Table
Temple to Apollo	Gain 1 Point in Ancient Cults
Racing Tracks	Gain 1 Point in Athletics
Covered Walkways	Roll on the Wander Table
Theatre	Gain 1 random Point from the Arts Table
Aristotle's Library	Draw 3 cards: Play one, discard the others
Philosophical Inquiry	Gain 1 random Point from the Logic Table
Zoo	Gain 1 Point in Zoology
Plato's Academy	Gain 1 random Point from the Philosophy Table
Public Spaces	Roll on the Wander Table

Setup

Shuffle the Lyceum Tiles and set up the Circular Track Board. Shuffle the Knowledge Deck. Players pawns start in the Gymnasium.

Players roll high on the 10 sided die to see who goes first.

Students, place the top card of the Deck onto that tile. The first student to land there gets that card, as well as the Tile's regular offering. If you land on the Aristotle Pawn, you gain 1 Cause Token of any type.

If on your move you pass over the Aristotle Pawn, gain 1 Aristotle Token.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Aristotle Phase
2. Move Phase
3. Learning Phase

Aristotle Phase

There is one Special Pawn for Aristotle. Aristotle starts the Game in Aristotle's Library. Move Aristotle forward (Clockwise) 2D6 Spaces.

Whenever he lands on a space containing one or more Students, they each get 1 Point in one Random Subject (First roll a random category, then a random subject) If he lands in a space containing no

Move Phase

Move your Pawn forward (Clockwise around the Track) one or two spaces OR you may move forward 1D10 spaces. You may spend an Action Token to alter your movement. When you land on 1 or more opponents pawns, you may steal 1 Token from any one of them.

Learning Phase

Follow the instructions on the Tile you have just moved to. This will usually earn you 1 card or some Action Tokens or 1 Point in one specific Subject or a choice on a List, or a roll on a Table.

Wander Table

Roll	Meet:	Notes:
1	Theophrastus	Gain 1 Point in Botany
2	Phanias of Eresus	Gain 1 Point in History
3	Eudemus of Rhodes	Gain 1 Point in Mathematics
4	Clytus of Miletus	Gain 1 Point in Geography
5	Aristoxenus	Gain 1 Point in Music
6	Dicaearchus	Gain 1 Point in Psychology
7	Meno	Gain 1 Point in Medicine
8	Demetrius of Phalerum	Gain 1 Point in Oratory
9	Nicomachus	Gain 1 Point in Physics
10	Nobody	—

Knowledge Deck Card List

Name:	Notes:
Aristotelian Logic	Gain 2 Points in the Logic Category
Syllogism	Gain 1 Point in Logic
Aristotelianism	Gain 1 Point in Political Science
The Good Life	Gain 1 Point in Ethics
Aristotle's Four Causes	Gain 2 Points in the Philosophy Category
Dichotomy	Draw an extra 2 cards to pick from
Laws of Association	Gain 1 Point in Psychology
Philosophical Debate	Gain 1 Point in Dialectic
Practical Debate	Gain 1 Point in Rhetoric
Syllogisms	Gain 1 Point in Rhetoric
Ethos, Pathos, and Logos	Gain 1 Point in Oratory
Lexis and Taxis	Gain 1 Point in Oratory
Continuous Theory of Matter	Gain 1 Point in Chemistry
Substance	Gain 1 Point in Chemistry
Organon	Gain 1 Point in Analytics
Aristotle's Theory of Universals	Gain 2 Points in the Physical Sciences Category
Natural Philosophy	Gain 1 Point in the Physical & Life Science Categories
Theoretical Science	Gain 1 Point in Physics, Mathematics, or Metaphysics
Practical Science	Gain 1 Point in Ethics or Politics
Buridan's Ass	Gain 1 Point in General Philosophy
Catharsis	Gain 1 Point in Drama
Generation of Animals	Gain 1 Point in Embryology
Causal Principle	Gain 1 Potentiality & 1 Actuality Token
Chain of Being	Gain 2 Points in the Life Sciences Category
Character	Gain 1 Point in Literary Theory
Connexive Implication	Gain 1 Point in Logic
Camera Obscura	Gain 1 Point in Optics
Parts of Animals	Gain 1 Point in Anatomy & Physiology
History of Animals	Gain 1 Point in Zoology
Law of Contradiction	Gain 1 Point in Metaphysics
Fifth Element	Gain 1 Point in Astronomy
Correspondence Theory of Truth	Gain 1 Point in General Philosophy
Laws of the Universe	Gain 1 Point in Cosmology
Kinesis	Gain 1 Point in Physics
Decorum	Gain 1 Point in Literary Theory
Condemn Deus ex Machina	Gain 1 Point in Literary Theory

Name:	Notes:
Epic	Gain 1 Point in Literary Theory
Essentialism	Gain 1 Point in General Philosophy
Finalism	Gain 1 Point in Analytics
Four Humors	Gain 1 Point in Medicine
Poetical Science	Gain 2 Points in the Arts Category
Genre	Gain 1 Point in Literary Theory
Haecceitism	Gain 2 Point in the Philosophy Category
Hylomorphism	Gain 1 Point in Dialectic
Idealization	Gain 1 Point in the Aesthetics
Ideational Theories of Meaning	Gain 1 Point in Linguistics
Identity Theory of Predication	Gain 1 Point in General Philosophy
Labour Theory of Value	Gain 1 Point in Economics
Doctrine of the Mean	Gain 1 Point in Ethics
Mental Faculty Theory	Gain 1 Point in Psychology
Metaphor	Gain 1 Point in Literary Theory
Mimesis	Gain 1 Point in Literary Theory
Multiple Causation	Gain 1 Point in Psychology
One Over Many Principle	Gain 1 Point in Metaphysics
Organic Form	Gain 1 Point in Literary Theory
Poetic Diction	Gain 1 Point in Poetics
Poetic Justice	Gain 1 Point in Drama
Poetic License	Gain 1 Point in Poetics
Species Essentialism	Gain 1 Point in Biology
Third Man Argument	Gain 1 Point in Metaphysics
Tragedy	Gain 1 Point in Drama
The Unities	Gain 1 Point in Drama

Links

Wikipedia





Armies Of Oz

Introduction

Large scale warfare in the Land of Oz.

Map

The map depicts an irregular, interlocked set of territories. Each Territory compromises a small section of Oz. Players will have to create their own Game Map. The picture above shows a map of Oz taken from the original books.

Victory

Destroy the opposing Great Leaders.

Control Markers

Use chits to represent control markers (CM). Each player has a set of control markers of a unique color. CM are placed on settlements and stacks of units to Indicate ownership.

Units

Use chits to represent units. Units include Great Leaders, Minor Leaders & non-leader units.

Great Leaders

Each player picks one Great Leader to start the game with. Some Great Leaders available include: Queen Ozma (Good) Glinda the Good Witch of the South (Good) Locasta the Good Witch of the North (Good) Elphaba the Wicked Witch of the West (Evil) Roquat the Red: The Nome King (Evil) General Jinjur (Neutral or Good)

Other Possible Great Leaders

Oscar the Wizard of Oz (Neutral or Good): Possibly in place of Ozma or in a Prequel Setting. In a Prequel setting he would not be a Spellcaster. Remove him from the Good Character Army List.

Nessarose the Wicked Witch of the East (Evil): In a Prequel Setting or reincarnated. Kaliko: The Nome King (Neutral or Evil): Replacement and Rival of Roquat. The Tin Woodsman (Good): Ruler of Winkie County after the events of the first book.

Remove him from the Good Character Army List.

Army Lists

There are several separate Army Lists. Great Leaders will only be able to recruit Units from Certain Lists.

Great Leader:	Army Lists Available:
Ozma	Emerald City & Girl Army & Good Characters
Glinda	Ouadling Country & Girl Army & Good Characters
Locasta	Gillikin Country & Good Characters
Elphaba	Winkie & Gillikin Country & Evil Minions
Roquat	Nome Kingdom & Evil Allies
Jinjur	Girl Army & Good Characters
Oscar	Emerald City & Good Characters
Nessarose	Munchkin Country & Evil Minions
Kaliko	Nome Kingdom & Evil Allies
Tin Man	Winkie County & Good Characters

An Army list is actually a pile of Unit Counters.

Army Lists are not territory specific, and depend more on the alignment/politics of the Great Leader.

Conquest & Army Lists

5 of the Army Lists depend on control of certain regions of Oz. These include: The Emerald City, Munchkinland, Winkie Country, Quadling Country, and Gillikin Country. If you control at least 1 Settlement in one of these regions, you may recruit units from its Army Lists.

These Units remain under your control even if you lose control of your last settlement in the region, or even if these units have to fight each other. The other

Spell Casters

Some Units (Most Great Leaders, some Minor Leaders, and a few Non-Leaders) will have Spell casting ability.

Deck

Players share an action deck. Action cards are discarded as soon as they are used.

Dice

Six sided dice are needed.

Gold

Use coins to represent Gold.

Setup

Each player places his great Leader in a Settlement space. Each player starts with 5 random Units from any Unit List He can Use.

Turn Sequence

Players take turns. Each turn has 7 phases: Draw Phase Move Phase Battle Phase Revenue Phase Recruit Phase Upkeep Phase Control Phase

Draw Phase

First discard any cards you don't want. Draw 3 cards. Max hand size = 7. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Move Phase

A Stack (Army) can only move if it contains at least one Leader or Great Leader. Units designated as Scouts can move without a Leader. Each Unit has a Movement Point Allowance.

A Stack cannot move farther than its slowest Unit, unless It leaves them behind. Various Terrains have a Movement cost to enter. Units (Stacks) can move into spaces containing opposing Stacks, but cannot move any further.

Anytime you have a Scout unit adjacent to an enemy stack, you May look at the Units in that Stack.

Crossing Rivers

A non-flying Unit must stop upon reaching a river, and Must spend it's whole MPA to move across it on it's next turn.

Flying Units

Always pay 1 MPA to move into a space. They can fly over (past) enemy non-flying units.

Battle Phase

When two opposing stacks occupy the same territory there will be a battle. Each unit (+ Items & Companions) has a force value. Add up the total Force values for each side.

Players may play action cards to increase their force value. Note: Spell cards can only be used if a Stack has a Spell Caster. If one stack has a Leader and the other does not, the stack with the Leader gets an additional 5 Force.

Each player rolls 2 dice and adds it to their total. The side with the highest Battle Total (Force value) wins. The losing stack has one unit destroyed.

The losing stack must retreat one space. If the stack cannot retreat, it is completely destroyed. Destroyed units are returned to their chit pile.

Leaders are always the last units to be destroyed.

Revenue Phase

Each Settlement you control generates a specified amount of Gold.

Recruit Phase

Draw 1D6 random unit counters from an army List pile you can use. Purchase units. A units cost in Gold is equal to its Force value. If you purchased all the drawn units, draw another 1D6 random units.

Gold may be saved from turn to turn. Discard unpurchased units back to the pile. Units start in any Settlement you control.

The Good Characters Army List is Unique: You can only draw 1 Unit From it per turn.

Upkeep Phase

Pay 1 Gold for each non-leader unit you control. Discard Units you cannot pay upkeep for.

Control Phase

Place a control marker on each Settlement occupied by only your your units. Remove any CM of an opponent. Your CM remains until an opponent removes it by occupation.

Scry Ability

Some spells and Items allow you to Scry. When Scrying, you may do one of the following: -Look at the next 7 cards in the deck -Look at your opponent's hand -Look at the Units in any one stack

Items

There is a separate Pile for Items. They are acquired as a result of Action Cards. Assign them to a specific Leader.

They may be kept to the side or stacked with the Leader.

Companions

Treat these like Items, except that they are living Creatures.

Territory Types

MC Movement Cost to Enter

DB Force Bonus gained by Defenders

GR Gold Generated in Revenue Phase

X Space cannot be entered or moved through by non-flyers

Type:	MC	DB	GR
Clear	1	-	-
Water	X	-	-
Mountain	XX	-	-
Forest	2	1	-
Road	$\frac{1}{2}$	-	-
Hills	1	1	-

Unit Deck Abbreviations

MPA Movement Point Allowance

copies of this counter in pile

L Leader

N Non-Leader

A Flying

XX Space cannot be entered or moved through at all

Type:	MC	DB	GR
Desert	2	-	-
Village	1	-	2
Castle	1	4	4
Town	1	2	4
City	1	4	8

F Force

S Scout

C Companion

I Item

W Spell Caster (Witch or Wizard)

Carry = Unit may Carry Leaders increasing their MPA

Great Leader Unit Stats

Unit Name:	MPA	Force	Notes:
Ozma	4	3W	-
Glinda	5	4W	-
Locasta	3	2W	-
Elphaba	4	4W	-
Roquat	5	5W	All Units stacked with get MPA+1
Nessarose	3	3W	-
Kaliko	3	4W	-

Magic Item Counter List

Item Name:	Notes:
Magic Belt	In your Move Phase Teleport any 1 Unit you control Anywhere
Magic Broom	MPA +4 & Flying
Powder of Life	Gain 1D6 Gold then discard
Crystal Ball	Scry once on your turn
Magic Picture	Scry once on your turn
Magic Cloak	F+4
Water of Oblivion	One Use: Discard Opposing Stack
Silver Slippers	Female Leader gets F+6
Hot Air Balloon	Flying MPA = 6 & Carry
Magic Staff	F+3 & Hand Size +1
Magic Wand	Spells get F+2
Spell Book	Draw 1 extra card per turn
Golden Cap	Units in Stack get F+1

Companion Unit List

Unit Name	Type	MPA	Force	Notes
Toto the Dog	C	5	1	-
Bellina the Hen	C	4	1	-
The Saw Horse	C	10	3	Carry 1 Leader

Unit Name	Type	MPA	Force	Notes
Gump	C	8F	5	Carry

Good Characters Army List

Unit Name	#	Type	MPA	Force	Notes
Dorothy Gale	1	L	4	2	Starts with 1 Companion
The Tin Man	1	L	3	5	-
The Scarecrow	1	L	4	4	-
The Cowardly Lion	1	L	6	6	-
Wizard of Oz	1*	LW	6F	3	-
General Jinjur	1*	L	4	4	-
Tik-Tok	1	L	2	2	-
The Hungry Tiger	1	L	6	7	-
The Shaggy Man	1	L	4	4	-

* Remove from pile if being used as a Great Leader

Emerald City Army List

Unit Name	#	Type	MPA	Force	Notes
Green Guards	6	N	2	4	F+2 if Defending
Balloon Brigade	2	N	6FS	4	Carry
Emerald Dragoons	4	N	6S	3	
Royal Hussars	4	N	8S	2	
Queen's Lancers	2	N	4	6	
Queen's Coachmen	1	N	7S	1	Carry
Captain of the Guard	1	L	8	2	

Munchkin Country Army List

Unit Name	#	Type	MPA	Force	Notes
Munchkin Militia	4	N	2S	2	-
Munchkin Brigade	4	N	2	3	-
Tin Soldiers	4	N	3	6	-

Unit Name	#	Type	MPA	Force	Notes
Blue Army	6	N	4	4	-
Blue General	2	N	4	2	-

Winkie Country Army List

Unit Name	#	Type	MPA	Force	Notes
Tottenhots	4	N	5S	2	-
Dragon Chariots	2	N	6F	7	Carry
Giants	2	N	5	8	-

Unit Name	#	Type	MPA	Force	Notes
Frogmen	4	N	4S	3	-
Yellow Army	6	N	4	4	-
Yellow General	2	L	4	2	-

Gillikin Country Army List

Unit Name	#	Type	MPA	Force	Notes
Winged Monkeys	4	N	7SF	3	-
Loons	2	N	2	4	-
Dragons	2	N	6F	8	-
Flat Heads	2	N	4	3	-

Unit Name	#	Type	MPA	Force	Notes
Mist Maidens	2	N	4FS	1	Spellcasters
Giant Purple Spiders	2	N	6	5	Carry
Purple Army	4	N	4	4	-
Purple General	2	L	4	2	-

Quadling Country Army List

Unit Name	#	Type	MPA	Force	Notes
Hammerheads	4	N	3	5	-
Fighting Trees	4	N	2	6	-
Red Army	4	N	4	4	-
Red General	2	L	4	2	-
Horners	2	N	4	4	F+2 vs Settlements
Hoppers	2	N	2	2	-
Rabbit People	2	N	5S	2	-

All Girl Army List

Unit Name	#	Type	MPA	Force	Notes
Cadets	4	N	5S	2	-
Girl Soldiers	4	N	4	3	-
Suffragettes	4	N	4	4	-

Unit Name	#	Type	MPA	Force	Notes
Show Girls	2	N	5	6	-
Cow Girls	4	N	8S	4	-
Girl General	2	L	5	2	-

Evil Minion Army List

Unit Name	#	Type	MPA	Force	Notes
Swarm of Rats	4	N	4	3	-
Flock of Ravens	4	N	8FS	2	-
Bears	2	N	4	6	-

Unit Name	#	Type	MPA	Force	Notes
Wolves	2	N	6S	5	-
Goblin Guards	6	N	3	4	-
Goblin Commander	2	L	4	2	-

Evil Allies Army List

Unit Name	#	Type	MPA	Force	Notes
Whimsies	4	N	3	4	-
Growleywogs	4	N	4	6	-
Phanfasms	2	N	5	5	Spellcasters
Evil Spirits	4	N	4SF	3	-
Mangaboos	4	N	3	3	-
Oogaboo Army	2	N	4	3	-

Nome Kingdom Army List

Unit Name	#	Type	MPA	Force	Notes
Nome Slaves	4	N	3	2	-
Nome Diggers	4	N	3	3	F+3 vs Settlements
Nome Soldiers	4	N	3	4	-
Nome Lookouts	4	N	5S	1	-

Unit Name	#	Type	MPA	Force	Notes
Nome War Machine	2	N	2	10	-
Nome General	1	L	3	2	-
Nome Magician	1	L	3	1	Spell Caster

Action Deck Card Notation

BS Battle Spell

MS Movement Spell

B Battle Action

R Event that occurs in Recruit Phase

RS Spell played in Recruit Phase

BT Battle Total

SX Spell Anytime

Action Deck Card List

Card Name:	Type:	Notes
Invisibility	BS	Unit gets F+7
Forge Item	SR	Gain a Random Item
Find Item	R	Gain a Random Item
Gateway	SR	Gain a Random Unit from one of your Lists
Call Aid	SR	Gain 2D6 Gold
Illusions	BS	BT +8
Fire	BS	BT +9
Cyclone	BS	BT +10
Earthquake	BS	BT +7
Storm	BS	BT +6
Protective Magic	BS	Defending Unit gets F+10
Disenchant	BS	Destroy Item
Summon	BS	Move one of your Units from anywhere to you
Dispell	BS	Negate Target Spell
Transformation	BS	Destroy Random Enemy Unit
Pet	R	Gain a Random Companion
Flying	MS	Target Unit gets MPA +6 & Flying
Teleport	MS	Stack can move to any Location
Float	MS	Target Unit in stack gets MPA +2 & Flying
Haste	MS	Target Units in stack get MPA +4 & F+2 this Turn
Cause Fear	BS	All Enemy Units are F-2
Courage	BS	All Friendly Units are F+2
Ambush	B	Defender BT +8
Trap	B	Defender BT +9
Surprise	B	Attacker BT +8
Raid	B	Scouts get F+4
Sorcery	BS	BT +5
Giant Size	BS	Target Unit F+8
Vanish	SX	Move Spellcaster to any other Space
Mesmerize	BS	Random Enemy Unit has F=0 for Battle
Wish	SX	Search deck for card & keep it
Vision	SX	Scry
Forget	SX	Opponent must discard 3 random cards
Sleep	BS	Automatically Win Battle
Fog	SX	No enemy Units may enter Spellcasters space
Incantation	SR	Draw 3 cards

Nonestica

Oz is part of the larger continent of Nonestica and is surrounded by other Countries (Such as the Nome Kingdom) each with its own Leaders and Armies.

Links

Land of Oz





Army Man Backgammon

Introduction

2 player backgammon variant.

Board & Pieces

Use a normal backgammon board. 2 six-sided dice are needed. Each player needs a set of 15 Army men: A Green set & a Tan set.

Set Up

Place 3 of your men in each of your back 5 rows (spaces). Roll high on 1D6 to see who goes first.

Weapon Table

Weapon:	Attack Range
Bazooka, Mortar, Radio	6
Machine Gun	5
Rifle	4

Stance Table

Stance:	Maximum Move	Saving Throw
Prone	1-3	1-4
Kneeling	1-4	1-3
Standing	1-5	1-2
Running	1-6	1

Casualties

If a man is killed (hit, captured, destroyed) he is removed from the board and is out of the game.

Sergeant Rule

Designate one of your men as the Sergeant. If the Sergeant is killed you must either Dig-in or Charge every turn.

Turn Sequence

Players take turns Each turn has 4 phases:

1. Tactics Phase
2. Maneuver Phase
3. Attack Phase
4. Stance Phase

Tactics Phase

Roll 2 dice. You must use your dice rolls during the turn if it is at all possible.

Victory

Be the first to move any one of your men (soldiers, units, figures) off your opponents back row. The roll to move off the back of the board does not have to be exact. For example: One of your men is 4 rows away: You win on a roll of 4, 5, or 6.

Your remaining men may be anywhere else on the board.

Army Men

Each of your men has 2 traits: Weapon & Stance.

Weapon:	Attack Range
SMG	3
Grenade, Flamethrower	2
Pistol	1

Maneuver Phase

Use one of your dice rolls to move one of your men that many spaces forward. A man is limited to how far he can move by his Stance. For example, a prone soldier could only move using a die roll of 1, 2, or 3.

A running soldier could use any die roll. There is a 5 man limit to how many of your men may be in any one row. If your man lands on a row containing one enemy, the enemy man is captured.

If your man lands on a row containing two or more enemy men, your man is captured.

Attack Phase

Use one of your dice rolls to attack and kill an enemy man. Consult the Weapon table. The attack must be made by a man with a weapon that matches the die roll.

For example, if you rolled a 4, the attack must be by a rifleman. The target enemy must be exactly a number of rows away equal to the die roll. For example, a rifleman can only attack an enemy exactly 4 spaces away.

Only one enemy unit (attackers choice) is killed by the attack. The target unit may make a Saving Throw: The attacked man rolls 1 die. Consult the Stance Table: If the roll is in the Saving Throw range the unit is not killed.

For example, a standing soldier would save on a roll of 1 or 2.

Stance Phase

You may replace a soldier with another figure that has the same weapon but a different stance. For example, you may replace a kneeling rifleman with a running rifleman.

Fire & Movement Rule

You may switch the order of the Movement & Attack phases in your turn.

Charge Orders Rule

You may move two men instead of attacking.

Dig In Orders Rule

You may attack with two men instead of moving.

Infiltration Orders Rule

A single running soldier may move twice using the Charge Orders Rule.

Mine Detector Optional Rules

Place 3 hidden minefields in 2 spaces on your side of the board. Enemy units that land on these spaces must save or be destroyed. Soldiers with mine detectors that enter these spaces automatically destroy the minefield.

Variants

More or less men. More dice. Units with multiple weapons.





Army Of Darkness Skirmish

Introduction

Board & card game for 2 players. Based on the Movie.

Disclaimer

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Victory

Destroy all enemy creatures.

Good Guys Creature Table

Name	#	Hits	Notes
Ash	1	4	Sword, Chainsaw, Shotgun, Metal Hand, Leader
Knights	2	2	Sword, Horse, Armor
Scout	1	1	Sword, Horse
Arthur	1	2	Sword, Armor, Leader
Henry the Red	1	2	Sword, Horse, Armor, Leader
Wiseman	1	1	Magic
Blacksmith	1	2	Sword
Gold Tooth	1	2	Sword, Armor
Medieval Foot Soldiers	2	1	Sword, Armor
Tower Guard	1	1	Sword, Armor
Archers	2	1	Archer
Crossbowmen	2	1	Archer, Armor
Deathcoaster	1	3	Car
Catapult	1	2	

Bad Guys Creature Table

Name	#	Hits	Notes
Evil Ash	1	4	Sword, Magic, Claws, Leader
Undead Knights	2	2	Sword, Horse
Deadite Warriors	8	2	Sword, Armor, Claws
Skeletal Archers	4	1	Archer
Winged Deadite	2	1	Claws, Fly
Vampire Shelia	1	2	Claws, Fly

Setup

Each player places one creature on each square of his back 3 rows. Units may not stack.

The Cards

Players share a common deck.

The Map

Use an 8x8 chessboard.

Creatures

Use chits or miniatures to represent creatures. Each player has 18 creatures.

Units Table Notation

Move Max range Move Cards the unit can use.

Attack = Max range Attack Cards the unit can use.

F Flyer

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

Orders Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your creatures. creatures cannot move through other units. (Exceptions: Flyers may move through other creatures and Every unit the Deathcoaster moves through is destroyed.

The move card has a number. This is the number of spaces the creature moves. Moves are diagonal or orthogonal.

Units on Foot can move a maximum of 2 spaces. The Deathcoaster and Units on Horse can move a max of 4 spaces. Flyers can move a max of 6 spaces.

Flyers and Scouts can move twice per turn.

Battle Phase

Play (discard) an Attack card to have a creature attack. The attack card has a number. This is the

range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes one point of damage. Creatures reduced to zero Hits are killed and are removed from the map.

Creatures cannot attack through other creatures (except for Catapult & Archers). To have the Catapult attack, discard a move card of 3 or higher (Number = Range).

Card List Notation

M Movement

A Attack

D Defense

X Special

Type Purpose of card

Number of that type of card in the deck

Card List

Card Name:	#	Range	Type	Notes
Walk	8	1	M	
Run	6	2	M	
Trot	4	3	M	
Gallop	3	4	M	
Fly	2	5	M	
Fly Fast	1	6	M	
Necronomicon	1	2	A	Magic only
Clatto Verata Nicto	1	2	A	Magic only
Kung Fu	1	1	A	Good Guys only
Throw Rocks	1	1	A	Good Guys only
Fire Arrows	1	3	A	Good Archers only
Heroic Move	4	3	M	Ash & Evil Ash only
Hack & Slash	6	1	A	Sword only
Arrows	3	3	A	Archers only
Arrows	3	4	A	Archers only
Regenerate	1	-	D	Bad Guys only
Pass Through	1	-	D	Bad Guys only
Shield	2	-	D	Armor Only
Chain Mail	2	-	D	Armor Only
Throw Spear	2	2	A	Sword only
Chainsaw	2	1	A	Ash only
Shotgun	2	3	A	Ash only
Claws & Bite	6	1	A	Claws only
Cause Fear	2	-	D	Bad Guys only
Parry	2	-	D	
Rally Troops	2	-	X	Draw 3 cards
Platemail	2	-	D	Leader only
Mechanical Hand	1	1	A	Ash only
Push off Wall	2	1	A	
Heroic Defense	2	-	D	Ash & Evil Ash only

Card Name:	#	Range	Type	Notes
Charge	1	1	A	Horse only

Links

[Army of Darkness](#)

Army Of Darkness Forum

[Click Here](#)





Army Quest

Preface

This comes after playing with my 4 year old son. I have a torn up copy of Hero Quest. We got his army men mixed in and voila!

Introduction

Plastic Army men vs plastic Fantasy Figs. Tactical combat rule system.

Fig Stats

Name	Hits	Move	Range	Attack	Notes
Army man with Pistol	1	3	8	1-2	
Army man with Rifle	1	3	20	1-3	
Army man with Sub-MG	1	3	12	1-2	2 attacks/turn
Army man with Grenade	1	3	6	1-3	3x3 square
Army man with Flame thrower	1	2	6	1-5	5 uses
Army man with Bazooka	1	2	24	1-3	Does 1D6 damage
Army man with MG	1	2	24	1-2	3 attacks/turn
Army man Sniper	1	3	32	1-4	
Army man hand-to-hand	1	3	1	1-2	
Goblin with Hand Weapon	1	3	1	1-2	
Goblin with Bow	1	3	8	1-2	
Orc with Hand Weapon	1	3	1	1-3	
Skeleton with Sword	1	3	1	1-2	
Zombies	2	2	1	1-2	Regenerate 1 hit/turn
Mummy	3	2	1	1-3	Regenerate 1 hit/turn
Chaos Warrior	2	3	1	1-4	
Ogre with Hand Weapon	4	3	1	1-4	
Gargoyle	3	6	1	1-5	Flying
Chaos Warlock	2	3	1	1-3	Spells

Attack = chance to hit on 1D6. Range = range of weapon

12 spaces.

Turn Sequence

Players take turns. Fantasy creatures go first. Each turn has 3 phases: Move Phase Attack Phase Rally Phase

Move

Move units up to their movement allowance.

Attack

Roll on 1D6 to see if an attack hits. If an attack hits it does one point of damage.

Rally Phase

Army men only. On a roll of 4-6 on 1D6 the man will stop fleeing. Add 1 to the roll if a sergeant is within

Victory

Annihilate the opposing side.

Notes

MG and Bazooka cannot move and attack in the same turn. The Bazooka has 6 rockets and requires a turn to load in between shots. Regenerators cannot regenerate damage from the Flame thrower.

Army men will Flee on a roll of 1-4 on 1D6 if they start the turn next to an opponent. Army men will Flee on a roll of 1-3 on 1D6 if they start within 7 spaces of a mummy. Each Army man will start with 2 grenades.

Warlock Spells

The warlock starts with 2D6 spells.

1D6	Spell
1	Fireball: Like Grenade but range = 18.
2	Earthbind: Range = 10. 4x4 area. 1D6 Targets cannot move or attack for 1D6 turns.
3	Magic Missiles: Range = 10. 1D6 attacks. Hit on 1-4 on 1D6.
4	Magic Shield: Negate one attack made against a target within 16 spaces.
5	Fear: Affects all army men within 10 spaces. Targets flee on a roll of 1-4 on 1D6.
6	Control: Range = 16. Gain control of target man for 1D6 turns.





Around The World In 80 Days

Introduction

Card game based on the novel of the same name by Jules Verne. For 2 or more players.

The Deck

Players share a common deck.

Time & Distance

1 Turn = 8 days 1 Travel Card = 1 Unit of Distance

Victory

Be the first player to travel 80 Units of Distance.
Major Victory: Finish your trip in 10 turns.

Turn Sequence

Each Turn is divided into 5 phases: Planning Phase
Logistics Phase Travel Phase Adventure Phase Destination Phase

Planning Phase

Each player fills their hand to 9 cards.

Logistics Phase

Each player may discard up to 5 cards & draw replacements.

Travel Phase

Players make 'Trips'. A 'Trip' is a combination of cards that must include: 1 Unique Travel card

plus... Any number of Basic Travel cards of the same type as the Unique Travel card. For example: You play the "Orient Express". It is a Unique Travel card of the 'Train' type.

You then play 3 basic 'Train' cards. You may make more than 1 trip during this phase.

Adventure Phase

You may play Adventure cards in this Phase. An Adventure card will cause a random Basic Travel type card in a target 'Trip' to be discarded (it is not counted in Destination Phase). A single player may only be targeted by one Adventure card per turn.

Destination Phase

Add up the Distance Values of every Travel card you played. This is the number of Units of Distance you've traveled this turn. Discard all played cards.

Card List Notation

- # Number of this card in the deck
- T Basic Train Travel card
- TU Unique Train Travel card
- W Basic Water Travel card
- WU Unique Water Travel card
- R Basic Road Travel card
- RU Unique Road Travel card
- S Basic Sky Travel card
- SU Unique Sky Travel card
- A Adventure card

Common Deck Card List

Card Name:	Type	#	DV
Orient Express	TU	1	2
Trans-Siberian Railway	TU	1	3
Union Pacific	TU	1	2
Berlin-Constantinople Line	TU	1	2
Great Indian Peninsula Railway	TU	1	1
Rails	T	3	1
Line	T	4	2
Railway	T	3	3
Luxury Liner	WU	1	2
Tramp Steamer	WU	1	2

Card Name:	Type	#	DV
Paths	R	3	1
Roads	R	4	2
Paved Roads	R	3	3
New Fangled Areoplane	SU	1	3
Hot Air Balloon	SU	1	1
Zeppelin	SU	1	2
Blimp	SU	1	2
Dirigible	SU	1	2
Stormy Sky	S	10	1
Clear Sky	S	10	2

Card Name:	Type	#	DV
Private Yacht	WU	1	2
Schooner	WU	1	3
Chinese Junk	WU	1	1
River	W	3	1
Seas	W	4	2
Ocean	W	3	3
Model T Roadster	RU	1	3
Safari Elephants	RU	1	1
Caravan Camels	RU	1	2
Sled Dogs	RU	1	2
Pony Express	RU	1	2

Card Name:	Type	#	DV
Favorable Winds	S	10	3
Bad Weather	A	1	-
Monsoons & Typhoons	A	1	-
High Seas Pirates	A	1	-
Political Unrest	A	1	-
Hostile Natives	A	1	-
Local Authorities	A	1	-
Workers Strike	A	1	-
Mechanical Breakdown	A	1	-
Injury & Sickness	A	1	-
Vehicular Accident	A	1	-

Links

English Translation

Notes

Planned Route of Phineas Fogg:	Days
From London to Suez via Mont Cenis and Brindisi, by rail and steamboats	7
From Suez to Bombay, by steamer	13
From Bombay to Calcutta, by rail	3
From Calcutta to Hong Kong, by steamer	13
From Hong Kong to Yokohama (Japan), by steamer	6
From Yokohama to San Francisco, by steamer	22
From San Francisco to New York, by rail	7
From New York to London, by steamer and rail	9
Total days:	80





Artifact

Introduction

Original Victorian Themed version of the WarpQuest Gaming System. Each player controls a party of adventuring archeologists and treasure hunters trying to be the first to get some, relic, artifact, or treasure and bring it back.

Dice & Pieces

Six and ten sided dice are needed. Each player has a pawn to represent their adventuring party on the board. Use a small trinket to represent the 'Artifact'. There is only one Artifact.

The Board

The board is a single winding path of connected spaces with a start space and an end space. The path should be 30 spaces long. The First space represents the safety of European Victorian Civilization. Spaces 2-15 represents travel through the first scenario module.

Skill Table

1D10	Skill:	Notes:
1	Combat +1	Unarmed, Guns, Blades, Tactics
2	Strength +1	Muscle, Will, Courage
3	Agility +1	Reflexes, Swiftiness
4	Sailing +1	Swimming, Diving, Boating, Navigation, Boat Building
5	Survival +1	Hunting, Hiking, Outdoor skills, Mountaineering, Guide
6	Mechanics +1	Repairs, Construction, Physics, Engineering
7	Linguistics +1	Languages, Archeology, History, Cartography
8	Personality +1	Leadership, Charisma, Wit, Charm, Diplomacy
9	Science +1	Naturalist, Medicine, Geology, Chemistry, Psychology
10	Pick any one skill	

Premade Party Member Cards

by Markus Salo (msalo71@yahoo.com)

Optional Multiplayer Bidding Rules

(By Markus Salo) Every player creates the leader (player) as stated in the rules. Create 30 companion and servant cards with randomly premade skills. The players can look all the cards and draft the companions and servants.

Every player has 30 bidding points they can use. The highest bidder gets the card. This way building of the group becomes more exiting and less random.

Spaces 16-29 represents travel through the second scenario module. The End space is the final destination where the Artifact is found.

The Decks

There are 2 decks for each scenario: The Module 1 Deck and the Module 2 Deck Each deck has one of each card in its card list. The Scenario Module Card lists are posted on other pages on this website.

The Party

Each party consists of 6 members: 1 Leader, 3 companions, and 2 lesser companions. Companions may actually represent a group of individuals. The Leader has 5 skills. Companions have 3 skills each. Lesser companions have 1 skill.










Party members roll ten sided dice to determine skills:

Turn Sequence

- Players take turns. Each turn consists of 3 phases:
1. Move Phase
 2. Draw Phase
 3. Challenge Phase

Move Phase

Roll 1D6: Move that number of spaces towards the end space. (Or look at that many cards on the Top of

ARTIFACT COMPANION DR. MONTAIGNANT  NATURALIST (SCIENCE +1) HUNTING (SURVIVAL +1) NAVIGATION (SAILING +1)	ARTIFACT COMPANION CAPTAIN MOORE  COURAGE (STRENGTH +1) GUNS (COMBAT +1) CHARISMA (PERSONALITY +1)	ARTIFACT COMPANION DR. FITZROY-JONES  GEOLOGY (SCIENCE +1) REFLEXES (AGILITY +1) WILL (STRENGTH +1)
ARTIFACT COMPANION DR. SCHILLINGER  CHEMISTRY (SCIENCE +1) LANGUAGE, HISTORY (LINGUISTICS +2)	ARTIFACT COMPANION MUHAMMED PASHA  GUNS (COMBAT +1) WILL, COURAGE (STRENGTH +2)	ARTIFACT COMPANION SIR ARTHUR PITKIN  ARCHEOLOGY (LINGUISTICS +1) CHARISMA (PERSONALITY +1) MEDICINE (SCIENCE +1)
ARTIFACT COMPANION DR. RUBINSTEIN  LANGUAGES (LINGUISTICS +1) WIT (PERSONALITY +1) GUNS (COMBAT +1)	ARTIFACT COMPANION DR. ANDERSSON  REFLEXES (AGILITY +1) PHYSICS (SCIENCE +1) WIT (PERSONALITY +1)	ARTIFACT COMPANION CAPTAIN KNUTSEN  NAVIGATION (SAILING +1) LEADERSHIP (PERSONALITY +1) MOUNTAINEERING (SURVIVAL +1)

the Module Deck (Observation Option)) You automatically stop when you enter the end space. If you are the first to land on the end space your party acquires the Artifact.

Once a party has the Artifact then all other players may move their parties in either direction on the path. The party with the Artifact must move towards the start space. The first party with the Artifact to reach the start space wins the game.

Draw Phase

If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck. If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck. If you land on an opponents party do not draw a card.

If a deck ever runs out, shuffle its discard and draw from it. Cards are of 2 types: Challenge cards & Aid cards. Place Aid cards in your hand.

Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If the win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then: If you lose the challenge: Roll 1D6:

1-4 Go back 1D6 spaces

5-6 Lose 1 Party Member

If you Win the challenge: Roll 1D6:

1-4 Gain 1 Experience Token

5 Draw 1 card from the Aid Deck

6 One Random Party member gains +1 skill level in the skill just tested.

You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Party

If you land on an opponent's party there will be a fight. The current player rolls 1D10 on the skill list

table. Both players make skill rolls for the indicated skill.

The higher modified roll wins. In case of a tie nothing happens. The loser must go back 1D6 spaces.

The winner takes the Artifact from the loser if the loser was in possession of the Artifact.

Sample Adventuring Party

Role	Name	Info
Leader	Dr Ozgood	English Scientist, boxer, and adventurer
	-	Skills: Fighting, Strength, Personality, Science X 2
Companion	Mustafa	Australian Guide and smuggler
	-	Skills: Combat, Survival, Strength
Lesser Companion	Lady Destine	the love interest. Skills: Personality
Companion	Theodore	Dr Ozgood's cousin
	-	Skills: Linguistics, Agility, Personality
Companion	New Zealand Maori	Warriors
	-	Skills: Sailing, Combat, Strength
Lesser Companion:	Bruno	the sheepdog. Skills: Agility

Aid Deck

Before adventuring the party draws 5 cards from the Aid deck.

Aid Deck Card List

Card Name:	Notes:
Dynamite	Aid: Mechanics +2 or Combat +2
Shovel	Aid: Mechanics +2 or Combat +2
Tool Box	Aid: Mechanics +2 or Strength +2
Pistol	Aid: Combat +3
Sword	Aid: Combat +3
Rifle	Aid: Combat +3
Axe	Aid: Combat +1 or Survival +1 or Mechanics +1
Machete	Aid: Combat +2 or Survival +2
Sextant	Aid: Sailing +3
Small Boat	Aid: Sailing +2 or Move extra 1D6
Maps	Aid: Survival +2 or Move extra 1D6
Ancient Texts	Aid: Linguistics +3
Translator	Aid: Linguistics +3
Doctors Bag	Aid: Science +3
Chemistry Kit	Aid: Science +3
Lariat	Aid: Survival +2 or Agility +2
Porters	Aid: Strength +2 or Move extra 1D6
Guide	Aid: Survival +2 or Move extra 1D6
Rope & Grappling Hook	Aid: Survival +2 or Agility +2
Find Companion	Aid: Gain 1 random Companion
Spirit of Adventure	Aid: Personality +3

Card Name:	Notes:
Inspired Oration	Aid: Personality +3

Artifact Support Page!

A support page for Artifact is available here (scenarios & rules in italian, board & player sheet in english)

Modules

* [The Depths Of The Earth](#)The Depths of the Earth
 * [Mummys Tomb](#)Mummys Tomb * [Lost Continent Of Atlantis](#)Lost Continent of Atlantis * [The Shadow Of A Dark God: By Zak](#) [Artifact Core Rules](#) [Required Reference](#)The Shadow of a Dark God by Zak





Asimov's Foundation

Introduction

2 player game. Players take the roles of the first foundation (psychohistorians) and the second foundation (mentalists). They compete for control of the future second galactic empire.

Deck

One shared deck, composed of 1 of each card listed below. In addition to the play deck, you will need six-sided dice.

Victory

The player who first wins the SECOND GALACTIC EMPIRE PHASE (GE2) wins.

SET UP and PLAY Each player draws 7 cards to start. Players play the turn simultaneously.

The Turn

Draw Phase

Each player draws 5 cards

Research Phase (rp)

Each player may play down cards with a +1(or more) rp modifier on them. Only first foundation players may play cards with a 1F prerequisite and only second Foundation players can use 2F cards. Cards with a "-" prerequisite can be played by either player.

Card List

Card name:	Notes:
hari seldon	+3rp
hyperspace jump	+2rp
hyperspace relay	draw 2 extra cards
traders	+1rp
trader limmar ponyets	+1rp
trader gorm	+1rp
master trader gorov	+2rp
trader ship	+1rp
ether beam	draw 2 extra cards
master trader mallow	+2rp
traders convention	+3rp
far star trader	+1rp

This rule applies to each phase. Each player may roll 1D6 plus 1D6 for each "+ rp" on the cards he played. If one of the players rolls is at least 3 times as great as the others roll, than he wins.

The winner May play any card with "cr" prerequisite for the remainder of the turn.

Periphery Phase (pp)

As per above but cards played will have +1(or more) pp. If their is a winner in this phase, he may use cards with "cp" prerequisite for the remainder of the turn. He now controls the outer systems.

Imperium Phase (ip)

As above, but now cards with "+1(or greater) ip" can be played. If there is a winner he may now use cards with the "ci" requisite. He now controls the inner systems, the remains of the first galactic empire.

Second Galactic Empire Phase (ge2)

Same as above, but cards with +1(or greater) ge2 are used. If there is a winner, than he wins the game. The opponent player has the robot daneel olivaw, gaia, bliss or galaxia card, he may play it now thwarting the other players win.

If there is no winner or the win is thwarted then the game continues. Each player discards the cards he played. Each player who has more than 12 cards in his hand must discard to bring his hand down to 12. And another turn begins.

Card name:	Notes:
assoc independent traders	+3rp
gaia	thwart opponents win
bliss	thwart opponents win
daneel olivaw	thwart opponents win
dors seldon	remove hari from discard pile and put in hand
galaxia	thwart opponent win
hyperspatial comm.	draw 2 extra cards
mayor hardin	1f +2rp or pp
mathist dornick	1f +2rp or pp
pirenne	1f +2rp
planet terminus	1f +3rp or pp
terminus city	1f +2rp
time vault	1f +4rp
councilman lee	1f +1rp
councilman sermak	1f +1rp
psychohistory	1f +3rp
father aprot	1f +2pp
primate publis	1f +3pp
missionary parma	1f +1pp
councilman twer	1f +1rp
capt. Pritcher	1f +2 4ge2
mayor indbur	1f +1rp
bayta	1f +2rp
toran	1f +2rp
Mayor branna	1f +1rp
museum of origins	1f +2rp
golan trevize	1f +3rp or +2 ge2
security director kodell	1f +1rp
prof janov pelorat	1f +3rp or +2ge2
arkady darell	1f +3rp
mentallics	2f +2Ge2
university of trantor	2f +2rp
ebling mis	2f +2rp
the mule	2f +3pp or ip
viso-sonor	2f +2pp or ip
imperial university	2f +3rp
lee sinter	2f +1rp
first speaker	2f +3rp or ip
wanda seldon	2f +3rp
first speaker quindar	2f +2rp or ip
stor gendibal	2f +2rp
benjoam	2f +1rp
language of the speakers	2d +2Rp
Council of speakers	2f +2rp
prime radiant	2f +3rp
deviation blue	2f +1rp
hyperplan	2f +2rp
century of deviations	2f +2rp
microradiant	2f +2rp
sura novi	2f +2ge2
delarmi	2f +1rp
chang	2f +1rp
councilman compor	2f +2rp

Card name:	Notes:
planet trantor	2f +3rp or ip
encyclopedia galactica	cr +3ge2
atom blasters	cr +1ge2
personal force shield	cr +1ge2
origins question	cr +1pp
atomic fussion reactos	cr +2pp
hyperatomic drive	cr +2pp
priesthood	cr +2pp
radioactive synthetics	cs +1pp
board of navigation	cr +3lp
Planet anacreon	cr +2pp
planet glyptal iv	cr +1ip
planet askone	cr +2ip
transmuter	cr +2ip
planet korell	cr +2pp
nuclear shields	cr +2ge2
fx controler	cr +2pp or ip
planet sayshell	cr +2pp
far star pocket battleship	cr +3ge2
gravitic hyperdrive	cr +2ge2
planet smyrno	cr +2pP
planet neotrantor	cr +3ip
planet kalgan	cr +2ip
planet radole	cr +2ip
planet haven	cs +2ip
olanjen hyperspatial theory	cr +2pp
planet haven ii	cr +2ip
planet comporellan	cr +2ip
planet aurora	cr +2pP
planet solaria	Cr +2pp
planet melpomenia	cr +2pp
planet alpha	cr +2pp
planet earth	cr +3ge2
the moon	cr +2ge2
planet siwena	cr +1pp
kingdom of anacreon	cp +1ge2
anselm haut roderic	cp +1Ge2
king of anacreon	cp +1ge2
prefect of smyrno	cp +1ge2
lord dorwin	cp +1ge2
four kingdoms	cp +1ge2
ambassador verisof	cp +1ge2
king leopold	cp +1ge2
prince weinis	cp +1ge2
thessaklekin temple	cp +1ge2
flagship weinis	cp +3ge2
sayshel officer	cp +1ge2
korellian ship	cp +2ge2
commador of korell	cp +1ge2
Dark nebula	cp +1ge2
zeonan revolt	cp +1ge2
foundation navy battleship	cp +2ge2
terminus city journal	cp +1ge2

Card name:	Notes:
port master kendray	cp +1ge2
minister lizalor	cp +1ge2
auroran robot	cp +1ge2
solorian robot	cp +1ge2
bander	cp +1ge2
fallom	cp +1ge2
melpomenia moss	cp +1ge2
Hiroko	cp +1ge2
ling chen	ci +1ge2
emperor cleon i	ci +1ge2
imperial cruiser	ci +2ge2
grandmaster of askone	ci +1ge2
patrician orrha ii	ci +1ge2
space pirates	ci +1ge2
emperor stannel vi	ci +1ge2
imperial admiral	Ci +1ge2
techman	ci +1ge2
gen. Riase	ci +2ge2
ducem barr	ci +1ge2
Sennet forel	ci +1ge2
scout ship	ci +1ge2
cmd. Yume	ci +1ge2
emperor cleon ii	ci +1ge2
lemul cluster	ci +1ge2
council of lords	ci +2ge2
privy sec.	ci +1ge2
imperial garrisons	ci +1ge2
field disruptor	ci +1ge2
imperial great ship	ci +2ge2
lord broding	ci +1ge2
emperor dagabert ix	ci +1ge2
emperor dagabert x	ci +1ge2
imperial ship of the line	ci +2ge2
imperial news	ci +1ge2





Assassins Creed Revolution

Introduction

Card Game based on the Assassins Creed Video Game Series. Specifically the Third Installment.

Disclaimer

Assassins Creed is a licensed, copyrighted property. This merely a fan-site.

Victory

Be the first player to make 7 Card Combos. Use Tokens to keep track of Combos.

The Deck

Players share a common deck.

Combos

There are 4 types of Combos:

1. Flush (4 cards of the same suite)
2. Straight (4 or more cards of different suites forming a straight as in Poker)
3. Fighting Combo: 1 each of: Assassin, Enemy, Weapon, and Maneuver
4. Journey Combo: 1 each of: Location, Mission, Character, and Income

Setup

Shuffle the Deck.

Turn Sequence

Players take Turns. Each turn has 4 Phases:

1. Draw Phase
2. Action Phase

3. Combo Phase

4. End Phase

1. DRAW PHASE

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

2. ACTION PHASE

Discard 1 card to trigger it's special ability according to it's suite.

3. COMBO PHASE

Make one or more Combos. For each Combo you make draw 1 card.

4. END PHASE

Max hand is 9 cards. Discard excess cards.

Card Suite Special Ability List

Assassin = Draw 2 cards. Character = Steal 1 random card from opponent. Income = Look at opponents Hand. Trade 1 card with him.

Enemy = Opponent must discard a random card. Location = Discard your hand and draw 7 cards. Mission = Look at next 7 cards in Deck. Put one in your hand.

Maneuver = Search Discard for 1 card and put it in your hand. Weapon = Opponent (his choice) must give you a card or discard 2 cards.

Suite Notation

A Assassin,

E Enemy

W Weapon

X Maneuver

L Location,

M Mission,

C Character

I Income

Card List

#	Suite	Name
1	A	Eagle Vision
2	A	Sharpshooter
3	A	Bloodlines
4	A	Master of Disguise
5	A	Night Stalker
6	A	Ancestors
7	A	Huntsman
8	A	Commander

#	Suite	Name
1	X	Climb
2	X	Smoke Bomb
3	X	Ride Horse
4	X	Beam Shimmy
5	X	Finishing Move
6	X	Free Running
7	X	Parry
8	X	Acrobatics

#	Suite	Name
9	A	Silent Shadow
10	A	Strongman
11	A	Stealth Master
12	A	Desmond Miles
13	A	Connor
1	C	Civilians
2	C	Allies
3	C	Patriots
4	C	Recruit
5	C	Bodyguard
6	C	Captain
7	C	Chapheau
8	C	Duncan Little
9	C	Clipper Wilkinson
10	C	Pitcairn
11	C	Paul Revere
12	C	Washington
13	C	Haytham
1	E	Snitch
2	E	Guards
3	E	Redcoat Patrol
4	E	British Regular
5	E	Firing Line
6	E	Marine
7	E	Sniper
8	E	Mercenary
9	E	Grenadier
10	E	Scout
11	E	Officer
12	E	Jaeger
13	E	Templar Agent
1	W	Unarmed
2	W	Iron Dagger
3	W	Musket
4	W	War Club
5	W	Tomahawk
6	W	Naval Axe
7	W	Sword
8	W	Rapier
9	W	Pistol
10	W	Bow
11	W	Rope Darts
12	W	Poison Dart
13	W	Hidden Blade

#	Suite	Name
9	X	Escape
10	X	Leap of Faith
11	X	Counter Throw
12	X	Kill Streak
13	X	Disarm
1	L	Frontier
2	L	Tavern
3	L	Theatre
4	L	City Tunnels
5	L	Rooftops
6	L	Manor
7	L	Forest
8	L	British Warship
9	L	Battlefield
10	L	Concord & Lexington
11	L	Fort
12	L	New York
13	L	Boston
1	M	Collectible Items
2	M	Eavesdrop
3	M	Infiltrate
4	M	Rescue Hostages
5	M	Tea Party
6	M	Naval Missions
7	M	Free Captives
8	M	Assassination
9	M	Notoriety
10	M	Intercept Target
11	M	Kill General
12	M	Complete Memory
13	M	Liberation
1	I	Delivery
2	I	Request
3	I	Pickpocket
4	I	Looting
5	I	Intercept Couriers
6	I	Sell Meat & Pelts
7	I	Craft Items
8	I	Trade Goods
9	I	Rewards
10	I	Treasure Chest
11	I	Attack Convoy
12	I	Guild Contracts
13	I	Homestead





Asterix The Hunt

Introduction

Board game for 2-4+ players. Asterix Theme.

Disclaimer

Asterix the Gaul is a copyrighted, licensed product. This is merely a fan site.

Victory

At the End of the Game, the player with the most Tiles in the most Categories in his Victory Pile (VP) wins. The 4 Categories are: Wild Boar, Mistletoe, Menhirs, Roman Cohorts If there is a tie, the Player with

the most Menhirs wins. If it is still tied, the player with the most Boars wins. If still tied, the player with the most tiles wins.

The Game ends when all scoring Tiles have gone into VP's.

The Board

Use a Chess Board. The center 4 spaces is the Gaul Village.

Tiles

There are 60 Tiles to be placed randomly on the remaining non-village spaces.

Tile Mix

Tile Title:	#	Notes:
Wild Boar	10	Tasty Treat
Roman Cohort	10	Nasty
Menhir	8	Big Stones for Carving Runes on
Mistletoe	12	Ingredient for Magic Strength Potion
Lake	8	Major Barrier
Clearing	12	Empty

Magic Potion

Getafix the Druid is able to brew a Magic Potion that gives the drinker Superhuman strength. Because of this the Village remains the last Gaulish Settlement to be unconquered by the Roman Empire.

Potion Tokens

These are used to keep track of how much potion a player has remaining.

Dice

2 Six sided dice are needed.

Pawns

Each player gets 1 pawn of a unique color. (Little Gaulish Asterix figurines would be good)

Setup

Players Pawns start in any Village Space. Each player starts with 3 Potion Tokens. Roll high on 1D6 to see who goes first.

Players set up the board by placing 1 random Tile in each non-village square. Tiles are placed face-up.

Turn Sequence

Players take turns. On a players turn he rolls 2 Dice. He chooses 1 roll & moves his pawn that many spaces in any direction.

He then moves a number of spaces equal to the other roll if possible. Pawns can move orthogonally or diagonally. At the end of your turn, discard 1 Potion Token.

Lakes

Pawns cannot move through or into Lakes.

Clearings

These are basically empty spaces in the Forest. They do not score or block the way.

Village Spaces

A Pawn must stop his move completely upon entering a Village space. Every time a Pawn starts his turn in a Village space, he replenishes his Potion Token Total back up to 3. Every time a Pawn enters a Village space, he puts all Tiles he was carrying into his Victory Pile (VP).

Carying Capacity

As a Pawn moves around the Board he picks things (Tiles) up. Mistletoe, Menhir, and Boar Tiles can be picked up and carried. Place these Tiles next to you in a "Things Carried" pile.

Any number of Mistletoe can be carried. Up to 1 Menhir or 2 Boars can be carried. Things are dropped off when you return to the Village where they go to your VP.

A Pawn can only pick up a Tile if he lands on it, not if he was just Passing through the space. A Pawn can land on 2 spaces per turn, 1 from each die roll.

Roman Cohorts

If a pawn lands on a Roman Cohort, he automatically puts it in his Victory pile (VP) as long as he has at least 1 Potion token remaining. (The Romans are defeated: You don't have to carry them around) A pawn without potion Tokens cannot enter a space containing a Roman Cohort.

Landing On Other Pawns

If you land on an opponents Pawn, you may steal 1 Thing he is carrying. If you land on a space with many pawns, you may only pick 1 Pawn to steal from.





Astral Dreams

by C. Gerard Luft

Legal

This Miniature game is based off of the story Astral Dreams (copyright (C)2002 C. Gerard Luft). The game mechanics herein are derived from the Open Gaming License of the D20 Systems Reference Document.

The Setting

In the hundred and sixty-fourth millennia after the birth of Christ, mankind had only just discovered the power that lies in the quantum universe. Humanity was dependant on the Hyperspace/ Time Continuum for its pan-galactic empire. But the discovery of the Calabi-Yau continuum meant that man could finally reach out to galaxies other than his own. But it would take another hundred millennia before the Quantumliners could safely navigate the six extra-dimensions of the Calabi-Yau Universe and make the Hyperspace Drives obsolete.

But one man would not wait. The first use of the artificial wormholes that were constructed along the superstrings of the quantum dimension was for intergalactic listening. Pesrume Ladek, the greatest cyberneticist mankind had ever produced took a humble assignment at an Imperial Intergalactic Listening Post. He used the station's mainframe to download his mind and soul into a complex algorithm and transmitted it through the local wormhole to God knows where.

It is now the dawn of the five hundredth millennium since the birth of Christ. The Empire of Man has reached out into the intergalactic depths of space, and a lost son has been found. . . unfortunately. The great Quantumliners of the Scouting Guild has encountered an artificial species completely inimical to humanity. Each alien robot is directly controlled by a single artificial intelligence known as Ladek! The twisted, disembodied mind of the former human scientist now lords over these automaton artifacts of a long extinct race. They have invaded every galaxy controlled by man's glorious Imperium, and have begun a systematic extermination of every human life it encounters. While the Imperial Navy and Marine Corp defends the home galaxies against the attacks of these monsters, it falls to the Scouting Guild to hunt out and destroy Ladek units along the Imperium's frontier worlds.

Miniatures

This skirmish game is designed for two players: one player plays the Human Imperial Scouts and the other plays the Ladek Marine Robots. Forces are "purchased" by means of points. Both sides must decide how many points they should begin with. I highly suggest beginning a campaign (a series of wargames between the same player(s)) with fifty points for each side. For each game you play afterwards add ten points to your allowance until you finally find a good number of points for both of you. Remember, each side begins with the same number of points as the other, and they should be free to purchase their troops in any way they should choose at the start of each game.

Ideal miniatures for the Imperial Scouts would be any sci-fi miniature in space armor or a space suit (as can be inferred from their armor class and melee damage, they wear full battle dress). But any sci-fi miniature or counter will do.

Ideal miniatures for the Ladek Marine Robots would be very alien looking robot miniatures (arachnid shaded most ideally). But any robot miniature or counter will do.

Tabletop

If you have a table or desk clear of any junk, you have a great battlefield. If you choose to use terrain use common sense to make appropriate terrain rules (e.g., half movement up a hill, double movement down it).

D20

You will need a twenty sided die in order to use these combat rules.

Abbreviations

Level#-#PTS: Creature's Level and the points expended to purchase one for your little army, respectively

MA Melee Attack

MD Melee Damage

RA Range Attack and range, respectively

RD Range Damage- Fusion Blasters

Special Abilities- Two Attacks per Round: the unit gets to attack twice during its turn each round. Save: Doesn't pertain with the basic game.

Imperial Scouts

Spacer Good Humanoid (Human) Level 1 - 4 PTS.

	-	-	+	-	-
Speed:	6"		MA:	+3	
Armor:	17		MD:	1	
Health:	1		RA:	+3	

	-	-	+	-	-
Save:	+2		RD:	12	
Special:	-		-	-	
Abilities:	None		-	-	

Scout Good Humanoid (Human) Level 2 - 9 PTS.

	-	-	+	-	-
Speed:	6"		MA:	+4	
Armor:	17		MD:	1	
Health:	2		RA:	+4	

	-	-	+	-	-
Save:	+2		RD:	12	
Special:	-		-	-	
Abilities:	None		-	-	

Navigator Good Humanoid (Human)

Level 3 - 14 PTS.

	-	-	+	-	-
--	---	---	---	---	---

Speed:	6"	 	MA:	+4	
Armor:	18		MD:	1	
Health:	3		RA:	+4	
Save:	+2		RD:	12	

Speed:	6"	 	MA:	+4	
Special:	-		-	-	
Abilities:	None		-	-	

Sub-Lieutenant Good Humanoid (Human) Level 4 -

19 PTS.

	-	-	+	-	-
Speed:	6"		MA:	+5	
Armor:	18		MD:	1	
Health:	4		RA:	+5	

	-	-	+	-	-
Save:	+2		RD:	12	
Special:	-		-	-	
Abilities:	None		-	-	

Master Scout Good Humanoid (Human) Level 5 - 24

PTS.

Speed:	6"	 	MA:	+6	
Armor:	18		MD:	1	
Health:	5		RA:	+6	
Save:	+2		RD:	12	

Speed:	6"	 	MA:	+6	
Special:	-		-	-	
Abilities:	None		-	-	

Lieutenant Good Humanoid (Human) Level 6 -29

PTS.

	-	-	+	-	-
Speed:	6"		MA:	+7	
Armor:	19		MD:	1	
Health:	6		RA:	+7	

	-	-	+	-	-
Save:	+2		RD:	12	
Special:	-		-	-	
Abilities:	None		-	-	

First Lieutenant Good Humanoid (Human) Level 7 -

34 PTS.

	-	-	+	-	-
Speed:	6"		MA:	+8	
Armor:	19		MD:	1	
Health:	7		RA:	+8	

	-	-	+	-	-
Save:	+2		RD:	12	
Special:	-		-	-	
Abilities:	None		-	-	

Commander Good Humanoid (Human) Level 8 -

39PTS.

	-	-	+	-	-
Speed:	6"		MA:	+9	
Armor:	19		MD:	1	
Health:	8		RA:	+9	

	-	-	+	-	-
Save:	+2		RD:	12	
Special:	-		-	-	
Abilities:	Two Attacks per Round		-	-	

Captain Good Humanoid (Human) Level 9 - 43 PTS.

-	-	+	-	-	-	-	+	-	-
Speed:	6"		MA:	+10	Save:	+2		RD:	12
Armor:	19		MD:	1	Special:	-		-	-
Health:	9		RA:	+10	Abilities:	Two Attacks per Round		-	-

Post Captain Good Humanoid (Human) Level 10 - 49 PTS.

-	-	+	-	-	-	-	+	-	-
Speed:	6"		MA:	+11	Save:	+2		RD:	12
Armor:	20		MD:	1	Special:	-		-	-
Health:	10		RA:	+11	Abilities	Two Attacks per Round		-	-

Ladek Marine Robots

Marine Evil Construct Level 3 - 21 PTS.

-	-	+	-	-
Speed:	8"		MA:	+6
Armor:	21		MD:	2 blunt
Health:	3		RA:	+6 12"
Save:	+0		RD:	13
Special:	-		-	-
Abilities	Two Attacks per Round		-	-

Corporal Evil Construct Level 4 - 26 PTS.

-	-	+	-	-
Speed:	8"		MA:	+8
Armor:	21		MD:	2 blunt
Health:	4		RA:	+8 12"
Save:	+0		RD:	13
Special:	-		-	-
Abilities	Two Attacks per Round		-	-

Sergeant Evil Construct Level 5 - 31 PTS.

-	-	+	-	-
Speed:	8"		MA:	+10
Armor:	21		MD:	4 blunt
Health:	6		RA:	+10 12"
Save:	+1		RD:	13
Special:	-		-	-
Abilities	Two Attacks per Round		-	-

Lieutenant Evil Construct Level 6 - 36 PTS.

-	-	+	-	-
Speed:	8"		MA:	+12
Armor:	21		MD:	4 blunt
Health:	7		RA:	+12 12"
Save:	+1		RD:	13
Special:	-		-	-
Abilities	Two Attacks per Round		-	-

Captain Evil Construct Level 7 - 41 PTS.

-	-	+	-	-
Speed:	8"		MA:	+14
Armor:	21		MD:	4 blunt
Health:	9		RA:	+14 12"
Save:	+1		RD:	13
Special:	-		-	-
Abilities	Two Attacks per Round		-	-

Major Evil Construct Level 8 - 46 PTS.

-	-	+	-	-
Speed:	8"		MA:	+16
Armor:	21		MD:	4 blunt
Health:	10		RA:	+16 12"
Save:	+1		RD:	13
Special:	-		-	-
Abilities	Two Attacks per Round		-	-

The Round

1. Initiative: Each player rolls 1d20. The highest roll has initiative and can move on of the miniatures first. Reroll ties.
2. The Turn: Starting with the player who won initiative and then alternating between the two players, each miniature gets to take a turn.
 - Movement: The miniature may move up to their speed.
 - Melee Attack: If the miniature's movement brings it base to base with an opponent miniature, that miniature can attack its target.
 - * Roll 1d20 and add your melee attack score to the die roll. If it is equal or greater than the opponent's Armor score, then it is a hit.
 - * The opponent receives damage equal to your Melee Damage score. This damage is removed from the opponent's Health score. If any creature's health falls to 0 or less it is defeated and removed from the game.
3. Subsequent Turns: After the player who won initiative finishes his turn with his miniature, it then becomes the other players chance to take a turn with one of his miniatures. The Turn sequence is repeated back and forth until each player has taken a turn with each of his miniatures. Then a new Round begins and each player starts by rolling for initiative.
 - Range Attack: If the miniature's movement brings it within Range of an opponent miniature, that miniature can attack its target. However the miniature can not make a ranged attack if it already made a melee attack during its turn.
 - * Roll 1d20 and add your range attack score to the die roll. If it is equal or greater than the opponent's Armor score, then it is a hit.
 - * The opponent receives damage equal to your Ranged Damage score. This damage is removed from the opponent's Health score. If any creature's health falls to 0 or less it is defeated and removed from the game.





Astrum Imperium

by Patrick Bunch

Introduction

Generic rule set for a series of empire building/conquest games.

Map

The map depicts an irregular, interlocked set of territories. Over half the territories are empty space. Revenue generating spaces are planetary systems.

Other territory types include: Nebulas: Ships must stop upon entering.

Control Markers

Use chits to represent control markers.

Units

Use chits to represent units. Units include Leaders & non-leader units.

Deck

Players share an action deck. In some games, each player will have their own action deck. The action deck cards allow you to move your units.

Setup

Each player starts with a Homesystem with 10 random units. Others will be mixed into the unit chit pile.

Turn Sequence

- Draw Phase
- Move Phase
- Exploration Phase
- Battle Phase
- Revenue Phase
- Recruit Phase
- Upkeep Phase
- Control Phase

Draw Phase

First discard any cards you don't want. Each player draws 5 action cards. Max hand size = 7. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Move Phase

Use Action cards to move stacks or units in stacks. A Fast unit can move 1-3 spaces. A Medium speed unit can move 1-2 spaces.

A Slow unit can move 1 space. Units can move into but not through opposing stacks. Fortifications cannot move (Move = 0).

Starfighters cannot move by themselves, they must be transported aboard ships. Your opponent can only look at the top unit of your stacks

Supralumina Detection Index Determines if the defender's stack is able to intercept an attacking stack. The defender rolls on the SDI based on the size of the attacking stack and the distance it has traveled. The attacker's total only counts the force value of Capital and Escort ships in the stack. A failed roll means the defender may only use half of his available warship's Force value in battle. Roll modifiers:

- -1 per Scout in attacker's stack
- +1 per Scout in Defender's stack
- -3 per Fleet Scout in attacker's stack
- +3 per Fleet Scout in defender's stack
- +3 per Starbase in defender's stack
- +1 per Starbase in adjacent hex

Exploration Phase

When entering an unexplored system for the first time roll to determine the presence of Resources, Minor Races, and Enigmas.

1D6	Resources:	Revenue:
1-2	Poor	1
3-4	Moderate	2
5-6	Rich	3

1D6	Minor Race:	Revenue:
1-3	No Minor Race	-
4	Primitive Race	+1
5	Modern Race	+2
6	Advanced Race	+3

1D6	Racial Trait: roll (6)
1	+1 Revenue
2	+1 Force w/Starfighters (1-3)
3	+3 Force w/Fortifications (1-4)
4	+1 Force w/Capital Ship (1-2)
5	+1 Research
6	Natural Leader (Force Bonus: 1-3=+2, 4-5=+3, 6=+4 Specialty: 1-3=General, 4-5=Admiral, 6=Scientist)

Enigma Phase

1D6	Enigmas:
1-4	No Enigma
5-6	Enigma

1D6	Consequence:
1-3	The Exploring stack is destroyed.
4-5	The Exploring stack must retreat.
6	Roll again plus if there was a Minor Race Present, it is destroyed.

A system cannot be controlled by diplomacy or conquest if it has an unresolved Enigma. If the stack is destroyed the Enigma remains and must be faced again. If the Enigma is solved, it goes away forever.

Diplomacy Phase

Include a Diplomacy phase after Enigma phase. If the newly explored planet has a Minor Race roll 1D6. On a roll of 6 or better, the race willingly joins your empire.

If you roll a 1 the race will never join your empire through diplomacy. You are considered to be at war. If a diplomacy attempt fails, you can try again next turn.

Battle Phase

When two opposing stacks occupy the same territory there will be a battle. Add up the total Force values for each side. A failed SDI roll means the defender may only use half of his available warship's Force value in battle. Players may play action cards to increase their force value.

The side with the highest force value wins. The losing stack must retreat one space. The losing stack loses the difference between the player's Force values in units. The winner picks the first unit lost.

Fortification units in the losing stack are destroyed automatically. The winning stack loses units with a force equal to at least half the force total lost by the losing stack. The winner decides which units are lost.

If one stack has a Leader and the other does not, the stack with the leader gets double that Leader's Force value. Treat Leaders like other units with respect to casualties. Bombardment bonus is for stacks attacking occupied planets. If both sides have Starfighters, the side with the lowest Starfighter value loses 1/2 its Starfighter Force value.

Escort value greater than enemy Starfighter value, lose 1/2 Starfighter value.

If the planet has an Enigma roll 1D6. Add +1 to the Enigma roll for each Scout/Surveyor in the stack. On a roll of 5-6 the Enigma is solved.

On a roll of 1-4 the Enigma causes unintended consequences.

Players may repair ships after battle. Ships may only be repaired in the area they were damaged in, by units that are in the same stack. Shipyards may repair up to 2d6 warships, Fleet Repair Docks may repair 1d6, Starbases may repair 1d6/2 Escorts or Starfighters, and a Colony may repair 1 Starfighter. After a battle both sides replenish their hands to 7 cards.

Players may attempt to conquer minor races. The Minor Race will generate Revenue x 1D6 Force in its defense. When attacking a Homeworld the defender will get +20 Force. You may only take control of an occupied planet in control phase if no defending units remain.

Revenue Phase

Gain revenue points for every planet with a Colony or minor race under your control. A planet can only support a number of Colonies equal to its resource value. Each system generates revenue equal to its: Resources + Installations + Minor Race value. A planet's resource level will limit the type of Revenue Installations it can support.

(Poor- No Refinery, Industrial Center) (Moderate-No Industrial Center) (Rich- no limit) If the system has no minor race, you must first build an Outpost. On the players NEXT turn they may build a Colony in that system. Homeworlds generate 10 Revenue points per turn, and gain 1 Revenue for each level advanced in Installation development. Revenue may be saved from turn to turn.

Players may roll of Technological development and Upgrades in this phase. Leaders Leaders are not purchased; they are raised from Homeworlds or Academies. Cost 5, roll 1d6, get 5+ for a Leader to be raised.

Education (Force Bonus): 1-3=+1, 4-5=+2, 6=+3, 7+=+4

Specialty:	1=General	Bonus for/vs Bombardment
	2=Admiral	Bonus for Capital Ships or SDI roll
	3=Scientist	Bonus for Technical/Enigma roll
	4=Surveyor	Bonus to Resource roll
	5=Diplomat	Bonus for Diplomacy roll
	6=Scholar	Bonus for Leader/Education roll

Terraform allows for two options:

1. Raise the resource value for by planet ONE (poor to moderate).
2. Allow an additional Colony on an occupied planet, up to its maximum.

Terraform is discarded once it has been used. A planet may Terraform a planet as many times as a player wishes.

	Homeworld	Colony	Shipyard	Starbase
Capital Ships	Yes	NO	Yes	NO
Escort Ships	Yes	NO	Yes	Yes (only 1/turn/base)
Starfighters	Yes	Yes	Yes	Yes (only 3/turn/base)
Leaders	Yes	(Academy)	NO	No

Existing warships may be converted to new tech levels at any location that they can be built at. The conversion cost is 1/2 the difference between the types, round up (Heavy Cruiser to Battleship cost 2). Conversions count against a Starbase's maximum production. A system must first have a colony before constructing ANY other installations or fortifications. A Starbase may be built in a non-system space adjacent to a system you control.

Only Fortifications may be built at Homesystems. They are assumed to have any other newly developed installation automatically. They may not be Terraformed.

Upkeep Phase

Units that automatically receive upkeep = Basic Upkeep x total Revenue. Basic Upkeep starts at 2 Example: You generate 10 revenue points per turn... You

Recruit Phase

Draw 5 random units from the unit chit pile. Purchase units. A unit's cost is equal to its Force value. If you purchased all the drawn units, draw another 1D6 random units.

Discard unpurchased units back to your unit chit pile. Units must start at the following locations:

may have up to 50 units. Add 1 to Basic Upkeep for each Escort Level you advance.

(Convoy & Anti-piracy ops) Discard excess units.

Control Phase

Place a control marker on every revenue-generating planet occupied by one of your units.

Unit Abbreviations

S Slow
M Medium speed
F Fast
C Capital Ship
E Escort Ship
X Starfighters
K Fortification
L Leader

Units

Name	Move	Force	Notes/Sftr	Note
Leviathan	S	15	C/6	+3F for Bombardment
Battleship	S	12	C/3	+2F for Bombardment
Battle Cruiser	M	10	C/2	
Heavy Cruiser	M	8	C/1	
Cruiser	M	6	C	
Monitor	M	6	E/2	+2F vs. Starfighters
Dreadnaught	M	5	E/1	+1F vs. Starfighters
Frigate	F	4	E	+1F vs. Starfighters
Destroyer	F	3	E	
Corvette	F	2	E	
Fleet Scout	M	3	E	Cost 4 (DN-hull)

Name	Move	Force	Notes/Sftr	Note
Scout	F	1	E	Cost 2 (Corvette-hull)
Fleet Repair Dock	S	0	C	Cost 10(BB-hull)
Science Cruiser	F	2	C	Cost 5, +3 Enigma roll (BC-hull)
Gunships	–	2	X	Cost 3, +1F vs. Escort Ships
Assaultfighter	–	2	X	
Strikefighter	–	1	X	
Interceptors	–	2	X	+1F vs.Starfighters
WarBirds	S	3	X	Cost 4, +1F for Bombardment
Starbase	–	20	K/3	Costs 12, +2 SDI roll
Ion Cannon	–	15	K	
Shield Generator	–	30	K	Cost 15
Orbital Station	–	8	K	
Ground Base	–	3	K	

Type	Cost	Note
Outpost	1	Allow colonization
Colony	6	Allow revenue collection and installations
Trade Port	3	+1 Revenue per Colony w/n 3hexes
Research Labs	4	Allow +1 Tech roll
Academy	2	Allow Leader development
Mining Base	3	+1 Revenue/Colony
Refinery	4	+2 Revenue/Colony
Industrial Center	5	+3 Revenue/Colony
Shipyards	5	Allow ship construction
Terraform	10	Allows +1 Colony OR raise Resources value by 1

Action Deck

Card Name	#	Notes
Tactical Move	8	Move 1 stack
Operational Move	6	Move 2 stacks
Strategic Move	4	Move 3 stacks
Wormhole	2	Move 1 stack twice
Senator Organia	1	Diplomacy +3
Admiral Pett	1	+4F vs. Capital Ships
Dr. Zod	1	+3 Research/Enigma roll
General Veers	1	+4F Bombardment
Biggs Starkiller	1	+4F for Starfighters
Fleet cloak	2	Attacker uses only 1/2 force value for SDI roll
Turbolasers	2	Battle: Capital ships get +1 Force
Ion Cannons	2	Battle: Target Capital ship -4 Force
Laser Cannons	2	Battle: Target Starfighters -4 Force
Weak Spot	2	Battle: +2 Force vs. Target Capitol Ship
Drop Ships	2	Battle: Capital ships get +2 Force to Bombardment
Strafing Run	2	Battle: Starfighters get +2 Force to Bombardment
Daring Rescue	1	Put captured Leader back into play
Probe Droid	2	Look at chits in target stack
Imperial Agents	1	Look at opponents hand
Sabotage	1	Destroy target Fortification

Card Name	#	Notes
Incite Uprising	1	Remove control marker from target planet
Surprise Attack	2	Battle: Your side gets +5 Force.
Solar Flare	1	Randomly distribute 1d6 points of damage to def**
Reinforcements	2	Return 1 defender from discard
Piracy	2	Lower opponent's Upkeep level by one
Lost in Space	1	Discard 1 random Warship**
Lab Explosion	1	Discard 1 Lab
Core Instabilities	1	Discard 1 Mine
Gas Pocket	1	Discard 1 Refinery
Emergency Repairs	2	Discard all Damage counters
Seismic Events	1	System generates no income this turn**
Civil War	1	Discard 1 random Defender
Sabotage	1	Discard one random structure*
Dilithium Crystals	1	Gain 2 Revenue per Mine
Syntha-petrol	1	Gain 2 Revenue per Refinery
Meteor Swarm	1	Discard one random structure*/**
Space Virus	1	Discard 1 Defender or Colony**
Discovery	1	Gain 2 Revenue per Lab
Merchant Prince	1	Gain 2 Revenue per Trade Port
Organized Crime	1	Lose half of your Revenue
Repairs	1	Return 1 structure from discard

* If Fortification is hit, it takes 1 Damage counter.

** Successful Enigma roll, ignore card's effects.

Technical Development

Players may advance one technology level per turn during the Revenue phase. They must wait a number

of turns equal to the next Tech level before attempting to advance again. A successful Research roll must be made on 1d6, roll greater than the next tech level to advance. Only ONE Research roll can be made by each player per turn. (To level II, wait 2 turns & roll 3+; Lvl III, wait 3 turns & roll 4+) War ships

Levels	Capital Ships	Escorts Ships	Starfighters
I	Cruiser	Corvette	Strikefighters
II	Heavycruiser	Destroyer	Assaultfighters
III	Battlecruiser	Frigate	Interceptors
IV	Battleship	Dreadnaught	Gunships
V	Leviathan	Monitor	Warbirds

Installations

Levels	Revenue	Populace	Fortification
I	Mine	Colony	Ground Base
II	Refinery	Laboratory	Orbital Station
III	Trade Port	Shipyard	Ion Cannon

Levels	Revenue	Populace	Fortification
IV	Industry	Academy	Star Base
V	Terraform	Terraform	Shield Generator

Upgrades

- Instead of making a technological advance, players may choose to upgrade an existing technology. Players may make one upgrade attempt per type per turn (Capital, Escort, Starfighters each get one attempt). Roll (6), adding Scientist and Laboratory bonus to a specific roll. No Scientist or Laboratory may contribute to more than one roll per turn. Cost 1 per unit upgraded.
- Masking: Capital & Escort ships, total only the stack's 1/2 Force value for SDI roll.

- Hyperdrive: Capital & Escort ships, gain +1 movement.
- Turbolasers: Starbase, Capital & Escort ships, exchange Starfighter capacity for an equal bonus to Force value.
- Novagun: Capital ship and Ion Cannons, may target one enemy ship for loss first.
- Shields: Starbases, Orbital Stations, Capital & Escort ships, gain double Force value for casualty losses only.
- Dropships: Capital & Escort ships, gain + to Bom-

bardment equal to 1/4 Force value.

- Phallanx: Starbase, Capital Ship, gain + vs. Starfighters equal to 1/3 Force value.
- Through-Deck: Capital ships, gain double Starfighter capacity for the loss of 1/2 Force value.
- Torpedo-Boats: Escorts, Torpedo-boat value greater than enemy Escort value, then ignore 1/2 enemy Capital ship value. Escorts with the upgrade have no advantage vs. Starfighters.
- Jumpdrive: Starfighters gain ability to engage in battle against any detected enemy stack w/n 1 hex of their base/ship.
- Launchbays: Starbase may exchange +3 Starfighter capacity for every -5 Force value.
- Auxilliary Carriers: Escort ships, may exchange ONE Escort ship to replace 1d6 Starfighters lost in battle this turn. Cost of +1 per Starfighter

replaced.

- Minefields: Fortress, Capital ships lose 1/2 Bombardment value. Each Scout or Fleet Scout may cancel effects of minefields on a roll of (6).
- Legion: Ground Base, Cost+5, Force value of 10 with +1 per Installation in the system. May be moved from one Colony to another, max Warship range, for Cost+3.
- Lateral Array: Scouts & Fleet Scouts may look at ships in detected enemy stack.
- Auto-Factory: Industrial Center, Cost for ALL new units reduced by -1, minimum of 1.
- Geo-Tech: Colony, a system's maximum limit is raised by 1.
- Deep Core: Mining Base, now produces +2 Revenue per colony.
- Solar Satellite: Colony, now produce 1 Revenue per turn.





Attrition

Introduction

Two player Card game simulating trench warfare in WWI

Objective

Reduce your opponent to 0 troops, or Capture all six territory markers

Supplies

Use change to represent troops. 1 cent = 1 squad
One or more six sided dice are needed Cards will have to be made to play. The deck contains around 60 cards. Six markers to represent territories.

Setup

Play is from a common deck Players start with no cards Each player starts with a battalion of 100 squads Each player starts with 3 territory markers Roll high on 1D6 to determine turn order

Turn Sequence

1. Logistics Phase
2. Artillery Barrage Phase
3. Charge Orders Phase
4. Defender Fire Phase

5. Trench Fighting Phase

Logistics Phase

Active player draws a card

Artillery Barrage Phase

Active player fires his big guns killing 1D6 enemy squads

Charge Orders Phase

Active Player may declare he is charging, if not... Roll 1D6, on a roll of 1 the player is ordered by his superiors to charge. Over the Top Boys!

Defender Fire Phase

Occurs only if active player charged. The defender kills 1D6 attacking squads in no-mans-land with mostly small arms fire.

Trench Fighting Phase

Occurs only if active player charged. Both sides lose 2D6 squads in the hand to hand fighting. If the attacker kills more squads than the defender the attacker takes a territory marker from the defender.

CARD LIST	NOTES
Heavy Shelling	Active player plays in Barrage Phase. +1D6 squads killed
Machine Gun	Defending player plays in Defender Fire Phase. +2D6 squads killed
Hand Grenades	Either player plays in Defender Fire Phase Negate a Machine gun card or kill 1D6 enemy squads
Bunker	Defending player plays in Barrage Phase Negate casualties caused by artillery (Bunker Destroyed)
Barbed Wire	Defending player plays at end of Defender Fire Phase Play an additional Defender Fire Phase
Tank	Active player plays in Defender Fire Phase Negate a Barbed Wire or a Machine gun card
Reinforcements	Active player plays in Logistics Phase. Gain +1D6 squads
Mustard Gas	Active player plays in Barrage Phase. +2D6 squads killed
Gas Masks	Defending player plays in Barrage Phase Negate casualties caused by Mustard gas
Mine Field	Defending player plays in Defender Fire Phase. +1D6 squads killed
Flame Thrower	Either player plays in Trench Fighting Phase. +1D6 squads killed
Bayonets	Either player plays in Trench Fighting Phase. You lose 1D6 squads Opponent has 2D6 Killed
Typhoid Fever	Active player plays in Logistics Phase. 1D6 squads killed

CARD LIST	NOTES
Major Offensive	Active player plays at end of turn Go again but skip Logistics & Artillery Barrage Phase
Ariel Reconnaissance	Active player plays in Logistics Phase Look at opponents hand and discard one of opponents cards

Notes

Cards are discarded right after they are played
When making the deck include 4 of each card.

Cardset

Amazing cardset here by Randy Knauff
swine@sc.rr.com

Korean War Variant

Check out [Pork Chop Hill: By Joe Nixon](#) Pork Chop
Hill by Joe Nixon <commander1@yahoo.com>

Variants

Play with fewer squads. Gain 1D6 reinforcements
each turn. Draw 2 cards per turn.

Links

The Great War Society Tank Tactics





Austin Powers

Introduction

Card game for 2+ players Based on the Austin Powers Spy Movies.

Disclaimer

Austin powers is a licensed, copyrighted property This is merely a fan site.

Victory

The first player to accumulate 10 or more Mojo Points wins.

The Decks

There are 2 Decks: A Groovy Deck & an Evil Deck.

Card Mojo

Every card has a point value from 1 to 10. This point value is called the "Mojo" of the card.

The Groovy Deck

The Groovy Deck represents Austin Powers. There are 5 card types:

- AP** Austin Power
- SA** Special Agent
- CP** Catch Phrases
- SS** Spy Stuff
- GM** Groovy Moves

The Evil Deck

The Evil Deck represents Dr Evil. There are 5 card types:

- DE** Doctor Evil
- HM** Hench Men
- EE** Evil Equipment
- DS** Diabolical Scheme
- OL** One Liners

Mojo Points

Use Tokens to represent Mojo Points.

Setup

Each player gets 1 Deck. There should be close to equal numbers of Groovy & Evil Decks. Each player draws 4 cards from his deck.

The Grooviest player goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases: Draw Phase Play Phase Score Phase End Phase

Draw Phase

Draw 1 card from your deck and put it in your hand. If your deck runs out, shuffle the discard and draw from it.

Play Phase

You may put up to 2 cards from your hand into play. Cards in play are face-up on the table in front of you. Many cards produce an effect when they are put in play.

You may only have up to 1 card from each of the 5 suites in play.

Score Phase

If you have 1 card from each of the 5 suites in play; This is called a Scoring Combo. You may discard all the cards in your Scoring Combo, to get Mojo Points: Score Mojo Points = The card in the Combo with the least Mojo after modifications. Note that some cards in play will modify the Mojo of other cards in play.

The Minimum value of a Scoring Combo is 1.

End Phase

Max hand size is 4 cards. Discard excess cards.

Card List Notation

- BG** Beautiful Girl (Subset of SA Suite)
- FM** Female Minion (Subset of HM Suite)
- LO** Location (Subset of EE Suite)
- WP** When Played
- ACA** Also Counts As (For Combo Building)
- Shag** Opponent must discard 1 Random Card from Hand
- Spy** Look at next 7 Cards in Opponents Deck
- Grab** Search your Deck for card of indicated type, and put it in your hand
(Note: You cannot Grab another Grab card)
- Kill** Discard target card in play
Try Again = Discard 1 Card & Draw 2 Cards

Groovy Deck Card List

Card Name:	Type	Mojo	Notes:
International Man of Mystery	AP	10	DS gets -2
Gentleman Spy	AP	9	WP Spy
Secret Agent Man	AP	8	
Ten Minutes Ago Austin	AP	7	WP Kill DS
Sex Symbol	AP	6	WP Shag
Fashion Photographer	AP	5	BG gets +2
Leader of the Band	AP	4	
Danger Powers	AP	3	
Sir Austin Powers	AP	2	
British Agent	AP	1	
Yeah Baby	CP	10	WP Draw 1 Card
Oh Behave	CP	9	WP Shag
Shagadelic	CP	8	BG gets +2
I'm a Sexy Beast	CP	7	AP gets +2
I'll Cover Your Rear	CP	6	SA gets +2
It's Not My Bag Baby	CP	5	WP Kill OL
Do I Make You Randy?	CP	4	
Shag Now or Shag Later?	CP	3	WP Try Again
She's Rancid	CP	2	WP Kill FM
I'll Beat Him Again	CP	1	WP Kill DE
Nigel Powers	SA	10	CP gets +2
Vanessa Kensington	SA	9	BG; AP gets +2
Felicity Shagwell	SA	8	BG; Shag
Foxy Cleopatra	SA	7	BG; MV gets +2
Basil Exposition	SA	6	WP Grab SS
Convert	SA	5	WP Kill HM
The Mole	SA	4	WP Spy
Dixie Normous	SA	3	BG
Go-Go Dancer	SA	2	BG
Commandos	SA	1	WP Kill LO
Quasi-Futuristic Clothes	SS	10	AP & BG get +1
Shaguar	SS	9	GM gets +2
Red Velvet Suit	SS	8	
Penis Pump	SS	7	AP gets +2
Tight Fitting Leather Catsuit	SS	6	BG gets +2
Kama Sutra	SS	5	WP Shag
Yellow Submarine	SS	4	
MOD Pimpmobile	SS	3	
Hairy Chest	SS	2	ACA AP
Bad Teeth	SS	1	ACA CP
Cross-Mojonations	GM	10	EE gets -2
Abort Button	GM	9	WP Kill DS
Judo Chop	GM	8	WP Kill HM
Mojo Working Overtime	GM	7	AP gets +2
Save the Girl	GM	6	WP Grab BG
Behind the Screen	GM	5	CP gets +2
Groovy Dance Number	GM	4	
Evacuation Complete	GM	3	WP Try Again
Peace Sign	GM	2	ACA CP
Menage Trois	GM	1	WP Draw 1 Card

Evil Deck Card List

Card Name:	Type	Mojo	Notes:
Evil Laugh	DE	10	DS gets +2
Evil Pinky Smirk	DE	9	WP Shag
Evil Rap	DE	8	Grab OL
Evil Genius	DE	7	WP Draw 1 Card
Hollowed Out Volcano Lair	DE	6	LO
Submarine Lair	DE	5	LO
Hollywood Lair	DE	4	LO
Mr Bigglesworth	DE	3	ACA HM
Nehru Jacket	DE	2	ACA EE
Evil Flashback	DE	1	ACA OL
Mini-Me	HM	10	DE gets +2
Fat Bastard	HM	9	WP Shag
Gold Member	HM	8	DS gets +2
Number 2	HM	7	WP Draw 1 Card
Frau Farbissina	HM	6	WP Grab DE
Scott Evil	HM	5	OL gets +2
Allota Fagina	HM	4	FM; WP Spy
The Worlds Deadliest Assassins	HM	3	
Mustafa	HM	2	Cannot be Killed
Ivonna Humpalot	HM	1	FM
Steal His Mojo	DS	10	WP Kill AP
World Domination	DS	9	
Evil Empire	DS	8	WP Spy
Hijack Nuclear Weapons	DS	7	
Blackmail UN	DS	6	
100 Billion Ransom	DS	5	
Subterranean Probe	DS	4	
Giant Moon Laser	DS	3	
Tractor Beam	DS	2	
Evil Ultimatum	DS	1	
Throw Me a Frickin Bone	OL	10	WP Draw 1 Card
Zip It Zip It Good	OL	9	WP Kill CP
Quasi Evil	OL	8	HM gets +2
Daddy's Nemesis	OL	7	AP gets -2
I Expect Them To Die	OL	6	DS gets +2
Were Not So Different You & I	OL	5	DE gets +1 AP gets -1
Enjoy the Show	OL	4	WP Grab DS
Surrounded by Frickin Idiots	OL	3	WP Try Again
You Gonna Squirt Some?	OL	2	WP Shag
Creepy Oompah Loompah Vibe	OL	1	ACA DE
Time Machine	EE	10	WP Grab DS
Cryogenic Freeze Chamber	EE	9	WP Grab DE
Big Boy Rocket	EE	8	
Overly Elaborate Death Trap	EE	7	
Rotating Chair	EE	6	
Sharks with Laser Beams	EE	5	WP Shag
Clear Plastic Suit	EE	4	DE gets +2
Fembots	EE	3	FM; ACA HM
Self Destruct Sequence	EE	2	WP Try Again
Fire Trap	EE	1	WP Try Again





Autumn Mist

Introduction

Board & card game for 2 players. WWII West Front. Abstract simulation of the Battle of the Bulge (Ardennes).

Each figure (unit) represents a division. One player is the Germans, the other is the Allies (Americans & British).

Time Table

Each turn is one day starting December 16, 1944. Allies may make Air Attacks starting Dec 26.

Victory

The Germans win if they can occupy Bastogne, St Vith, Liege, Namur, and Dinant. The Americans win if they Destroy all German Divisions or by January 16.

The Map

Use a 14 x 14 grid. The Left border is the River Meuse. Include the cities of Namur (North) and Dinant (South) on the Meuse.

In the Northern center have one space be Liege. In the center East have one space be St Vith. In the Southern center have one space be Bastogne.

The Units

Use chits or miniatures to represent units.

Y Armored,

N Not Armored (Infantry Division)

The German player starts with the following 24 Divisions:

Division:	Hits	Force	Armor	Notes:
1st SS Panzer	3	3	Y	
2nd SS Panzer	2	3	Y	
9th SS Panzer	2	3	Y	
12th SS Panzer	3	3	Y	
2nd Lehr Panzer	2	3	Y	
9th Lehr Panzer	2	3	Y	
116th Lehr Panzer	2	3	Y	
3rd Panzergrenadier	2	3	Y	
15th Panzergrenadier	2	3	Y	
3rd Parachute	2	3	N	
5th Parachute	2	3	N	
Volksgrenadier	1	1	N	13 Divisions

The Allied player starts with the following 4 Divisions:

Division:	Hits	Force	Armor
4th American	2	2	N
28th American	1	2	N
106th American	3	1	N
9th US Armored	3	1	Y

Allied Reinforcements:

Division:	Hits	Force	Armor	Deploy
101st US Airborne	3	3	N	Third Army Dec 19
7th US Armored	3	3	Y	First Army Dec 18
10th US Armored	3	3	Y	Third Army Dec 18
82nd US Airborne	3	3	N	First Army
2nd US Armored	3	3	Y	First Army
3rd US Armored	3	2	Y	First Army

Division:	Hits	Force	Armor	Deploy
84th US	3	2	N	First Army
30th US	3	2	N	First Army
1st US	3	2	N	First Army
9th US	3	2	N	First Army
9th US Armored	3	2	Y	Third Army
10th US Armored	3	2	Y	Third Army
4th US Armored	3	2	Y	Third Army
26th US	3	2	N	Third Army
80th US	3	2	N	Third Army
28th US	3	2	N	Third Army
5th US	3	2	N	Third Army
4th US	3	2	N	Third Army
29th Armored Brigade	2	2	Y	British (North)

Setup

Units may not stack. German units start in the 2 most eastern rows. The Panzer Divisions (Sixth SS Pz Army) are north of the Lehr Divisions (Fifth Pz Army).

The 4 US Divisions start along the front. The US 9th and 4th start in the South. The US 28th is centrally located. The US 106th is in the North.

The Germans go first.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Orders Phase
2. Move Phase
3. Deploy Phase
4. Fire Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving up to two units forward the indicated number of spaces using a single move card. A unit can move only once per turn.

Card List

Card Name:	#	Use	Type	Range	Notes
Eisenhower	1	L	P	-	

Deploy Phase

Starting Dec 20th the Allied player may deploy one Third or First Army unit per turn. Third Army units deploy on the southernmost row. First Army units deploy on the northernmost row.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. The enemy unit that is the target of the attack takes one point of Damage. Units reduced to 0 Hits are destroyed and removed from the map.

Your opponent may play certain Defense cards to negate your attack.

Card List Notation

- M** Movement
- A** Attack
- D** Defense: Negate Attack card played by opponent
- N** Negate Move card played by opponent
- X** Opponent must discard 2 cards
- Z** Draw 2 cards
- G** German Player only
- L** Allied Player only
- T** Armored units only
- I** Non-armored units only
- P** Deploy an extra unit this turn
- #** Number of this card in the deck
- Use** Which player can use the card

Card Name:	#	Use	Type	Range	Notes
Relief Forces	2	L	M	1	
Break out	2	GT	M	2	
Siege	1	-	D	-	Unit in City only
Supply Lines	1	L	Z	-	
Salient	2	G	M	1	
Objective Antwerp	1	G	M	1	
Wacht am Rhein	1	G	M	1	
Dietrich	1	G	Z	-	
Manteuffel	1	G	Z	-	
Lack of Fuel	4	L	N	-	
Capture Supplies	1	G	Z	-	
Overrun	2	-	A	1	
Inexperienced	1	-	A	1	Vs Force = 1 Unit only
Experienced	2	-	A	1	By Force = 3 Unit only
Under Strength	1	-	D	-	Vs Unit with 1 or 2 Hits
Critical Road Crossing	1	-	M	1	
Surrounded	1	-	M	1	
Forward Elements	1	-	N	1	
Advanced Units	1	-	M	1	
Strict Radio Security	1	G	D	-	
Bradley	1	L	Z	-	
Patton	1	L	Z	-	
Breakthrough	2	GT	M	2	
Key Road Junction	1	-	M	1	
Valley Route	1	-	M	1	
Open Country	1	-	M	1	
Spearheads	2	T	M	2	
Blocking Move	2	L	M	1	
Highways	1	-	M	1	
Outflank	1	-	M	1	
Progress	1	G	M	1	
Arrive by Truck	1	L	P	-	
Resolute Defense	1	L	D	-	
Nuts!	1	L	D	-	
Road Block	1	L	N	1	
Counter Measures	1	L	X	-	
Montgomery	1	L	P	-	First Army Dec 20+
Ultra Decrypts	1	L	D	-	
Resistance	1	L	D	-	
Heavy Casualties	1	-	A	1	
Anti-Tank Teams	1	-	A	1	Vs Armored Units only
Vital Impetus	1	G	M	1	
Delays	1	L	N	-	
Immobilized	1	L	A	1	
Air Attacks	2	L	A	2	Air
Fighter Bombers	2	L	A	2	Air
Medium Bombers	2	L	A	3	Air
Counter Attack	2	-	A	1	
Inflict Casualties	2	-	A	1	
Cause Panic	1	G	X	-	
Take Prisoners	2	-	A	1	
Last Ditch Offensive	1	G	Z	-	
Hitler's Large Solution	1	G	Z	-	

Card Name:	#	Use	Type	Range	Notes
Rundstedt & Model	1	G	Z	-	
Concealed Movements	1	G	D	-	
Confusion	1	G	X	-	
Bodenplatte	1	G	X	-	
Tactical Surprise	1	G	A	1	
Stiffening Opposition	1	L	A	1	
Luftwaffe	1	G	D	-	Vs Air Attack only
88 Flak Cannons	1	G	D	-	Vs Air Attack only
Panther Tanks	2	GT	A	1	
Tiger Tanks	1	GT	A	1	
King Tigers	1	GT	A	1	
Artillery Barrage	2	-	A	1	
Shock Troops	2	G	A	1	
Paratroop Drop	1	G	A	2	
Shoot US Prisoners	1	L	D	-	
Killing Krauts	1	L	A	1	
Battle of Mobility	1	-	M	1	
Tank Destroyers	1	-	A	1	
Gaps	1	G	M	1	
Probe	1	-	M	1	
Sherman Tanks	2	L	A	1	
Efficiency	1	L	P	1	

Christmas Day Option

After December 25th the German draws 2 cards per turn, not 3.





Avatar Adventures

Introduction

Card game for 2+ players. Theme: Avatar: The Last Airbender. Each player is trying to help the Avatar complete Quests on Their own turn and preventing their opponents From completing quests on their turns.

Disclaimer

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Victory

The Player with the most Quest Points when the game ends is the winner.

Game End

The game ends the turn after there are no cards left in the deck.

Quest Points

Each card in your Victory Pile is worth 1 Quest Point.

The Deck

Players share a common deck. There are 3 basic types of cards: Quests, Aids, and Challenges

Setup

Each player is dealt a hand of 3 cards. The player with the least hair goes first.

Turn Sequence

Players take turns. Each turn has 6 Phases: Fate Phase Adventure Phase Event Phase Quest Phase Reward Phase Journey Phase

Fate Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

Adventure Phase

You may look at any one opponent's hand. You may then switch one of your cards with one of his, or You may discard a card and draw a card from the deck, or do nothing.

Event Phase

Some cards with the Event Trait may be discarded in this Phase to produce their Special Effects.

Quest Phase

You may play a Meld from your hand. A Meld is a combination of cards. A Meld must include: Exactly 1 Quest Card 2 or more Aid Cards 2 or more Challenge Cards Every card has a Force rating.

The Total Force of the Aid cards must equal or exceed that of the Quest card plus the Challenge Cards. By playing a Meld, you complete the Quest Card. Save the Quest and Challenge cards to your Victory Pile and Discard the other cards of the Meld.

Reward Phase

Some cards have the "Reward" Trait. If you completed a Meld this Phase you get to Collect your Rewards: The Abilities of these cards take effect.

Journey Phase

Max hand size is 7 cards. Discard excess cards.

Card List Notation

Q Quest (QC = Quest Card)

A Aid (AC = Aid Card)

C Challenge (CC = Challenge Card)

A/C Use as Aid or Challenge Card

OMD Target opponent must discard. . .

RC Random Cards from Hand

AP Adventure Phase

QP Quest Points

F Force

Switch = Switch this card for a random card from Opponent's Hand

HC Hero Card

DX Draw 2 cards and discard 1 card

D1C Draw 1 Card

LAOH Look at Opponents hand

LN Look at Next. . .

ET Experience Token: Permanently Get +1 to your Aid Total for rest of Game

PX Permanent effect

Req Requirement to play this card in a Meld

Elemental = Card having Water, Earth, Air, or Fire Traits

Book I Card List

Card Name:	Type	Force	Notes:
Air Bending	A	6	Air HC Aang
Mischievous Ways	A	4	Air HC Aang; Event: Get another AP
Avatar State	A	7	Air HC Aang
Diplomacy	A	5	HC Aang
Fire Nation Soldiers	C	2	Soldiers; Event: OMD 1 RC
Fire Nation Warships	C	4	Mech; Event: Switch
Hot Headed Prince	C	7	Fire Zuko; Worth 2 QP
Fools Errand	C	3	Fire Zuko; Event: LAOH
Exile	C	6	Fire Zuko; Reward D1C
Uncle Iroh	C	4	Fire Iroh; Reward: Switch
Wisdom	C	3	Fire Iroh; Other CC's get F-1
Captain Zhao	C	4	Fire Zhao; Soldiers get F+1
Commander Zhao	C	5	Fire Zhao; Soldiers get F+2
Admiral Zhao	C	6	Fire Zhao; Reward: OMD 1 RC
I've Got Your Back	A	5	HC Sokka; Other HC gets +3
Boomerang Attack	A	4	HC Sokka
Clever Sokka	A	6	HC Sokka; Event: Switch
Nurturing	A	5	Water HC Katara; Other HC's get +1
Water Bending	A	5	Water HC Katara
Healer	A	4	Water HC Katara; Other HC's get +2
Flying Bison	A	4	Appa; Reward: Draw 2 Cards
Winged Lemur	A	3	Momo; HC get F+1
Pirates	C	4	Event: LAOH & Steal 1 Card
Speak to Avatar Roku	A	4	Event: Discard hand & Draw 6 Cards
Fire Sages	C	3	Fire; Event: LAOH
Fire Sage Traitor	A	3	Fire; CC in Meld are F-1
Jet	A	6	Warrior; Event: OMD 1 RC
Invasion Forces	A	5	Fire Soldiers
Hot Air War Balloon	C	3	Mech; Event: LAOH
Steam Powered War Machines	C	6	Mech
Yu Yan Archers	C	5	Fire Soldiers
Sickness	C	4	HC get F-2
Appease the Forest Spirit	Q	3	Req: HC
Mass Prison Escape	Q	5	Worth 2 QP
Suki	A	5	Warrior; Warriors get F+1
Fire Nation Rebels	A	4	Fire Warriors
Earth Nation Rebels	A	5	Earth Warriors
Master Pakku	Q	6	Reward: PX: Water AC get F+1
Box of Scrolls	A	4	Water; Other Water AC get +2
Women Warriors of Kyoshi	A	5	Warriors; Event: D1C
Save Village from Volcano	Q	7	Req: Elemental AC
Fortune Teller Aunt Wu	A	2	Event: LN 10 cards in deck
The Mechanist	A/C	4	Mech cards get F+2
Freedom Fighters	A	4	Warriors; Event: OMD 1 CC
Catapults	C	5	Fire Mech; Event: OMD 1 QC
Southern Water Tribe Folk	A	4	Water Warriors
Northern Water Tribe Folk	A	4	Water Warriors
The Blue Spirit	A	6	Warrior: Reward: OMD 1 RC
Water Whip	A	4	Water
Dust Cloud	A	4	Air
Canyon Crawler	C	5	Monster
Escort Rival Tribes	Q	5	Reward: D1C

Card Name:	Type	Force	Notes:
Bounty Hunter & Beast	C	6	Monster; Event: OMD 1 HC
Master Jeong Jeong	Q	3	Reward: PX: Fire AC get F+1
Friendly Monks	A	3	Warriors; Event: DX
Cabbage Merchant	A	1	-
Encounter King Bumi	Q	5	Reward: Gain 1 ET
Ice Dodging with Bato	Q	4	Reward: Draw 2 Cards
Koh the Face Stealer	Q	5	Reward: LN 10 cards in Deck
Fury of the Ocean Spirit	A	7	Water; Soldier cards are F-1
Princess Yue	A	4	Reward: Worth 2 QP

Links

Wikipedia





Avengers Assemble

Introduction

Card game for 2+ players. Theme: Marvel Universe Avengers Super Heroes.

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Winning

The first player to defeat 5 Foes is the winner.

The Decks

Players share 3 common decks: Foe deck Plot deck Hero deck.

Setup

Shuffle the decks. Each player is dealt 5 cards from the Hero deck. Flip over the top card of the Foe deck.

Flip over the top 3 cards of the Plot deck. The most Super player goes first.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Avenger Phase
2. Battle Phase
3. Foe Phase

Avenger Phase

Draw 1 card from the Hero deck and put it in your hand. If the deck runs out, shuffle the discard and draw from it. Max hand is 9 cards. Discard excess cards

Battle Phase

Add up the value of the Foe card and the Plot cards: This is the Foe Meld. To defeat the Foe you must play a Combo from your hand with a Combined value equal to or greater than the Foe Meld. A Combo can contain any number of cards but all cards in the Combo must be of different Types.

For example: A Combo can have an Iron man card and a Hulk card, but Not 2 Iron man cards or 2 Hulk cards. Discard all the cards in the Combo. Discard the Plot cards but keep the Foe card in your Victory Pile.

Foe Phase

If you captured a Foe this turn, flip over a new Foe and 3 Plot cards.

Card List Notation

Join Flip over another Foe card who joins this one in the Meld

Foe Deck Card List

Card Name:	Force	Notes:
Loki	5	-
Space Phantom	3	-
Submariner	4	-
Team Up	-	Flip over 2 more Foes for the Meld
Lava Men	3	-
Dr Zemo	4	-
Melter	1	Join
Black Knight	1	Join
Enchantress	1	Join
Radioactive Man	2	-
Executioner	2	-
Kang the Conqueror	4	-
Wonder Man	4	-

Plot Card List

Card Name:	Force	Notes:
Hulk Out of Control	5	Play no Hulk Hero Cards
Hulk on Rampage	5	Play no Hulk Hero Cards
Thought Projection	3	
Revenge	5	
Supernatural Observation	2	
Diabolical Scheme	4	
Illusions	2	
Mental Powers	2	
Wizardry	3	
Traps	4	
Magic Incantation	1	
Icy Shield	1	
Supernatural Grip	3	
Mental Image	2	
Multiple Images	3	
Energy Aura	1	
Cause Confusion	3	
Steal Identity	4	
Send to Limbo	4	
Sow Distrust	5	
Expose Secret Identity	3	
Smoke Screen	1	
Whirlpool	2	
Command Ship	2	
Emery Dust Pellet	1	Play no Iron Man Cards
Gamma Rays	2	Play no Hulk Cards
Sonic Blast	1	
Crushing Blow	2	
Bang Up Fight	3	
Petrification Ray	4	
Loyal Warriors	1	
Lowly Minions	1	
Energy Rays	1	
Fearless Foe	3	
Hostage	3	
Invasion	3	
Cave-In	1	
Powerful Potion	3	
Antigravity Ray	2	
Sub Space	3	
Time Travel	5	

Hero Cards

Card Name:	Force	Type
Whirling Hammer	3	Thor
Greenskin	3	Hulk
Red, White, & Blue	3	Captain America
Incredible Strength	5	Hulk

Card Name:	Force	Type
Powerful Leaps	3	Hulk
Teen Brigade	1	Ally
God of Thunder	5	Thor
Mighty Hammer	4	Thor
Courage	3	Captain America
Astonishing Powers	3	Ant Man
Flying Ant Relays	1	Ant Man
Flying	2	Wasp
Army of Ants	2	Ant Man
Maddened	4	Hulk
Sense Presence	2	Wasp
Lure	3	Wasp
Leadership	4	Captain America
Brute Force	4	Hulk
Perfect Timing	4	Team
Set Trap	3	Team
Enchanted Mallet	4	Thor
Water Spout	2	Thor
Acrobatics	3	Captain America
Bright Lightning	3	Thor
Hulk Smash!	5	Hulk
Magnetic Pull	3	Thor
Radio Messages	1	Iron Man
Avengers Assemble	-	Discard to Draw 2 Cards
Pinpoint Accuracy	4	Iron Man
Metal Suit	4	Iron Man
Cosmic Bolt	4	Thor
Ant Swarm	3	Ant Man
Shield Block	2	Captain America
Change Size	3	Ant Man
Bulldozer Punch	3	Iron Man
Missile Launcher	3	Iron Man
Throw Shield	4	Captain America
Radar Scanner	2	Iron Man
Electrical Grasp	3	Iron Man
Giant Man	4	Ant Man
Image Projector	2	Iron Man
Spider Man	3	Ally
X-Men	5	Ally
Fantastic Four	4	Ally
Bruce Banner Scientist	2	Hulk
Anthony Stark Inventor	3	Iron Man
Energy Deflection	3	Thor
Magnetic Repulsor	4	Iron Man
Cunning	3	Ant Man
Headquarters	2	Team
Spinning Disc	4	Captain America

Villain Variant

2 Player game. One Player is the Avengers, the other is the Villain. Mix the Foe & Plot Decks Together to be used by the Villain.

Turn Sequence: Players take turns. Each turn has 4 Phases:

1. —Draw Phase: Draw 2 cards.
2. —Attack Phase: Discard a card from your hand to cause a target card of

Opponent's that is in play with same force to be discarded.

3. —Plot Phase: Play 1 card face up to the table.

The Villain player can only play 1 Foe card. (Foes that Join are the exception) The Villain can have multiple Plot cards in play, but none of them may have the same force. The Avenger player can have multiple cards in play, but none of them may be of the same type. Recruit Rule: If you did not attack in Attack Phase, you may put a second card into play.

4. —End Phase: Max hand size is 3 cards. Discard excess cards.

You may discard any of your own cards in play. If you ever have 5 or more cards in play and your total Force is Greater than your opponent's, you win one Victory Point (VP). When a VP is won, discard all cards in play.

The first person to win 3 VP wins the game.

Card Set Available

Another Cool set by Ron: [Click Here](#)





Away Team Skirmish

Introduction

Board & card game for 2 players. Abstract skirmish level combat with Star Trek theme. Each figure represents a single man (or alien).

Disclaimer

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Victory

You win if you kill all opposing men.

The Cards

Players share a common deck.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent men (units). The counters or figs must identify race and officer type.

Away Teams

Each team has 8 men.

Team Composition

There are 4 types of teams: Federation Klingon Romulan Borg Each player chooses one type of team at the start of the game.

Federation Teams

The team has the following composition of races: 3 Humans, 1 Vulcan, 1 Betazoid, 1 Trill, 1 Bolian, and 1 Andorian. The team has the following composition of officers: 1 Command officer 1 Medical officer 1 Science officer 1 Engineering officer 4 Security officers At the start of the game decide which officers belong to which races.

Klingon Teams

All team members are of the Klingon race. The team officer composition is the same as that of the Federation.

Romulan Teams

All team members are of the Romulan race. The team officer composition is the same as that of the Federation.

Borg Teams

All team members are of the Borg race. There are no officers. All team members are Drones. Borg Drones use all Attack, Tactics, Device, and Skill cards for: Assimilate: Turn adjacent enemy unit into a Borg

Skill Cards

Skill cards can be used with officers to produce different types of effects: Command officer: Leadership: Draw 2 cards Science officer: Audio Decoy: Negate attack Engineering officer: Bypass Security: Move like a knight in chess Security officer: Unarmed Combat: Attack of Range = 1 Medical officer: Medical Tricorder: Heal wound of adjacent man

Tactics Cards

Tactics cards can be used with officers to produce different types of effects: Security officer: Marksman: Attack of Range = 5 Medical officer: Neural Disruptor: Attack of Range = 1 Engineering officer: EMP Grenade: Opponent must discard 2 cards Command officer: Strategy: Look at opponents hand Science officer: Holographic Projector: Negate attack

Device Cards

Device cards can be used with officers to produce different types of effects: Medical officer: Hypospray: Heal wound of adjacent man Engineering officer: Remote Mine: Attack of Range = 4 Security officer: Proximity Mine: Attack of Range = 2 Science officer: Tricorder: Look at opponents hand A Command officer: Communicator: Draw 3 cards and discard 2

Race Cards

Race cards can be used to produce different types of effects: Human: Adaptable: Draw 2 cards and discard 1 Vulcan: Nerve Pinch: Attack of Range = 1 or Mind Meld: Look at opponents hand Trill: Experience: Draw 2 cards Bolian: Strength: Attack of Range = 1 Betazoid: Empathy: Look at opponents hand Andorian: Enhanced Hearing: Look at opponents hand Klingon: Close Combat: Attack of Range = 1 or Toughness: Negate a non-Phaser attack Romulan: Cloaking

Band: Negate an attack or Cunning: Draw 2 cards and discard 1 Borg: Personal Shield: Negate Phaser Attack

Setup

Players choose their team types. Each player places one man on each square of his back row. Men may not stack.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Tactics Phase
2. Move Phase
3. Fire Phase

Tactics Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. Instead of moving just one man in any direction, you have the

option of moving up to 2 men the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. Your opponent may play Defense cards to negate your attacks.

Wounds

Every time a man is damaged (hit/attacked) flip a coin. On heads the man is killed. (removed from play) On tails the man is wounded. Use counters to identify wounded status.

If a man receives 2 wounds, he is killed.

Card List Notation

M Movement

A Attack

D Defense

S Special card

R Race card

K as a Knight would move in Chess

Copies of that card in the deck

Type Purpose of card

Away Team Card List

Card Name:	#	Range	Type
Hold out Phaser	3	1	A
Phaser	4	2	A
Phaser Rifle	3	3	A
Heavy Phaser Rifle	2	4	A
Hand-to-Hand Combat	5	1	A
Phaser Overload	1	2	A
Concussion Grenade	2	K	A
Walk	5	1	M
Jog	5	2	M
Run	5	3	M

Card Name:	#	Range	Type
Sprint	5	4	M
Tactical Transport	2	5	M
Maintenance Shaft	1	K	M
Dodge	2	-	D
Cover	2	-	D
Zero-G Maneuver	1	-	D
Skill	3	-	S
Tactics	3	-	S
Device	3	-	S
Race	6	-	R





Axis And Allies Minis Rule Mods

Introduction

Rules variants for the Avalon Hill Game: Axis & Allies Miniatures.

Event Deck

Include an Event Deck. Players share a common deck. Players draw 1 card at the beginning of their

turn.

Cards are played whenever appropriate. Max hand is 5 cards. Discard excess cards at the end of your turn. Card effects last for 1 turn unless otherwise stated.

Event Deck Card List

Card Name	Notes:
Reinforcements	Gain 2D6 points of units: They enter at your end of the board.
Mine	Target moving unit suffers a 15 dice attack.
Air Superiority	Opponent cannot play an Air Event cards for rest of game.
Artillery Barrage	All units in 3 adjacent hexes suffer a 10 dice attack each.
Howitzers	All units in 2 adjacent hexes suffer a 10 dice attack each.
Field Artillery	All units in 2 adjacent hexes suffer a 8 dice attack each.
Fighter Strafe	2 adjacent units suffer a 12 dice attack each.
Ground Support	2 adjacent units suffer a 12 dice attack each.
Dive Bomber	Target unit suffers a 14 dice attack.
Bombing Run	All units in target hex suffer a 12 dice attack each.
Saturation Bombing	All units in target hex suffer a 12 dice attack each.
Fighter Cover	Negate target Air Event card.
Overcast	Negate all Air Event cards for rest of game.
Mud	Negate Move by target Unit.
Throw Track	Target Vehicle cannot move for 3 turns.
Break Transmission	Target Vehicle cannot move for rest of game.
Lay Down Smoke	Negate target Attack.
Mechanical Breakdown	Target Vehicle cannot move for 4 turns.
Dud Round	Negate target attack vs vehicle by vehicle.
Charge	Non-Artillery Unit gets to make an extra Move.
Rout	Target Disrupted unit moves 2 Hexes away and cannot attack.
Panic	Target Disrupted unit moves 2 Hexes away and cannot attack.
Pinned	Target Unit cannot move.
Fog of War	Negate target Attack.
Mobilize	All Units adjacent to Target Leader get Speed +1.
Rally	All Units adjacent to Target Leader remove a Disrupted Counter.
Direct Fire	All Units adjacent to Target Leader get to make an extra attack.
Momentum	Vehicle gets to make an extra Move.
Opportunity Fire	Unit gets to make an extra Attack.
Radio Communications	Unit gets to make an extra Attack or Move.
Out of Gas	Target Vehicle cannot move for 2 turns.
Out of Ammo	Target Unit cannot attack for 2 turns.
Resupply	Target Unit cannot attack or move this turn.
Hull Down	Target Vehicle gets Defense +2.

Card Name	Notes:
Swarm Tank	Target Unit gets Close Assault +3.
Camouflage	Target Unit gets Defense +2.
Entrenched	Target Unit cannot move and gets Defense +2.
Suppression Fire	Put Disrupted Counter on target unit in Range.
Lost Orders	Negate target Move.
Concealment	Target Unit gets Defense +2.
Shell Shock	Do not remove Disrupted counter from target unit.
Grenades	Infantry get Attack +2 at Short Range.
Infiltrate	Infantry unit gets an extra move to enter a hex with enemy units.
Forward Observer	Target Unit gets Attack +2 at Medium or Long Range.
Ariel Reconnaissance	Look at Opponents Hand.
Military Intelligence	Look at next 6 cards in deck.
Surprise	Target Unit gets Attack +2
Ambush	Target Unit gets Attack +4 for Defensive Fire

Notes

I just got the Starter Box and 2 Boosters. (9 Vehicles: Only 1 is German and 2 are jeeps) My 7 year old

son really likes it- it's a good teaching tool.





Aztec Skirmish

Introduction

Board & card game for 2 players. Battle between Aztecs & Conquistadors. Abstract skirmish level combat.

Each figure represents a single man (unit).

Victory

You win if you kill the opposing Leader.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent men.

Aztec Unit Types

#	Type	Hits
1	War Leader	3
2	Jaguar Knight	2
2	Eagle Knight	2
19	Warrior	1

Number of that type of man you start the game with.

Hits Number of Hits that type of unit has.

Conquistador Unit Types

#	Type	Hits
1	Captain	3
8	Soldier	2
4	Horseman	2
2	Cannon	2

Setup

The Aztec player places one unit on each square of his back three rows. The conquistador places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Fate Phase
2. Move Phase
3. Attack Phase

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one man in any direction, you have the option of moving one or more men forward the indicated number of spaces using a single move card.

Horsemen can be moved up twice per turn. Cannons can move a max of 2 spaces per turn.

Attack Phase

Play (discard) an Attack card to have a man attack. The attack card has a number. This is the range of the attack.

You cannot attack through other units, except for Bows & Atlatl. Attacks can be diagonal or orthogonal. Attacks do one Hit of damage to the target.

Use Chits or coins to record damage. A man reduced to zero Hits is killed and removed from the board. Your opponent may play Defense cards to negate your attack.

Cannons can only attack using cannon only cards. A canister shot has a range = 2. It does damage to that square, the two Squares on either side, and the square at range = 1. Roundshot travels in a straight line for unlimited range. It does damage to every Unit in every square it passes through.

Card List Notation

M Movement

A Attack

D Defense

K as a Knight would move in Chess

Type Purpose of card

User Who can use the card

Z Aztec

C Conquistador

E Either

Card List

Card Name:	#	User	Range	Type	Notes:
Dagger	2	E	1	A	
Blood Sacrifice	1	Z	-	-	Draw 2 cards
Spiked Clubs	2	Z	1	A	
Obsidian Spears	2	Z	1	A	
Atlatl	2	Z	2	A	
Slings	2	Z	2	A	
Bows & Arrows	2	Z	2	A	
Take Captive	1	Z	1	A	Vs unit with 1 hit only
Padded Armor	1	Z	-	D	
Battledress	1	Z	-	D	
Magic	1	Z	-	D	Lucky Talismans
Wooden Shields	1	Z	-	D	
Fighting Skill	1	Z	1	A	Knights only
Steel Swords	2	C	1	C	
Muskets	2	C	3	A	Soldiers only
Matchlocks	2	C	3	A	
Rapiers	2	C	1	A	
Steel Breastplates	2	C	-	D	
Steel Helmets	2	C	-	D	
Pistols	2	C	2	A	
Crossbows	2	C	2	A	Soldiers only
Canister Shot	2	C	x	A	Cannons only
Round Shot	2	C	x	A	Cannons only
Fear of Horses	1	C	1	A	Horsemen only
Lances	1	C	1	A	Horsemen only
Pikes	2	C	1	A	Soldiers only
Closed Ranks	2	C	-	D	
Veteran Soldiers	2	C	-	D	
Massacre	1	C	1	A	
Gold, God & Glory 1	C	-	-	-	Draw 2 cards
Maneuver	10	E	1	M	
Advance	8	E	2	M	
Charge	6	E	3	M	
Sprint	4	E	4	M	
Gallop	2	E	5	M	Horsemen only





Babylon 5 Empires

Introduction

Babylon V Theme. Module for the Warp Empires system. You must use the Warp Empires system to play this game.

Dice

Six-sided dice are needed in this scenario.

Map

Spaces are also called Territories or Zones. Over half the territories are empty space. Revenue generating spaces are planetary systems.

Other territory types include: Supernovas & Black-holes: No entry possible Nebulas: Ships must stop upon entering Babylon V: Neutral Zone Some systems may begin with Jumpgates.

Victory

You win if you control over 60% of the systems on the map.

Races

Each player picks a race: The Centauri Empire The Earthforce Alliance The Minbari Federation The Narn Regime

Setup

Each player starts with a Homesystem with 10 random units and a hand of 5 cards. Each Homesytem has a Jumpgate.

Units & Action Deck

Players share a common Action deck and unit chit pile.

Draw Phase

First discard any cards you don't want. Each player draws 3 action cards. Draw an extra card for each Diplomat you have that is located on an enemy system or Babylon 5.

You cannot have more than one Diplomat on a system. Max hand size = 7. Discard excess cards. If the deck runs out, shuffle the discard and draw from it.

Unit Deck

Move Phase

Use Action cards to move stacks or units in stacks. A Fast unit can move 1-3 spaces. A Medium speed unit can move 1-2 spaces.

A Slow unit can move 1 space. Leaders must travel with other units. Units can move into but not through opposing stacks.

Colonies & Shipyards & Stargates cannot move (Move = 0). Your opponent can only look at the top unit of your stacks You can move your units at a Jumpgate you control to any other Jumpgate you control as a move of 1 space.

Exploration Phase

Include an exploration phase after movement phase. When entering an unexplored system for the first time roll three six sided dice to determine The presence of Resources.

1D6	Resources:	Revenue:
1-2	Poor	1
3-4	Moderate	2
5-6	Rich	3

Revenue Phase

Each system with a colony generates revenue equal to its Resource level. Homesystems generate 10 Revenue points per turn.

Recruit Phase

Units must start at your Homeworld or a planet with a Shipyard. You may build a colony on a system you control. A system can have a maximum of 1 colony and 1 shipyard.

A system must first have a colony before a shipyard can be built. A system must first have a colony before a Jumpgate can be built.

Battle Rules

Opposing stacks in the same space do not have to attack each other if they both declare that they are on Diplomatic missions. Treat Leaders like other units with respect to casualties. When attacking a Homesystem controlled by an enemy the defender will get +20 Force.

Diplomats cannot attack or be attacked.

Name	#	Move	F	Notes:
Capitol Ship	8	S	10	Ship
Cruiser	12	M	6	Ship
Fighter Complement	16	F	2	Fighters
Capable Commander 8	-	10	Leader	
Seasoned Diplomat 8	F	-	Costs 10	

Other Markers

Name	#	Move	F	Notes:
Colony	x	-	5	Costs 5
Shipyards	x	-	5	Costs 5
Jumpgate	x	-	1	Costs 10
Control Marker	x	-	-	

You can only build a Jumpgate if you play a Quantum 40 card.

X as needed

Race Notes

The Earthforce Alliance: Special Card: Use as a Peace treaty, Heavy Trade, or Research card Earth

Force Fighters have +6 Force

The Narn Regime: Special Card: Use as a Steal, Espionage, or Sabotage card All Narn Ships & Fighters have +2 Force

The Minbari Federation: Special Card: Use as a Strategic Move, Increase Production, or Security card Minbari Capitol Ships have +4 Force Minbari do not have Cruisers, they treat Cruiser Counters as Capitol Ship counters

The Centauri Empire: Special Card: Use as a Diplomacy, Intelligence, or Intrigue card Centauri Capitol & Cruiser Ships have +3 Force

Action Deck Card List

Card Name	#	Notes
Tactical Move Order	15	Move 1 Stack
Strategic Move Order	6	Move 2 or 3 Stacks
Long Range Barrage	2	Battle: Each ship Gains Force +2
Surround Foe	2	Battle: Each Ftr & ship Gains Force +1
Ambush	2	Battle: Gain Force +2D6
Dogfighting	2	Battle: Each Fighter Gains Force +2
Deception 2	Battle: Gain Force +7	
Heavy Weapons	2	Battle: Each Capitol ship gets Force +4
Armored Hull	2	Battle: Gain Force +6 or negate one casualty
Intrigue	2	Take 1 random card from opponent
Sabotage	2	Opponent must discard 2 Cards
Raiding	2	Opponent generates 5 less Revenue points this turn
Espionage	2	Look at opponents hand
Assassination	2	Kill Target Commander or Diplomat
Reconnaissance	2	Look at target stack
Special Card	6	Specific to Race
The Shadows Emerge	1	Destroy target stack not on Homeworld or B5
Intelligence	2	Look at next 7 cards in deck
Security	2	Negate an Espionage, Sabotage, Steal, or Recon card
Peace Treaty	2	Opponent cannot attack you this turn
Diplomacy	2	Negate Target Move
Steal	1	Take 2 revenue points from target player
Critical Hit	1	Battle: Destroy 1 Ship
Point Defense	1	Battle: Destroy 1 Fighter
Increase Production	2	Gain 5 extra Revenue points this turn
Heavy Trade	2	Gain 1 extra Revenue this turn per system you control
Research	2	Draw 2 cards
Quantum 40	2	Needed to build a Stargate

Card Name	#	Notes
Revolt	1	Target Non-Homeworld System no revenue 1D6 turns
Intercept	2	Move 1 Stack any time during opponents Move Phase
Retreat	2	Battle: Neither side suffers casualties

Warp Empires Ruleset

Introduction

Generic ruleset for a series of empire building/conquest games.

Map

The map depicts an irregular, interlocked set of territories.

Control Markers

Use chits to represent control markers.

Units

Use chits to represent units. Units include Leaders & non-leader units.

Deck

Players share an action deck. In some games, each player will have their own action deck. The action deck cards allow you to move your units.

Setup

Most Leader units will be in play. Others will be mixed into the unit chit pile. Each player will start with several non-leader units in play.

Starting points of units will be determined by the scenario.

Turn Sequence

Players take turns. Each turn has 7 phases: Draw Phase Move Phase Battle Phase Revenue Phase Recruit Phase Upkeep Phase Control Phase

Draw Phase

First discard any cards you don't want. Each player draws 5 action cards. Max hand size = 7. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Move Phase

Use Action cards to move stacks or units in stacks. A Fast unit can move 1-3 spaces. A Medium speed unit can move 1-2 spaces.

A Slow unit can move 1 space. Units can move into but not through opposing stacks. Fortifications cannot move (Move = 0).

Your opponent can only look at the top unit of your stacks

Battle Phase

When two opposing stacks occupy the same territory there will be a battle. Each unit has a force value. Add up the total Force values for each side.

Players may play action cards to increase their force value. If one stack has a Leader and the other does not, the stack with the leader gets an additional 5 Force. The side with the highest force value wins.

The losing stack must retreat one space. The losing stack loses half of its units. The winner picks the first unit lost, the loser picks the remainder. Fortification units in the losing stack are destroyed automatically.

The winning stack loses units with a force equal to at least half the force total lost by the losing stack. The winner decides which units are lost. Destroyed units are returned to their chit pile. Captured leaders are set aside and not returned to the chit pile.

After a battle both sides replenish their hands to 7 cards.

Revenue Phase

Gain revenue points for every revenue generating territory you control.

Recruit Phase

Draw 5 random units from the unit chit pile. Purchase units. A units cost is equal to its Force value. If you purchased all the drawn units, draw another 1D6 random units.

Revenue may be saved from turn to turn. Discard unpurchased units back to your unit chit pile. Units start in any revenue generating territory you control.

Upkeep Phase

Number of Units that automatically receive upkeep = 5 x total Revenue. Discard excess units. Example: You generate 10 revenue points per turn...

You may have up to 50 units.

Control Phase

Place a control marker on every revenue generating territory occupied by one of your units. Only one control marker per space.

Unit Deck Abbreviations

S Slow

M Medium speed

F Fast

F Force

F Fortification

Number of that unit in the chit pile.





Barbarella

Introduction

Card game for 2-4+ players. Gin Rummy/Poker type mechanics. Barbarella Theme.

Disclaimer

Barbarella is a copyrighted, licensed property. This is merely a fan site.

Victory

The first player to reach 10 points wins the game.

The Deck

Players share a common deck.

Setup

Shuffle the deck. Deal each player 7 cards. The deck is face-down.

The discard is face-up Turn over the top card of the deck and place it Face-up to be the first card of

the discard. The player who most looks like Barbarella or Who is wearing a black lame space suit goes first. Failing that flip a coin.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Draw Phase
2. Score Phase
3. Reward Phase
4. End Phase

Draw Phase

Take the top card of the deck or the discard and Put it in your hand. If the deck ever runs out, shuffle the discard and Play with it as the new deck.

Score Phase

You may play a Combo. A Combo will contain 6 cards in one of 4 possible combinations:

Combo	Points	Notes
Pairs	1	3 Pairs
Threes	2	2 Three-of-a-Kinds
Flush	3	All from 1 Suite
Straight	4	1 from each of the 6 different Suites

Keep track of the points you score.

Reward Phase

If you played a Meld this turn, draw 6 cards to refill your hand.

End Phase

Max hand size is 6 cards. Discard excess cards.

Card List Notation

- B** Barbarella
- A** Allies
- F** Foes
- P** Places
- E** Events
- T** Things

Card List

Type:	Card Name:
B	Astronautical Aviatrix
B	Barbarella on Shag Carpet
B	Barbarella Disrobing
B	Barbarella in Fishnet Stockings
B	Barbarella in Feather Boa
B	Barbarella in Secret Uniform
B	Barbarella in Spacesuit

Type:	Card Name:
P	Tau Ceti Ice Fields
P	Forests of Weir
P	Crystal Mountains
P	Deep Space
P	The Labyrinth
P	The City of Night
P	Chamber of Birds

Type:	Card Name:
B	Barbarella the Innocent
B	Barbarella in Provocative Outfit
B	Queen of the Galaxy
A	Denizens of the Maze
A	Pygar the Blind Angel
A	Dildano
A	Professor Ping
A	The Catchman
A	Guardian Angel
A	Rebel Leader
A	Alpha 7 Ship Computer
A	The Black Queen
A	One-Eyed Wench
F	Cruel Children
F	Flesh Eating Robot Dolls
F	Blackguards
F	Leather Men
F	Patrol Ships
F	Sogo Ruffians
F	The Great Tyrant
F	The Concierge
F	Durand Durand
F	Mathmos Released

Type:	Card Name:
P	Ornithanthrope's Nest
P	Chamber of Ultimate Solutions
P	Chamber of Dreams
E	Message from the President
E	Suspended Animation
E	Magnetic Storm
E	Stabilizer Malfunction
E	Spaceship Crash
E	Crucifixion
E	Exaltation Transference Pills
E	Love the Modern Way
E	Love the Old Fashioned Way
E	Rockslide
T	Old Earth Weapons
T	Tongue Box
T	Essence of Man
T	Energy Box
T	Radio Transmitter
T	Escape Chute
T	The Excessive Machine
T	Force Field
T	Positronic Ray
T	Invisible Key

Cardset Available

Thanks Ron!





Barbarian Hordes

Introduction

Card game for 2-8+ players. Europe circa 400 AD.
Each player represents a nation existent at the time.
Each turn represents 5 years.

Victory

Be the first player to accumulate 10 Territory Tokens.

Defeat

Any player who loses all his Territory Tokens is wiped out. He may reenter the game as another Nation not yet played.

The Nations

Each Player picks one nation, starting with the Primary nations, then secondary, then tertiary, then quaternary.

- Primary Nations: Western Roman Empire, Huns, Visigoths, Ostrogoths.
- Secondary Nations: Eastern Roman Empire, Vandals.
- Tertiary Nations: White Huns, Sassanids.
- Quaternary Nations: Franks, Slavs, Burgundians, etc.

The Deck

Players share a common deck. The deck contains one of each card listed.

Dice

6 and 10-sided dice are needed.

Tokens

There are 2 types of Tokens: Army Tokens Territory Tokens

Setup

Each player starts with: 1 Unique Nation 5 Territory Tokens 10 Army Tokens 5 Randomly dealt cards. Roll high on 1D10 to determine Turn order

Taking Turns

Record player turn order. Turn order does not depend on players seating position. Seating position does determine who can attack whom.

Seating position can change during the game.

Turn Sequence

Players take turns. Each turn has 5 Phases: Fate Phase Recruit Phase Event Phase Conquest Phase End Phase

Fate Phase

Draw 1D6 cards. If the deck runs out, shuffle the discard and draw from it.

Recruit Phase

Gain 1D6 Army Tokens.

Event Phase

Most Event cards are played in this Phase.

Conquest Phase

You may attack the player to your immediate left or right. You are the Attacker. The target player is the Defender. Each player calculates a War Total (WT) as follows:

WT Army Tokens + Card Force Bonuses + 1D10

Army Tokens = Each side adds up all their Army Tokens. Card Force Bonuses = Some cards when played (discarded) offer a Force Bonus. Allies = Other players may send the combatants Armies and Cards.

The player with the higher WT wins the War. The Loser loses 1D6 Army Tokens. The Winner loses 1D6 - 3 Army Tokens.

The Winner takes a Territory Token from his opponent. If WT are equal or differ only by 1 there is a stalemate, and Both sides lose 1D6 Armies. Allied Armies are the last to be made casualties. (They usually run away)

End Phase

Max hand size is 8 cards. Discard excess cards.

Nation Special Abilities

Each Nation has a Special Ability: >Western Roman Empire: Skilled: Max Hand Size = 10. Plus Force cards played provide an additional +2 Force. >Huns: Horsemen: They get an extra Conquest Phase each turn.

>Visigoths: Berserkers: In Conquest phase sacrifice an Army Token to get Force +3 >Ostrogoths: Populous: Roll twice and use the better roll in Recruit Phase.

>Eastern Roman Empire: Manipulators: Draw an extra card in Fate Phase. >Vandals: Migratory: The may change their seating position in their own Fate Phase.

>White Huns: Aggression: Army Tokens get +1 Force when Attacking. >Sassanids: Defenders: Army Tokens get +1 Force when Defending. >Quaternary Nations: No Special Abilities

Card List Notation

X Event: Play in opponents Event Phase: Target player loses 1D6 Armies

G Event: Gain 1D6 Armies in Event Phase

A Armies

F Force

C Event played during Conquest Phase

E Event played in Event Phase

S Look at opponents hand: play anytime

Q Gain an Extra Conquest Phase

K Negate a Leader card just played

L Leader card

P Play on opponents turn: He may not attack you this turn.

I Play on opponents turn: He may not attack at all this turn.

M Player may change his Seating Position in Event Phase

V Play only after you have won in Conquest Phase: Gain 1D6 Armies in Event Phase

D Draw 3 cards in Event Phase

Y Automatic Stalemate in Conquest Phase

DO Defender Only

AO Attacker Only

Card List

Card Name	Type	Notes
Epidemic	X	
Pestilence	X	
Famine	X	
Decadence	X	
Corruption	X	
Conspiracies	X	
Disorder	X	
Factionalism	X	
Manpower Shortage	X	
Impoverished	X	
Collapse of State Apparatus	X	
Assimilation	X	
Civil War	X	
Lose Economic Base	X	
Insurrection	X	
Spiral of Decline	X	
Usurper	X	
Revolt	X	
Rebellion	X	
Great Leader	LC	F+10
Gifted General	LC	F+9
Strong Leader	LC	F+6
Brilliant Commander	LC	F+8
Experienced Commander	LC	F+7
Warlord	LC	F+5
Opponent has Weak Leader	LC	F+5
Opponent has Foolish Leader	LX	
Opponent has Mad Leader	LI	
Wise Leader	LG	
Charismatic Leader	LG	
Clever Ruler	LD	
Ambitious Leader	LQ	
Assassination	K	
Treason	K	

Card Name	Type	Notes
Barbarians vs Barbarians	C	F+4
Campaign	Q	
Annexation	Q	
Pretext for War	Q	
Invasion	Q	
Favorable Omen	Q	
Incursion	Q	
Overrun	Q	
Expedition	Q	
Conquest	Q	
Scouts	S	
Spies	S	
Driven Out	Y	
Absorbed	Y	
Peace	P	
Diplomacy	P	
Treaty	P	
Hostages	P	
Intrigue	I	
Succession	I	
Sea Power	C	F+5
Fleets	C	F+5
Counter Attacks	C	F+5
Spoils of War	V	
Pillage	V	
Loot & Burn	V	
Sack Cities	V	
Take Prisoners	V	
Stratagem	D	
Intrigue	D	
Prophecy	D	
Ruthlessness	C	F+7
Valor	C	F+7
Fortifications	C	F+8 DO

Card Name	Type	Notes
Killed in Battle	K	
Deposed	K	
Early Death	K	
Slaves	G	
Mercenaries	G	
Allies	G	
Taxation	G	
Prosperity	G	
Vassals	G	
Puppets	G	
Confederates	G	
Tribes	G	
Reserves	G	
Host	G	
Unity	G	
Subjects	G	
Horde	G	
Auxiliaries	C	F+3
Infantry	C	F+3
Cavalry	C	F+3

Card Name	Type	Notes
Garrisons	C	F+4 DO
Walled Cities	C	F+8 DO
Fortify	C	F+8 DO
Siege Engines	C	F+8 AO
Siege Artillery	C	F+8 AO
Besiege	C	F+4 AO
Cities Surrender	C	F+8 AO
Migration	M	
Shifting Borders	M	
Major Movements	M	
Pressure on the Frontier	M	
New Lands	M	
Ransoms	XG	
Raids	XG	
Tribute	XG	
Traitorous Allies	XG	
Logistic Strategy	C	F+9
Put to the Sword	C	F+6
Lay Waste	C	F+6

Three Player Variant

Rome: Special Abilities of Western & Eastern Roman Empire
 Attila the Hun: Special Abilities of Huns

& White Huns
 Goths: Special Abilities of the Visigoths & Ostrogoths





Baron Munchausen Plays Cards

Introduction

Card game for Aristocratic Adventurers and other Fantasists. Players use melds of cards to retell the tales of the Baron & score points.

Victory

The first player to score 100 points wins.

The Deck

Players share a common deck. The deck contains 2 copies of each card on the card list. The deck contains 7 card types:

- M** Dramatic Mood Swings
- C** Extraordinary Companion
- R** Romantic Interlude
- D** Brush with Death
- X** Exotic Location
- P** Preposterous Escape
- E** Envious Enemy

In addition, there are 2 Jokers & 2 Fools.

Turn Sequence

Each turn has 7 Phases: Fill & Spill Phase Out with the Old & in with the New Phase Bid & Trump Phase Trades & Promises Phase Tricks up the Sleeve Phase Side Bets & Wagers Phase Boast & Toast Phase

Fill & Spill Phase

Players may fill their hands up to 8 cards. Players must discard down to 10 cards.

Card List

Type	Points	Name:
M	1	Deepest Despair
M	2	Aristocratic Aires
M	3	Charismatic Oratory
M	4	Supreme Confidence
M	5	Undaunted Courage
M	6	State of Bliss
M	7	Fantastical Inspiration
C	1	Dancing Bear
C	2	Bertholdt the Fastest Man Alive

Out With The Old & In With The New Phase

Players may discard up to 5 cards & draw replacements.

Bid & Trump Phase

Each player must discard one card. The player(or players if tied) who discarded the card with the highest point value may draw 2 cards or get 7 points.

Trades & Promises Phase

Players may trade cards, points, favors, etc. with each other. Trades must be mutual.

Tricks Up The Sleeve Phase

Players may discard pairs of cards (2 cards exactly the same). For each pair discarded, a player may draw 3 cards.

Side Bets & Wagers Phase

Any player may make any claim whatsoever. Any other player may call his bluff. If a wager is agreed to, the loser must give the winner a random card (or other agreed upon bet).

Boast & Toast Phase

A player may make a Boast. A Boast must consist of 7 cards, one of each of the seven types. Jokers & Fools are wild cards and can be used as any card type, but of zero points.

The Boaster scores points equal to the total point value of all the cards in the Boast.

Type	Points	Name:
C	3	Adolphus the Best Shot in the World
C	4	Gustavus who can Blow Hurricane Winds
C	5	Albrecht the Strongest Man in the World
C	6	The Baron's Astonishing Horse
C	7	Sally Salt
R	1	Lovely Ladies
R	2	Seduction
R	3	The Empress of Russia
R	4	The Moon Queen
R	5	A Single Red Rose
R	6	The Goddess Venus
R	7	Dancing on Air
D	1	Old Age
D	2	The Executioners Axe
D	3	Foulest Treachery
D	4	Assassin
D	5	Sniper
D	6	Doctor
D	7	The Grim Reaper
X	1	Island made of Cheese
X	2	The Hollow Earth
X	3	Inside a Volcano
X	4	Belly of A Giant Fish
X	5	The Celestial Spheres
X	6	The Moon
X	7	The Surface of the Sun
P	1	Whirlpool
P	2	Modicum of Snuff
P	3	Mechanical Bird
P	4	Ride Cannonball
P	5	Impossible Rope Trick
P	6	Fall Through the Earth
P	7	Pull Self up by own Hair
E	1	Unbelievers
E	2	A Friendly Wager
E	3	The Turks
E	4	Vulcan
E	5	The Sultan
E	6	The Moon King
E	7	The Factualist
J	0	The Joker
J	0	Ship of Fools

House Rules

House Rules are highly encouraged.

Links

Dreams

Ungentlemanly Conduct Rule

Once per game you may steal a random card from your opponents hand.

Teabm

Trade Cards





Baroque Masters

Introduction

Card game for 2-4+ players. Each player is an Architect in Rome during the Baroque Era 1600's. Players try to increase their own reputation at the Expense of their Rivals.

Victory

When the deck runs out a second time, the player with The most Reputation Points (RP) wins.

Reputations

Use coins or pen & paper to keep track or Reputation Points (RP).

The Deck

Players share a common deck. The deck has 5 card Types: Patrons, Commissions, Quality, Actions, and Events. Patrons, Commissions, and Quality cards are referred to as Permanents.

Setup

Shuffle the deck. The most Baroque player goes first in the first Round

Turn Sequence

Play proceeds in Rounds. A Round has 4 Phases:

1. Draw Phase
2. Option Phase
3. Scoring Phase
4. End Phase

Draw Phase

Place the top six cards of the deck face up in a row visible to all. These are referred to as the Option cards.

Option Phase

During a Round, players take turns (going clockwise (to the left)). The first player to go in a Round is the player to the left of The player who went first in the previous round. A player on his turn must take possession of one Option card.

If the card is an Event, it must be resolved immediately. Action cards are placed in the player's hand. Action cards can be used during any option phase.

Card List

If it is a Permanent card, the player must put it in his hand, or Put it into play face up in front of him visible to all. A player may have a max of 3 different Patrons in play. A player may have 1 Commission for each Patron.

A Commission may have any number of Quality cards attached. You may put Permanents from your hand into play at any Time during your option segment. When used, event and action cards are removed from the game (not the discard).

When the deck runs out the first time, shuffle the discard and draw from it.

Scoring Phase

Players may score Melds. All Permanents have a point (rank) value ranging from 1 to 5. A Meld must contain: 1 Patron card 1 Commission card 0 or any number of (differently ranked) Quality cards.

A player gains a number of RP = the total point value of the meld. A Meld with no Quality cards is worth -1 RP. Each Quality card after the first is worth +1 RP.

The Meld cards are removed from the game (not the discard). Note that you may wait to score a meld in hopes of adding Additional Quality cards, however, this leaves open the Possibility of the meld being stolen or discarded.

End Phase

Max hand size is 3 cards. Discard excess cards.

Card List Notation

- # Copies of that card in the deck
- P Patrons
- C Commissions
- Q Quality
- A Actions (Keep in Hand)
- E Events (Resolve Immediately)
- RPV Reputation Point Value
- TO Target Opponent
- DT Discard Target
- RAP Reveal them and Play them or Put them in your Hand
- OH Opponents Hand
- AC And attached Commission card (Discard attached Quality cards)

Card Name:	Type	#	RPV	Notes:
The Pope	P	4	5	
Noble Family	P	4	4	
Wealthy Family	P	4	3	
Church Order	P	4	2	
Minor Family	P	4	1	
Cathedral	C	1	5	
Restoration	C	1	5	
Basilica	C	1	5	
Major Project	C	1	5	
Reconstruction	C	1	4	
Church	C	1	4	
Centerpiece	C	1	4	
Palazzo	C	1	4	
Piazza	C	1	3	
School	C	1	3	
Renovations	C	1	3	
Oratory	C	1	3	
Bell Towers	C	1	2	
Shrine	C	1	2	
Villa	C	1	2	
Façade	C	1	2	
High Altar	C	1	1	
Bronze Doors	C	1	1	
Colonnades	C	1	1	
Sculpture	C	1	1	
Grandiose	Q	1	5	
Great	Q	1	5	
Grandeur	Q	1	5	
Magnificent	Q	1	5	
Beautiful	Q	1	4	
Brilliant	Q	1	4	
Astonishing	Q	1	4	
Revolutionary	Q	1	4	
Breathtaking	Q	1	3	
Splendid	Q	1	3	
Dazzling	Q	1	3	
Innovative	Q	1	3	
Sublime	Q	1	2	
Opulent	Q	1	2	
Inventive	Q	1	2	
Elegant	Q	1	2	
Graceful	Q	1	1	
Intricate	Q	1	1	
Elaborate	Q	1	1	
Noteworthy	Q	1	1	
Criticism	A	1	-	TO Loses 1 RP
Gothic	A	1	-	TO Loses 2 RP
Scandal	V	1	-	TO Loses 3 RP
Condemnation	A	1	-	TO Loses 4 RP
Public Disgrace	V	1	-	TO Loses 5 RP

Card Name:	Type	#	RPV	Notes:
Ambition	A	1	-	Draw 1 Cards RAP
Enterprise	A	1	-	Draw 2 Cards RAP
Virtuosity	A	1	-	Draw 3 Cards RAP
Passion	V	1	-	Draw 2 Cards RAP
Genius	V	1	-	Draw 3 Cards RAP
Madness	V	1	-	Discard your hand
Idiosyncrasies	V	1	-	Discard your hand
Tormented	V	1	-	TO must discard hand
Intrigue	A	1	-	TO must discard hand
Scheme	A	1	-	Steal Patron AC
Plot	A	1	-	Steal Patron AC
Fiery Temper	V	1	-	DT Patron Card
Dismissal	A	1	-	DT Patron Card
Celebrated	V	1	-	Gain 3 RP
Famous	V	1	-	Gain 5 RP

Number Of Players

Use 6 Option cards for 2-3 players. Use 8 Option cards for 4 Players. Use 10 Option cards for 5 players.

For 6+ players draw Option cards = number of play-

ers.

Cardset Available!!!

Thanks Ron!





Baseball Outs

Introduction

Card & Dice & Record Keeping game for 2 players
Simulation of a Baseball game.

Victory

Most Runs at the end of 9 Innings wins.

The Deck

Players share a common Event Deck.

Dice

Six sided dice (D6) are needed.

Pawns, Tokens, Markers, & Counters

Use counters to keep track of Runs. Use pawns to represent the Batter & Runners. Use tokens to keep track of Outs.

Use markers to keep track of Innings.

The Board

Used to keep track of runners. Draw a regular Baseball Diamond.

Setup

Flip a coin to determine who is Home Team and who is the Visiting Team.

Rules Of Baseball

It is assumed players are familiar with Baseball & the Rules of Baseball. There are 9 Innings. The Visitors bat the first half (The Top) of the Inning. The Team at bat is the Offensive Player. The Team at Field is the Defensive Player.

The remaining rules deal with the parts that need to be simulated in a card game format. There are things

left unsaid, such as movement of the runners, that should be Intuitive to those familiar with the actual game. Confusions will be addressed in a FAQ's section after playtesting.

Turn Sequence

A Turn represents a single batters turn at bat. Important: A Turn does not correspond to a single pitch, but rather, the The final end result of a Batter's efforts. Each turn is divided into 3 phases:

1. Draw Phase
2. Batting Phase
3. Fielding Phase

Draw Phase

Both players draw or are dealt 2 cards from the deck. If the deck runs out, shuffle the discard & draw from it.

Batting Phase

The Offensive Player rolls 2D6 (2 six-siders added together) To get a Result on the Batting Table. This Roll is called the Batting Roll. The Offensive player may play up to one Hit card and one Batter card to Modify the roll.

The Defensive player may play one Pitch card to modify the Roll. Players may also play 'Effect' cards to modify the roll. Hit, Batter, Effect, and Pitch cards are collectively referred to as Modifier cards.

Modifier cards must be played before the Roll is made. Before any Modifier cards are played, the Offensive Player may play one 'Automatic Result' card. If the Offensive player doesn't play an Automatic Card, the Defensive player may play one Automatic card. Automatic cards provide a particular outcome instead of making the Batting Roll.

Played cards are always immediately discarded.

Batting Table

2D6	Result:	Notes:
2-6	Out	Batter is either Struck out or Fielded out
7	Ball	Roll Again
8-9	Single	Place the Batter Pawn on 1st Base
10	Double	Place the Batter Pawn on 2nd Base
11	Triple	Place the Batter Pawn on 3rd Base

2D6	Result:	Notes:
12+	Home Run	Homer

Note: Base Hits will cause Runners already on base to be moved forward.

Fielding Phase

The Defensive Player may play one Fielding card. If the Defensive player did not play a Fielding card, the Offensive Player may play one fielding card. Maximum hand size is seven cards.

Discard excess cards at the end of this phase.

Card List Notation

- H** Hit
- P** Pitch
- B** Batter
- E** Effect
- F** Fielding
- A** Automatic Result. Do not Roll on the Batting Table.
- X** Special
- BR** Batting Roll

Event Deck Card List

Card Name:	#	Type	Notes
Fast Ball	1	P	BR -1 (Heater)
Curve Ball	1	P	BR -1 (Uncle Charlie)
Knuckle Ball	1	P	BR -1
Slider	1	P	BR -1
Breaking Ball	1	P	BR -1 (Cutter)
Change Up	1	P	BR -1 (Slow Pitch)
Sinker	1	P	BR -1 (Fork Ball)
Spit Ball	1	P	BR -1 (Illegal)
Strike	1	P	BR -1
Slugger	1	B	BR +1
Pinch Hitter	1	B	BR +1
Switch Hitter	1	B	BR +1
Clean Up Hitter	1	B	BR +1
Designated Hitter	1	B	BR +1
Top of the Line-up	1	B	BR +1
Heavy Hitter	1	B	BR +1
Lead Off Hitter	1	B	BR +1
Big League Hitter	1	B	BR +1
Line Drive	1	H	BR +1
Ground ball	1	H	BR +1
Base Hit	1	H	BR +1
Fair Ball	1	H	BR +1
Fly Ball	1	H	BR +1
Bunt	1	H	BR +1
Gap Hit	1	H	BR +1
Texas Leaguer	1	H	BR +1 (Between Infielders & Outfielders)
Error	1	E	BR +1
Steal	2	F	Move 1 Runner forward 1 Base
Walk	2	A	Batter goes to 1st Base (Base on Balls)
Over the Fence	1	A	Batter gets a Homerun (Homer)
Beaned	1	A	Batter goes to 1st Base (Hit by Pitch)
Safe	1	E	BR +1
Relief Pitcher	1	E	BR -1
Brush Back	1	E	BR -1
Relay Ball	1	E	BR -1
Bullpen Warm-up	1	E	BR -1
Ace	1	E	BR -1 (Club's Best Starting Pitcher)
Sacrifice Fly	1	A	All Runners move forward 1 base. Batter is Out

Card Name:	#	Type	Notes
Sacrifice Bunt	1	A	All Runners move forward 1 base. Batter is Out
Caught Stealing	1	F	Target Runner is Out
Foul Ball	2	X	Reroll BR right after it is made
Foul Tip	1	X	Reroll BR right after it is made
Double Steal	1	F	Move 2 Runners forward 1 base
Single	2	A	Batter goes to 1st Base
Double	1	A	Batter goes to 2nd Base
Triple	1	A	Batter goes to 3rd Base
Double play	1	A	Batter & Runner are Out
Around the Horn	1	A	Batter & Runner are Out (Double Play)
Force Out	1	A	Runner is Out if Batter makes it to Base
Triple Play	1	A	Batter & 2 Runners are Out
Tag Out	1	F	Runner is Out
Pick Off Runner	1	F	Runner is Out
Fly Out	1	A	Batter is Out
Circus Catch	1	A	Batter is Out (Outstanding Catch)
Infield Fly	1	A	Batter is Out
Strike Out	1	A	Batter is Out (Caught Looking)
Grand Slam	1	A	Batter gets Homerun if Bases are Loaded
Ground Rule Double	1	A	Batter goes to 2nd Base
Hit & Run	1	F	Move 1 Runner forward 1 Base
Wild Pitch	1	F	Move 1 Runner forward 1 Base (Passed Ball)
Hot Box	1	F	Target Runner is Out (Run Down)
Interference	1	F	Redo the whole Turn
Squeeze Play	1	F	Runner on 3rd Base steals Home
Greenlight	1	X	Draw 2 Cards in Draw Phase
Base Coach	1	X	Draw 2 Cards in Draw Phase

copies of card in deck

Game Designers Notes

Be sure to sing the Star Spangled Banner First.
Peanuts & Crackerjacks are optional.





Basic Rules

0:0 Introduction

Warp Skirmish is an abstract Wargame system that utilizes a mix of board, card, dice and unit elements to create a system with chess-like strategy, fog-of-war uncertainty and module expandability.

Presented here are the base mechanics and several modules that are ready for play. The modules contain the game setting, background, unit and card definitions and the rules that augment or change the Warp Skirmish engine.

1:0 The Warp Skirmish Engine

1. THE MAP

An 8x8 chessboard can be used to play most games. Terrain aspects are detailed in the module.

1:2 The Units

Each module will detail the number, attributes and start positions of the units involved.

1:3 The Cards

The players either draw from a common deck of cards or have a their own deck of cards. The make up of the deck is detailed in the module. The cards represent actions, resources, attributes, and other aspects of the modules setting.

1:4 Victory Conditions

Each module will detail the conditions that need to be met for a player or players to be declared the victorious.

1:5 Turn Sequence

A player is randomly selected to go thru the Turn Sequence first. Each module will detail the exact Turn Sequence; the basic phases are usually as follows.

1:5:1 Orders Phase

The player draws 3 cards. If the deck runs out the discard pile is shuffled and used as the deck. The maximum number of cards that can be help is 5 cards. After drawing player must discard excess cards.

1:5:2 Maneuver Phase

The player discards a Movement type card. A Movement card will be marked as such and will have a number that will indicate the number of spaces a unit may move. Movement cards are often valid for specific types of units. The player can then select a valid unit and move them that number of spaces. The directions a particular unit can move in, as well as other movement restrictions, are detailed in the module.

1:5:3 Fire Phase

The player discards an Attack type card. An Attack card will be marked as such and will have a number that will indicate the range of an attack. Attack cards are often valid for specific types of units. The player can then select a valid unit to attack and a valid target. The effects of the attack, as well as restrictions and reactions by the target, are detailed in the module.

1:6 Strategic Variant

Make Orders Phase the Last phase of the Turn Sequence, and play with card hands face up.





Batman

Introduction

Card game for 2 players. One Player is Batman, the other is the Nemesis player

The Decks

The Batman player uses the Batman Deck. The Nemesis player has 3 decks: The Villains Deck The Location Deck The Action Deck

Object

The first player to accumulate 10 Victory points wins.

Turn Sequence

Each turn consists of 5 phases: Draw Phase Crime Phase Hunt Phase Confrontation Phase Victory Phase

Draw Phase

Players first discard down to 3 cards. Both players fill their hands to 7 cards from their own decks. The Nemesis player must draw 1 Villain card and 1 Location card, the remainder may be from the Action deck.

If a players deck runs out, shuffle the discard and draw from it.

Crime Phase

The Nemesis player plays one Villain card to the table face up and one Location card face down.

Batman Deck Card List

Card Name:	Force	Notes (Sub title):
Batman	8	Bruce Wayne - Socialite Millionaire
Batman	9	Boxer & Acrobat
Batman	10	Scientist
Batman	11	Master of Disguise
Batman	12	Detective
Batman	13	Code of Justice
Batman	14	Master of Martial Arts
Batman	15	The Dark Knight
Bat Girl	6	Barbara Gordon
Bat Girl	7	Gymnast
Bat Girl	8	Innovative Detective Work

Hunt Phase

The Batman player must guess the Location card (there are 5). If he is wrong, he may discard a clue card to guess again. If he cannot guess it, the Nemesis player gains the advantage.

If he does guess it, Batman gains the "Advantage" (+15).

Confrontation Phase

All cards with a number value are called Force cards. Both players play all their force cards to the table simultaneously. The Batman player can only play: one 'Batman' one 'Robin' one 'Bat Girl' and one 'Bat Vehicle' card.

When certain cards are played, this causes other specific opposing cards to be discarded. For example: If the Batman player plays antidote, or gas mask, this causes all gas cards and poison cards to be discarded. Each player adds up his cards numbers to get his Force Total.

The side with the Advantage gets +15 to his Force Total. Compare totals. The higher total wins. Flip a coin to resolve ties.

Victory Phase

The winner of the confrontation gets a victory point (VP). If the Nemesis won and he had a crime card out, he gains 2 more VP. If Batman wins by more than double the Force, or he wins and then plays a capture card, he gains 2 more VP.

If the Nemesis negates the capture card, Batman may play another. Discard all played cards.

Card Name:	Force	Notes (Sub title):
Robin	5	Dick Grayson
Robin	6	Trapeeze Artist
Robin	7	The Boy Wonder
The Dynamic Duo	21	Considered both a Batman and a Robin card
Batglider	3	Bat Vehicle
Batsub	4	Bat Vehicle
Batcycle	5	Bat Vehicle
Batmobile	6	Bat Vehicle
Batcopter	7	Bat Vehicle
Batwing	8	Bat Vehicle
Net	2	Capture
Batarang	2	Capture
Grappling Hook	3	Capture
Batcuffs	2	Capture
Bat Shurikens	4	
Smoke Pellets	4	
Rebreather	2	Negate Gas, Poison
Antidote	1	Negate Gas, Poison
Caltrop Spikes	2	Capture
Bat Cave	-	Clue
Bat Computer	-	Clue
Athletics	4	
Gymnastics	5	
Alfred the Butler	-	Clue; Ex-British Secret Agent
Bolos	2	Capture
Shadows	4	
Darkness	5	
Wayne Enterprises	-	Draw 3 cards
Bat Signal	-	Clue
Viki Vale	-	Clue; Reporter, Love Interest
Detective Skills	-	Clue
Comissioner Gordon	-	Clue
Eye Witness	-	Clue; Innocent Bystander
Calling Card	-	Clue
Modus Operandi	-	Clue
Routine Bat Patrol	-	Clue
Criminology	-	Clue
Cryptic Message	-	Clue
Surprise	6	
Forensics	-	Clue
Gotham City Police	5	
Utility Belt	3	Capture
Bat Senses	5	Clue
Scale Buildings	3	
Disarm	1	Negate Weapon
Superhero	7	
Bulletproof Costume	3	Negate Firearms
Security	1	Negate Trap

Villains Deck Card List

Card Name:	Force	Notes (Sub title):
Man Bat	5	Villain; Scientist Kirk Langstrom
Scarecrow	3	Villain; Jonathan Crane
Poison Ivy	4	Villain; Pamela Lillian Isley
Cat Woman	5	Villain; Mutual attraction with Batman
Harley Quinn	6	Villain; Jokers Girlfriend
Riddler	7	Villain; Computer and electronics genius
Joker	7	Villain; Clown Prince of Crime
Two Face	4/10	Villain; Flip a coin to determine Force
Penguin	8	Villain; Oswald Cobblepot
Mr. Freeze	9	Villain; Dr.Victor Fries
The Mad Hatter	4	Villain;
The Ventriloquist	2	Villain;
Clayface	6	Villain;
Killer Croc	7	Villain;

Location Deck Card List

Card Name:	Force	Notes (Sub title):
Hideout	5	Location
Crime Spree	3	Location
Next Logical Target	2	Location

Card Name:	Force	Notes (Sub title):
On the Run	4	Location
Incognito	1	Location

Note: the deck contains 2 of each card

Action Deck Card List

Card Name:	Force	Notes (Sub title):
Wild Animals	4	+3 if paired with Cat Woman
Laughing Gas	3	Trap, +3 if paired with Joker; Smilex
Freeze Ray	6	Weapon, +3 if paired with Mr, Freeze
Fear Gas	4	Trap, +3 if paired with Scarecrow
Deadly Umbrella	5	Weapon, +3 if paired with the Penguin
Dynamite	4	Trap
Hand Grenade	3	Weapon
Molotov Cocktail	2	Weapon
Ninja	5	Thugs
Hoodlums	1	Thugs, +3 if paired with Two-Face
Clowns	3	Thugs, +3 if paired with Joker
Freaks	4	Thugs, +3 if paired with Penguin
Street Gang	2	Thugs
Acid	3	Trap
Whip	2	Weapon, +3 if paired with Cat Woman
Trip Wire	1	Trap, Negate Capture
Guillotine	3	Trap
Revenge	4	+3 if paired with Two-Face
Hijacking	-	Crime
Blackmail	-	Crime
Bank Robbery	-	Crime, +1 VP if paired with Two-Face
Arson	-	Crime
Hostages	-	Crime

Card Name:	Force	Notes (Sub title):
Bomb Threat	-	Crime, +1 VP if paired with Riddler
Lab Break In	-	Crime, +1 VP if paired with Mr. Freeze
Jewelry Heist	-	Crime, +1 VP if paired with Harley Quinn
Art Theft	-	Crime, +1 VP if paired with Joker
Kidnapping	-	Crime
Cat Burglary	-	Crime, +1 VP if paired with Cat Woman
Trap Door	2	Negate Capture
Laser Gun	4	Weapon
Rocket Launcher	5	Weapon
Helicopter	2	Negate Capture
Red Herring	1	Negate Clue
Wild Goose Chase	1	Negate Clue
Ambush	4	Trap
Cage	5	Trap
Conveyor Belt	6	Trap
Firearms	4	Weapon, +3 if paired with Two-Face
Knockout Gas	3	Trap
Mind Control	5	
Sword	1	Weapon
Game of Cat & Mouse	2	Negate Clue
Disguise	4	
Fun House Mirrors	2	Trap, +3 if paired with Joker
Misdirection	3	Trap
Criminally Insane	4	
Escape Arkham Asylum	-	Negate Capture
Criminal Mastermind	7	Can only be played with a Villain of 7+ Force

Links

Batman the Animated Series

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Battle Dice

Introduction

A two player game of Fantasy battles using Dice to represent individual units.

Units

Dice:	Unit Type:	Includes:
1D4	General	Leader, Warlord
1D6	Infantry	Pikes, Swordsmen
1D8	Archers	Skirmishers, Slingers, Missile troops, Catapults
1D10	Cavalry	Chariots, Elephants, Knights
1D12	Mages	Wizards, Spell casters, Clerics
1D20	Monster	Dragons, Giants, Warriors

Dice Type of die used to represent the indicated unit type.

Setup

Both players must use an equal number of dice. The types of dice each player picks may be different. A Player may only pick one type of monster.

Example: Both players have 20 point armies (Both are using 20 dice) Player A has 2 Generals, 4 Monsters (Dragons), 2 Mages, and 4 each of Archers, Cavalry, and Infantry. Player B has 1 General, 2 Monsters (Archmages), 6 Mages, 6 Archers, and 5 Infantry.

Casualties

A player always decides which of his units have been destroyed.

Simultaneous Play

Players take their turns and phases at the same time. All units that can act in a phase may do so, even if they are destroyed during that phase.

Turn Sequence

Each turn consists of 8 phases:

1. Roll Phase
2. Monster Phase
3. General Phase
4. Magic Phase
5. Maneuver Phase

Object

Play continues until one side routs or is utterly destroyed.

Dice

Dice are also referred to as troops and units.

6. Missile Phase
7. Melee Phase
8. Morale Phase

Roll Phase

Both players roll all of their dice.

Monster Phase

Look at the results of all of the D20's. On a roll of 1 or 2 the Monster leaves the battle. (is considered destroyed) Any roll of 13-16 destroys one opposing monster. Any roll of 17-20 will provide 1 Monster point.

For each Monster point roll once on a Monster Table. All Monster tables are unique. You can only use the one Table that corresponds to the monsters you picked in setup.

Sample Monster tables are given at the end of the rules.

General Phase

Look at the results of all of the D4's. Any roll of 4 will provide 1 Tactics point. Compare the Tactics point totals of both players.

The player with fewer Tactics points loses all their Tactics points. The player with more Tactics points subtracts the losers total from his total. The winner gets to roll once on the Tactics effect table for each Tactics point he has left.

Tactics Effect Table

1D6	Effect:	Notes:
1	Superior Tactics	Gain 1D3 maneuver points.
2	Leadership	Morale total +1D6
3	Lead the Charge	Infantry also hit on rolls of "4" this turn.
4	Direct the Fire	Missile units also hit on rolls of "6" this turn.
5	Rally Troops	Restore 1D6 dice that have been destroyed.
6	Gain Initiative	Your hits are resolved first in either Missile or Melee phase*

* The player picks which phase.

point totals of both players.

The player with fewer spell points loses all their spell points. The player with more spell points subtracts the losers total from his total. The winner gets to roll once on the Spell effect table for each spell point he has left.

Magic Phase

Look at the results of all of the D12's. Any roll of 10 - 12 will provide 1 Spell point. Compare the Spell

Spell Effect Table

1D10	Effect:	Notes:
1	Elemental Attack	Kill 1D3 enemy dice
2	Healing	Restore 1D3 friendly dice that have been destroyed
3	Haste	Roll on the Maneuver effect table
4	Ensnorcelled	Set 1D6 enemy dice to "1"
5	Control	Take control of one enemy die of your choice
6	Summon	Gain 1D3 new dice of one type
7	Death	Kill one enemy die of your choice
8	Fear	Enemy Morale Total -1D6
9	Immobilize	Enemy loses 1D3 Maneuver points
10	Command	Roll on the Tactics effect table

Maneuver Phase

Look at the results of all of the D10's. Any roll of 8 - 10 will provide 1 Maneuver point. Compare the Maneuver point totals of both players.

The player with fewer Maneuver points loses all their maneuver points. The player with more Maneuver points subtracts the losers total from his total. The winner gets to roll once on the Maneuver effect table for each Maneuver point he has left.

Maneuver Effect Table

1D10	Effect	Notes
1-2	Charge	Kill 1D3 enemy dice
3-4	Outflank	Set 1D3 enemy dice to "1"
5-6	Encircle	Enemy morale -1D6; Also gain 1 Maneuver point next turn.
7-8	Withdraw	Negate the next 1D3 casualties
9-10	Pick Result	

Missile Phase

Look at the results of all of the D8's. Any roll of 7 or 8 will cause the destruction of 1 enemy die.

Melee Phase

Look at the results of all of the D6's. Any roll of 5 or 6 will cause the destruction of 1 enemy die.

Dragon

Morale Phase

Both sides must keep track of how many casualties they sustained each turn. The side that lost more units this turn must check morale. That player must look at all of his remaining dice and count up all of the rolls of "2" and "3".

If this total is less than the number of casualties the player received this turn, the army routs.

Sample Monster Tables

1D6	Effect	Notes
1	Fire breath	Destroy 1D3 enemy dice in Missile Phase
2	Claws	Destroy 1D3 enemy dice in Melee Phase
3	Fangs	Destroy 1D3 enemy dice in Melee Phase
4	Tail	Set 1D3 enemy dice to "1"
5	Wings	Gain 1D3 Maneuver points.
6	Scales	Negate the next 1D3 casualties inflicted by opponent.

Giant

1D10	Effect	Notes
1-2	Throw Boulder	Destroy 1D3 enemy dice in Missile Phase
3-4	Giant Club	Destroy 1D3 enemy dice in Melee Phase
5-6	Stomp	Destroy 1D3 enemy dice in Melee Phase
7-8	Long Legs	Gain 1D3 Maneuver points.
9-0	Thick Hide	Negate the next 1D3 casualties inflicted by opponent.

Medusa

1D6	Effect	Notes
1-4	Petrification	Destroy 1D3 enemy dice in Missile Phase
5	Poison	Destroy 1D3 enemy dice in Melee Phase
6	Magic	Gain 1D3 Magic points.

Juggernaut

1D6	Effect	Notes
1	Giant Ram	Destroy 1D3 enemy dice in Melee Phase
2	Catapults	Destroy 1D3 enemy dice in Missile Phase
3-4	Heavy Armor	Negate the next 1D3 casualties inflicted by opponent.
5	Wheels	Gain 1D3 Maneuver points
6	Crush	Destroy 1D3 enemy dice in Melee Phase

Warrior

1D8	Effect	Notes
1	Charisma	Gain 1D3 Tactics points.
2	Magic Item	Gain 1D3 Magic points.
3	Rider	Gain 1D3 Maneuver points.
4	Swordplay	Destroy 1D3 enemy dice in Melee Phase
5	Bow	Destroy 1D3 enemy dice in Missile Phase
6	Courage	Morale total +1D6.
7	Shield	Negate the next 1D3 casualties inflicted by opponent.
8	Strength	Destroy 1D3 enemy dice in Melee Phase

Rogue

1D6	Effect	Notes
1	Assassinate	Kill one enemy unit of your choice
2	Backstab	Destroy 1D3 enemy dice in Melee Phase
3	Daggers	Destroy 1D3 enemy dice in Missile Phase
4	Sabotage	Opponent loses 1D3 Tactics points
5	Stealth	Negate the next 1D3 casualties inflicted by opponent.
6	Confuse	Set 1D3 enemy dice to "1"

Archmage

1D6	Effect	Notes
1-4	Spell	Roll once on the Spell effect table
5-6	Magiks	Gain 1D3 Spell points

Unicorn

1D6	Effect	Notes
1	Teleport	Gain 1D3 Maneuver points
2-3	Gallop	Gain 1D3 Maneuver points
4	Horn	Destroy 1D3 enemy dice in Melee Phase
5-6	Enchantment	Gain 1D3 Spell points

Vampire

1D6	Effect	Notes
1	Fly	Gain 1D3 Maneuver points
2	Drain	Kill 1 enemy unit in melee phase & gain 1 vampire unit
3	Claws	Destroy 1D3 enemy dice in Melee Phase
4	Undead	Negate the next 1D3 casualties
5	Fear	Enemy Morale -1D6
6	Dark Powers	Gain 1D3 Spell points

Elf Lord

1D6	Effect	Notes
1-2	Magery	Gain 1D3 Spell points
3-4	Command	Gain 1D3 Tactics points
5-6	Blades	Destroy 1D3 enemy dice in Melee Phase
7-8	Bow	Destroy 1D3 enemy dice in Missile Phase

Orc Chieftan

1D8	Effect	Notes
1-2	Forced March	Gain 1D3 Maneuver points
3-4	Command	Gain 1D3 Tactics points
5-6	Battle Frenzy	Destroy 1D3 enemy dice in Melee Phase
7-8	Shaman	Gain 1D3 Spell points

Dwarf Lord

1D6	Effect	Notes
1-2	Berserker	Destroy 1D3 enemy dice in Melee Phase
3-4	Command	Gain 1D3 Tactics points
5-6	Martyr	Morale total +1D6
7-8	Mithril Armor	Negate the next 1D3 casualties

Knight

1D6	Effect	Notes
1-2	Equestrian	Gain 1D3 Maneuver points
3-4	Command	Gain 1D3 Tactics points
5-6	Sword & Lance	Destroy 1D3 enemy dice in Melee Phase
7-8	Shield & Armor	Negate the next 1D3 casualties

Barbarian

1D6	Effect	Notes
1-3	Berserker Rage	Destroy 1D3 enemy dice in Melee Phase
4-6	Bravery	Morale total +1D6

Game Designers Notes

More 'Monster' types are certainly possible. You could do more than one monster type per army if you have 20 sliders of different colors.

Word 2 Document Version Of Rules

by Dragyn dragyn@midnyte.net looks really nice pprinted out.





Battle Dice Additional Rules

by Dave Sanborn
sanborn@us.ibm.com

Quests & Artifacts

Before rolling on a given turn, a player may announce that he's questing. He may select as many dice as he wants to form a "questing party", and the rest of the dice act as his army. The army is rolled as per the standard rules against the opposing player's army. If a player has dedicated dice to his questing party on a given turn, and his army is wiped out in that turn, then the game is over and the player loses. Army casualties may never be applied to dice in the questing party, and vice versa.

Dice used for initially forming a questing party may only consist of Infantry, Archers, and Mages. Cavalry, Generals, and Monsters may not go on quests, and must always stay with the army. If a player wishes an Artifact to accompany the quest, he may add it to the questing party, keeping in mind the specific rules for its use (more on Artifacts later).

The opposing player acts as the "Dungeon Master" (for lack of a better term), and constructs an encounter roster for the questing player to face. The DM player selects a number of dice (NOT from his own army) equal to the number of dice in the questing player's party. The encounter roster may contain Infantry, Archers, Mages, and Monsters, though Monsters must be purchased on a one-for-two basis.

The two players conduct combat as per the normal rules, keeping in mind that Tactics and Maneuver

rules don't change (though it will be difficult for either player to generate Tactics and Maneuver points). If a mage rolls on the spell-effects table, and rolls a '6' (the Summon spell) the player may add ANY type of dice to his party, INCLUDING Cavalry, Generals, and Monsters.

If either army is destroyed or routs (after a morale check) the quest is over. If the questing player still has non-Artifact units left in his questing party at this point (whether his party routed or he won), he may return ALL dice in his questing party to his army. If only Artifacts are left, they are considered lost, and may NOT be returned to the questing player's army. The DM player may NEVER add the contents of the encounter roster to his own army.

Should the questing player win, he rolls on the following Artifact Table to determine which Artifact he has procured. Artifacts are dice which are rolled in battle which give some kind of positive bonus. Some Artifacts have restrictions on them (other dice must exist in the party/army, can only be used once, etc.) which are explained in the following section. When using Artifacts, keep in mind the logical limits to their use (for example, if you only have one Infantry unit, that Infantry unit CANNOT use more than one magic sword at the same time, or multiple shields; a single Mage unit COULD NOT use two wands at once). Also keep in mind that effects are NOT cumulative, except where noted (if you have two Infantry units, and two Swords + 1, each Infantry unit would be eligible for a +1 modifier; you could not apply a +2 modifier to a single unit).

Artifact Table

1d20	Artifact:
1	Gold Cache (Hire Troops)
2	Wand of Healing
3	Wand of Resurrection
4	Sword + 1
5	Shield + 1
6	Bow + 1
7	Banner of Bravery (bonus on morale)
8	Sword + 2 (+2 to infantry)
9	Shield + 2 (-2 from enemy dice)
10	Bow + 2 (+2 on archery)
11	Scroll of Summoning (Summon Monsters)
12	Staff of Wizardry (+2 on magic)
13	Wings of the Pegasii (+2 on maneuver)

1d20	Artifact:
14	Crown of Command (+2 on tactics)
15	Orb of the Archmagi (one up or one down on spell effects table)
16	Orb of Kings (one up or one down on tactics result table)
17	Orb of Legions (one up or one down on maneuver table)
18	Wand of Death (instant death result)
19	Sword + 3
20	Bow + 3

Gold Cache

1d4	Effect	Notes
1	Small Cache	May immediately hire one unit. This unit may consist of any type except Monsters.
2	Medium Cache	May immediately hire 1d4 units. These units may consist of any type except Monsters.
3	Large Cache	May immediately hire 1d6 units. These units may consist of any type except Monsters.
4	Mother lode	May immediately hire 2d4 units. These units may consist of any type except Monsters.

Note: The Gold Cache is ALWAYS discarded after one use.

Wand Of Healing

1d4	Effect	Notes
1	No Charges Left	Discard Artifact
2-3	No Effect	-
4	Healing	Overturn the death of any one unit that has been killed this turn

Note: You must have at least one Mage unit in your army/party in order to use a Wand of Healing.

Wand Of Resurrection

1d4	Effect	Notes
1	No Charges Left	Discard Artifact
2-4	Resurrection	Overturn the death of any one unit that has been killed this turn

Note: You must have at least one Mage unit in your army/party in order to use a Wand of Resurrection.

Sword + 1

1d4	Effect	Notes
1-2	No Effect	-
3-4	Magic Attack	Add one to the roll of a single Infantry unit this turn

Note: You must have at least one Infantry unit in your army/party in order to use a Sword + 1

Shield + 1

1d4	Effect	Notes
1-2	No Effect	-
3-4	Magic Defense	Subtract one from the roll of a single enemy Infantry or Archer unit this turn

Note: You must have at least one Infantry unit in your army/party in order to use a Shield + 1.

Bow + 1

1d4	Effect	Notes
1-2	No Effect	-
3-4	Magic Missile	Add one to the roll of a single Archer unit this turn.

Note: You must have at least one Archer unit in your army/party in order to use a Bow + 1.

Banner Of Bravery

1d4	Effect	Notes
1-2	No Effect	-
3	Rally	Subtract one from the number of dice which show a '2' or '3' during a Morale Check
4	Inspire	Subtract two from the number of dice which show a '2' or '3' during a Morale Check

Note: You must have at least one General unit in your army/party in order to use a Banner of Bravery. If you have multiple Generals, and multiple Banners, the effects ARE cumulative.

Sword + 2

1d4	Effect	Notes
1-2	No Effect	-
3	Magic Attack	Add one to the roll of a single Infantry unit this turn
4	Magic Attack	Add two to the roll of a single Infantry unit this turn

Note: You must have at least one Infantry unit in your army/party in order to use a Sword + 2

Shield + 2

1d4	Effect	Notes
1-2	No Effect	-
3	Magic Defense	Subtract one from the roll of a single enemy Infantry or Archer unit this turn
4	Magic Defense	Subtract two from the roll of a single enemy Infantry or Archer unit this turn

Note: You must have at least one Infantry unit in your army/party in order to use a Shield + 2.

Bow + 2

1d4	Effect	Notes
1-2	No Effect	-
3	Magic Missile	Add one to the roll of a single Archer unit this turn
4	Magic Missile	Add two to the roll of a single Archer unit this turn

Note: You must have at least one Archer unit in your army/party in order to use a Bow + 2.

Scroll Of Summoning

1d4	Effect	Notes
1	Battlecry	May immediately hire 1d4 units. These unit may consist of any type except Monsters.
2	Minor Conjunction	May immediately hire 1d4 units. These units may consist of any type.
3	Major Conjunction	May immediately hire 1d6 units. These units may consist of any type.
4	Call of the Hordes	May immediately hire 2d4 units. These units may consist of any type.

Note: The Scroll of Summoning is ALWAYS discarded after one use. You must have at least one Mage unit in your army/party in order to use a Scroll of Summoning.

Staff Of Wizardry

1d4	Effect	Notes
1-2	No Effect	-
3	Power	Add one to the roll of a single Mage unit this turn
4	Power	Add two to the roll of a single Mage unit this turn

Note: You must have at least one Mage unit in your army/party in order to use a Staff of Wizardry.

Wings Of The Pegasii

1d4	Effect	Notes
1-2	No Effect	-
3	Flight	Add one to the roll of a single Cavalry unit this turn
4	Flight	Add two to the roll of a single Cavalry unit this turn

Note: You must have at least one Cavalry unit in your army/party in order to use the Wings of the Pegasii.

Crown Of Command

1d4	Effect	Notes
1-2	No Effect	-
3	Leadership	Add one to the roll of a single General unit this turn
4	Leadership	Add two to the roll of a single General unit this turn

Note: You must have at least one General unit in your army/party in order to use a Crown of Command

Orb Of The Archmagi

1d4	Effect	Notes
1-2	No Effect	-
3-4	Omniscience	The orb can be used to manipulate one Magic Effects Table result, by either subtracting one, or adding one.

Note: You must have at least one Mage unit in your army/party in order to use an Orb of the Archmagi.

Orb Of Kings

1d4	Effect	Notes
1-2	No Effect	-
3-4	Foresight	The orb can be used to manipulate one Tactics Effect Table result, by either subtracting one, or adding one.

Note: You must have at least one General unit in your army/party in order to use an Orb of Kings.

Orb Of Legions

1d4	Effect	Notes
1-2	No Effect	-
3-4	Intuition	The orb can be used to manipulate one Maneuver Effect Table result, by either subtracting one, or adding one.

Note: You must have at least one Cavalry unit in your army/party in order to use an Orb of Legions.

Wand Of Death

1-2	No Charges Left	Discard Artifact
3	No Effect	-
4	Death	Kill one enemy unit this turn.

Note: You must have at least one Mage unit in your army/party in order to use a Wand of Death.

Sword + 3

1d4	Effect	Notes
1	No Effect	-
2	Magic Attack	Add one to the roll of a single Infantry unit this turn
3	Magic Attack	Add two to the roll of a single Infantry unit this turn
4	Magic Attack	Add three to the roll of a single Infantry unit this turn

Note: You must have at least one Infantry unit in your army/party in order to use a Sword + 3

Bow + 3

1d4	Effect	Notes
1	No Effect	-
2	Magic Missile	Add one to the roll of a single Archer unit this turn
3	Magic Missile	Add two to the roll of a single Archer unit this turn
4	Magic Missile	Add three to the roll of a single Archer unit this turn

Note: You must have at least one Archer unit in your army/party in order to use a Bow + 3.





Battle For Hoth

Introduction

Board & card game for 2 players. Battle between Rebels & Imperial troops on the Icy World of Hoth. Takes place in the Star Wars Universe.
Each figure represents a hero, vehicle or unit of troops.

Disclaimer

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Victory

The Rebels win if they destroy all the AT-AT Walkers. The Empire wins if they destroy the Ion Cannon

Rebel Unit Table

Name	#	Move	Range	Notes
Luke in Speeder	1	1-6	1-3	Hero
Luke on Foot	0	1-2	1	Hero
Shield Generator	1	0	0	Target
Ion Cannon	1	0	0	Target

Notes: Luke can move or attack twice per turn. You start the game with "Luke in Speeder". If this unit takes a hit it Becomes "Luke on Foot". If this unit

Empire Unit Table

Name	#	Move	Range	Notes
AT-AT Walker	4	1-3	1-4	
AT-AT Scout	2	1-4	1-3	
Probe Droid	2	1-5	1	

Notes: The Blaster Team cannot move and attack in the same turn AT-AT Walkers can make 2 attacks per turn. Probe Droids can move twice per turn.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:
1. Orders Phase

& the Shield Generators.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units.

Units Table Notation

Number of that type of unit each player has in setup.

Move The types of Move Cards the unit can use.
Range = The types of Attack Cards the unit can use.

Name	#	Move	Range	Notes
Snow Speeders	5	1-6	1-3	
Laser Turrets	2	0	1-4	
Rebel Troops	6	1-2	1-2	

takes a hit Luke beats a hasty Retreat off the Board. Targets cannot move or attack.

Name	#	Move	Range	Notes
Snow Troopers	6	1-2	1-2	
Heavy Blaster Team	2	1-2	1-3	

2. Move Phase
3. Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.
Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for Snowspeeders. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card. Units with a Move range of 5 or better can use the Skim card.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack is automatically killed and removed from the map. (except for AT-AT Walkers and Scouts) It takes 4 hits to destroy an AT-AT Walker. It takes 2 hits to destroy a Scout.

Units cannot attack through other units. Only Luke can use the Light Saber card. Only Snow Speeders can use the Tow Cable card.

Card List

Card Name:	#	Range	Type
Move	5	1	M
Move	5	2	M
Move	5	3	M
Move	4	4	M
Move	3	5	M
Move	2	6	M
Skim	2	K	M

The Tow Cable Card can be used to automatically destroy an AT-AT Walker or Scout. The Light Saber Card can be used to automatically destroy any target unit.

Luke

The Rebel player may discard any Move card from his hand to negate an attack made against Luke on Foot. If Luke is "Hit" and the attack is not negated, Luke decides its time to retreat and hit the high road for Degobah.

Card List Notation

M Movement

A Attack

Type Purpose of card

Number of that type of card in the deck

K as a Knight would move in Chess

Card Name:	#	Range	Type
Blaster	5	1	A
Blaster	5	2	A
Blaster	5	3	A
Blaster	5	4	A
Tow Cable	3	1	A
Light Saber	1	1	A





Battle For Naboo

Introduction

Board & card game for 2 players. Battle between the Gungan & Federation Armies on Naboo. Takes place in the Star Wars Universe (Episode I).

Each figure represents a Leader, Vehicle, or Unit of Troops.

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Victory

If the Shield Generator Beast is destroyed, the Robots win. The game ends automatically after you go through the deck twice when young Anakin Destroys

the Federation Carrier Ship, which shuts down all the Robots. The Gungan player wins at this time.

The Map

Use an 8x8 chessboard.

Figures

Use chits or miniatures to represent units.

Units Table Notation

Number of that type of unit each player has in setup.

Move The types of Move Cards the unit can use.
Range = The types of Attack Cards the unit can use.

Gungan Unit Table

Name	#	Hits	Move	Range	Notes
Jar Jar Binks	1	3	4	2	Leader
Gungan General	2	2	4	2	Leader
Gungan Shieldmen	8	2	2	1	Shields
Gungan Slingers	4	1	2	2	
Gungan Cavalry	6	1	4	1	
Gungan Catapult	2	1	2	4	
Gungan Shield Beast	1	2	2	-	Shields

Federation Unit Table

Name	#	Hits	Move	Range	Note
Battle Droids	16	1	2	2	
Droidekas	4	2	3	2	Shields
Hover Tanks	4	3	4	4	

Setup

Each player places one unit on each square of his back three rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Draw Phase
2. Move Phase
3. Fight Phase

Draw Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Fight Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes one hit of damage. Units with zero hits are killed and are removed from the map.

Federation units cannot attack through other units. (Direct fire blasters) Gungan units may attack through other units. (Indirect fire energy balls) Play a defense card to negate an attack. Only Shield type units can

use the Shield defense card.

Card List Notation

Type Purpose of card

Number of that type of card in the deck

M Movement

A Attack

D Defense

Card List

Card Name:	#	Range	Type
Hand-to-Hand	6	1	A
Short Range	5	2	A
Medium Range	4	3	A
Long Range	3	4	A
Walk	6	1	M

Card Name:	#	Range	Type
Advance	5	2	M
Ride	4	3	M
Charge	3	4	M
Evade	4	-	D
Shields	2	-	D





Battle For The Universe

Overview

Millions of years in the future, admits a universe dying a cold, premature death, mankind has overcome great challenges. They have conquered and outlived every alien race. They have overthrown a millennial reign of a cruel quasi-immortal tyrant. They have occupied all the remaining habitable galaxies of the Universe. But their greatest challenge is now themselves. The Human species has evolved into two different peoples: the Morlocks and the Eloi. And now they battle each other to determine which of them shall be masters of the universe.

Set Up

One player plays the space fleets of the Eloi. The Eloi are a gentle, yet determined people, under the vigilant care of their Empress. They seek to liberate the six galaxies from the cruel Morlocks. One player plays the space fleets of the Morlock Empire. The Morlocks are a fierce and technologically advance people. The only way they wish to serve the Eloi, is on their dinner tables. Each player uses an identical deck of cards (see card list below). Six sided dice will also be required.

Goal

To win, one player must possess all six of the inhabitable galaxies of the Universe. To capture (or recapture) a galaxy card, one must win a battle by destroying all of the opponents ships.

The Empires

Each empire starts play with three galaxy cards. These cards are played to the table, and remain their through out the game. If a galaxy is successfully conquered, it is moved to the side of the table occupied by the winning player.

Card List

Card Name	#	AD or Special Abilities
DREADNAUGHT FLEET	1	6
BATTLESHIP FLEET	2	5
CRUISER FLEET	3	4
FRIGATE FLEET	4	3
DESTROYER FLEET	5	2

The Eloi Empire

The Eloi begin with these three Galaxy cards: M31, NGC253, and M81.

The Morlock Empire

The Morlock begin with these three Galaxy Cards: LC342, M83, and M33.

The Turn

1. DRAW- Each player draws six cards from his deck to begin the game. Each subsequent turn, he draws three cards. The player must discard any cards in excess of nine. If the deck runs out of cards, the discard pile may be shuffled.
 2. DEPLOY- Each Galaxy yield 20 resources which the player may use to deploy his fleets. Fleets are deployed from one's hand, up to the amount needed. One resource is required for each AD (attack Die) of that fleet. Each player plays down his current fleet before him.
 3. ATTACK- The players then attack each others' fleets. All attacks are considered simultaneous. Each player rolls 1d6 for each AD of his combined fleets. On a roll of 1, one enemy fleet receives damage. The damaged fleet is randomly selected. For each point of damage to a fleet, one attack die is subtracted from it. If a fleet card falls to zero AD, than it is discarded. The battle continues all fleets of one player are destroyed. The remaining winning player may now take a Galaxy card from the loser of that battle. That player may now use those resources from that conquered galaxy to supply his fleet next turn. The fleet cards used by the winning player are then returned to his hand. All damaged incurred by those fleets that were not discarded are repaired. In case of players loosing their remaining ships simultaneously, then no one wins that battle.
- The turn is repeated until one player wins by controlling all six Galaxies.

Card Name	#	AD or Special Abilities
FIGHTER SQUADRON	6	1
TIME TRAVEL CAPSULE	1	Take 1 Galaxy card from Opponent
"Fair Sailing in Quantumspace"	1	If you win a battle take 2 galaxies instead of 1
"USING YOUR 'BRAINS'"	1	If you win a battle take 2 galaxies instead of 1

Galaxy Cards

The Eloi Empire:

GALAXY M31 Giant Elliptical Galaxy Milky Way Galaxy and Andromeda Galaxy Merged 20 Resources GALAXY NGC253 Spiral Galaxy The Sculptor Galaxy 20 Resources GALAXY M81 Spiral Galaxy 20 Resources

The Morlock Empire

GALAXY M33 Spiral Galaxy Triangulum Galaxy 20 Resources GALAXY LC342 Elliptical Galaxy Maffei Galaxy 20 Resources GALAXY M83 Spiral Galaxy Southern Pinwheel Galaxy 20 Resources





Battle Magic

Introduction

Fantasy Warfare. Board and Card game. 2+ players.

Victory Conditions

Destroy all of your opponent's castles.

The Map

The map consists of irregularly shaped interconnected territories. There are land and water territories. There are 3 basic types of land territories: Clear, Forest, & Mountain.

Type	Strength	Number of Cards
Move	1	6
Move	2	4
Move	3	2
Sword	1	6
Sword	2	4
Sword	3	2

The Counters

Counters are also called chits or units. Each player has a counter set of a unique color. Each set has 44 counters.

There are 8 unit types: Armies, Dragons, Heroes, Ships, Castles, Wizards, Giant Ballistae, and Artifacts.

1. Armies: There are 9 armies in each set.

Armies can only move on land spaces. Armies can use a maximum of 1 move card per turn. Armies draw 2 cards in battle.

Armies can only use Sword cards in battle. Armies cost 2 Gold to recruit.

2. Dragons: There are 3 Dragons in each set.

Dragons can move on any spaces. Dragons can use a maximum of 2 move cards per turn. Because they can fly, dragons only ever pay 1 move point to enter any space.

Dragons draw 2 cards in battle. Dragons can use Sword and Magic cards in battle. Dragons cost 5 Gold to recruit.

3. Heroes: There are 5 Heroes in each set.

Heroes can move on any spaces. Heroes can use a maximum of 2 move cards per turn. Heroes draw 1 card in battle.

Heroes can use Sword and Magic cards in battle. Heroes cost 3 Gold to recruit.

4. Ships: There are 7 Ships in each set.

Ships can only move on water spaces. Ships can use

Land territories may be bordered (separated) by rivers. There are 2 basic types of water territories: Seas and Reefs. A map will have to be drawn before play is possible.

Denote terrain types on the map by drawings or symbols. Territories must be large enough to contain one counter. Land territories adjacent to water territories are considered to be coastal.

The board should contain 100+ territories.

The Deck

The common deck consists of 48 cards. There are 4 types of cards: Move, Sword, Gold, and Magic Each card type comes in 3 strengths: 1, 2, and 3.

Type	Strength	Number of Cards
Gold	1	6
Gold	2	4
Gold	3	2
Magic	1	6
Magic	2	4
Magic	3	2

a maximum of 2 move cards per turn. Ships draw 2 cards in battle.

Ships can only use Sword cards in battle. Ships cost 2 Gold to recruit.

5. Castles: There are 5 Castles in each set.

Castles do not move. Castles draw 2 cards in battle. Castles can only use Sword cards in battle.

Castles cost 1 Gold to build.

6. Wizards: There are 5 Wizards in each set.

Wizards can move on any spaces. Wizards can use a maximum of 2 move cards per turn. Wizards can use Magic cards to move.

Wizards draw 2 cards in battle. Wizards can only use Magic cards in battle. Wizards cost 3 Gold and/or Magic to recruit.

7. Giant Ballista: There are 4 Giant Ballista in each set.

Giant Ballista can only move on land spaces. Giant Ballista can use a maximum of 1 move card per turn. Giant Ballista draw 1 card in battle.

Giant Ballista can only use Sword cards in battle. Giant Ballista cannot be destroyed when attacking. Giant Ballista cost 2 Gold to construct.

8. Artifacts: There are 6 Artifacts in each set.

Stack an artifact with a Wizard or Hero chit. The Hero or Wizard gets +1 to their battle total. A Hero or Wizard can have a maximum of 2 Artifacts attached.

Artifacts cost 1 Gold to construct.

Setup

Each player places his counter set in its own opaque cup. These are known as draw cups. Each player places 1 of his castles on a coastal territory.

These castles cannot be within 5 spaces of each other. Each player places 1 of his armies in a land territory adjacent to his castle. Each player places 1 of his ships in a water territory adjacent to his castle.

Each player starts with a hand of 4 cards drawn from the common deck. Each player draws 1 chit from his draw cup. Determine turn order: Each player cuts the deck. Check card strength.

Highest strength cut goes first. Cut again to resolve ties.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Move Phase
2. Battle Phase
3. Recruit Phase
4. Draw Phase

Move Phase

Discard a move card from your hand to give one of your units a number of Move points equal to the strength of the card. Clear spaces cost 1 move point to enter. Forest spaces cost 2 move points to enter.

Mountain spaces cost 3 move points to enter. Rivers cost 1 move point to cross. Sea spaces cost 1 move point to enter.

Reef spaces cost 2 move points to enter. Some units can receive move points from 2 Move cards. You can move more than one unit per turn if you have enough move cards.

Only one army or ballista may occupy a territory at a time. Only one ship may occupy a territory at a time. Only one castle may occupy a territory at a time.

Only one dragon may occupy a territory at a time. Enemy units cannot occupy the same territory. Units may move through friendly units.

Dragons may move through non-dragon enemy units. A Ship may carry an army or a ballista. They share the ship's move cards. If the ship is destroyed, the army or ballista is too.

Ships can also carry Heroes & Wizards. They share the ship's move cards. A hero can ride a dragon. The hero shares the dragon's move cards. Heroes & Wizards may move with armies or ballistae.

They share the armies or ballistae's move card.

Battle Phase

Your units may attack enemy units in adjacent territories. Units of the current player are attackers. The other players units are defenders.

Ships may attack into adjacent coastal spaces. Castles cannot attack, they can only defend. Armies cannot attack ships.

A unit may make only one attack per turn. If the adjacent space contains multiple enemy units, choose which of your units attacks which enemy unit. If there are multiple units in a space, castles are always attacked last.

If a dragon is attacked by a ship or an army the dragon player may discard a Move card to have it retreat (fly away) instead. Both the attacking and defending unit draw 2 cards each. Heroes only draw 1 card.

These cards are not put into the player's hands. All units but wizards may use sword cards in battle. Wizards, dragons, and heroes may use magic cards in battle.

If a unit draws a card it can use in battle, it adds the strength of that card to it's Battle Total. The unit with the lower battle total is destroyed and removed from the board. If a ballista is attacking and loses it is not destroyed, nothing happens.

A ballista can only be destroyed when defending. If a hero is destroyed the player may discard a Move card to have it retreat instead. If the hero cannot retreat it is destroyed. Retreating heroes discard their artifacts.

If a unit draws no cards it can use in battle, the player may substitute one card from his hand that the unit can use. If the battle totals are tied, both units draw another card to break the tie. All cards used in battle are discarded.

Destroyed chits go back to the owner's draw cup.

Combat Advantages

Defending units in the same territory as a Castle get +1 to their battle totals. Because of their magic resistance, Dragons get +1 to their battle total vs. wizards. Because they can fly over walls, Dragons get +1 to their battle total vs. castles.

Because of their powerful spells of mass destruction, Wizards get +1 to their battle total vs. armies and ships. Because of their numerical advantage, Armies get +1 to their battle total vs. heroes and ballistae. Castles get +1 to their battle total vs. ships.

Because they can sneak up on them and cut their heads off, Heroes get +1 to their battle total vs. dragons and wizards. Because they make big juicy targets, Ballistae get +1 to their battle total vs. dragons.

Recruit Phase

You may purchase one or more cards from your recruit pile using Gold cards from your hand. You cannot make change when buying units. Gold in excess of the units cost is lost.

Non-castle units must be placed in an unoccupied space adjacent to one of your castles. Castles may be built in an unoccupied space adjacent to one of your units. Castles cannot be built adjacent to another castle.

Draw Phase

Draw 4 cards from the common deck. Maximum hand size is 6 cards. Discard excess cards. If the deck runs out, shuffle the discard and draw from it.

Draw 1 chit from your draw cup if you have less than 3 chits in your recruit pile. Counters are kept face up in front of you. This is your recruit pile. Maximum recruit pile size is 5 chits. Discard excess chits.

Optional Special Territories

You may want to include some or all of the following special territories on your map. Special territories require 2 move points to enter. City: Reserve pile size +1 Oracle: Hand size +1 Monolith: Draw an extra card in draw phase. If it's a magic card keep it.

Mine: Draw an extra card in draw phase. If it's a gold card keep it. Altar: Draw an extra card in draw phase. If it's a sword card keep it. Temple: Draw an extra card in draw phase. If it's a move card keep it.

Barbarian Villages: Draw an extra chit in draw phase. If it's an army chit keep it. Dragons Lair: Draw an extra chit in draw phase. If it's a dragon chit keep it. Tavern: Draw an extra chit in draw phase. If it's a hero chit keep it.

Workshops: Draw an extra chit in draw phase. If it's a ballista or artifact chit keep it. Wizards Tower: Draw an extra chit in draw phase. If it's a wizard chit keep it. Pirates Cove: Draw an extra chit in draw phase. If it's a ship chit keep it.

Ruins: The first hero to visit draws a card. If it is a Move card the hero is destroyed. If it is another type of card, the player keeps it.

Optional Variant Counter Set

The Chit set described in the main rules is for the standard human empire.

The Dwarf empire set includes: 10 Armies 6 Ships 7 Castles 3 Rune Masters (Wizards) 5 Bombards (Bal-

listae) 3 Juggernauts 4 Dwarf Lords (Heroes) 6 Artifacts

Juggernauts: There are 3 Juggernauts in the Dwarf set. Juggernauts can only move on land spaces. Juggernauts can use a maximum of 2 move cards per turn.

Juggernauts draw 4 cards in battle. Juggernauts can only use Sword cards in battle. Juggernauts cannot be carried by ships.

Juggernauts can carry other units like ships can. Juggernauts cost 4 Gold to recruit.

The Orc empire set includes: 12 Armies 7 Ships 6 Castles 6 Shamans (Wizards) 6 Giant Catapults (Ballistae) 4 Giants 3 Artifacts

Giants: There are 4 Giants in the Orc set. Giants can move on land or water spaces. Giants can use a maximum of 2 move cards per turn.

Giants draw 3 cards in battle. Giants can only use Sword cards in battle. Giants cost 4 Gold to recruit.

The Elf empire set includes: 6 Armies 8 Ships 4 Castles 7 Battle Mages (Wizards) 5 Crystal Towers 4 Dragons 4 Elven Avatars (Heroes) 6 Artifacts

Crystal Towers: There are 5 Towers in the Elf set. Towers can move only on land spaces. Towers can use a maximum of 1 move card per turn.

Towers draw 2 cards in battle. Towers can only use Magic cards in battle. Towers cannot be destroyed when attacking.

Treat Towers like ballista for transport & stacking. Towers cost 3 Gold to construct.

The Undead empire set includes: 10 Armies 7 Ghost Ships 5 Castles 6 Necromancers (Wizards) 3 Bone Towers (Ballistae) 3 Skeletal Dragons 3 Wraith Lords (Heroes) 7 Artifacts

Cardset Available

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Battle Nations Outposts

Introduction

Deck Building Card game based on the Battle Nations Video Game. Each player controls their own outpost.

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Victory

The player with the most Victory points wins. The game ends at the end of the turn any common deck is used up.

Victory Tokens (vt)

Victory tokens are earned by playing certain cards. Place VT into your Victory Pile along with defeated Threat cards.

The Decks

Each player gets his own small Imperial Basic Deck. Players also share a 3 Common Decks:

1. Threat Deck (Missions and Invasions)
2. Building Deck
3. Unit Deck (Units and Characters)

Imperial Base Deck Card List

Name:	Type	Build	Fight	Notes:
Lieutenant Morgan	C	2	1	Leader x2
Scientist Floyd	C	1	1	Science and Gain 1 VT
Mechanic Zoey	C	3	1	Fast Build
Sergeant Ramsey	C	0	4	MG
Corporal Perkins	C	0	1	Spy
Resource Depot	B	1	0	RB's get Build +1
Supply Drop	B	2	0	-
Small Warehouse	B	1	0	Store
Logging Camp	RB	1	0	Build +1 for HB's
Iron Mine	RB	1	0	Build +1 for Units
Coal Mine	RB	1	0	Power
Oil Pump	RB	1	0	Build +1 for Vehicles
Stone Quarry	RB	1	0	Build +1 for DB's
Pillbox	DB	0	2	-
Bunker	DB	0	3	-
Guard Post	DB	0	4	-

Card Type Notation

C Character
B Building
U Unit
IT Invasion Threat
MT Mission Threat
VT Victory Tokens
TV Threat Value
RC Recruitment Cost
RB Resource Building
MB Military Building
SB Shop Building
DB Defense Building
DX Decoration
HB Housing Building
SU Soldier Unit
VU Vehicle Unit
FS Final Scoring

Card Traits

All cards have 2 basic Traits: Build and Fight. Build is used to recruit Units, Characters, and Buildings. Fight is used to defeat Threats.

Imperial Basic Deck

Each player has their own copy of the Imperial Base Deck. The deck has 1 copy of each card listed.

Name:	Type	Build	Fight	Notes:
Blockhouse	DB	0	5	-
Barracks	MB	0	0	Build +3 for Soldiers
Hospital	MB	0	0	Heal 1 Soldier
Vehicle Factory	MB	0	0	Build +5 for Vehicles
Repair Bay	MB	0	0	Repair 1 Vehicle
Shelters	HB	1	0	Gain 1 VT
Camp	HB	1	0	Gain 1 VT
Hovels	HB	1	0	Gain 1 VT
Shacks	HB	1	0	Gain 2 VT
Scrap Houses	HB	1	0	Gain 2 VT
Farm	SB	1	0	Build +1 for Soldiers
Tool Shop	SB	1	0	Draw 1
Bakery	SB	1	0	Gain 1 VT
Orchard	SB	1	0	Gain 1 VT
Distillery	SB	1	0	Characters get Fight +2
Construction Crew	U	1	0	Build +3 for Buildings
Troopers	SU	0	1	-
Shock Troops	SU	0	1	Elite; Gain 1 VT
Grenadiers	SU	0	1	Indirect
Mortar Team	SU	0	2	Indirect
Gunners	SU	0	2	MG
Junior Officer	SU	0	1	All Units get Fight +1
Scout Bike	VU	0	1	Scout
Humvee	VU	0	2	MG
Mini Tank	VU	0	3	Armor Gun
Recon	VU	0	2	Scout
Light Artillery	VU	0	3	Gun Indirect
Nanopods	-	1	1	Fast Build or Heal or Repair
Gold	-	3	0	-

Special Abilities

Besides the Build and Fight Traits, cards have additional abilities including: Draw, Store, Replace, Heal or Repair, Gain VP, and modifiers that Increase their Traits or the Traits of other cards.

Leader Or Power Ability

When a card with the Leader or Power ability is played draw one card from your deck and put it in your hand.

Science Ability

When you play a card with the Science ability, you may choose a card From the Building or Unit Spreads and put it on the bottom of its Deck and then immediately draw another card from the top of the Deck to replace it.

Store Ability

Take a card in your hand or your discard and put it in your Storage pile. At any time you may take a card in your storage pile And shuffle it back into your deck.

Scout Or Spy Ability

When you play a card with the Scout or Spy ability, you may choose a card From the Threat Spread and put it on the bottom of the Threat deck and Then immediately draw another card from the top of the Threat Deck to replace it.

Heal Or Repair Ability

When you play a unit of the indicated type, instead of putting it into your discard pile, you may shuffle it back into your deck.

Fast Build

When you Build a card, instead of putting it into your discard, You may put it on top of your deck.

Mg

Machine Gun. When you play a Unit with the MG ability you may discard cards from your hand to get +1 fight for each card discarded.

Fire & Chem

Units with the Fire or Chem ability are Fight +3 versus Animals.

Lightning

Units with the Lightning ability are Fight +2 versus Raiders and Silver Wolves.

Freeze

Units with the Freeze ability are Fight +3 versus Infected.

Sniper

Units with the Sniper ability are Fight +3 versus Raiders.

Demolition

Units with the Demolition ability are Fight +2 versus Rebels and Silver Wolves.

Rail Gun

Units with the Rail Gun ability are Fight +3 versus Silver Wolves.

Pacify

Units with the Pacify ability are Fight +3 versus Frontier Enemies.

Drill & Crush

Units with the Drill or Crush ability are Fight +2 versus Rebels and Raiders.

Elite & Veteran

Units with the Elite or Veteran ability are Fight +3 versus PVP.

Indirect

Units with the Indirect ability are Fight +3 versus Rebels.

The Wimp

If you play this unit 3 times from your hand it becomes experienced and it gets a +7 Fight Bonus for the rest of the game.

Cold

Some Missions have the Cold attribute. Units that do not have the ARCTIC ability have their Fight value halved (rounding down) when used against Cold Threats. Note that Bigfoots and Silver Wolf Units have the Arctic ability.

Setup

1. Each player shuffles their Basic Deck and draws 5 cards.
2. Shuffle the 3 Common Decks. All Decks are face-down.
3. Place the top 4 cards of the Threat deck face-up in a line in the

Middle of the Table. These 4 cards are known as the Threat Spread. There must always be 4 cards in the Threat Spread. If there is less, Immediately draw 1 from the common deck to fill in the gap.

5. Just like the Threat Spread, make spreads for the Building and Unit Decks.
6. Roll high on a six sided die to see who goes first.

As play proceeds each player will have a modified Basic Deck, a hand of Five cards, their discard pile, a Victory pile (defeated Threats), and a Storage pile.

Turn Sequence

Players take turns. Each turn has 2 Phases:

1. Action Phase
2. Draw Phase

Action Phase

Play cards from your hand. (played cards are put in your discard) Use Build points to recruit Buildings, Units, and Characters from the Building and Unit Spreads. The cost of a card in Build points is its Recruitment Cost (RC) When a card is recruited, place it in your discard pile. Use Fight points to defeat Threats from the Threat Spread.

The cost to defeat a Threat in Fight Points is its Threat Value (TV) Place defeated Threats into your Victory pile. At the end of the phase discard all un-played cards from your hand.

Draw Phase

Draw 6 cards from your Deck to form your hand for next turn. If you have no cards left in your deck, shuffle your discard and Draw from it.

Threats

Threats come in two basic types: Missions and Invasions. A Mission you go looking for trouble. An Invasion trouble comes looking for you.

Defensive Buildings can only be used vs Invasions. Note: although the Threat cards and Recruit cards are listed Separately, they are all shuffled together into the Common Deck.

End Game Scoring

Add up your VT (Victory Tokens) plus the TV (Threat Value) of all Threat cards in your Victory Pile, Deck, Hand, and Discards.

Recruit Ability

If you play this card and defeat a Threat of the indicated type in the same Turn, you may put the threat card into your discard instead of your Victory pile. The Recruited Threat will now fight for you. They are played like normal units. They have a Fight Trait equal to their Threat Value.

Note that Recruited Threat cards in your Deck go

into your Victory pile for end game scoring.

Drop

Some Missions have the Drop attribute. After Defeating them there is a 50% chance they go into your discard instead of your Victory Pile. When played as a unit it has the Fight value in parentheses, not the Threat Value (TV) of the card.

Threat Deck Mission Card List

Name:	TV	Notes:
Raid Outpost	5	PVP: Target Opponent must discard 2 cards
Rival Base	6	PVP: Target Opponent must discard 2 cards
Battle Flag Raised	7	PVP: Target Opponent must discard 2 cards
Defend Frontier Town	3	Raiders: Grunts
Defend Recoil Ridge	4	Raiders: Fire Breathers
Desert Waste	6	Raiders: Dust Walkers
Recon Rescue	2	Animals: Boars: Juvenile Hogs; Draw 1 card
Boar Badlands	3	Animals: Wild Boars
Great Boar Roundup	5	Animals: Boar Matriarch
Raptor Nests	3	Animals: Mini Raptors
Raptor Valley	4	Animals: Adult Raptors
Stomping Grounds 5	Animals: War Mammoths	
Northern Wastes	9	Cold: Animals: Legendary Mammoth
Southern Wastes	8	Animals: Legendary Raptor
Central Wastes	10	Animals: Legendary Boar
Rival Base	6	PVP: Target Opponent must discard a card
Raider Encampment	6	Raiders: Brawlers
Raider Sanctuary 7	Raiders: Mammoth Riders	
Raider Depot	8	Boom Booms & Champions
Raider Fortress	9	Raiders: Watch Towers & Warlord
Ancient Construct	8	Drop: Dexter Fragment (Fight = 5)
Ancient Construct	8	Drop: Sinister Fragment (Fight = 6)
Ancient Sentinel	12	Drop: Melee Fragment (Fight = 8)
Ancient Sentinel	12	Drop: Ranged Fragment (Fight = 9)
Spider Wasp Queen	10	Drop: Spider Wasp Eggs (Fight = 6)
Spider Wasp Nest	9	Animals: Spider Wasp Warriors
Goliath Tank	15	Drop: Phalanx Tank (Fight = 10)
Rebel Bunker	7	Rebel Defenses
Southern Frontier	5	Rebel Patrols
Rebel Camp	4	Rebel Troops
Winter Wonderland	5	Adult Bigfoots
Bigfoot Country	4	Young Bigfoots
Dead Snow	9	Cold: Infected: Maulers
Installation 17	10	Cold: Silver Wolf Troops
Mystery Troops	7	Laser Weapons
Out in the Open	9	Silver Wolves: Thresher Tanks
New Haven	4	Silver Wolves: Thugs and Pickups
Benmoth	5	Silver Wolves: Devastators & Armored Trucks
Northern Frontier	6	Cold: Silver Wolves: Grenadiers & Cruel Bus
Silver Wolves Depot	7	Silver Wolves: Spartans & Rainmakers
Riot Control	2	Frontier: Pyros and Fireworks Truck

Name:	TV	Notes:
People in Need	3	Frontier: Lumberjacks and Hunters
Don't Hurt 'Em	4	Frontier: Engineers and Tractors
Frontier Uprising	5	Frontier: Minutemen and Chuckers

Threat Deck Invasion Card List

Name:	TV	Notes:
Enemy Raiders	5	PVP: Target Opponent must discard a card
Enemy Occupation	6	PVP: Target Opponent must discard a card
Hunker Down	4	Raiders: Warriors
Lake Side Property	5	Raiders: Bombadiers
Sarin Visit	6	Raiders: Outcasts
Crazy Blades Visit	7	Raiders: Dervishes
Tronk Visit	8	Raiders: Big Bada Boom
Yuzul Raptor Trainer	9	Raiders: Skirmishers
Shaman Kuros	9	Raiders: Sandworms
Warlord Gantas Visit	10	Raiders: Falcon's Nest
Raptor Migration 5	Animals: Alpha Raptors	
Mammoth Herd	4	Animals: Young Mammoths
Empire vs Rebels	4	Rebel Forces
Rebel Occupation	4	Rebel Army
Lieutenant Dorian	7	Rebel Strategist
Sergeant Ludlow	8	Rebel Vehicle & Defenses Expert
Evaline Aceheart	9	Rebel Air Force
General Ashe	10	Rebel Third Army
Sandworm Eruption	8	Animals: Elder Sandworms
Bigfoot Migration	7	Bigfoots
Bigfoot Leaders	9	Bigfoots: Bigfoot Shamans
Wild Bunch	8	Animals: Assorted Critters: All Types
Dawn of the Dead	3	Infected: Creepers
The Reanimation	4	Infected: Bullfrogs & Cannoneers
Dread Rising	5	Infected: Stalkers
Resident Chaotic Evil	6	Infected: Hunters & Crawlers
Un-undead Nightmare	7	Infected: Shreders
Planet Terror	8	Infected: Colossus
Silver Wolf Scouts	5	Silver Wolves: Slingers & Crop Busters
Silver Wolf Raiders	6	Silver Wolves: Bombadiers & Chunooks
Doug Visit	7	Silver Wolves: Punishers & Garbage Trucks
Bronson Visit	8	Silver Wolves: Scrappers & Crushers
Boss Enforcer Shrow	9	Silver Wolves: Wolf Enforcers & Furies
Doctor Vogel	10	Silver Wolves: Laser Wolves & Constructs

Building Deck Card List

Name:	RC	Type	Build	Fight	Notes:
Metal Huts	1	HB	0	0	Gain 1 VT
Bunkhouses	2	HB	1	0	Gain 1 VT
Compound	3	HB	1	0	Gain 2 VT

Name:	RC	Type	Build	Fight	Notes:
Tenements	4	HB	2	0	Gain 2 VT
Row Houses	5	HB	2	0	Gain 3 VT
New Houses	5	HB	1	0	Gain 4 VT
Dormitories	6	HB	3	0	Gain 3 VT
Hacienda	7	HB	2	0	Gain 5 VT
Permits Office	2	HB	1	0	Build +3 Housing
Watch Tower	1	DB	0	2	-
Cannon Tower	3	DB	0	6	Guns
Garrison	4	DB	0	7	Soldier Units get +1 Fight
Armor Mulcher	4	DB	0	8	-
Lightning Tower	5	DB	0	9	Lightning
Armored Fortress	5	DB	0	10	Armor
Animal Trainer	2	MB	1	0	Recruit Animals
Raider Training Camp	2	MB	1	0	Recruit Raiders
Infection Test Fac	2	MB	1	0	Recruit Infected
Bigfoot Training Camp	2	MB	1	0	Recruit Bigfoots
Mercenary Vault	2	MB	1	0	Recruit Silver Wolf Units
Prestigious Academy	4	MB	1	0	Build +3 Elite Units
SpecOps Center	2	MB	1	0	Build +3 Veteran Units
Chem Weapons Lab	3	MB	1	0	Build +3 Chem Units
Armor Shop	3	MB	1	0	Build +3 Armor Units
Rocket Shop	3	MB	1	0	Build +3 Rocket Units
Gun Foundry	3	MB	1	0	Build +3 Gun Units
Optics Facility	3	MB	1	0	Build +3 Laser Units
Frontier HQ	2	MB	1	0	Recruit Frontier Units
Prestigious Academy	3	MB	1	0	Build +1 for Elites & Vets
Weapons Factory	2	MB	0	0	Build +3 Any Unit
Research Lab	3	MB	1	0	Science
Greenhouse	2	SB	1	0	Gain 1 VT
Field	1	SB	1	0	-
Brewery	3	SB	1	0	Gain 2 VT
Sweatshop	3	SB	2	0	-
Machine Shop	4	SB	4	0	-
Refinement Facility	5	SB	3	0	Gain 2 VT
Ancient Artifact	1	SB	1	0	-
Feed Silo	1	SB	1	0	Pens and Ranches get +2 Build
Ancient Rubble	1	SB	2	0	Resource Buildings get +2 Build
High Capacity Vault	3	RB	1	0	Store x2
Orphanage	2	SB	1	0	Gain 1 VT
Lumber Mill	4	RB	3	0	+2 Build with Log Camp
Concrete Plant	5	RB	4	0	+2 Build with Quarry
Steel Mill	6	RB	5	0	+2 Build with Iron Mine
Coal Powerplant	3	RB	2	0	Power
Plasma Refinery	2	RB	1	0	Build +3 for Plasma Units
Sandworm Ranch	2	SB	1	0	+5 VT in FS per Sandworm Threat
Mammoth Pen	2	SB	1	0	+5 VT in FS per Mammoth Threat
Boar Pen	2	SB	1	0	+5 VT in FS per Boar Threat
Frontier Butcher	2	SB	1	0	+2 VT in FS per Animal Threat
Emperor Statue	2	DX	1	0	+2 VT in FS per Rebel Threat
Raider Victory Tree	3	DX	1	0	+2 VT in FS per Raider Threat
Festivus Tree	3	DX	1	0	Gain 3 VT
Sheriff Colt	4	C	1	2	Leader
Cassidy	4	C	1	3	Sniper

Name:	RC	Type	Build	Fight	Notes:
Aurora	2	C	1	0	Science
Dr. Harris	4	C	2	0	Science x2
Percival	3	C	1	1	Science
Bogan	4	C	1	2	Fight +4 vs Animals
Saboteur	5	C	0	3	Spy Demolition
Elder Taos	4	C	1	2	Fight +4 vs Raiders
Raider Kids	3	C	1	1	Spy
Ma Pierce	4	C	1	0	Leader and gain 2 VT

Unit Deck Card List

Name:	RC	Type	Fight	Notes:
Arsonist	2	SU	1	Fire
Imperial Dragoon	2	SU	1	Lightning
Riot Trooper	4	SU	3	Pacify
The Wimp	2	SU	1	+7 if Experienced
Sharp Shooter	3	SU	2	Sniper
Heavy Gunner	4	SU	3	MG
Flame Troop	3	SU	2	Fire
Ranger	5	SU	3	Veteran Scout
Hornet	5	SU	4	Rocket
Sniper	4	SU	3	Veteran
Bazooka	4	SU	3	Rocket
Marksman	6	SU	4	Sniper Elite
Commando	7	SU	5	MG Veteran
Laser Trooper	5	SU	3	Laser
RPG Troop	6	SU	4	Rocket Veteran
Laser Sniper	7	SU	4	Sniper Laser Elite
Demolitionist	5	SU	4	Demolition
MG Turret	5	VU	4	MG
Peace Keeper	5	SU	4	Pacify
Agent	8	SU	5	Demolition Elite Spy
Rail Gun Sniper	7	SU	4	Sniper Rail Gun Arctic
Bio Grenadier	6	SU	4	Chem Indirect
Chem Trooper	6	SU	5	Chem
Lightning Trooper	4	SU	3	Lightning
Lightning Dragoon	5	SU	4	Lightning
Juggernaut	7	SU	5	Veteran Arctic
Peace Monger	6	SU	5	Pacify
Hitman	6	SU	4	Elite Spy
Armadillo	3	SU	2	Armor
Guerilla	6	SU	4	Demolition Veteran
Turtlesheller	5	SU	3	Armor Indirect
Salamander	6	SU	5	Fire
Arctic Trooper	5	SU	4	Arctic
Cryo Trooper	5	SU	3	Freeze Arctic
Veteran	8	SU	7	Veteran
Plasma Trooper	7	SU	6	Plasma
Elemental Trooper	8	SU	5	Fire Freeze Arctic
Hailstorm	5	VU	3	Rocket Indirect

Name:	RC	Type	Fight	Notes:
Heavy Recon	5	VU	3	Rocket Scout
Gun Truck	3	VU	2	Gun
Dune Rider	3	VU	2	Indirect
Meerkat	3	VU	2	Rocket
Rail Gun Buggy	4	VU	3	Rail Gun
Tempest	5	VU	3	Armor MG
Mortar Truck	5	VU	3	Armor Indirect
Puma	6	VU	4	Armor Elite
Tank Killer	5	VU	5	Armor Rocket
Firedrake	5	VU	3	Armor Fire
Brimstone	6	VU	4	Fire Indirect
Basilisk	6	VU	4	Armor MG
Dragon	8	VU	5	Armor Fire Indirect
Heavy Artillery	7	VU	5	Gun Indirect
Rocket Truck	7	VU	5	Rocket Indirect
Arctic Tank	7	VU	4	Armor Gun Arctic
Heavy Arctic Tank	9	VU	6	Armor Gun Arctic
Light Tank	6	VU	4	Armor Gun
Medium Tank	8	VU	5	Armor Gun Veteran
Laser Tank	7	VU	5	Armor Laser
L7 Drill	7	VU	5	Armor Drill
Brutalizer	6	VU	4	Armor Crush
Rail Gun Tank	7	VU	5	Armor Rail Gun
Heavy Tank	8	VU	6	Armor Gun
Heavier Tank	9	VU	7	Armor Gun
Chem Tank	6	VU	4	Armor Chem
Heavy Chem Tank	9	VU	7	Armor Chem
Frostbite	6	VU	4	Armor Freeze
Trebuchet	8	VU	6	Indirect Chem
Lightning Tank	7	VU	5	Armor Lightning
Super Tank	11	VU	8	Armor Gun Elite
Mega Tank	12	VU	9	Armor Gun Rocket
Plasma Artillery	10	VU	8	Indirect Plasma
Plasma Tank	12	VU	10	Armor Plasma
Special Agent	8	SU	6	Elite Demolition
Deadeye	8	SU	6	Elite Sniper
Assassinator	9	SU	7	Elite Sniper
Zombie Hunter	3	SU	2	+5 versus Infected
Laser Gunner	6	SU	5	Laser MG
Aero Jetpack	6	SU	6	Rockets
Radio Tech	5	VU	1	50% of Fight +9
Shadow Agent	7	SU	7	Elite
Weapon Tech	5	SU	1	Target Unit gets Fight x2
Mechanized Trooper	12	SU	9	Armor Indirect Fire
Heavy Grenadier	4	SU	3	Indirect
Bora Bora Hovercraft	9	VU	6	Armor Indirect MG
Tank Crusher	12	VU	9	Armor Crush Rockets
Armored SUV	9	VU	7	Armor MG
Nomad Rover	12	VU	8	Armor Freeze Fire Arctic





Battle Of Berlin

Introduction

Two Player card game. Simulation of the battle of Berlin (4/3/1945 - 5/2/1945). Players are Russian Generals competing to be the first to capture Berlin.

One player is Marshal Georgi Zhukov (First Belorussian Front). The other player is Marshal Ivan Koniev (First Ukranian Front). Capture the Reichstag & raise the Red Flag!

Victory

The first player to capture 10 City Defense cards is the Winner.

The Deck

Players share a common deck.

Turn Sequence

- Each turn has 5 phases:
1. Fate Phase
 2. Plan Phase
 3. Drive Phase
 4. Fight Phase
 5. End Phase

Fate Phase

Draw the top 9 cards from the deck and put them face up in a line in the middle of the table. These are referred to as the Fate cards. If the deck runs out, shuffle the discard and draw from it.

Plan Phase

Players may Bid Russian Cards from their hands. They may bid zero, one, or more cards. Bids are made simultaneously.

Common Deck Card List

Card Name:	Force:	Notes:
Berlin Suburbs	2	FL
Supply Lines Endangered	5	FL
Bypassed Enemy Forces	6	FL
Flank Threatened	4	FL
Soviets Confined to a Few Roads	7	FL
Rebuilt Positions	4	FL
Seelow Heights	8	FL

The player who bids the highest total force worth of Russian cards gets to pick first in Drive Phase. If tied, flip a coin to determine the winner. All Bid cards are discarded.

Drive Phase

Players take turns picking up one fate card and putting it in their hands. The player who won the plan phase bid goes first.

Fight Phase

Players may make one or more Melds. A Meld consists of exactly 1 German card and 1 or more Russian cards. The total force of the Russian cards must exceed the Force of the German card.

The German card in a Meld is "captured" and kept in a Victory pile. The Russian cards are discarded. A player must capture 10 German Front Line cards before he may capture any City Defense cards.

A player who has not yet captured 10 Front Line cards is said to be "Outside the Gates". A player who has captured 10 Front Line cards is said to be "Inside the Gates". Once Inside the gates you can only capture City Defense cards and not Front Line cards.

End Phase

You may discard 2 cards to draw 1 replacement card. You may do this multiple times. Max hand size is 7 cards.

Discard excess cards.

Card List Notation

- FL** Front Line German Card
CD City Defense German Card
RC Russian Card

Card Name:	Force:	Notes:
Counter Attacks	5	FL
Halted Outside the Gates	7	FL
General Goddard Heinrici	7	FL
Successive Defensive Belts	8	FL
Deep Defensive Positions	6	FL
Minefields	9	FL
Anti-Tank Obstacles	5	FL
Strong Points	6	FL
Mobile Reserves	8	FL
Ninth Army	9	FL
Third Panzer Army	9	FL
Fourth Panzer Army	9	FL
Army Group Mitte	9	FL
A Few Hundred Aircraft	2	FL
700,000 Men	7	FL
9,000 Artillery Pieces	7	FL
1,500 Tanks & SPG	7	FL
Second Defense Line	5	FL
Fighting Withdrawals	4	FL
Heavy Artillery Fire	8	FL
Maze of Canals & Ditches	2	FL
Heavy Soviet Casualties	7	FL
Flooded Fields	5	FL
Me262 Jet Fighters	9	FL
Soviet Confusion	5	FL
Soviet Attack Falters	8	FL
Soviet Searchlight Blunder	6	FL
Strong Resistance	8	FL
Suicide Aircraft	1	FL
Evade Barrage	3	FL
Reinforcements	4	FL
Heavy Fighting	8	FL
Intricate Defense System	7	FL
Armored Engagement	9	FL
Panzer Corps	8	FL
Mountain Corps	4	FL
Fortified City	9	CD
Protracted Urban Battle	9	CD
Hitler Refuses to Surrender	8	CD
Savage, Bloody Battle	9	CD
Defense Sectors	2	CD
Obstacle Zones	2	CD
Defense Positions	3	CD
Garrison	3	CD
Tenacious Defense	6	CD
SS Personnel	5	CD
Old Men & Boys	1	CD
Volkssturm	2	CD
Home Guard	2	CD
Hitler Youth	2	CD
Apartment Building Fortresses	6	CD
Fanaticism	4	CD
Defenders of Berlin	3	CD

Card Name:	Force:	Notes:
City Fighting	6	CD
Soviet Infantry Loses	7	CD
Panzerfausts	8	CD
House by House Fighting	6	CD
Roads Blocked	4	CD
Fight Street by Street	5	CD
Last Minute Defenses	3	CD
Debris & Rubble	4	CD
Nazi Propaganda	4	CD
Concrete Flak Towers	7	CD
Anti-Aircraft Guns	8	CD
Hand-to-Hand Fighting	9	CD
Breakout Attempts	6	CD
Breach Enemy Defenses	10	RC
Defeat Enemy on Open Field	7	RC vs Front Line Cards only
Hitler commits Suicide	1	RC Draw 3 Cards
Secure Bridgehead	8	RC only if you have 2 FL or less
Spearheads	5	RC vs Front Line Cards only
Set Piece Offensive	3	RC Draw 2 cards
Expand Bridgehead	6	RC only if you have 3 FL or less
Deploy for Attacks	3	RC +6 For Bid
Advance	2	RC +7 for Bid
Reconnaissance in Force	2	RC +7 for Bid
Launch Attacks	4	RC +5 for Bid
Clear the Germans	6	RC
Begin Offensive	6	RC vs Front Line Cards only
Powerful Mobile Forces	5	RC vs Front Line Cards only
Fixing Attacks	2	RC vs Front Line Cards only
Encircle Berlin	9	RC vs Front Line Cards only
Soviet Vengeance	10	RC
Soviet Momentum	9	RC
Breakthrough	8	RC
Axis of Attack	3	RC
Highway	2	RC vs Front Line Cards only
7,500 Aircraft	7	RC
2.5 Million Soldiers	9	RC
41,000 Guns & Mortars	8	RC
6,250 Tanks & SPG	9	RC
Stalins Organs	6	RC
Devastating Bombardment	8	RC
Seize Initiative	6	RC
Release Armored Reserve	7	RC
Guards Tank Army	5	RC
Sheer Weight of Numbers	6	RC
Push Forward	4	RC
Shatter German Divisions	10	RC vs Front Line Cards only
Bleed the Germans	4	RC
Pour Tanks through Gaps	7	RC vs Front Line Cards only
Numerical Superiority	6	RC
Air Support	3	RC
Improving Weather	2	RC Draw 2 Cards
Push Germans Back	5	RC
Bypass Resistance Pockets	4	RC

Card Name:	Force:	Notes:
Pincer Movement	6	RC
Stranglehold	7	RC
Costly Frontal Assaults	4	RC
Armored Formations	5	RC
Thrust Deep	5	RC
Artillery Bombardment	3	RC
German Panic	5	RC
German Armies Retreat	7	RC only if you have 4+ FL
Red Army	8	RC
Tighten the Noose	6	RC vs City Defender Cards only
Heavy Firepower	5	RC
Infiltration	4	RC
Railway Tunnels	4	RC vs City Defender Cards only
May Day	10	RC only if you have 7+ CD cards
Surrender Negotiations	7	RC only if you have 8+ CD cards

Notes

If you want a third player, include Marshal Konstantin Rokossovsky of the Second Belorussian Front.

Links

Bgg

Painted Card Set

Yahoo Files

Photo Card Set

Ludi Popina





Battle Of Camlann

Introduction

The last battle of King Arthur, where Arthur was mortally wounded and Mordred was slain. Card game for 2 Players.

Victory

The game ends after 10 hands. There are 3 possible Victory Conditions:

1. Win 3 hands in a row
2. Win 6 out of the 10 hands
3. Play a Kill card to kill your opponents Leader card

If the game ends and both players have won exactly 5 hands then it is a draw. . . both leaders are slain as in the legend (or history if you prefer).

Victory Tokens

There are 10 Victory Tokens. Gain 1 Victory Token every time you win a hand.

The Tide Token

This refers to the "Tide of Battle". Whoever holds it gets to go first in Action Phase.

Setup

Decide who is Arthur and who is Mordred. Mordred gets the Tide Token.

The Deck

Players share a common deck. Some cards can be used by both players. Some cards can be used by only one of the players.

Unit cards include: Knights, Leaders, Wizards, and Troops.

Turn Sequence

Each turn has 5 phases: Draw Phase Redraw Phase Reveal Phase Action Phase End Phase

Draw Phase

Each player draws 10 cards. If the deck ever runs out, shuffle the discard and draw from it.

Rederaw Phase

Players may discard face-up up to 5 cards and draw replacements. Leader cards may not be discarded.

Reveal Phase

Players reveal their hands face-up onto the table. Players discard any cards belonging to their opponent, or that they cannot play.

Action Phase

Players take turns using the special actions of their cards. The player holding the Tide token goes first. When a special action is used turn the card sideways to note this.

A card can use its special action only once in Action phase. Most special actions have you "Negate" a target card of an appropriate type. Negated cards are discarded.

There are 2 Kill cards in the deck. Kill cards can target any Unit card. A Killed card is removed from play for the rest of the game (not the discard). After all special abilities are used each player adds up the strength of his remaining cards. The player with the higher score wins the hand. If tied, the player with the Tide counter wins the hand.

End Phase

Players discard all cards in play. The Tide Token is given to the other player.

Card List Notation

Str Strength

A Can only be played by the Arthur Player.

M Can only be played by the Mordred Player.

B May be played by Both Players.

SA: Special Ability

L Leader

K Knight

D Defense

W Weapon

Z Wizard

S Spell

C Action

I Item

E Event

O Troops

T Trait

X Kill

Common Deck Card List

Card Name	Side	Type	Str	Notes:
Arthur Pendragon	A	LK	8	Your other Units get +2
Mordred	M	LK	9	-
Lancelot	A	K	10	Defense cards get +2
Excalibur	A	W	7	Arthur card gets +3
Golden Armor	M	D	5	Mordred card get +5
Merlin	A	Z	9	Cannot be Killed
Morgan Le Fay	M	Z	9	-
Knights of the Round Table	A	K	6	-
Black Knight	M	K	6	-
Red Knight	M	K	7	-
Green Knight	M	KZ	8	-
Men at arms	A	O	5	-
Squires	A	O	4	Knight card gets +3
Mercenaries	M	O	5	-
Bandits	M	O	4	-
Spell of Making	B	S	4	Wizard card gets +5
Fog	B	S	2	SA: Negate a Troops card
Smite	B	C	3	SA: Negate a Defense card
Holy Grail	A	I	6	All your Knights get +2
Lance	B	W	3	-
Sword	B	W	3	-
Mace	B	W	2	-
Shield	B	D	2	PS: Negate a Kill card
Helm	B	D	3	-
Plate Mail Armor	B	D	3	SA: Negate a Weapons card
Perceval	A	K	6	SA: Negate an Event card
Galahad	A	K	7	-
Gawain	A	K	8	-
Melee	B	C	2	All your Units get +1
Charge	B	C	3	Trait card gets +3
Courage	B	T	3	-
Bravery	B	T	2	Action card gets +3
Strength	B	T	2	Weapons card gets +3
Slain	B	X	2	Kill target Unit
Mortal Wound	B	X	2	Kill target Unit
Challenge	B	C	2	Negate 1 Knight of each player
Sir Bedevere	A	K	4	Cannot be Killed
Treacherous	M	T	5	-
Enchantment	B	S	4	-
Barbarians	M	O	5	-
Delayed	B	E	2	SA: Negate a Knight card
Ensorcelled	B	S	3	SA: Negate a Wizard card
Falter	B	E	2	SA: Negate a Trait card
Rally	B	C	3	Your Troops get +3 each
Dispell	B	S	2	SA: Negate a Spell card
Sir Caradoc	B	K	5	-
Faerie Knight	M	KZ	6	-
Knight with 2 Swords	M	K	8	-
Purple Knight	M	K	7	-
Chivalry	A	T	5	-





Battle Of Simancas

Introduction

Card Game for 2 players. Moors vs Christians. Spain 939 A.D. The Christian forces are an alliance between The Kingdoms of Leon, Navarre, and Castille.

The Moors are attacking the mountainous north with an army of 100, 000 men. In 3 days and during a solar eclipse the outnumbered Christian Army utterly destroys the invaders. One player is the Christians, the other is the Moors.

The Deck

Players share a unique common deck. Some cards can only be used by one side or the other.

Victory

The first player to win 5 hands is the winner.

Setup

Shuffle the deck.

Turn Sequence

1. Fate Phase
2. Strategy Phase
3. Battle Phase
4. Retreat Phase

Fate Phase

-Each player is dealt 9 cards.

Reserve Phase

-Each player may discard up to 4 cards and draw replacements. -If the deck ever runs out, shuffle the discard and draw from it.

Strategy Phase

- Each player may discard one card to get its Strategic effect.
- The Muslim player goes first.
- Strategic Effects:
- Discard a Leader card to draw 3 cards and discard any 2.
- Discard a Strategy card to look at the next 5 cards in the deck and keep one.
- Discard a Terrain card to draw 2 cards.
- Discard a Cavalry card to draw a card and look at your opponents hand.

- Discard a Skirmisher card to cause your opponent to discard a random card from his hand
- Infantry do not have a Strategic effect.
- Discard a Weapon card search for a Cavalry, Skirmisher, or Infantry card in the Discard pile and put it in your hand.

Battle Phase

Players take turns either:

1. Placing one card down face up from their hand to the Table for its Force Value OR
2. Discarding one card for it's Tactical effect.
 - Note if you have an opponent's card in your hand, you cannot place it, you Can only use it for its tactical effect.
 - The Muslim player goes first. Tactical Effects:
 - Discard a Skirmisher to destroy a placed Infantry
 - Discard a Cavalry to destroy a placed Skirmisher
 - Discard a Strategy card to draw 1 card and look at your opponent's hand
 - Discard an Infantry to destroy a placed Terrain
 - Discard a Terrain to destroy a placed Cavalry
 - Discard a Leader to draw 2 cards
 - Discard a Weapon to destroy another placed Weapon

Note that some placed cards will give Force bonuses to other placed cards When both players have finished playing cards add up the Force value of all The placed cards they have that were not destroyed. The higher Force value wins the hand. In case of a tie, neither player wins.

Retreat Phase

Both players discard all remaining cards in their hands.

Card List Notation

- L** Leader
- K** Skirmisher (Troops)
- C** Cavalry (Troops)
- I** Infantry (Troops)
- T** Terrain
- S** Strategy
- W** Weapons
- M** Only Moorish player may place
- X** Only Christian player may place
- B** Both players may place

The Comon Deck Card List

Name:	Type:	Force:	Use:	Notes:
Caliph Abd al-Rahman III	L	5	M	Draw 1 card when placed
Count Fernan Gonzalez	L	5	X	(Castille) All your Troops get +2
King Ramiro II	L	5	X	(Leon)
Garcia Sanchez I	L	4	X	(Navarre)
Christian Saints	L	3	X	All your Troops and Weapons get +2
Large Army	I	5	M	Also Counts as Skirmishers
Great Host	I	5	M	Also Counts as Cavalry
Cavalry Detachments	C	4	M	All Your other Cavalry get +1
Jund Cavalry	C	5	M	-
Andalusian Cavalry	C	4	M	-
Arab Cavalry	C	3	M	-
Bedouin	C	2	M	Your Strategy cards get +3
Military Order	C	5	X	-
Knights	C	4	X	-
Men-at-Arms	C	3	X	-
Caballeros	C	2	X	Your Strategy cards get +3
Nobility	C	5	B	Also counts as Leader
Lancers	C	4	B	-
Raiders	C	3	B	Enemy discards 1 random card when placed
Horsemen	C	2	B	Your Strategy cards get +3
Berber Light Cavalry	K	5	M	Also counts as Cavalry
Horse Archers	K	4	M	Also counts as Cavalry
Basque Light Cavalry	K	5	X	Also counts as Cavalry
Crossbowmen	K	4	X	Your Terrain cards get +1
Artillery	K	5	B	-
Light Cavalry	K	5	B	Also counts as Cavalry
Bowmen	K	4	B	-
Javelinmen	K	4	B	Also counts as Infantry
Slingers	K	3	B	-
Light Infantry	K	3	B	All Enemy Infantry get -1
Archers	K	2	B	Enemy discards 1 random card when placed
Light Troops	K	2	B	All Enemy Infantry get -1
Gorge	T	5	X	Your Skirmishers get +2
Cliffs	T	5	B	Your Skirmishers get +2
Fortress	T	4	X	-
City Walls	T	4	X	-
River	T	3	B	Enemy Troops get -1
Hills	T	3	B	Your Skirmishers get +1
Woods	T	2	B	All Cavalry get -1
Countryside	T	2	B	-
Invasion Route	T	1	M	Draw 1 card when placed
Plains	T	1	M	Draw 1 card when placed
Eclipse	T	2	B	All Troops in play get -1
Jihad	S	5	M	-
Campaign	S	4	M	Draw 1 card when placed
Treason	S	5	X	Enemy discards 1 random card when placed
Logistics	S	4	X	Enemy discards 1 random card when placed
Holy War	S	5	B	-
Rout	S	5	B	When Placed discard 1 placed Enemy Troop
Weak Points	S	4	B	All Enemy Troops get -1
Ambush	S	4	B	Your Terrain cards get +1
Counterattack	S	3	B	All Your Troops get +1

Name:	Type:	Force:	Use:	Notes:
Outflank	S	3	B	Your Cavalry get +2
Charge	S	2	B	Your Cavalry get +3
Melee	S	2	B	Your Infantry get +3
Blackguard	I	5	M	-
Eunuchs	I	3	M	-
Garrisons	I	3	X	Draw 1 card when placed
Militia	I	2	X	Your Terrain cards get +1
Army	I	5	B	-
Corps	I	5	B	-
Troops	I	4	B	-
Soldiers	I	4	B	-
Spearmen	I	3	B	-
Footmen	I	3	B	-
Mercenaries	I	2	B	You may place an Enemy Troop
Levies	I	2	B	-
Scimitars	W	4	M	Your Infantry and Cavalry get +1
Axes and Flails	W	4	X	Your Infantry and Cavalry get +1
Swords	W	5	B	Your Infantry and Cavalry get +1
Spears	W	5	B	Your Infantry get +1
Lances	W	4	B	Your Cavalry get +2
Shields	W	4	B	Your Infantry and Cavalry get +1
Chainmail	W	3	B	Your Infantry and Cavalry get +1
Bows	W	3	B	Your Skirmishers get +2
Arrows	W	2	B	Your Skirmishers get +2
Javelins	W	2	B	Your Skirmishers get +2
Slings	W	1	B	Your Skirmishers get +2
Daggers	W	1	B	All Your Troops get +1





Battle Of The Atlantic

Introduction

War at Sea 1939 - 1943. 2 Player Card Game. German High Seas Fleet vs the British Royal Navy.

Victory

Be the first to win 3 hands.

The Decks

Each player has their own unique deck. Each deck contains 2 copies of each card in its card list.

The Cards

There are 3 card types: Tactics, Tonnage, and Technology Each card has an individual point value.

Turn Sequence

- There are 5 turns corresponding to the years 1939 - 1943. Each turn (year) has 4 Phases:
1. Logistics Phase
 2. Strategy Phase
 3. Deployment Phase
 4. Victory Phase

Logistics Phase

Each player draws 7 cards. If your deck runs out, shuffle your discard & draw from it.

The British Deck Card List

Card Name:	Type	Points
Patrols	A	3
Stormy Weather	A	4
Arctic Winter	A	5
Escorts	A	6
Large Convoys	A	7
Depth Charges	E	3
Destroyers	E	4
Code Breakers	E	5

The German Deck Card List

Strategy Phase

Each player may discard up to 3 cards & draw replacements.

Deployment Phase

Players reveal their hands. Each player calculates the Grand Strategy Total (GST) for his hand: Add up the Point Values of all Tactics cards and add 1. This is the Tactics Total (A).

Add up the Point Values of all Tonnage cards and add 1. This is the Weapon Total (O). Add up the Point Values of all Technology cards and add 1.

This is the Tactics Total (E).

GST $A \times O \times E$

Victory Phase

The side with the higher GST wins the turn. The side with the highest Tactics Total gets +1 to all future Tactics Totals. The side with the highest Tonnage Total gets +1 to all future Tonnage Totals.

The side with the highest Technology Total gets +1 to all future Technology Totals. These bonuses are cumulative. The British begin the game with a +1 in Tonnage.

The Germans begin the game with +1 in Tactics.

Card List Notation

Tactics = A Tonnage = O Technology = E

Card Name:	Type	Points
Radar	E	6
Sonar	E	7
Merchant Marine	O	3
US Atlantic Squadron	O	4
Royal Navy	O	5
Naval Supremacy	O	6
British Empire	O	7

Card Name:	Type	Points
Disguised Commerce Raiders	A	3
Cut the Atlantic Sealanes	A	4
Spread Allied Forces	A	5
Scatter Convoy	A	6
Wolf Packs	A	7
Mines	E	3
Torpedoes	E	4
Pocket Battleships	E	5

Card Name:	Type	Points
U-Boats	E	6
Modernization	E	7
Italian Fleet	O	3
Luftwaffe Air Power	O	4
French & Scandinavian Ports	O	5
Kriegsmarine	O	6
Aggressive Ship Building	O	7





Battle Of The Three Emperors

Introduction

Card game for 2 Players. Simulation of the Battle of Austerlitz. One player is Napoleon.

The other player is the Third Coalition as represented by Austria & Russia.

Victory

Control all 3 Fronts (Flanks) and reduce your opponents Morale to zero.

The Field

There are 3 Strategic Fronts (Flanks): Stanton Hill (North) Pratzen Heights (Center) Telnitz (South)

The Deck

Players share a common deck.

Setup

Napoleon starts in possession of Stanton Hill and Telnitz. The Coalition starts in control of the Pratzen Heights. Each player starts with 20 Morale points.

Turn Sequence

Players take turns. Each turn has 4 Phases. Strategy Phase Orders Phase Attack Phase End Phase

Strategy Phase

Draw 5 cards from the Deck. If the deck runs out, the battle is a draw.

Orders Phase

Put Leader and Unit cards into play. Leader & Units cards must be assigned to a specific Front. Some cards designate a Front, others allow you to choose.

Action Phase

You may launch one attack on one target Front. You may attack from a Front even if you already control the Front. The Defender may play Defense cards at specific Fronts.

Players add up the Force of all their Units, Leaders, Attack, Defense, and Event cards played at the Front. If the Defender controls the Front he gets +4 Force. The higher total Force wins the Action.

The Winner gains control of the Front. The Winner gains 2 Morale Points. The loser loses 3 Morale Points.

End Phase

Max hand size is 7 cards. Discard excess cards.

Victory Cards

You can only play a Victory card if you have just won an Action. Draw 1 card when you play a Victory card.

Attack Cards

You may Play an attack card to launch an extra attack on another Front. This is effectively an additional Action Phase. (Max one attack per Front per turn)

Reserve Cards

Discard a Reserve card to Search the Deck for one of your Leader or Unit cards and put it in your hand.

March Cards

Discard a March card to Draw 2 cards.

Maneuver Cards

Discard a Maneuver card to Move one of your Leaders or Units to an Adjacent Front. Draw 1 card when you play a Maneuver card.

Standstill Cards

Discard a Standstill card to cause opponent to discard 2 random cards from his hand.

Strategy Cards

Discard a Strategy card to move 1 opposing Leader or Unit to an adjacent Flank. Draw 1 card when you play a Strategy card.

Deck Notation

L Leader
U Unit
A Attack
D Defense
E Event
V Victory
R Reserve
S Strategy
M March
X Maneuver
Y Standstill
N Napoleon

C Coalition

B Both Napoleon & the Coalition

Casualties = Discard opposing Leader or Unit Assault

= You can only use this at a Front you do not control

Deck Card List

Card Name	Type	Force	Use	Notes
Decisive Defeat	V	-	B	Casualties
Carefully Timed Blow	A	7	N	Assault
Hold Ground	D	5	B	
Marshall Oudinot	L	4	N	
Marshall Davout	L	4	N	
Marshall Soult	L	4	N	
Marshall Lannes	L	4	N	
Marshall Bernadotte	L	4	N	
Marshall Murat	L	4	N	
Reinforcements	E	4	B	
Reserve	R	-	B	
Check Advance	D	5	B	
French Imperial Guard	U	7	N	
Hour of Glory	V	-	B	Gain 2 Morale
French Corps	U	5	N	
Sweeping Maneuver	X	-	N	
Confound Opponents	Y	-	N	
Confusion	Y	-	B	
Bavarian Allies	U	4	N	
Mamelukes	U	6	N	
Good Progress	M	-	B	
Lines of Advance	M	-	B	
Abandon the Field	V	-	B	Casualties
Converge	M	-	B	
Cross River	M	-	B	
Enveloping Force	A	7	B	
Careful Deployment	R	-	N	
All-Out Attack	A	6	B	
Concentrate Troops	X	-	B	
Center of Operations	M	-	B	
Defensive Flank	D	6	B	
Ensnare	S	-	N	
Trap Snaps Shut	V	-	N	Opponent loses 2 Morale
Hard Pursuit	V	-	N	Casualties
Feign Weakness	S	-	B	
Lure Opponents	S	-	B	
Duplicity	S	-	B	
Mist & Fog	S	-	B	
Storm Heights	A	5	B	Assault
Unleashed	R	-	B	
Repel	D	5	B	
Imperial Guard	U	7	N	
Shatter Center	V	-	B	Center Only: Gain 2 Morale
Wheel Forces	X	-	B	
Flee in Disorder	V	-	B	Casualties
Hard Fought Action	E	3	B	
Hold at all Costs	D	7	B	

Card Name	Type	Force	Use	Notes
Full Retreat	V	-	B	Opponent discards 2 cards
Exhaustion	Y	-	B	
Over-Extension	Y	-	B	
Forced March	R	-	B	
Link-Up	X	-	B	
Demoralized	V	-	B	Opponent loses 2 Morale
Tsar Alexander	L	5	C	
Emperor of Austria	L	4	C	
Marshall Kutusov	L	6	C	
Surrender	V	-	B	Casualties
Cut-Off	V	-	B	Opponent loses 2 Morale
General Buxhowden	L	4	C	
Encirclement	A	7	B	
Collapse	V	-	B	Casualties
General Bagration	L	4	C	
Desperate Battle	E	3	B	
Lichtenstein	L	4	C	
Recall Men	E	-	B	Gain 2 Morale
Russian Imperial Guard	U	7	C	
Repulse	D	7	B	
Chosen Ground	S	-	N	
Fortifications	D	7	B	North & South Flanks only
Regain Initiative	V	-	B	Draw an extra Card
Mass Attack	A	6	B	Assault
Hold the Line	D	5	B	
Congestion	Y	-	B	
General Langeron	L	3	C	
Split in Half	V	-	B	Opponent loses 2 Morale
Complete Surprise	A	7	N	
Full Scale Attack	A	5	B	Assault
Stolid Defense	D	6	B	
Bombardment	V	-	B	Casualties
Cavalry Charge	A	5	B	
Resist Bravely	D	5	B	
Charismatic Leadership	E	5	N	
Artillery Fire	E	3	B	
One Sharp Blow	A	7	N	Assault
Light Infantry	U	3	B	
Light Cavalry	U	3	B	
Heavy Cavalry	U	4	B	
Contested Village	E	6	B	
Skirmishing	E	3	B	
Bayonet Charge	E	5	B	
Support Flank	R	-	B	
Allied Column	U	4	C	
Diversionsary Attack	A	3	C	
Commit Reserve	R	-	B	
Furious Onslaught	A	7	B	Assault
Counter-Attack	A	5	B	





Battle Royale

Introduction

Battle Royale is a chess variant that uses Strategic & Tactical boards.

Strategic Board

7 X 7 Chess grid. The corner squares & center squares are special locations called towns. On opposite sides of the board in the center of each players back row is a special location called the Castle.

Players move their armies around on the strategic board.

Objective

The object of the game is to capture the opponents castle

Playing Pieces

Players should use cardboard counters or chits to represent pieces. Write the name of the unit type on the counter. Each player should have counters of separate colors.

Chess men (pawns, bishops, knights, etc.), used on the tactical board, are also referred to as pieces, troops, units, or figures. Armies, used on the strategic board, are also represented by numbered chits

Board & Unit Graphic Set Available

to get the File

Tactical Board

6 X 6 Chess grid. Players move their men around on the tactical board

Turn Sequence

1-white moves 2-black moves 3-revenue phase 4-recruit phase

Set Up

Each player starts with 6 Armies on the strategic map. One army is located in the castle & and the other five surround the castle

Armies

The location of armies are represented by counters on the strategic map An army represents a force of up to 5 men Stack the units under the army counter An army counter that contains no pieces is destroyed

Strategic Moves

A player can move all of his armies once in a single turn. Armies move like kings in chess Only one army can occupy a single space, except during attacks During an attack a player moves an army into a space occupied by an opponents army The battle is immediately resolved on the tactical Board If two adjacent armies do not move then units can be transferred between them A unit can only be transferred once per turn

Terrain

Before a battle starts place terrain obstacles on the tactical map On each row place one obstacle marker Use a six sided die to determine on which of the six squares in the row to place the obstacle Figures cannot enter squares containing obstacles

Battles

Battles take place on the tactical map when two opposing armies occupy the same space Put up a partition in the middle of the board so players set up their men in secret Players set up their men in any order on the back row & the partition is removed The defender goes first moving or capturing with one piece The attacker then gets to go. Play proceeds as in regular chess, players alternating turns Movement & capturing is just like in normal chess The battle continues until one side is eliminated or no pieces can move or no capture has been made in 10 turns or no further captures can be made by either side After the battle the strategic turn continues If one side was eliminated then its army counter is destroyed If neither side is eliminated then the attacker must retreat his army back to the square it came from

Revenue Phase

Players collect 2 gold from their Castle and 1 gold from each town occupied by one of their armies

Recruit Phase

Players may spend their gold to buy one or more units Players may save their gold from turn to turn A new unit appears in an army that is in or adjacent to a town (or castle) you control New army chits may also be purchased They must be purchased with at least one figure in their stack Army chits appear adjacent to a town (or castle) you control

Unit Types List

TYPE	COST	NOTES
Peasant	1	Identical to a pawn in regular chess.
Shield Man	2	Moves horiz and vert one space. Captures forward one space.
Pikeman	3	Moves forward one space and captures diag forward one or two spaces.
Halberdier	3	Moves horizontally and vertically and captures diagonally forward one space
Spearman	3	Moves diagonally & captures horizontally and vertically one space
Catapult	3	Moves horiz and vert one space. Shoots forward exactly 3 spaces
Javelineer	4	Moves diagonally and shoots horizontally and vertically one space
Slinger	4	Moves horizontally and vertically and shoots diagonally one space
Archer	4	Moves and shoots horizontally and vertically one space
Crossbowman	4	Moves and shoots diagonally one space
Footman	4	Moves horiz and vert one or two spaces. Captures diag forward one space
Swordsman	4	Moves and captures horizontally and vertically one space.
Axeman	4	Moves and captures diagonally one space.
Elephant	4	Moves like a Rook. Captures diagonally one space
Chariot	5	Identical to a Bishop in regular chess
Knight	5	Identical to a Knight in regular chess
Cavalry	6	Moves horizontally and vertically one space. Captures diagonally
Siege Tower	6	Identical to a Rook in regular chess. One max per army
Crown Prince	10	Identical to a Queen in regular chess. One max per player
Army	4	Moves like a king on the strategic map
Royal Army	7	Moves like a king on the strategic map one or two spaces

Unit Notes

If peasant reaches opponents back row immediately place The peasant in any open space on the board. The Shieldman is Immune to shooters. If a pikeman reaches a backrow he immediately turns around and starts heading the opposite way.

The Swordsman & Axeman can jump over an adjacent unit. The Catapult shoots over obstacles. One max per army.

Shooting

When a piece that can shoot captures it doesn't move into the space of the captured space, it remains in the space it started the turn in.

Initial Army Composition

Starting armies contain 12 Gold worth of units each.





Battlefront

Introduction

Card game for 2 players. WWII theme.

The Deck

Players share a common deck. The deck contains 1 copy of every card in the card list.

Victory

Capture 3 of the 5 Fronts.

The Fronts

There are 5 Fronts between the players:

- R** Right Flank
- CR** Center Right
- C** Center
- CL** Center Left
- L** Left Flank

Setup

Use markers to designate the 5 Fronts.

Turn Sequence

Each turn has 3 phases:

1. Logistics Phase
2. Deployment Phase
3. Battle Phase

Logistics Phase

Each player is dealt 7 cards from the deck. If the deck runs out, shuffle the discard and draw from it.

Card List

Card Name:	Type	Force	Notes:
Armored Cars	T	1	Scout
Light Tanks	T	2	
Self Propelled Guns	T	3	Play an Extra Artillery
Infantry Tanks	T	4	Play an Extra Infantry
Funny Tanks	T	5	Opposing Fort Negated
Cruiser Tanks	T	6	
Tank Destroyers	T	7	Opposing Tank Negated
Medium Tanks	T	8	
Heavy Tanks	T	9	
Tank Brigade	T	10	Play an Extra Tank

Deployment Phase

Players take turns. Flip a coin to see who goes first. Players take turns playing one card from their hand to one of the five Fronts.

In a turn you can assign a maximum of 2 cards to a single Front. At a single front, you may assign a maximum of: 1 Leader 1 Infantry 1 Plane 1 Tank 1 Artillery 1 Strategy 1 Fortification Some cards allow you to play an extra card of a certain type at that Front. If you play a Scout card, you may look at your opponent's hand.

Battle Phase

Each card has a Force value. Add up your force value for each Front. If you have a higher Force than your opponent at a Front you gain a Victory Marker (VM) for that Front.

(Use coins for VM) If you ever have 3 more VP than your opponent at a Front, you Capture that Front. The first player to capture 3 of the 5 Fronts wins the game. Negated cards do not contribute their Force.

Once a Front is captured, no more cards may be assigned to it. Maximum hand size is 8 cards. Discard excess cards at end of turn.

Card List Notation

- L** Leader
- I** Infantry
- P** Plane
- T** Tank
- A** Artillery
- S** Strategy
- F** Fortification

Card Name:	Type	Force	Notes:
Reserve Units	I	1	Play an Extra Infantry
Army Corps	I	2	
Rifle Brigade	I	3	
Guard Units	I	4	
Mechanized Infantry	I	5	Play an Extra Tank
Marine Forces	I	6	
Engineer Units	I	7	Opposing Fort Negated
Ranger Units	I	8	Scout
Heavy Weapons Squads	I	9	
Mountain Troops	I	10	
Mortars	A	1	
Anti-Tank Guns	A	2	Opposing Tank Negated
Flak Guns	A	3	Opposing Plane Negated
Field Artillery	A	4	
Medium Artillery	A	5	
Siege Cannons	A	6	Opposing Fort Negated
Mobile Artillery	A	7	Play an Extra Strategy
Howitzers	A	8	
Heavy Artillery	A	9	
Rocket Bombardments	A	10	
Reconnaissance Planes	P	1	Scout
Paratroop Jump	P	2	Play an Extra Infantry
Fighter Planes	P	3	Opposing Plane Negated
Fighter Bombers	P	4	
Tank Buster	P	5	Opposing Tank Negated
Ground Attack Aircraft	P	6	
Level Bombers	P	7	
Dive Bombers	P	8	
Heavy Bombers	P	9	
Air Superiority	P	10	Play an Extra Plane
Junior Officer	L	1	Play an Extra Leader
Replacement Officer	L	2	Negate Opposing Leader
Sergeant	L	3	
Lieutenant	L	4	
Major	L	5	
Experienced Officer	L	6	Scout
Captain	L	7	
Commander	L	8	
Colonel	L	9	
Brigadier General	L	10	Play an Extra Strategy
Frontal Assault	S	1	Play an Extra Infantry
Steam Roller Tactics	S	2	
Prepared Assault	S	3	Play an Extra Artillery
Infiltration	S	4	Scout
Outflank	S	5	
Combined Arms Tactics	S	6	Play an Extra Plane
Hook Maneuver	S	7	
War of Maneuver	S	8	Play an Extra Tank
Encirclement	S	9	
Blitzkrieg	S	10	
Tank Obstacles	F	1	Negate Opposing Tank
Pillboxes	F	2	Opposing Infantry Negated
Entrenchments	F	3	

Card Name:	Type	Force	Notes:
Bunkers	F	4	Play an Extra Infantry
Minefields	F	5	
Airfield	F	6	Play an Extra Plane
Chokepoints	F	7	
Gun Emplacements	F	8	Play an Extra Artillery
Strongpoint	F	9	
Defense In Depth	F	10	Play an Extra Fortification

Optional 2 Front Victory Conditions

You win if you Capture: Center and CR or CL (Break-through Victory) L & CL or R & CR: (Outflank Victory) L & R: (Envelopment Victory)

Optional Blitzkrieg Rules

Designate one player as the Attacker & the other as the Defender. The Attacker cannot use Fortification cards. The Defender cannot use Plane cards.

Optional Special Cards Rules

Include 5 "Special" cards in the deck (Type = X) Each player chooses a Nationality: *Germans can use Special Cards as: Panzer Tanks (T) Force = 10 *Russians can use Special Cards as: Human Wave (S) Force = 2 & play an extra Infantry or Manpower (I) Force = 8 *Americans can use Special Cards as: Industrial Giant: Discard & draw 2 cards *British can use Special Cards as: Intelligence (L) Force = 7 & Scout & play an extra Leader *Japanese can use Special Cards as: Bonzai Charge (S) Force = 2 & play an extra Infantry or Underground Complexes (F) Force = 8





Battlestar Galactica

Introduction

Board Game for 2 players. One player is the Cylons, the other is the Battlestar Galactica.

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Victory

The Cylons win if they destroy all the fighters on the Battlestar Galactica. The Battlestar Galactica wins if they make it to Earth with some Fighters left.

The Board

The board is a line of 100 squares (or spaces) in a row. The starting space for the Galactica is all the way to the right end. This is Caprica, Homeworld of the Battlestar Galactica, its crew, and the ragtag fleet following it.

At the opposite end of the path is the lost colony of Earth. Every third square is considered to be a 'Planet' Space. Other Squares are considered to be 'Deep Space'.

Dice

Six sided (D6) dice are needed.

The Battlestar Galactica

Use a pawn to represent the Battlestar Galactica. Use 15 tokens to represent the number of Viper Fighter squads on the Battlestar Galactica. Each squad token represents 10 fighters.

Cylon Fleets

The Cylon player starts with 4 fleets. Cylon Fleets are represented by numbered counters.

Setup

The Galactica and 4 Cylon Fleets start on Caprica. Galactica starts with 15 Fighter squad tokens.

Turn Sequence

Each turn has 5 phases:

1. Draw Phase
2. Galactica Move Phase
3. Cylon Move Phase
4. Battle Phase
5. Repair Phase

5. Repair Phase

Draw Phase

Both players. You may discard any unwanted cards. Next, fill your hand to 8 cards.

If your deck runs out shuffle the discard and draw from it.

Galactica Move Phase

Galactica player. Move pawn 1D6 spaces forward. This is the Move Roll.

You may discard a Scout card to add or subtract one from your roll.

Cylon Move Phase

Cylon player. Move two fleets 1D6 (Roll for each) spaces in any direction. On a roll of 1 you may move any one of your fleets onto any unoccupied planet space on the board.

Discard a Move card to move additional Fleets.

Battle Phase

If the Galactica is on a Space containing one or more Cylon Fleets there will be a battle. The Galactica player rolls 2D6. This roll is the Galactica Battle Total. The Galactica player may play (reveal) one or more Battle Cards to increase this number.

The Cylon player rolls 1D6 per Fleet present. This roll is the Cylon Battle Total. The Cylon player may play (reveal) one or more Battle Cards to increase this number. Players reveal their Battle Cards simultaneously.

Only one copy of a Unique card may be played. The player with the higher battle total wins the Battle. If the Galactica won roll:

1D6	Result:
1-3	Galactica loses 0 Fighters
4-6	Galactica loses 1 Fighter Squad

One opposing Cylon Fleet is destroyed (removed from board). If the Cylons won roll:

1D6	Result:
1-2	Galactica loses 2 Fighter Squads
3-4	Galactica loses 3 Fighter Squads
5-6	Galactica loses 4 Fighter Squads

No opposing Cylon Fleets are destroyed. Discard played cards.

Reinforcement Phase

The Galactica player may discard a Reinforcement card to get back one Fighter Squad. If the Galactica is on a planet and did not fight this turn it may get back one Fighter Squad for free. The Cylon Player may play a Fleet Reinforcement card to gain an additional Fleet.

Place the Fleet on any unoccupied planet space.

Card List Nomenclature

B Battle Card

M Movement Card

R Reinforcement Card

U Unique

The Battlestar Galactica Card List

Card Name	#	Type	Notes
Commander Adama	3	BU	Battle Total +10
Captain Apollo	3	BU	Battle Total +9
Lt. Starbuck	3	BU	Battle Total +8
Daring Raid	4	BU	Battle Total +7
Alien Allies	4	BU	Battle Total +6
Viper Fighter Pilots	10	B	Battle Total +5
Fleet Ships	4	R	Get back one Fighter Token
Asp Scout	6	M	Add or Subtract one from Move Roll
Clue:location of Earth	3	M	Add 1D6 to Move Roll
Pegasus	1	BU	Battle Total +20

The Cylon Card List

Card Name:	#	Type	Notes:
Baltar	3	BU	Battle Total +10
Gold Centurion	3	BU	Battle Total +7
Cylon Raider Swarm	10	B	Battle Total +3
Cylon Base Ship	6	B	Battle Total +8
Pulsar Cannons	2	B	Battle Total +4
Alien Allies	4	BU	Battle Total +6
Cylon Trap	6	BU	Battle Total +9
The Galactica is Ablaze	2	BU	Battle Total +5
Fleet Orders	10	M	Move one Fleet 1D6 spaces
Fleet Reinforcements	2	R	Gain one new Fleet on any empty Planet space





Battletech Skirmish

Introduction

Board & card game for 2 players. Takes place in the Battletech Universe. Each figure represents a Battlemech.

Disclaimer

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Victory

Capture the opposing Leader.

The Map

Use an 8x8 chessboard.

Unit Table

Name	Hits	Move	CR	MR	LR
Archer	9	3	3	5	4
Assassin	5	4J	2	2	2
Atlas	13	2	6	5	2
Awesome	11	2	4	4	4
Battlemaster	12	3	6	4	2
Blackjack	6	3J	3	2	1
Catapult	9	3J	3	6	5
Centurion	6	3	3	3	2
Charger	10	3	2	-	-
Cicada	4	5	2	1	-
Clint	5	3	2	2	1
Commando	3	4	3	2	-
Crusader	10	3J	2	6	4
Enforcer	7	3J	3	3	2
Grasshopper	9	3J	4	3	1
Griffin	8	3J	2	2	2
Hatchetman	6	3J	3	2	1
Hermes II	5	4	1	1	1
Hunchback	7	3	4	2	-
Jenner	4	4J	3	2	-
Locust	2	5	2	1	-

Setup

Each player starts with 50 hits worth of Mechs. Each player places one unit on each square of his back two rows. Units may not stack.

Dice

One six sided die is needed.

The Mechs

Use chits or miniatures to represent Battlemechs.

Units Table Notation

Number of that type of unit each player has in setup.

Move The types of Move Cards the unit can use.

Range = The types of Attack Cards the unit can use.

CR Close Range (Range = 1) Damage Rating

MR Medium Range (Range = 2) Damage Rating

LR Long Range (Range = 3) Damage Rating

J Jump Capable

Name	Hits	Move	CR	MR	LR
Marauder	10	3	4	4	3
Orion	11	3	3	5	3
Ostroc	8	3	4	3	1
Ostscout	5	3J	1	1	-
Ostsol	8	4J	5	3	1
Panther	5	3J	2	2	2
Rifleman	7	3	3	4	3
Shadow Hawk	8	3J	1	2	1
Spider	3	5J	2	1	-
Stalker	12	2	6	6	3
Stinger	2	4J	2	1	-
Thunderbolt	9	3	4	6	4
Trebuchet	6	3	2	5	5
Urbanmech	4	2J	2	2	1
Valkyrie	4	3J	1	2	1
Vindicator	7	3J	3	3	2
Warhammer	9	3	6	3	3
Wasp	2	4J	1	1	-
Whitworth	5	3J	2	3	2
Wolverine	8	3J	2	2	1
Zeus	10	3	3	5	4

Ace Pilots

You may designate two of your mechs as having Ace pilots. Mechs of Ace pilots have a Move rating of +1. Ace Pilots get +1 to Gunnery rolls.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for jumping units. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. (CR = 1, MR = 2, LR =

3) This is the range of the attack. Attacks are diagonal or orthogonal.

The enemy unit that is the target of the attack takes damage. To determine damage inflicted consult the Unit Table to get the Damage Rating of the Attacking unit at the indicated range. Roll 1D6. (This is the gunnery Roll) If the Roll is equal to or less than the Damage rating, then that is the Amount of damage inflicted.

If the Roll is greater than the Damage rating, then the damage inflicted is Equal to the Damage Rating. A unit reduced to zero hits is destroyed and is removed from the map. Units cannot attack through other units.

A player may discard a Defense card to completely negate an attack.

Card List Notation

M Movement

A Attack

D Defense

X Special

Z Attack Modifier

X Special

Type Purpose of card

Number of that type of card in the deck

Card List

Card Name:	#	Range	Type	Notes
Very Slow Move	5	1	M	
Slow Move	5	2	M	
Average Move	5	3	M	
Fast Move	4	4	M	
Very Fast Move	2	5	M	
Jump	4	X	M	Range = Max Move +1
Close Range	7	1	A	
Medium Range	7	2	A	
Long Range	7	3	A	
Extreme Range	2	4	A	Damage Rating: ER = (LR - 2)
Behind Cover	1	-	D	MR or LR only
Evade	1	-	D	Use by smaller Mech vs larger Mech
Maneuver	2	-	D	Use by Mech with move of 3+
Dodge	1	-	D	Use by Mech with move of 4+
Escape	1	-	D	Use by Mech with move of 5
Jump Clear	1	-	D	Use by Jump Capable Mech
Heavy Armor	1	-	D	Use by Mech with starting 7+ Hits
Massive Armor	1	-	D	Use by Mech with starting 10+ Hits
Tactics	1	-	X	Look at opponents hand
Ambush	1	-	X	Draw 3 cards
Death from Above	1	-	Z	CR attack does +2 Dam by Mech with Jump
Head Shot	1	-	Z	Hit Mech is destroyed

Card Name:	#	Range	Type	Notes
Critical Hit	1	-	Z	Damage +2
Leg Damage	1	-	Z	Mech move is permanently -1
Topples	1	-	Z	Damage +3 & Mech cannot move next turn
Gyros Destroyed	1	-	Z	Mech can no longer move
Weapons Hit	1	-	Z	Mech Damage Ratings are permanently -1
Heat Sinks damaged	1	-	Z	Unit cannot Move & Attack in same turn
Overheating	3	-	X	Unit that just moved & attacked takes 1 Hit
Difficult Ground	1	-	X	Negate Move card just played

Designing Your Own Mechs

Damage Rating Determination: Light = 1 Moderate
= 2 Heavy = 3 Brutal = 4 Devastating = 5 Incredible = 6

Hits Rating Determination: Mass/10 rounding up +
Light Armor = +0 Medium Armor = +1 Heavy Armor =

+2 Massive Armor = +3

Move Rating Determination:

Slow 2

Average = 3

Fast 4

Very Fast = 5





Beach Head

Introduction

Solo dice and card game simulating the actions on a small section of the Normandy Beach landings in WWII.

Objective

The game ends when the Allies remove all German Bunkers and Trenches. Removed may mean 'cleared of troops' in the case of Bunkers and trenches or 'Punching through gaps' for Traps, wire, walls, mine-fields, & ditches.

Supplies

Paper, pencils, six sided dice, deck of regular playing cards.

Setup

The Germans start with the following Beach Defenses:

- 20 points of Mines (Anti-tank, Anti-personnel, explosives on Tank Traps)
- 20 points of Tank Traps (Element C, Hedgehogs, fixed stakes, tetrahedra)
- 20 points of Walls (Concrete and natural Sea Wall)
- 20 points of Anti-tank Ditches (Also craters)
- 60 points of Bunkers (Pillboxes, Gun Emplacements)
- 20 points of Barbed Wire
- 20 points of Trenches (Machinegun & Mortar positions, Infantry)

Turn Sequence

Each turn has 18 Phases:

1. Tactical Phase
2. Frogman Phase
3. LCI Phase
4. LCT Phase
5. LCS Fire Phase

6. Gun Tank Phase
7. German Defender Fire Phase
8. German Inland Artillery Fire Phase
9. German Shore Gun Fire Phase
10. German Mine Phase
11. Combat Engineers Phase
12. Flail Tank Phase
13. Petard Attack Phase
14. Bridge Phase
15. Infantry Phase
16. Fire Support Phase
17. Destroyer Naval Support Phase
18. End Phase

Tactical Phase

Fill hand to 7 Cards. You may discard up to 3 cards and draw replacements. If the deck runs out, shuffle the discard and draw from it.

Frogman Phase

Underwater demolition teams. Remove 1D6 points of Tank Traps. 'Tank Traps' were a barrier to landing craft.

Lci Phase

Landing Craft Infantry. 3D6 Infantry Squads are put ashore. Subtract 1 from the roll if there are any tank traps remaining.

Subtract 2 from the roll if any Landing craft were hit last turn. From here on Infantry squads are simply referred to as Infantry.

Lct Phase

Landing Craft Tank. 1D6-3 Hobart Funny Tanks land. Subtract 1 from the roll if there are any tank traps remaining.

Subtract 1 from the roll if any Landing craft were hit last turn. Next roll 1D6 for each tank to see what type it is:

1-2 Sherman Gun Tank (DD: Duplex Drive Swimming Tank)

3-4 Sherman Crab (Flail Tanks)

5 AVRE with SBG (Small Box Girder: 30' Bridge)

6 AVRE with Fascine (For filling in ditches)

AVRE Assault Vehicle Royal Engineers

Lcs Fire Phase

Landing Craft Support. Armed variously with 20mm, 17pdr, 25pdr, 119mm guns, rockets, and mortars. Remove 1D6 points of Bunkers or Walls Subtract

1 from the roll if there are any tank traps remaining.
Subtract 2 from the roll if any Landing craft were hit last turn.

Gun Tank Phase

Remove 1D6-1 points of Bunkers Remove 1D6-1 points of Trenches if all bunkers, walls & ditches removed. Skip this phase if you have no Gun Tanks.

German Defender Fire Phase

This includes attacks made by Machine guns, grenades, mortars, and snipers.

1D6:	Result:
0-1	1D6-2 Infantry Killed
2-6	1D6 Infantry Killed
7	2D6 Infantry Killed
8	2D6+2 Infantry Killed

-1 to roll if half of bunkers destroyed. -2 to roll if all bunkers destroyed. +1 per 12 infantry on the beach rounding down.

German Inland Artillery Fire Phase

High Caliber Weapons firing Indirect or LOS.

1D6:	Result:
0-4	1D6-3 Infantry Killed
5	Tank Hit: A random Tank is destroyed
6	Landing Craft Hit

German Shore Gun Fire Phase

Fire from Trench Mortars and 50mm and 75mm Anti-tank guns in bunkers.

1D6:	Result:
0-4	1D6-3 Infantry Killed
5	Tank Hit: A random Tank is destroyed
6	Landing Craft Hit

Skip this phase if all Bunkers are destroyed.

Fire Support Phase

1D6:	Support type:	Notes:
1-4	Nothing	-
5	Rocket Barrage	Remove 1D6-1 points of Bunkers or Walls
6	Bomber Attack	Remove 1D6-1 points of Bunkers or Walls

Destroyer Naval Bombardment Phase

Skip this phase until turn 20+. Remove 1D6 points of Bunkers or Walls or Trenches.

Card Use Chart

German Mine Phase

1D6:	Result:
0-4	1D6-3 Infantry Killed
5-6	1 Non-Flail Tank Destroyed

Skip this phase if all Mines are destroyed.

Combat Engineers Phase

Remove 1D6 points of any type of Beach Defense except trenches. Remove 1D6 points of Trenches if all bunkers and walls are removed.

Flail Tank Phase

Remove 1D6 points of mines or barbed wire. Subtract 2 from the roll if there are any tank traps remaining. Skip this phase if you do not have any Crab Tanks.

Petard Attack Phase

290mm Demolition Gun that could hurl a 40 lb bomb 230 yards (80y accurately). Skip this phase if you do not have any AVRE Tanks. Remove 1D6 points of Bunkers or Walls Remove 1D6-1 points of Trenches if all bunkers, walls & ditches removed.

If walls are targeted add 1D6-2 points of Ditches (Cratering).

Bridge Phase

Remove 1D6 points of Anti-Tank Ditches. Skip this phase if you do not have any AVRE Tanks.

Infantry Phase

Remove 1D6 points of Barbed Wire. If all wire removed then remove 1D6-1 points of Bunkers Remove 1D6 points of Trenches if all bunkers and walls removed. +1 to rolls per 12 infantry on the beach rounding down.

End Phase

Max hand size is 3. Discard excess cards.

Type:	Use:
Ace	Medic: Cause target die roll to have a value = 1
Two	Corporal: Cause target die roll to have a value = 2
Three	Sergeant: Cause target die roll to have a value = 3
Four	Leutenant: Cause target die roll to have a value = 4
Five	Captain: Cause target die roll to have a value = 5
Six	Major: Cause target die roll to have a value = 6
Seven	Sharp Shooter: Target die roll gets -2
Eight	Smoke: Target die roll gets -1
Nine	Radio: Target die roll gets +1
Ten	Hero: Target die roll gets +2
Jack	Colonel: Reroll target die roll
Queen	Admiral: Repeat Target Phase (Not the Tactics Phase)
King	General: Draw 2 more cards

Scoring

Keep track of Allied Infantry casualties. A lower score is a better one.

Omaha Beach Variant

The Americans get no Funny Tanks. Ignore Anti-Tank Ditches.

PLAYTEST RESULTS (No Cards) by Codexier at ecbattle@bellsouth.net I just played through exactly 1000 games of Beach Head (ok, my Unix Server did, and I just watched it scroll for a few minutes). Here's

a few statistics I thought were interesting:

- Fewest Infantry Casualties: 9
- Most Inf. Casualties: 86
- Avg Inf. Casualties: 42
- Most Inf. Alive at the end of the game: 18
- Most Turns it took to win: 23
- Fewest Turns it took to win: 9

(NOTE: My script used the removal of Bunkers and Trenches as the only Victory Condition. It also randomly choose a defense to remove when a choice was given.)





Beastmaster Quest

Introduction

Scenario for WarpQuest. Based on the movie Beastmaster. for the WarpQuest Core Rules.
Each player is his/her very own Beastmaster.

Disclaimer

Beastmaster is a copyrighted, licensed property. This is merely a fan site.

The Scenario

There is only one Module. The track is 60 spaces long. The last space represents the conclusion of the

quest.

Victory

The first player to reach the last space wins the game.

Hunter Attributes

Each Beastmaster has the following traits: Hits (10) All Others (+0) Roll 10 times on the Attribute Table to see what Bonuses you get.

Attribute Table

1D6	Trait	Bonus
1	Hits	+1
2	Combat	+1
3	Cunning	+1

1D6	Trait	Bonus
4	Empathy	+1
5	Travel	+1
6	Scout	+1

Hits

If you are reduced to zero Hits you must go back to start. (In a solo game, you lose)

Landing On Another Hunter

If land on an opposing players pawn, you may steal a Weapon or Companion, or send them back 1D6 spaces.

Fight & Trap Challenges

If you lose a Fight or Trap Challenge you must discard a Companion or Weapon or Lose 1D6 Hits.

Test Challenge

If you succeed in a Test Challenge, you move forwards 1D6 spaces and Do not have to draw a card.

Terrain & Plot Challenges

If you fail a Terrain or Plot Challenge, you move backwards 1D6 spaces and Draw a card.

Weapons And Companions

These are a type of Aid card that stays in play after it is revealed and Give your Hunter a continuous bonus.

Scout Phase

This is an extra phase that occurs before Move Phase. Roll 2D6 (The Scout Roll) and add your Scout Attribute:

Roll	Result:	Notes:
2-8	Nothing	-
9-10	Find Path	In move phase roll twice and pick which roll to use.
11+	Gather Info	Look at the next 1D6 cards in the deck and discard 1.

Travel Attribute

In Move Phase add your Travel Attribute to your Move Roll.

Card List

Name:	Challenge:
White Dog	Companion: Combat +1 & Cunning +1
Brown Bear	Fight: Empathy x2
Pair of Ferrets	Companion: Cunning +2
Black Panther	Companion: Combat +3
Golden Eagle	Companion: Scout +2
Heroic Sacrifice	Aid: Combat +5
Evil Warriors	Fight: Combat + Cunning
Throwing Blade	Weapon: Combat +1
Sword	Weapon: Combat +1
Fanatics	Fight: Combat + Cunning
Thrown Knife	Aid: Combat +3
Duel to the Death	Fight: Combat x2 (No Companion Bonuses)
Junn Horde	Fight: Combat x3
Dust Storm	Terrain: Travel
Shield	Aid: Combat +2
Crossbowmen	Fight: Combat + Cunning
Barbarian Raiders	Fight: Combat x2
Cultists	Fight: Combat + Cunning
Villagers	Aid: Combat +2
Witch Women	Fight: Cunning x2
Battle Axe	Aid: Fight +2
Flail	Aid: Fight +2
Valley of Fire	Terrain: Travel
Flaming Moat	Aid: Combat +5
Clairvoyance	Aid: Scout +4 or Empathy +3
Lair of the Bird Men	Fight: Empathy x2
Staff	Weapon: Combat +1
Dagger	Weapon: Combat +1
Stealth	Aid: Cunning +4
Disguise	Aid: Cunning +4
Hide	Aid: Cunning +2 or Combat +2
Ambush	Fight: Combat + Cunning
Quicksand	Trap: Cunning + Empathy
Tiger	Companion: Combat +2
Wolf	Companion: Combat +1 & Cunning +1
Hawk	Companion: Scout +2
Weasels	Companion: Cunning +2
Save Child	Test: Empathy
Rescue	Test: Cunning x2
Courage	Aid: Combat +3 or Empathy +3
Prophecy	Gain 1 Turn
Speak to Animals	Aid: Empathy +5
Flood Plain	Terrain: Travel
Swing Chain	Aid: Combat +2
Horses	Aid: Travel +3
Slippery Slope	Trap: Scout
Strength	Aid: Combat +3
Agility & Balance	Aid: Combat +2 or Cunning +2
Wrestle	Aid: Combat +2
Wild Beast	Test: Empathy
Slave Girl	Companion: Scout +1 & Cunning +1
Warrior Woman	Companion: Combat +1 & Cunning +1

Name:	Challenge:
The Boy Prince	Companion: Combat +1
Friendly Monk	Companion: Combat +2
Bodyguard	Companion: Combat +2
Rest	Regain 1D6 lost Hits
Heal	Regain 1D6 lost Hits
Recuperate	Regain 1D6 lost Hits
Evil High Priest	Fight: Combat & Cunning
Swear Revenge	Aid: Combat +3 or Travel +2
Bird People Allies	Aid: Combat +5
Medallion	Aid: Empathy +3
Waterfall	Terrain: Scout
Ziggurat Maze	Terrain: Cunning
Guarded Gate	Fight: Cunning x2
Steal Key	Test: Cunning
Meerkats	Companions: Cunning +2
Village Massacre	Miss 1 Turn
Human Sacrifice	Miss 1 Turn
Funeral Pyre	Miss 1 Turn
Eyeball Ring	Plot: Cunning
Befriend Rebels	Test: Empathy
Accusations of Treachery	Plot: Cunning
Coming of Age	Test: Empathy
Assassins	Fight: Combat +1 & Cunning +1
Cross River	Terrain: Travel
Epic Journey	Terrain: Travel
Dragon Boat	Aid: Travel +2
Temple Guards	Fight: Combat +1 & Cunning +1
City Guards	Fight: Combat +1 & Cunning +1
Death Guards	Fight: Combat x2 or Cunning x2
Secret Passage	Test: Cunning

Cardset

Thanks Ron! Click Here

Links

Beastmaster Review

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.

- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.

Die	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.





Beautiful Girls With Swords

Introduction

Roleplaying Game. Swords & Sorcery plus Whips & Chains.

Stuff

RPG Lots of Dice.

Age Table

1D6	Result:
1	Jailbait
2	Teenage
3-4	College

Character Generation

Roll on the following tables: Make up other details such as names, eye color, etc.

1D6	Result:
5	Pro
6	Cougar

Height Table

1D8	Result:	Notes:
1-2	Short	-1 to Build
3-6	Medium	-
7-8	Tall	+1 to Build

Build Table

1D8	Result:	Notes:
1	Waif	-2 to Breast Size
2	Petit	-1 to Breast Size
3	Slender	-
4-5	Average	+1 to Breast Size

1D8	Result:	Notes:
6	Voluptuous	+2 to Breast Size
7	Brick Shithouse	+3 to Breast Size
8	Classical Beauty (Heavy)	+4 to Breast Size

Breast Size Table

1D6	Result:
1	Petit
2	Small
3	Nice

1D6	Result:
4	Buxom
5	Hooters
6	Wow!

Personality

1D12	Result:
1	Sweet & Innocent
2	Prude
3	Mysterious
4	Flirty
5	Party girl
6	Tough

1D12	Result:
7	Conceited
8	Serious
9	Brazen
10	Day-Dreamer
11	Fire-brand
12	Tease

Sexual Preferences

1D8	Result:
1-3	Lesbian
4-5	Bi-Sexual
6-8	Heterosexual

Promiscuity Table

1D6	Result:
1	Celibate
2	One True Love
3	Serial Monogamy

1D6	Result:
4	Cheater
5	Openly Many
6	Nymphomaniac

Human Racial Type Table

1D8	Result:
1	African
2	Arabic
3	Latin
4	Scandinavian

1D8	Result:
5	Germanic
6	Oriental
7	Indian
8	Polynesian

Non-human Racial Type Table

1D6	Result:
1	Elf
2	Wood Elf
3	Nymph

1D6	Result:
4	Ogress
5	Mermaid
6	Hag

Profession Table

1D20	Result:
1	Belly Dancer (Entertainer)
2	Geisha (Assassin)
3	Princess
4	Concubine
5	Slave Girl
6	Milk Maid (Farmhand)
7	Dominatrix (Prostitute)
8	Witch
9	Queen
10	Lady in Waiting (Hand Maiden)

1D20	Result:
11	Temple Maiden (Nun)
12	Serving Wench (Bar Maid)
13	Vestal Virgin
14	Sorceress
15	Priestess
16	Thief
17	Amazon (Hunter)
18	Warrior
19	Healer (Herbalist)
20	Pirate

Skills Table

1D10	Result:
1	Seduction
2	Dancing
3	Cooking

1D10	Result:
6	Archery
7	Healing
8	Equestrian

1D10	Result:
4	Leadership
5	Fighting

1D10	Result:
9	Languages
10	Magic

Mount Table

1D6	Result:
1	Big Black Stallion
2	Liger
3	Flying Dragon

1D6	Result:
4	Unicorn
5	Pegasus
6	Flying Unicorn

Armor Table

1D6	Result:
1	Chainmail Bikini
2	Skimpy
3	Dominatrix Leather

1D6	Result:
4	Spandex
5	Fur
6	Lacey

Monster Compendium

1D6	Result:
1	Men (most types)
2	Mythical Creatures
3	Demons

1D6	Result:
4	Undead
5	Evil Wizard
6	Fey Creatures





Bees

Introduction

Players control rival Hives trying to acquire the most honey.

Bees, Boards, Flowers, & Dice

Use a 13 X 13 grid as the board. Each player has a set of 4 counters of a separate color to represent their bees. Have a set of counters of a unique color to represent the flowers.

The flower counters become nectar, and then honey counters. Six sided dice are required.

Object

Be the first player to have 20 honey counters.

Setup

Each player controls one corner square known as their hive. A player stacks all 4 of his Bee counters onto his hive space. Roll high on the eight sided die to determine turn order.

Turn Sequence

Players take turns. Each turn has 2 phases:

1. Bloom Phase
2. Move phase

Bloom Phase

Roll 2D6 twice. The first roll is the x-axis coordinate, the second roll is the y-axis coordinate. Place a flower counter on the indicated square.

If the flower blooms on a players bee, that bee gets a nectar counter. Flower counters may be stacked on top of each other.

Move Phase

Roll two six sided dice. Move one of your bees a distance equal to one of the dice rolls. Move one of your bees a distance equal to the other roll.

This can be the same bee, or two different bees. If you roll doubles, you may use each dice roll twice. If one of your bees lands on a flower counter, it is captured: stack the counter onto the bee. It is now called a nectar counter.

When a bee with nectar counter returns to his hive, the nectar counters become honey counters. Keep your captured honey counters in a separate honey pile. A bee may hold any number of nectar counters.

A bee with a nectar counter that lands on a flower gets a pollination bonus: Add a counter to your honey pile. If one of your bees lands on an opponents bee, that bee is stung. A stung bee is moved back to his players hive.

The stinging bee steals all the nectar counters from the stung bee. Bees may only move orthogonally. Your bees cannot move into other players hives.

Bees may 'jump' over other bees. You may stack your bees. Stacked bees may move nectar from one bee to another.

A bee cannot move onto an opponents stack of bees. A bee that lands within 2 spaces of his hive may automatically be moved onto the hive by his controlling player.

Counterset Available

[Click Here](#)

Variants

Use a standard chessboard and eight sided dice to get coordinates.





Bellum Astralis

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Space empires against each other and the bug threat.

Goal

The winner is determined after 10 (or any number the players prefer) turns. Who has accumulated the most victory points has won.

Map

Use a paper sheet. Small dots present agricultural worlds, dots and circles industrial worlds and big dots core worlds. Routes are presented with lines between the worlds.

Worlds

Worlds come in three flavors: agricultural, industrial and core. The first two support the latter by producing food and machinery. A world is under an empire's control if there are that empire's troops in the world.

Fleets

Fleets are represented by cardboard chits on the map. List the fleets' ships and troops.

Troops' values

Units have two values: shock and defence. Shock is used for first strike. Fighting is used when defending or raiding an already invaded world.

Bugs

Bug chits represent bug presense and every bug listed unit is worth 1-1 unit. Bugs do not have specific space ships.

Map creation

Draw a world and draw six lines from it. Throw d6 to determine how many worlds are connected to it. These worlds may connect to already known worlds or you can create new worlds, decide in turns if necessary.

Each player selects a world for his empire. Throw with d6 the type of the world 1-3 agricultural, 5,6 industrial, 6 core world.

Pick d6 worlds that will be infested with one bug unit.

Empire creation

Each player receives 6 food units and 6 machinery units. They also have one fleet that compromises of one frigate and one freighter. The freighter and the planet house five 1-1 troops.

Turn

1. Bugs phase
1. Bug reproduction
1. Bug movement
2. Interphase
2. Collect income
2. Determine turn order

3. Player phase (each player at the same time)

3. Production

3. Orders

4. Collect victory points

1. Bug phase

1. Bug reproduction

Every world that is infested adds one bug unit to its strength. Core worlds get two.

1. Bug movement

Each bug colony attacks.

The bugs always hit the weakest possible world. They move to the unoccupied worlds first and then attack players. They first attack agricultural, then industrial, then core worlds. They first attack the world with least connections.

2. Interphase

2. Collect income

Every agricultural world produces one food unit. Every industrial world converts one food unit to one machinery unit.

Each trade route connected to a core world produces food and machinery for each agricultural and industrial world it is connected to.

2. Determine turn order

Each player rolls the dice. The biggest score goes first and then the player to his left etc.

3. Player phase

Each player completes the phase and then all the players move on to the second.

3. Production

For every excess food + machinery the player gets a production point. The player may produce new fleets, ships and units by spending production points.

Cruisers cost two production points. Each cruiser adds one to the movement of a fleet. A cruiser is worth two battle point.

Frigates cost one production point. A frigate is worth one battle point. Note: fleets of only frigates get movement rating of one.

Freighters cost one production point each. They carry the troops to the battlefield. Each freighter houses five troops.

New troop costs shock * defence. So if you want the troop to be good at both first strike and defence you have to pay a lot. Troops are always assigned to a fleet or to a planet.

3. Orders

The player can assign one order each turn.

a) Discover world

Discover a new agricultural world connected to one of yours. Determine the type: 1-3 agr, 5,6 ind, 6 core. On 1 of d6 the world is infected with d6 bug units.

b) Infrastructure

Promote an agricultural world you control to a industrial one or an industrial world to core world.

c) Trade

Create a trade route between two worlds denoted by a colored line (or dotted line) characteristic to each player.

d) Imperial

Gain one victory point.

e) Move fleet

Move a fleet the amount of its movement allowance. The fleet may merge with other fleets or give units away.

f) Attack world

Attack a world. If no fleets are present the world becomes yours if you leave some troops there. If there

is a fleet a battle occurs.

Battle

The side who has a bigger battle points + d6 wins the space battle and the loser suffers the amount of that d6 damage. If the attacker won he may attack to the world with his troops. Each troop attacks one at a time and the attacker chooses first which unit attacks. The attacker uses his shock value and the defender his defence value. The higher value + d6 wins and the loser is destroyed.

4. Collect victory points

Each agricultural world: 1 VP Each industrial world: 2 VP Each core world: 5 VP Longest trade route: 2 VP Each cruiser: 1 VP





Benthos

Introduction

7 Major International Companies are developing the Worlds Ocean Resources. Players buy stocks in these companies and control how they grow. Board Game for 2-7 players.

The Companies

Company Name:	Color:	Abbreviation:
Abyssal Shipyards	Black	AS
Benthic Construction	Blue	BC
Oceanic Industries	Red	OI
Nautical Manufacturing	Yellow	NM

Stocks

There are 7 Companies. There are 7 Stock cards for each Company.

Cubes

Each company gets a set of cubes of a different color. A set has 15 cubes.

The Map

The Map is a 10 x 10 Square Grid. The map has 100 spaces. Each square can hold 1 Tile.

The Tile Set

There are 100 Tiles, 1 for each space on the board. There are 30 Land Tiles. There are 10 Tiles for each of the 7 Resource Types:

1. Mineral
2. Petroleum
3. Energy
4. Research
5. Fisheries
6. Shipping
7. Tourism

Money

Use paper play Money, or (poker) chips. The base unit of Money is 1 Billion Dollars. Money not owned by any player is kept in the Bank.

Company Value Track

This is a track going from 0 to 100 in units of Billions. Use 1 cube for each company to keep track of its value on the track.

Victory

At the end of the game, the player with the most Money wins.

Game End

The game ends at the end of the 5th Round.

Company Name:	Color:	Abbreviation:
Deep Sea Development	Orange	DD
Marine Explorations	Green	ME
Naval Productions	White	NP

Company Values

Each company has a value depending on how many spaces it Controls and the type spaces controlled. Controlling 1 Space of a resource is worth 1 Billion. Controlling 2 Spaces of a resource is worth 4 Billion.

Controlling 3 Spaces of a resource is worth 9 Billion. Controlling 4 Spaces of a resource is worth 16 Billion. Controlling 5 Spaces of a resource is worth 25 Billion.

Controlling 6 Spaces of a resource is worth 36 Billion. Controlling 7 Spaces of a resource is worth 49 Billion. Controlling 8 Spaces of a resource is worth 64 Billion.

Controlling 9 Spaces of a resource is worth 81 Billion. Controlling 10 Spaces of a resource is worth 100 Billion.

Setup

Put 1 random Tile onto each space on the board. Separate out 2 Stock cards for each company and Shuffle these together into a mini-deck. Each player gets 2 Random Stocks from the mini-deck.

Each player starts with 10 Billion Dollars.

Round Sequence

Each Company gets a Turn. When every company has had a turn, the Round is over. At the end of a Round, Dividends are paid out for each company.

Dividends

Each player gets paid the value of each stock for each company they own. For example: Company AS has a value = 3; Company BC has a value = 5. You have 1 Stock in AS and 2 Stocks in BC.

You would get paid $3 + 5 + 5 = 13$.

Turn Sequence

Each Company gets a turn. Each Turn has 3 Phases:

1. Bid Phase
2. Operation Phase
3. Value Phase

Bid Phase

1 Stock of the current Company comes up for Auction. Players secretly Bid for the stock. Players reveal their Bids simultaneously.

Highest Bid wins. If there is a tie for the highest Bid (even if its 0), the tied player With the fewest stocks wins the bid. If still tied, The tied player with the least Money wins the Bid. The winner pays his bid to the Bank.

The losers keep their money. The winner takes possession of the Stock card.

Operation Phase

The winner of the Bid operates the Company this turn. The operator gets to do 1 of 2 Actions:

1. Gain control of 1 Space not adjacent to a space already controlled
By the company.

2. Take control of 1 Space adjacent (Bordering a side) to a space
Already controlled by the company. This may be done twice (in a row) to Gain control of a total of 2 spaces. Note that in the first round, only option 1 is available. Show ownership by placing a cube of that company on the target space.

Companies only control Resource spaces. They can never control Land spaces.

The Adjacency Rule

In Operation Phase a player must always choose the second option if it is at all possible.

Value Phase

Recalculate the value of the company and adjust the Company Value Track.

Components

Game Components by Jimmy Badfish. Thanks!!!





Berserker

Introduction

Board & card game for 2 players. Human fleet vs a Berserker Ship. Abstract skirmish level Ship combat. Each figure represents a single Ship (unit).

Disclaimer

'Berserker' is a copyrighted/trademarked property. This is just a fan site.

Victory

Destroy the opposing fleet.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Ships.

The Berserker

#	Type	Hits	Speed	Range
1	Berserker	20	2	5

Human Fleet Unit Table

#	Type	Hits	Speed	Range
4	C-Plus Gun Ship	1	2	6
4	Cruiser	2	3	4
8	Ramship	1	4	2

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.
Speed = Type of Move cards the unit can use (Maximum)
Range = Type of Attack cards the unit can use (Maximum)

Setup

Each player places one Ship on each square of his back two rows. Ships may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Maneuver Phase Fire Phase

Orders Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.
Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.
The Unit tables list what type of Move cards each unit can use. Moves can be diagonal or orthogonal. Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.
Ships cannot move through other ships. A ship can only make one move per turn.

Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.
The Unit tables list what type of Attack cards each unit can use. Attacks can be diagonal or orthogonal. Every attack does 1 point of damage.
Use Chits or coins to record damage. A ship reduced to zero Hits sinks and removed from the board. Your opponent may play (discard) Defense cards to negate your attack.
Ships cannot attack through other ships except for C-Plus Guns: Their Projectiles skip through Normal and Hyperspace. Cruisers can make up to 2 attacks per turn. The Berserker can make up to 3 attacks per turn.
If a Ramship uses a "Marines" Attack card the Ramship is destroyed. A Marines card does 2 points of damage (1 from the Ram, 1 from the Boarders). A "Robot Security" defense card negates 1 point of damage caused by a Marines card.

Card List Notation

M Movement
A Attack
D Defense
X Special
Type Purpose of card
Dam Damage (inflicted or prevented)
Number of that card in the Deck.

Card List

Card Name:	#	Range	Type	Notes
Marines	8	1	A	Ramships only; Does 2 Points Damage
Point Blank	2	1	A	
Short	2	2	A	
Medium	2	3	A	
Long	2	4	A	
Very Long	2	5	A	
Extreme	4	6	A	C-Plus Guns only
Tactical Speed	7	1	M	
Cruising Speed	6	2	M	
Fast	5	3	M	
Very Fast	4	4	M	Ramships only
Evasion	4	-	D	Humans only
Superstructure	4	-	D	Berserker only
Robot Security	4	-	D	Berserker only vs Marines





Besm Cards

Introduction

Anime Themed card game for 2+ players
BESM Big Eyes Small Mouth

Disclaimer

BESM is a copyrighted property. This is merely a fan site.

Victory

Be the first player to capture 200+ Force points worth of Foes

The Decks

Players share 2 common Decks: Foe Deck Friend Deck

Foe Deck

Foes are the evil enemies of the good Characters in the Friend deck Some Foes are described as Minions. When put into play, a minion may be by itself or be attached to another Foe.

Friend Deck

There several types of cards in the Friend Deck:

Card Type	Abbreviation	Notes
Event	E	-
Character	C	Permanent
Companion	O	Permanent - Modifier
Fight	F	Permanent - Modifier
Vehicle	V	Permanent - Modifier
Mech	R	Permanent - Modifier
Magic	M	Permanent - Modifier
Power	P	Permanent - Modifier
Tech	T	Permanent - Modifier
Attribute	A	Permanent - Modifier
Shape	S	Permanent - Modifier
Enhancer	X	Permanent - Modifier for other Modifier cards
Flaw	W	Permanent - Modifier for Opponents permanents
Gun	G	Permanent - Modifier
Sword	Z	Permanent - Modifier
Location	L	Permanent - Modifier

Events

Permanents stay in play. Events produce a temporary or instantaneous effect and are then discarded. Bonuses provided by Events last until the end of the turn.

Setup

Each player draws a hand of 7 cards from the Friend Deck. Mulligan: Discard & Redraw if you got no Characters. Draw the top card from the Foe deck & put it face up in the middle of the table.
The youngest player goes first.

Turn Sequence

Each Turn has 4 Phases:
1. Fate Phase

- 2. Friend Phase
- 3. Fight Phase
- 4. Foe Phase

Fate Phase

Draw 4 cards from the Friend deck & put 2 of them into your hand; Discard the other 2. If the deck runs out, shuffle the discard & draw from it.

Friend Phase

You may put Permanent cards from your hand into play face up in front of you. A Modifier card must be attached to a single Character card. Some Modifiers attach to other Modifier cards or to Foes or to Opponents permanents

Fight Phase

You may form 1 or more of your characters into a Team. A Team may Challenge any 1 Foe in play. This is called a Battle. Compare the Force total of the Team to that of the Foe.

If the Team Force is higher, you capture (defeat) the Foe. Place the Foe into your Capture Pile, it counts towards winning the game. You and your opponents may play Event cards to change the Team or Foe Force Totals.

If the Foe total is higher, the Foe wins and it remains in play. Your characters & attached cards are not discarded, win or lose. All foes have a Requirement: In order to defeat them, you must in addition

to overcoming their Force, also do it using a card with the required type.

Foe Phase

Draw the top card from the Foe deck & put it face up in the middle of the table. You may form another team and get another Fight Phase to challenge this Foe. A Character that just fought cannot join another Team in the same Turn.

Important: A Character can only fight in one Battle per Turn. You may continue drawing new Foes & battling until you pass on a fight, or have no Characters left who are able to fight.

Card List

Card Name:	Type:	Force:	Notes:
Girl Adventurer	C	5	She may fight in 2 Battles per turn
Boy Adventurer	C	5	He may fight in 2 Battles per turn
Girl Dynamic Sorcerer	C	5	Attached Magic cards are Force +7
Boy Dynamic Sorcerer	C	5	Attached Magic cards are Force +7
Boy Robot	C	5	Attached Tech & Gun & Shape cards are Force +4
Girl Robot	C	5	Attached Tech & Gun & Shape cards are Force +4
Girl Gun Bunny	C	7	Attached Gun cards are Force +7
Boy Gun Bunny	C	7	Attached Gun cards are Force +7
Girl Hot Rod	C	6	Attached Vehicle is F +10 & Tech Cards F+5
Boy Hot Rod	C	6	Attached Vehicle is F +10 & Tech Cards F+5
Magical Girl	C	5	Attached Magic & Companions are Force +5
Magical Boy	C	5	Attached Magic & Companions are Force +5
Boy Martial Artist	C	5	Attached Fighting cards are Force +7
Girl Martial Artist	C	5	Attached Fighting cards are Force +7
Boy Mecha Pilot	C	4	Attached Mecha is F +10 & Gun Cards F+5
Girl Mecha Pilot	C	4	Attached Mecha is F +10 & Gun Cards F+5
Girl Ninja	C	7	Attached Magic & Fighting cards are Force +5
Boy Ninja	C	7	Attached Magic & Fighting cards are Force +5
Girl Pet Monster Trainer	C	4	Attached Companions are Force +7
Boy Pet Monster Trainer	C	4	Attached Companions are Force +7
Male Samurai	C	9	Attached Sword is F +10 & Fighting Cards F+5
Female Samurai	C	9	Attached Sword is F +10 & Fighting Cards F+5
Sentai Team	C	8	Attached cards are Force +2
Sentai Team	C	8	Attached cards are Force +2
Shape Changer	C	7	Attached Shape cards are Force +7
Shape Changer	C	7	Attached Shape cards are Force +7
Girl Student	C	4	Other Team Members are Force +4
Boy Student	C	4	Other Team Members are Force +4
Girl Tech Genius	C	5	Attached Tech cards are Force +7
Boy Tech Genius	C	5	Attached Tech cards are Force +7
Thirst for Excitement	T	-	Character may fight in 1 extra Battle per turn
Wisdom	A	+6	-
Dexterity	A	+6	-
Intelligence	A	+6	-
Alien	A	+4	-
Honor	A	+6	-

Card Name:	Type:	Force:	Notes:
Idol Singer	A	+5	-
Charisma	A	+5	Companions attached to Character are +2
Exotic Weaponry	A	-	Martial Artist or Ninja gets Force +5
Flying	P	+6	
Incredible Armor	P	+8	
Rejuvenation	P	+6	
Sixth Sense	P	+6	
Heightened Awareness	P	+6	
Mind Control	P	+10	Attach to Foe
Mystical Knowledge	M	+6	
Hidden Energies	M	+5	
Strange Artifact	M	+9	
Exorcism	M	+8	
Sorcery	M	+7	
Witchcraft	M	+6	
Alchemy	M	+7	
Divination	M	+7	
Elemental Magic	M	+8	
Ancient Relic	M	+8	
Acrobatics	F	+6	
Lightning Reflexes	F	+6	
Tremendous Skill	F	+6	
Whirlwind Attack	F	+8	
Evasion	F	+8	
Teachings of the Master	F	+7	
Combination Attack	F	+8	
Secret Technique	F	+8	
Unarmed Combat Expert	F	+6	
Ki Power Attack	F	+9	
Big Gun	G	+5	
Bag of Guns	G	+5	
Rocket Pistol	G	+6	
Auto Fire	G	+5	
Missile Launcher	G	+7	
Dead Mans Gun	G	+8	
Legendary Gun	G	+9	
The Main Gun	X	+10	Attach to Mecha, Vehicle or Giant Robot
Giant Robot	O	+8	Also Tech but Not a Mecha
Pet Monster	O	+7	-
Little Dragon	O	+6	-
Mascot	O	+5	-
Familiar Servant	O	+3	Also Magic
Fire Monster	O	+5	-
Totem Monster	O	+5	-
Magical Cat	O	+6	Also Magic
Sentient Starship	O	+8	Also a Vehicle
Water Monster	O	+5	
Ghost Form	S	+7	
Dragon Form	S	+6	
Giant Sized	S	+7	
Metamorphosis	S	+6	
Mimic	S	+6	
Angelic Form	S	+6	

Card Name:	Type:	Force:	Notes:
Digital Form	S	+7	
Flexibility	S	+6	
Beast Form	S	+6	
Transformer	X	+6	Attach to Mecha or Vehicle
Scout Mecha	R	+5	
Small Mecha	R	+5	
Large Mecha	R	+7	
Battle Mecha	R	+7	
Assault Mecha	R	+8	
Experimental Mecha	R	+9	
Super Mecha	R	+10	
Destroid	R	+8	
Motorcycle	V	+6	
Hovercycle	V	+5	
Street Machine	V	+6	
High Performance Machine	V	+7	
Dune Buggy	V	+5	
Off Road Racer	V	+6	
Racing Pod	V	+6	
Talking Sports Car	V	+6	
Super Stunt Car	V	+9	
Exoskeleton	T	+6	
Gizmo	T	+5	
Gadget	T	+6	
Invention	T	+7	
Contraption	T	+5	
Mechanical Genius	T	+8	
Remote Control	T	+6	
Tool Belt	T	+5	
Incredible Power Source	X	+9	Attach to any Modifier card
Black Box	T	+7	
Sword of Power	Z	+9	
Ancient Sword	Z	+8	
Rune Sword	Z	+8	
Clan Sword	Z	+8	
Magic Katana	Z	+7	
Eldritch Blade	Z	+6	Magic cards attached to Character are +2
Mystical Blade	Z	+5	-
Cursed	X	-7	Attach to any Modifier card
Easily Distracted	W	-5	-
Phobia	W	-5	-
Co-Pilot	X	+6	Attach to Vehicle/Mecha
Navigator	X	+5	Attach to Vehicle
Mentor	X	+6	Attach to Companion
Tricked Out	X	+5	Attach to Vehicle or Tech card
Place of Power	L	+10	Attach to Foe
Citadel	L	+10	Attach to Foe
Ancient Temple	L	+10	Attach to Foe
Dimensional Gate	L	+10	Attach to Foe
Home Base	L	-	Mecha Pilot or Tech Genius gets Force +5
Personality Clash	E	-	Target Character may not join a team this turn
Romantic Rivalry	E	-	Target Character may not join a team this turn
Freeze Up	E	-	Target Character is Force -10

Card Name:	Type:	Force:	Notes:
Super Bullets	E	-	Target Gun gets Force +9
Trick Shot	E	-	Gun Bunny gets Force +7
Special Attack	E	-	Magical Girl/Boy gets Force +10
Arcane Spell	E	-	Dynamic Wizard gets Force +9
Disguise	E	-	Shapeshifter or Ninja gets Force +8
Sword Master	E	-	Samurai gets Force +9
Driving Stunt	E	-	Hot Rod gets Force +7
Battle Motto	E	-	Pet Monster Trainer gets Force +6
Stealth	E	-	Ninja or Adventurer gets Force +7
Kung Fu	E	-	Martial Artist gets Force +7
Stomp	E	-	Target Mecha/Giant gets Force +8
Teamwork	E	-	All Team Members get Force +3
Friendship	E	-	IYCA student take control of target Character
Explosion	E	-	Target Team or Foe gets Force +8
Inept Attack	E	-	Target Character is Force -10
Nemesis	E	-	Foe gets Force +10
Powerful Ritual	E	-	Dynamic Sorcerer or Foe gets Force +10
Burst of Energy	E	-	Character may fight in 1 extra Battle this turn
Dying Speech	E	-	Discard Target Character after Battle
Collateral Damage	E	-	Discard Target Modifier after Battle
Plot Twist	E	-	Draw a Foe Card & put it in play
Call for Help	E	-	Draw 2 cards from the Friend Deck
Evil Consumes Itself	E	-	Discard target Foe card
Assembly Required	E	-	SDF A1C APH IYCA Tech genius
Summon	E	-	SDF A1C APH IYCA Dynamic Sorcerer
Favorite Character	E	-	SDF any 1 Character card APH

Card List Notation

SDF search deck for

A1C any 1 card

APH and put it into your hand

IYCA If you control a . .

Foe Deck

Card Name:	Force	Notes/Requirements
Ancient Awakened Demon	40	Req Power
Erstwhile Goddess	50	Req Magic
Vampire	30	Req at least 2 Characters
Space Armada	60	Req Tech
Vengeful Ghost	20	Req Magic
Alien Assassin	10	Minions Req Tech
Alien Invasion Force	40	Req Power
Evil Sorcerer	20	Req Magic
Lesser Demons	10	Minions Req Sword
Experiment Gone Wrong	30	Req Tech
Obnoxious Alien	10	Minions Req Companion
Kung Fu Army	10	Minions Req Fight
Yakuza	20	Req Attribute
Super Powered Alien	60	Req Gun
Inept Recurring Nemesis	10	Minions Req Attribute
Evil Shapeshifter	30	Req Shape
Evil Ninja	20	Req Fight

Card Name:	Force	Notes/Requirements
Motorcycle Gang	10	Minions Req Vehicle
Cat Girls	10	Minions Req Fight
Giant Mutant Monster	40	Req Mecha
Criminal Mastermind	40	Req Attribute
Old Girl Friend	20	Req Fight
Cosmic Overlord	70	Req Shape
Natural Disaster	40	Req Vehicle
Powerful Psychic Child	50	Req Companion
Tentacled Monster	30	Req Sword
Local Thugs	10	Minions Req Gun
Space Monster	40	Req Companion
High Tech Mercenaries	20	Req Gun
Oni Demon	40	Req Sword
Enemy Mecha Squad	30	Req Mecha

Character Limits

A Character can attach a maximum of 1 Sword A
 Character can attach a maximum of 1 Vehicle or 1
 Mecha A Hot Rod cannot attach a Mecha A Dynamic
 Sorcerer cannot attach Tech or Mecha or Vehicles A

Samurai cannot attach Guns or Mecha or Vehicles A
 Ninja cannot attach a Mecha A Sentai Team can at-
 tach up to 5 cards of any type (5 Swords, 5 Mecha,
 5 Vehicles, etc.) Sentai Team...Think Power Rangers
 A Robot cannot attach Magic or Mecha or Vehicles A
 Tech Genius cannot attach Magic





Big Trouble In Little China Skirmish

Introduction

Board & card game for 2 players. One player controls Egg Shen and his Allies. The other player controls Lo Pan & his Minions.

Each figure represents one Man (Unit). Abstract simulation of the Battle at the end of the Movie.

Disclaimer

'Big Trouble in Little China' is a copyrighted/trademarked property. This is just a fan site.

Victory

The Egg Shen player wins if he kills Lo Pan. Lo Pan wins if he kills Egg Shen, Jack Burton, and Wang Chi.

Lo Pan Unit List

#	Unit Name:	Hits	Notes:
1	Lo Pan	1	Wizard
1	Lightning	3	Demon
1	Rain	3	Demon, Leap

Setup

Each player places 1 man on each square of his back 2 rows. Men may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Fight Phase

Orders Phase

Draw 3 cards from your deck. If your deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Card List

The Map

Use an 8X8 chessboard.

The Men

Use chits or miniatures to represent men.

Egg Shen Unit List

#	Unit Name:	Hits	Notes:
1	Egg Shen	2	Wizard
1	Jack Burton	3	Guns
1	Wang Chi	3	Leap
6	Chang Sing Fighter	2	Minor, Guns

#	Unit Name:	Hits	Notes:
1	Thunder	3	Demon, Strong
1	Chinese Ogre	2	Strong
8	Wing Kong Fighters	1	Minor, Guns

Moves can be diagonal or orthogonal.

Fight Phase

Play (discard) an Attack card to have a Man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. The enemy man that is the target of the attack takes one point of damage. Use chits to keep track of damage.

A man reduced to zero hits is killed. Your opponent may play a defense card to negate your attack.

Card List Notation

- A** Attack
- M** Move
- D** Defense
- X** Special
- Z** Draw 3 cards
- Y** Look at next 7 cards in deck
- S** Look at opponents hand
- R** Attacker becomes target of his own attack
- #** Number of that card in the deck.

Card Name:	#	Type	Range	Notes:
Advance	6	M	1	
Walk	8	M	2	
Run	6	M	3	Not Wizards
Charge	5	M	4	Not Wizards
Leap	4	M	5	Leap Unit only
Immaterial	2	D	-	Lo Pan only
Walk through Walls	2	M	2	Lo Pan only
Light Flash Attack	2	A	2	Lo Pan only
Crystal Rocket	1	A	5	Egg Shen only
Six Demon Bag	1	Z	-	Egg Shen only
Magic Crystals	2	A	4	Egg Shen only
Silver Fan	1	R	-	Egg Shen only
Magic Potion	1	Z	-	Egg Shen only
Divination	1	L	-	Wizard only
Guardian Eye	1	S	-	Lo Pan only
Ego Attack	2	A	3	Wizard only
Reflect Attack	2	R	-	Not Minor Units
Chinese Sorcery	2	Z	-	Wizard only
Missile Deflection	2	D	-	Wizard only
Roadblock Form	1	D	-	Lo Pan only
Great Strength	2	D	-	Strong only
Major Kick Ass	2	A	1	Demon only
Machine Guns	2	A	4	Guns only
Pistols	2	A	2	Guns only
Kung Fu Fighting	4	A	1	Not Wizards
Sneak Attack	2	A	1	
Throw Knife	2	A	2	Not Ogre
Sword Attack	2	A	1	Not Wizards or Ogre
Martial Arts Weapons	4	A	1	Not Wizards or Ogre
Leaping Attack	2	A	1	Leap only
Block	2	D	-	
Parry	2	D	-	
Dodge	2	D	-	
Run Away	2	D	-	Not Demons
Reflexes	2	R	-	Jack only
Tough Guy	2	D	-	Jack only
Run up Walls	2	D	-	Leap only
Lightning Attack	2	A	3	Lightning only
Flying	2	M	5	Demons only
Inflate Body	1	D	-	Thunder only
Crush Weapon	1	D	-	Strong only
Superior Skill	2	A	1	Wang Chi only
Force Projection	2	A	3	Demons only
Supernatural Toughness	2	D	-	Demons only

Links

RPG Conversion





Biker Brawl

Introduction

Board & card game for 2 players. Two Rival Biker Gangs Face-off. Each figure represents a single biker.

Victory

Kill the rival gang Leader.

The Map

Use an 8x8 chessboard.

Units

Use action figures, chits, or miniatures to represent Bikers.

Gangs

Each player has 8 Bikers in his gang. Each gang has 3 types of Bikers: 1 Leader: Has 3 Hit points 2 Veterans: Have 2 Hit points each 5 Gang Members: Have 1 Hit point each

Stuff

Distribute the following Stuff Tokens to your bikers: 4 Motorcycles 4 Bruisers 2 Guns 2 Knives 2 Tool Boxes A single Biker can have 0-3 Tokens. A single Biker cannot have more than 1 token of the same type.

Setup

Each player places one Biker on each square of his back row. Bikers may not stack.

The Cards

Players share a common deck. The deck contains 2 of each card in the card list.

Turn Sequence

Players take turns. Each turn has 3 phases: Lady Luck Phase Ride Phase Fight Phase

Card List

Lady Luck Phase

Draw 3 cards from your deck. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Ride Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves are diagonal or orthogonal. Units may not stack.

Fight Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack loses one Hit point. Any unit reduced to 0 Hits is killed and removed from the board.

Shit Kicking & Ass Whooping cards require 2 attackers adjacent to the same Target defender. Knock Heads & Throw Body cards allow a Bruiser to attack 2 targets simultaneously. The Road Rash card can be used by any biker against a target with a Motorcycle token.

Card List Notation

M Movement

A Attack

D Defense

X Diagonal only

O Orthogonal only

Y Any Biker can use this card

C Only Bikers with a Motorcycles token can use this card

B Only Bikers with a Bruisers token can use this card

G Only Bikers with a Guns token can use this card

K Only Bikers with a Knives token can use this card

T Only Bikers with a Tool Boxes token can use this card

Type Purpose of card

User Which player may use the card

Number of that type of card in the deck

Card Name:	#	Range	Type	User
Shit Kicking	1	1	A	Y
Ass Whooping	1	1	A	Y
Steel Tipped Boot	1	1O	A	Y
Brass Knuckles	1	1O	A	Y
Monkey Wrench	1	1X	A	T
Butterfly Knife	1	1X	A	K
Lead Pipe	1	1O	A	T
Broken Bottle	1	1X	A	Y
Acetylene Torch	1	1O	A	T
Bicycle Chain	1	1X	A	Y
38 Special	1	2X	A	G
Sawed Off Shotgun	1	3O	A	G
Fist Full of Rings	1	1O	A	Y
Baseball Bat	1	1X	A	Y
Run Over	1	1O	A	C
Face Against Tire	1	1O	A	C
Dragged by Bike	1	1X	A	C
Choke Hold	1	1O	A	B

Card Name:	#	Range	Type	User
Pile Driver	1	1X	A	B
Bear Hug	1	1O	A	B
Knock Heads	1	1	A	B
Throw Body	1	1	A	B
Two by Four	1	1X	A	Y
Stiletto	1	1X	A	K
Revolver	1	2O	A	G
Road Rash	1	1	A	Y
Switchblade	1	1X	A	K
Strut	9	1	M	Y
Rush	8	2	M	Y
Run	7	3	M	Y
Cruise	6	4	M	C
Peel Out	5	5	M	C
Burn Rubber	4	6	M	C
Tough	1	-	D	B
Dodge	1	-	D	Y





Biohazard War

Introduction

Based on the Resident Evil Franchise. Collectible Card Game Style Mechanics. 2 Player Game. One player is the Heroes. The other is the Umbrella Corporation.

Disclaimer

Resident Evil is a licensed copyrighted property. This is merely a fan site.

Victory

The Hero Player wins if all the Umbrella Facilities are Destroyed. The Umbrella Player wins if all the Teams are Destroyed.

Removal Vs Discard

When a Facility or Team is destroyed, it is not discarded, it is removed from the game.

The Decks

There are 2 Decks: The Hero Deck The Umbrella Deck

The Hero Deck

The Hero Deck has 3 types of cards: Teams Characters Events Teams and Characters have the following sub-types: Operative, Merc, Survivor

Umbrella Deck

The Umbrella Deck has 2 types of cards: Units Events Traps are a subtype of Event. Unit cards are further divided into the following sub-types: Soldiers Monsters Zombies Vehicles

Event Cards

Event cards and Trap when played take effect immediately and are then discarded. Other types of cards remain in play.

Setup

Decide who is the Heroes and who is the Umbrella Corporation. Players take possession of their respective decks. The Umbrella player starts with all 6 Facility cards in play except for the New Facility.

The Hero searches his deck for 1 Team Card and puts it into play. Players shuffle their decks. Each player draws 2 cards for their starting Hand.

Turn Sequence

Each turn has 6 Phases: Draw Phase Event Phase Recruit Phase Assault Phase Search Phase End Phase

Draw Phase

Each player draws 2 cards. If a deck runs out, shuffle the discard and draw from it. If the Hero player has no Teams in play, he must search his Deck for a Team, put it in play, and then shuffle his deck.

Event Phase

Certain Event cards are played only in this Phase Players take turns, starting with the Umbrella player.

Recruit Phase

Cards are put into play from the players hand. The Hero player puts Team cards into play. When putting a card into play, place it face up on the table.

The Hero player puts Character cards into play. Character cards must be Attached to Team cards. Place Character cards stacked and slightly staggered under a Team card.

A Team card may have up to 2 Characters attached. A Team may have 3 characters attached if at least one of them is a Survivor. The Umbrella player may play one or more Units.

The Umbrella player may play the New Facility card.

Assault Phase

The Hero player may conduct one Assault: One of his Teams may attack one target Facility. The Hero player commits the Team, its Characters, and any Event cards he wants to Play that will assist an Assault. He adds up the Force values and bonuses of all these cards and adds 2D6.

This is the Assault Force Total (AFT). The Umbrella player commits the targeted Facility, One Unit, one or more Traps and Any events that will assist in defending against the Assault. He adds up the Force values and bonuses of all these cards and adds 2D6.

This is the Facility Defense Total (FDT). If the AFT is equal to or greater than the FDT the base is destroyed and removed from play. If the FDT is greater the Team is destroyed and removed from play.

Any attached characters of a destroyed Team will 50% be discarded or 50% be put Back in the Hero players hand. If the Facility is destroyed all other cards used in its defense are discarded. If the Facility wins, there is a 50% chance the defending unit is still discarded.

Win or lose all Event and Trap cards are discarded.
Spent Rule: An Umbrella unit, even if it wins, has a 50% chance after combat of being discarded.

Search Phase

The Umbrella player may conduct one Search and Destroy Mission: One of his Units may attack one target Team. This is handled just like an Assault. The Umbrella player generates a Search and Destroy Force Total (SDFT).

The Hero player generates a Team Defense Total (TDT). Spent Rule: An Umbrella unit, even if it wins, has a 50% chance after combat of being discarded.

End Phase

Max hand size is 5 cards. Players discard excess cards.

Card Limitations

Some Umbrella Cards can only be used for Defense. Some only for Search and Destroy (S&D). Vehicles can only be used for S&D except if defending the Tanker.

Note that if the New Facility has not yet been played (built) and the Umbrella Player has lost his other six Facilities, he will automatically lose.

Card Type Notation

F Facility
U Unit
E Event
T Team
C Character

Umbrella Corporation Deck

Card:	Type	Force	Notes
Headquarters	F	4	Defending Soldiers get +2 Force
Top Secret	F	3	If Assaulted Immediately Draw 1 Card
Hive	F	4	Defending Traps get +2 Force
Experimental	F	3	Defending Monsters get +2 Force
Tanker	F	1	Vehicles may Defend. They get +2 Force
Backup	F	2	Defending Zombies get +2 Force
New	F	2	Draw 1 extra card per turn in Draw phase
Combined Operation	E	-	S&D can have 2 Units
Bomb	E	-	Destroy Facility and Assault Team
Reinforcements	E	-	Assaulted Facility can have an extra Defender
Base Defenses	E	-	Trap. Facility gets +2 Force
Laser Grid	E	-	Trap. Facility gets +4 Force
Nerve Gas	E	-	Trap. Facility gets +3 Force
Ambush	E	-	Trap. S&D gets +3 Force
Set Trap	E	-	Trap. Unit gets +2 Force
Intelligence	E	-	S&D gets +3 Force
Speed up Schedule	E	-	Draw 2 Cards in Event Phase
Capture	E	-	Discard target Character in Event Phase
Transformation	E	-	Monster gets +3 Force
Deception	E	-	Soldier gets +3 Force
No Cover	E	-	Vehicle gets +3 Force
Surrounded	E	-	Zombie gets +3 Force
Tyrant	U	10	Monster
Nemesis	U	9	Monster
Super Mutant	U	11	Monster
G-Mutation	U	12	Monster. Defense only
Lickers	U	7	Monster
Mutant Ravens	U	8	Monster. S&D only
Commandos	U	5	Soldier
Search Team	U	4	Soldier
Guards	U	3	Soldier. Defense only
Operatives	U	6	Soldier

Card:	Type	Force	Notes
Gunships	U	7	Vehicle. S&D only
Submarine	U	5	Vehicle. S&D only
Helicopter	U	5	Vehicle. S&D only
Test Subjects	U	3	Zombie. Defense only
Bio-Weapons	U	6	Zombie
Zombie Dogs	U	4	Zombie
Undead Horde	U	5	Zombie
Super Zombies	U	7	Zombie
Supersoldiers	U	8	Zombie
Crimson Heads	U	6	Zombie

Hero Deck

Card:	Type	Force	Notes
Double Team	E	-	Assault can have 2 Teams
Surprise Attack	E	-	Assault Team gets +3 Force
Blueprints	E	-	Assault Team gets +3 Force
Extraction	E	-	Negate S&D
Prepared Defenses	E	-	Team gets +3 Force vs S&D
Escape	E	-	Team gets +3 Force vs S&D
Sacrifice	E	-	Team gets +4 Force. Discard Character at end of Fight
Heavily Armed	E	-	Merc Character gets +3 Force
Heroic action	E	-	Character gets +2 Force
Clone	E	-	Put Character in discard into hand in Event Phase
Rescue	E	-	Put Character in discard into hand in Event Phase
Active Recruiting	E	-	Search Deck for Team or Character in Event Phase
Mobilization	E	-	Draw 2 Cards in Event Phase
Cooperation	E	-	Draw 2 Cards in Event Phase
Survival Situation	E	-	Survivor Character or Team gets +3 Force
Tactics	E	-	Operative Character gets +3 Force
Teamwork	E	-	Team gets +2 Force
Alice Clones	T	6	Operatives
STAR Alpha Team	T	5	Operatives
STAR Delta Team	T	5	Operatives
Special Police Unit	T	5	Operatives
Strike Team	T	4	Merc
Freelance Operators	T	4	Merc
Paramilitary Unit	T	4	Merc
Prison Survivors	T	3	Survivors
Convoy Survivors	T	3	Survivors
Alice	C	5	Operative
K-Mart	C	1	Survivor
Jill Valentine	C	3	Operative
Carlos Olivera	C	2	Merc
Rain Ocampo	C	3	Operative
Luther West	C	1	Survivor
Chris Redfield	C	3	Operative
Barry Burton	C	3	Operative
Leon Kennedy	C	2	Merc
Ada Wong	C	3	Operative

Card:	Type	Force	Notes
Nicholai Ginovaef	C	2	Merc
Mikhail Victor	C	2	Merc
Peyton Wells	C	3	Operative
Security Specialist	C	3	Operative
Civilian	C	1	Survivor
Scientist Defector	C	1	Survivor
STARS Team Member	C	3	Operative
Freelancer	C	2	Merc
Paramilitary Soldier	C	2	Merc
Special Police Agent	C	3	Operative





Biomechanoids

Introduction

2+ player card game based on the fantasy creations of HR Giger. Players raise armies of Biomechanoids to destroy each other with.

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Victory

Reduce your opponent to zero hits.

Hits

Each player starts with 20 hits.

The Deck

Players share a common deck.

Setup

Each player is dealt a hand of 7 cards. The strangest player goes first.

Turn Sequence

Players take turns. Each turn is divided into 6 phases:

1. Regenerate Phase
2. Destiny Phase
3. Attack Phase
4. Birth Phase
5. Metamorphosis Phase
6. Decay Phase

Regenerate Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it. Remove 1 Weakness token from every card that has 1 or more weakness tokens.

Destiny Phase

Destiny cards are played in this phase by you and your opponent. Destiny cards are discarded at the end of this phase.

Attack Phase

Each of your Biomechanoids may attack once on your turn in this phase. Biomechanoids have an Attack & Defense value. The attacking Biomechanoid does damage to your opponent equal to its attack value.

Your opponent may block a Biomechanoid with one of his own to prevent this damage. A Biomechanoid cannot attack or block if it has a Weakness token. Compare the attack & defense values of the 2 Biomechanoids.

If the attack value of the attacker exceeds the defense value of the blocker, the blocker is destroyed. If the attack value of the blocker exceeds the defense value of the attacker, the attacker is destroyed. Players may play Action cards to alter the attack/defense values of target Biomechanoids.

The effects of Action cards only last till the end of the turn. A Biomechanoid that attacks gets a Weakness token at the end of the phase.

Birth Phase

You may put one Biomechanoid card into play. A Biomechanoid is a creature. Place the card face up in front of you.

The Biomechanoid stays in play until it is destroyed. Some cards allow you to play additional Biomechanoids during this phase. Any time a Biomechanoid's Defense value is reduced to zero or less, it is destroyed.

You may also put one Location card or one Artifact card into play.

Metamorphosis Phase

To a Biomechanoid you just put into play this turn, you may attach Feature cards. Feature cards give a bonus to the attack & defense values of the Biomechanoid. Some Feature cards give penalties.

Your opponent may attach penalty Feature cards to your newly played Biomechanoid this phase.

Decay Phase

Max hand size is 7 cards. Discard excess cards.

Card Type Abbreviations

Number of that card in the deck

Atk Attack Value

Def Defense Value

L Location

B Biomechanoid

BMs Biomechanoids

F Feature
A Artifact
Z Action
X Play in reaction to another card played

D Destiny
WT Weakness Token
Cost 1 = The BM gets 1 WT if it uses this Feature or ability

Card List

Card Name:	#	Type	Atk	Def	Notes:
The Shafts	1	L	-	-	All your BMs get Defense +1
Fem Fatale	6	B	3	2	Cost 1: Add 1 WT to target BM
Battle Fetus	3	B	1	1	Gets +1 Def per attached Feature
Extra Limbs	2	F	+1	+1	
Respirator	1	A	-	-	All your BMs get Defense +1
Carapace	2	F	-	+2	
Baby Machine	1	A	-	-	Play 1 extra BM per turn
Hydraulic Musculature	1	F	+2	+1	
Metal Skeleton	1	F	-	+2	
Bone Plates	1	F	-	+1	
Razor Claws	1	F	+2	-	
Retractable Spikes	1	F	+2	-	
Long Horn	1	F	+1	-	
Bite	1	Z	+1	-	
Biomechanoid Wall	2	B	2	4	Cannot Attack
Stone Flesh	1	F	-	+1	
Great Phallus	2	F	+1	-	All your BMs get Attack +1
Deep Orifice	2	F	-	-	Cost 1: Play 1 extra BM per turn
Thickened Skull	1	F	-	+1	
Unseeing Eyes	2	F	-2	-2	
Limbless	2	F	-2	-	
Restrained	2	F	-1	-1	This BM cannot attack
Arm & Leg Monster	3	B	1	1	
Flesh Scythe	1	F	+3	-	
Life Support Tubing	2	F	-	+1	
Udders	1	F	-	-	Cost 1: Remove 1 WT from target
Perfect Breasts	1	F	+1	-	
Exposed Brain	1	F	-1	-1	
Automaton	2	B	2	2	
Third Eye	1	F	+1	+1	Cost 1: Look at next 3 cards in deck
Mechanical Vasculature	1	F	+1	+1	
Battery Farming	1	L	-	-	Discard 1 of your BMs to draw 2 cards
Impaled	2	Z	+4	-	
Fangs	1	F	+1	-	
Spike Attack	1	D	-	-	Do 2 damage to 2 target BMs
Human-Insectoid	1	B	2	1	
Worm Humanoid	1	B	1	2	
Sacrificial Attack	1	Z	+5	-	BM dies at end of Attack phase
Serpentine Humanoid	1	B	3	3	May choose to get +1/-1
Claspers	1	F	+1	-	Attack +3 vs BM
Intercourse	1	D	-	-	Draw 3 cards
Amputation	1	Z	+3	-	
Skewered	1	Z	+2	-	
Atrocities	1	Z	-	-	All your BMs get Attack +1
Hideous	1	F	+1	+1	

Card Name:	#	Type	Atk	Def	Notes:
Convulsions	1	D	-	-	Target BM gets 3 weakness tokens
Orgasmic Frenzy	1	Z	-	-	All your BMs get +2/-1
Broken Neck	1	Z	-	-	Attack +5 vs BM
Two-Headed	1	F	-1	-	
Attached Wheels	1	F	-	-	BM gets +1 Atk or +1 Def each turn
Queen of the Shafts	1	B	4	4	
Levitation	1	Z	-	+4	
Flaying Tendrils	1	F	+3	-	
Poison Sacs	1	F	+2	-	
Psychic Scream	1	F	+4	-1	
Penetrating Gaze	1	F	-	-	Cost 1: Look at opponents hand
Mutation	1	D	-	-	Target BM may add Features this turn
Transference	1	D	-	-	Move Features between 2 of your BMs
Orgy	1	D	-	-	Play any number of BMs this turn
Dagger Hands	1	D	+2	-	
Drain Essence	1	Z	+3	+1	
Flesh Coat	1	F	-	+1	
Erotic Attack	1	D	-	-	Target BM gets 3 WT
Lust	1	F	-	-	BM must attack every turn
Self Destruction	1	Z	-	-	Destroy your attacker & target BM
Disfigured	1	F	-1	-1	
Radiation Sickness	1	F	-2	-1	
Sub-machinegun	1	F	+4	-	Gun
Rifle	1	F	+3	-	Gun
Pistol	1	F	+2	-	Gun
Reptilian Humanoid	1	B	2	2	
Mirror Image	1	Z	-	-	Destroy attacking BM
Blade	1	F	+1	+1	
Guillotine	1	A	-	-	All your BMs get Attack +1
Macabre Conveyor	1	A	-	-	Draw 1 extra card per turn
Protoplasmic Explosion	1	D	-	-	Destroy target BM
Firearm Implants	1	F	+2	-	Gun
Arachnoid	1	B	3	1	
Acid Pump	1	F	+2	-	
Brainless	1	F	-1	-1	
Strangulation	1	Z	-	-	Attack +5 vs BM
Grotesque Clown	2	B	1	1	Cost 1: Target BM must attack this turn
Harnessed	1	F	-1	-1	
Bondage Drone	2	B	0	2	
Echoes	1	D	-	-	Remove 3 WT from your BMs
Abominations	2	B	2	3	
Biomechanoid Mage	2	B	4	3	Cost 1: All your BMs get Attack +1
Hand Grenade	1	D	-	-	Do 1 damage to 3 target BMs
Sling Shot	1	F	+1	-	Gun
Sex Slave	1	B	1	1	Cost 1: Target BM gets +1/+1
Inhuman Servant	2	B	1	2	Cost 1: Draw 1 card & Discard 1 card
Nuclear Children	2	B	1	1	Attached Gun gets Attack +1
Sadistic	1	F	+1	-	BM must attack every turn
Axe	1	F	+2	-	
Infestation	1	F	-1	-1	
Segmentation	1	F	-	+1	
Tangle of Limbs	1	D	-	-	Opponent cannot attack this turn
Torso	1	B	0	1	

Card Name:	#	Type	Atk	Def	Notes:
Mollusc Shell	1	F	-	+2	
Serpent Tongue	1	F	+1	-	
Press of Bodies	1	Z	-	-	All opposing BMs get attack -1
Carnal Embrace	1	Z	+1	-	Draw 1 card
Seduction	1	D	-	-	Gain control of Target BM
Metempsychosis	1	D	-	-	All enemy BMs must attack this turn
Cataract	1	L	-	-	All opposing BMs get attack -1
Interpenetration	1	D	-	-	2 Target BMs get 2 WT
Midget Stilt Walker	1	B	1	1	
Corrosion	1	D	-	-	Destroy all Artifacts & Guns in play
Membranous Eruption	1	X	-	-	Negate an Action card
Larval Cocoon	1	D	-	-	Target BM may add Features this turn
Evolution	1	D	-	-	Allyour BMs mayadd Features thisturn
Biological Memories	1	D	-	-	Get+keep any 1 card from the discard
Clone Embryos	2	B	0	1	Draw 1 card when first played
Flesh Architecture	1	L	-	-	Allyour BMs get Atk +1 when Blocking
Intrauterine Landscape	1	L	-	-	Play any number of BMs on your turn
Protective Slime Coat	1	F	+1	-	
Mesmerize	1	D	-	-	3 Target BMs get 1 WT
Transcendence	1	D	-	-	Get & keep any 1 card from the deck
Glowing Mist	1	D	-	-	Destroy all BMs in Play





Bionicle Skirmish

Introduction

Board & card game for 2 players. Abstract skirmish level combat with Bionicle theme. Each figure (unit) represents a single Bionicle.

One player controls the Good Toa Nuva. The other player controls the Evil Rahkshi.

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Toa Nuva Unit List

Bionicle Name:	Hits	Powers:
Onua Nuva	4	Earth
Lewa Nuva	4	Air
Pohatu Nuva	4	Stone
Gali Nuva	4	Water

Victory

You win if you destroy all opposing Bionicles.

The Cards

Players share a common deck.

The Map

Use an 8x8 chessboard.

Bionicles

Use figures or miniatures to represent Bionicles (units). Each player has 7 units:

Bionicle Name:	Hits	Powers:
Kopaka Nuva	4	Ice
Tahu Nuva	4	Fire
Taka Nuva	4	Light

Rahkshi Unit List

Bionicle Name:	Hits	Powers:
Panrahk	3	Shatter
Kurahk	3	Discord
Lerahk	3	Poison
Guurahk	3	Rubble

Bionicle Name:	Hits	Powers:
Vorahk	3	Drain
Turahk	3	Fear
Makuta	10	Master of Shadows

Toa Nuva Power Card List

Play a Power card on a specific Toa Nuva to have it produce the listed effect

Bionicle Name:	Ability:Effect:
Onua Nuva	Earthquake: Attack of Range = 5
Lewa Nuva	Lightning Blast = Attack of Range = 4
Pohatu Nuva	Kodan Ball = Attack of Range = 3
Gali Nuva	Water Jet: Attack of Range = 2
Kopaka Nuva	Ice Shard Stream = Attack of Range = 3
Tahu Nuva	Flame Strike = Attack of Range = 2
Taka Nuva	Light Beam = Attack of Range = 4

Rahkshi Power Card List

Play a Power card on a specific Rahkshi to have it produce the listed effect

Bionicle Name:	Ability:Effect:
Panrahk	Sonic Bolt: Attack of Range = 3
Kurahk	Discord: Range = 2: Take control of target Toa Nuva for 2 turns
Lerahk	Poison Touch: Attack of Range = 1
Guurahk	Disintegration: Attack of Range = 3
Vorahk	Drain Energy: Attack of Range = 1 (Vorahk regains 1 lost hit)
Turahk	Terror: Range = 2: Target Toa Nuva cannot attack for 3 turns
Makuta	Shadow Sphere: Attack of Range = K

Toa Nuva Special Card List

Play a Special card on a specific Toa Nuva to have it produce the listed effect

Bionicle Name:	Ability:Effect:
Onua Nuva	Quake Breakers: Attack of Range = 1
Lewa Nuva	Air Katanas = Attack of Range = 1
Pohatu Nuva	Throw Claws = Attack of Range = K
Gali Nuva	Throw Axes: Attack of Range = K
Kopaka Nuva	Ice Blade = Attack of Range = 1
Tahu Nuva	Magma Swords = Attack of Range = 1
Taka Nuva	Staff of Light = Attack of Range = 2

Rahkshi Special Card List

Play a Special card on a specific Rahkshi to have it produce the listed effect

Bionicle Name:	Ability:Effect:
All Rahk's	Power Staff: Attack of Range = 1
Makuta	Giant Double Bladed Staff: Attack of Range = 2

Toa Nuva Travel Card List

Play a Travel card on a specific Toa Nuva to have it produce the listed effect

Bionicle Name:	Ability:Effect:
Onua Nuva	Treads: Move of Range = 3
Lewa Nuva	Glider Wings = Move of Range = 5
Pohatu Nuva	Scale Wall = Move of Range = 2
Gali Nuva	Swim: Move of Range = K

Bionicle Name:	Ability:Effect:
Kopaka Nuva	Ice Skates = Move of Range = 4
Tahu Nuva	Lava Board = Move of Range = 4
Taka Nuva	Ussanui Flyer = Move of Range = 5

Rahkshi Travel Card List

Play a Travel card on a specific Rahkshi to have it produce the listed effect

Bionicle Name:	Ability:Effect:
All Rahk's	Flyer Mode: Move of Range = 4
Makuta	Mask of Shadows: Range = 2: Take control of target Toa Nuva for 2 turns

Setup

Each player places one Bionicle on each square of his back row. Bionicles may not stack. The Makuta unit does not start the game in play. It enters the board only after all the 6 Rahk units have been defeated. Place the Makuta on any empty corner space.

1. Fate Phase
2. Move Phase
3. Attack Phase

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Turn Sequence

Players take turns. Each turn has 3 phases:

Move Phase

Play (discard) a Move card to move one of your Bionicles. The move card has a number. This is the number of spaces the Bionicle moves.

Moves can be diagonal or orthogonal. Instead of moving just one Bionicle in any direction, you have the option of moving up to 2 Bionicles the indicated number of spaces using a single move card.

Attack Phase

Play (discard) an Attack card to have a Bionicle attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. Your opponent may play Defense cards to negate your attacks.

Damage

Every time a Bionicle is hit, it loses one Hit. Indicate Damage with tokens. If a Bionicle is reduced to

zero Hits it is destroyed.

Card List Notation

Copies of that card in the deck

Type Purpose of card

M Movement card

A Attack card

D Defense card

S Special card

T Travel card

P Power card

K As a Knight would move in Chess

J Jump over adjacent unit

F Turn target Attack back at its Originator

N Only useable by Toa Nuva

R Only useable by Rahkshi

H Heal: Unit regains 1 Lost Hit

Bionicle Common Deck Card List

Card Name:	#	Range	Type
Walk	4	1	M
Hurry	4	2	M
Run	4	3	M
Leap	2	J	MN
Flip	2	K	MN
Power	4	-	S
Special	4	-	P
Travel	4	-	T

Card Name:	#	Range	Type
Block	4	-	D
Armor	4	-	DR
Dodge	2	-	DN
Deflect	2	-	FN
Strike	6	1	A
Grapple	2	1	AR
Elemental Attack	2	2	AN
Heal	2	-	HN





Birthright Conquest

Introduction

Card game for 2 players. Set in the AD&D Birthright Campaign Setting. One player controls the Armies of Good.

The other player controls the Armies of Evil.

Disclaimer

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Victory

Destroy all your opponents. To destroy an opponent, you must: Reduce your opponents Realm deck to zero cards. Then eliminate all his Realms in play.

The Decks

There are 3 decks: The Good Deck The Evil Deck The Common (Action) Deck The Good & Evil Decks are collectively referred to as Realm Decks. Players keep 2 Hands: The Realm Hand kept Face up on the Table The Action Hand held in the players hand

Card Types

Card types in the Realm Decks include: Lords (Regents) Realms (Countries) Armies Card types in the Common Deck include: Spells Events Blood Abilities

Setup

Each player draws 5 Action cards. Each player draws 4 Realm cards. The Evil player goes first.

Each player starts with 5 Gold.

Turn Sequence

Players take turns. Each turn has 6 Phases: Alliance Phase Planning Phase Realm Phase Recruit Phase Event Phase Attack Phase

Alliance Phase

Draw 1 Realm card or Fill your Realm Hand to 4 cards. Pay 3 Gold to draw an extra card. Maximum Realm hand is 4 cards.

Put your choice of excess cards on the bottom of your Realm deck.

Planning Phase

Draw 2 cards from the Common deck. Pay 2 Gold to draw an extra card. Maximum Action hand size is 7 cards.

Discard your choice of excess cards. If the Common deck runs out shuffle the discard and draw from it.

Realm Phase

Each of your Realms in Play generates 1 Gold. Use coins to represent Gold. Gold can be saved from turn to turn.

Recruit Phase

You may put exactly one Realm (Country) card from your hand into play. You may put Lords and Armies into play. Lords & Armies have a Gold cost = to their Force to put into play.

Army cards must be attached to a Lord. Attached Armies are referred to as Allies. A Lord is free if you already have his Realm in play.

Event Phase

Certain Action cards can be played in this Phase. You must have a Priest, Wizard, or Awnsheghlein in play to play a Spell card.

Attack Phase

You may attack with none, some, or all of your Lords. If unblocked your opponent must discard 3 Realm cards from the top of his deck. If the opponent has no cards left in his Realm deck, discard one of his Realms in play.

The Defending Player may Block attacks. For a given attack the defender may choose one of his Lords to block it. A Lord that attacked last turn cannot be used to block.

Each Lord has a base Force value. This Force value is modified by Attached Armies and Action cards. Compare the Modified Forces of the Attacking & Blocking Lord.

The Lord with the Higher Modified Force Wins the Battle. The Lower Force Lord and all attached cards are discarded. The winning Lord must discard one attached Army (if it has any) at end of turn.

The Defender wins ties.

Bloodtheft

Every time a Lord defeats an enemy Lord in Battle, he gets a +1 Force Blood Token.

Card List Notation

L Lords
R Realms
A Armies

S Spells
E Events
B Blood Ability
Cost Cost in Gold to play

Good Alliance Deck Card List

Card Name:	#	Type	Force	Notes:
Rangers	2	A	4	
Paladins	1	A	5	
Men	5	A	1	
Elves	3	A	3	
Dwarves	4	A	2	
Roesone	1	R	-	Regent: Marlae Roesone
Marlae Roesone	1	L	3	Fighter
Aerenwe	1	R	-	Regent: Liliene Swordwraith
Liliene Swordwraith	1	L	5	Ranger
Diemed	1	R	-	Regent: Heirl Diem
Heirl Diem	1	L	4	Fighter
Iljen	1	R	-	Regent: Rogr Aglondier
Rogr Aglondier	1	L	2	Wizard
Medoere	1	R	-	Regent: Suris Enlien
Suris Enlien	1	L	2	Priest
Boeruine	1	R	-	Regent: Aerik Boeruine
Aerik Boeruine	1	L	6	Fighter
Talinie	1	R	-	Regent: Thuriene Donalls
Thuriene Donalls	1	L	3	Priest
Taeghas	1	R	-	Regent: Harald Khorien
Harald Khorien	1	L	2	Wizard
Dhoesone	1	R	-	Regent: Fhiele Dhoesone
Fhiele Dhoesone	1	L	3	Thief
Tuarhivel	1	R	-	Regent: Fhileraene
Fhileraene	1	L	7	Elf Fighter/Wizard
Baruk-Azhik	1	R	-	Regent: Grimm Graybeard
Grimm Graybeard	1	L	8	Dwarf Fighter
The Sielwode	1	R	-	Regent: Emerald Queen
Emerald Queen	1	L	7	Wizard
Avanil	1	R	-	Regent: Darien Avan
Darien Avan	1	L	5	Fighter
Mhoried	1	R	-	Regent: Daerik Mhoried
Daerik Mhoried	1	L	4	Ranger
Elinie	1	R	-	Regent: Assan Ibn Daouta
Assan Ibn Daouta	1	L	5	Paladin

Evil Alliance Deck Card List

Card Name:	#	Type	Force	Notes:
Dragons	1	A	5	
Giants	2	A	4	
Gnolls	3	A	3	
Goblins	5	A	1	

Card Name:	#	Type	Force	Notes:
Orogs	4	A	2	
The Spiderfell	1	R	-	Regent: The Spider
The Spider	1	L	4	Awnsheghlein
The Gorgons Crown	1	R	-	Regent: The Gorgon
The Gorgon	1	L	9	Awnsheghlein
Mieres	1	R	-	Regent: Arron Vaumel
Arron Vaumel	1	L	3	Thief
Brosengae	1	R	-	Regent: Eriene Mierelen
Eriene Mierelen	1	L	4	Thief
Rhuobhe	1	R	-	Regent: Rhuobhe Manslayer
Rhuobhe Manslayer	1	L	5	Awnsheghlein
Cariele	1	R	-	Regent: Entier Gladanil
Entier Gladanil	1	L	3	Fighter
The Five Peaks	1	R	-	Regent: The Eyeless One
The Eyeless One	1	L	5	Wizard
Markazor	1	R	-	Regent: Godar Thurinson
Godar Thurinson	1	L	3	Fighter
Mur-Kilad	1	R	-	Regent: Razzik Fanggrabber
Razzik Fanggrabber	1	L	2	Wizard
Thurazor	1	R	-	Regent: Tieskar Graecher
Tieskar Graecher	1	L	4	Goblin King
The Chimaeron	1	R	-	Regent: Chimaera
Chimaera	1	L	5	Awnsheghlein
Osoerde	1	R	-	Regent: Jaison Raenech
Jaison Raenech	1	L	4	Fighter
Ghore	1	R	-	Regent: Gavin Tael
Gavin Tael	1	L	5	Fighter
Alamie	1	R	-	Regent: Carilon Alamie
Carilon Alamie	1	L	1	Fighter
Endier	1	R	-	Regent: Guilder Kalien
Guilder Kalien	1	L	3	Half Elf Thief

Common Deck Card List

Card Name:	Type	Cost	Notes:
Battlewise	B	-	Force Total +3
Blood History	B	-	Draw 3 Action Cards
Courage	B	-	Allies get Force +1 each
Character Reading	B	-	All enemy Lords get Force -1 this turn
Divine Aura	B	-	Draw 2 Realm cards
Divine Wrath	B	-	Destroy 1 opposing Ally
Elemental Control	B	-	Gain one Force = 3 Ally this turn
Fear	B	-	All opposing Allies get -1 Force this turn
Healing	B	-	Prevent Ally from being Destroyed
Iron Will	B	-	Put destroyed Lord back into your Realm hand
Persuasion	B	-	Put Lord from your Realm hand into play
Detection	B	-	Look at opponents hand
Regeneration	B	-	Put destroyed Lord back into your Realm hand
Resistance	B	-	Force total +3

Card Name:	Type	Cost	Notes:
Protection	B	-	Allies get Force +1 each
Bloodmark	B	-	Put Lord from your Realm hand into play
Enhanced Senses	B	-	Look at opponents hand
Travel	B	-	Allows Lord that attacked last turn to Block
Touch of Decay	B	-	Discard target Lord
Shadow Form	B	-	Lord cannot be Blocked this turn
Bloodsilver Blade	E	1	Force +3
Elaborate Court	E	3	Draw 3 Realm Cards
Vassalage	E	2	Put an extra Realm into play this turn
Regency	E	2	Put an extra Realm into play this turn
Diplomacy	E	2	Put an extra Realm into play this turn
Assassination	E	1	Discard target Lord
Blood Challenge	E	-	Target Lord must Block
Rebellion	E	-	Put Target Realm back in owner's hand
Natural Disaster	E	-	Put Target Realm back in owner's hand
Heresy	E	-	Put Target Realm back in owner's hand
Occupation	E	-	Control Target Realm after winning a Battle
Pillage	E	-	Gain 4 Gold after winning a Battle
Intrigue	E	1	Look at opponents Action Hand
Festival	E	1	Opponent may not attack this Turn
Brigandage	E	-	Opponent loses 3 Gold
Corruption	E	-	Opponent loses 3 Gold
Law Holdings	E	-	Negate Event card
Ransom	E	-	Take 3 Gold from Opponent
Fortifications	E	-	Force +4 while Defending
Militia	E	-	Force +4 while Defending
Temple Holdings	E	-	Put 2 Spell cards in Discard into your hand
Trade Routes	E	-	Gain 3 Gold
Collect Taxes	E	-	Gain 3 Gold
Guild Holdings	E	-	Gain 3 Gold
Adventure	E	-	Target Lord cannot Attack or Block
Roads	E	-	Allows Lord that attacked last turn to Block
Avatar	E	-	Force +10
The Cold Rider	E	-	Discard target Mage Lord
Battle Magic	S	-	Force +3
Alchemy	S	-	Gain 3 Gold
Death Plague	S	-	Put Target Realm back in owner's hand
Demagogue	S	-	Put an extra Realm into play this turn
Dispell Realm Magic	S	-	Negate Spell Card
Legion of Dead	S	-	Gain three Force = 1 Allies this turn
Mass Destruction	S	-	Force +3
Raze	S	-	Put Target Realm back in owner's hand
Scry	S	-	Look at next 7 cards in any Deck
Stronghold	S	-	Force +4 while Defending
Subversion	S	-	Take control of target Non-Lord card
Summoning	S	-	Gain two Force = 2 Allies this turn
Warding	S	-	Opponent may not attack this Turn
Transport	S	-	Allows Lord that attacked last turn to Block
Bless Land	S	-	Gain 3 Gold
Bless Army	S	-	Allies get Force +1 each
Blight	S	-	Put Target Realm back in owner's hand
Honest Dealings	S	-	Gain 3 Gold
Investiture	S	2	Put an extra Realm into play this turn

Card Name:	Type	Cost	Notes:
Ley Lines	S	-	Draw 2 cards from Realm or Common Deck

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Blade

Introduction

Solo Card game based on the Blade Movies/Comics. Blade is a Daywalker Vampire Slayer.

Disclaimer

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Victory

You win if at the beginning of Foe Phase all Foe cards in the game are in the Foe discard pile. You lose if Blade is reduced to zero or less Blood Points.

Blood Points & Damage Markers

Use glass beads to keep track of Blood Points and Damage.

The Decks

There are 2 Decks: Aid Deck Foe Deck

Foes

Foes have 2 Ratings: Attack and Defense Most Foes are Vampires. Non-Vampires are unaffected by UV, Sunlight and Vampire Mace and take 1 less damage from Silver Attacks.

Setup

Shuffle the decks. Blade Starts with 20 Blood Points. Draw 5 Aid Cards.

Turn Sequence

Each turn has 9 phases:

1. Aid Phase
2. Info Phase
3. Help Phase
4. Foe Phase
5. Strike Phase
6. Attack Phase
7. Escape Phase
8. Heal Phase
9. End Phase

Aid Phase

Draw 1 card from the Aid Deck and put it in your hand. Discard 1 (non-strike) Draw card in this phase to draw additional cards.

Info Phase

Play a Look card to look at the next 7 cards in the Foe Deck. You may choose to leave them in that order or shuffle the Foe Deck. After this draw 1 card from the Aid Deck.

Help Phase

Put Companion cards from your hand into play. You may use a Companion once per turn like a Strike card or a Block card. When you use a Companion card flip a coin, if it is heads the Companion remains in play, if tails, discard it.

Foe Phase

Draw 1 card from the Foe deck and place it face up in play. If it is a Location card, discard any Location card already in play.

Strike Phase

Play (discard) 1 or more Strike Cards (SC) to attack Foes. Each Strike card has a Damage Rating (DR). Put a number of Damage Markers (DM) on to a target Foe card equal to the DR of the SC played.

Some SC have the Ranged or Area Affect Trait. Ranged Strikes do Damage to 2 Target Foes. Area Affect Strikes do Damage to 3 Target Foes.

If a Foe card has DM on it equal to or greater than its Defense rating it is destroyed (discarded). Note some strike cards when played allow you to Immediately draw an extra Aid card.

Attack Phase

Each Foe in play does Damage to Blade equal to its Attack Rating. For each point of damage done, Blade loses one Blood Point (BP). You may discard a Block Card to negate the damage inflicted by One target Vampire.

Escape Phase

You may play a Move card to discard the current Location card and Shuffle any Foe cards in play back into the Foe deck.

Heal Phase

Blade automatically regains 1 lost BP. If there are no Foes in play, you may discard 1 Heal Card to regain additional lost BP. Foes with the Regeneration Trait

remove Damage Markers Equal to the level of their Regeneration Trait.

End Phase

Max hand size is 5 cards. Discard excess cards. If there are no Foe cards in play, discard any Location card that is in play.

Foe Deck

Card List Notation

A Attack Rating
D Defense Rating
S Single Foe
G Group of Foes
V Vampire
N Non-Vampire
R Regenerate
L Location

Name:	A	D	Type	Notes:
Club Vampires	1	3	GV	-
Goth Vampires	1	2	GV	-
Guard Vampires	1	3	GV	-
Street Vampires	1	2	GV	-
Thug Vampires	1	3	GV	-
Specialist Vampires	2	5	GV	-
Corrupt Vampires	2	8	GV	-
Commando Vampires	2	6	GV	-
Leader Vampire	3	8	SV	R 1
Assassin Vampire	3	5	SV	-
Ancient Vampire	3	10	SV	R 1
Master Vampire	3	9	SV	R 1
Bionic Vampire	3	7	SV	-
Elder Vampire	2	6	SV	R 1
Decrepit Vampires	1	1	GV	-
Reaper Pack	3	6	GV	R 1
Mutant Vampire	4	11	SV	R 1
Bloodsuckers	1	4	GV	-
Blood God	2	12	SV	R 2
Drake	3	13	SV	R 2
Insane Vampire	1	5	SV	-
Vampire Mistress	1	4	SV	-
Vampire Henchman	1	6	SV	-
Vampire Ninjas	2	5	GV	-
Zombie Vampire	1	2	SV	-
Familiar	1	1	SN	-
Security Detail	1	2	GN	-
Cops	1	2	GN	-
Police	1	3	GN	-
Swat Team	1	4	GN	-
Club Blood	-	-	L	-
House of Erebus	-	-	L	GV get A+1
Blood Bank	-	-	L	-
Safe House	-	-	L	Foes get D+1
Subway	-	-	L	-
Penthouse	-	-	L	-
City Streets	-	-	L	-
Sewers	-	-	L	GV get D+2
Ritual Chamber	-	-	L	SV get D+2
Vampire Stronghold	-	-	L	SV get A+1

Name:	A	D	Type	Notes:
Hideout	-	-	L	-

Aid Deck

Name:	Strike	Notes:
Body Armor	-	Block
Drink Blood	-	Heal 4
Machine Pistols	3	Ranged
Narrow Escape	-	Block or Move
Impale	4	-
Sunlight	3	Area Affect
Crush Skull	5	-
Preparations	-	Draw 3
Resupply	-	Draw 3
Weapons Cache	-	Draw 3
Out of Range	-	Block or Move
Surprise	-	Draw 2
Blood Bath	4	-
Beat Down	2	Draw 1
Vampiric Rage	-	Draw 2
Rip Out Heart	7	-
Precision Strike	3	Draw 1
Death Blow	10	-
Plan B	-	Draw 2
Sever Limbs	4	-
Cut in Two	9	-
Kung Fu	2	Draw 1
Machine Gun	3	Ranged
Thermal Grenade	5	Area Affect
Behead	10	-
Wood Stake	4	-
UV Grenade	4	Area Affect
Snap Spine	4	-
Forearm Blades	2	Draw 1
Break Back	4	-
Neck Twist	4	-
Spray Bullets	3	Ranged
Throwing Stars	1	Ranged
Booby Trap	1	Draw 1
Slice	4	-
Katana	5	-
Find Weak Spot	6	-
Automatic Pistols	2	Ranged
Infusion	-	Heal 3
Booster Shot	-	Heal 3
Slash	3	-
Transfusion	-	Heal 4
Daywalker	-	Draw 3
Read Glyphs	-	Look
Interrogation	-	Look
Betrayal	-	-

Name:	Strike	Notes:
Hostage	-	-
Trap	-	-
Hostage	-	-
Ambush	-	-
Captured	-	-
Disarmed	-	-
Innocent	-	-
Surrounded	-	-
Leaping Attack	3	Draw 1
Crucifixion Attack	5	-
Throwing Blades	2	Ranged
Archives	-	Look
Silver Stakes	5	-
Crusader	-	Draw 2
Silver Bullets	3	Ranged
Serum	-	Heal 3
Jump	-	Block or Move
UV Lamp	2	Area Affect
Vampire Mace	3	-
Backup	-	Draw 3
Vampire Anti-Virus	10	Area Affect
Investigation	-	Look
Bomb	4	Area Affect
Silver Hollowpoints	3	Ranged
Anticoagulant	9	-
Blood Donor	-	Heal 3
Razor Garrote	6	-
Tear Out Throat	7	-
Discover Plans	-	Look
Muscle Car	-	Move
Suped Up Motorcycle	-	Move
Daybreak	3	Area Affect or Move
Rescue	-	Put discarded Companion back in play
Vampire Hunter	2	Companion with Draw 1 when Striking
Ex-Vampire	2	Companion with Ranged Attack
Vampiric Love Interest	2	Companion can be used as Look
Old Man	2	Companion can be used as Draw 2
Female Doctor	1	Companion can be used as Heal 3
Night Stalkers	2	Companion can be used as Move
The Herbalist	1	Companion can be used as Heal 2
Bloodpack	3	Companion

Links

Blade Wikkipedia





Blade Runner

Introduction

Card game based on the SF Cult Classic Movie Blade Runner. 2-4+ players. The first player to retire 3 Replicants is the winner.

Disclaimer

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Card Type List

Type:	Special Ability:
Replicant	Take top card of discard
Location	Draw 3 cards and keep 1
Test	Look at opponents hand
Combat	Opponent must discard 1 random card
Transport	Draw 2 cards
Investigation	Look at next 7 cards in deck
Complications	Steal 1 random card from opponent

Blade Runners

There are 4 Available Blade Runners. Each player starts as one.

Blade Runner List

Operative:	Special Ability:
Deckard	Draw 1 extra card in Search Phase
Bryant	May play 2 cards in Action Phase
Holden	Hand Size +1
Gaff	At beginning of his Action Phase, Gaff may look at

1 players hand or the next 5 cards in the deck, for free in addition to his regular Special Action play.

Winning

The first player to complete 3 Assignments is the winner. (The character may then retire or get promoted.)

The Deck

Players share a common deck. The Deck has 7 Types of Cards.

Setup

Each player picks a Blade Runner. Shuffle the deck. Most genetically altered player goes first. Play proceeds clockwise.

Turn Sequence

- Players take turns. Each turn has 4 Phases:
1. Search Phase — Draw 2 Cards.
 2. Action Phase — You may Play 1 card for its Special Ability.
 3. Assignment Phase — Complete an Assignment: Discard at least 1 of each card type.
 4. Debriefing Phase — Max hand size is 8 cards. Discard excess cards.

Assignment Requirements

Threat Rule: An Assignment Play must contain 1 or 2 Combat cards with a combined rank value that is equal to or greater than that of the rank value of the Replicant. Search Rule: The Combined ranks of the Investigation and Test cards played must be equal to or greater than 10. Travel Rule: The Ranks of the Location and Travel cards must be within 2 of each other.

- Soliloquy Rule: On completing an assignment a player must spout one of the following...
1. A line or quote from the movie.
 2. Some trivial fact about the making of the movie.
 3. Some fact about how the movie versions differ from each other.

- 4. Some fact or insight about Philip K Dick, Riddley Scott, or Harrison Ford.
 - 5. Some thoughts about AI, robotics, genetic engineering, cloning, bioethics, or space travel
 - 6. Some thoughts on other books by Philip K Dick.
- If unwilling or incapable of performing the Soliloquy Rule, the player must draw 1 less card on his next turn.

Card List

Type	Rank	Name:
R	9	Combat Model
R	7	Pilot Model
R	6	Crew Model
R	1	Mining Model
R	5	Heavy Labor Model
R	8	Special-Ops Model
R	2	Pleasure Model
R	3	Skin Job
R	4	Experimental Model
I	7	Tyrell Corporation
I	8	Murders
I	2	Nexus-6 Models
I	4	Biomechanics Designer
I	3	Cityspeak
I	6	Detective Work
I	5	Photo Analyzer
I	9	Find Body
I	1	Collect Call
C	1	Dystopia
C	9	Love
C	5	Burnt Out
C	8	Cunning
C	2	Veiled Threat
C	7	Sympathy
C	6	Intimacy
C	4	Hard Drinking
C	3	Conspiracy
Z	9	Voight-Kampff Detector
Z	3	Lack of Empathy
Z	1	Implanted Memories
Z	4	Emotional Response
Z	8	Interrogation

Card List Notation

- X** Combat
- R** Replicant
- I** Investigation
- L** Location
- T** Transport
- C** Complication
- Z** Test

Type	Rank	Name:
Z	7	Provocative Statements
Z	6	Cross Referenced Questions
Z	2	Manipulated Images
Z	5	Indicator of Humanity
L	7	Laboratory
L	6	Nightclub
L	9	Tyrell Penthouse
L	3	Abandoned Building
L	4	Grungy Apartment
L	5	Strip Club
L	8	Arcology
L	1	Noodle Bar
L	2	Rooftop
T	2	Hover Car
T	1	Police Vehicle
T	4	Air Car
T	8	Mag Lev Tubes
T	5	Taxi Spinner
T	6	Aerodyne
T	1	City Streets
T	2	Underground
T	9	Hyper Elevators
X	5	Ambush
X	1	Hand Cannon
X	3	Chased Down
X	2	Attack through Wall
X	4	Disarmed
X	8	Time to Die
X	9	Assist
X	6	Hand to Hand
X	7	Mercy Kill

Links

?? Blade Runner





Blitz

Introduction

Card game. Simulates the Battle of Britain. July-September 1940

Cards

Players will have to make their own sets of cards. The RAF and Luftwaffe have their own unique decks. The Germans also need 20 tokens to represent bomb damage.

On the Deck lists, # = number of that card in the deck. Both decks have 62 cards. Notice that most cards have a force value.

Card sets are included at the bottom of the page.

Set Up

Shuffle both decks. The RAF player draws 4 cards. The Luftwaffe player draws 4 cards.

Turn Sequence

Draw Phase Raid Phase Bombing Phase Discard Phase

Draw Phase

Both players draw 2 cards from their respective decks.

Raid Phase

The German player may decide not to attack. If so, the turn ends. If he attacks the German and British players take turns playing cards face up from their hands. The German goes first. His first card in a raid must be a bomber.

This continues until both players have no more cards they want to play. Each player can use only one force multiplier card per raid (Night Raid, Radar. . .) The German player adds up the force value of all of his

cards and multiplies by 2 if a Night Raid card is used. This number is the Total Luftwaffe Force Value.

All cards used in the Attack are discarded. The British player adds up the force value of all of his cards and multiplies by 2 if an Early warning radar card is used. This number is the Total British Force Value.

All cards used in the Defense are discarded. The higher force total is the winner.

Bombing Phase

If the RAF had a higher force total in raid phase then skip this phase. Notice that German bombers have a bomb value in addition to a force value. If the Luftwaffe had a higher force total, then bomb damage is dealt to the British player equal to the total bomb value of all bombers in the attack.

The British player may play barrage balloons in this phase to negate 1 dive bomber per balloon. The British player may play repair cards in this phase to negate 1 point of bomb damage per repair card.

Discard Phase

If a player has more than 8 cards he must discard the excess. Players may also discard any cards they don't want.

Luftwaffe Victory

If the Germans accumulate 20 points of bombing damage then they win. Hitler decides to go ahead with operation Sealion.

British Victory

If the German player goes to draw a card and there are no cards left in his deck the British win. Hitler postpones operation Sealion indefinitely.

Luftwaffe Deck Card List

#	CARD	FORCE	BOMB	NOTES
15	Messerschmitt BF109	4	0	Heavily-armed single-seat fighter
5	Zerstorer BF110	3	0	Slow, 2-seat bomber escort
10	Hinkel 111 Deathshead	1	3	Bomber. The Spade
10	Dornier Do17Z	1	2	Bomber. The flying Pencil
10	Junker Stukas	1	1	Versatile Dive-Bomber

#	CARD	FORCE	BOMB	NOTES
1	Ace Pilot	7	0	Example: Adolf Galland
10	Night Raid	X2	0	Doubles force of all cards used in attack
1	Hermann Goering	X3	0	Triples force of all cards used in attack

Royal Air Force Deck Card List

#	CARD	FORCE	NOTES
5	Supermarine Spitfire MK1	5	Fast single-seat fighter
7	Hawker Hurricane	4	Single-seat fighter. Easy to build, fly, service, & repair
1	Bristol Beaufighter	6	Heavily-armed, 2-seat, night fighter with radar
1	Bristol Blenheim	2	3-seat, converted, long range fighter
1	Boulton-Paul Defiant	2	Heavy, old, slow, 2-seat fighter
1	Gloster Gladiator	3	Old but maneuverable single-seat biplane fighter
1	Fairey Battle	0	Slow, outgunned 3-seat light bomber
7	Early Warning Radar	X2	Doubles force of all cards used in defense
3	Command & Control	X2	Doubles force of all cards used in defense
1	Winston Churchill	X3	Triples force of all cards used in defense
5	Barrage Balloons	0	Negate 1 Junker card in Bomb phase

5 Repairs 0 Negate 1 point of bomb damage in Bomb phase

10	Ack Ack Guns	2	Flak
5	Ground Fire	1	Small arms
1	Ace Pilot	7	Example: Peter Townsend
5	Inexperienced Pilots	0	
3	Decoy	4	Dogfighting tactic

Bombing Berlin: Optional Rule

Churchill orders the bombing of Berlin. In retaliation Hitler targets cities instead of airfields and radar installations. On turns 1-14 bomb damage is double.

On turns 15+ bomb damage is half. Do not round up or down. Keep track of 0.5 bomb damage. (repairs and balloons are unaffected)

Counter Set

The following card sets were created by Janne Thörne: <jan.thorne@mail.bip.net> The sets contain

only one of each card type. Janne has also made sets for Cannonade & Midway.

Download RAF cards set #1 Download RAF cards set #2 Download Luftwaffe card set

Game Designers Notes

Similar design to Zulu Spears. The Brits are defending in both games. I guess, deep down, I must be an anglophile.





Bloodwars Ccg

Objective

Rules for common Deck play. One of the first CCGs out there, it was quickly forgotten, but the art and background material is good stuff. A common deck adds more variety to the game and reduces the abuses of the power cards.

Common Deck Construction

Take all the cards and shuffle them together in a common deck. Only one of each unique card in the

deck. Consider all warlord, artifact, and battlefield cards to be unique.

Add other cards in numbers to suit your tastes. Players keep their own discard and dead book piles.

Gameplay

No further modifications to the rules.





Blown Away

Introduction

Board & card game for 2 players. 18th Century Naval Combat Abstract skirmish level Ship combat. Each figure represents a single Ship (unit).

Victory

You win if you Sink the opposing Flagship.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Ships. Each Player has 4 types of Ships.

Fleet Unit Table

#	Type	Hits
1	Flagship	4
2	Ship of the Line	3
2	Frigate	2
3	Sloop	1

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

Setup

Each player places one Ship on each square of his back row. Ships may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Maneuver Phase

3. Fire Phase

Orders Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.

Moves can be diagonal or orthogonal. Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. Every attack does 1 point of damage. Use Chits or coins to record damage.

A ship reduced to zero Hits sinks and removed from the board. Your opponent may play (discard) Defense cards to negate your attack.

Card List Notation

- M** Movement
- A** Attack
- D** Defense
- X** Special
- K** As a Knight would move in chess
- Type** Purpose of card
- Dam** Damage (inflicted or prevented)
- #** Number of that card in the Deck.

Card List

Card Name:	#	Range	Type	Notes
Boarding Action	2	1	A	
Surrender	2	1	A	Only vs Ships with 1 Hit left

Card Name:	#	Range	Type	Notes
Canister	2	1	A	
Grapeshot	2	2	A	
Bow Rake	2	2	A	Only by ship that moved this turn
Broadshots	2	3	A	
Roundshot	2	4	A	
Chainshot: Dismasted	1	2	X	Target can no longer move
Barshot: Dismasted	1	3	X	Target can no longer move
Hot Shot: Fire	2	-	X	Attack does 1 extra damage
Breeze	5	1	M	
Winds	4	2	M	
Sail	3	3	M	
Break the Line	2	K	M	
Gust	2	4	M	
Reload	2	-	X	Draw 2 Cards
Rally	2	-	D	
Refuse Battle	2	-	D	





Blue Vs Gray Combined Arms

Introduction

Board game for 2 players. American Civil War theme. No dice or cards. Each unit represents a regiment.

Victory

Occupy all Forts or destroy the enemy General.

The Map

Use an 8x8 chessboard.

Unit Master List

Unit Name:	Move	Range	Defense	Max/Min
General	4	1	4	1/1
Cavalry	4	1	4	6/2
Infantry	2	1	5	-/6

Unit Special Abilities

All friendly units adjacent to the General get Defense +1 Infantry do 2 damage vs Cavalry Artillery do 2 damage vs Infantry Cavalry do 2 damage vs Artillery Mortars do 2 damage vs Units in Forts

Army Creation

Each player designs an army before play starts. An army is composed of 16 units. The Master List gives the maximum & minimum numbers for each unit type

Setup

Each player places one unit on each square of his back three rows. Units may not stack. Players take turns placing their units.

Determine who goes first in a non-random manner.

Turn Sequence

Players take turns. Each turn has 2 phases:

1. Move Phase
2. Attack Phase

Move Phase

You can move some, none, or all of your units in move phase. Units can move orthogonally or diagonally. Units can move up to a number of spaces equal to their Move Trait.

Units cannot move through other units.

Units

Use chits or miniatures to represent units. There are 7 distinct unit types.

Unit Attributes

Each unit has 3 Attributes or Traits: *Move: the number of spaces the unit can move per turn. *Range: the maximum number of spaces distant the unit can apply damage. *Defense: the amount of damage the unit can take at one time before having to retreat.

Some units have additional special abilities.

Unit Name:	Move	Range	Defense	Max/Min
Riflemen	2	2	4	4/-
Artillery	1	3	3	4/-
Mortar	1	2	3	2/-

Attack Phase

Each of your units can attack one target enemy unit in Fire Phase. Different units may attack different targets. Each unit has a Range Trait (number of spaces out it can attack into) A unit can only attack a target that is within its range.

Units with ranges 2+ can attack over other units. An attack does 1 point of damage. As soon as a unit takes damage in a turn equal to its Defense Trait, it must retreat.

(Combined Arms: you must concentrate force & combine attacks) A retreating unit must move laterally or back towards its side of the board 1 space. A retreating unit unable to move is destroyed and is removed from the board. Units that retreat off the board are destroyed.

A unit cannot move laterally if it will come in contact with an enemy unit.

Double Whammy Rule

If you can force a unit to retreat a second time in the same phase, it is automatically destroyed.

Optional Rules

Terrain

Distribute Hills & Forts. Units occupying Hills have a Defense bonus of +1. Units occupying Forts have a Defense bonus of +2.

Elite Units

Each player may make 2 of his units Elite. Elite units get +1 to Defense & always do 2 Damage instead of 1.

Experienced Units

A unit that helps destroy 5 enemy units becomes Elite.

Reinforcements

Every third turn each player gets one additional non-general unit. Reinforcement Units start on a player's back row.

Campaign

Use a Larger map with bigger armies. Use all the other optional rules.





Boer War

Introduction

2 player card game. Simulation of the Boer War 1899-1902. One player is the British Empire.

The other player is the Transvaal & Free Orange State Boers.

Victory

Reduce your opponent to zero Blood Tokens.

Blood Tokens

Each player starts the game with 20 Blood Tokens.

The Decks

Each player has their own unique deck. Each deck contains 2 copies of each card in their respective card list. Each deck has 40 cards.

There are 2 card types:

T Troops

S Strategies

Each card has a Force value of 1 to 10.

Turn Sequence

Each turn is divided into 4 phases:

1. Logistics Phase
2. Strategy Phase
3. Battle Phase
4. End Phase

Logistics Phase

Each player fills their hand to 9 cards. If the deck ever runs out, shuffle the discard and draw from it.

Strategy Phase

Each player may discard 1 card to activate its special ability. (Refer to card list for Special Abilities) The player with the fewest Blood points goes first. If tied, the Boer player decides who goes first.

Cards played in this turn are referred to as Event Cards.

Boer Card List

Battle Phase

Each player determines the total force value of their hand for the categories of Strategy and Troops. Up to 4 Troop cards may be played, and 4 Strategy cards. Duplicate cards may not be played.

The player with the higher score in a category wins it. The loser in a Category loses 1 Blood Token. If the loser's score is less than half the winners he loses an additional Blood Token.

In event of a Tie both players lose 1 BT. If a player wins both categories his opponent loses an additional Blood Token. Discard all played cards at the end of the phase.

End Phase

Players must discard down to 2 or less cards.

Course Of The War

The war had 3 stages:

1. The first stage saw major Boer successes vs Inept British Leadership.

The Boer player gets to draw an extra card for the first 5 hands of the game.

2. The second stage saw the British occupy the capitals of the Boers.

No one has an advantage in the second stage.

3. The third stage saw Boer Guerilla Warfare outdone by British Total Warfare.

The might of the British Empire allows them to draw an extra card every Turn starting with the eleventh turn.

Card List Notation

BP Battle Phase

BT Blood Token

F Force

OP Opponent or Opponent's

SC Strategy Card

TC Tactics Card

DC Discarded

PAN Play another Event

D1C Draw 1 Card from the Deck and put it in your Hand

Card Name:	Force	Type	Special Ability:
Hit & Run Tactics	9	S	OP discards 2 random cards
Guerilla Warfare	10	S	D2C
Cunning Traps	8	S	OP TC are -3F this turn in BP
Ambushes	6	S	OP DC Strongest TC DC in BP
Entrenched Hills	5	S	Your SC are +3F this turn
Home Territory	3	S	Gain 1 BT
Inept British Commanders	7	S	OP DC Strongest SC DC in BP
Raids	4	S	LAOH then OP DC 1 random card
Camouflage	2	S	Negate Event just played by OP
Skirmishes	1	S	OP must DC 1 card of his choice
Small Mobile Forces	8	T	Negate Event just played by OP & D1C
Excellent Marksmen	6	T	Win all ties in BP
Light Artillery	1	T	OP loses 1 BT
Maxims & Mausers	2	T	Your TC are +3F this turn
Bitterenders	10	T	Gain 1 BT and OP loses 1 BT
Veteran Snipers	7	T	OP SC are -3F this turn in BP
Live in the Saddle	4	T	Each card you play in BP is +1F
Masters of Gun & Horse	5	T	D1C then PAN
Militia Riflemen	3	T	LAOH then D1C
Boer Commandos	9	T	OP loses 1 BT and D1C

British Card List

Card Name	Force	Type	Special Ability:
Displays of Courage	2	S	Your TC are +3F this turn
Learn from Mistakes	1	S	Negate Event just played by OP
Break Siege	7	S	OP DC Strongest SC DC in BP
Railroads	3	S	Gain 1 BT
Imperial Reinforcements	9	S	D2C
Block Houses	8	S	Your SC are +3F this turn
Occupation	4	S	OP must DC 1 card of his choice
Scorched Earth Policy	6	S	LAOH then OP DC 1 random card
Concentration Camps	5	S	OP loses 1 BT
Total War	10	S	OP discards 2 random cards
Garrisons	1	T	D1C then PAN
Infantry	2	T	Your TC are +1F this turn then D1C
Brigades	3	T	Each card you play in BP is +1F
British Regulars	7	T	D3C then discard 2 then PAN
Field Artillery	4	T	Win all ties in BP
Vickers Machine Guns	6	T	OP TC are -3F this turn in BP
Naval Gun Batteries	5	T	OP DC Strongest TC DC in BP
Cavalry	8	T	OP SC are -3F this turn in BP
Relief Columns	9	T	Negate Event just played by OP & D1C
Expeditionary Force	10	T	Gain 1 BT and OP loses 1 BT

Card Set Available

: Ludi Popina

Links

Essay Boer War Boers





Book Hunters Of Bookholm

Introduction

Questing card and dice game for 1-2+ players. Based on the novel "The City of Dreaming Books".

Disclaimer

The City of Dreaming Books is a copyrighted property. This is merely a fan site.

Background

The vast network of catacombs beneath Bookholm are filled with priceless Literary treasures. There is great danger as well; deadly traps and fearsome Creatures. And the worst foes of all, your fellow bookhunters!

Victory

Set a time for play. . . 1 to 2 hours. At the end of this time, the player with the most Pyra (actual and in the Form of unsold books) is the Winner. Note: In the

book, many bookhunters are motivated by things other Than getting rich, namely murder. They are a motley group of psychopaths and Killers. Some could be rich many times over and retire, but they continue to Prowl the catacombs in search of others of their kind they can victimize without Being punished for their crimes. These, the players will encounter as Foes.

Currency

The unit of Currency in Bookholm is the Pyra, a form of paper money.

Terminology: Levels

This is a ubiquitous term. There are Skill levels, Depth levels, Creature levels, Foe levels, Trap levels, and Difficulty levels.

Depth Levels

The Catacombs descend down 10 levels:

Level	Notes:
0	Surface: Buying Equipment and Selling Books; Accelerated Healing
1	Cellars
2	Civilized (Traps here are Level +2)
3	Required to find Class 3 Books
4	Unholm (Creatures here are Level +2)
5	Land of the Dead (No Foes Here)
6	Required to find Class 4 Books
7	Ancient
8	Wild (Dead Ends here are at Level +2)
9	Shadowkeep
10	Giant Lands

Bookhunter Creation

- This requires several Steps:
1. Determine Race: Roll once on the Race Table
 2. Determine Skills: Draw 10 Cards from the Skill Deck
 3. Starting Equipment: Draw 5 cards from the Equipment Deck.
 4. Name your Bookhunter (and draw a picture)

2. Slay (Killing Creatures)
3. Disarm (Avoiding Traps)
4. Explore (Getting past Difficult Terrain)
5. Book Lore (Finding and Identifying valuable Books)
6. Evade (Avoiding Foes and Creatures)
7. Social (Selling Books and Avoiding Duels)
8. Stamina (Capacity to withstand wounds and injury)

Skills And Skill Levels

- There are 8 Skill Types:
1. Duel (Killing opposing Bookhunters or intelligent Foes)

Starting Skill Levels

A bookhunter starts with zero level in all skills except Stamina. Stamina starts at level 10.

Bookhunter Race Table

1D6	Race:	Starting Skills:
1	Troglotroll	Stamina +1 Slay +1 Evade +1
2	Wolperting	Duel +1 Slay +2
3	Bluddum	Stamina +1 Duel +1

1D6	Race:	Starting Skills:
4	Hogging	Stamina +2 Social +1
5	Uggly	Lore +2 Evade +1
6	Rare	Roll on the Rare Race Table

Rare Race Table

1D6	Race:	Starting Skills:
1	Vulphead	Lore +1 Explore +1 Social +1
2	Lindworm	Stamina +1 Lore +1 Slay +1
3	Norselander	Stamina +1 Lore +1 Social +1
4	Nocturnomath	Lore +1 Duel +1 Social +1
5	Alpine Imp	Stamina +1 Explore +1 Disarm +1
6	Demi Dwarf	Evade +1 Explore +1 Disarm +1

Skill Deck Card List

Card:	Notes:
Savagery	Duel +1
Ferocity	Duel +1
Cruelty	Duel +1
Trickery	Duel +1
Ambush	Duel +1
Speed	Duel +1
Surprise	Duel +1
Fighting Technique	Duel +1
Prowess	Slay +1
Cunning	Slay +1
Hunting	Slay +1
Trapping	Slay +1
Monster Lore	Slay +1
Animal Handling	Slay +1
Instinct	Slay +1
Intelligence	Slay +1
Perception	Disarm +1
Observation	Disarm +1
Caution	Disarm +1
Trap Setting	Disarm +1
Reflexes	Disarm +1
Poison Lore	Disarm +1
Mechanics	Disarm +1
Engineering	Disarm +1
Climbing	Explore +1
Mountaineering	Explore +1
Balance	Explore +1
Agility	Explore +1
Willpower	Explore +1
Courage	Explore +1
Survival	Explore +1
Labyrinthology	Explore +1

Card:	Notes:
History	Lore +1
Literature	Lore +1
Language	Lore +1
Typography	Lore +1
Antiquarianism	Lore +1
Printing	Lore +1
Biography	Lore +1
Ink Lore	Lore +1
Stealth	Evade +1
Subterfuge	Evade +1
Hide	Evade +1
Running	Evade +1
Silence	Evade +1
Sneakiness	Evade +1
Camouflage	Evade +1
Escapology	Evade +1
Haggling	Social +1
Presence	Social +1
Diplomacy	Social +1
Intimidation	Social +1
Streetwise	Social +1
Sense of Humor	Social +1
Double Talk	Social +1
Persuasion	Social +1
Endurance	Stamina +1
Strength	Stamina +1
Vitality	Stamina +1
Physique	Stamina +1
Constitution	Stamina +1
Energy	Stamina +1
Toughness	Stamina +1
Vigor	Stamina +1

Equipment Types

Type:	Notes:
Weapons	Slay +1 and Duel +1
Opening Tools	Explore +2 for Opening Challenge
Navigation Tool	Explore +2 for Navigation Challenge
Climbing Tool	Explore +2 for Climbing Challenge
Detection Tool	Disarm +1
Armor	Stamina +1
Light Source	Explore +1 and Disarm +1 and Lore +1
Reading Instrument	Lore +1
Container	See Limit Notes

Equipment Limits

You can only have one of each type of Armor. For example, you only gain benefit from one mask and not a second. Similarly, you only gain the benefit from a single light source.

You only gain the benefit from the first two weapons you possess. Having a Container allows you to carry 2 extra Books. A container also lets you carry extra food, water, and medicinals, so you Heal 1 extra lost stamina in end phase.

Equipment Deck Card List

Equipment	Notes:
Flaming Torch	Light Source
Lantern	Light Source
Oil Lamp	Light Source
Jellyfish Torch	Light Source
Candles	Light Source
Skeleton Key	Opening Tool
Pickaxe	Opening Tool
Hammer	Opening Tool
Lockpick Kit	Opening Tool
Length of String	Navigation Tool
Ball of Twine	Navigation Tool
Compass	Navigation Tool
Maps	Navigation Tool
Pole	Detection Tool
Spikes	Climbing Tool
Rope	Climbing Tool
Chains	Climbing Tool
Hooks	Climbing Tool
Backpack	Container
Sacks	Container
Basket	Container
Spectacles	Reading Instrument
Magnifying Glass	Reading Instrument
Studded Leather	Armor Suit
Double Leather	Armor Suit
Scale Mail	Armor Suit

Equipment	Notes:
Chainmail	Armor Suit
Deaths Head Mask	Armor Mask
Wire Mesh Mask	Armor Mask
Kettle Helm	Armor Helm
Great Helm	Armor Helm
Gauntlets	Armor Arms
Bracers	Armor Arms
Metal Plates	Armor Pieces
Spiked Plates	Armor Pieces
Greaves	Armor Legs
Heavy Boots	Armor Legs
Knife	Weapon
Axe	Weapon
Dagger	Weapon
Sword	Weapon
Spear	Weapon
Whip	Weapon
Crossbow	Weapon
Mace	Weapon
Spiked Club	Weapon
Blowpipe	Weapon
Sabre	Weapon
Cleaver	Weapon
Poison Arrows	Weapon
Iron Javelins	Weapon

Setup

Players start at the Surface (Depth = 0). Players roll high on 1D10 to determine who goes first. Play proceeds clockwise.

The Surface

There are no encounters at the Surface. Because of the availability of good food, drink, medical care, sanitation, and Accommodations at the surface, players heal 2 extra stamina per turn while there. While at the surface players can buy equipment and sell books.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Surface Activities Phase
2. Movement Phase
3. Encounter Phase
4. Resolution Phase
5. End Phase

Surface Activities Phase

Skip this phase if you are not at the Surface. You may take 1 action:

1. You may pay 100 Pyra to draw 1 equipment card.
2. You may sell 1 Book.

When selling a book you get +10% to its value for each

level of Social Skill you have.

Movement Phase

If you are at the surface you may immediately descend to Depth Level 1. If you are at any other depth you may attempt to ascend or descend 1 Depth Level. To do this you must succeed at a Movement Challenge.

To do a Movement Challenge roll 1D10 and add your Explore Skill level. If your adjusted roll is 7+ you succeed.

Encounter Phase

If you are at the surface skip this phase, otherwise roll once on the Encounter Table.

Encounter Table

1D6	Encounter:	Notes:
1	Trap	Draw 1 card from the Trap Deck
2	Foe	Draw 1 card from the Foe Deck
3	Creature	Draw 1 card from the Creature Deck
4	Book	-
5+	Dead End	Draw 1 card from the Dead End Deck

Resolution Phase

Resolve the current Encounter according to its type.

Book Limit

You can carry a max of 4 books with you. You can carry 1 extra book for each piece of equipment you don't carry.

End Phase

You can have a max of 8 pieces of equipment. Discard excess equipment and Books. Heal 1 Lost Stamina.

There is a 50% chance one random piece of Equipment of yours breaks or is lost.

Trap Encounter Resolution Rules

Draw 1 card from the Trap Deck Roll 1D10 and add your Disarm Skill Level. Subtract the Trap Level. Success 7+ No Penalty.

Fail on 6 or less. Penalty for failure is determined by the card. Collapse Traps have a 50% chance of sending the player down 1 Depth Level.

Trap Deck Card List

Trap	Level	Notes:
Cave In	4	2D6 Damage; Collapse
Rock Slide	3	1D10 Damage; Collapse
Fire Trap	5	1D6 Damage
Flooding Chamber	5	Automatic Death
Poison Gas	6	Draw a card from the Poison Deck
Exploding Trap	7	2D6 Damage
Death Trap	9	2D6 Damage
Spear Lined Pitfall	4	2D6 Damage & Miss Next Turn
Spring Operated Blades	3	1D6 Damage
Poison Darts	2	Draw a card from the Poison Deck
Falling Beams	1	1D6 Damage; Collapse
Crushing Trap	2	2D6 Damage; Collapse
Converging Walls	4	Automatic Death

Trap	Level	Notes:
Acid Trap	4	1D6 Damage
Bookcase Trap	8	1D6 Damage; Collapse

Poison Deck Card List

Poison	Effect:
Lethal	Automatic Death
Madness	Miss Next 2 Turns
Paralyzing	Miss Next Turn
Weakness	Get -3 to all Skill Challenges Next Turn
Laughing	1D6 damage and Miss Next Turn
Delirium	Miss Next Turn
Memory Loss	Lose 1 Random Skill
Blinding	Miss Next Turn
Bacterial Blood Poisoning	Get -2 to all Skill Challenges Next 2 Turns
Disease	Get -1 to all Skill Challenges Next 3 Turns
Caustic	1D6 Damage
Venomous	2D6 Damage

Foe Encounter Resolution Rules

Draw 1 Card from the Foe Deck. You may attempt to Evade the Foe 50% of the time. Roll 1D10 and add Evade Skill Level.

On a roll of 10+ you successfully evade the Foe. If evasion does not work you may next attempt to Parley with the Foe. Roll 1D10 and add your Social Skill Level.

Success on 9+. The Foe leaves you alone. Get +1 to roll for every Book and equipment you give Foe as Bribe. If foe cannot be parleyed, he must be fought: Roll 1D10 and add your Duel Skill Level.

Subtract the Foe Level. On a modified roll of 9+ you suffer no damage and defeat Foe. On 6-8 you win but lose 1D6 Stamina.

On 5 or less you suffer 2D6 Damage. If you win a Duel roll 1D6 on the Loot Table:

Loot Table

1D6	Loot:
1	Nothing
2	1 Equipment
3	2 Equipment

1D6	Loot:
4	1 Lesser Book
5	2 Lesser Books
6+	1 Valuable Book

Foe Deck Card List

Foe	Level	Notes:
Rong Kong Koma	10	If you lose suffer an extra 1D6 Damage
Book Pirates	5	If you lose, no damage but lose all your books
Book Thief	6	If you lose, no damage but lose your most valuable book
Blorr the Bricklayer	4	If you lose, miss your next turn
Nassim the Noose	5	Cannot be Parleyed
Imran the Invisible	6	Cannot be Evaded
Reverberus Echo	3	If you win -1 to Loot Table roll
Lembo the Snake	5	Get -2 to Evade and Parley Rolls
Yont Yooble	-	Encounter a Trap instead at Level +2
Hunk Hoggno	6	If you lose he eats you: Automatic Death
Erman de Griswold	7	Get +1 to Evade Roll
Hadwin Paxi	4	He does +1 Damage

Foe	Level	Notes:
Azlif Khesmu	1	Get -1 to Evade Roll
Horgul the Hairless	3	If looted has no Equipment
Blondie Snotsniff	2	If looted has no Books
Shadowking	15	Cannot be Parleyed with
The Toto Twins	4	If you win first duel fight a second duel
Krood Brothers	3	If you win first duel fight a second duel
Golden Beard	-	Encounter a Book Trap instead at Level +3
Hokum Bogus	5	Get +2 to Parley
Tarik Tabari	8	If you win +1 to Loot Table roll
Colophonius Regenschein	9	He evades you on a roll of 5+ on 1D10

Reputation Rule

For every Foe you kill gain 1 Reputation Point. If your Reputation is higher than a Foes Level get +1 to Parley Rolls.

1D10 and add Evade Skill Level.

On a roll of 10+ you successfully evade the Creature. If Creature cannot be evaded, it must be fought: Roll 1D10 and add your Slay Skill Level. Subtract the Creature Level.

Creature Encounter Resolution Rules

Draw 1 card from the Creature Deck. You may attempt to Evade the Creature 50% of the time. Roll

On a modified roll of 9+ you suffer no damage and defeat the Creature. On 6-8 lose 1D6 Stamina. On 5 or less lose 2D6 Stamina.

Creature Deck Card List

Creature	Level	Notes:
Bookworm Swarm	1	You may evade them by tossing them a book
Big Black Beetles	2	-
Poisonous Snake	3	Instead of Damage draw a Poison Card
One Eyed Bats	3	-
Plague Rats	3	If Damaged get -1 to all Skill rolls Next 2 Turns
Blind Moths	1	Instead of getting Damaged Miss Next Turn
Catacomb Flies	2	If you Evade, Miss Next Turn
Mutant Jellyfish	2	Get +2 to Evade; Do at most 1D6 Damage
Giant Worm	5	Get +2 to Evade
Albino Crabs	6	-
Deformed Ape	5	Cannot be Evaded
Lavaworms	7	Get +2 to Evade
Assorted Vermin	3	If you Evade get -2 to next Movement Challenge
Crystalloscorpion	7	In addition to Damage draw a Poison Card
Troglognomes	4	Instead of Damage they steal 1 Equipment
Fearsome Booklings	5	Instead of Damage go up 2 Depth Levels
Megaworm	8	Get +2 to Evade
Giant Ants	5	If Damaged also lose 1 Equipment
Cyclops	7	Does +2 Damage
Dangerous Insect	5	-
Winged Bloodsuckers	4	-
Giant Earwigs	3	Do at most 1D6 Damage
Giant Bookhoppers	2	Do at most 2D6 Damage
Giant Spider	3	In addition to Damage draw a Poison Card
Gigantic Caterpillars	4	Get +2 to Evade
Giant Millipedes	6	Get +2 to Evade
Hybrid Creature	4	-
Spinxxxx	9	-

Creature	Level	Notes:
Giant	10	-
Black Tentacles	5	Get -1 to Evade
Harpyrs	8	Get -2 to Evade
Luminous Scorpions	2	Instead of Damage draw a Poison Card

Book Encounter Resolution Rules

Roll a number of six sided Dice equal to your Depth Level plus a number of Six sided dice for each level of Booklore skill you have. For every roll of 6 you get 1 Find Point. If you get 1 Find point Draw a card from the Lesser Book Deck If you get 2 Find Points Draw a card from the Book Trap Deck If you get 3 Find point

Draw a card from the Valuable Book Deck If you get 4 Find point Draw a card from the Golden List Book Deck

Book Traps

Book Traps are handled like regular Traps.

Book Trap Deck Card List

Book Trap	Level	Notes:
Lethal Device	5	2D6 Damage
Poison Dart	4	Draw a card from the Poison Deck
Glass Slivers	4	1D6 Damage
Needle Catapult	5	Draw a card from the Poison Deck
Acid Syringe	3	1D6 Damage
Toxic Gas Cylinder	2	Draw a card from the Poison Deck
Toxicotome	10	Draw a card from the Poison Deck
Poisoned Book	8	Draw a card from the Poison Deck
Hazardous Book	7	2D6 Damage
Analphabetic Terrortome	9	1D10 Damage
Exploding Book	6	1D10 Damage
Posthypnotic Commands	3	Miss Next Turn
Olfactory Poisons	1	Draw a card from the Poison Deck
Razor Sharp Page Edges	3	Draw a card from the Poison Deck
Strangling Bookmark	4	1D6 Damage

Collections

If you find a Collection (Many Books) its value counts at the end of the game, but you Do not carry

them with you as you would individual books.

Lesser Book Deck Card List

Book	Pyra
Adventure Story	1
Thriller	1
Flagellators Manual	1
How to Comb a Chicken	1
Four Hundred Frog Recipes	1
A Pig for Two Pyras	10
Nothing of Importance	10
Plethoric Novel	10
Adynationist Poetry	10
Adaptionism Literature	10
Pastellist Literature	10
Oxymoronic Verses	10
Anticlimacticist Novel	10

Book	Pyra
The Way of the Bookhunter	10
Count Elfensenf Novel	10
Prince Sangroid Novel	10
Joys of Gardening	10
Sir Ginel	10
Zomonian Gagaist	100
The Smoked Cookbooks	100
Scientific Treatise	100
Pine Needle Pamphlets	100
Shaven Tongue	100
Tiger in My Sock	100
Hard Beds & Soiled Sheets	100
A Village Named Snowflake	100

Book	Pyra
High Baroque Literature	10
Romantic Literature	10
Ugglian Horror	10
Onomatopoeic Dynaprose	10

Book	Pyra
Life is more Terrible than Death	100
Ant Drum	100
The Glass Guest	100
The Dog that only Barked Backwards	100

Valuable Book Deck Card List

Book	Pyra
Censored Book	1K
Hair Raiser	1K
Rickshaw Demons Curry Book	1K
Jewel Studded Book	1K
Signed in Blood	1K
Mint Condition	1K
First Edition	1K
Illustrated Copy	1K
Bound in Dragon Hide	1K
Golden Clasps	1K
Load of Rubbish	1K (Collection)

Book	Pyra
Cheap Offers	1K (Collection)
Cellar Books	1K (Collection)
Trashy Old Volumes	1K (Collection)
Old Stock	1K (Collection)
Long Lost Library	10K (Collection)
Pirates Booty	10K (Collection)
Dealers First Editions	10K (Collection)
Publishers Stocks	10K (Collection)
Buried Collections	10K (Collection)
Entombed Books	10K (Collection)
Late Medieval	10K (Collection)

Golden List Deck Card List

Book	Pyra
Ethereal Library	100K (Collection)
Princely Treasures	100K (Collection)
National Library	100K (Collection)
Ancient Library	1M (Collection)
Princess Daintyhoof	1M
Treatise on Cannibalism	1M

Book	Pyra
The Twelve Thousand Precepts	10M
The Bloody Book	10M
Silence of the Sirens	1M
The Solar Chronicles	1M
Animatome	1M
Flying Book	1M

Dead End Encounter Resolution Rules

Draw 1 Card from the Dead End Deck. Roll 1D10 and add your explore Skill Level. Subtract the Dead End Level.

Success on a roll 7 or higher. Failure on 6 or less.

If you Fail Miss Next turn 50% or lose 1D6 Stamina 50%.

C Climbing Challenge

O Opening Challenge

N Navigation Challenge

Dead End Deck Card List

Dead End	Level	Type	Notes:
Shaft	5	C	If Success go up or down 1 Level
Chasm	10	C	If Success go down 2 Levels
Lava Pits	9	C	If failed Does 2D6 Damage
Shadowy Corridors	4	N	
Labyrinth	8	N	If failed Miss next 2 Turns
Sealed Gateway	7	O	
Stalactite Cave	2	C	
Winding Stone Staircase	1	C	If success go up or down 1 Level
Stone Arches	2	O	
Narrow Passages	3	N	
Stalagmite Forest	4	C	
Hidden Chambers	5	O	

Dead End	Level	Type	Notes:
Ravine	6	C	If Success go down 1 Level
Terraces	2	C	If Success go up or down 1 Level
Driestone Cave	3	C	
Lofty Caverns	4	C	
Old Mines	4	N	
Maze	7	N	If failed Miss next 2 Turns
Tunnels	3	N	
Mausoleum	4	O	
Rusty Gnomes Railway	-	-	Go up or down randomly 2 Levels
Dead Bookhunter	9	N	If Success roll twice on the Loot Table
Discover Lair	8	O	If success roll twice on the Loot Table
Find Dropped Item	5	C	If Success draw 1 Item card

Multiplayer Interactions

If you occupy the same Depth as another player and you roll the Foe encounter, there is a 50% you will encounter a (random) opponent's Bookhunter. If one or both of you wants to fight, there will be a battle: Both roll 1D10 and add their Duel Skill Levels. The higher roll wins. If tied both lose. The winner suffers 1D6 Damage. The loser suffers 2D6 Damage.

If a player is killed. The other player gets his books and equipment. If neither player wants to fight, you may freely trade books and equipment. At the Surface, bookhunters may never fight, but may always trade with each other.

Player Death

If you are killed, use your next turn to roll up a new Bookhunter. The new Bookhunter inherits all the Pyras of the deceased, but not Any equipment or books he was carrying when he died. The new Bookhunter starts on the Surface.

Lair Rules

You may establish one hidden lair in the Catacombs. To do this, it must be during a turn in which you successfully resolved a Dead End Encounter. You may store unlimited Books and equipment in your lair.

Whenever you are at the depth level at which your lair is, you may, instead of rolling for an Encounter, pick up or drop off items freely in end phase. While in your Lair you heal 1 extra lost Stamina in End Phase.

Solo Play

The rules as they are should work very well for solo play

Optional Race Abilities, Bonuses, And Penalties

Troglotrolls heal quickly. They heal 1 extra Damage in End Phase. Their reduced intellectual capacity gives

them Lore -2. They are natural cave dwellers so get Explore +1.

Wolpertings are fast. This gives them Evade +1. Their vicious, carnivorous Nature gives them Social -1.

Bluddum have tough hides. They always take 1 less damage from every die of damage rolled against them. They are not terribly coordinated so get Explore -1.

Hogglings are full of energy. At the end of their turn, there is a 1 in 6 chance they Will immediately get to take another turn. Because of their lack of subtlety they get Lore -1.

Ugglies are well versed in Divination. Once on their turn, they may look at the next 5 cards in any deck. This also gives them an extra Evade +1. Because of their hideousness they get Social -2.

Vulphheads are memory masters with a good sense of smell. This gives them any extra Lore +1 and Evade +1. These Fox folk are smallish compared to many other races so have a Stamina -2.

Lindworms are studious and very long lived so get an extra Lore +1. When in danger they produce an unpleasant smell that gives them Evade -1. These scaly dinosaurs get an extra Stamina +1 but their pacifist ways give them Duel -1.

Norselanders are vegans adverse to violence so get Duel -1 and Slay -1. They are big, So get Stamina +1 and the ability to carry 2 extra pieces of equipment.

Nocturnomaths are scientifically orientated so get Disarm +1. They are also Telepathic so get an extra Social +1. They are very frail so suffer Stamina -2.

Alpine Imps are mountain dwellers so get an extra Explore +1. They are adept at Hiding so get Evade +1. They are small so get Stamina -2.

Demi Dwarfs are at home in subterranean locales so get an extra Explore +1. They are natural craftsmen so get Disarm +1. Their short stature results in a Stamina -2

Shadowkeep Rules

If you roll a 6 on the Encounter table while on Depth Level 9 you will find Shadowkeep Castle. Roll once on the Shadowkeep Castle Table:

Shadowkeep Castle Table

1D10	Result:
1	Attacked by the Shadowking for 2D6 Damage
2	Attacked by Animatomes for 1D6 Damage
3	Locked Out: Nothing Happens
4	Trapped in Castle: Miss Next Turn
5	Draw 1 Valuable Book Card (Ignore Collections: Redraw till you get a Book)
6	Waylaid by Weeping Spirits: Miss Next Turn
7	Transported to the Land of the Giants (Depth Level 10)
8	Read Orhm Books: Miss Next Turn
9	Led Astray: Return to the Wilds (Depth Level 8)
10	Shadowking befriends you: Miss Next Turn and Gain Lore +2

Land Of The Giants

Rules for Depth Level 10. Treat Foe Encounters as a Giant Encounter: The Giant has a Creature Level = 10. If you fight it and lose, he feeds you to his monstrous pets he keeps in Giant glass jars (Automatic Death)

Fearsome Booklings

When you encounter the Fearsome Booklings, you may attempt to befriend them: Roll 1D10 and add your

Social Skill Level. Success on 8+. If Successful they take you to their home in the Leather Grotto (Depth Level 6) where you miss your next turn, but gain Lore +1 and heal 2 extra points of Damage.

Colophonius Regenschein

If you successfully parley with Colophonius, he will become your friend. The next times you meet him he will either give you 1 Lesser Book, 1 Equipment or guide you up or down 1 Depth Level, your choice.





Boom Town

Introduction

Players are rival Business Bosses in an old west boomtown. Hire Gunslingers to do your Dirty Work. The first player to acquire \$100 becomes the new Mayor.

Deck, Dice & Dollars

Six sided dice are needed. Use change to keep track of money. Players share a common deck.

Setup

Shuffle the deck. Each player is dealt a hand of 5 cards. Roll high on 1D6 to determine turn order.

Object

Be the first player to collect \$100.

Turn Sequence

Players take turns. Each turn has 9 Phases:

1. Draw Phase
2. Collection Phase
3. Recruit Phase
4. Claim Phase
5. Dirty Deeds Phase
6. Holdup Phase
7. Showdown Phase
8. Posse Phase
9. Discard Phase

Draw Phase

All players fill their hands to 5 cards. If the deck runs out, reshuffle the discard and draw from it.

Collection Phase

Collect revenue from each Establishment in play you control. Revenue generated is per that listed on the card.

Recruit Phase

Place one Gunslinger card into play face up. Gunslingers remain in play until killed.

Claim Phase

Place one Establishment card into play from your hand.

Dirty Deeds Phase

Play one Dirty Deed card. Resolve the effects as written on the card. If you play the range war card you may keep playing showdown phases this turn until you capture an establishment, or you run out of gunslingers.

Holdup Phase

Assign a holdup card to one of your Bad gunslingers. Any opponent may try to stop the holdup with one of his Good gunslingers. Both players may play up to 1 Guts, 1 Gang, and 1 Gun card each simultaneously.

Each player rolls 3D6. A player may reroll one die or add one to the total for each Shootout card played, the player with the lower total first. The gunslinger with the higher total wins.

The other gunslinger is discarded. Discard all shootout cards. If there is a tie neither gunslinger is killed.

If the bad gunslinger wins he gets the amount of money on the holdup card. The holdup card is discarded.

Showdown Phase

If you did not play a holdup card last phase, you may lay claim to an opponents establishment with one of your bad or ugly gunslingers. Your opponent may intervene with one of his good or ugly gunslingers. Both players may play up to 1 Guts, 1 Gang, and 1 Gun card each simultaneously.

Each player rolls 3D6. A player may reroll one die or add one to the total for each Shootout card played, the player with the lower total first. The gunslinger with the higher total wins.

The other gunslinger is discarded. Discard all shootout cards. The winner gets to keep the establishment card.

If there is a tie both gunslingers are killed and the defender keeps the Establishment.

Posse Phase

If you did not play a holdup card or lay claim this turn, you may assign a posse card to one of your good gunslingers. Your gunslinger may attack a target opponent's bad gunslinger. Both players may play up to 1 Guts, 1 Gang, and 1 Gun card each simultaneously.

Each player rolls 3D6. A player may reroll one die or add one to the total for each Shootout card played, the player with the lower total first. The gunslinger with the higher total wins.

The other gunslinger is discarded. Discard all shootout cards. If there is a tie both gunslingers are killed.

If the good gunslinger wins he gets the reward

money on the posse card. The posse card is discarded.

Discard Phase

Discard one or more cards from your hand.

Gunslinger List

Name:	Side:
Pick Axe Pete	Ugly
Geronimo	Ugly
Crazy Horse	Ugly
Sitting Bull	Ugly
John Doc Holiday	Ugly
Cowboy Kyle	Ugly
The Old Timer	Ugly
The Klondike Kid	Ugly

Name:	Side:
Trapper John	Ugly
Buckaroo	Ugly
Calamity Jane	Ugly
The Sheriff	Good
The Deputy	Good
Wild Bill Hickock	Good
Davie Crockett	Good
Texas Ranger	Good

Federal Marshall Good

Wyatt Earp	Good
Bat Masterson	Good
Buffalo Bill	Good
Colonel Custer	Good
Pinkerton Detective	Good
Butch Cassidy	Bad
The Sundance Kid	Bad
The Dalton Gang	Bad
Billy the Kid	Bad

Wyatt Earp	Good
Johnny Reb	Bad
The Shootist	Bad
Big Bad Bart	Bad
The Frio Bandito	Bad
The James Gang	Bad
Jesse James	Bad
The Regulators	Bad

Shootout Card List

Name:	Type:
Double Barrel Shotgun	Gun
Winchester Rifle	Gun
Six shooter	Gun
Scattergun	Gun
Derringer	Gun
Tomahawk	Gun
Bowie Knife	Gun
Smith & Wesson	Gun
Frontier Revolver	Gun

Name:	Type:
Colt Revolver	Gun
Peacemaker	Gun
Beechers Bible	Gun
Remington Double Action	Gun
Sharps Breech Loader	Gun
Buffalo Rifle	Gun
Deadwood Posse	Gang
Lynch Mob	Gang
Missouri Border Ruffians	Gang

Doge City Peace Commission Gang

Miners	Gang
Sioux Indian Braves	Gang
Mexican Bandits	Gang
Outlaws	Gang
Soldiers	Gang
Cavalry	Gang
Ranchers	Gang
Townsfolk of Tombstone	Gang

Miners	Gang
Quick Draw	Guts
Ambush	Guts
Dead Drunk	Guts
Killer Instinct	Guts
High Noon	Guts
Out of Bullets	Guts
Yellow Bellied	Guts

Miners	Gang
Mountain Men	Gang
Sun in your eyes	Guts

Miners	Gang
Ricochet	Guts

Fanning the Hammer Guts Got the drop on him
Guts

Hipshooting	Guts
Stampede	Guts
Misfire	Guts

Dirty Deeds Card List

Card Name:	Notes
Dynamite	Destroy target Establishment
Claim Jumping	Take control of target Establishment
Hang em High	Destroy target Bad Gunslinger
Arson	Destroy target Establishment
Shot in the Back	Destroy target Good Gunslinger
Pony Express	Search the deck for 1 card & put it in your hand
Range War	See rules

Holdup Cards

Card Name:	Notes	Card Name:	Notes
Bank Robbery	\$15	Stagecoach Robbery	\$5
Train Robbery	\$10	Wells Fargo Holdup	\$10
Cattle Rustling	\$5		

Posse Cards

Card Name:	Notes	Card Name:	Notes
Reward Notice	\$5	Bounty Hunters	\$5
Tracker	\$5	Box Canyon	\$5
Apache Indian Guide	\$5		

Establishment Card List

Card Name:	Revenue	Notes
Acme Saloon	\$X	X = Gunslingers in play/3 round up
Red Light Brothel	\$X	X = Ugly Gunslingers in play
Gambling Hall	\$X	X = 1D6-1; Roll each turn
Horse Trader	\$X	X = Good Gunslingers in play
Trading Post	\$X	X = Bad Gunslingers in play
Railroad Station	\$2	
McSween's Store	\$2	
Gold Mine	\$X	X = 1D6; Roll each turn; discard if roll = 1
First National Bank	\$X	X = Establishments in play/3 round up
Cattle Ranch	\$3	
OK Corral	\$3	
Coal Mine	\$1	
Boot Hill Cemetery	-	Get \$1 every time a Gunslinger dies
Cotton Mill	\$1	

Card Name:	Revenue	Notes
Telegraph Office	\$X	X = Players in game

Cardset Available!!!

Thanks Kapt! [Click Here](#)

Game Designers Notes

For a shorter game play to \$50.





Booster

Introduction

Card game for 2-4+ players. Theme: Exploration and Development of the Solar System

Objective

Be the first player to accumulate 10 or more Victory Points. For a long game make it 15 or 20.

Victory Tokens

Players share a common set of Victory Tokens. Each Victory Token is worth 1 Victory Point.

The Deck

Players share a Common Deck The Deck has 5 cards types: Crew, Propulsion, Destination, Transport, and Payload. Each type has 10 cards for a deck total of 50 cards.

Melds

A meld is a hand containing 1 of each of the 5 card types. The term Mission can substitute for Meld.

Setup

Shuffle the Deck. Each player is dealt a hand of 5 cards. The most scientifically literate player goes first.

Turn Sequence

- Players take turns. Each turn has 3 phases:
1. Prep Phase
 2. Mission Phase
 3. Eject Phase

Crew Cards

Name:	Range:
Astronauts	Near
Cosmonauts	Near
Robots	Mid
Cyborg	Mid
Replicants	Mid

Prep Phase

Fill your hand to 7 cards. If the deck runs out, shuffle the discard and draw from it.

Mission Phase

You may make 1 Meld. Score VP for the Meld.

Eject Phase

You must discard either 1 or 2 cards.

Meld Requirements

Your Destination card will determine if the mission range is Near, Midrange, or Far. Your Crew and Propulsion cards must match or exceed the mission range. Your Payload card will determine if the Mission cargo requirement is Light, Medium, or Heavy.

Your Transport card must equal or exceed the Mission cargo requirement. Other interactions include the Resource availability of: Solar, Moons, Atmosphere, and Ore. Certain Payloads require the Destination has the indicated Resource.

All requirements must be met for a Meld to be legal.

Meld Scoring

A Meld will score VP according to its Range and Cargo requirements:

VP	Range	Cargo
1	Near	Light
2	Mid	Med
3	Far	Heavy

For instance: A Mission that is Far (3) and Light (1) will score a total of 4 VP. When a Meld is scored, discard all the Meld cards and take Victory Tokens equal to The number of VP scored.

Name:	Range:
Android	Mid
Transhuman	Mid
Computer AI	Far
Virtual	Far
Cryogenic	Far

Destination

Name:	Range:	Solar:	Ore:	Moon:	Atmosphere:
Near Earth Orbit	Near	Yes	No	No	No
Luna	Near	Yes	Yes	Yes	Yes
Lagrange Point	Near	Yes	No	No	No
Mercury	Mid	Yes	No	No	No
Venus	Mid	Yes	No	No	Yes
Mars	Mid	No	Yes	Yes	Yes
Asteroid Field	Mid	No	Yes	No	No
Jupiter	Far	No	Yes	Yes	Yes
Saturn	Far	No	Yes	Yes	Yes
Outer Planet	Far	No	Yes	Yes	Yes

Transport

Name:	Cargo:
Booster	Light
Booster	Light
Booster	Light
Freighter	Medium
Freighter	Medium

Name:	Cargo:
Freighter	Medium
Freighter	Medium
Heavy	Lifter
Heavy	Lifter
Heavy	Lifter

Propulsion

Name:	Range:
Chemical Rockets	Near
Plasma Drive	Near
Space Elevator	Near
Fission Engine	Mid
Fusion Engine	Mid

Name:	Range:
Solar Sails	Mid
Ion Drive	Mid
Sling Shot	Far
Ramscoop	Far
Antimatter Drive	Far

Payload

Name:	Cargo:	Other Requirements:
Research Station	Light	None
Comm Sat	Light	None
Manufacturing Pod	Light	None
Mining Extractor	Med	Ore
Gas Refinery	Med	Atmosphere

Name:	Cargo:	Other Requirements:
Solar Station	Med	Solar
Spaceport Extension	Med	None
Colony Core	Heavy	None
Military Depot	Heavy	None
Moon Base	Heavy	Moon





Borderkeep

Introduction

Multiplayer card game or Solo rules. Each player controls a small town in a fantasy setting. Every turn players build structures and hire heroes to defend their town.

Some cards are used to send monsters and disasters to destroy your opponent's towns.

The Deck

The deck has 75 cards. These will have to be constructed before play is possible.

Setup

Six sided dice (D6) are needed. Roll high on 1D6 to determine turn order. Players start with a hand of 7 cards.

Each player starts with 30 gold. Each player starts with 1 guard token. Each player's town starts with a castle with 4 walls, and an income = 3 gold.

Gold can be used to substitute for any other commodity on a one to one basis.

Object

Have the most defenders and structures at the end of the game. Each defender and structure is worth 1 victory point. The game ends when the last card is drawn from the deck.

In a multiplayer game, the game ends if all but one player's town is destroyed.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Draw Phase
2. Upkeep Phase
3. Production Phase
4. Build Phase
5. Attack Phase
6. Heal Phase

The Golden Rule

In all situations, Gold can be used to substitute for any other commodity on a one to one basis. For example: You may have to pay an upkeep of 1 magic. You can substitute 1 gold instead.

Draw Phase

Draw one card. Max hand size = 7. Discard excess cards.

Pay 7 magic to draw an extra card. If you bought the card discard it if it is a disaster or attack card.

Upkeep Phase

All defenders have an upkeep = 1 food or weapon. Heroes have an additional upkeep of 1 magic. Some buildings have an upkeep in their card description.

If the upkeep is not paid the card is discarded.

Revenue Phase

Collect revenue from all structures and defenders that produce revenue. Revenue comes in different forms: Gold, food, magic, etc. Keep track of each form of revenue.

Build Phase

Put structures and defenders into play by paying their cost. Defenders must be paid for in food and/or weapons. Magical defenders can also be paid for with magic.

Structures must be paid for in wood or stone. Magical structures can also be paid for with magic. Artifacts must be paid for in magic.

Attack Phase

Players cannot play attack cards until turn 3. Attack cards include Disasters & Monsters. Play one Attack card on the opponent to your left.

If you have more than one attack card, you may play the additional card on the next player, and so on. Resolve disasters according to the card text. Resolution of battles with monsters may take several segments.

The monster and all defenders attack once during the segment. Attack order is determined by each card's initiative. Initiative = 10 attacks before Init = 9, and so on.

All cards of the same initiative level attack simultaneously. An attacking card rolls a number of six sided dice equal to its Attack Dice (AD). Each roll of 1 causes the other side to lose 1 hit.

The attacker decides where hits are inflicted. Each card has a number of hits. If this hit total is reduced to 0 the unit is destroyed.

The monster will keep attacking until destroyed. If the monster destroys all the defenders, the monster is discarded and the defender must discard 1D6 structures. If there are no structures left, then castle walls are destroyed.

If all a player's castle walls are destroyed, the player is eliminated. Some units have Spells. Roll on the

spell table at the beginning of each segment to see what spell the unit can cast.

Summoned minions are destroyed. Destroyed guard tokens are returned to play for free.

Heal Phase

All surviving defenders recover all lost hits. Walls may be rebuilt for 3 stone or wood each. Defender & Structure cards destroyed this turn may be put back in your hand for 2 magic each.

The Guard Token

Each player starts the game with one. The guard is a non-hero defender. The guard has initiative = 2, Attack Dice = 2, and Hits = 2.

The guard has no upkeep.

Structure Card List

Card Name:	Cost	Notes:
Farm	2	Revenue = 2 food
Brewery	8	Revenue = 5 food
Bakery	4	Revenue = 3 food
Butcher	6	Revenue = 4 food
Market Place	4	Convert 2 of any commodity into 1 gold
Temple	8	Maximum hand size = +1
Guild Hall	10	Pay 5 gold to draw 1 card
Tavern	6	Revenue = 1 gold per 3 defenders (round up)
Inn	8	Revenue = 2 gold, Upkeep = 1 food
Wizards Tower	10	Revenue = 3 magic; Magical Heroes cost 3 less
Library	8	Revenue = 2 magic
Alchemists Shop	4	Revenue = 1 magic
Herbalist	4	Revenue = 1 magic
Barracks	6	Upkeep = 1 Food; Nonhero defenders cost 2 less
Armorer	8	Revenue = 3 weapons
Shield Smith	6	Revenue = 2 weapons
Fletcher	6	Revenue = 1 weapon; Missile units cost 3 less
Blacksmith	4	Revenue = 1 weapon
Defensive Wall	3	
Guard House	6	Gain another Guard Token
Moat	8	Attacker is - 1 AD
Catapult	8	Initiative = 10, Attack Dice = 2
Ballista	6	Initiative = 8, Attack Dice = 3
Bombard	10	Initiative = 12, Attack Dice = 4
Stables	6	Rev = 1 gold, Upkeep = 1 food
Quarry	8	Revenue = 3 stone

Mason 6 Revenue = 2 stone

Woodmill	8	Revenue = 3 wood
Logging Camp	6	Revenue = 2 wood
Mine	8	Revenue = 2 gold

If you have a tavern nonmagical Heroes cost 2 less.

If you have a stable mounted units cost 3 less.

Nonhero Defender Card List

Card Name:	Cost	Init	AD	Hits	Notes:
Swordsmen	7	2	3	2	
Shieldmen	6	1	2	3	
Halberdiers	9	3	4	2	

Card Name:	Cost	Init	AD	Hits	Notes:
Archers	8	6	1	1	Missile
Crossbowmen	9	5	3	1	Missile
Handgunners	4	3	1	Missile	
Longbowmen	10	7	2	1	Missile
Light Horsemen	7	3	2	2	Mounted
Medium Cavalry	9	3	3	3	Mounted
Knights	11	3	4	4	Mounted

Hero Defender Card List

Card Name:	Cost	Init	AD	Hits	Notes:
Cavalier	15	5	5	4	Mounted
Ranger	14	8	4	2	Mounted; Missile
Nobleman	13	3	3	2	Revenue = 1 Gold
Warrior	13	4	6	3	
Wizard	16	5	2	1	Magic, Spells
Druid	19	6	3	2	Magic, Spells
Priest	14	4	1	1	Magic, Spells

Artifact Card List

Attach artifacts to nonmagic Heroes.

Card Name:	Cost	Init	AD	Hits
Magic Sword	7	+2	+4	+1
Magic Armor	5	+1	+1	+3
Magic Bow	7	+5	+2	+0

Attack Card List: Monsters

Card Name:	Init	AD	Hits	Notes:
Goblin Horde	1	1	4	
Dragon	5	7	5	
Giant	4	6	6	
Ogres	2	4	5	
Orc Army	3	3	5	
Trolls	1	3	5	
Demons	3	5	6	Spells

Card Name:	Init	AD	Hits	Notes:
Djinn	7	4	4	Spells
Sorcerer	5	2	2	Spells
Necromancer	4	3	3	Spells
Bandits	5	2	3	
Barbarians	3	4	6	
Warlord	5	5	5	
Nomads	5	3	3	

Attack Card List: Disasters

Card Name:	Notes:
Earthquake	Roll 1D6 for every structure. On a roll of 1 it is destroyed
Plague	Roll 1D6 for every defender. On a roll of 1 it is destroyed
Blizzard	Opponent produces no food next turn
Draught	Opponent produces no food next turn
Magical Vortex	Opponent discards 1D6 cards from his hand.
Thieves	Any Opponent loses 2D6 gold from his treasury.
Assassin	Kill one of any opponent's heroes
Spies	Look at any opponent's hand; Draw 1 card
Prosperity	You gain 2D6 Gold.
Caravan	You gain 2D6 Gold.
War	You may attack any opponent with one or more of your defenders

Spell Table

1D6	Spell Name	Notes:
1	Elemental Blast	Init +5 AD + 3 this segment
2	Ensoyrell	Target enemy unit has AD = 0 this segment
3	Defense	Hits +3 for 2 segments
4	Heal	Friendly units gain back 3 hits
5	Summon	Minion has: Init = 3, Attack = 4, and Hits = 2
6	Death	AD + 7 this segment

Solo Rules

Do not draw extra cards. You are the target of all attack cards. Resolve attack cards the turn they are drawn.

You win if you get through the deck.

Noncard Version

Paper & pencil required. You have to write down what units you own. The game is over after 5 Monster attacks.

Instead of drawing cards roll on the following table:

Event Table

1D10	Event	Notes
1-4	Construction	Roll on the Structure table. You may build the indicated structure.
5	Recruit Hero	Roll on the Hero Table. You may hire the indicated hero
6-7	Recruit Troops	Roll on the Troop Table. You may hire the indicated troop
8	Disaster	Roll on the Disaster Table.
9	Monster	Roll on the Monster Table. The indicated monster attacks.
0	Reroll	

Structure Table

01-03	Farm	01-03	Farm
04-06	Brewery	49-51	Fletcher
07-09	Bakery	52-54	Blacksmith
10-12	Butcher	55-57	Defensive Wall
13-15	Market Place	58-60	Guard House
16-18	Temple	61-63	Moat
19-21	Guild Hall	64-66	Catapult
22-24	Tavern	67-69	Ballista
25-27	Inn	70-72	Bombard
28-30	Wizards Tower	73-75	Stables
31-33	Library	76-78	Quarry
34-36	Alchemists Shop	79-81	Mason
37-39	Herbalist	82-84	Woodmill
40-42	Barracks	85-87	Logging Camp
43-45	Armorer	88-90	Mine
46-48	Shield Smith	91-00	Pick one

Troop Table

1D10	Unit	1D10	Unit
1	Swordsmen	6	Handgunners
2	Shieldmen	7	Longbowmen
3	Halberdiers	8	Light Horsemen
4	Archers	9	Medium Cavalry

1D10	Unit
5	Crossbowmen

1D10	Unit
0	Knights

Hero Table

1D10	Hero/Artifact
1	Cavalier
2	Ranger
3	Nobleman
4	Warrior
5	Wizard

1D10	Hero/Artifact
6	Druid
7	Priest
8	Magic Sword
9	Magic Armor
0	Magic Bow

Monsters Table

1D100	Attacker
01-07	Goblin Horde
08-14	Dragon
15-21	Giant
22-28	Ogres
29-35	Orc Army
36-42	Trolls
43-48	Demons
49-56	Djinn

1D100	Attacker
57-63	Sorcerer
64-70	Necromancer
71-77	Bandits
78-84	Barbarians
85-91	Warlord
92-98	Nomads
99-00	Same as last time

Attack Card List: Disasters

1D10	Event
1	Earthquake
2	Plague
3	Blizzard
4	Draught
5	Magical Vortex

1D10	Event
6	Thieves
7	Assassin
8	Spies
9	Prosperity
0	Caravan

[Medieval Keep: Defend Your Lands](#) Go to Medieval Keep

Cardset

Thanks Zak Click here to get it.





Bourgeoisie

Introduction

Card game for 2-4+ players. Theme: Social Advancement in 17th Century France. By means of purchase of ennobling offices players advance their Bourgeoisie Families into the Aristocracy.

Victory

The player with the most Prestige Points at the end of the game wins. The game ends when a turn ends and there are no cards left in the deck.

Families

Each player builds up 1 Family at a time. Once a Family has been ennobled and has an income of 30+ silver per turn from investments, it is retired and the player must start a new family.

The Deck

Players share a common deck. There are 6 card types: Families, Trade, Bonds, Land, Offices, and Events. The Land, Bond, and Office types are collectively called Investments.

Markers

There are 4 different types of Common Markers: Silver Coins (100 Livres) Gold Coins (1,000 Livres) Upgrade Markers Opportunity Tokens

Dice

Six and Ten sided Dice are needed.

The Opportunity Track

This has a place for the Deck and 10 cards to be laid out: Discard | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 | Deck A cards position on the track is the cost in Opportunity Tokens to take it.

Setup

Shuffle the Deck. Each player starts with 1 random Family card in play. Lay out 10 cards randomly to each of the 10 spaces on the Opportunity Track.

Each player starts with 1D10 Silver.

Turn Sequence

Players take turns. Each turn is divided into 9 Phases: Family Phase Revenue Phase Fate Phase Opportunity Phase Capital Phase Conversion Phase Investment Phase Noblement Phase End Phase

Family Phase

If you have no Family card in play you may put one in play from your hand at no cost. You may not put a Trade card or any investment card into play if you don't have a family card in play. You may have a max of 1 non-retired Family card in play at a time. You may put a Trade card in play for Gold equal to its value.

A Family may have a max of 1 Profession card in play at a time. Cards in play are placed face up in front of you.

Revenue Phase

Gain Silver equal to the combined value of every card you have in play for your most current family.

Fate Phase

Gain 1D6 Opportunity Tokens (OT). OT can be saved from turn to turn.

Opportunity Phase

You may buy cards on the Opportunity Track using your OT. Place these cards into your hand. A cards position on the track is the cost in OT to take it.

Some Event cards are resolved as soon as you buy them.

Capital Phase

You may discard one or more cards from your hand. Gain Silver equal to the value of the discarded cards.

Conversion Phase

Convert Silver to Gold. Every 10 Silver converts into 1 Gold. Keep the Change.

Investment Phase

If you have a Trade card in play with your current family, you may buy Land and/or Bond cards from your hand. These cost Gold equal to their value. A family may have multiple Land and Bond cards in play.

If your current family has at least one Land in play, you may buy an Office card for Gold equal to its value.

A Family may not have more Office cards in play than land cards.

Noblement Phase

If your current family has at least 1 office and is making 30+ Silver per turn, it may retire. If it is making 50+ Silver per turn, you must retire it, even if it has no office. Set the retired Family aside in its own stack.

When retiring, you must discard all your Gold. Next turn you may start a new family.

End Phase

Max hand size is 7 cards. Discard excess cards. If there is a card in the #1 spot on the Opportunity track discard it. Next slide all the remaining cards down from 10 to 1 filling in all empty spaces on the Track. Flip over cards from the deck to fill in a vacated #10 spot. Continue until all 10 Spaces are full.

Common Deck Card List

Name	Type	Value	Notes:
Paupers	F	1	
Serfs	F	1	
Peasants	F	2	
Refugees	F	2	
Migrants	F	3	
Porters	F	3	
Servants	F	4	
Hired Hands	F	4	
Commoners	F	5	
Country Folk	F	5	
Provincials	F	6	
Workers	F	6	
Laborers	F	7	
Freemen	F	7	
Sailors	F	8	
Townsfolk	F	8	
Burghers	F	9	
Tradesmen	F	9	
Craftsmen	F	10	
Artisans	F	10	
Physicians	T	1	
Lawyers	T	1	
Woad Trade	T	2	
Wool Trade	T	2	
Charcoal Trade	T	3	
Brick & Tile Trade	T	3	
Horticulture	T	4	
Sugar Refining	T	4	
Grain Trade	T	5	
Textile Industry	T	5	

End Game Scoring

Score Prestige Points (PP) for each of your families. A family gets PP equal to the value of its Lands and Offices. If a retired family has no Offices it gets -5 PP.

Get an extra +5 PP for each retired family you have after the first.

Upgrade Tokens

Each Upgrade Token (UT) on a card increases its value by 1.

Card List Notation

F Family
T Trade
B Bonds
L Land
O Offices
E Events
UT Upgrade Tokens

Name	Type	Value	Notes:
Metallurgy	T	6	
Manufacturing	T	6	
Linen Merchant	T	7	
West Indies Trade	T	7	
Spice Trade	T	8	
Luxury Merchant	T	8	
Silk Business	T	9	
Ship Building	T	9	
Bankers	T	10	
Financiers	T	10	
Securities	B	1	
Securities	B	2	
Securities	B	3	
Securities	B	4	
Bonds	B	1	
Bonds	B	2	
Bonds	B	3	
Bonds	B	4	
Annuities	B	1	
Annuities	B	2	
Annuities	B	3	
Annuities	B	4	
Joint Stock Shares	B	1	
Joint Stock Shares	B	2	
Joint Stock Shares	B	3	
Joint Stock Shares	B	4	
Mortgages	B	1	
Mortgages	B	2	
Mortgages	B	3	
Mortgages	B	4	
Plots	L	1	
Parcels	L	1	
Fields	L	2	
Pasture	L	2	
Countryside	L	3	
Hinterland	L	3	
Farmland	L	4	
Grounds	L	4	
Tracts	L	5	
Acreage	L	5	
Range	L	6	
Agricultural Land	L	6	+1 PP
Small Estate	L	7	+1 PP
Expanse	L	7	+2 PP
Holdings	L	8	+2 PP
Vineyard	L	8	+3 PP
Villa	L	9	+3 PP
Urban Property	L	9	+3 PP
Manor	L	10	+4 PP
Large Estate	L	10	+5 PP
Courtier	O	3	
Registrar	O	3	
Lesser Official	O	4	

Name	Type	Value	Notes:
Municipal Officer	O	4	
Military Office	O	5	
Clergy	O	5	
Dowry	O	6	
University Dean	O	6	
Tax Assessor	O	7	
Fiscal Officer	O	7	
Administrator	O	8	+1 PP
Tax Collector	O	8	+1 PP
Abbott	O	9	+2 PP
Marriage	O	9	+2 PP
Tax Farmer	O	10	+3 PP
High Functionary	O	10	+3 PP
Dignitary	O	11	+4 PP
Judgeship	O	11	+4 PP
Bishop	O	12	+5 PP
Mayor	O	12	+5 PP
Plague	E	-	All players lose 1D6 OP
Famine	E	-	All players lose 1D6 Gold
Nepotism	E	-	Counts as 5 Gold for buying Office
Patronage	E	-	Counts as 4 Gold for buying Office
Corruption	E	-	Steal 2 Silver from all other Players
Innovators	E	-	Place 3 UT on target Trade
Professionals	E	-	Place 2 UT on target Trade
Reputable	E	-	Place 3 UT on target Family
Cunning	E	-	Gain 2D6 Silver
Fine Vista	E	-	Place 2 UT on target Land
Legitimacy	E	-	Place 3 UT on target Office
Crisis	E	-	Counts as 5 Gold for buying Land
Feudal Tenures	E	-	Counts as 4 Gold for buying Land
Default	E	-	Discard target Bond
Reinvest	E	-	Cost 3 Gold. Place 5 UT on target Trade
Capital	E	-	Counts as 5 Gold for buying Trade
Recognition Fees	E	-	Counts as 3 Gold for buying Office
War	E	-	Discard target Land
Taxes	E	-	All players lose 1D6 Silver
Diversify Portfolio	E	-	Gain 1D6 OP

Links

Bourgeoisie





Box Cars

Introduction

Train-themed Dice-and-scoring game for one or more players.

Dice Roll Table

1D10	Result:	Notes:
1	Locomotive	
2	Caboose	
3	Mail Car	
4	Sleeper Car	Passenger Car
5	Coach	Passenger Car

Turn Sequence

- Each turn has 6 phases:
1. Roll 10 Phase
 2. Reroll 8 Phase
 3. Reroll 6 Phase
 4. Reroll 4 Phase
 5. Reroll 2 Phase
 6. Scoring Phase

Roll 10 Phase

Roll 10 ten-sided dice. Consult the Dice Roll Table for every roll. Each roll corresponds to a type of Train Car.

Reroll 8 Phase

You may reroll up to 8 of your dice. A Breakdown result may only be rerolled if you have a Way Car in play.

Dice

Use 10 sided dice. 10 dice are required.

1D10	Result:	Notes:
6	Box Car	Freight Car
7	Tank	Freight Car
8	Hopper	Freight Car
9	Way Car	
0	Breakdown	

Reroll 6 Phase

You may reroll up to 6 of your dice. A Breakdown result may only be rerolled if you have a Way Car in play.

Reroll 4 Phase

You may reroll up to 4 of your dice. A Breakdown result may only be rerolled if you have a Way Car in play.

Reroll 2 Phase

You may reroll up to 2 of your dice. A Breakdown result may only be rerolled if you have a Way Car in play.

Scoring Phase

Look at your final die roll results:

Roll or Combo:	Points:
One Locomotive	+10
No Locomotive	Score no points at all this turn
Each Additional Locomotive	+0
One Caboose	+10
Each Additional Caboose	+0
No Caboose	-10
Way Car	+0
Breakdown	-10
One Mail Car	+10
Each Additional Mail Car	+0
One of a Kind	+5
Two of a Kind	+20
Three of a Kind	+40
Four of a Kind	+60

Roll or Combo:	Points:
Five of a Kind	+80
Six of a Kind	+100
Seven of a Kind	+120
Eight or more of a Kind	+140 (For Example: 8 Coach Rolls)
Passenger Car Bonus	+10
Freight Car Bonus	+10

Notes

"X of a kind" apply to Sleeper, Coach, Box, Tank, & Hopper Cars only To get the Passenger Car Bonus you must have at least 2 Passenger Car results & no Freight Car results. To get the Freight Car Bonus

you must have at least 2 Freight Car results & no Passenger Car results.

Full Game

Add up your score for 5 Turns.





Boxer Rebellion

Introduction

Historical War game for 4 players. Hex-map, unit counters, dice, random deployment of common enemy, race for victory conditions.

Players

Each player takes control of one of the 4 foreign armies: The British (Including Indian troops) The Russians The Japanese The Americans (Including German & Italian troops)

Background

For a historical synopsis of the Boxer Rebellion please visit this Website

The Map

Use a large hex map (25 x 25 minimum). The map is of Peking, the capital of China. There are 4 terrain types:

1. Rural
2. City (Including buildings and roads)
3. Imperial Palace (Forbidden City, home of the Dowager Empress)
4. Legation (Embassy) neighborhood (Where all the Diplomats and Foreign Nationals live)

There are also walls: Walls border hexes. Walls must be breached in order for units to pass. The city is surrounded by walls. 4 hexes in the center of the city are the Imperial Palace.

They are surrounded by walls. A wall (The Tartar Wall) divides the city into North & South sides. Next to the Forbidden city on the North side of the Tartar Wall is the 4 adjacent hexes of the legation.

The Legation is partially surrounded by walls. Each Foreign army must travel at least 10 hexes to get to

the Legation neighborhood. The hexes outside the city are rural.

Counters

Each counter represents 500 men or a battery of 10 cannons.

Setup

Each foreign army starts along the border hexes on a different side of the map. The British start on the North Side. The Russians start on the West Side.

The Japanese start on the East Side. The Americans start on the South Side. The Russians get the first turn.

The Forbidden city is occupied by Ching Imperial Army units.

Victory

When all 4 Legation hexes are occupied by Foreign army units, the game is over. The foreign nationals are rescued. If one player occupies all 4 hexes, it is a total victory for that player.

If different players occupy different legation hexes, it is a shared victory.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Rally Phase
2. Artillery Phase
3. Breach Phase
4. Rebel Phase
5. Action Phase

Rally Phase

Roll once for each of your suppressed units:

1D10	Result:
1-4	Remove all Suppression counters
5-7	Remove one Suppression counter
8-9	Unit pinned. Remove no counters
10	Rout: Unit retreats 1 hex if possible. Remove no counters

Artillery Phase

Each Artillery unit can attack one Chinese unit up to 3 hexes away. Roll 1D10:

1D10	Result:
1-5	Target Unit destroyed
6	Artillery unit out of Ammo for rest of game.
7-8	Target Unit Suppressed
9-10+	Target Unit unaffected

Add +1 to the roll if attacking Ching units. No modification if attacking Boxer units. Add +1 to the roll if attacking a unit 2 hexes away. Add +2 to the roll if attacking a unit 3 hexes away.

No modification if attacking adjacent units. Add +1 to the roll if attacking a unit behind a wall. Suppressed artillery cannot attack.

Artillery cannot attack unscouted hexes.

Breach Phase

Units can attempt to breach a wall (one hex face of wall). Roll 1D10:

1D10	Result:
1-5	Wall unaffected.
6-10	Wall Breached.

Add +2 to roll if the unit is artillery. Place a Breach marker next to the breached wall. Suppressed units may not attempt to breach.

Rebel Phase

Roll once for every Chinese unit that you want to activate:

1D10	Result
1-3	The unit is activated
4-10	The unit does not act this turn.

1D10	Result:
1-2	Unit fails to move. (Lack of communication, confusion, snipers, skirmishes)
3-7	Unit can move one space
8-10+	Unit can move 2 spaces.

Artillery units get -1 to the roll. (Heavy, difficult to move in cities) Japanese Troops get -1 to the roll. (They are too busy killing Chinese to move) Americans get +1 to the roll. (They have a tendency to rush in) Suppressed units cannot move. A unit gets -1 to its roll if it tries to move past an opposing foreign (shooting each other in the back) or chinese unit. Units may not enter hexes containing 'Impassable Area' counters.

If a unit tries to enter a hex occupied by a Ching or Boxer unit it must stop and fight it (See Combat rules). A unit cannot move after fighting. After a unit moves it scouts all adjacent hexes (See Scout rules) A unit can only move into a hex that has been scouted.

Units cannot move through an unbreached wall. Reserve Rule: An adjacent suppressed unit and a 'healthy unit' of the active player may automatically trade places. This counts as their moves for the turn.

If the activated unit has a suppression marker, its action will be to remove it. An activated unit can freely be moved one hex, or it can attack: A Chinese artillery unit will fire at the closest foreign unit of the active players choice up to 2 hexes away. A Boxer or Ching army unit will attack an adjacent foreign unit of the active players choice.

See the combat rules if the Chinese are made to attack.

Scout Rule

Every time a foreign unit moves you must scout the surrounding adjacent unscouted hexes. All city hexes start the game as unscouted (Unknown, unexplored) Once a hex is scouted, it remains scouted for the rest of the game. To scout, draw one random counter from the Rebellion Draw Pile and place it in the hex being scouted.

The Rebellion Draw Pile contains the counter types listed in the Chinese Counter List. When a Chinese unit is destroyed, it is set aside in a discard pile. If the draw pile ever runs out, draw from the discard pile.

Action Phase

Artillery units that attacked or breached cannot move this turn. No units may stack. Only one unit per space. In order to move a Foreign unit must roll 1D10:

Combat Rules

If an army unit tries to enter the same space as a Ching or Boxer unit roll 1D10:

1D10	Result:
1-5	The Chinese army is destroyed
6-8	The Chinese army is suppressed
9-10	The Chinese army is unaffected

Add +1 to the roll if attacking a Ching Unit. Add -1 to the roll for each suppression marker on the Chinese unit. Next roll 1D10 again:

1D10	Result:
1-7	The Foreign army is unaffected
8-10	The Foreign army is suppressed
11+	The Foreign army is destroyed

Add +1 to the roll for each suppression marker on the Foreign unit. Add +1 to the roll if attacking a Ching

Artillery Unit. If the Foreign unit is unaffected and the Chinese unit is destroyed the foreign unit may enter the hex.

If a unit becomes Suppressed, put a Suppression marker under it. Foreign armies never directly attack each other.

Chinese Counter List

Counter Name:	#	Counter Color:(Notes)
Ching Imperial Army	20	Orange
Ching Imperial Artillery	10	Orange-Red
Boxer Rebels	70	Yellow
Empty Areas	50	Pink
Impassable Areas	50	Brown (Dense housing, Fires, Waterways)

Number of that counter contained in the Rebellion Draw Pile
Impassable areas cannot be moved through, destroyed,

or breached. The counters for Empty areas may be discarded immediately.

Foreign Units List

Unit Name:	#	Counter Color:
Russian Troops	8	White
Russian Artillery	2	White
British Troops	6	Navy-Blue
British Artillery	3	Navy-Blue

Notes: Use a symbol on the counters to differentiate artillery & troop units.

Unit Name:	#	Counter Color:
Japanese Troops	20	Red
Japanese Artillery	1	Red
American Troops	6	Green
American Artillery	1	Green

The Map

Courtesy of Janne Thorne:





British Sudan

Introduction

2 player card game around the Mahdist uprising in the Sudan 1885-1898. One player is the Anglo-Egyptians. The other player is the Mhadists.

Decks

There are two unique decks, one for each player.

Regions

There are five region cards:

1. Egypt
2. Northern (Military) Sudan
3. Southern Sudan (Omdurman, Khartoum, the Ghezira, the White and Blue Niles)
4. Western Sudan (Kordofan and Darfur),
5. Eastern Sudan (the Atbara river, Abyssinian frontier, and Red Sea Littoral)

Victory

A player automatically wins if he ever controls all 5 regions at the same time. The player who controls the most regions at the end of turn 9 is the winner.

Setup

The British player is in control of Egypt. Neither player controls the other 4 regions. Players use tokens to mark which regions they control.

Turn Sequence

Each turn has 5 phases:

1. Logistics Phase
2. Relief Phase
3. Deploy Phase
4. Travel Phase
5. Conflict Phase

Logistics Phase

Each player fills their hand to 7 cards from their own deck. If the deck runs out shuffle the discard and draw from it.

Conflict Table

Relief Phase

You may discard up to 4 cards and draw replacements.

Deploy Phase

Players roll high on 1D6 to see who deploys last. Players take unit cards from their hands and place them onto the regions face down. You must deploy like units with like units if possible.

When both players have deployed the cards are revealed. The British may only Deploy to Egypt and North. The Dervishes may deploy to all regions except Egypt.

Travel Phase

Players roll high on 1D6 to see who moves last. Players may move 1D6 Unit cards from one adjacent region to another. The British player may move additional Unit cards if he plays a Movement card.

Boats & Cavalry may move automatically for free. Boats may never be in West. North is adjacent to South and Egypt.

South is adjacent to North, East, and West.

Unit Limits

A Region may have only one Leader. A Region may have only one Flag.

Conflict Phase

Resolve conflicts for all 5 regions in turn. Players add up the force total of all their units in a region. If the Mahdists have Shock, Cavalry, Artillery, and Rifle units in the same region they get a force bonus of +5.

If the British have Infantry, Cavalry, Artillery, and Maxim units in the same region they get a force bonus of +5. Players may then play cards from their hands to increase their force totals. A player may play only one Tactics card.

If the player controls the region he may not play an Attack Tactics card. If the player does not control the region he may not play a Defense Tactics card. The player with the highest Force total has the Advantage.

Roll on the Conflict Table:

1D6 Result:

1-2 The side with the Advantage loses one unit. Roll again

3-5 The side without the Advantage loses one unit. Roll again

6 The side with the Advantage gains control of the region. Stop rolling.

If you roll a 6 the conflict in that region is over for the turn. Units stay in play from turn to turn. Destroyed units are discarded.

Tactics cards remain in effect until the conflict in the region is over. Tactics cards are discarded at the end of the conflict in that region.

Anglo Egyptian Card Types**UI** infantry Unit**UC** Cavalry Unit**UA** Artillery Unit**UM** Maxim Unit**UB** Boat Unit**TT** Tactics**AT** Attack Tactics**DT** Defense Tactics**M** Movement**Anglo Egyptian Deck Card List**

Card Name:	#	Type	Force	Notes
1st Egyptian Regiment	8	UI	4	Infantry
2nd Egyptian Regiment	8	UI	4	Infantry
3rd Egyptian Cavalry Regiment	2	UC	5	Squadrons
4th Egyptian Camel Corps	1	UC	5	Camel-mounted infantry
5th Egyptian Artillery Battery	3	UA	9	9-pdr rifled breech-loaders
5th Egyptian Maxim Battery	2	UM	11	Maxims
Xth Sudanese Regiment	8	UI	3	Sudanese Infantry
Nile Flotilla Gunboats	2	UB	12	BlueJackets
British Infantry	6	UI	6	Expeditionary Force
British Cavalry	2	UC	6	Expeditionary Force
British Camel Corps	1	UC	6	Expeditionary Force
British Artillery Batteries	2	UA	10	15-pdr rifled breech-loaders
British Maxim Battery	1	UM	11	Maxims
Discipline	4	TT	8	Only play if British present
Infantry Square	4	TT	7	Only play if Infantry present
Relief Force	4	AT	10	
Garrison Force	4	DT	10	
Defend Camp	4	DT	9	
Travel Nile River	4	M	-	6 Units
Travel Atbara River	2	M	-	6 Units to/from West
Travel Desert Railway	2	M	-	6 Units to/from North
Travel Desert Route	4	M	-	4 Units

Dervish Card Types**US** Shock Unit**UC** Cavalry Unit**UA** Artillery Unit**UR** Rifle Unit**UB** Boat Unit**UL** Leader Unit**UF** Flag Unit**TT** Tactics**AT** Attack Tactics**DT** Defense Tactics**Dervish Deck Card List**

Card Name:	#	Type	Force	Notes
Ansar Spearmen	5	US	3	

Card Name:	#	Type	Force	Notes
Mahdist Warrior	5	US	4	
Fuzzy-wuzzies	5	US	5	Beja Swordsmen
Baqqura Cavalry	10	UC	6	
Dervishes	5	UR	5	Percussion Cap
Jehadiyya Riflemen	10	UR	6	Bolt Action
Kashkhashan Rifles	1	UR	7	Elephant Guns
12-pdr smoothbores	4	UA	9	
9-pdr breech-loaders	4	UA	8	
Nile Steamer	3	UB	8	
Fanatical Charge	4	TT	8	
Jihad	2	TT	9	
Amir	2	UL	7	
Al-Mahdi		1	UL	12
Uthman Digna	1	UL	10	
Khalifa Abdullahi	1	UL	11	
Black Flag	1	UF	12	
Red Flag		1	UF	11
Green Flag	1	UF	10	
Ambushing a column	4	AT	9	
Surprise Revolt	4	AT	10	
Defend Town	4	DT	10	
Defend Camp	4	DT	9	
Attack Khartoum	1	AT	10	South Region
Attack Wadi Halfa	1	AT	10	North Region
Attack Suakin	1	AT	10	East Region
Attack El Obeid	1	AT	10	West Region

Links

The Colonial Angle





Bronze Age Collapse

Introduction

Card game for 3 players. Simulating the Historical period 1200 - 1150 BC. This Era saw a rapid decline in civilization due to a combination of Natural Disasters and Invaders with Iron Weapons.

Three Players

One player is the Mycenaean Kingdoms One player is the Hittite Empire One player is the Egyptian Empire

Game End

The game ends when any player goes to zero in any Attribute. The player who went to zero gets -2 to their Culture Attribute.

Victory

The player with the most Culture points at the end of the game is the winner.

Attributes

- Each player has 5 Attributes:
1. Vitality
 2. Stability

3. Cities
4. Population
5. Culture

Attribute Scores

Each player starts with 5 Points in each Attribute. Scores will change during play. Use paper and pencil to keep track.

The Deck

Players share a common deck.

Setup

Shuffle the Deck. The player who went to zero in the last game goes first.

Turn Sequence

Players take turns. On your turn draw 3 cards from the top of the deck. Assign 1 card to each of the 3 Players.

Players record the changes to the score of affected Attributes. Discard all the assigned cards. Check for end game conditions.

Common Deck Card List

Card Name:	Notes:
Art	Culture +1
Architecture	Culture +1
Literature	Culture +1
Sculpture	Culture +1
Politics	Culture +1
Religion	Culture +1
Law	Culture +1
Mythology	Culture +1
Math	Culture +1
Founding	Cities +1
Colony	Cities +1
Population Growth	Pop +1
Food Surplus	Pop +1
Reform	Stability +1
Wise King	Stability +1
Forts	Vitality +1
Mines	Vitality +1
History Repeats	Shuffle Discard into Deck

Card Name:	Notes:
Interrupt Trade Routes	Vitality -1
Extinguish Literacy	Vitality -1
Dark Ages	Vitality -1
Palace Economies Replaced	Vitality -1
Cultural Disruption	Vitality -1
Tin Shortages	Vitality -1
Piracy	Vitality -1
Soil Degradation	Vitality -1
Climate Changes	Vitality -1
Loss of Central Authority	Stability -1
Fragile Society	Stability -1
Complex Society	Stability -1
Overspecialized Society	Stability -1
Top Heavy Political Structure	Stability -1
Revolts	Stability -1
Defections	Stability -1
Migrations	Stability -1
Civil War	Stability -1
Urban Depopulation	Cities -1
Razed Cities	Cities -1
Volcano	Cities -1
Natural Disaster	Cities -1
Earthquake	Cities -1
Phrygian Conquest	Cities -1
Thracian Conquest	Cities -1
Macedonian Conquest	Cities -1
Dorian Greek Conquest	Cities -1
Violent Change	Pop -1
Sea Peoples	Pop -1
Slave Raiding	Pop -1
Northern Invaders	Pop -1
Arameans	Pop -1
Famine	Pop -1
Crop Failures	Pop -1
Drought	Pop -1
Disease	Pop -1





Buccaneers

Introduction

Board & card game for 2 players. Boarding Action between two Pirate ships. Abstract skirmish level combat.

Each figure represents a single man (unit).

Victory

You win if you kill the opposing Captain.

Unit Stat Table

#	Type:	Hits	Rank
1	Captain	3	Officer
2	Officer	2	Officer
4	Bullyboy	2	Crew

Number of that type of man you start the game with.

Hits Number of Hits that type of unit has.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

- Players take turns. Each turn has 3 phases:
1. Luck Phase
 2. Move Phase
 3. Fight Phase

Luck Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one man in any direction, you have the option of moving one or more men forward

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent men. There are 5 types of men: Captains, First Mates, Bullyboys, Sailors, and Sharpshoots.

#	Type:	Hits	Rank
8	Sailor	1	Crew
1	Sharpshot	1	Crew

the indicated number of spaces using a single move card.

Fight Phase

Play (discard) an Attack card to have a man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Captains may make 2 attacks per turn (using two different cards) Only the Sharpshot may use the Musket card.

Officers may only use Officer Attack cards. Crew may only use Crew Attack cards. Each attack does one point of damage.

Use Chits or coins to record damage. A man reduced to 0 Hits is killed and removed from the board. Your opponent may play Defense cards to negate your attack.

Card List Notation

- M** Movement
- A** Attack
- D** Defense
- X** Special card
- C** Crew
- O** Officer
- S** Sharpshot
- E** Either Crew or Officer
- K** as a Knight would move in Chess
- Type** Purpose of card
- User** What type of units may use the card
- #** Number of that card in the Deck

Card List

Card Name:	Range	Type	User	#	Notes
Duck	-	D	E	1	Negate attack
Jump	-	D	E	1	Negate attack
Parry	-	D	E	1	Negate non-gun attack
Climb Rigging	-	D	E	1	Negate attack
Run Away	-	D	E	1	Negate attack
Hide	-	D	E	1	Negate attack
Knife	1	A	C	1	
Cutthroat	1	A	C	1	
Backstab	1	A	C	1	
Hook	1	A	E	1	
Cutlass	1	A	E	2	
Rapier	1	A	O	1	
Thrown Overboard	1	A	E	2	
Bludgeoned	1	A	C	1	
Lunge	2	A	E	1	
Axe	2	A	C	1	
Oar	2	A	C	1	
Gaff	2	A	C	1	
Boarding Pike	2	A	C	1	
Ramrod	2	A	C	1	
Thrown Knife	3	A	C	1	
Musketoons	3	A	C	1	
Flintlock Pistol	K	A	O	2	
Brace of Pistols	3	A	O	2	
Blunderbuss	4	A	C	1	
Musket	5	A	S	1	
Swivel Gun	6	A	C	1	
Peg Leg	1	M	E	4	
Sea Legs	2	M	E	4	
Rush In	3	M	E	4	
Swing on Rope	4	M	E	4	
Mad Dash	5	M	E	4	
Swashbuckling	-	X	-	2	Discard to draw 3 cards





Buck Rogers

Introduction

Welcome to the World of the 25th Century. Help Buck defeat the Han Empire! Card game for 2 players.

Disclaimer

Buck Rogers is a trademarked, copyrighted property. This is merely a fan site.

The Decks

One player gets the Org Deck. The other player gets the Han Deck.

Victory

The first player to win 5 hands is the winner.

Turn Sequence

Each turn has 5 phases: Arrival Phase Reinforcement Phase Adventure Phase Cliffhanger Phase Narrator Phase

Arrival Phase

Each player fills their hand to 7 cards. If your deck runs out, shuffle the discard and draw from it.

Reinforcements Phase

Players may discard up to 4 cards and draw replacements.

Adventure Phase

Players simultaneously reveal none, some, or all of their cards. Cards not revealed are held for next turn. Hero & Villain cards are unique.

You can only reveal one card of an individual. For example: You may have two Wilma Deering cards in your hand, but you can only reveal one. Skill cards must be attached to a Hero or Villain, if you don't have a Villain or hero you can't play any skill cards. Any

number of Skill cards may be attached to a Hero or Villain.

Weapon cards must be attached to a Hero or Villain or Ally card. A Hero or Villain or Ally may only attach one Weapon card. Vehicle cards must be attached to a Hero or Villain.

A Hero or Villain may only attach one Vehicle card. Equipment cards must be attached to a Hero or Villain card. A Hero or Villain may attach any number of Equipment cards.

A player may reveal only one Plot card. The Org player may reveal Flaw cards if there is an appropriate revealed target.

Cliffhanger Phase

Each player adds up the Force values of their cards. The player with the higher total wins the hand. Keep track of wins.

Narrator Phase

The winner of the phase makes an improvisational narrative of this turn (Episode) using some or all of the cards played as a basis.

Card Type Abbreviations

Number of that card in the deck

S Skill

SS Science Skill

HN Niagra Hero

H Hero

A Allies

AA Allied Artillery

AN Niagra Allies

W Weapon

E Equipment

V Vehicle

VE Vehicle Equipment

VL Villain

P Plot

F Han Flaw

Confederation Of United Orgzones Deck List

Card Name	#	Type	Force	Notes
Buck Rogers	6	HN	5	
Wilma Deering	6	HN	3	+1 if played with Buck
Doctor Huer	3	HN	4	+1 per Science Skill attached

Card Name	#	Type	Force	Notes
Commander MacGregor	1	HN	4	
Colonel Edwards	1	HN	3	Allies get +1 each
Lieutenant Gilda	1	HN	2	+1 if played with Buck
Lieutenant Blair	1	HN	2	
Tommy Johnson	1	HN	2	Artillery gets +1
Lariat Luke	1	H	3	Outlaw, Outlaws get +1
Cyclone Kid	1	H	2	Outlaw
Lone Wolf	1	H	3	+1 if Vehicle attached
Nunah	1	H	2	+1 if played with Lone Wolf
Rocket Pistols	3	W	2	
Biplanes	3	V	2	
Will to live	1	S	3	
Bronco Buster	1	S	3	Attach to Outlaw Hero
Orgzone Soldier	2	AN	2	
Org Militia	1	AN	2	
Org Scouts	1	AN	2	
American Freedom Fighters	1	AN	2	
Elite Air Guard	1	AN	2	+2 if Vehicle attached
Western Outlaws	1	A	2	
Lasso	1	W	1	+2 if attached to Outlaw
Personal Rocket Flier	2	V	3	
Fisticuffs	1	S	2	
Flying Ace	2	S	1	+3 if Vehicle attached
Horses	1	V	1	+2 if attached to Outlaw
First Aid	1	SS	3	
Knife	1	W	1	
Jumping Belt	2	E	1	+2 if Hero has no Vehicle
Radio Helmet	2	E	1	+1 per Hero played
Electronist	1	SS	2	
Mechanic	1	SS	2	
Nimble	1	S	3	
Rifle	1	W	2	
Daredevil	1	S	3	
Radiophone	1	E	2	
Golden Dragon Society	1	A	4	
Wong	1	H	4	Golden Dragon
Arrogant	1	F	-	Target Villain gets -2
Poor Morale	1	F	-	Target Han Ally gets -2
Cowardly	1	F	-	Target Han Unit gets -2
Short Range Disintegrator Rays	1	F	-	Target Han Ally gets -2
Boastfull	1	F	-	Target Villain gets -2
Centralization of Power	1	F	-	Target Plot gets -2
Inventor	1	SS	2	
Brawling	1	S	2	
Lightning Raid	1	P	3	
Guerilla Warfare	1	P	3	
Indomitable Spirit	1	S	3	
Marksman	1	S	3	
Willpower & Determination	1	S	3	
Allegheny Orgzone	1	L	3	Niagra Units +1
Niagra	1	L	3	Niagra Units +1
Maverick	1	S	3	
Patriotic	1	S	3	

Card Name	#	Type	Force	Notes
Leadership	1	S	2	Allies get +1
Artillery Batteries	1	AA	3	Locations get +2
Rocket Cruisers	1	V	4	
Destroy Power Generators	1	P	3	
Rocket Cannons	1	AA	3	
Spy Eye Radio Torpedoes	1	VE	3	
Rescue Mission	1	P	3	
Infiltrate Han City	1	P	3	
Escape Han	1	P	3	
Cliffhanger	1	P	3	
Gas Grenade	1	W	2	
Surprise	1	P	3	
Solve Mystery	1	P	3	
Fortuitous Event	1	P	3	

Han Empire Deck List

Card Name	#	Type	Force	Notes
Mongol Emperor	6	VL	5	
Viceroy of Chicago	3	VL	4	
Cornelius "Killer" Kane	6	VL	4	
Morke Ka-Lono	1	VL	4	+1 per Science Skill attached
Om-Ka Zoril	1	VL	3	Assistant of Ka-Lono
Disguise	1	S	3	
Air Marshals	1	A	2	
Emperors Guard	1	A	3	
Dagger	1	W	2	
Intrigue	1	S	3	
Espionage	1	S	3	Look: next 7 cards in oppnts deck
Han Troops	6	A	2	
Han Fliers	2	A	3	
Han Paratroopers	1	A	3	
Han Junior Officer	3	VL	3	
Han Senior Officer	2	VL	3	Han Allies +1
Disintegrator Pistol	2	W	2	
Air Marshal Ka-Flui	1	VL	4	
Mongol Raider	1	A	4	
Han Airship	1	A	4	
Personal Flier	1	V	3	
Repellor Beams	1	VE	2	Vehicles get +1
Broadcast Power	1	VE	2	Han Allies +1
Piloting	1	S	1	+3 if Vehicle attached
Cunning	1	S	3	
Tactician	1	S	3	
Ruthlessness	1	S	3	
Genocidal	1	S	2	
Tricky Opponent	1	S	3	
Emperors Palace	1	L	3	
Walled City of Los Angeles	1	L	3	
Viscount	1	VL	2	

Card Name	#	Type	Force	Notes
Underestimated	1	S	3	
Evil	1	S	2	
Han Officials	1	A	2	
Lan Lu	1	VL	3	
Ambition	1	S	3	
Robotist	1	SS	1	Robots in play get +2
Methodical	1	SS	2	
Super Powered Ray Projector	1	AA	5	
Disintegrator Rifle	2	W	4	
Heavy Weapons	1	S	3	
Grappling	1	S	2	
Bad Blood Outcasts	1	A	2	
Black Barney	1	VL	4	Pirate cards get +1
Warlords of the Stratosphere	1	A	4	Pirate
Chaos Dragon Rocket Cruiser	1	A	4	Pirate
Ardala Valmar	1	VL	4	
Sabateur	1	P	3	
Sworn Enemy	1	S	3	
Cruel & Vindictive	1	S	2	
Han Oppression	1	P	3	
Disintegrator Cannons	1	W	3	
Airship Raids	1	P	3	
Airship Patrol	1	P	3	
Prisoners	1	P	3	
Paralyzing Ray	1	W	2	
Swords	1	W	2	
Ambush	1	P	3	
Radio Controlled Robots	1	A	2	
Nefarious Scheme	1	P	3	
Flash Pellet	1	E	2	
Robot Army	1	A	3	
False Information	1	P	3	
Deathtrap	1	P	3	





Buckaroo Banzai

Introduction

Card game for 2 players. One player is Team Banzai. The other player is the Red Lectroids.

Disclaimer

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Victory

The first player to win 8 hands is the winner, or A player wins the game if he wins 3 hands in a row. If Team Banzai wins they destroy Dr Lizardo (Mind controlled by John Whorfin in the 8th dimension) (In Lectroid 'John' is equivalent to: Mr., Miss, Mrs., Sir, Don. . .) (Thereby preventing the Black Lectroids from destroying the Earth) (Why take chances when you can destroy the whole thing?) If the Red Lectroids win they get the Oscillation Overthruster. (Allowing them access to the 8th dimension where they can rescue their exiled comrades and then go on to invade Planet 10, the Lectroid Homeworld)

The Decks

Each player has a Unique deck.

Turn Sequence

Each turn has 6 phases: Resources Phase Mission Phase Deploy Phase Action Phase Conflict Phase Regroup Phase

Resources Phase

Each player draws cards from their deck to fill their hand to 8 cards. If the deck runs out, shuffle the discard, and draw from it.

Mission Phase

Each player may discard up to 4 cards & draw replacement cards.

Deploy Phase

Players reveal a meld from their hand. A meld consists of:

1. Any number of character cards.

Note: Some Characters are unique. You may play only one card of that character. For example: You can only play one Buckaroo Banzai card.

2. A number of Transport cards equal to or less than the number of Character cards played.
3. A number of Weapon cards equal to or less than the number of Character cards played.
4. Exactly one Location card.
5. Any number of Event cards.
6. Any number of Object cards.
7. Any number of Communications cards.

Note: Meld cards are considered to be "in play."

Action Phase

Most cards are capable of producing effects called actions. Take turns resolving Actions. Flip a coin to see who gets to take the first action.

If a card lets you draw additional cards, you may add them to your meld.

Conflict Phase

Each card is worth a number of Action Points. Add up the Action points of all the cards in your meld. The player with the highest Action point Total Wins the Hand.

The winner takes one card from the opponents meld or discard & removes it from play.

Regroup Phase

Discard all Meld cards. You may discard (or keep) any cards from your hand.

Card Notation

Number of copies of that card in the deck.

AP Action Points

L Location

O Object

C Character

U Unique Character

H Hong Kong Cavalier (Unique Character)

T Transport

V Event

M Communication

Team Banzai Deck Card List

Card Name	#	AP	Type	Action
Buckaroo Banzai	7	7	U	Discard target Event card
Banzai Institute	3	5	L	Communication cards get AP +3
Professor Hikita	2	2	U	Look at next 7 cards in own deck
Neuro Surgery	1	-	V	See Notes
Nightclub Concert	1	6	V	See Notes
Drive Through Mountain	1	9	V	Can only be played with Jet car
Speak to the President	1	2	M	Look at next 7 cards in either deck
Watermelon Experiment	1	8	O	Can only be played with Banzai Inst
Videophone	1	2	M	Draw 1 card
Radio	1	2	M	Draw 1 card
Computer Hacking	1	2	M	Lookatnext 7 cards in opponents deck
Radar Blaze	1	2	M	Communication cards get AP +2
Blue Blaze Irregulars	2	3	C	Transport cards get AP +3
Motorcycle	2	4	T	AP +2 if played with Buckaroo Banzai
Jet Car	2	5	T	AP +3 if played with Buckaroo Banzai
Helicopter	2	6	T	Draw +1 card next turn Mission Phase
Van	2	3	T	All your Characters get +1 AP
Penny Priddy	2	2	U	Buckaroo Banzai gets AP +3
John Parker	2	4	C	(Black Lectroid)
Strike Team Apache	1	6	H	Weapon cards get AP +1
Strike Team Chaparral	1	6	H	Weapon cards get AP +1
Martial Arts	1	3	V	All your Characters get +2 AP
Perfect Tommy	2	4	H	Target Weapon card gets AP +2
Reno Nevada	2	4	H	Event cards get AP +2
New Jersey	3	4	H	AP +2 if played with Buckaroo Banzai
Rawhide	2	4	H	See Notes
Pinky Carruthers	1	4	H	AP +2 if played with Banzai Institut
Press Conference	1	3	V	Draw 1 card
Secretary of Defense	1	2	U	Target enemy Character is AP -2
Everybody's Packing Heat	1	3	W	All your Characters get +2 AP
Uzi	1	5	W	
Shotgun	1	4	W	
Revolver	1	4	W	
Automatic Pistol	1	4	W	
Rescue	2	6	V	See Notes
Narrow Escape	1	3	V	See Notes
Fame & Fortune	1	2	M	Draw 1 card
Samurai Sword	1	4	W	
World Watch Wire	1	2	M	Draw 1 card
NORAD Command	1	2	M	Draw 1 card
Hard Rocking Scientists	1	3	V	Lookatnext 7 cards in opponents deck
Pay Phone	1	2	M	Draw 1 card
Thermopod	1	6	T	Spaceship
Laser Cannon	1	9	W	Play only if a Spaceship is in play
Black Lectroid Ultimatum	1	2	M	Draw 1 card
Walkie-Talkie	1	2	M	Draw 1 card
Electrochemical Message	1	2	M	Draw 1 card
Lectroid Air Purifiers	1	3	O	All your Characters get +1 AP
Infiltrate	1	5	V	
Hand Held Direction Finder	1	2	M	

Card Name	#	AP	Type	Action
Scooter	1	3	U	

Card Special Action Notes: Neuro Surgery: Shuffle one Out-of-play Character card back into your deck. Narrow Escape: Shuffle one Out-of-play Character card back into your deck. Nightclub Concert: Search Deck for Character card and put it into play.

Rescue: Search Discard for Character card and put it into play. The Strike Team cards cannot be played with each other or other Hong Kong Cavaliers. If a Character card is removed from play, the Bonzai player may substitute Rawhide.

Red Lectroid Deck Card List

Card Name	#	AP	Type	Action
Yoyodine Propulsion Labs	3	5	L	draw 1 card
John Whorfin (Dr Lizardo)	6	6	U	Event cards get AP +1
John Bigbooty	4	5	U	Red Lectroid cards get AP +1
Red Lectroids	10	3	C	
Mothership	2	7	T	Spaceship
Van	3	3	T	
Helicopter	1	4	T	
PA System	1	2	M	Draw 1 card
Television	1	2	M	Draw 1 card
HTH Combat	2	2	V	Discard Target Weapon Card
Disguises	2	3	V	All your Characters get +2 AP
Ruthlessness	2	4	V	Your Unique Characters get AP +2
He Fell on his Head	1	3	V	Opponent must Discard a Character
Torture	1	2	V	Remove Charactr in discard from play
Kidnap	1	3	V	Opponent must Discard a Character
Ionized	2	2	V	All enemy characters are AP -1
Self Electrocution	1	2	V	Look at next 7 cards in own deck
Spit Stinger Poison Dart	2	5	W	
Black Lectroids Jam Signals	1	3	V	Discard all Communication cards
Criminally Insane	1	6	V	Play only with John Whorfin
MAC 10	1	5	W	
Mishap	1	3	V	Discard target Vehicle Card
Emergency Beacon	1	2	M	Draw 1 card
Take Hostage	1	6	V	
Surprise Attack	1	5	V	
Monitor Radio	1	2	M	Draw 1 card
Bootleggers Turn	1	3	V	Target Vehicle gets AP +3
Static	1	3	V	Discard target Communication card
Shanghaied	1	3	V	Opponent must Discard a Character
Narrow Escape	1	3	V	See Notes
The Joy of Duty	1	3	V	All your Characters get +1 AP
Raid	1	5	V	
Klaxon Alarm	1	2	M	Draw 1 card
Suicide Attacks	1	3	V	Red Lectroids get +3 AP
Intercom	1	2	M	Draw 1 card

Links

Bonzai

Faq

Pics RPG Wiki

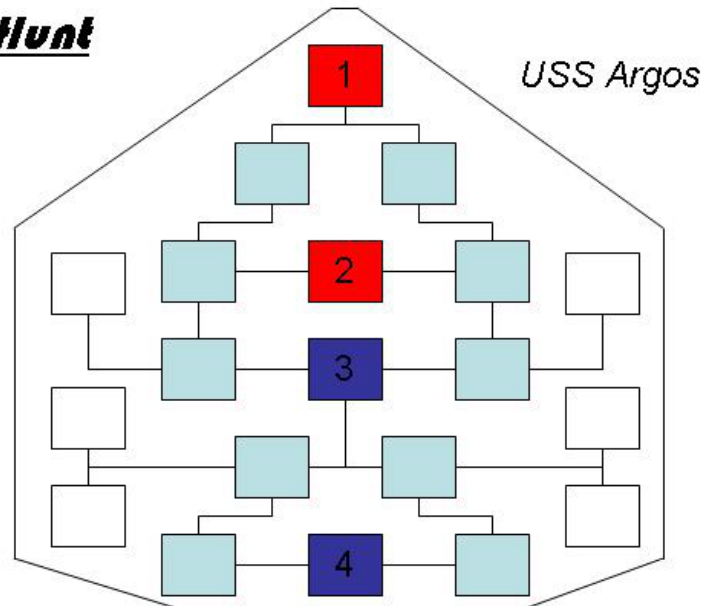




Bug Hunt

by Patrick Bunch

Bug Hunt



Start

Two Units assault on board to any one White box. Each turn, the same box OR a different White box may be chosen as the assault point. A max of 2 new units may assault on-board per turn.

Turn Order Each unit/bug in a box make all rolls at the same time, but units in different boxes roll separately.

- 1) Surprise roll: 1-2 = Bug Ambush! Unit's make Defense roll first.
- 2) Pack size: 1-3=1 bug, 4-5=2 bugs, 6=3 bugs (Blue box +1, Red box +2)
- 3) Attack roll: #=1 Bug killed, # +2=2 Bug kills (Blue box -1, Red box -1)
+1 if Units attacking into Box from 2 or more directions.
- 4) Defense roll: Unit #=Break, <Unit #=Hit (Red box -1, White box +1)
Break) Unit must retreat 1 box, must win Surprise roll to reenter box next turn.
Hit) Unit removed from the board.

Movement: Units move 1 box per turn, max of 2 units per box. Must clear a Box of Bugs before moving to next one.

Units

	<u>Attack</u>	<u>Defense</u>	
Marine	4	3	
Gunner	3	4	
Tech	5	4	Surprise roll +1 on next box entered
Medic	5	4	Ignore Hit on any other units in same box on 3+
LT	5	3	Ignore "Break" for all units in same box

Victory

Draw-Clear 2 of the following 4 Boxes: 1 or 2, and 3 or 4.

Minor-Clear 3 of the following 4 boxes: 1 and 2, and 3 or 4.

Major-Clear all 4 boxes, 1, 2, 3, and 4.

- 1 Victory Level if LT or Tech hit

- 2 Victory Levels if both LT and Tech hit

<u>Counters</u>	Mar	Mar	Mar	Mar	Mar	Mar	2 bugs	2 bugs
	Gun	Gun	LT	Tech	Med	2 bugs	3 bugs	3 bugs





Bug Out

Introduction

Board game for 2 players. Bug Theme strategy game.

Winning

You win the game if you accumulate 7 points. The winner is said to be "All Bugged Out" If no one can move because all bugs are marked, the player with the most points wins.

The Bugs

Bug Name:	Abr	Move:
Bee	B	Moves exactly one space diagonally
Ant	A	Moves exactly one space orthogonally
Ladybug	L	Moves exactly two spaces diagonally
Grass Hopper	G	Moves like a Knight in Chess
Beetle	T	Moves exactly two spaces orthogonally
Spider	S	Moves exactly three spaces diagonally
Dragon Fly	D	Moves exactly three spaces orthogonally

Abr Abbreviation

B	A	L	G	T	S	D	B
D	-	-	-	-	-	-	A
S	-	-	-	-	-	-	L
T	-	-	-	-	-	-	G
G	-	-	-	-	-	-	T

Turn Sequence

Players take turns. On you turn, move one un-marked bug Place one of your control marker beads on the Bug you moved If you line up 3 of your control markers in a row you score one point. (Orthogonal only, not diagonally) Use coins to record points.

Getting 3 in a row is referred to as a "Bug Out" Remove control markers from all 3 bugs involved in a Bug Out.

The Board

Use a regular chessboard of 8 x 8 = 64 spaces.

The Pieces

Each player has a set of glass beads of a unique color. Glass beads are used as control markers. Players share a common set of Bug Counters.

Bug Counters are flat & should have a picture of a Bug on them. There are 7 types of Bugs. There 4 of each type of counter.

A complete set has 28 Bug Counters.

Setup

Place one Bug Counter on each of the 28 edge squares of the Board. Diagrammatically, Bugs are placed thus:

B	A	L	G	T	S	D	B
L	-	-	-	-	-	-	S
A	-	-	-	-	-	-	D
B	D	S	T	G	L	A	B

Movement

Pieces can jump over (crawl over) each other.

Sting Rule

If you catch an Enemy Bug between 2 Bugs you control, remove The control marker from the Bug in the middle (You got stung!) (Orthogonal only, not diagonally)

Variant

For a harder game get 4 in a row.





Bujutso

Introduction

Board & card game for 2 players. Oriental Martial Arts Theme. Abstract skirmish level combat.
Man to Man fighting.

Victory

You win if you kill your opponents Leader.

The Map

Use a 8X8 chessboard.

The Men

Use chits or miniatures to represent men There are 3 types of Men: Leaders, Bodyguards, and Followers. Each player starts with: 1 Leader 2 Bodyguards 5 Followers

Setup

Each player places 1 man on each square of his back row. Men may not stack.

Japanese Warrior Bands

Each Player picks one type of Warrior Band. There are 4 types of Bands: Samurai Ninja Monks Bushi

The Cards

Each player has a unique deck. There is a unique deck for each type of Warrior Band.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Move Phase
3. Fight Phase

Samurai Card List

Orders Phase

Draw 3 cards from your deck. If your deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Leaders & Bodyguards can make up to two moves per turn.

Fight Phase

Play (discard) an Attack card to have a Man attack. The attack card has a number. This is the range of the attack.

Attacks can be either diagonal or orthogonal. "Knight" type attack cards have a range like a knight in chess. The enemy man that is the target of the attack takes one point of damage.

Use chits to keep track of damage. Followers can take one hit before being killed. Bodyguards can take two hits before being killed.

Leaders can take three hits before being killed. Killed men are removed from the map. Your opponent may play a defense card to negate your attack.

Leaders & Bodyguards can make up to two attacks per turn.

Card List Notation

- A** Attack
- M** Move
- D** Defense
- O** Orthogonal
- X** Diagonal
- K** as a Knight would move in Chess

Card Name:	Type	Range	Notes
Gunsen	A	1X	Iron War Fan
Wakizashi	A	1O	Short Sword
Tanto	A	1O	Short Sword
Katana	A	2X	Long Sword
Tachi	A	2X	Long Sword
Tetsubo	A	2O	Long Club
Naginata	A	3O	Glaive
Daikyu	A	5X	Long Bow
Kabuto	D	-	Helmet

Card Name:	Type	Range	Notes
O-Yoroi	D	-	Armor
Honor	D	-	
Walk	M	1	
Hurry	M	2	
Move Swiftly	M	3	
Running Leap	M	K	
Run	M	4	
Charge	M	5	

Ninja Card List

Card Name:	Type	Range	Notes
Nekode	A	1X	Claws
Ninja-To	A	1O	Sword
Kumade	A	2X	Rake
Shikomi Zue	A	2O	Spear Staff
Kusari-Gama	A	3X	Chain & Sickel
Kawanga	A	3O	Grappling Hook
Kyoketsugoi	A	K	Rope & Iron Ring
Shuriken	A	4O	Throwing Stars
Metsubishi	D	-	Powder

Card Name:	Type	Range	Notes
Tetsu-Bishi	D	-	Caltrops
Stealth	D	-	
Walk	M	1	
Hurry	M	2	
Move Swiftly	M	3	
Running Leap	M	K	
Run	M	4	
Charge	M	5	

Monk Card List

Card Name:	Type	Range	Notes
Tonfa	A	1X	
Sai	A	1O	
Nunchaku	A	1X	
Jo Sticks	A	2O	
Bo Stick	A	2X	
3 Piece Rod	A	3X	
Lajatang	A	3O	Crescent Spear
Rante	A	4O	Long Chain
Jitte	D	-	

Card Name:	Type	Range	Notes
Dodge	D	-	
Block	D	-	
Walk	M	1	
Hurry	M	2	
Move Swiftly	M	3	
Running Leap	M	K	
Run	M	4	
Charge	M	5	

Bushi Card List

Card Name:	Type	Range	Notes
Aikuchi	A	1X	Dagger
Tua-Kien	A	1X	Sword
Suan Tao Fung	A	1O	Mace
No-Dachi	A	2O	Two Handed Sword
Ono	A	2X	Battle Axe
Yari	A	3O	Spear
Bisento	A	3X	Halberd
Crossbow	A	5O	
Jingasa	D	-	Helmet

Card Name:	Type	Range	Notes
Hanburi	D	-	Helmet
Tough	D	-	
Walk	M	1	
Hurry	M	2	
Move Swiftly	M	3	
Running Leap	M	K	
Run	M	4	
Charge	M	5	

Cardset Available

Thanks Alesandro!





Bunker Hill

Introduction

Card game for 2 players. Simulation of the Battle of Bunker Hill on June 17, 1775 War of the American Revolution 2100 Attacking British Troops vs 1600 Defending American Militia

Victory

Victory conditions are complex and are described as part of the Turn Sequence. Possibilities include:

- British Strategic Victory (II)
- British Total Victory (IV)
- American Minor Moral Victory (I)
- American Moral Victory (II)
- American Major Moral Victory (III)
- American Strategic Victory (III)
- American Total Victory (IV)

The Deck

Each player has his own unique deck:

1. British Deck
2. American Deck

Card Types

There are several card types: Leader, Troops, Shoot, Fort, Blunder, and Strategy Blunder cards represent mistakes made by one's enemies. Strategy cards represent alternate history possibilities. Every card has a Force value from 1 to 4

Turn Sequence

Start with Bombardment Phase. . .

Phase Rules

Each phase involves the following steps: Each player draws 7 cards from their deck. Players may then discard up to 3 cards & draw replacements. If a deck runs out, shuffle the discard & draw from it.

Players may then reveal their Hands. The American Player may have:

- 1 Leader card
- 1 Troop card
- 1 Shoot card
- 1 Fort card
- 1 Blunder card
- 1 Strategy card

The British Player may have:

- 1 Leader card
- 1 Troop card
- 1 Shoot card

- 1 Attack card
- 1 Blunder card
- 1 Strategy card Extra cards are discarded. Each player adds up the total Force of all his Cards. The player with the higher total wins. The American Player wins all Ties.

Bombardment Phase

The American adds 5 to his force total. The British player cannot play Attack Cards but may play Any number of Shoot cards. If the American player wins go on to the First Attack Phase.

If the British win, they get a Strategic Victory and the game ends. (Historically: The British Bombarded the redoubt on Breeds Hill from Batteries on Copps Hill, Morton's Hill, and from Warships in the Harbor. The American Militia were at first terrified, but the Bombardment Proved to be ineffective.)

First Attack Phase

The American adds 3 to his force total. If the American player wins, they get a Minor Moral Victory, and go on to the Second Attack Phase. If the British win, they get a Strategic Victory and go on to the British Victory Phase.

(Historically: A British Light Infantry Column made a Flanking March along the shoreline of the Mystic River while the Regulars and Grenadiers made a Frontal Assault against the stone & rail fence; all attacks were repulsed.)

Second Attack Phase

The American adds 1 to his force total. If the American player wins, they get a Moral Victory, and go on to the Third Attack Phase. If the British win, they get a Strategic Victory and go on to the British Victory Phase.

(A Historically: a second attack primarily against the Fence was also repulsed.)

Third Attack Phase

If the American player wins, they get a Major Moral Victory and go on to the Decision Phase. If the British win, they get a Strategic Victory and go on to the British Victory Phase. (A Historically: The Americans ran out of Gun Powder, and the exhausted British were finally able to capture the Redoubt on Breeds Hill. The British did not pursue past the narrows. The Americans retreated across the narrows and did not counterattack.)

British Victory Phase

The British add 3 if they won First Attack Phase. The British add 1 if they won Second Attack Phase. If the British wins by 4 or more go to Pursuit Phase.

If the American player wins by 4 or more go on to the Counter Attack Phase. If neither player wins (Both stop fighting) the game ends.

Pursuit Phase

This phase represents the possibility of the British Pursuing the retreating American Forces. The British add 3 if they won First Attack Phase. The British add 1 if they won Second Attack Phase.

If the British win by 4 or more they achieve a Total Victory and the game ends. Any other result, the Americans are able to retreat and the game ends.

Counter Attack Phase

This phase represents the possibility of the American Forces attacking the British after Either being driven from the redoubt or after having repulsed 3 or more attacks. If the Americans win by 4 or more they (attack and) get a Total Victory and the game ends. Any other result, the game ends.

American Deck Card List

Card Name:	Type	Force	Notes:
Colonel Prescott	L	4	
Joseph Warren	L	3	
General Putnam	L	3	
General Pomeroy	L	2	
John Stark	L	2	
Militia Leaders	L	2	
War Council	L	2	
Patriot Soldiers	T	2	
Rebel Irregulars	T	1	
New England Militia	T	2	
Yankee Farmers	T	1	
Colonial Regiment	T	1	
Volunteer Company	T	1	
Call to Arms	T	1	
Redoubt	F	4	
Stand Firm	F	3	
Entrenchments	F	3	
Breeds Hill	F	3	
Earthworks	F	3	
Stone & Rail Fence	F	2	
Trenches & Brush	F	2	
Devastating Volley	S	4	
Inflict Heavy Casualties	S	3	

Decision Phase

If the British win, they rally and attempt another attack; go on to Extra Attack phase If the Americans win, the British retire, the Americans gain a Strategic Victory, and go to the Americans Victorious phase

Extra Attack Phase

This phase represents the possibility of the British making additional attacks after failing the third. If the American player wins go back to the Decision Phase. If the British win, they get a Strategic Victory and go on to the British Victory Phase.

American Victory Phase

If the American player wins go to the Counter Attack Phase. If the British win, the Americans do not counter attack and the game ends.

Card List Notation

- L** Leader
- T** Troops
- S** Shoot (& Shell)
- F** Fort
- B** Blunder
- A** Attack
- X** Strategy

Card Name:	Type	Force	Notes:
Musket Fire	S	3	
Deadly Accuracy	S	3	
The Whites of their Eyes	S	3	
American Cannon Fire	S	3	
Murderous Fire	S	3	
Delayed Attack	B	2	
Tight Marching Order	B	3	Easy Targets
Frontal Assault Halted	B	2	
Stopped Cold	B	3	
Attack Falters	B	2	
They Turn & Run	B	3	
Forced to Fall Back	B	2	
Exhaustion	B	2	Heat & Full Packs
Organize Reinforcements	X	3	
More Ammunition	X	3	
Fortify Bunker Hill	X	4	Not Breeds Hill

British Deck Card List

Card Name:	Type	Force	Notes:
General Thomas Gage	L	3	
General Howe	L	4	
General Burgoyne	L	2	
General Clinton	L	2	
British Officers	L	3	
War Council	L	2	
British Regulars	T	2	
Professional Soldiers	T	3	
Send in the Reserves	T	3	
Grenadiers	T	3	Elite Troops
Light Infantry	T	3	Elite Troops
Red Coats	T	2	
Disciplined Troops	T	3	
Fixed Bayonets	A	4	Brown Bess Muskets
Reform Lines	A	2	
Press On	A	2	
Climb the Parapet	A	3	
Leap the Ditches	A	3	
Column Advance	A	1	
Flanking March	A	1	
Courage under Fire	A	3	
Batteries	S	1	
Bombardment	S	1	
Concentrated Fire	S	2	
British Warships	S	1	
Field Artillery	S	1	
Cannon Fire	S	1	
Run out of Powder	B	3	
Disorganized	B	2	
Wounded Men	B	2	Carried off by 10+ men each

Card Name:	Type	Force	Notes:
Scattered	B	2	
Untrained Militia	B	2	
Confusion	B	2	
Attack without Delay	X	4	Early Flanking Maneuver
Attack Redoubt Only	X	3	
Surround the Peninsula	X	3	Land Forces in Rear

Cardset Available

From Alcespi: Beautiful Artwork.





Butlerian Jihad

Introduction

Two Player Card Game. Theme: The Butlerian Jihad in the Dune Universe as described by the Prequel Trilogy. After a Thousand year standoff, the War between the Free Human League of Nobles Worlds and the Intelligent Machine controlled Synchronized Worlds escalates.

One player is the Humans. The other player is the Machines.

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Victory

If you control all 6 Empire Tokens you win.

Empire Tokens

Each player starts the game with 3 Empire Tokens

Dice

Six sided dice are needed.

The Decks

Each player has their own unique deck: The Machine Deck and the Human Deck. Each deck has 6 Suites. Each card has a Force Value and a special Ability.

Some special abilities require their ability to be activated, other abilities automatically take effect when the card is recruited or as a Free action discarded from the hand or in-play.

Human Deck

The six suites are: Leaders, Morale, Worlds, Fleet, Ground, Special

Machine Deck

The six suites are: Omnius, Cymeks, Worlds, Fleet, Ground, Special Note that some Cymek cards are Titans.

Setup

Decide who is the Machines and who is the Humans. Each player starts the game with 3 Empire Tokens. Players shuffle their decks.

Rounds & Turns

The term Round is used for the whole sequence of phases to avoid confusion with the turns players take within Battle Phase.

Round Sequence

Each round has 6 Phases.

1. Initiative Phase
2. Fate Phase
3. Strategy Phase
4. Battle Phase
5. Resolution Phase
6. End Phase

Initiative Phase

Players roll high on 1D6. High roll is the Attacker. Low roll is the Defender.

Reroll Ties.

Fate Phase

Each player draws 5 cards from the top of his deck. If a deck runs out, shuffle the discard and draw from it.

Strategy Phase

Each player may discard up to 2 cards and draw replacements.

Battle Phase

Players take turns starting with the attacker. On your turn you can either:

1. Recruit: Put a card into play
2. Activate: Use the Activation Ability of a card in play if it has one.
3. Pass

When you put a card into play, place it face up in front of you. If both players Pass, one after the other, the Phase ends. Once you Pass, you must continue to pass, unless your opponent causes one of your in-play cards to be discarded or eliminated.

Recruit Limits (Important): Normally you can only recruit during the Round a max of one card from each of the six suites. Some cards as their special ability allow you to recruit more than 1 card of a particular suite. Note: A card can only be activated once per round.

Resolution Phase

Add up the modified Force values of all your cards in-play. The player with the highest level wins. If tied, players roll high on 1D6 to determine winner.

The winner takes an Empire Token from the loser. The winner causes one target in-play card of his opponent to be discarded. Note that if a Titan is discarded in this way, it is Eliminated (removed from play).

End Phase

Each player can allow up to 9 of their in-play cards to remain in play. Excess cards must be discarded. Max hand size is 3 cards. Discard excess cards

Card Notation

DESTROY = Cause one target card of specific type to be discarded

PREDICT = Look at next 1+1D6 cards in either Deck

ADJUNCT = This card does not count against your In-Play Card Limit

OPTIONS = Your hand size Max is +1

ACQUIRE X = Draw X cards from the top of your deck and put them in your hand

BOOST +X = Your Cards of indicated Suite get +X to their Force

BOON +X = This card gets +X per other card of the indicated suite type in play or a single bonus if no suite is indicated

MITIGATE -X = Opposing Cards of indicated Suite are worth this much less Force each

IMMUNE = Card cannot be destroyed by the action of another card

SUMMON = Search your Deck for Specific card and put it in your hand
PROTECT = Negate the Destruction of a card in play (of the indicated suite) by the action of another card on a roll of 4+ on 1D6

FACILITATE = Play an extra card of the indicated Type this Turn

RETRIEVE = Take any 1 card from your discard and put it in your hand

DEFENDERS = Effect takes place only if you are the Defending Player

ATTACKERS = Effect takes place only if you are the Attacking Player

DAMAGE = Opponent must discard 2 random cards from his hand

ACT Activate = Ability requiring the use of an action in Battle Phase action in Battle Phase.

SPY Look at Opponents Hand

CA Constant Ability = The card provides a continuous Benefit as long as it is in-play

FD Forced Discard = This card must be discarded in End Phase

FA Free Action = Ability that can be used any time and does not require an

SC Sacrifice = When this card is used for its action it is discarded

O Omnium

C Cymek

L Leader

M Morale

W Worlds

F Fleet

G Ground

S Special

T Titan

Z Scientist

Machine Deck Card List

Name:	Type	Force	Special Ability:
Omnium the Evermind	O	10	CA - OPTIONS
Multiple Incarnations	O	9	CA - PROTECT Omnium
Conquest Algorithm	O	8	CA - PREDICT
Omnium Prime	O	7	ACT - SUMMON Cymek or Erasmus
Sentient Computers	O	6	CA - BOOST +1 Fleet and Ground
Learn and Adapt	O	5	ACT - ACQUIRE 1
Logical Rule	O	4	SC - ACT - RETRIEVE
Risk Aversion	O	3	ACT - PROTECT Fleet
Infinite Patience	O	2	CA - ADJUNCT
Omnipresent Watcheyes	O	1	ACT - SPY
Agamemnon	C	10	T - CA - FACILITATE Cymek
Ajax	C	9	T - ACT - BOON +3 ATTACKERS
Barbarosa	C	8	T - CA - OPTIONS
Dante	C	7	T - ACT - ACQUIRE 1
Juno	C	6	T - ACT - PREDICT
Xerxes	C	5	T - CA - IMMUNE
Cymek Flyers	C	4	CA - BOOST +3 ATTACKERS

Name:	Type	Force	Special Ability:
Crab Form Monstrosities	C	3	CA - MITIGATE -2 Ground
Cymek Warriors	C	2	CA - BOON +2 Ground
Neo-Cymeks	C	1	CA - ADJUNCT
Extermination Fleet	F	10	SC - ACT - DESTROY World
Invasion Fleet	F	9	CA - BOOST +3 ATTACKERS
Massive Fleet	F	8	CA - IMMUNE
High Speed Assault Fleet	F	7	CA - MITIGATE -2 Fleet
Heavy Fleet	F	6	CA - BOOST +3 DEFENDERS
Battle Fleet	F	5	SC - ACT - DESTROY Fleet
Thinking Machine Warships	F	4	CA - ADJUNCT
Probe Fleet	F	3	CA - OPTIONS
Robotic Raiders	F	2	SC - ACT - DAMAGE
Scout Fleet	F	1	ACT - SPY
Corrin	W	10	ACT - ACQUIRE 1
Earth	W	9	CA - BOOST +2 Cymeks
Walgis	W	8	CA - FACILITATE Fleet
Ix	W	7	CA - FACILITATE Ground
Wallach	W	6	SC - ACT ACQUIRE 2
Synchronized Worlds	W	5	CA - ADJUNCT
Quadra	W	4	SC - ACT - SUMMON Fleet
Richese	W	3	SC - ACT - SUMMON Ground
Lesser Machine Worlds	W	2	CA - BOOST +2 Fleets & Ground
Omnium Gelspheres	W	1	CA - FACILITATE World
Omnium Scourge Virus	S	10	SC - ACT - DESTROY 2 Worlds
Slave Hostages	S	9	CA - Get +1 to Initiative Rolls
Genocide	S	8	SC - ACT - MITIGATE -2 Morale
Suicide Ships	S	7	SC - ACT - DESTROY Scramblers
Human Traitor	S	6	ACT - SUMMON Special
Piranha Mites	S	5	SC - ACT - DAMAGE
Human Trustees	S	4	CA - ADJUNCT
Capture Leader	S	3	SC - ACT - DESTROY Leader
Erasmus	S	2	CA - OPTIONS
Update Ships	S	1	CA - BOOST +2 Omnium
Orbital Bombardment	G	10	SC - ACT - DESTROY 2 Ground
Robotic Fighters	G	9	CA - BOOST +2 Ground
Poison Gas	G	8	SC - ACT - DAMAGE
Aerofoils	G	7	CA - IMMUNE
Armored Walkers	G	6	CA - BOON +3 ATTACKERS
Combat Robots	G	5	CA - BOON +3 DEFENDERS
Executor Robots	G	4	SC - ACT - DESTROY Ground
Robot Sentinels	G	3	CA - ADJUNCT
Drop Carriages	G	2	ACT - SUMMON Cymek
Central Stronghold	G	1	ACT - SUMMON Omnium

Human Deck Card List

Name:	Type	Force	Special Ability:
Space Folding Technology	S	10	CA - BOOST +2 Fleets
Scrambler Fields	S	9	CA - PROTECT World

Name:	Type	Force	Special Ability:
Pulse Atomic Warheads	S	8	SC - ACT - DESTROY World
Human Trickery	S	7	SC - ACT - ACQUIRE 2
Computer Virus	S	6	SC - ACT - DESTROY Omnibus
Defense Shields	S	5	CA - PROTECT Ground
Cogitors	S	4	ACT - PREDICT
Capture Omnibus Copy	S	3	ACT - SPY
Blockade Runner	S	2	SC - ACT - FACILITATE Leader
Spice	S	1	FA - DESTROY Omnibus Scourge
Serena Butler	L	10	CA - BOOST +2 Morale
Vorian Atreides	L	9	CA - FACILITATE Special
Xavier Harkonnen	L	8	ACT - ACQUIRE 1
Iblis Ginjo	L	7	CA - FACILITATE Morale
Tio Holtzman	L	6	Z - SC - ACT - SUMMON Scrambler or Shield
Norma Cenva	L	5	Z - SC - ACT - SUMMON Spacefolding
Aurelius Venport	L	4	SC - ACT - SUMMON Spice
Sorceress Zufa Cenva	L	3	ACT - SUMMON Sorceress
Abulurd	L	2	SC - FA - DESTROY Piranha Mites
Quentin Butler	L	1	SC - ACT - ACQUIRE 2
Salusa Secundus	W	10	CA - FACILITATE Leader
Giedi Prime	W	9	CA - OPTIONS
League Worlds	W	8	CA - FACILITATE Ground
Komider	W	7	ACT - FACILITATE Fleets
Poritrin	W	6	SC - ACT - SUMMON Scientist
Rossak	W	5	SC - ACT - SUMMON Sorceress
Tlulax	W	4	SC - ACT - RETRIEVE
Unaligned Worlds	W	3	ACT - ACQUIRE 1
League Colonies	W	2	CA - ADJUNCT
Arrakis	W	1	ACT - SUMMON Spice
Kindjal Fighter Interceptors	G	10	SC - ACT - DESTROY 2 Ground
Kindjal Bombers	G	9	SC - ACT - DAMAGE
Army of the Jihad	G	8	CA - IMMUNE & BOON +2 Morale
Plasma Tanks & Howitzers	G	7	CA - BOOST +2 Ground
Ginaz Swordsmen Mercenaries	G	6	CA - MITIGATE -2 Ground
Home Guard Dragoons	G	5	CA - FACILITATE Ground
Planetary Militias	G	4	CA - ADJUNCT
Troop Transports	G	3	ACT - SUMMON Ground
Portable Scramblers	G	2	SC - ACT - DESTROY Ground
Sorceress of Rossak	G	1	SC - ACT - DESTROY Cymek
League Armada	F	10	ACT - DESTROY Fleet
Retaliation Fleet	F	9	CA - BOON +3 ATTACKERS
Battle Group	F	8	ACT - SUMMON Atomics
Defense Fleet	F	7	CA - BOON +5 DEFENDERS
Ballista Battleships	F	6	ACT - SUMMON Kindjals
Fast Response Fleet	F	5	CA - Get +1 to Initiative Rolls
Javelin Destroyers	F	4	CA - BOOST +2 Ground
Orbital Stations	F	3	CA - BOOST +3 Worlds DEFENDERS
Picket Ships & Patrol Craft	F	2	CA - BOOST +2 Fleets
Scout Network	F	1	ACT - SPY
Holy Jihad	M	10	CA - FACILITATE Fleets
Machine Crusade	M	9	SC - ACT - SUMMON 1 Ground & 1 Fleet
The Great Purge	M	8	SC - ACT - ACQUIRE 3
Martyrs	M	7	CA - BOOST +1 Fleets & Ground & Leaders
Cymek Subversiveness	M	6	SC - ACT - DESTROY All Cymeks

Name:	Type	Force	Special Ability:
Return of Hecate	M	5	SC - ACT - DESTROY Omnius
Liberation	M	4	SC - ACT - DESTROY World
Jihad Council	M	3	CA - OPTIONS
Manion the Innocent	M	2	CA - ADJUNCT & IMMUNE
Slave Uprising	M	1	SC - ACT - DAMAGE

Links

Dune Wiki





Cabal

Introduction

Card & Dice game for 2+ players Each Player controls a Cabal of Mages. Source Material... "Mage: The Ascension" RPG by White Wolf.

Disclaimer

Mage The Ascension is a copyrighted property of White Wolf. This is merely a Fan site.

Victory

- To win you must complete the following:
1. One or more of your Mages must ascend to the 10th Level (Oracle).
 2. You must establish a Chantry (control one or more Nodes).
 3. All Foes in your Territory must be at level 5 or less.

Stuff

10 & 6 sided dice are needed to play. There are 4 Common Decks: Mage, Spell, Attribute, and Foe Decks.

Foe Table

1D10	Foe Type:
1.	Technomancers
2.	Inquisition
3.	Vampires
4.	Werewolves
5.	Mages

1D10	Foe Type:
6.	Marauders
7.	Wraiths
8.	Umbral Denizens
9.	Nephandi
10.	Fey

Turn Sequence

Players take turns. Each turn has 6 phases: Antagonist Phase Quintessence Phase Incursion Phase Attack Phase Raid Phase Research Phase

+1	If any of your Mages are level 3+
+1	If any of your Mages are level 6+
+1	If any of your Mages are level 9+
+1	If your Cabal has 8+ Mages

Incursion Phase

Roll for a random Foe on the Foe Table. That foe gains 1D6 Foe points.

A player keeps two hands of cards simultaneously: a Foe Hand and a Spell Hand.

Tokens (Markers) are needed to keep track of: Wounds, Experience, Talismans, Transformations, and Conversions. Paper & Pencil to keep track of Foes & Foe Levels.

Nodes

Nodes are represented by a separate set of generic "Node cards". All nodes are considered to have similar properties. Note that you do not start with a Node in play but you must control one to win.

Nodes are discovered (put into play) in Research Phase.

Setup

Roll high on 1D10 to see who goes first. Each player starts with a cabal of 4 Mages. Draw 4 mages from the Mage Deck. Each starting Mage is at level 1. Put a +1 skill Token on each Mage.

Each cabal occupies its own territory. A territory will also be occupied by Foes. Roll 1D6 for each of the ten types of foes to get their Foe Level:

Antagonist Phase

Draw one card from the Foe Deck. Max Foe hand size = 10 cards. Discard excess cards.

Quintessence Phase

Fill your spell hand to its maximum size. Spell hand Max size = 4 with the following modifiers:

+1	If any of your Mages are level 3+
+1	If your Cabal has 12+ Mages
+1	For each Node you control
-1	If any of your Mages is experiencing 'Quiet'.

Attack Phase

If any Foe has 11+ Foe points, and gained Foe points this turn, then that Foe will attack your Cabal.

The Attacking Foe will have a Force = to its Level +1D10. Any other player may play matching Foe cards to increase the Foe Force Total by +1D6 per card played.

For a Foe card to match it must be of the same type as the attacking foe. For example: The Technomancers are attacking. Your opponent may play a Men in Black Foe card if he has one, because MIB are Technomancers. The Cabal has a Force = to the combined Skill level of all its non-neutralized Mages divided by 5 rounding up +1D10.

The Cabal player must play a Detect Spell card. If a Detect card is not played, the Foe gets an extra +1D10 Force for surprise. The Cabal player may play Attack Spell cards to increase the Cabals Force Total by +1D6 per card played.

Instead of Fighting, the Mages may flee combat by playing a Transport Spell. Compare the Force totals of the Cabal and the Foes. The side with the higher Total is the winner.

If the Cabal wins, the Foe Total is reduced to 1D10. If the Foes win, the Cabal loses one of its Nodes. Put a 'Captured' Token on the Node. Those Foes now guard that Node.

Roll for Wounds & Experience:

Wounds

After any combat randomly assign 1D6-1 wound tokens to your Mages. Play a Defense Spell card to negate a wound. Any mage that takes 2 or more wounds must (remove the Wound Tokens and) roll on the Aggravated Wound Table:

Aggravated Wound Table

1D6	Result:
1-2	Mage is Killed
3-4	Mage is Transformed
5	Mage is Converted
6	Mage is Captured

If Killed place the card back in the Mage deck. If Transformed, place a Transformation Token on the Mage card. (Transformed = Mutated, turned to stone, paralyzed, cursed, insane, crippled, turned into animal or monster, withered, blinded, burned, poisoned, etc.) If Captured, place a Captured Token on the Mage card. Also note which Foe captured the Mage.

If Converted, place a Converted Token on the Mage Card. Note which Foe Converted the Mage. The Converted Mage will be part of all future conflicts with that that Foe, on the Foes side, and will add his level to the Foes Force.

Experience

Roll 1D6 for each Mage that takes part in a Combat (Win, loose, or escape). On a roll of 4-6 the Mage gains one Level. (The Experience Roll) Roll Modifiers: +1 if

you lost, -1 if you won. (You always learn more from your mistakes) Add a +1 Experience Level Token to the Mage card.

Neutralized Mages

Neutralized Mages include Mages that are: Captured, Wounded, Transformed, or Experiencing "Quiet" (Quiet = Mage cannot properly perceive or interact with reality) Neutralized Mages cannot fight, raid, train, cast spells, etc.

Casting Spells & Using Attributes

To play a Spell card you must have a Mage that can cast the Spell. Each Spell lists what kind of Mage can cast it. For example: You would need a Mage of the Akashic Brotherhood to cast the 'Dim Mak' Spell. In all cases where it says you may cast a spell you may play an Attribute card in addition or instead.

For instance: Instead of playing a Detect Spell you play a Detect Attribute. Spell & Attribute cards are discarded when they are played. Note: Spell cards are kept in your hand, Attribute cards are attached to Mages.

Raid Phase

Skip this Phase if you were attacked in Attack Phase. Choose which Mages are going on the Raid. Choose the Target of your Attack.

The Target may be a captured or newly found Node or one of your 10 Foes. You must play a Detect Spell to find the Target. Then you must play a Transport Spell to get to the Target.

Combat is resolved as in Attack Phase. If the Foes win, the Cabal does not lose a Node. (like in Attack Phase) If the Foes win, the Foe level is reduced by 1D6-1 levels. If the Cabal was raiding a Foe or captured Node and wins, the Foe Total is reduced 2D6 levels. (0 Minimum) If the Cabal was raiding a captured node and they win, they gain control of the node.

If the Cabal was raiding a new node and they win, they gain control of the node and all Guardians are destroyed. If the Target had any captured Mages and the Cabal won, the Captured Mages are freed. If the Target had any converted Mages and the Cabal won, roll 1D6:

1-2 The Mage is Killed

3-4 The Mage lives and is still a Foe (& gains one Level)

5-6 The Mage is converted back and rejoins the Cabal Raiding is considered Combat, like in Attack Phase (Roll for Wounds & Experience)

Research Phase

If you did not get attacked or go on a raid this turn, roll once on the Research Table.

Research Table

1D6	Result
1-2	Recruit
3-4	Attribute
5	Quiet
6	Find a Node

Recruit = Draw one Mage card from the deck. The newly awakened mage starts at level one. Mage cards you control are placed face up in front of you.

Quiet = Place a Quiet Token on one random Mage. Attribute = Draw an Attribute card and place it on one random Mage. Find a Node = Place a Node Card in Play in front of you.

Roll on the Foe Table to see what kind of Foe is guarding it. The Node will have 1D10 worth of Foe

1D6	Result
7	Training
8-9	Healing
10	Pick one

Points guarding it. Note: A Territory will have a maximum of 1D6 Nodes.

Training = Each of your Mages makes an Experience roll at -1. Healing = Remove a Wound, Transformation or Quiet Token from one of your Mages.

Paradox

You may play a Paradox card on any opponents Mage that just cast a Spell.

Mage & Spell Deck Card Types

Abv	Mage Tradition:	Sphere of Magic:	Foci:
AB	Akashic Brotherhood	Mental	Purification, Sash, Weapon
CC	Celestial Chorus	Prime	Fire, Holy Symbol, Song
CE	Cult of Ecstasy	Time	Incense, Music, Vice
D	Dreamspeaker	Spirit	Crystals, Drums, Feathers
E	Euthanatos	Entropy	Bones, Dolls, Weapons
HO	Hollow Ones	None	None
OH	Order of Hermes	Forces	Circles, Seals, Stones
SE	Sons of Ether	Matter	Goggles, Meters, Abacus
V	Verbena	Life	Blood, Wand, Cauldron
VA	Virtual Adepts	Correspondence	Computers, Electricity
A	Any Mage	-	

Mage Deck Card List

Card Name	Type
Martial Artist	AB
Wandering Wise Man	AB
Zen Monk	AB
Witch Hunter	CC
Priest	CC
Theologian	CC
Musician	CE
Entertainer	CE
Thrill-Seeker	CE
Shaman	D
Hitchhiker	D
Ecologist	D
Voodoo Priest	E
Assassin	E
Doctor	E

Card Name	Type
Artist	HO
Occultist	HO
Blood Doll	HO
Alchemist	OH
Kabbalist	OH
Secret Agent	OH
Mad Scientist	SE
Gadgeteer	SE
Absent Minded Professor	SE
Druid	V
Explorer	V
Witch	V
Hacker	VA
Programmer	VA
Web Master	VA

Spell Deck Card List

Spell Name:	Type	Notes:
Landscape of the Mind	VA	Detect
Spatial Mutations	VA	Defense
Polyappearance	VA	Make 2 Raids this turn
Free Conjunction	VA	Transport
Co-Location	VA	Transport
Genetics Scan	VA	Detect
Physiological Control	VA	Attack
Tapping the Signal	VA	Transport
Multi-Tasking	VA	Detect
Graphic Transmission	VA	Defense
Pathos	HO	Detect
Sidestep Time	HO	Attack or Defense
Accelerate Time	HO	Opponent must skip his next turn
Corresponding Sensing	HO	Detect
Manipulate Memory	HO	Attack or Defense
Flesh Toys	HO	Defense
Divided Sight	CE	Detect
The Rush	CE	Draw 2 Spell Cards
Subliminal Impulse	CE	Attack or Defense
Time Sense	CE	Detect
Leap Beyond	CE	Transport
Drums of Elemental Fire	CE	Attack
Slow Time	CE	Attack or Defense
Peeping Tom	CE	Detect
Tune in, Turn on, Drop out	CE	Defense
Ripple through Space	SE	Transport
Analyze Substance	SE	Detect
Matter Pattern Dissociation	SE	Attack
Alter Weight	SE	Defense
Alter State	SE	Attack
Probe Thoughts	SE	Detect
Shrunk Machine	SE	Detect or Attack
Psychic Sterilization	SE	Attack
Time Travel	SE	Transport
Ray Projector	SE	Attack
Blight of Aging	V	Attack
Flying Brooms	V	Transport
Animal Form	V	Attack
Bond of Blood	V	Draw 2 Spell Cards
Spirit Sight	V	Detect
Call Spirit	V	Attack or Defense
Breach the Gauntlet	V	Transport
Uther's Butchered Visage	V	Defense
Imbue Flesh	V	Detect or Defense
Sounding the Gong	AB	Attack
Kick of the Four Winds	AB	Attack
Dim Mak	AB	Attack
Great Leap	AB	Defense
Breath of the Day	AB	Defense
No-Mind	AB	Detect

Spell Name:	Type	Notes:
Recharge	AB	Draw 2 Spell Cards
Serene Temple	AB	Defense
Sense the Dragon Echo	AB	Detect
The Blissful Discipline	AB	Attack
Stalking the Void	E	Detect
Rip the Man Body	E	Attack
Possession	E	Attack
Curse of the Mayfly	E	Attack
Magdeline's Dynamic Mind	E	Defense
Rubbing of the Bones	E	Attack
Little Good Death	E	Attack
Delions Haze	E	Defense
Intellectual Entropy	E	Opponent must discard 3 Spell cards
Destroy Thought	E	Defense
Darksight	OH	Detect or look at top 1D10 cards of Foe Deck
Ball of Abysmal Flame	OH	Attack
Hermes Portal	OH	Transport
Call Lightning	OH	Attack
Veil of Invisibility	OH	Attack or Defense
The Seven League Stride	OH	Transport
Metamorphosis	OH	Attack
Transmutation	OH	Attack
Untether	OH	Detect or Transport
Postcognition	OH	Detect
Embracing Mother Earth	D	Defense or Attack
Dreamers Shroud of Day	D	Defense
Fragments of Dream	D	Detect
Sense Quintessence	D	Detect
Sugar Magnolias	D	Detect
Quintessence Blast	D	Attack
Break the Dreamshell	D	Transport
Dream Locus	D	Transport
Walking on Water	CC	Transport
Prayer of Healing	CC	Remove a Wound Token
Flames of Purification	CC	Attack
Gauntlet Prison	CC	Attack
Deep Umbra Travel	CC	Transport
Songs of Future Days	CC	Detect or look at top 1D10 cards of Foe Deck
Mark of the Beast	CC	Detect
Spirit Pilgrimage	CC	Transport
Hymn of Beatific Harmony	CC	Draw 2 Spell Cards
Radiate Primes Energy	CC	Draw 2 Spell Cards
Countermagic	A	Defense
Coincidental Magic	A	Negate a Paradox Card
Heal Damaged Pattern	A	Remove a Wound or Transformation Token
Better Body	A	Attack
Stepping Sideways	A	Transport
Control Randomness	A	Reroll one Die Roll
Perceive Entropy	A	Detect or Look at opponents Foe Hand
Diffuse Energy	A	Defense
Telekinetic Control	A	Attack or Transport
Telepathy	A	Detect

Foe Deck Card Types

I Inquisition
F Fey
V Vampires
W Werewolves
T Technomancers

M Marauders
N Nephandi
R Wraith
G Mages
U Umbrood
P Paradox Spirit

Foe Deck Card List

Card Name	Type	Notes
Witch Hunter	I	
Government Agent	I	
Arcanum Scholar	I	
Catholic Church	I	
Society of Leopold	I	
Trolls	F	
Redcaps	F	
Sidhe	F	
Changelings	F	
Brujah Rebels	V	
Gangrel Shapeshifters	V	
Malkavian Pranksters	V	
Hideous Nosferatu	V	
Toreador Artistes	V	
Tremere Warlocks	V	
Venture Sophisticates	V	
Sabbat Pack	V	
Black Furies Tribe	W	
Get of Fenris	W	
Red Talons	W	
Shadow Lords	W	
Silver Fangs	W	
Wendigo	W	
Iteration X	T	
HIT Cyborgs	T	
Men in Black	T	
New World Order	T	
Big Brother	T	
Progenitor Clones	T	
Null-B Marines	T	
Webspider Technospirits	T	
Pogrom	T	
The Syndicate	T	
Void Engineers	T	
Unravel Reality	M	
Marauder Mage	M	
Manticora	M	
Dragon	M	
Mythic Beast	M	
Nephandus Mage	N	
Demon Hordes	N	
Fomori	N	
Wyrn	N	

Card Name	Type	Notes
Black Spiral Dancers	N	
Destroy Matter & Energy	N	
Zigg'raugglurr	N	
Rogue Magi	G	
Errant Magi	G	
Possession	R	
Spectres	R	
Shadows	R	
Shades	R	
Umbrood Minions	U	
Umbrood Lord	U	
Umbrood Preceptor	U	
Guardian Spirit	U	
Farandwee	P	Put a Transformation Token on Target Mage
Hex	P	Put a Wound Token on Target Mage
Igtukra the Unbridled	P	Put a Transformation Token on Target Mage
Terra Firma	P	Put a Wound Token on Target Mage
Dementia Paradox	P	Put a Quiet Token on Target Mage
Dorobo	P	Opponent must discard 3 random spell cards
Rune-Fetter	P	Put a Transformation Token on Target Mage
Wrinkle	P	Negate a Spell just cast
Vulgar Magic	P	Negate a Spell just cast
Static Reality	P	Negate a Spell just cast
Paradox Flaw	P	Remove 2 Experience Points from Mage
Paradox Backlash	P	Put a Transformation Token on Target Mage
Hobgoblins	P	Foe gains 1D6 Foe Points

Attributes Deck Card List

Attributes include Skills, Abilities, Talismans, Talents, and Knowledges.

Card Name:	Notes:
Spirit Goggles	Detect (Talisman)
Sword of Discharge	Attack (Talisman)
X-ray Glasses	Detect (Talisman)
Peacemaker	Attack (Talisman)
Prodigy	Detect (Talisman)
Tass	Draw 2 cards from the Spell deck (Talisman)
Foci	Draw 2 cards from the Spell deck (Talisman)
Magik Tome	Draw 2 cards from the Spell deck (Talisman)
Library	Draw 2 cards from the Spell deck
Avatar	Draw 2 cards from the Spell deck
Arete	Gain 1 Quiet & 2 Experience Tokens
The Seeking	Gain 1 Quiet & 2 Experience Tokens
Epiphany	Gain 1 Quiet & 2 Experience Tokens
Ascension	Gain 1 Quiet & 2 Experience Tokens
Mentor	Gain 1 Quiet & 2 Experience Tokens
Enlightenment	Gain 1 Quiet & 2 Experience Tokens
Mindscape	Remove a Quiet Token
Multiple Actions	Attack
Willpower	Defense
Strength	Attack

Card Name:	Notes:
Stamina	Defense
Dexterity	Attack or Defense
Perception	Detect
Intelligence	Detect
Wits	Detect
Charisma	Attack
Manipulation	Attack
Brawl	Attack
Dodge	Defense
Intuition	Detect
Athletics	Defense
Awareness	Detect
Alertness	Detect or Defense
Firearms	Attack
Drive	Transport
Streetwise	Detect
Intimidation	Detect
Etiquette	Detect
Appearance	Defense
Leadership	Attack or Defense
Melee	Attack
Stealth	Attack
Survival	Defense
Meditation	Remove a Quiet Token
Subterfuge	Defense
Technology	Transport
Cosmology	Look at next 10 cards in Foe Deck
Occult	Attack
Enigmas	Look at opponents Foe Hand
Computers	Detect
Investigation	Detect
Medicine	Remove a Wound Token
Destiny	Defense
Dream	Detect
Influence	Attack
Arcane	Defense
Dynamic Essence	Attack
Pattern Essence	Defense
Primordial Essence	Detect
Questing Essence	Transport

Links

White Wolf





Calcala

Introduction

2-4 Player Mancala Variant using a square 36 pit board.

Winning

Capture the Most stones by the end of the Game.

.	A1	B1	C1	D1	E1	F1
.	A2	B2	C2	D2	E2	F2
.	A3	B3	C3	D3	E3	F3

Stones

Use glass Beads or whatever (seeds, nuts, pebbles) for Pieces. Players share a common set of Stones.

Capture Pile

Each player has his own pile (cup) where he keeps the Stones he has captured.

Setup

Place 2 Stones in each Pit. The least gracious player goes first.

Turn Sequence

This ruleset assumes familiarity with other Mancala variants. On your turn grab the Stones from any pit and sow them in any Direction going Vertical, Horizontal, or Diagonal. If your last stone lands in a pit containing more stones, pick them up and Continue sowing in the same direction you were going.

If you come to an edge re-enter the board on the opposite side of the same row. (Examples: C2 -> C1 -> C6 or E4 -> F4 -> A4) This applies also to diagonal moves through the corners (Example: B5 -> A6 -> F1) If you are going diagonal and hit an edge (not

Game End

The Game ends when there are only 6 or less stones remaining on the board.

The Board

The board is composed of 36 Pits (spaces) laid out in a 6 by 6 Grid. Use the following diagram for reference:

.	A4	B4	C4	D4	E4	F4
.	A5	B5	C5	D5	E5	F5
.	A6	B6	C6	D6	E6	F6

a corner) you make a 90 degree bounce. (Example: D5 -> E6 -> F5 -> E4) If you drop your last stone in an empty space you capture all the Stones in the Next consecutive space, if there are any, and your turn ends.

(Example: B3 -> C3 -> You drop your last stone in D3 so you get all stones in F3)

Edge Rule

If you start your turn by grabbing stones from a pit on the edge of the board or a corner, you must sow the stones either along the edge or directed into the board. You may not immediately jump off the board and re-enter it from the other side. (Example: From A2 you could sow into A1, A3, B1, B2, or B3. You cannot jump to F2)

Alternate Setups

Short Game - Put only 1 stone in each pit. Long Game - Put 3 Stones in each pit. Double Dutch - Put 3 Stones in every other pit.

Half Dutch - Put 2 Stones in every other pit.

Links

Mancala History & Rules





Cannonade

</head>

Introduction

Napoleonic era tactical combat simulation. Watch out for grapeshot.

Map

Use a Hex map. Incorporate the 4 Terrain Types.

Chits

Use cardboard counters or chits marked in denominations of 1, 5, 10, & 20 Men Label them 'I' for Infantry, and 'C' for Cavalry Label Cannons with an 'A' to denote

Artillery Label 'R' chits to mark Routing Formations Label 'P' chits to mark groups of Prisoners Label 'F' for Flag & 'B' for Baggage

Setup

Set Piece Battle. Each side begins with 100 points worth of units. Units start at opposite ends of the map, or according to the scenario. Flip a coin to determine Turn Order.

Victory

Earn Victory points as follows:

Man Killed	1
Man Captured	2
Officer Killed	3
Officer Captured	5

Man Killed	1
Cannon Captured	10
Baggage Captured	5
Flag Captured	20

UNITS	COST	MOVE	NOTES
Infantry	1	1	-
Cavalry	1.5	2	-
Cannon	10	(1)	Range = 5
Flags	0	0-2	For games of capture the Flag
Officer	3	2	-
Baggage	2	1	Supply Wagons

Turn Sequence

1-Cannonade Phase 2-March Phase 3-Melee Phase 4-Rally Phase

1- Cannonade Phase

A minimum of 4 men must be present to move or fire the cannon. Cannons can fire at formations up to 6 Hexes away. Base Casualties inflicted = 1D6 modified by the following list.

Cannon Attack Modifier List

CASUALTIES	MODIFIER
-1	Indirect fire over friendly troops or terrain that is not clear
-2	Troop Density = 1-5
-1	Troop Density = 6-10
+1	Troop Density = 16-20
+1	Range = 1
-1	Range = 4
-2	Range = 5
-3	Range = 6
-1	Target in Covered Terrain
-2	Target in Fortified Terrain

A natural roll of 6 always results in at least 1 casualty. Firing over friendly troops causes 1D6 casualties to them on a roll of 1-2 on 1D6.

Terrain

Cannons can fire into or out of covered or fortified terrain but not through it. A cannon may use indirect fire to hit a target behind covered or fortified terrain.

TYPES	COVER	NOTES
Clear	No	Fields, Roads, Bridge
Covered	Yes	Trees, Buildings, Boccage, low walls
Fortified	Yes	Forts, Trenches
Impassable	—	Water, River, Mountains

Formations

A Formation occupies a single hex. A hex may contain up to: 20 Men, or 1 Cannon or Baggage & 10 men, and Any number of Officers, Routing men, prisoners.

2-march Phase

A cannon that fired this turn may not move, nor may the men who fired it. Formations may join or split to make larger or smaller formations. The capturing player controls the movement of prisoners.

Prisoners and routing Formation move one space per turn.

Roll 1d6:

RATIO	1	2	3	4	5	6
4:1 or Better	V	V	V	H	H	H
3:1 or Better	V	V	H	H	H	B
2:1 or Better	V	H	H	H	B	L

A Attacker Wins

D Defender Wins

B Stalemate: Both Sides suffer men killed = to half the men in the smaller force. Do not roll on the Casualty Result table.

Casualty Result Table

D6	RESULT	NOTES
1-2	Surrender	Both Sides suffer men killed =
-		to half the men in the smaller force;
-		All remaining men on losing side taken Prisoner
3-4	Rout	Both Sides suffer men killed =
-		to half the men in the smaller force;
-		All remaining men on losing side rout.

A Cavalry unit must spend its entire move to enter a covered or fortified terrain.

Covered Defending Soldiers have their numerical strength in Melee increased by half. Fortified Defending Soldiers have their numerical strength in Melee doubled. Units may not enter Impassable terrain.

The Cover column indicates the reduction in casualties caused by cannons.

3-melee Phase

Melee occurs when a formation attacks an adjacent enemy formation. Men that fired a cannon this turn cannot attack. Two or more formations may attack the same target formation.

A smaller force will not attack a larger force unless an officer is present. A Formation may only be attacked once in a players Melee turn. A Formation only gets to attack once in a players Melee turn.

Compare the number of Men on both sides to get a Ratio. Roll D6 and cross index with the ratio on the Melee Result Table to determine who wins the Melee. Next Roll on the Casualty result Table to determine the Fate of the losers.

Melee Result Table

RATIO	1	2	3	4	5	6
3:2 or Better	H	H	H	B	L	L
1:1 Ratio	A	A	B	B	D	D

H Side with more men wins

L Side with fewer men wins

V Side with more men wins and winner suffers no casualties

D6	RESULT	NOTES
-		Move the routers immediately
5-6	Slaughter	Winner suffers men killed =
-		to half the men in the smaller force;
-		All men on losing side killed

Use chits to indicate groups of Prisoners & Routers.

Free Advance

The winner of a melee must immediately move half or more of his men into the hex of the side that lost. They cannot move more than 10 if the space has a cannon or baggage. The advancing men now capture any prisoners and/or cannon or baggage in the hex.

Routers leave behind their cannon and baggage.

4-rally Phase

If their escort is killed, the prisoners escape and may move as normal. They are unarmed. If an enemy

Formation enters a hex containing unarmed men, the unarmed men become prisoners.

Prisoners cannot be killed by Cannons or Melee. A Routing Formation must move. Routers are moved by the Enemy player. Routing Formations will move away from enemy Formations.

Routing Formations will move towards the edge of the board, failing that they will move towards friendly units. Formations that move off the Map are lost. If an enemy Formation enters a hex containing routers, the routers become prisoners.

If a friendly Formation is adjacent to routers roll on the Rally Table.

Rally Table

D6	RESULT
1-2	The Formation is rallied and may move as normal. They are unarmed.
3-4	The Formation continues to flee.
5-6	The friendly Formation panics and routs itself.

Add 1 to the roll if the routing Formation is twice as large as the friendly Formation. Subtract 1 from the roll if the friendly Formation is twice as large as the routing Formation. Subtract 1 to the roll if an officer is present.

Officers

Only one commanding officer per formation. The officer is always the last man killed in a formation.

Baggage

An unarmed man must move adjacent to a baggage unit to rearm himself. A Cannon must be within 4 hexes of a baggage unit, or it will run out of ammo in 3 turns. If an enemy Formation enters a hex containing baggage, they capture the baggage.

Counters

The following magnificent counter sets were created by Janne Thörne: jan.thorne@mail.bip.net.

Little Wars by H.G. Wells





Capulets & Montagues

Introduction

Card game for 2-5+ players. Setting: 13th Century Verona Italy. Each player controls a Greater Noble Family of the City vying for prestige.

Victory

The game ends at the completion of the 13th turn. The player with the most Prestige Points wins (Most Prestigious).

Dice

Six sided dice are needed to play.

Prestige Points

Use Tokens or Poker Chips to keep track of Prestige points.

The Deck

Players share a common deck.

Family Values

In addition to Prestige, each Family is described by 5 additional Traits: 1 - Blood 2 - Wealth 3 - Favor 4 - Dignity 5 - Vigor

Blood Trait

This is basically a body-count of the number of your Family members killed by Feuding with the other Great Families. If it is higher than the other Families, your Prestige will suffer.

Wealth Trait

How much money, land, gold, treasure you control. Often effort, in the form of Vigor, is required to accumulate Wealth. Wealth can be used to buy Favor and Dignity.

Favor Trait

The City is controlled by Prince Escalus of the Holy Roman Empire. This trait is a Measure of how favorably the Prince views your Family. Feuding will lower his Favor.

Entertainments & Money will win his favor.

Dignity Trait

This is a measure of the goodwill of the Church, the Populace, and The lesser Houses towards your Family. Scandal and Street fighting will lower your Houses Dignity. Donations and Public Service will increase it.

Vigor Trait

The Vital Energy (Mental, Physical, Spiritual) of your Family. This resource accumulates naturally and can be used to Gain Wealth and throw Public Spectacles. Vigor will determine Initiative in each Turn.

Trait Tracking

Use coins to keep track of your level in each of your Traits. If one of your traits goes below zero, it stays at zero and instead you lose prestige points equal to those that would have been lost by the Trait. Prestige levels can be negative.

Setup

Players decide on a name for their Family. Each player rolls 2D6 for each of their 5 Traits to determine their starting levels. Each player starts with zero Prestige.

Turn Sequence

Each turn has 6 Phases:

1. Fate Phase
2. Initiative Phase
3. Destiny Phase
4. Resolution Phase
5. Punishment Phase
6. Prestige Phase

Fate Phase

Flip over the top 7 cards of the Deck. These 7 cards are called the Fate cards. Spread them out in the middle of the table so all players can see them.

If the deck runs out, shuffle the discard and draw from it.

Initiative Phase

The player with the highest Vigor picks first. This player is known as the Leader. Next highest picks second and so on.

If tied, the higher Favor goes first. If still tied, roll high on 1D6. At the End of the Initiative Phase, all

players gain +1 to their Vigor except for the Leader. Initiative order should be fully resolved before proceeding to Destiny Phase.

Destiny Phase

Starting with the Leader each player takes a turn picking 1 Fate card. Continue Picking until all 7 Fate cards have been selected. Picking cards is done in Initiative order.

When all players have picked one card and there are still Fate cards remaining, the Leader picks again and so on. For Example: A game of 4 Players: John, Ricky, Lucy, and Mog Ricky is the Leader designated A. Next is Mog = B; Lucy = C, and finally John = D.

The Fate Cards are labeled: I, II, II, IV, V, VI, and VII Ricky goes first and picks III Mog goes second and picks I Lucy goes third and picks VI John goes fourth and picks IV Ricky goes again fifth and picks VII Mog goes again sixth and picks II Luck goes again seventh and picks V All the Fate cards are now gone. John missed out on getting a second card.

Resolution Phase

Players adjust their Traits up or down according to the Cards they picked in Destiny Phase. Some cards cause the traits of a targeted opponent to be modified. The Target should be selected in Destiny Phase as soon as the Card is picked.

Punishment Phase

Blood cards are cards that cause an opponents blood trait to be increased. Every time Blood is shed, there is a chance the Prince will punish the Family responsible, that is, the player who picked the Blood card. If you picked a Blood card, you are designated as "Guilty" of the Crime.

A Guilty player must save against his Favor Trait to avoid punishment: Roll 2D6. If the score is greater than your Favor Trait roll once on The Punishment Table. You make only one save roll per Blood card played And if you fail the save you suffer a roll on the Punishment table only once.

The Punishment Table

1D6	Result:	Notes:
1	Fines	Wealth -1
2	Reprimand	Favor -1
3	Reparations	Wealth -1 and Opponent gets Wealth +1
4	Imprisonment	Dignity -1 and Vigor -1
5	Banishment	Wealth -1 and Dignity -1
6	Execution	Blood +1 and Favor -1

Prestige Phase

The player with the lowest Blood Trait gains 1 Prestige Point (PP). The player with the highest Wealth Trait gains 1 PP. The player with the highest Favor Trait gains 1 PP.

The player with the highest Dignity Trait gains 1 PP. The player with the highest Vigor Trait gains 1 PP. In case of ties, no one gets the PP.

Card List Notation

- B** Blood
W Wealth
F Favor
D Dignity
V Vigor
 * Pick a Target Opponent whose Trait is affected
 ** The same Target Opponent

Card List

Card Name:	B	W	F	D	V
Slaying	+3*	-	-1	-1	-
Party	-	-1	+3	-	-1
Brawl	+3*	-	-1	-1	-
Murder	+1*	-	-	-	-
Scandal	-	-	-1*	-2**	-2
Plot	-	-	-2*	-1**	-2
Entertainment	-	-	+2	-	-1
Build Church	-	-2	-	+3	-
Alms to the Poor	-	-1	-	+2	-
Manage Estates	-	+1	-	+1	-1
Caravans	-	+3	-	+1	-2

Card Name:	B	W	F	D	V
Traders	-	+2	-	-	-1
Markets	-	+1	-	+1	-1
Banking	-	+2	-	-1	-
Merchants	-	+2	-	-	-1
Pay Taxes	-	-2	+1	+2	-
Tariffs	-	-1	+2	-	-
Church Tithe	-	-1	-	+2	-
Gifts	-	-1	+2	-	-
Tribute	-	-1	+2	-	-
Fray	+3*	-	-1	-1	-
Skirmish	+3*	-	-1	-1	-
Costume Ball	-	-1	+3	-	-1
Masquerade	-	-1	+3	-	-1
Government Office	-	-	+1	+2	-2
Public Works	-	-2	-	+3	-
Patronage	-	-1	+2	-	-
Tragic Affair	-	-	-2*	-1**	-1
Conspiracy	-	-	-2*	-1**	-2
Donations	-	-1	-	+2	-
Charity	-	-1	-	+2	-
Financing	-	+1	-	-	-
Collect Tolls	-	+2	+1	-1	-1
Loans	-	+2	+1	-1	-
Military Service	-	-1	+2	+2	-2
Wedding	-	-2	+3	+2	-2
Politics	-	-1	+2	+1	-1
Corruption	-	+4	-1	-2	-
Public Service	-	-1	+1	+2	-1
Dispute	+2*	-	-	-1	-
Sword Fight	+3*	-	-1	-1	-
Luxury Goods	-	+2	+1	-	-2
Spices & Wines	-	+2	+1	-	-2
Artisans	-	+1	-	+1	-1
Craftsmen	-	+1	-	+1	-1
Killing	+3*	-	-1	-1	-
Diplomatic Service	-	-	+1	+1	-1
Alliances	-	-2	+1	+3	-1
Festival	-	-1	+2	+1	-1
Memorials	-	-1	-	+2	-
Intrigue	-	-	-3*	-	-2
Courtly Fashions	-	-1	+1	+1	-
Agriculture	-	+2	-	-	-1
Harvest	-	+3	-	-	-2
Guilds	-	+1	-	+1	-1
Carnival	-	-1	+1	-	-1
Criminal Activities	-	+3	-1	-1	-
Accusations	-	-	-1*	-1**	-1
Feudal Obligations	-	-1	+1	+1	-
Mortal Feud	+2*	-	-1	-	-





Car Chase

Introduction

Simulates a car chase between the Law and a Fugitive.

Winning

The Fugitive wins if the Law does not catch him at the end of 7 turns.

The Deck

Players share a common deck

Turn Sequence

Each turn has 4 Phases: Draw Phase Search Phase Chase Phase Escape Phase

Draw Phase

In Order:

1. Players discard their hands from last turn.
2. Each Player fills their hand up to 10 cards drawn from the deck.
3. Players may discard up to 5 cards and draw replacements.

If the deck runs out, shuffle the discard & draw from it.

Search Phase

The Law player plays Investigation cards from his hand. The Fugitive player plays Fugitive cards from his hand. The player with the highest total score of cards wins.

Card List

Card Name	Type	Score
Survivalists Camp	F	5
Biker Gang	F	4
On The Run	F	8
Breaking all the Rules	F	12
I Fought the Law	F	11
Lie Low	F	1
Disc Jockey	F	3
One Step Ahead	F	9
Wise Old Indian	F	7
Lone Wolf	F	10

The Fugitive player wins ties. If the Law player wins continue to the next Phase. If the Fugitive player wins, the turn ends.

Chase Phase

Both players play Chase cards from their hands. The player with the highest total score of cards wins. The Fugitive player wins ties.

If the Law player wins continue to the next Phase. If the Fugitive player wins, the turn ends.

Escape Phase

The Law player plays Capture cards from his hand. The Fugitive player plays Escape cards from his hand. The player with the highest total score of cards wins.

The Fugitive player wins ties. If the Law player wins, he captures the Fugitive & wins the game. If the Fugitive player wins, the turn ends.

Location Cards

Both Players can use Location cards. (They Work both Ways) Location cards can be used in Investigation, Chase, and Escape Phase. A Player may only use one Location card per Phase.

Card List Notation

- I** Investigation card
- F** Fugitive card
- C** Chase card
- E** Escape card
- P** Capture card
- L** Location card

Card Name	Type	Score
Desperate Move	C	7
Three Sixty	C	3
Go Airborne	C	9
Flatbed Trailer Ramp	C	8
18 Wheeler	C	8
High Speed Pursuit	C	9
State Troopers	P	10
Road Spikes	P	9
Police Chopper	P	5
FBI Helicopter	P	6

Card Name	Type	Score
Chop Shop	F	6
Police Scanner	F	2
Hero of the People	F	13
The Law Won	I	3
Leg Work	I	1
Decent Citizen	I	4
Land Line	I	5
Informer	I	6
Wanted Posters	I	2
Trace Phone Call	I	7
Nowhere to Run	I	10
All Points Bulletin	I	12
Be on the Lookout	I	11
Bust	I	8
Raid	I	9
Hot on the Trail	I	13
Wheelie	C	2
Skid	C	1
High Octane	C	6
Tires Screeching	C	4
Brakes Squealing	C	2
Hit Fruit Cart	C	1
Over Drive	C	5
Gun It	C	4
Zoom Zoom Zoom	C	3
Pedal to the Metal	C	10
Peel Out	C	5
Stunt Driving	C	7
Burn Rubber	C	6

Card Name	Type	Score
Speed Trap	P	8
Smokey	P	13
Road Block	P	12
Sheriff	P	7
Federal Agents	P	11
Backup	P	4
Checkpoint	P	1
Out of Gas	P	3
Patrol Cars	P	2
Muscle Car	E	10
Eat My Dust	E	9
Cop Car Pile Up	E	8
Double Back	E	7
Cross State Line	E	1
Disguise	E	6
Smoke	E	5
Night	E	2
Storm	E	3
Jump	E	4
Wild Goose Chase	E	11
Run Blockade	E	12
Blocked Intersection	E	13
Truck Stop	L	1
Tunnel	L	2
Warehouse	L	3
Bridge	L	4
Rail Road Crossing	L	5
Ferry	L	6
Route 51	L	7





Caravan

Introduction

Players control Arabian caravans going back and forth across the deserts, acting as Middlemen between Europe and the Orient.

The Board

Use a chessboard: 8 x 8 square grid. Number the rows 1 through 8. Row 1 is Europe.

Row 8 is the Orient. Rows 2-7 are the Middle Eastern rows.

Dice

Use an eight sided die as a randomizer.

Board Setup

For each Middle Eastern row place one 'Oasis' marker on a random space and one 'Quicksand' marker on a different random space.

The Pieces

Each player gets a Pawn of a unique color to represent their caravan. One unique pawn is needed to represent the Bandits. One unique pawn is needed to represent the Sandstorm.

6 Quicksand and 6 Oasis markers are needed. Use coins to represent Gold.

The Deck

Players share a common deck.

Victory

The first player to accumulate 50 Gold is the winner.

Setup

Roll high to determine turn order. Each player starts with 5 cards. Players pawns may choose to start in Europe or the Orient.

Two Pawns may never occupy the same space. The Sandstorm and Bandits Pawns start in open spaces in the center of the board.

Turn Sequence

Players take turns. Each turn has 5 Phases: Draw Phase Buy Phase Move Phase Desert Phase Sell Phase

Draw Phase

Discard any cards you don't want. A player may discard 2 cards and draw 1 replacement card. Draw 3 cards and discard 1 of these cards.

Max hand is 7 cards. Discard excess cards. If the deck runs out, shuffle the discard and draw from it.

Buy Phase

If you are in Europe you may play up to 5 soldiers or European trade goods in your Hand to the table. This becomes your Caravan. Note that your Caravan cards are not the same as the cards in your hand. If you are in the Orient you may play up to 5 soldiers or Oriental trade goods in your Hand to the table. This becomes your Caravan.

Move Phase

Discard a Move card to move your pawn exactly the indicated number of spaces. Moves may be diagonal or orthogonal. You may not land on or move through other Pawns or Quicksand spaces.

If you land on an Oasis, you may play another Move card and move again. If you land next to another Players Pawn, you may trade cards if you wish. All trades must be acceptable to both players.

Desert Phase

You may move the Sandstorm or Bandit Pawns if you have the appropriate cards. They have the same movement restrictions as Caravans. The Sandstorm is merely an obstacle.

If the Bandits land next to any opposing caravan pawns, those caravans must lose one soldier card or all their trade cards. (the cards on the table) You may do your Desert Phase before your Move Phase. The Bandits and Sandstorm may only go to Middle Eastern rows.

Sell Phase

If you are in Europe and you have Oriental goods in your Caravan (the cards on the table), you may turn them in for gold. An unmatched card is worth one gold. A pair earns 3 gold. (For example: two Spice cards) Three of a kind garners 5 gold.

Four of a kind gets you 7 gold. Five of a kind cashes in at 9 gold. If you are in the Orient and you have European goods in your Caravan (the cards on the table), you may turn them in for Gold in the same manner.

Card List

Card Name	#	Notes:
Move 1	5	Move your Caravan 1 Space
Move 2	10	Move your Caravan 2 Spaces
Move 3	10	Move your Caravan 3 Spaces
Move 4	5	Move your Caravan 4 Spaces
Bandits 1	1	Move the Bandits 1 Space
Bandits 2	1	Move the Bandits 2 Spaces
Bandits 3	1	Move the Bandits 3 Spaces
Bandits 4	1	Move the Bandits 4 Spaces
Bandits 5	1	Move the Bandits 5 Spaces
Sandstorm 1	1	Move the Sandstorm 1 Space
Sandstorm 2	1	Move the Sandstorm 2 Spaces

Card Name	#	Notes:
Sandstorm 3	1	Move the Sandstorm 3 Spaces
Sandstorm 4	1	Move the Sandstorm 4 Spaces
Sandstorm 5	1	Move the Sandstorm 5 Spaces
Soldiers	5	Negate Banditry
Metals	5	European Good
Woods	5	European Good
Furs	5	European Good
Tea	5	Oriental Good
Spices	5	Oriental Good
Silk	5	Oriental Good

Number of that card in the deck.





Card Driven DbA

by Rudi Hofrichter Linear Campaign Scenarios for Card Driven DBA

1. Play the games in the following order
2. The Campaign is lost if the General is killed or the final battle is lost.
3. After each Battle two surviving units from defeated army are recruited.
4. A lost camp counts as two lost units.
5. A lost General counts as two lost units.
6. Really the halve of the killed units after each battle.
7. Optional can the Conqueror draw 6 cards.
8. If not mentioned, you pick your elite units.
9. Roll a dice how draws cards first.

1. CRUSADE 1096-1099 A.D "LIBERATION OF JERUSALEM"

Conqueror: Early Crusader 1xKn(General) 5x Kn /Bl, 4x Ax, 2x Ps

(Godfrey of Bouillion, Raymond of Toulouse, and Robert of Flanders or Bohemond, Tancred and Robert of Normandy)

* Battle 1: Siege of Nicaea 1097 A.D.

Army: Seljuks of Rum (Kilij Arslan) 1x Cv (General), 1x Cv, 8x LH, 2x Ps

Notes:- Crusader: All Kn are mounted, - Place 3 Hills, two on the side of the Seljuks.

* Battle 2: Battle of Dorylaeum 1097 A.D.

Army: Seljuks of Rum (Kilij Arslan) 1x Cv (General), 4x Cv, 6 x LH, 1x Ps

Notes: Crusader: All Kn may dismount, - place a lake on the side of the Crusaders.

* Battle 3: Sallying out of Antioch 1098 A.D.

Army: Allied Army of Mosul (Kerbogha) 1x Cv (General) 3x Cv, 3x LH, 1x Wb, 1 x Ax, 2x Ps, 1x Hd

Notes: Crusader: Only one Kn is mounted, the rest is Bl, Cv is Sp and LH is Ps- Crusaders have no camp, but a city on their side.

* Final Battle 4. Battle of Ascalon 1099 A.D.

Army Fatamid Egyptian (al-Afdal) 1x Cv (General) 3x Cv, 2x LH, 4x Bw, 1x Sp, 1x Ps

2. RUSADE 1147-1148 A.D. "DEBACLE AT DAMASCUS"

1. onqueror: Medieval German (Conrad III) 1x Kn (General/Elite) 3x Kn, 1x Cv, 1x Bl (Schwaben/Elite), 3x Sp, 1x Cb,

2. Conqueror: Feudal French (Louis VII) 1x Kn (General/Elite) 1x Kn(Templiers/Elite), 2x Kn, 3x Sp,

2x Ps, 1Hd

* Battle 1: 2ed Dorylaeum 1146 A.D. (Medieval German)

Army: Seljuks of Rum (Kilij Arslan jr.) 1x Cv (General), 1x Cv, 8x LH, 2x Ps

Notes: No terrain, - No units are recruited

* Battle 2: Mount Kadmos 1148 A.D. (Feudal French)

Army: Seljuks of Rum 1x Cv (General), 1x Cv, 8x LH, 2x Bw

Notes: place 3 hills, The French have no camp, - the Hd counts as 3 units, the 3x Kn enter as reinforcements. - No units are recruited

* Battle 3: The orchards of Damascus (Medieval German + Medieval French)

Army: Syrian Damascus: 1x Cv (General) 3x Cv, 5x Ps, 1x Wb, 1x Ax, 1 Hd

Notes: Place 12 Woods, - Syrian: no camp, Crusader: Each Army has there own camp, - just one hand of cards is played for both armies,- if a general is killed his army disintegrates. Each army count their own losses and leaves incase 3/4 are killed. Recruitment: distribute 1xBl and 1xSp at will (Contingent of Jerusalem)

* Final Battle 4: The plains of Damascus (Medieval German + Medieval French; if not disintegrated)

Army: Syrian Damascus: 1x Cv (General) 3x Cv, 4x LH, 2 Ps, 1x Wb, 1 Hd

Notes: Place no terrain. Syrian: no camp. Crusaders: Just one hand of cards is played. ,- if a general is killed his army disintegrates. Each army count their own losses and leaves incase 3/4 are killed. Halve of the Kn must be dismounted as Bl (rounded up).

* Optional: 3 Player Campaign: 1.Player Conrad III, 2. Player Louis VII, 3. Player Seljuk and people of Damascus.

In Battle 3 and 4 the crusaders each have a hand of cards and draw 3 cards. The German starts to play and after him the French.

- Crusader Mayor victory: Final Battle won and bigger army than the other crusader.
- Crusader minor victory: Final Battle won and General alive
- People of Damascus Victory: Final Battle won.

Titel "Legendary Leader" award if: More Generals slain than the other Leader.





Cards Of Mars

Introduction

Card game for 2+ players. Theme is the John Carter of Mars series by Edgar Rice Burroughs.

Disclaimer

John Carter of Mars is a copyrighted property. This is merely a Fan Site.

Victory

The first player to accumulate 75 Victory Points (VP) wins.

The Deck

Players share a common deck. There are several card types: Heroes, Villains, Beasts, Enemies, Weapons, Plots, Events. All cards fall into one of two categories: Friend cards or Foe cards.

All cards have a numerical "Force" value.

Setup

Each player is dealt a hand of 5 cards. Randomly determine who goes first.

Turn Sequence

Players take turns. Each turn has 5 phases: Draw Phase Trade Phase Meld Phase Score Phase End Phase

Card List

Card Name:	#	Category:	Force	Type	Notes:
John Carter	7	Hero	10	Friend	Earth Man
Tars Tarkas	3	Hero	9	Friend	Green Martian Jeddak
Dejah Thoris	1	Heroine	6	Friend	Red Martian Princess
Kantos Kan	1	Hero	7	Friend	Red Martian
Xodar	1	Hero	8	Friend	Black Martian Pirate
Woola	1	Beast	3	Friend	Martian Watchdog
Sola	1	Heroine	3	Friend	Green Martian Tutor
Thuvia	1	Heroine	4	Friend	Mind Controls Banth
Carthoris	1	Hero	8	Friend	Son of John Carter
Rescue Princess	2	Plot	8	Foe	
Challenge Chieftain	1	Plot	8	Foe	
Great Games	1	Plot	7	Foe	Arena Combat
Escape Captivity	2	Plot	6	Foe	
Sword Duel	2	Plot	7	Foe	

Draw Phase

Draw 3 cards. If the deck runs out, shuffle the discard & draw from it.

Trade Phase

You may trade cards with other players. All trades must be mutual.

Meld Phase

If you are able you may make & play a Meld. A Meld must consist of exactly 8 cards. For a meld to be legal, the total Force value of the Friends cards must equal or exceed the Force value of the Foe cards.

There must be at least one 'Hero(ine)' Friend card played. There must be at least one 'Plot' Foe card played. There must be at least one 'Enemy' or 'Villain' Foe card played.

Duplicate cards cannot be used. Weapon cards can be used as Friend or Foe cards.

Score Phase

If you played a meld last phase score Victory points equal to the total Force value of the Foe cards in the meld. Keep a running total of your VP's.

End Phase

Discard down to 10 cards.

Card Name:	#	Category:	Force	Type	Notes:
Great White Apes	2	Beast	8	Foe	
Long Journey	1	Event	2	Foe	
Treachery	1	Plot	7	Foe	
Zodangan Battleships	1	Enemy	9	Foe	Airships
Play Jetan	1	Plot	10	Foe	Martian Chess
Plant Men	1	Plant	7	Foe	
Fearsome Apt	1	Beast	9	Foe	Polar Monster
Black Pirates of Barsoom	1	Enemies	10	Foe	Airships
Clawed Arbok	1	Beast	3	Foe	Tree Reptile
Poisonous Sith	1	Beast	5	Foe	Giant Hornet
Ferocious Banth	1	Beast	10	Foe	10 Legged Lion
Calot Tree	1	Plant	7	Foe	Carnivorous Plant
Fly on Malagor	1	Event	5	Friend	Giant Bird
Eat Mantalia	1	Event	2	Friend	Milk Plant
Ride Orluk	1	Event	3	Friend	Polar Elephant
Ride on Thoats	2	Event	4	Friend	6 Legged Horses
Ride Scout Flyer	1	Event	5	Friend	Airship
Flagship	1	Event	9	Friend	Airship
Helium Air Cruisers	1	Event	7	Friend	Airship
Swords	1	Weapon	2	F/F	
Spears	1	Weapon	2	F/F	
Radium Rifles	1	Weapon	3	F/F	
3-Wheeled Chariots	1	Event	4	Friend	Pulled by Zitidars
Healing Salves	1	Event	5	Friend	
Dagger	1	Weapon	1	F/F	
Drawn Map	1	Event	4	Friend	
Green Warhoon Warriors	1	Enemies	7	Foe	
Tal Hajus	1	Villain	7	Foe	Green Thark Jeddak
Sab Than	1	Villain	8	Foe	Red Zodangan Prince
Disguise	1	Event	5	Friend	
Red Martian Guards	1	Enemies	4	Foe	
Read Minds	1	Event	5	F/F	Telepathy
Alliance	1	Event	6	Friend	
Stealth	1	Event	5	Friend	
White Holy Therns	1	Enemies	5	Foe	
Pursued by Warband	1	Plot	7	Foe	
Zat Arras	1	Villain	9	Foe	Helium Usurper
Spy	1	Event	5	F/F	
Matai Shang	1	Villain	6	Foe	The Father of Therns
Feign Death	1	Event	4	Friend	
Knocked Unconscious	1	Event	6	Foe	
Hide	1	Event	5	Friend	
Great Battle	2	Plot	10	Foe	
Raise Massive Army	2	Event	10	Friend	
False Identity	2	Event	6	Friend	
Expose the Truth	1	Event	7	Friend	
Trial	1	Plot	7	Foe	
Trickery	1	Event	6	F/F	





Cards Of Might And Magic

Introduction

Card game for 2+ players based on the Video Game Heroes of Might & Magic III.

Disclaimer

Might & Magic is a licensed, copyrighted property. This is merely a fan site.

Game Length

The game ends when every player has completed 7 turns.

The Three Categories

Players compete in 3 Categories:

1. Might
2. Magic
3. Gold

Most cards increase your score in one of these 3 Categories.

Victory

At the end of the game, the player with the highest score in the most Categories is the winner.

Setup

Each player starts with 1 Randomly drawn Hero. Roll high on 1D6 to see who goes first. Play proceeds clockwise.

Recruit Table

1D6	Recruit:
1	Draw 1 Card from the Hero Deck and add it to your Kingdom.
2	Draw 1 Card from the Skill Deck and add it to your Kingdom.
3	Draw 1 Card from the Spell Deck and add it to your Kingdom.
4	Draw 1 Card from the Artifact Deck and add it to your Kingdom.
5+	Draw 1 Card from an above Deck of your Choice and add it to your Kingdom.

Explore Phase

Draw 1 Card from the Explore Deck and add it to your Kingdom.

Kingdom

All cards owned and controlled by a player are placed face up on the Table in front of them. This is each player's Kingdom.

The Decks

There are seven Decks:

1. Hero Deck
2. Building Deck
3. Explore Deck
4. Creature Deck
5. Spell Deck
6. Skill Deck
7. Artifact Deck

Turn Sequence

Each turn has 2 Phases:

1. Build Phase
2. Creature Phase
3. Recruit Phase
4. Explore Phase

Build Phase

Draw 1 Card from the Build Deck and add it to your Kingdom.

Creature Phase

Draw 1 Card from the Creature Deck and add it to your Kingdom.

Recruit Phase

Roll once on the Recruit Table:

Units

Both Heroes and Creatures are referred to as Units.

Card Attribute List

- Ranged: Missile Weapons, Arrows, Bolts, Slings, Boulders, etc.
- Defense: Counterattacks, Magic Resistance, Immunity, Shields, High Defense Units, etc.
- Quick: Units with High Tactical Mobility, Flying Units.
- Burst: Attacks which target multiple opponents at once, Area of Effect Attacks.
- Incapacitate: Binding, Poison, Disease, Petrification, Paralysis, Blinding, De-Buff, Curses, etc.
- Reinforce: Healing, Resurrection, Recruitment, Cloning, Copying, etc.
- Buff: Multiple Attacks, Charging, Morale, Luck, Attack Boosters, etc.

The Hero Deck

Heroes are of 2 types: Might Heroes and Magic Heroes. Each Hero also belongs to 1 of the 8 Town Types. The Hero Deck should have 2 copies of each listed card.

The Creature Deck

Each Creature belongs to 1 of the 8 Town Types.

The Skill Deck

Advanced Knowledge known to your Heroes.

The Hero Deck Card List

Hero	Notes:
Alchemist	Might +3 Magic +3 Tower Creatures get Might +1
Barbarian	Might +6; Stronghold Creatures get Might +1
Battle Mage	Magic +3 Might +3; Stronghold Creatures get Magic +1
Beastmaster	Might +4 Magic +1; Defense; Fortress Creatures get Might +1
Cleric	Magic +4 Might +2; Castle Creatures get Magic +1
Death Knight	Might +3 Magic +3; Necropolis Creatures get Might +1
Demoniac	Magic +4 Might +2; Inferno Creatures get Magic +1
Druid	Magic +4 Might +2; Rampart Creatures get Magic +1
Heretic	Might +4 Magic +2; Inferno Creatures get Might +1
Knight	Might +5 Magic +1; Castle Creatures get Might +1
Necromancer	Magic +5 Might +1; Necropolis Creatures get Magic +1
Overlord	Might +5 Magic +1; Dungeon Creatures get Might +1
Ranger	Might +4; Ranged; Defense; Rampart Creatures get Might +1
Warlock	Magic +6; Dungeon Creatures get Magic +1
Witch	Magic +5 Might +1; Fortress Creatures get Magic +1
Wizard	Magic +5 Might +1; Tower Creatures get Magic +1

The Creature Deck Card List

The Spell Deck

Spells belong to 1 of 4 types: Air, Earth, Fire, and Water.

The Build Deck

These are building located in Towns within your Kingdom. Some indicate affiliation with 1 of the 8 Town types. Your Kingdom may contain multiple Town Affiliations.

The Artifact Deck

Magical Objects of great Power.

The Explore Deck

Locations, Structures, and Items found within your Kingdom, But outside of your Towns.

End Game Scoring

The player with the most Ranged cards gets Might +5 and Magic +5. The player with the most Defense cards gets Might +10. The player with the most Quick cards gets Might +5 and Magic +5.

The player with the most Incapacitate cards gets Magic +10. The player with the most Burst cards gets Magic +10. The player with the most Reinforce cards gets Might +5 and Magic +5.

The player with the most Buff cards gets Might +10.

Creature	Notes:
Pikemen	Castle; Might +3
Archers	Castle; Might +4; Ranged
Griffins	Castle; Might +5 Defense; Quick
Swordsmen	Castle; Might +8; Buff
Monks	Castle; Magic +8 Might +2; Ranged
Cavaliers	Castle; Might +11; Buff; Quick
Angels	Castle; Might +8 Magic +5; Reinforce; Quick
Troglodytes	Dungeon; Might +2; Defense
Harpies	Dungeon; Might +3; Buff; Quick
Beholders	Dungeon; Magic +6; Ranged
Medusas	Dungeon; Magic +5 Might +2; Ranged; Incapacitate
Minotaurs	Dungeon; Might +9; Quick; Buff
Manticores	Dungeon; Might +7 Magic +5; Quick
Red Dragons	Dungeon; Might +9 Magic +4; Quick, Defense
Gnolls	Fortress; Might +2; Defense
Lizardmen	Fortress; Might +4; Ranged
Serpent Flies	Fortress; Magic +4 Might +1; Quick, Incapacitate
Basilisks	Fortress; Magic +6 Might +2; Incapacitate
Gorgons	Fortress; Magic +7 Might +3; Incapacitate
Wyverns	Fortress; Might +6 Magic +5; Quick; Incapacitate
Hydras	Fortress; Might +10 Magic +4; Burst
Imps	Inferno; Magic +2; Defense
Gogs	Inferno; Might +2 Magic +1; Ranged; Burst
Hell Hounds	Inferno; Might +5; Quick; Burst
Demons	Inferno; Might +6 Magic +3
Pit Fiends	Inferno; Might +7 Magic +3; Reinforce
Efreeti	Inferno; Magic +7 Might +4; Quick; Defense
Devils	Inferno; Might +9 Magic +3; Buff; Quick; Incapacitate
Skeletons	Necropolis; Might +2; Defense
Walking Dead	Necropolis; Might +2 Magic +1; Defense; Incapacitate
Wights	Necropolis; Magic +2 Might +3; Defense; Reinforce
Vampires	Necropolis; Magic +3 Might +4; Quick; Reinforce
Liches	Necropolis; Magic +6 Might +3; Ranged; Burst
Black Knights	Necropolis; Might +7 Magic +3; Quick; Buff; Incapacitate
Bone Dragons	Necropolis; Might +6 Magic +7; Quick; Incapacitate
Centaur	Rampart; Might +2; Quick
Dwarves	Rampart; Might +3 Magic +1; Defense
Wood Elves	Rampart; Might +4; Quick; Ranged; Buff
Pegasi	Rampart; Might +4 Magic +3; Quick; Defense
Dendroid Guards	Rampart; Might +7 Magic +2; Defense; Incapacitate
Unicorns	Rampart; Magic +6 Might +5; Quick; Incapacitate
Green Dragons	Rampart; Magic +6 Might +7; Quick; Defense
Goblins	Stronghold; Might +2 Magic +1
Wolf Riders	Stronghold; Might +3; Quick; Buff
Orcs	Stronghold; Might +7; Ranged
Ogres	Stronghold; Might +8; Buff
Rocs	Stronghold; Might +6 Magic +3; Quick; Buff
Cyclopes	Stronghold; Might +11; Quick; Ranged
Behemoths	Stronghold; Might +12 Magic +1, Quick; Incapacitate
Gremlins	Tower; Might +1 Magic +1; Ranged

Creature	Notes:
Stone Gargoyles	Tower; Might +3 Magic +1; Quick
Stone Golems	Tower; Might +5 Magic +1; Defense
Magi	Tower; Magic +8; Ranged
Genies	Tower; Magic +9; Quick; Buff
Nagas	Tower; Might +7 Magic +5; Defense
Giants	Tower; Might +8 Magic +4; Quick; Defense; Ranged
Gold Golem	Neutral; Might +4 Gold +4; Defense
Ammo Cart	Neutral; Creatures get +1 Might; Ranged
Ballista	Neutral; Might +7; Ranged
Catapult	Neutral; Might +7; Ranged
First Aid Tent	Neutral; Might +2 Magic +2; Reinforce

The Skill Deck Card List

Skill	Notes:
Archery	Might +3; Ranged
Armorer	Might +3; Defense
Artillery	Might +3; Ranged
Ballistics	Might +3; Ranged
First Aid	Your Creatures get Might +1; Reinforce
Leadership	Your Creatures get Might +1; Buff
Luck	Your Creatures get Magic +1; Buff
Necromancy	Might +4 Magic +3; Reinforce
Offense	Might +5; Buff
Resistance	Magic +2; Defense
Tactics	Might +2; Quick
Air Magic	Magic +4; Your Air Spells get Magic +3
Eagle Eye	Magic +2; Draw 2 Spell Cards. Keep 1
Earth Magic	Magic +4; Your Earth Spells get Magic +3
Fire Magic	Magic +4; Your Fire Spells get Magic +3
Intelligence	Magic +2; Draw 2 Spell Cards. Keep 1
Mysticism	Magic +2; Draw 2 Spell Cards. Keep 1
Scholar	Magic +2; Draw 2 Spell Cards. Keep 1
Sorcery	Magic +6
Water Magic	Magic +4; Your Water Spells get Magic +3
Wisdom	Magic +4 Gold +2
Diplomacy	Gold +2; Reinforce; Draw 2 Creature Cards. Keep 1
Estates	Gold +6
Learning	Might +2 Magic +2 Gold +2
Logistics	Gold +2; Draw 2 Explores. Keep 1
Navigation	Gold +2; Draw 2 Explores. Keep 1
Pathfinding	Might +2; Draw 2 Explores. Keep 1
Scouting	Might +2; Draw 2 Explores. Keep 1

The Spell Deck Card List

Spell	Notes:
Magic Arrow	All Types; Magic +3; Ranged
Haste	Air; Magic +3; Quick

Spell	Notes:
View Air	Air; Magic +2; Draw 2 Artifacts. Keep 1
Disguise	Air; Magic +5
Disrupting Ray	Air; Magic +2; Incapacitate
Fortune	Air; All your Creatures Magic +1; Buff
Hypnotize	Air; Magic +2; Incapacitate
Chain Lightning	Air; Magic +8; Burst
Counterstrike	Air; Magic +6; Defense
Dimension Door	Air; Magic +2; Draw 2 Explores. Keep 1
Fly	Air; Magic +2; Draw 2 Explores. Keep 1
Magic Mirror	Air; Magic +2; Defense
Summon Air Elemental	Air; Might +6 Magic +6; Defense; Reinforce
Shield	Earth; Magic +3; Defense
Slow	Earth; Magic +2; Incapacitate
Stone Skin	Earth; Magic +2 Might +2; Defense
View Earth	Earth; Magic +2; Draw 2 Explores. Keep 1
Deadly Ripple	Earth; Magic +7; Burst
Quicksand	Earth; Magic +2; Incapacitate
Visions	All Types; Magic +3; Draw 2 Creatures. Keep 1
Animate Dead	Earth; Magic +4 Might +3; Reinforce
Anti-Magic	Earth; Magic +2; Defense
Earthquake	Earth; Magic +7; Burst
Forcefield	Earth; Magic +5 Might +2; Defense
Meteor Shower	Earth; Magic +9; Burst
Resurrection	Earth; Magic +2; Reinforce
Sorrow	Earth; Magic +4 Might +2; Incapacitate
Town Portal	Earth; Magic +2; Draw 2 Creatures. Keep 1
Implosion	Earth; Magic +6; Burst
Summon Earth Elemental	Earth; Magic +6 Might +6; Defense; Reinforce
Bloodlust	Fire; Magic +3 Might +2; Buff
Curse	Fire; Magic +2; Incapacitate
Blind	Fire; Magic +2; Incapacitate
Firewall	Fire; Magic +5 Might +1; Defense
Elemental Protection	All Types; Magic +2; Defense
Fireball	Fire; Magic +6; Ranged
Land Mine	Fire; Magic +2; Incapacitate
Misfortune	Fire; Magic +2; Incapacitate
Armageddon	Fire; Magic +10; Burst
Berserk	Fire; Magic +4 Might +3; Buff
Fire Shield	Fire; Magic +7; Defense
Frenzy	Fire; Magic +5 Might +4; Buff
Inferno	Fire; Magic +9; Burst
Slayer	Fire; Magic +6 Might +5; Buff
Sacrifice	Fire; Magic +10
Summon Fire Elemental	Fire; Magic +6 Might +6; Defense; Reinforce
Bless	Water; Magic +3; Buff
Cure	Water; Magic +2; Reinforce
Dispel	Water; Magic +2; Defense
Summon Boat	Water; Magic +2; Draw 2 Explores. Keep 1
Ice Bolt	Water; Magic +5; Ranged
Remove Obstacle	Water; Magic +4; Quick
Weakness	Water; Magic +2; Incapacitate
Forgetfulness	Water; Magic +2; Incapacitate
Frost Ring	Water; Magic +4 Might +2; Buff; Defense

Spell	Notes:
Mirth	Water; Magic +3 Might +3; Buff
Teleport	Water; Magic +2; Draw 2 Creatures. Keep 1
Clone	Water; Magic +4 Might +4; Reinforce
Prayer	Water; Magic +5 Might +4; Buff
Water Walk	Water; Magic +2; Draw 2 Explores. Keep 1
Summon Water Elemental	Water; Magic +6 Might +6; Defense; Reinforce

The Build Deck Card List

Building	Notes:
Town Hall	Gold +5
Castle	Might +8; Defense
Fortress	Might +4; Defense
Citadel	Might +6; Defense
Village Hall	Gold +3
City Hall	Gold +7
Capitol	Gold +9
Mage Guild	Magic +2; Draw 2 Spells. Keep 1
Market Place	Gold +4
Resource Silo	Gold +2
Artifact Merchant	Gold +2; Draw 2 Artifacts. Keep 1
Freelancers Guild	Gold +2; Draw 2 Creatures. Keep 1
Dungeon	Might +2 Gold +1
Inferno	Magic +4
Necropolis	Magic +3 Gold +2
Rampart	Might +3
Stronghold	Might +5
Tower	Magic +5
Stables	Gold +2; Draw 2 Explores. Keep 1
Tavern	Gold +2; Draw 2 Heroes. Keep 1
Thieves Guild	Gold +2; Draw 2 Explores. Keep 1
Blacksmith	Your Creatures get Might +1
Shipyards	Gold +2; Draw 2 Explores. Keep 1
Barracks	Might +2; Castle Creatures get Might +3
Hell Hole	Might +2; Inferno Creatures get Might +3
Mausoleum	Might +2; Necropolis Creatures get Might +3
Glade	Might +2; Rampart Creatures get Might +3
Lair	Might +2; Stronghold Creatures get Might +3
Workshop	Might +2; Tower Creatures get Might +3
Labyrinth	Might +2; Dungeon Creatures get Might +3
Pit	Might +2; Fortress Creatures get Might +3
Monastery	Magic +2; Castle Creatures get Magic +3
Chapel	Magic +2; Dungeon Creatures get Magic +3
Glyphs	Magic +2; Fortress Creatures get Magic +3
Demon Gate	Magic +2; Inferno Creatures get Magic +3
Cursed Temple	Magic +2; Necropolis Creatures get Magic +3
Enchanted Spring	Magic +2; Rampart Creatures get Magic +3
Hall of Valhalla	Magic +2; Stronghold Creatures get Magic +3
Altar of Wishes	Magic +2; Tower Creatures get Magic +3

The Artifact Deck Card List

Artifact	Notes:
Boots of Speed	Magic +2; Quick; Draw 2 Explores. Keep 1
Dragonbone Greaves	Magic +4; Draw 2 Spells. Keep 1
Sandals of the Saint	Might +2 Magic +2
Buckler of the Gnoll King	Might +2; Defense
Dragon Scale Shield	Might +3; Defense
Lion's Shield of Courage	Might +4 Magic +4
Shield of the Damned	Might +4; Defense
Shield of the Dwarven Lords	Might +5; Defense
Blackshard of the Dead Knight	Might +3
Centaur's Axe	Might +2
Greater Gnoll's Flail	Might +4
Ogre's Club of Havoc	Might +5
Red Dragon Flame Tongue	Might +4; Defense
Sword of Hellfire	Might +6
Sword of Judgement	Might +5 Magic +5
Titans Gladius	Might +9
Crown of the Dragontooth	Magic +8
Hellstorm Helmet	Magic +5
Helm of Chaos	Magic +3
Spellbinder's Hat	Magic +2; Draw 2 Spells. Keep 1
Amulet of the Undertaker	Magic +4; Reinforce
Collar of Conjuring	Magic +5
Necklace of Swiftiness	Magic +3; Quick
Pendant of Dispassion	Magic +3; Defense
Ring of Vitality	Might +4; Buff
Recanter's Cloak	Magic +3; Defense
Angel Wings	Magic +2; Draw 2 Explores. Keep 1
Dragon Scale Armor	Might +7
Breastplate of Brimstone	Magic +5
Titan's Cuirass	Magic +8
Angel Feather Arrows	Might +3; Ranged
Cards of Prophecy	Magic +3; Draw 2 Heroes. Keep 1
Charm of Mana	Magic +6
Endless Sack of Gold	Gold +4
Spell Scroll	Magic +2; Draw 2 Spells. Keep 1
Golden Bow	Might +3; Ranged
Spyglass	Magic +2; Draw 2 Explores. Keep 1
Tome of Magic	Magic +2; Draw 2 Spells. Keep 1

The Explore Deck Card List

Exploration	Notes:
Gold Mine	Gold +10
Saw Mill	Gold +2; Draw 2 Builds. Keep 1
Ore Pit	Gold +2; Draw 2 Builds. Keep 1
Alchemists Lab	Gold +6
Sulfur Dune	Gold +5
Crystal Cavern	Gold +7

Exploration	Notes:
Gem Pond	Gold +8
Water Mill	Gold +4
Windmill	Gold +3
Treasure Chest	Gold +2; Draw 2 Artifacts. Keep 1
Dwelling	Gold +2; Draw 2 Creatures. Keep 1
School of War	Might +5
School of Magic	Magic +5
Witch Hut	Magic +2; Draw 2 Skills. Keep 1
Obelisk	Magic +2; Draw 2 Builds. Keep 1
Wandering Monster	Might +2; Draw 2 Creatures. Keep 1
Loose Resources	Gold +2
Arena	Might +6
Garden of Revelation	Magic +4
Faerie Ring	Magic +5
Fountain of Fortune	Magic +2 Gold +3; Buff
Idol of Fortune	Magic +3 Gold +2; Buff
Fountain of Youth	Might +4 Magic +2; Buff
Learning Stone	Magic +2; Draw 2 Skills. Keep 1
Magic Well	Magic +2; Draw 2 Spells. Keep 1
Library of Enlightenment	Magic +2; Draw 2 Spells. Keep 1
Marletto Tower	Might +3 Magic +1
Mercenary Camp	Gold +2; Draw 2 Creatures. Keep 1
Rally Flag	All your Creatures get Might +1; Buff
Scholar	Magic +2; Draw 1 Skill and 1 Spell. Keep 1
Shrine of Incantation	Magic +2; Draw 2 Spells. Keep 1
Star Axis	Magic +7; Buff
Temple	All your Heroes get Might +2; Buff
Tree of Knowledge	Might +4 Magic +2; Buff
Watering Hole	All your Creatures get Might +1; Buff
University	Magic +2; Draw 2 Skills. Keep 1
Swan Pond	Magic +2 Gold +2
Crypt	Gold +7
Cyclops Stockpile	Gold +6
Derelict Ship	Gold +4
Dragon Utopia	Gold +2; Draw 2 Artifacts. Keep 1
Dwarven Treasury	Gold +9
Imp Cache	Gold +3
Medusa Stores	Gold +5
Naga Bank	Gold +8
Pyramid	Gold +2; Draw 2 Spells. Keep 1
Elemental Conflux	Magic +6 Might +6
Refugee Camp	Might +2; Draw 2 Creatures. Keep 1
Wagon	Gold +2
Black Market	Gold +2; Draw 2 Artifacts. Keep 1
Trading Post	Gold +4
Oasis	All your Creatures get Might +1
Prison	Gold +2. Draw 2 Heroes. Keep 1





Cards Of War

Rules

Shuffle the cards. There is one common deck and one discard pile. One player is the Axis, the other is the Allies. Each player starts the game with 3 territory tokens.

Play proceeds in a series of rounds. At the beginning of a round each player gets dealt 10 cards. During the round players take turns deploying one card at a time.

The Allies go first. A deployed card is played face up on the table. The turns continue until all cards have been deployed.

Each card has a force value. The side at the end of the round with the highest Force total on the table

wins the round. Each card is of one or more types. The types include: Infantry, Intelligence, Sea, Sub, Air, Tank, Artillery, Mine, and Fortification.

Some cards have the KILL ability, followed by what type of cards they can kill. When deployed a kill card causes an enemy card of a type it can destroy to be discarded. If there are no targets then the opportunity to cause a discard is wasted.

Discarded cards do not count towards a players force total. Some cards have other abilities which are conducted as soon as the card is deployed. The winner of a round takes a territory token from his opponent.

The first player in possession of all six tokens wins the game. If you run out of cards shuffle the discards back into the deck.

Card List

#	CARD	FORCE	TYPE	KILLS	NOTES
1	Frog-men	3	Inf/Int	Fort	
2	Veterans	4	Inf	-	
3	Minefield	1	Mine	Inf/Tank	
4	Radio	3	Int	-	Look at opponents hand
5	Convoy	2	Sea	-	Draw one card
6	Coastal Guns	4	Art/Fort	Sea	
7	Paratroopers	3	Inf/Air	-	
8	Recon Plane	2	Int/Air	-	Look at opponents hand
9	Grunts	3	Inf	-	
10	Bazooka	1	Inf	Tank	
11	Diplomat	5	Int	-	
12	Destroyers	3	Sea	Sub	
13	Code Breaker	3	Int	Int	
14	Tank Buster	1	Art	Tank	
15	Field Battery	4	Art	-	
16	Carpet Bombing	6	Air	-	
17	Howitzers	5	Art	-	
18	Long Range Bombers	5	Air	-	
19	Marines	5	Inf/Sea	-	
20	Blitzkrieg	6	Tank	Art	
21	Light Tank	2	Tank	-	
22	Radar	7	Int	Air	
23	Pill Box	2	Fort/Inf	Inf	
24	Secret Agent	2	Int	-	Look at opponents hand
25	Carrier	8	Sea	-	
26	Machine Gunner	4	Inf	Inf	
27	V2 Rocket	3	Air/Art	-	
28	Counter Espionage	3	Int	Int	

#	CARD	FORCE	TYPE	KILLS	NOTES
29	Medium Tank	3	Tank	-	
30	Mechanized Infantry	3	Inf/Tank	-	
31	Heavy Tank	6	Tank	-	
32	Combat Engineers	2	Inf	Fort/Mines	
33	Mortar	3	Art/Inf	-	
34	Bunker	2	Fort	-	
35	Self Propelled Guns	4	Tank/Art	-	
36	Submarine	5	Sub	Sea	
37	Anti-Aircraft Guns	1	Art	Air	
38	Battleship	6	Sea	-	
39	Cruiser	4	Sea	-	
40	Torpedo Plane	1	Air	Sea	
41	Bombing Run	3	Air	Art	
42	Armored Patrol Car	2	Int/Tank	-	Look at opponents hand
43	Five Star General	7	Int	-	
44	Fighter Squad	3	Air	Air	
45	Strafing run	1	Air	Inf	
46	Dive Bomber	2	Air	Tank	
47	Gliders	3	Air/Inf	-	
48	Amphibious landing	5	Sea/Inf	-	
49	Kamikaze	1	Air	Sea	
50	Air drops	2	Air	-	Draw one card
51	Fighter Ace	1	Air	Air	
52	PT boat	1	Sea	Sea	
53	Partizans	2	Inf	-	
54	Propaganda	4	Int	-	
55	Reserves	2	Int	-	Draw one card
56	Sniper	1	Inf	Inf	

Game Designers Notes

Players will have to make their own set of cards.
The deck contains one of each card listed. Players are

welcome to design new types of cards in addition to those listed above.





Carny

Introduction

Players are setting up their Game Booths at the Fair. Card game for 2+ players.

Carnival

A cooperative business arrangement between independent showmen, ride owners and concessionaires to present outdoor amusement for the public.

CARNY or CARNEY Someone who works in a carnival. The term is also applied to the carnival itself.

Game Length

Each turn = 1 day. Before play, players decide on the duration of the Fair from 5 to 20 days.

Winning

The Player with the most money at the end of the Fair wins.

The Decks

Players share a common deck. The deck contains 4 card types: Games Carnies Neighbors Events

Turn Sequence

Each turn has 6 Phases: Draw Phase Meld Phase Event Phase Recovery Phase Score Phase End Phase

Draw Phase

Each player fills their hand to 10 cards. If the deck runs out, shuffle the discard into the deck & draw from it.

Card List

Card Name:	Type	Cash	#	Notes:
New Kid	C	25	3	Green Help
Skinny Guy	C	75	3	Tattoos
The Pro	C	—	3	Target Meld Scores Double
Mumbler	C	50	3	
Bozo	C	100	2	Clown
Old-Timer	C	200	3	Knows all the tricks
Retiree	C	0	3	No Build Up or Gaff in Meld
Three Cats (Punk Rack)	G	50	1	Knock over Stuffed Animals
Swinger	G	50	1	Knock over Pin with Ball on String
Guess Weight	G	25	1	

Meld Phase

Each player may play 1-2 Melds from their hand face up to the table. A Meld must contain 1 Game and 1 Carny. A Meld may contain 0-2 Neighbor cards.

Event Phase

You may add bad neighbor cards to your opponent's Melds. You may add good Event cards to your Melds & bad Events to your opponents.

Recovery Phase

You may play replacement cards from your hand to replace cards discarded by opponent's Event cards.

Score Phase

Every card in a Meld scores a certain amount of cash. Illegal Melds (no Carny or Game card) score no cash. Keep track of earned cash from turn to turn.

Doubles are Cumulative.

End Phase

All cards in play are discarded. Players must discard their hands down to 2 or less cards.

Card List Notation

G Game
C Carny Worker
X Event
N Neighbor
Number of Copies of card in deck

Card Name:	Type	Cash	#	Notes:
Guess Birth Month	G	25	1	
Darts (Balloon Pop)	G	50	1	
Darts (Hit the Star)	G	75	1	
Pyramid (Spill the Milk)	G	50	1	Milk Bottles
Shoot out the Star	G	200	1	BB Gun
Milk Can Toss	G	50	1	Get Ball in Can
Whiffle Ball Toss	G	50	1	
Ring Toss	G	100	1	Rows of Bottles
Ping Pong Goldfish	G	75	1	Win Goldfish
Test of Strength	G	200	1	Swing Hammer
Speed Pitch	G	100	1	
Paint Gun Shoot	G	100	1	
Indian Rope Trick	G	25	1	Rope Ladder
Water Gun Race	G	75	1	
Dunk Tank	G	50	1	
Hanky Pank	G	25	1	Kids Game: Win Every Time
Basket Ball Toss	G	75	1	Through Hoop
Build Up	X	200	1	
Lots of Cheap Prizes	X	50	1	Scum
Blowoff	X	50	1	Activity after a Show
Gaff	X	200	1	Cheat
Score	X	100	1	
Suckers	X	100	1	
Showmanship	X	—	1	Target Meld Scores Double
Cool Prizes	X	100	1	Flash
Bad Spot	X	—	1	Target Meld Scores Half
Beginners Luck	X	-25	1	
Rain	X	-200	1	Affects all Melds in Play
Hustle	X	50	1	Affects all your Melds in Play
Bait	X	50	1	Shill
Easy Mark	X	50	1	
First Count	X	100	1	
Beef	X	-50	1	Complaint
Good Night	X	100	1	Affects all Melds in Play
Bad Night	X	-100	1	Affects all Melds in Play
Competition	X	-50	1	Affects all Opponent's Melds
Drunk Carny	X	-	2	Discard target Carny card
Inspector	X	-	2	Discard target Game card
Shut Down	X	-	2	Discard target Neighbor card
Trash Collection	N	-100	1	
Port-O-Lets	N	-200	1	
Near the Entrance	N	200	1	
On the Midway	N	200	1	
Center Joint	N	—	1	Meld Scores Double
In the Back	N	-75	1	Back End
Freak Show	N	50	1	Performers, Oddities, Taxidermy
4-H Barn	N	-50	1	Champion Milking Cows
Main Stage	N	100	1	Loud but Busy
Grill	N	75	1	Hot Dogs, Hamburgers, Sausages
Ice Cream Stand	N	100	1	Snow Cones, Italian Ices
Snack Shop	N	75	1	Pretzels, Popcorn, Nachos, Corn Dogs
Candy Store	N	100	1	Caramel Apples, Cotton Candy
Fryer	N	100	1	Elephant Ears, Funnel Cake, Fries

Card Name:	Type	Cash	#	Notes:
Rotary Club	N	75	1	Homemade Treats, Pies, Cookies
Beer Tap	N	200	1	In Small Plastic Cups
Himalaya	N	200	1	Cars on Loop Track
Gravitron	N	50	1	Vomitorium
Wooden Roller Coaster	N	100	1	Creaks
Ferris Wheel	N	—	1	Meld Scores Double
Merry Go Round	N	100	1	Carousel
Tunnel of Love	N	75	1	
Fortune Teller	N	25	1	Look at opponent's hands
Fun House	N	75	1	Haunted House
Giant Slide	N	50	1	
Kiddie Ride	N	25	1	Bounce House
Thrill Ride	N	100	1	





Carriers

Introduction

Board & card game for 2 players. World War Naval/Air II theme. Abstract Fleet & Squadron level combat.
Each figure represents a group of Ships or Planes.

Victory

You win if you destroy your opponent's carriers.

Board, Card & Counter Set Available

Thanks to the talented Janne Thörne: for Gameset

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent units. There are 4 types of units: Carriers, Warships, Subs, and Planes. Each player starts with: 2 Carriers 4 Warships 2 Subs 8 Planes

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck. The deck contains 2 of each card listed.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Search Phase Engage Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.
Discard excess cards.

Card List

Card Name:	Range	Type	User	Target	Notes
Bomber	1	A	P	V	
Dive Bomber	1	A	P	V	
Torpedo Plane	2	A	P	V	

Search Phase

Play (discard) a Move card to move one of your units. The Move card must be useable by the unit. For Example: Only Planes can use the patrol card.
The move card has a number. This is the number of spaces the unit moves. Moves can be diagonal or orthogonal.
Boats cannot move through other boat units. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Engage Phase

Play (discard) an Attack card to have a unit attack. The Attack card must be useable by the unit. For Example: Only Warships can use the destroyer card.
The attack card has a number. This is the range of the attack. Attacks can be diagonal or orthogonal.
The enemy unit that is the target of the attack is automatically destroyed and removed from the map. Your opponent may play certain Defense cards to negate your attack.

Card List Notation

- M** Movement
- A** Attack
- D** Defense
- V** Vessels (Warships & Carriers)
- N** Naval unit (Vessels & Subs)
- P** Planes
- S** Submarine
- W** Warship
- U** Any type of Unit
- X** Special Card
- K** as a Knight would move in Chess
- Type** Purpose of card
- Target** = What units are targeted by the attack
- User** What type of unit can use the card

Card Name:	Range	Type	User	Target	Notes
Depth Charge	1	A	W	S	
Torpedo	3	A	S	V	
AA Guns	1	A	V	P	
Flak	2	A	W	P	
Destroyers	2	A	W	S	
Naval Guns	3	A	W	V	
Battleship	4	A	W	V	
Fighters	1	A	P	P	
Fighter Ace	2	A	P	P	
Sailing	1	M	N	-	
Change Course	1	M	N	-	
Navigate	2	M	N	-	
Underway	2	M	N	-	
Full Steam	3	M	N	-	
Climb	1	M	P	-	
Patrol	2	M	P	-	
Fly	3	M	P	-	
Soar	4	M	P	-	
Recon	5	M	P	-	
Search	6	M	P	-	
Drop Tanks	7	M	P	-	
Intercept	K	M	P	-	
Sonar	-	D	-	-	Negate Attack by Sub
Radar	-	X	-	-	Look at Opponents Hand
Cloud Cover	-	D	-	-	Negate Attack by Plane
Rough Seas	-	-	-	-	Negate Move by Vessel
Damage Control	-	D	V	-	Negate Attack on Vessel
Silence	-	D	S	-	Negate Attack on Sub

Terrain

Islands: Naval units cannot move into or through Islands.





Carving Up China

Introduction

Bidding game for 3-5 players. Each player is an Imperialist Power in the late Nineteenth Century trying to get a piece of China.

Victory

The player with the most Victory Points (VP) at the end of the game wins. Each card in a players Victory Pile is worth a stated number of VP.

End Of Game

The game ends when there are no cards left in the Territory Deck.

The Decks

Players share 2 common decks: Territory Deck Imperial Deck The decks are kept face down.

Setup

Randomly select 1 player to be the Lead player. Each player selects 1 Nation to be their own. Each player is dealt 6 cards from the Imperial Deck.

Turn Sequence

Each turn has 4 Phases:

1. Manchu Phase
2. Power Phase
3. Conflict Phase
4. Logistics Phase

Manchu Phase

Flip over the Top card of the Territory Deck. Place it face up in the middle of the table where everybody can see it. This is called the Prize card.

Imperial Deck Card List

Card Name:	Power:
Manchu Weakness	2
Opium Trade	1
Gunboat Diplomacy	3
Military Aid	4

Power Phase

Each player is dealt 3 cards from the Imperial Deck If the Imperial deck runs out, shuffle the discard and draw from it.

Conflict Phase

Players use their Imperial cards to bid for the Prize card. The Lead player goes first by playing 1 or more Imperial cards face-up to the table. Each Imperial card has a Power Value (PV) Play proceeds clockwise.

Each player must bid cards with a Total PV greater than the Total PV played By the previous player or they are out of the bidding. This continues until all players but one are out but one. This player is the Winner. The Winner puts the Prize card into his Victory pile and discards all the Imperial cards he Bid.

The other players put their Bid cards back in their hands.

Logistics Phase

Each player must discard their hands down to 4 cards. The current Lead Player gives the position of Lead Player to the person to his left.

Invader Conflict Card

The winner of the Invader Conflict card can cause 1 target card in any Victory Pile to be shuffled back into the Territory Deck.

Rebellion Card

If the Rebellion card is revealed, all players immediately discard their hands. The Rebellion card is then removed from play.

Land Leases Card

If you win a Prize using a Land Leases card, toss a coin in your Victory Pile. The Coin is worth 2 VP.

Card Name:	Power:
Land Leases	1*
Treaty System	7
Invasion	8
Opium War	9

Card Name:	Power:
Money & Arms	5
Naval Power	6

Card Name:	Power:
Attack Peking	10

There are 4 copies of each card in the deck.

Territory Deck Card List

Card Name:	Victory Points:
Canton	6
Hong Kong	7
Shanghai	6
Annam	2
Burma	5
Korea	5
Formosa	2
Liaotung Peninsula	5

Card Name:	Victory Points:
Port Arthur	7
Kiaochow Bay	4
Shantung Peninsula	4
Kwangchow	3
Wei-Ha-Wei	3
Yangtze Valley	4
Invader Conflict	X
Rebellion	X

Imperialist Powers

Players have 5 powers to choose from: British, French, German, Russian, and Japanese.

British

Every Imperial card played by the British player Has a +1 to its Power Value.

French

The French after drawing their 3 cards in Power Phase may (once) Discard them (all 3) and draw 3 new cards.

Germans

All Territories the German Player wins are worth +1 VP each.

Russians

The Russian players max hand size in Logistics phase is 5 cards.

Japanese

The Invasion card is worth 15 to the Japanese player (Not 8).





Castle Keep

Introduction

A 2-4 player game of medieval conquest.

Object

Be the first player to control 7 castles on the map.

The Map

Use a hex map. Locate 12 castles on the map. Other hex types include clear, forest, mountain, river, and sea.

Counters

Each player has a set of chits of a unique color. Each chit set includes control markers and army markers.

The Deck

The deck contains 60 cards, 4 of each of the 15 types in the card list.

Setup

Each player starts in control of 3 castles, and has 1 army in each. Each player starts with a full hand of 7 cards. Determine turn order: Each player draws one card. High siege value goes first.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Draw Phase
2. March Phase
3. Battle Phase
4. Recruit Phase
5. Control Phase

Draw Phase

All players fill their hands to 7 cards. If the deck runs out, shuffle the discard, and draw from it.

Card List

March Phase

Only one army per hex. Armies may move 2 spaces over clear hexes. Armies may move 1 space over castle, forest & river hexes.

Armies cannot move into mountain or sea hexes. Discard a March card to move an army a second time.

Battle Phase

The active players armies may attack adjacent enemy armies. Fight one battle at a time. The active player chooses which battle to resolve next.

At the beginning of all battles both players fill their hands to seven cards. If the defending army is in a castle it is a siege battle. If the defending army is not in a castle it is an open battle.

Both players may play some or all of their cards. Cards have numeric values for both open & siege battles. Some cards destroy other cards in open battle.

The destroyed cards are discarded simultaneously and immediately. In a siege there are some cards that can only be played by the attacker or the defender. Each side adds up the total value of all its cards to get a Battle total.

In open battle defenders in forest hexes get +2 to their battle total. In open battle defenders in river hexes get -2 to their battle total. An army gets +1 to its battle total for every other friendly army adjacent to the enemy army.

Compare the battle totals. The higher total wins. The defender wins ties. The losing army is destroyed. If the attacking army wins it may move into the empty hex left by the loser.

All cards played are discarded.

Recruit Phase

You can have as many armies as you have castles under your control. If you currently have less armies than castles you may raise one new army in any one of your castles.

Control Phase

On all castles that one of your armies occupy remove any control markers of your opponents and place one of your own control markers.

Name	Open	Siege	Notes
Archers	3	4	Destroy a Pikemen card in open battle
Crossbowmen	2	4	Destroy a Pikemen card in open battle
Swordsmen	3	3	
Pikemen	3	3	Destroy a Knight card in open battle
Knights	4	3	Destroy an Archer card in open battle
Boiling Oil	0	4	Defender only
Parapets	0	5	Defender only
Moat	0	6	Defender only
Ladders	0	4	Attacker only
Sappers	0	5	Attacker only
Siege Tower	0	6	Attacker only
Catapults	1	4	
Trebuchets	1	5	
Ballistae	2	3	
March	1	0	





Castle Siege

Introduction

Simple Wargame for two players. One player is the Attackers (Besiegers) The other player is the Defenders (Besieged)

Victory

The Attackers wins if any attacking unit moves into any one of the 4 center squares of the Castle. The Defender wins if the attackers are reduced to 10 or less units.

The Board

Use a Chessboard The middle 16 spaces are the Castle Spaces.

Dice

Six sided dice are needed.

Units

Use chits (counters) to represent units. Each player has a set of chits of a different color. The Defenders have 16 units: 4 Cannons 4 Knights 4 Archers 4 Boiling Oil Cauldrons The Attackers have 28 units: 4 Cannons 8 Knights 4 Archers 4 Sappers 4 Battering Rams 4 Siege Towers

Setup

The Defender places his chits facedown in his castle, one unit per space. The Attacker places his units facedown on the spaces that border the edge of the map, one unit per space.

First Turn

Flip all units face-up. Defenders go first (Attackers are moving into position)

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Move Phase
2. Breach Phase
3. Attack Phase

Move Phase

Roll 1D6. This is the number of units you may move this turn. A unit may move to an adjacent space. The stacking limit for friendly units on castle spaces is 2.

The stacking limit for friendly units on open spaces is 3. Units of both players may occupy the same space at the same time. Defenders may not leave the castle.

Attacking Cannons, Battering Rams, and Siege Towers may not enter Castle spaces. Attackers may only enter a castle space under 3 conditions:

1. The Castle space is breached (It has a Breach marker on it) and they roll 3+ on 1D6.
2. The Attackers are moving off of a Siege Tower and they roll 4+ on 1D6.
3. The Attackers scale the walls on a roll of 6 on 1D6.

Breach Phase

Certain attackers may attack the Castle walls. A Battering Ram may attack an adjacent Castle Space. The Space is Breached on a roll of 5+ on 1D6.

Sappers may attack an adjacent Castle Space. The Space is Breached on a roll of 6+ on 1D6. A Cannon may attack a Castle Space up to 2 spaces away.

The Space is Breached on a roll of 6+ on 1D6. Place a "Breach" counter on a Breached space. A Unit that attempts to make a Breach in this Phase cannot attack in Attack Phase.

Attack Phase

All your units may attack once this phase. Killed units are removed from play. Knights kill opposing units in the same space on a roll of 4+ on 1D6.

Knights kill enemy knights in the same space on a roll of 5+ on 1D6. Defending knights may attack adjacent units in the spaces adjacent to the castle by throwing rocks. This type of attack kills on a roll of 6+ on 1D6. Attacking Cannons have a range of 2 spaces. They kill on a roll of 6+ on 1D6.

Defending Cannons have a range of 3 spaces (Height Advantage). They kill on a roll of 6+ on 1D6. Cannons cannot attack units in the same space.

Cauldrons may attack units in the same space, or adjacent units in the spaces adjacent to the castle, by pouring Boiling Oil. This type of attack kills on a roll of 5+ on 1D6. Attacking Archers have a range of 1 space. They kill on a roll of 6+ on 1D6.

Defending Archers have a range of 2 spaces (Height Advantage). They kill on a roll of 6+ on 1D6. Archers kill opposing units in the same space on a roll of 6+ on 1D6.

Sappers kill opposing units in the same space on a roll of 6+ on 1D6. Rams and Siege Towers cannot attack.





Castle Wolfenstein

Introduction

Solitaire Card game. Based on the Video game of the same name.

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Victory

Defeat all the Bosses.

Characters

Your Hero starts with 20 Hits.

Dice

A six sider is needed.

Setup

Shuffle the Deck.

Turn Sequence

1. Find Phase
2. Flip Phase
3. Fight Phase
4. Foe Phase
5. Fini Phase

Find Phase

Flip over the top 3 cards. If any of them are Attack, First Aid, or Defense cards, you may put them in your hand. Place the remaining cards on the bottom of the deck.

Card List

Card Name:	#	Type	Hits	Notes:
Knife	3	A	1	
Pistol	3	A	2	
Rifle	3	A	3	
Flame Thrower	3	A	4	
Stick Grenade	3	A	1	Damages all Foes
Sub-Machine Gun	3	A	2	Damages 2 Foes
Machine Gun	3	A	3	Damages 2 Foes
Chain Gun	3	A	4	Damages 2 Foes

Flip Phase

Turn over top card of deck. If it is a Foe or Boss card place it face up on the table. If it is any other type of card put it in your hand.

If the Deck runs out, shuffle the discard & draw from it.

Fight Phase

You may play an Attack card you may do damage to a Foe or Boss in play. The Damage done by a Attack card must go to a Single Foe. Use coins to keep track of Damage.

A Foe with damage equal to or greater than its Hits is destroyed. Discard a used Attack card. You may use additional Attack cards from your hand vs additional targets.

Keep destroyed Bosses set aside in a separate pile. Secondary Attack option: You may play a second Attack card this turn but roll 1D6. On 5+ you miss and do no damage. You still must discard it.

Foe Phase

Every Foe & Boss in play may Attack. Foes do damage equal to their Hits minus their Damage. If your Hero is reduced to Zero or less Hits he is killed.

You may discard a Defense card to negate all damage done to you this turn.

Fini Phase

You may play a First Aid Card to Heal 4 Damage. Max hand size is 5 cards. Discard excess cards.

Card Name:	#	Type	Hits	Notes:
First Aid Kit	4	H	-	Heal 4 Damage
Take Cover	2	D	-	Negate all Damage this turn
Disguise	2	D	-	Negate all Damage this turn
Attack Dog	4	F	1	
Stormtrooper Guard	6	F	2	
Nazi Officer	4	F	3	
Zombie	4	F	4	
Hans Grosse	1	B	5	Twin Chain Guns
Dr. Shabbs	1	B	5	Thrown syringes
Hitler Clone	1	B	6	Metal Suit & Quad Chain Guns
Otto Giftmacher	1	B	6	Pistol
Gretel Grosse	1	B	7	Armored Suit & Pistol
General Fettgesicht	1	B	7	Pistol & Chain Gun

Card List Notation

A Attack
D Defend

H Heal
F Foe
B Boss





Cat & Mouse

Introduction

Two player card game representing terrorist activity and government countermeasures. One player represents US Security. The other player is the Terrorists.

Objectives

The game ends when the terrorist plays a meld or has no more cards left in his deck. The terrorist player wins if he plays a meld of: 3 of the same Attack cards, and 3 of the same Group cards, and 3 of the same Target cards. (For example: 3 Nuke attack cards, 3 Western group cards, and 3 Military target cards.) A meld represents making a successful terrorist attack.

The US player can win in two ways:

1. If the Terrorist player never plays a meld before the end of the game, or by
2. Guessing the meld as it is played but before the identity of the cards are revealed.

A US win represents preventing a successful terrorist attack.

The Decks

Each player has his own unique deck.

Setup

The Terrorist player draws 12 cards from his own deck. The US player draws 9 cards from his own deck.

Turn Sequence

Each turn has 4 phases:

1. Terrorist Draw Phase
2. US Draw Phase
3. US Security Phase
4. Terrorist Attack Phase

Terrorist Draw Phase

The Terrorist player may draw 1 card. Maximum hand size is 12 cards. Discard any extra cards of your choice.

Us Draw Phase

The US player draws 1 card. Maximum hand size is 9 cards. Discard any extra cards of your choice.

Us Security Phase

The US player may play one card combo. If a combo is played the Terrorist player must discard a Secrecy card or one random card from his hand. There are 3 types of combos: 3 Cards of the same Name. (For example: 3 FBI cards) 3 Different cards from the same Suite.

(For example: 1 CIA card, 1 FBI card, and 1 Interpol card) 5 Different cards from different Suites. (For example: 1 Police, 1 Organization, 1 Action, 1 Resource, and 1 Surveillance card)

Terrorist Attack Phase

The Terrorist player may play a meld as described in the Objectives section. The Terrorist does not attack he may discard a Secrecy card to draw 2 additional cards.

Terrorist Deck Card List

Card Name:	#	Card Type:
Nuclear	4	Attack
Biological	4	Attack
Chemical	4	Attack
Conventional	4	Attack
Middle Eastern	4	Group
Asian	4	Group
African	4	Group
Western	4	Group
Military	4	Target
Government	4	Target
Commercial	4	Target

Card Name:	#	Card Type:
Charismatic Leader	1	Secrecy
State Supported	1	Secrecy
Multiple Cells	1	Secrecy
Intelligence Failure	1	Secrecy
Fresh Recruits	1	Secrecy
Fanaticism	1	Secrecy
Go Underground	1	Secrecy
Leave No Trace	1	Secrecy
Blend In	1	Secrecy
Dead End	1	Secrecy
False Identity	1	Secrecy

Card Name:	#	Card Type:
Cultural	4	Target

Card Name:	#	Card Type:
Misinformation	1	Secrecy

Number of that card in the deck

Us Deck Card List

Card Name:	#	Card Type:
CIA	4	Organization
FBI	4	Organization
Interpol	4	Organization
Informants	4	Resources
Human Intelligence	4	Resources
International Assistance	4	Resources
Airport Security	4	Surveillance
Intercept Communications	4	Surveillance

Card Name:	#	Card Type:
Eye in the Sky	4	Surveillance
Eyewitnesses	4	Police Work
Paper Trail	4	Police Work
Follow Up Leads	4	Police Work
Pre-Emptive Strike	4	Action
Arrests & Interrogations	4	Action
Commando Raids	4	Action

Number of that card in the deck





Cave Wars

Introduction

Wargame for 2 or more players. Subterranean Fantasy theme.

Victory

Occupy all 8 Lairs on the Board.

Terrain Tile List

Terrain Type:	Notes:
Mines	Rich
Shafts	Treacherous
Pits	Treacherous
Crevices	Treacherous
Lava Tunnels	Maze
Great Hall	Large
Labyrinth	Maze
Corridors	Maze
Caves	Large
Caverns	Large
Rift	Treacherous
Stone Bridge	Defensible
Chambers	Defensible
Dungeon	Maze
Tomb	Rich
Heavy Gate	Defensible
Rune Stones	Magical
Vault	Rich

Terrain Type:	Notes:
Mushroom Caves	Magical
Crystal Caves	Rich
Abandoned Mines	Defensible
Lost City	Large
Pools	Magical
Underground River	Treacherous
Rock Slide	Treacherous
Shrine	Magical
Troglodyte Caves	Lair = Recruit Troglodytes
Dwarf Mines	Lair = Recruit Dwarves
Gnome Burrows	Lair = Recruit Gnomes
Kobold Warren	Lair = Recruit Kobolds
Orc Pits	Lair = Recruit Orcs
Goblin Caves	Lair = Recruit Goblins
Drow City	Lair = Recruit Drow
Troll Den	Lair = Recruit Trolls
Solid Rock	# 30 Solid Rock Tiles

Terrain Type Notation

It costs a unit its whole move to enter a Maze territory. Large territories can hold double the normal number of Units. Units in Defensible Territories ignore Hits on a roll of 1-3 on 1D10.

Rich Territories earn an extra Gold in Recruit Phase. When a stack enters a Treacherous territory it suffers a single Force = 5 Attack. Units in Magical Territories get Force +1.

All Lairs are Large & Defensible.

Unit Chit List

Unit Name:	Force	Size	Hits	Sign
Troglodytes	5	M	2	T

Dice, Chits, Counters, Markers, Tiles, Coins, & Cards

Tiles are used to make the Map. Chits are used to represent Units. Cards are used for Events.

Coins represent Gold. Counters are stacked with units to record damage. Each player has a set of colored Markers to identify their stacks.

Tile, chit, counter, coins and card sets are common to all players. Ten sided dice are needed to play.

The Map

Use a Chessboard. Each space is known as a Territory. Randomly distribute the 64 Terrain Tiles.

Setup

Each Player starts in control of 1 Lair. Randomly determine who goes first.

Unit Name:	Force	Size	Hits	Sign
Goblins	3	S	1	G

Unit Name:	Force	Size	Hits	Sign
Gnomes	4	S	1	N
Dwarves	7	M	2	D
Orcs	6	M	2	O

Turn Sequence

Players take turns. Each turn has 4 phases: Recruit Phase Event Phase Move Phase Battle Phase

Recruit Phase

Gain 10 Gold. Gain 1 extra gold for each Rich Territory you occupy. Purchase units with your gold.

You may buy units from Lairs you occupy. New Units are placed in the Lair or adjacent to it. A Units cost in Gold is equal to its Force.

Gold may saved from turn to turn.

Adjacency Rule

Units or spaces must share a common border to be adjacent. Diagonal spaces and units are not adjacent.

Stacking Rule

In a single space you may stack up to 4 size levels of your units. Small units are size level = 1 Medium units are size level = 2 Large units are size level = 4 Units from opposing players cannot occupy the same space.

Event Phase

Draw 2 Event cards. Max hand size is 5 cards. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Event Deck

Event:	Users	Notes:
Ambush	TK	Units get an extra attack this round
Surprise	TK	Units get an extra attack this round
Blunderbusses	ND	Units get an extra attack this round
Crossbows	DOW	Units get an extra attack this round
Heavy Armor	DO	Unit ignores one hit
War Machines	ND	Units get an extra attack this round
Nets	TK	Target unit cannot attack this Battle
Berserkers	ODC	Units get an extra attack this round
Battle Rage	ODC	Units get an extra attack this round
Thick Skinned	CT	Unit ignores one hit
Brute Strength	CT	Units get an extra attack this round
Poison Arrows	GW	Discard target Unit

Unit Name:	Force	Size	Hits	Sign
Kobolds	2	S	1	K
Cave Trolls	9	L	3	C
Drow	8	M	2	W

Move Phase

You may move each of you units up to 2 spaces. Units cannot enter or move through Solid Rock spaces. The stacking limit must be strictly enforced.

Some Event cards will affect the Movement of units & Stacks.

Battle Phase

You may attack adjacent enemy stacks with your own stacks. Resolve conflicts between two opposing stacks, one at a time. A turn may have multiple battles between multiple stacks.

Battles are fought in Rounds. Player may play event cards at any time during the round. During each round, each unit, in turn, in both opposing stacks gets to attack once.

Small units always attack before Medium size & Large units. Medium size units always attack before Large units. Start with the Active player (Player whose turn it is) Pick which of your units is attacking, then Roll 1D10.

If the roll is equal to or less than the attacking units Force, an enemy unit loses 1 hit. The defender decides which of his units is hit. A unit reduced to zero hits is destroyed.

The other player then attacks and so on. This repeats until one side is completely eliminated. Extra Attacks (From Event Cards) are made, in turn, like regular attacks.

Event Deck Notation

User: You must have at least one unit of the types indicated in the stack to use the card.

Event:	Users	Notes:
Powder Keg	GN	Discard unit to discard target unit
Illusions	NW	Negate one hit
Wizard	NW	Units get an extra attack this round
Shaman	OG	Units get an extra attack this round
Slayer	DO	Discard target Unit
Mob	GK	Units get an extra attack this round
Skill	DW	Units get an extra attack this round
Hide	TKNG	Unit ignores one hit
Skirmish	KNG	Units get an extra attack this round
Spider Riders	GW	Units get an extra attack this round
Run Away	KNG	Unit ignores one hit
Set Traps	KNG	Units get an extra attack this round
Warriors	OD	Units get an extra attack this round
Spear Chuckers	GK	Units get an extra attack this round
Fast	OW	Unit can move twice this turn
Miners	DN	Stack can move twice this turn
Secret Passage	Any	Stack can move twice this turn
Infravision	Any	Stack can move twice this turn
Passwall	WN	Stack can move twice this turn
Build Barrier	Any	Stack cannot be attacked by target stack
Magical Barrier	WN	Stack cannot be attacked by target stack
Lost Orders	Any	Target Stack cannot Move this turn
Difficult Going	Any	Target Stack cannot Move this turn
Cave In	Any	One random unit in target stack is killed
Spy	Any	Look at opponent's hand & discard 1 card
Scouts	Any	Look at opponent's hand & discard 1 card
Detect Gems	Any	Gain 10 Gold
Rich Vein	Any	Gain 10 Gold

Counter Set

By jiminybollocks <cathto@kooee.com.au> Check it out: [Click Here](#)





Cellular

Introduction

Card game using concepts from general biology.

The Deck

The deck includes 85 cards. The deck contains one of each type of card listed in the Card List section.

Object

Accumulate the most points at the end of the game, or over several games.

Setup

All players are dealt a hand of 8 cards. The dealer goes first. Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Draw Phase
2. Combination Phase
3. Scoring Phase
4. Discard Phase

Draw Phase

Draw 1 card from the deck or take the top X cards from the discard pile. X can be any number, but you must take all of them. If there are no cards left in the deck, the game ends.

Combination Phase

If you have the right cards to make one or more of the combos in the combination list, place the card combo face up in front of you. You may play multiple combos if you have them.

Scoring Phase

Score 1+ one point for every card in the combo. Any time a player has no cards left in his hand, the game ends. At the end of the game, players lose one point for every card left in their hand.

Discard Phase

Discard one card. There is no maximum hand size.

Combinations List

Combo Name:	Cards Included:
Cell Structure	Plasma Membrane, Cytoplasm, Organelles, Nucleus
Mitosis	Mitosis, Prophase, Metaphase, Anaphase, Telophase
Meiosis	Meiosis, Gametes, Sperm, Eggs, Crossing Over
Spermatogenesis	Meiosis, Sperm, Flagella
Division	Binary Fusion, Mitosis, Meiosis
Cytokinesis	Cytokinesis, Cleavage, Telophase
Cell Respiration	Cellular Respiration, Mitochondria, Glycolysis, Krebs Cycle, ETC
Respiration Equation	Oxygen, Glucose, ATP, Carbon Dioxide, Water
Photosynthesis	Chloroplast, Chlorophyll, Light Reactions, Dark Reactions
Light Reactions	Light Reactions, Chlorophyll, Light, Water, ETC
Dark Reactions	Hydrogen Shuttle, ATP, Enzymes, Glucose
Photosynthesis Equation	Oxygen, Glucose, Light, Carbon Dioxide, Water
Metabolic Pathways	ATP, Intermediates, Enzymes
Electron TransportChain	ETC, Hydrogen Shuttle, ATP
Enzymes	Enzymes, Inhibitor, Substrate
ATP Cycle	ATP, Cellular Respiration, Fermentation
Monera	Bacteria, Binary Fusion, Cell Wall, Prokaryote, Colonies
Plant Cells	Cell Wall, Cellulose, Starch, Chloroplast, Central Vacuole, Eukaryote
Carbohydrates	Starch, Glucose, Cellulose
Lipids	Lipids, Phospholipids, Steroids, Triglycerides

Combo Name:	Cards Included:
Hormones	Steroids, Proteins, Receptors, Inhibitors
Macromolecules	DNA, Carbohydrates, Proteins, Lipids
Energy Molecules	Glucose, Triglycerides, Starch, ATP
Movement	Taxis, Flagella, Cilia, Pseudopoda
Cytoskeleton	Cytoskeleton, Keratin, Collagen, Actin
Muscle Cells	Actin, Myosin, ATP
Replication	Replication, DNA, Enzymes, Interphase, Chromosomes
Transcription	Transcription, DNA, RNA, Genes
Translation	Translation, RNA, Ribosomes, Proteins
Central Dogma	Replication, Transcription, Translation
Endosymbiont Theory	Mitochondria, Chloroplasts, Bacteria, Organelles
Endomembrane System	Nucleus, Endoplasmic Reticulum, Golgi Apparatus
Development	Zygote, Cleavage, Embryo
Sexual Reproduction	Gametes, Fertilization, Zygote
Energy Intake	Heterotrophs, Autotrophs, Saprophytes
Autotrophs	Autotrophs, Photosynthesis
Heterotrophs	Heterotrophs, Saprophytes, Phagocytosis
Active Transport	Receptors, ATP, Plasma Membrane
Fluid Mosaic Model	Plasma Membrane, Phospholipids, Proteins, Receptors
Deoxyribonucleic Acid	DNA, Genes, Chromosomes, Double Helix
Nucleus	Nucleus, Nucleolus, Chromosomes
Chromosome Structure	DNA, Protein, Chromosomes, Centromere

Card List

Water Light Mitosis Interphase Prophase Metaphase Anaphase Telophase Cytokinesis Centromere Cleavage Meiosis Gametes Sperm Eggs Plasma Membrane Nucleus Nucleolus Chromosomes Mitochondria

Atp

Intermediates Hydrogen Shuttle Cellular Respiration Glucose Oxygen Carbon Dioxide Glycolysis Krebs Cycle

Etc

Ribosomes Cytoskeleton Flagella Cilia Light Reactions Dark Reactions Central Vacuole Fermentation Prokaryote Eukaryote Binary Fission Replication Transcription Translation Endoplasmic Reticulum Golgi Apparatus Heterotroph Autotroph Saprophyte Chloroplast Chlorophyll Photosynthesis

Dna

Rna

Protein Carbohydrates Cell Wall Cellulose Starch Triglycerides Lipids Phospholipids Steroids Hormones Keratin Collagen Actin Myosin Enzymes Substrate Inhibitors Phagocytosis Pseudopodia Taxis Colonies Bac-

teria Fertilization Zygote Embryo Genes Chromosomes Double Helix Cytoplasm Organelles Crossing Over

Game Designers Notes

The main goal was to include most of the organelles and macromolecules found in cells. I pretty much left out Mendelian genetics, it applies only to multicellular organisms. On the other hand, I was compelled to include gametogenesis, and some developmental biology. Certain topics in biochemistry were emphasized including aspects of metabolism and molecular genetics. Examples of cards I considered but did not use include: Alleles, Dominant, Recessive, Homozygous, Heterozygous, Ectoderm, Endoderm, Mesoderm, Neurons, Neurotransmitters, Introns, Exons, Kinetochores, Centrioles, Chromatids, Mutations, Histones, Spontaneous Generation, Darwin, Scientific Method, and others that were veering too far into General Biology, Anatomy & Physiology, and Genetics. One could easily debate the removal and addition of any number of cards. I would have liked to include more, but more than 85 cards starts to push the limits of playability. Future games of this type will delve into evolution, ecology, AP, etc. In the future, some of the material in this game may be removed and be used in similar games specializing in biochemistry and genetics.





Celtic Saga

Introduction

Players take the role of Celtic Warrior Heroes in ancient Ireland. Players compete to make their Hero the most famous of all. The winner will be sung about by bards for generations and his exploits will be written of in the Book of Kells.

Card game for 2-4 players.

Heroes Of Old

Some representative Heroes of the age include: Cu Chulainn, Ferghus mac Roich, and Conall Cernach.

Resources

Leabhar Gabhala... Book of Invasions Dinnshenchas... History of Places Tain Bo Cuailnge... Cattle Raid of Cooley Leabhar na h Uidre... Book of the Dun Cow These are the main Insular (Irish) sources, mostly compiled in the 12th century.

Victory

Players accumulate points in 4 value categories:

1. Blessings- Wives, true love, children, heirs, friendship, peace, home and hearth.
2. Fortune- Gold, Wealth, Riches, Kingship, Nobility.
3. Victory- Enemies defeated in battle.
4. Prophecy- Wisdom, Lore, History, Fate, Doom.

The player with the most points in the most categories at the end of seven cycles wins.

The Deck

Players share a common deck. The deck contains one of each of the cards described in the card list. Note that there are 2 decks. Use one or the other.

There are basically 2 versions of the game: The Ulster Deck and the Fionn Deck.

Types Of Cards

There are 5 types of cards:

1. Allies
2. Weapons
3. Action
4. Boons
5. Foes

Ulster Cycle Card List

Dice

Six sided dice are required.

Tokens

Use tokens to keep track of wounds and other effects.

Setup

Shuffle the deck.

Turn Sequence

The game is played in seven turns or cycles. At the beginning of each Cycle all players roll high on 1D6 to determine initiative order. 3 cards are drawn from the deck for each player.

All of these cards are played face up in the center of the table. In order of initiative each player takes one card. A player may choose to remove a wound token instead of drawing a card.

The cycle is over when there are no cards left. If the player takes an Action card, he puts it into his hand. If the player takes an Ally, Weapon, or Boon card, he places it face up in front of him.

A player automatically controls all cards he takes except for Foe cards. If a player selects a Foe card, he must battle the Foe. Roll 3D6 and add all of the Heroes Fight modifiers to the total.

This is the Fight Total. The fight modifiers are found on the cards. All the cards a player controls contribute.

The Hero subtracts one from his total for every wound token he has. Next roll 4D6. This is the Foe total. If the Foe total is greater than the Fight total, the Foe card is discarded and the Hero gets one wound token.

If the Fight total is equal or greater, the Hero wins the battle and takes the defeated Foe card. The defeated Foe card is placed with the rest of the heroes cards. Action cards may be played immediately or whenever it is appropriate.

Discarded cards go into a discard pile. When fighting player may only gain the benefit of one version of a weapon. For example he can use a spear and a chariot, but not 2 spears.

Boons that adversely affect an opponent are added to that players cards.

Card Name:	Type:	Value:
Cattle Raid	Foe	Fortune +1
Bull of Cooley	Foe	Fortune +1
Great Strength	Boon	Fight +1
King Conchobar	Ally	Fortune +1
Men of Ulster	Ally	Fight +1
Kings Chariot	Weapon	Fight +1
Hospitality	Boon	Blessing +1
Amergin the Sage	Ally	Prophecy +1
Fergus the Warrior	Ally	Fight +1
100 Warriors	Foe	Victory +1
Prowess	Boon	Fight +1
The Six Womanly Gifts	Boon	Blessing +1
Fierce Blow	Action	Discard for Fight +2
Morann the Judge	Ally	Prophecy +1
Torc of Judgement	Boon	Prophecy +1
Gae Bolga the Magic Spear	Weapon	Fight +1
Tutored by Scathach	Boon	Fight +1
Feats of Valor	Foe	Victory +1
Emer the Fair	Ally	Blessing +1
Provisions	Action	Fortune +1
Animal Sacrifice	Boon	Prophecy +1
Funerary Rites	Boon	Prophecy +1
Culann the Smith	Ally	Fortune +1
Fast for one year	Boon	Prophecy +1
Marriage	Boon	Blessing +1
Childbirth	Boon	Blessing +1
Sencha the Poet	Ally	Prophecy +1
Hound of Ulster	Foe	Victory +1
Cathbad the Druid	Ally	Prophecy +1
Omens	Boon	Prophecy +1
Jubair the Charioteer	Ally	Fight +1
Armory	Action	Discard for Fight +2
Hostile Fort	Foe	Victory +1
Boasts & Challenges	Action	Discard for Fight +2
Disguise	Action	Discard for Fight +2
Gaulish Chieftan	Foe	Victory +1
Carts of Gold & Silver	Boon	Fortune +1
Dowry	Boon	Fortune +1
Sickle Chariot	Weapon	Fight +1
Cladcholg the Magic Sword	Weapon	Fight +1
Ogma the God of Eloquence	Ally	Blessing +1
Divination	Boon	Prophecy +1
Thrown Rock	Action	Discard for Fight +2
Medb, Queen of Connacht	Foe	Fortune +1
Ferdia, the Warrior Traitor	Foe	Victory +1
Transformation	Action	Discard to discard target Ally
Shapeshifter	Foe	Victory +1
Curse of Weakness	Boon	Opponent is Fight -1
Destroy Crops	Boon	Opponent is Fortune -1
Macha the War Goddess	Ally	Fight +1

Card Name:	Type:	Value:
War Trophies	Foe	Fortune +1
Heads of your Enemies	Foe	Victory +1
Venemous the Magic Spear	Weapon	Fight +1
CannotbeFelledbySwordorSpear	Boon	Fight +1
Brigid, Goddess of Healing	Action	Discard to remove all wounds
Festival of Imbolic	Boon	Blessing +1
Three sons of Nechta Scene	Foe	Victory +1
Expedition	Foe	Fortune +1
Oath	Boon	Prophecy +1
Tricks	Action	Discard for Fight +2
Speak in Riddles	Boon	Prophecy +1
Standing Stone Inscription	Boon	Prophecy +1
Fair Maidens	Ally	Blessing +1
Turned into Swans	Action	Discard to discard target Ally
Heir	Ally	Blessing +1
Ritual Feasting	Boon	Blessing +1
Tara Brooch	Boon	Fortune +1
Courage	Boon	Fight +1
Games of Hurley and Fidchell	Boon	Blessing +1
Fianna Warrior Band	Ally	Fight +1
Pictish Tribes	Foe	Victory +1
Gaesatae, Naked Warriors	Ally	Fight +1
Taunts & Insults	Action	Discard for Fight +2
Berserker Frenzy	Action	Discard for Fight +2
Geas	Boon	Opponent is Victory -1
Kinship & Fealty	Boon	Fortune +1
Forbidden Words	Boon	Opponent is Prophecy -1
Sacred Trinity	Boon	Prophecy +1
Magicians	Foe	Victory +1
Incantation of Truth	Boon	Prophecy +1
Vision of the New High King	Boon	Prophecy +1
Epona the Horse Goddess	Action	Discard for Fight +2
Bull Cult	Boon	Prophecy +1
King Ailill	Ally	Fortune +1
The White Horned Bull	Boon	Fortune +1
Bricriu the Mischief Maker	Boon	Prophecy +1
Supernatural Origin	Boon	Fight +1
Metamorphosis	Action	Discard to discard target Ally
Flidais the Nature Goddess	Ally	Fortune +1
Tall as a Giant	Boon	Fight +1
Elopement of Deirdre & Naoise	Boon	Prophecy +1
Fair Fionnchaomh	Ally	Blessing +1
Feast of Bricriu	Boon	Prophecy +1
Great Serpent	Foe	Victory +1
Incest	Boon	Prophecy +1
Two Foals are Born	Boon	Prophecy +1
Take up Arms at an early Age	Boon	Initiative +1
Visor of Manannan the Sea God	Weapon	Fight +1
Spell of Invisibility	Action	Discard for Fight +2
Power over Animals	Boon	Fortune +1
Champions Portion	Boon	Fortune +1
Portents	Boon	Prophecy +1
Washer at the Ford	Boon	Prophecy +1

Card Name:	Type:	Value:
Spear of Vulcan	Weapon	Fight +1
Badbh the Divine Destroyer	Ally	Victory +1
Red Branch Knights	Ally	Fight +1
Shrieking Shield	Boon	Prophecy +1
Brainball	Action	Discard for Fight +2
Run with Superhuman Speed	Boon	Fight +1
Fair Finnebair	Ally	Blessing +1
Revenge Killing	Foe	Victory +1
Battle Furies	Ally	Fight +1
Morrigan the Phantom Queen	Foe	Victory +1
Death Crow	Boon	Prophecy +1
Harbinger of Death	Boon	Prophecy +1
Visit the Otherworld	Boon	Prophecy +1
Warriors of Connacht	Foe	Victory +1
Treachery	Foe	Victory +1

Book Of Invasions & Fionn Cycle Card List

CARD NAME:	TYPE	VALUE
Lugh the Shinning One	Ally	Fight +1
Spear of Lugh	Weapon	Fight +1
Sword of Nuadu	Weapon	Fight +1
Cauldron of Daghdha	Boon	Fortune +1
Stone of Fal	Boon	Prophecy +1
Tuatha De the Divine Race	Ally	Fight +1
Gaels	Ally	Fight +1
Partholon	Ally	Fight +1
Eriu the Goddess of Sovereignty	Ally	Fortune +1
Daghdha, the Father God	Ally	Fight +1
Club of Daghdha	Weapon	Fight +1
Goibhniu the Smith	Ally	Fortune +1
Luchta the Wright	Ally	Fortune +1
Creidhne the Metalworker	Ally	Fortune +1
Ale of Immortality	Boon	Blessing +1
Dian Cecht God of Healing	Action	Discard to remove all wounds
Silver Arm	Weapon	Fortune +1
Cloak of Manannan	Boon	Fight +1
Fragarach the Magic sword	Weapon	Fight +1
Magic Boat	Boon	Fortune +1
Magic Horse	Boon	Fight +1
Magic Pigs	Boon	Fortune +1
Weather Magic	Action	Discard for Fight +2
Sorcerer	Foe	Victory +1
Balor of the Baleful Eye	Foe	Victory +1
Fairy Mound	Boon	Prophecy +1
Salmon of Knowledge	Boon	Prophecy +1
Fir Bholg	Foe	Victory +1
Gaze of Death	Foe	Victory +1
Fomorian Farmers	Ally	Fortune +1
Fort of Dun Aonghusa	Foe	Victory +1

CARD NAME:	TYPE	VALUE
Blight	Boon	Opponent is Fortune -1
Fomorians	Foe	Victory +1
Golden goblet	Boon	Prophecy +1
Marriage to the Land	Boon	Fortune +1
Union with Medb	Ally	Blessing +1
Tests of Kingship	Foe	Victory +1
Betrayal	Foe	Victory +1
Sacred Rules of Conduct	Boon	Prophecy +1
Tarbhfhess, the Bull Sleep	Boon	Prophecy +1
The Black Druid	Foe	Victory +1
Sava the Fair	Ally	Blessing +1
Finnegas the Bard	Ally	Prophecy +1
Aillen the Malicious Goblin	Foe	Victory +1
Festival of Samhain	Boon	Blessing +1
Hunt Enchanted Animals	Foe	Victory +1
Leaping the Boyne	Foe	Victory +1
Gift of Prophecy	Boon	Prophecy +1
Love Triangle	Boon	Prophecy +1
Niav of the Golden Hair	Ally	Blessing +1
Bewitched	Boon	Opponent is Blessing -1
Tale of Jealousy	Boon	Prophecy +1
Amhairghin the Seer	Ally	Prophecy +1
Midhir, Lord of the Sidh	Ally	Fortune +1
Etain the Fair	Ally	Blessing +1
Warning	Action	Discard for Fight +2
Magical Wind	Boon	Prophecy +1
Oenghus, the God of Love	Ally	Blessing +1
Reborn	Boon	Prophecy +1
Gods Intervene	Action	Discard for Fight +2
Royal Court of Tara	Ally	Fortune +1
Boar of Boann Ghulban	Foe	Victory +1
Manly Honor	Boon	Victory +1
Sleep Spell	Action	Discard for Fight +2
Shape-changing Powers	Boon	Fight +1
Divine Youth	Boon	Blessing +1
Wanderings	Foe	Victory +1
Sharvan the Giant	Foe	Victory +1
Cause the Sun to stand still	Boon	Initiative +1
Tree of Immortality	Boon	Blessing +1

Game Designers Notes

Another deck based on Welsh myths should be forthcoming. Also expect additional cards for all decks.





Celtic Skirmish

Introduction

Board & card game for 2 players. Minor Battle between two Celtic War Bands. Abstract skirmish level combat.

Each figure represents a single man (unit).

Terrain Features

Terrain:	Notes:
Clear	No Effect
Rough	Chariots may not enter or Cross
Broken	Chariots may not enter or Cross; All units must stop upon Entering
Elevation	This Unit may use Elevation cards.
Depression	Other Units may use Elevation Cards against this Unit
Trees	Missile attacks may not be made through this Space
Water	Units may not enter this space

The Men

Use chits or miniatures to represent men. There are 3 types of men: Chieftains, Champions, & Warriors

Unit Table

#	Type	Hits	Elite
1	Chieftain	3	Yes
4	Champion	2	Yes
8	Warrior	1	No

Number of that type of man you start the game with.

Hits Number of Hits that type of unit has. Elite units have Armor and Ride Chariots.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Fate Phase
2. Maneuver Phase
3. Battle Phase

Victory

You win if you kill the opposing Chieftain.

The Map

Use an 8x8 chessboard or grid of larger size. Include Terrain Features to Taste.

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one man in any direction, you have the option of moving one or more men forward the indicated number of spaces using a single move card.

Chariot Units can be moved up twice per turn.

Battle Phase

Play (discard) an Attack card to have a man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Attacks do one Hit of damage to the target.

Use Chits or coins to record damage. A man reduced to Zero Hits is killed and removed from the board. Your opponent may play Defense cards to negate your attack.

Card List Notation

M Movement
A Attack

D Defense
K as a Knight would move in Chess
Type Purpose of card

Card List

Card Name:	#	Type	Range	Notes:
Iron Sword	2	A	1	Orthogonal; Elite
Long Sword	2	A	1	Diagonal; Elite
Individual Prowess	1	A	1	Orthogonal; Draw 1 Card
Heroic Feat	1	A	1	Diagonal; Draw 1 Card
Brave Warrior	1	A	1	Diagonal
Strong Warrior	1	A	1	Orthogonal
Berserker Rage	1	A	1	Opponent Discards 1 Card
Tall Warrior	1	A	1	-
Overrun	1	A	1	Then Move Forward = 1
Long Spear	2	A	2	Orthogonal
Lancea	2	A	2	Diagonal
Throwing Spears	2	A	3	Orthogonal
Gaesum	2	A	K	-
Javelins	2	A	3	Diagonal
Fierce Onslaught	1	M	1	Then Attack = 1
Charge	1	M	2	Then Attack = 1
Strike from Above	1	A	1	Elevation Only
Throw from Height	1	A	4	Elevation Only
Battle Chariot	3	M	5	Elite
Carpentum	4	M	4	Elite
Maneuver	4	M	K	-
Very Fast	4	M	3	-
Fast	5	M	2	-
Walk	6	M	1	-
Naked Warriors	2	M	2	Non-Elite
Bronze Helmet	1	D	-	Elite
Mail Shirt	1	D	-	Elite
Leather Armor	1	D	-	Elite
Charioteer	1	D	-	Elite; And Move = 3
Large Shield	1	D	-	-
Wooden Shield	1	D	-	-
Height Advantage	1	D	-	Elevation Only
War Cries	1	X	-	Draw 1 Card; Opponent discard 1 Card
Clash Weapons	1	X	-	Draw 1 Card; Opponent discard 1 Card
Carnyx War Horns	1	X	-	Draw 1 Card; Opponent discard 1 Card
Fearsome Visage	1	X	-	Draw 1 Card; Opponent discard 1 Card
Insults	1	X	-	Move Opposing Unit Forward 3 Spaces
Challenge	1	X	-	Move Opposing Unit Forward 3 Spaces
Omens	1	X	-	Draw 2 Cards
Battle Songs	1	X	-	Draw 2 Cards
Boasts	1	X	-	Draw 2 Cards

Links

[Celtic Warriors Re-enactors](#)

Cardset & Pieces Available

[Thanks Ron!!! Click Here](#)





Celtic Warbands

Introduction

Card game for 2 players. Theme: Continental Celtic Intertribal Warfare circa Fifth Century BC. Poker type mechanics.

Victory

The first player to win 5 turns wins the battle.

The Deck

Players share a common deck. The deck has 3 copies of each card in the card list.

Background

Each player controls a band of rival Celtic Warriors. Each game represents a battle between these opposed Tribes. Each hand represents a Champion: His weapons, traits, etc.

Each turn represents a duel between 2 Champions. The winner of the turn takes the severed head of the losing Champion.

Card Suites

There are 5 Suites:

1. Traits
2. Weapons
3. Armor
4. Costume
5. Boons

Ratings

Each card has a rating from 1 to 5. Higher numbers are better.

Setup

Shuffle the deck. The Fiercest player goes first.

Card List

Card Name:	Type	Rating
Tall	T	1
Strong	T	2
Brave	T	3
Large Shield	A	1
Bronze Helmet	A	2

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Destiny Phase
2. Fate Phase
3. Fight Phase

Destiny Phase

Each player is dealt 10 cards. If the deck ever runs out, shuffle the discard and draw from it.

Fate Phase

Players may discard up to 5 cards and draw replacements.

Fight Phase

Players reveal their hands. Determine the Total Rating of each hand. To get the Total Rating, add together the Ratings of the individual cards plus Special Bonus Ratings, but not those of excluded cards.

The higher Total Rating wins the Turn.

Special Bonus Ratings & Excluded Cards

If you have all 3 different cards in a suite get a +3 Suite Bonus to your Total Rating (TR). If you have 2 copies of the same card in your hand one copy is excluded. If you have all 3 copies of a card in your hand get a +5 Card Bonus to your TR.

If you have 2 different cards from each of the 5 Suites in your hand get a +7 Flush Bonus to your TR.

Card List Notation

- T** Traits
W Weapons
A Armor
C Costume
B Boons

Card Name:	Type	Rating
Iron Sword	W	3
Woad Dye	C	1
Golden Torc	C	2
Chariot	C	3
Bards Song	B	1

Card Name:	Type	Rating
Mail Shirt	A	3
Throwing Spear	W	1
Long Spear	W	2

Card Name:	Type	Rating
Druids Omen	B	2
Heroes Fate	B	3

Game Play Notes

During play players should fully indulge in War cries, shouting Insults, singing Battle Songs, making Boasts, smashing their Swords against their Shields and blowing on War Horns... While drunk of course. Proper attire includes blue body paint and bleached spiky hair.

Links

[History Warfare Celtic Well](#)

Cardset Available

Thanks Ron! [Click Here](#) For bigger cards [click Here](#). Thanks Albert! Awesome cardset in Spanish & English:

[Click Here](#) Thanks Felisan!

Betting Variant

New Turn Sequence:

- 1. Ante Phase (2 Tokens minimum)
- 2. Destiny Phase
- 3. First Round Bets (Stand, Raise, Match, Fold)
- 4. Fate Phase
- 5. Second Round Bets (Stand, Raise, Match, Fold)
- 6. Fight Phase
- 7. Vae Victus Phase (Winner takes pot)

The player with the most Tokens in the most Categories at the end of 7 turns wins. Token Categories include: Gold, Captives, Heads, Cattle Each player starts with 10 Tokens in each Category.





Ceylon

Introduction

Card game for 2-4+ players. Players are merchants during the Colonial Era shipping goods from the British Ceylon.

Victory

The first player to accumulate 100+ points is the winner.

The Deck

Players share a common deck.

Record Keeping

Players will need pen and pencil to keep track of: Their running total of Points. How many Plantations they have and of what types. How many Officials they Control.

Setup

Each player is dealt a hand of 7 cards. The player who won the last game goes first.

Turn Sequence

Players take turns. Each turn has 7 Phases:

1. Draw Phase
2. Trade Phase
3. Pirate Phase
4. Storm Phase
5. Build Phase
6. Ship Phase
7. End Phase

Draw Phase

Draw 2 cards and put them in your hand. If the deck ever runs out, shuffle the discard and draw from it. You may discard a Clipper card to draw 2 extra cards from the deck.

X	Tea	Cinn	Rubber	Sugar	Coffee	Indigo
1	1	2	3	4	5	6
2	3	4	5	6	7	8
3	6	8	9	10	12	14
4	10	12	14	16	18	20

You may use 1 Plantation card as a goods card for every plantation you own that is of the same type as the goods cards in the Meld. Record the points scored and discard the Meld. Immediately draw 3 cards if you

Trade Phase

You may trade cards with other players. You declare when this phase ends, not to exceed 3 minutes.

Peril Phase

You may skip this phase. You may discard 1 Pirate Card to steal 1 Random card from an opponents hand. This is called a Pirate Attack.

The opponent may discard 1 Wind card to negate you pirate attack. You may discard 3 Pirate cards to steal a target players entire hand. This is called a Pirate Fleet Attack.

Any combination of players may discard a total of 2 Clippers to negate a Pirate Fleet attack.

Storm Phase

You may discard 2 Wind cards to cause a Monsoon. A Monsoon causes all other players to discard 1 random card each. You may discard 3 Wind cards to cause a Typhoon.

A Typhoon causes all players to discard their entire hand.

Build Phase

You may discard 2 Plantation cards and 2 Goods cards of the same type to build a Plantation that produces that type of good. Record this on your record sheet. You may discard 2 Port cards to gain 1 Official.

Record this on your record sheet.

Ship Phase

You may play 1 Shipping Meld. A Shipping meld consists of: 1 Clipper card 1 Port card X Goods cards of the same type. Score Points according to the value of X:

X	Tea	Cinn	Rubber	Sugar	Coffee	Indigo
5	15	17	20	23	25	27
6	21	24	27	30	33	36
7	28	32	35	39	42	45
8	36	40	44	48	52	56

made a Shipping Meld.

End Phase

Max hand size is 7 cards. Discard excess cards. If you have the most Officials your max hand size is 8. If

you have the least Officials in a 3+ player game, your hand size is 6 cards.

Card List

Name:	#	Notes:
Clipper	10	-
Port	10	-
Tea	10	Goods
Cinnamon	9	Goods
Rubber	8	Goods
Sugar	7	Goods

Name:	#	Notes:
Coffee	6	Goods
Indigo	5	Goods
Plantation	8	-
Winds	10	-
Pirates	8	-

Links

Images





Chain Home

Chain Home

by mike marinos mikemarininos@yahoo.com

The game combines successful use of radar and RAF fighter resources to intercept German air fleets during the Summer of 1940

Game Length Game lasts 15 moves.

Map

The map of England is divided into the 4 main sectors used during the Battle of Britain.

Raf Fighters

1. Allocate by filling in the circles 20 fighters between each sector and divide each sector between planes ready for Scramble and Reserve.
2. Scramble Aircraft can be committed at any time and before positive radar contact.
3. Reserve aircraft can be committed to another sector and can't participate in combat until they arrive at the sector. Reserve aircraft can only be committed to combat in a sector only on positive Radar contact.
4. Reserve aircraft take 4 moves to move from sector to sector.
5. Scramble aircraft will intercept within the sector
6. RAF planes do not need to be on the ground at the end of play.
7. RAF planes must be at the right height to intercept

Fighter Flight Duration

Planes can stay in the air for 6 moves. Planes can be rearmed and refuelled in 2 moves

German Aircraft

Allocate 24 aircraft to the 4 directions of attack

D6	Result
1-3	0 planes but 1 bomber unserviceable for one move
4-5	1 plane
6	2 plane

German Defense for each combat contact

D6	Result
1-2	planes but 1 aircraft unserviceable for 1 campaign move

Altitude

There are 3 levels of altitude It cost 1 movement point to go up one level.

Setting Up Chain Home

Efficiency is deducted from die roll increasing the chance of a radar intercept Allocate 5 efficiency points between the radar sites. Record the number in the Efficiency Box. Efficiency points do not need to be allocated

Roll and deduct efficiency points

- 1 height
- 2 number
- 3 nothing
- 4 nothing
- 5 nothing
- 6 nothing

Height

Roll 1d6

D6	Level
1-2	level 1
3-4	level 2
5-6	level 3

Roll 1 d6 = number of bombers

D6	Bombers
1-2	4
4-5	5
6	6

On first contact roll 1d6

- 6 feint - NOTHING THERE SUCKER reallocate quick!
Dogfight for each combat contact Dogfight can last 2 moves then contact must be broken. Roll 1 d6 for each attacking fighter

Bombing

When German bombers reach the RAF roundel roll 1d6 and mark of Sector damage
If bombers not intercepted

D6	Result
1-3	3 sector damage points
4-5	2 sector damage points
6	1 sector damage points

Bombers intercepted for 1 move before roundel

D6	Result
1-3	2 sector damage points
4-5	1 sector damage points
6	0 sector damage points

D6	Result
2-6	plane

Bombers intercepted for 2 moves before roundel

D6	Result
1-4	1 sector damage points
5-6	0 sector damage points

Designer Notes

I wanted a solo game that relied on allocating resources and then managing the resources and calculated guess rather than the straight roll of the dice. Everything based on D6. With the die = fog of war, technological uncertainty.





Chakras

Introduction

Card game for 2-4 players.

Victory

When the game ends, the player with the most Chakra points wins.

Game End

The game ends as soon as 7 total combos have been made. Each time a combo is made place a Lotus petal on the table. When there are 7 Lotus petals in place the game ends.

The Deck

Players share a common deck. All cards are numbered 1-7. These refer to the 7 Chakras. There are also 7 Suites.

Each Chakra has 1 card that belongs to 1 of the 7 Suites. The deck has 49 total cards.

Setup

Deal 7 cards to each player. Players keep their cards face up on the table in front of them. A players cards are called his Aura cards.

Deal another 7 face-up cards to the center of the table. These cards are called the Cosmic cards. The most Enlightened player goes first.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Cosmic Phase
2. Transcendence Phase
3. Alignment Phase

Cosmic Phase

Flip the top card of the Deck onto the center of the table. It becomes a Cosmic card. If there are no cards left in the deck, shuffle the Cosmic cards into The Deck and deal out 7 new Cosmic cards.

Transcendence Phase

Take any 1 Cosmic card and add it to your hand. Take any 1 of your Aura cards and place it in The middle of the table where it becomes a Cosmic card. This action is called a Transference.

A player should always have 7 cards at the end of the phase.

Alignment Phase

Check to see if you have a Combo. If not your turn ends. If you have a combo gain Chakra points according to the type of combo.

When you make a combo shuffle the combo cards and all the Cosmic Cards into the deck and deal out 7 new Cosmic cards to the table and 7 new cards to the player who just made the combo. If a Combo is made place a Lotus petal on the table.

Combos

There are 5 types of Combos:

Combo	CP	Notes:
Earth Star	3	All Different Suites - 3 of one Chakra and 4 of another
Navel	3	7 Chakras - 3 of one Suite and 4 of another Suite
Causal	7	7 Chakras - All Different Suites
Soul Star	7	7 Chakras - All the Same Suite
Stellar Gateway	7	1 Chakra - All Different Suites

CP Chakra Points

Transcendence Rule

You may do a Transfer with an aura card in an opponents hand (instead of a Cosmic card), but Only if it results in you getting a Combo this turn.

Chakra Deck Card List Notation

- P** Position
- G** Gland
- E** Element
- A** Action
- C** Color
- D** Deity
- Q** Quality

Chakra Deck Card List

Card Name:	Chakra	Suite
Root	1	P
Sacral	2	P
Solar Plexus	3	P
Heart	4	P
Throat	5	P
Third Eye	6	P
Crown	7	P
Gonads	1	G
Adrenals	2	G
Pancreas	3	G
Thymus	4	G
Thyroid	5	G
Pituitary	6	G
Pineal	7	G
Earth	1	E
Water	2	E
Fire	3	E
Air	4	E
Space	5	E
Time	6	E
Soul	7	E
Stabilizing	1	A
Purifying	2	A
Transforming	3	A
Healing	4	A

Card Name:	Chakra	Suite
Transmitting	5	A
Understanding	6	A
Transcending	7	A
Red	1	C
Orange	2	C
Yellow	3	C
Green	4	C
Blue	5	C
Indigo	6	C
Violet	7	C
Brahma	1	D
Vishnu	2	D
Rudra	3	D
Isha	4	D
Sadasiva	5	D
Shakti	6	D
Shiva	7	D
Life Force	1	Q
Creativity	2	Q
Wisdom	3	Q
Love	4	Q
Inspiration	5	Q
Intuition	6	Q
Enlightenment	7	Q





Challenge Of The Superfriends

Introduction

2 player card game. One player controls the Superfriends (Justice League) The other player controls the Legion of Doom. Based on the 1978 Season #3 Cartoon Show.

Disclaimer

"Super Friends" is a copyrighted, licensed, trademarked property. This is merely a fan site.

Victory

The first player to accumulate 7 Victory Tokens wins.

The Decks

Each player controls a unique deck.

Turn Sequence

Each turn has 6 phases: Draw Phase Help Phase Powers Phase Plot Phase Fight Phase Escape Phase

Draw Phase

Each player fills their hand to 10 cards by drawing from their own deck. If a deck runs out, shuffle the discard & draw from it.

Superfriends Deck Card List

Card Name:	Type	Power	Notes:
Robin	C	5	Batman
Utility Belt	C	6	Batman
Bat Rocket	C	4	Batman
Super Intelligence	C	7	Batman
Magic Lasso	C	6	Wonder Woman
Telepathic Control	C	7	Wonder Woman
Invisible Jet	C	5	Wonder Woman
Bracers	C	4	Wonder Woman
Vortex	C	5	Flash
Super Speed	C	7	Flash
Vibrate Molecules	C	6	Flash
Ring of Power	C	7	Green Lantern
Energy Blast	C	6	Green Lantern

Help Phase

Players may discard up to 5 cards & draw replacements.

Powers Phase

Players put Characters from their hand into play. Characters in Play are face up in front of their owner. You may play only one version of a single Character.

For Example: You can only play 1 Superman card, not 2.

Plot Phase

Players put plot cards from their hands into play. You may have up to 3 plot cards in play.

Fight Phase

Each player adds up the power value of all his cards in play. The player with the highest value wins the Fight. The Winner gets a Victory Token.

Escape Phase

All cards in play must be discarded. Maximum hand size is 2 cards. Excess cards must be discarded.

Deck Card List Notation

C Character (Hero or Villain)

P Plot

Card Name:	Type	Power	Notes:
Force Field	C	5	Green Lantern
Super Strength	C	7	Superman
Invulnerable	C	6	Superman
X-Ray Vision	C	4	Superman
Heat Vision	C	5	Superman
Sea Creatures	C	5	Aquaman
Giant Size	C	5	Chief Apache
Lightning Bolt	C	6	Black Vulcan
Lightning Cage	C	5	Black Vulcan
Invisibility	C	6	Samurai
Whirlwind	C	5	Samurai
Flying	P	3	
Hall of Justice	P	4	
Sidekicks	P	5	
Justice League Computer	P	6	Draw an extra card
Time Travel	P	7	

Legion Of Doom Deck Card List

Card Name:	Type	Power	Notes:
Power Ring	C	7	Sinestro
Mind Control	C	6	Sinestro
Force Cage	C	5	Sinestro
Deadly Toys	C	5	Toyman
Giant Toys	C	6	Toyman
Fearless	C	6	Solomon Grundy
Great Stamina	C	5	Solomon Grundy
Black Crows	C	5	Scarecrow
Psychology of Fear	C	6	Scarecrow
Inventions	C	7	Lex Luthor
Leadership	C	5	Lex Luthor
Cameras Everywhere	C	6	Lex Luthor
Super Genius	C	7	Brainiac
Research	C	6	Brainiac
Hypnosis Ray	C	5	Brainiac
Increase Size & Mass	C	5	Giganta
Sea Pirate	C	4	Black Manta
Ice Ray	C	5	Captain Cold
Gorilla Tactics	C	6	Grodd
Animal Strength	C	4	Grodd
Traps & Tricks	C	6	Riddler
Riddle Me This	C	4	Riddler
Agility	C	4	Cheetah
Speed	C	5	Cheetah
Color Yellow	P	1	Discard Green Lantern card
Kryptonite	P	2	Discard Superman card
Giant Size Formula	L	6	
Android Imposters	L	5	
Steal Weapons of Justice	L	3	
Liquid Light	L	4	

Card Name:	Type	Power	Notes:
Time Conveyor	L	7	
Hall of Doom	L	4	Draw an extra card
Monolith of Evil	L	7	
Shrink Ray	L	5	
Giant Laser	L	6	
Holograms	L	3	





Champion Chess

Introduction

Two player card game with a chess theme. One player is the Black player, the other is the white player.

The Decks

Each player has his own deck. The Black deck and the White deck. The decks have 52 cards each.

Both decks are identical. There are 2 types of cards: Noble cards and Aid Cards. A players deck is also referred to as a Battle Deck.

Noble and Aid cards are mixed together in the deck. During play a player will accumulate two types of Discard Piles: The Reserve Pile, and the Defeated Pile. Discard piles are face up.

Object

Capture your opponents King.

Turn Sequence

Turns are simultaneous for both players. Draw Phase Champion Phase Aid Phase Revelation Phase Calculations Phase Resolution Phase Fate Phase End Phase

Draw Phase

Both players fill their hands to 7 cards from their own Battle decks. If your Battle deck is empty, shuffle your Reserve pile. This becomes your new Battle Deck.

Champion Phase

Each player places one Noble card from their hand down, face-up. The card so played is the Champion card. The two opposed Champions will now fight each other.

This fight is also called a Challenge. If a player has no Noble cards, he must discard his entire hand into his reserve pile and draw 7 new cards. He must first show his hand to prove he has no Noble cards.

Noble Card List

Aid Phase

Each player may play 0-6 Aid cards from their hand onto their champion, face-down. A champion may only use one Aid card of each type. For instance, the champion cannot use 2 swords, or ride 2 steeds.

The exception to this is the Pawn card. Multiple Pawn cards may be used.

Revelation Phase

All Aid cards are flipped over face-up.

Calculations Phase

Every card has a numerical value in three categories. The categories are: Movement, Attack, and Defense. Add up the totals in each category for each Champion.

For example a Knight Champion with a Sword and 2 Pawns would have scores of: Movement = 8, Attack = 18, Defense = 10

Resolution Phase

Compare the totals in each category for the two opposing Champions. A Champion with higher scores in all three categories wins the Challenge. A Champion with higher scores in two categories wins the Challenge.

If they are tied in two categories, the Champion with the higher score in the third category wins the Challenge. If they tie in all categories, both Champions lose. If they tie in one category, and each Champion is superior in one of the remaining categories, then both Champions lose.

Fate Phase

All Aid cards used this turn are put into their players Defeated Piles. Winning champions are placed in their players Reserve Pile. Losing (Captured) champions are placed into their players Defeated Pile.

If you lose your King, you lose the game.

End Phase

Players may discard none, some, or all of the cards in their hands into their reserve pile.

Type	#	Move	Attack	Defend
King	1	2	2	10
Queen	1	10	10	2
Bishop	4	8	6	4

Type	#	Move	Attack	Defend
Rook	4	6	4	8
Knight	4	4	8	6

The number of these cards in the deck.

Aid Card List

Type	#	Move	Attack	Defend
Pawn	8	2	2	2
Steed	5	6	0	0
Armor	5	0	0	6
Sword	5	0	6	0

Type	#	Move	Attack	Defend
Feint	5	3	0	3
Shield	5	0	3	3
Magic	5	3	3	0

Optional Rule: Castling

The First time you are forced to play your king, you may replace him with a Rook from your Battle Deck, if you have one in there.

Game Designers Notes

The game came to me in a flash, but the name didn't. Other prototype names included: Drawchess, Studchess, Chessdeck and The Blacks & the Whites.





Champion Fantasy Fight Club

by Zaks

Introduction

4 Player variant of the basic game. Combat between 3-4 opposing fantasy warbands. Game progresses in 2 stages: Recruit Stage Battle Stage

The Decks

There are 5 Decks: Warrior Deck (include standard Warriors and Champions).

- Weapon Deck
- Armor Deck
- Spell Deck
- Fight Deck

Damage

Use tokens to keep track of hits, ammo, and spell effects. Six sided dice are needed.

Recruit Stage

Players create their Warband:

Take the Champion cards out of the Warrior deck; shuffle both decks. Each player is dealt 5 Warriors and 1 Champion. You can replace any one Warrior with the next card on the Warrior deck. Each player is dealt half of the Weapon deck.

Each player is dealt half of the Armor deck. Lay out your warriors on the table in front of you face in one or two groups; each group can have up in 2 rows. The Rows are the front row and the back row.

There must be at least as many or more warriors in the first row as the second. Assign weapon and armor cards to your warriors. Assigned equipment cards are placed face up partially under the warrior.

A warrior can have one shield and one helmet. A warrior can have a Full suit of armor or one or more Partial armor cards. A warrior can carry several weapons but can only use one per turn.

Each unit that has spells draws that number of spell cards from the spell deck. Spell cards are placed under the warrior face down. Warriors using 2 handed weapons may carry shields but do not benefit from them.

Battle Stage

The opposing warbands fight. Each turn has 4 phases:

- Draw Phase Tactics Phase Move Phase
Attack Phase

Draw Phase

Discard some or all unused Fight cards from last turn. Each player fills their hand to 7 cards from the Fight Deck. If the deck runs out shuffle the discard and draw from it.

Tactics Phase

Make sure the warriors in your front row equal or outnumber your back row. Warriors can freely be moved from one row to the other this phase. Designate which of his weapons each of your warriors is using this turn.

The weapon of choice is placed on top of his stack of equipment. Some spells are used in this phase.

Move Phase

In this phase you can

- Split your group in two groups (if you have just one group in play): no cards are needed to split.
- Combine two groups in one: you must play a Move card or discard 2 Fight cards to combine your groups into one.
- Play a Terrain card on any group: the selected group won't be able to attack in the next Attack Phase (you can play also a Terrain card on a group owned by another player)
- Play a Move card or discard 2 Fight cards to remove a Terrain on a group of yours
- Play a Move card or discard 3 Fight cards to remove a Terrain on any group.

Attack Phase

The active player designate his attacking groups and the targets. The other two players (not the target obviously) can send one or more groups in support to the attacker or to the defender. When two or more groups collaborate the resulting front row is composed of all the single front rows of each group (the same apply to the back row). Warriors with ranged weapons attack first. Warriors with ranged weapons with higher range scores attack before ones with lower scores.

Warriors with ranged weapons can attack from the front or back row. Warriors may either attack warriors in the opponents front row or roll 1D6:

D6	Result
1-3	Attack target in front row
4-5	Hesitate: Do not attack
6	Attack target in back row

For each ranged attack roll 1D6. On a roll of 4-6 the attack hits. Add the attackers skill, subtract the targets dodge roll and add the attack modifier of the terrain (if any) where the defender is placed. Subtract 1 if the attacker is attacking from the back rating.

If the defender is hit but has a shield roll 1D6. If the roll is within the shields blocking range the attack is blocked. Thrown weapons do not have to be used in ranged attacks, they may be used for HTH instead.

Note that thrown weapons have limited ammo if they are used in ranged combat. Many Spells have ranges and so are played at the same time as ranged attacks. A spell is discarded after it is played. A spell-caster can only cast one spell per turn.

D6	Result
1-3	The warrior with the greater speed attacks first
4-6	The warrior with the weapon with longer reach attacks first

For each HTH attack roll 1D6. On a roll of 4-6 the attack hits. Add the attackers skill and subtract the targets dodge rating and weapon parry value. If the defender is hit but has a shield roll 1D6.

If the roll is within the shields blocking range the attack is blocked. If an attack hits roll 1D6. Add the

Next warriors in the front row with HTH (Hand-to-hand) weapons may attack targets in the opponents front row. Warriors that have the Backstab ability may roll 1D6:

D6	Result
1-4	Do not attack this turn
5-6	Attack a target in the opponents back row

Opposing Warriors pair up. The warrior with the highest speed rating picks his opponent first and so on until all Warriors in the front rows have picked, or have been picked. If one side has more warriors they may double up on enemy warriors. For each pairing roll 1D6:

warriors damage bonuses and subtract the opponents armor bonuses.

If the result is positive, the target warrior loses that many hits. If a warrior is reduced to 0 or less hits it is killed.

Warrior Deck Card List

Name	Race	Dam	Speed	Skill	Dodge	Hits	Spells	Notes
Ogre	H	+4	-2	-	-2	10	0	Reach +2
Goblin	H	-1	-	+1	+2	4	0	Reach -1
Orc	H	-	-	-	-	5	0	
Hobgoblin	H	+1	-	+1	-	7	0	
Kobold	H	-1	+1	-	+2	3	0	Reach -1
Warrior	M	+1	+1	+2	+1	6	0	May use 2 HTH wpns
Knight	M	+1	-	+1	-	6	0	
Barbarian	M	+2	+1	+1	+1	8	0	
Assassin	M	-	+1	+1	+1	5	0	Back-Stab
Half-Orc	H	-	-	-	-	6	0	
Rogue	M	-	+2	+	+1	4	0	Back-Stab
Bandit	M	-	+1	-	-	5	0	Back-Stab
Dwarf	H	+2	-1	-	+1	7	0	Reach -1
Elf	H	-1	+2	+2	+2	4	1	
Wizard	M	-2	-2	-	-1	2	5	
Sorcerer	M	-1	-1	-	-	3	4	
Warlock	M	-	-	-	-	4	3	
Shaman	H	-	-	-	-	5	2	
Bugbear	H	+3	+1	+1	+1	9	0	Reach +1
Centaur	H	+2	+1	+1	-1	8	0	Damage +1 with Bow

Champions

Name	Rce	Dam	Spd	Skl	Ddg	Hts	Sps	Notes
Drak	H	+4	-	+1	+1	12	0	(+) FireBreath (ranged weapon):
	-	-	-	-	-	-	-	Dam +2, Speed +2, Reach 6
	-	-	-	-	-	-	-	Cannot use any other ranged weapon
Spydo	H	+2	+1	+1	+2	10	0	(+) Poison (ranged weapon): Range 5: if hits the adversary
	-	-	-	-	-	-	-	suffers a -2 skill in the next HTH and then is
	-	-	-	-	-	-	-	neutralized for 1D6 turns
Krab	H	+2	+1	+2	-	9	0	3 arms: can use a shield and 2 one hand weapons
	-	-	-	-	-	-	-	(and make 2 attacks)
	-	-	-	-	-	-	-	or a shield and a 2 hand weapon gaining the shield benefits.
Durin	H	+3	-	+2	+2	14	0	Start the game with his Battle Axe (2-H) Snaga:
	-	-	-	-	-	-	-	Dam +5, Reach 3, Parry 1
Cad'Vrr	H	+2	-	+2	-	8	3	Regenerate 1 hit every turn
Moloch	H	+8	-1	+1	-	16	0	Armor 3. Cannot use any additional weapon or armor

H Humanoid

M Human

shields, or helms (+) can be used in addition to the standard HTH attack

Backstabbers and Spellcasters cannot wear armor,

Weapon Cards

Name:	Dam	Range	Speed	Reach	Parry
Dagger (1)	-	1T	+2	1	1
Katar	-	H	+2	1	1
Dirk	+1	H	+1	2	1
Short Sword	+1	H	+1	2	1
Long Sword	+2	H	-	3	1
Scimitar	+2	H	-	3	1
Tulwar	+2	H	-	3	1
Broad Sword	+2	H	-1	3	1
Bastard Sword	+2	H	-1	4	1
Great Sword (2-H)	+3	H	-2	5	1
Knives (4)	-1	1T	+2	1	1
Javelins (3)	+1	3T	+1	-	-
Short Bow(2-H)	-	4	-	-	-
Long Bow(2-H)	+1	6	-	-	-
Light Crossbow (2-H)	-	5	-	-	-
Heavy Crossbow (2-H)	+3	8	-	-	-
Compound Bow (2-H)	+2	7	-	-	-
Whip	-	H	+1	8	-
Maul	+1	H	-	4	1
Club	-	H	+1	2	1
Spiked Mace	+2	H	+1	3	1
Flail	+1	H	-	4	-
Battle Axe (2-H)	+4	H	-1	3	1
War Hammer (2-H)	+3	H	-1	4	1
Spear (1)	+2	2T	+1	7	1
Halberd (2-H)	+3	H	-1	6	1
Staff (2-H)	-	H	+1	5	2
Hand Axe (2)	+1	1T	+1	2	1

H HTH

T Thrown

2-H Two-Handed Weapon

Unarmed warriors are HTH only and get Damage -2, Speed +3, Reach = 0, and no parry

Armor Cards

Name	Type	Armor	Block	Speed	Notes
Great Helm	H	1	-	-	
Pot Helm	H	1	-	-	
Kettle Helm	H	1	-	-	
Greek Helm	H	1	-	-	
Viking Helmet	H	1	-	-	
Conical Helm	H	1	-	-	
Pointed Helm	H	1	-	-	
Plate Mail	F	4	-	-2	Dodge -1
Full Plate	F	4	-	-2	Dodge -1
Chain Mail	F	3	-	-2	
Leather	F	1	-	-	
Padded	F	1	-	-	
Studded	F	2	-	-1	
Banded	F	3	-	-2	
Ring Mail	F	2	-	-1	
Scale Mail	F	3	-	-2	
Splint Mail	F	3	-	-2	
Bear Skins	P	1	-	-	
Hauberk	P	1	-	-	
Greaves	P	1	-	-	
Armbands	P	1	-	-	
Breast Plate	P	1	-	-	
Target Shield	S	0	1-2	-	
Buckler	S	0	1-2	-	
Round Shield	S	0	1-3	-1	
Kite Shield	S	0	1-4	-1	Dodge -1
Large Shield	S	0	1-4	-1	Dodge -1
Medium Shield	S	0	1-3	-1	
Small Shield	S	0	1-2	-	

S Shield
P Partial Armor

F Full Suit of Armor
H Helmet

Spell Deck Card List

Spell Name	Range	Effect
Bloodlust	T	All your warriors get +2 damage and +1 skill this turn
Freeze	10	Target warrior neutralized this and next turn
Fireball	12	Target warrior suffers 2D6 points of damage
Lightning Bolt	12	Target warrior suffers 2D6 points of damage
Magic Missiles	6	Distribute 1D6 points of damage amongst enemy warriors
Control	2	Control opposing warrior this turn (he moves to your front rank)
Shield	T	Negate all ranged attacks vs your warriors this turn
Charm	2	Target warrior made helpless this turn
Raise Dead	T	Gain back killed Warrior
Heal	T	Heal 2D6 lost Hits among your warriors
Counter	C	Negate spell just cast by an opponent
Avoid Fate	C	Negate Fight card just played by an opponent
Invulnerability	T	Target warrior gains 5 armor this and next turn

Spell Name	Range	Effect
Invisibility	T	Target warrior gains Dodge +4 and HTH skill +3
Illusions	C	Negate attack made by target warrior
Haste	T	All your warriors get +2 Speed and +1 dodge this turn
Shatter	9	Destroy target weapon or shield. Bearer takes 1D3 damage.
Curse	4	Target Warrior gets -3 to all rolls for 1D6 turns
Petrification	3	Target warrior neutralized for 1D6 turns
Paralyzation	4	Target warrior made helpless this turn

Neutralized warriors cannot attack or be attacked
Helpless warriors cannot attack, but may be attacked

T Cast in Tactics Phase
C Counter spell. Cast when appropriate

Fight Deck Card List

Card Name	#	Effect
Backstab	2	Target warrior may attack warrior on opponents back row
Height Adv.	2	Target warrior in your back row may attack warrior on opponents back row
Shield Wall	2	Negate target attack
Martyr	2	Change target of attack to one of your other warriors
Sword Breaker	2	Destroy target weapon, helm, or shield involved in HTH.
Flurry	2	Warrior in HTH gets an extra attack
Rain of Arrows	2	Warrior gets an extra ranged attack
Wild Magic	2	Spell caster gets to draw an extra spell card
Mighty Blow	2	HTH attack does extra 1D6 damage
Magic Resist	2	Negate spell cast by opponent
Poisoned edge	2	Damaged enemy loses 1 hit every Tactics phase
Painful Wound	2	Damaged enemy is skill -1, dodge -1, damage -1, and speed -1
Fly True	2	Ranged attack does extra 1D6 damage
Stunned	2	Damaged enemy made helpless this turn
Move	6	Remove a Terrain from a group

Combine two groups into one

-	-	-	-
Terrain:	House	2	Attack Modifier -3
Terrain:	Small House	2	Attack Modifier -2 (max 6 warriors)
Terrain:	Tower	1	Attack Modifier -4 (max 2 warriors). Damage +1 for all ranged weapons firing from the Tower
Terrain:	Wall	2	Attack Modifier -2
Terrain:	Hole	2	Attack Modifier -1
Terrain:	Mud	2	Attack Modifier +1
Terrain:	Stream	2	Attack Modifier +2
Terrain:	Rubble	2	Attack Modifier -1 for ranged attacks.

Attack Modifier +1 for HTH attacks.





Charge Of The Light Brigade

Introduction

Solo Dice & Record Keeping Game. Simulation of the Charge of the Light Brigade, the final phase of battle of Balaclava in 1854.

Materials

Six sided Dice, Paper, Pencil.

Counter Set & Board

by Totola

Your Men

The player controls a British cavalry group of 12 men known as a 'Troop'. All men are mounted on horses. All men are armed with a sword.

Skill Table

1D6	Skill Type:	Notes:
1-	Riding	+1 to Evade Rolls
2	Horsemanship	+1 to Spur Rolls
3	Steadfast	+1 to Morale Rolls

Dragoons get a -1 modifier to the roll. Hussars get a +1 modifier to the roll. Roll modifiers only apply to that man.

Game Length

Your Troop will have to traverse 20 'spaces' before mixing in with the Russian Gun Battery. Once any of your men reach the battery, there will be 5 turns of Melee. After this, your troop must turn around and return 20 spaces the way it came.

Draw a row of boxes 20 spaces long. Use this to record the location of your troop.

Turn Sequence

1. Movement or Melee Phase
2. Morale Phase
3. Rally Phase

Movement Phase

All of your men attempt to move forward one space every turn not in Melee: Roll on the Encounter Table for each man. If the encounter indicates Flat, the man automatically moves forward one space. If there is an

One of the men is the Captain, the leader of the troop. Another man is the Trumpeter. The other 10 men are referred to as riders.

There are 3 types of Troops: Dragoons, Hussars, and Lancers. Pick which type you want your troop to be.

Rooster

Write the name of each of your men. Each man has 1 skill. Roll on the skill table and record it. The Captain has 3 skills: Riding, Horsemanship, and Fighting.

The Captain is never killed. Treat all kill results as wounds. Other info that will be recorded as the game proceeds include: Wounds sustained by each man. The space (Location) each man occupies.

The morale of each man. Spur points on each mans horse.

1D6	Skill Type:	Notes:
4	Steadfast	+1 to Morale Rolls
5	Fighting	+1 to Fight Rolls
6+	Tough	+1 to Kill Rolls

obstacle, roll on the appropriate table to see what type it is.

Roll 1D6. (The Evade Roll) If this is equal to or greater than the obstacle value move the man forward one space. If it is less, the rider does not move forward and suffers a wound on a roll of 1-2 on 1D6. If it is a Fire Encounter, roll 1D6.

If this is equal to or less than the Hit value the man is hit. If the man is hit roll 1D6. (The Kill Roll) If this is equal to or less than the Kill value the man is killed. (Killed also including seriously wounded or having a horse shot out from under you) If hit but not killed, the man is wounded.

If not killed by the fire the man automatically moves forward one space

Spurring

You may have a man spur his horse. A Horse can only be spurred once per turn. The rider gains 1 Spur point.

(The horse goes from a trot to a gallop.) This allows a man to:

1. Move a second time this turn. (Repeat the Movement Phase)
2. Get +2 to an Evade or Fight roll

Roll 2D6 (The Spur Roll) If this is less than the riders Spur point total the horse is blown. A Blown horse cannot be Spurred and gets -1 to all evade rolls. If a man on a blown horse ever encounters a riderless horse, he may switch horses.

The 'new' horse will have 1D6 Spur points.

Break Table

1D6	Result:	Notes:
1-3	Hurried	The man will spur next turn to move an extra space forward
4-5	Hesitates	The man will not move forward next turn unless he spurs
6	Retreats	The man turns tail and flees the field

Rally Phase

The Captain may attempt to rally either all Hurried or all Hesitant or all Retreating men in the troop. Roll 1D6 (The Rally Roll): On a roll of 4-6 the target men are rallied and do not suffer the Results of the Break Table. Add one to the roll if the Trumpeter is still alive and in the same space as the Captain.

Encounter Table

1D6	Encounter
1-	Flat & Level
2	Flat & Even
3	Ground Obstacle

Melee

If a man is in the Battery (Space 20) he rolls on the Melee Table instead of the Encounter Table. Roll 1D6. (The Fight Roll): If this is equal to or greater than the Fight value of the opponent, the Russian is killed. If it is less, the rider rolls 1D6 (Kill Roll): The Rider suffers a wound on a roll of 1-3. On 4-6 the rider is killed.

1D6	Encounter
4	Man Obstacle
5	Cannon Fire
6+	Musketry Fire

Man Obstacles Table

1D6	Obstacle:	Evade
1	Corpse	2
2-3	Wounded Man	3
4	Dead Horse	4
5-6	Riderless Horse	5

Ground Obstacles Table

1D6	Obstacle:	Evade
1-3	Uneven Ground	2
4	Bushes	3
5	Rocks	4
6	Ditch	5

Cannon Fire Table

1D6	Type:	Hit	Kill
1-	Double Canister	5	4
2	Canister	4	3
3	Round Shot	2	5

If the man is in spaces 1-12 (Just starting out) add 2 to the roll If the man is in spaces 17-19 (Closest to the battery) subtract 2 from the roll

1D6	Type:	Hit	Kill
4	Cannon Ball	2	5
5	Exploding Shell	4	2
6+	Shrapnel	3	1

Musketry Fire Table

1D6	Type:	Hit	Kill
1-2	Musket Fire	2	3
3-4	Musket Volley	3	3
5-6	Rifle Shot	4	3

Melee Table

2D6	Opponent:	Fight
2	Officer with Saber	5

2D6	Opponent:	Fight
8	Artilleryman	2

2D6	Opponent:	Fight
3	Cossack with Sword	4
4	Russian Lancer	4
5	Greatcoat with Bayonet	3
6	Artilleryman	2
7	No Opponent this Turn	X

2D6	Opponent:	Fight
9	Cossack with Sword	4
10	Russian Lancer	4
11	Greatcoat with Bayonet	3
12	Officer with Saber	5

Wounds

A man with one or more wounds gets -1 to Rally rolls. A man with two or more wounds gets -1 to Morale & Evade rolls. A man with three or more wounds gets -1 to Fight rolls.

Front Rank Option

At the beginning of the game you may choose to have your troop be in the front rank of the Charge. If so, during the approach treat all Man Obstacle Encounters as Flat. In spaces 15-19, treat Flat & Level rolls as Cannon Fire.

Stragglers

On the way back any encounters with wounded men add 1 wounded rider to your troop.

Scoring

Get 2 points for every man that makes it back alive. Get 1 point for every Russian killed during the Melee.

History

Of the 673 men who went into action 113 were killed and 247 badly wounded.

Faq

Questions by Volkhard...

> 1) May I pick a mixed British cavalry group of 12 men (3 Hussars, 4 Dragoons, 5 Lancers) or may I only choose 12 men of the same troop type (either Dragoons or Hussars or Lancers) ? A) My original intent was that they all be of the same type. That seems more historically accurate to me, all the men in the same unit would be of the same type.

> Turn Sequence

> 2) Is there a morale phase and a rally phase on the way back after the fifth turn of melee with the Russian gun battery ? A) I forgot my original intention, but looking closely, I'll say yes, confusion, smoke, and all that.

> Since all surviving men of my troop retreat from battlefield after the fifth turn of melee with the Russian gun battery morale is irrelevant, unless the surviving men of my troop are attacked by other Russian troops on the way back. The rules did not mention that there is another battle with Russians on the way back. A) I haven't read up on the subject lately, but I'm sure the Russians must have got a few shots in at the retreating English on their way back. Smoke might have

been an issue and some of the Russian units might have been disorganized, but the Cossacks are famous for attacking retreating forces. For now presume that have to fight their way back

> Stragglers > Any encounters with wounded men add 1 wounded rider to my troop on the way back.

> 3) Do the wounded riders encountered on the way back count as a part of my troop that I picked at the beginning of the game or do they join my troop as a part of another British cavalry troop not controlled by the player ? A) They could be anybody, but you get credit for bringing them back. If needs be, roll a random skill for them, and give them 1D6-3 wounds. Roll 1D6: On a roll of 1-3 they have their own horse with 1D6-1 Spur points; on 4-6 they share a Horse with one of your other riders randomly selected, or if within 4 spaces of home, they simply walk back.

> 4) Do I score 2 points for each of these riders(stragglers), if they survive until the end of the game ? A) Yes

> Captain and Trumpeter

> 5) Do the captain and the trumpeter attempt to rally themselves at the rally phase, if they failed at the morale phase ? Do the captain and the trumpeter retreat from battle, if they roll a "Retreats" result at the morale phase and fail at the rally phase? Do all men of my troop retreat from the battle automatically, if the captain or the trumpeter retreats at the rally phase ? A) The Captain never fails morale, however the Trumpeter can.

8) Must I nevertheless add one to the rally rolls for the trumpeter and the captain and the rally rolls for the other riders who failed at the morale phase, if the trumpeter is in the same space as the captain and rolled a "Retreats" result at the morale phase ? Must I nevertheless add one to the rally rolls for the trumpeter and the captain and the rally rolls for the other riders who failed at the morale phase, if the trumpeter is in the same space as the captain and rolled a "Hurried" result or a "Hesitates" result at the morale phase ? A)No, you don't get the bonus if the Trumpeter is retreating, hurried, or hesitating.

> Wounds

> 10) What is the maximum (number) of wounds which each rider can take, to survive the battle ? A) 4 Wounds kills a Normal man. 5 Wounds kills a Steadfast man. 6 Wounds kills a Tough man.

Additional Material

by Ron Pehr <raven@wizard.com> Started playing this last night. Realizing that continual dice rolling is what happens in a solo game, I have to say it got a

bit laborious to do exactly the same rolls twelve times each turn (until, of course, you start losing troopers). Rather than marking position on the card for each man, I laid them out next to numbered pieces of paper (could use chits or dice) indicating what space they were on, as the troop is seldom broken far apart. Thus, if most of the troop is at, say, "4" there'll be stragglers

at "3" maybe "2" and the hard-chargers at "5" so you don't actually have to lay out all 20. Alternately, could do that, have a sort of board marked out in 20 spaces and put the cards for each trooper in whatever space he's reached. Here are the cards I made for the captain and the troopers. You put check marks on the lines for the status, in pencil so it can be erased and re-used.

Captain:

Name:	.
Skills:	Riding (+1 evade)
	Horsemanship (+1 spur)
	Fighting (+1 fight)
Wounds:	one (-1 rally)
	two (-1 morale, -1 evade)
	three+(-1 fight)
Morale:	Hurried (must spur next turn)
	Hesitate (spur or don't move next turn)
	Retreat
Spur Points:	.

Trooper:

Name:	.
Skills:	Riding (+1 evade)
	Horsemanship (+1 spur)
	Steadfast (+1 morale)
	Fighting (+1 fight)
	Tough (+1 kill)
Wounds:	one (-1 rally)
	two (-1 morale, -1 evade)
	three+(-1 fight)
Morale:	Hurried (must spur next turn)
	Hesitate (spur or don't move next turn)
	Retreat
Spur Points:	.

The Trumpeter is same as a "Trooper" just label it as such. Have presumed that if Trumpeter demoralized he nevertheless adds the +1 when rallying roll

made if in same space as Captain, and that the Captain similarly can rally himself.





Chess Challenge

Intoduction

Solo Puzzle placement game using a standard Chess Set.

Setup

Place the eight black pawns on the board. Each Row and each column must contain exactly 1 pawn. One way to do this is to number the bottom of the pawns 1 to 8.

Each number corresponds to a column. Next go row-by-row and Place 1 Randomly drawn pawn on each row at the column space as marked on the Pawn. (This should give several thousand non-repeating setups)

*	1	1	1	1	1	1	1	1
2	2	2	2	2	*	2	2	2
3	*	3	3	3	3	3	3	3
4	4	4	4	4	4	*	4	4

Solve The Puzzle

Use the 8 white back row men. (King, Queen, 2 Bishops, 2 Knights, 2 Rooks) Do not use any white pawns Place the 8 men on the board so that each black pawn would be Captured at least twice by white men. Note that white pieces can block each other.

Note

I have tried this twice and each time I was 1 capture short on 1 black pawn. I am assuming some combinations are solvable. Here is one of those tries:

.
5	5	5	5	5	5	*	5	
6	6	*	6	6	6	6	6	6
7	7	7	*	7	7	7	7	7
8	8	8	8	8	8	8	8	*





Chinese Rummy

Introduction

Card game for 2-3 players. Chinese symbolism theme with rummy/poker mechanics.

The Deck

Players share a common deck. The deck contains 27 cards. There are 5 Suites each with 5 cards numbered 1-5.

The 5 Suites are:

1. The 5 Elements
2. The 5 Blessings
3. The 5 Virtues
4. The 5 Directions
5. The 5 Beasts for Sacrifice

In addition there is 1 Yin card and 1 Yang card.

Setup

Shuffle the deck. Players cut high to see who goes first. Each player is dealt 5 random cards.

Flip one card from the deck into the discard. The Deck is kept face down. The Discard pile is kept face up.

Turn Sequence

Players take turns. At the beginning of your turn take either the top card of the Deck or the Discard pile.

Card List

Card Name	Rank	Suite
Earth	1	Elements
Wood	2	Elements
Metal	3	Elements
Fire	4	Elements
Water	5	Elements
Long Life	1	Blessings
Wealth	2	Blessings
Peace	3	Blessings
Virtue	4	Blessings
Fame	5	Blessings
Piety	1	Virtues
Uprightness	2	Virtues
Manners	3	Virtues

Double Decks

When playing with 4-6 people use 2 Decks shuffled together. When using Double Decks, a Meld may not contain duplicate cards.

At the end of your turn discard one card from your hand.

The first player to make a Meld wins the game.

Melds

There are 3 possible types of Melds: Flush Straight Five of a Kind

Flush

All 5 cards from one Suite.

Straight

Five cards numbered 1-5. They must all be from different suites.

Five Of A Kind

All cards with the same number. They must all be from different suites.

The Yin Card

The Yin card can be used as a wild card for a Flush.

The Yang Card

The Yang card can be used as a wild card for a Five of a Kind.

Card Name	Rank	Suite
Knowledge	4	Virtues
Trust	5	Virtues
South	1	Directions
West	2	Directions
North	3	Directions
East	4	Directions
Center	5	Directions
Ox	1	Beasts
Sheep	2	Beasts
Dog	3	Beasts
Fowl	4	Beasts
Pig	5	Beasts

Cardset Available!!!

Thanks Ron





Chinese Warlords

Introduction

These battles take place in China in the 1920's. Anarchy and Lawlessness reign. Now is the time for

enterprising individuals to gain power.

UNIT TYPES	Move	Force	Range	Cost	Carry	Notes
Poorly Armed Peasants	2	1	1	1	-	Cannon Fodder
Gun toting Thugs	2	-	3	1	2	
Well Armed Bodyguards	2	5	1	3	-	
Trusted Lieutenant	2	-	3	1	3	-
Warlord	2	9	1	-	-	You only get one
Assorted Vehicles	6	1	1	3	1	
Machine Gun	2	7	1	4	-	
Artillery piece	1	4	3	6	-	Small cannon or mortar
Armored Vehicle	4	10	2	8	1	APC, Light Tank
Boats	4	1	1	3	2	

Carried units are destroyed if the unit carrying them is destroyed. Assorted Vehicles includes: Trucks, cars, jeeps, motorcycles, etc.

and ammo If you cannot meet upkeep, lose 1D6 units of your choice.

Turn Sequence

1. INITIATIVE
2. INCOME
3. UPKEEP
4. RECRUITMENT
5. MOVEMENT
6. COMBAT

Recruitment

Units start in or adjacent to villages and strongholds. There are no limits to purchases of Peasants, Thugs, Bodyguards, and Lieutenants. Every time you go to buy one of the other types roll 1D6 (Availability Roll): On a roll of 1-3 there are none of that type left available to you this turn.

Initiative

Roll high on 1D6 to see which player goes first in all of the following phases this turn.

Movement

You may move your units a number of spaces up to their Movement rating. No stacking limit: Any number of units per space.

Income

Collect revenue from villages and stronghold.

Combat

Units may attack enemy stacks in range. A unit may attack once per turn. Carried units may attack.

Upkeep

Total the cost of all your units and divide by 10. Pay this amount in income. This covers food, pay, gas,

Combat Resolution Table

FORCE RATIOAttacker:Defender

1D10	5+:1	4:1	3:1	2:1	1:1	1:2	1:3+
1	A	K2	K2	K	K	K	R
2	K2	K2	K	K	K	R	R
3	K2	K	K	K	R	R	R
4	K	K	K	R	R	R	-
5	K	K	R	R	R	-	-

1D10	5+:1	4:1	3:1	2:1	1:1	1:2	1:3+
6	K	R	R	R	-	-	-
7	R	R	R	-	-	-	-
8	R	R	-	-	-	-	-
9	R	-	-	-	-	-	-
0	-	-	-	-	-	-	-

All results are against the defending stack.

A All units in stack killed.

K2 2 Units Killed & Stack must retreat 1 Space or loose another unit.

K 1 Unit Killed & Stack must retreat 1 Space or loose another unit.

R Stack must Retreat 1 Space. 1 Unit killed if unable

TERRAIN	Income	Foot	Vehicles	Defense
Villages	1	1	2	5
Stronghold	4	1	2	15
Open	-	1	2	0
Road	-	1	1	0

The values for Foot and Vehicles are the cost in movement points to enter the space

* Boats only. Other vehicles cannot enter water.

Defense values are added to the defending stacks force value. Defense values represent cover, booby traps, and extra defenders.

Map

Use a hex grid. Place terrain features as desired. Villages are often near rivers. Roads connect villages.

Warlord Special Abilities

1D10	ABILITY
1	Drug Trade: +1 Revenue
2	Prostitution Ring: +1 Revenue
3	Railway: +1 Revenue
4	Begin game with Control of one nearby village
5	Trade contacts: +1 to Availability rolls
6	Popularity: Get 2 peasant units for the price of one
7	Begin game with 3 extra Bodyguard units
8	Mechanics: +2 to Availability rolls of Vehicles
9-0	Begin game with 2D6 extra income

to retreat.

A stack may only retreat once per turn. The defender chooses which units are lost. A stack cannot attack unless it contains a warlord or lieutenant or it was attacked last turn.

Attacks on a single stack may be combined. Attacks by units in the same stack must be combined.

TERRAIN	Income	Foot	Vehicles	Defense
Rice Paddies	-	2	-	1
Jungle	-	2	-	2
Water	-	-	1*	0

Rice Paddies will be adjacent to villages.

Starting Forces

Each side begins with: 1 Stronghold 1 Warlord 3 Peasants 2 Thugs 1 Bodyguard

Victory Conditions

Kill opponents Warlord or capture his stronghold.





Chronicles Of Prince Valiant

Introduction

Card game for 2+ players. Prince Valiant Theme.

Disclaimer

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Victory

Be the first to get 10 Victory Tokens (VT).

Victory Tokens

Use coins or poker chips as Victory Tokens.

The Deck

Players share a common deck. There are 7 cards types: Trait, Plot, Location, Ally, Villain, Foe, Woman

Setup

Each player is dealt a hand of 7 cards. The youngest player goes first. Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 4 Phases: Draw Phase Meld Phase Action Phase Discard Phase

Draw Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

Common Deck Card List

Type	Name:
F	Saxons
P	Invasion
P	Conquest
P	Rule of Law
T*	Chivalry
FA	Romans
FA	General
F	Vandals
F	Barbarians

Meld Phase

You may play (discard) 1 Meld. A Meld can contain 5-7 cards. Each card must be of a different type.

If you play a 5 card Meld gain 3 VT. If you play a 6 card Meld gain 4 VT. If you play a 7 card Meld gain 5 VT.

Note that many cards are Dual cards: They can be used as one of 2 types. Each Special card played in a meld earns you 1 extra VT.

Action Phase

You may discard 1 Non-Dual/Non-Special card to get a special Effect: Trait: Draw 4 cards and discard 3 of them. Plot: Discard your hand and draw 5 cards. Location: Look at next 7 cards in the deck.

Ally: Draw 2 cards. Villain: Target Opponent must discard 1 Random card. Foe: Look at Opponent's Hand Woman: Steal 1 Random card from target Opponents hand

Discard Phase

If you have more than 7 cards in your hand discard excess cards.

Common Deck Card List Notation

- * Special
- T Trait
- P Plot
- L Location
- A Ally
- V Villain
- F Foe
- W Woman

Type	Name:
PL	Journey
A	Sir Gawain
T	Impetuous
PT	Errantry
PL	Voyage
L	The New World
T	Ambitious
T	Drunken
T	Honorable

Type	Name:
F*	Huns
P	Dark Ages
L	The Misty Isles
L	The Ruins of Rome
W*	Queen Aleta
WV	Morgan Le Fay
A	Slith the Thief
T	Valorous
F	Viking Clans
F	Goths
L	Byzantium
AV	Byzantine Emperor
FP	Hordes
V	Warlord
L	Britain
P*	Tournament
P	Defend Borders
A	King Arthur
L*	Camelot
A	Merlin
P	Siege Perilous
V	Mordred
P	Treachery
L	Londinium
L	Hibernia
F	Picts
T	Civilized
WA	Taloon the Wild Girl
L	Holy Land
AF	Arabs
P	Aid Pilgrims
AF	Nomads
L	Thule
T	Martial Vigor
A*	King Aguar
P	Exile
P	Great Battle
V	Tyrant
P	Negotiations
V	Usurper
FP	Raiders
FP	Pirates
A	The Singing Sword
PT	Obsession
PT	Trade
T	Trickery
F	Monsters
A	Boltor the Sea King
T	Courageous
P	Adventure

Type	Name:
P	Vengeance
T	Fortitude
WT	Compassion
PT	Recklessness
W	Princess
PW	Marriage
A	Prince Arn
AT	Knight of the Round Table
VP	Rival
PL	Castaway
T	Stamina
WA	Forest Huntress
T	Freedom Loving
P	Protect Refugees
W	Queen
P	Real Magic
P	Prophecy
AF	Fleet
P	Sea Battle
AT	Champion
PT	Pride
A	Hugh the Fox
PA	Noblemen
TW	Disguise
T	Loyalty
A	Retainer
W	Handmaiden
T	Hearty Manner
A	Gundar Harl Sea Captain
A	Arvak the War Stallion
P	Treasure
P	Legendary Relic
V*	Angor Wrack
WV	Hag Horrit
P	Enslaved
P	Quest
AF	Army
W	Fair Maiden Ilene
AV	Prince of Ord
AF	Warriors
FV	Red Knight
T	Strength
T	Agility
T	Resolute
FV	Green Knight
PT	Love
W	Daughters of Lamorack
AT	Troubadour
P	Ransom
P	Rescue

Links

[Prince Valiant Wikipedia](#)





City Guard

Introduction

Fantasy Setting. Worker Placement/Card Game for 2-4+ players. Players are Captains of the Guard defending a city from a plague of Monsters. Players recruit Heroes and equip them to defeat the various threats.

Victory

The player with the most Gold at the end of the game wins. The game ends when the Monster Deck is depleted.

Dice

Six sided Dice are needed.

#	Type:	Color	Bonus
1.	Warrior Cubes	(Red)	Strength +1 vs Brute Monsters
2.	Mage Cubes	(Blue)	Strength +1 vs Magical Monsters
3.	Priest Cubes	(White)	Strength +1 vs Undead Monsters
4.	Ranger Cubes	(Green)	Strength +1 vs Beast Monsters
5.	Soldier Cubes	(Black)	No Bonus

About 10 of each should be sufficient. These can be Meeples. All Cubes are Heroes.

All Cubes have a Base Strength of 1. These are kept in a common Pool area near the Bank.

Decks

There are 3 Decks:

- 1. The Monster Deck
- 2. The Item Deck
- 3. The Hero Deck

Monster Deck Cards

These will occupy the 3 Foe spaces on the board. Each Monster has a Strength Rating of 3-8 which must be equaled or exceeded to defeat it. When a Monster is Defeated the player will get a bounty in gold equal to its Strength.

When the Deck is Depleted the game is over. There are 4 types of Monsters: Magical, Undead, Brute, and Beast. Various Cubes and Cards will give bonuses against specific types of Monsters.

Item Deck Cards

These cards go into a players hand. When played, they are discarded into the appropriate discard pile. If the Deck ever runs out, shuffle the Discard and draw from it.

Gold

Use fake coins for gold. These are kept in a common Bank area.

Action Tokens

Each player will need their own set of 8-10 action tokens of a unique color. These can be pawns. All players place Tokens you are not using in a Separate common area near the Bank.

Hero Cubes

There are 5 types of Hero Cubes:

These represent (Single Use) Weapons, Relics, and objects useful to the Heroes. The back of the card should depict a crossed Sword and Staff.

Hero Deck Cards

These cards go into a players hand. When played, they are discarded into the appropriate discard pile. If the Deck ever runs out, shuffle the Discard and draw from it.

These represent (Single Use) Spells, Skills, and Events beneficial to the Heroes. The back of the card should depict a Guard at his Post.

Your Hand

Your hand will contain both Hero and Item Cards.

Your Zone

The small area of table directly in front of your seat. Keep your Gold, your Cubes, and your Action Tokens in your Zone.

The Board

The Board has 23 Action Spaces and 3 Foe Boxes Spaces must be big enough to contain 1 Action Token. Boxes must be big enough to contain 1 Monster Card.

Action Space List

#	Space:	Notes:
1.	Guild Hall	Gain 1 Action Token (This costs 5 Gold)
2.	Tavern	Roll on the Tavern Table. Unlimited Capacity
3.	Arena	Gain 1 Warrior Cube
4.	Tower	Gain 1 Mage Cube
5.	Temple	Gain 1 Priest Cube
6.	Barracks	Gain 1 Soldier Cube
7.	Lodge	Gain 1 Ranger Cube
8.	Dwarf Hall	Roll on the Dwarf Hall Table
9.	Elf Grotto	Roll on the Elf Grotto Table
10.	Mercenaries	Pay 1 Gold for 1 Hero of any Type
11.	Guard Tower	Gain 1 Gold
12.	Academy	Gain 1 Hero Card
13.	Market	Gain 2 Items
14.	Town Hall	You become Leader: Go First Next Turn
15.	Alchemist	Your Heroes get +1 vs Magic Monsters
16.	Druids Grove	Your Heroes get +1 vs Beast Monsters
17.	Shrine	Your Heroes get +1 vs Undead Monsters
18.	Tactician	Your Heroes get +1 vs Brute Monsters
19.	Oracle	Your Priests get +1
20.	Library	Your Mages get +1
21.	Fletcher	Your Rangers get +1
22.	Sword Smith	Your Warriors get +1
23.	Shield Smith	Your Soldiers get +1

Monster Boxes

These 3 Boxes are labeled:

1. Catacombs (Foe gets -1 Strength)
2. Dark Woods
3. Ancient Ruins (Foe gets +1 Strength)

Setup

Shuffle the Decks. Place the top 3 cards of the Monster Deck face-up onto the 3 Foe Boxes. Each player starts with 3 Action Tokens and 2 Gold.

Players roll high on 1D6 to see who goes first. This person becomes the Leader. Play proceeds clockwise.

Turn Sequence

Each turn has 3 Phases:

1. Hero Phase
2. Action Phase
3. End Phase

Hero Phase

Each player draws 1 card from the Hero deck and adds it to their hand.

Action Phase

Players take turns placing 1 of their Action Tokens onto the Board. The Leader goes first. Continue clockwise until all Action Tokens of all Players are placed.

Action Tokens may be placed onto Action Spaces or Foe Boxes.

Only a single Token may be placed on a Space or Box in a Turn. Once you claim a space or a Box no other player may place a token there. The exception is the Tavern. The Tavern can hold any number of Action Tokens.

When you place a Token resolve the terms of the Space or Box immediately. Effects are either one time (Gain 1 Gold) or last to the end of the turn (Your Mages get +1). If you claim a Foe Box see the Battle Rules Section.

End Phase

Remove all Action Tokens from the Board back to players Zones. Max hand size is 7 Cards. Discard excess cards. Place new Foes from the top of the Deck onto empty Foe Boxes.

Battle Rules

To place an Action Token on a Foe Box, you must have enough Strength to defeat the Monster there. Monsters will have a Strength of 3-8 according to the Monster Card. You must commit at least one Cube to the battle. All Cubes have a base Strength of 1.

Some cubes have +1 Strength vs certain Monster Types. You may also play 1 or more Cards from your hand. Action spaces you have claimed this turn will give bonuses to certain types of Cubes and against certain types of Monsters.

Cards you play this turn will give bonuses to certain types of Cubes and against certain types of Monsters. The combined strength of your Cubes plus Card and Space bonuses must equal or Exceed the Strength of the Monster Card to defeat it. When Defeated discard the Monster card and all Committed Cubes and played

cards.

At this point you may play (discard) a Save card. This will prevent a specific type of Cube from being lost. Return the Cube to your Zone instead. Gain Gold (The Bounty) equal to the Strength of the Monster Card.

Tavern Table

1D6	Result:
1	Buy a Round of Drinks: Lose 1 Gold
2	Brawl: Lose 1 Cube
3	Gambling: Gain 1 Gold

1D6	Result:
4	Rumor: Gain 1 Hero Card
5	Shady Deal: Gain 1 Item Card
6	Adventurer: Gain 1 Hero Cube of any Type

Dwarf Hall Table

1D6	Result:
1	Gain 1 Warrior Cube
2	Gain 1 Warrior Cube
3	Gain 1 Soldier Cube

1D6	Result:
4	Gain 1 Gold
5	Gain 1 Item Card
6	Gain 1 Item Card

Elf Grotto Table

1D6	Result:
1	Gain 1 Warrior Cube
2	Gain 1 Mage Cube
3	Gain 1 Ranger Cube

1D6	Result:
4	Gain 1 Gold
5	Gain 1 Item Card
6	Gain 1 Hero Card

Monster Deck Card List

Monster	Strength	Type
Skeletons	3	Undead
Zombies	4	Undead
Ghouls	5	Undead
Werewolf	6	Undead
Vampire	7	Undead
Demon	8	Undead
Kobolds	3	Brute
Goblins	4	Brute
Orcs	5	Brute
Ogre	6	Brute
Troll	7	Brute
Giant	8	Brute

Monster	Strength	Type
Gremlins	3	Magical
Chimera	4	Magical
Witch	5	Magical
Djinn	6	Magical
Sorcerer	7	Magical
Dragon	8	Magical
Ratlings	3	Beast
Stirges	4	Beast
Beast Men	5	Beast
Crockosaurs	6	Beast
Bandersnatch	7	Beast
Wild Wyrms	8	Beast

Item Deck Card List

Item:	Notes:
Potion	Save 1 Cube
Sword	Warrior gets +1

Item:	Notes:
Armor	Save 1 Warrior
Shield	Save 1 Soldier
Amulet	Save 1 Mage
Wand	Mage gets +1
Holy Symbol	Save 1 Priest
Holy Water	Any Hero gets +1 vs Undead
Spear	Soldier gets +1
Ring	Any Hero gets +1
Scroll	Gain 1 Temporary Action Token (This turn Only)
Arrows	Ranger gets +1
Runes	Any Hero gets +1 vs Magical
Cloak	Save 1 Ranger
Sack of Coins	Gain 1 Gold (For selling Hides of Slain Monsters)
Mace	Priest gets +1
Net	Any Hero gets +1 vs Beasts
Poison Vial	Any Hero gets +1 vs Brutes

Hero Deck Card List

Legend Lore	Gain 2 Temporary Action Tokens (This turn Only)
Pick Pocket	Steal 1 Gold from target Opponent
Assassin	Discard 1 Target Opponent's Cube
Thief	Steal 1 Random Card from target Opponents Hand
Treasure Hoard	Gain 2 Gold and 1 Item Card after Defeating a Monster
Wandering Monster	Shuffle Monster back into Monster Deck
Experience	Cube gets +1
Tracker	Ranger gets +1
Sentry	Soldier gets +1
Knight	Warrior gets +1
Wizard	Mage gets +1
Cleric	Priest gets +1
Militia	Gain 1 Soldier Cube
Scout	Gain 1 Ranger Cube
Sell Sword	Gain 1 Warrior Cube
Wandering Monk	Gain 1 Priest Cube
Hedge Mage	Gain 1 Mage Cube
Druid	Ranger gets +1 and is also a Priest
Battle Mage	Mage gets +1 and is also a Warrior
Paladin	Priest gets +1 and is also a Warrior
Barbarian	Warrior gets +1 and is also a Ranger
Beast Master	Mage gets +1 and is also a Ranger
Wards	Save 1 Mage
Hide	Save 1 Ranger
Prayer	Save 1 Priest
Tough	Save 1 Warrior
Luck	Save 1 Soldier
Healing Spell	Save 1 Cube
Sleep Spell	Mage gets +2 vs Brutes
Charm Spell	Mage gets +2 vs Beasts
Fire Magic	Mage gets +2 vs Undead

Legend Lore	Gain 2 Temporary Action Tokens (This turn Only)
Disenchant	Mage gets +2 vs Magical
Miracle	Priest gets +2 vs Magical
Smite	Priest gets +2 vs Brutes
Turn Undead	Priest gets +2 vs Undead
Banish	Priest gets +2 vs Beasts
Monster Slayer	Warrior gets +2 vs Beasts
Giant Slayer	Warrior gets +2 vs Brutes
Zombie Slayer	Warrior gets +2 vs Undead
Quickness	Warrior gets +2 vs Magical
Traps	Ranger gets +2 vs Beasts
Vampire Hunter	Ranger gets +2 vs Undead
Wizard Hunter	Ranger gets +2 vs Magical
Forest Protector	Ranger gets +2 vs Brutes





City Of Heroes Skirmish

Introduction

Board & card game for 2 players. Battle between Superheroes & Villains. Takes place in the City of Heroes Universe.

Each figure (unit) represents a single Hero or Villain.

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Victory

Destroy all opposing Units.

The Map

Use a 12 x12 Hexmap.

Setup

The Hero player gets 6 Heroes. The Villain Player picks 1 Villain Group. A Villain Group will have 15

Hero Stat Table

Type	Hits
Blasters	4
Controllers	4
Defenders	6

Power Sets

Below are lists of the available Power Sets for each Hero Type. A Table for each Set is posted towards the end of these Rules.

Primary Power Sets

Blasters: Assault Rifle, Electrical Blast, Energy Blast, Fire Blast, Ice Blast
Controllers: Earth Control, Fire Ctrl, Gravity Ctrl, Ice Ctrl, Illusion Ctrl, Mind Ctrl
Defender: Dark Miasma, Empathy, Force Field, Kinetics, Radiation Emission, Storm Summoning
Scraper: Broadsword, Claws, Dark Melee, Katana, Martial Arts, Spines
Tanker: Fiery Aura, Ice Armor, Invulnerability, Stone Armor

Secondary Power Sets For Blasters

Blasters: Devices, Electricity Manip, Energy Manip, Fire Manip, Ice Manipulation
Controllers: Empathy, Force Field, Kinetics, Radiation Emission, Storm Summoning
Defenders: Dark Blast, Electrical Blast, Energy

units.

Each player places one unit on each square of his back row. Units may not stack. Heroes go first.

The Action Deck

Players (Heroes & Villains) share a common deck.

The Hero Team

The Hero must build his Hero Team. A Team will have 6 Members. Each Hero is assigned 4 Power Sets: 1 Primary Power Set appropriate to the Character type 1 Secondary Power Set appropriate to the Character type 1 Skill Power Set from the Skill Power Sets List 1 Travel Power Set from the Travel Power Sets List A Team may have a maximum of 2 Tankers.

Be Sure to name your Heroes.

Hero Types

There are 5 Types of Heroes: Blasters, Controllers, Defenders, Scrappers, Tankers

Type	Hits
Scrappers	6
Tankers	8

Blast, Psychic Blast, Radiation Blast
Scrappers: Dark Armor, Invulnerability, Regeneration, Super Reflexes
Tankers: Battle Axe, Energy Melee, Fiery Melee, Ice Mle, Stone Mle, Super Str, War Mace

Skill Power Sets For All Heroes

Concealment, Fighting, Fitness, Leadership, Medicine, Presence

Travel Power Sets For All Heroes

Leaping, Flight, Speed, Teleportation

Villains

See the bottom of the page for Villain Gang Unit Lists & Power Sets.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Action Phase
2. Move Phase
3. Fight Phase
4. Recovery Phase

Action Phase

Draw 5 cards. If the deck runs out, shuffle the discard and draw from it.

Move Phase

Play (discard) a Move card or Special Power card to move one of your units. The Move card or Power has a number, which is the number of spaces the unit moves. Moves are diagonal or orthogonal.

Units cannot move through other units except for Flyers. When Teleporting, the Unit may go to any empty space in sight of the Teleporter.

Fight Phase

Play (discard) an Attack card or Power card to have a unit attack. Each attack will have a range. Attacks are diagonal or orthogonal.

Units cannot attack through other units. Adjacent attacks affect every unit in a space touching that of the attacker. Area Affect attacks effect the target space & every adjacent space.

Attacks do Damage. Use Damage Counters to record damage. Each point of Damage reduces a Units Hits by 1. Units reduced to zero hits are knocked out (KO).

KO units are no longer functional for the rest of the battle. Units hit by a stun attack cannot move, defend, or attack next turn. Units hit by a Knock Back (KB) must move 1 space away from the Center of the attack or the source of the attack.

Dodge cards can be played to completely negate the effect of an attack on a target. Resist cards reduce the damage done by an attack. Cone Attacks affect 1 space at range = 1, 2 spaces at range =2, and so on.

Recovery Phase

Units that took damage from a Fire attack this turn take 1 additional point of damage now. Healing Powers can be used in this phase. If a Unit is Knocked out Healing won't work.

A Revive Power will return a KO unit back to action with 1 Hit. Max hand size = 10 cards. Discard excess cards.

Action Deck Card List

Name:	#	Type	Range	Dam	Notes:
Walk	4	M	1	-	
Run	4	M	2	-	
Sprint	4	M	3	-	

Action Limits

Each Unit may only move once a turn and attack once per turn.

Special Powers

Discard a Special Power Card (SPC) to activate (use) a unit's special power. The SPC are numbered 1 to 9. (SPC-1, SPC-2, etc. . .) These numbers correspond to the ranks of the Powers on every primary & secondary Power List. For example: Lets say you have a Blaster Hero with the Assault Rifle & Device Power Sets.

You have SPC-3 in your hand. You can use the card to have the Hero use his Buckshot Power or his Taser Power, or you can use the card to activate a Power of another Hero in play you control.

Tertiary Powers

This includes Travel & Skill Power Sets. These power sets are more limited than the Primary & Secondary sets. Any type of hero can have any type of Tertiary set.

They work like Special Powers except that they use TPC and not SPC cards.

Taunting

Target Unit must move towards or attack the Taunter next turn or Opponent must discard 1 Action card.

Card List Notation

M Movement

A Attack

D Dodge (completely negates target attack)

R Resist (negates X damage from target attack)

P Power Card

E Enhancement (Target friendly Attack)

H Heal

Type Purpose of card

Range = Distance in spaces of Move or Attack

Dam Damage

SL Self (Range)

KN as a Knight Moves in Chess (Range)

Number of that type of card in the deck

Name:	#	Type	Range	Dam	Notes:
Maneuver	4	M	KN	-	
Evasion	2	D	SL	-	
Block	2	R	SL	1	
Resist	2	R	SL	-	Target Stun/KB/Interrupt
Punch	2	A	1	1	
Kick	2	A	1	1	
Accuracy	2	E	-	-	Range of Friendly Attack +/-1
Damage	2	E	-	-	Friendly Attack does +1 Damage
Stun	2	E	-	-	Friendly Attack causes Stun
Knock Back	2	E	-	-	Friendly Attack causes KB
Recover	2	H	SL	-	Heal 1 Damage
SPC-1	2	P	-	-	
SPC-2	2	P	-	-	
SPC-3	2	P	-	-	
SPC-4	2	P	-	-	
SPC-5	2	P	-	-	
SPC-6	2	P	-	-	
SPC-7	2	P	-	-	
SPC-8	2	P	-	-	
SPC-9	2	P	-	-	
TPC-1	2	P	-	-	
TPC-2	2	P	-	-	
TPC-3	2	P	-	-	
TPC-4	2	P	-	-	

Power Set Notation

M Movement
A Attack
AA Area Attack
AJ Adjacent Attack
AC Cone Attack
D Dodge (completely negates target attack)
R Resist (negates X damage from target attack)
E Enhancement (Target friendly Attack)
H Heal
F Fire
K Knock Back (KB)
S Stun
I Immobilize (Interrupt & Stop Target Move at any

point)

Type Purpose of Power

Range = Distance in spaces of Move or Attack

Dam Damage

SL Self (Range)

KN as a Knight Moves in Chess (Range)

T Taunt

U Summon Unit

X Fear (Like KB, but the affected unit(s) move 2 Spaces)

Z Control (You may attack or move using the Controlled unit this turn)

Free Does not count vs 1 attack per turn limit

RCFO Random Card From Opponent

OMD Opponent Must Discard

Assault Rifle Power Set (primary Blaster)

Rank	Name	Type	Range	Dam	Notes
1	Burst	AC	3	1	Lethal; Free
2	Slug	A	4	1K	Lethal
3	Buckshot	AC	2	1K	Lethal
4	M30 Grenade	AA	3	1	Lethal
5	Beanbag	A	2	1S	Smash
6	Sniper Rifle	A	5	2	Lethal
7	Flame Thrower	AC	2	2F	Fire
8	Ignite	AA	2	1F	Fire

Rank	Name	Type	Range	Dam	Notes
9	Full Auto	AC	3	2	Lethal

Electrical Blast Power Set (primary Blaster)

Rank	Name	Type	Range	Dam	Notes
1	Charged Bolts	AC	2	1	Free
2	Lightning Bolt	A	4	1K	
3	Ball Lightning	A	3	1S	
4	Short Circuit	AJ	1	1S	
5	Aim	E	-	-	Range of Attack by Self +/- 1
6	Zapp	A	5	1S	
7	Tesla Cage	A	2	1S	
8	Voltaic Sentinel	U	1	-	Sentinel
9	Thunderous Sphere	AA	3	1SK	

Notes: The Sentinel has 4 Hits and automatically loses 1 Hit in Heal Phase. Treat the Sentinel as a Hero Blaster with the Electrical Blast Power Set. A Sentinel

cannot summon a second Sentinel.

Note: All attacks are Electrical

Energy Blast Power Set (primary Blaster)

Rank	Name	Type	Range	Dam	Notes
1	Power Bolt	A	3	1	Free
2	Power Blast	A	2	1S	
3	Energy Torrent	AC	3	1	
4	Power Burst	A	2	1K	
5	Sniper Blast	A	5	1K	
6	Aim	E	-	-	Range of Attack by Self +/- 1
7	Power Push	AC	4	1K	
8	Explosive Blast	AA	3	1K	
9	Nova	AA	4	1SK	

Note: All attacks are Energy & Smash

Fire Blast Power Set (primary Blaster)

Rank	Name	Type	Range	Dam	Notes
1	Flares	A	2	1F	Free
2	Fire Blast	A	3	1F	
3	Fire Ball	AA	3	1F	
4	Rain of Fire	AA	2	1F	
5	Fire Breath	AC	2	1F	
6	Aim	E	SL	-	Range of Attack by Self +/- 1
7	Blaze	A	1	1F	
8	Blazing Bolt	A	4	1F	
9	Inferno	AJ	1	2F	

Note: All attacks are Fire

Ice Blast Power Set (primary Blaster)

Rank	Name	Type	Range	Dam	Notes
1	Ice Bolt	A	3	1	Smash; Free
2	Ice Blast	A	2	1	OMD 1 Random card
3	Frost Breath	AC	2	1S	
4	Aim	E	SL	-	Range of Attack by Self +/- 1
5	Freeze Ray	A	4	1S	
6	Ice Storm	AA	2	1S	
7	Bitter Ice Blast	A	2	2S	
8	Bitter Freeze Ray	A	3	2S	
9	Blizzard	AA	3	1S	

Note: All attacks are Cold

Devices Power Set (secondary Blaster)

Rank	Name	Type	Range	Dam	Notes
1	Web Grenade	AA	2	S	
2	Caltrops		I	3	1
3	Taser	A	2	1S	
4	Targeting Drone	E	-	-	Range of Attack by Self +/- 1
5	Smoke Grenade	AA	3	S	
6	Cloaking Device	D	SL	-	
7	Trip Mine	I	4	2	Lethal
8	Time Bomb	U	1	-	Lethal; Time Bomb
9	Auto Turret	U	1	-	Auto Turret

The Time Bomb goes off in 2 Turns: Area Affect for 2 Damage & Knock Back. The Auto turret has 2 Hits

& cannot move. It can use the Assault Rifle Power Set. The Turret runs out of ammo after 5 Attacks.

Electrical Manipulation Power Set (secondary Blaster)

Rank	Name	Type	Range	Dam	Notes
1	Electrical Fence	I	3	1	
2	Charged Brawl	A	1	1	Smash
3	Lightning Field	AA	2	1	
4	Havoc Punch	A	1	1K	
5	Build Up	E	SL	-	Attack by Self does +2 Damage
6	Lightning Clap	AJ	1	1SK	
7	Thunder Strike	A	3	1S	
8	Power Sink	A	2	1	Heal Self 1 Hit
9	Shocking Grasp	A	1	2S	

Note: All attacks are Electrical

Energy Manipulation Power Set (secondary Blaster)

Rank	Name	Type	Range	Dam	Notes
1	Power Thrust	A	1	1K	Smash; Free
2	Energy Punch	A	1	1S	Smash
3	Build Up	E	SL	-	Attack by Self does +2 Damage
4	Bone Smasher	A	1	2K	Smash
5	Conserve Power	H	SL	1	
6	Stun	A	1	2S	
7	Power Boost	E	1	-	Attack by Target does +2 Damage

Rank	Name	Type	Range	Dam	Notes
8	Boost Range	E	SL	-	Ranged Attack gets +1 Range
9	Total Focus	A	1	3S	

Note: All attacks are Energy

Fire Manipulation Power Set (secondary Blaster)

Rank	Name	Type	Range	Dam	Notes
1	Ring of Fire	I	3	1	
2	Fire Sword	A	1	1F	Lethal
3	Combustion	A	1	2F	
4	Fire Sword Circle	AJ	1	1F	Lethal
5	Build Up	E	SL	-	Attack by Self does +2 Damage
6	Blazing Aura	AJ	1	1F	Free
7	Consume	AJ	1	2F	
8	Burn	AA	2	1F	
9	Hot Feet	AA	3	1X	

Note: All attacks are Fire

Ice Manipulation Power Set (secondary Blaster)

Rank	Name	Type	Range	Dam	Notes
1	Chilblain	I	2	1	
2	Frozen Fists	A	1	1	Smash; Free
3	Ice Sword	A	1	2S	Lethal
4	Chilling Embrace	A	1	1S	Smash
5	Build Up	E	SL	-	Attack by Self does +2 Damage
6	Ice Patch	AA	3	S	OMD 1 Random card
7	Shiver	AC	3	1S	
8	Freezing Touch	A	1	2S	
9	Frozen Aura	AJ	1	2S	

Note: All attacks are Cold

Earth Control Power Set (primary Controller)

Rank	Name	Type	Range	Dam	Notes
1	Stone Prison	A	1	S	
2	Fossilize	AC	2	1S	
3	Stone Cages	AC	3	1S	
4	Quicksand	AA	2	S	
5	Salt Crystals	AA	3	S	
6	Stalagmites	A	3	2	Lethal
7	Earthquake	AC	5	1S	Smash
8	Volcanic Gasses	AA	4	1S	
9	Animate Stone	U	1	-	Stone Golem

Notes: The Stone Golem has 8 Hits and automatically loses 2 Hits in Heal Phase. Treat the Golem as a

Hero Tanker with Stone Armor & Stone Melee

Gravity Control Power Set (primary Controller)

Rank	Name	Type	Range	Dam	Notes
1	Crush	A	2	1S	
2	Lift	A	3	1S	Free
3	Gravity Distortion	AC	3	S	
4	Propel	A	4	1K	
5	Crushing Field	AA	2	2	
6	Dimension Shift	D	2	-	
7	Grav Distortion Field	AA	4	S	
8	Fold Space	M	1	-	Teleport
9	Wormhole	A	KN	-	Target Removed from Play

Note: All attacks are Smash

Fire Control Power Set (primary Controller)

Rank	Name	Type	Range	Dam	Notes
1	Ring of Fire	I	3	1	
2	Char	A	2	1F	
3	Fire Cage	A	3	1SF	
4	Smoke	DJ	1	-	Negates target Attack into Smoke
5	Hot Feet	AA	3	1X	
6	Flashfire	AC	3	1F	
7	Cinders	AA	3	1SF	
8	Bonfire	AA	2	1F	
9	Fire Imp	U	1	-	

Notes: Fire Imp has 1 Hit. Treat Fire Imp as a Hero attacks are Fire
Controller with the Ice Control Power Set Note: All

Ice Control Power Set (primary Controller)

Rank	Name	Type	Range	Dam	Notes
1	Chilblain	I	2	1	
2	Block of Ice	A	3	1S	Smash
3	Frostbite	A	2	2S	
4	Arctic Air	AC	4	1S	
5	Shiver	AC	3	1S	
6	Ice Slick	AA	3	S	OMD 1 Random card
7	Flash Freeze	AA	2	1S	
8	Glacier	AA	3	1S	
9	Jack Frost	U	1	-	

Notes: Jack Frost has 1 Hit. Treat Jack Frost as a All attacks are Cold
Hero Controller with the Ice Control Power Set Note:

Illusion Control Power Set (primary Controller)

Rank	Name	Type	Range	Dam	Notes
1	Spectral Wounds	A	3	1	
2	Blind	A	2	S	Free
3	Deceive	A	2	Z	
4	Flash	AC	3	S	
5	Invisibility	D	SL	-	
6	Group Invisibility	DJ	1	-	

Rank	Name	Type	Range	Dam	Notes
7	Phantom Army	AA	3	S	
8	Spectral Terror	AA	4	X	
9	Phantasm		U	2	-

Notes: The Phantasm has 1 Hit. Treat the Phantasm as a Hero Controller with the Flying & Illusion Control Power Sets.

Mind Control Power Set (primary Controller)

Rank	Name	Type	Range	Dam	Notes
1	Mesmerize	A	2	1S	
2	Levitate	A	3	2	
3	Dominate	A	3	1S	
4	Confuse	A	3	Z	
5	Mass Hypnosis	AA	2	1S	
6	Telekinesis	E	2	-	Ally gets Flying Move of Range = 3
7	Total Domination	AA	3	1S	
8	Terrify	AC	3	1X	
9	Mass Confusion	AA	2	Z	

Note: All attacks are Psionic

Empathy Power Set (primary Defender)

Rank	Name	Type	Range	Dam	Notes
1	Healing Aura	HJ	1	1	
2	Heal Other	H	2	1	
3	Absorb Pain	H	1	3	Empath takes 2 Damage
4	Resurrect	H	1	-	Revive
5	Clear	H	1	-	Target Stun/KB/Immobilize
6	Fortitude	R	1	1	All attacks this turn
7	Recovery Aura	HJ	1	-	All Stun/KB/Immobilize this turn
8	Regeneration Aura	HJ	1	2	
9	Adrenaline Boost	E	2	-	Target has no limit to Attacks/Moves

Force Field Power Set (primary Defender)

Rank	Name	Type	Range	Dam	Notes
1	Personal Force Field	R	SL	1	All attacks this turn
2	Deflection Shield	R	2	1	Target Attack
3	Force Bolt	A	3	1K	Free
4	Insulation Shield	R	SL	3	Only vs Fire/Cold/Energy/Electric
5	Detention Shield	I	3	S	
6	Dispersion Bubble	AJ	1	1K	
7	Repulsion Field	RJ	1	1	No unit may move into Field
8	Repulsion Bomb	AA	3	1K	
9	Force Bubble	RA	2	1	No unit may move into Bubble

Note: All attacks are Smash

Kinetics Power Set (primary Defender)

Rank	Name	Type	Range	Dam	Notes
1	Transfusion	H	1	1	
2	Siphon Power	A	1	1	OMD 1 Random card
3	Repel	A	1	1K	
4	Siphon Speed	I	1	-	Move Self (Range = 2)
5	Increase Density	R	1	2	Also Stun/KB/Immobilize
6	Speed Boost	M	4	-	
7	Inertial Reduction	M	3	-	Leap
8	Transference	I	2	1	Heal Self 1 Hit
9	Fulcrum Shift	AJ	1	1S	Steal 1 RCFO

Radiation Emission Power Set (primary Defender)

Rank	Name	Type	Range	Dam	Notes
1	Radiation Emission	HJ	1	1	Heal Self 1 Hit
2	Radiation Infection	A	3	1SF	
3	Accelerate Metabolism	H	SL	1	Move & Damage +1 this turn
4	Enervating Field	AA	3	1S	
5	Mutation	H	1	-	Revive
6	Lingering Radiation	I	3	1	
7	Choking Cloud	AA	2	1S	
8	Fallout	AA	4	1F	
9	EMP Pulse	AJ	2	1S	

Note: All attacks are Energy

Storm Summoning Power Set (primary Defender)

Rank	Name	Type	Range	Dam	Notes
1	Gale	AC	3	K	Free
2	O2 Boost	HJ	1	1	Also removes Stun effects
3	Snow Storm	AA	2	1S	Cold
4	Steamy Mist	RJ	1	2	Vs Fire/Cold/Energy this turn
5	Fog	DJ	1	-	Negates target Attack into Fog
6	Hurricane	AJ	1	2K	Smash; Move Self (Range = 2)
7	Thunder Clap	AJ	1	1K	Energy
8	Tornado	AA	4	1K	Smash
9	Lightning Storm	AA	3	2S	Electrical

Dark Blast Power Set (secondary Defender)

Rank	Name	Type	Range	Dam	Notes
1	Dark Blast	A	3	1	Smash: Free
2	Gloom	A	2	1S	
3	Moon Beam	A	5	1	
4	Dark Pit	AA	3	1S	
5	Tenebrous Tentacles	AC	3	1S	Smash
6	Night Fall	AA	2	1S	
7	Torrent	AC	1	1K	Smash
8	Life Drain	A	2	1	Heal Self 1 Hit
9	Black Star	AJ	1	3S	

Note: All attacks are Negative Energy

Psychic Blast Power Set (secondary Defender)

Rank	Name	Type	Range	Dam	Notes
1	Mental Blast	A	3	2	
2	Subdue	A	2	1S	
3	Psionic Lance	A	5	1	Lethal
4	Psychic Scream	AC	3	1	
5	Telekinetic Blast	A	4	1K	Smash
6	Will Domination	A	2	Z	
7	Psionic Tornado	AA	3	1	
8	Scramble Thoughts	A	3	1S	
9	Psychic Wail	AJ	1	2S	

Note: All attacks are Psionic

Radiation Blast Power Set (secondary Defender)

Rank	Name	Type	Range	Dam	Notes
1	Neutrino Bolt	A	3	1	
2	X-Ray Beam	A	4	1	
3	Irradiate	AA	2	1F	
4	Electron Haze	AC	3	1K	
5	Proton Volley	A	5	1	
6	Aim	E	SL	-	Range of Attack by Self +/- 1
7	Cosmic Burst	A	2	2S	
8	Neutron Bomb	AA	3	2	
9	Atomic Blast	AA	4	3S	

Note: All attacks are Energy

Martial Arts Power Set (primary Scrapper)

Rank	Name	Type	Range	Dam	Notes
1	Thunder Kick	A	1	1	Smash; Free
2	Storm Kick	A	1	2	Smash
3	Cobra Strike	A	1	1S	Lethal
4	Focus Chi	E	SL	-	Attack by Self does +2 Damage
5	Crane Kick	A	1	2K	Smash
6	Crippling Axe Kick	A	1	2S	Smash
7	Warriors Challenge	T	-	-	Taunt
8	Dragon's Tail	AJ	1	2K	Smash
9	Eagle's Claw	A	1	3S	Lethal

Claws Power Set (primary Scrapper)

Rank	Name	Type	Range	Dam	Notes
1	Swipe	A	1	1	Free
2	Strike	A	1	2	Free
3	Slash	A	1	3	Free
4	Spin	AJ	1	1	
5	Taunt	T	-	-	Taunt

Rank	Name	Type	Range	Dam	Notes
6	Follow Up	A	1	2	Free
7	Focus	E	SL	-	Attack by Self does +2 Damage
8	Eviscerate	A	1	4	
9	Shockwave	AC	2	2K	Smash

Note: All attacks (except Shockwave) are Lethal

Dark Melee Power Set (primary Scrapper)

Rank	Name	Type	Range	Dam	Notes
1	Shadow Punch	A	1	1	Smash; Free
2	Smite	A	1	2	Smash
3	Shadow Maul	AJ	1	1	Smash
4	Touch of Fear	A	1	1X	
5	Taunt	T	2	-	Taunt
6	Siphon Life	A	1	1	Heal Self 1 Hit
7	Dark Consumption	AJ	1	1	Heal Self 1 Hit
8	Soul Drain	AJ	1	2	Your next attack does +1 Damage
9	Midnight Grasp	A	1	3SF	Smash

Note: All attacks are Negative Energy

Broad Sword Or Katana Power Set (primary Scrapper)

Rank	Name	Type	Range	Dam	Notes
1	Hack	A	1	1	
2	Slash	A	1	2	
3	Slice	AJ	1	1	
4	Build Up	E	SL	-	Attack by Self does +2 Damage
5	Taunt	T	-	-	Taunt
6	Parry	D	SL	-	
7	Whirling Sword	AJ	1	2	
8	Disembowel	A	1	3	
9	Head Splitter	A	1	4	

Note: All attacks are Lethal

Spines Power Set (primary Scrapper)

Rank	Name	Type	Range	Dam	Notes
1	Barb Swipe	A	1	1	Free
2	Lunge	I	1	1	
3	Spine Burst	A	2	1	
4	Build Up	E	SL	-	Attack by Self does +2 Damage
5	Taunt	T	-	-	Taunt
6	Impale	A	1	2S	
7	Quills	AJ	1	1S	
8	Ripper	AC	2	2K	
9	Throw Spines	AC	3	1S	

Note: All attacks are Lethal

Dark Armor Power Set (secondary Scrapper)

Rank	Name	Type	Range	Dam	Notes
1	Dark Embrace	R	SL	1	Smash
2	Death Shroud	AJ	1	1	
3	Murky Cloud	R	SL	3	All Fire/Cold/Energy/Electric this turn
4	Obsidian Shield	R	SL	-	All Stun/KB/Immobilize/Psionic this turn
5	Dark Regeneration	AJ	1	1	Heal Self 1 Hit
6	Cloak of Darkness	D	SL	-	
7	Cloak of Fear	AJ	1	X	
8	Oppressive Gloom	AA	2	1S	
9	Soul Transfer	AJ	1	1	Revive

Note: All attacks are Negative Energy

Regeneration Power Set (secondary Scrapper)

Rank	Name	Type	Range	Dam	Notes
1	Fast Healing	H	SL	1	
2	Reconstruction	H	SL	1	
3	Quick Recovery	H	SL	1	
4	Resist Disorientation	R	SL	-	Target Stun/KB/Immobilize
5	Integration	H	SL	2	
6	Dull Pain	R	SL	1	All attacks this turn
7	Instant Healing	H	SL	2	
8	Revive	H	SL	-	Revive
9	Moment of Glory	R	SL	-	All Stun/KB/Immobilize this turn

Super Reflexes Power Set (secondary Scrapper)

Rank	Name	Type	Range	Dam	Notes
1	Focused Fighting	D	SL	-	Vs Melee Attack
2	Focused Senses	D	SL	-	Vs Ranged (Non AA) Attack
3	Agile	D	SL	-	Vs Ranged (Non AA) Attack
4	Practiced Brawler	R	SL	1	All attacks this turn
5	Dodge	D	SL	-	Vs Melee Attack
6	Quickness	R	SL	-	Vs Stun/KB/Immobilize
7	Lucky	D	SL	-	Vs AA Attack
8	Evasion	D	SL	-	Vs AA Attack
9	Elude	D	SL	-	Vs Any Attack

Invulnerability Power Set (primary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Resist Physical Dam	R	SL	2	Target Smash/Lethal Attack
2	Temp Invulnerability	R	SL	2	Target Attack
3	Dull Pain	R	SL	1	All attacks this turn
4	Resist Elements	R	SL	3	All Fire/cold attacks this turn
5	Unyielding Stance	R	SL	-	Target Stun/KB
6	Resist Energies	R	SL	3	All Energy/Electric attacks this turn
7	Invincibility	R	SL	2	All attacks this turn
8	Tough Hide	R	SL	4	Target Attack
9	Unstoppable	R	SL	-	All Stun/KB/Immobilize this turn

Fiery Aura Power Set (primary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Blazing Aura	AJ	1	1F	Free
2	Fire Shield	R	SL	1	Target Attack
3	Healing Flames	H	S	1	
4	Temp Protection	R	SL	3	All Fire/cold attacks this turn
5	Consume	AJ	1	2F	
6	Plasma Shield	R	SL	2	Target Attack
7	Burn	AA	2	1F	
8	Fiery Embrace	A	1	3	
9	Rise of the Pheonix	H	SL	-	Revive

Note: All attacks are Fire

Ice Armor Power Set (primary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Frozen Armor	R	SL	1	All attacks this turn
2	Hoarfrost	H	SL	1	
3	Chilling Embrace	A	1	1S	Smash
4	Wet Ice	R	SL	2	All Stun/KB/Immobilize this turn
5	Permafrost	R	SL	4	All Fire/cold attacks this turn
6	Icicles	AJ	1	1	Lethal
7	Glacial Armor	R	SL	3	All attacks this turn
8	Energy Absorption	R	SL	4	All Energy/Electric attacks this turn
9	Hibernate	H	SL	2	Only if you did not attack this turn

Note: All attacks are Cold

Stone Armor Power Set (primary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Rock Armor	R	SL	1	All attacks this turn
2	Stone Skin	R	SL	2	All Lethal attacks this turn
3	Earth's Embrace	H	SL	2	All Smash attacks this turn
4	Mud Pots	IJ	1	1	
5	Rooted	R	SL	-	All Stun/KB/Immobilize this turn
6	Brimstone Armor	R	SL	4	All Fire/cold attacks this turn
7	Mineral Armor	R	SL	4	All Psionic attacks this turn
8	Crystal Armor	R	SL	4	All Energy/Electric attacks this turn
9	Granite Armor	R	SL	3	All attacks this turn

Battleaxe Power Set (secondary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Gash	A	1	1K	Free
2	Chop	A	1	2K	
3	Taunt	T	-	-	Taunt
4	Beheader	A	1	3K	
5	Build Up	E	SL	-	Attack by Self does +2 Damage
6	Swoop	A	1	1S	
7	Whirling Axe	AJ	1	1K	

Rank	Name	Type	Range	Dam	Notes
8	Cleave	A	1	4K	
9	Pendulum	AC	2	1K	

Note: All attacks are Lethal

Energy Melee Power Set (secondary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Barrage	A	1	1S	Smash; Free
2	Energy Punch	A	1	1S	Smash
3	Taunt	T	-	-	Taunt
4	Bone Smasher	A	1	2S	Smash
5	Whirling Hands	AJ	1	1S	
6	Stun	A	1	1S	
7	Build Up	E	SL	-	Attack by Self does +2 Damage
8	Energy Transfer	A	1	2	Heal Self 1 Hit
9	Total Focus	A	1	3S	

Note: All attacks are Energy

Stone Melee Power Set (secondary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Stone Fist	A	1	1	Free
2	Stone Mallet	A	1	1K	
3	Taunt	T	-	-	Taunt
4	Heavy Mallet	A	1	2K	
5	Build Up	E	SL	-	Attack by Self does +2 Damage
6	Fault	AA	2	1K	
7	Hurl Boulder	A	3	2K	
8	Tremor	AJ	1	1K	
9	Seismic Smash	A	1	3S	

Note: All attacks are Smash

Fiery Melee Power Set (secondary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Scorch	A	1	1	Free
2	Fire Sword	A	1	1F	Lethal
3	Taunt	T	-	-	Taunt
4	Combustion	A	1	2F	
5	Breath of Fire	AC	2	1F	
6	Build Up	E	SL	-	Attack by Self does +2 Damage
7	Fire Sword Circle	AJ	1	1F	Lethal
8	Incinerate	A	2	2F	
9	Greater Fire Sword	A	1	3F	Lethal

Note: All attacks are Fire

Ice Melee Power Set (secondary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Frozen Fists	A	1	1	Free
2	Ice Sword	A	1	2S	Lethal
3	Taunt	T	-	-	Taunt
4	Frost	AC	3	1S	
5	Build Up	E	SL	-	Attack by Self does +2 Damage
6	Ice Patch	AA	3	S	OMD 1 Random card
7	Freezing Touch	A	1	2S	
8	Greater Ice Sword	A	1	3S	Lethal
9	Frozen Aura	AJ	1	2S	

Note: All attacks are Cold

Super Strength Power Set (secondary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Jab	A	1	1S	Free
2	Punch	A	1	1K	
3	Taunt	T	-	-	Taunt
4	Haymaker	A	1	2K	
5	Hand Clap	AJ	1	1S	
6	Knockout Blow	A	1	2SK	
7	Rage	E	SL	-	Attack by Self does +2 Damage
8	Hurl	A	2	2K	
9	Foot Stomp	AJ	1	1K	

Note: All attacks are Smash

War Mace Power Set (secondary Tanker)

Rank	Name	Type	Range	Dam	Notes
1	Bash	A	1	1	Free
2	Pulverize	A	1	1S	
3	Taunt	T	-	-	Taunt
4	Clobber	A	1	2S	
5	Build Up	E	SL	-	Attack by Self does +2 Damage
6	Jawbreaker	A	1	3S	
7	Whirling Mace	AJ	1	2	
8	Shatter	A	1	3K	
9	Crowd Control	AC	2	2K	

Note: All attacks are Smash

Concealment Power Set (tertiary Skill)

Rank	Name	Type	Range	Dam	Notes
1	Stealth	D	SL	-	
2	Grant Invisibility	D	1	-	Adjacent target Friendly Unit
3	Invisibility	-	-	-	Look at opponents Hand
4	Phase Shift	D	SL	-	You cannot attack next turn

Notes: A Unit may play Stealth only if it did not attack last turn.

Fighting Power Set (tertiary Skill)

Rank	Name	Type	Range	Dam	Notes
1	Boxing	A	1	1	Smash; Free
2	Kick	A	1	1K	Smash
3	Tough	R	SL	1	
4	Weave	D	SL	-	

Fitness Power Set (tertiary Skill)

Rank	Name	Type	Range	Dam	Notes
1	Swift	M	2	-	
2	Hurdle	M	1	-	
3	Health	R	SL	1	
4	Stamina	R	SL	1	

Leadership Power Set (tertiary Skill)

Rank	Name	Type	Range	Dam	Notes
1	Tactics	EJ	1	-	Range of Attack +/- 1
2	Maneuvers	D	1	-	Adjacent target Friendly Unit
3	Assault	E	1	-	Attack does +2 Damage
4	Vengeance	-	-	-	Draw 3 cards

Note: Tactics affects attacks made by all adjacent units this turn. Assault affects only one Adjacent tar-

get Friendly Unit Only play Vengeance when a friendly unit dies.

Medical Power Set (tertiary Skill)

Rank	Name	Type	Range	Dam	Notes
1	Aid Other	H	1	1	
2	Stimulant	R	1	-	Stun/KB/Immobilize
3	Aid Self	H	SL	1	
4	Resuscitate	H	1	-	Revive

Presence Power Set (tertiary Skill)

Rank	Name	Type	Range	Dam	Notes
1	Challenge	T	-	-	Taunt
2	Provoke	T	-	-	Taunt
3	Intimidate	A	2	X	
4	Invoke Panic	AJ	1	X	

Flight Power Set (tertiary Travel)

Rank	Name	Type	Range	Dam	Notes
1	Hover	M	2	-	
2	Air Superiority	I	1	1	Smash
3	Fly	M	4	-	
4	Group Fly	M	3	-	Self Plus all adjacent Friendly Units

Leaping Power Set (tertiary Travel)

Rank	Name	Type	Range	Dam	Notes
1	Jump Kick	A	1	1	Smash; Plus Move of Range = 1
2	Combat Jumping	D	-	-	
3	Super Jump	M	3	-	
4	Acrobatics	R	SL	-	All Stun/KB/Immobilize this turn

Speed Power Set (tertiary Travel)

Rank	Name	Type	Range	Dam	Notes
1	Flurry	A	1	1	Free
2	Hasten	M	2	-	
3	Speed	M	3	-	
4	Whirlwind	AJ	1	K	Smash

Teleportation Power Set (tertiary Travel)

Rank	Name	Type	Range	Dam	Notes
1	Teleport Friend	M	1	-	Adjacent target Friendly Unit
2	Teleport Foe	M	4	-	Opposing Unit
3	Teleport	M	SL	-	Self
4	Group Teleport	M	1	-	Self Plus all adjacent Friendly Units

Note: Range is to target Unit being teleported. The Unit may be teleported to any empty space the teleporter can see.

Warriors (villain Gang)

Street Gang common to Talos Island.

Warriors Unit List

Unit Name	Hits	# of Units in Gang
Minion	2	8
Lieutenant	4	4
Boss	8	1

Villain Gangs

Below are listed the various threats to Paragon City.

Street Thug Power Set

Rank	Name	Type	Range	Dam	Notes
1	Boxing	A	1	1	Smash; Free
2	Kick	A	1	1K	Smash
3	Brawl	A	1	1	Smash
4	Heavy Revolver	A	2	1K	Lethal
5	Knife	A	1	1	Lethal
6	Tough	R	1	1	-
7	Sledgehammer	A	1	2K	Smash
8	Shotgun	AC	2	1K	Lethal
9	Submachine Gun	AC	3	2	Lethal

Warrior Gang Notes

Minions can only use the Street Thug Power Set. Lieutenants and Bosses can each use 1 of the Fol-

lowing Power Sets (pick 1 set for each such unit at start of game): Street Thug, Assault Rifle, Broadsword, Battleaxe, Mace





City Services

Introduction

Tile Laying game for 2-4 players.

Winning

The player with the highest score at the end of the game is the winner. The game ends when there are no tiles left in the cups and no one is Able to place another tile.

The Board

A 10 x 10 board is used (Square Grid) The tiles must fit into the board grid squares. The board is also referred to as the Map.

Tile	#	Range	Notes
Roads	5	2	Highways, Bridges, Tunnels
Power	5	2	Power Plants, Wind Farms
Water	5	2	Water Towers, Pumping Stations
Sewage	5	2	Treatment Plants
Waste	3	3	Dumps, Landfills, Recycling
Fire	3	3	Fire Stations
Police	3	3	Police Stations, Jail
Health	3	3	Hospitals, Clinics
Government	3	3	Town Hall, Post Office, County Clerk
Parks	3	3	Green Spaces, Beaches
Education	3	3	Schools, Museums, Libraries
Transportation	3	3	Harbor, Airport, Train Station
Entertainment	3	3	Arena, Concert Hall, Theme Park
Religious	3	3	Churches, Temples

Setup

Place each set (Zone and Service) in a separate cup (or box). Each player starts with a hand of 1 Zone Tile and 1 Service Tile randomly drawn. The most industrious player goes first.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Plan Phase
2. Build Phase
3. Revenue Phase

Plan Phase

Draw 2 random Service Tiles and 2 random Zone Tiles and add them to your hand.

Tile Sets

There are 2 Tile Sets: The Zone Set and the Service Set. Each set has 50 Tiles.

The Zone Set

The Zone Set Mix:

Tile:	#	Notes:
Residential	25	Suburbs, Apartments
Commercial	15	Malls, Markets, Financial
Industrial	10	Factories, Manufacturing

The Service Set

The Service Set Mix:

Build Phase

Place 2 of your Zone Tiles, then 2 of your Service Tiles. The first tile of the game must be placed in one of the center 4 spaces of the Map. When played, a Tile must be adjacent, along a side (not a corner), to another tile already placed.

Revenue Phase

For each Service Tile you place, gain 1 Point for each Zone Tile in range that is not already in Range of a Service Tile of the same type. Note that some Service tiles have a range of 2 and others have a range of 3. Ranges do extend through the diagonal.

Placement Limits

Residential and Industrial Zones cannot be placed adjacent (side by side) to each other. Transportation and Entertainment services (due to noise) cannot be placed next to residential. Likewise Waste Services (due to smell) cannot be placed next to residential either.

If this means you cannot place the full number of tiles you normally would be allowed then Just keep the extra tile in your hand.

Scoring Limits

Parks, Religious, and Entertainment Service Tiles do not score Industry Zones.





City States

Introduction

War and politics in ancient Greece.

Dice

Six and Ten sided dice are required.

The Board

Use a map of the Aegean circa 430 B.C. Divide the map into spaces, either hexagonal or irregular shaped. Make sure to include cities that existed at the time.

Victory

Control the most city states at the end of 36 turns.

Alternate Fantastical Board

Have the map be geographically inaccurate collection of islands and small land masses. Include the following city states: Athens (Athenians), Sparta (Spartans), Troy (Trojans), Archea (Archeans), Ionia (Ionians), Thebes (Thebians), Corinth (Corinthians), Thrace (Tracians), Crete (Cretans), Doria (Dorians), Amazonia (Amazonians), Macedonia (Macedonians)

Terrain Chart

There are several types of spaces:

Type	Move Cost	Stack	Defense	Notes
Water (Sea)	1	4	-	Fleets only
Clear	1	5	-	
Farms	1	4	-	
Fishng Villages	1	4	-	Fleets may dock
Mountainous	X	X	-	Impassable
Mountain Pass	2	1	+7	
Forest	2	2	+3	
Swamp	2	2	-2	
Hills	2	3	+4	
Cities	2	4	+5	Fleets may dock
Sandy Coast	1	4	-	Fleets may beach
Rocky Coast	2	3	-1	

Move Cost = Move cost of unit to enter the space.
Stack = Maximum number of Armies or fleets that may occupy the space. Defense = Modifier a Defending unit gets to its Defense roll.

(Attackers do not get the modification!)

Scales

Each space = 400 square miles. Each turn is = 1 Month. An army unit is composed of 5000 men of various troop types.

Most troops were heavily armed hoplites, supported by light infantry, and some cavalry/chariots. A Fleet unit is composed of 25 Triremes (Each carries 170 rowers and 30 marines/officers).

Setup

Each player chooses one city on the map to be their home city. Players should not choose adjacent cities. Shuffle the deck.

Each player is dealt a hand of 5 cards. Each home city starts with 2 Armies, 2 Rowers and 2 Fleets. (Or 4 Armies if landlocked) Each home city starts with a treasury containing 10 Gold. Each home city starts with 3 Leaders.

Each home city starts with 6 City Traits. Roll on charts to determine Hero Traits and City Traits. Players roll high on 1D10 to determine turn order.

All minor cities are considered to be neutral.

Home Cities

Home cities have a base income = 7 Gold per turn. Home cities have Defense Modifier = +8

Minor Cities

Any city not chosen to be a Home city is a minor city. Minor cities have a base income = 1D6 Gold per turn. Roll once at the beginning of the game.

This base income is fixed for the remainder of the

game. The map may have base incomes of cities written onto it.

Units

There are 6 types of units: Armies, Rowers, Fleets, Transports, Baggage, and Leaders. Armies and Rowers have a recruitment cost of 2 gold. Armies and Rowers have an upkeep cost of 1 gold per turn each.

Baggage has a recruitment cost = 1 and no upkeep. Transports has a recruitment cost = 2 and no upkeep. Fleets have a recruitment cost = 4 and no upkeep.

Leaders have no recruitment cost or upkeep. Transports are merchant round ships, whereas Fleets are composed of Trireme long boats (warships).

Stacking Rules

Each terrain type has a stacking limit. Stacking limits apply only to Armies, Fleets and Transports. Leaders and Baggage do not count against stacking limits.

A Fleet can carry one unit of Rowers and 2 Baggage units. An Army (Not on a transport at sea) can carry up to 4 Baggage units. A Transport can carry one Army unit or 8 Baggage units.

An Army or Fleet can carry any number of Leaders.

Counters

Use counters or chits to represent units. Each player has a set of counters of a unique color. Armies, baggage, rowers, transports, and Fleets are non-unique.

Leaders are unique so each counter must be numbered or named. Use counters to represent gold. Additional unit status counters are necessary to identify the following conditions: Razed, Hostile, Starvation

The Deck

Players share a common deck. The deck contains one of each of the cards in the card list.

Turn Sequence

Players take turns. Each turn has 9 phases:

1. Draw Phase
2. Revenue Phase
3. Upkeep Phase
4. Recruit Phase
5. Diplomacy Phase
6. First Move Phase

7. Sea Battle Phase
8. Land Battle Phase
9. Second Move Phase

Draw Phase

Draw 2 cards from the deck. Maximum hand size = 7 cards. Discard excess cards.

If the deck runs out shuffle the discard and draw from it.

Revenue Phase

Collect revenue from your Home City, and all Minor cities you control. Revenue is in "Gold". Cities under siege cannot produce revenue.

A city is considered to be under siege if there is an enemy army (or rowers) or fleet adjacent to it. Hostile minor cities generate only half revenue (rounding up). Razed cities produce no income.

Each city with Razed counters on it may remove 1 counter this phase.

Upkeep Phase

An Army or Rowers must be in or adjacent to a friendly city to receive upkeep. Razed cities and Cities under siege cannot provide upkeep. Pay 1 gold to upkeep each such Army and Rowers you control.

Units completely surrounded by enemy units cannot receive upkeep, but they can use baggage counters. If a unit receives upkeep or uses up a baggage counter remove any starvation counters on it. Leaders and ships do not require upkeep.

If a Baggage unit is used up discard it. If a unit does not receive upkeep or baggage roll 1D6 (The upkeep roll): 1-5 Nothing. Put a starvation counter on the unit. 6+ The unit disbands or surrenders.

Add 1 to the roll for every starvation counter on the unit. Subtract 1 from the roll if the unit is in farmland or fishing village terrain.

Recruit Phase

Each city may recruit 1 Army or Rowers or Fleet or Transport. To recruit (Build) a Fleet or transport, the city must be adjacent to the sea. Each city may recruit up to 6 baggage units per turn.

Newly recruited units are placed in the city space. Pay the Recruitment cost of the unit. The unit starts in the City.

Each Home City state may also make one 1D10 'Experience Roll' per turn.

1-9 Nothing happens

10 Gain 1 Leader 50% or Gain 1 Random City Trait 50%

Razed, besieged, and hostile cities may not recruit.

Diplomacy Phase

Every player gets one free diplomacy roll per turn. Leader Traits, City Traits, and Cards allow additional

diplomacy rolls. When making a diplomacy roll, target any hostile, neutral, or enemy controlled minor city state.

Roll 1D6 (The Diplomacy Roll):

D6 Result

1-5 Nothing Happens

6+ Remove Hostility counter or Gain control of Neutral city state or Enemy city state revolts.

Add one to the Diplomacy roll if the city is hostile. If there is a revolt, place 1D3 Rebel units in the City. They will attack any Enemy units in the city.

If a city contains no enemy units and only rebel units, it becomes neutral. Discard rebel units from a neutral city. Place a control marker on any city you control.

First Move Phase

Units have a certain number of Move points they can use per turn. Armies and Rowers can move 4 spaces on land. Leaders can move 6 spaces on land.

Armies "use up" 2 movement points to enter Forest & Hill spaces. Manned Fleets can move 10 spaces by sea. Transports can move 8 spaces by sea.

A Fleet requires rowers aboard to move and fight. Transports may carry rowers, but do not require them to move. Fleets and Transports can enter city, sandy, and fishing village coastal hexes.

Baggage that is not carried cannot move by itself. Leaders move with Armies and Fleets or independently. Your units may not enter Neutral or enemy cities.

D6 Result

1-4 the unit was destroyed/captured (And any Leaders/Armies/Rowers/Baggage onboard)

5-6 the unit retreats to an adjacent space containing no enemies

(If this move is not possible the unit is destroyed) Transports with Armies get a battle roll of 1D6. Ships in coastal spaces are considered to be beached. They may be attacked this turn.

Land Battle Phase

Your units may attack enemy units in an adjacent space. You may combine the attacks of all of your units adjacent to an enemy stack. For every Army unit attacking roll 1D10 (Attack Roll) and add any City Trait bonuses to get the Attack Total.

The opponent rolls 1D10 (Defense Roll) + bonuses for every defending Army in the stack to get the Defense Total. Leader Traits can modify Battle rolls. Both players may play cards to increase or modify these Battle totals.

The side with the higher Battle total is the winner. The loser must roll 1D6 (Casualty Roll) for each of his units in the battle: 1-4 the unit was destroyed/captured. 5-6 the unit retreats to an adjacent space containing no enemies (If this move is not possible the unit is destroyed) Rowers get a battle roll of 1D6.

Cities get a Defense roll of 1D6. There is always a garrison present. (This is in addition to any armies present) Attackers get +1 to their rolls if they are attacking a hostile city. Terrain defense modifiers only

Your units cannot enter spaces occupied by enemy Armies, Rowers, or manned Fleets. If your Armies, Rowers, or manned Fleets enter a space containing only enemy Leaders, Baggage, Transports, or unmanned Fleets you capture them. Captured Baggage & Transports change to your color.

Captured Leaders may be ransomed or put to death. Units may pick up/ drop off baggage freely.

Sea Battle Phase

Your units at sea may attack enemy units in an adjacent sea space. You may combine the attacks of all of your units adjacent to an enemy stack. For every Fleet unit attacking roll 1D10 (Attack Roll) and add any City Trait bonuses to get the Attack Total.

The opponent rolls 1D10 (Defense Roll) + bonuses for every defending Fleet in the stack to get the Defense Total. Leader Traits can modify Battle rolls. Both players may play cards to increase or modify these Battle totals.

The side with the higher Battle total is the winner. The loser must roll 1D6 (Casualty Roll) for each of his Fleets/Transports in the battle:

apply to a unit if it is Defending.

You may attack a neutral city. A neutral city will have 1 Army present. If you defeat the defending army of the neutral city immediately move an attacking unit into the city. You gain control of the captured city, but it is hostile.

Put a control marker and a hostility counter on the city. If you capture a city you may also plunder it for 3D6 Gold. Put 3 Razed counters on the city. If you plunder a city you may also destroy it: Put a total of 6 Razed Counters on it.

Ships in coastal spaces are considered to be beached. They may be attacked this turn.

Second Move Phase

All of your units may move again. Your Fleets and transports must end their move in city, sandy, and fishing village coastal hexes. If a Fleets or transport is unable to do this roll 1D6 (Navigation Roll):

1-4 Nothing

5-6 Storms sink the unit.

Note: Beached Ships do not get terrain defense modifiers.

Leaders

For each newly recruited leader roll 1D6 (Leader Roll):

1-3	1 Skill
4-5	2 Skills
6	3 Skills

Roll on the Leader skills table to determine what these skills are. Record the Leaders skills, name, and chit identification.

Leader Skills Table

1D100	Skill	Effect
01-04	Heroism	Stack gets + 1D6 added to Battle Total
05-08	Strategist	All units in stack get +1 to Battle Rolls
09-12	Oratory	Get 1 extra Diplomacy roll per turn.
13-16	Courage	All units in stack get +2 to Defense Rolls
17-20	Leadership	All units in stack get +1 to Battle Rolls
21-24	Judgment	Get 1 extra Diplomacy roll per turn.
25-28	Brilliance	Stack gets + 1D6 added to Battle Total
29-32	Adventurous	All units in stack get +1 to Attack rolls
33-36	Ambitious	Get 1 extra Diplomacy roll per turn.
37-40	Charisma	All units in stack get +1 to Battle Rolls
41-44	Admiral	Fleets in stack get +2 to Battle Rolls
45-48	General	Armies in stack get +2 to Battle Rolls
49-52	Honorable	Get 1 extra Diplomacy roll per turn.
53-56	Organization	Nearest friendly city may recruit 1 extra unit per turn.
57-60	Logistics	Units in stack get -1 to starvation rolls & +1 Move point/turn.
61-64	Politician	Get 1 extra Diplomacy roll per turn.
65-68	Intellectual	Get 1 extra Diplomacy roll per turn.
69-72	Intrigue	Get 1 extra Diplomacy roll per turn.
73-76	Siegecraft	Units in stack get +2 Force when attacking or defending cities.
77-80	Benevolent	Get 1 extra Diplomacy roll per turn.
81-84	Diplomacy	Get 1 extra Diplomacy roll per turn.
85-88	Statecraft	Maximum hand size +1
89-92	Resolve	All units in stack get +1 to Battle Rolls
93-96	Economics	Income of Home city +1
97-00	Historian	Hero counts as 1 city for victory conditions at end of game.

City Traits Table

These include technology, resources, superior unit types, and cultural attributes associated with the city.

D6D6	Trait	Effect
11	Stoicism	Units get -1 to starvation rolls
12	Greek Fire	All Fleets get +1 to Battle Rolls
13	Seamanship	All Fleets & Transports get +1 Movement Points
14	Slavery	Home City Income +1
15	High Culture	Get 1 extra Diplomacy roll per turn
16	Code of Laws	Get 1 extra Diplomacy roll per turn
21	Siegecraft	Units get +2 to attack cities
22	Fortifications	Units get +2 when defending cities
23	Trade	Home City Income +1
24	Mining	Home City Income +1
25	Shipbuilding	All Fleets get +1 to Battle Rolls
26	Bronze Panoply	All Armies get +1 to Battle Rolls

D6D6	Trait	Effect
31	Democracy	Get 1 extra Diplomacy roll per turn
32	Hoplites	All Armies get +1 to Battle Rolls
33	Peltasts	All Armies get +1 to Battle Rolls
34	Cavalry	Opponent gets -1 to Casualty rolls
35	Triremes	All Fleets get +1 to Battle Rolls
36	Phalanx	All Armies get +1 to Battle Rolls
41	Chariots	All Armies get +1 to Attack Rolls
42	Discipline	All Armies get +1 to Battle Rolls
43	Archers	All Armies get +1 to Battle Rolls
44	Rowers	All Fleets get +1 to Battle Rolls
45	Courage	All Units get +1 to Defense Rolls
46	Militaristic	All Units get +1 to Attack Rolls
51	Naval Tactics	All Fleets get +1 to Battle Rolls
52	Training	All Armies get +1 to Battle Rolls
53	Ram & Prong	All Fleets get +1 to Battle Rolls
54	Wine	Home City Income +1
55	Sea Worthy	Fleets get -1 to Navigation Rolls
56	Athletic	All Armies get +1 Move points.
61	Long Walls	Units defending Home City get +4
62	Profsnl Army	All Armies get +1 to Battle Rolls
63	Silver Mines	Get +3D10 gold one time only
65	Olive Oil	Home City Income +1
66	Pottery	Home City Income +1

Card List

Card Name:	Effect:
Break Formation	Add 1D10 to your battle total.
Treasure	If you capture a city get 1D10 gold.
Savage Fighting	Add 1D6 to your battle total.
Determined Resistance	Add 1D10 to your defense total.
Allies Leave	Opponent gets -1D10 to his battle total.
Forced March	Army Stack gets +2 Movement points this turn.
Disorganization	Opponent gets -1D10 to his battle total.
Starvation	Put a starvation counter on all units in target besieged city.
Withdrawal	All your units in battle get +1 to casualty roll.
Strong Position	All your Armies in battle get +3 to defense roll.
Boarding Actions	All your Fleets in battle get +3 to battle roll.
Strong Garrison	Add 1D10 to your defense total when defending a city.
Diekplus Circle	All your Fleets in battle get +3 to defense roll.
Threatened	Opponent gets one less Diplomacy roll this turn.
Superior Numbers	All your units in battle get +2 to battle roll.
Economic Blockade	Opposing city generates no income next turn.
Storms	All ships in target square must make a navigation roll.
Marathon	Army Stack gets +2 Movement points this turn.
Night Raid	Add 1D10 to your attack total.
Contributions	Gain 2D6 Gold.
Narrow Channel	Add 2D10 to your defense total in sea battle.
Coercion	Gain 1 extra Diplomacy roll this turn.
Short supplies	Remove 1D6 Baggage units from target stack.

Card Name:	Effect:
Defiance	Opponent gets one less Diplomacy roll this turn.
Natural Allies	Gain control of target neutral city
Formal Agreement	Gain control of target neutral city
For the Common Defense	Gain control of target neutral city
Intrigue	Gain 1 extra Diplomacy roll this turn.
Alliance	Gain control of target neutral city
Political Ties	Gain 1 extra Diplomacy roll this turn.
Hesitation	Target stack may not attack this turn.
Delaying Action	All your units in battle get +1 to casualty roll.
Racial Ties	Gain 1 extra Diplomacy roll this turn.
Narrow Defile	Add 2D10 to your defense total in land battle.
Colonial Ties	Gain 1 extra Diplomacy roll this turn.
Reconnaissance	Add 1D10 to your battle total.
Bribes	Gain 1 extra Diplomacy roll this turn.
Elite Units	Add 1D6 to your battle total.
Artful Diplomacy	Gain 1 extra Diplomacy roll this turn.
Outflank	Add 1D10 to your battle total.
Failure	Target Leader that lost a battle is discarded.
Revolt	Target enemy controlled minor city revolts.
Exiled	Target Leader is removed from game for 2D6 turns.
Election	Discard one leader and Gain one new Leader
Political Rivalry	Opponents units cannot move or attack on his next turn.
Reinforce Wings	Add 2D6 to your defense total in land battle.
Ideological Ties	Gain 1 extra Diplomacy roll this turn.
Relieving Force	Stack gets +2 Movement points if in aid of a city.
Grand Strategy	Draw 1D6 cards.
Spy	Look at opponents hand.
Assassination	Kill target leader.
Intervene	Gain 1 extra Diplomacy roll this turn.
Pitched Battle	All your units in battle get +2 to battle roll.
Plague	All units in city make an upkeep roll at +2.
Desertions	All units in stack make an upkeep roll.
Treachery	Add 1D10 to your battle total.
Atrocities	Opponent gets one less Diplomacy roll this turn.
Brutality	Opponent gets one less Diplomacy roll this turn.
Massacre	Opponent gets one less Diplomacy roll this turn.
Enslavement	Opponent gets one less Diplomacy roll this turn.
Executions	Negate a revolt.
Promise of Clemency	Gain 1 extra Diplomacy roll this turn.
Suspicious	Opponent gets one less Diplomacy roll this turn.
Liberators	Gain 1 extra Diplomacy roll this turn.
Attack Beached Ships	Add 2D10 to your attack total vs. Fleets/Transports.
Ransom Prisoners	Gain 1D6 Gold.
Truce	No one may attack until the end of your next turn.
Ambassador	Gain control of target neutral city.
Exact Tribute	Target enemy controlled minor city revolts.
Install Governments	Target enemy controlled minor city revolts.
Install Garrisons	Target enemy controlled minor city revolts.
Negotiations	Gain 1 extra Diplomacy roll this turn.
Coup	Opponents Home city gets 1D6 Razed Counters.
Social Division	Opponents units cannot move or attack on his next turn.
Internal Jealousies	Opponent loses 2D6 Gold.
Escape	All your units in battle get +1 to casualty roll.

Card Name:	Effect:
Disaffected	Opponent gets one less Diplomacy roll this turn.
Skirmish	All your units in battle get +1 to casualty roll.
Raids	Target city produces no income next turn.
Surprise Attack	Add 2D10 to your attack total.
Tactical Ruse	Add 2D6 to your defense total.
Military Blunder	Opponent gets -2D10 to his battle total.
Right Flank Drift	Add 1D6 to your battle total in land battle.
Sapping	Add 1D10 to your attack total vs. city.
Siege Works	Add 1D6 to your attack total vs. city.
Siege Artillery	Add 1D6 to your battle total at siege.
Block Escape	Opponents units in battle get -1 to casualty roll.
Cavalry Pursuit	Opponents units in battle get -1 to casualty roll.

Minor State Trait Optional Rule trait.

Roll a city trait for each minor city state. As long as a player controls that city, his home city also gets that





Civ Builder

Introduction

Card game for 2-4+ players. Each player controls a civilization.

Victory

The game ends after 12 Rounds. The player with the most Victory Points wins.

The Deck

Players share a common deck. The deck has 12 types of cards and 9 copies of each card.

#	Civilization:	Start with 1D6 extra points in the Attribute:
1.	Middle East	Trade
2.	North Africa	Engineering
3.	India	Religion
4.	Southern Europe	Conquest
5.	Mediterranean	Seafaring
6.	Northern Europe	Agriculture
7.	China	Government
8.	Central Asia	Equestrian
9.	South America	Culture
10.	Meso America	Science

Setup

Each player is dealt 5 cards.

Round Sequence

Each Round is divided into 6 Phases:

1. Initiative Phase
2. Draw Phase
3. Trade Phase
4. Action Phase
5. Score Phase
6. End Phase

Initiative Phase

The player with the highest Government Score goes first. Play proceeds in order of Government scores. If 2 players are tied, highest Religion goes first.

If still tied, highest Culture goes first. If still tied, roll high on 1D6. Order as determined above is referred to as initiative order.

Dice

Six sided dice are used.

Attributes

Each civilization has 10 attributes: Conquest Trade Culture Science Agriculture Religion Seafaring Government Equestrian Engineering Each player starts with 1D6 points in each attribute (roll for each separately). As play progresses the civs gain points in their attributes.

Civilizations

At the beginning of the game each player picks one of the following civilizations:

Draw Phase

Each player in initiative order draws 5 cards. If the deck ever runs out, shuffle the discard and draw from it. The player with the highest Agriculture score may draw a sixth card.

Trade Phase

Players may trade cards with each other. Limit this to 4 minutes. The player with the highest Trade score may always look at any players hand.

Action Phase

In Initiative order, each player gets a turn. On your turn, you may make one or more melds. A Meld consists of 1 or more Attribute cards of the same type, and up to 1 Leader card.

The first meld a player makes in a turn must contain 1 or more cards. The second meld a player makes in a turn must contain 2 or more cards. The third meld a player makes in a turn must contain 3 or more cards.

The fourth meld a player makes in a turn must contain 4 or more cards. The fifth meld a player makes in a turn must contain 5 or more cards. You immediately score points in that attribute equal to the number of

cards in the meld.

You also score an equal number of Victory points. After scoring a meld you may take a special action that depends on the Attribute of the Meld:

Special Action Table

Attribute:	Special Action:
Conquest	Steal 2 total points in target Attributes from target opponent.
Trade	Look at opponents hand. Take up to 4 cards. Give him back that many cards.
Culture	Gain 4 Victory Points.
Science	Look at the next 7 cards in the deck. Take 2 of them.
Agriculture	Draw 3 cards from the deck and put them in your hand.
Religion	Steal 2 random cards from target opponent.
Seafaring	Steal 2 Victory Points from target opponent.
Government	You may discard X cards and draw X +2 cards from the deck.
Equestrian	Target opponent discards 3 random cards.
Engineering	Draw 2 cards from the deck and gain 3 Victory Points.

Meld Making Notes

Leader cards are Wild cards for purposes of making Melds. Disaster cards don't do anything except take up space in your hand. The player with the highest Religion Score may use Disaster cards as wild cards when making melds! The player with the highest Seafaring Score may use Sea cards as wild cards when making Trade or Conquest melds.

Score Phase

At the beginning of Score phase, the player with the highest Science score may gain 1 point in any attribute of his choice. Go through each of the 10 Attributes in turn. On turns 1-4 the player with the most points in an Attribute gains 1 Victory Point.

On turns 5-8 the player with the most points in an Attribute gains 2 Victory Points. On turns 9-12 the player with the most points in an Attribute gains 3

Victory Points. If two or more players tie for first, they each get the points.

The player with the highest Culture score gains 1 extra VP.

End Phase

Max hand size is 5 cards. The player with the highest Conquest score has a max hand size = 7. Discard excess cards.

The player with the highest Equestrian score may discard all of his cards to gain 3 VP.

Common Deck Card List

Card Name: Conquest Trade Culture Science Agriculture Religion Seafaring Government Equestrian Engineering Leader Disaster Note: there are 9 copies of each card in the deck.





Civ Lite: Ancients

Introduction

Card game for 2-4+ players. Players vie to make Civ Melds.

Victory

Be the first player to accumulate 20 Civ Tokens.

Civ Tokens

Players share a set of Civ Tokens (CT).

The Deck

Players share a Common Deck. There are 6 Main Suites and 2 Minor Suites

ABR Abbreviation

CN Cards Needed

Civ Deck Suite Table

Suite:	ABR	Type:	Basic Special Ability:
Civilization	C	Major	Contact: Look at Opponents Hand
Leader	L	Major	Vision: Search Deck for 1 card then shuffle
Wonder	W	Major	Greatness: Gain 1 CT
Advance	A	Major	Culture: Draw 5 cards and discard 3
Military	M	Major	Raid: Steal 1 Random card from Opponent
Building	B	Major	Foundations: Search Discard for 1 card
Disaster	D	Minor	Setback: Opponent Discards 2 Cards
Boon	X	Minor	Growth: Draw 3 Cards

Civ Advanced Special Ability Table

Suite:	CN	Advanced Special Ability:
Civilization	2	Remake: Steal 1 CT from Opponent
Leader	2	Pass the Torch: Gain 2 CT
Wonder	3	Golden Age: Gain 3 CT and draw 2 Cards
Advance	2	Wisdom: Gain 1 CT and draw 3 Cards and discard 1
Military	3	Conquest: Steal 4 Random cards from Opponent
Building	3	City Builder: Gain 2 CT and take another turn after this
Disaster	3	Wiped Out: Opponent Discards entire Hand
Boon	2	Population Explosion: Draw 5 Cards

Setup

Shuffle the deck. Each player is dealt a hand of 5 cards. Oldest Player goes first.

Rise Phase

Draw 2 cards from the deck. If the deck runs out, shuffle the discard and draw from it.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Rise Phase
2. Action Phase
3. Meld Phase
4. Fall Phase

Action Phase

You may discard card(s) to activate 1 Basic or Advanced Special Ability. On the Civ Deck Suite Table it shows the Basic Ability activated when you discard One card of the indicated type. On the Civ Advanced Table it shows the Advanced Ability activated when you Discard 2 or 3 (as listed under the CN column) cards of the indicated type.

Meld Phase

You may play 1 Meld. A Meld consists of 1 card from each Major Suite and either 1 Disaster or 1 Boon card. Immediately gain 5 Civ Tokens.

Discard all the Meld Cards and draw 5 new Cards.

Fall Phase

Max hand size is 7 cards. Discard excess cards.

Civ Common Deck Card List

— Civilization Suite Cards: Sumerians, Egyptians, Babylonians, Minoans, Hittites, Phoenicians, Myceneans, Greeks, Romans, Macedonians, Assyrians, Celts, Carthaginians, Goths, Huns, Persians

— Advances Suite Cards: Religion, Metal Working, Astronomy, Laws, Alphabet, Philosophy, Engineering, Music, Irrigation, Coinage, The Wheel, Masonry, Medicine, Mathematics, Fermenting, Government

— Buildings Suite Cards Granaries, Palaces, Roads, Arenas, Amphitheaters, Walls, Aqueducts,

Temples, Libraries, Barracks, Light Houses, Harbors, Mines, Citadels, Markets, Quarries

— Military Suite Cards: Spearmen, Axemen, Swordsmen, Phalanx, Elephants, Slings, Legion, Biremes, Triremes, Catapults, Archers, Chariots, Horse Archers, Hoplites, Peltasts, Cataphracts

— Leader Suite Cards: Gilgamesh, Menes, Cleopatra, King Djoser, Hammurabi, Ramses, Nebuchadnezzar, Homer, Alexander the Great, Jesus, Hannibal, Moses, Caesar, Attila, Boudicca, Aristotle

— Wonder Suite Cards: Stonehenge, Sphinx, Pyramids at Giza, Ziggurat Hanging Gardens, Colossus, Mausoleum, Oracle at Delphi, Forum of Trajan, Hadrian's Wall, Temple of Solomon, Pantheon, Baths of Diocletian, Parthenon, Coliseum, Basilica Cistern

— Disaster Suite Cards: Flood, Volcano, Earthquake, Famine, Epidemic, Barbarians, Civil War, Desertification

— Boons Suite Cards: Tribute, Trade Routes, Wealth, Vitality, Exploration, Innovation, Peace, Empire





Civ Quest

Introduction

The Quest for the ultimate Civ Lite game continues! Civilization type Game. Dice, Map, and Record Keeping. 2-7 players.

The Map

The Mediterranean divided up into multiple areas (about 20 per player).



Units

Each player has a set of units of a unique color. There are 2 types of units, Population Tokens(PT) and City Tokens(CT).

Action Dice

Each player will need access to multiple six sided dice.

Record Keeping

Use a pad and pencil to keep track of: Idea Points, Resource Points, Victory Points, and Advances.

Setup

Each player places 7 PT onto one empty Area on the board. Players roll high on 1D6 to see who goes

Great Leader Table

1D6	Leader Type	Notes
1	None	Nothing
2	Scientist	Get +1D6 IP (Idea Points)

first.

Turn Sequence

There are 8 Phases:

1. Leader Phase
2. City Phase
3. Advance Phase
4. Growth Phase
5. Build Phase
6. Disaster Phase
7. Clash Phase
8. Migration Phase

Leader Phase

Roll once on the Great Leader Table. Roll 1D6 (Leader Roll):

1D6	Leader Type	Notes
3	Administrator	Get +1D6 RP (Resource Points)
4	Religious	Get +1D6 PT (Population Tokens)
5	Imperialistic	Get +1D6 MP (Move Points)
6	Conqueror	War +1 and Get +1D6 extra Clash Phases (War only) this turn
7+	Iconic	Get +1D6 VP (Victory Points)

The old Leader dies and a new leader is rolled for each of your turns.

City Phase

Roll once on the City Table for each City you control: Roll D6 (City Roll):

City Table

1D6	Result
1	Gain 1 Population Token
2	Gain 1 Idea Point
3	Gain 1 Resource Point

1D6	Result
4	Gain 1 Move Point
5	Pick one of Above
6+	Gain 1 Victory Point

Advance Phase

Gain 1D6 Idea Points (IP). This is the Idea Roll: Idea Points are saved from turn to turn. You may turn in 5 IP to gain 1 Random Advance: Roll once on the Research Table. If you roll on the research table and get an Advance you already know, you may pick One you do not know.

If you randomly get an Advance that has a require-

ment you do not already have, you Get the requirement instead. The second Advance you buy in a turn costs 7 IP, the third 9 IP and so on. Max IP you can store is 15. Excess is lost.

Research Table

Roll 2 dice for first and second numbers.

Roll	Advance	Notes
1-1	Pottery	VP+1 Mitigate Famine
1-2	Politics	Get +1 to Leader Rolls
1-3	Sailing	Move 2 by Sea
1-4	Navigation	VP+1 May enter Deep Sea Areas (Req Sailing)
1-5	Medicine	VP+1 Mitigate Plague
1-6	Fortifications	War +1 (Req Masonry)
2-1	Chariots	War +1 (Req Wheel)
2-2	Archery	War +1
2-3	Siegecraft	War +1 (Req Archery)
2-4	Cavalry	War +1
2-5	Biremes	War +1 (Requires Shipbuilding)
2-6	Triremes	War +1 (Req Biremes)
3-1	Coinage	Get +1 to Build Rolls
3-2	Philosophy	Get +1 to Idea Rolls
3-3	Irrigation	Get +1 to Growth Rolls
3-4	Wheel	Get +1 to Migration Rolls
3-5	Music	VP+2
3-6	Metal Work	War +1
4-1	Drama	VP+2
4-2	Monotheism	Get +1 to Trade Rolls (Req Mythology)
4-3	Roads	PT may move any number of Areas within your Empire
4-4	Masonry	VP+2
4-5	Literature	VP+2 (Req Writing)
4-6	Law	Reroll 1 Target roll on your turn
5-1	Writing	VP+2
5-2	Architecture	VP+1 You may build Wonders (Req Masonry)

Roll	Advance	Notes
5-3	Engineering	VP+1 Mitigate Floods (Req Architecture)
5-4	Shipbuilding	VP+2
5-5	Mythology	VP+2
5-6	Husbandry	Get +1 to Growth Rolls
6-1	Mining	Get +1 to Build Rolls
6-2	Mathematics	Get +1 to Idea Rolls
6-3	Monarchy	VP+1 Mitigate Revolts
6-4	Aqueduct	VP+1 Gain 1 City (Req Engineering)
6-5	Glass Working	VP+2
6-6	Geography	Get +1 to Migration Rolls

Growth Phase

Gain 1D6 Population Tokens (PT). This is the Growth Roll. These may be placed in any Areas you control. Max PT a single Area can maintain is 10 (plus 1 city). Excess is lost.

choice. See Wonder List. Wonders are unique. They can only be built once. You cannot build more Wonders than you currently have Cities.

Max RP you can store is 15. Excess is lost.

Build Phase

Gain 1D6 Resource Points (RP). This is the Resource Roll. You may spend 5 RP and discard 5 PT to build a City in any Area you control. An Area may contain only 1 city.

Wonder List

Wonder	Notes:
Great Wall	Mitigate Barbarians
Great Pyramids	VP+3

You may spend 10 RP to gain 1 Wonder of your

Grt Lighthouse Gain 1 Trade Roll per turn

Stonehenge	Gain 1 Advance
Great Library	Idea Rolls +1
Colossus	Resource Rolls +1
Oracle	Reroll 1 target roll on your turn
Parthenon	Gain 1 City Roll each turn
Hanging Gardens	Growth Rolls +1
Sphinx	Only costs 7 RP

Disaster Phase

Roll 1D6. This is the Disaster Roll: On a roll of 5+ your culture Experiences a disaster. Roll 1D6 to

determine Type:

1D6	Disaster Type
1	Famine
2	Plague
3	Flood

1D6	Disaster Type
4	Earthquake
5	Barbarians
6	Revolt

Next roll 1D6 (Casualty Roll) to determine how many Population Tokens you lose. Lose these from any of your Areas. A city may be broken down into 5 PT to take losses. If you have an Advance that mitigates a disaster you get -2 to the Casualty roll.

1D6	Trade Result
1-3	Steal 1 RP
4	Steal 1 IP
5	Gain 1 Advance Opponent knows but you do not
6+	Steal 1 PT

Clash Phase

For each other Civ you are adjacent to, you may choose either Trade or War. If you choose Trade roll on the Trade Table (this is the Trade Roll):

If you choose War, each player rolls 2D6 (War Roll) and adds their bonuses from War Advances. Attacker picks 2 adjacent Areas, 1 controlled by each player. The higher War Roll Total Wins. Defender wins ties.

Loser loses all Units in the Area lost. The winner gains control of the opposing Area by placing 1 PT from off board onto the Newly conquered Area.

Migration Phase

Roll 1D6 (Migration Roll) to get that many Move Points (MP). You may use 1 MP to move 1 PT to an adjacent Area. Sailing and Road Advances allow PT to move further.

Move Points are not saved from turn to turn. Use them or lose them.

End Of Game

The Game ends when any of the following happens:
— All Areas containing Land are occupied. — All Won-

ders are built. — Any one player has 7 or more cities.
— Only 1 player is left. (automatic winner)

Scoring

At end of game add up your Victory Points:

- From Advances and Iconic Leaders
- Earned from City rolls
- Get 1 per Area you occupy
- Get 5 per Wonder you built

Highest VP score wins.





Civil Rights Movement

Introduction

Card game for 2+ players. Theme: Civil Rights Movement in the USA

Victory

The first player to win 3 Hands is the overall winner.

The Deck

Players share a common deck. There are 5 Suites of cards:

1. Leaders
2. Tactics
3. Events
4. Oppression
5. Results

Each card has a Rank of 1 to 8.

Setup

Shuffle the deck. All players are dealt 4 Cards.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Organize Phase
2. Action Phase
3. Demonstration Phase
4. Protest Phase

Common Deck Card List

Card Name:	Rank	Type:
Martin Luther King	1	Leader
Malcolm X	2	Leader
Rosa Parks	3	Leader
James Meredith	4	Leader
Greensboro Four	5	Leader
President Eisenhower	6	Leader
NAACP	7	Leader
Congress of Racial Equality	8	Leader
Racial Inequality	1	Oppression
Assassination	2	Oppression
Arrests	3	Oppression
Ku Klux Klan	4	Oppression
Jim Crow Laws	5	Oppression

Organization Phase

Draw the top card of the Deck and add it to your hand. If the deck ever runs out, shuffle the discard and draw from it.

Action Phase

Discard 1 card. If you discarded a Leader card draw 2 cards. If you discarded a Tactics card steal 1 random card from an opponent's hand.

If you discarded an Oppression card a target opponent must discard 1 card. If you discarded an Event Card look at the next 3 cards in the deck and draw 1. If you discarded a Results card draw 1 card and look at an opponent's hand.

Demonstration Phase

If you can make a Poker style Combo, reveal your hand to all: You win the Hand. Poker Style Combos Include:

1. Two of a Kind and Three of a Kind (Same Numbers Different Suites)
2. Four of a Kind (Same Number Different Suites)
3. Straight of Five (5 Consecutive Numbers Different Suites)
4. Flush (5 All Same Suite)

Protest Phase

Ending Hand size is 5 cards. If you have less, draw cards. If you have more, discard cards.

Card Name:	Rank	Type:
US Supreme Court Decisions	5	Results
Business Policy Changes	6	Results
White Sympathy	7	Results
Civil Rights Act	8	Results
Civil Disobedience	1	Tactics
Civil Rights March	2	Tactics
Protest March	3	Tactics
Boycotts	4	Tactics
Publicity	5	Tactics
Federal Troop Protection	6	Tactics
Lunch Counter Sit-ins	7	Tactics
Legal Action	8	Tactics
Selma March	1	Event

Card Name:	Rank	Type:
Lynching	6	Oppression
Segregation Laws	7	Oppression
Discrimination	8	Oppression
Nobel Peace Prize	1	Results
Integration	2	Results
Voting Rights Act	3	Results
Fair Housing Act	4	Results

Card Name:	Rank	Type:
Washington Freedom March	2	Event
Watts Race Riots	3	Event
Mississippi University	4	Event
Little Rock High School	5	Event
Montgomery Bus Boycott	6	Event
Woolsworth Sit-in	7	Event
I Have a Dream Speech	8	Event





Civil War Poker

Introduction

It's your move Mr. Lee.

The Deck

The Deck has five suites. Each suite has 10 cards. The 5 Suites include:

1. Infantry
2. Cavalry
3. Artillery
4. Generals
5. Terrain

The Deck also has 2 wild cards:

1. The Union
2. The Confederacy

There is a total of 52 cards in the deck.

Five Card Draw Rules

The turn sequence has 6 phases:

1. Ante In Phase
2. Dealers Phase
3. Ante Up Phase
4. Reinforcements Phase
5. Last Ante Phase
6. Charge Phase

Ante In Phase

Minimum bet: 2 bits.

Dealers Phase

Everyone is dealt 5 cards.

Ante Up Phase

Ante up, match the ante, or fold.

Reinforcements Phase

Discard up to 3 cards. Get replacement cards from dealer.

Last Ante Phase

Ante up, match the ante, or fold.

Charge Phase

All players reveal their hands. Best hand wins the pot.

Ranking Combos

In order from worst to best: 1 pair or 2 of a kind (2 cards of the same suite) 2 pairs 3 of a kind Full House (1 pair and 3 of a kind) 4 of a kind Straight (1 card of each of the 5 suites) 5 of a kind

Tie Breakers

Lets say you have a pair of Infantry and your opponent has a pair of Cavalry. Who wins? Infantry beats Cavalry. Cavalry beats Artillery.

Artillery beats Infantry. Generals beat all other suites. All other suites beat Terrain.

In a full house tie compare the 3 of a kinds. Lets say you both have 3 of a kind Generals. Who wins? See who has the 'high card' amongst their remaining cards. Cards in order from low to high: Terrain, Infantry, Cavalry, Artillery, Generals, Wild cards.

Card Art

For those inclined to illustrate their cards. Infantry, Cavalry, and Artillery provide a good venue to depict Uniforms, weapons, action scenes, and insignia. General cards can have portraits of famous generals.

Terrain cards can include forts, battlefields, states, cities, and maps. The Wild cards should portray the flags of the two sides.





Classic Dungeon Crawl

by Sir Gerard Luft, KDM

Introduction

A Long time ago, in a part of Wisconsin far, far away...

This simple card and dice miniature game is based off of the very original Dungeons and Dragons, back in the days of Chainmail and the Classic Dungeons and Dragons boxed set. If the game rules seem a bit simple and occasionally clumsy, they are supposed to be. That was the charm of the "Proto-D&D" fantasy miniature wargaming.

Components

If you have miniatures, you can expand the combat listed below to include terrain and movement. But don't make sophisticated terrain! "Proto-D&D" terrain is best if they are simply drawn images on 3"x5" cards.

You will need plenty of six sided dice (d6). You will need to construct the decks listed below. There is a common deck for each of the six dungeon levels. You'll have to reach a certain level with your character in order to advance to the next dungeon level. Use index cards as your character sheets, so that you can keep track of Gold Pieces (GP) and Experience Points (EP) earned.

If you have the original Chainmail rules and the very Original Dungeons and Dragons Rules (three book, white cover set), you can add various rules to increase authenticity and depth to this game (e.g., more selection of magic items). The 1979 Edition Chainmail Medieval Miniature Rules are available for purchase as an ESD from WotC:

The original Dungeons and Dragons rules (from the three books of the white boxed set) are available for free at:

Players And Characters

This game can be played with 1 to 3 players. For solo play, this is a simple solitaire adventure system for "proto-D&D" fantasy miniature battles. For two to three players, it becomes a competition to survive (be warned that multiplayer games can get very lengthy;

it's best to take this game in sessions like you would a modern D&D adventure, breaking between dungeon levels).

Each player choose one of the three characters provided: Fighting Man (Veteran), Magic User (Medium) or Cleric (Acolyte). For each monster you defeat, your character receives the listed gold pieces for that creature. Experience Points (EP)= GP + 10%. Each Class level has Experience Point requirements. When you meet the next level (e.g., Warrior for 2nd Level Fighting Man, Seer for 2nd Level Magic user, and Adept for 2nd Level Cleric), then you acquire the new stats listed.

In addition to GP, roll 2d6 for each creature to determine if a magic weapon is present: on a roll 12 a magic item is present (Sword +1 for Fighting Man, Mace +1 for Cleric, and Dagger +1 for Magic User). Magic Weapons give a +1 to Medieval Combat and Fantasy Combat Attack Score. If you have the Classic Dungeons and Dragons rules, feel free to use the Magic Item tables to add variety to the Game.

The Turn

For multiplayer games, players take turns taking their turn in a clockwise fashion. The player who last went serves as the next player's referee (he rolls for the monsters).

1. Draw a card from the particular dungeon level deck.
2. Fight the Monster using the Chainmail Medieval Combat Resolution abridged version (for Dungeons Levels 1 and 2; found under the Dungeon Level 1 Section), or the Chainmail Fantasy Combat Resolution abridged version (for Dungeon levels 3 through 6; found under the Dungeon Level 3 Section).
3. If your character dies, your out of the game (though it would be prudent to continue as referee for the other player(s)).

Dungeon Level 1

Characters: Start with Veteran, Medium or Acolyte. Your character then advances in its class according to the experience points you gain by defeating monsters and villains (1gp=1ep)

Class Level	Attack	Health	Spells	Experience Required
Veteran	1	1	-	0
Warrior	2	2	-	2000
Medium	1	1	Sleep	0

Class Level	Attack	Health	Spells	Experience Required
Seer	1	1	Light, Sleep	2500
Acolyte	1	1	0	
Adept	1	2	Cure Light Wounds	1500

Spell Descriptions:

- Sleep- Defeats 2-16 monsters of health 1, 2-12 monsters of health 2, 1-8 monsters of health 3, and 1 monster of health 4.
- Light- Dispel Darkness
- Darkness: human characters can not attack.
- Cure Light Wounds: heals 1 Health
- Charm person: Humans, elves, dwarves, kobolds, goblins, orcs, hobgoblins and gnolls must roll 7 or higher on 2d6 or be defeated.

Chainmail Medieval Combat Resolution

1. Roll 1d6 for character and monster (if the game warrants it, the player to the right of the current player may roll for the monster, acting as referee for that conflict). The highest roll wins initiative. Reroll ties.
2. Cast Spell or Attack: The character going first rolls #d6 (#= Attack score). For each 6 rolled, subtract 1 hit from the target's health. If the target's health drops to 0 or less, then that character is defeated.
3. Repeat step 2 for the character that lost initiative.

Dungeon Level 1 Deck (4 Of Each Card)

Creature	Attack	Health	Gold
Kobold	1	1	6
Goblin	1	1	6
Orc	1	1	20

Creature	Attack	Health	Gold
Skeleton	1	1	0
Bandit	1	1	20

Dungeon Level 2

Characters

Class Level	Attack	Health	Spells	Experience Required
Swordsman	3	3	-	4000
Conjurer	2	2	Sleep, Light, Charm, Invisibility	5000
Priest	2	3	Cure Light Wounds, Light	3000

Spells Descriptions:

- Invisibility- +4 Attack on next turn upon coming out of Invisibility to fight

- Detect Invisibility- Negates Invisibility

Dungeon Level 2 Deck (4 Of Each Card)

Creature	Attack	Health	Gold	Special and Spells
Hobgoblin	1	1	20	-
Zombie	1	1	0	-
Ghoul	2	2	125	Paralysis 7
Gnoll	1	1	20	-
Warrior	2	2	20	-
Conjurer	2	2	20	Sleep, Light, Charm, Invisibility
Berserker	1	1	20	-
Theurgist	2	2	75	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility
Elf Conjurer	2	2	20	Sleep, Darkness, Charm, Invisibility
Elf Warrior	2	2	20	-
Dwarf Warrior	2	2	20	-
Elf Theurgist	2	2	75	Sleep (x2) , Darkness, Charm, Invisibility, Detect Invisibility

Dungeon Level 3

Characters

Class Level	Attack	Health	Spells	Exp
Hero	0	4	8000	
Swashbuckler	+1	5	-	16000
Theurgist	-2	2	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility	10000
Thaumaturgist	-2	3	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility, Fire Ball 5	20000
Vicar	-1	4	Cure Light Wounds (x2)	6000
Curate	-1	4	Cure Light Wounds (x2); Hold Person	12000

Spell Descriptions:

- Fire Ball #- Deals # points of damage to all creatures in 3" Diameter. Certain monsters and characters are allowed to make a save roll to avoid damage:
- Slowness- Creature affected attacks only once every other combat round
- Haste- Creature affected attacks twice per combat round.
- Hold Person- Defeats any 1 humanoid creatures. Save roll allowed: 9.

of combat with powerful fantasy creatures and legendary characters.

- Roll 1d6 for character and monster (if the game warrants it, the player to the right of the current player may roll for the monster, acting as referee for that conflict). The highest roll wins initiative. Reroll ties.
- Cast Spell or Attack: The character going first rolls 2d6 (characters add (subtract) their Attack bonus (penalty) to the roll). Characters must have a modified roll equal to or greater than the monster's Defense Score in order to hit. Monsters must roll equal to or greater than their attack score in order to hit the character. One hit causes 1 point of damage.
- Repeat step 2 for the character that lost initiative.

Chainmail Fantasy Combat System

- Following the multiplicity of the "pre-D&D" system, the characters now enter into a new level

Dungeon Level 3 Deck (4 Of Each Card)

Creature	Attack	Defense	Health	Gold	Special and Spells
Wight	9	6	3	125	Silver, drains 1 class level upon a successful hit
Anti-Hero	7	7	4	125	-
Thaumaturgist	9	7	3	125	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility, Fire Ball 5
Swashbuckler	6	7	3	275	-
Magician	9	7	5	275	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility, Fire Ball 5 (x2)
Dwarf Anti-Hero	7	7	4	125	-
Elf Anti-Hero	7	7	4	125	-
Dwarf Swashbuckler	6	7	3	275	-
Elf Thaumaturgist	9	7	3	125	Sleep (x2) , Darkness, Charm, Invisibility, Detect Invisibility, Fire Ball 5
Elf Magician	9	7	5	275	Sleep (x2) , Darkness, Charm, Invisibility, Detect Invisibility, Fire Ball 5 (x2)

Dungeon Level 4

Characters

Class Level	Attack	Health	Spells	Exp
Myrmidon	+1	6	-	32000
Champion	+2	7	-	64000
Magician	-2	3	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility, Fire Ball 5 (x2)	35000
Enchanter	-1	4	Sleep (x2) , Light, Charm, Invisibility, Detect Invisibility, Fire Ball 5 (x2); Polymorph Other	50000
Bishop	-1	5	Cure Light Wounds (x2); Hold Person (x2);	

Class Level	Attack	Health	Spells	Exp
	-	-	Cure Disease; Sticks to Snakes	25000
Archbishop	0	6	Cure Light Wounds (x2); Hold Person (x2);	
	-	-	Cure Disease (x2); Sticks to Snakes; Quest	50000

Spell Description:

- Polymorph Other- Defeats an opponent by changing its form to a non-lethal one. Save roll: 7
- Charm Monster: As per Charm Person, but for Monsters. Roll 3d6: if number equals or exceeds the creature's Health, it is charmed.
- Dimension Door: Allows the magic user to teleport to 36" away from the opponent. Allow 1 extra attack for the magic user if miniatures are not used.
- Hallucinatory Terrain- Draws an opponent towards an illusion of terrain. If miniatures are not used, allow the magic user an extra attack.
- Continual Light- Prevents Darkness for the remainder of the dungeon level.
- Sticks to Snakes- Creates poisonous snakes to attack the opponent: Attack 10, Defense 10, Deadly Poison Save roll: 9
- Quest- Defeats one creature by sending it on a Quest for atonement. Save roll: 10

Dungeon Level 4 Deck (4 Of Each Card)

Creature	Attack	Defense	Health	Gold	-
Wraith	8	11	4	500	Magic, Deadly Disease inflicted upon a
	-	-	-	-	successful hit- will kill character at the end
	-	-	-	-	of combat unless cure disease spell is used
Ogre	8	9	4	170	-
Evil Priest	9	7	3	170	-
Myrmidon	6	7	5	275	-
Werewolf	7	8	4	275	Silver, Lycanthropy
Weretiger	7	8	5	275	Silver, Lycanthropy
Werebear	7	8	6	275	Silver, Lycanthropy
Wereboar	7	8	4	275	Silver, Lycanthropy
Enchanter	9	10	4	275	Sleep (x2) , Light, Charm, Invisibility,
	-	-	-	-	Detect Invisibility, Fire Ball 5 (x2); Polymorph Other
Gargoyle	8	9	4	275	Magic
Dwarf Myrmidon	6	7	5	275	-
Elf Enchanter	9	10	4	275	Sleep (x2) , Darkness, Charm, Invisibility,
	-	-	-	-	Detect Invisibility, Fire Ball 5 (x2); Polymorph Other

- Silver- Can only be damaged with silver weapons.
- Magic- Can only be damaged with magic weapons.
- Lycanthropy- If character is reduced to half Health Score by the Lycanthrope, then he will become a Lycanthrope of the same type unless

cure disease spell is used.

Dungeon Level 5

Characters

Class Level	Attack	Health	Spells	Exp
Superhero	0	8	-	120000
Lord	+1	9	-	240000
Warlock	-2	5	Sleep (x2) , Light, Charm, Invisibility (x2), Detect Invisibility,	
	-	-	Fire Ball 5 (x3); Polymorph Other (x2)	75000
Sorcerer	-1	6	Sleep (x2) , Light, Charm, Invisibility (x2),	
	-	-	Detect Invisibility, Fire Ball 5 (x3);	
	-	-	Polymorph Other (x2); Teleport	100000
Necromancer	0	7	Sleep (x2) , Light, Charm, Invisibility (x2),	
	-	-	Detect Invisibility (x2), Fire Ball 5 (x3);	
	-	-	Polymorph Other (x3); Teleport, Cloudkill,	200000
Wizard	0	8	Sleep (x2) , Light, Charm, Invisibility (x2),	
	-	-	Detect Invisibility (x2), Fire Ball 5 (x4); Polymorph Other (x3);	

Class Level	Attack	Health	Spells	Exp
	-	-	Teleport, Feeblemind, Cloudkill	300000
Wizard, 12th Level	0	8	Sleep (x2) , Light, Charm,	
	-	-	Invisibility (x2), Detect Invisibility (x2), Fire Ball 5	
	-	-	(x4); Polymorph Other (x4); Teleport (x2); Cloudkill,	
	-	-	Feeblemind; Disintegrate	400000
Wizard, 13th Level	0	8	Sleep (x3) , Light, Charm, Invisibility (x3),	
	-	-	Detect Invisibility (x2), Fire Ball 5 (x5); Polymorph Other (x4);	
	-	-	Teleport (x2); Cloudkill, Feeblemind; Disintegrate (x2)	500000
Patriarch	-1	7	Cure Light Wounds (x2); Hold Person (x2); Cure Disease (x2);	
	-	-	Sticks to Snakes (x2)	100000

Levels beyond Lord: +1/2 Attack/+1/2 Health for every 240000 experience points

Levels beyond Patriarch: +1/3 Attack/+1/2 Health for every 100000 experience points

- 9th 33322,
- 10th 333333,
- 11th 44433,
- 12th 44444,
- 13th 55544

Levels beyond Wizard:

Spell Descriptions:

- Teleport: Allows magic-user to avoid a conflict.
- Cloudkill: Kills all in 3" diameter which moves at 6" per turn away from the caster. Save roll: 7
- Feeblemind: Mentally disables an enemy magic user, preventing him from casting spells. Save roll: 10
- Disintegrate: destroys 1 creature. Save roll: 9

Dungeon Level 5 Deck (4 Of Each Card)

Creature	Attack	Defense	Health	Gold	-
Troll	8	9	6	500	Regenerate 1/2
Black Knight	8	8	8	500	-
Wyvern	8	10	7	500	-
Spectre	6	11	6	1000	Magic, drains 2 class level
	-	-	-	-	upon a successful hit
Mummy	7	11	5	500	Magic, Deadly Disease inflicted upon a successful
	-	-	-	-	hit- will kill character at the end of combat
	-	-	-	-	unless cure disease spell is used
Minotaur	8	9	6	275	-
Manticore	8	9	6	500	-
Cockatrice	9	5	500	Turn to Stone 7	
Sorcerer	10	10	6	500	Sleep (x2) , Light, Charm, Invisibility (x2),
	-	-	-	-	Detect Invisibility, Fire Ball 5 (x3);
	-	-	-	-	Polymorph Other (x2); Teleport
Hydra	8	10	12	2000	-
Medusa	9	4	2000	Turn to Stone 7	

Dungeon Level 6

Characters Lords, Wizards and Patriarchs of 13th level or higher

Dungeon Level 6 Deck (4 Of Each Card)

Creature	Attack	Defense	Health	Gold	-
Giant	9	9	12	2000	-
Dragon	8	10	12	2000	Dragonfire 7
Hydra	8	10	12	2000	-

Creature	Attack	Defense	Health	Gold	-
Basilisk	6	6	2000	Turn to Stone 7	
Gorgon	6	8	2000	Turn to Stone 7	
Chimera	8	8	9	2000	-
Vampire	7	8	9	2000	Magic, drains 2 class level upon a
	-	-	-	-	successful hit, Regenerate 1/1
Evil Lord	7	8	9	2000	-
Wizard	10	9	8	2000	Sleep (x2) , Light, Charm, Invisibility (x2),
	-	-	-	-	Detect Invisibility (x2), Fire Ball 5 (x4);
	-	-	-	-	Polymorph Other (x3); Teleport, Feeblemind, Cloudkill
Evil High Priest	9	5	7	2000	Cure Light Wounds (x2); Hold Person (x2);
	-	-	-	-	Continual Light (x2); Sticks to Snakes (x2)





Classic Space Opera

by Sir Gerard Luft, KDM

Introduction

Before there was Traveller, there was Starfaring! In some circles, Starfaring, by White Buffalo Games, is named as the first science fiction role playing game. Like the legendary Chainmail/ Dungeons and Dragons Fantasy Miniature Game, the Starfaring's rules were crude and the artwork was horrible.

Components

You will need as many six-sided dice as you can and construct the card decks listed below. Like Classic Dungeon Crawl, this game tries to capture the essence

Crewman	Power	Toughness
Captain (Ship Master)	N/A	N/A
First Lieutenant	2	3
Lieutenant	2	2
Science Staff Officer	1	2
Engineering Staff Officer	1	2

Power represents Physique as well as Mentality and Psionic. Toughness represents Health.

The Turn

For multiplayer games, each Ship Master takes their turn going clockwise. The player who last took their turn serves as Galaxy Master (referee) for the

of the original game, but in a manner that adapts the rules to a little more play-worthiness. Like Classic Dungeon Crawl, miniatures are highly advised to be included in this card and dice game.

Goal

- One Player: Explore intergalactic space and fight the Slith (enemy aliens)!
- Multiple Player: Explore intergalactic space and fight the Slith (enemy aliens), and pay off your ship!

Your Ship and Crew Each Ship Master (player) starts with a ship Scoutship Compliment Ship Master (Captain) and 9 Crew Power 3 Toughness 3

Crewman	Power	Toughness
Chief Scout	2	1
Quartermaster	1	1
Fire Control Specialist	1	1
Engineer's Mate	1	1
Coxswain	1	1

current player.

Subetheric Encounters- Starships in Starfaring can travel intergalactic distances via a Star Gate system (wormholes) and pangalactic distances via a Hyper-space Drive (replete with Warp Factors). Regardless of the system used, each turn begins with encounters in the Sub-Ether. Draw one card from the Subetheric Encounter Deck

Subetheric Encounter Deck

Encounter	Description	# in Deck
Cthulhu	-2 Power to crewman with the highest Power (Cthulhu Dreams)	3
Debris	-1 Toughness to Ship	5
Berserker Ship (extra-dimension robots out to exterminate all organic life)	2/3 - -	3 - -

Space Battle Rules- Battle is considered simultaneous. Space and time are abstract when playing out Subetheric battles with miniatures. The ships should begin 12" across from each other. Basically allow each ship to move 1". Berserker Ships will always fly at the

Starship on a direct heading. Each ship rolls 1d6 each turn. In order to score a hit, one must roll equal to or higher than the score indicated to hit. To hit scores change as ships are closer together:

Range	To Hit: USS Philadelphia	To Hit: Slish Saucer* or Berserker Ship
12"	5	6
10"	5	6
8"	4	6
6"	4	5
4"	3	4
2"	3	4
Nose to nose	2	3

* Slish Ships are allowed 5 Attack rolls per combat round. If a ship scores a hit, it inflicts its Power score as Damage. Damage is subtracted from the target ship's Toughness score. If toughness should fall to 0 or less,

that ship is destroyed.

Normal Space Encounters- Upon returning to Normal Space, one draws a card from the Normal Space Encounter Deck.

Normal Space Encounter Deck

Encounter	Description	# in Deck
Slish ship	2/3	4
Slish ship	1/2	4
Slish ship	1/1	4
G.C. Radiation	-1 Toughness to 1 random crewman	4
Meteor Strike	-1 Toughness to Ship	2
Power crystal malfunction	-1 Power to Ship	2

Triggered supernova Roll 5 or 6 on 1d6 to avoid the destruction of the Ship; If the Ship survives by jumping into Hyperspace

Planet Type- Draw 1 card from the Planet Type Deck.

Planet Type Deck

Planet	# in Deck
No Intelligent Life	12
pre-industrial civilizations	1
pre-atomic energy civilizations	1
pre-global high technology civilizations	1
united world culture	1
Life with interplanetary space travel and advanced technology	1
Life with interstellar space travel. Probably uses Star Crystals	1

If there is life on that planet, draw as many cards from the Landing Party Encounter Deck as you have crewmembers +1 (ergo, if you still have all nine crew

members, then you draw 10 alien cards to do battle with).

Landing Party Encounter Deck

Power	Toughness	Number in Deck
2	3	12
2	2	12
1	2	12

Power	Toughness	Number in Deck
2	1	12
1	1	12

Paying Off The Loan

With interest included, you owe 120,000mc (mega credits=1000000 credits) The Imperial Scout Service

pays you the following:

Item	Compensation
Star Crystals	100,000 mc.
Every Planet discovered	11,000 mc.
Contact with new	5,000 mc.
Intelligent life	–

Item	Compensation
Contact with new	10,000 mc.
Interstellar life	–
Destruction of alien spacecraft	500 mc.

Hostile life forms only, like the Slith.

- By the end of the 3rd turn you must pay 50% of the principal and interest= 60,000mc

- By the end of the sixth turn you must pay off the remainder of the loan= 60,000mc





Classical Conquests

Introduction

Board game for 2-4+ players. Ancient Civilization Conquest Theme.

Victory

The first player to accumulate 100+ Victory Points is the winner.

Dice

Six, eight and twelve sided dice are needed.

The Map

The map is composed of irregular shaped Territory spaces. Spaces can be either Land or Sea. Spaces

start out with either the land or sea designation but are otherwise blank.

In set up roll on the Land and sea tables to determine the Resource type for each individual Territory on the map. For each game print a new copy of the map, and write the resource types directly onto it.

Sea Table

1D6	Resource:	Notes:
1-3	Salt	No Value
4-5	Fish	Food
6	Trade	Can be used as any other Resource

Land Table

1D8	Resource:	Notes:
1	Grain	Food
2	Herds	Food
3	Wine	Luxury
4	Olives	Luxury
5	Wood	Needed for Fleets
6	Iron	Needed for Armies
7	Stone	Needed for Monuments and Cities
8	Gold	Can be used as any other Resource

Tokens

Each player gets a set of Tokens of a unique color. Each Token set has 6 Types of Tokens: Armies Fleets Villages Cities Monuments Resources

Research

Each player gets a Research Chart. A Research Chart has 12 Traits and a place for recording Victory Points (VP). Each Trait has a space for current level and current accumulated research points.

Use pencil to record on the Research Track.

Research Chart

Traits:	Research Pts	Level
Nautical (Naval Battles Bonus)	_____	_____
Military (Land Battles Bonus)	_____	_____
Arts (Adds to VP each turn)	_____	_____
Engineering (Bonus Stone)	_____	_____
Agriculture (Bonus Food)	_____	_____
Industry (Bonus Luxuries)	_____	_____
Metallurgy (Bonus Iron)	_____	_____
Ship Building (Bonus Wood)	_____	_____

Traits:	Research Pts	Level
Economics (Bonus Gold)	_____	_____
Government (Units Build Limit)	_____	_____
Science (Counts towards Research)	_____	_____
Religion (Monuments Build Limit)	_____	_____
Victory Points (VP)	_____	_____

Common Resource Trait Pool Chart

Keep a paper with a circled space labeled for each of the 6 categories of Resources: Food, Luxuries, Gold (and Trade), Wood, Iron, Stone. Whenever a player gains a resource in one of these from 1 of their traits, have them put one of their Resource Tokens in the corresponding space. As they are used up during play remove them.

Resources are not saved from turn to turn. Empty

Civilization List

Civilization:	Starting Traits:
Minoans	Shipbuilding 1 Arts 1
Egyptians	Religion 1 Engineering 1
Sumerians	Agriculture 1 Economics 1
Phoenicians	Economics 1 Shipbuilding 1
Athenians	Shipbuilding 1 Nautical 1
Spartans	Military 1 Agriculture 1

this chart at the end of every turn. Also at the end of every turn remove all unused resource tokens that are on the map.

Setup

Each player must pick one Civilization. Each player starts with 1 City placed in one territory of their choice. Players may not place within 2 spaces of another City.

The oldest player goes first.

Civilization:	Starting Traits:
Romans	Government 1 Engineering 1
Macedonians	Military 1 Economics 1
Babylonians	Industry 1 Science 1
Persians	Arts 1 Religion 1
Celts	Arts 1 Agriculture 1
Goths	Military 1 Metallurgy 1

Turn Sequence

Players take turns. Each turn has 10 Phases:

1. Produce
2. Upkeep
3. Build
4. Upgrade
5. Settle
6. Move
7. Battle
8. Recruit
9. Research
10. Score

Produce Phase

For a Territory to produce, it must have a Villages Token or City Token on it. Put 1 Resource token in each of your Territories (except for Salt) of the type it normally produces according to the Land & Sea Tables. Each City also produces 1 Gold.

These are used up for upkeep, settling, building, recruiting, and upgrading. Gain 1 extra stone resource for each level in engineering you have. Gain 1 extra food resource for each level in agriculture you have.

Gain 1 extra gold resource for each level in economics you have. Gain 1 extra luxury resource for each level in industry you have. Gain 1 extra wood resource for each level in ship building you have.

Gain 1 extra iron resource for each level in metallurgy you have. When you use up a resource, remove one of your resource tokens from the map or the common resource pool trait chart.

Upkeep Phase

Each Fleet and Army and City requires 1 Food. Remove Resource Tokens from your Food producing Territories or the Food space on the common resource pool trait chart until this requirement is met. Unfed Units are discarded.

A city will be reduced to a village by famine. However if it has a Monument, the Monument will remain!

Build Phase

You may build a Monument in a City you control. To do this, you must use up 2 Food and 1 Stone plus any 1 resource for every other Monument already located in that city. You cannot Build more total Monuments than 1 + your Level in Religion.

Upgrade Phase

You may convert a Villages Token into a city token. To do this, you must use up 2 Luxuries and 1 Stone. Max 1 city per space.

Settle Phase

You may build 1 Villages Token for free each turn. Villages are placed in empty Land spaces next to spaces occupied by your cities, villages, or fleets. You may place additional villages Tokens (1 max per space) but each extra village placed in a turn requires you to use up 1 Food or Luxury Resource and 1 Wood or Stone Resource.

Movement Phase

You may move your units (Armies and Fleets) An Army may move 2 Spaces. A Fleet may move 4 Spaces. Units may stack.

Armies may move through friendly Fleets at no movement cost. You cannot move through enemy held spaces.

Battle

If your units occupy a space with enemy units or settlements there will be battle. Each side rolls 1D8 and adds their Military level (if on land) or Nautical level (if at sea). The lower roll discards 1 unit. Defender wins ties. If the defender loses all his units, and then the settlement is also defeated, the settlement (village or city) is captured by the invader.

Replace the settlement with one of the invaders color.

Recruit Phase

You may recruit Armies and Fleets. Each Army requires you to use up 1 Iron. Each Fleet Requires you

to use up 1 Wood.

You cannot Build more Units than 1 + your Level in Government + the number of cities you control. All Armies must start in cities. All Fleets must start in Sea spaces adjacent to cities.

Research Phase

You get one free roll on the Research Table. Get 1 extra roll for every level in Science you have. You may pay 1 resource of any type to get an extra roll.

You may pay 2 resources of any type to get a second extra roll. You may pay 3 resources of any type to get a third extra roll. You may pay 4 resources of any type to get a fourth extra roll. etc.

When you make a roll you gain a research point in the indicated trait. When the number of research points you have in a trait exceeds your level in that trait by one, you gain 1 level in that trait and your current number of research points (RP) in that trait is reset to zero. (For example: 1 RP in the Arts will move you to level 1 in the Arts. A further 2 RP will get you to level 2. Another 3 RP will get advance you to level 3 and so on)

Research Table

1D12	Trait:	Notes:
1	Nautical	Your Level adds to your roll in Naval Battles
2	Military	Your Level adds to your roll in Naval Battles
3	Arts	Adds to VP gained in Score Phase
4	Engineering	Gain stone
5	Agriculture	Gain food
6	Industry	Gain luxuries
7	Metallurgy	Gain iron
8	Ship Building	Gain wood
9	Economics	Gain gold
10	Government	Increases your unit recruit limit
11	Science	Gain rolls on Research table
12	Religion	Increases your monument build limit

Score Phase

Gain 1 Victory Point (VP) for every Monument you control. Gain 1 VP equal to your current level in the Arts.

Optional Rules

Token Reduction- Reduce Token types to 3 types: Unit, Settlement, and Resource. Unit Tokens- These can be used to represent Fleets or Armies. Settlement Tokens- 1 in a space represents a village. 2 in a space represents a city. 3+ in a space represents a city with monuments.





Clinical Studies

Introduction

Players are rival medical scientists trying to out-publish each other.

Objective

The player to accumulate the most Publisher Points at the end of the game wins. The game ends when the last card is drawn from the deck.

The Deck

Players share a common deck. The deck contains 6 card types: Study Methodology Statistics References Journal Flaw Research

Setup

Each player starts with a hand of 7 cards.

Turn Sequence

Players take turns. Each turn has 3 Phases: Research Phase Publish Phase Flaw Phase

Research Phase

Draw 1 card. Max hand size is 10 cards. Discard excess cards.
Research cards are played at the end of this phase.

Publish Phase

You may attempt to publish a Study. To publish you must play a combination of 'Publishing' cards that includes: 1 Study Card 1 or more Methodology Cards 1 or more Statistics Cards 1 or more References Cards 1 Journal Card Each card played is worth one Publisher Point.

Flaw Phase

If you published this turn your opponent may play (discard) one or more Flaw cards. Each Flaw card played negates one 'Publishing' card of the indicated type. Negated cards are discarded.
You play cards from your hand to replace the negated cards. After this cardplay, if the Study does not contain at least one card of each 'publishing' type the study does not get published and all remaining cards are returned to your hand.

Card Type Notation

- S** Study
- M** Methodology
- T** Statistics
- R** Reference
- J** Journal
- F** Flaw
- X** Research

CARD LIST	Type	Notes
High Impact Factor	J	Worth 3 Publisher Points
Timely Publication	J	Worth 2 Publisher Points
Prestigious Journal	J	Worth 2 Publisher Points
Peer Reviewed Journal	J	Worth 2 Publisher Points
Core Journal	J	Worth 2 Publisher Points
Medical Journal	J	Worth 2 Publisher Points
Honorary Authorship	J	
Trade Journal	J	
Supplement	J	
Electronic Journal	J	
Reputable Affiliation	J	
Qualified Authorship	J	
Poster Presentation	J	
Citations	R	
Review Articles	R	
Literature Evaluation	R	
Drug Monographs	R	
Common Knowledge	R	

CARD LIST	Type	Notes
Tertiary Literature	R	
Research Reports	R	Worth 2 Publisher Points
Landmark Trials	R	Worth 2 Publisher Points
Abstract Search	R	
Indexing Services	R	
Secondary Literature	R	
Electronic Database	R	
Primary Literature	R	Worth 2 Publisher Points
Randomized Controlled Trial	S	Worth 3 Publisher Points
Placebo Controlled	S	Worth 2 Publisher Points
Multi-Center Study	S	Worth 2 Publisher Points
Prospective Study	S	Worth 2 Publisher Points
Cohort Study	S	Worth 2 Publisher Points
Case Report	S	
Case Control Series	S	
Cross-Sectional Study	S	
Retrospective Study	S	
Parallel Study	S	
Crossover Study	S	
Meta-Analysis	S	
Survey Research	S	
Sound Methods	M	
Steering Committee	M	
Informed Consent	M	
Inclusion/Exclusion Criteria	M	
Baseline Assessment	M	Worth 2 Publisher Points
Double Blind	M	Worth 3 Publisher Points
Stratified Randomization	M	
Run-In Phase	M	
Internal Validity	M	
External Validity	M	
Intention to Treat Analysis	M	
Surrogate End Points	M	
Sub-Group Analysis	M	
Secondary Outcomes	M	
Null Hypothesis	T	
Normal Data Distribution	T	
Contingency Tables	T	
Sensitivity & Specificity	T	
Regression & Correlation	T	
Descriptive Statistics	T	
Inferential Statistics	T	
P-Value Significance	T	Worth 3 Publisher Points
Confidence Intervals	T	
Hypothesis Testing	T	
Parametric Tests	T	
Relative Risk Reduction	T	Worth 2 Publisher Points
Power Analysis	T	
Analysis of Variance	T	
Revisions	X	Draw 2 cards
Evidence Based Medicine	X	Draw 2 cards
Publish or Perish	X	Draw 2 cards
Loss to Follow-up	X	Opponent must discard 2 cards

CARD LIST	Type	Notes
Duplicate Publication	F	Negate a Journal card
Peer Review Lag Time	F	Negate a Journal card
Conflict of Interest	F	Negate a Journal card
Unorthodox Ideas	F	Negate a Journal card
Inappropriate Test	F	Negate a Statistics card
False Positive	F	Negate a Statistics card
Sample Size Too Small	F	Negate a Statistics card
Sampling Error	F	Negate a Statistics card
Hawthorne Effect	F	Negate a Methodology card
Protocol Deviation	F	Negate a Methodology card
Confounding Variables	F	Negate a Methodology card
Systematic Error	F	Negate a Methodology card
Plagiarism	F	Negate a Reference card
Paraphrase	F	Negate a Reference card
Sin of Omission	F	Negate a Reference card
Data Dredging	F	Negate a Study card
Positive Outcome Bias	F	Negate a Study card





Cold War Era

Introduction

Card game for 2 players. Simulation of Soviet-American Relations during the Cold War Era (1945-1991). One player takes the role of America (USA) The other player is the Soviets (USSR)

Power Tokens

Players use Power Tokens (PT) to keep track of their Scores in the Areas of Power. Use poker Chips, coins, counters, etc. to represent PT.

Areas Of Power

There are 5 Areas of Power (AOP):

1. Military (M)
2. Economic (E)
3. Social (S)
4. Espionage (X)
5. Territorial (T)

Definitions

-Military Power includes Conventional and Nuclear Forces as well as Progress in the Space Race.
-Economic Power includes Population, Natural Resources, Infrastructure, Industry, Energy, Agriculture, Trade, Transportation, and Environmental Issues.
-Social Power refers to Morale, Domestic Stability, and National Will.

-Espionage Power includes all manner of Intelligence Gathering.
-Territorial Power refers to the number of other 'minor' Nations you control, whether by Force, Diplomacy, or Ideology.

Victory

There are 3 ways to achieve Victory:

1. General Victory:

If your scores in all 5 AOP are greater than your opponents for two consecutive turns, you win.

2. Power Victory:

If your scores in any 3 (except Espionage) AOP are double or greater than your opponents for two consecutive turns, you win.

3. Crisis Victory:

If your opponent goes to zero (or less) in any AOP (except Espionage) you win.

The Deck

Players share a common deck.

Setup

Choose one of 3 Setups:

1. Equal
2. Random
3. Historical
 - In an Equal Setup, each player has 10 PT in each AOP.
 -
 - In the Random Setup, each player rolls 3D6 for each of his AOP.
 - In the Historical Setup, use the following Starting AOP values:

Nat.	-	-	-	-	-
USA	M=10	E=15	S=10	X=10	T=10
USSR	M=10	E=10	S=10	X=10	T=15

Turn Sequence

Players take turns. (Each turn represents 1 Year)
Each turn has 7 Phases:

1. Production Phase
2. Policy Phase
3. Implementation Phase
4. Threat Phase
5. Economics Phase
6. Policy Phase
7. End Phase

Production Phase

Gain 1 Economic PT. Draw 3 cards from the deck and put them in your hand. If the deck runs out, shuffle the discard and draw from it.

Espionage Phase

If your Espionage score is higher than your opponents, you may do One of the following 3 things:

1. Spy: Look at opponent's hand.
2. Intelligence: Draw 1 card from the deck and discard 1 card from your hand.
3. Sabotage: Discard 1 Espionage PT to make opponent discard 1 Random Card from his hand.

Policy Phase

You may remove 2 PT from one of your AOP and Add 1 PT to any other AOP. You may do this once only.

Implementation Phase

You may play (implement) any 1 card from your hand. The card played will add to or subtract from

your and your opponent's Power Scores. Some cards will provide additional effects.

Discard the card after it is played.

Threat Phase

If your Military Score is Greater than your Opponent's, your Opponent must discard 1 PT from his Social AOP.

Economics Phase

If your Economics Score is Greater than your Opponent's, you May discard 1 Economic PT to Draw 1 card.

Politics Phase

If your Territory Score is Greater than your Opponent's, you May play (Implement) an extra card from

your hand this turn.

End Phase

Discard down to 10 cards.

Card List Notation

Milit = Military

Econ Economic

Soc Social

Esp Espionage

Terr Territorial

A Amer = American

R Russ = Soviet

Opp Opponent (Affecting Opponents Side)

Home Home (Affecting your own Side)

B Can be used by both players

Use Which player can use the card

Leader = Play 2 extra cards in Implementation Phase

Card List

Card Name:	Use	Notes:
Marshall Plan	A	Terr Amer+3 Econ Amer-2
Industrial Giant	A	Econ Amer+3
Military Industrial Complex	B	Milit Home+2 Econ Home+1
Iron Curtain	R	Terr Russ+2 Milit Rus-2
Nuclear Sub Fleet	B	Milit Home+3 Econ Home-2
Korean War	R	Milit Amer-1 Econ Amer-1 Soc Amer-1
NATO	A	Terr Amer+2 Milit Amer+2
United Nations	A	Milit Rus-1 Terr Russ-1
Warsaw Pact	R	Terr Russ+2 Milit Russ+2
Stalinism	B	Milit Russ+2 Social Russ-3 Esp Russ+2
Sputnik	R	Milit Russ+1 Soc Russ+1 Soc Amer-2
Space Race	B	Milit Home+1 Econ Home+1 Soc Home+1
Communist Revolution	R	Terr Russ+2 Econ Russ-1
Paranoia	B	Soc Opp-2
International Conferences	B	Soc Home+1
Capitalism	A	Econ Amer+3
Democracy	A	Soc Amer+2 Econ Amer+1
Ethnic Divisions	B	Soc Opp-2
Anti-War Movement	B	Soc Opp-2
Collective Agriculture	A	Econ Russ-2
Military Advisors	B	Terr Home+1 Milit Home+1
Nationalized Industry	A	Econ Russ-2
Restricted Cultural Expression	A	Soc Russ-2
Civil Liberties Denied	B	Soc Opp-2
Peoples Republics	R	Terr Russ+2
Occupation Forces	B	Terr Home+2 Milit Home-2
Youth Movement	B	Soc Opp-2
Market Reforms	B	Econ Home+2
Crackdown	R	Soc Russ+2 Milit Russ-1
Military Alliance	B	Milit Home+2 Econ Home-1
ICBMs	B	Milit Home+3 Econ Home-2

Card Name:	Use	Notes:
Containment	A	Terr Russ-2 Milit Amer-1
Propaganda	B	Soc Opp-1 Soc Home+1
Diplomacy	B	Terr Home+2
Aid to Third World Countries	B	Terr Home+3 Econ Home-2
Spy Ring	B	Esp Home+2
Subversion	B	Soc Opp-2 Esp Home+1
Negotiation	B	Terr Opp-1 Milit Home-1 Soc Home+1
Détente	B	Milit Opp-1 Milit Home-1 Esp Home+1
Confrontation	B	Soc Opp+1 Milit Home+2
Summit Meetings	B	Milit Opp-2 Terr Home-1
Bilateral Disarmament	B	Milit Opp-2 Milit Home-2 Soc Home +1
Hard-Line Leader	B	Soc Home+2 Soc Opp-1
Star Wars Weapon System	A	Milit Amer+2 Econ Amer-1
Evil Empire	A	Soc Amer+1 Milit Amer+1
Invasion of Afghanistan	A	Milit Russ-1 Econ Russ-1 Soc Russ-2
Vietnam War	R	Milit Amer-1 Econ Amer-1 Soc Amer-2
Bay of Pigs	R	Milit Amer-1 Soc Amer-1
Berlin Wall	A	Soc Russ-2
Cuban Missile Crisis	A	Milit Russ-2
Energy Crisis	B	Econ Opp-2
Satellite States	R	Milit Russ+1 Econ Russ+1 Terr Russ+2
Radio Free Europe	A	Soc Russ-2
Annexation	R	Terr Russ+2 Milit Russ-1
Counterrevolutionary Forces	A	Terr Russ-1 Milit Russ-1
Glasnost	A	Milit Russ-1 Terr Russ-1 Soc Amer+1
Perestroika	A	Milit Russ-1 Terr Russ-1 Soc Russ+1
Strikes	B	Econ Opp-2 Soc Opp-1
Arab-Israeli Wars	A	Milit Russ-2 Econ Amer-1
Puppet Regime	B	Terr Home+2 Milit Home-1
Proxy War	B	Milit Opp-2 Milit Home-1 Terr Opp-1
Sandinistas in Nicaragua	R	Terr Russ+1 Milit Russ+1 Milit Amer-1
Iran-Iraq War	B	Milit Opp-2 Milit Home-1 Terr Opp-1
Popular Uprising	B	Terr Opp-2 Milit Opp-1
Truman Doctrine	A	Terr Russ-2 Milit Amer-1
COMECON	R	Terr Russ+3 Econ Russ-2
Free Elections	A	Soc Amer+2
Normalize Relationships	B	Soc Home+2 Soc Opp+1
Foreign Aid	B	Terr Home+3 Econ Home-2
Czechoslovakian Coup	R	Terr Russ+2 Milit Russ+1
Medium Rang Missiles	B	Milit Home+2 Econ Home-1
Soviet Gas Pipeline	R	Econ Russ+3
Mutual Defense Treaties	A	Terr Amer+2 Milit Amer+1
Berlin Blockade	R	Terr Amer-1 Econ Amer-1 Soc Amer-1
KGB	R	Esp Russ+2
CIA	A	Esp Amer+2
Cultural Thaw	A	Soc Amer+1 Soc Russ-2
Nike Missiles	A	Milit Amer+2 Econ Amer-1
Assassination of Kennedy	R	Soc Amer-2
Brezhnev Doctrine	R	Milit Russ+1 Terr Russ+1 Esp Russ+1
Corruption	B	Soc Opp-2 Econ Opp-1
Failed Economic Policies	A	Econ Russ-2 Soc Russ-1
Prop-Up Dictatorship	B	Terr Home+2 Econ Home-1
Support Central American Rebels	B	Milit Home+2 Econ Home-1

Card Name:	Use	Notes:
Spy Planes	B	Milit Home+1 Esp Home+2 Econ Home-1
Moon Landing	A	Milit Home+1 Soc Amer+2 Soc Russ-2
Uprisings in Poland	A	Terr Amer+1 Terr Russ-1 Soc Russ-1
Nuclear Accident	A	Soc Russ-3 Econ Russ-3
Bomber Gap	B	Milit Opp+1 Econ Opp-2
Missile Gap	B	Milit Opp+1 Econ Opp-2
Western Imperialism	R	Terr Amer-2
Aid to Arab Countries	R	Terr Russ+2 Econ Russ-2 Milit Russ+1
Middle East Peace Talks	A	Terr Amer+2 Soc Amer+1
Communist Aggression	A	Terr Amer+2 Soc Amer-1 Milit Amer+1
Nixon Visits China	A	Terr Amer+1 Soc Amer+1 Econ Amer+1
Nuclear Bomb Research	B	Milit Home+2 Econ Home-1
Increase Nuclear Arsenal	B	Milit Home+3 Econ Home-2
Arms Race	B	Milit Home+2 Econ Home-1 Econ Opp-1
Cruise Missile Technology	B	Milit Home+2 Econ Home-1
Cold War Heats Up	B	Milit Home+2 Milit Opp+1 Soc Opp-1
Military Escalation	B	Milit Home+3 Milit Opp+1 Soc Home-1
Spy Satellites	B	Esp Home+2 Milit Home+1 Econ Home-1
Massive Arms Buildup	B	Milit Home+3 Econ Home-2 Econ Opp-1
Boycott Olympic Games	A	Soc Russ-2
Iran/Contra Affair	R	Soc Amer-2
Manned Space Flights	B	Milit Home+1 Econ Home-1 Soc Home+1
NASA	A	Milit Amer+1 Econ Amer-1 Soc Amer+1
Cosmonauts	R	Milit Russ+1 Econ Russ-1 Soc Russ+1
Unmanned Space Flights	B	Milit Home+1 Econ Home-1 Soc Home+1
U-2 Incident	R	Esp Amer-2 Soc Amer-1
Khrushchev Visits the US	R	Soc Russ+2
President Ford	A	Leader Soc Amer-1
Dwight D. Eisenhower	A	Leader Terr Amer+1
President Kennedy	A	Leader Soc Amer+1
Ronald Reagan	A	Leader Soc Amer+1
Nikita Khrushchev	R	Leader Soc Russ+1
Leonid Brezhnev	R	Leader Milit Russ+1 Econ Russ-1
Yuri Andropov	R	Leader Esp Russ+1
Premier Chernenko	R	Leader
Mikhail Gorbachev	R	Leader Soc Russ+1 Terr Russ-1
Che Guevara	R	Soc Russ+2
Fidel Castro	R	Terr Russ+1 Soc Russ+1
Marxist Guerillas	R	Terr Russ+1 Milit Russ+1
Bureaucracy	A	Econ Russ-2
Centralized Economic Planning	R	Econ Russ+2
McCarthyism	R	Soc Amer-2
Superpower	B	Milit Home+2 Econ Home+1
Balance of Terror	B	Social Home-2 Soc Opp-2 Terr Home+1
West Europe	A	Econ Amer+1 Milit Amer+1
Allied Japan	A	Econ Amer+2
Far Flung Bases	A	Milit Amer+3 Econ Amer-2
Dissidents	B	Soc Opp-2
Wall Street	A	Econ Amer+2
Economic Powerhouse	A	Econ Amer+2
Land of Opportunity	A	Econ Amer+1 Soc Amer+1
Ethnic Strife	B	Soc Opp-2
Hostage Debacle	B	Soc Opp-2

Card Name:	Use	Notes:
Oil Embargo	B	Econ Opp-2
India Pakistan War	B	Soc Opp-1 Terr Home+1
Contest of Wills	B	Soc Home+1
Domino Theory	R	Terr Russ+2
Workers of the World Unite!	R	Econ Russ+1 Soc Russ+1

Links

Cold War Museum www.coldwar.org. Wikki Mods.





Colonial Empires

Introduction

Card game for 2-4+ players. Each player is a colonial empire trying to amass wealth and influence. The game encompasses the time frame from 1600-1850.

Victory

Have the most Fortunes when the game ends. The game ends at the end of the turn the deck runs out of cards.

The Deck

Players share a common deck. There are 3 types of cards in the deck: Colonial Resource Cards Industry Cards Event Cards The deck has 4 copies of each Event card.

Card List

Card Name:	Income:
Sub Sahara Africa Gold	2
Sub Sahara Africa Ivory	2
Sub Sahara Africa Diamonds	3
Sub Sahara Africa Slaves	3
North Africa Grain	1
North Africa Wines	2
North Africa Iron Ore	2
North Africa Minerals	2
North Africa Antiquities	3
China Silk	3
China Jade	2
China Pearls	2
China Tea	2
China Porcelain	3
Middle East Rugs	2
Middle East Wine	1
Middle East Opium	3
Middle East Spices	2
Middle East Incense	2
North America Timber	2
North America Furs	2
North America Cotton	3
North America Tobacco	3
South America Cocoa	2
South America Coffee	3
South America Gold	3

Setup

Shuffle the deck. Each player starts with 2 cards and 10 Fortunes.

European Imperial Powers

Each player chooses to be one of the following 5 empires: Portuguese Spanish English French Dutch If more people insist on playing, additional empires may include: Ottoman Russian Prussian Austrian Italian

Colonial Regions

There are 10 colonial regions ripe for exploitation: Middle East North Africa South Africa India China East Indies Central America North America South America West Indies

Card Name:	Income:
South America Rubber	2
Central America Gold	3
Central America Corn	1
Central America Artifacts	2
Central America Tomatoes	2
Central America Potatoes	2
West Indies Lumber	2
West Indies Fish	2
West Indies Rum	3
West Indies Sugar	2
India Ivory	2
India Rugs	2
India Spices	2
India Seed Oil	1
India Rubies & Sapphires	3
East Indies Spices	3
East Indies Vanilla	2
East Indies Palm Products	1
East Indies Rubber	2
East Indies Coconut oils	2
Industry Glass & Lenses	1
Industry Clockworks	1
Industry Gunsmiths	3
Industry Cloth works	2
Industry Hand Tools	2
Industry Banking	3
Industry Iron Works	3
Industry Furniture	2
Industry Textiles	2
Industry Machinery	2
Industry Coal Mining	3
Industry Printing Presses	2
Industry Herring Fisheries	2
Industry Shipbuilding	3
Industry Trading Houses	3
Industry Chemical Industry	2
Industry Grain Mills	2
Industry Whaling	1
Industry Canning	2
Industry Railroads	3
Event Rebellion	Target Colonial Resource discarded
Event Colonial War	Steal 1 Target Colonial Resource
Event Privateering	Steal 5 Fortunes from Target Player
Event Exploitation	Gain 10 Fortunes
Event Discovery	Draw 2 cards
Event War at Sea	Steal 1 Random card from opponent's hand
Event War in Europe	Opponent must discard 2 random cards from hand
Event Intrigue	Opponent loses 10 Fortunes

Turn Sequence

Each turn has 5 phases: Fate Phase Revenue Phase
Event Phase Build Phase Trade Phase

Fate Phase

Each player draws 2 cards. A player may pay 5 Fortunes to draw an extra card.

Revenue Phase

Each player collects revenue. Revenue is measured in Units called Fortunes. (Use coins) Each empire produces a base 5 Fortunes each turn. Each Colonial Resource and Industry also produces Fortunes.

Gain 2 extra Fortunes if you control the most Resource cards in one Region. Gain 5 extra Fortunes if you control all the Resource cards in one Region. Fortunes go into your Treasury and may be saved from turn to turn.

Event Phase

Players may play Event cards. Players take turns doing so. The player with the least Fortunes goes first.

Build Phase

Each player may put one Colonial Resource card or Industry card into play. These cards are played face up in front of the player. These cards are not discarded.

They generate income for their owners every turn in Revenue phase. Industry cards represent revenue sources within a player's home country. A player may put two or more Colonial Resource cards into play if they are all from the same region.

A player may pay 5 Fortunes to put an extra Resource or Industry card into play.

Trade Phase

Players may trade cards, fortunes, etc. Maximum hand size is 7 cards. Discard excess cards.

Special Imperial Powers

Nation:	Power:
Portuguese	Starts game with 7 cards and 20 Fortunes
Spanish	Play an extra Colonial Resource card for free each turn
English	Draw one extra free card each turn
French	Costs them only 3 Fortunes to draw extra cards
Dutch	Play an extra Industry card for free each turn
Ottoman	Max hand size = 12 cards
Russian	Immune to Event cards played by opponents
Austrian	Always goes first in Event Phase
Prussian	Industry cards produce +1 Revenue Each
Italian	In Event phase draw an extra 2 cards and discard 2 cards

Cardset Available

Thanks Ron! [Click Here](#) CEC.doc





Colonial Florida

Introduction

Historical period: Florida 1513 (Ponce de Leon) - 1821 (American possession) Card & board game for 2-3 players. Each player represents one colonial power: Spanish, British, or French

The Deck

Players share the Enhancement deck. The deck contains two types of cards: Income Cards & Combat-

1	Gulf Stream (Start/End Space)
2	Intracoastal Waterways
3	St Augustine (Settlement)
4	Mangrove Swamps
5	Unexplored Wilderness
6	Cowford (Settlement)
7	Payne's prairie
8	Indian Trails
9	New Smyrna (Settlement)
10	Hardwood Hammock
11	Barrier Islands
12	Fort Caroline (Settlement)
13	Pond Apple Slough
14	King's Road
15	Fort Matanzas (Settlement)
16	Cypress Stand
17	Lakes
18	Fort Picolata (Settlement)
19	St. Johns River

Pieces

Each player has one pawn and 12 control markers. Disease, Hurricane, Pirate, or Indian Raid Markers are needed.

Victory

The first player to accumulate 50 Gold is the winner.

Turn Sequence

- Each turn has 7 phases:
1. Rebuild Phase
 2. Hurricane Phase
 3. Pirate Phase
 4. Indian Raid Phase
 5. Disease Phase
 6. Income Phase
 7. Action Phase

ants.

The Map

The Map is a circular ring divided into 36 spaces. Spaces need to be large enough to put cards on. The spaces are marked as follows:

1	Gulf Stream (Start/End Space)
20	Wild Coast
21	Cape Canaveral (Settlement)
22	Beaches & Sandbars
23	Wetlands & Estuaries
24	Santa Maria de Loreto (Settlement)
25	Everglades
26	Old Spanish Road
27	San Luis (Settlement)
28	Sawgrass
29	Quagmire
30	San Marcos (Settlement)
31	Coral Reefs & Seagrass Beds
32	Sand Hills
33	Pensacola (Settlement)
34	Pine Barrens & Flatwoods
35	Sinkholes & Limestone Springs
36	Tallahassee (Settlement)

Rebuild Phase

Remove one Raze counter from each settlement that has one.

Hurricane Phase

Roll 3D6 and move the Hurricane Marker counterclockwise. If the Hurricane lands on a Settlement place 1D6 Raze markers on it. Enhancements are destroyed on a roll of 1 on 1D6 (roll for each)

Pirate Phase

Roll 2D6 and move the Pirate Marker counterclockwise. If the Pirate lands on a Settlement, the settlement is attacked by 1D3 combatants. If the defenders lose, place 1D6 Raze markers on the settlement. This includes the effects of bandits, outlaws, corsairs, slavers, wreckers, & buccaneers.

Indian Raid Phase

Roll 1D6 and move the Indian Raid Marker counterclockwise. If the Indian Raid lands on a Settlement, the settlement is attacked by 1D3 combatants. If the defenders lose, place 1D6 Raze markers on the settlement. Major tribes included: The Seminoles (Creeks), Miccosukee, Tequesta, Tocobaga, Timucuan, Apalachee, Calusa, and Choctaws.

Disease Phase

Roll 1D6 and move the Disease Marker counterclockwise. If the Disease lands on a Settlement place 1D6 Raze markers on it. Diseases of the time included: Yellow Fever, Malaria, Typhus, and Cholera.

Combatants present are killed on a roll of 1-2 on 1D6

Income Phase

Each settlement generates income. $\text{Income} = 1 +$ the number of Income cards attached to the settlement. Make an additional 1 Gold if the settlement has at least one Labor and One non-labor income card attached.

The settlement makes an additional 1 Gold for each two Income cards of the same type, such as two 'Civilization' cards or two 'Sea' cards. Razed settlements do not generate income. If an opposing pawn is on your settlement the settlement generates no income.

Action Phase

Players take turns moving their pawn. Roll two six sided dice, pick one, and move that many spaces clockwise. A Player must skip his turn if his pawn occupies the same space as a Disease, Hurricane, Pirate, or Indian Raid Marker. If your pawn lands on a settlement not controlled by anyone, you are the "Founder" of the Settlement. Place one of your control markers on it.

If your pawn lands on a settlement you already control then remove 1D6 Raze Markers from it. If the settlement has no Raze markers draw one card from the Enhancement Deck. Attach the enhancement card to the settlement. If your pawn lands on an opposing settlement you may attack it if you control either of the two Settlements next to it and at least one of them has a combatant card attached. To resolve the attack, roll $(1 + X)D6$ where X = the number of combatant cards you are committing from adjacent settlements. The defender rolls $(2 + X)D6$ where X equals The number of all combatants attached to the attacked settlement. Reroll ties.

The higher roll wins. The loser loses all committed combatants. The winner loses one combatant (but not his last one) on a roll of 1-3 on 1D6. (Fortress cards are never destroyed, they switch hands instead) If the defender won nothing further happens.

If the attacker won he gains control of the attacked settlement. He replaces the Control marker with one of his own and may transfer one of the Attacking Combatants to the newly conquered Settlement. If you control any Moveable Combatants, you may move them on your Turn, to an adjacent settlement you control.

Enhancement Deck Card Type Notation

- T** Trade
- L** Labor (Florida was very underpopulated)
- F** Food Crop
- K** Cash Crop
- V** Civilization
- A** Animal Resource
- W** Wood Resource
- S** Sea Resource
- C** Combatant
- M** Movable Combatant
- X** Special Enhancement
- #** Number of that card in the deck

Enhancement Deck

Card Name	#	Type	Notes
Provincial Capitol	2	V	(Taxation) Capitols earn 2 Gold per turn
Busy Port	4	T/S	
Importers	1	T/S	(South American Rubber, Caribbean Rum)
Plume Trade	1	A	(Bald Eagles, Pelicans, Wading Birds)
Hunting	1	A	(Deer, Beaver, Otter, Alligator, Manatee)
Slaves	1	L	
Indigo Plantation	1	K	
Trading Post	1	T	(Indian Traders)
Frontier Women	1	L	
Bustling Town	1	V	(Shops, Markets, Taverns, Inns)
Entertainment	1	V	(Brothels, Bath Houses, Billiard Parlors)
Citrus Groves	1	F	(Oranges, Grapefruit)
Orange Groves	1	F	
Naval Stores	1	W/S	(Pitch, Resin, Tar, Turpentine)

Card Name	#	Type	Notes
Artisans	1	L	
Indentured Servants	1	L	
Cattle Ranches	1	A	(Livestock)
Fishing	1	A/S	(Fish, Sea Turtles)
Trapping & Harvesting	1	A/S	(Sponges, Shellfish, Shrimp, Lobster)
Farms	1	F	(Squash, Potatoes, Corn, Rice)
Missions	1	V	(Ministers, Missionaries)
Tobacco	1	K	
Timber	1	W	
Barrel Staves	1	W	
Sugarcane	1	F	
Smuggling	1	T/S	
Indian Labor	1	L	
Land Grants	1	L	
Cubans	1	L	
Scots	1	L	
Minorcans	1	L	
Cutthroats & Thieves	2	X	Settlement makes -1 Income
Fortress	6	C	Cannot be used to attack
German Mercenaries	1	M	
Armed Black Slaves	1	C	
Indian Allies	2	C	(Painted Indians)
Militia	2	C	
Garrison	2	C	
Soldiers	4	M	(Conquistadores, Redcoats)
Cannons	4	C	
Warship	4	M	(Sailors, Marines)
Privateers	2	M	
Provincial Units	2	C	

Links & Historical Resources

Wiki Page Short Florida History Old Florida Maps





Colonials

Introduction

Card game for 2-4 players. Each player controls a coastal colonial settlement in 17-18th Century North America. Each players colony is from an opposing European group including: The English, French, Spanish, and Dutch.

Victory

The first player to accumulate: 30 Population, 20 Gold, 10 Resources, and 3 Town Improvements wins. If you ever reach zero population, you automatically lose.

The Deck

Players share a common deck.

Tokens

Use tokens to represent Population. Use coins to represent Gold.

Setup

Each player starts with 10 Population and 5 Gold.

Turn Sequence

Players take turns. Each turn has 8 phases:

1. Draw Phase
2. Growth Phase
3. Hardships Phase
4. Revenue Phase
5. Upkeep Phase
6. Resources Phase
7. Trade Phase
8. Raid Phase

Draw Phase

Draw 3 cards from the deck. Max hand size is 7 cards. Discard excess cards

Growth Phase

Gain 1 Population Token. Play (discard) Settlement cards from your hand. For each Settlement card played, gain 1D6 Population Tokens.

Hardships Phase

Play (discard) Hardship cards on your opponents. For each Hardship card played, an opponent loses 1D6 Population Tokens.

Revenue Phase

Gain 1 Gold. For each Resource you control gain 1 Gold. For each Oppression card on you, lose 1 Gold.

Gain +1 Gold if you have the most resources of a given type (Agriculture, Sea, Trade, etc.)

Upkeep Phase

Pay 1 Gold for each of your Combatants. Discard Combatants not paid for.

Resource Phase

Play Oppression cards on your opponents for free. Play Leader cards for free. Pay 1 Gold for a Resource.

Pay 1 Gold to recruit a Combatant. Pay 2 Gold for a Town Improvement. Pay 3 Gold to build a Fort.

All these types of cards are considered to be Permanents. They stay face up in play from turn to turn. (You may have up to 1 Resource per 3 Population Tokens)

Trade Phase

Players may trade Cards, Gold, Promises, and Population.

Raid Phase

You may raid (attack) opposing players. Roll 1D6 for each of your combatants and for each battle card you play (discard). (You cannot play more battle cards then you have combatants) A roll of 1 inflicts one casualty.

A Fort negates 1 casualty per turn. For each casualty, your opponent must discard one Combatant. If no Combatants are left discard Resources, and then Town Improvements, and then 1D6 Population Tokens.

Card List Notation

- R** Resources
- S** Settlement (Discard when played)
- H** Hardships (Discard when played)
- O** Oppression
- C** Combatants
- B** Battle (Discard when played)
- F** Forts
- T** Town Improvements
- E** Events (Discard when played)
- L** Leader

Card List

Card Name:	Type	Notes:
Cod Fishing	R	Sea
Subsistence Crops	R	Agriculture
Dairy Farming	R	Agriculture
Cash Crop	R	Agriculture
Tobacco	R	Agriculture
Corn Crops	R	Agriculture
Lumber	R	Manufacturing
Iron Works	R	Manufacturing
Cattle	R	Animals
Trappers	R	Animals
Fishery	R	Sea
Apple Groves	R	Agriculture
Squash & Pumpkins	R	Agriculture
Livestock	R	Animals
River Boats	R	Trade
Wheat & Barley	R	Agriculture
Farmers Market	R	Trade
Furs & Skins	R	Animals
Trading Post	R	Trade
Plantations	R	Agriculture
Textiles	R	Manufacturing
Oats & Rye	R	Agriculture
Wool	R	Animals
Smuggling	R	Trade
Whaling	R	Sea
Merchants	R	Trade
Shipbuilding	R	Manufacturing
Rice & Indigo	R	Agriculture
Port	R	Trade
Shellfish	R	Sea
Hunting	R	Animals
Brewery	R	Agriculture
Religious Sect	S	
Exiles	S	
Protestants	S	
Slaves	S	
Pilgrims	S	
Colonists	S	
Puritan Migration	S	
Catholics	S	
Settlers	S	
Haven	S	
Sponsor	S	
Lutherans	S	
Prisoners	S	
Baptists	S	
Company Charter	S	
Royal Charter	S	
Immigrants	S	
Quakers	S	

Card Name:	Type	Notes:
Disease	H	
Sickness	H	
Starvation	H	
Hunger	H	
Food Shortage	H	
Smallpox	H	
Frontier Conditions	H	
Epidemic	H	
Long Winter	H	
Religious Intolerance	H	
Religious Heresy	H	
Indian Raids	H	
Indian War	H	
Witch Hunt	H	
Taxation	O	
Stamp Act	O	
Navigation Acts	O	
Import Duties	O	
Coercive Acts	O	
Fire	E	Discard any card in play
Peace Pact	E	Opponent may not attack this turn
Peace Treaty	E	Opponent may not attack this turn
Armistice	E	Opponent may not attack this turn
Free Land	E	Draw 3 cards
Self Government	E	Draw 3 cards
Self Sufficiency	E	Draw 3 cards
Confederation	E	Draw 3 cards
European War	E	Draw 3 cards
Mayflower Compact	E	Draw 3 cards
Poor Richard's Almanac	E	Draw 3 cards
The Great Awakening	E	Draw 3 cards
Meetinghouse	T	
Church	T	
Common Area	T	
Town Government	T	
Legislative Assembly	T	
Grammar School	T	
College	T	
Public Library	T	
Printing Press	T	
Newspaper	T	
Post Office	T	
General Hospital	T	
Naval Blockade	B	
Ambush	B	
Night Attack	B	
Surprise Attack	B	
Raid	B	
Counterattack	B	
Long March	B	
Massacre	B	
Siege	B	
Skirmish	B	

Card Name:	Type	Notes:
Hostilities	B	
Militia	C	
Colonists	C	
Colonials	C	
Royal Troops	C	
Indian Fighters	C	
Volunteers	C	
Irregulars	C	
Native American Allies	C	
Indian Allies	C	
Imperial Force	C	
Reinforcements	C	
Frontiersmen	C	
Cannons	C	
Fleet	C	
Warships	C	
Ship Squadrons	C	
Contingent	C	
Soldiers	C	
Infantry	C	
Artillery	C	
Raiding Party	C	
Punitive Expedition	C	
Garrison	F	
Fortifications	F	
Earthworks	F	
Entrenchments	F	
Outpost	F	
Governor	L	Counts as a Town Improvement
General	L	Counts as a Combatant
Industrialist	L	Counts as a Resource
Entrepreneur	L	Counts as a Resource
Preacher	L	Gain +1 Population per Turn
Minister	L	Gain +1 Population per Turn
Proprietor	L	Gain +1 Population per Turn
Promoter	L	Gain +1 Population per Turn
Diplomat	L	Opponent must pay 2 Gold to attack you
Director	L	Counts as a Resource
Dissident	L	You are Immune to Oppression cards
Revolutionary	L	Counts as a Combatant
Scientist	L	Counts as a Town Improvement
Captain	L	Counts as a Combatant
Privateer	L	Counts as a Combatant





Colonizers

Introduction

Space Colonization game. Establish High Scoring Colonies before your opponents. Game for 2-5 players.

Game Ends

The game ends as soon as ten Colonies are in play.

Victory

The player with the most Victory Points (VP) at the end of the game wins.

The Deck

Players share a common Deck. There are 7 cards types:

1. Planets
2. Ships
3. Extractors
4. Protection
5. Distance
6. Events
7. Growth

Planet Cards

Planet cards have 2 Attributes:

1. Hazards
2. Resources

There are 4 types of Extractor card. Each type of Extractor can successfully extract 2 types of Resources. There are 8 types of Hazards and 8 Types of Resources. Each Hazard has a specific type of Protection card required to overcome it:

Hazard-protection Correspondence List

Deflector Shields protect against Comet Storms Radiation Shields protect against Heavy Radiation Heavy Weapons protect against Hostile Lifeforms Heat Dissipaters protect against High Temperatures Corrosion Buffers protect against Corrosive Hydrosphere Xeno Antidote protects against Poison Atmosphere Xeno Medicine protects against Alien Pathogens Plate stabilizers protect against Unstable Geosphere

Ship Cards

There are 4 types of Ship cards, representing 4 Propulsion types and 4 corresponding levels of Speed. Certain Ships cannot be used with certain Distance Cards.

Extractor Cards

There are 4 types of Extractor card. Each type of Extractor can successfully extract 2 types of Resources. Additionally each Extractor card has a secondary trait of Colonist: There are 6 types of colonists each worth a different amount of points in Settlement Scoring.

Resource-extractor Correspondence List

Mining Platforms can Extract Heavy Metal and Crystal Resources. Collection Domes can Extract Organic and Exotic Resources. Containment Fields can Extract Radioactives and Rare Elements.

Pumping Stations can Extract Super Liquids and Strange Gasses.

Protection Cards

Each of the 8 planetary Hazards has a specific type of Protection card required to overcome it. In Addition each Protection card has a secondary trait of Control: There are 3 types of Control each worth a different number of points in Settlement Scoring.

Distance Cards

Each Distance card lists a Distance value from 7 to 30. Each Distance card also has an Obstruction Attribute. There are 5 Types of Obstruction. Each Obstruction type may prevent the use of one specific Ship Type.

Event Cards

These have a wide range of game altering effects such as: Increasing or Decreasing Trip times. Stealing or Destroying Colonies. Stealing, Gaining, or Losing Cards.

Stealing, Gaining, or Losing VP. These are usually played in Event Phase. After the Event is resolved the Event card is discarded.

Growth Cards

These are played in Event Phase and are added to a player's existing Colony. A single Colony can have a Max of one Growth card attached.

Victory Tokens

Each one of these is worth 1 Victory Point (VP).
Victory Tokens = VT

Travel Markers

These represent how far a Mission has traveled.
Travel Markers = TM

Setup

Each player is dealt 5 cards. Players roll high on 1D10 to see who goes first.

Turn Sequence

Players take turns. Each turn has 8 Phases:

1. Draw Phase
2. Trade Phase
3. Event Phase
4. Travel Phase
5. Launch Phase
6. Settlement Phase
7. Scoring Phase
8. End Phase

Draw Phase

Each player Draws 1 card from the top of the deck and puts them in their hands. If the deck runs out, shuffle the discard and draw from it.

Trade Phase

Players may trade cards from their hands. They may also trade ownership of Missions and Colonies. Limit this to 2 minutes.

Event Phase

The current player may play 1 Event Card or 1 Growth Card from his hand. Discard Event cards once they are played.

Settlement Phase Scoring Table

Trait	VP
Robots	1
Penal	2
Clones	3
Religious	4
Political	5
Scientists	6
Organics	1
Crystals	2
Radioactives	3

Scoring Phase

The current Player gains 1 VT for each Colony he has in play.

End Phase

Current player Max hand size = 8 cards. Discard excess cards.

Travel Phase

Current Player: Place Travel Markers on your Missions. A Mission with Solar Sails adds 1 Travel Marker. A Mission with Gravity Repulsors adds 2 Travel Markers. A Mission with a Ram Scoop adds 3 Travel Markers.

A Mission with an Antimatter Drive adds 4 Travel Markers.

Launch Phase

The current player may launch a Mission. A Mission consists of 5 Cards: 1 Planet Card 1 Ship Card 1 Extractor Card 1 Protection Card 1 Distance Card. All cards in a Mission must be compatible with each other, for instance, the Protection card must be specific to the Hazard type of the Planet card. Place the stack of Mission cards face-up and staggered in front of you.

The Mission cards must be visible to all players.

Settlement Phase

A Mission that has accumulated Travel Markers equal to or greater than the Distance value listed on the Missions Distance Card has arrived at its Destination Planet and set up a functioning, Established Colony. The player in control of the mission colony immediately scores a number of

VP the Value of the Resource type plus the Value of the Colonists type plus

the Value of the Control type. (see Settlement Scoring Table for Values) Represent the conversion of the Mission into a Colony by discarding the Distance and Ship cards and the Travel Markers. Keep the Planet, Extractor, and Protection cards stacked face up in front of you.

Trait	VP
Strange Gasses	4
Super Liquids	5
Rare Elements	6
Heavy Metals	7
Exotics	8
Private	2
Corporate	4
Government	6

End Of Game Scoring

Check for each of the 8 Resource types. The player with the most colonies of a type gains an extra 3 VP.

Common Deck Card List Notation

W Planets
S Ships
X Extractors

R Protection
D Distance

V Events
Number of copies of that card in the deck.

Common Deck Card List

Name:	Type	#	Notes
Ship with Solar Sails	S	6	Speed = 1
Ship with Gravity Repulsor	S	6	Speed = 2
Ship with Ram Scoop	S	6	Speed = 3
Ship with Antimatter Drive	S	6	Speed = 4
Dark Matter 7	D	1	Blocks AM Drive
Void 8	D	1	Blocks Ram Scoop
Deep Space 9	D	1	-
Dark Matter 10	D	1	Blocks AM Drive
Deep Space 11	D	1	-
Void 12	D	1	Blocks Ram Scoop
Gravity Well 13	D	1	Blocks Gravity Repulsor
Deep Space 14	D	1	-
Dark Matter 15	D	1	Blocks AM Drive
Asteroids 16	D	1	Blocks Solar Sails
Deep Space 17	D	1	-
Void 18	D	1	Blocks Ram Scoop
Gravity Well 19	D	1	Blocks Gravity Repulsor
Asteroids 20	D	1	Blocks Solar Sails
Dark Matter 21	D	1	Blocks AM Drive
Deep Space 22	D	1	-
Asteroids 23	D	1	Blocks Solar Sails
Void 24	D	1	Blocks Ram Scoop
Deep Space 25	D	1	-
Gravity Well 26	D	1	Blocks Gravity Repulsor
Deep Space 27	D	1	-
Asteroids 28	D	1	Blocks Solar Sails
Deep Space 29	D	1	-
Gravity Well 30	D	1	Blocks Gravity Repulsor
Robots	X	1	Mining Platforms
Penal	X	1	Mining Platforms
Clones	X	1	Mining Platforms
Religious	X	1	Mining Platforms
Political	X	1	Mining Platforms
Scientists	X	1	Mining Platforms
Robots	X	1	Collection Domes
Penal	X	1	Collection Domes
Clones	X	1	Collection Domes
Religious	X	1	Collection Domes
Political	X	1	Collection Domes
Scientists	X	1	Collection Domes
Robots	X	1	Containment Fields
Penal	X	1	Containment Fields
Clones	X	1	Containment Fields
Religious	X	1	Containment Fields
Political	X	1	Containment Fields
Scientists	X	1	Containment Fields
Robots	X	1	Pumping Stations

Name:	Type	#	Notes
Penal	X	1	Pumping Stations
Clones	X	1	Pumping Stations
Religious	X	1	Pumping Stations
Political	X	1	Pumping Stations
Scientists	X	1	Pumping Stations
Agri-Domes	G	1	Your Organics Colonies earn 1 extra VP per Turn
Space Port	G	1	Draw 1 extra card on your Turn in Draw Phase
Universal Church	G	1	Your Religious Colonies earn 1 extra VP per Turn
Branch Headquarters	G	1	Play 1 extra Event card per Turn
Government Center	G	1	Your Max Hand Size is 10 in End Phase
Robotics Laboratory	G	1	Your Robot Colonies earn 1 extra VP per Turn
Research Station	G	1	Your Scientist Colonies earn 1 extra VP per Turn
Alien Ruins	G	1	Gain 20 VP and draw 3 Cards when put in play first time
Military Base	G	1	Your Heavy Weapon Colonies earn 1 extra VP per Turn
Deflector Shields	P	1	Private
Deflector Shields	P	1	Corporate
Deflector Shields	P	1	Government
Radiation Shields	P	1	Private
Radiation Shields	P	1	Corporate
Radiation Shields	P	1	Government
Xeno Medicine	P	1	Private
Xeno Medicine	P	1	Corporate
Xeno Medicine	P	1	Government
Heavy Weapons	P	1	Private
Heavy Weapons	P	1	Corporate
Heavy Weapons	P	1	Government
Heat Dissipaters	P	1	Private
Heat Dissipaters	P	1	Corporate
Heat Dissipaters	P	1	Government
Corrosion Buffers	P	1	Private
Corrosion Buffers	P	1	Corporate
Corrosion Buffers	P	1	Government
Xeno Antidote	P	1	Private
Xeno Antidote	P	1	Corporate
Xeno Antidote	P	1	Government
Plate Stabilizers	P	1	Private
Plate Stabilizers	P	1	Corporate
Plate Stabilizers	P	1	Government
Poison Atmosphere	W	1	Heavy Metals
Poison Atmosphere	W	1	Strange Gasses
Poison Atmosphere	W	1	Radioactives
Caustic Hydrosphere	W	1	Super Liquids
Caustic Hydrosphere	W	1	Organics
Caustic Hydrosphere	W	1	Rare Elements
Heavy Radiation	W	1	Radioactives
Heavy Radiation	W	1	Crystals
Heavy Radiation	W	1	Exotics
Hostile Life Forms	W	1	Strange Gasses
Hostile Life Forms	W	1	Organics
Hostile Life Forms	W	1	Exotics
High Temperatures	W	1	Radioactives
High Temperatures	W	1	Super Liquids
High Temperatures	W	1	Crystals

Name:	Type	#	Notes
Alien Pathogens	W	1	Exotics
Alien Pathogens	W	1	Organics
Alien Pathogens	W	1	Super Liquids
Unstable Geosphere	W	1	Heavy Metals
Unstable Geosphere	W	1	Strange Gasses
Unstable Geosphere	W	1	Rare Elements
Comet Storms	W	1	Heavy Metals
Comet Storms	W	1	Crystals
Comet Storms	W	1	Rare Elements
Inheritance	V	1	Take Control Target Private Colony
Corporate Buyout	V	1	Take Control Target Corporate Colony
Change of Government	V	1	Take Control Target Government Colony
Sabotage	V	1	Opponent discards 3 random cards from hand
Industrial Spy	V	1	Look at opponents Hand
Steal Research	V	1	Steal 1 Random card from Opponents hand
Long Range Probe	V	1	Look at next 10 cards in Deck
Major Malfunction	V	1	Return Target Mission to Owners hand
Lost Colony	V	1	Destroy Target Colony
Lost in Space	V	1	Target Mission loses 10 TM
Backup Plans	V	2	Negate Target Event card just Played
Nebula	V	1	Ramjet Mission gains 10 TM
Laser Beacon	V	1	Solar Sail Mission gains 10 TM
Black Hole	V	1	Gravity Repulsor Mission gains 10 TM
Dark Energy	V	1	Antimatter Drive Mission gains 10 TM
Galactic Census	V	1	Gain 2 VT per Colony you Control
Research Breakthrough	V	1	Draw 3 Cards





Combat Dice

Introduction

Get ready to throw lots of dice around. The game simulates two opposing fantasy warriors locked in deadly combat.

New Computer Game Version Of Combat Dice

by Zak Click [here](#) to go to the Website

Equipment

Lots of Dice of different colors. Some way to keep track of Hit Points.

Turn Sequence

1. Combat Phase
2. Initiative Phase
3. Maneuver Phase
4. Attack Phase
5. Damage Phase

Combat Roll Phase

Both players roll their combat dice into separate boxes. This is known as the combat roll. Add up scores as described in the example.

Initiative Phase

The player with the highest Initiative score attacks first. If initiative scores are tied, the attacks are simultaneous.

Maneuver Phase

If the winner of the initiative phase also has a higher maneuver score, than that player may rethrow his dice.

Roll	Score
1	Attack
2	Dodge
3	Damage

Sample Combat Turn

A warrior rolls 6 basic combat dice. He rolls: 2, 3, 1, 3, 5, 3 His scores: Attack = 1; Dodge = 1; Damage = 3; Armor = 0; Initiative = 1; Maneuver = 0 His opponent, the myrmidon, also rolls 6 basic combat dice. He rolls: 6, 4, 1, 4, 5, 3 His scores: Attack = 1; Dodge = 0; Damage = 1; Armor = 2; Initiative = 1; Maneuver = 1

The new scores will only affect the attack & damage phases.

Attack Phase

Conduct this phase in order of initiative. Compare your Attack score to your opponents Dodge score. If your Attack score is higher you have 'hit' your opponent.

If your Attack score is equal or lower, your attack misses.

Damage Phase

Conduct this phase in order of initiative. You can only do damage if you hit your opponent in Attack phase. Compare your Damage score to your opponents Armor score.

If your Damage score is equal or lower, your attack does no damage. If your Damage score is higher you have 'damaged' your opponent. Your attack does damage equal to the difference.

Damage is subtracted from your opponents Hit point total. A combatant reduced to 0 Hit points is unconscious. A combatant reduced to -2 Hit points is dead.

Basic Combatants

The basic combatant uses 6 Basic Combat Dice and has 10 Hit points. A combatant starts the combat with 3 items from the equipment list below. Weapon, Shield, Armor, Bow & Arrows, Spell Charm The basic combatant is a warrior with sword, medium shield, and light armor.

A spell charm contains one spell.

Basic Combat Dice

The basic combat die is the common six sider.

Roll	Score
4	Armor
5	Initiative
6	Maneuver

They tie in initiative, so attacks are simultaneous.

The myrmidon attacks but the warrior dodges. The warrior hits. The myrmidon fails to dodge. The warrior does 3 damage, but the myrmidons armor blocks 2 damage.

The myrmidon loses 1 hit point.

Advanced Rules

Damage Dice

Along with the basic dice roll two more six-sided dice of a different color. If the fighter inflicts no damage

than ignore the damage dice. Add the two dice to see what additional affects are incurred by the damage.

2D6	Result
2	Bleeding
3	Hurt Arm
4	Double Crit
5	Disarm
6	Stunned
7	No effect

2D6	Result
8	Stunned
9	Knockdown
10	Break Armor
11	Hurt Leg
12	Blinded

Result	Description
Stunned	Opponent uses 1 less basic combat die next turn.
Disarm	Opponents attack and damage scores are at -2 until the player rolls a maneuver score = 2+ to retrieve the weapon.
Knockdown	Opponents attack and damage scores are -1 until player rolls a maneuver score = 2+ to get back up.
Hurt Arm	Opponents attack and damage scores are -1 permanently.
Hurt Leg	Opponents dodge and maneuver scores are -2 permanently.
Double Critical	Roll twice more on this table.
Break Armor	Opponents armor score is -1 permanently.
Bleeding	Opponent suffers 1 additional hit in Damage phase for 1D6 more turns.
Blinded	Opponent uses 3 less basic combat dice permanently.

Specialty Combat Dice & Advanced Combatants

More powerful fighters will have 1D6 more hit points and 1D6 specialty dice. Specialty dice are the result of natural ability and years of training. Specialty dice are picked according to character concept.

Specialty dice are thrown in addition to the basic dice during the combat roll. Specialty must be colored different from the basic dice, the damage dice, and each other. Below are examples of specialty dice.

Prowess

D6	Score
1	Attack
2-6	None

Evasion

D6	Score
1	Dodge
2-6	None

Maneuver

D6	Score
1	Maneuver
2-6	None

Initiative

D6	Score
1	Initiative
2-6	None

Strength

D6	Score
1	Damage
2-6	None

Armor

D6	Score
1	Armor
2-6	None

Weapons & Armor Modifiers

These modifiers affect the scores of the combat roll.

Modifier	Values
Unarmed	Damage -2, Attack -2
Sword	Standard
Short Sword	Damage -1, Initiative +1
Large Sword	Damage +1, Initiative -1
Dagger only	Damage -1, Attack -1, Initiative +1 (speed)
Thrown Dagger	Damage -1, Attack -1, Initiative +2 (ranged only)
Club	Damage -1
Spear	Initiative +1 (reach), Maneuver -1
Trident	Initiative +1 (reach), Maneuver -1
Thrown Spear	Initiative +3 (range), Attack -1 (ranged only)
Bow & Arrow	Initiative +4 (ranged only)
2-H Battle Axe	Damage +3, Initiative -1, Dodge -1, Maneuver -1
Flail	Damage +2, Initiative -1, Attack -1
2-H Sword	Damage +2, Initiative -1, Maneuver -1
Net	If opponent is hit, he takes no damage, but he may not
-	hit or dodge this, or next turn.
No Armor	Armor -2, Maneuver +1, Initiative +1
2-H Staff	Damage -1, Armor +1 (Parry)
Light Armor	Standard
Medium Armor	Armor +1, Maneuver -1
Heavy Armor	Armor +2, Maneuver -1, Initiative -1
No Shield	Armor -2, Maneuver +1, Initiative +1
Small Shield	Armor -1, Maneuver +1
Medium Shield	Standard
Large Shield	Armor +1, Maneuver -1

Skills

These are in addition to the specialty dice. Two Weapon Style: Treat one attack roll as a dodge roll, or one dodge roll as an attack roll. Riding Horse: Maneuver +1, Initiative +1. Take 1D3 Damage if you are knocked off.

Martial Artist: No penalty for being unarmed Blind Fighting: Immune to Blind damage results Berserker: Dodge -1, Attack +1 Adrenaline Rush: Take 1 Hit point of Damage to roll 1 extra basic combat die.

Special Combat Actions

Player must have a maneuver score = 2+ to use one of these. Shield Bash: Treat one Armor roll as an attack roll.

Parry: Treat one Attack roll as an armor roll.

Pommel Strike: Treat one Damage roll as an attack roll.

Retreat: Treat one Attack roll as a dodge roll.

Feint: Your Attack score = 0. Gain one extra basic combat die next turn if you are not hit this turn.

Sand in the Eyes: Treat two Damage rolls as a Blinded damage result. Blindness lasts 1D3 turns.

Grapple: Wrestling maneuver. If attack hits, all of opponents non-maneuver scores are at -1 until the player rolls a maneuver score = 2+ to break free. Both combatants are disarmed.

Magic

Spellcasters may forgo 1 or more combat dice to gain spells on a 1 to 1 basis. A unit must keep at least 3 combat dice. Additional Spells may be learned instead of Specialty dice.

A spell may be used only once per combat. One spell may be cast per turn. Before players make their combat roll, the spellcaster declares which spell he is casting, if any.

For a spell to 'hit' an opponent, the attack roll must be greater than the dodge roll.

Spell List

1. Fireball: Initiative +3, Damage +4, Attack +1 (ranged only)
2. Lightning Bolt: Initiative +4, Damage +6 (ranged only)
3. Paralysis: If opponent is hit, he takes no damage, but he may not hit or dodge this, or next turn.
4. Aid: Caster or target gains 1D6 specialty dice of any 1 type for 1D6 turns.
5. Heal: Caster or target heals 1D6 lost hits
6. Curse: If hit, opponent loses 1D3 basic combat dice for 1D6 turns.
7. Finger of Death: Initiative -2, Damage +9, Attack -1
8. Shocking Grasp: Initiative +2, Damage +2, Attack +1

9. Shield: Armor +2 for 1D6 turns

Ranged Combat

The first 1D6-2 rounds are ranged combat rounds. Only Ranged spells, Bows, and thrown weapons may be used to attack. Ranged weapons and ranged spells cannot be used during normal melee rounds.

If both combatants want to continue ranged combat roll for another 1D6-2 rounds.

Gladiators

Secutor: Short sword, Medium shield, Light Armor
Retiarius: Net, Trident, Dagger, No armor
Thracian: Short sword, Small shield, Light armor
Murmillo: Large sword, Medium shield, Medium armor
Dimachaeri: 2 Short swords, No armor (Has Two-weapon Style skill)
Samnites: Short sword, Large shield, Medium Armor

Computer Game Version Of Combat Dice

Microsoft Visual Basic Programmed by Dragyn Rain
[Click here to go to the his Website](#)





Combat Dice

Combat Dice (CD's) are a very comfortable and easy way to resolve battles in any game system on any detail level. Lots of our self developed games use CD's, and even our favourite warpspawn games like Artifact or the Warp Skirmish System can be varied with CD's if you feel the need for a change.

CD's are 6-sided dice with two sides called 'hits' (5 and 6 on a common die) and one side called 'Oops' (the 1). The remaining sides have no meaning. And here's how to use them on different levels of detail:

1. level - keep it simple, stupid

Each combatant has a certain strength. Both sides throw as many CD's as their strength says, and the fighter who has more hits wins. The loser might be killed or lose as many hitpoints as the difference between the amounts of hits.

2. level - fast skirmish

Each player might have a defending power as well. The attacker throws as many CD's as his attack value says, the defender corresponding to his defending power. If the attacker scores more hits than the defender, the target loses (life, 1 hitpoint, the difference between the amounts of hits). The attacker may not lose this turn.

3. level - different character traits

Each player might have different character traits that can be rolled out against each other. For example: Gunnery vs. ship size, if hit then weapon power vs. defense shields etc. You can design this in any detail level you like (some details suck and tend to slow down the gameplay, so do some playtesting).

4. level - modifiers (tabletop gaming etc.)

You can use this in combination with any level - just give modifiers under certain circumstances. Let weapons add a number of CD's to your strength, let a distance to the fire target determine if the attacker

has to reduce his gunnery (half of the CD's or anything), let your character double a defensive power if he's taking cover etc. Another way of modifying might be the adding/subtracting of CD's, maybe when doing combined attacks etc. You get the idea - let your imagination flow :)

Critical hit/miss If your CD roll delivers only "Hits", this might be declared as critical hit, which can lead to any consequences you like - target destroyed, secret roll revealed, extra attack etc. If your CD roll delivers more "Oops" than "Hits", this might be declared as critical miss, which can lead to any consequences you like - weapon jam / out of ammo, self-inflicted wound, loss of all further action points this round etc.

RPG with CD's We even play some RPG's with CD's - it's easy. Just let the character traits determine the number of CD's to be rolled, and give the challenges/obstacles a certain power that a) has to be reached with hits, or b) determines the number of CD's that can be rolled against the player's roll.

Designer's note CD's are not our invention. Lots of games use some kind of CD's (for just one example see Universal Game Systems / Rules of War). But since we made our own cool-looking set of CD's, we discovered that lots of games easily can be adapted to them, which often spices up even long-sellers. We learned that a lot of "realism" can be added with CD's without the usual disadvantage of getting the gameplay too complicated. The advantage for game designing is the fact, that the designer only has to deal about the different character traits and their balance - and even the level of detail can be varied very easily. The advantage for the gamers is the simplicity of use and result. If you have any comments/critic/suggestions/ideas, we're eager to hear from you at j_hansen@web.de.





Commodore

Introduction

Card game for 2 players. Simplistic Napoleonic era sea battle simulation. Micro-Deck Concept: Easily made minimalist deck.

Card Set Available

Cheers! A Cardset by Janne Thörne: for Cardset

Victory

Reduce your opponent to zero Morale Points.

Morale Points

Each player begins with 7 Morale Points. Use coins, dice, or tokens to keep track of MP's.

The Deck

Players share a common deck. There are 11 card types. The deck contains a total of 46 cards.

Dice

Six sided dice are needed to play

Tokens

Tokens are needed to keep track of damage. Tokens are placed on the ship card that is damaged.

Setup

Each player is dealt a hand of 7 cards. Roll high to determine who goes first. Players cannot attack on their first turn.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Maneuver Phase
2. Deploy Phase
3. Attack Phase
4. End Phase

Maneuver Phase

Draw 1 card. If the deck runs out, shuffle the discard and draw from it.

Deploy Phase

Put one or more Ship cards into play. Ship cards are placed face up in front of you.

Attack Phase

Use Attack cards to cause one or more of your ships to attack. When Attacking, a ship rolls a number of dice equal to its current Strength. Every roll of 1 causes 1 Damage Token to be put on the enemy ship. A ship with zero Strength is out of action.

(ships weren't usually sunk, just reduced to drifting hulks) If no enemy ships remain, each successful attack causes your opponent to lose one Morale Point.

End Phase

Max hand size is 7 cards. Discard excess cards.

Current Strength Definition

A Ship's Current Strength = Hull size rating - Number of Damage Tokens on the Ship.

Broadsides Card

The Broadsides attack card allows one of your target ships, and One of your opponents target ships to attack each other.

Rake The Bow Card

Rake the Bow allows one of your ships to attack a target Opposing Ship without being fired back upon.

General Melee Card

The General Melee card allows all ships in play to attack. In Melee you pick how the ships are paired up. The player with Excess ships may assign them to attack target ships of his choice or Opponents Morale.

Boarding Action Card

For Boarding Action a pair of ships is selected. Both Roll 1D6 (Boarding Rolls) and add their current strength. The higher total wins. Attacker wins ties.

The losing ship is captured by your Marines. A Captured ship fights on your side. Grapeshot rule: A player may play (discard) a Broadsides card to 'sweep the decks' and get +1 to his Boarding roll.

Outmaneuver Card

Can be used 2 ways:

1. Keep ones Distance:

Negate an Attack card just played and draw a card from the deck.

2. Superior Seamanship:

Cause opponent to discard 2 random cards in Maneuver Phase.

Special Damage Card

Target a ship upon which you just inflicted damage. Panic: Enemy ship with Strength = 2 & intact Rigging flees the Battle. Surrender: Capture Enemy ship with Strength = 1.

If neither of the above apply roll 1D6: 1-3: Rigging Destroyed: This ship attacks as if it had one less Strength Ship cannot Board, Rake, or make Broad-sides, however it may be the target of such. 4: Sniper Kills Captain: The ship attacks as if it had one less Strength. 5: Hot Shot: The Ship becomes engulfed in fire & sinks.

6: Blown Away: The Main Magazine explodes. The Ship sinks. If a ship gets hit with a second (or more) special damage card producing a duplicate result the ship instead gets 1 extra damage token.

Card List

Card Name:	#	Notes:
First Class Flagship	2	Hull = 6
Second Class Ship of the Line	4	Hull = 5
Third Class Ship of the Line	6	Hull = 4
Broad-sides	8	
Rake the Bow	2	
General Melee	4	

Number of copies of that card in the deck.

Optional Rules

Some additional ship classes: Fourth Class Ship of the Line (Hull = 3) Frigate (Hull = 2) Sloop (Hull = 1)

Rarities Card

Can be used in 4 different ways:

1. Repairs: Remove 1 Damage Token from target ship.
2. Fireship: Make a Strength = 6 attack vs target ship.
3. Signal Flags: Discard X cards to draw X+1 cards.
4. Strategist: Look at opponent's hand & draw one card from the deck.

Superior Assets

When played put a special token on a ship you just deployed this turn. This Ship gets Strength +1. This represents one of several possibilities: A New Ship, A well drilled Crew, A superb Captain, Carronades, etc.

Alternatively, you can use this card to Rally: Gain back one lost Morale point.

Card Name:	#	Notes:
Boarding Action	4	
Outmaneuver	4	
Special Damage	4	
Rarities	4	
Superior Assets	4	

Cardset Available

Much Thanks to Alcrespi





Company Commander

Introduction

Card & Dice game for 2 players. WWII Simulation of Combat between two infantry companies. One player represents the Americans, the other is the Germans.

Victory

The first player to destroy or rout 10 enemy squads or units wins. If after 2 turns, you ever have units at a all three fronts and your opponent only has units at one or none, you automatically win.

The Decks

The game uses 3 decks. Players share a common Tactics Deck. Each player has their own unique Squad Deck.

Markers

Markers (counters, tokens) required: Casualty Markers Pinned Markers

Dice

six sided dice (D6) are needed.

Field Of Play

Each player deploys his units into one of three Fronts: Center, Left Flank, and Right Flank.

Unit Stats

Strength = Each point of Strength represents 1-5 men.

Roll	Result:
1-2	Spotted (Make one Suppression Roll against the Recon unit)
3-4	Nothing
5-6	Success

On a Success result you may do one of 2 things:

1. Look at your opponents hand
2. All suppression rolls vs the target front this turn are at +1

A unit on a mission cannot attack this turn.

Suppression Phase

Units with long range attacks are capable of suppression fire. (Artillery, Mortars, Tanks, Heavy Machine Guns on Tripods) Units attack into the enemy

Setup

Determine who goes first randomly.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Deploy Phase
2. Tactics Phase
3. Recon Phase
4. Suppression Phase
5. Assault Phase
6. Rally Phase

Deploy Phase

Draw 3 cards from your Squad deck. Deploy these units to your Fronts. You may deploy 0-1+ units to each front (center, left & right) Units are deployed Face up.

If your Company Commander is in play, you may draw an extra Squad or Tactics card. During this phase you may move non-pinned units from one front to an adjacent front. A unit that is moved cannot attack (or Recon) this turn.

Tactics Phase

Draw 2 cards from the Tactics deck. Max hand size is 7 cards. Discard excess cards. If the deck runs out, shuffle the discard & draw from it.

Recon Phase

Recon Units may go on a Recon Mission. Missions are into the enemy front directly across from them. Roll 1D6 (Recon Roll):

front directly across from them. Roll 2D6 (Suppression Roll) for each unit with Suppression Fire.

Roll	Result:
2-7	Nothing
8-10	One Random Enemy Unit gets a Pinned Marker
11+	One Random Enemy Unit gets a Casualty Marker

Units that attack in Suppression Phase cannot attack in Assault Phase. Support cards may be played to give you a number of Suppression rolls. Declare which

enemy Front is being targeted when using Support cards.

Support cards are discarded when played. A Pinned unit cannot do suppression fire. A unit with casualty markers equal to its Strength is destroyed (remove from play).

Assault Phase

Declare which of your units are attacking (= assaulting). Units attack into the enemy front directly across from them. Defending enemy units get to attack first, then attacking units.

Roll XD6 (Fire Roll) for each unit.

X the Strength of the Unit minus the number of casualty markers on it.

Roll	Result
1-3	Nothing
4-5	One Random Enemy Unit gets a Pinned Marker
6 +	One Random Enemy Unit gets a Casualty Marker

Some Tactics Cards increase/decrease the number of Fire Rolls made. A Pinned unit cannot make

Roll	Result:
1-5	Nothing
6	Ignore a Pinned Result/Treat a Kill Result as a Pinned Result

Units with heavier armor get a bonus to this roll. Note: Tanks are immune to damage caused by snipers.

Flanking

If your opponent has no units left on a Front, your units on that front may attack into an adjacent Front with a +1 on all Fire & Suppression rolls.

Card List Notation

U Units (Squads & Vehicles)

Fire rolls. A unit with casualty markers equal to its Strength is destroyed (remove from play).

Rally Phase

Each unit with Pinned Markers on it may roll 1D6 (Rally Roll)

Roll	Result:
1-4	Nothing
5-6	Remove one Pinned Marker

If a unit has more Casualty & Pinned Markers on it than its base Strength it routs (remove the unit from play). A Leader unit (HQ) that has not moved or attacked this turn may attempt to rally a target pinned unit. (Make a Rally Roll +2) Leader units get +2 to Rally themselves.

Armored Vehicles

Armored units get to make an armor save when they are hit. Roll 1D6 (Armor Roll):

UI Infantry Squad

S Support (Attacks by Artillery & Airplanes)

STR Strength

Copies of that card in the deck

Assault = The unit gets +1 to Fire Rolls when Attacking (Assaulting) Defense = The unit gets an extra 2 Fire Rolls when Defending Anti-Tank = Any damage done by this unit is randomly distributed to Vehicles or artillery units first. Medium Tank = (Armor(Roll +2)+ Suppression + Anti-Tank + Assault) AT Gun = (Suppression + Anti-Tank + Defense + unit cannot Assault)

American Squad Deck Card List

Card Name	Type	STR	#	Notes
Company HQ	U	1	1	Leader
Platoon HQ	U	1	3	Leader
Rifle Squad	UI	2	3	
Replacement Squad	UI	2	2	Morale Rolls at -1
Heavy Rifle Squad	UI	3	1	
Engineering Squad	UI	2	1	Assault
Half Squad	U	1	2	
Recon Team	U	1	2	Recon
Browning 30 Calibre MG	U	1	1	Defense
Browning 50 Calibre MG	U	1	1	Defense & Suppression
60mm Mortar	U	1	1	Suppression
81mm Mortar	U	1	1	Suppression(Roll +1)
M1A1 Bazooka Team	U	1	1	Anti-Tank

Card Name	Type	STR	#	Notes
M4A1 Sherman Tank	U	1	1	Medium Tank
M8 Armored Car	U	1	1	Recon(Roll +1) & Armor

German Squad Deck Card List

Card Name	Type	STR	#	Notes
Company Leader	U	1	1	Leader
Platoon Leader	U	1	3	Leader
Jagergruppe Infantry Squad	UI	2	2	
Stosstrup Heavy Squad	UI	3	1	
Pioniere Engineering Squad	UI	2	1	Assault
Half Squad	UI	1	1	
Recon Team	U	1	2	Recon
Light MG 34	U	1	1	Defense
Heavy MG 42	U	1	1	Defense & Suppression
80cm Mortar	U	1	1	Suppression (Roll +1)
Panzerschreck Team	U	1	1	Anti-Tank
Panzer IV G Tank	U	1	1	Medium Tank
Scharfschutze Sniper	U	1	1	Suppression
7.5cm PaK 40 AT Gun	U	1	1	AT Gun
Half Track	U	1	1	Armor & Suppression

Tactics Deck

Card Name	#	Notes:
Smoke	2	Negate Suppression Roll
Hedgerows	1	Fire rolls vs all Defenders at Front at -1
Open Field	1	Defenders get +1 to Fire Rolls
Tree Line	1	Negate target Fire roll vs Defender
Daylight Push	1	Defenders at front get +1 to Fire Rolls
Woods	1	Fire rolls vs all Defenders at Front at -1
Howitzer Battery	2	4 Suppression Rolls
Artillery Barrage	2	4 Suppression Rolls
Dive Bomber	1	3 Suppression Rolls
Strafing Run	1	3 Suppression Rolls
Air Support	1	3 Suppression Rolls
Air Superiority	1	3 Suppression Rolls (Americans Only)
Radio	1	Draw an extra Squad card in Deploy Phase
Flame Thrower	1	Engineering Squad gets +2 Fire Rolls this turn
Commando Raid	1	Recon Squad gets +2 Fire Rolls this turn
Satchel Charge	1	Unit gets +1 Fire Roll
Enfilade	1	All your units on a Front get +1 to Fire Rolls
Grenades	1	Infantry Unit gets +1 Fire Roll
Entrenched	1	Fire Rolls vs Defender at -1
Veteran Unit	1	Target unit can Move & Assault this turn
Green Unit	1	Target unit can do nothing this turn
Shaken	1	Negate Morale Roll
Professionalism	1	Make an extra Morale Roll (German only)
Out of Ammo	1	Target unit can make no suppression Fire for rest of game

Card Name	#	Notes:
Breakdown	1	Target Vehicle cannot Move or Assault for rest of game
Reserves	1	Draw an extra Squad card in Deploy Phase
Reinforcements	1	Draw an extra Squad card in Deploy Phase (Americans Only)
Mine field	1	4 Fire Rolls vs Assaulting Units
Forward Observer	1	All suppression rolls vs the target front this turn are +1
Crossfire	1	All your units on a Front get +1 to Fire Rolls
Seasoned Commander	1	Draw 2 Tactics cards
Rifle Grenades	1	Infantry squad gets 1 Suppression Roll
Machine Guns	1	German Infantry squad gets 1 Suppression Roll
Panzerfausts	1	German non-tank unit gets Anti-Tank ability this turn
Air Reconnaissance	1	Same as successful Recon Mission
Opportunity Fire	1	Defender gets +1 Fire Roll
Unit Separated	1	Put Pinned marker on Non-HQ unit
Fog of War	1	Target Front cannot be attacked this turn
Take Cover	1	Negate Suppression Roll
Awaiting Orders	1	Target Unit cannot assault
Formation Disorder	1	Target Front cannot be assaulted this turn
Surprise Contact	1	Defense&Assault Fire Rolls are simultaneous on target front
Ambush	1	Defenders at front get +1 to Fire Rolls
Overrun	1	Fire rolls by all assaulting units at Front at +1
Surrounded	1	Fire rolls by all assaulting units at Front at +1
Breakthrough	1	Fire rolls by all assaulting units at Front at +1
Blitzkrieg	1	Fire rolls by all German assaulting units at Front at +1
Concentrate Force	1	Fire rolls by all assaulting units at Front at +1
Trapped	1	Fire rolls by all assaulting units at Front at +1
Hilltop Vantage	1	Defenders at front get +1 to Fire Rolls
Camouflage	1	Negate Suppression Roll
Mud	1	Negate target Move
Roads	1	Target Unit can Move & Attack this turn
Buildings	1	Negate target Fire roll vs Defender

Cardset Available!!!

Thanks Jose! [Click Here](#)





Conan

Introduction

Create your own tales of Conan the Barbarian and his adventures in Hyborea.

The Deck

All players share a single common deck. The deck contains six suites of cards: Conan cards, Locations, Events, Lesser Foes, Major Foes, & Specials. There are 30+ cards of each suite in the deck.

Setup

Shuffle the deck. Each player is dealt 6 cards. Arm wrestle to determine turn order.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Draw Phase
2. Discard Phase
3. Meld Phase

Draw Phase

The active player may put the top card of the discard into his hand, or draw the top card of the deck and put that in his hand. After taking a card, the player should have 7 cards in his hand.

Discard Phase

The active player must discard a card face up to the discard pile. Maximum hand size is 6 cards. Discard excess cards.

Meld Phase

If a player has a combo, he may show it to the other players and put it in his victory pile. Combos are also called Melds or Hands There are 4 types of combos possible:

1. Three Pairs: Two cards each from three suites. (Worth 1 Victory point)
2. Two Three-of-a-Kinds: Three cards each from two suites. (Worth 2 Victory points)
3. One Six-of-a-kind: Six cards from one suite. (Worth 3 Victory points)
4. Flush: One card from each of the six suites. (Worth 4 Victory points)

A Flush is also called a: Straight, Run, Story, Book, Outline. After a playing a meld, a player draws a replacement hand of six cards.

Object

The game ends when players have gone through the whole deck. When the game ends, the player with the most Victory Points wins.

Conan Card List

Card Name:

- Conan the Swordsman
- Conan the Liberator
- Conan the Rebel
- Conan the Barbarian
- Conan the Cimmerian
- Conan the Freebooter
- Conan the Wanderer
- Conan the Adventurer
- Conan the Buccaneer
- Conan the Warrior
- Conan the Usurper
- Conan the Conqueror
- Conan the Avenger
- Conan the Mercenary
- Conan the Bold
- Conan the Champion
- Conan the Defender
- Conan the Defiant
- Conan the Destroyer
- Conan the Fearless
- Conan the Free Lance
- Conan the Great
- Conan the Hero
- Conan the Indomitable
- Conan the Invincible
- Conan the Magnificent
- Conan the Marauder
- Conan the Raider
- Conan the Renegade
- Conan the Triumphant
- Conan the Unconquered
- Conan the Valiant
- Conan the Valorous
- Conan the Victorious
- Conan the Warlord

Event Card List

Card Name:

- Captured
- Imprisoned
- Enslaved
- Lost
- Shipwrecked
- Treachery

- Man-Hunt
- Piracy
- Lost Treasure
- Death of a King
- Rescue
- Siege
- War
- Skirmish
- Theft
- Rebellion
- Intrigue
- Revenge
- Defend the Helpless
- Survival
- Great Journey

- Murder
- Caravan
- Demonic Influences
- Escape
- Raids
- Adventuring
- Wandering
- Exploring
- Feud
- Arena
- Quest
- Sell Sword
- Evil Magic
- Monster on the Lose

Exotic Location Card List

Card Name:	Notes:
Nemedia	Kingdom of Scholars & Harsh Laws
Cimmeria	Gloomy & Somber Land
Aquilonia	Well settled Farmland & Woods
Baracha Islands	Haven for Pirates
Argos & Zingara	Latin, Mediterranean Lands
Iranistan	Controlled the Ilbar Mountains
Asgard	Northern Mountains & Tundra
Zamora	Dry & rugged land of Vice
Koth	Land of active Volcanoes
Himelian Mountains	Afghan & Tibetan type peoples
Hyperborea	Mountainous Land
Corinthia	Hilly City States
Shem	Desert Lands. Semitic Peoples
Border Kingdom	Land of Marshes & Bogs
Stygia	Land of Serpents
Southern Kingdoms	Kush, Keshan, Punt, Zembabwei
Black Kingdoms	Tropical Jungle with many Tribes
Khauran	Hilly land of aboriginal peoples
Eiglopien Mountains	Uninhabited. A few passes
Darfar	Southern Savannah
Brythunia	Northern Forests & Plains
Andarra	Mythical Dreamland
Ruins of Acheron	-
City of Skulls	-
Accursed Ruins of Larsha	-
Xapur the Fortified	Ancient city of the Dragonians
Xuchotl	City of Jade
Khitai & Kusan	Oriental Lands
Talakma Mountains	Hidden Kingdom of Meru
Nameless Continent	Beyond the Western Ocean
Pictland	Savage Northern Wilderness
Turan	Mongolian steppes and hills
Vanaheim	Cold, Swampy Land
Vendhya	Indian River Delta

Minor Foe Card List

Card Name:	Notes:
Aquilonian Dragon Elite Troops	-
Aquilonian Black Legion War Host	-
Gunderman Spearmen	-
Bossonian Archers	-
Thandarian Rangers	-
Argossean Seafarers	-
Aesir Fighters	-
The Brotherhood of Pirates	-
Bakalah Slavers	-
Bamula Warchief	-
Black Kingdom Savages	-
Outcasts of the Border Kingdom	-
Cimmerian Raiders	-
Cannibals of Darfar	-
Hyborean Slavers	-
Sons of Yezm Cultists	-
Yezmite Assassins	-
Nemedian Adventurers	-
Shem Nomads	-
Stygian Heavy Infantry	-
Pict Naked Warriors	-
Vanir Barbarians	-
Turanian Horse Archers	-
Kozaki Outlaws	-
Zamoran Fanatics	-
Zingaran Gypsies	-
Predators	Wolves, Tigers, Lions, Bears, Panthers
Reptiles	Crocodiles, Snakes
Sea Creatures	Sharks, Giant Clams, Octopi
Temple Guards	-
Brigands	-
Mercenary Troops	-
Royal Guards	-
Rebels & Freedom Fighters	-
City thugs	-

Major Foe Card List

Card Name:	Notes:
Snow Apes	Simmians of the Hyrkanian Steppes
Yanidar the Ghoul King	-
Akivasha the Vampire	Mind Control
Baboon Demon of Set	Ape/Hound. Flawless Tracker
Beast of the Pictlands	Large Saber Toothed Tiger
Black Men	Magical Talon Clawed Giants
Brylukas	Albino Bat demons. Live in Hives
Chaken	Ape-like tracker-assassin
Children of Jhil	Great bat-like buzzard steeds

Card Name:	Notes:
Children of Set	Knowledgeable Snake Men
The Crawler	Ferocious Giant Lizard-Snake
Land Dragon	Scaled, Stupid Lizard-Stegosaurus
Ghost Snake	Giant Venomous Constrictor
Ghouls	Nocturnal Humanoid Demons
Golden Serpents	Glowing Hypnotic Eyes
Gray Ape	Giant Voiceless Man-Eating Ape
Mastodon	Wholly Mammoth
Ollam-Onga	Demonic Shape-shifter
Black Scorpion	Large and Deadly
Servants of Bit-Yakin	Ancient evil humanoids
Giant Slug	Can spit Acid
Giant Spider	Poisonous. Sticky Web
Strangling Demon	Summoned to Guard or Hunt
Swamp Beast	Hideous, Glowing, and Scaled
Thog	Huge, Slimy, and Tentacled
Yakhmar	Remora, White furred Ice Worm
Yothga	Demon Plant from the Planet Yag
Jelal Khan	Depraved Turanian Noble
Thoth-Amon	Most Powerful Sorcerer of Hyboria
Yara the Priest	Feared Sorcerer of Shadizar
Black Ring	Cult of horrible Wizards
Black Seers	Cult of Necromancers
Globe of Yezud	Turns into a Giant Spider
Stygian Wizard	-
Jihiji Witchman	-

Special Card List

Card Name:	Notes:
Brythunian Slave Woman	-
Free Companies	Mercenaries
Nestor	Gunderman Mercenary
Taurus of Nemdia	The Prince of Thieves
Valeria of the Red Brotherhood	Female Pirate Captain
Blinding Dust	From Stygian Tombs
Dance of the Changing Serpent	Spell: Trade bodies with a Snake
Books of Skelos	Ancient Source of Mystical Lore
Epemitreus the Sage	Gives advice from the Grave
Fire Dust	-
Zenobia	Aquilonian Queen of Conan
Conn	Son of Conan
Teeth of Gwahlur	Fabulous Jewels
Golden Elixir	Restores Strength & Vitality
Hand of Nergal	Gemstone of Great Power
Heart of Ahriman	Piece of a Fallen Star
Heart of Tammuz	Bauble with the Power of Light
Mirror of Thought	Can produce magical images
Pipes of Madness	Hypnotic psychosis
Serpent Ring of Set	Serpent magic

Card Name:	Notes:
Star of Korala	Power of Seduction
Tulwar of Amir Khurum	Weapon of great power
Well of Skelos	Dimensional gate
Black Lotus	Hallucinatory Drug
Iron Tower	-
Temple of Mitra	-
Temple of Dagon	-
Ancient Pyramid Tomb	-
Tower of the Elephant	-
Crom	God of the Cimmerians
Dwarf Fool	Speaks the truth
Jeweled Throne	Kingship
Zarkheba	Poisonous River of Death
Hermits of Jelai	Oracles

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Condottieri Captains

Introduction

Card game for 2+ players Italy 1200-1550. Each player is an Italian City State.

Victory

Play ends after everyone has had 10 turns. The Player with the most Provinces wins. If Provinces are tied, the tied player with the most Ducats wins.

Defeat

If you are ever reduced to zero provinces, you automatically lose. Whoever conquers your last Province gets all of your cards and Ducats.

The City States

- xEach player picks one:
- xMilan (+2 when Attacking)
- xVenice (Start with 2 extra cards)
- xFlorence (Make an extra 2 Ducats per turn)
- xGenoa (Start with 20 extra Ducats)
- xNaples (Start with 1 extra Province)
- xPisa (+2 when Defending)
- xPapal States (Max hand size +2)
- xSavoy (Upkeep costs are -1 Ducats per Captain)

Provinces

Each player starts with 5 Provinces. Use Tokens to represent Provinces.

Ducats

Ducats are money. Use coins to represent Ducats.

The Deck

Players share a common deck.

The Cards

There are 6 card types: Captains, Troops, Traits, Events, Revenue, and Battle cards

Setup

Each player is dealt a hand of 7 cards. Mulligan: If you did not get a Captain, reveal and discard your hand and draw again. The most Italian player goes first.

No player may attack on his first turn.

Turn Sequence

Players take turns. Each turn has 7 Phases:

1. Opportunity Phase
2. Revenue Phase
3. Recruit Phase
4. Upkeep Phase
5. Event Phase
6. Battle Phase
7. Diplomacy Phase

Opportunity Phase

Each player Draws 1 card from the top of the deck and puts them in their hand. If the deck ever runs out, shuffle the discard and draw from it.

Revenue

Gain 1 Ducat from each of your Provinces and for each Revenue card attached to one of your Provinces.

Recruit

- You may recruit Captains, Troops, Traits, and Revenue cards from your hand.
- You may put one Captain card into play.
- You may attach Trait and Troop cards to your captains.
- You may attach Revenue cards to your Provinces.

A Province may have a max of 1 Revenue card attached.

Upkeep

Each Captain you control costs half his Total Force Rating (TFR) rounded-up to keep in play. For example you have a Level 4 Captain with 2 Traits and 3 Troops attached: His TFR = 9. His Upkeep cost = 5. You may discard Troops to lower the Upkeep cost.

If unable to pay, discard the Captain and all attached cards.

Events

Play Event cards in this Phase.

Battle

You may send your Captains to attack your opponents. You may only attack the players to your immediate left or right. Your opponent may block an attack with one of his Captains.

If an attack is unblocked, the defender must give the attacker one of his Provinces. (Revenue cards remain attached) To resolve the Battle compare the TFR (Total Force Rating) of both Captains. Players may play (discard) Battle cards to increase their TFR. The Player with the higher TFR wins the Battle.

In a Tie no one wins. The losing Captain must discard one attached Troop card. If the Captain has no attached Troop cards, then the Captain is discarded.

A single Captain may block more than one attacking Captain per turn, in this Case each attacking Captain is fought separately in turn.

Diplomacy Phase

Players may make deals and promises. This includes trading and gifts of Ducats, Provinces, and

Cards in the hand and in play. Max hand size is 5 cards. Discard excess cards.

Emergency Defense Rule

You may put a Captain into play at any time by paying Ducats = his TFR

Card List Notation

C Captains

S Troops

A Traits

E Events

B Battle

R Revenue

Copies of that card in the deck

TFR Total Force Rating

TC Target Captain

PIYH Put it in your hand

LAOH Look at Opponents Hand

Card List

Card Name	#	Type	Force	Notes
New Contract	1	E	-	Search deck for TC & PIYH
Skilled Commander	1	A	+1	
Foreign Mercenaries	2	S	+1	
Tactical Leader	1	A	+1	
Management Skills	1	A	+1	
Entrepreneur	1	A	+1	
Avoid Battle	1	B	-	Negate Battle
Prolong War	1	B	-	Negate Battle
Heavy Cavalry	2	S	+2	
Crossbowmen	2	S	+1	
Pikemen	2	S	+1	
Professional Soldiers	2	S	+1	
Besiege Important City	1	E	-	TC must Block
Field Fortifications	2	B	+4	Defender Only
Armored Knights	2	S	+2	
Surprise Attack	1	B	+5	Attacker Only
Ambush	1	B	+5	
Rapid March	1	B	+5	
Disadvantage	1	B	+3	
Back Against Obstacle	1	B	+3	
Logistic Strategy	1	B	-	Negate Battle
Strong Position	1	B	+4	
Spies	2	E	-	LAOH
Cavalry Squadrons	2	S	+1	
Reserve	1	B	+4	
Devastate Enemy Territory	1	E	-	Opponent loses 5 Ducats
Heavy Infantry	2	S	+1	
Crafty	1	A	+1	
Ambitious	1	A	+1	

Card Name	#	Type	Force	Notes
Raise Siege	1	E	-	TC must Attack
Artillery	1	S	+1	
Assess the Situation	1	E	-	LOAH
Pavesarii Shield-Bearers	1	S	+1	
Loyalty	1	A	+1	
Buy Enemy Captain	1	E	-	Control TC; Costs 10 Ducats
Campaign Season Over	1	E	-	Opponent cannot attack this turn
Careful Reconnaissance	1	E	-	LAOH
Republican Regime	1	R	-	
Francesco Sforza	1	C	5	
Michele Attendolo	1	C	5	
Shrewd	1	A	+1	
Calculating	1	A	+1	
Take Prisoners	1	B	+3	
Attack Rear	1	B	+4	
Determined Resistance	1	B	+3	
Stalemate	1	B	-	Negate Battle
Maneuvers	1	B	+3	
Niccolo Piccinino	1	C	2	
Intrigue	1	E	-	LAOH
Pillage	1	E	-	Steal 3 Ducats from Opponent
Plunder	1	E	-	Steal 3 Ducats from Opponent
Duchy	1	R	-	
Oriental Trade	1	R	-	
Merchant Empire	1	R	-	
Raze Province	1	E	-	Opponent Loses 5 Ducats
Rebellion	1	E	-	Opponent Loses 5 Ducats
Garrison	1	B	+3	Defender Only
Patron of the Arts	1	R	-	
Shipbuilding	1	R	-	
Trade Routes	1	R	-	
Reputation	1	A	+1	
Envelopment	1	B	+3	
Concentration of Force	1	B	+3	
Seasoned Commander	1	A	+1	
Block Route of Retreat	1	E	-	TC must Attack
Balestrieri	1	S	+1	
Rally	1	B	+3	
Military Intelligence	1	E	-	LAOH
Treachery	1	E	-	Control TC; Costs 10 Ducats
Carmagnola	1	C	4	
Gonzaga	1	C	4	
Assassination	1	E	-	Discard TC
Braccio da Montone	1	C	5	
Bartolomeo Colleoni	1	C	4	
Malatesta da Verruchio	1	C	4	
Castruccio Castracane	1	C	3	
Faggiuola	1	C	3	
Giovani Acuto	1	C	3	
Casale Monferrato	1	C	2	
Erasmus de Narni	1	C	2	





Connexions

Introduction

Based on the idea of the Glass Bead Game from the book *Magister Ludi* by Herman Hesse. For the amusement & edification of one or more participants.

The Playing Field & Beads

The Internet itself is the playing field. Individual Web Pages are the "Beads" Internet Links are how the Beads are connected.

Rules

Pick randomly 2 Ideas from the Idea List. The goal is to connect these 2 Ideas by a series of linked Web pages. First, find a page that mentions one of these ideas.

Next follow a link from that page to another page. (Record the addresses of all connecting pages) Continue linking until you find your way to a page that mentions the other idea that you selected. Note that a page without any links is a dead end.

Using a search engine as a connecting 'bead' is not aesthetically pleasing.

Idea List

Horses Photosynthesis The French Revolution Germ Theory Occam's Razor The Big Bang Existentialism Pascal's Wager Original Sin Zeno's Paradox Plato's Cave Hume's Fork Tabula Rasa The Categorical Imperative Cogito Ergo Sum Entropy Pythagorean Theorem Egyptology Copernicus Relativity Fuzzy Logic The Prisoner's Dilemma Newton's Laws Quantum Mechanics Phenomenology Eternal Recurrence Utilitarianism Art Nouveau Mendel's Laws Classical Guitar Evolution Superego Pavlovian Response The Collective Unconscious Virtual Reality Deconstruction New Age Movement Surrealism Conspicuous Consumption Deficit Spending Homeopathic Medicine Dialectical Materialism Laissez Faire Luddism

Links

Hipbone Games GBG Links





Conquest Of Canaan

Introduction

Card and Dice game for 2+ players. Canaan circa 1300 - 1100 BC. Each player represents 1 Nation vying for control of Palestine.

Victory

At the end of 20 turns, the player with the most City Tokens wins.

City Tokens

The land of Canaan (Palestine) is represented by a pool of 20 City Tokens.

Army Tokens

Tokens (of a different color) are also used to keep track of Armies. Each Army Token a player owns generates 1 Force in Conquest phase. Each Army Token roughly represents 1,000 men.

Nations

Each player must pick 1 Nation. Available Nations Include: Canaanites Hebrews Egyptians Hittites Philistines Assyrians Minor Kingdoms Each Nation has a special Ability.

Canaanites

The Canaanites are the decadent native inhabitants of the region. They start with 10 of the City Tokens before the Remaining Tokens are given out in Setup Phase.

Hebrews

The Hebrews are religious zealots with superior leadership. Their Max hand size is +1.

Egyptians

The Egyptians are populous but in decline. They start the game with 20 Armies.

Hittites

The feudal Hittite war machine is efficient with good logistical support. The Hittites are allowed 1 extra conquest phase per turn.

Philistines

The Philistines are master iron workers of Agean stock. The Philistines get +1D6 Force in Numbers Category.

Assyrians

Expansionist & Sophisticated. The Assyrians are very adept at siege-craft. Opponents may not use Defense cards vs Assyrians.

The Assyrians get +1 to their Muster Rolls.

Minor Kingdoms

Have no Special Abilities. These Include: Moabites, Edomites, Ammonites, Phoenicians, Arameans

No Tokens

If you are out of City Tokens or Army Tokens you are Not eliminated from the game.

Setup

Divide up the City Tokens amongst all Players. Each player draws 5 cards Each player starts with 10 Army Tokens. Roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. The current player is the Active player (also the Attacker) Each turn has 4 Phases:

1. Leadership Phase
 2. Muster Phase
 3. Alliance Phase
 4. Conquest Phase
1. LEADERSHIP PHASE

All players fill their hands to 7 cards. Players may discard up to 3 cards and draw replacements. If the deck runs out, shuffle the discard and draw from it.

2. MUSTER PHASE

Active player gains 1D6 Army Tokens. (The Muster Roll)

3. ALLIANCE PHASE

Declare who you are attacking this turn (or Pass). You are the Attacker, your target is the Defender. Other players may ally with either of you.

An ally can lend 1 card or up to 5 Army Tokens. Army Tokens not destroyed are returned at the end of the turn.

4. CONQUEST PHASE

Conquest Phase represents 1 Battle between 2 Nations. First Attacker & Defender may fill their hands to 7 cards. Next The Attacker & Defender determine who has the advantage in 4 categories:

1. Numbers
2. Strategy
3. Intelligence
4. Morale

Players play cards to generate Force in each Category. Players compare Force Totals in each Category. Ties in a Category remain ties.

If one player has the advantage (wins) in more Categories, he wins the Battle. If the players tie in categories won, roll high on 1D6 to determine winner. The loser loses 1D6 x 10% of their Army Tokens.

The winner loses 10% of their Army Tokens and takes a City Token from the Loser. A Player cannot lose more Armies than his opponent has Armies.

Numbers Category

Each Army a player controls generates 1 Force. Some cards when played generate additional Numbers Category force. The Player with the most Force wins the numbers category.

Strategy Category

Attacker & Defender play strategy cards. Each card has a Force value. The Player with the most Force wins the Strategy category.

The Defender may play Defense cards as Strategy cards. The Attacker may use Siege cards, but only if the defender used a Defense card. If a Defense card is played, terrain cards are discarded if played or in play.

Intelligence Category

Attacker & Defender play intelligence cards. Each card has a Force value. The Player with the most Force wins the intelligence category

Morale Category

Attacker & Defender play Morale cards. Each card has a Force value. The Player with the most Force wins the Morale category

Card List Notation

- I** Intelligence
- S** Strategy
- M** Morale
- D** Defense
- B** Siege
- N** Numbers
- R** Retreat = Play if loser in conquest phase, to reduce your casualties by half.
- P** Pursuit = Play if winner in conquest phase to double opponents casualties.
- Q** Player gets an extra conquest phase this turn (only if he won the first)
- U** Opponent cannot Attack you this turn
- A** Target Player cannot Ally this turn
- G** Gain an extra 2 Army Tokens this Turn
- Z** Opponent loses 1D6 Army Tokens (Play in his Muster Phase)
- X** Special

Common Deck Card List

Card Name:	Type	Force	Notes:
River Crossing	S	4	
First Wave	S	2	
Second Wave	S	3	
Spearhead	S	3	
Night March	S	4	
Clever Stratagem	S	5	
Maneuvers	S	2	
Ruse	S	5	
Renew the Attack	S	3	or Numbers = 2
Strategic Insight	S	2	Draw 1 card when played
Enemy Complacency	S	4	or Intelligence = 2
Screening Force	S	2	or Intelligence = 2
Surprise	S	5	
Sham Retreat	S	5	
Open Plain	S	4	Terrain
Deployments	S	2	or Numbers = 1
Covered Position	S	3	or Intelligence = 2
Pitched Battle	S	3	or Numbers = 2

Card Name:	Type	Force	Notes:
Main Assault	S	4	
Ambush	S	5	
Attack Downhill	S	5	Terrain
Block Approach	S	4	
Cunning	S	5	
Take the Initiative	S	4	
Concerted Attack	S	2	& Numbers = 1
Forced March	S	3	
Split Forces	S	4	
Fight in Woods	S	2	Terrain
Guerrilla Tactics	S	3	
Speed & Mobility	S	2	
Swampy Ground	S	5	Terrain
Diversion	S	4	
Threaten Flank	S	3	& Morale = 2
Decoy	S	4	
Intercept	S	3	or Intelligence = 2
Surrounded	S	5	
Pre-Arranged Signal	S	4	or Intelligence = 2
Attack Rear	S	5	
Trap	S	5	
Night Attack	S	5	
Narrow Gorge	S	5	Terrain
Timing	S	5	
Stealth	S	5	or Intelligence = 2
Set Battle	S	2	
Mountains	S	4	Terrain
Formations	S	2	& Numbers = 1
Phalanx	N	3	or Strategy = 2
War Chariots	N	3	
Picked Troops	N	3	
Multitude	N	2	
Towers & Battlements	D	4	
Ramparts	D	4	
Entrenchment	D	3	
Garrison	D	2	& Numbers = 1
Formidable Defenses	D	5	
Outpost	D	3	
Stronghold	D	4	
Citadel	D	4	
Fortified City	D	5	
Strong Defenses	D	4	
Earthquake	B	9	
Weak Walls	B	5	
Scale the Walls	B	5	
Starvation	B	5	
Siege Engines	B	5	
Tunnel	B	5	
Ramp	B	5	
Fire & Smoke	B	4	
Battering Rams	B	5	
Innkeeper	I	4	
Underestimate	I	4	

Card Name:	Type	Force	Notes:
Observers	I	3	
Reconnoiter	I	3	
Know Terrain	I	5	Terrain
Spies	I	5	
Vantage Point	I	4	
Misled	I	5	
Learn Dispositions	I	3	
Infiltrate Camp	I	4	
Learn Intentions	I	2	Draw 1 card when Played
Scouts	I	4	
Catch Enemy Spy	I	3	
Mission	I	4	
Communications	I	2	& Strategy = 1
Reports	I	3	
Lookouts	I	2	
Personal Reconnaissance	I	5	
Traitor	I	5	
Demoralized	M	3	
Divine Intervention	M	6	
Terror	M	5	
Flush with Victory	M	5	
Leadership	M	3	& Strategy = 3
Self-Assurance	M	4	
Champion	M	5	
Revive Spirits	M	4	
Exhaustion	M	3	& Numbers = 1
Anxiety	M	3	
Break	M	5	
Leader Slain	M	7	
Vengeance	M	4	
Superstition	M	4	
Blow Trumpets	M	3	
Heroic Action	M	5	
Confusion	M	3	
Panic	M	5	
Desperate	M	5	
Religious Beliefs	M	3	
Prowess	M	3	
Psychological Impact	M	4	
Daring	M	3	
Campaign	Q	-	
Occupation	Q	-	
Logistics	Q	-	
Invasion	Q	-	
Pillage & Plunder	Q	-	
Subjugation	Q	-	
Impose Authority	Q	-	
Pre-Emptive Strike	Q	-	
Interference	Q	-	
Counter Offensive	Q	-	
Organized Retreat	R	-	
Friendly Territory	R	-	
Escape	R	-	

Card Name:	Type	Force	Notes:
Regroup	R	-	
Smite Foe	P	-	
Rout	P	-	
Flee	P	-	
Disperse Foe	P	-	
Harass Fugitives	P	-	
Blocking Force	P	-	
Exploit Victory	P	-	
Decisive Victory	P	-	
Pursuit	P	-	
Diplomacy	U	-	
Wells Dry Up	U	-	
Weakness	U	-	
Empty Promises	A	-	
Threatened	A	-	
Ally Minor Tribe	G	-	
Gather Host	G	-	
Centralized Government	G	-	
Tribal Contingents	G	-	
Mercenaries	G	-	
Auxiliary Troops	G	-	
Local Clans	G	-	
Natural Allies	G	-	
Drought	Z	-	
Internal Divisions	Z	-	
Desertions	Z	-	
Nomad Razzias	Z	-	
Raids	Z	-	





Conquest Of Oz

Introduction

Card game for 2 players. Based on the Imaginary world of Oz. One player represents the forces of good. The other player is the forces of evil.

Victory

If, for 2 turns in a row, starting on turn 6, a player has no viable Characters in play, his opponent wins.

The Decks

The Good & Evil Characters each have their own unique Decks. The deck contains one of each card in the card list. Card Types include: Characters, Companions, Locations, Items, Modifiers, Powers, Attacks, Events

Dice

A Twelve-sided die is needed.

Setup

Decide who is Good and who is Evil. Players get their respective Decks. Each player is dealt a hand of 7 cards.

Viable Characters

A viable Character is one that is not: Killed, Incapacitated, Exiled, or Captured. A Character must be viable for any of its Special Abilities to work.

Turn Sequence

Players take turns. Each turn has 4 Phases: Adventure Phase Summon Phase Attack Phase Rest Phase

Adventure Phase

Draw 2 cards and put them in your hand. If the deck runs out, shuffle the discard and draw from it.

Summon Phase

Put permanent cards into play from your hand. Permanent cards include: Characters, Companions (Minions), Locations, Items, and Modifiers. Place Location and Character cards face up in front of you.

Item, Companion, and Modifier cards are attached to individual characters. You may organize your Characters into groups. A Group can have a max of 4 Members.

Members of Groups add their Forces for Attack & Defense. All Members of a Group are considered to be the same Target and suffer the same fate from spells & attacks.

Attack Phase

Each of your viable characters/groups may make 1 attack per turn. An Attack targets an opposing viable character/group. First declare all Attacks.

The player who is being attacked is the defender. (Targeted Characters are also called "Marked" Characters) To make an attack you must play (discard) an Attack card. The attacker rolls 1D12 and adds the Force of the attacking Characters and all attached cards. This is the Attack Total.

The defender rolls 1D12 and adds the Force of the defending Target Characters and all attached cards. This is the Defense Total. Players may play (discard) Event and Spell cards to temporarily increase their Force. The higher Total wins. Attacker wins ties.

If the Defender wins, the Attack fails, and nothing further happens. If the Attacker wins, the Target Characters suffer the fate described on The Attack card (Killed, Incapacitated, Controlled, Exiled, or Captured) Note: Some Attacks do not target an opposing Character/Group. They Instead target a Location or friendly Character(s) to be affected. In this case, the defender may assign one of his Characters/groups to Intervene as if they were being attacked. If the defender wins the Battle the Attacker fails at his attempt. If the attacker wins, the Attempt is successful.

Free Attack Rule

For one Attack on your turn you do not have to play an Attack card. The Free Attack can be used to capture, negate a capture, or Negate the control of a Location. The Free Attack has no Bonus.

Rest Phase

Max hand size is 7 cards. Discard excess cards. You may assign each of your Characters/groups to Location cards.

Killed

Killed Characters are placed in a special Killed Character card pile. All cards attached to the Character are discarded.

Exiled

Exiled Characters are placed in a special Exiled Character card pile. (They are no longer in Oz) All cards attached to the Character are discarded.

Incapacitated

Mark Incapacitated Characters with a token. You remain in control (possession) of your Incapacitated Character.

Controlled

If you gain control of an opponents Character, it now becomes your Character, and you may attack with it, etc. Indicate controlled status with a marker. Note that a controlled character is still viable, but only for the Player that now controls it.

Important Point: If the original Attacking Character that brought the target character under Control is in turn controlled or made unviable, the control is lost, and The target character returns to its original owner fully viable. (Players will have to remember which character did what to whom)

Captured

You take possession of a Character you have captured. A Captured Character is not viable and may not attack, etc. Indicate controlled status with a counter.

All non-modifier cards attached to the Character are discarded. Important Point: If the original Attacking Character that captured the target character is in turn controlled or made unviable, the captive is freed, and The target character returns to its original owner fully viable.

Call Defender

Some Event cards allow for a "Call Defender" ability. These cards are played by the Defender in Attack

Phase. This lets an unmarked friendly viable character/group to join the Marked Character/group in a larger group.

Counter & Negate

A Counter card causes a target card to be discarded only as it is being played. A Negate card causes a target card in play to be discarded or target effect to end.

Spells

You cannot play Spell cards unless you have a Spellcaster in play.

Card List Notation

F Force
E Event play in Adventure Phase
B Event play in Attack Phase
R Event play in Rest Phase
X Event play any time
C Character
U Spell Caster
S Spell
UO Spellcaster Only
W Woman
L Location
I Item
M Modifier
A Attack
N Companion/Minion
TC Target Character
D Call Defender Card
FGM Fellow Group Members
DO Defender Only
AO Attacker Only
AP Adventure Phase
CC Captured Character
CAL Characters assigned to this Location
CAC Characters attacking Characters at this Location
UBA User Becomes a . . .

Good Deck Card List

Name:	Type	Force	Notes:
Dorthy Gale	CW	3	FGM get F+1
Glinda the Good Witch	CUW	8	Spells get F+1
The Wizard of Oz	CU	4	
Cowardly Lion	C	4	F+2 if Attacking
Scarecrow	C	4	Hand Size +1
Tin Woodsman	C	5	
Toto the Dog	N	+2	
Queen Ozma	CUW	6	FGM get F+1
The Emerald City	L	-	CAL Get F+4 DO
The Yellow Brick Road	L	-	CAL get F+2 AO

Name:	Type	Force	Notes:
Cyclone	E	-	Kill TC
Disguise	B	-	All AO Characters get F+3
Silver Slippers	I	+3	Female UBA Spellcaster
Magic Snow	S	+6	-
Quest	A	+5	Kill
Find Weakness	B	+7	-
Magic Picture	I	-	AP: Look at opponents Hand
Take Item	S	-	Steal Target Item Card
Water of Oblivion	R	-	CC is Incapacitated
Wish	S	+7	-
Gillikins	N	+3	-
Incantation	S	-	All Spellcasters get F+3
Enchantment	SM	+3	-
Tik-Tok	C	4	-
The Sawhorse	N	+3	-
Billina the Yellow Hen	N	+2	-
Powder of Life	I	-	Discard to draw 3 cards
The Gump	N	+4	-
Magic Carpet	I	+2	-
The Hungry Tiger	C	4	Cannot attach Companions
Royal Historian of Oz	C	1	Draw 1 extra card per turn
Munchkins	N	+2	-
Defeat	A	+3	Capture
Thwart	A	+4	Exile
Deadly Desert	X	-	Negate target Attack
Army of Female Soldiers	N	+6	-
Good Fairies	N	+4	-
Invisibility	S	+5	-
Protective Magic	S	+8	Defender Only
Rescue	A	+4	Negate a Capture
Aid Escape	A	+5	Negate a Capture
Disenchant	S	-	Negate an Incapacitate
Locasta the Good Witch	CUW	4	Hand Size +1
Hot Air Balloon	I	+2	-
University of Magic	M	+2	UBA Spellcaster
King	M	+3	Males Only
White Dress & Green Pumps	M	+2	Females Only
Banish	A	+3	Exile
Cry for Help	X	-	Call Defender
Palace	L	-	CAL Get F+2 DO
Jack Pumpkinhead	C	2	-
General Jinjur	CW	5	Companions get F+1

Evil Deck Card List

Name:	Type	Force	Notes:
Wicked Witch of the East	CUW	6	Spells get F+1
Wicked Witch of the West	CUW	5	Minions get F+1
Castle	L	-	CAC get F-3

Name:	Type	Force	Notes:
Goblin Guards	N	+4	Extra F+1 to Capture
Winged Monkeys	N	+3	Extra F+2 to Capture
Magic Belt	I	+5	Spellcaster only
Spell Book	I	+3	Spellcaster only
Turn to Wood	S	-	Incapacitate
Seized by Guards	A	+3	Capture
Kill Slowly	R	-	CC is Killed
Roquat the Nome King	CU	7	Draw +1 Card per Turn
Trapped	A	+4	Capture
Potaroo the Royal Wizard	CU	2	Nome
I'll get you my Pretty	A	-	Capture
Magical Staff	I	+2	UO
Magical Robe	I	+1	Extra +3 when Attacking
Magic Wand	I	+1	UO; Spells get F+2
Thrown in the Dungeon	A	+3	Capture
Locked Away	A	+2	Capture
Torture	R	-	CC is Incapacitated
Revenge	M	+2	-
Kalico the Steward	CU	4	Nome
Golden Cap	I	+2	Minions get F+1
Winkie Slaves	N	+2	-
Quadling Slaves	N	+3	-
Fire Cage	S	+6	-
General Guph	C	4	Nome
Murder	A	+1	Kill
Sorcery	S	+5	-
Mangaboos	N	+4	-
Illusions	S	+3	-
Long Recovery	R	-	Negate an Incapacitate
Transformation	S	-	Incapacitate
Curse	SM	-	Incapacitate
Conquest	A	+5	Control a Location
Mishap	R	-	TC Exiled
Ritual Sacrifice	R	-	CC is Killed
Crystal Ball	I	-	AP: Look at Opponents Hand
Mombi	CUW	3	-
Singra	CUW	4	-
Whimsies	N	+3	-
Growleywogs	N	+4	-
Phanfasms	N	+5	-
Misguided	E	-	Control
Giant Size	S	+5	-
Evil Spirits	N	+5	-
Enslave	A	+4	Capture
Imprison	A	+3	Capture

Links

Wonderful Wizard of Oz Website Wikipedia





Conquest Of The Caribbean

Introduction

Card game for 2-4 players. Each player controls a European power that has Colonial ambitions in the Caribbean (West Indies) Circa 1550-1750.

The Colonial Powers

Each player must pick as his identity one of the 4 Powers: Spanish, Dutch, English, French All players must be of a different power.

Victory

The player with the most Victory Tokens (VT) at the end of the game wins.

End Of Game

The game ends after 20 rounds. Each Round Represents 10 Years.

Rounds

During a Round , each player gets 1 turn. Players take turns in the following order within a round:

1. Spanish
2. Dutch
3. English
4. French

Victory Tokens

Players share a common set of Victory Tokens (VT). There are an unlimited number of VT.

Settlement Tokens

Players share a common set of Settlement Tokens (ST). There are an unlimited number of ST.

The Caribbean Deck

Players share a common deck.

Setup

Each player starts with 10 VT. Players pick their Nationalities.

Turn Sequence

Players take turns within a round. Each turn has 8 Phases:

1. Prosperity Phase
2. Opportunity Phase

3. Exploration Phase
4. Development Phase
5. Trade Phase
6. Disaster Phase
7. Raid Phase
8. End Phase

Prosperity Phase

Get one VT for each ST on an Island you own.

Opportunity Phase

You draw 3 cards. All Players draw 2 cards. If the deck ever runs out, shuffle the discard and draw from it.

Exploration Phase

You may put 1 Island card from your hand into play. You now own this Island. Keep it face up in front of you.

You may discard an exploration card to play 1 additional Island

Development Phase

Discard a Settler Card and an Economy Card to put a Settlement Token (ST) on an Island you own. Each Island will have on its card text the max limit ST it can support.

Trade Phase

You may discard an Economy card from your hand for 1 VT. You may discard a Settler card from your hand for 1 VT. You may discard a Commerce card to steal 1 VT from a target Opponent.

You may trade cards with other players.

Disaster Phase

For each Island you own, flip over the top card of the Deck. If the card is a Storm or Disease, the Island loses 1 ST. If the card is a Piracy card you lose 2 VT.

If the card is a Rebellion card lose 1 VT and the Island loses 1 ST. The Piracy card can be negated if you discard a Naval Card. The Rebellion card can be negated if you discard a Military card.

If the card is a Treasure Fleet card, immediately take a Privateer Sub Phase.

Privateer Sub-phase

This Sub Phase occurs when a Treasure Fleet Card is revealed in Disaster phase. This represents Spanish Galleons delivering Gold and Silver from South and Central America. All players starting with you and going clockwise may play Naval cards.

You must play at least 1 more card total than already has been played. This continues until all players pass in a row. The player who played the most cards wins the Treasure.

If no one plays any Naval cards, you get the Treasure. The winner discards the Treasure card and gains 5 VT.

Raid Phase

You may attack a target Island owned by an opponent. As Attacker you must first play 1 Military card. Then your opponent may play a card to defend.

This continues until both of you pass. The Attacker wins if he plays more cards than the Defender. The Defender wins if he plays at least as many cards as the Attacker.

The Attacker can only play Military cards. The Defender can play Military, Treaty, and Disease cards. Discard all played cards.

The winner gets control (ownership) of the island. The Attacker if he wins may play a Loot card to gain 2 VT.

End Phase

Current Players max hand size is 7 cards. Discard excess cards.

Card List Notation

I Island
L Loot
S Settler
E Economy
C Commerce
Z Storm
M Military
P Piracy
R Rebellion
N Naval
D Disease
X Exploration
Y Treaty
T Treasure Fleet
STL Settlement Token Limit

Caribbean Deck Card List

Card Name:	Type	STL	Notes:
Hispaniola	I	4	
Tortuga	I	1	
Trinidad	I	1	
St Lucia	I	1	
Cuba	I	5	
Barbados	I	1	
Montserrat	I	1	
St Kitts	I	1	
St Martin	I	1	
Aruba	I	1	
Curacao	I	1	
Guadeloupe	I	2	
St Croix	I	1	
Jamaica	I	3	
Nevis	I	1	
Puerto Rico	I	3	
Tobago	I	2	
Bonaire	I	1	
Virgin Gorda	I	1	
Sint Eustatius	I	1	
Grenada	I	1	
Martinique	I	1	
St Vincent	I	1	
Antigua	I	1	
Nassau	I	1	

Card Name:	Type	STL	Notes:
Bold Sea Captain	NM	-	
Outpost	SM	-	Defender Only
Town	S	-	
Fort	SM	-	Defender Only
Dysentery	D	-	
Fever	D	-	
Trade Route	E	-	
Runaway Slaves	R	-	
Buccaneers	P	-	
Fleet	NM	-	
Ploy	M	-	
Surprise Attack	M	-	Attacker Only
Sea Rovers	P	-	
Tobacco	E	-	
Salt	E	-	
Fruit	E	-	
Coconuts	E	-	
West Indies Company	E	-	
Carib Uprising	R	-	
Pearls	E	-	
Sugar Mills	E	-	
Aztec Gold	T	-	
Livestock	E	-	
Silver Bullion	T	-	
Investors	S	-	

Card Name:	Type	STL	Notes:
Hurricane	Z	-	
Pirates	P	-	
Pirate Fleet	P	-	
Sea Robbers	P	-	
Tropical Storm	Z	-	
Mexican Silver	T	-	
Slavery	SE	-	
White Settlers	S	-	
Colonists	S	-	
Explorer	SX	-	
Expedition	SX	-	
Indian Slaves	S	-	
Native Slaves	S	-	
Black Slaves	S	-	
African Slaves	S	-	
Cyclone	Z	-	
Garrison	M	-	Defender Only
Governor	SE	-	
Privateers	NEC	-	
Coffee	E	-	
Plantations	E	-	
Indigo	E	-	
Cocoa	E	-	
Founding	SX	-	
Sugarcane	E	-	
Molasses	E	-	
Rum	E	-	
Charter	SY	-	
Schooner	NM	-	
Royal Navy	NM	-	
Frigate	NM	-	
Warship	NM	-	

Card Name:	Type	STL	Notes:
Cash Crop	E	-	
Slave Labor	S	-	
African Diseases	D	-	
Indentured Servants	S	-	
Massacres	RM	-	
Peace Treaty	Y	-	
War in Europe	M	-	
Militia	M	-	Defender Only
Occupation	MSX	-	
Spoils	L	-	
Plunder	L	-	
Pillage	L	-	
Blockade	NM	-	
Sloops	NM	-	
Truce	Y	-	
Diplomacy	Y	-	
Navigation Act	C	-	
Export Tax	C	-	
Trade Restrictions	C	-	
Cotton	E	-	
Armada	NM	-	Attacker Only
Invasion	M	-	Attacker Only
Slave Revolt	R	-	
Slave Rebellion	R	-	
Retaliation	M	-	
Mulattos	S	-	
Tropical Diseases	D	-	
Smugglers	EC	-	
Fresh Troops	M	-	
Battle	NM	-	
Siege	M	-	

Links

Caribbean History.





Conquests Of Charlemagne

Introduction

Card game for 2-4+ people. Theme: Charlemagne (Charles the Great), King of the Franks 768-814.

Game End

The game ends when all 10 Regions have been conquered.

Victory

The player with the most Victory Points (VP) at the end of the game wins.

The Decks

There are 2 decks: The Region Deck The Play Deck

The Play Deck

The play deck has 3 card types: Foe Cards War Cards Victory Cards

The Region Deck

There are 10 cards in the Region deck, 1 for each Region. These are placed on the table face-up and lined-up so they are Visible to all players.

The Regions

Each region has a Strength Rating (SR) and a Victory Point (VP) value.

Region:	SR	VP	Notes:
Aquitania	10	2	Plus Gascony; Starts the game as Hostile
Lombardy	15	4	Threaten Rome
Saxony	20	4	German Tribe
North Iberia	10	2	Moors & Basques; The Spanish March
Bretons	5	1	West Gaul
Benevento	5	2	Lombardy must be Conquered first
Bavaria	5	1	Must be Conquered before the Avars
Slavs	10	2	The Welatabians
Avars	20	5	Descendants of the Huns; Rich in Plunder
Danes	15	3	The Northmen

Setup

Place the 10 Region cards. Shuffle the Play deck. The most French player goes first.

Turn Sequence

Players take turns. Each turn has 6 Phases:

1. Fate Phase
2. Foe Phase
3. Fortune Phase
4. Fight Phase
5. Feat Phase
6. Finale Phase

Fate Phase

Draw 3 cards from the Play Deck. Place them face-up in front of you. If the deck runs out, shuffle the discard and draw from it.

Foe Phase

Place any Foe cards you drew onto any Regions that have Not yet been conquered. Note: When placing (attaching) a Play card onto a region, place it Slightly under the Region card so its Strength is still visible.

Fortune Phase

Place any Victory cards you drew onto any Regions that have Not yet been conquered.

Fight Phase

Place any War cards you drew onto any Regions that have Not yet been conquered. See the Hostility & Conquest Rules. War cards, Foe cards, and Region Cards have Strength Ratings. If the total Strength of the War cards on a Region is equal to or greater than The Strength of the Region card plus attached Foe cards, you conquer the Region.

Feat Phase

If you conquered a Region (card) last phase, place it, and any attached Victory cards into your Victory Pile. Discard all Foe and War cards on the Region card. Each Victory card is worth 1 Victory Point (VP) Each Region has its own VP value listed on the card.

Finale Phase

You must play all 3 cards you were dealt this turn if possible. If it is not possible to play a card, discard it.

Hostility Rules

Some War and Foe cards have the Hostility Trait. These can be played on a Non-Hostile Region to make it become Hostile. War cards without the Hostility Trait can only be played on Hostile Regions.

Play Deck Card List

Card Name:	Type	SR	Trait
Appear in Person	W	4	
Frankish Nobles	W	2	
Fierce People	F	5	
Devil Worshippers	F	3	
Wage War	W	4	
Long Campaign	W	2	
Renew War	F	5	H
Compel Foe	W	4	
Great Vigor	W	4	
Submission	W	4	C
Quick Conclusion	W	4	C
Premature Death	W	4	C
Grounds for War	W	2	H
Entreaties	W	2	H
Declare War	W	2	H
Long Siege	W	2	
Hostages	V	-	
Restoration of Lands	V	-	
Oath of Allegiance	V	-	
Surrender	W	4	C
Subdue	W	4	C
Rebellion	F	5	H
Exhaustion	W	4	
Pepin	W	4	
Set Son as King	V	-	
Subjection	W	4	C
Banishment	V	-	
Expulsion	V	-	
Tributary	V	-	
Bitter Struggle	W	2	
Persistence	W	2	
Dishonorable	F	3	

The only Region that starts the game Hostile is Aquitania. The other Regions must be converted to a Hostile State.

Conquest Rules

Some War cards have the Conquest Trait. These cards can only be used if by playing them you actually Conquer in that Phase the Region you play them on.

Card List Notation

F Foe Cards
W War Cards
V Victory Cards
SR Strength Rating
C Conquest Trait
H Hostility Trait

Card Name:	Type	SR	Trait
Protracted War	W	2	
Strong Position	F	3	
Arduous Contest	F	5	
Frontier Garrisons	W	2	
Muster Vassals	W	2	
Treachery	F	5	H
Demand Obedience	W	2	H
Threats	W	2	H
Harassing Raids	F	3	H
Invasion	F	5	H
Send Army	W	2	
Great Sum of Money	V	-	
Arrogant Duke	F	3	H
Challenge	F	3	H
Summon Troops	W	2	
Great Army	W	4	
Pitch Camp	W	2	
Quell Uprising	W	4	C
Insurrection	F	3	H
Auxiliaries	W	2	
Depopulate Region	V	-	
Seize Treasure	V	-	
Spoils of War	V	-	
Scara Elite Cavalry	W	2	
Vain Boastful King	F	5	H
Preparations for War	W	2	
Skillful Planning	W	2	
Barbarous Tribes	F	3	
Vanquished	W	4	C
Overthrown	W	4	C
Glory	V	-	
Claim Kingship	V	-	

Card Name:	Type	SR	Trait
Transgressions	F	3	H
Expedition	W	4	H
Breach of Peace	F	3	H
Reprisals	W	2	H
Great Fury	W	2	
Promises	V	-	
Violate Terms	F	2	H
Steadfastness	W	2	
Wreak Vengeance	W	4	
Take to the Field	W	2	
Open War	W	2	
Exact Righteous Satisfaction	V	-	
Ambuscade	F	5	
Resettlement	V	-	
Union	V	-	
Renunciation	V	-	
Pitched Battle	W	2	
Enemy Routed	W	2	

Card Set Available

Thanks Ron! Click Here

Card Name:	Type	SR	Trait
Crowned Holy Roman Emperor	V	-	
Spread of Catholicism	V	-	
Patronize the Arts	V	-	
Carolingian Renaissance	V	-	
Convert Pagans	V	-	
Warrior-King	W	4	
Mass Baptisms	W	2	
Massacres	W	2	
Revolts	F	3	
Reconcilliation	W	2	
Christianization	V	-	
Monestaries	W	2	
Missionary Activity	W	2	
The Song of Roland	V	-	
Frontier Marks	W	2	
Sub-Kinngdoms	W	2	
Assembly of Counts	W	2	

Links

Wikipedia





Conquistador

Introduction

Solo Card Game You (Cortez) control a band of Conquistadors seeking Gold in the New World.

Scoring

The game Ends when there are no cards left in the Deck. At the end of the game put all your Ally cards into the Gold Pile. Your score = the total point value of the cards in the Gold Pile.

Conquistador Points

You start with 20 Conquistador Points (CP) (1 Point = 25 Men). If you are ever reduced to zero CP you automatically lose.

The Deck

There is one deck. There are 2 main card types:

1. Conquistador cards
2. Indian cards

Conquistador Cards

Conquistador card types include: Expedition, Diplomacy, War, and Disease

Indian Cards

Indian card types include: Aztecs, Tribes, and Settlements

The Piles

As Play progresses 2 Piles will form:

1. Gold Pile
2. Discard Pile

Setup

Start with the 3 Expedition cards in your hand.

Turn Sequence

Each turn has 4 Phases:

1. Exploration Phase
2. Conquistador Phase

Card List

3. Conquest Phase

4. Plunder Phase

Exploration Phase

Turn over (face up) the top card of the deck. This is called the Top card.

Conquistador Phase

If the Top card is a Conquistador card put it in your hand.

Conquest Phase

If the Top card is an Indian card, you may conquer it by playing Conquistador cards (1 or more) from your hand with equal or greater Force. The Conquistador cards go to the discard and the Indian card goes to the Gold Pile. Indians conquered completely by Diplomacy card become Allies.

Ally cards go into your hand and are used as Conquistador cards. When used, Ally cards go to the Gold pile, not the discard. Settlement cards cannot be used as Allies.

Indians conquered completely by Disease go to the discard not the Gold pile. If you cannot conquer the Indian (Top) card, put it into the discard and Lose CP = to the Force of the Indian card minus the Force of any Conquistador cards you discard from your hand.

Plunder Phase

Max hand size is 7 cards. Put extra cards into the discard pile.

Card List Notation

- X** Expedition
- W** War
- D** Diplomacy
- P** Disease
- A** Aztecs
- T** Tribes
- S** Settlements

Card Name	Type	#	Force
Cortez	X	1	12
Conquistadors	X	1	8
New Spain	X	1	4
Treaty	D	1	1
Alliance	D	1	2
Missionaries	D	1	3
Conversion	D	1	4
Hostages	D	1	5
Common Enemy	D	1	6
Treachery	D	1	7
Threats	D	1	8
Terror	D	1	9
Conquered	D	1	10
Enslaved	D	1	11
Impersonate Quetzalcoatl	D	1	12
War Dogs	W	1	1
Armor & Shields	W	1	2
Take Prisoners	W	1	3
Crossbows	W	1	4
Matchlock Guns	W	1	5
Spanish Steel	W	1	6
Swords & Axes	W	1	7
Cannon	W	1	8
Ruthlessness	W	1	9
Atrocities	W	1	10
Tactics	W	1	11
Horses	W	1	12
Germs	P	1	1
Consumption	P	1	2
Black Death	P	1	3
Plague	P	1	4
Yellow Fever	P	1	5
Outbreak	P	1	6
Measles	P	1	7
Cholera	P	1	8
Dysentary	P	1	9
Influenza	P	1	10
Epidemic	P	1	11

Card Name	Type	#	Force
Small Pox	P	1	12
A Few Totonac	T	1	1
Many Totonac	T	1	2
A Great Many Totonac	T	1	3
A Few Texcocoan	T	1	4
Many Texcocoan	T	1	5
A Great Many Texcocoan	T	1	6
A Few Cholula	T	1	7
Many Cholula	T	1	8
A Great Many Cholula	T	1	9
A Few Tlaxcala	T	1	10
Many Tlaxcala	T	1	11
A Great Many Tlaxcala	T	1	12
Small Village	S	1	1
Medium Village	S	1	2
Large Village	S	1	3
Several Villages	S	1	4
Small Town	S	1	5
Medium Town	S	1	6
Large Town	S	1	7
Several Towns	S	1	8
Small City	S	1	9
Medium City	S	1	10
Large City	S	1	11
Tenochtitlan	S	1	12
Aztec Refugees	A	1	1
Aztec Scouts	A	1	2
A Few Aztecs	A	1	3
Many Aztecs	A	1	4
Aztec War Bands	A	1	5
Aztec Warriors	A	1	6
Jaguar Aztecs	A	1	7
Eagle Aztecs	A	1	8
A Great Many Aztecs	A	1	9
Aztec Army	A	1	10
Moctezuma	A	1	11
Cuitlahuac	A	1	12

Scoring

> 156+ gold = Substantial victory
 > 78-155 = Marginal victory
 > 77 or less = Trip didn't pay for itself

Optional Rule: Giving Up

Expeditions can be broken off at any point. The player has to pick up one more card from the deck, which reflects the way back to coast. If it comes up as an Indian card, if he can't defeat it, he loses.

If he comes back alive, count Gold as usual.





Constantine

Introduction

Scenario for WarpQuest. Based on the movie Constantine, which was based on the comic Hellblazer. for the WarpQuestCore Rules.
Each player is a Demon-Hunter/Exorcist.

The Scenario

There is only one Module. The track is 50 spaces long. The last represents the culmination of an infernal

plot.
The first player to the last space foils the plot and wins the game.

Hunter Attributes

Each Hunter has the following traits: Hit Points (10) Psychic (+0) Contacts (+0) Willpower (+0) Combat (+0) Morality (+0) Roll 10 times on the Hunter Attribute Table to see what Bonuses you get.

Hunter Attribute Table

1D6	Trait	Bonus
1	Hit Points	+1
2	Psychic	+1
3	Contacts	+1
4	Willpower	+1
5	Combat	+1
6	Morality	+1

Hit Points

If you are reduced to zero Hits you must go back to start. (In a solo game, you lose)

Landing On Another Hunter

If land on an opposing Hunters pawn, steal a Weapon or Companion, or send them back 1D6 spaces.

Fight Challenge

If you lose a Fight Challenge you must discard a Companion or Weapon or Lose 1D6 Hits.

Info Challenge

If you succeed in an Info Challenge, you move forwards 1D6 spaces and Do not have to draw a card.

Mental Challenge

If you fail Mental Challenge, you move backwards 1D6 spaces and Do not have to draw a card.

Weapons And Companions

These are a type of Aid card that stays in play after it is revealed and Give your Hunter a continuous bonus.

Card List

Name:	Challenge:
Screech Beetle	Aid: Combat +5
Vermin Man	Fight: Combat & Willpower
Check the Scrolls	Info: Contact or Psychic
Theological Society	Info: Contact
Club Midnight	Info: Contact
I Command Thee	Aid: Willpower +5
Sulfur Demon	Fight: Combat & Morality
Apprentice	Companion: Fight +1
Psychic Cop	Companion: Psychic +1
Omen	Info: Psychic
Flashback	Mental: Willpower
Lost Faith	Mental: Morality

Name:	Challenge:
Holy Shotgun	Weapon: Combat +1
Holy Water Ampules	Aid: Combat +5
Prayer	Aid: Morality +5
Exorcism	Fight: Willpower & Morality & Psychic
Lucifer	Fight: Morality X3
Handgun	Aid: Combat +5
Sunlight	Aid: Willpower +2 or Morality +2
Cross of Isteria	Aid: Morality +5
Amulet of Protection	Weapon: Morality +1
Taxi Driver	Companion: Contact +1
Priest	Companion: Morality +1
Possession	Fight: Willpower & Morality & Psychic
Mirror Trap	Aid: Psychic +5
Dragons Breath	Aid: Combat +5
Demon Half-breed	Fight: Combat & Morality & Willpower
Doctor	Gain back 1D6 lost Hit Points
The Fallen	Fight: Combat & Morality
Soldier Demon	Fight: (Combat & Willpower) or (Morality & Psychic)
Purveyor of Relics	Info: Contacts
Voodoo Magic	Aid: Psychic +5
Vision of Hell	Info: Psychic
Police Reports	Info: Contacts
Investigation	Info: Contacts
Devils Foot Soldiers	Fight: Combat & Morality
Blessed Ammunition	Aid: Combat +5
All Seeing Eye	Info: Contact or Psychic
Catholic Sacraments	Aid: Morality +5
Belief	Aid: Morality +5
Self-Sacrifice	Aid: Morality +5
Gift of Sight	Info: Psychic
Weakness	Mental: Willpower
Alcohol	Mental: Willpower
Gabriel	Aid: Morality +5
Lord of Flies	Fight: Combat & Morality & Willpower
Holy Water Trap	Aid: Combat +5
Papa Midnite	Info: Contacts
Half Demon Lover	Mental: Morality
Demonic Torment	Mental: Willpower
The Chair	Info: Psychic
Balthazar	Fight: Combat & Morality & Willpower
Kismet	Info: Morality or Psychic
Demonology	Info: Contacts
Last Rites	Aid: Morality +5
Occult	Info: Contacts
Demon Swarm	Fight: Combat X2
Paranoia	Mental: Willpower
Courage	Aid: Willpower +5
Horror	Mental: Willpower
Repent	Mental: Morality
Hand of God	Aid: Morality +5
Pain	Mental: Willpower
Sarcasm	Aid: Willpower +5
Cynicism	Aid: Willpower +5

Name:	Challenge:
Theory	Info: Contact
Winged Fiends	Fight: Combat X2
Incantation	Aid: Morality +5
Scavengers of the Damned	Fight: Combat X2
Fear	Mental: Willpower
Depression	Mental: Willpower
Suicide Attempt	Fight: Willpower & Morality
Cryptic Message	Info: Contact
Insanity	Mental: Willpower
Corinthian 17	Info: Contact
Son of Mammon	Fight: Combat & Morality & Willpower
Listen to the Ether	Info: Contact or Psychic
God has a Plan	Aid: Morality +5
Guilt	Mental: Willpower
Damned	Mental: Morality
Salvation	Aid: Morality +5

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.

- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill

roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

D6	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.





Corps Of Discovery

Introduction

Card Game for 2+ players. Lewis & Clarke Exploration Theme.

Basic History

Thomas Jefferson bought (bargain-price) Louisiana from the French in 1803. This purchase more than doubled the size of the United States. Meriwether Lewis & William Clarke were chosen by Jefferson to Explore this vast, unknown region. They assembled a group of Soldiers, hunters, boatmen, and slaves (40-50 men) known as the Corps of Discovery. They set off from St Louis in 1804. They Traveled as far as the Pacific. The Expedition lasted two and a half years.

They returned safely after mapping large areas, finding new plants and Animals and meeting many new Indian Tribes.

Victory

The player with the most cards in his Victory pile at the end of The game wins.

The Deck

- There is a single common deck. There are 7 Suites:
1. Geographical Features
 2. Travel
 3. Scientific Discovery
 4. Indian Tribes
 5. Diplomacy
 6. Hardships
 7. Provisions

Setup

Each player draws 6 cards. The oldest player goes first.

Card List

Card Name:	Type	Notes:
Meriwether Lewis	T	Leader
William Clarke	T	Proceed on
Sagacious Seaman	T	Newfoundland Dog
Keelboat	T	55 Feet Long
Large Canoes	T	Pirogues
Indian Guides	T	
Dugout Canoes	T	

Turn Sequence

Players take turns. Each turn has 4 Phases: Travel Phase Exploration Phase Discovery Phase Winter Phase

Travel Phase

Draw 2 cards in combination from the top of the discard or the Draw pile. The Draw pile is face up.

Exploration Phase

You may discard 1 card and draw a replacement from the draw deck.

Discovery Phase

If you have 1 card from each of the Seven suites, you may set the seven Cards aside in your victory pile. If you have 4 cards of a single suite in your hand, you may set the four Cards aside in your victory pile.

Winter Phase

Discard down to 7 cards. The game ends if there are no cards left in the Deck.

Card List Notation

- T** Travel
D Diplomacy
P Provisions
G Geographical Features
S Scientific Discovery
I Indian Tribes
H Hardships

Card Name:	Type	Notes:
Rivermen	T	Pilots
Trek on Foot	T	
Indians Allow Passage	T	
Navigate by the Stars	T	
Indian Horses	T	
Indian Maps & Advice	T	
Exchange Horses for Canoes	T	
George Drouillard	P	Hunter
Hunting	P	Deer, Sheep, Beaver, Water Birds
Salmon Fishing	P	
Medicinals	P	Laudanum, Quinine, Purgatives, Mercury
Indians Share Food	P	
Barter	P	
Indian Hospitality	P	Indian Generosity
Horsemeat	P	
Indians Provide Shelter	P	
Whale Blubber & Oil	P	
Salt Making Camp	P	
Toussaint Charbonneau	P	French-Canadian Trader; Decent Cook
Indian Food	P	Root Bread, Candle Fish, Corn
Buffalo & Bear Meat	P	
Missouri River	G	
Rocky Mountains	G	
Columbia River	G	
Fort Mandan	G	First Winter 1804-1805
Oregon	G	
Camp Fortunate	G	
Pacific Coast	G	
Fort Clatsop	G	Pacific Northwest; Second Winter
South Dakota	G	
Missouri River	G	White Cliffs, Great Falls & Headwaters
Bitterroot Mountains	G	
Yellowstone River	G	
Marias River	G	
Great Plains	G	
Diplomatic Offerings	D	Peace Medals, Certificates
Gifts	D	Beads, Cloth, Ribbons, Mirrors, Combs
Presents	D	Knives, Gunpowder, Fish-hooks
Singing & Dancing	D	Fiddle Tunes
Trade Goods	D	Whiskey, Tobacco
Sacajawea	D	Indian Woman
Interpreter	D	Sign Language
Diffuse Tensions	D	
Welcome Delegation	D	Friendly Council
Friendly Relations	D	Racing, Shooting, Doctoring, Ceremonies
Indian Women	D	Sexual Relations
York	D	Black Slave "Big Medison"
Show Off Technology	D	Air-gun, Cannon, Magnets, Sextant
Form Trade Alliance	D	Manifest Destiny
Shoshone Tribe	I	
Mandan Tribe	I	
Nez Perce Tribe	I	Rocky Mountains
Yankton Sioux	I	South Dakota

Card Name:	Type	Notes:
Teton Sioux	I	
Hidatsa Villages	I	
Missouri Indians	I	
Columbia River Tribes	I	The Salmon People
Oto Tribe	I	
Arikara Indians	I	
Salish Confederation	I	Flatheads
Chinook Traders	I	
Clatsop Tribe	I	
Blackfeet Nation	I	
Great Herds	S	Elk, Antelope, Buffalo
Map-Making	S	Cartography
178 Plant Species	S	
122 Animal Species	S	Prairie Dogs, Bighorn Sheep, California Condor
Grizzly Bear Attacks	S	
Indian Artifacts	S	
Specimens	S	Flora & Fauna
Disprove Fallacies	S	Northwest Passage, Mammoths, Welsh Tribes, etc.
Journals & Drawings	S	
Tribal Vocabularies	S	
Ethnological Observations	S	
Map Indian Tribes	S	
Soils & Minerals	S	
Weather & Climate	S	
Discomforts	H	Cuts, Bruises, Barbs, Bug Bites, Injuries
River Rapids	H	Short & Long Narrows
Portage (Carry Boats)	H	
Stand-Off with Indians	H	Misunderstandings
Sickness	H	Heatstroke, Malaria, Dysentery, Boils, etc.
Winter	H	
Camp Disappointment	H	
Low on Trade Goods	H	Lost Cargo, Thievery
Poor Relations with Indians	H	Politics, Promises, & Insults
Poor Morale	H	Homesickness, Frayed Nerves
Cross Mountains	H	
Cold & Hunger	H	Exposure, Starvation
Storms	H	Flash Floods, Hail, Rain, Snowstorms
Breakdown in Discipline	H	Drunk, Disorderly, & Defiant; Floggings

Solo Victory Conditions

by Ron Pehr > 80 cards: It's a crashingly great success and Capt. Lewis gets elected president in 1812.

40-80 cards: It is as successful as the historical expedition was. < 40 cards: They shoulda' stayed in bed, and we give the Louisiana Purchase back to Napoleon and this game is being written in French.





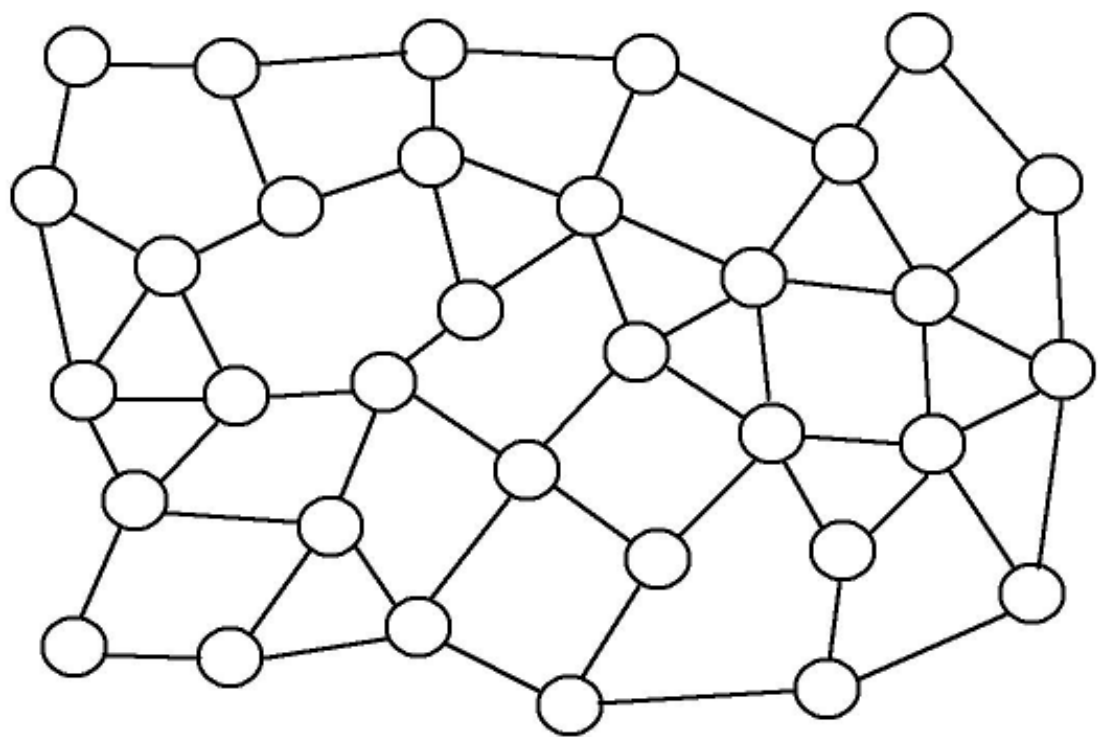
Cosmos Commanders

Introduction

Board game for 2-4+ players. Star conquest theme.

The Map

The map consists of star systems connected by warp lines. The empty spaces in between 3 or more systems are called sectors.



Map Setup

At the beginning of each game roll for the resource type of each star system.

Star System Resource Type Table

1D10	Type:	Notes:
1	Metals	This system provides 1 Metal resource
2	Population	This system provides 1 Population resource
3	Radioactives	This system provides 1 Radioactives resource
4	Luxuries	This system provides 1 Luxuries resource
5	Organics	This system provides 1 Organics resource
6	Nebula	Defender gets +2
7	Void	No resource provided by this System
8	Hazard	This system cannot be occupied. Go Around.
9	Gate	This system is directly connected to all other Gates
0	Ruins	Progenitors: Roll twice on the Research Table.

Game End

The game ends at the end of 7 rounds. A round is when each player has had a turn.

Victory

The player with the most Victory points (VP) at the end of the game wins.

Dice

Ten sided dice are needed.

Control Counters

Each player has a set of counters of a unique color.

Victory Tokens

These are common to all players, and are accumulated during play and rewarded at end of the game scoring. Each Victory Token (VT) is worth 1 Victory Point (VP).

Record Keeping

Players will need paper and pencil to keep track of their levels in the 5 types of Resources and Military Technology, their total number of trade Routes, and how many action points they get.

Setup

Each player places one control marker on one resource system. This is their Home System. Home Systems cannot be within 3 systems of each other.

Each player begins with a tech level of 1 in all 5 Resource areas.

Turn Sequence

Players take turns. Each turn has 3 phases: Logistics Phase Action Phase Score Phase

Logistics Phase

Get 1 Action Point for every 3 Resource Levels and Trade Routes you have. Round down. Remember, you start the game with 1 Level in each Resource.

Action Phase

You may use your Action Points (AP). Spend 1 action point to do one of the following:

1. Colonization
2. Military Takeover

Research Table

3. Cultural Achievement
4. Establish Trade Route
5. Research Attempt
6. Trade War

Colonization Actions

Put a control marker on an empty system adjacent to a system you control or a sector in which you have a Trade Route. You cannot do more colonization actions in a turn than you have Population resources.

Military Takeover Actions

Target a system controlled by an opponent that is adjacent to a system you control. Roll 1D10. Subtract 2 if the target is a Nebula or that players Homeworld. Add 1 for each level of Military Technology you have.

Subtract 1 for each level of Military Technology the target opponent has. Add 1 for each adjacent Trade Route you have. Subtract 1 for each adjacent Trade Route the target opponent has.

On a modified roll of 6+ you gain control of the target system. Replace opponents control marker with one of your own. If you fail, you may spend another AP to attack again.

You cannot do more Takeover actions in a turn than you have Metal resources. Note that when a system changes hands the old owner loses the resource and the new owner gains the resources/benefits provided by that system.

Cultural Achievement Actions

Roll 1D10: On a roll of 1-4 gain 1 VT On a roll of 5-7 gain 2 VT On a roll of 8-9 gain 3 VT On a roll of 0 gain 4 VT You cannot do more Culture actions in a turn than you have Luxury resources.

Establish Trade Route Actions

Place a control marker in the middle of a sector bordered by at least 1 system you control. This counter is now known as a Trade route. Multiple players may have Trade Routes in the same sector.

A sector may have as many Trade Routes as there are systems defining (bordering) it. You cannot do more Trade Route actions in a turn than you have Organics resources.

Research Attempt Actions

You cannot do more Research actions in a turn than you have Radioactives resources. Roll 1D10 on the Research Table:

1D10	Result:
1	Gain 1 Level in Population Resource
2	Gain 1 Level in Luxury Resource
3	Gain 1 Level in Metal Resource
4	Gain 1 Level in Organics Resource

Directed Research Option Rule

If you don't like the result of the research table roll you may immediately spend an extra AP to pick the result you want.

Trade War Action

Remove an opponents Trade Route in a sector you have a system bordering. You cannot do more Trade War actions in a turn than you have levels in Military Technology.

Score Phase

Gain VT equal to the level of your lowest level Resource. Gain 1 VT for each Sector you have the most Trade Routes in.

1D10	Result:
5	Gain 1 Level in Radioactives Resource
6-7	Gain 1 Level in Military Technology
8-0	Gain 1 Victory Token

End Of Game Scoring

Each player gains VT as follows: Gain 1 VT per system you control. Gates earn 1 extra VT Ruins earn 2 extra VT Gain 1 VT per Trade Route Gain 2 extra VT if you control all the Trade Routes in a sector.

Pick Your Commander

- Ashtar the Fabulous and the People of Light. Starts the game with 1 extra Level of Radiation.
- Zuntar the Prissy and the Robots of Doom. Starts game with 1 Level in Military Technology.
- Ishcibibble the Wily and his Adoring Clones. Starts the game with 1 extra Level of Population.
- Heavenly Hedonia and the Star Hussies. Starts the game with 1 extra Level of Luxuries.
- Orgasmo and the Pod People of Planet XXX. Starts the game with 1 extra Level of Organics.
- Metalor the Stiff and his Army of Heads in Jars. Starts the game with 1 extra Level of Metal.





Cosmosis

Introduction

Card game for 2+ players.

Winning

Be the first player to score 100 points by making combos.

The Deck

Players share a common deck.

Turn Sequence

Each turn is divided into 3 Phases: Search Phase
Observation Phase Records Phase

Search Phase

Draw 1 card. If the deck runs out, shuffle the discard & draw from it. Max hand size is 5 cards.
Discard excess cards.

Observation Phase

You may make a combo using the cards in your hand. Types of combos are listed below:

Combos

* Hard Combo

Galaxy Cluster: 3+ Galaxy cards Active Region: 3+ Active Galaxy cards Star Cluster: 3+ Star Cards So-
lar System: 1 MSS & 2+ Planet Cards Binary System:

Binary & 2 Star Cards &/or Dense Body Cards Star
Birth: Nebula & 1+ (Non-old) Star cards Accretion Disk:
Nebula & MSS & 1+ Planet cards *Small Star Death:
MSS + Red Giant + Nova + White Dwarf *Large Star
Death: Red Super Giant + Super Nova + Neutron Star +
Pulsar *Large Star Collapse: Red Super Giant + Super
Nova + Black Hole

Records Phase

You score points if you made a combo. Points scored is related to the number of cards in the combo. Hard combos count as if they had an additional card present.
Discard combo after it is scored.

Scoring Table

# of Cards in Combo	Points Scored
3	9
4	16
5	25

Card List Notation

- A** Active Galaxy
- G** Galaxy
- S** Stellar Object
- M** Main Sequence Star (MSS)
- P** Planet
- X** Special
- #** Number of copies of that card in the deck

Card List

Card Name:	Type	#	Notes:
Quasar	A	2	
Seyfert	A	2	
Blazar	A	2	
Super Massive Black Hole	A	2	
Spiral Galaxy	G	2	
Elliptical Galaxy	G	2	
Barred Spiral Galaxy	G	2	
Red Giant	S	2	Star
Nova	S	2	Explosion
White Dwarf	S	2	Old Star
Red Super Giant	S	2	Star
Super Nova	S	2	Explosion

Card Name:	Type	#	Notes:
Neutron Star	S	2	Old Star
Pulsar	S	2	Dense
Black Hole	S	2	Dense
Blue Star	M	2	Star
White Star	M	2	Star
Yellow Star	M	2	Star
Nebula	S	4	Gas Cloud
Cepheid Variable	S	2	Star
Binary	S	2	System
Gas Giants	P	2	
Planets	P	2	
Asteroids	P	2	
Moons	P	2	
Red Shift	X	1	Look at next 7 cards in deck
Gravitational Lens	X	1	Draw 2 cards

Links

<http://hyperphysics.phy-astr.gsu.edu/hbase/hframe.html>





Cossacks

Introduction

Card game for 2-4 Players. Players take on the roles of the Cossacks and their enemies!

Victory

The first player to accumulate 35 Victory Points wins the game.

The Deck

Players share a common Deck. There are 20 Suites. Each Suite has 3 Cards.

The cards have 7 Basic Functions:

1. Enemy
2. Disaster
3. Men
4. Control
5. Action
6. Fight
7. Victory

Each suite performs one or two of the Basic Functions.

Victory Tokens

There is a common set of Victory Tokens (VT).

Hetman Token

There is one Hetman Token (HT).

Cossack Tokens

There is a common set of Cossack Tokens (CT).

Dice

Six sided Dice are needed.

Setup

Roll high on 1D6 to see who goes first. No one starts with any Tokens. Each player takes the role of one Cossack Enemy: Russians, Poles, Ottomans, or Tatars.

Turn Sequence

Players take turns. Each turn has 7 Phases: Fate Phase Sich Phase Control Phase Cossack Phase Raid Phase Glory Phase End Phase

Fate Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. You may discard a Control Card to draw 2 additional cards.

Sich Phase

You may trade cards, CT, and VT with other players.

Control Phase

You may discard a Control Card to gain possession of the Hetman Token. You may discard a Disaster card to cause a target player to discard 3 random cards from his hand.

Cossack Phase

You may discard Men cards: If you discard 2 Men Cards gain 3 Cossack Tokens. If you discard 3 Men Cards gain 5 Cossack Tokens. If you discard 4 Men Cards gain 7 Cossack Tokens and so on.

Add 1 CT if one or more cards are from the same Suite.

Raid Phase

To go on a Raid, you must be the current Hetman and you must discard 1 Enemy Card and 1 Action Card, otherwise skip this Phase. You cannot play an Enemy card that of the Enemy whose Role is yours. Roll 3 Dice and add them up to get a Raid Total.

Subtract this Total from the number of Cossack Tokens you have. If the result is positive gain that many VT. If the result is negative, lose that many VT.

You may discard a Fight card to cause a target Dieroll (1 of the 3 dice) to be rerolled or to cause a roll to be reduced by 1. Discard all your Cossack Tokens. If you won, the player with the role of that enemy loses VT equal to the amount you gained.

Glory Phase

If you are the current Hetman gain 1 VT. If you went on a successful raid last phase you may. . . Discard 1 Victory Card to gain 1 VT Discard 2 Victory Cards to gain 3 VT Discard 3 Victory Cards to gain 5 VT and so on. You may also play an Enemy card of the same Suite of the Enemy card you played in Raid Phase: Gain 3 VT for each such card played.

End Phase

Discard an Enemy card or Reveal your Hand to all players. Max 10 CT. Discard excess CT. Max Hand size is 4 cards.
Discard excess cards.

Card List Notations

E Enemy

D Disaster
M Men
C Control
A Action
F Fight
V Victory
X/X Can be used as either or

Cossack Common Deck Card List

Name:	Type:	Suite:
Tzar	E	Russians
Slavs	E	Russians
Muscovy	E	Russians
Muslim Turks	E	Ottomans
Slave Trade	E	Ottomans
Janissaries	E	Ottomans
Crimean Khanate	E	Tatars
Nogai Horde	E	Tatars
Slave Raids	E	Tatars
Lithuania	E	Poles
Catholic Knights	E	Poles
Feudal Szlachta	E	Poles
Famine	D	Trouble
Revolts	D	Trouble
Chaos	D	Trouble
Ukrainians	M	Home
Steppes	M	Home
Don Cossacks	M	Home
Peasants	M	Origins
Runaway Serfs	M	Origins
Free Men	M	Origins
Sich	M/C	Organization
Host	M/C	Organization
Vathy Warbands	M/C	Organization
Campaign	A/D	Operations
Border Wars	A/D	Operations
Incursion	A/D	Operations
Zaporozhian Flotilla	A/M	Piracy
Black Sea Pirates	A/M	Piracy
Chaiky Galleys	A/M	Piracy

Name:	Type:	Suite:
Free Slaves	V	Spoils
Plunder	V	Spoils
Revenge	V	Spoils
Sabers	F	Weapons
Muskets	F	Weapons
Long Spears	F	Weapons
Long Moustaches	M/C	Hair
Shaved Heads	M/C	Hair
Forelock	M/C	Hair
Kuchma Cap	C	Costume
Waist Sash	C	Costume
Pantaloons	C	Costume
Skilled Horsemen	M/F	Horses
Light Cavalry	M/F	Horses
Mounted Infantry	M/F	Horses
Assaults	A/V	Raids
Forays	A/V	Raids
Surprise	A/V	Raids
Alliance	A	Mercenaries
Patrol & Sentry	A	Mercenaries
Registered Cossacks	A	Mercenaries
Hetman	C	Leader
Elections	C	Leader
Ataman	C	Leader
Fearless	F/C	Traits
Boldness	F/C	Traits
Aggression	F/C	Traits
Diversion	F	Tactics
False Retreat	F	Tactics
Cunning	F	Tactics

Links

Wikipedia





Country Houses

Introduction

Card game for 2-4 players. Each player is a Proud Landowner in the US in the Nineteenth Century.

Victory

The first player to get 7 Victory Points is the winner. If more than 1 player reaches 7 VP at the same time, they share the win.

The Deck

Players share a common deck. The Deck has 7 Suites. Each Suite has 10 Cards.

The 7 Suites:

- L** Land
- S** Livestock
- B** Buildings
- C** Crops
- R** Reputation
- P** Profession
- N** Name

Estate Combo

An Estate Combo is a collection of 12 cards. A Combo must include the following cards: 2 Land 2 Livestock 2 Buildings 2 Crops 2 Reputation 1 Profession 1 Name

The Key

The player in possession of the Key goes first in a round. An actual Key, or any token item will suffice.

Setup

A random player gets the Key. Shuffle the Deck.

Common Deck Card List

Type:	Card Name:
L	Purchase
L	Grove
L	Parcel
L	Hundreds of Acres
L	Well-Tended Fields
L	Plantation
L	Orchard
L	Vineyard

Round Sequence

Each Round has 4 Phases:

1. Lots Phase
2. Purchase Phase
3. Combo Phase
4. Key Phase

Lots Phase

A Lot is a set of 3 cards drawn from the top of the Deck. Lot cards are kept face-up and visible to all players. Draw a number of Lots equal to the number of players.

If the Deck runs out, first each player must discard all their cards in excess of 12. Next shuffle the Discard and draw from it.

Purchase Phase

The player with the Key picks 1 Lot and keeps it. The player to his left then picks 1 Lot and so on until all players have chosen 1 Lot.

Combo Phase

Each player looks at all the cards in all of his lots. If there are enough of the right types of cards to make an Estate combo, he wins. If only one player wins, he gets 2 Victory Points.

If more than one player wins, they each get 1 Victory Point. If there is at least one winner, all players discard all their cards.

Key Phase

The player with the Key passes it to the player to his Left.

Type:	Card Name:
C	Fruit
C	Barley and Rye
C	Timber
C	Potatoes
P	Retired General
P	Law Practice
P	Bank President
P	Livestock Trader

Type:	Card Name:
L	Pasture
S	Cows
S	Horses
S	Pigs
S	Cattle
S	Hogs
S	Sheep
S	Chickens
S	Dairy
S	Husbandry
S	Fish
B	Tower
B	Storehouse
B	Stock Barn
B	Homestead
B	Neat Farmhouse
B	Mill
B	Grand Mansion
B	Wharf
B	Outbuildings
B	Silo
C	Wheat
C	Sugar
C	Corn
C	Tobacco
C	Cotton
C	Vegetables

Type:	Card Name:
P	Tanner
P	Shipping
P	Merchant
P	Farmer
P	Politician
P	Doctor
R	Prominent Citizen
R	Most Genial
R	Ready Wit
R	Pleasant & Agreeable
R	Honorable
R	High Toned
R	Trustworthy
R	Gentleman
R	Virtuous
R	Religious Man
N	Hamilton House
N	Casey Farm
N	Quincy House
N	Jackson House
N	Watson Farm
N	Roseland Cottage
N	Tower Place Farm
N	Beatty Farm
N	Lyman Estate
N	Castle Tucker

Links

National Geographic





Cow Clicker The Card Game

Introduction

Card game based on the Cow Click Social Network game. For 2-4+ players.

Disclaimer

Cow Clicker is a licensed, copyrighted product. This is merely a fan site.

Game End

The Game ends when the Cowmageddon Card is revealed.

Victory

The player with the highest score at the end of the game wins. Your score is equal to the total Mooney value of all your cows divided by the number of cows in your pasture. (get the calculators...)

The Decks

Players share 2 common decks:

1. The Basic Cow Deck
2. The Premium Cow Deck

Mooney

Each cow is worth a certain amount of mooney as listed on its card. Mooney levels are low in the basic deck and higher in the advanced deck.

The Pasture

The area directly in front of a player is his pasture. A player keeps his cow cards in his pasture.

Setup

(read carefully, this is tricky) Separate Basic from Premium cards. Separate out the Starting Stockyard (*) cards from the Premium deck. Flip these starting 7 cards face up next to the Premium deck.

Shuffle the 2 Decks. Each player draws 3 cards from the Basic Cow Deck. Players put their 3 basic cows in their Pasture.

The player who lost the last game goes first. Play then proceeds clockwise. When shuffling the Premium deck, remove any 10 cards including the Cowmageddon card. Shuffle these 10 cards separately, then set them aside.

This is called the Cowntdown deck. If the Premium deck ever runs out, draw from the Cowntdown deck.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Sale Phase
2. Buy Phase
3. Upgrade Phase
4. Stockyard Phase
5. Out to Pasture Phase

The Trade Rule

Players may trade (or Gift) Cows at any time. Trades (but not gifts) must be acceptable to both parties. The most Basic Cows you can have in your pasture is 5.

(You cannot gift or trade someone basic cows if it would cause them to exceed their limit) You can have any number of Premium cows.

Sale Phase

You may discard a Basic Cow. The most Basic Cows you can have in your pasture is 5.

Buy Phase

If you have 4 or less basic cows in your pasture, you may draw the top card of the Basic deck and add it to your pasture. You may only add 1 basic cow to your pasture this way per turn. If the Basic cow deck runs out, shuffle the discard and draw from it.

Upgrade Phase

You may discard 2 or more cows (basic and/or Premium) to gain an Premium Stockyard cow with a mooney value exactly equal to the total mooney value of the cows you discarded. For Example: There is a 17 Mooney cow available as one of the 7 Stockyard cows. You have in your pasture a 5 moony cow, a 2 mooney cow, and a 10 mooney cow. ($5 + 2 + 10 = 17$). You discard them to get the 17 mooney cow and put it in your pasture.

Discard Rule

Basic and Premium cards go into the same discard! Therefore, if the Basic deck ever needs to be replenished, Premium cards will show up in it.

Stockyard Phase

If there are less than 7 Stockyard cows available, flip over the top cards of the Premium deck until there are 7. Remember, if one of these is the Cowmageddon card, the game ends.

Out To Pasture Phase

Take the highest Mooney cow from the Stockyard and place it on the bottom of the Premium deck. If you

are into the Cowntdown deck, skip this phase.

Basic Cow Deck List

Name:	Copies	Mooney
Plain Cow	7	1
Red Poll Cow	6	2
Yellow Cow	5	3
Blue Cow	4	4
Pink Cow	3	5

Name:	Copies	Mooney
Galloway Cow	2	6
Hereford Cow	2	7
Swiss Brown Cow	2	8
Holstein Cow	2	9

Premium Cow Deck List

Name:	Copies	Mooney
Steel Cow	2*	10
Cloud Cow	2*	12
Angus Cow	2*	13
Polka Dot Cow	2*	15
Ponycorn Cow	1*	17
Hello Cow	1	20
Bacon Cow	1	23
Purple Cow	1	25
My First Cow	1	26
Oil Cow	1	27
Paisley Cow	1	33
Racing Cow	1	35
Argyle Cow	1	38
Highland Cow	1	40
Soviet Cow	1	45
Longhorn Bull	1	50

Name:	Copies	Mooney
Mao Cow	1	55
Zombie Cow	1	58
Rainbow Cow	1	64
Rhinestone Cow	1	69
Number 7 Cow	1	70
Pirate Cow	1	73
Duck Cow	1	77
Kowrate Kid	1	80
Cowthulhu	1	83
Sheep Cow	1	88
Angel Cow	1	92
Stargrazer	1	97
Hayroller	1	98
Pig Cow	1	99
Bling Cow	1	100
Cowmageddon	1	Rapture

* Starting Stockyard Cows

Variants

- Add, change, or remove Breeds
- Change Mooney Values
- Change Number of Copies

Optional Event Cards

These are part of the Basic deck. If you draw one of these in setup as one of your starting 3 cards, discard it and draw another. They take effect as soon as they are revealed.

They are then immediately discarded:

Card	Description
Rustling	Steal the lowest mooney Premium Cow from target opponent.
Milk	Get an extra 1,2, or 3 Mooney to spend this turn.
Cow Patty	This card does nothing and is worth nothing.
Twins	Draw 2 more Basic cards.
Baby Calf	Search Basic deck for a cow and put it in your pasture.
Cow Bell	Put the lowest mooney cow in the stockyard into your pasture.
Cowboy	Discard X Basic Cows and draw up to X+1 Basic cards.
Bar-B-Que	Target opponent must discard his lowest mooney Basic Cow.
Cattle Drive	Switch 1 of your Basic Cows with an opponent's Basic Cow.
Cow Tipping	All players must give 1 Basic Cow to the player to their right.





Crack Of Doom

Introduction

Board Game for 2 or more players. Lord of the Rings Theme. Each player is their own "Fellowship".

Victory

Players race to see who is the first to destroy the One Ring.

Disclaimer

Lord of the Rings is a licensed, copyrighted, trademarked property. This is merely a fan site.

The Board

The board is a trail 72 spaces long. Space #1 (the starting space) is the Shire Space #10 is the Haven Rivendel. Spaces #15-25 is Moria (Evil Lands) Space #30 is the Haven Lorien Space #40 is the Haven Rohan Space #50 is the Haven Minas Tirith Spaces #60-71 is Mordor (Evil Lands) Space #72 (the finish space) is Mount Doom

Pieces

Each player has a Fellowship Pawn of a different color. Six sided dice are needed to play.

The Deck

Players share a common deck. The Deck has 5 types of cards: Foes, Hardships, Aids, Modifiers, and Special cards.

Markers

Defeat markers and Corruption markers are needed.

Setup

Fellowship Pawns are placed on the Shire. Roll high on 1D6 to determine turn order.

Turn Sequence

Players take turns. On your turn draw two cards from the deck, and put them in your hand. If the deck runs out, shuffle the discard and draw again.

Max hand size is 9 cards. Discard excess cards.

Movement

On your turn roll one die and move your pawn that number of spaces forward on the track. Subtract one from the movement die roll for every Defeat marker you have. Instead of rolling, you may rest and remove one Defeat Marker.

Havens

Havens cannot be bypassed: Always stop when reaching one. When on a Haven remove all Defeat markers and one corruption marker. When on a Haven you may discard any number of cards and fill your hand to nine cards.

Encounters

If you move into a non-occupied, non-haven space, any opponent may play a Foe or Hardship card.

Resolving Foe Encounters

Roll 1D6. This is the Battle Roll. Discard Aid cards to increase the Battle Roll result. Subtract one from the Battle Roll result for every Defeat marker you have.

If the Battle Roll result is equal to or higher than the Foe Strength, the Fellowship escapes (is victorious). If the Battle Roll result is lower than the Foe Strength, the Fellowship is defeated. If defeated, the Fellowship gains one Defeat marker and misses its next turn.

Using The Ring

In a Foe encounter you may use the power of the ring to help you win. Add 2 to your Battle Roll result and gain one corruption marker.

Resolving Hardships

Roll 1D6. This is the Hardship Roll. Discard Hardship Aid cards to increase the Hardship Roll result. Subtract one from the Hardship Roll result for every Defeat marker you have.

If the Hardship Roll result is equal to or higher than the Hardship Strength, the Fellowship survives. If the Hardship Roll result is lower than the Hardship Strength, the Fellowship turns back. If turned back, the Fellowship moves back 1D6 spaces, and misses its next turn.

Endgame

When you arrive on Mount Doom make a Corruption Roll: Roll 3D6. Subtract the number of corruption

markers you have from the roll. If the modified Roll total is 12 or more you throw the one ring into the crack of doom and win the game. If you fail try again next turn.

Card List Type Notation

Number of that card in the deck

Str Strength
F Foe
H Hardship
A Aid
M Modifier card
X Special card

Card List

Card Name:	#	Type	Str	Notes:
Black Riders	1	F	6	Nazgul
Barrow Wights	1	F	5	
Old Man Willow	1	F	5	Not in Evil Lands
Trolls	1	F	5	
Band of Orcs	5	F	3	
Watcher in the Water	1	F	5	Moria only
Mithril Coat	1	A	+1	
Elven Cloaks	1	A	+1	
Sting	1	A	+1	Sword of Frodo
Protection of Elrond	1	A	+3	Not in Evil Lands
Shadowfax	1	A	+1	Steed of Gandalf
Escape over Bridge	1	A	+1	
Glamdring	1	A	+1	Sword of Gandalf
Anduril	1	A	+1	Sword of Aragorn
Poisoned Arrow	1	M	+2	Attach to Orc card
Boromir	1	A	+2	
Legolas	1	A	+2	
Aragorn	1	A	+2	
Gandalf the Grey	1	A	+3	Before Lorien
Gandalf the White	1	A	+4	After Lorien
Balrog	1	F	7	Moria only
The Doors of Durin	1	X	-	Opponent in Moria must miss one turn
Lost	1	X	-	Opponent in Evil lands must miss one turn
Gimli	1	A	+2	
Bow of Galadhrim	1	A	+1	Bow of Legolas
Woses	1	A	+1	Not in Evil Lands
Wormtongue	1	X	-	Opponent in Rohan must miss one turn
Helms Deep	1	X	-	Opponent in Rohan must miss one turn
Saruman	1	F	7	Not in Evil Lands
Smaug	1	F	7	Not in Evil Lands
Eowyn	1	A	+1	+2 vs Nazgul; After Lorien
Eomer	1	A	+2	After Lorien
Aid of King Theoden	1	A	+1	After Lorien
Tom Bombadil	1	A	+2	Not in Evil Lands
Lord of the Eagles	1	A	+2	Not in Moria
Treebeard	1	A	+2	Not in Evil Lands
Waybread	1	X	-	Move again this turn
Faramir	1	A	+1	
Protection of Gladriel	1	A	+3	Not in Evil Lands
Riders of the Mark	1	A	+1	
Treachery of Gollum	1	F	4	
Smeagol Gollum	1	X	-	Get +2 to Corruption or Hardship Roll

Card Name:	#	Type	Str	Notes:
Pipe Weed	1	X	-	Opponent cannot move this turn
Palantir	1	X	-	Look at opponents hand
Phial of Galadrial	1	A	+1	After Lorien
Shelob	1	F	6	Mordor only
Madness of Denethor	1	X	-	Opponent in Minas Tirith must miss one turn
Siege of Gondor	1	X	-	Opponent in Minas Tirith must miss one turn
Ring Wraiths	1	F	6	Nazgul
Uruk Hai	1	F	4	Black Orcs
Olog-Hai	1	F	5	Black Trolls
Wargs	1	F	4	Not in Moria
Wastes	6	H	3	
Icy Wastes	4	H	4	Not in Moria
Volcanic Wastes	2	H	5	Mordor only
Fair Travels	2	X	-	Move again this turn (not in evil lands)
Courage	4	A	+1	Foes & Hardships
Hide	1	A	+1	
Disgiuse	1	A	+1	
Frodo	1	A	+2	
Samwise	1	A	+2	
Merry	1	A	+1	
Pippin	1	A	+1	
Power of the Ring	1	X	-	Opponent gains one Corruption Marker
Strife	1	X	-	Opponent with 2+ Corruption misses one turn
The Lidless Eye	1	M	+1	Attach to any Foe
Witch King of Morgul	1	F	7	Nazgul

Links

[LOTR Fanatics Site](#)

Crack Of Doom Forum

[Click Here](#)





Crecy

Introduction

Simulation of the Battle of Crecy 1346 (Hundred Years War). Card Game for 2 players. One player represents the English, the other the French.

Victory

The game lasts 16 Turns (Charges/Hands). To win the battle the French must

1. Win 4 hands in a row, or
2. Win the last Hand by double the Force of the English

Otherwise, the English win.

The Decks

There are 2 Decks: An English Deck & a French Deck.

Turn Sequence

Each Turn/Hand represents a Charge. Each Turn has 3 Phases:

1. Draw Phase
2. Tactics Phase
3. Resolution Phase

English Deck Card List

Card Name	Type	Force
Edward III	L	5
Prince Edward	L	4
Earl of Northampton	L	3
Earl of Arundel	L	2
Godfrey Harcourt	L	1
Knights on Foot	I	5
Dismounted Men-at-Arms	I	4
Esquires	I	3
Welsh Foot	I	2
Welsh Spearmen	I	1
Intense Archery	A	5
Murderous Fire	A	4
Massed Projectiles	A	3
Volleys of Arrows	A	2
Flanking Fire	A	1

Draw Phase

Each player draws 7 cards from their own deck. If a deck ever runs out, shuffle the discard and draw from it.

Tactics Phase

Players may discard up to 4 cards and draw replacements.

Resolution Phase

Both players reveal their hands. A Hand may contain up to 1 card from each of that decks 6 suites. Excess cards of a suite are discarded.

Each card has a Force value of 1 to 5. Each player determines their Battle Total (BT) for their hand.

BT Total Force of all cards not discarded.

The player with the highest BT wins the hand. The English win ties.

English Deck Card Type Suites

- L** Leader
- I** Infantry
- B** Bows
- A** Arrows
- D** Defense
- M** Morale

Card Name	Type	Force
Powerful Longbows	B	5
Well Trained Archers	B	4
Well Supplied with Arrows	B	3
Bodkins & Broadheads	B	2
Indirect Fire	B	1
Experienced Troops	M	5
Discipline	M	4
Respected Freeman	M	3
Reserves	M	2
Primitive Cannon	M	1
Strong Defensive Deployment	D	5
Good Planning	D	4
Sloping Ground	D	3
Flanked by River & Village	D	2
Pits & Stakes	D	1

French Deck Card Type Suites

L Leader
K Knights

F Foot Soldiers
T Tactics
M Morale
C Chivalry

French Deck Card List

Card Name	Type	Force
King Philip	L	5
Count d'Alencon	L	4
Codemar de Faye	L	3
Blind King John of Bohemia	L	2
King of Majorca	L	1
Flower of French Chivalry	K	5
Armored Cavalrymen	K	4
Mounted Men-at-Arms	K	5
Hot Blooded Knights	K	4
Vanguard	K	3
Genoese Crossbowmen	F	3
Common Footsoldiers	F	2
Ill-Armed Untrained Militia	F	1
Feudal Militia	F	2
Peasant Rabble	F	1

Card Name	Type	Force
Lead from the Front	M	5
Confidence & Determination	M	4
Superior Numbers	M	3
Reckless Aggression	M	2
Rally	M	1
Deeds of Valor	C	5
Chance for Glory	C	4
Personal Honor	C	3
Vigor & Gallantry	C	2
Acts of Skill & Courage	C	1
Impetuous Charges	T	5
Disordered Advance	T	4
Hand-to-Hand Melee	T	3
Hasty Deployment	T	2
Uncoordinated Charges	T	1





Crimea

Introduction

Card game for 2 players. Simplistic Simulation of the Crimean War 1854-56. One player is the Russians. The other player is the Allies (Anglo-French).

Victory

The first player to win 7 Battles is the winner. If you have ever won 3 more battles than your opponent, you win. If a player is reduced to zero Troop Tokens he loses.

The Deck

Players share a common deck.

Setup

Each player starts with 50 Troop Tokens. Each player starts with a hand of 5 cards.

Turn Sequence

Players take turns. The Allies go first. Each turn is divided into 5 Phases: Supply Phase Reinforcements Phase Epidemic Phase Battle Phase End Phase

Supply Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

Reinforcements Phase

Play 1 Reinforcement card from your hand. Gain Troop Tokens = the Force of the card.

Card List

Card Name	Type	#	Force
Cholera	E	1	1
Disease	E	1	2
Outbreak	E	1	3
Dysentary	E	1	4
Epidemic	E	1	5
Overcrowded	B	1	1
Slow Advance	B	1	2
Confusion	B	1	3
Abandon Position	B	1	4
Unsupported Attack	B	1	5

Epidemic Phase

Play 1 Epidemic card from your hand. You opponent loses Troop Tokens = to the Force of the Disease card.

Battle Phase

You may skip this phase if you have no Attack cards or do not wish to attack. You may play 1 or more Attack cards to start a Battle. You opponent loses Troop Tokens = to the Force of the Attack cards.

Your opponent may play 1 or more Defense cards. You lose Troop Tokens = to the Force of the Defense cards. Either player may play a Blunder card to inflict additional Casualties = to the Force of the Blunder card.

The player that inflicted more casualties wins the battle.

End Phase

Max hand size is 7 cards. Discard excess cards.

Card Type Notation

- D** Defense
- A** Attack
- B** Blunder
- R** Reinforcements
- E** Epidemic
- X** Special

Card Name	Type	#	Force
Challenge Battle	A	1	4
Opportunity for Action	A	1	5
Frontal Attack	A	1	6
Storm Position	A	1	7
Major Field Operation	A	1	8
Siege	A	1	9
Major Assault	A	1	10
Outposts	D	1	1
Garrison	D	1	2
Withdrawal	D	1	3

Card Name	Type	#	Force
Reserves	R	1	1
Cavalry Brigade	R	1	2
Columns	R	1	3
Supply Trains	R	1	4
Artillery Battery	R	1	5
Infantry Battalion	R	1	6
Division	R	1	7
Massing of Troops	R	1	8
Naval Expedition	R	1	9
Invasion	R	1	10
Unopposed Advance	A	1	1
Military Diversion	A	1	2
Heavy Bombardment	A	1	3

Card Name	Type	#	Force
Relieving Forces	D	1	4
Redoubts	D	1	5
Raise Blockade	D	1	6
Intercept Advance	D	1	7
Cause Havoc	D	1	8
Repulse	D	1	9
Counter Attack	D	1	10
Special #1	X	1	-
Special #2	X	1	-
Special #3	X	1	-
Special #4	X	1	-
Special #5	X	1	-

Special Cards

Special cards have different effects depending on whether the Allies or the Russians are playing the card:

Special Cards For The Allies

Card	Title	Notes:
1	Lord Raglan	Counts as an Attack card of Force = 10
2	Florence Nightingale	Negate an Epidemic Card
3	The Thin Red Line	Counts as an Defense card of Force = 10
4	Napoleon III	Discard to draw 3 cards
5	Soldiers Battle	Counts as an Defense card of Force = 5

Special Cards For The Russians

Card	Title	Notes:
1	Prince Menshikov	Counts as an Attack card of Force = 10
2	Charge of the Light Brigade	Counts as an Blunder card of Force = 5
3	Engineer Todleben	Counts as an Defense card of Force = 10
4	Tsar Nicholas I	Discard to draw 3 cards
5	Great Storm	Counts as an Epidemic card of Force = 5





Crimson Sky Privateers

Introduction

Card game for 2+ players. Each player controls a squadron of Privateers. Lead your pilots on missions vs pirate gangs, enemy militias, and commercial zeppelins.

Disclaimer

Crimson Skies is a trademarked, copyrighted, licensed property. This is merely a fan site.

Background

Check out the official ??Crimson Skies website.

Victory

The player with the most VP (Victory Points) at the end of the game wins. The game ends when a player goes to draw a card and there are no cards left in the deck. VP are gained by completing missions.

The Deck

Players share a common deck. The deck contains 6 types of cards:

- H** Pilots
- P** Planes
- W** Weapons
- M** Maneuvers
- D** Damage
- V** Missions

Dice & Counters

Six sided dice are needed. Use counters to mark damage.

Setup

Each player is dealt 7 cards. Roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Luck Phase
2. Recruit Phase
3. Mission Phase
4. Defender Phase
5. Action Phase
6. End Phase

Luck Phase

Draw 2 cards from the deck. Max hand size is 10 cards. Discard excess cards.

Recruit Phase

You may put a plane card with an attached pilot card into play.

Mission Phase

You may play a Mission card. Also indicate which of your Pilots are going on the mission. A maximum of 4 pilots may go on a mission.

Defender Phase

Your opponent may play from his hand: plane cards and pilot cards. Your opponent may not play more pilot than plane cards. These cards are 'defending' the Mission.

Action Phase

This phase is divided into a series of rounds. The current player goes first, followed by the defenders. The phase ends when one side is destroyed or the active player retreats.

Each pilot, plane, and Mission card has a Force value. On your round roll a number of six sided dice equal to the total Force of your participating cards. On your round, you may play (discard) one Maneuver or Weapon card to gain additional Force.

Your opponent may play certain Maneuver cards to decrease your force total. Every time you roll a "1" your opponent takes one point of damage. The opponent distributes the damage.

Planes and Mission cards each have a number of hits. Mission cards have Hits equal to their Force. Each point of damage on a Mission card reduces its Force by 1.

A plane reduced to zero hits is destroyed and discarded. Pilots go down with their planes. A mission card reduced to zero is "Captured" and the turn ends.

You may play a damage card from your hand onto a plane card that has just received damage.

End Phase

If the active player won in action phase (destroyed all defenders) he gets to put the Mission card into his Victory pile. A Mission is worth VP equal to its Force. If the active player retreated or was wiped out, discard the Mission card.

Common Deck Card List

Card Name:	Type	Force	Notes:
Air Pilot	H	1	(6 in Deck)
Veteran Pilot	H	2	Opponents Force Total -1(5 in Deck)
Ace Pilot	H	3	Opponents Force Total -2(4 in Deck)
Hairy Engagement	M	-	Active Player may not retreat this round
Surprise Attack	M	6	Active player 1st Round only
Careful Planning	M	7	Active player 1st Round only
Scout	M	5	Look at opponents hand. Active player 1st Round only
Loop	M	-3	
Roll	M	-2	
Defensive Circle	M	-5	
Formation Flying	M	-4	
Stunt Flying	M	-5	Use with non-Heavy Fighter Type Plane
Evasive Tactics	M	-4	
Dive Out of the Sun	M	4	
Withering Fire	W	6	Use with Plane with Good Firepower
Agility	M	-4	Use with Plane with Good Turning Ability
Rapid Climb	M	-4	Use with Plane with Good Acceleration
Out Distance	M	-4	Use with Plane with Good Speed
Hide in the Clouds	M	-4	Use with Plane with Good Range
Stall	M	-4	Use on Plane with Tendency to Stall
Out Maneuver	M	-4	Use on Plane with Poor Turning Ability
Conserve Fuel	M	-4	Use on Plane with Poor Range
Leave Behind	M	-4	Use on Plane with Poor Acceleration
Out Range	M	-4	Use on Plane with Poor Speed
Intercept	M	4	Use with non-Heavy Fighter Type Plane
Strafing Run	M	5	Heavy Fighter vs Zeppelin
.30 Caliber MG	W	1	Use with Plane with .30 MG or better
.40 Caliber MG	W	2	Use with Plane with .40 MG or better
.50 Caliber MG	W	3	Use with Plane with .50 MG or better
.60 Caliber MG	W	4	Use with Plane with .60 MG or better
.70 Caliber Cannon	W	5	Use with Plane with .70 MG
Turret Fire	W	4	Use with Plane with Turrets
AP Rounds	W	2	
Magnesium Rounds	W	2	
Aerial Torpedo	W	5	
Armor Piercing Rocket	W	2	
Beeper & Seeker	W	5	
Bomb	W	3	Force = 6 if used with Bomber
Drill Rocket	W	3	
Flak Rocket	W	1	
HE Rocket	W	4	
Flare Rocket	W	-	Opponents Force Total -3 next turn
Sonic Rocket	W	-	Opponents Force Total -3 next turn
Weapon Turrets	W	3	Use with Zeppelin only
Limp Home	D	-	Plane is removed from Action but is not discarded
Parachute	D	-	Put Pilot of destroyed plane back in your hand
Armor	D	-	Negate one point of damage
Stunned	D	-	Pilot Force = 0 for next 2 rounds
Hit Gas Tanks	D	-	Target Plane destroyed
Hit Cockpit	D	-	Target Plane destroyed

Card Name:	Type	Force	Notes:
Bullet Proof	D	-	Negate one point of damage vs Zeppelin
The Black Swans	V	9	Pirate Gang
Grain Zeppelin	V	3	Zeppelin
Militia Zeppelin	V	6	Zeppelin
Zeppelin Convoy	V	5	Zeppelin
Armored Zeppelin	V	7	Zeppelin
Freighter Zeppelin	V	4	Zeppelin
The Fortune Hunters	V	12	Pirate Gang
The Medusas	V	8	Pirate Gang
Redmann's Gang	V	10	Pirate Gang
Red Skull Legion	V	11	Pirate Gang
Broadway Bombers	V	10	Militia (Empire State)
Winged Knights	V	12	Militia (Confederation of Dixie)
The Dusters	V	8	Militia (Peoples Collective)
Metro Marauders	V	9	Militia (Nation of Hollywood)
Starfire Squadron	V	9	Militia (Navajo Nation)
Blake Aviation Security	V	11	Militia (Mercenary)

Card List - Planes

Name:	Type	Force	Hits	FP	Turn	S/A	Range	Manufacturer
F6II Brigrand	H	2	3	G.5	Gt	A/P	P	(Fairchild)
P2 Warhawk	B	2	3	G.6	A	A/A	G	(Curtiss-Wright)
E-1C Avenger	FI	2	2	A.6	P	A/A	G	(Grumman)
S2B Kestrel	H	2	3	G.6	P	G/A	G	(McDonnell)
J2 Fury	FI	2	2	A.7	G*	G/A	A	(Curtiss-Wright)
Coyote	H	2	3	A.7	A	A/A	A	(Ravenscroft)
M210 Raven	H	2	3	G.5	G	A/A	A	(Whittly & Douglas)
Peacemaker 370	F	2	4	G.6	At	A/A	A	(William and Colt)
PR-1 Defender	FI	1	1	A.5	G	P/P	P	(Marquette)
P21 Devastator	FB	2	3	G.4	G	P/A	A	(Hughes Aviation)
FB14 Vampire	B	2	4	G.7	P	P/P	G	(Sanderson)
Hoplite	F	1	1	A.3	G	P/P	P	(Ford)
Valiant MkII	F	2	2	A.3	G	A/A	P	(Bell)
Bloodhawk	F	2	2	G.4	G*	G/G	A	(Hughes Aviation)
Firebrand	H	2	3	G.7	P	P/P	G	(Hughes-Lockheed)
Balmoral 140	B	2	3	G.7	Pt	P/P	G	(Bristol)
Hellhound	F	2	2	A.4	Gt	G/A	A	(Focke-Wulf)

H Heavy Fighter

F Fighter

FI Fighter Interceptor

B Bomber

FP Firepower (The number is the largest size MG Caliber the plane has)

* Tendency to Stall

t Plane has 1 or more Turrets or rear facing guns

Turn Turning Ability

S/A Speed (Engine Power)/ Acceleration

G Good

A Average

P Poor

Note: Plane cards are part of the Common Deck

Links

[Return to Warpspawn Mainpage](#)





Cro Magnon

Introduction

Each player controls a tribe of Paleolithic Homo sapiens.

The Map

Use an Ice Age Map of Europe divided up into 30+ irregular territory spaces.

Victory

The first player to advance to the Neolithic age and control 15+ territories is the winner.

Advances

Advance:	Notes:
Tools	Materials, Function
Hunting	Tools, Techniques
Fishing	Tools, Techniques
Health	Medicine, Fertility
Clothing	Materials, Tools, Techniques
Fire	Functions, Tools

Bands

Population counters (or tokens) are referred to as bands. A band is a group of families (usually no more than 100 people). All bands of a player are referred to as his tribe.

Because Bands are so small there is no stacking limit.

Time Scale

The game begins at 30,000 BC. Each turn is 500 years. The game automatically ends at 4,500 BC.

Setup

Roll high on 1D10 to see who goes first. Each player places 6 Bands in any one territory of their choice. A Player must pick a territory at least 2 spaces away from another player.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Growth Phase
2. Migration Phase
3. Advance Phase
4. Event Phase
5. Interaction Phase

Dice

10 sided dice are used.

Neolithic Age

There are 11 different categories of Advances. Consult the Advances Table. Tribes start out at the Paleolithic level of Culture & Technology. As they gain advances they develop a (transitional) Mesolithic culture.

A Tribe is considered to have advanced to the Neolithic Age when it has 2 or more advances in each of the 11 categories. Make sure to write down every Advance your Tribe gets.

Advance:	Notes:
Gathering	Foods & Tools
Religion	Rituals, Beliefs
Shelter	Dwellings
Prey	Hunted Species
Art	Symbolism, Expression

Growth Phase

Roll 4 dice. Roll an extra die for every 3 territories you control rounding down. (Max 8 Dice)

Migration Phase

You may reroll up to 4 of the dice.

Advance Phase

For every 1 or 2 you rolled gain that many Bands. Place the new Bands as evenly as possible amongst the territories you control. For every 3 or 4 you rolled, you may move that many Bands 1 space each.

If you rolled at least one 5 and one 6 Gain 1 Random Advance: Roll on the Advance table. If you roll an advance you already have, reroll. Record all your advances on paper.

Event Phase

For each territory you occupy roll once on the Event Table:

-For a Disaster Event roll 1D6 and subtract the level you have in the indicated skill: If the result is positive lose 1 Band

-For a Progress Event roll 1D6 and subtract the level you have in the indicated skill: If the result is

zero or negative gain 1 Random Advance

-For a Expansion Event roll 1D6 and subtract the level you have in the indicated skill: If the result is zero or negative gain 1 Band

-For a Migration Event roll 1D6 and subtract the level you have in the indicated skill: If the result is zero or negative move 1 Band or lose 1 Band

Event Table

1D100	Event:	Notes:
01-05	Famine	Disaster: Gathering
06-10	Disease	Disaster: Health
11-15	Follow Herds	Migration: Hunting
16-20	Refine Technology	Progress: Tools
21-25	Ice Age	Disaster: Fire
26-30	Ice Age	Disaster: Shelter
31-35	Ice Age	Disaster: Clothing
36-40	Extinction	Disaster: Prey
41-45	New Fishing	Grounds Migration: Fishing
46-50	Cooperation	Expansion: Religion
51-55	Revolutionary Ideas	Progress: Art
56-00	Nothing	-

Interaction Phase

If a territory contains bands from two different tribes, they will interact. Roll on the interaction Table:

If tied, nothing happens.

Interaction Table

1D10	Interaction:	Notes:
1	Observation	You Gain one advance the other tribe knows
2	Occupation	Side with fewer Shelter Advances loses 1 Band
3	Warfare	Side with fewer Hunting Advances loses 2 Bands
4	Disease	Side with fewer Health Advances loses 2 Bands
5	Intermix	2 Bands from opponent join tribe with more Art Advances
6	Raiding	Side with fewer Prey Advances loses 1 Band
7	Assimilate	2 Bands from opponent join tribe with more Clothing Advances
8	Intimidate	Migrate 2 Bands into adj Territory of player with least Fire Adv.
9	Trade	1 Band from opponent joins tribe with more Tool Advances
0	Conversion	2 Bands from opponent join tribe with more Religion Advances

Advances Table

1D100	Advance:	Note:
1	Healing Herbs	Health +1
2	Primitive Surgery	Health +1
3	Midwives	Health +1
4	Wound Dressings	Health +1
5	Set Broken Bones	Health +1
6	Medicine Man	Health +1
7	Domesticate Wolves	Hunting +1
8	Bow & Arrows	Hunting +1
9	Spear & Arrow Tips	Hunting +1
10	Cooperative Hunting	Hunting +1

1D100	Advance:	Note:
11	Atlatl Throwing Spears	Hunting +1
12	Animal Traps	Hunting +1
13	Nets	Hunting +1
14	Nomadic Lifestyle	Hunting +1
15	Horse Hunting	Prey +1
16	Mammoth Hunting	Prey +1
17	Bison Hunting	Prey +1
18	Bear Hunting	Prey +1
19	Reindeer Hunting	Prey +1
20	Giant Sloth Hunting	Prey +1
21	Bird Hunting	Prey +1
22	Small Game Hunting	Prey +1
23	Wooden Hafts & Handles	Tools +1
24	Pitch, Tar & Bitumen	Tools +1
25	Chisels & Awls	Tools +1
26	Borers & Drills	Tools +1
27	Stone Knives & Blades	Tools +1
28	Stone Axes & Adzes	Tools +1
29	Stone Saws & Microliths	Tools +1
30	Mortars & Pestles	Tools +1
31	Oil Lamps	Fire +1
32	Fire Making	Fire +1
33	Smoked Meats	Fire +1
34	Warm Hearth	Fire +1
35	Flint & Iron Pyrite	Fire +1
36	Bowstring Technique	Fire +1
37	Sewing & Tailoring	Clothing +1
38	Furs & Skins	Clothing +1
39	Leather Curing	Clothing +1
40	Weaving Plant Fibers	Clothing +1
41	Bone Needles & Sinew Thread	Clothing +1
42	Footwear	Clothing +1
43	Gather Seeds & Nuts	Gathering +1
44	Gather Fruits & Vegetables	Gathering +1
45	Gather Roots & Tubers	Gathering +1
46	Gather Shellfish	Gathering +1
47	Basket Weaving	Gathering +1
48	Mattocks & Sickles	Gathering +1
50	Cave Dwellings	Shelter +1
51	Animal Skin Tents	Shelter +1
52	Thatch Huts	Shelter +1
53	Semi-subterranean Houses	Shelter +1
54	Windbreak Shelters	Shelter +1
55	Domed Mud-Brick Huts	Shelter +1
56	Shamanism	Religion +1
57	Hunting Rituals	Religion +1
58	Burial Ceremonies	Religion +1
59	Fertility Cult	Religion +1
60	Sympathetic Magic	Religion +1
61	Lunar Calendar	Religion +1
62	Masks & Jewelry	Art +1
63	Music & Dance	Art +1
64	Cave Painting	Art +1

1D100	Advance:	Note:
65	Pictograms	Art +1
66	Carved Figurines	Art +1
67	Pottery	Art +1
68	Barbed Bone Harpoons	Fishing +1
69	Fishing Nets	Fishing +1
70	Dugout Canoes	Fishing +1
71	Coiled Reed Boats	Fishing +1
72	Fish Hooks	Fishing +1
73	Fish Traps	Fishing +1
74+	Diffusion of Knowledge	Pick One

Cards, Counters & Map

for randomization or record keeping)

Thank you Terry Graham for this fine set: (Game updated 4/7/6: Cards not needed but can still be used





Cross & Crown

Introduction

Abstract Strategy. 2-4 players. Players are Royal Dukes using political, religious and military influence to gain the most economic control of a disputed region.

Set Up

Each player gets a set of counters placed in an opaque cup. Flip coins to determine turn order.

End Of Game

The game ends when there are no empty spaces left on the board.

Victory

The player with the most Victory Points (VP) wins. VP are determined at the end of the game. Each settle-

Settlement Table

Type	Number	VP
Village	6	1
Town	5	2
Castle	4	3

Number = Number of this type of settlement on the board

VP Victory points awarded for controlling this settlement.

Counters

Each player has a set of counters of a unique color. A Counter set contains: 6 Monks numbered 1-6 (Religious Influence) 6 Squires numbered 1-6 (Military Influence) 6 Heralds numbered 1-6 (Political Influence) 6 Priests numbered 7-12 (Religious Influence) 6 Knights numbered 7-12 (Military Influence) 6 Counts numbered 13-15 (Religious & Political Influence) 3 Bishops numbered 13-15 (Military & Religious Influence) 3 Barons numbered 13-15 (Political & Military Influence)

Turn Sequence

Players take turns. On your turn draw 2 random counters from your counter cup. Place one counter (from your pile of drawn counters) onto any empty square on the board.

Counters may not be placed onto settlements or on

ment has a VP award for control of it.

Gain 1 VP for every direct connection between 2 settlements that is composed of a trail of just your counters. Gain 1 VP for controlling the most settlements of one type. (Award for each type)

The Board

Use a 10 x 10 Hex map. 20 of the 100 spaces are Settlements. Draw settlements onto the board.

Try to arrange it that settlements are not adjacent to each other or the side of the map. (Some of this is ok) Other spaces without settlements are considered to be empty spaces. If you wish, some spaces may be Mountains where counters cannot be placed. There are 5 types of settlements as listed in the Settlement table.

Type	Number	VP
Mine	3	4
City	2	5

top of other counters. Max hand size is 7 counters. Put excess counters back into your cup.

Control Of Settlements

Determine control at the end of the game. The player having the most counters of one type surrounding a settlement controls it. For example: Player 1 has 3 Religious counters surrounding a village & no one else has 3+ counters of any one type.

If players have an equal number of counters of different types then use the Superiority Analog: Military defeats Religious, Religious defeats Political, Political defeats Military. For Example: Player 1 has 2 Military counters & Player 2 has 2 Political counters. Player 2 gains control. If players have an equal number of counters of the same type, then the side with the higher number total wins.

For Example: Player 1 has 3 Military counters with a combined total value of 18. Player 2 has 3 Military counters with a combined total value of 15. Player 1 gains control. In more complex situations the settlement remains contested and no one gains control.

Note that if a counter is adjacent to 2 settlements it influences both of them.





Cruise Ship Quest

Introduction

Board game for 2-4+ players. Cruise Line Management Theme.

Victory

The player with the most Cruise Points at the end of the game wins.

Game End

The game ends when players have gone through the deck 3 times and a turn starts and there are no cards left to draw.

The Deck

Players share a common deck. The Deck has 5 types of cards:

1. Destination Cards
2. Room Cards
3. Mess Cards
4. Crew Member Cards
5. Souvenir Cards

City List

City:	Region:
Anchorage	North Pacific
Vancouver	North Pacific
Los Angeles	North Pacific
San Francisco	North Pacific
Shanghai	Asia
Seoul	Asia
Tokyo	Asia
Hong Kong	Asia
Sydney	East Australia
Great Barrier Reef	East Australia
Brisbane	East Australia
Auckland	East Australia
Melbourne	West Australia
Hobart	West Australia
McMurdo Sound	West Australia
Perth	West Australia
Bali	SE Asia
Singapore	SE Asia
Ho Chi Minh	SE Asia
Manila	SE Asia

The Room cards are further divided into 3 types:

1. Food Cards
2. Sleep Cards
3. Play Cards

Ship Tokens

Players share a set of 20 Ship Tokens. Each Token is numbered for identification. Tokens move around on the map.

Ships Logs

Each ship will require a scrap piece of paper to record its Ship name, Captain Name, owner, value, and destinations it has arrived at.

The Map

The map contains 18 Regions. Regions are connected to certain other regions by Course lines. (Each region directly connects to 1-5 other regions) Within each Region are 3-5 Cities.

All Cities within a region are connected to each other.

City:	Region:
Istanbul	Mediterranean
Athens	Mediterranean
Venice	Mediterranean
Rome	Mediterranean
London	Northern Europe
Paris	Northern Europe
Amsterdam	Northern Europe
Dublin	North Atlantic
Edinburgh	North Atlantic
Reykjavik	North Atlantic
Greenland	North Atlantic
Prague	Arctic
Arkhangelsk	Arctic
Moscow	Arctic
Boston	East Coast USA
New York	East Coast USA
Washington DC	East Coast USA
Miami	SE USA
New Orleans	SE USA
Key West	SE USA

City:	Region:
Abu Dhabi	India & Arabia
Dubai	India & Arabia
Mumbai	India & Arabia
Sri Lanka	India & Arabia
Mombasa	South Africa
Madagascar	South Africa
Cape Town	South Africa
Johannesburg	South Africa
Lagos	SW Atlantic
Casablanca	SW Atlantic
Barcelona	SW Atlantic
Cairo	Mediterranean

City:	Region:
Cuba	Caribbean
Montego Bay	Caribbean
Bahamas	Caribbean
Cancun	Central America
Panama	Central America
Acapulco	Central America
Rio De Janeiro	South America
Lima	South America
Buenos Aires	South America
Maui	South Pacific
Oahu	South Pacific
Easter Island	South Pacific

Region Connectivity List

Region:	Connected to:
South Pacific	SE Asia, East Australia, North Pacific, Central America, Asia
Central America	North Pacific, Caribbean, South America, South Pacific
South America	Central America, Caribbean, South Pacific, SW Atlantic
SE USA	Caribbean, East Coast USA
Caribbean	SE USA, Central America, South America
East Coast USA	North Atlantic, SE USA
Arctic	North Atlantic
North Atlantic	Arctic, Northern Europe, East Coast USA, SW Atlantic
Northern Europe	North Atlantic, SW Atlantic
Mediterranean	India & Arabia, SW Atlantic
SW Atlantic	South America, North Atlantic, Mediterranean
South Africa	SW Atlantic, India & Arabia
India & Arabia	Mediterranean, SE Asia, West Australia, South Africa
SE Asia	Asia, India & Arabia, West Australia, East Australia, South Pacific
Asia	North Pacific, SE Asia, South Pacific
West Australia	India & Arabia, SE Asia
East Australia	SE Asia, South Pacific
North Pacific	Asia, South Pacific

Setup

Shuffle the Deck. Players come with names for their Cruise Lines. Players fill their hands to 7 cards.

Turn Sequence

Players take turns. Each turn has 7 Phases: Itinerary Phase Investment Phase Business Phase Launch Phase Sail Phase Destination Phase Port Phase

Itinerary Phase

Draw 1 card from the deck and put it in your hand. If the deck runs out, shuffle the discard and draw from it. If it is the third time the deck has run out, the game ends.

Investment Phase

You may Reduce your Cruise Point Score by 1 to draw an extra card. You may then Reduce your Cruise Point Score by another 2 to draw a second extra card. (total 3 points) You may then Reduce your Cruise Point Score by another 3 to draw a third extra card. (total 6 points)

Business Phase

Players may trade cards and Cruise points with each other. Limit this to 3 minutes.

Launch Phase

You may launch a new Cruise ship. To do this you must play 7 cards from your hands. 6 cards must be Room cards: 2 Sleep Cards 2 Play Cards 2 Food Cards The seventh card is a city card; the location where the ship will start from.

Start a Ship Log for the new ship. Select a ship Token. On the Log record the Identity number of the ship token.

Record your name as the owner of the ship. Record a name for the ship. Record a name for the captain.

Place the ship Token on the Map at the city designated by the City card. Determine and record the Value of the ship. Each room has a value of 1 or 2.

Add up these room values to get your total Ship Value. Record on the log, the ships Home Port (starting location). You may have any number of ships in your fleet.

Important: No player starts with a ship in play. Discard all 7 cards at the end of the phase a ship is launched.

Sail Phase

You may move each of your ships on the map. Each of your ships may move once on your turn in this phase. Important: Ships move 4 ways:

1. Region to adjacent Region (as allowed on the Region Connectivity List)
2. Region to City within that Region.
3. City to Region that city is in.
4. City to city within a Region (all cities within a region are connected)

Destination Phase

If you have one of your ships at a city, you may play a matching Destination card. For example: Your ship

is at Cuba on the Map and you play the Cuba card. You score Cruise Points for arriving at a destination.

Gain 2D6 Cruise points (roll 2 six sided dice) and add the value of your ship to get the base number of cruise points earned. Next, each other player may play one or more Mess cards from their hands against you. You may play crew member cards from your hand to negate Mess cards on a one to one basis.

For each Mess card not negated, you earn 1 less Cruise Point. You may play 1 or more Souvenir cards. Gain 1 Cruise Point for each such card played. Discard all cards played.

Record on the Ships Log the Destination (City) you arrived at and the number of Cruise points you scored.

Port Phase

Max hand size is 7 cards. Discard excess cards.

Business Growth Rule

Every time you launch a ship, your hand size increases by one.

Card List Notation

- C** City Card
X Crew Member Card
M Mess card
S Sleep Card
F Food Card
P Play Card
V Souvenir Card

Common Deck Card List

Name	Type	Value	Notes:
Anchorage	C	-	North Pacific
Vancouver	C	-	North Pacific
Los Angeles	C	-	North Pacific
San Francisco	C	-	North Pacific
Shanghai	C	-	Asia
Seoul	C	-	Asia
Tokyo	C	-	Asia
Hong Kong	C	-	Asia
Sydney	C	-	East Australia
Great Barrier Reef	C	-	East Australia
Brisbane	C	-	East Australia
Auckland	C	-	East Australia
Melbourne	C	-	West Australia
Hobart	C	-	West Australia
McMurdo Sound	C	-	West Australia
Perth	C	-	West Australia
Bali	C	-	SE Asia
Singapore	C	-	SE Asia
Ho Chi Minh	C	-	SE Asia

Name	Type	Value	Notes:
Manila	C	-	SE Asia
Abu Dhabi	C	-	India & Arabia
Dubai	C	-	India & Arabia
Mumbai	C	-	India & Arabia
Sri Lanka	C	-	India & Arabia
Mombasa	C	-	South Africa
Madagascar	C	-	South Africa
Cape Town	C	-	South Africa
Johannesburg	C	-	South Africa
Lagos	C	-	SW Atlantic
Casablanca	C	-	SW Atlantic
Barcelona	C	-	SW Atlantic
Cairo	C	-	Mediterranean
Istanbul	C	-	Mediterranean
Athens	C	-	Mediterranean
Venice	C	-	Mediterranean
Rome	C	-	Mediterranean
London	C	-	Northern Europe
Paris	C	-	Northern Europe
Amsterdam	C	-	Northern Europe
Dublin	C	-	North Atlantic
Edinburgh	C	-	North Atlantic
Reykjavik	C	-	North Atlantic
Greenland	C	-	North Atlantic
Prague	C	-	Arctic
Arkhangelsk	C	-	Arctic
Moscow	C	-	Arctic
Boston	C	-	East Coast USA
New York	C	-	East Coast USA
Washington DC	C	-	East Coast USA
Miami	C	-	SE USA
New Orleans	C	-	SE USA
Key West	C	-	SE USA
Cuba	C	-	Caribbean
Montego Bay	C	-	Caribbean
Bahamas	C	-	Caribbean
Cancun	C	-	Central America
Panama	C	-	Central America
Acapulco	C	-	Central America
Rio De Janeiro	C	-	South America
Lima	C	-	South America
Buenos Aires	C	-	South America
Maui	C	-	South Pacific
Oahu	C	-	South Pacific
Easter Island	C	-	South Pacific
Hot Tub	P	1	
Dance Academy	P	1	
Cooking School	P	1	
Painting Seminar	P	1	
Games Room	P	1	
Karaoke Theatre	P	1	
Ping Pong Table	P	1	
Putting Green	P	1	

Name	Type	Value	Notes:
Shuffleboard	P	1	
Indoor Pool	P	1	
Fitness Center	P	2	
Jazz Bar	P	2	
Indoor Climb	P	2	
All Purpose Spa	P	2	
Movie Theatre	P	2	
Swimming Pool	P	2	
Waterslide	P	2	
Casino	P	2	
Show Lounge	P	2	
Garden Atrium	P	2	
Vending Machines	F	1	
Ice Cream Shop	F	1	
Coffee House	F	1	
Smoothie Shop	F	1	
Sports Bar	F	1	
Cool Lounge	F	1	
Bakery	F	1	
Burger Station	F	1	
Barbeque Pit	F	1	
Tiki Bar	F	1	
Dim Sum Restaurant	F	2	
Sushi Bar	F	2	
Chophouse Grill	F	2	
Italian Restaurant	F	2	
French Restaurant	F	2	
Medieval Feast	F	2	
Seafood Restaurant	F	2	
Fancy Dining	F	2	
Continental Cuisine	F	2	
Captains Table	F	2	
Lido Deck Cabin	F	1	
Standard Cabin	F	1	
Small Cabin	F	1	
Veranda Deck Cabin	F	1	
Promenade Deck Cabin	F	1	
Poop Deck Cabin	F	1	
Aruba Deck Cabin	F	1	
Riviera Deck Cabin	F	1	
Main Deck Cabin	F	1	
Sun Deck Cabin	F	1	
Luxury Cabin	F	2	
Japanese Cabin	F	2	
Comfortable Cabin	F	2	
Family Stateroom	F	2	
Presidential Stateroom	F	2	
Ambassador Stateroom	F	2	
Balcony Stateroom	F	2	
Sky Loft	F	2	
Royal Suite	F	2	
Ice Palace	F	2	
Smell	M	-	

Name	Type	Value	Notes:
Sickness	M	-	
Leak	M	-	
Accident	M	-	
Rowdy Guests	M	-	
Spill	M	-	
Lost Item	M	-	
Inconvenience	M	-	
Storm	M	-	
Excursion Cancelled	M	-	
Port Closed	M	-	
Incident	M	-	
Maid	X	-	
Servers	X	-	
Officer	X	-	
Captain	X	-	
Guest Relations	X	-	
Steward	X	-	
Concierge	X	-	
Porter	X	-	
Suntan	V	-	
T-Shirt	V	-	
Photograph	V	-	
Post Card	V	-	
Map	V	-	
Snow Globe	V	-	
Rum Cake	V	-	
Non-Taxable Liquor	V	-	
Perfume	V	-	
Jewelry	V	-	

End Of Game Scoring Bonuses

The Ship that visits the most Cities gets 25 Cruise Points. The Ship that visits the most Regions gets 25 Cruise Points. A Ship that visits a city no other ship has visited gets 10 Cruise Points for each such city.

When a ship visits all the cities in a single region, this is called a Hat Trick. A Ship gets 10 Cruise Points for every Hat Trick it Makes.

— Variants —
Larger Ships

The second ship you launch can have 1 extra room (any type). The third ship you launch can have 2 extra rooms and so on.

Starting Ship

Everyone starts with a ship already in play with a value of 6.

Early Investments

Each player starts the game with 10 Cruise Points.





Crusades

Introduction

Players lead rival bands of Crusaders in their efforts to conquer Palestine 1096-1271.

Christendom

Players units never attack each others units or settlements. They can only attack Turkish troops and Turkish controlled settlements. The Turks are not controlled by any player.

Crusader nationalities include: German, French, English, Byzantine.

Victory

Be the player with the most Victory Points (VP) at the end of Turn 15. VP's are obtained by controlling settlements.

The Map

Use a hex map or a map with irregular spaces. When making a map incorporate the 4 terrain types.

Type:	VP	Defense	Troops	Loot	Supply	Garrison
1. Village	1	0	1D6	1D6x25	3	1
2. Town	2	1	2D6	2D6x25	6	2
3. City	3	2	3D6	3D6x25	9	3

VP Victory Points the player gets for controlling the settlement.

Troops = Number of Arab troops initially defending the settlement. **Supply** = If controlled, the number of baggage the settlement provides per round.

Loot Amount of Baggage received the first time the settlement is captured.

Defense = Modifies siege rolls.

Unit Stats

Type:	MP	Attack	Notes
Leaders	4	(+1)	
Knights	4	+3	+3 In open Battle Phase
Bowmen	3	+1	+1 In Bombardment Phase
Heavy Infantry	2	+2	
Siege Engines	1	-	+3 In Bombardment Phase

Include 30+ settlements.

Along the western and northern borders of the Holy Land several desert spaces should be denoted as Invasion Points. The western invasion points border the Mediterranean Sea. Invasions by this route required costly passage on the ships of the Italian Maritime Republics.

Terrain

There are 4 types of terrain

Type:	Notes:
1. Sea	Impassable
2. Desert	—
3. Mountains	Impassable
4. Settlements	3 types

Settlement Table

There are 3 types of Settlements:

Counters

Military units are represented by counters. Each player gets a set of counters of a unique color. European Unit types include: Leaders (Kings & Nobles), Knights, Bowmen (Includes Bows & Crossbows), Heavy Infantry, Siege Engines.

Also required is a common set of Turkish counters: Horse Archers (Includes Nomads & Camels), Cataphracts (Heavy Cavalry), Spearmen, Archers. Counters are also needed include: Starvation Counters, Sapping Counters

Type:	MP	Attack	Notes
Horse Archers	5	–	
Cataphracts	4	+3	+3 In open Battle Phase
Archers	3	–	
Spearmen	2	+2	+1 In open Battle Phase

MP Move Points

Attack = Attack Roll Modifier

Dice

Six sided dice are required.

Record Keeping

Players record their baggage with pen and paper.

The Deck

Players share a common deck.

Setup

Each player starts with: 2D6 Leaders 3D6 Knights 4D6 Bowmen 6D6 Heavy Infantry 2D6 Siege Engines 2D6 x 50 Baggage Players determine turn order by rolling high on 1D6. Reroll ties. Shuffle the deck. All settlements start out as Hostile and Unexplored.

(Hostile = Turkish-occupied Settlement) (Unexplored = Have yet to be the subject of a scouting expedition) In order each player places his army on one of the invasion points.

Stacking

Any number of units may occupy a single space.

Turn Sequence

Each turn has 13 Phases:

1. Fate Phase
2. Supply Phase
3. Upkeep Phase
4. Movement Phase
5. Open Battle Phase
6. Bombardment Phase
7. Sapping Phase
8. Assault Phase
9. Breach Phase
10. Pillage Phase
11. Starvation Phase
12. Revolt Phase
13. End Phase

Fate Phase

Each player draws 1 card from the deck. Place the card in your hand. If the deck runs out, shuffle the discard and draw from it.

Supply Phase

Players gain Baggage from settlements they control equal to the settlements supply value.

Upkeep Phase

All of units consume 1 Baggage each. Leaders and Knights receive their baggage before other unit types. Units in settlements they control receive their baggage before other units.

For each unit that does not receive baggage roll 1D6 (Desertion Roll):

1-5 no effect. **6** = a unit disbands.

Remove units in the desert first.

Movement Phase

Players take turns moving their units. Each player gets one turn to move some, all, or none of his units. Determine turn order by rolling high on 1D6.

Your units may move a number of spaces up to their MP (Movement Point) rating. Units must be stacked with a Leader to move. Units may not enter Sea or Mountain spaces.

Units may not enter spaces occupied by opponents units. If a stack enters a hostile settlement space, the settlement is considered to be under siege.

Rule For Scouting

When a stack enters a space that is next to an Unexplored settlement, roll to determine how many Turkish troops are garrisoned in the settlement. (The Garrison Roll) The number of troops is indicated on the Settlement Table. Half of the troops will be Archers. The rest are spearmen. Place the indicated Turkish counters onto the settlement.

Open Battle Phase

Some cards cause a group of Turkish units to attack an opponent's stack out in the open. If there are fewer Crusaders than Turks at a siege, (Including any that just arrived through card play) the Turks will emerge from the settlement and attack on a roll of 1-4 on 1D6. If the Turks are all killed, the Crusaders capture the settlement.

Battles proceed in Rounds. Each Round has 3 Segments:

1. Missile Unit Attack Segment
2. Shock Unit Attack Segment
3. Morale Check Segment

Missile Unit Attack Segment Missile Units (Horse Archers, Archers, Bowmen, and Siege Engines) attack first simultaneously. Units hit on a base roll

of 10+ on 2D6. If they hit, an opposing unit is killed (Defenders choice).

Your opponent chooses which Turkish units are lost. Rolls are modified by a unit's attack stats. Leaders do not get attack rolls but each may add a +1 to the roll of any one unit in the same stack once per round.

A unit may receive only one Leader bonus per attack.

*****Shock Unit Attack Segment***** All other non-missile unit types attack next simultaneously. Other-

wise, this segment proceeds exactly like Missile Phase.

*****Morale Check Segment***** Skip this segment if neither side suffered any casualties during this battle round. The side that suffered more casualties during this battle round must make a Morale Check. If both sides lost the same number of units, the Turks must make the Check.

Roll 2D6:

D6	Result
4 or less	The checking side breaks.
5 or more	The checking side stands their ground. Proceed with the next battle round.

Roll Modifiers (applicable to both sides):

Mod	Situation
+2	If the checking side has a larger force
-1	If the checking side has a smaller force

Roll Modifiers (applicable to Crusaders only):

Mod	Situation
-1	If the Crusader force has a Great Leader
+1	If both sides lost the same number of units during this battle round
-x	If Turkish force has fewer than 5 units, x = (5 - total units)*

* This modifier only applies if the Turks are able to retreat into a Settlement.

*****Battle Conclusion***** Repeat the Round cycle until one side is destroyed or breaks. If the crusaders win they regain 1D6 casualties (Men who fled the field). If a Turkish Force breaks all its units retreat to the settlement or Flee if there is no Settlement.

If a Crusader stack breaks it retreats into an adjacent space. If unable to retreat, due to impassible terrain or the presence of opposing forces, the stack is destroyed. Roll 1D6 for each retreating unit: On a roll of 1-2 it is slaughtered.

Victorious Turks become part of the Settlement's forces, if there is no settlement, the Turks ride off into the sunset.

Mod	Situation
+1	If the Crusader force has a Great Leader
-1	If the Crusader force has no Leader

Roll Modifiers (applicable to Turks only):

Bombardment Phase

Besieging Missile troops may attack units inside a city. Units hit on a base roll of 11+ on 2D6. If they hit, an opposing unit is killed (Defenders choice). The last unit in a settlement cannot be destroyed this way.

If the Crusaders attack, the Archers in the city may simultaneously attack back at +1 to their attack roll. Each side in the siege only attacks once this phase.

Sapping Phase

Besieging troops may attempt to sap the settlement walls. Roll 1D6 (Sapping Roll):

D6	Result
1	Sappers Killed: Attacker loses one troop unit.
2	Counter Measures: Remove one Sapping Counter.
3-4	—
5-6	Undermine the Walls: Put one Sapping Counter on the settlement.

Assault Phase

The Besieging troops may attempt to Storm the Castle. Roll 2D6 (Assault Roll):

2D6	Result
4 or less	Repulsed & Lose 2D6 troops
5-7	Repulsed & Lose 1D6 troops
8-9	Breach & Lose 2D6 troops
10+	Breach & Lose 1D6 troops

Add 1 to the roll per Sapping counter on the settle-

ment. Subtract the Defense stat of the settlement from the roll.

Breach Phase

If the Besieging troops breached the walls last phase, they enter the settlement and combat proceeds as in Open Battle Phase. Siege engines may not attack in Breach Phase.

Pillage Phase

If all of the Turkish defenders are killed in Breach Phase, the crusaders capture the city and Loot it. Baggage gained by looting is equal to the Loot stat in the Settlement table. A settlement may only be looted once per game.

The player gains control of the settlement. The

player must keep a garrison in the settlement with a number of troops equal to its Garrison level.

Starvation Phase

If a settlement is under siege roll 1D6 (Starvation Roll):

1-5	Add one starvation counter to the settlement.
6	Attackers start fires or disease: Add two starvation counters
7	Add one starvation counter to the settlement.
8+	The settlement surrenders. Discard all defending units.

Add the number of starvation counters already present to the roll. Subtract the settlements defense stat from the roll. If a settlement is ever not under siege immediately remove all starvation counters.

If the city surrenders, the crusaders capture the city and Loot it.

the garrison is automatically destroyed and the city becomes hostile and 'unexplored'. if Crusader forces intentionally abandon a Settlement, that Settlement immediately becomes Hostile and Unexplored.

Revolt Phase

If a garrison is undermanned the populace of the city will revolt on a roll of 6+ on 1D6. If there is a revolt,

End Phase

Hostile Turkish settlements not under siege will replenish all of their troop losses. Maximum hand size = 7 cards. Discard excess cards.

Card List

Card Name:	Notes:
Siege Tower	Add 3 to target Assault roll this turn
Battering Ram	Add 2 to target Assault roll this turn
Ladders	Add 1 to target Assault roll this turn
Miners	Add 2 to target Sapping roll this turn
Engineer	Add 2 to target Sapping roll this turn
Traitor	Target Sap, Starve, or Assault roll +1 this turn
Surrender Terms	Add 2 to target Starvation Roll this turn
Desertions	Target stack loses 1D3 troops in supply phase
Plague	Target stack loses 1D6 troops in supply phase
Revolt	Add 3 to target Revolt roll this turn
Uprising	Add 3 to target Revolt roll this turn
Rebellion	Add 3 to target Revolt roll this turn
Unrest	Add 3 to target Revolt roll this turn
Sorties	Opponent Loses 1D6 x 10 Baggage in supply phase
Raiders	Opponent Loses 1D6 x 10 Baggage in supply phase
Spoilage	Opponent Loses 1D6 x 10 Baggage in supply phase
Pilgrims	Gain 1D6 x 10 Baggage in supply phase
Caravan	Gain 1D6 x 10 Baggage in supply phase
Live off the Land	Gain 1D6 x 10 Baggage in supply phase
Merchant Shipping	Gain 1D6 x 10 Baggage in supply phase
Converts	Add 1D6 Spearmen TYAISP
Holy War	Add 1D6 Heavy Inf TYAISP
Reinforcements	Add 1D6 Heavy Inf TYAISP
Knights Templar	Add 1D6 Knights TYAISP
Knights Hospitaller	Add 1D6 Knights TYAISP
Teutonic Knights	Add 1D6 Knights TYAISP
Antioch Mercenaries	Add 1D6 Cataphracts TYAISP

Card Name:	Notes:
Saracens	Add 1D6 Horse Archers TYAISP
Scythians	Add 1D6 Horse Archers TYAISP
Byzantines	Add 1D6 Archers TYAISP
Carpenters	Add 1D3 Siege Engines TYAISP
Dervishes	TSAB 2D6 Heavy Infantry.*
Counter Attack	TSAB 2D6 Horse Archers & 1D6 Cataphracts.*
Mad Turks	TSAB 3D6 Archers & 3D6 Spearmen.
Saladin	TSAB 2D6 Horse Archers & 2D6 Cataphracts.*
Mohammedeans	TSAB 1D6 Horse Archers & 1D6 Cataphracts.*
Infidels	TSAB 2D6 Spearmen.
Jihad	TSAB 2D6 Horse Archers & 1D6 Cataphracts.*
Bandits	TSAB 2D6 Horse Archers & 1D6 Archers.*
Bedouin Nomads	TSAB 3D6 Horse Archers.*
Egyptian Army	TSAB 2D6 Spearmen & 2D6 Cataphracts.*
Mamlukes	TSAB 2D6 Spearmen & 1D6 Cataphracts.*
Relief Force	TSAB 2D6 Spearmen & 1D6 Cataphracts.*
Arabs	Add 1D6 to Target Garrison Roll
Ghulams	Add 1D6 to Target Garrison Roll
Auxilia	Add 1D6 to Target Garrison Roll
Leader dies	Target Leader killed.
Assassination	Target Leader killed.
Troops demand Pay	Target player must repeat his upkeep phase.
Fatigue	Target stack may not move or Assault this turn.
Demoralized	Target stack may not move or Assault this turn.
Skirmishing Turks	OB: Turks are -1 to be hit this Battle
Separate Horse & Foot	OB: Turks get +1 to hit this Battle
Disciplined Ranks	OB: Crusaders get +1 to hit this Battle
Narrow Plain	OB: Crusaders get +1 to hit this Battle
Rally Troops	Gain back 1D6 troops lost this turn.
Find Stragglers	Add 1D6 Heavy Inf to your Army in supply phase
Gambesons	Negate 1 Crusader casualty. (Coat of Leather)
Chain Mail	Negate 1 Crusader casualty.
Plate Mail	Negate 1 Crusader casualty.
Late Arrival	Gain 1 Leader counter at your Invasion Point
Battle Hardened	Target Leader becomes a Great leader.
Surprise	Add or Subtract 1 from target morale check.

TSAB Target stack attacked by...

OB Open Battle Phase

* Play in Open Battle Phase.

TYAISP = to your army in supply phase

Card Notes

***Any units a player receives by virtue of cards like 'Holy War' and 'Reinforcements' remain with the player; they do not disappear after one battle.

***Bonuses are cumulative: For example, a player plays 'Siege Tower', 'Ladders', 'Battering Ram', and 'Traitor' all at once.

***There is a limit of 1 OB & 1 TSAB card that can be played against a given stack per turn.

***For cards that target a stack, only a Crusader stack may be targeted.

***Some reinforcement cards provide 'Turkish' units to a player.

Turkish type troops that have been recruited into a player's army cannot be left without at least one of the player's 'regular' units to accompany them.

***A victim of Desertions & Plague is allowed to choose which units he must lose. If the result exceeds the number of units in the target stack, the stack is destroyed but the difference is not directed to another stack.

Great Leaders

Designate some Leaders (1D3 per Player at setup) as Great leaders. If any Great Leaders are present in a stack, all units get +1MP. A Great leader gives his +1 bonus to up to 3 troop units.

Some Great Crusader Leaders include: Richard
Coeur de Lion, Philip Augustus, Emperor Frederic Bar-

barossa, King Louis VII, Gilbert the Templar, Garin the
Hospitaller, Baldwin I.





Crystal Warriors

Preface

Warpplay = Warpspawn Roleplaying. Roleplaying universe. Work in progress.
Readers are encouraged to submit material.

Introduction

Fantasy Setting. All Magic and Technology is a result of Powerful and reliable Crystals.

Characters

Warriors: Crystal weapons & armor. Pilots: Pilot crystal powered vehicles Mages: Able to psychically manipulate the power of the crystals. Engineers: Cre-

ate crystal artifacts (Crystal artifacts must be hand crafted)

Crystal Artifact Magic

Crystal Caster (Gun that propels exploding crystals)
Shard Caster Energy Caster Crystal Armor Crystal Gates Crystal Antigravity (Flying discs, fighters, sky ships) Viewing Crystals Healing Energy crystals Crystal Force fields Torcs (Mental Amplification crystals) Crystal Towers

Foes

Mostly Interdimensional Demons





Cthulhu Quest

Introduction

Card game for 2-4+ players. Cthulhu Theme.

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Victory

The game ends when there are no cards left in the deck and no one can play a Meld. The player with the most Story Points (SP) wins.

Story Point Tokens

Player share a common set of Story point Tokens.

The Deck

Players share a common deck. There are 10 card types:

- I** Investigator
- A** Ally
- O** Object
- B** Book
- G** God
- M** Monster
- L** Location
- T** Transport
- S** Spell
- E** Event

Setup

Shuffle the Deck. Craziest player goes first. Play proceeds clockwise.

Each player is dealt a hand of 13 cards.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Investigation Phase
2. Insanity Phase
3. Story Phase
4. Mythos Phase

Investigation Phase

Draw 2 cards from the deck and put them in your hand.

Insanity Phase

You may discard 1 card from your hand:

- Discard a Transport Card to look at the next 5 cards in the deck and keep one.
- Discard a God Card to discard your hand and draw 9 new cards.
- Discard an Object Card to steal 1 Story Point Token from target player
- Discard an Investigator Card to draw 3 cards and discard 2 cards from hand.
- Discard an Ally Card to draw 2 cards.
- Discard a Location Card to put the top card of the discard into your hand.
- Discard a Spell Card to make opponent give you a card from his hand (His choice).
- Discard an Event Card to look at opponents hand.
- Discard a Monster Card to cause opponent to discard 1 Random card.
- Discard a Book Card to look at the next 10 cards in the deck.

Story Phase

You may play a Meld. A Meld must include the following: 1 Investigator card 0 to 2 Ally cards 0 to 1 Object card 0 to 1 Book card 0 to 1 God card 1 to 2 Monster cards 1 to 2 Location cards 0 to 1 Transport card (1 required if 2+ Location cards played) 0 to 1 Spell card 0 to 1 Event card A Meld of 3 cards is worth 2 Story Point (SP). A Meld of 4 cards is worth 4 Story Points (SP). A Meld of 5 cards is worth 6 Story Points (SP).

A Meld of 6 cards is worth 8 Story Points (SP). A Meld of 7 cards is worth 10 Story Points (SP). A Meld of 8 cards is worth 12 Story Points (SP).

A Meld of 9 cards is worth 14 Story Points (SP). A Meld of 10 cards is worth 16 Story Points (SP). A Meld of 11 cards is worth 18 Story Points (SP).

A Meld of 12 cards is worth 21 Story Points (SP). A Meld of 13 cards is worth 25 Story Points (SP). Certain card combinations will award extra Story Points.

Collect the indicated number of Story Point Tokens and discard the Meld.

Mythos Phase

If you played a Meld this turn, draw X cards where X is the number of cards in the Meld. Max hand size is 13 cards. Discard excess cards.

Card List Notation

SP Story Points

LAOH Look at Opponents Hand

Card List

Name:	Type	Notes:
Cthulhu	G	Aquatic Dreaming Great Old One
Azathoth	G	Mindless Seething Amorphous Daemon Sultan
Nyarlathept	G	The Crawling Chaos
Shub-Niggurath	G	Black Goat of the Woods
Yog-Sothoth	G	The Key & the Gate
Hastur	G	Titanic Aquatic Being
Shudde M'ell	G	The Burrower Beneath
Yig	G	Snake God
Ithaqua	G	The Windwalker
Cthugha	G	Great Cloud of Living Fire
Cultists	M	+3 SP with Nyarlathotep
Gugs	M	4-Armed Giants with Terrible Maws
Mi-Go	M	Alien Fungi from Pluto
Nightgaunts	M	Faceless winged Demons
Byakee	M	+3 SP with Hastur
Star-Spawn	M	+3 SP with Cthulhu
Shoggoths	M	Mass of Gelatinous Flesh
Wendigo	M	+3 SP with Ithaqua
Fire Vampire	M	+3 SP with Cthugha
Dimensional Shambler	M	Plane Walking Ape-Insect Servitors
Colors of Outer Space	M	Invisible Life Force Feeders
Leng Spiders	M	Immense Bloated Purple Spiders
Dark Young	M	+3 SP with Shub-Niggurath
Yith	M	Time Traveling Mentalists
Hounds of Tindalos	M	LAOH Discard 1 Investigator
Elder Thing	M	Large Flying Botanical Beings
Flying Polyps	M	Invisible Horror. Wind & Tentacle Attacks
Serpent People	M	+3 SP with Yig
Ghouls	M	Rubbery, Canine Humanoids
Deep Ones	M	+3 SP with Small Fishing Town
Author	I	+1 SP if a Book Played
Journalist	I	+1 SP if an Event is Played
Dilettante	I	You may play a Second Transport
Doctor	I	+1 SP if a Second Ally is Played
Lawyer	I	You may play a second Investigator
Professor	I	+3 if University is Played
Historian	I	You may play a second Book
Antiquarian	I	+2 SP if Relic Played
Psychologist	I	+3 SP if Phobia Played
Private Eye	I	Draw 1 extra card on your next turn
Archeologist	I	+2 SP if Relic Played
Gangster	I	+3 SP if City is Played
Occultist	I	+1 SP if a Spell is Played
Sorcerer	I	You may play a second Spell
Adventurer	I	+1 SP if a second Location is Played
Cultist Priest	A	+1 SP if a Spell is Played
Steadfast Companion	A	Tough; +1 SP if a Second Monster is Played
Student	A	+3 SP if University is Played
Old Benefactor	A	+3 SP if Mansion Played
Psychic	A	+3 SP if Scrying Window Played

Name:	Type	Notes:
Artist	A	+1 SP if a God Played
Mental Patient	A	+3 SP if Asylum Played
Musician	A	+3 SP if Pipes of Madness Played
Inventor	A	+1 SP if Object Played
Crazed Survivor	A	Tough; +3 SP if Remote Farmhouse Played
Church Agent	A	+3 SP if Cemetery Played
Shaman	A	+3 SP if Exotic Locale Played
Scientist	A	+3 SP if Laboratory Played
Sea Captain	A	Tough; +2 SP if Water Location Played
Sailor	A	+2 SP if Water Location Played
Soldier	A	Tough; +2 SP if Weapon Played
Guide	A	+3 SP if Exotic Locale Played
Mercenary	A	Tough; +2 SP if Weapon Played
Scholar	A	+3 SP if Museum Played
Linguist	A	+1 SP if a Book Played
Small Fishing Town	L	Water
Laboratory	L	+3 SP if Inventor Played
Sewers	L	Water
Mansion	L	You may play a Second Investigator
Island	L	Water
Asylum	L	You may play a Third Ally
University	L	You may play a second Book
Cursed House	L	+1 SP if a second Monster is Played
Museum	L	You may play a second Object
New York City	L	City; +3 SP if Journalist Played
Cemetery	L	+3 SP with Ghouls
Temple	L	+3 SP with Cultist Priest
Remote Farmhouse	L	You may play a Third Monster
Exotic Locale	L	+1 SP if a God is Played
Infested Forrest	L	+3 SP with Dark Young
Esoteric Order	L	+3 SP if Occultist Played
Catacombs	L	+1 SP if you play a Monster & a God
Lost City	L	Water
Sahara	L	Desert; Egypt; +3 SP if Guide Played
Corrupt Lake	L	Water
Train	T	You may play a third Location
Automobile	T	You may play a Third Ally
Boat	T	+2 SP if Water Location Played
Ship	T	+2 SP if Water Location Played
Zeppelin	T	You may play a second Investigator
Aeroplane	T	+3 SP if Dilettante Played
Underground	T	+3 SP if Catacombs Played
Lost	T	+1 SP if a second Location is Played
Journey	T	+1 SP if a second Location is Played
Travel Thru Space	T	+1 SP if a Spell is Played
Revolver	O	Weapon
Shotgun	O	Weapon; SP +1 if you play an Ally
Dynamite	O	Weapon; LAOH Discard 1 Monster
Harpoon	O	Weapon; SP +2 if Water Location Played
Chime of Tezchaptl	O	Relic; LAOH Discard 1 Spell
Star Stone of Mnar	O	Relic; Draw 1 extra card on your next turn
Space Mead	O	Relic; Play a Third Location
Powder of Ibn Ghazi	O	Relic; LAOH Discard 1 Monster

Name:	Type	Notes:
Pipes of Madness	O	Relic; LAOH Discard 1 Ally
Mist Projector	O	Weapon; You may use 1 Ally as a Monster
Elder Sign	S	LAOH Discard 1 God
Dominate	S	SP +1 if a Book is Played
Screaming Window	S	You may play a second Event
Consume Likeness	S	LAOH Discard 1 Ally
Wave of Oblivion	S	+2 SP if Water Location Played
Death Spell	S	SP +3 if Shaman Played
Mind Exchange	S	SP +1 if Ally Played
Look to the Future	S	SP +1 if an Event is Played
Summoning Spell	S	SP +1 if Second Monster Played
Wither Limb	S	SP +3 if Sorcerer Played
Epidemic	E	SP +3 if Doctor Played
Experiment	E	SP +3 if Scientist Played
Earthquake	E	LAOH Discard 1 Location
Thieves	E	LAOH Discard 1 Object
Aldebaran Moves	E	You may play a Second God
Phobia	E	LAOH Discard 1 Investigator
Night	E	SP +1 if Second Monster Played
Day	E	SP +1 if Second Ally Played
Yithian Mental Contact	E	SP +3 if Yith Played
Imprisonment	E	Target Opponent Draws 1 less card next turn
Necronomicon	B	You may play an extra Monster
Nameless Cults	B	SP +3 with Cultists
Book of Eibon	B	SP +1 if a God Played
Book of Dzryan	B	SP +1 if a Spell Played
R'lyeh Text	B	SP +3 if Cthulhu played
Eltdown Shards	B	SP +1 if Second Monster Played
Zanthu Tablets	B	May be used as a Relic Instead
Ponape Scripture	B	SP +2 if a Relic is Played
Sussex Manuscript	B	Draw 1 extra card on your next turn
Celaeno Fragments	B	You may play a second Spell

Rotation Cardlist

basis.

Keep the ratio of card types the same . Substitute these cards for cards of the same type on a one to one

Name:	Type	Notes
Dreamer	I	+3 SP with Dream Lands
Poet	I	+2 SP with Book
Sculptor	I	Draw 1 extra card on your next turn
Egyptologist	I	+2 SP with Egypt Location
Corrupt Wizard	I	Can be used as Monster Instead
Nomad	A	+2 SP with Desert Location
Maniac	A	Can be used as Monster Instead
Army Officer	A	You may play a second Weapon
Bandit	A	LAOH Discard 1 Object
Alchemist	A	You may play a second Object
Pyramids	L	Desert; Egypt
Church	L	SP +3 if Church Agent Played
Easter Island	L	Water
Himalayas	L	Mountain

Name:	Type	Notes
Antarctica	L	Draw 1 extra card on your next turn
Yuggoth	L	Space
Dream Lands	L	You may play an extra Monster
Paris	L	City
Cairo	L	City; Egypt
Valley of the Kings	L	Desert; Egypt
Kitab al Azif	B	+2 SP with Egypt Location
Liber Ivonis	B	SP +2 if a Relic is Played
Mythos Instability	E	LAOH Discard 1 God
Typhoon	E	LAOH Discard 1 Water Location
Sandstorm	E	Can be used as Desert Location Instead
Bast	G	Cat Goddess
Nodens	G	Lord of the Great Abyss
Bokrug	G	Great Water Lizard
Father Dagon	M	+2 SP if Water Location Played
Mother Hydra	M	+2 SP if Star Spawn or Deep Ones Played
Dhole	M	+2 SP with Desert Location
Servants of Bast	M	+3 SP with Bast
Nightgaunts	M	+3 SP with Nodens
Beings of Ib	M	+3 SP with Bokrug
Rifle	O	Weapon; +2 SP if you play a Tough Ally
Sacred Knife	O	Can be used as Weapon or Relic
Submarine	T	+2 SP if Water Location Played
Caravan	T	+2 SP if Desert Location Played
Pallid Mask	O	Relic; You may use 1 Investigator as a Monster
Lamp of Alhazred	O	Relic; Look at next 10 cards in Deck
Stone Idol	O	Relic; Can be used as Monster Instead
Dust of Ibn Ghazi	O	Relic; Can be used as Spell Instead
Cloud Memory	S	Opponent must Discard 1 Random Card
Hands of Colubra	S	You may use 1 Ally as a Monster
Seal of Isis	S	SP +2 if Relic Played
Remortification	S	Can be used as Monster Instead





Cthulhu Skirmish

Introduction

Board & card game for 2 players. Battle between two factions in the Lovecraft Universe. Abstract skirmish level combat.

Each figure represents a single man/creature (unit).

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Victory

You win if you kill the opposing Leaders. If a faction has no Leader, then a loss of half it's units will defeat it.

Map & Pieces

Use an 8x8 chessboard. Use chits or miniatures to represent units.

Factions

Each player picks one Faction. Each Faction has its own set of units described in its own unit list. Each Faction has its own cardset described in its own card-set list.

There are 8 Factions: Human Investigators Deep Ones Humanoids Yithians Elder Things Mi-Go Serpent People Cultists

Spell Deck

Players share a common Spell Deck. Only leaders can use spells. Keep your spell cards in a Separate hand.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Fate Phase
2. Move Phase
3. Attack Phase

Fate Phase

Draw 3 cards from your deck. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a unit to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Attack Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Attacks always do one Hit of damage to the target unless otherwise specified.

Use Chits or coins to record damage. A unit reduced to zero Hits is killed and removed from the board. Your opponent may play Defense cards to negate your attack.

Unit Table Nomenclature

Number of that type of man you start the game with.

Hits Number of Hits that type of unit has.

Card List Notation

M Movement

A Attack

D Defense

K as a Knight would move in Chess

Type Purpose of card

Investigators Unit Table

Unit Name:	#	Hits	Notes:
Townsfolk	8	1	-
Companions	6	2	-
Investigators	2	3	Leaders

Investigators Card List

Card Name:	#	Type	Range	Notes:
Cautious Advance	4	M	1	
Quick Advance	4	M	2	
Run	3	M	3	
Sprint	2	M	4	
Zig-Zag	2	M	K	
Pitchfork	1	A	1	
Shovel	1	A	1	
Torch	1	A	1	
Axe	1	A	1	
Shoot Point Blank	1	A	1	
Pistol	2	A	2	
Revolver	1	A	2	
Dynamite	1	A	K	
Shotgun	2	A	3	
Rifle	2	A	4	
Duck	2	D	-	
Hide	2	D	-	
Block	2	D	-	
Battle Plan	2	X	-	Draw 3 cards
Stalwart	2	D	-	Companions only
Ancient Tome	4	X	-	Discard to Draw a Spell card

Deep Ones Unit Table

Unit Name:	#	Hits	Notes:
Hybrids	8	1	-
Deep Ones	6	2	-
Ancient Deep One	2	3	Leaders

Deep Ones Card List

Card Name:	#	Type	Range	Notes:
Quiet Approach	4	M	1	
Shamble	4	M	2	
Loping Gait	3	M	3	
Deft Scramble	2	M	4	
Sinuous Movements	2	M	K	
Sharp Claws	2	A	1	
Silent Attack	1	A	1	
Bite	1	A	1	
Trident	1	A	1	
Net Attack	1	A	2	
Hunting Spear	2	A	2	
Thrown Harpoon	2	A	2	
Crossbow	3	A	3	
Scales	2	D	-	
Swift Motion	2	D	-	
Move in Shadows	2	D	-	
Emerge from the Sea	2	X	-	Draw 3 cards
Immortal	2	D	-	Deep Ones only
Deep Magic	4	X	-	Discard to Draw a Spell card

Humanoids Unit Table

Unit Name:	#	Hits	Notes:
Ghouls	9	1	-
Ghasts	6	2	-
Gug	1	5	Leader

Humanoids Card List

Card Name:	#	Type	Range	Notes:
Awkward Movements	4	M	1	
Lurch Forward	4	M	2	
Run & Jump	3	M	3	
Gallop	2	M	4	
Hidden Ways	2	M	K	
Filthy Claws	1	A	1	
Jagged Bite	1	A	1	
Fangs	1	A	1	
Mule Kick	1	A	1	
Crushing Blow	1	A	1	
Rip to Pieces	1	A	1	
Rend Flesh	1	A	1	
Thrown Rock	3	A	2	
Barrel Attack	2	M	2	Also Attack Range = 1
Rubbery Hide	2	D	-	
Brutes	2	D	-	
Animal Reflexes	2	D	-	
Sense of Smell	1	X	-	Draw 3 Cards
Savagery	1	X	-	Draw 3 Cards
Massive Bulk	2	D	-	Ghasts & Gug
Bestial Magic	4	X	-	Discard to Draw a Spell card

Elder Things Unit Table

Unit Name:	#	Hits	Notes:
Elder Things	8	3	All can use Spells

Elder Things Card List

Card Name:	#	Type	Range	Notes:
Hover	4	M	1	
Float	4	M	2	
Glide	3	M	3	
Soar	3	M	4	
Dive	2	M	5	
Roll	2	M	K	
Tentacles	3	A	1	
Constriction	3	A	1	
Crushing Attack	4	M	1	Also Attack Range = 1
Swoop Attack	3	M	2	Also Attack Range = 1
Rigid Skin	2	D	-	
Huge Size	2	D	-	
Flying Dodge	2	D	-	
Ascend	1	D	-	

Card Name:	#	Type	Range	Notes:
Sense Without Light	1	X	-	Draw 3 cards
Piping Speech	1	X	-	Draw 3 cards
Ancient Knowledge	4	X	-	Discard to Draw a Spell card

Great Race Of Yith Unit Table

Unit Name:	#	Hits	Notes:
Yithians	8	3	All can use Spells

Great Race Of Yith Card List

Card Name:	#	Type	Range	Notes:
Contraction	8	M	1	
Expansion	5	M	2	
Nippers	3	A	1	
Lightning Gun Burst	2	A	2	
Lightning Gun Gout	2	A	3	
Lightning Gun Strike	2	A	4	
Lightning Gun Arc	2	A	K	
Lightning Gun Bolt	2	A	5	
Enormous Size	2	D	-	
Elastic Flesh	2	D	-	
Rigid Scales	2	D	-	
Time Travel	1	X	-	Draw 5 cards and keep 2
Mentalists	1	X	-	Draw 3 cards
Trade Minds	1	X	3	Gain Control of Target
Arcane Secret	2	X	-	Discard to Draw a Spell card

Serpent People Unit Table

Unit Name:	#	Hits	Notes:
Degenerates	8	1	
Serpent Folk	6	2	
Sorcerer of Yig	2	3	Leader

Serpent People Card List

Card Name:	#	Type	Range	Notes:
Coil	4	M	1	
Twist	4	M	2	
Slither	3	M	3	
Shoot	2	M	4	
Slip & Slide	3	M	K	
Venomous Fangs	2	A	1	
Poisonous Bite	2	A	1	
Taloned Hands	2	A	1	
Constriction	1	A	1	
Spit Poison	2	A	2	
Poisoned Darts	2	A	2	
Firearms	2	A	3	
Sinuous Weaving	2	D	-	
Sneak & Skulk	2	D	-	
Reptilian Scales	2	D	-	

Card Name:	#	Type	Range	Notes:
Cold-Blooded	2	X	-	Draw 3 cards
Illusions	2	D	-	Not Degenerates
Sorcery	6	X	-	Discard to Draw a Spell Card

Cultist Unit Table

Unit Name:	#	Hits	Notes:
Worshippers	8	1	
Fanatics	6	2	
Evil High Priest	2	3	Leader

Cultist Card List

Card Name:	#	Type	Range	Notes:
Encroach	4	M	1	
March	4	M	2	
Run	3	M	3	
Charge	2	M	4	
Rush In	2	M	K	
Spear	2	A	1	
Dagger	2	A	1	
Machete	2	A	1	
Thrown Knives	2	A	2	
Pistol	2	A	2	
Bolas	2	A	3	
Antique Gun	1	A	3	
Frenzy	2	D	-	
Drugged	2	D	-	
Fanaticism	2	X	-	Draw 3 cards
Ritual Sacrifice	5	X	-	Draw a Spell Card

Fungi From Yuggoth Unit Table

Unit Name:	#	Hits	Notes:
Mi-Go	10	2	
Mi-Go Surgeon	2	2	Leader

Fungi From Yuggoth Card List

Card Name:	#	Type	Range	Notes:
Articulate Limbs	4	M	1	
Circle	4	M	2	
Membranous Wings	3	M	3	
Soar	3	M	4	
Dive	2	M	5	
Pitch	2	M	K	
Nippers	2	A	1	
Grapple	2	A	1	
Vivisection	2	A	1	
Dissection	2	A	1	
Drop Attack	4	M	1	Also Attack Range = 1
Chitinous	2	D	-	
Fly Away	2	D	-	

Card Name:	#	Type	Range	Notes:
Trickery	2	D	-	
Brain Surgery	1	X	1	Take control of target unit
Antennae	2	X	-	Draw 3 cards
Interstellar Race	4	X	-	Draw 1 Spell Card

Summoned Units

Some spells can summon units, which appear in an empty space next to the caster. The controller may use Attack & Move cards with the unit. Instead of using the Range on the cards, the cards will be assigned a range according to The spell description of the Unit.

Summoned Units cannot use defense cards. A Sum-

moned unit automatically loses 1 Hit per turn.

Controlled Units

The controller may use Attack & Move cards with the unit. These cards will always be considered to have a range = 1. Controlled units cannot cast spells.

Spell Card List

Card Name	Rng	Effect
Spell of Binding	(3)	Target cannot move or attack for 4 turns
Black Binding	(2)	Target cannot move or attack for 4 turns
Dismiss	(2)	Move enemy unit up to 3 spaces away from caster
Summon Fire Vampire	(1)	Gain a 7 Hit Unit. Attack range = 1. Move range = 4.
Summon Baykhee	(1)	Gain a 4 Hit Unit. Attack range = 1. Move range = 4.
Summon Dark Young:	(1)	Gain a 7 Hit Unit. Attack range = 1. Move range = 1.
Summon Dimensional Shambler	(1)	Gain a 4 Hit Unit. Attack range = 1. Move range = 2.
Summon Flying Polyp	(1)	Gain a 9 Hit Unit. Attack range = 1. Move range = 5.
Summon Formless Spawn	(1)	Gain a 6 Hit Unit. Attack range = 1. Move range = K.
Summon Hunting Horror	(1)	Gain an 8 Hit Unit. Attack range = 1. Move range = 3.
Summon Hound of Tindalos	(1)	Gain a 6 Hit Unit. Attack range = 1. Move range = 3.
Summon Night Gaunt	(1)	Gain a 3 Hit Unit. Attack range = 1. Move range = 4.
Summon Shantak	(1)	Gain a 5 Hit Unit. Attack range = 1. Move range = 4.
Summon Shoggoth	(1)	Gain a 10 Hit Unit. Attack range = 1. Move range = 2.
Summon Xiclotl	(1)	Gain a 5 Hit Unit. Attack range = 1. Move range = 1.
Contact Chthonian	-	Draw 2 Spell cards
Contact Star Spawn	-	Draw 2 Spell cards
Dread Curse of Azathoth	-	Attack of Range = 2
Create Gate	-	Move Self or Adjacent friendly unit to any open space
Elder Sign	-	Negate a Move card just Played
Voorish Sign	-	Look at opponents hand. Draw a card from your deck.
Powder of Ibn-Ghazi	-	Look at opponents hand. Draw a card from your deck.
Resurrection	-	Bring friendly dead unit back to life adjacent to caster. Unit has 1 Hit.
Shrivelling	-	Attack of Range = 2
Glass from Leng	-	Look at opponents hand. Draw a card from your deck.
Lamp of Alhazred	-	Draw 2 Spell cards
Plutonian Drug	-	Search Spell Deck for card & put it in your hand
Shining Trapezohedron	(3)	Gain Control of Target
Bait	-	Move enemy unit up to 3 spaces towards caster
Spectral Hunter	-	Defense
Bless Blade	-	Attack of Range = 1
Body Warping of Gorgoroth	-	Self or Target gains 1 Hit
Cast out Devil	-	Negate target Control Spell or effect
Call Power of Nyambe	-	Draw 2 Spell cards
Ceremonial Dagger	-	Kill adjacent friendly unit to draw 3 spell cards
Chant of Thoth	-	Look at opponents hand. Draw a card from your deck.
Chime of Tezchaptl	-	Negate Spell just cast

Card Name	Rng	Effect
Cloud Memory	-	Opponent must discard Spell Hand
Clutch of Nyogtha	-	Attack of Range = K
Command Spell	(3)	Gain Control of Target for 3 turns
Conjure Glass of Mortlan	-	Take card from your discard & put it in your hand
Consume Likeness	-	Defense
Bad-Corpse Dust	-	Negate a Move card just Played
Barrier of Naach-Tith	-	Defense or Negate Spell just cast
Curse Whistle	-	Draw 2 Spell cards
Fetch Stick	-	Attack of Range = 1
Limbo Gate	-	Move Self or Adjacent friendly unit to any open space
Mist of Releh	-	No Attacks may be made this turn
Scrying Window:	-	Look at opponents hand. Draw a card from your deck.
Time Warp	(4)	Target is destroyed
Insanity	-	Any target unit loses 1 hit
Curse of Darkness	-	Destroy Target summoned Unit
Curse of the Stone	(3)	Target cannot move or attack for 4 turns
Death Spell	(3)	Target is destroyed
Devolution	(2)	Gain Control of Target for 3 turns then target runs away
Dominate	(3)	Gain Control of Target for 3 turns
Dust of Suleiman	-	Attack of Range = 1
Eibon's Wheel of Mist	-	Defense
Enthrall Victim:	(2)	Target cannot move or attack for 4 turns
Explode Heart	(2)	Target is destroyed
Eye of Light & Darkness	-	All adjacent enemies take 1 Hit of Damage
Fist of Yog Sothoth	-	Attack of Range = 4
Flesh Ward	-	Caster Immune to Range = 1 Attacks for 5 turns
Grasp of Cthulhu	(4)	Target cannot move or attack for 4 turns
Hands of Colubra	-	Attack of Range = 1
Heal	-	Self or adjacent unit regains 1 lost Hit
Implant Fear	(3)	Target cannot move or attack for 4 turns
Keeness of Two Alike	-	Look at opponents hand. Draw a card from your deck.
Levitate	-	Defense
Living Clothes	-	Attack of Range = 3
Look to the Future	-	Look at opponents hand. Draw a card from your deck.
Mental Suggestion:	(3)	Gain Control of Target for 3 turns
Mesmerize:	(2)	Gain Control of Target for 4 turns
Mind Blast	-	Attack of Range = 4
Mind Exchange	(1)	Gain Control of Target for 3 turns
Nightmare	(4)	Target cannot move or attack for 4 turns
Pipes of Madness	-	Both players discard all their cards
Power Drain	-	Steal 2 random spell cards from opponent
Raise Corpse	-	Bring friendly dead unit back to life adjacent to caster. Unit has 1 Hit.
Red Sign of Shudde M'ell	-	All adjacent units take 1 Hit of Damage
Remortification	-	Defense
Seal of Isis	-	Negate a Spell card just played
Send Dreaming	-	Draw 2 cards from your deck
Song of Hastur	-	Attack of Range = 4
Song of Glissande	-	Caster & 3 Targets within 2 spaces cannot move or attack for 2 turns
Soul Singing	-	Move enemy unit up to 3 spaces in any direction
Steal Life	-	Attack of Range = 2. Caster regains 1 lost Hit
Unspeakable Promise	-	Draw 2 Spell cards
Voice of Ra	-	Draw 2 cards from your deck
Wither Limb	-	Attack of Range = 3

Card Name	Rng	Effect
Wrack:	(3)	Target cannot move or attack for 4 turns





Culture & Conquest

Culture & Conquest

Simulation of ancient civilizations. This dice game does not require a map or counters. Solo or any number can play.

Victory Conditions

The game ends after 50 turns. The player with the most Victory Points wins. Advances you have score 5 points.

Cities you control score 10 points. Wonders you build score 15 points. Wonders you control score 5 points.

For every Natural resource you have the most of, gain 5 points. For every Manufactured resource you have the most of, gain 10 points. Gain 5 points if you have the biggest population.

Set Up

Each player starts with 10 populations and 1 city. Randomly determine your culture on the culture table. Determine Turn order by rolling high.

1D10	Result:
1-3	Nothing
4-5	Gain 1 Manufactured Resource of your choice
6-10+	Gain 1 Random Natural Resource (Roll on the Natural Resource Table)

Note: if you have none of the requirements for any manufactured resource, you get nothing.

Population Distribution Phase

Assign populations to one of the 7 specialty categories: Army, Navy, Agriculture, Trade, Labor, Scholars (Army & Navy are collectively called Military units) A single category cannot be increased or decreased by more than 5 populations. It costs 2 Gold to raise an army or navy. It only costs 1 Gold to raise a Navy if you have Wood & Cloth.

It only costs 1 Gold to raise an Army if you have Weapons & Horses.

Gain Leader Phase

Roll 1D6: On a roll of 1-2 gain 1 random leader.

Turn Sequence

Players take turns. A player will complete all of the following phases in their turn.

1. population phase
2. resource phase
3. distribution phase
4. leader phase
5. harvest phase
6. disaster phase
7. upkeep phase
8. war phase
9. trade phase
10. build phase
11. research phase
12. income phase

One round is completed when all cultures have had one turn.

Population Phase

Gain 1D6-2 population. Minimum = 0. These populations start as Agriculture specialists.

Resource Phase

Roll 1D10 on the Resource Table:

Harvest Phase

Produce 3 food per Agriculture population and 2 for each level of Food Resources you control. Food is not stored unless you have the pottery advance.

Disaster Check Phase

On a roll of 1 on D6 suffer from one random disaster. Resolve 'War' disasters first thing in War Phase.

Upkeep Phase

Each population consumes 1 Food. Armies are paid 1 Gold each. If upkeep is not met, those populations are lost. Roll 1D6 for each leader, on a roll of 5+, the leader dies of old age.

War Phase

A player may attack one target opponent on a roll of 5+ on 1D6. (get +1 to this roll if you have a General) If

the roll fails, he may attempt to attack another player. Other players may send armies, navies, and Generals to serve on either side.

Each player gets 1 die for every Army, Navy, and General on their side. If you have more armies than opponent, you get 1 extra die. If you have more navies than opponent, you get 1 extra die.

If you have a General and your opponent doesn't, you get 1 extra die. If you have Military Doctrine, and your opponent doesn't, you get 1 extra die. If you have Iron, and your opponent doesn't, you get 1 extra die.

If you have Equestrian, and your opponent doesn't, you get 1 extra die. If you have Siegecraft, and you are attacking, you get 1 extra die. If you have Fortifications and are defending, you get 1 extra die.

If you have Shipbuilding, and your opponent doesn't, you get 1 extra die. If you have the Great Wall and are defending, you get 1 extra die. The player with the higher total roll is the winner.

Defender wins ties. The winner gains 1D6 Victory points. Each roll of 1 causes your opponent to lose 1 army or 1 navy. If the defender loses all his armies the Attacker gets to take one form of tribute: All of the losers gold, or One City (which may contain a Wonder), or 2D6 Population (enslaved), or 1 target Resource.

Trade Phase

The active Player may trade Gold, food, labor, populations, cities, advances, leaders, resources, and promises with other players. (If 'trading' an Advance

the giver & the recipient both get it.)

Build Phase

Each Labor specialist produces 1 Labor point per turn. Assign Labor points to a city or Wonder under construction. These points are saved from turn to turn until the project is completed.

Labor points not assigned are lost. Build 1 city for 50 Labor and 25 Gold. Name the city. Gain 1 roll on the Natural Resource Table for 20 Labor.

Gain 1 Manufactured Resource of your choice for 25 Labor. Build 1 Wonder of your choice for 100 Labor and 50 Gold. Only 1 Wonder per city is allowed.

For each level of Build Resources you have the labor and gold costs of Cities and Wonders are reduced by 2.

Research Phase

Roll 1D12 per scholar, thinker, or research generator you have. On a roll of 1 gain one random advance. Pay 20 Gold to copy an Advance known by another player.

When determining a "Random" Advance, roll on the Advance Table. If you roll one you already have, pick one instead.

Income Phase

Collect Gold: 1 per Trade population, 1 per City, and 1 per level of Luxury Resources.

Population Distribution

TYPE:	Upkeep:	Production:
Military	1 Food + 1 Gold	None
Agriculture	1 Food	3 Food
Trade	1 Food	1 Gold

TYPE:	Upkeep:	Production:
Labor	1 Food	1 Labor
Scholars	1 Food	1 Research Roll

Note: There is a max of 1 Scholar per city.

Culture Table

D20:	Culture:	Starting Advance:
1	Egyptian	Engineering
2	Mesopotamian	Mathematics
3	Athenian	Philosophy
4	Roman	Law
5	Minoan	Music
6	Persian	Coinage
7	Assyrian	Metal Working
8	Babylonian	Astronomy

D20:	Culture:	Starting Advance:
9	Mycenaean	Pottery
10	Phoenician	Navigation
11	Spartan	Military Doctrine
12	Scythian	Equestrian
13	Summerian	Irrigation
14	Celtic	Art
15	Hebrews	Monotheism
16+	Pick One	

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REVIEW

Natural Resource Table

1D20	Resource:	Notes:	1D20	Resource:	Notes:
1	Grain	Food	11	Fibers	Clothing
2	Fish	Food	12	Salt	Food
3	Iron	Military; Requires Bronze	13	Shellfish	Food
4	Horses	Military	14	Incense	Luxury
5	Precious Metals	Luxury	15	Vegetables	Food
6	Fruits	Food	16	Bronze	Military
7	Livestock	Food	17	Furs	Clothing
8	Wood	Build	18	Clay	Build
9	Stone	Build	19	Brick	Build
10	Spices	Luxury	20	Gems	Luxury

Manufactured Resources List

Resource:	Notes:
Earthenware	Requires Pottery & Clay (Luxury)
Cloth	Requires Fibers & Textiles (Clothing)
Weapons	Requires Bronze or Iron & Metal Working (Military)
Wine	Requires Fruits & Brewing (Luxury)
Jewelry	Requires Precious Metals & Art (Luxury)
Sculpture	Requires Stone & Art (Luxury)
Glass	Requires Brick & Glassblowing (Luxury)
Dyes	Requires Shellfish or Spices & Dye Making (Luxury)
Medicinals	Requires Spices and Medicine (Luxury)
Leather	Requires Livestock & Textiles (Clothing)
Parchment	Requires Fibers & Literacy (Luxury)

Advance Table

D100:	Advance:	Notes:
1-2	Pottery	Food can be stored & Mitigates Famine
3-4	Monotheism	Population Phase: add 1 to roll (Religion)
5-6	Astronomy	Research: One additional roll per turn
7-8	Writing	Research: One additional roll per turn
9-10	Medicine	Mitigates Epidemic
11-12	Coinage	Gold: +1 per city per turn (Facilitates Trade)
13-14	Masonry	Cities & Wonders cost 5 less in Labor
15-16	Mathematics	Research: One additional roll per turn
17-18	Architecture	Cities & Wonders cost 5 less in Gold
19-20	Law	Mitigates Anarchy
21-22	Music	Mitigates Unrest (Music soothes the soul)
23-24	Democracy	Extra 5 points for Victory (Government)
25-26	Philosophy	Mitigates Heresy (Public Debate is acceptable)
27-28	Metal Working	Battle: One additional roll; Requires Bronze or Iron
29-30	Drama	Extra 5 points for Victory
31-32	Art	Extra 5 points for Victory
33-34	Military Doctrine	Battle: One additional roll (Strategy & Tactics)
35-36	Irrigation	Mitigates Drought
37-38	Navigation	Gold: +1 per city per turn (Expands Trade)
39-40	Equestrian	Battle: One additional roll; Requires Horses

D100:	Advance:	Notes:
41-42	Literature	Extra 10 points for Victory; Requires Writing
43-44	Ancestor Worship	Gain 2 VP for each City you control (Religion)
45-46	Siegecraft	Battle: Attacker gets one additional roll
47-48	Shipbuilding	Battle: One additional roll
49-50	Dynasty	Mitigates Civil War (Government)
51-52	Engineering	Labor: +1 per Labor population per turn
53-54	Selective Breeding	Food: +1 per agriculture population per turn
55-56	Polytheism	Gain 3 VP for each Wonder you control (Religion)
57-58	Brewing	Extra 5 points for Victory (Beer!)
59-60	Textiles	Extra 5 points for Victory
61-62	Glass Blowing	Extra 5 points for Victory
63-64	Dye Making	Extra 5 points for Victory
65-66	Fortifications	Battle: Defender gets one additional roll
67-68	Cartography	Gain +1 to resource table rolls
69-70	Mysticism	Extra 5 points for Victory (Religion)
71-72	Republic	Mitigates Mutiny (Government)
73-74	Oligarchy	Mitigates Mad King (Government)
75-00	Pick One	

Note: You can only have 1 Religion Advance and 1 Government Advance. If you roll an extra one, it replaces the older one.

Disasters

If a culture has a mitigating attribute the disaster causes half as much population loss. Round fractions down. If a culture experiences a disaster it skips its build phase and war phase.

Disaster Table

D20:	Type:	Notes:
1	Flood	Lose 1 Random Resource
2	Earthquake	1D6 or 2D6 if you have Architecture
3	Volcano	Lose 1 random City
4	Pirates	Lose half of your gold reserve
5	Unrest	1D6
6	Civil War	War: Attacked by 1D6 Armies: They take a random city if they win
7	Heresy	1D6 or 2D6 if you have Monotheism
8	Anarchy	1D6
9	Epidemic	3D6
10	Famine	Lose half of your food reserve
11	Uprising	War: Attacked by 1D6 Armies: They take 2D6 populations if they win
12	Corruption	Lose all gold
13	Drought	Lose half of your food reserve
14	Storms	1D6 (Navies first)
15	Sands of Time	Lose 1 random Wonder
16	Mad King	2D6
17	Pestilence	Lose half of your food reserve
18	Mutiny	2D6 (Military Units first)
19-20	Barbarians	War: Attacked by 1D6 Armies: They take all your gold if they win

Wonder List

Wonder:	Required:	Notes:
Sphinx	Sculpture	Costs same as city
Colossus	Metal Working	Gold +1D6 per turn in Income Phase
Oracle	Polytheism	Mitigates Corruption
Hanging Gardens	Irrigation	Mitigates Unrest
Parthenon	Architecture	Mitigates Heresy
Stonehenge	Astronomy	Costs same as city
Lighthouse	Navigation	Mitigates Storms
Pyramids	Engineering	Mitigates Anarchy
Great Wall	Masonry	One Additional Battle roll when defending
Great Library	Literacy	One Additional Research roll per turn

Note: Wonders are Unique. They can only be built once.

Leaders Table

1D6:	Type:	Effect:
1	Ruler	Gold: +1D6 per turn
2	General	Battle: +1 Battle roll
3	Thinker	Research: +1 Research roll per turn
4	Builder	Labor: +1D6 per turn
5	Religious	Population: +1D6 per turn
6	Diplomat	Negate attack against you on a roll of 5+ on 1D6

City Names

Antioch, Babylon, Knossos, Alexandria, Troy, Jerusalem, Sparta, Rome, Damascus, Delphi, Athens, Ur, Carthage, Jericho, Giza, Thebes, Byzantium, Cadiz, Ch'ang-an, Lo-yang, Canton...

Solo Version

If playing Solo the 'opponent' in War phase will have 4D6 armies and if defeated has 6D6 Gold and no Wonders.

Map Version

Players will need to make or acquire a map of the Mediterranean divided up into small territories. Put initial populations and city into one territory. Tokens

representing cities, leaders, wonders, and population specialties are required.

Place new populations into any territory you control. Spread new populations out as much as possible. Populations destroyed by disaster are removed from as few spaces as possible.

One city per territory. One Wonder per city. Add a Move Phase after War Phase. Populations can move one space per turn.

Armies can attack armies in adjacent spaces. An army can move into an opponents territory that does not contain an army. Take control of all tokens in that territory. Captured leaders are destroyed.

Barbarians and Civil war rebels will attack a border territory. Players with navigation can move populations 4 territories by sea per turn. They must end the turn in a coastal space.





Custer's Last Stand

Introduction

Board & card game for 2 players. American West: Indians vs Soldiers Each figure represents a group of cavalry soldiers or Indian braves.

Victory

Destroy your enemies completely.

The Map

Use an 8x8 chessboard.

Units

Use action figures, chits, or miniatures to represent units.

Setup

The middle 16 spaces each contain one Soldier unit each. One of the soldiers in the middle 4 spaces represents General George A. Custer All spaces on the edge of the board contain one Indian unit each.

The Cards

Players share a common deck. The deck contains 2 of each card in the card list.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

Card List

Card Name:	Range	Type	User	Notes
Sword	1	A	S	
Tomahawk		1	A	I
Pistol	2	A	S	
Bow & Arrows	2	A	I	
Rifle	3	A	B	
Sharpshooter	4	A	B	
Revolver		2	A	S
Knife	1	A	I	
Spear	1	A	I	

Orders Phase

Draw 3 cards from your deck. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves are diagonal or orthogonal. Units may not stack.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack is killed and removed from the board.

Card List Notation

- M** Movement
- A** Attack
- D** Defense
- X** Special
- S** Card can only be used by Soldiers
- I** Card can only be used by Indians
- B** Both Soldiers and Indians may use this card.
- K** As a Knight would move in chess
- Type** Purpose of card
- User** Which player may use the card
- #** Number of that type of card in the deck

Card Name:	Range	Type	User	Notes
Stalk	1	M	B	
Run	2	M	B	
Ride	3	M	B	
Plains Rider	4	M	I	
Duck	-	D	B	
Dead Horse	-	D	S	
Reload	-	X	S	Draw 3 cards
War Cry	-	X	I	Draw 3 cards

Links





Cyber Cycles

Introduction

Futuristic Racing game for 2-4+ players.

Cycle Teams

Each player controls a team of 4 Super Fast Hover Cycles. Each player has a set of 4 models that share a unique team color and design. Each cycle within a team is numbered 1 through 4.

The Track

The track length is divided into 100 spaces. The track has a width of a single space. Each space needs to be big enough to hold 1 Tile and several cycles.

Multiple cycles can occupy a single space. At the beginning of the track there should be a Start Zone.

The Deck

2 common decks of 52 cards each are shuffled together. This double deck is used and shared by all players.

Track Terrain Tiles

There are 5 Tiles for each Terrain Type:

1. Clear: Open space with no special rules or restrictions.
2. Red Spaces: A cycle on one of these spaces can only use a Red card.
3. Black Spaces: A cycle on one of these spaces can only use a Black card.
4. Face Spaces: A cycle on one of these spaces can only use a Face card.
5. Odd Spaces: A cycle on one of these spaces can only use an odd numbered card.
6. Even Spaces: A cycle on one of these spaces can only use an even numbered card.

Place:	Points:
1	20
2	19
3	18
4	17
5	16
6	15
7	14
8	13
9	12

7. Blocking Space: A cycle must stop when encountering this space. It may move Off this space on its next move.
8. Obstacle Space: Cycles are not allowed to land on these spaces. A player may not Play a card that would cause a cycle to do so.
9. Jump Space: Double the value of the card played by a cycle on one of these spaces.
10. Speed Space: If you land on this space draw 1 card.
11. Narrow Space: If you land on this space discard 1 card.
12. Tactical Space: You may add 1,2, or 3 to the value of a card played at this space.
13. Steal Space: If you land on this space steal 1 Random card from an opponent.
14. Burn Space: If you land on this space send an opponent's cycle back 5 spaces.
15. Team Space: If you land on this space, you may move one of your other Cycles forward 5 spaces.
16. Free Space: A cycle that lands on this space may move an extra time this turn.
17. Slowdown Space: You must subtract 1,2, or 3 from the value of a card Played at this space.
18. Slick Space: If a cycle lands on this space you must play a card and move it again. If you have no cards left, draw 1 card from the deck and use it to move the cycle. If you can only reach a Obstacle Space, discard the card, and draw another.
19. Key space: You get +2 to your Bid card value next Speed Stage for each cycle you Have on a Key Space during that Speed Stage.
20. Nexus space: A cycle on this space may discard any card to move to the next Closest Clear or Key space, whichever is closest.

Winning

Each of your Cycles gets points for their place:

Place:	Points:
11	10
12	9
13	8
14	7
15	6
16	5
17	4
18	3
19	2

Place:	Points:
10	11

Setup

Place 1 Random Terrain Tile on each space on the Track Each player selects a Team.

Round Sequence

Each round is divided into stages: Start Stage Speed Stage Move Stage 1 Move Stage 2 Move Stage 3 Move Stage 4 End Stage

Start Stage

Each player draws 8 cards from the deck. If the deck runs out, shuffle the discard and draw from it.

Speed Stage

Each player simultaneously plays (reveals) 1 card from their hand. This is the Bid card. You get +2 to your Bid card value for each cycle you have on a Key Space The player with the highest value wins the bid.

If tied, the tied players cut the deck for high card to break the tie. The winner gets Initiative, and is called the Leader. The Leader goes first in all Stages this Round.

Other players take their turns going clockwise around the table. Face cards and Aces have a value of 1 in Speed Stage.

Move Stage 1

In Initiative order, Players take turns moving their number 1 cycles. A cycle can be moved once, twice, or not at all. To move a cycle, discard a card and move a number of spaces Forward equal to the value of the card.

Face cards can be used for a value of 1,2, or 3. Aces have a value of 1. Note: any number of cycles can occupy a single space.

Move Stage 2

In Initiative order, Players take turns moving their number 2 cycles.

Move Stage 3

In Initiative order, Players take turns moving their number 3 cycles.

Place:	Points:
20	1

Move Stage 4

In Initiative order, Players take turns moving their number 4 cycles.

End Stage

You must discard your hand down to 2 cards or less.

Card Special Abilities

Some cards can be played at various times for extra effects.

Ace Card

Once during each Start Phase, you may discard 1 Ace card to draw 2 cards.

King Card

Once per game for each of your cycles, you may use a King card as a 10 For movement. Keep track of this usage for each cycle.

Queen Card

You may play a queen card on an opponents turn to prevent one Of his cycles from moving past one of yours on its current move. His cycle must stop in the same space as your blocking cycle. This cannot be done against a cycle that is starting its turn in the Same space as the blocking cycle.

Jack Card

After you have just moved one of your cycles, and it occupies a space With another cycle, you may play a Jack card to move the target Opposing cycle backwards 5 spaces.

The Finish Line

You do not need an exact number to cross the finish line.





Cyberiad: Exploits Of The Constructors

Introduction

Card game based on the book *The Cyberiad* by Stanislaw Lem. Setting: A medieval universe populated by sentient robots. The constructors are prolific inventors with almost god-like powers.

Each player takes the role of a Constructor, trying to gain the Most fame.

Victory

The player with the most Fame points at the end of the game wins. Any player that accumulates 50 or more Fame points automatically wins. Any player that accumulates 20 or more Trouble points automatically loses.

Game End

The game ends when one player has claimed 7 Sally cards or the Deck is empty when a player starts his turn.

Tokens

The term Tokens can be used interchangeably for points, counters, markers, Chits, coins, gems, tickets, parts, nuts, bolts, and screws.

Fame Points

Use Coins and Gems to Represent Fame points. Cards in play also serve as Fame points. Action cards that can, generate Fame tokens, and are then discarded.

Trouble Points

Use Tickets to Represent Trouble points. Cards in play also serve as Trouble points. Action cards that can, generate Trouble tokens, and are then discarded.

Genius Points

Use Nuts, Bolts, and Screws to Represent Genius points. Action cards that can, generate Genius tokens, and are then discarded.

The Deck

Players share a common deck. The deck has 4 types of cards:

1. Sally cards
2. Machine cards
3. Action cards
4. Effect cards

Setup

Each player picks one of the Constructors from the Constructor List. Each player is dealt 5 random cards.

Turn Sequence

Players take turns. A Turn has 3 Phases:

1. Randomization Phase
2. Primary Action Phase
3. Terminal Phase

Randomization Phase

Draw 1 card from the deck. Gain 1 Genius Token.

Primary Action Phase

You may put either 1 Sally, 1 Machine, or 1 Effect card into play. The cost to play a Sally, Machine, or Effect is to discard a number of Cards equal to the cost of the card. Some Machines already in play can reduce costs.

Sally, Effect and Machine cards remain in play face up in front of you. Action cards when played are discarded. Some Action cards can be used to reduce the cost of certain Machine or Sally cards.

You cannot have more Effect cards in play than you have Sally or Machine cards. During Primary Phase, you may discard 5 Genius points to gain 1FP or To draw 1 card from the deck, or to remove 1 TP.

Terminal Phase

Max hand size is 10 cards. Discard excess cards.

Card List Notation

S Sally card

M Machine card

E Effect

A Action card

F/T Fame points/Trouble points gained when card is played

T/C Type/Cost

GP Genius points

FP Fame points

TP Trouble points

A> This only occurs once when the card is put into play

X> You must do this once on your turn

Y> You may do this once on your turn if you want to

Z> You may do this as many times as you want on your turn

FOH From Opponent's Hand

Card List

Card Name:	T/C	F/T	Notes:
Nothing Machine	M5	5/5	Y> Gain 5TP + discard 1 card in play
Thinking Machine	M4	2/1	Y> Remove 1 TP
Order of the Great Parallax	E2	X/0	X = 1 FP per Sally you have completed
Diploma of Perpetual Omnipotence	E2	X/0	X = 1 FP per 2 Machines you control
A Good Shellacking	A4	2/0	Target Opponent loses 2 FP
Adding Machine	M4	1/0	Y> Draw 1 card + Opponent gains 1 FP
Gargantius Effect	A1	1/0	Worth 3 cards to pay for Sally
Poetry Writing Machine	M6	4/1	X> Gain 1 FP and 1 TP on your turn
Idiot Machine	M2	1/2	A> Opponent discards 1 random card
Wish Granting Machine	M3	4/1	A> Opponent draws 1 card
Polypolice Machine	A2	2/0	Worth 3 cards to pay for Sally
Dragons of Probability	S5	5/0	A> Target Opponent gains 2 TP
King Krool the Hunter	S7	7/0	A> Target Opponent gains 2 TP
Demon of the Second Kind	A0	0/0	Worth 3 cards to pay for Sally
Machine to Ask Questions	M2	1/1	Z> Gain 1 TP and 2 GP
Arrange the Stars	E2	1/1	Y> Gain 1 TP and draw 1 card
Disassemble	A1	0/0	Put Machine back in owners hand
Contact HPLD Civilization	A0	1/2	Draw 4 cards
Altruizine	AX	X/X	X = Number of cards you discard
Create Race of Happy Robots	S3	3/3	X> Draw 1 card and gain 1 TP
Magnificent Electroknigh	A4	3/5	Search deck for Sally and put it in play
Gold Making Machine	M2	2/2	Z> Discard 1 card to gain 1 FP
The Pirate Pugg	S4	4/0	A> Target Opponent gains 2 TP
Baby Cannon	M3	1/2	Sallies cost 1 less
Master Builder	A1	1/0	Worth 3 cards to pay for Machine
One Number 5 Screw	A0	0/0	Worth 3 cards to pay for Machine
Invent it First	A3	1/1	Steal a Machine card just played
Femfatalatron	M3	2/2	Y> Lose 1 FP to draw 1 card
Spies	A1	0/1	Look at Opponent's hand & Steal 1 card
Royal Workshops	E4	1/0	Machines cost 1 Less
Audience with the King	A1	1/0	Draw 4 cards
Sated with Glory	A4	3/0	Must already have 10+ FP
Probability Proof Shields	M2	0/0	Opponent cannot make you lose cards
Contraptions	M1	0/0	Z> Discard 1 card to remove 1 TP
Instruments	M1	0/0	Y> Cost 1 GP: look at next 4 cards in deck
Publish an Excellent Article	E1	1/0	A> Gain 5 GP
Auto-Destruct Mechanism	A1	2/0	Discard a Machine you control
Higher Mathematics Simulation	E2	1/0	Y> Draw 5 cards and discard 5
Diabolical Algorithm	A1	1/0	Worth 2 cards to pay for Machine or Sally
Council of War	A1	1/0	All players may fill their hands to 10 cards
Kings Atrocitus and Ferocitus	S6	6/0	A> Target Opponent gains 2 TP
Sally to Nowhere	S1	1/0	A> Target Opponent gains 1 TP
Increasingly Elaborate Story	E1	2/1	Z> Discard 4 GP to gain 1 FP
Low and Underhanded Trick	A2	1/1	Target Opponent gains 3 TP
Bilateral Personality Transformer	M2	0/1	Z> Gain 3 TP: Trade Hands with Opponent
Imprisonment	A1	0/0	Target player misses his next turn
Steal the Cymberanide Dynasty Diadem	S6	5/5	A> Target Opponent gains 2 TP
Megalomechanism	M5	4/1	Hand Size +1
Dream of a Machine	A2	2/0	Worth 3 cards to pay for Machine
The Thing that Would Not Leave	S4	4/0	A> Target Opponent gains 3 TP

Card Name:	T/C	F/T	Notes:
Bureaucratic Solution	A2	2/1	Worth 3 cards to pay for a Sally
Journey to the Galactic Pole	S6	5/3	Counts as 2 Sally cards to end game
Negotiations	AX	0/0	Remove X TP
Aid the Steelypipes	S3	3/0	A> Opponent must discard 1 card from hand
It's a Fake!	A2	0/0	Discard target Machine
Solar Schooner	M3	1/0	Y> Draw a card: If it is a Sally keep it
Metainformationator	M3	1/1	Z> Discard 4 GP to draw 1 card
Harsh Justice of the Constructor	A1	3/2	Only if you have 5+ Sallies in play
Vanity of the Constructors	A2	0/0	Opponent loses 4 FP and gains 2 TP
New Kingdom in a Box	M3	4/2	Also counts as a Sally
Three Storytelling Machines	M1	3/0	A> Draw 3 cards
Matter of Remuneration	A0	2/0	Draw 2 cards
The Perfect Advisor	M2	2/1	When drawing cards draw 2 & discard 1
Encounter the Multitudians	S4	4/4	Opponent gains 3 TP
Telepathitron	M2	1/1	Z> Cost 1 GP: Look at opponents hand
Juris Consulenta	M3	1/1	Y> pay 5 GP: Steal 1 random card FOH
Secret Experiments	E3	0/1	A> Search deck for card: put it in your hand
Revenge of the Constructor	A5	3/3	Opponent loses 5 FP and gains 5 TP
Atomic Resurrection	A2	0/1	Search discard for card: put it in your hand
The Hedophages of Ninnica	S3	1/1	Opponent loses 2 FP
Ion Mead and Mulled Electrolyte	A0	0/1	Steal 1 random card FOH
Cabinets that Dream	M3	3/3	Z> pay 3 GP: Opponent gains 1 TP
Black Box	M2	2/2	Z> Draw 2 cards and discard 3 cards
The Machine That Wasn't	M2	2/2	Gain 1 FP every time you play a Machine
Great Labors	E1	2/0	Y> Discard a card to gain 6 GP
Cruel Obscurity	A0	0/0	Opponent loses 3 FP
Tales of the Hermetic Hermit	A0	0/0	Draw 3 cards & Opponent gains 2 FP
Gnostotron	M6	5/4	Y> Gain 1 GP

Constructor List

Name:	Notes:
Turl the Constructor	Once on your turn you may gain 1 TP to draw 1 card.
Klapaucius the Constructor	Discard 1 card to remove 1 TP.
Harborizian Cybr	Draw a card when you play an Effect card
Cerebron of Umptor	Discard 1 card to gain 1 FP.
Basiliscus the Gorgonite	Gain 1 GP on your turn.

Links

Wikipedia Review Comparative Analysis Humanistic Fiction





D&D Miniatures Quick Rules

Introduction

This is highly simplified set of rules for use with the D&D Miniatures Line: [Click Here](#) I have used these rules with my 6 year old son.

Rules

Players take turns.

All your units can move & attack once on your turn.

Small, medium, and large units can move 2 spaces.

Big units (2x2) and fast units can move 4 spaces.

Giant units (3x3) and cavalry can move 6 spaces.

Flying units can move 8 spaces and move over other units.

All units are of 2 types: Fighters or Shooters.

Fighters can only attack into adjacent spaces. They hit on a roll of 4+ on 1D6. Shooters can attack up to a range of 8 spaces.

They hit on a roll of 5+ on 1D6.

A Hit does 1 point of damage.

Small units have 1 Hit (Goblins, gnomes, halflings, kobolds)

Medium units have 2 Hits (Humans, elves, dwarves)

Large units have 3 Hits (Bugbears)

Big units have 4 Hits (Yaun-Ti Abomination)

Huge units have 5 Hits (Fire Giant)

Giant units have 6 Hits (Fomorian Giant)

Big units do 1D2 damage when they hit.

Huge units do 1D3 damage when they hit.

Giants do 1D6 damage when they hit.

Scenarios: Make the sides equal.

If given a choice, a unit should attack the largest enemy unit in range.

Notes

These rules are sufficient for a 6 year old. He has fun just fiddling with the figures (so do I). It should be obvious to determine unit size and type.

Medium & Large units have the same size base but I consider anything larger than human as Large. Big & Huge units have the same size base but some units are noticeably larger. For now we treat Clerics as Fighters & Mages as Shooters.

Links

[Merrics Page](#)





Da Vinci Poker

Introduction

Poker variant with a Leonardo da Vinci theme.

The Deck

Players share a Unique 52 card deck

The Suites

There are 5 Suites:

- 1. Art
- 2. Earth Science
- 3. Humanities
- 4. Engineering
- 5. Life Science

Each suite represents a field of knowledge that Leonardo contributed to.

The Cards

Each card has 4 properties:

- 1. Suite (One of the Five Suites)

- 2. Rank (Numerical value from 1 to 10)
- 3. Name (Unique for each card)
- 4. Details (Unique for each card)

The 5 Suites comprise 50 of the cards. There are 2 Additional "Renaissance Man" cards that act as Wild cards.

Play

Play is that of poker, the main differences being there are 5 suites and no Face cards, so available Hand combos will be different. 5 card stud and 5 card draw are recommended to start.

Hand Combinations

In order from lowest to highest scoring: 2 of a Kind 2 Pair (2 of a Kind and 2 of a Kind) 3 of a Kind Full House (2 of a Kind and 3 of a Kind) 4 of a Kind Flush 5 of a Kind Straight Straight Unique (Renaissance Man: All 5 Suites) Straight Flush (Master)

Card List Notation

Suite	Abbreviation	Symbol
Art	A	Mona Lisa
Earth Science	S	Sun & Moon
Humanities	H	Codex Manuscript

Suite	Abbreviation	Symbol
Engineering	E	Flying Machine
Life Science	L	Vitruvian Man

Card List

Suite	Rank	Name	Details
A	1	Music	
A	2	Artists Materials	
A	3	Sculpture	
A	4	Precepts of the Painter	
A	5	Colour	
A	6	Landscape	
A	7	Light & Shade	
A	8	Perspective	
A	9	Comparison of the Arts	
A	10	Commissions	Mona Lisa, Last Supper
S	1	Astronomy	
S	2	Experimentation	
S	3	Physical Geography	Topography, Canalization
S	4	Mathematics	Proofs

Suite	Rank	Name	Details
S	5	Atmosphere	
S	6	Flight	
S	7	Acoustics	
S	8	Optics	
S	9	The Nature of Water	
S	10	Movement & Weight	
H	1	Jests	
H	2	Tales	
H	3	Fables	
H	4	Aphorisms	
H	5	Philosophy	
H	6	Bestiary	
H	7	Allegory	
H	8	Prophecies	
H	9	Dated Notes	Personalia, Books
H	10	Letters	Notebooks
E	1	Gunnery	
E	2	Tools	
E	3	Machines	
E	4	Casting	
E	5	Hydraulics	
E	6	Flying Machine	Flight
E	7	Warfare	
E	8	Naval Warfare	
E	9	Architecture	
E	10	Inventions	
L	1	Natural History	
L	2	Medicine	
L	3	Spirit	
L	4	Botany	
L	5	Demonstrations	
L	6	Muscles	
L	7	Physiology	Reproduction, Growth, Gait
L	8	Comparative Anatomy	Lion, Horse, Bull
L	9	Human Proportions	Studies
L	10	Anatomy	





Daimyo

Introduction

Board & card game for 2 players. Medieval Japanese Warfare theme. Each figure represents a company or unit of men.

Victory

You win if you kill your opponents Daiyamo.

The Map

Use an 8x8 chessboard or Grid.

The Men

Use chits or miniatures to represent units. There are 10 types of units.

Units Table

Name:	#	Armor	Horse	Weapon
Daimyo	1	Y	Y	K
Ashigaru Spearmen	1	N	N	S
Bushi Gunners	4	N	N	G
Bushi Spear Cavalry	2	N	Y	S
Warrior Monks	1	N	N	K
Samurai Swordsmen	1	Y	N	K
Samurai Horse Archers	2	Y	Y	B
Samurai Archers	2	Y	N	B
Samurai Heavy Cavalry	1	Y	Y	K
Samurai Naginata	1	Y	N	S

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.
Discard excess cards.

Counterset Available

by Raymond Salvas: GotoWarpspawn III

Units Table Notation

- K** Katanas
- G** Guns
- B** Bows
- S** Spears
- Y** Yes
- N** No

Weapon = Weapon type the unit uses.

Number of that type of unit each player has in setup.

Move Phase

Play (discard) a Move card to move one of your units. Only units on Foot can use Foot cards. Only units on Horses can use Horse cards.

Units cannot move through other units except for the Daimyo. The move card has a number. This is the number of spaces the unit moves.

Some moves are diagonal, some orthogonal, and some can be either. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) an Attack card to have a unit attack. A unit must use an attack card that is the same as his weapon. For Example: Archers can only use Bow & Arrow cards.

The attack card has a number. This is the range of the attack. Some attacks are diagonal, some orthogonal, and some can be either.

"Knight" type attack cards produce an attack with a range like a knight in chess. The enemy unit that is the target of the attack is automatically Killed and removed from the map. Units cannot attack through other units except for Archers.

Your opponent may play certain Defense cards to negate your attack. Only units with Armor may use an armor card. The Daimyo can make two attacks per turn (using two attack cards)

Card List Notation

M Movement
A Attack
D Defense
U Any type of Unit
K Katanas
G Guns
B Bows
S Spears
R Units with Armor
X All Units
H Units on Horses
N as a Knight would move in Chess
Type Purpose of card
User What type of unit can use the card

Card List

Card Name:	#	Range	Type	User	Notes
Muskets	2	3	A	G	
Arquebus	3	2	A	G	
Bows	2	2	A	B	Indirect
Arrows	3	N	A	B	Indirect
Spears	3	1	A	S	Orthogonal
Naginata	2	1	A	S	Diagonal
Katanas	3	1	A	K	Diagonal
Swords	2	1	A	K	Orthogonal
March	4	1	M	X	Orthogonal
Advance	4	1	M	X	Diagonal
Run	4	2	M	X	Diagonal
Charge	4	2	M	X	Orthogonal
Canter	2	3	M	H	
Outflank	2	N	M	H	
Ride	2	4	M	H	
Gallop	2	5	M	H	
Difficult Terrain	2	-	-	-	Negate a Move Card
Rally	2	-	D	U	Negate an Attack
Armor	6	-	D	R	Negate an Attack





Daisho

Introduction

Common deck card game for two players. Players are a pair of dueling Japanese fighters.

Combatant Pesrsonas

Each Player must pick one of the following personas:

*	Samurai warrior with Katana & Wakizashi (Long & Short Swords)
	Can use Speed cards as Armor cards
	Bushi with Nodachi (Large Sword)
	Can use Speed cards as Chop cards
	Ronnin with Tachi & Tanto (Long & Short Swords)
	Can use Armor cards as Speed cards
	Kensai (sword master) with Daisho (Long & Short Swords)
	Can use Armor cards as Combo cards (Two-Sword Style)
	Japanese Woman with Naginata (Curved Spear)
	Can use Armor cards as Slash cards
	Domin (Farmer) with Tonfa
	Can use Armor cards as Parry cards
	Otokodate (Secret Society Fighter) with Gunsen (Iron Fan)
	Can use Chop cards as Block cards
	Ashigaru (Foot Soldier) with Yari (Straight Spear)
	Can use Chop cards as Thrust cards
	Traveling Monk with Jojutsu (Staff)
	Can use Dodge cards as Parry cards
	Ninja with kusari-gama (Chained Sickle)
	Can use Block cards as Speed Cards
	Doshin (Policeman) with Jitte (Pair of Forked Dirks)
	Can use Chop cards as Parry cards
	Kyokaku (City Rebel) with Nunchaku
	Can use Parry cards as Chop cards
	Yamabushi (Warrior Monk) with ono (Pole-Axe)
	Can use Speed cards as Slash cards
	Brigand with tetsu-bo (Iron Club)
	Can use Combo cards as Chop cards
	Wako (Pirate) with aikuchi (Dagger)
	Can use Armor cards as Dodge cards
	Yojimbo (Bodyguard) with katana
	Can use Kai cards as Speed cards
	Merchant with Kiseru (Metal smoking pipe)
	Can use Armor cards as Block cards

Victory

Slay your enemy by reducing him to zero hit points.

Deck

Players share a common deck. The deck contains 70 cards.

Hit Points

Each Swordsman starts with 10 hit points.

Card List

Name	#	Type	Notes
Chop (Vertical Cut)	10	A	1 Point of Damage
Slash (Horizontal Cut)	10	A	1 Point of Damage
Thrust	10	A	1 Point of Damage
Kai	5	M	1 Point of Damage
Armor	5	D	Negates 1 Point of Damage
Dodge	5	D	Negates Thrust
Parry	5	D	Negates Slash
Block	5	D	Negates Chop
Combo	5	M	Allows 2 Attacks
Speed (Iaijutsu)	10	M	Speed Contest

Number of that card type in the Deck.

A Attack card

D Defense card

M Modifier card

Setup

Players start with a hand of 10 cards each.

Turn Sequence

Each turn has 7 phases:

1. First Step Phase
2. Second Step Phase
3. Speed Phase
4. Strike Phase
5. Defend Phase
6. Cut Phase
7. Recover Phase

First Step Phase

Both players fill their hands to 10 cards. If the deck runs out, shuffle the discard, and draw from it.

Second Step Phase

Both players simultaneously discard up to 5 cards face up. Both players fill their hands to 10 cards.

Speed Phase

Both players simultaneously reveal their Speed cards if they have any. The player with more Speed cards must choose one advantage:

1. Opponent can play no defense cards except Armor this turn, or
2. Opponent may not attack this turn

No one gains an advantage if the Speeds are tied. Note that revealed Speed cards are not discarded in this phase.

Strike Phase

Both players attack by revealing 1 or more attack cards of the same type. Players may also play Kai cards, if they played at least 1 attack card. For example: Player A plays 3 Chop cards and 2 Kai cards.

Because Player A played a Chop attack, he cannot Thrust or Slash. Players may also play 1 combo card each. A combo card allows you to play 2 different types of Attack cards.

For example: Player B plays a Combo, 2 Chop cards and 2 Slash cards. In a combo declare to which attack card a Kai card is being attached.

Defend Phase

A Player may play one Dodge card to negate all Thrust cards played against him. A Player may play one Block card to negate all Chop cards played against him. A Player may play one Parry card to negate all Slash cards played against him.

Defense cards, negated attack cards, and attached Kai cards are discarded.

Cut Phase

For every Attack card and Kai card that was not negated the target swordsman loses One Hit point. Players may play Armor cards to negate one point of damage. All played cards are discarded.

Recovery Phase

Players may discard up to 5 cards each.





Dance School Competition

Introduction

Drafting Card game for 2-4 players. The game proceeds in 2 parts: In the first part the players build up their dance schools. In the second part the schools participate in competitions.

#	Game Length:	Build Rounds:	Competition Rounds:
1.	Studio	3	1
2.	Academy	4	3
3.	Conservatory	5	5

The Decks

There are 3 Decks:

1. Build Deck
2. Judging Deck
3. Competition Deck

The Build Deck

The Build Deck is only used in the first part of the game. Card types include: Students, Teachers, Classes, Numbers, and Modifier cards.

Build Cards And Trait Scores

All Build cards will have a score in 1 or more traits or will give other cards a Bonus to their score in one or more traits.

Trait List

Traits include: Base, Beginning, Intermediate, Advanced, Jazz, Tap, Ballet, Contemporary, Modern, Lyrical, Musical Theatre, Hip Hop, Solo, Duet, Form, and Heart. All traits will be assigned a score.

Setup

Shuffle the decks. The player with the most dance experience goes first. Play proceeds clockwise. The first player to pick begins the game with a Base score of +5.

The second player to pick begins the game with Base +10 and so on until All players have received a single beginning scoring bonus.

School Build Out Round Sequence

Lay the top 12 cards of the Build deck face up. Players take turns picking 1 card at a time. This continues until all 12 cards are picked.

Victory

The School that wins the most competitions is the overall winner.

Game Length

The game can be played to 3 lengths:

This constitutes a round. A Studio game will have 3 rounds, an Academy 4, and a Conservatory game 5 rounds. After the first round, the first player to pick goes to the player who was the last to Pick in the previous round.

Picked Build cards are placed face up in front of their owner in a grid format and remain in play for the rest of the game.

School Build Grid Format

Build cards are placed next to each other in a grid like matrix. Side by side (orthogonal) cards are considered to be adjacent. Cards whose corners are touching (diagonal) are also considered to be adjacent.

Many cards will give point bonuses to adjacent cards. Teachers give bonuses to all adjacent students. The relationship of students to numbers is more limited: Students give bonuses to adjacent numbers if their style matches, so for Example: If it is a Jazz number, the number will get Jazz bonuses equal to the Jazz bonuses of any adjacent students.

Some cards give bonuses to all cards of a particular type even if not adjacent.

Competition Rules

Before a competition, each player may switch the places of 2 cards within his grid. First shuffle the Judging deck and draw 5 cards. These are placed face up in the middle of the table.

Each judging card lists a Trait. These represent Traits the judges are emphasizing. All scores in these traits are doubled for all players in this competition.

Next, shuffle the Competition Deck. Each player draws 4 cards and places them face up in front of them. Competition cards will modify a player's base score.

Each player adds up the total value of all of his cards including Build cards, current Competition cards and current Judging cards. The player with the

highest total score wins the competition. At the end of the competition discard all judging and competition cards.

If any deck should run out, shuffle its discard and draw from it.

Build Deck Card List

Card Name:	Notes:
Ballet Teacher	Ballet +2; Adj Students get Ballet +2
Tap Teacher	Tap +2; Adj Students get Tap +2
Jazz Teacher	Jazz +2; Adj Students get Jazz +2
Lyrical Teacher	Lyrical +2; Adj Students get Lyrical +2
Hip Hop Teacher	Hip Hop +2; Adj Students get Hip Hop +2
Musical Theater Class	MT +2; Adj Students get MT +2
Classical Ballet Class	Ballet +2; Adj Students get Ballet +2
Modern Class	Modern +2; Adj Students get Modern +2
Acrobatics Class	Form +2; Adj Students get Form +2
Extra Classroom	Base +4; Adj Students get Base +1
Dance Intensive	Base +2; Adj Students get Contemporary +2
Point Class	Ballet +4; All Advanced Girls get Ballet +5
Male Teacher	Base +3; All Boys get Form +3
Good Tap Shoes	Tap +4; All Students get Tap +1
Prop Pops	Base +2; Adj Numbers get Base +2
Choreographer	Form +4; Adj Numbers get Form +5
Team Spirit	Heart +2; Adj Students get Heart +2
Sportsmanship	Heart +2; Adj Students get Heart +2
Showmanship	Heart +2; Adj Students get Heart +2
Practice Lifts	Form +3; Duet +5
Good Technique	Form +3 and Solo +5; One Orthog adj Student
Good Flexibility	Form +6; One Orthogonally adj Student
Good Control	Form +7; One Orthogonally adj Student
Natural Talent	Form +8; One Orthogonally adj Student
Dedication	Heart +8; One Orthogonally adj Student
Private Lessons	Solo +2; Adj Students get Solo +2
Jazz Number	Jazz +5
Contemporary Number	Contemporary +5
Ballet Number	Ballet +5
Tap Number	Tap +5
Lyrical Number	Lyrical +5
Modern Number	Modern +5
Musical Theatre	Musical Theatre +5
Hip Hop Number	Hip Hop +5
Solo Number	Solo +5
Duet Number	Duet +5
Production Number	Heart +5
Acrobatics Number	Form +5
Cute Kids Number	Beginners +5
Intermediate Number	Intermediate +5
Advanced Number	Advanced +5
Beg Boy Toby	Beginner +2 Heart +2
Beg Boy Rick	Beginner +2 Hip Hop +2
Inter Boy Freddie	Intermediate +4 Lyrical +2
Inter Boy Caleb	Intermediate +4 Duet +2
Adv Boy Andrew	Advanced +6 Tap +2

Card Name:	Notes:
Adv Boy Nathan	Advanced +6 Hip Hop +2
Beg Girl Carlee	Beginner +2 Ballet +2
Beg Girl Kendall	Beginner +2 Heart +2
Beg Girl Gabby	Beginner +2 Contemporary +2
Beg Girl Sydney	Beginner +2 Lyrical +2
Inter Girl Mackenzie	Intermediate +4 Form +2
Inter Girl Sierra	Intermediate +4 Modern +2
Inter Girl Taylor	Intermediate +4 Tap +2
Inter Girl Alyssa	Intermediate +4 Solo +2
Adv Girl Katie	Advanced +6 MT +2
Adv Girl Madison	Advanced +6 Ballet +2
Adv Girl Olivia	Advanced +6 Jazz +2
Adv Girl Grace	Advanced +6 Contemporary +2
Injury	Base -5; Must be placed orthogonal to a student
Laziness	Base -2; Must be placed orthogonal to a student
Drop Out	Discard this and one Student in your Grid
Dance Mom	Base +3; Must be placed orthogonal to a student
Bad Diet	Base -2; Must be placed orthogonal to a student
Good Diet	Base +3; Must be placed orthogonal to a student
Homework	Base -2; Must be placed orthogonal to a student
Distractions	Base -2; Must be placed orthogonal to a student

Judging Deck Card List

Emphasis: Tap Ballet Contemporary Modern Lyrical Musical Theater Hip Hop Solo Duet Beginner Inter-

mediate Advanced Form Heart Boys (All Boy Students get Base +2)

Competition Deck Card List

Card:	Base Score:
Best in Show	+10
Wardrobe Malfunction	-5
Hot Mess	-5
Out Sick	-10
On Fire	+10
Not in Sync	-5
Point your Feet	-5
Everyone gets Gold	+5
Platinum Performance	+5
Diamond Performance	+10
Warm Up	+5

Card:	Base Score:
Last Minute Changes	-5
Biased Judge	-5
Backstage Drama	-5
Scholarship	+10
Special Award	+5
Stage Not Right	-5
Need to Re-block	-5
Large Competition	-5
Cheering Section	+5
Enthusiasm	+5
Judges Favorite	+10





Dante's Inferno

Introduction

Scenario for WarpQuest. By C. Gerard Luft for the Warpquest Core RulesWarpQuest Core Rules.

Party

Renaissance poet:	4 skills
Blessed soul of heaven:	5 skills
Pagan scholar holy soul:	3 skills

(You get 1 of each)

1	COMbat+1
2	AGiLity+1
3	THEOlogy+1
4	WISdom+1

Quest

To travel through hell from Earth (space 1) through the upper hell (gehenna spaces 2 To 15) and the lower hell (the abyss spaces 16 to 29) and reach the exit out in the lowest pit (exit into purgatoria the last space).

Skills Table

1d6

1	COMbat+1
5	PERSonality+1
6	choose a skill

Module 1 Gehenna:

vestibule	theo x2
oppurtunists	com x2
acheron	per x2: if success move 1d6 spaces
Charon	per x2: if success move 1d6 spaces
fathers limbo	per x2: if success move 1d6 spaces
virtuous pagans	aid: wis +1
circle 2	theo x2: if lost then loose 1 turn
carnal	com x2
minos	com x2
circle 3	theo x2: if lost then loose a turn
gluttons	agl x2
cerberus	com x2
plutus	com x2
circle 4	theo x2: if lost then loose 1 turn
hoarders and wasters	com x2
wrathful and sullen	com x2
styx	agl x2
circle 5	theo x2: if lost then loose one turn
phlegyas	comx2: if success then move 1d6 spaces
maggots	aglx2
citadel of human Reason	aid: wis +1
guiding angel	aid: Any +1
medusa	wis
three infernal furies	com x2
city of dis (TARTAROS)	com: if success move 1d6 spaces
devils	com

Module 2 The Abyss:

circle6	theo x2: if lost then loose a turn
heretics	wis x2
circle7	theo x2
minotaur	com x2
river of blood	agl x2
the violent	com x2
centaurs	per x2: if success move 1d6 spaces
wood of suicides	wis x2
harpies	com x2
rain of fire	agl x2
great cliff	agl
geryon	per x2: if success than move 1d6 spaces
malebolge	agl x2
fraudulent and malicious	wis x2
Panderers and seducers	wis x2
flatters	wis x2
simoniacs	theo x2
fortune tellers and diviners	com x2
grafters	com x2
rending demons	com x2
cocytus	agl x2
traitors	com x2
possessing demons	theo x2
dragon	com
centaur cacus	com x2
evil counselors	wis x2
hell fire	agl x2
demon w/ bloody sword	com x2
sowers of discord	wis x2
falsifiers	com x2
central pit of malebolge	agl x2
giants	com
horned demons	com x2
Satan	agl: if success move 1d6 spaces: if fail loose party member

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the

Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

D6	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.





Dark Ages Empires

Introduction

Wargame for 2-8+ players Europe Early 6th Century after the Fall of the Western Roman Empire.

Victory

The player to conquer the most other nations by the end of the Game is the winner.

Time Scale

Each turn is 5 years. The game starts in 500 AD and ends in 600 AD.

Nations List

Nations:	Adjacent Nations:	Notes:
Fr = Frankish Kingdom	SxVgOgBuBqBv	
Vg = Visigoth Kingdom	VaOgFrBuBqSu	
Og = Ostrogoth Kingdom	ESlBuFrVaVgBvLbGp	
Va = Vandal Kingdom	VgOgEBb	
Sx = Saxons	FrSl	
Bu = Burgundians	FrOgVg	
E = Eastern Roman Empire	OgSlPWhVaKiAlAbGp	Byzantium
P = Persian Empire	EWhKiAlAb	Sassinids
Wh = White Huns	PSlEAlFi	Avars
Sl = Slavs	OgEWhSxBvLbGp	
Su = Suevic Kingdom	VgBq	
Al = Alans	WhPKiE	
Lb = Lombards	GpSlOgBv	
Gp = Gepids	LbSlOgE	
Bv = Bavarians	FrSlOgLb	
Bq = Basques	SuVgFr	
Fi = Finns	SlAlWh	
Ki = Kingdom of Iberia	EPAl	
Bb = Berbers	VgVa	
Ab = Arabs	PE	

Neutral Nations

Neutral Nations (NN) are still in the game, even if no one is Playing them. A NN will not attack or gain cards or take turns. A NN will always have armies = to their Territory Stat.

NN can be conquered by other Nations.

Stats

Each Nation is described by a set of 4 Stats:

- 1. Territory
- 2. Population
- 3. Vitality

Dice

Six sided dice are needed.

Tokens

Tokens are used to keep track of Armies.

Map

The Map is composed of Nations as described in the Nations List. Important Note: Nations are not further subdivided.

- 4. Stability

Territory

A very abstract representation of land & sea areas controlled.

Population

Population = Number of Armies the player gains each turn.

Vitality

This is a measure of national energy and aggressiveness. Vitality = Number of cards the player may draw each turn.

National Stat Table

Nation	Trr	Pop	Vit	Stb
Fr	2	2	3	3
Vg	2	2	2	2
Og	2	2	3	1
Va	1	1	3	1
Sx	1	1	3	2
Bu	1	2	2	2
E	3	3	2	3
P	3	3	1	3
Wh	2	2	2	1
Sl	3	3	1	1

Glossary

Imperial Power = Primary Nation controlled by a player; it is the identity of that player. Neutral Nation = Nation not controlled by any player. Province = Nation conquered by an Imperial Power.

Setup

Each player picks one Nation to be its Imperial Power. Each Nation starts with Armies = its Population Score. Each player starts with a hand of 3 cards.

Stability

This is a measure of organization and/or resiliency. It is a factor in the Defense of a Nation.

Nation	Trr	Pop	Vit	Stb
Su	1	1	1	3
Al	1	1	1	3
Bv	1	1	1	3
Bq	1	1	1	3
Lb	1	1	1	3
Gp	1	1	1	3
Fi	3	1	1	1
Ki	1	1	1	1
Bb	2	1	1	3
Ab	2	1	1	3

Turn Sequence

Players take turns. Each turn has 6 Phases:

1. Event Phase
2. Draw Phase
3. Internal Strife Phase
4. Growth Phase
5. Invasion Phase
6. End Phase

1. EVENT PHASE

Roll once on the Event Table:

2D6:	Result:	Notes:
2-3	Death of Leader	Stability -1
4-5	Disease & Turmoil	Population -1
6	Stagnation	Vitality -1
7	Rebellion	Any Target Province becomes Neutral
8	Great Leader	Vitality +1
9-10	Population Explosion	Population +1
11-12	Law & Religion	Stability +1

These Events have a Permanent Effect. A Stat can never go below 1 or above 4.

2. DRAW PHASE

The current player draws cards equal to his Vitality Stat.

3. INTERNAL STRIFE PHASE

The current player rolls a number of dice equal to his Stability Stat. If he rolls only numbers less than 5, his nation is undergoing a period of Political Turmoil (Civil War) and he must skip his Invasion and Growth Phases this turn.

4. GROWTH PHASE

The current player gains Armies (Army Tokens) equal to his Population Stat plus 1 Army for each Province (nation) it has conquered.

5. INVASION PHASE

The current player may attack one Adjacent Nation. (limit one attack per turn unless an Invasion card is

played) He declares how many armies he is committing to the attack. The defender declares how many of his armies are defending.

The Attacking Nation rolls Dice = The number of attacking Armies + Extra dice as allowed by cards played.

The Defending Nation rolls Dice = Stability Stat + Territory Stat + The number of defending Armies + Extra dice as allowed by cards played

For every roll of 5+ one enemy army is destroyed.

If the Defending Nation is reduced to zero Armies, it is conquered. The conquered player is out of the game or continues playing by taking control of a Neutral Nation. The conquered Nation becomes part of the Empire of the Conqueror.

A Conquered Nation is known as a Province. If the Attacker loses all his Armies, the defender wins. If all armies on both sides are destroyed, the defender wins.

Attacking Empires

If you attack a Province, the controller of that Province May commit less than his full number of armies to its defense. If you conquer a Province, you gain control of that Province, not The entire Empire it was part of. If the Home country (The Imperial Power) of an Empire is Conquered, all of its Provinces resort to Neutrality.

Ally Rule

Nations adjacent to an Attacker or Defender may lend armies. Allied armies are always the first to be

lost in battle.

Invasions

A player may play an invasion card and conduct an additional attack (war) on his turn (vs same or different nation).

6. END PHASE

Max hand size is 3 cards + the Nations Stability Stat. Discard excess cards.

Card List

Card Name:	#	Notes:
Invasion	4	Get an extra Invasion Phase
Peace Treaty	4	Target opponent cannot attack your Empire this turn
Raise Armies	4	Gain 2 Armies in Growth Phase
Decisive Battle	4	Attacker may use 5 extra dice
Logistics Strategy	4	Defender may use 5 extra dice
Surprise	4	Use 3 extra dice in Invasion Phase
Slow to Move	4	Target Army may not Attack or Defend
Pray to God	4	Reroll target Dieroll





Dark Continent

Introduction

Players are rival Imperial powers expanding their influence and control of the Dark Continent.

Published Version

Published version of Dark Continent available from Schutze Games Beautiful map and counters. Updated Rules.

1D6	Terrain	Def	Pop	Res	Mod
1-2	Plains	+0	+0	+0	+0
3	Jungle	+2	-2	-1	+0
4-5	Desert	+1	-2	-1	+1

Def Combat modifier for defending Armies.
Pop Modifier to Population Roll.
Res Modifier to the Resource Roll.
Mod Modifier to the Resource Type Table Roll.
After terrain type is determined, roll 1D6 to determine the population level of the territory. The minimum population level = 1. After population level is deter-

1D6	Resource	Inc	Notes
1	Poor Crops	1	Subsistence
2	Cash Crops	2	Deserts have Poor Crops instead
3	Poor Livestock	3	
4	Good Livestock	4	Deserts & Mountains have Poor Livestock instead
5	Exotics/Luxuries	5	
6	Oil	6	Jungles & Plains have Cash Crops instead
7	Gold	7	Deserts have Oil instead
8	Diamonds	8	
	Fish	2	

Inc Income Level of Resource.
Exotics/Luxuries include Ivory, Perfumes, Wild Animals, Dyes, Handcrafts, etc. Resources & Population level for each territory can be written directly onto the map.

Pieces

Each player has a set of control marker chits of a unique color. Have white sets of counters with the following markings:

- F** Farm
- M** Mine
- Ft** Fort

Object

The player with the most profit at the end of 9 +1D6 turns wins.

The Map

Draw the outlines of the Dark Continent. The Dark Continent should be divided into 15-25 territories. The territories should be large enough to hold several stacks of counters.

Draw in Rivers. Determine the terrain type of each territory: Terrain Type Table

1D6	Terrain	Def	Pop	Res	Mod
6	Mountains	+3	-2	-1	+2
*	Coastal	+0	+1	+1	+0

mined, roll 1D3 to determine how many resources the territory has. This is the Resource roll. The minimum resource level = 0.
All Coastal Territories have 1 additional Fish resource. All Territories with rivers have 1 additional Good Crops resource. For each Resource roll once to determine what type it is: Resource Type Table

- T** Town
- P** Port
- L** Leader
- N** Native Army
- C** Colonial Army
- E** European Army
- R** Rebel Army

Setup

Roll 1D6 high to determine turn order. In opposite turn order, each player selects one coastal territory to take control of. That territory will contain 1 Town, 1 Fort, 1 Port, and 1 European Army.

Control

Control is denoted by Control Chits. A player puts one control chit in every territory he controls. A player places a control chit on top of every Army he controls.

Turn Sequence

Players take turns. Each turn is divided into phases:

1. Epidemic Phase
2. Monsoon Phase
3. Famine Phase
4. Mine Disaster Phase
5. Leader Phase
6. Rebellion Phase
7. Production Phase
8. Investment Phase
9. Infrastructure Phase
10. Movement Phase
11. Diplomacy Phase
12. Battle Phase
13. Upkeep Phase
14. Profit Phase
15. Control Phase

Epidemic Phase

Roll 1D6 for each territory you control. On a roll of 1 the territory produces no income this turn and all armies in the territory are destroyed.

Monsoon Phase

Roll 1D6 for each coastal territory you control. On a roll of 1 the territory produces no income this turn.

Famine Phase

Roll 1D6 for each territory you control. On a roll of 1 the territory produces no income this turn. On a roll

of 1-2 desert territories produce no income this turn.

Mine Disaster Phase

Roll 1D6 for each mine you control. On a roll of 1 the mine is destroyed.

Leader Phase

Roll 1D6. On a roll of 1 place a Leader counter on one of your armies. An army may have only one Leader. Excess leaders are discarded.

Rebellion Phase

Roll 1D6 for each territory you control. On a roll of 1 the territory rebels. Place 1D2 Rebel Army counters in the territory.

On a roll of 1-2 on 1D6 one of the Rebel armies has a Leader. The territory produces no income until the Rebel Armies are destroyed.

Production Phase

Each of your farms and mines produce revenue equal to the income value of the resource they are exploiting. Towns generate income equal to the population of the territory. Ports generate income equal to 1 + the number of adjacent territories.

Investment Phase

Gain 2D6 income from European investors.

Infrastructure Phase

Build Structures and raise armies. You can only spend what you have earned this turn. You cannot spend profit from previous turns.

Structure Table

Type:	Cost	Notes:
Farm	3	Exploit Crops, Livestock, and Exotics/Luxuries
Mine	10	Exploit Oil, Gold, and Diamonds
Fort	6	Defense +1
Town	10	—
Port	8	Requires a Town

Army Table

Type:	Cost	Upkeep	Combat Bonus	Terrain Bonus
Rebel	6	1	+0	+1 in Jungles
Native	6	1	+0	+1 in Jungles
Colonial	9	2	+2	+1 in Mountains
European	12	3	+4	+1 in Plains

European armies must start in a territory with a port. Native & Colonial armies can start in any territory you control. You cannot buy rebel armies.

Movement Phase

Your Armies can move to adjacent territories. More than one army may occupy a space. An army that is already in a territory with a hostile army cannot move into a space controlled by an opponent.

Armies with leaders can move 2 spaces. Rebel armies never move.

Diplomacy Phase

If an army moves into a territory controlled by no player roll 1D6. On a roll of 1-3 the natives resist: Place 1D2 Rebel Army counters in the territory. On a roll of 1-2 on 1D6 one of the Rebel armies has a Leader.

The territory produces no income until the Rebel Armies are destroyed.

Battle Phase

Enemy armies in the same territory will fight. Each army rolls 1D6 and adds modifiers to get a Force Total. This includes terrain and army type modifiers.

An Army with a leader gets +2. An army destroys 1 opposing army with a Force total equal to or less than

its. Two or more armies may combine their force totals to destroy one enemy army.

Leaders are destroyed with their army.

Upkeep Phase

Pay upkeep for each army. If upkeep is not paid the army disbands.

Profit Phase

All money not spent this turn is profit for your European Investors.

Control Phase

If only your armies occupy a territory, remove any enemy control markers, and put down one of your own. Take control of all structures in the territory.





Dark Crystal Quest

Introduction

Card game for 2-4 players. Theme: Dark Crystal Movie.

Disclaimer

Dark Crystal is a copyrighted, trademarked property. This is merely a fan site.

Victory

The first player to get the Crystal Combo is the winner. At the end of his turn, a player must declare he has the Combo and reveal it from his hand. The combo must contain 4 cards: one of each of the following 4 types: I. The Gelfling or Jan or Kira card II. The Crystal Shard or Dark Crystal card III. The Castle of the Crystal or Sacred Chamber card IV. The Grand Conjunction or Alignment of the Suns or Heal the Crystal card Note that the Prophecy card can be used as a wild card for any of the 4 types of cards needed in a combo.

The Deck

Players share a common deck.

Setup

Shuffle the deck. Each player is dealt 3 cards. Spread out 12 cards facedown evenly over the table (like you would Dominoes).

Determine turn order: Youngest player goes first, then proceed clockwise.

Terminology

Table cards: cards face down on the Table available to be drawn (picked). Hand cards: cards in players hands. Discard cards: cards in the Discard pile.

Spread out: the act of mixing up the face down cards on the table by physically pushing them around and then separating them.

Turn Sequence

Each turn has 4 Phases:

1. Fate Phase

2. Prophecy Phase

3. Quest Phase

4. Crystal Phase

Fate Phase

Take the top 2 cards of the Deck and place them face down on the Table. If there are ever 12 or less Table cards available, draw and place extra cards face down until there are at least 12 Table cards. If the deck ever runs out, shuffle the discard and draw from it.

Prophecy Phase

You may Play 1 card to use its special ability. When you play a card either discard it or return it face down to the table.

Quest Phase

Draw 3 Table cards and put 2 of them in your hand. Return 1 of these cards to the Table.

Crystal Phase

Reveal the Crystal Combo if you have it to win and end the game. If not, max hand size is 5 cards. Return excess cards to the Table.

Flute Music Card

Discard to play. If any opponent has the Crystal shard card in their hand they must give it to you. If no one has it, look at 5 table cards: If any of them are the Shard keep it.

Card List Notation

2X there are 2 copies of this card in the deck

Z Reaction card: Play immediately in response to a card play by another player

M Mystics

S Skeksis

SCRY Look at one Opponents Hand

TIME Until this card is played again

MAGIC = You may play an extra card in this Prophecy Phase

Dark Crystal Common Deck Card List

Card Name:	Notes	Special Ability:
Gelfling	-	Combo card I
Jen	-	Combo card I
Kira	-	Combo card I
Crystal Shard	-	Combo card II
Dark Crystal	-	Combo card II
Castle of the Crystal	-	Combo card III
Sacred Chamber	-	Combo card III
Grand Conjunction	-	Combo card IV
Alignment of the Suns	-	Combo card IV
Heal the Crystal	-	Combo card IV
Prophecy	-	Wild Combo card
UrSu the Master	M	All players draw 2 cards from the deck
UrZah Ritual Guardian	M	Look at 1 table card on your Fate Phase TIME
UrLum the Healer	M	Return X cards to Table. Draw X cards from Deck
UrSol the Chanter	M	Draw 4 Deck cards. Look at them & Return them to Table
UrTih the Alchemist	M	Return X cards to Table. Draw X cards from Table
UrAmaj the Cook	M	Draw 3 Deck cards. Keep one. Return others to Table
UrNol the Herbalist	M	Look at 3 Table cards keep one
UrAc the Scribe	M	Look at 2 Table cards and 2 cards of 1 opponent's hand
UrYod Numerologist	M	Look at next 7 cards in Deck
UrUtt the Weaver	M	Draw 1 card from deck & draw 1 Table card
SkekSo the Emperor	S	All players discard 2 cards MAGIC
SkekZok High Priest	S	SCRY Discard 1 Target card of his
SkekUng the General	S	Look at 5 Table cards: keep Garthim Cards
SkekSil Chamberlain	S	Switch Hands with Target Player
SkekTek the Scientist	S	Discard X cards. Steal X cards from target Opponent
SkekAyuk Gourmand	S	Draw 3 cards from deck. Keep one. Discard the others
SkekNa Slave Master	S	Steal 1 random card from each opposing player
SkekOk Scroll Keeper	S	You may keep an extra card in your hand TIME
SkekShod Treasurer	S	Draw 1 Table card. Opponent must return 1 card
SkekEkt Ornamentalist	S	Draw 1 Table card and discard 1 card MAGIC
Sympathetic Bond	-	Discard 1 card. Target opponent discards 2 random cards
Crystal Bats	2X	Look at one random opponents Hand
Garthim Guards	2X	Opponent must discard 1 random card from hand
Garthim Patrol	2X	Opponent must return 1 random card from hand
Flute Music	-	See Rules
Swamp	-	Look at 1 Table card MAGIC
Pod People	2XZ	Negate a Garthim card
Podling Slaves	2X	Look at 1 random card in opponents hand MAGIC
Fizzgig	-	Opponent returns 1 Random card MAGIC
Quest	-	Get an extra turn after this one MAGIC
Valley of the Stones	-	Look at 5 Table cards: keep Mystic Cards
Mystic Chant	-	Opponent returns 2 cards
Podling Village	-	Discard 2 cards. Then Draw 3 cards from Deck
Gelfling Ruins	-	Search Discard and take 1 card
Speak to Animals	-	Look at 4 Table cards
Dreamfasting	-	Look at one Opponents hand MAGIC
Butterfly Wings	-	Look at 3 Table cards
Forests of Thra	-	Look at 2 Table cards
Desert Wastes	-	Discard all the Table cards

Card Name:	Notes	Special Ability:
Aughra	-	Return hand. Draw 5 cards from Deck
Watcher of the Heavens	-	Draw 3 Deck cards. Keep Combo cards
Keeper of Secrets	-	Spread out (mix up) the Table cards
Observatory	-	Look at 7 Table cards
Nebrie	-	Draw 1 Table or 1 Deck card
Laboratory	-	Steal 1 random card from random Opponent
Drain Essence	-	Steal 1 random card from target Opponent
Astronomical Orrery	-	Add the top 5 cards of the Deck to the Table
Captured	-	SCRY Steal a Gelfling, Jen, or Kira card
Garthim Nets & Cages	-	Look at 2 random cards in opponents hand: Steal 1
Landstriders	Z	Negate a card just played by opponent
Garthim Raiding Party	-	Look at 3 random cards in opponents hand: Discard 1
Shaft of Fire	-	You and opponent discard 1 random card
Trial by Stone	-	Steal 2 random cards from target Opponent

Links

Wikipedia Muppets





Dark Sun Adventures

Introduction

Board and card game for 2+ players. (High solo potential) Based on the AD&D Dark Sun Campaign Setting.

The Map

The Map is a Track 40 spaces long with start & end spaces.

Random Map & Card Generator

Another Stunning Addition by Peter Cobcroft. With these additions, you should be able to play a game right away.

Pieces & Dice

Each player has a Pawn of a unique color to represent his Adventuring Party 20 & 6 sided dice are needed.

Decks

There are 2 common decks: The Character Deck and the Event Deck

The Character Deck

You control a party of adventurers (initially six). Adventurers are also referred to as Characters. Characters differ in Race and Class.

There are 4 Class types: Mage, Ranger, Thief, and Fighter.

The Event Deck

Players share a common Event Deck. The deck has 3 types of cards: Aid cards, Event cards, & Foe cards

There are 2 types of Foes: Monsters & Humanoids. Aid cards include: Weapons, Armor, Items, Psionic Powers, & Spells.

Only Fighters can use Armor. Any class except Mages can use Weapons. Only Mages can use Spells. Any Character can use a Power card.

Victory

Return your party to the Start space with the Rod of Divining.

Setup

Roll on the Terrain table for each space on the board. Each player gets to draw 6 Character cards. Each player is dealt a hand of 7 Event cards.

Players roll high on 1D20 to see who goes first. Player's pawns start in the start space. A Token representing the Rod of Divining is placed in the End Space.

The Start space is a City. The End space is a Ruins.

Course Of The Game

Phase I Players take turns moving their Parties towards the End space. Phase II The party that reaches the End space first gains possession of the Rod of Divining. To win, that party must turn around & move back to the Start space.

This party becomes known as the Rod party. Opposing Parties can now move in either direction. If an opposing party defeats the Rod party in battle, they gain possession of the Rod of Divining and become the new Rod party.

Terrain Table

Each space of the track will be one of several types:

1D20	Type:	Water	Notes:
1	City State	Y	Civilized
2	Village	Y	Civilized
3	Ruins	16	Foes get +2
4	Scrub Plains	14	
5	Forest Ridge	Y	
6	Canyon	12	
7	Oasis	Y	
8	Sandy Wastes	18	
9	Stony Barrens	16	
10	Rocky Badlands	16	

1D20	Type:	Water	Notes:
11	Salt Flats	18	
12	Mountains	14	
13	Silt Basin	18	Peril Level = 8
14	Boulder Fields	16	
15	Smoking Lands	18	Peril Level = 10
16	Tree of Life	10	
17	Sand Dunes	18	
18	Open Bled	18	
19	Desert	18	
20	Hinterlands	16	

Character Deck Card List

Name:	Class	Notes:
Halfling Clan Protector	F	Survival +1
Halfling Guide	R	Survival +1
Halfling Druid Shaman	M	Survival +1
Freed Mul Gladiator	F	Force +2 vs Humanoids
Escaped Mul Slave Thief	T	Force +1
Dwarf Weapon Master	F	May use 2 Weapons in Battle
Dwarf Defender	F	Armor Card gets +4 Force
Dwarf Geomancer	M	Spell Card gets +2 Force
Half Elf Outcast	T	Survival +1
Half Elf Beast Master	R	Force +2 vs Monsters
Half Elf Illusionist	M	Discard a card for +2 Stealth
Human Templar Inquisitor	M	Force +1
Human Water Priest	M	Discard a card for +2 Survival
Human Psionic Warlock	T	Psionic Power Card gets +2 Force
Human Bard Assassin	T	Stealth +1
Human Cosmologist	M	May use 2 Spells in Battle
Human Defiler Wizard	M	Discard a card for +2 Force
Human Gladiator	F	Weapon Card gets +2 Force
Human Preserver Wizard	M	Discard a card for +1 to any Roll
Elf Nomad Raider	F	Stealth +1
Elf Silt Stalker	R	Stealth +1
Elf Desert Trader	T	In Trade Phase Discard 1 card to draw 1 card
Elf Windsinger	M	Stealth +1
Half Giant Pit Fighter	F	Force +2 & Stealth -1
Half Giant Mercenary	F	Force +1
Mantis Warrior	F	Force +2 & Cannot use Armor
Thri-kreen Hunter	R	Force +1

Class Bonuses

Class:	Abbreviation	Notes:
Fighter	F	Force +1
Ranger	R	Survival +1
Thief	T	Stealth +1
Mage	M	Can use Spells

These Bonuses are in addition to those listed in the Character Deck Card List.

Turn Sequence

Players take turns. Each turn has 8 Phases: Event Phase Trade Phase Survival Phase Recruit Phase Move Phase Encounter Phase Stealth Phase Battle Phase

Event Phase

Draw 2 cards from the Event Deck If the deck runs out, shuffle the discard & draw from it. Max hand size = 7 cards. Discard excess cards.

Trade Phase

If you are in a City or Village, draw an Event extra card for every Thief you have in your party. You may

play a Trade card to draw 2 cards or discard your hand and draw 5 new cards.

Survival Phase

Each Terrain type has a Water Level (See the Terrain Table). Roll 1D20. This is the Survival Roll. If the Modified survival roll is less than the Water level, your party Finds no water this turn and gets 1 Dehydration Token.

If the Modified survival roll is equal to or greater than the Water level, your party finds water: Remove all accumulated Dehydration tokens. Every time you accumulate a Dehydration token after the second, one Random Party member dies from thirst. Parties in Terrain with a Water level of Y will always find water.

Recruit Phase

If you have less than 6 Characters roll 1D20. This is the Recruit Roll. On a roll of 18+ gain 1 new party member.

Add 3 to the roll if you are in a City or Village Space.

Move Phase

Move your party 1D6 spaces. This is known as the Move Roll. Add 1 for every Ranger in your party.

(Forward in Phase I or either way in Phase II.) You may play 1 Transport card to move an additional 1D6 spaces.

Encounter Phase

If you are in a space not occupied by an opposing party, any Opponent may play one **Foe**, **Peril**, or **Delay** card on you. Foes are handled in Battle Phase. Delay cards cause you to miss your next turn.

If a **Peril** card is played roll 1D20. Treat this like a survival roll in Survival Phase. **Peril** cards have a **Peril Level**.

If the Modified survival roll is less than the **Peril** level, you lose one random party member. Civilized **Perils** use **Stealth** instead of **Survival** Modifiers.

Stealth Phase

If in Move phase you landed on an opposing party, or an opponent played a **Foe** on you in Encounter Phase roll 1D20. This is the **Stealth Roll**: On a modified roll of 20+ if you wish, you avoid the Encounter: No Battle Occurs. On a modified roll of 15+ you surprise the **Foe** and get **Force +4** in Battle Phase.

Battle Phase

If in Move phase you landed on an opposing party, or an opponent played a **Foe** on you in Encounter Phase, you must fight. Determine the **Force Total** of your Party. . . **Force Total** = 1D20 + # of Party Members + All **Force Bonuses** You may play one **Spell** per Mage

in your Party. You may play one **Psionic Power** or **Item** per Party Member.

You may play one **Weapon** per Non-Mage Party Member. You may play one **Armor** per **Fighter** in your Party. You may play one **Ally** per Battle.

Note: the 1D20 is referred to as the **Battle Roll**. Determine the **Force Total** of the opposing party the same way. Reroll ties. The side with the higher total wins.

The loser must discard one random **Character**. The winning party gets the **Attachments** of the discarded character. The **Force Total** of a **Foe** = 1D20 + **Foe Level**.

If you Defeat a **Foe** draw 3 cards. If you lose vs a **Foe**, discard a random character. At the end of the phase, discard any **Foe** card and Discard all played **Spells**, **Items**, **Weapons**, **Armor**, **Allies**, and **Power** cards.

Card List Notation

Card Type:

- W** Weapon
- A** Armor
- I** Item
- S** Spells
- P** Psionic Power
- H** Humanoid **Foe**
- M** Monster **Foe**
- B** Beast **Foe**
- T** Trade Card
- D** Delay Card
- N** Natural **Peril** Card
- C** Civilized **Peril**
- L** **Ally**
- R** Transport Card
- X** Special

Event Deck Card List

Card Name:	Type	Force	Notes:
Sand Storm	D	-	
Dust Storm	D	-	
Ash Storm	DN	-	Peril Level = 10
Lost	D	-	
Heat Wave	N	-	Peril Level = 14
Heat Exhaustion	N	-	Peril Level = 13
Desert Twister	DN	-	Peril Level = 14
Quicksand	N	-	Peril Level = 12
Dangerous Fall	N	-	Peril Level = 11
Assassin	C	-	Peril Level = 13
Templar Accusation	C	-	Peril Level = 15
Telekinesis	P	+3	
Tower of Iron Will	P	+1	+3 vs Humanoids
Mental Barrier	P	+1	+3 vs Humanoids
Thought Shield	P	+1	+3 vs Humanoids
Intellect Fortress	P	+1	+3 vs Humanoids
Empathy	P	+2	Look at Opponents Hand
Telepathy	P	+2	Look at Opponents Hand

Card Name:	Type	Force	Notes:
Psionic Blast	P	+3	
Psychic Crush	P	+3	
Chameleon Power	P	+1	Or use for Stealth +4
Danger Sense	P	+1	Or use for Stealth +4
Precognition	P	+2	Or Discard to look at next 7 cards in Deck
Combat Mind	P	+2	
Domination	P	+3	
Inflict Pain	P	+3	
Teleport	P	+3	Or use as Transport Card
Disintegrate	P	+3	
Awe	P	+3	
Invincible Foes	P	+3	
Ego Whip	P	+2	
Mind Thrust	P	+2	
Psychic Drain	P	+3	
Botanical Enchantment	S	+3	Potions
Kank Lancers	H	7	Or use as +3 Force Ally
Cistern Fiend	M	15	Surprise Roll -4
Dragon of Tyr	M	20	Ancient Defiler Dragon
Tarek Savages	H	6	Or use as +3 Force Ally
Nikaal Nomads	H	4	Or use as Trade card
Pyreen	L	+4	Psionic Druid
Elf Night Runners	L	-	Stealth +3
So-Ut Rampager	M	9	Great Beast
Braxat	H	10	Huge Horned Armored Hunter
Water Hunters	L	-	Survival +3
Veiled Alliance	L	+2	Counts as a Mage
Psychic Vampire	H	8	Free-Willed Undead
Ride Kanks	R	-	Large Grasshopper Mounts
Gith Ambushers	H	5	Reptilian Elves
Desert Warriors	H	5	Or use as +2 Force Ally
War Chariot	R	-	Or use as +2 force Ally
Howdah	R	-	Or use as Trade card (Cart)
Wagon	R	-	Or use as Trade card
Arakocra Flock	L	+2	Avian Humanoid Eagle Head
Kenku Kidnappers	H	5	Avian Humanoid Hawk Head
Scale Mail	A	+2	Chitin Plates
Splint Mail	A	+2	Bone Plates
Stiffened Leather	A	+2	Molded & Hardened
Fighting Sticks	W	+2	
Shield	A	+2	Stretched Leather
Padded Armor	A	+2	Woven Giants Hair
Piecemeal Armor	A	+2	Bronze Plates
Steel Sword	W	+3	Magical
Horned Helmet	A	+3	Magical
Braxat Hide Armor	A	+2	
Ride Inix	R	-	16 Foot Lizard
Ride Kanks	R	-	Giant Katydids
Ride Mekillot	R	-	6 Ton Lizard
Erdlu Eggs	I	-	Survival +3; Large Flightless Birds
Kank Honey	I	-	Survival +3
Chatkcha	W	+2	Crystal Throwing Wedge
Gythka	W	+3	Polearm with Blades at each end

Card Name:	Type	Force	Notes:
Impaler	W	+2	Shaft with blades forming a T
Quabone	W	+1	Flexible Bone Rod
Wrist Razor	W	+2	3 Blades
War Club	W	+2	Studded with Flint Chips
Bronze Battle Axe	W	+3	
Crossbow	W	+3	Poisoned Darts
Javelins	W	+2	
Stone Dagger	W	+1	
Conjure Elemental	S	+3	
Dust Devil	S	+2	
Animate Rock	S	+2	
Call Lightning	S	+3	
Control Weather	S	+1	Or use for Survival +3
Wind Walk	S	+2	Or use as Transport Card
Flame Strike	S	+3	
Endure Heat	S	+1	Or use for Survival +3
Pyrotechnics	S	+1	Or use for Stealth +3
Create Water	S	-	Use for Survival +5
Animate Dead	S	+2	Extra +2 vs Humanoid Foe
Control Monster	S	-	+5 Force vs Monster Foe
Resurrection	S	-	Recruit Roll +10
Detection	S	+2	Look at Opponents Hand
Invisibility	S	-	Use for Stealth +4
Neutralize Poison	S	-	Defeat Poisonous Foe
Divination	S	+2	Look at next 7 cards in Deck
Illusions	S	-	Use for Stealth +4
Familiar	S	-	Use for +1 to any roll
Arena Combats	H	13	In City or Village only
Giant Strength Potion	I	+3	
Landmark	R	-	Or use as Trade card
Well	R	-	Or use for Survival +5
Giant Ant Lion	M	10	Sand Trap
Basilisk	M	11	Petrifying Gaze
Yaun-Ti	H	9	Psionic Snake Men
Scorpion	B	3	Poisonous
Slicer Beetles	M	6	Pincers
Caravan	T	-	Or use as Survival +3
Trading Outpost	T	-	Or use as Survival +3
Wyvern	M	7	Poisonous Dragon
Sand Elemental	M	8	Stealth Roll -3
Dao	H	13	Evil Earth Djinn
Bulette	M	8	Armored Land Shark
Dragonne	M	12	Lion Dragon
Obsidian Golems	M	10	Immune to Psionics
Razorwings	M	5	Flying Predators
Asp	B	3	Poisonous Snake
Belgoi	H	2	Humanoid Cannibals
Dune Freaks	H	5	Burrowing Humanoids
Gaj	M	11	Psionic Insect Horror
Athasian Giants	H	10	Immune to Psionics
Tembo	M	8	Monstrous Baby Eaters
Silt Skimmer	R	-	Or use as Trade card





Dark Sun Empires

Introduction

Dark Sun AD&D Theme. Each player is a Sorcerer King in Control of a City State of Athas. Module for the Warp Empires system.

You must use the Warp Empires system to play this game.

Disclaimer

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Map

Fantasy Europe. If making a Random map roll for contents of each territory:

1D6	Terrain Type:
1	City State (Revenue = 7 Gold per turn)
2	Village (Revenue = 2 Gold per turn)
3	Safe (Forest, Oasis, Tree of Life)
4	Desert (Open Bled, Dunes, Salt Flats, Plains)
5	Rocky (Barrens, Badlands, Wastes, Boulder Fields)
6	Perilous (Canyons, Ruins, Silt Basin, Mountains, Volcanic)

Units cannot enter Perilous Terrain

Recruit Phase

Units must start in City States.

Victory

Destroy all Opposing Sorcerer Kings.

Setup

Each player starts in control of 1 City-State and the surrounding Territories. Each player starts with 1 Sorcerer King Unit and 5 random units in the Capital. Each player starts with 10 Gold.

Unit List Notation

- L** Leader
- W** Wizard
- T** Troops
- F** Fast
- M** Medium Move Rate
- S** Slow
- R** Fortifications

Action Deck

Players share a common Unit Chit Pile & Action Card Deck.

Unit List

Unit Name:	#	Move	Force	Type	Notes
Sorcerer King	-	F	10	L/W	
Templar Commander	4	F	7	L/W	
Noble Officer	4	F	6	L	
Mercenary Captain	4	F	5	L	
Templars	4	M	8	T/W	
Warrior Priests	2	M	8	T/W	
Kings Bodyguards	2	M	7	T	
Noble Troops	4	M	6	T	
Half-Giant Troops	2	M	9	T	
Obsidian Golems	1	M	10	T	
Mul Troops	2	M	7	T	

Unit Name:	#	Move	Force	Type	Notes
Dwarf Soldiers	2	S	6	T	
Warriors	3	M	5	T	
Kank Lancers	2	F	5	T	
Outriders	2	F	4	T	
Mekilot Siege Tower	2	S	5	T	+5 vs Settlements
Elite Warriors	4	M	7	T	
Psionic Master	2	F	6	W	
Elemental Clerics	2	F	8	W	
Defiler Wizard	1	F	9	W	
Preserver Wizard	1	F	7	W	
Druid	1	F	5	W	
Soldiers	6	M	4	T	
Slave Soldiers	6	M	3	T	
Gladiators	1	M	7	T	
Pit Fighters	1	M	6	T	
Mercenaries	4	M	5	T	
Thri Kreen Hunters	1	F	8	T	
Elven Nomads	1	F	6	T	
Elven Raiders	1	F	5	T	
Stone Walls	8	-	4	R	
Fortifications	4	-	8	R	

Card List Notation

M Move
E Event

EI Intrigue Event
EB Battle Event
SB Battle Spell (Requires Wizard in Stack)
S Spell

Common Deck Card List

Card Name	#	Type	Notes
March	12	M	Move 1 Stack
March Orders	8	M	Move 2 Stacks
Grand March	4	M	Move 3 Stacks
Assassin	2	EI	Kill Target Leader
Open Rebellion	2	EI	Put 2D6 Force = 1 Rebels in target city
Revolt	2	EI	Put 1D6 Force = 1 Rebels in target village
Fire Storm	2	SB	Kill 1 Random opposing unit
Expose Traitor	2	EI	Negate Intrigue card
Animate Dead	2	SB	Gain a Force = 5 Unit this Battle
Mind Control	2	SB	Control Random Enemy unit this battle
Spies	2	EI	Look at stack or opponents hand
Disease	2	E	Kill random unit in adjacent stack
Pestilence	2	E	Target City produces no income
Famine	2	E	Target Village produces no income
Halfling Infiltrators	2	E	Kill random unit in adjacent stack
Sandstorm	2	E	Negate Move
Wall of Fire	2	SB	Defending Stack gets unit Force = 8
Divivnation	2	S	Look at next 10 cards in deck
Elven Traders	2	E	Gain 1D6 Gold
Merchant Caravan	2	E	Gain 2D6 Gold
Surprise Attack	2	EB	All Attackers get Force +2
Bold Ploy	2	EB	Stack gets Force +10

Card Name	#	Type	Notes
Slaughter	2	EB	Losing side is completely eliminated

Warp Empires Ruleset

Introduction

Generic ruleset for a series of empire building/conquest games.

Map

The map depicts an irregular, interlocked set of territories.

Control Markers

Use chits to represent control markers.

Units

Use chits to represent units. Units include Leaders & non-leader units.

Deck

Players share an action deck. In some games, each player will have their own action deck. The action deck cards allow you to move your units.

Setup

Most Leader units will be in play. Others will be mixed into the unit chit pile. Each player will start with several non-leader units in play.

Starting points of units will be determined by the scenario.

Turn Sequence

Players take turns. Each turn has 7 phases: Draw Phase Move Phase Battle Phase Revenue Phase Recruit Phase Upkeep Phase Control Phase

Draw Phase

First discard any cards you don't want. Each player draws 5 action cards. Max hand size = 7. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Move Phase

Use Action cards to move stacks or units in stacks. A Fast unit can move 1-3 spaces. A Medium speed unit can move 1-2 spaces.

A Slow unit can move 1 space. Units can move into but not through opposing stacks. Fortifications cannot move (Move = 0).

Your opponent can only look at the top unit of your stacks

Battle Phase

When two opposing stacks occupy the same territory there will be a battle. Each unit has a force value. Add up the total Force values for each side.

Players may play action cards to increase their force value. If one stack has a Leader and the other does not, the stack with the leader gets an additional 5 Force. The side with the highest force value wins.

The losing stack must retreat one space. The losing stack loses half of its units. The winner picks the first unit lost, the loser picks the remainder. Fortification units in the losing stack are destroyed automatically.

The winning stack loses units with a force equal to at least half the force total lost by the losing stack. The winner decides which units are lost. Destroyed units are returned to their chit pile. Captured leaders are set aside and not returned to the chit pile.

After a battle both sides replenish their hands to 7 cards.

Revenue Phase

Gain revenue points for every revenue generating territory you control.

Recruit Phase

Draw 5 random units from the unit chit pile. Purchase units. A units cost is equal to its Force value. If you purchased all the drawn units, draw another 1D6 random units.

Revenue may be saved from turn to turn. Discard unpurchased units back to your unit chit pile. Units start in any revenue generating territory you control.

Upkeep Phase

Number of Units that automatically receive upkeep = 5 x total Revenue. Discard excess units. Example: You generate 10 revenue points per turn...

You may have up to 50 units.

Control Phase

Place a control marker on every revenue generating territory occupied by one of your units. Only one control marker per space.

Unit Deck Abbreviations

S Slow

M Medium speed

F Fast

F Force

F Fortification

Number of that unit in the chit pile.





Dark Sun Skirmish

Introduction

Board & card game for 2 players.

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Victory

Destroy all enemy characters.

Character Deck Card List

Name	Type	Hits	Skill Card:
Halfling Clan Protector	F	1	Dodge: Defense
Halfling Guide	F	1	Scout: Look at Opponents Hand
Halfling Druid Shaman	M	1	Magics: Draw 2 cards (Max 1/turn)
Freed Mul Gladiator	F	2	Killer Instinct: Attack Range =1
Escaped Mul Slave Thief	F	2	Run Away: Defense
Dwarf Weapon Master	F	2	Slay: Attack Range =1
Dwarf Defender	F	2	Block: Defense
Dwarf Geomancer	M	1	Stone Rain: Attack Range =4
Half Elf Outcast	F	1	Archer: Attack Range = 3
Half Elf Beast Master	F	2	Beast Attack: Attack Range = 3
Half Elf Illusionist	M	1	Illusions: Defense
Human Templar Inquisitor	M	2	Command: Negate Move
Human Water Priest	M	1	Heal: Restore 1 Hit Range = 1
Human Psionic Warlock	M	1	Psionic Attack Range = 3
Human Bard Assassin	F	2	Hidden Weapon: Attack Range =1
Human Cosmologist	M	1	Magics: Draw 2 cards (Max 1/turn)
Human Defiler Wizard	M	1	Death Magic: Attack Range =4
Human Gladiator	F	2	Death Blow: Attack Range =1
Human Preserver Wizard	M	1	Heal: Restore 1 Hit Range = 1
Elf Nomad Raider	F	2	Archer: Attack Range = 4
Elf Silt Stalker	F	1	Stalk: Move Range = 3
Elf Desert Trader	F	1	Items: Draw 2 cards (Max 1/turn)
Elf Windsinger	M	1	Fly: Move Range = 4
Half Giant Pit Fighter	F	3	Mighty Blow: Attack Range = 1
Half Giant Mercenary	F	3	Tough Hide: Defense
Mantis Warrior	F	2	Chitinous Armor: Defense
Thri-kreen Hunter	F	2	Speed: Attack Range = 1

Setup

Each player places one Character on each square of his back row. Units may not stack.

The Map

Use an 8x8 chessboard.

Characters

Use chits or miniatures to represent creatures. Each player draws 8 unique characters from the Character Deck.

Character Card List Notation

- F Fighter
- M Mage

The Cards

Players share a common deck. Each Character can use Skill cards for different effects.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

Orders Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your Characters. Characters cannot move through other units. (Exceptions: Teleport Spell) The move card has a number.

This is the number of spaces the Character moves. The Unit tables list what type of Move cards each Character can use. Moves are diagonal or orthogonal (like a Queen in Chess).

Instead of moving just one Character in any direction, you have the option of moving one or more Characters forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) an Attack card to have a Character attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal (like a Queen in chess). The enemy unit that is the target of the attack takes one point of damage. Characters reduced to zero Hits are killed and are removed from the map.

Characters cannot attack through other creatures.

Card List Notation

M Movement

MM Move by Mage only

A Attack

S Skill

AP Psychic Attack

AF Attack by Fighter only

AM Attack by Mage only

D Defense vs Non-Psychic Attack only

DP Defense vs Psychic Attack only

DF Defense vs Non-Psychic Attack only by Fighter only

DM Defense vs Non-Psychic Attack only by Mage only

X Special

XM Special by Mage only

Type Purpose of card

Number of that type of card in the deck

Common Deck Card List

Card Name:	Type	Range	Notes
Advance	M	1	10 in deck
Run	M	2	10 in deck
Charge	M	3	10 in deck
Skill	S	-	6 in deck
Telekinesis	A	3	
Tower of Iron Will	DP	-	
Mental Barrier	DP	-	
Thought Shield	DP	-	
Intellect Fortress	DP	-	
Empathy	X	-	Look at Opponents Hand
Telepathy	X	-	Look at Opponents Hand
Psionic Blast	AP	4	
Psychic Crush	AP	3	
Chameleon Power	D	-	
Danger Sense	D	-	
Precognition	X	-	Look at next 7 cards in Deck
Combat Mind	A	1	
Domination	X	2	Take control of Target
Inflict Pain	AP	2	
Teleport	M	5	
Disintegrate	A	3	
Awe	N	-	
Ego Whip	AP	2	

Card Name:	Type	Range	Notes
Mind Thrust	X	-	Opponent must discard 2 Random cards
Psychic Drain	X	-	Steal 1 random card from opponent
Scale Mail	DF	-	Chitin Plates
Splint Mail	DF	-	Bone Plates
Stiffened Leather	D	-	Molded & Hardened
Fighting Sticks	A	1	
Shield	DF	-	Stretched Leather
Padded Armor	DF	-	Woven Giants Hair
Piecemeal Armor	DF	-	Bronze Plates
Steel Sword	AF	-	
Horned Helmet	DF	-	
Braxat Hide Armor	DF	-	
Chatkcha	AF	2	Crystal Throwing Wedge
Gythka	AF	1	Polearm with Blades at each end
Impaler	AF	1	Shaft with blades forming a T
Quabone	AF	1	Flexible Bone Rod
Wrist Razor	AF	1	3 Blades
War Club	AF	1	Studded with Flint Chips
Bronze Battle Axe	AF	1	
Crossbow	AF	4	Poisoned Darts
Javelins	AF	3	
Stone Dagger	A	1	
Dust Devil	DM	-	
Animate Rock	AM	2	
Call Lightning	AM	4	
Wind Walk	MM	5	
Flame Strike	AM	3	
Pyrotechnics	DM	-	
Control Monster	XM	2	Take control of target Character
Resurrection	XM	1	Put killed Character back in Play
Detection	XM	-	Look at Opponents Hand
Invisibility	DM	-	
Divination	XM	Look at next 7 cards in Deck	
Illusions	DM	-	
Familiar	DM	-	





David & Goliath

Introduction

Board Game for 2 Players. Biblical Theme. One player is David.

The other player is Goliath.

Victory

Smite your Foe.

The Board

Use a regular 8 X 8 chessboard.

David Figure

Use a figurine to represent David on the board.

Goliath Figure

Use a figurine to represent Goliath on the board.

The Deck

Players share a common deck.

Spear Token

Goliath gets 1 Spear Token.

Stone Tokens

David gets 5 Stone Tokens.

Terrain Tokens

There are 2 Rock Tokens and 2 Tree Tokens. Figures cannot move into or through Rock Tokens, but they can sling or throw through them. Figures cannot move or attack into or through Tree Tokens.

Wound Tokens

Players share a common set of 4 Wound Tokens. For each Wound your max hand size is decreased by one. Three wounds is death.

Setup

First drop the terrain tokens onto the board and move them into the nearest space. Each player draws a hand of 7 cards. Players each place their figurine on opposite back rows of the board.

Goliath is placed first.

Turn Sequence

Players take turns. Each turn has 7 Phases: Draw Phase Event Phase Goliath Move Phase David Move Phase Goliath Attack Phase David Attack Phase End Phase

Draw Phase

Each player draws 1 card from the deck and adds it to their hand. David draws first. If the deck runs out, shuffle the discard and draw from it.

Event Phase

Each player may play one Event card in this Phase. David has first play.

Goliath Move Phase

The Goliath player may Move his figurine on the board. Discard a move card to move exactly the indicated number of spaces. Cards will indicate if the move can be orthogonal, diagonal, or both.

The David player may discard a Negate card to end a move at any point during its progression. Goliath cannot move into or through the space occupied by David.

David Move Phase

The David player may Move his figurine on the board. Discard a move card to move exactly the indicated number of spaces. Cards will indicate if the move can be orthogonal, diagonal, or both.

The Goliath player may discard a Negate card to end a move at any point during its progression. David cannot move into or through the space occupied by Goliath.

Goliath Attack Phase

The Goliath player may make a Spear Attack or a Sword Attack. The Goliath player starts play in possession of the Spear Token. As Long as the Goliath player has his Spear he must make a Spear Attack.

To make a Sword Attack discard a Sword card to attack David if he is in an Adjacent space. The card will indicate if the sword attack is orthogonal or diagonal. The Sword attack will be one of three types: Thrust, Slash, or Chop. The David player may discard a Defense card to block a sword attack.

Some defense cards will not work against a certain type of sword attack. If a Defense card is not successfully played, David is killed.

To make a Spear attack, the Goliath player must discard a Sword card or a Throw card. If a Sword card is used, the attack is treated exactly like a Thrust Sword Attack (even if the card says Slash or Cut). If a Throw card is used the spear will hit exactly at the range indicated on the Throw card.

Once thrown, if the Spear misses (A Defense card is successfully played) place the spear Token in the space occupied by David. Goliath is then without his spear. He can retrieve it simply by entering the space where it landed. If a Defense card is not successfully played, David is killed.

David Attack Phase

David may only make a Sling Stone Attack. To make such an attack, both a Sling card, and a Stone card must be discarded. The Sling card determines the range. All Sling cards can be used for Orthogonal or Diagonal attacks.

The Stone card is of 3 types: Fast, Curved, and

Sinker. The Goliath player may discard a Defense card to block a sling attack. Some defense cards will not work against a certain type of sling attack.

If a Defense card is not successfully played, Goliath is killed. Once slung, if a Stone misses (A Defense card is successfully played) place a Stone Token in the space occupied by Goliath. David can retrieve it simply by entering the space where it landed.

End Phase

Max hand size is 7 cards. Discard excess cards.

Card List Notation

- D** David only
- G** Goliath only
- B** Both Players may use this card
- #** Copies of this card in the deck
- K** Like a Knight moves in Chess
- TS** Thrown Spear

Common Deck Card List

Name	#	User	Notes
Sling/Throw Close	3	B	Range = 2
Sling/Throw Short	3	B	Range = 3
Sling/Throw Medium	2	B	Range = 4
Sling/Throw Long	2	B	Range = K
Sling/Throw Far	2	B	Range = 5
Stone Fast	4	D	-
Stone Curved	4	D	-
Stone Sinker	4	D	-
Sword Thrust	2	G	Orthogonal
Sword Lunge Thrust	2	G	Diagonal
Sword Slash	2	G	Orthogonal
Sword Hack & Slash	2	G	Diagonal
Sword Chop	2	G	Orthogonal
Sword Overhead Chop	2	G	Diagonal
Walk	4	B	Move = 1 Orthogonal
Step	4	B	Move = 1 Diagonal
Jog	3	B	Move = 2 Orthogonal
Trot	3	B	Move = 2 Diagonal
Run	3	B	Move = 3 Orthogonal
Swift	3	B	Move = 3 Diagonal
Fleet	2	D	Move = K Orthogonal
Chase	2	B	Move = 5 Orthogonal
Sprint	2	B	Move = 5 Diagonal
Shield	4	G	Defense vs. Fast & Sinker
Block	4	G	Defense vs. Curve & Sinker
Guard	4	G	Defense vs. Fast & Curve
Dodge	4	D	Defense vs. Thrust & Chop & TS
Jump Back	4	D	Defense vs. Thrust & Slash
Duck	4	D	Defense vs. Slash & Chop & TS
Trip	1	B	Negate Move

Name	#	User	Notes
Fall	1	B	Negate Move
Gods of The Philistines	1	G	Event: Draw 2 Cards
God of the Israelites	1	D	Event: Draw 2 Cards
Future King	1	D	Event: Draw 3 Cards
Pagan Warrior	1	G	Event: Draw 3 Cards
Armor	1	G	Defense vs. All
Staff Parry	1	D	Defense vs. all Sword Attacks
Champion of Yahweh	1	D	Event: Draw 4 Cards
Champion of Dagon	1	G	Event: Draw 4 Cards
Single Combat	1	B	Event: Opponent discards 1 Random Card
Divine Aid	1	D	Event: Draw 7 cards and discard 6
Challenge	1	G	Event: Draw 3 cards and keep 2
Wounded	2	B	Defense vs. All. Gain 1 Wound Token
Four Cubits & a Span	1	G	Move = 1 or 2 Orthogonally
The Bigger They are. . .	1	D	Sling Range = 3 or Stone = Fast

Links

Wikipedia YouTube





Deadlands Skirmish

Introduction

Based on the Deadlands RPG Games. Wild Wild West, Spaghetti Western, Alternate History, Horror Theme 2 player, 8 X 8, Skirmish, Miniatures, and Card rules.

Disclaimer

Deadlands is a licensed copyrighted property. This is merely a fan site.

Victory

Completely eliminate all enemy Units.

The Board

Use an 8 X 8 Chessboard for a basic game.

Units

Use figurines or counters to represent Units.

The Deck

Players share a common deck.

Setup

For a typical 8 X 8 game, each side should have about 20-24 Hit points worth of units. Units are placed on a players back 2 rows.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Draw Phase
2. Action Phase
3. End Phase

Draw Phase

Draw 5 Cards. If the Deck runs out, shuffle the discard and draw from it.

Action Phase

Play cards from your hand to have your units Move and Attack. Move and Attack cards have an associated Range value that determines The exact distance in spaces in which a Unit moves or is hit by an attack from its source. Attacks do one hit point worth of damage unless otherwise stated.

You opponent may play Defense cards to negate Attacks. All played cards are discarded. Units can only use one move card per turn.

Units can only use one attack card per turn.

End Phase

Max hand size is 5 cards. Discard excess cards.

Option Cards

Option cards can be used to activate the corresponding Action in a unit's Option Table.

Scrutinize Effect

First draw 1 card then Look at opponent's hand.

Heal Effect

This unit or friendly adjacent unit regains 1 lost Hit.

Regenerate Effect

This unit regains 1 lost Hit.

Deadly Effect

This attack inflicts 1 extra point of damage.

Disarm Effect

The Target Unit cannot attack on its next turn.

Immobilize Effect

The Target Unit cannot move or attack on its next turn.

Fear Effect

The Target Unit cannot attack the unit causing the Fear on its next turn.

Card List Notation

- A** Attack
- D** Defense
- M** Move
- K** As a Knight in chess
- O** Option
- S** Special

Common Deck Card List

Card:	#	Type	Range	Notes
Option 1	2	O	-	-
Option 2	2	O	-	-
Option 3	2	O	-	-
Option 4	2	O	-	-
Option 5	2	O	-	-
Option 6	2	O	-	-
Brawling	2	A	1	-
Knife	1	A	1	Unit with Knife or other Hand Weapon
Pistol	1	A	2	Unit with Pistol
Blast	1	A	3	Unit w. Pistol or Shotgun (Deadly w. SG)
Rifle	1	A	4	Unit with Rifle
Dodge	1	D	-	-
Guts	1	D	-	-
Bite	1	A	1	Abominations
Claws	1	A	1	Abominations
Terror	1	A	2	Abominations; Fear
Feel no Pain	1	D	-	Abominations
Walk	6	M	1	Can be used to move up to 3 Friendly units
Trot	5	M	2	Can be used to move up to 2 Friendly units
Run	4	M	3	Not useable by Slow Units
Sprint	2	M	4	Not useable by Slow Units
Ride	1	M	5	Unit with Horse
Luck	1	S	-	Draw 2 cards

Unit Option Tables

Buffalo Girl

(4 Hits, Horse, Rifle, Knife, Pistol, Whip)

#	Option:	Notes:
1	Aimed Shot	A = 4 or A = 5
2	Pistol Packin	A = 3
3	Bullwhip	A = 2 and Disarm

#	Option:	Notes:
4	Bronco Bustin	A = 1 and Immobilize
5	Guts	D
6	Trackin	M = 2

Cowpoke

(4 Hits, Horse, Pistol, Rifle, Knife)

#	Option:	Notes:
1	Brawlin	A = 1
2	Shootin	A = 2 or A = 3
3	Brave Horse	M = K or D

#	Option:	Notes:
4	Hard Man	D
5	Bowie Knife	A = 1
6	Dodge	D

Coyote Brave

(4 Hits, Rifle, Knife, Horse, Tomahawks)

#	Option:	Notes:
1	Thrown Tomahawk	A = 2
2	Scalp	A = 1 and Deadly
3	Tomahawk Chop	A = 1

#	Option:	Notes:
4	Strength of the Bear	D or A = 1
5	Indian Rifle	A = 3
6	Sneak	M = K

Gambler

(4 Hits, Horse, Pistol, Knife)

#	Option:	Notes:
1	Dodge	D
2	Quick Draw	A = 2 and Draw 1 card
3	Bluff	D or Draw 3 cards and keep 1

#	Option:	Notes:
4	Sum Up	Scrutinize
5	Pepperbox	A = 2 or A = 1
6	Gamble	Draw 2 Cards

Gaucha

(4 Hits, Horse, Shotgun, Bolos, Knife)

#	Option:	Notes:
1	Bolos	A = 2 and Immobilize
2	Shotgun	A = 3
3	Horse Ridin	M = 3 or M = 4

#	Option:	Notes:
4	Trackin	M = 2
5	Guts	D
6	Wranglin	A = 1 and Immobilize

Gunslinger

(4 Hits, Horse, Rifle, Pistol, Knife)

#	Option:	Notes:
1	Winchester	A = 4 or A = 5
2	Trick Shot	A = K
3	Speed Load	Draw 2 Cards

#	Option:	Notes:
4	Quick Draw	A = 2 and Draw 1 Card
5	Dodge	D
6	Fan the Hammer	A = 2 and adjacent A = 3

Huckster

(4 Hits, Pistol, Knife)

#	Option:	Notes:
1	Derringer	A = 1
2	Hex Slingin	A = 2 and Draw 1 Card
3	Missed Me	D

#	Option:	Notes:
4	Shadow Walk	M = K or M = 4
5	Soul Blast	A = 3 and Deadly
6	Shadow Man	D

Mad Scientist

(4 Hits, Pistol, Knife)

#	Option:	Notes:
1	Flame Thrower	A = 1 and adjacent A=2
2	Rocket Pack	M = 5
3	Gatling Pistol	A = 2 and adjacent A = 3

#	Option:	Notes:
4	Science	Draw 2 Cards
5	Bullet Proof Vest	D
6	Doctors Bag	Heal

Man In Black

(4 Hits, Horse, Pistol, Rifle, Knife)

#	Option:	Notes:
1	Gatling Pistol	A = 2 and adjacent A = 3
2	Derringer	A = 1
3	Sneak	M = K

#	Option:	Notes:
4	Bluff	D and Draw 1 Card
5	Scrutinize	Per Rules
6	Brawlin	A = 1

Pony Express Rider

(4 Hits, Horse, Pistol, Knife)

#	Option:	Notes:
1	Fleet Footed	M = 3
2	Fast Horse	M = 5 and Draw 1 Card
3	Colt Peacemaker	A = 2 or A = 3

#	Option:	Notes:
4	Hard Ridin	M = 3 and M = 2
5	Mail Call	Draw 2 Cards
6	Dodge	D

Sheriff

(4 Hits, Horse, Rifle, Pistol, Shotgun, Knife)

#	Option:	Notes:
1	Guts	D
2	Hand Cuffs	A = 1 and Immobilize
3	The Badge	Scrutinize

#	Option:	Notes:
4	Dodge	D
5	Smith & Wesson	A = 2 or A = 3
6	Trackin	M = 3 and Draw 1 Card

Sioux Shaman

(4 Hits, Spear, Knife)

#	Option:	Notes:
1	Curse	A = 2 or A = 3
2	Spear	A = 1 or A = 2
3	Medicine Bag	Heal

#	Option:	Notes:
4	Strength of Bear	D or A = 1
5	Speed of Wolf	M = K or M = 4
6	Spirit Warrior	D and Draw 1 Card

Soldier

(4 Hits, Horse, Rifle, Pistol, Knife)

#	Option:	Notes:
1	Spencer Carbine	A = 3
2	Charge	M = 4 and A = 1
3	Guts	D

#	Option:	Notes:
4	Cavalry Sabre	A = 1
5	Dodge	D
6	Shootin	A = 2 or A = 4

Spy

(4 Hits, Pistol, Knife)

#	Option:	Notes:
1	Knuckleduster	A = 1 or A = 2
2	Spy	Scrutinize
3	Quickdraw	A = 2 and Draw 1 Card

#	Option:	Notes:
4	Luck	D and Draw 1 Card
5	Bluff	D and Draw 1 Card
6	Sneak	M = K

Texas Ranger

(4 Hits, Horse, Pistol, Rifle, Shotgun, Knife)

#	Option:	Notes:
1	One Riot One Ranger	Draw 2 Cards
2	Guts	D
3	Knife Fightin	A = 1

#	Option:	Notes:
4	Army Pistols	A = 2 and A = 2
5	Horse Ridin	M = 3 or M = 4
6	Shotgun	A = 3 and Deadly

Blessed Preacher

(4 Hits, Pistol)

#	Option:	Notes:
1	Exorcism	A = 2 and Immobilize Abomination
2	Miracle	D and Draw 1 Card
3	Lay on Hands	Heal
4	Smite	A = 1 and Deadly
5	Protection	D
6	Inspiration	Draw 2 Cards

Harrowed Soul

(4 Hits, Abomination, Undead)

#	Option:	Notes:
1	Supernatural Strength	A = 1
2	Terror	A = 2 and Fear

#	Option:	Notes:
4	Ghost	D
5	Soul Eater	A = 1 and Regenerate

Werewolf

(5 Hits, Abomination)

#	Option:	Notes:
3	Rending Claws	A = 1

#	Option:	Notes:
6	Cat's Eyes	Scrutinize

#	Option:	Notes:
1	Claws	A = 1
2	Terror	A = 2 and Fear
3	Immunity	D

#	Option:	Notes:
4	Dodge	D
5	Vicious Bite	A = 1 and Deadly
6	Rush	M = 3 or M - 4

Wendigo

(10 Hits, Abomination)

#	Option:	Notes:
1	Savage Claws	A = 1
2	Dagger-Like Teeth	A = 1 and Deadly
3	Terror	A = 2 and Fear

#	Option:	Notes:
4	Thick Hide	D
5	Trackin	M = K
6	Throw Rock	A = 3

Walkin Dead

(4 or 5 Hits, Abomination, Undead, Slow, May have Pistol, Rifle, Club, or Knife)

#	Option:	Notes:
1	No Pain	D
2	Terror	A = 2 and Fear
3	Bite	A = 1

#	Option:	Notes:
4	Sneak	M = K
5	Zombie	Regenerate
6	Claws	A = 1

Undead Gunslinger

(4 Hits, Abomination, Undead, Pistols)

#	Option:	Notes:
1	No Pain	D
2	Terror	A = 2 and Fear
3	Guns Blazin	A = 2 and A = 3

#	Option:	Notes:
4	Reload	Draw 2 Cards
5	Zombie	Regenerate
6	Six Shooter	A = 3

Wall Crawler

(6 Hits, Lizard/Spider Abomination)

#	Option:	Notes:
1	Armor	D
2	Spiky Bits	A = 1
3	Tail Strike	A = 2

#	Option:	Notes:
4	Wall Crawling	M = K
5	Surprise	M = 2 then A = 1
6	Bite	A = 1

Tumble Weed

(3 Hits, Abomination)

#	Option:	Notes:
1	Tumblin	M = 2
2	Blown by the Wind	M = 3
3	Thorns	A = 1

#	Option:	Notes:
4	Terror	A = 2 and Fear
5	Entangle	A = 1 and Immobilize
6	Branches	D

Prairie Tick

(1 Hit, Abomination)

#	Option:	Notes
1	Hooks	A = 1
2	Swarm	M = 2
3	Scary	A = 1 and Fear

#	Option:	Notes
4	Sneak	M = K
5	Suck Blood	A = 1
6	Small	D

Mojave Rattler Tentacle

(3 or 4 Hits, Abomination) (Note: The Rattler is Huge. This is just 1 Tentacle)

#	Option:	Notes
1	Tunneling	M = 2
2	Reappear	M = 4
3	Grapple	A = 1 and Immobilize

#	Option:	Notes
4	Swipe	A = 2
5	Terror	A = 2 and Fear
6	Trackin	M = K

Maze Dragon Head

(24 Hits, Abomination) (Note: The Dragon is Huge. This is just the location of its head)

#	Option:	Notes
1	Scales	D
2	Bite	A = 1 and Deadly
3	Swallow	A = 1 and Deadly x3

#	Option:	Notes
4	Terrifying	A = 2 and Fear
5	Slither	M = 3 or M = 4
6	Thrash	M = 2 or A = 4

Hangin Judge

(5 Hits, Abomination, Undead, Pistol, Knife)

#	Option:	Notes
1	Scythes	A = 1
2	Revolvers	A = 3
3	Terror	A = 2 and Fear

#	Option:	Notes
4	Trackin	M = K
5	Reload	Draw 2 Cards
6	Lynch	A = 1 and Immobilize

Dust Devil

(10 Hits, Worm/Tornado Abomination)

#	Option:	Notes
1	Spines	A = 1
2	Terror	A = 2 and Fear
3	Blinding Debris	A = 3 and Immobilize

#	Option:	Notes
4	Fast	M = 4
5	Blow Back Bullets	D
6	Whirlwind	M = K or D

Devil Bat

(5 Hits, Abomination)

#	Option:	Notes
1	Flying	M = 4 or M = 5
2	Claws	A = 1
3	Talons	A = 1

#	Option:	Notes
4	Swoop	M = K and A = 1
5	Terror	A = 2 and Fear
6	Dodge	D and then M = 2

Desert Thing

(10 Hits, Abomination, Slow)

#	Option:	Notes
1	Slog	M = 1
2	Tentacles	A = 2
3	Gaping Maw	A = 1 and Deadly

#	Option:	Notes
4	Underground	D
5	Entangle	A = 1 and Immobilize
6	Terror	A = 2 and Fear

Mexican Bandit

(4 Hits, Pistol, Rifle, Horse, Knife)

#	Option:	Notes
1	Pistolero	A = 2
2	Knife	A = 1
3	Sneak	M = K

#	Option:	Notes
4	Dodge	D
5	Rifle	A = 3
6	Ridin	M = 3

Lawman

(4 Hits, Pistol, Rifle, Horse, Knife)

#	Option:	Notes
1	Pistol	A = 2
2	Rifle	A = 4
3	Dodge	D

#	Option:	Notes
4	Guts	D
5	Trackin	M = 2
6	Once Over	Scrutinize

Outlaw

(4 Hits, Pistol, Rifle, Horse, Knife)

#	Option:	Notes
1	Dodge	D and then M = 1
2	Guns Blazin	A = 2 and A = 3 then M = 1
3	Ambush	A = 2
4	Sneak	M = K
5	Take Cover	D
6	Ride like the Wind	M = 4

Indian Brave

(4 Hits, Bow and Arrows, Club, Knife)

#	Option:	Notes
1	Bow	A = 3
2	Warclub	A = 1
3	Fleet Footed	M = 3 and Draw 1 Card

#	Option:	Notes
4	Guts	D
5	Sneak	M = K
6	Dodge	D

Witch Or Warlock

(4 Hits, Knife)

#	Option:	Notes
1	Black Magic	Steal 1 Random Card from Opponent
2	Bolts of Doom	A = 3 and Deadly
3	Cloak of Evil	D
4	Evil Eye	A = 2
5	Forewarnin	D or Scrutinize
6	Spook	A = 2 and Fear

Ghoul

(4 Hits, Abomination)

#	Option:	Notes
1	Stench	A = 2 and Immobilize
2	Claws	A = 1
3	Terror	A = 2 and Fear

#	Option:	Notes
4	Poison Bite	A = 1
5	Tunnels	M = K
6	Run Away	D

Conquistador Spirit

(5 Hits, Abomination, Undead, Horse, Armor, Sword, Lance)

#	Option:	Notes
1	Ghost	D
2	Sword	A = 1
3	Armor	D

#	Option:	Notes
4	Terror	A = 2 and Fear
5	Horseman	M = 3
6	Lance	M = 2 and A = 2 in same direction

Sasquatch

(8 Hits, Friendly Ape-Man Abomination, Traps, Rocks)

#	Option:	Notes
1	Sneak	M = K
2	Brawlin	A = 1
3	Traps	A = 4 or A = K

#	Option:	Notes
4	Trackin	M = 2
5	Throw Rocks	A = 2
6	Hide	D

Cultist

(4 Hits, Knife, Pistol, Sometimes Rifle or other items)

#	Option:	Notes
1	Brawlin	A = 1
2	Pistol	A = 2
3	Fanatic	D

#	Option:	Notes
4	Sneak	M = K
5	Dark Protection	D
6	Look em Over	Scrutinize

Prospector

(4 Hits, Knife, Pick, Mule, Ghost Rock, Dynamite, Pistol, Shotgun or Rifle)

#	Option:	Notes
1	Pick Axe	A = 1
2	Guts	D
3	Mule	M = 2

#	Option:	Notes
4	Pistol	A = 2
5	Long Arm	A = 3
6	Dynamite	A = K and immobilize

Maze Pirate

(4 Hits, Cutlass, Pistols, Knives)

#	Option:	Notes
1	Cutlass	A = 1
2	Sneak	M = K
3	Brawlin	A = 1

#	Option:	Notes
4	Guts	D
5	Fleet Footed	M = 3 and Draw 1 Card
6	Pistol	A = 2

Pinkerton Detective

(4 Hits, Rifle, Pistol, Horse, Knife)

#	Option:	Notes
1	Look for Clues	Scrutinize
2	Guts	D
3	Zeal	Draw 2 Cards

#	Option:	Notes
4	Shoot up the Place	A = 2 and A = 3
5	Ride Off	M = 3
6	Shoot to Kill	A = 2

Revenant

(5 Hits, Abomination, Undead, Horse, Pistol) (Notes: Can only be killed by a Lawman, Sheriff, Marshall, or

Ranger)

#	Option:	Notes
1	Pale Horse	M = 3
2	Awe	A = 2 and Fear

#	Option:	Notes
4	Quick Draw	A = 2
5	Pistol	A = 3

#	Option:	Notes
3	Trackin	M = 2

Black Rider

(5 Hits, Abomination, Undead, Horse, Pistol) (Notes: Can only be killed if opposing side has a Blessed Unit)

#	Option:	Notes
1	Red Eyed Skulls	A = 2 and Fear
2	Ghostly Six Gun	A = 3
3	Phantom	D

#	Option:	Notes
6	Guts	D

or a Shaman)

#	Option:	Notes
4	Ridin	M = 4
5	Shrouds	D
6	Unlimited Bullets	A = 2 or A = 3

Apache Warrior

(4 Hits, Horse, Bow, Rifle, Knife, War Club)

#	Option:	Notes
1	Sneak	M = K
2	Ridin	M = 3 or M = 4
3	Guts	D

#	Option:	Notes
4	Dodge	D
5	War Club	A = 1
6	Ranged Weapon	A = 3

Legionnaire

(4 Hits, Horse, Pistol, Rifle, Knife)

#	Option:	Notes
1	Desperate	D
2	Ruthless	Draw 2 Cards
3	Ride Fast	M = 4 or M = 5

#	Option:	Notes
4	Hide	D
5	Shootin	M = 3
6	Sneak	M = K

Flying Union Buffalo Soldier

(4 Hits, Rocket Pack, Rifle, Pistol, Knife)

#	Option:	Notes
1	Rocket Pack	M = K
2	Flying	M = 4
3	Death From Above	A = K

#	Option:	Notes
4	Dodge	D
5	Rifle	A = 3
6	Pistol	A = 2

Mountain Man

(4 Hits, Horse, Axe, Knife, Pistol, Rifle or Shotgun)

#	Option:	Notes
1	Axe	A = 1 or A = 2
2	Knife Fighting	A = 1
3	Long Arm	A = 3

#	Option:	Notes
4	Guts	D
5	More Guts	D
6	Horse Ridin	M = 3

Cowgirl

(4 Hits, Horse, Rifle, Pistol, Knife, Lasso)

#	Option:	Notes
1	Lasso	A = 2 and Immobilize
2	Hog Tie	A = 1 and Immobilize
3	Fancy Ridin	M = K

#	Option:	Notes
4	Rifle	A = 4
5	Pistol	A = 3
6	Dodge	D

Chinese Kung Fu Master

(4 Hits, Staff)

#	Option:	Notes
1	Fung Fu	A = 1 or D
2	Wisdom	Draw 2 Cards
3	Dodge	D

#	Option:	Notes
4	Flying Kick	M = 1 then A = 1
5	Observe Closely	Scrutinize
6	Block	D and Disarm

Japanese Ronin

(4 Hits, Armor, Katana, Knife, Horse)

#	Option:	Notes
1	Cut	A
2	Armor	D
3	Thrust	A = 1 and Deadly

#	Option:	Notes
4	Parry	D
5	Chase	M = 3 or M = 4
6	Charge	M = 2 and A = 1

Ninja

(4 Hits, Sword, Knife, Throwing Stars, Smoke Bombs)

#	Option:	Notes
1	Sword	A = 1
2	Throwing Stars	A = 2
3	Smoke Bomb	D and then M = 2

#	Option:	Notes
4	Sneak	M = K
5	Grapple	A = 1 and Immobilize
6	Tricks	D or Draw 2 Cards

Vampire

(4 Hits, Abomination, Undead)

#	Option:	Notes
1	Drain Blood	A = 1 and Regenerate
2	Speed	D or M = 3
3	Gas Form	D

#	Option:	Notes
4	Bat Form	M = K
5	Claws	A = 1
6	Terror	A = 2 and Fear

Los Diablos

(6 Hits, Devil-Bull Abomination)

#	Option:	Notes
1	Trackin	M = 2
2	Charge	M = 3 then A = 1
3	Horns	A = 1

#	Option:	Notes
4	Terror	A = 2 and Fear
5	Armor	D
6	Stampede	M = 2 then A = 1

Settler

(4 Hits, Shotgun)

#	Option:	Notes
1	Shotgun	A = 2 and Deadly
2	Hide	D
3	Buckshot	A = 3

#	Option:	Notes
4	Take Cover	D
5	Run	M = 3
6	Frying Pan	A = 1

Doctor

(4 Hits, Knife, Pistol, Doctor's Bag)

#	Option:	Notes
1	Doctors Bag	Heal
2	First Aid	Heal
3	Scalpel	A = 1

#	Option:	Notes
4	Pistol	A = 2
5	Hide	D
6	Remove Oneself	M = 1 or M = 2

Us Marshall

(4 Hits, Horse, Rifle, Pistol, Knife)

#	Option:	Notes
1	Trackin	M = 2
2	Lay Down the Law	A = 2 and A = 4
3	Rifle	A = 3 or A = 4

#	Option:	Notes
4	Apprehend	A = 1 and Immobilize
5	Take Down	A = 1 and Disarm
6	Guts	D

Bounty Hunter

(4 Hits, Horse, Pistol, Knife)

#	Option:	Notes
1	Trackin	M = 2
2	Brawlin	A = 1 and Disarm
3	Sneak	M = 3

#	Option:	Notes
4	Get your Man	A = 1 and Immobilize
5	Knife Fightin	A = 1
6	Guts	D





Deadlock

Introduction

Board/Card/Record Keeping game for 2-4+ players. Based on the 1996 Sci-Fi PC Game "Deadlock: Planetary Conquest"

Disclaimer

Deadlock is a copyrighted, licensed product. This is merely a fan site.

Victory

You win by occupying all territories on the map.

Dice

Six sided dice are needed.

Races

Each player picks as their identity one of the 7 available races: Human, ChCh-t, Uva Mosk, Tarth, Re'Lu, Maug, Cyth

Humans

All buildings that produce trade income produce an additional 2 Credits per turn. Human Infantry have Attack +1. Humans pay 1 less to transport Colonists in Transport Phase.

Chch-t

Hive Mind Insectoid aliens. ChCh-t gain +1 population unit in Population Phase. All Military units cost 1 Metal less.

All Ground Forces have Move +1. All Buildings that produce Military units can produce up to one extra unit per turn. They have the ability to steal: In Ability Phase Roll 1D6 for each adjacent territory occupied by

an opposing player: On a roll of 1 they may take 1D6 surplus units of Metal or Food from them.

Uva Mosk

Shamanistic Ant-eater looking aliens. Mines, farms, and Energy Plants have production +1. Scout Units have Defense +1 They have the ability to spy: They may always look at adjacent opponent's record sheets in Ability Phase Uva Mosk may not set a high Tax rate.

Tarth

Giant Militant reptilian Bulldog aliens. Ground Forces have Attack +1 and Defense +1. Farms produce +2.

Tarth cannot make Scout Units. Tarth Ships are Defense -1.

Re'lu

Green Telepathic Symbiote aliens. During Battle they have Mind control ability. (At least 1 Commander must be present to Mind Control) Roll 1D6 for each opposing unit at the beginning of a battle: On a roll of 1, the Re'Lu gain permanent control of them.

They have the Ability to subvert morale: In Ability Phase Roll 1D6 for each adjacent territory occupied by an opposing player: On a roll of 1 it is a success: 1D6 Colonists become Rebels.

Maug

Sickly Cybernetic Intellectual aliens. Research Facilities have production +2. Maug Infantry are Defense -1.

They have the ability to sabotage: In Ability Phase Roll 1D6 for each adjacent territory occupied by an opposing player: On a roll of 1, roll on the Sabotage Table:

1D6	Effect
1	Steal 1 Technology from Opponent.
2-3	One random building in Territory is destroyed.
4-6	One target Military Force in Territory is destroyed.

Cyth

Psychic Morose Octopoid aliens. Commander units can Mind Blast and have Attack +3 They have the ability to poison: In Ability Phase Roll 1D6 for each adjacent territory occupied by an opposing player: On a roll of 1, the territory is poisoned and cannot produce food for 1D6 turns.

The Map

The map is a 5 x 5 grid (25 spaces). A new map is created for each game. For each Territory roll on the Terrain table to what kind of terrain it has.

Give each territory a (Silly) Name. Territories that share a side (not just a corner) are said to be adjacent.

The Terriain Table

There are 6 types of Territories.

1D6	Territory	Energy	Metal	Food	Culture	Research
1	Plains	-	1	3	-	-
2	Forest	1	1	1	-	-
3	Mountains	1	3	-	-	-
4	Ocean	1	1	1	-	-
5	Swamp	3	-	1	-	-
6	Ruins	-	-	-	1	1

The Energy, Metal, and food columns list the production bonus that Farms, Mines, and Energy plants in that territory receive. Ruins give a production bonus to Culture Capacity and Research Producing Buildings.

Random Territory Determination

Assign each territory a number. Create a corresponding numbered counter. Place these in the Territory Pile.

Draw from this pile to determine a random Territory.

Territories & Building Limit

In addition to having a Terrain type, each Territory can Hold up to a max of 6 Buildings. Each building in a Territory must be assigned a number from 1-6 for The purpose of random building determination (Missile attacks, earthquakes, sabotage, etc.)

Setup

Players roll high on 1D6 to determine turn order. Players take turns selecting which territory they want to land their first settlement in. A Landing cannot be adjacent to another landing.

Each player starts with 1 City Center building. Each player starts with 20 Food, 20 Metal, 20 Energy, and 20 Credits. Each player starts with 1 Colonist.

Colonists

Use tokens to represent colonists. Place these Tokens on the Map Territories to show their Location. Most buildings require 1 colonist to operate it.

Place colonists in Rebellion in your Rebel Pile. Rebels will not operate Buildings.

Military Units

Counters are needed for each player for the 8 different Unit types: Colonizers, Scouts, Infantry, Tanks, Planes, Ships, and Missiles Place these Counters on the Map Territories to show their Location.

Turn Sequence

Players take turns. Each turn has 20 Phases:

1. Upkeep Phase
2. Labor Phase
3. Event Phase
4. Population Phase
5. Morale Phase
6. Taxation Phase
7. Rebellion Phase
8. Resource Phase
9. Diplomacy Phase
10. Trade Phase
11. Black Market Phase
12. Build Phase
13. Production Phase
14. Ability Phase
15. Transport Phase
16. Attack Phase
17. Plane Return Phase
18. Colonization Phase
19. Research Phase
20. End Phase

Upkeep Phase

Each Colonist Consumes 1 Food. Each Basic Building consumes 1 Energy. Each Advanced Building consumes 3 Energy.

Unfed colonists are put into your Rebel Pile. Buildings without Energy produce nothing this turn. Energy plants do not consume energy.

If you ever manage to have more Colonists than Housing, the Excess colonists become Rebels.

Labor Phase

Distribute Colonists within a Territory to the Buildings there. Each building requires 1 colonist to operate it. Buildings that require no colonists include: Housing, Laser Defense, Energy Defense If you have excess colonists, roll 1D6 for each: On a roll of 4+ they become Rebels.

Event Phase

Roll on the Event Table:

1D6	Event:	Notes:
1	Earthquake	A Building in 1 Random square in 1 Random Territory is destroyed
2	Plague	1D6 Colonists in 1 Random Territory are destroyed
3	Rebellion	1D6 Colonists in 1 Random Territory become Rebels
4+	Nothing	

Population Phase

Gain 1 Colonist counter for each City Center you control. Place this colonist onto any Territory you occupy. If your housing capacity is already at maximum, you do not get any more colonists.

Morale Phase

Colonists are either happy or rebels. If you have more total colonists than Culture + Art capacity, the excess colonists become Rebels. If there is more Culture + Art than total colonists, then 1 Rebel is converted back into a happy Colonist.

When discussing morale the term Total Colonists refers to Rebels + Happy Colonists. Note that art and culture are not used up like food, energy, metal, credits, and research; rather Art and culture are a measure of capacity like housing. Museum complexes produce one unit of Art every turn.

Taxation Phase

Set Tax Rate: High, Medium, Low. Low: Gain 1 Credit from each of your Territories and cause each Territory to convert 1 Rebel back into a Colonist. Medium: Gain 2 Credits from each of your Territories.

High: Gain 3 Credits from each of your Territories and cause 1 Colonist in each Territory to become a Rebel.

Rebellion Phase

For every 5 Colonists in Rebellion roll 1D6 (Rebellion Roll): On a Roll of 1, destroy 1 of your Buildings, 5 Colonists, and 1 Land Force Unit.

Resource Phase

Each of your Power Plants produces Energy. Each of your Farms produces Food. Each of your Mines Produces Metal.

Each of your Research Facilities Produces Research. Buildings that produce Credits from Trade may do so in this Phase or Be used to manufacture units in production phase.

Diplomacy Phase

Players may make deals with each other in this phase including Trading resources, credits, military forces, territories, and promises.

Trade Phase

Players may convert Credits into Food, Metal, Energy, Research, or Art. 2 Credits can be converted into 1 unit of any other Type.

Black Market Phase

You may have dealings with an eighth alien race: The Skirineen. They will buy 2 units of Food, Metal, or Energy for 1 Credit each. They will pay 2 Credits for 1 unit of Art.

You may purchase Military Units and Missiles from them for 10 Credits each. You may purchase a Technology from them for 100 Credits. If you deal with the Skirineen roll 1D6 (the Scandal roll): On a roll of 6+ there is a scandal: 1D6 of your Colonists rebel.

Humans add 1 to the Scandal Roll.

Build Phase

You may construct 1 Building in each territory you control. Some buildings can only be made if you own the necessary Technology. Note that all construction costs are in Units of Metal.

See the Building List for prices.

Production Phase

Some of your buildings may produce units. There are 10 basic types of units available:

Unit Type:	Cost:	Attack	Defense	Init	Move	Building/Research Req:
Colonist Tokens	-	1	1	1	1	City Center
Colonizers	3	1	1	1	1	City Center
Scouts (Ground Force)	2	1	1	2	2	City Center/ Electronics
Commander (Ground F.)	4	2	2	2	2	City Center/ Electronics
Infantry (Ground F.)	2	2	2	1	1	Factory
Tanks (Ground Force)	3	3	3	1	2	Factory
Planes (Air Force)	4	2	1	1	3	Airport
Ships (Sea Force)	3	3	3	1	2	Seaport
Laser Defense	5	4	4	1	-	It is a Building

Unit Type:	Cost:	Attack	Defense	Init	Move	Building/Research Req:
Missiles	2	1	-	-	3	Missile Base

Costs are in units of Metal. Ground, Air, and Sea Forces are collectively referred to as Combat Forces. Scouts are weak versions of Infantry built in City centers.

Combat Forces, Laser Defenses, and Missiles are collectively referred to as Military Forces (units). Tanks, Planes, and Ships are collectively referred to as Vehicles. Colonist Tokens and Colonizers are a non-military form of Ground Force.

A Laser Defense counts as both a unit and a Building. 1 Unit of Colonists is put into the Colonizer. Basic Production buildings can make 1 Unit max per turn.

Advanced production buildings can make 2 Units

per turn. A Building that produced credits from trade this turn cannot be used to make units.

Ability Phase

Each player may use his race's special ability in this phase if he has one.

Missile Phase

You may launch Missiles at opposing Territories in this phase. Roll on the Missile table for each missile you launch:

1D6	Result
1-4	Miss/No Effect
5	Destroy target Military unit. Defender chooses.
6	Destroy a target Military unit. You choose.
7	Destroy a random Building
8	Destroy a target Building. You choose.
9+	Destroy any target unit or Building. You Choose.

Add one to the Roll for each Attack level your Missiles have. Subtract 2 if the Defender has an Energy Defense Building in the Territory. Each Laser Defense Structure in the territory may try to shoot down one incoming missile: Roll 1D6: on a roll of 1 the Missile is shot down.

Note: When a building is destroyed, any colonist Token on it is also destroyed.

defender is defeated, all the buildings in the Territory are destroyed.

Plane Return Phase

Attacking Plane Units return to the nearest Airport or Airbase this phase.

Colonization Phase

If you have a Colonizer in a Territory not occupied by any enemy units, it may Settle the Area: The colonizer is removed, and replaced with a Housing Unit and a Colonist Token. Once a colonizer has settled a territory you are in control of it.

Research Phase

If you have 50 or more research points, you must spend 50 points to purchase a new Technology: Draw 5 cards from the technology deck and choose one. If you already have all of those 5, discard and draw another 5 cards. If the deck runs out, shuffle the discard and draw from it.

End Phase

Check to make sure all written records are complete.

Oceans

Ocean Territories present a set of special case rules. You control a territory if at the end of Colonization phase, you are the only player With ships or sea structures in it. Sea Structures include Benthic Mines, Wave Platforms, and Fisheries.

Transport Phase

You may move units and colonist tokens in this phase. A unit must stop upon entering a territory you do not control. Colonist tokens may only move into territories you control.

Pay 2 Credits to move a Colonist. This is called the Transportation Cost.

Attack Phase

If your units move into a Territory occupied by another player, there will be a Battle. Play proceeds in Rounds. Each unit of both sides gets to attack once every round.

Air Units attack before Ground units regardless of initiative. Units with a higher initiative attack before other units of the same type. Attacks by units with the same initiative are simultaneous.

Laser Defenses are considered to be ground units for purposes of Initiative. When attacking a unit rolls a number of dice equal to its attack level: For every roll of 1, a target defending unit loses 1 defense level. A unit reduced to a Defense level of zero is destroyed.

If a plane is targeted, it will dodge the attack on a roll of 4+ on 1D6 (Dodge Roll). The Rounds continue until one side is completely wiped out. If the

Shipyards and Hydroports must be constructed on Territories adjacent to an Ocean. If a territory is adjacent to more than one ocean and these oceans are not adjacent, then A port can only serve one of the

oceans. Ships occupy oceans only, they cannot enter land spaces.

If the adjacent port is destroyed, Sea structures will stop all production.

Building Construction List

Building	Cost	Required Technology:
City Center	25	None
Colonist Dwellings	3	None
Apartment Complex	6	None
Luxury Housing	9	None
Hydroponic Farm	5	None
Food Replicator	10	Food Replication
Surface Mine	5	None
Mantle Drill	10	Molecular Bonding
Nuclear Plant	5	None
Fusion Plant	10	Nuclear Fusion
Factory	5	None
Automated Factory	10	Automation
University	5	None
Research Center	10	Chaos Computers
Cultural Center	5	None
Museum Complex	5	None
Shipyards	5	None
Hydroport	10	Shockwave Projector
Airport	5	None
Airbase	10	Neutronic Fuel
Missile Base	5	Rocketry
Laser Defense	5	None
Energy Defense	5	Energy Deflectors
Benthic Mine	10	Ocean only; Adjacent Port
Wave Platform	10	Ocean only; Adjacent Port
Fishery	10	Ocean only; Adjacent Port
Fuel Storage	5	None

Building Benefits List

Building	Notes:
City Center	Housing = 5; Culture = 5; Trade = 5; Build Units*
Colonist Dwellings	Housing = 3; Pay 4 to upgrade to Apartment Complex
Apartment Complex	Housing = 6; Pay 4 to upgrade to Luxury Housing
Luxury Housing	Housing = 9
Hydroponic Farm	Food = 4; Basic Farm
Food Replicator	Food = 8; Advanced Farm
Surface Mine	Metal = 4; Basic Mine
Mantle Drill	Metal = 8; Advanced Mine
Nuclear Plant	Energy = 4; Basic Plant
Fusion Plant	Energy = 8; Advanced Plant
University	Research = 5; Basic Lab
Research Center	Research = 10; Advanced Lab
Factory	Trade = 5; Build Infantry/Tanks; Basic Factory

Building	Notes:
Automated Factory	Trade = 10; Build Infantry/Tanks; Advanced Factory
Cultural Center	Cultural Capacity = 10
Museum Complex	Art = 1
Shipyards	Trade = 5; Build Ships; Basic Port
Hydroport	Trade = 10; Build Ships; Advanced Port
Airport	Trade = 5; Build Planes; Basic Hangar
Airbase	Trade = 10; Build Planes; Advanced Hangar
Missile Base	Build Missiles
Laser Defense	Counts as a Military Unit
Energy Defense	Missile Defense
Benthic Mine	Metal = 5; Mine
Wave Platform	Energy = 5; Plant
Fishery	Food = 5; Farm
Fuel Storage	Units in this space get Move +1

* Colonizers, Commanders, and Scouts.

Technology Deck Card List

Technology:	Benefit:
Nuclear Fusion	Needed for Fusion Plant
Synthetic Fertilizer	Food production +1
Electronics	Military Units Initiative +1; Needed for Scouts
Rocketry	Needed for Missile Base
Metallurgy	Military Units Defense +1
Fusion Cannon	Vehicles and Laser Defense Attack +1
Shockwave Projector	Ships get Attack +1; Needed for Hydroport
Molecular Bonding	Needed for Mantle Drill
SAM Missiles	Opponent's Dodge Rolls at -1
Chaos Computers	Needed for Research Center
Automation	Needed for Automated Factories
Hoverway	All Territories earn +2 Credits in Tax Phase
Antimatter Containment	Energy Production +1; Missiles Attack +1
Energy Deflectors	Vehicles Defense +1; Needed for Energy Defense
Endurium Mining	Metal Production +1
Starflare Bombs	Missiles & Planes Attack +1
Neutronic Fuel	Planes & Missiles Move +1; Needed for Airbase
Artificial Intelligence	Factories Trade +2 & Unit Production +1
Antimatter Rifles	Infantry Attack +1
Ion Weapons	Missiles and Ships Attack +1
Triidium Mining	Metal Production +1
Orbital Surveillance	Military Units Initiative +1
Metal Replication	Units cost 1 Less Metal to produce (Minimum of 1)
Cortex Scanner	Research Production +1
Disruptor Beams	Vehicles and Laser Defense Attack +1
Food Replication	Needed for Food Replicator
Anti-Matter Deflectors	Vehicles Defense +1
Sub-Space Scanner	Metal Production +1
Assault Armor	Infantry Defense +1
Air Cloaking	Dodge Rolls +1
Ground Cloaking	Tanks and Ships get to make Dodge Rolls at -1
Sensor Arrays	Military Units Initiative +1; Opponent's Dodge Rolls at -1

Technology:	Benefit:
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Transporters	Planes Move +1; All Territories earn +2 Credits in Tax Phase
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Links

[Deadlock Wikipedia treatment](#) [Deadlock II Cyber-lore](#)

Designers Notes

I love the computer game. I still play, usually as the humans. In most ways I tried to be true to the original, but some things I had to abstract and Other things I took some artistic license with. Need to get a copy of the Part II version.





Death By Shakespeare

Introduction

Game for 2-4 players. Theme: Modes of Death and Character Types in the plays of Shakespeare.

Victory

Have the most living characters at the end of the game.

Game End

The game ends when the death number is reached.

The Death Number

Roll 1D6 +3. This will give a random number between 4 and 9. This is the number of characters who

will die before the play is over. Titus Andronicus Option: Death Number = 14 (Minimum 3 players)

Character Pool

Each player is dealt 5 Random Character cards.

Dice

Six sided dice are needed.

Character Cards

Each Character has a special ability.

Death Cards

Each Death card has a rating of 1 to 6.

Character Deck Card List

Name:	Sex:	Special Ability:
Big Lunk	M	When you roll a 6 Draw a card
Innocent Babe	F	May change opponents roll of 1 to a 2
Flawed Ruler	M	When you roll a 3 play another Death card
Bright Young Thing	F	Negate an opponent's roll of 5
Malign Influence	M	When you roll a 4 get another roll
Sidekick	M	When you roll a 6 you may reroll
Clever Servant	F	All opponent's Hand sizes are -1
Imp of Mischief	M/F	When you roll a 6 trade a Character with opponent
Mistreated Villain	M	Hand Size +2
Powerful Woman	F	When you roll a 5 move a Death card to another Character
Figure of Fun	M	When you roll a 1 trade Hands with opponent
Wise Fool	M	If you roll a 3 discard a Death card not on self
Comic Relief	M	If opponent rolls a 4 discard Death card on self
Bawdy Woman	F	When you roll a 2 steal a random card from opponent's hand
Tragedy's Minion	F	If opponent rolls a 2 you may play a Death Card
Narrator	M	When you roll a 4 look at all opponent's hands
Foil	M/F	If opponent rolls a 1 you may make him reroll
Stock Character	M/F	When you roll a 1 you may change it to a 6

Setup

Each player is dealt 5 random Character cards. These are kept face up on the table in front of the player.

- Character Card
3. Third Act: Roll the Death Die

Turn Sequence

Players take turns. Each turn has 3 Acts:

1. First Act: Draw 2 Death Cards
2. Second Act: Place 1 Death card on an Opponent's

First Act

Draw 2 Death cards. If the Deck runs out, shuffle the discard. You max hand size is 5 cards. Discard excess cards.

Second Act

Place 1 Death card on an Opponent's Character Card. This may be any one of his cards. A Character may have any number of Death Cards stacked on him.

Third Act

Roll 1D6. This is the Death Die. If the rolled number matches the number on any Death card on an

opposing Character, then the Character is killed. If there are multiple characters that can be killed, pick just one.

A Killed Character and any Death cards on it are discarded. Note: The Death roll will often activate the Special Abilities of one or more Characters. The Attacked player may respond first with the reaction of one of his Characters.

Play of reactions proceeds clockwise.

Death Deck Card List

#	Death:
1	Stabbed in Duel
2	Stabbed Through the Heart
3	Stabbed by Dagger
4	Stabbed by Sword
5	Stabbed Repeatedly
6	Eats Hot Coals
1	Buried to Neck and Starved
2	Beheaded
3	Hanging
4	Poisoned
5	Blinded & Dies of Shock
6	Throws oneself Away
1	Ripped Apart by Mob
2	Snakebite
3	Baked into a Pie

#	Death:
4	Indigestion
5	Dismemberment & Fire
6	Grief
1	Disappears
2	Drops Dead
3	Pursued by Bear
4	Stabbed and Poisoned
5	Stabs Self
6	Poisons Self
1	Broken Heart
2	Dies of Shame
3	Stabbed Through Curtain
4	Lack of sleep
5	Drowns
6	Smothered by Pillow





Death In The Sand

Introduction

Card Game for 2 players. Morocco circa 1925. Berber Tribesmen attack a company of French Foreign Legionnaires.

Victory

The first player to win 4 hands wins the battle

Decks

Each player has a unique deck.

Turn Sequence

Each player draws 8 cards from his deck. A player may then discard up to 4 cards & draw replacements.

French Foreign Legion Cardset

Card Name	Type	Force
Captain	L	4
Lieutenant	L	1
Sergeant	L	2
Gentleman Soldier	L	5
Model Soldier	L	3
Natural Leader	L	5
Sharpshooter	L	3
Brawler	L	1
Adventurer	L	2
Legionnaires	M	5
Riflemen	M	4
Reserves	M	1
Platoon	M	2
Soldiers	M	3
Troopers	M	4
Infantry	M	3
Cavalry	M	2
Guards	M	1
Veterans	M	5
Sand Dune	T	1

Each player then reveals a Meld.

A Meld may include: 2 Leaders 2 Men 1 Terrain 1 Weapon 1 Tactics 1 Morale Each card has a Force Value. Add up the total Force Value of each meld. The Meld with the highest Force Value wins.

Card Notation

- L** Leader
- M** Men
- T** Terrain
- W** Weapons
- O** Morale
- A** Tactics

Card Name	Type	Force
Rocky Outcrop	T	3
Hill Top	T	4
Gully	T	2
Oasis	T	5
Bolt Action Rifles	W	4
Machine Gun	W	5
Bayonets	W	1
Grenades	W	2
Mortar	W	3
Firing Line	A	1
Extra Ammo	A	3
Fire Power	A	4
Form Square	A	2
Rally	A	5
Brotherly Loyalty	O	4
Discipline	O	3
Patriotic Honor	O	2
Self Sacrifice	O	5
Survival	O	1

Arab Tribe Cardset

Card Name	Type	Force
Clan Chief	L	5
Desert Warrior	L	4

Card Name	Type	Force
Open Desert	T	2
Cliff Face	T	3

Card Name	Type	Force
Great Hunter	L	4
Body Guard	L	1
Freedom Fighter	L	3
Big Man	L	2
The Moor	L	3
Cutthroat	L	1
Wise Man	L	5
Assassin	L	2
Nomads	M	5
Horsemen	M	5
Tribesmen	M	3
Fanatics	M	4
Camel Riders	M	2
Raiders	M	3
Irregular Rabble	M	1
Dervishes	M	2
Rebels	M	4
Native Troops	M	1

Card Name	Type	Force
Ridge	T	4
Slope	T	1
Sand Storm	T	5
Rifles	W	5
Artillery Piece	W	4
Swords & Knives	W	3
Lances	W	1
Thrown Bombs	W	2
Ambush	A	5
Surround Foe	A	4
Charge	A	1
Skirmish	A	2
Hit & Run	A	3
Vengeance	O	5
Honor	O	4
Jihad	O	3
Duty	O	2
Glory	O	1





Death Race

Introduction

Mad Max style post-apocalyptic gang-warfare road combat.

Gangs

Each player starts with a gang of 6 Vehicles. Roll on the Vehicle Table to see what each vehicle is. Use a separate index card to keep track of each vehicle.

Each vehicle will have a number of pieces of Equipment equal to its size. Roll on the Equipment Table to see what each piece of Equipment is. Roll to see how many times each piece of equipment can be used.

The Road

The road is a track divided into 100 segments. The first square is the Start square. Add 1D6 obstacle counters to random spaces on the Map

Victory

Look at the opposing vehicles. Designate one player as the Slow Gang. The other player is the Fast Gang.

The Slow gang wins if he gets 3+ his vehicles to the end of the track, Otherwise the Fast gang wins.

Destroying Vehicles

If all the crew of a vehicle are killed, the vehicle is abandoned. Ramming and Fire may destroy vehicles outright.

Setup

All vehicles of the Slow gang start in the Start space. The Fast gang player may place his vehicles on any spaces. The slow gang goes first.

Turn Sequence

Each vehicle gets a turn. Players alternate. Each turn has 5 phases: Drop Phase Ride Phase Missile Phase Ram Phase HTH Phase

Drop Phase

If a vehicle has Tacks or Oil it may drop one load. Place a counter of the appropriate type in the vehicles current space.

Ride Phase

Each of your vehicles may move 2D6 spaces forwards or backwards. If a vehicle has a negative speed modifier, you must reduce the roll by that amount. If a

vehicle has a positive speed modifier, you may increase the roll by that amount.

If you moved past or landed on a Tacks or Obstacle, or Oil counter roll 2D6 and add your Maneuverability modifier. If the modified roll is 7+ you evade the counter. Add +1 to the roll if the counter is one of yours.

If you fail a Tacks counter your speed becomes -2 permanently. If you fail an Oil or Obstacle counter your vehicle cannot move next turn. If you occupy the same space as an abandoned vehicle, instead of moving, you may transfer 1 or more crew to the abandoned vehicle and take control of it.

If you occupy the same space as a friendly vehicle, instead of moving, you may transfer 1 or more crew to the friendly vehicle.

Missile Phase

If you are in range (forwards or backwards) with one or more of your weapons with a Range score of 1+ you may attack a target vehicle. Each weapon rolls 1D6 and adds its To Hit Modifier. (+1 if Range = 1) Each target vehicle rolls 1D6 and adds its Armor Modifier. If the Weapon roll is higher the Vehicle loses 1 crew.

If the weapon is a Fire weapon there is a further 1 in 6 chance the vehicle goes up in a Ball of Flame (Destroyed & all crew killed) Instead of aiming at the crew you may aim at the tires: If you hit, the speed of the target becomes -2 permanently.

Ram Phase

If you share the same space as an enemy vehicle you may ram it. Each vehicle rolls 1D6 and adds their Size & Ram Modifiers. The Higher roll wins. The loser cannot move next turn and has speed -1 permanently.

If the target has a better speed or maneuverability than the rammer he may avoid the Ram contest on a roll of 4-6 on 1D6. If you lose a ram contest roll 1D6: On a roll of 5-6 your vehicle is destroyed and all crew are killed (Flipped, smashed, rolled over, crushed, go over cliff)

Hth Phase

If you share the same space as an enemy vehicle you may attack it in HTH (Hand-to-Hand) combat. Each vehicle rolls 1D6 and adds their Crew and HTH Modifiers. The Higher roll wins.

The loser loses 1D3 Crew permanently. If the target has a better speed or maneuverability than you he may avoid the HTH contest on a roll of 4-6 on 1D6.

Vehicle Table

1D12	Type	Speed	Mnvr	Armor	Size	Crew
1	Motorcycle	+1	+3	0	1	1
2	Dune Buggy	+1	+2	0	2	3
3	Sportscar	+2	+1	1	2	2
4	SUV	–	–	2	3	4
5	Van	-1	–	2	3	4
6	Bus	-1	-2	3	4	6
7	Pickup Truck	–	–	2	3	4
8	18 Wheeler	-1	-2	3	6	8
9	Muscle Car	+1	+1	2	2	3
10	Dragster	+3	-1	1	2	2
11	Jeep	-1	+2	0	2	3
12	Compact	-1	+1	1	2	3

Equipment Table

1D20	Type:	Notes:
1	Pneumatic Dart gun	Range = 4 (2D6 uses only)
2	Nitros	Speed +4 (1D3 uses only)
3	Armor Plates	Armor +1
4	Drag Chutes	Maneuver +4 (1D3 uses only)
5	Flame Thrower	Range = 2 (To Hit +2) (1D6 uses only) Fire
6	Rockets	Range = 6 (1D3 uses only) (lose 1D3 crew)
7	Ramming Spar	Ram +1
8	Buzz Saw	Ram +1
9	Tin Tacks	(1D3 uses only)
10	Oil Dropper	(1D3 uses only)
11	Bows & Arrows	Range = 2 (HTH +1)
12	Modified Engine	Speed +1
13	Passenger	Crew +1
14	Shotgun	Range = 2 (To Hit +1) (1D6 uses only) HTH +2
15	Spiked Wheels	Ram +1
16	Molotov Cocktails	Range = 2 (1D6 uses only) Fire
17	Crossbows	Range = 3 (HTH +2)
18	Grappling Hooks	Range = 2 (1D3 uses only) HTH +1
19	Harpoons	Range = 2 (1D3 uses only) HTH +1
20	Pistol	Range = 1 (1D6 uses only) HTH +2

Zaks Armored Train Variant

Special Vehicle: Armored Train

Chr	Value
Speed	-2
Manoeuvre	-3
Armor	5

Chr	Value
Size	10
Crew	2

Special Stats: Ram +2, has a standard Pneumatic Dart Gun and cannot use the Armor Plates equipment (reroll). Special movement rule: the train moves always 1D3+1D3 spaces forward (no reverse move is possible) The Slow Gang can pick the train instead of two stan-

dard vehicles: in alternative a special scenario can be created for it.

Gyrocopter Variant

Special Vehicle: Gyrocopter

Chr	Value
Speed	+5
Manuver	+3
Armor	3 (diff. to hit)

Chr	Value
Size	2
Crew	1

Notes: Cannot ram or be rammed. Cannot attack or be attacked in HTH. Can only attack or be attacked in missile phase. One of its Equipment choices is automatically Molotov Cocktails with 2D6 uses.





Deities & Demidice

Introduction

Dice & Card Game for 2+ players. Pagan Pantheons Fantasy Theme.

Victory

There are 3 ways to win:

1. Reduce your opponent to zero dice.
2. Accumulate 10 or more dice.
3. Get an Auto-Win Dice Roll Combo Effect (5 of a kind).

Dice

Each player needs a set of 9 six-sided dice of a unique color (or Theme). (Dice Lovers Rejoice!) Note: 10 dice is a win, but having the 10th die is unnecessary.

The Decks

Each player will need a Deck. Each card in a deck represents a Deity and grants a special power/ability. Note, that if only 2 people are playing, they can share a single deck.

Setup

Each player selects a deck and a set of dice. Players roll high on 1D6 to see who goes first. Each player draws a random starting hand from their deck of 2 cards.

Power Dice & Latent Dice

Players start the game only using 5 Power dice. This may increase during play. The dice a player is using are called his Power Dice. The dice he owns but cannot use are called Latent Dice.

Batch Rolls

When you roll all of your Power dice at once, this is referred to as a Batch roll.

Combo Effect Table

Turn Sequence

Players take turns. Each turn has 6 Phases:

1. Fate Phase
2. Divine Power Phase
3. Destiny Phase
4. Eternal Struggle Phase
5. Judgment Phase
6. Sands of Time Phase

Fate Phase

Draw the top card of your deck and add it to your hand. If your deck runs out, shuffle your discard and draw from it.

Divine Power Phase

Certain cards are played in this phase.

Destiny Phase

Roll all your Power dice. (That is, make 1 Batch Roll) (Note: At the beginning of the game, you start with 5 Power dice.)

Eternal Struggle Phase

Starting with the current player, players take turns playing cards to Alter the current Power dice rolls. This continues until all players pass in succession. The current player is trying to create 1 or more combos with his Rolls.

A combo is (usually) 2 or more dice having the same result. His opponents are trying to nullify his combos.

Judgment Phase

The current player applies Dice Roll Effects as per the Combo Effect Table Example 1: If none of your dice match at all this is a Creation Result: You Get 1 additional Power Die. Example2: Lets say you have 5 dice, and you get the following rolls: 4,4,2,2,1: This would be 2 Law Results: Draw 2 cards and add them to your hand Example 3: You have 8 dice and you roll: 6,6,6,6,6,5,3,3: You got a Victory Combo, and you automatically win the game. Note: some cards are used during this phase.

NDS	Combo Result:	Effect:
0	Creation	You Gain 1 Power Die
2	Law	You Gain (Draw from top of deck) 1 Card
3	Chaos	Opponent Loses (Discards) 2 random Cards
4	Destruction	Opponent Loses 1 Die
5	Victory	Auto-Win!!!

NDS Number of Dice having the Same Result.

the table.

Sands Of Time Phase

Max hand size is 7 cards. Discard excess cards.

Note On Playing Cards

When a card is played, its effect goes off, and then it is discarded. If there is a question of timing, the current player goes first, and Then clockwise around

Card List Notation

DP This card is used during your Divine Power Phase

DY This card is used during your Destiny Phase

ES This card is used during Eternal Struggle Phase

JP This card is used during opponents Judgment Phase

AX This card can be used anytime it is appropriate

TRB Target Roll becomes a. . .

Egyptian Mythos Deck Card List

Name:	Title:	Time:	Special Ability:
Ra	Sun God	DP	Gain 1 Power Die
Phoenix	Fire Bird	ES	TRB 1
Anhur	God of War	ES	TRB 2
Anubis	Guardian of the Dead	ES	TRB 3
Apep	King of Serpents	ES	TRB 4
Apshai	God of Insects	ES	TRB 5
Bast	Cat Goddess	ES	TRB 6
Bes	God of Luck	AX	Reroll a Target Die Roll
Geb	God of the Earth	AX	Negate a Card just played
Horus	The Avenger	DP	Opponent Loses 1 Power Die
Isis	Goddess of Magic	JP	Negate a Combo Effect
Nephthys	Goddess of Wealth	AX	Increase Target Die Roll by 1 (Max 6)
Osiris	God of Nature	DP	Discard to draw 2 Cards
Ptah	Creator of the Universe	DY	Reroll Target Batch Roll
Seker	God of Light	AX	Look at Opponent's Hand
Set	God of Evil	AX	Decrease Target Die Roll by 1 (Min 1)
Shu	God of the Sky	DP	Discard to draw 4 cards and discard 3
Tefnut	Goddess of Storms	DP	Opponent must discard 2 random cards
Thoth	God of Knowledge	DP	Look at next 7 cards in any deck

Babylonian Mythos Deck Card List

Name:	Title:	Time:	Special Ability:
Anu	King of Gods & Heaven	AX	Negate a Card just played
Anshar	Primordial Sky Father	DP	Discard to draw 2 Cards
Apsu	Primal God of Fresh Water	ES	TRB 1
Asaruludu	God of Light	ES	TRB 3
Dahak	Dragon Spirit of Death	AX	Decrease Target Die Roll by 1 (Min 1)
Druaga	Ruler of the Devil World	DP	Opponent must discard 2 random cards
Ea	God of Crafts	DP	Discard to draw 4 cards and discard 3

Name:	Title:	Time:	Special Ability:
Gilgamesh	Great Hero King	AX	Increase Target Die Roll by 1 (Max 6)
Girru	God of Fire	JP	Negate a Combo Effect
Ishtar	Goddess of Love & War	AX	Reroll a Target Die Roll
Kishar	Primordial Earth Mother	DP	Gain 1 Power Die
Lahmu	Serpent Sibling Gods	ES	TRB 2
Marduk	God of Storms & Wind	ES	TRB 4
Mummu	Primal God of Knowledge	DP	Look at next 7 cards in any deck
Nabu	God of Wisdom	AX	Look at Opponent's Hand
Nergal	God of the Underworld	DP	Opponent Loses 1 Power Die
Ramman	God of Thunder	ES	TRB 5
Sarpanit	Consort Moon Goddess	ES	TRB 6
Tiamat	Dragon God of Creation	DY	Reroll Target Batch Roll

Greek Mythos Deck Card List

Name:	Title:	Time:	Special Ability:
Zeus	Ruler of the Gods	JP	Negate a Combo Effect
Aphrodite	Goddess of Love	ES	TRB 1
Apollo	God of the Sun	ES	TRB 2
Ares	God of War	ES	TRB 3
Artemis	Goddess of the Hunt	ES	TRB 4
Athena	Goddess of Wisdom	DP	Look at next 7 cards in any deck
Demeter	Goddess of Agriculture	ES	TRB 5
Dionysus	God of Wine	AX	Reroll a Target Die Roll
Furies	Wrathful Witches	DP	Opponent Loses 1 Power Die
Hades	God of the Underworld	AX	Decrease Target Die Roll by 1 (Min 1)
Hecate	Goddess of Magic	DY	Reroll Target Batch Roll
Hephaestus	God of Blacksmiths	DP	Discard to draw 4 cards and discard 3
Hera	Goddess of Intrigue	DP	Discard to draw 2 Cards
Heracles	Demigod	AX	Negate a Card just played
Hermes	Messenger God	AX	Look at Opponent's Hand
Nike	Goddess of Victory	DP	Gain 1 Power Die
Pan	God of Nature	ES	TRB 6
Poseidon	God of Oceans	DP	Opponent must discard 2 random cards
Tyche	Goddess of Good Fortune	AX	Increase Target Die Roll by 1 (Max 6)

Norse Mythos Deck Card List

Name:	Title:	Time:	Special Ability:
Odin	The All Father	DP	Gain 1 Power Die
Aegir	God of Storms & the Sea	ES	TRB 6
Balder	God of Beauty	ES	TRB 5
Bragi	God of Poetry & Song	DP	Discard to draw 2 Cards
Forseti	God of Justice	JP	Negate a Combo Effect
Frey	God of Sunshine	DP	Look at next 7 cards in any deck
Freya	Goddess of Love & Fertility	ES	TRB 4
Frigga	Goddess of Weather	ES	TRB 3
Heimdall	Guardian of the Bifrost Bridge	AX	Negate a Card just played
Hel	Goddess of Death	AX	Decrease Target Die Roll by 1 (Min 1)

Name:	Title:	Time:	Special Ability:
Idun	Goddess of Spring & Youth	DY	Reroll Target Batch Roll
Loki	God of Mischief & Strife	DP	Opponent Loses 1 Power Die
Magni	God of Strength	AX	Increase Target Die Roll by 1 (Max 6)
Modi	God of Courage	DP	Discard to draw 4 cards and discard 3
Sif	Goddess of Skill in Battle	AX	Reroll a Target Die Roll
Thor	God of Thunder	DP	Opponent must discard 2 random cards
Tyr	God of War & Law	ES	TRB 2
Uller	God of Hunting & Winter	AX	Look at Opponent's Hand
Valkyries	Choosers of the Slain	ES	TRB 1

Roman Mythos Deck Card List

Name:	Title:	Time:	Special Ability:
Jupiter	Ruler of the Gods	JP	Negate a Combo Effect
Venus	Goddess of Love	ES	TRB 1
Apollo	God of Prophecy	DP	Look at next 7 cards in any deck
Mars	God of War	ES	TRB 3
Diana	Goddess of the Hunt	ES	TRB 4
Minerva	Goddess of Wisdom	ES	TRB 2
Saturn	God of Agriculture	ES	TRB 5
Bacchus	God of Wine	AX	Reroll a Target Die Roll
Cybele	The Great Mother	DP	Opponent Loses 1 Power Die
Dis Pater	God of the Underworld	AX	Decrease Target Die Roll by 1 (Min 1)
Isis	Goddess of Nature	DY	Reroll Target Batch Roll
Vulcan	God of Blacksmiths	DP	Discard to draw 4 cards and discard 3
Juno	Fertility Goddess	DP	Discard to draw 2 Cards
Ceres	Goddess of the Seasons	AX	Negate a Card just played
Mercury	Messenger God	AX	Look at Opponent's Hand
Quirinus	Sabine God of War	DP	Gain 1 Power Die
Janus	God of Crossroads	ES	TRB 6
Neptune	God of the Sea	DP	Opponent must discard 2 random cards
Vesta	Goddess of the Hearth	AX	Increase Target Die Roll by 1 (Max 6)

Celtic Mythos Deck Card List

Name:	Title:	Time:	Special Ability:
Dagada	The Dozen King	DP	Gain 1 Power Die
Arawn	Dark God of the Dead	AX	Decrease Target Die Roll by 1 (Min 1)
Belenos	The Sun God	AX	Look at Opponent's Hand
Brigit	Goddess of Fire & Poetry	DP	Discard to draw 2 Cards
Cu Chulainn	Hero of the Magic Spear	DY	Reroll Target Batch Roll
Damara	Fertility Goddess	ES	TRB 3
Diancecht	Healer of the Gods	AX	Reroll a Target Die Roll
Dunatis	God of the Mountains	DP	Look at next 7 cards in any deck
Goibhnie	Blacksmith of the Gods	DP	Discard to draw 4 cards and discard 3
Lugh	Long Handed God of Druids	JP	Negate a Combo Effect
Mac Lir	God of the Sea	ES	TRB 1
Math	Legendary Wizard	AX	Negate a Card just played
Morrigan	Hideous Goddess of War	DP	Opponent Loses 1 Power Die

Name:	Title:	Time:	Special Ability:
Nodens	Master of the Wild Hunt	DP	Opponent must discard 2 random cards
Nuada	Silver Handed God of War	ES	TRB 2
Oghma	God Patron of the Bards	AX	Increase Target Die Roll by 1 (Max 6)
Silvanus	God of Forests & Nature	ES	TRB 4
Sucellos	God of Alcoholic Drinks	ES	TRB 5
Taranis	God of Thunder	ES	TRB 6

Notes

Soon to do Chinese, Hindu, Amerindians, and Others.

Pdf:

Egyptian Mythos PDF Babylonian Mythos PDF
The PDFs are high-quality and suitable for printing.
Each PDF is 8Mb. I suggest right-clicking the PDF link
and selecting "save link/target" to desktop.

Cardsets Available

Egyptian Mythos Babylonian Mythos





Deity

Introduction

Players assume the roles of certain lesser Demigods. Each demigod begins with a small band of worshipers. Gain power by building temples and helping your population grow.

Crush your enemies populations with acts of god and the armies of the faithful. The last remaining immortal is the one true Deity.

Objective

Destroy all of your opponent armies, populations, and temples.

World Building Pregame Setup Phase

Use a 10 x 10 or 12 x 12 blank hex map. Each player takes a turn drawing and then placing a Terrain counter on the map. Counters are drawn at random from the terrain pile.

The first player places his counter anywhere on the map. Counters must be placed adjacent to a counter already placed. A player may discard his counter and draw a new one twice during setup.

Spaces without terrain counters are considered to be oceans or inland seas.

Setup

Each player rolls 4D6 to determine their starting population. If the Gods favor you, your rolls will be high. These may be placed in any one plains hex, not within 6 spaces of opposing units.

Players start with no cards, armies, or temples. Players roll high to see who goes first.

Turn Sequence

Players take turns. Each turn has 7 phases: 1 Draw Phase 2 Build Temple Phase 3 Raise Armies Phase 4 Population Growth Phase 5 Miracle Phase 6 Battle Phase 7 Movement Phase

Draw Phase

Each player draws one card plus a number of cards equal to the number of temples he controls. A player may have a maximum of 7 cards in his hand. Excess cards are discarded.

Build Temple Phase

Replace six Population counters in a single hex with a Temple counter. A space may only contain a single Temple. Temples cannot be built adjacent to other Temples.

You may build multiple Temples in this phase.

Raise Armies Phase

Replace up to half of the Population counters in a hex with Army counters. You may raise armies in multiple spaces in this phase. Armies already existing may be converted back to Population counters.

Population Growth Phase

Place a Population counter on each space you control not occupied by an Army or a Temple. The number of markers in a hex cannot exceed the Terrain limit. Discard excess counters.

Miracle Phase

A player may use none, some, or all of his cards. Most cards (miracles) are played during this phase. Some cards are used during other phases.

A card is used to 'perform a miracle'.

Battle Phase

Armies may attack units in adjacent hexes. Population counters may not attack. The attacker rolls 2 dice for every attacking army.

The defender rolls 2 dice for every defending army. The defender also rolls 1 die for every 2 population counters rounding up. Every roll of 1 on D6 indicates one enemy counter is destroyed.

Armies are destroyed before populations & populations before Temples. This procedure is repeated until: All attacking armies are destroyed. The attacker decides to retreat.

all defending counters are destroyed.

Movement Phase

Population counters & armies may move one space. Temples cannot move.

CARD LIST NOTES

Earthquake Target hex: Destroy 1D6 counters

CARD LIST	NOTES
Crumble	Destroy target Temple
Tidal Wave	Coastal space: Destroy 1D6 counters
Volcanic Eruption	Mountain space: Destroy 1D6 counters
Flood	Target coastal hex and all adjacent hexes lose 1 population counter each
Alter Land	Draw a terrain counter. Replace target terrain on map with it
Create Land	Draw a terrain counter. Put counter on target water hex
Destroy Land	Discard target empty coastal hex
Sacrifice	Discard 3 population counters to draw 2 cards
Prophet	Target hex and all adjacent hexes produce 1 additional population counter
Holy War	Armies get to attack twice this turn if they survive their first attack
Chasm	Destroy all armies in target space
Fire	Forest space: Destroy 1D6 counters
Famine	Target hex and all adjacent hexes gain no population this turn
Plague	Target hex: Destroy all but 1D6 counters
Fertility	Double the number of population counters in target space
Monsters	Place 1D3 monster counters on any empty space. Treat them like armies except they cannot move & they cannot be turned into population counters. You control them
Blight	Put blight counter on empty hex. No counters may enter this space. Each turn roll 1D6 at the beginning of Miracle phase. On a roll of 1 the Blight disappears
Sanctuary	Counters may not attack target space this turn
Draught	Target Desert hex and all adjacent hexes lose 1 population counter each
Godspeed	Move some or all of the nontemple counters in target space to another space up to Three hexes away
Pestilence	Target Swamp hex and all adjacent hexes lose 1 population counter each
Ressurrection	Play at end of battle phase. Bring back to life all counters destroyed this turn in target hex
Abjuration	Negate the effects of a card played by another player
Hurricane	Target ocean hex: All adjacent hexes lose 1 population counter each
Repopulate	Target hex you control gains 1D6 Population counters

Notes

The deck should contain two of each card.

Terrain Counters List

#	TYPE	NOTES
10	Mountains	Defense: One less counter destroyed by
-		attacking armies per roll; Maximum 10 counters
10	Forests	Maximum 15 counters
20	Plains	Maximum 20 counters
5	Swamps	Temples cannot be built in swamps;
-		Maximum 10 counters
10	Deserts	Maximum 10 counters
5	River Valleys	In setup one facing must be kept exposed to
-		the water; Maximum 25 counters

Notes

In setup put out all terrains except five to be kept in reserve. The maximum counter figures are the terrain limits.

Other Counters List

Each side gets an unlimited number of population, army, and temple counters.





Delta Skirmish

Introduction

Board & card game for 2 players. Highly abstracted skirmish level combat. Simulation of a counter-terrorist team operation.

One side is the commandos: Delta/SAS/GSG-9/GIGN/etc. The other side is Terrorists holding hostages in a building.

Victory

To win the Delta team must kill all the terrorists before taking 4 casualties. The Terrorists win if they kill 4 Delta team members, which allows them time to Kill the hostages.

The Map

Use an 8X8 chessboard.

Pieces

Use counters or miniatures to represent troopers & terrorists.

Delta Team

The team has 8 members: 2 Snipers 2 Demolitions experts 3 Shooters 1 Team Leader (Shooter)

The Terrorists

There are 8 terrorists: 1 Leader 7 followers

Leaders

If a Leader is killed the player must discard his hand.

Setup

The Terrorist player first places his men in any spaces except edge spaces. The Delta player next places his men in any spaces on the edge of the board. Units may not stack.

Each player draws a hand of 3 cards.

The Cards

Players share a common deck. The deck contains 1 copy of each card in the Card list.

Card List

Turn Sequence

Players take turns. Each turn has 3 phases: Initiative Phase Move Phase Fire Phase

Initiative Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. You cannot move men into or through enemy units. Your opponent may play a Negation card to negate your move card.

Fire Phase

Play (discard) an Attack card to have a Man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. The enemy unit that is the target of the attack is automatically Killed and removed from the map. Your opponent may play a Defense card to negate your Attack card.

At the end of Fire phase Discard cards in your hand in excess of 5.

Card List Notation

A Attack

M Move

D Defense

N Negation

K as a Knight would move in Chess

S Special Forces only: only the Delta player can use this card

T Terrorist only: only the Terrorist player can use this card

E Either player may use this card.

Z Your opponent must discard 2 cards

B Discard to draw 2 cards

L Look at opponents Hand & then Draw 1 card from the deck

DE Demolitions Expert

Card Name:	User	Type	Range	Notes
Camouflage	E	D	-	
Concealment	E	D	-	
Behind Cover	E	D	-	
Assault Rifle	E	A	4	
9mm Beretta Pistol	S	A	2	
Survival Knife	E	A	1	
Hand-to-Hand Combat	E	A	1	
Unarmed Combat	E	A	1	
Concussion Grenade	S	Z	-	
Covering Fire	E	D	-	
Pinned	E	N	-	
Smoke Grenade	S	Z	-	
Flash/Bang Grenade	S	Z	-	
Tear Gas Grenade	S	Z	-	
Submachine Gun	E	A	3	
Kevlar Vest	S	D	-	
Rappelling	S	M	1	
Climbing	S	M	1	
Explosive Breaching	S	M	1	DE only
Frag Grenade	E	2	-	
Sheltering Wall	E	D	-	
Need to Reload	E	D	-	
Radio Communications	S	B	-	
Extra Ammo	E	B	-	
First Aid	S	D	-	
Navigation	S	M	3	
Hostages	T	Z	-	
Human Shield	T	D	-	
Move Quickly	E	M	3	
Double Tap	S	A	2	
Head Shot	E	A	3	
Kick in Door	S	M	1	
Room Entry Techniques	S	M	1	
Lockpicking	S	M	1	
Target Identification	S	B	-	
Field of Fire	E	A	3	
Close Combat	E	A	1	
Mouseholes	S	M	1	DE only
Helicopter Insertion	S	M	4	
Small Arms Fire	E	A	2	
Recon	S	L	-	
Split Second Timing	S	B	-	
Surprise	S	D	-	
Shock	S	D	-	
Coordinated Movement	S	M	2	
Surgical Strike	S	B	-	
Forced Entry	S	M	1	
Hollow Tip Ammo	E	A	2	
Glaser Rounds	S	A	2	
Automatic Shotgun	S	A	2	Not Sniper

Card Name:	User	Type	Range	Notes
M21 Sniping Rifle	S	A	4	Sniper only
9mm HK SMG	S	A	3	
Colt .45 Pistol	S	A	2	
Stun Grenade	S	Z	-	
Room Clearing	S	B	-	
Veteran Soldier	S	D	-	
Unpredictable	T	D	-	
Barrier	T	N	-	
Disorientation	E	Z	-	
Teamwork	S	B	-	
Complicated Maneuver	S	M	K	
Takedown	S	B	-	
Surveillance	S	L	-	
Close Quarters Battle	E	A	1	
Tactical Battle Dress	S	D	-	
Laser Pointers	S	A	2	
Booby Trap	T	A	K	
Initiative	S	B	-	
Fanatic	T	M	1	
Window Entry	S	M	1	
Blow Open Wall	S	M	1	DE only
Infiltration	S	M	2	
Earpieces & Microphones	S	B	-	
Night Vision Goggles	S	L	-	
Clockwork Precision	S	B	-	
Fast Rope	S	M	1	
Choreographed Assault	S	B	-	
Rehearsed Pattern	S	M	3	
Secure Position	S	D	-	
Calculated Steps	S	M	2	
Spotter	S	A	4	Sniper only
Vantage Point	E	A	K	
Assault Team	S	M	2	Not sniper
Illumination	S	L	-	
Target Acquired	S	A	3	
Ballistic Helmet	S	D	-	
Fan Out	E	M	2	
Three Round Burst	E	A	3	
M40A1 Sniping Rifle	S	A	4	Sniper only
Flex Cuffs	S	A	1	
Ballet of Death	S	M	2	
Sweeper Team	S	M	3	Not Sniper
Drop to Crouch	E	D	-	
Disguise	E	B	-	
Point Blank Pistol Fire	E	A	1	
Stairwell	E	M	K	
Tactics	S	D	-	
Reach Out & Touch Someone	S	A	5	Sniper only
One Shot One Kill	S	A	4	Sniper only

Game Designers Notes

The Special Forces have many more cards at their disposal, which Reflects their high degree of training

& experience.





Demon Hunter

Introduction

Card and Board game for 2-6 players. Each player takes the role of a Demon Hunter.

Game End

The game ends the end of the turn the Demon Deck has been exhausted.

Victory

The player with the most Victory Points at the end of the game is the winner. Players get VP for killing creatures.

The Map

The Map depicts Europe in the Late 1800's. Cities are connected by paths. Full List of Cities includes:

#	City:	Port:	Notes:
1	Dublin	Y	Research Rolls here are at -1
2	London	Y	Search Rolls here are at +1
3.	Amsterdam	Y	-
4.	Copenhagen	Y	Healing Rolls here are at +1
5.	Paris	N	Zombies get +1F
6.	Berlin	N	Search Rolls here are at -1
7.	Munich	N	-
8.	Danzig	Y	Werewolves get +1F
9.	Vienna	N	-
10.	Prague	N	-
11.	Budapest	N	Healing Rolls here are at -1
12.	Warsaw	N	-
13.	Cracow	N	Witches get +1F
14.	Belgrade	N	-
15.	Moscow	N	Travel Rolls here are at -1
16.	Constantinople	Y	Demons get +1F
17.	Bucharest	N	Vampires get +1F
18.	Madrid	N	-
19.	Rome	Y	Research Rolls here are at +1
20.	Venice	Y	Travel Rolls here are at +1

Each city is linked to 1-4 other nearby cities.

Pawns

Each player gets a pawn of a unique color. These are used to mark the location of the Demon Hunters on the Map.

Dice

Six, Ten, and Twenty sided dice are needed.

The Decks

There are 3 Decks: The Character Deck The Research Deck The Creature Deck

The Character Deck

These are advantageous traits that the characters start the game with.

The Research Deck

These cards aid the Demon Hunters in their quest. Players acquire these during play. Card Types include: Events, Spells, Weapons, Armor, Items, and Companions.

The Creature Deck

These cards need to be small to fit easily on the map: Each City needs room for its own pile of Creature cards.

Basic Limitations

A Character can only have: 1 Armor card in Play 2 Weapon Cards in Play 2 Companion Cards in Play Max Hand size is 7 Cards

Terminology

Cards in Hand = Players keep a Hand (Base Max of 7) of Research cards. Cards in Play = When referring to Character and Research cards, these cards are face up on the table in front of the owning player. Creature cards when drawn are placed face up next to the City they are infesting. Victory Pile = When a player defeats a Creature, the Creature card is placed in that player's Victory Pile to determine Victory at the end of the game.

Hits A numerical representation of how many wounds a Character can suffer before being defeated. When Healed, hits are restored. A player cannot be healed for more than his normal allotment of hits. Basic Starting number of Hits is 5.

Basic Equipment

The items and weapons found as research cards are special. It is assumed that characters always have access to basic equipment and weapons (Swords, Crossbows, etc.) as well as uncommon ammo such as Silver Bullets and enough money to cover their travel expenses.

Setup

Shuffle the Decks. Each player should name their Character. Each player starts with 5 Hits.
Each player draws and keeps 5 Character Cards. Each player rolls 1D20 to determine their starting City. Players roll high on 1D20 to see who goes first.
Randomly distribute the X top cards of the creature deck to random cities, where
X to the number of players. (Max Monsters in any one city at start is 2)

Turn Sequence

Players take turns. Each turn has 4 Phases:
1. Destiny Phase
2. Evil Phase
3. Action Phase
4. Fate Phase

Destiny Phase

The current player draws the top Research card from the Deck and places it in his hand. If the deck runs out, shuffle the discard and draw from it.

Evil Phase

For each player roll 1D6: on a roll of 4+ Flip over the Top card of the Creature Deck and For each new

creature roll 1D20: Place the Creature on the indicated City.

Action Phase

The Current player may take 2 Actions. There are 6 possible Actions:
1. Rest Action
2. Travel Action
3. Search Action
4. Recruit Action
5. Research Action
6. Trade Action
You may do a max of 1 Research Action per turn.

Fate Phase

Max hand size is 7 cards. Discard excess. If at the end of a turn, any city has 5 or more creatures, it is overrun and all players lose.

Rest Action

You may not rest if you are in a city with Creatures. Roll on the Healing Table:

Healing Table

1D10	Recover:
1-3	0 Hits (Festering Wounds)
4-7	1 Hit
8+	2 Hits (Miraculous Recovery)

Travel Action

Roll on the Travel Table: A "Space" is the distance on the map of the link from one city to an adjacent connected city.

Travel Table

1D10	Move:
1-2	0 Spaces (The Carriage has a broken Axle)
3-8	1 Space
9+	2 Spaces (Catch the last Train)

Search Action

You can only search if there is 1 or more Creatures in the City you are at. Roll on the Search Table: A "random creature" means OF the creatures that are at that city.

Search Table

1D10	Result:
1-2	You cannot find a Creature to fight
3-4	A Random Creature Surprises you *
5-8	You encounter a Random Creature
9+	Pick a Creature and surprise it **

* You get -1 Force in the first turn of the Fight ** You get +1 Force in the first turn of the Fight If there is a Fight, immediately resolve it according to the fight rules.

Recruit Action

Put one Weapon, Item, Armor, or Companion card into play. Note the limits as described in the basic Limits section. You may first place a card in play back into your hand to make room for the new one to be put in play.

Exception: If during Combat you lose a weapon (as a result of a Wound Table Roll) you may immediately put another weapon from your hand into play.

Research Action

You may not research if you are in a city with Creatures. Roll on the Research Table. Draw the indicated number of Research cards from the top of the deck and put them in your hand:

Wound Table

1D20	Damage
1	You lose 3 Hits
2-5	You lose 2 Hits
6-7	You lose 1 Companion *

* If you do not have a weapon or companion lose 1 Hit instead. If fighting a creature of 1VP add 1 to your Wound Table roll. If fighting a creature of 3+VP subtract 1 from your Wound Table roll.

Weapons

Weapon Bonuses are cumulative. For instance, if you have the Holy Sword and you are fighting a Demon you get a total of +4F from the weapon. You can only have 2 Weapons in play at a time (you can keep extras in your hand). Only 1 of your in play weapons can be a ranged Weapon.

Small Weapons do not count against the Weapon Limits.

Events

Some of these are combat specific. Others are used when appropriate. They are discarded when played.

Research Table

1D10	Result:
1-2	Nothing
3-4	1 Card
5-8	2 Cards
9+	3 Cards

Trade Action

If you are in the same city as 1 or more other Demon Hunters, you may take the Trade Action: All of you may trade Resource cards, in Hand or in Play.

Fight Rules

Roll 1D20 (The Battle Roll) and add any Force bonuses you might have. If this number is equal to or greater than the Strength of the Creature you defeat it. Place defeated creatures in your Victory Pile.

If your modified roll was less, the Creature remains in play and roll on the Wound Table. If you are reduced to zero Hits skip your next turn and return to play with just 1 Hit. If after losing a Battle Roll, you still have hits you may decide to either continue the combat or flee.

If you decide to continue, make another Battle Roll against the same creature. If you decide to flee, you may stay in the city or move 1 space. If you move, it does not consume an action.

1D20	Damage
8-15	You lose 1 Hit
16-17	You lose 1 Weapon *
18+	You lose Nothing

Single Use

If an Event or Spell or Item is described as Single use, it is only used for one target battle roll and is then discarded.

Spells

Combat Spells (that are not specifically single-use) last an entire fight against a single creature card, even if it requires multiple Battle rolls. A Hunter can only use one spell per combat. After the Fight, the spell is discarded.

Armor

A Character can have a max of 1 Armor in play.

Creature Traits

Creatures will have one or more traits (Zombie, Beast, etc.) Certain weapons, spells, etc. will give Force bonuses vs. certain types.

Deck Notation**STR** Strength**VP** Victory Points**F** Force**I** Item**C** Companion**W** Weapon**R** Ranged Weapon**S** Spell**E** Event**A** Armor**SU** Single Use**Charcter Deck**

Name:	Notes:
Vampire Slayer	+3F vs. Vampires
Scholar	+1 to Research Table Rolls
Dragon Slayer	+3F vs. Dragons
Wizardry	Put a non-SU combat spell in your hand instead of discarding it
Demon Hunter	+3F vs. Demons
Exorcist	+3F vs. Nightmares
Witch Hunter	+3F vs. Witches
Beast Master	+3F vs. Beasts
Charisma	You may have 1 extra Companion in play
Weapon Master	You may have 1 extra Hand Weapon in play
Arcane Master	All Spells you cast get a further bonus of +1
Cunning	All Events you play get a further bonus of +1
Wolf Hunter	+3 vs. Werewolves
Swift Sword	+3 vs. Zombies
Monster Slayer	+3 vs. Large Creatures
Righteous Anger	+1F
Endurance	+1 to Travel Table Rolls
Skilled Swordsman	+1F if you are using a Sword or Blade card
Skilled Marksman	+1F if you are using a Ranged Weapon card
Swift Reflexes	+1 to Wound Table Rolls
Constitution	+1 to Healing Table Rolls
Great Strength	+1F
Intelligence	Maximum Hand Size +1
Wisdom	Maximum Hand Size +1
Stamina	+1 Hit
Grim Determination	+1 Hit
Arcane Tattoos	+1 to Wound Table Rolls
Willpower	+1 to one target roll on your turn
Courage	+1F
Toughness	+1 Hit
Fortitude	+1 Hit
Tracker	+1 to Search Table Rolls
Talent for Violence	+1F
Terrible Rage	+1F for each Card you discard
Sixth Sense	+1 to Search Table Rolls
Nobility	You may have 1 extra Companion in play
Equestrian	+1 to Travel Table Rolls
White Magic	You may play an extra spell in Combat
Medical Arts	+1 to Healing Table Rolls
Occult Contacts	+1 to Research Table Rolls

Creature Deck

Name:	STR	VP	Type
Nefarious Nybbas	11	1	Nightmare
Succubi	12	1	Nightmare
Incubi	13	1	Nightmare
Blight	10	1	Nightmare
Horror	14	1	Nightmare
Gargoyles	14	1	Beast
Death Wings	12	1	Beast
Kratichs	10	1	Beast
Crone	13	1	Witch
Warlock	19	2	Witch
Hag	15	2	Witch
Macabre	16	2	Nightmare Witch
Coven	17	2	Witch
Sorceress	18	2	Witch
Behemoth	23	3	Large Dragon
Ancient Dragon	21	3	Large Dragon
Great Wyrn	19	2	Large Dragon
Lake Serpent	17	2	Dragon
Carriion Drake	15	2	Dragon Beast
Hell Hounds	15	2	Demon Beast
Demon Dogs	16	2	Demon Beast
Cerebi	17	2	Demon Beast
Death Dogs	14	1	Zombie Beast
Cursed Human	10	1	Zombie
Skeletons	11	1	Zombie
Walking Dead	12	1	Zombie
Wretched Undead	13	1	Zombie
Harlequin	16	2	Zombie
Frankenstein Monster	20	3	Zombie
Ghoul	18	2	Large Zombie
Puppet Master	21	3	Zombie Witch
Lesser Vampyre	13	1	Vampire
Night Stalker	17	2	Vampire
Blood Sucker	15	2	Vampire
Creeping Mist	19	2	Vampire
Vampire Brides	20	3	Vampire Witch
Nosferatu	19	2	Vampire Zombie
Bat Fiend	21	3	Large Vampire
Vampire Lord	24	4	Vampire
Pig Demon	12	1	Demon
Spider Demon	13	1	Demon
Demon Warriors	14	1	Demon
Tentacle Demon	18	2	Demon
Great Horned Fiend	20	3	Large Demon
Demon Lord	22	3	Large Demon
Demon Horde	24	4	Demon
Mister Hyde	19	2	Creature
Lycanthrope	14	1	Werewolf
Lupine	15	2	Werewolf
Feral Beast	16	2	Werewolf Beast

Name:	STR	VP	Type
Wolf Man	17	2	Werewolf
Hunting Pack	19	2	Werewolf
Changeling	15	2	Werewolf
Abduction	-	-	Lose a Random Companion
Full Moon	-	-	Draw 2 Creature Cards
All Hallows Eve	-	-	Draw 3 Creature Cards

Research Deck

Name:	Type	Notes:
Iconic Crucifix	I	+1F vs. Vampires
Mystic Amulet	I	+1F vs. Demons
Wolfs Bane Necklace	I	+1F vs. Werewolves
Holy Water	I	SU +5F vs. Demon
Stake Bomb	I	SU +5F vs. Vampire
Silver Bolt	I	SU +6F vs. Werewolves
Burning Oil	I	SU +6F vs. Beasts
Templar Shield	I	+1F and +1 to Wound Table Rolls
Grappling Hook Launcher	I	SU Ranged Wpn +4F or +5 to Wound Table Roll
Relic Dagger	W	+1F Small
Battle Axe	W	+2F +2F vs. Zombies
Holy Sword	W	+2F +2F vs. Demons
Crusaders Sword	W	+3F
Legendary Spear	W	+2F +2F vs. Large Creatures
Hammer & Stake	W	+1F +4F vs. Vampires
Silver Dirk	W	+1F +4F vs. Werewolves
Dragon Blades	W	+2F +2F vs. Dragons
Spinning Disc Blades	W	+2F Small
Blessed Scimitar	W	+1F +4F vs. Demons
Black Axe	W	+2F +2F vs. Witches
Studded Whip	W	+2F +2F vs. Beasts
Repeating Crossbow	R	+1F and +1F per Card you Discard (Max 5)
Wrist Crossbow	R	+1F Small
Iron Crossbow	R	+2F +2F vs. Large Creature
Double Crossbow	R	+2F +2F vs. Vampires
Brace of Pistols	R	+2F +2F vs. Werewolves
Hunting Rifle	R	+3F
Heavy Calibre Revolver	R	+2F Small
Pump Action Shotgun	R	+2F per Card you Discard (Max 2)
Blessing	S	+2F
Incantation	S	+2F
Exorcism	S	+4F vs. Demons
Detect Evil	S	+3 to Search Table Roll
Protection from Evil	S	+3 to Wound Table Rolls
Holy Word	S	+3F vs. Zombies and Vampires
Cantrip	S	+4F vs. Nightmares
Magikal Armor	S	+3 to Wound Table Rolls
Sigil	S	+1F and +1 to Wound Table Rolls
Turn Undead	S	SU +6F vs. Zombies
Charm	S	+1F and +1 to Wound Table Rolls
Haste	S	+3 to Travel Table Roll

Name:	Type	Notes:
Augury	S	+2 to any target Dieroll
Alchemy	S	Draw 3 cards
Divination	S	Look at next 7 cards in any deck
Nordic Runes	S	+2F per card you discard
Chant	S	+1F and +1 to Wound Table Rolls
Ritual	S	+3F and Discard 1 Card
Druidic Magic	S	+4 vs. Beasts
Abjuration	S	SU +5F
Fire Resistance	S	+4F vs. Dragons
Protection from Magic	S	+4F vs. Witches
Creature Migration	E	Move 1 Creature 1 Space
Sanctuary	E	+3 to Healing Table Roll
Library	E	+5 to Research Table Roll
Vatican Contacts	E	+5 to Research Table Roll
Dodge	E	+3 to Wound Table Roll
Angry Mob	E	Remove Target Zombie in play from game
Test of Faith	E	+3 to Wound Table Roll
Country Inn	E	+2 to Healing or Travel Table Roll
Evil Stench	E	+5 to Search Table Roll
Rumors	E	+3 to Search or Research Table Roll
Find Lair	E	+5 to Search Table Roll
Terrorized Village	E	+5 to Search Table Roll
Apothecary	E	+3 to Healing Table Roll
Godspeed	E	Gain 1 extra Action this Turn
Good Weather	E	+5 to Travel Table Roll
Know Weakness	E	SU +4F
Prophecy	E	SU +5F
Heed the Call	E	+5 to Travel Table Roll
Soft Underbelly	E	SU +3F +2F vs. Dragons
Throw Acid	E	SU +3F
Sharp Steel	E	+2F this turn
Absinthe	E	+1F and +1 to Wound Table Rolls this turn
Armor of St. Gyprien	A	+1 Hits and +1 to Wound Table Rolls
Dragon Scale Vest	A	+2 to Wound Table Rolls
Hospitalier Chain Mail	A	+1F and +1 to Wound Table Rolls
Fiery Noblewoman	C	+2F
Fresh Apprentice	C	+1F and +1F per card you discard (Max 3)
Mechanic Friar	C	+1F and Hand Size +1
Dour Woodsman	C	+1F and +1 to Search Table Rolls
Good Doctor	C	+1F and +1 to Healing Table Rolls
Stout Veteran	C	+1F and +1 to Wound Table Rolls
Highwayman	C	+1F and +1 to Traveling Table Rolls
Procurer	C	+1 to Search & Research Table Rolls
Dueling Partner	C	Use an extra Weapon in Combat
Old Magician	C	Play an extra Spell in Combat
Gypsy Prince	C	+1F Discard for +5F
Professor	C	+1F and +1 to Research Table Rolls

Sea Travel Option

This action uses up 2 Actions: Go from a Port City to any other Port City.

Optional Experience Rule

For every 10 VP worth of Creatures in your Victory Pile, you gain 1 Character Card.

Optional Bite Rule

If a Hunter is reduced to zero hits by a Werewolf or Vampire he is killed permanently, the player is out of the game. His pawn remains on the board as a strength 10 creature of the appropriate type. If using the Unique Character cards below and the Vampire and Werewolf cards still remain unclaimed, these may be assigned instead of certain Death.

Optional Draw Selection Rule

Always keep the top 5 cards of the Resource Deck Face-up. Refer to these as Opportunity Cards (OC). When drawing a card you may pick from any one of the OC's.

As an action (Call it the Fresh Start Action), you may cause all the current OC's to be discarded and next 5 cards to be flipped face-up.

Optional Team-up Rule

If 2 (or more) players are in the same city with a Creature, the current player, if he succeeds on his search roll, may invite some, none, or all of the other players to Fight the creature with him. The others may join or not. Each player makes a separate Battle roll, but with a +5 Team Bonus. It is therefore possible for some Hunters to win and some to lose.

Losers roll on the Wound Table as normal. If there is more than one winner the winner with the highest natural Battle roll gets to put the creature in his Victory Pile.

Optional Rule - Unique Character Cards

Include these 5 cards in the Character card deck. A player can only ever have 1 of these (Discard excess uniques and redraw). Remove them from the deck after Setup is complete.

1. Demon Blood = the Demon Hunter is part Demon: He gets F+1 and +1 to Travel Table Rolls.
2. Repentant Vampire = The DH is a Vampire: He Gets F+1 and +1 to Healing Table Rolls.
3. Self Loathing Werewolf = The DH is a Werewolf: He may discard his weapons and armor in play for F+7 for current Combat. (Discard 3 random cards from hand if no weapons in play)
4. Amnesiac Immortal = The DH is a Zombie: He gets +2 Hits.
5. Black Arts = The DH is a Witch: After he uses a spell, he may put it back in his hand

to be used again in a later turn. IF players are using the Fight other Hunters Option Below, they are susceptible to cards that work against the creature type that they are.

Optional Rule - Fight Other Hunters

If 2 DH occupy the same City they may fight each other: If neither wants to fight there will be no fight. The current player must use up an action (Fight DH Action) to initiate the combat: If both want to fight each other, proceed to combat. If the non-current DH does not want to fight, the current DH must make a successful search roll or the other DH will escape (ie. Combat ends).

Both make a Battle roll and add card modifiers as usual. If tied, roll again. The higher roll is the winner. The loser must roll on the Wound Table. After such an exchange the combat will end unless both still want to fight or only one of the DH's wants to fight and he makes a successful search roll resulting in another round of Battle Rolls.

A DH killed by another DH is out of the game: This allows the option of winning the game by killing off all the other DH.





Denizens Of The Deep

Introduction

When Atlantis sunk into the sea, the only survivors who could still occupy the city were the Mermen and the Tritons. Even then, the inhabitants of Atlantis were still plagued with numerous enemies. The evil and powerful Sea Witch has summoned all the enemies of Atlantis together to destroy the city. The Sea King and his faithful allies stand ready to repel the monstrous horde.

Game Concept

Set piece tactical battle for 2 players. One player is the Sea King, the other is the Sea Witch.

Dice

Six sided dice are needed.

The Map

Use a Hex map. Each hex contains one of the listed deep or shallow terrain types.

Deep Water Terrain Types (benthos, Abyss)

Terrain	Rules
Open Ocean	No special rules.
Mountain Peaks	No units may enter.
Upwelling	All attacks into or out of this space are at one less Attack die to a minimum of 1 AD.
Pack Ice	Cost 2 Moves to enter. (Also Fronts)
Current	Put arrow in space. In End phase, move unit 1 hex in direction of current. Only 1 such move per turn.
Vortex	Any units that enter are destroyed. In End phase, any units adjacent are sucked in on a roll of 1 on 1D6.
Sargasso	Cost 2 Moves to enter.

Shallow Water Terrain Types (continental Shelf)

Terrain	Rules
Mud Flats	No special rules. (Also Sandy Bottoms)
Sandy Surf	Cost 2 Moves to enter. (Also Large Jagged Rocks, Rocky Bottom, Tidal Flats)
Land	No units may enter. (Also Island, Solid Ice, Sandbar)
Shoreline	No units may enter. (Also Beach, Breakwater, Sea Walls)
River Outflow	Same as Current.
Coral Reef	Units get +1 to hide. Cost 2 Moves to enter.
Kelp Forest	Units get +2 to hide. Cost 2 Moves to enter. (Also Seaweed)
Mangrove Estuary	Units get +2 to hide. Cost 2 Moves to enter.
Ruins	Units get +1 to hide. Cost 2 Moves to enter.
Buildings	Units get +2 to hide. Cost 2 Moves to enter.
Whirl Pool	Units that enter receive an attack of 1 AD. Attacks into or out of this space are at 1 less AD to a minimum of 1.
Hydrothermal Vent	Units get +2 to hide. Cost 2 Moves to enter. Units that enter receive an attack of 1 AD.
Lava Flow	Any units that enter are destroyed. In End phase, any units adjacent receive an attack of 1 AD.

Terrain	Rules
Clam Bed	No special rules. (Also Sponge Beds)
Sunken Ship	Units get +2 to hide. Cost 2 Moves to enter.
Crevasse	Units get +1 to hide. (May be considered Deep Water)
Sea Temple	Units get +2 to hide. Cost 2 Moves to enter. Sea King units get +1 AD
Spawning Bed	Sea Witch units get +1 AD

Chits

Units are represented by chits (cardboard counters). Unit chits must have the name of the unit. Chits are used to mark each unit's damage.

Chits are used to mark hiding units. Chits are used to represent spells and mark their ongoing effects. Chits can be used for each unit to indicate Moves saved from first move phase.

Setup

The Sea King sets up his units along one side of the board. The Sea Witch sets up her units along the other side of the board.

Spells

During setup units with Spells receive the indicated number of Spell chits stacked on them. Spell chits are drawn randomly from a common pile. Create 2 chits for every spell in the spell list.

Victory

If either the Sea King, or the Sea Witch is killed, the other side wins immediately.

Turn Sequence

Players take turns. The Sea Witch goes first. Each turn has 4 Phases:

1. First Swim Phase
2. Attack Phase
3. Second Swim Phase
4. End Phase

First Swim Phase

A player may move each of his units a number of hexes equal to their Move (Swim) Rating. Moves not used can be saved for Second Swim Phase. (You may wish to use chits to record these saved moves) Units may not move through other units.

Units may not stack. Large Units may not enter Shallow Terrain types that require two moves to enter. Units with a Paralyzation counter may not move.

If a unit moves it must discard any hide counters it has.

Attack Phase

A unit may attack an enemy unit that is adjacent. Units with a Paralyzation or Siren counter may not

attack. Hidden units may only be attacked on a roll of 5-6 on 1D6. This is called the Search Roll.

The attacker rolls a number of six sided dice (Attack dice) equal to its Attack Dice Rating (AD) The attacker gets +2 AD if attacking a paralyzed unit. For every roll = 1, the defender takes one point of damage. Damage markers (chits) are placed underneath the damaged unit.

If the number of Damage Markers is equal to or greater than the Defense Rating (DR) of the unit, it is destroyed. Each unit may only make one search roll and may only attack once per turn on its controllers turn. If a hidden unit attacks, it gets two additional Attack dice, and must discard its Hide marker.

Instead of attacking, a unit may attempt to hide. A unit successfully hides on a roll of 5-6 on 1D6. A unit adds its Hide Factor to the roll. Various terrains also give a bonus to this roll.

Mark the hidden unit with a Hide marker chit.

Unit Special Effects

Poison: Any unit that takes damage from a poisonous unit is automatically destroyed. Sting/ Shock: If the attack hits the unit takes damage and receives a paralyzation counter. Entangle: One adjacent target unit receives a paralyzation counter on a roll of 1-4 on 1D6.

This is before and in addition to the units regular attack. The paralyzation counter is removed if the attacker ever moves away from the target. Mesmerize: One target unit within 2 hexes receives a paralyzation counter on a roll of 1-4 on 1D6. This is before and in addition to the units regular attack.

Ranged Attack: The unit may attack target units 2 hexes away. Martyr: Any/all adjacent enemy units must attack this unit. Siren's Call: All enemy units within 2 hexes receive a Siren counter on a roll of 1-3 on 1D6.

This is before and in addition to the units regular attack. The unit with the siren counter must move towards the unit that made the Siren attack. Net Attack: One adjacent target unit receives a paralyzation counter on a roll of 1-3 on 1D6. This is before and in addition to the units regular attack.

Split: The unit can divide up it's Attack Dice to attack multiple opponents.

Second Swim Phase

Moves not used in the first Swim phase may be used now.

End Phase

Some Terrain Attacks occur in End phase. Spells are cast in End phase. Paralyzed units cannot cast spells.

At the very end of End phase, the active players Units that have a paralyzation or siren counters on them may remove one counter each on a roll of 1-4 on 1D6.

Unit List Abbreviations

- #** Number of that unit in the Basic game setup
AD Attack Dice
DR Defense Rating (An "L" next to the number indicates the unit is Large)
MV Move Rating
HF Hide Factor

Sea King Forces Unit List

Unit Name:	#	AD	DR	MV	HF	Notes
Sea King	1	5	5	4	-	3 Spells
Sea Knights	2	4	2	4	-	-
Mermen Retaria	2	2	1	2	+1	Net attack
Mer Crossbowmen	2	2	1	2	+1	Ranged Attack
Seamancer	1	1	1	2	+1	3 Spells
Siren (Mermaid)	1	1	1	1	+1	Sirens Call
Merman Assassin	1	2	1	3	+3	+1 AD for Hidden attacks
Coral Warriors	1	3	2	2	+1	+2 HF in Coral
Hippocampus Riders	1	3	1	4	-	-
Sea Dragon	1	5	5L	5	-	-
Sword Fish	1	3	1	5	-	-
Dolphin Riders	1	2	1	5	-	-
Sperm Whale	1	5	4L	4	-	-
Narwhale	1	4	3L	3	-	-
Giant Sea Turtle	1	4	6L	2	-	-
Tritons on Seahorses	1	2	1	3	+1	+1 HF in Kelp
Giant Nautilus	1	3	4L	2	-	Mesmerize attack
Mermen	4	2	1	2	+1	-
Mermen Honor Guard	1	2	2	2	-	Martyr
Giant Lion Fish	1	1	2L	1	-	Poison
Aquatic Elves	2	2	1	2	+2	1 Spell
Nixies (Sea Sprites)	1	1	1	3	+3	2 Spells
Plesiosaurus	1	1	2L	3	+1	-
Giant Starfish	1	2	2L	1	-	Entangle
Mystic Remora	1	2	2L	3	-	1 Spell

Sea Witch Forces Unit List

Unit Name:	#	AD	DR	MV	HF	Notes
Sea Witch	1	3	5	3	-	5 Spells
Great White Sharks	1	3	2L	3	-	-
Hammerhead Sharks	1	2	1	3	-	-
Killer Whales	1	4	3L	3	-	-
Moray Eels	1	2	1	3	+2	Shock
Manta Rays	1	1	1	5	+1	Sting
Giant Crab	1	2	6L	2	+1	-
Leviathan(Monster Whale)1	5	10L	4	-	-	
Kraken (Giant Squid)	1	6	8L	3	-	Entangle, Split
Sea Serpent	1	4	4L	5	-	Entangle
Giant Octopus	1	3	2L	2	-	Entangle, Split

Unit Name:	#	AD	DR	MV	HF	Notes
Giant Man-o-War	1	2	1L	1	-	Sting
Sea Snakes	1	1	1	3	+1	Poison
Water Naga	1	2	1	3	+1	Poison
Piranha School	1	3	3	2	-	Split
Barracuda	1	2	1	4	+1	-
Ichtyosaur	1	2	1	3	-	-
Sahuagin (Sea Devils)	2	3	1	2	+1	Nets
Crab Men Raiders	3	2	2	2	+1	-
Locathah (Men Fish)	4	2	1	3	+1	-
Morkoth	1	2	1	2	-	Siren Song
Sea Hag	1	2	1	2	+1	2 Spells
Kuo-Toa (Amphibian Men)	2	2	1	2	+1	1 Spell
Sea Spiders	1	1	1	1	+1	Poison
Sea Troll	1	3	2	2	+1	-
Drowned Sailors	1	2	1	1	-	-

Neutral Creatures Unit List

Unit Name	AD	DR	MV	HF	Notes:
Giant Oyster	3	3	0	-	Entangle
Giant Anemone	3	2	0	-	Sting, Split
Strangle Weed	2	3	0	-	Entangle, Split
Brain Coral	0	3	0	-	1 Spell
Island Fish	0	20	1	-	-
Water Elemental	4	4	4	+2	-

Spell List

Spell	Effect
Oyster	Creates a giant Oyster under your control in a target empty Clam bed up to 4 hexes away.
Anemone	Creates a giant Anemone under your control in a target empty Rocky bottom up to 4 hexes away.
Strangle Weed	Creates Strangle Weed under your control in a target empty Kelp forest up to 4 hexes away.
Sirens Song	Caster gains Siren Call ability for 3 +1D3 turns.
Freeze	Target hex up to 4 hexes away becomes Pack Ice. Any unit there receives 2 Paralyzation counters.
Whirlpool	Create a Whirlpool in a shallow hex up to 4 hexes away.
Vortex	Create a Vortex in an empty deep hex up to 4 hexes away.
Eruption	Create Lava in an empty shallow hex up to 4 hexes away.
Healing	Remove 1D6 Damage &/or Paralyzation markers on any friendly units within 3 hexes.
Resurrection	Place one of your destroyed units back into play adjacent to caster.
Tangle Kelp	Target unit up to 4 hexes away receives 2 Paralyzation counters.
Murky Depths	Put Hide counters on 3 adjacent units up to 3 hexes away.
Water Elemental	Creates a Water Elemental under your control in a target adjacent empty hex.

Spell	Effect
Luminescence	All units within 4 hexes have their hide markers removed.

This spell can be cast anytime.





Desert Storm Solitaire

Introduction

Solitaire card game with Desert Storm Theme.

The Decks

There are 2 decks: The Coalition Forces Deck and The Iraqi Deck

Turn Sequence

Iraqi Phase Draw Phase Recon Phase Attack Phase Casualty Phase Scoring Phase

Iraqi Phase

Draw 5 cards (units) from the Iraqi deck. Place them face up in front of you.

Draw Phase

Draw 5 cards (units) from the Coalition deck. Keep them in your hand. If the Coalition deck runs out shuffle the discard and draw from it.

Recon Phase

If you have a recon card you may discard it to draw 2 cards. Discard one of these cards and keep the other in your hand.

Attack Phase

Play a (attacking) card from your hand to knock out (destroy: discard) an Iraqi card. The 'Target' of card you play must match the 'Type' of the target Iraqi card. Repeat this process until there are no more matches you can make.

Note that all cards that can target Vehicles can also target Positions. Air units cannot target SAM units.

Coalition Forces Deck

Card Name:	Type	Target	Notes:
M-1A1	V	V/I	Abrams Main Battle Tank
M-60	V	V/I	Main Battle Tank
British Challenger	V	V/I	Main Battle Tank
Chieftain	V	V/I	Main Battle Tank
French AMX-30	V	V/I	Main Battle Tank
AH-64 Apache	A	V/I	Attack Helicopter
Hellfire Missile	A	V	Can Knock out SAM units

Played cards are placed face up on to the table in front of you.

Casualty Phase

Lay your remaining unplayed coalition cards from your hand on to the table. If there are any Iraqi cards left, they attack back, matching target to type. Each of coalition card knocked out is counted as a casualty.

Discard all remaining cards to their appropriate discard piles.

Scoring Phase

Score points for the current round. Get 1 point for every Iraqi card you knock out. Bases are worth 2 points each.

If you knock out all 5 Iraqi cards get an extra 1 point. Lose 1 point for every casualty you suffer.

Game End

The game ends when there are no cards left in the Iraqi deck. Note your final cumulative score.

Card Type Notation

- A** Air
- V** Vehicle
- I** Infantry
- P** Position

Target Notation

- A** Air
- V** Vehicle
- I** Infantry
- P** Position
- R** Reconnaissance

Card Name:	Type	Target	Notes:
AH-1 Cobra	A	V/I	Attack Helicopter
OH-58D Kiowa	A	R	Scout Helicopter
A-10 Thunderbolt	A	V/I	Ground Support Attack Plane
OV-10 Bronco	A	R	Prop Plane
M-119 105mm	V	V/I	Towed Howitzer
155mm Howitzer	V	V/I	Self Propelled
MLRS	V	V/I	Multiple Launch Rocket System
Hawk	P	A	Medium Range Missiles
Chaparral	V	A/V/I	Self Propelled Short Range Missiles
Stinger	I	A	Shoulder-fired
M-2 Bradley	V	I	Infantry Fighting Vehicle
M-3 Bradley	V	V/I	Cavalry Fighting Vehicle
M-113A3	V	I	APC
LAV-25	V	R	Light Armored Vehicle
LVTP	V	I	Large APC
Dragon	I	V	Portable Anti-Tank Missile
TOW 2	I	V	Portable Anti-Tank Missile
Patriot	P	A	Missile: Can knock out SCUDS
F-117A	A	P	Stealth Fighter: Last to be knocked out
F-4G Wild Weasel	A	A	Can Knock out SAM Positions
AIM-7 Sparrow	A	A	Missile
AIM-9 Sidewinder	A	A	Missile
F-15 Eagle	A	A/V/I	Fighter-Bomber
Smart Bombs	A	V	Laser or TV Guided
F-16 Fighting Falcon	A	A	Fighter
F-111	A	V/I	Tactical Strike Aircraft
B52 Stratofortress	A	P	Strategic Bomber: Immune to SAMs
A-7 Corsair II	A	V/I	Attack Plane
E-3 Sentry	A	R	Air Force AWACS
Tomahawk	S	P	Cruise Missile
F/A-18 Hornet	A	A/V/I	Navy Strike Fighter
F-14 Tomcat	A	A	Navy Fighter
AGM-54A Phoenix	A	A	Missile
A-6 Intruder	A	V/I	Navy All Weather Attack Plane
AGM-65A	A	V/I	Maverick Missile
Rockeye Cluster Bombs	A	V/I	Can Knock out SAM units
AV-8B Harrier II	A	V/I	Navy VTOL Attack Jet
E-2C Hawkeye	A	R	Navy AWACS
Mirage 2000	A	A	French Superiority Fighter
Battleships	S	V/I	Naval Bombardment
Remote Control Vehicle	A	R	Unmanned
Aircraft Carriers	S	V/I	
U.S. Army	I	V/I	
U.S. Marines	I	V/I	
U.S. Special Forces	I	R	
Coalition Infantry	I	V/I	
Spy Satellites	-	R	

Iraqi Deck

Card Name	Type	Target	Notes
MiG-29 Fulcrum	A	A	Fighter
MiG-25 Foxbat	A	A	Fighter
MiG-23	A	A	Fighter
MiG-21	A	A	Fighter
AA-6 Acrid	A	A	Missile
AA-7 Apex	A	A	Missile
AA-8 Aphid	A	A	Missile
AA-2 Atoll	A	A	Missile
Sukhoi Su-7	A	A/V/I	Ground Support
Su-20 Fitter	A	A/V/I	Ground Support
Su-24 Fencer	A	A/V/I	Ground Support
Mirage F-1 Jet	A	A/V/I	
TU-22 Blinder	A	V/I	Bomber
TU-16 Badger	A	V/I	Strategic Bomber
T-72 Main Battle Tank	V	V/I	
T-62 Main Battle Tank	V	V/I	
Vintage Tanks	V	V/I	
Mi-24 Hind	A	V/I	
Exocet Missiles	A	S	
Silkworm Missiles	A	S	
Bo-105 Helicopter	A	V/I	
SA-316 Helicopter	A	V/I	
SA-321 Helicopter	A	V/I	
SA-342 Helicopter	A	V/I	
ZSU-23-4	V	A	Self Propelled 23mm AA
ZSU-57-2	V	A	Self Propelled 55mm AA
Towed AA Guns	P	A	
SA-2	P	A	SAM
SA-3	P	A	SAM
SA-6	P	A	SAM
SA-7	I	A	Shoulder Launched SAM
SA-8	V	A	Self Propelled SAM
SA-14	P	A	SAM
Rolland	V	A	Self Propelled SAM
Frog-7	V	V/I	SSM
SCUD	P	-	SSM: -3 VP if not Knocked out
122mm BM-21	V	V/I	Multiple Missile Launch
D-30 122mm Howitzer	P	V/I	
155mm Howitzer	P	V/I	American made
M-113 A1	V	I	APC
M-113 A2	V	I	APC
MT-LB	V	I	APC
AT-3 Sagger	I	V	Portable Anti-Tank Missile
AT-4 Spigot	I	V	Portable Anti-Tank Missile
Iraqi Popular Army	I	V/I	
Republican Guard	V	V/I	
Peoples Army	I	I	Irregulars
Troop Concentrations	I	V/I	
Million Man Army	I	V/I	
Baghdad	P	-	Base

Card Name	Type	Target	Notes
Oil Refinery	P	-	Base
Ballistic Missile Site	P	-	Base
Air Base	P	-	Base
Nuclear Site	P	-	Base
Bio-Chemical Site	P	-	Base
Headquarters	P	-	Base
Bunkers	P	-	Base
Fortifications	P	-	Base

Two Player Version

Both players are coalition members. Players take turns and compete to get the best score at end game.





Desperate House Wives

Introduction

Card Game for 2-4+ players. Each player takes the role of a "Desperate Housewife" Players compete to get the best Husbands, Houses, Jobs, Kids, etc.

Disclaimer

Desperate housewives is a licensed, copyrighted property. This is merely a Fan Site.

Victory

The Player with the Highest Total Card Score at the end of the game wins. Add up the score for each card you have in play.

Game End

The Game ends when the player who draws the last card in the deck ends his turn.

The Deck

Players share a common deck.

Setup

Each player takes a random Housewife card and a House card. The Housewife & House cards are put in play face-up in front of you. All remaining Housewife & Home cards in the deck are discarded.

Shuffle the deck. Each player is dealt 7 cards.

Turn Sequence

Players take Turns. Each turn has 5 Phases: Plot Phase Introduction Phase Drama Phase Event Phase Closure Phase

Plot Phase

Draw 2 cards from the deck and put them in your hand.

Common Deck Card List

Card Name:	#	Type	Score	Notes:
House	6	H	-	
Exhausted Mother	1	DH	-	
Severe Wasp	1	DH	-	
Hot-Blooded Latino	1	DH	-	

Introduction Phase

You may put a Child or Man or Job card into play. These are placed face up in front of you. You may have multiple Man and Child cards out.

You may only have 1 Job card in play.

Drama Phase

You may play any number of Modifier cards. Modifier cards are attached (Face up, next to) to target cards of the indicated type. Attach positive modifiers to your own cards.

Attach negative modifiers to your opponent's cards.

Event Phase

You may play an Event card. Event cards produce an effect and are then discarded.

Closure Phase

Max hand size is 7 cards. Discard excess cards.

Card List Notation

HW Housewife

M Man

C Child

H House

E Event

MI Modifier: Home Improvement

MS Modifier: Home Style (A House card can have a Max of 1 of these attached)

MH Modifier Housewife

MP Modifier Person (Housewife, Man, or Child)

MM Man Modifier

MC Child Modifier

Scratch = Shuffle Back into Deck

Mom Housewife with Child cards attached

Wife Housewife with Man cards attached

Card Name:	#	Type	Score	Notes:
Clueless Cutie	1	DH	-	
Blonde Bombshell	1	DH	-	
Vivacious Vixen	1	DH	-	
Mister Right	1	M	3	
Mister Right Now	1	M	3	
Soul Mate	1	M	3	
Childhood Sweetheart	1	M	3	
Mystery Man	1	M	2	
College Romance	1	M	2	
Ethnic Guy	1	M	2	
Business Man	1	M	2	
High School Boyfriend	1	M	2	
Father Figure	1	M	1	
Younger Man	1	M	1	
Worker Bee	1	M	1	
Pushover	1	M	1	
Little Man	1	C	3	
Little Lady	1	C	3	
Too Cute	1	C	3	
Twin Boys	1	C	2	
Smart Ass	1	C	2	
Princess	1	C	2	
Jock	1	C	2	
Nerd	1	C	2	
Wild Child	1	C	1	
Space Cadet	1	C	1	
Willful Child	1	C	1	
Spooky Kid	1	C	1	
Writer	1	J	2	
Publicist	1	J	2	
Executive	1	J	3	
Professional	1	J	3	
Arson	1	E	-	Discard all Home cards on House card
Suicide	1	E	-	Discard Target Child
Murder	1	E	-	Discard Target Man
Annoying Neighbor	1	E	-	Opponent must discard 2 Random cards
Family Emergency	1	E	-	Opponent must discard 2 Random cards
Neighborhood Tramp	1	E	-	Discard Target Man
Cancer	1	E	-	Discard Target Man or Child
Fired	1	E	-	Discard Target Job
Divorced	1	E	-	Scratch Target Man
Seven Year Itch	1	E	-	Scratch Target Man
Gossip	1	E	-	Draw 2 Cards
Spiteful Act	1	E	-	You & Opponent discard your hands
Embarrassing Situation	1	E	-	Opponent skips her next Turn
Turn the Tables	1	E	-	Switch Hands with Opponent
Second Chance	1	E	-	Put card in discard into your hand
Act of Desperation	1	E	-	Discard hand & take an extra turn
Retired	1	E	-	Discard Target Job card on Mom
Deceit	1	E	-	Steal Random card from Opponent
Spying	1	E	-	Steal Random card from Opponent
Jail	1	E	-	Scratch Target Man/Child
Rehab	1	E	-	Discard Target Psych Card

Card Name:	#	Type	Score	Notes:
Redemption	1	E	-	Discard Target Penalty Modifier
Vacation	1	E	-	Discard Target Psych Card
Therapy	1	E	-	Discard 2 Target Psych Cards on Housewife
Man Trap	1	E	-	Steal Man from Opponent
Seduction	1	E	-	Steal Man from Opponent
Escapade	1	MP	-1	
Blackmail	1	MP	-2	When played Steal Random card from Target
Perfectionist	1	MP	-1	Psych
Domineering	1	MP	-1	Psych
Alcoholic	1	MP	-3	Psych
Neurotic	1	MP	-1	Psych
Psycho	1	MP	-2	Psych
Jealousy	1	MP	-3	Psych; Target gets 1 extra turn
Envy	1	MP	-3	Psych; Target gets 1 extra turn
Depressed	1	MH	-1	Psych; Target Misses next Turn
Scandal	1	MH	-3	When played Target discards hand
Stressed Out	1	MH	-1	Psych; Target discards 1 random card
Frigid	1	MH	-2	Psych; Target discards 1 Man card
Marital Difficulties	1	MH	-2	Psych; Target discards 1 Man card
Fiasco	1	MH	-3	
Gourmet Cook	1	MH	+3	
Seamstress	1	MH	+1	
Upholsterer	1	MH	+1	
Domestic Goddess	1	MH	+3	
Super Mom	1	MH	+1	Mom only
Drop Dead Gorgeous	1	MH	+3	
Worry Lines	1	MH	-1	Mom only
Paunch	1	MH	-1	Wife only
Bitch	1	MH	-1	
Wife Beater	1	MM	-3	Psych
Gambler	1	MM	-2	
Rich	1	MM	+3	
Dreamy	1	MM	+2	
Tall, Dark & Handsome	1	MM	+3	
Rugged Good Looks	1	MM	+2	
Six Pack Abs	1	MM	+1	
Hot Sex	1	MM	+3	
Mother In Law	1	MM	-2	
Cheating	1	MM	-3	
Mob Ties	1	MM	-3	
Workaholic	1	MM	-1	Psych
Affair	1	MM	-2	
Sex Deviant	1	MM	-1	Psych
Fooling Around	1	MM	-1	
Drug Addict	1	MC	-3	Psych
Gay	1	MC	-2	
Illegitimate	1	MC	-1	
Gifted	1	MC	+2	
Child Star	1	MC	+3	
Well Rounded	1	MC	+1	
Mansion	1	MI	+3	
Decorator	1	MI	+2	
Designer	1	MI	+2	

Card Name:	#	Type	Score	Notes:
Architect	1	MI	+2	
Two Story	1	MI	+1	
Bay Windows	1	MI	+1	
Wood Floors	1	MI	+1	
Landscaping	1	MI	+1	
White Picket Fences	1	MI	+1	
Pool & Deck	1	MI	+1	
Ultra-Modern	1	MS	+2	
New England	1	MS	+2	
Victorian	1	MS	+2	
Spanish	1	MS	+2	





Destiny

Introduction

Card game for 2 or more players. Fantasy theme.

The Decks

There are 2 decks: The Treasure deck and the Destiny deck.

Destiny Cards

There are 4 types of cards in the Destiny deck: Character cards, Base cards, Bonus cards, and Multiplier cards. When illustrating the cards: Make pictures of armies and creatures for base cards. Draw weapons, items, events, magics, for bonus cards.

Depict structures and locations on multiplier cards. There is one of each of the cards listed in the deck lists.

Alignments

Each non-character card in the Destiny deck has one of 5 alignments: Good, Evil, Law, Chaos, or Nature. Good and Evil are opposed alignments. Law and Chaos are opposed alignments.

Object

Be the first to accumulate 5 treasure points.

Setup

Each player draws 7 cards from the Destiny deck. If there are no character cards, discard and draw again. If there is 1 or more character cards, the player must chose 1.

This is the character they will use for the rest of the game. This character becomes the players identity. It is placed face up in front of the player and not discarded.

The player always gets to use his character's special power.

Turn Sequence

1. First Aid Phase
2. Treasure Phase
3. Draw Phase
4. Hit Phase
5. Second Aid Phase
6. Action Phase
7. Base Phase
8. Bonus Phase
9. Multiplier Phase

10. Total Phase

11. Destiny Phase

First Aid Phase

In this phase a player may play one or more character cards from his hand. These cards are played face up in front of the player. They are called Aid cards. The player gains the special ability of these characters for the rest of the turn.

Aid cards are discarded at the end of Destiny Phase.

Treasure Phase

The treasure card deck is kept face up. Players may look at the order of the cards any time. The topmost card is the current treasure.

Draw Phase

Players fill their hands to 7 cards from the destiny pile. If no cards are left, shuffle the discard pile and draw from it.

Hit Phase

Players may discard some, none, or all of their cards. After discarding players fill their hands to 7 cards from the destiny pile.

Second Aid Phase

In this phase a player may play one or more character cards from his hand. These cards are played face up in front of the player. They are called Aid cards. The player gains the special ability of these characters for the rest of the turn.

Aid cards are discarded at the end of Destiny Phase.

Action Phase

Players may use the special abilities of their Characters or Treasures in this phase. A player always gets to use the powers of treasures he owns.

Base Phase

Each player may play one or more Base Cards. Cards are played face up in front of the player. A player cannot play cards of opposed alignments

Bonus Phase

Each player may play one Bonus card on each of his Base Cards. The base card and bonus card cannot be of opposing alignments.

Multiplier Phase

Each player may play one Multiplier card on each of his Base Cards. The multiplier, base, and bonus cards cannot be of opposing alignments.

Total Phase

Each player calculates the Destiny total of his hand. Add the value of the bonus card to the base card. Multiply this total by the value of the multiplier card.

If 2 of a player's cards have matching alignments each gets +1. If 3 of a player's cards have matching alignments each gets +2. Do this for each base card.

Add the modified values of each of the player's base cards to get that Player's Destiny Total.

Destiny Phase

The player with the highest Destiny total wins the round. The winner gets to keep the current Treasure card. All played cards are discarded.

In case of a tie, no one gets the treasure. The treasure becomes 'buried'. The player that wins next round gets the current treasure, and all Buried treasures.

Destiny Deck Card List

Alignment	Type	Value
Good	Base	1
Good	Base	2
Good	Base	3
Good	Base	4
Good	Bonus	+1
Good	Bonus	+2
Good	Bonus	+3
Good	Multiplier	x2
Good	Multiplier	x3
Good	Multiplier	x4
Evil	Base	1
Evil	Base	2
Evil	Base	3
Evil	Base	4
Evil	Bonus	+1
Evil	Bonus	+2
Evil	Bonus	+3
Evil	Multiplier	x2
Evil	Multiplier	x3
Evil	Multiplier	x4
Law	Base	1

Character Card List

Character: Power King: All Base cards used by this player have a value of +2. Warrior: Bonus cards +2. Wizard: Multiplier cards +1.

Lover: If 2 of a player's cards have matching alignments each gets an additional +1. If 3 of a player's cards have matching alignments each gets an additional +1. Barbarian: Chaos cards +1.

Knight: Law cards +1. Dragon: Cannot use bonus cards, but may attach 2 Multiplier cards to a base card. The multiplier cards are added together and are then multiplied by the base card value.

Alchemist: Change the alignment of one of your cards. Thief: Steal 1 random card from 1 opponents hand in action phase. Discard 1 card. Jester: In action phase cause 2 other players to give each other 1 random card from their hands.

Merchant: Once in each action phase draw 1 card and discard one card. Amazon: Treat all Bonus cards as Nature cards. Assassin: Cause 1 target Aid card to be discarded in Action phase.

Ranger: Nature cards +1 Warlord: Treat Chaos cards as Law cards Paladin: Treat Evil cards as Good cards Oracle: Look at all hands of all opponents in action phase. Rogue: You may play 2 bonus cards on a Base card if no multiplier card is played Druid: Treat all multiplier cards as Nature cards. Necromancer: Treat all Good cards as Evil cards Wraith Lord: Evil cards +1 Overlord: Destiny total +3 Emperor: Maximum hand size +1

Alignment	Type	Value
Law	Bonus	+2
Law	Bonus	+3
Law	Multiplier	x2
Law	Multiplier	x3
Law	Multiplier	x4
Chaos	Base	1
Chaos	Base	2
Chaos	Base	3
Chaos	Base	4
Chaos	Bonus	+1
Chaos	Bonus	+2
Chaos	Bonus	+3
Chaos	Multiplier	x2
Chaos	Multiplier	x3
Chaos	Multiplier	x4
Nature	Base	1
Nature	Base	2
Nature	Base	3
Nature	Base	4
Nature	Bonus	+1
Nature	Bonus	+2

Alignment	Type	Value
Law	Base	2
Law	Base	3
Law	Base	4
Law	Bonus	+1

Alignment	Type	Value
Nature	Bonus	+3
Nature	Multiplier	x2
Nature	Multiplier	x3
Nature	Multiplier	x4

Treasure Deck Card List

Treasure	TP	Special Ability
Lesser Hoard	1	10 of these cards in the deck
Greater Hoard	2	5 of these cards in the deck
Kings Crown	1	Law cards +1
Philosophers Stone	1	Max hand size +1
Crystal Ball	1	Look at all hands of all opponents in action phase
Magic Tome	1	Once in each action phase draw 1 card and discard 1 card
Dragons Hoard	3	

TP Treasure Points





Destiny Skirmish

Introduction

Card and board game for 2 or more players Abstract skirmish level combat with a Destiny theme. One player controls the Guardians. The other player controls an Alien Faction.

Disclaimer

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Victory

You win if you destroy all opposing Units.

The Cards

Players share a common deck.

The Map

Use a 10 x 10 or 12 x 12 Grid.

Dice

Six sided dice are used.

Figures

Use figurines or miniatures to represent Units.

Setup

Each player places Units on the squares of his back 2 rows or According to the scenario description. Units may not stack.

Action Tokens

Use glass stones or pebbles. These are used to keep track of which units have had their turn. Place them next to the unit.

Damage Tokens

Use Poker Chips. This keeps track of how much Damage the unit has taken. Place them under the unit.

Turn Sequence

Place an Action Token next to each unit. Players roll high on 1D6 to see who goes first. Players take turns activating one unit at a time.

When you activate one of your Units, remove its Action Token. Then draw 2 Cards for the current Unit. Use these cards to have the Unit Move and Attack.

Note: A Unit may make multiple Moves and Attacks per turn. Discard cards when used or if they are un-useable. Continue to the next unit until no units have any Action Tokens.

Moving

Discard a Move card to move exactly the indicated number of Spaces. Moves can be orthogonal or diagonal.

Attacking

Discard an Attack card to Attack. The target must be at one of the ranges available to the Attack. The Attack hits on a roll of 4-6+ on 1D6.

Defending

When a unit is hit by an attack, it has a chance to defend. Immediately draw 2 cards. For each Defense card you draw roll 1D6: The attack is negated on a roll of 4-6+.

Damage

Every time a Unit is hit, it gains a Damage Token. If a Unit has more Damage Tokens than Hits, it is destroyed. Note: some attacks do more than 1 Damage.

Card List Notation

Copies of that card in the deck

Type Purpose of card

M Movement card: Play to move Unit exactly that many spaces.

A Attack card: Play to hit a target on a roll of 4-6+

D Defense card: Play to negate a hit on a roll of 4-6+

K As a Knight would move in Chess

N Only useable by a Guardian

P Primary Weapon Card: Per Weapon or Unit Description

S Secondary Weapon Card: Per Weapon or Unit Description

B Ability Card: Per Unit Description

G Grenade Card: Per Guardian Description

V Maneuver Card: Per Guardian Description

T Training Card: Per Unit Description

O Modifier Card: Per Unit Description

Z Tactics Card: Per Unit Description

R Regenerate: Remove 1 Damage Token

X Guardian Trait: Draw 2 Cards

H Race: Per Guardian Description

Destiny Common Deck Card List

Card Name:	#	Range	Type
Walk	4	1	M
Run	3	2	M
Jump	2	K	MN
Sparrow	1	3-4	MN
Melee	1	1	A
Primary Weapon	4	-	P
Secondary Weapon	2	-	S
Ability Card	1	-	A
Grenade Card	1	-	GN
Maneuver Card	1	-	VN

Card Name:	#	Range	Type
Training Card	1	-	T
Modifier Card	1	-	O
Tactics Card	1	-	Z
Recovery	1	-	R
Agility	1	-	D
Armor	1	-	D
Intellect	1	-	XN
Discipline	1	-	XN
Race	1	-	HN

Guardians

Guardians have 3 Hits each. For each individual Guardian determine the following: Race, Class, Sub-

class, Primary Weapon, Secondary Weapon.

Guardian Races

Race:	Race Card Effect:
Human	D (Defense: Tough Survivors)
Exo	X (Draw 2 Cards: AI memory Banks)
Awoke	M1 (Move 1 Space: Enhanced Spatial Awareness)

Guardian Classes And Subclasses

Class:	Subclasses:
Titan	Striker, Defender
Hunter	Gunslinger, Bladedancer
Warlock	Voidwalker, Sunslinger

Guardian Primary And Secondary Weapons

Weapon	Attacks	Notes:
Autorifle	A1, A2, AK, A3	2 Attacks per Card
Scout Rifle	A2, A3, A4, A5	2 Attacks per Card
Pulse Rifle	A1, A2, A3, A4	2 Attacks per Card
Hand Cannon	A1, A2	2 Damage
Fusion Rifle	A1, A2, A3	2 Damage at Range = 3
Sniper Rifle	A4, A5	2 Damage
Shotgun	A1, A2, AK	2 Damage at Range = 1
Machinegun	A2, A3	3 Attacks per Card, 2 Damage, Heavy
Rocket Launcher	A3, A4	3 Damage, Blast, Heavy

Heavy Weapons

Guardians firing a Heavy Weapon Hit on a roll of 5-6+.

Burst Effect

All units orthogonally adjacent to the Attacker will take 1 Damage on a roll of 4-6+.

Adjacency Rules

Unless specified Diagonal and Orthogonal Units are adjacent.

Blast Effect

All units orthogonally adjacent to the Target will take 1 Damage on a roll of 5-6+.

Stun Effect

In Addition to taking Damage, the effected unit cannot move or attack on its Next turn. (It loses its action Token. If it already used it this turn, it does not Get one next turn)

Suppress Effect

Effected unit cannot use the following types of cards on its next 3 turns: Ability, Maneuver, Grenade, Training, Modifier, Tactics, Race, Intellect, Discipline.

Protect Effect

Counts as a Defense for an adjacent friendly unit.

Orbs Of Light Effect

Adjacent friendly Units get to draw an extra card on their next turn

Heal Effect

Adjacent friendly Unit regains 1 Lost Hit.

Titan Striker

Card Type:	Effect	Notes
Grenade	Flashbang	AK with Stun
Ability	Fist of Havoc	M1 then Burst
Tactics	Storm Fist	A1 for 2 Damage

Detonate Effect

All units orthogonally adjacent to the Attacker will take 2 Damage on a roll of 4-6+. Upon Detonation this Unit is destroyed.

Grenades

Each Guardian can use the Grenade card for 3 different Attack effects. Two Effects are common to all Guardians:

1. Heavy Damage: AK for 2 Damage
2. Area of Effect: AK with Blast

The Third Effect is specific according to each subclass.

Card Type:	Effect	Notes
Modifier	Shoulder Charge	M2 then A1
Training	Codex	D or Regenerate
Maneuver	Catapult	M3

Titan Defender

Card Type:	Effect	Notes
Grenade	Suppressor	AK with Suppress
Ability	Ward of Dawn	D or Protect
Tactics	Disintegrate	D or A1

Card Type:	Effect	Notes
Modifier	Gift of the Void	Orbs of Light
Training	Codex	D or Regenerate
Maneuver	Lift	M2

Hunter Gunslinger

Card Type:	Effect	Notes
Grenade	Trip Mine	A4 with Blast
Ability	Golden Gun	A3 for 3 Damage
Tactics	Throwing Knife	A2 (Hits on a roll of 2+)
Modifier	Trance	Draw 2 Cards
Training	Paths and Ways	D or Regenerate
Maneuver	Double Jump	M2

Hunter Bladedancer

Card Type:	Effect	Notes
Grenade	Skip Grenade	A2 and AK and A3 (All must be Adjacent)
Ability	Arc Blade	A1 for 2 Damage
Tactics	Showstopper	Burst
Modifier	Cloak	D or MK then A1
Training	Paths and Ways	D or Regenerate
Maneuver	Triple Jump	M3

Warlock Void Walker

Card Type:	Effect	Notes
Grenade	Vortex Grenade	A2 for 2 Damage
Ability	Nova Bomb	A3 for 3 Damage
Tactics	Energy Drain	A1 and Regenerate

Card Type:	Effect	Notes
Modifier	Vortex Mastery	Draw 2 Cards
Training	Arcane Order	D or Regenerate
Maneuver	Blink	MK

Warlock Sun Slinger

Card Type:	Effect	Notes
Grenade	Solar Grenade	A3 for 2 Damage
Ability	Radiance	D or Draw 2 Cards
Tactics	Scorch	A1 for 2 Damage

Card Type:	Effect	Notes
Modifier	Gift of the Sun	Orbs of Light
Training	Arcane Order	D or Regenerate
Maneuver	Glide	M4

Alen Factions

There are 4 types of alien enemy groups:

Race:	Description:	Race Card Effect:
Fallen	Ruthless Once-Noble Scavengers	A3 (Firepower)
Hive	Ancient Festering Evil	A1 (Ferociousness)
Vex	Inscrutable Living Metal	M2 (Teleportation)
Cabal	Brutal, Hulking Conquerors	D (Defensive Measures)

FALLEN: DREG (1 Hit)

Card Type:	Effect	Notes
Primary	Shock Pistol	A2
Secondary	Shock Dagger	A1
Ability	Shock Grenade	AK

Card Type:	Effect	Notes
Modifier	Shrapnel Launcher	A3 (Hits on 3-6+)
Training	Dual Shock Daggers	A1 (2 Attacks)
Tactics	Cover	D

FALLEN: VANDAL (2 Hits)

Card Type:	Effect	Notes
Primary	Shock Rifle	A2, A3
Secondary	Shock Blades	A1 (2 Attacks)
Ability	Shock Grenade	AK

Card Type:	Effect	Notes
Modifier	Shrapnel Launcher	A3 (Hits on 3-6+)
Training	Wire Rifle	A4, A5
Tactics	Cover	D

FALLEN: STEALTH VANDAL (2 Hits)

Card Type:	Effect	Notes
Primary	Shock Rifle	A2, A3
Secondary	Shock Blades	A1 (2 Attacks)
Ability	Cloaking Device	D
Modifier	Shrapnel Launcher	A3 (Hits on 3-6+)
Training	Wire Rifle	A4, A5
Tactics	Get in Close	M2 then A1 for 2 Damage

FALLEN: CAPTAIN (3 Hits)

Card Type:	Effect	Notes
Primary	Shrapnel Launcher	A3 (Hits on 3-6+)
Secondary	Shock Blades	A1 (2 Attacks)
Ability	Arc Shield	D

Card Type:	Effect	Notes
Modifier	Shock Rifle	A2, A3
Training	Shock Blades	A1
Tactics	Teleporter	MK, M4

FALLEN: SHANK (1 Hit)

Card Type:	Effect	Notes
Primary	Shock Gun	A2
Secondary	Shock Gun	A3
Ability	Hover	M1

Card Type:	Effect	Notes
Modifier	Tracking Projectiles	AK
Training	Solar Shield	D
Tactics	Flank	MK

FALLEN: SERVITOR (3 Hits)

Card Type:	Effect	Notes
Primary	Eye Blast	A4
Secondary	Eye Blast	A5
Ability	Void Halo	Heal

Card Type:	Effect	Notes
Modifier	Void Halo	Heal
Training	Teleporter	MK
Tactics	Teleporter	M4

FALLEN BOSS: DEVIL WALKER (8 Hits)

Card Type:	Effect	Notes
Primary	Chain Gun	A2, A3 (2 Attacks)
Secondary	Shock Grenades	AK
Ability	Cannon	A4, A5 for 2 Damage with Blast
Modifier	Laser Array	A3, A4 with Blast
Training	Push Back	Burst
Tactics	Shank Bay	Deploy 1 Shank

HIVE: THRALL (1 Hit)

Card Type:	Effect	Notes
Primary	Claws	A1
Secondary	Charge	M2 then A1
Ability	Berserk	M1 then A1

Card Type:	Effect	Notes
Modifier	Quick	D or M3
Training	Rush	M2
Tactics	Swarm	M1 or A1

HIVE: CURSED THRALL (1 Hit)

Card Type:	Effect	Notes
Primary	Explode	Detonate
Secondary	Explode	Detonate
Ability	Explode	Detonate

Card Type:	Effect	Notes
Modifier	Lumber	M1
Training	Lumber	M1
Tactics	Lumber	M1

HIVE: ACOLYTE (1 Hit)

Card Type:	Effect	Notes
Primary	Shredder	A2, A3
Secondary	Boomer	A3 for 2 Damage and Blast
Ability	Lurk	M1

Card Type:	Effect	Notes
Modifier	Pot Shot	A3
Training	Entrenched	D
Tactics	Cover	D

HIVE: KNIGHT (3 Hits)

Card Type:	Effect	Notes
Primary	Boomer	A3 for 2 Damage and Blast
Secondary	Shredder	A2, A3
Ability	Cleaver	A1 for 2 Damage
Modifier	Berserk Rage	M2 then A1
Training	Wall of Darkness	D or Regenerate
Tactics	Arc Shield	D

HIVE: WIZARD (2 Hits)

Card Type:	Effect	Notes
Primary	Darkness Blast	A3, A4
Secondary	Dark Sphere	Burst
Ability	Foul Energy	Protect or Heal

Card Type:	Effect	Notes
Modifier	Hover	M2
Training	Nimble	D or M3
Tactics	Solar Shield	D

HIVE: OGRE (4 Hits)

Card Type:	Effect	Notes
Primary	Eye Blast	A2, A3, A4 for 2 Damage
Secondary	Ground Slam	Burst for 2 Damage
Ability	Berserk	M2 then A1 for 2 Damage

Card Type:	Effect	Notes
Modifier	Rush	M3
Training	Roam	M1
Tactics	Tough	D

VEX: GOBLIN (1 Hit)

Card Type:	Effect	Notes
Primary	Slap Rifle	A2, A3
Secondary	Torch Hammer	A3, A4 with Blast
Ability	March	M1

Card Type:	Effect	Notes
Modifier	Evasion	D
Training	Rampage	M3
Tactics	Blink Walk	M2

VEX: HOBGOBLIN (2 Hits)

Card Type:	Effect	Notes
Primary	Line Rifle	A3, A4, A5
Secondary	Slap Rifle	A2, A3
Ability	Stasis Shield	D
Modifier	Slap Grenade	AK
Training	Suppressive Fire	A3, A4 (2 Attacks: Hits on 5-6+)
Tactics	Blink Walk	M2

VEX: HARPY (1 Hit)

Card Type:	Effect	Notes
Primary	Twin Slap Rifles	A2, A3 (2 Attacks)
Secondary	Flock	M1
Ability	Bypass Cover	M2 then A2, A3

Card Type:	Effect	Notes
Modifier	Scout	MK
Training	None	-
Tactics	Arc Shield	D

VEX: HYDRA (4 Hits)

Card Type:	Effect	Notes
Primary	Torch Hammers	A3, A4 with Blast
Secondary	Bombardment	A3, A4 with Blast (2 Attacks)
Ability	Float	M1
Modifier	Explode	Detonate
Training	Impregnable Shield	D
Tactics	Logic Barrier	D

VEX: MINOTAUR (3 Hits)

Card Type:	Effect	Notes
Primary	Torch Hammer	A3, A4 with Blast
Secondary	Slap Rifle	A2, A3
Ability	Armored Fist	A1 for 2 Damage

Card Type:	Effect	Notes
Modifier	Void Shield	D
Training	Rapid Teleports	M4
Tactics	Blink Walk	M2

CABAL: LEGIONARY (2 Hits)

Card Type:	Effect	Notes
Primary	Slug Rifle	A2, A3
Secondary	Projection Rifle	A3, A4 with Blast
Ability	Bulk	D

Card Type:	Effect	Notes
Modifier	Heavy Armor	D
Training	Flank	MK
Tactics	Jump Pack	M3

CABAL: PHALANX (2 Hits)

Card Type:	Effect	Notes
Primary	Slug Rifle	A2, A3
Secondary	Heavy Combat Shield	D
Ability	Bulk	D
Modifier	Heavy Armor	D
Training	Blind Fire	A2, A3 (Hits on 5-6+)
Tactics	None	-

CABAL: CENTURION (3 Hits)

Card Type:	Effect	Notes
Primary	Projection Rifle	A3, A4 with Blast
Secondary	Slug Rifle	A2, A3
Ability	Bulk	D

Card Type:	Effect	Notes
Modifier	Heavy Armor	D
Training	Solar Shield	D
Tactics	Jump Jets	MK

CABAL: COLOSSUS (4 Hits)

Card Type:	Effect	Notes
Primary	Heavy Slug Thrower	A2, A3 for 2 Damage
Secondary	Seeking Rockets	A4, A5 with Blast
Ability	Bulk	D
Modifier	Heavy Armor	D
Training	Massive Frame	D
Tactics	Ground Slam	Burst

CABAL: PSION (1 Hit)

Card Type:	Effect	Notes
Primary	Slug Rifle	A2, A3
Secondary	Psionic Blast	A1 for 2 Damage
Ability	Rapid	M2

Card Type:	Effect	Notes
Modifier	Sneaky	MK
Training	Hide	D
Tactics	Void Shield	D

Basic 9 Point Scenario

Guardians have 1 Titan, 1 Hunter, and 1 Warlock. Aliens have 9 Hits worth of Units.

Basic 18 Point Scenario

Guardians have 1 Unit of all 6 Subclasses. Aliens have 18 Hits worth of Units.

Terrain Types

Type:	Notes:
Open	No Effect
Hard Cover	Can use Move cards as Defense Cards

Crucible Challenge Scenario

Guardian vs Guardian. Each side has an equal number of Guardians.

Respawn Option

After being killed, a Guardian will Respawn in 3 turns. If playing with this rule, triple the hits worth of Alien Enemy Units, and Triple the Hits of Enemy Bosses. Crucible Challenges are unchanged.

Type:	Notes:
Choke Point	Must Stop upon entering
Impassable	Cannot be Entered
Gap	Can be Moved Through but cannot end turn on
Height	Attacks get +1 Range
Obstructed	Attacks out of this Space are at -1 to Hit
Rise	Cannot attack past
Loot	One time only: Guardian pick a different Secondary Weapon
Energy Source	When entering remove 1 Damage Counter
Blocked	Cannot be attacked past or Entered
Way Point	On your turn get M1 or M2 for free
Difficult	Unit on this space draws 1 less Card
Good Ground	Unit on this space draws 1 extra Card
Clear View	Attacks out of this Space are at +1 to Hit
Exposed	Attacks into this Space are at +1 to Hit
Light Cover	Attacks into this Space are at -1 to Hit
Depression	Cannot Attack out of or into unless Adjacent or Indirect

Note: Some spaces can have 2 or more Types of Terrain. For Example, a space may be a Way Point and a Rise simultaneously.





Destroy The Rail Road Bridge

by Marcus Salo

Introduction

Scenario for WarpQuest: WWII. for the [Warpquest Core Rules](#) WarpQuest Core Rules. The player controls a combat team of 5 Finnish Army Recon (Kaukopartio in Finnish) men in a mission far behind Soviet lines. The mission is to destroy a Rail Road Bridge 60 miles behind the enemy lines. It's January 1943 and it's cold and dark in the Karelian woods.

The Party

Each party consists of 5 members: Sergeant V.Korpi Corpral J.Lahtinen Jaeger M.Koskinen Jaeger S.Berg Jaeger S.Stenstrom. The Sergeant has 3 skills, Corpral has 2 skills and Jaegers have 1 skill. The combat team is armed with 5 Suomi SMG's, 1 Sniper Rifle, Satchel Charges (AT weapon), mines, knives (the puukko's) and hand grenades. The team is carrying a radio. The team is skiing 60 miles to the target and 60 miles back to the Finnish lines.

Skill List Table

1D10	Skill:	Notes:
1	Armed Combat +1	
2	Sniping +1	
3	Agility +1	
4	Non-armed Combat +1	Knives and shovels
5	Survival +1	
6	Sapper Skills +1	Defusing mines, laying mine-fields.
7	Anti-Tank Skills +1	
8	Personality +1	
9	Stealth +1	
10	Pick any Skill	

MODULE 1: "Lahetaas hiihtelemaan kohti sita perkeleen siltaa." "Let's hit the skis, boys. The darned

bridge is waiting."

Card Name:	Notes:
-40F Temperature	Survival x2
Strong Wind	Survival x2
Soviet Patrol	Armed Combat x2 or Sniping x 2
Soviet Infantry Company	Stealth x 2
Soviet Sniper	Agility & Sniping
Soviet Tank Column	Stealth x 2
Soviet Field Kitchen	Stealth & Non-Armed Combat or Sniping x 2
	(if succesfull, eat your stomach full and advance 1d6 spaces forward).
Great Skiing Weather	No challenge. Advance 1d6 spaces forward.
Exhaustion	Personality x 2
Booby Trap	Sapper Skills x 2
POW Transport Column	Armed Combat x 2 (if succesfull, gain one new Jaeger)
Deep Snow	Survival x 2
T-34 Tank with infantry	AT Skills & Armed Combat
Two T-28 Tanks	AT Skills x 2
Deep Ravine	Agility x 2
Desperation	Personality x 2
Soviet Ammo Dumb	Stealth & Agility
	(take weapons and ammo,if succesfull, gain one combat skill)

Card Name:	Notes:
Soviet Prison Camp	Armed Combat x 2 (if succesfull, go to target. Soviets are too busy hunting down released prisoners)
Soviet Recon Hunters	Stealth x 2 or Armed Combat x 2
Soviet Ski Patrol	Armed Combat x 2
Soviet Infantry Column	Stealth x 2

MODULE 2: "Silta on kappaleina, lahetaas pojat let's go to the sauna, boys."
saunomaan!" "The Bridge has been blown to pieces,

Card Name:	Notes:
Another Recon Team	Personality x 2 (if successful gain two Jeagers)
Soviet Recon Hunters	Sappers Skills x 2 (build mine field) or ArmedCombat x 2
Soviet Spotting Plane	Stealth x 2
-40F Weather	Survival x 2
Deep Snow	Survival & Agility
Soviet Infantry Patrol	Armed Combat x 2 or Sniping x 2
Soviet Ambush	Agility & Armed Combat
Exhaustion	Personality x 2
Lack of Food	Survival x 2
Desperation	Personality x 2
Soviet Sniper	Agility x Sniping
Soviet Partisans	Armed Combat x 2
Soviet Mine Field	Sapper Skills x 2
Two T-34's	AT Skills x 2
Fever	Survival x 2
Tiredness	Personality x 2
Sisu (=Finnish Stubborness	No challenge, advance 1d6
Jermu (=Grogard) Spirit	No challenge, advance 1d6
Soviet Ski Patrol	Armed Combat x 2
Soviet Truck Convoy	Armed Combat x 2 (if succesfull, spirit goes up, Personality +1)
Booby Trap	Sapper Skills x 2
Soviet Infantry Company	Stealth x 2
Soviet MG Bunker	Stealth & Sniping
Soviet Parachutist Platoon	Armed Combat x 2
Soviet Infantry Battalion	Stealth x 2
Soviet Stormovik Raid	Agility x 2

There is no artifact in this module. All other Artifact Rules apply.

When the combat team reaches home, they take a good 3 hour sauna bath, sleep a little and start another mission.

Enjoy!
Salo

home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.

1-4 Go back 1D6 spaces

5-6 Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.





Devastators 2500

Introduction

The larger Interstellar warships go by many categorical names: Dreadnaughts, Battlers, Star Cruisers, and of course, Devastators. Each player controls a Devastator, or ship, represented by his deck. Play pits Devastator vs Devastator.

Run out your opponents deck to destroy his ship.

The Deck

The full Deck contains over 100 cards as described in the Card List. Before playing the first time, the deck will have to be constructed. The backs of all the cards are the same, the front should have the name of the card and its effect written out.

Object

Have the last remaining Devastator. When all of your opponents cards are in his Destroyed pile, you have eliminated him from the game.

Setup

Shuffle the full deck and deal each player an equal number of cards face down. These smaller decks for each player are called Draw Piles or Systems decks. A System deck represents all the weapon and defense systems on the players ship.

Each player draws 5 cards from his system deck. Determine turn order by any convenient method. All ships begin at Long Range from each other.

The Discard Piles

Each player has two discard piles: The Destroyed pile and the Reuse pile.

Turn Sequence

Draw Phase Move Phase Launch Phase Attack Phase Defense Phase Damage Phase

Draw Phase

Draw two cards from your Systems Deck. If there are ever no cards left in your systems deck, shuffle your Reuse Pile, which becomes your Systems deck. You may have a maximum of 8 cards in your hand.

Excess cards go to your Reuse pile. Rule of thumb: Cards you play immediately go to your reuse pile. Cards lost to damage go to your destroyed pile.

If all of your cards are in the destroyed pile you lose.

Move Phase

You may discard one Thruster card from your hand to your Reuse pile to move your ship one step closer to or farther away from an opponents ship. The Range Steps are:

- Short Range
- Medium Range
- Long Range Keep a record of the ranges between all ships.

Launch Phase

You may launch a Fighter card. The Fighter card is placed face up in front of you, and remains there until an opponent destroys it.

Attack Phase

You may play attack cards to attack enemy ships at the appropriate range. One attack card per target devastator. The attack card lists its range.

For example: you can only use a Torpedo to attack at long range. The attack card is played from your hand, and is discarded to your Reuse pile. Your fighters may always attack.

You may attack an enemy fighter with attack card of any range. Fighters may also attack other fighters. When attacking a fighter your opponent must discard the top card of his draw pile into his reuse pile. If the drawn card is a thruster or armor card the fighter evades.

A thruster or armor card may also be played from the hand to save a fighter. Any other type of card means the fighter is discarded to his owners Destroyed pile.

Defense Phase

If you attacked, your opponent may play a Thruster card to evade the attack. The attack will do no damage. This is known as an evasion. Your opponent may also play one of the more specialized defense cards that will negate an attack of a specific type.

Your opponent may play a Point Defense card to automatically destroy one of your attacking fighters. Played cards are discarded to that players Reuse pile. If destroyed, your fighter is discarded to your Destroyed pile.

Damage Phase

Attack cards not evaded or negated will do damage to your opponents ship. Each Attack card lists a numerical damage value. Fighter attacks do one point of Damage.

Your opponent discards a number of cards from his hand and/or from the top of his Draw pile (his choice)

equal to the damage inflicted. These cards go to his destroyed pile. An Armor card, if discarded from hand or deck, soaks up all the remaining damage, and no further cards are discarded.

You may play the Critical hit and Nuclear warhead cards to increase the amount of damage done by the attack.

Card List

#	Name	Affect
25	Thrusters	Evade or change range one step
12	Armor	Absorbs one Attack and is then Destroyed
3	Plasma Projector	Beam Attack, Short Range, Damage = 4
4	Laser Turret	Beam Attack, Medium Range, Damage = 2
4	Particle Beam	Beam Attack, Long Range, Damage = 3
4	Autocannon	Projectile Attack, Short Range, Damage = 3
3	Rail Gun	Projectile Attack, Medium Range, Damage = 4
4	Meson Gun	Projectile Attack, Long Range, Damage = 2
4	Rocket Salvo	Missile Attack, Short Range, Damage = 2
4	Missile Launch	Missile Attack, Medium Range, Damage = 3
3	Torpedo	Missile Attack, Long Range, Damage = 4
4	Fighter	Any Range, Attack Damage = 1/Turn until destroyed
2	Targeting Computer	Negates an Evasion made by an opponent
2	Nuclear Warhead	Successful Missile Attack does an additional 5 points of damage
2	Critical Hit	Successful Attack does an additional 3 points of damage
2	Jammer	Defense: Negate all Missile attacks this turn
4	Point Defense	Defense: Destroy Fighter or Negate one Missile attack this turn
4	Deflectors	Defense: Negate all Projectile attacks this turn
4	Sand Caster	Defense: Negate all Beam attacks this turn
4	Damage Control	Put one random card from your destroyed pile into your hand
2	Battle Computer	Play in your draw phase to draw an additional 3 cards
2	Tactics	Play in launch phase. Opponent must discard 3 cards to his reuse pile
2	Electronic Warfare	Play in opponents launch phase. He may not attack you this turn

the number of that card in the deck.





Devastators 3000

Introduction

The high tech version of Devastators 2500. The larger Interstellar warships go by many categorical names: Dreadnaughts, Battlers, Star Cruisers, and of course, Devastators. Each player controls a Devastator, or ship, represented by his deck.

Play pits Devastator vs Devastator. Run out your opponents deck to destroy his ship.

The Deck

The full Deck contains over 100 cards as described in the Card List. Before playing the first time, the deck will have to be constructed. The backs of all the cards are the same, the front should have the name of the card and its effect written out.

Object

Have the last remaining Devastator. When all of your opponents cards are in his Destroyed pile, you have eliminated him from the game.

Setup

Shuffle the full deck and deal each player an equal number of cards face down. These smaller decks for each player are called Draw Piles or Systems decks. A System deck represents all the weapon and defense systems on the players ship.

Each player draws 5 cards from his system deck. Determine turn order by any convenient method. All ships begin at Long Range from each other.

The Discard Piles

Each player has two discard piles: The Destroyed pile and the Reuse pile.

Turn Sequence

Players take turns. Each turn has 6 phases: Draw Phase Move Phase Launch Phase Attack Phase Defense Phase Damage Phase

Draw Phase

Draw three cards from your Systems Deck. If there are ever no cards left in your systems deck, shuffle your Reuse Pile, which becomes your Systems deck. You may have a maximum of 8 cards in your hand.

Excess cards go to your Reuse pile. Rule of thumb: Cards you play immediately go to your reuse pile. Cards lost to damage go to your destroyed pile.

If all of your cards are in the destroyed pile you lose.

Move Phase

You may discard one Drive card from your hand to your Reuse pile to move your ship one step closer to or farther away from an opponents ship. The Range Steps are: Short Range – Medium Range – Long Range Keep a record of the ranges between all ships.

Launch Phase

You may launch a Fighter Squad card or Nanotech swarm card. The Fighter or Swarm card is placed face up in front of you, and remains there until an opponent destroys it.

Attack Phase

You may play attack cards to attack enemy ships at the appropriate range. One attack card per target devastator. The attack card lists its range.

For example: you can only use a Force Beam Array to attack at long range. The attack card is played from your hand , and is discarded to your Reuse pile. Your fighters may attack at short and medium range.

Swarms only attack at short range You may attack an enemy fighters or swarms with attack card of any range. Fighters or swarms may also attack other fighters or swarms. When attacking a fighter or swarm your opponent must discard the top card of his draw pile into his reuse pile. If the drawn card is a drive or armor card the fighter/swarm evades.

A drive or armor card may also be played from the hand to save a fighter/swarm. Any other type of card means the fighter/swarm is discarded to his owners Destroyed pile.

Defense Phase

If you attacked, your opponent may play a drive card to evade the attack. The attack will do no damage. This is known as an evasion. Your opponent may also play one of the more specialized defense cards that will negate an attack of a specific type.

Played cards are discarded to that players Reuse pile.

Damage Phase

Attack cards not evaded or negated will do damage to your opponents ship. Each Attack card lists a numerical damage value. Fighter attacks do one point of Damage. Swarms do 3 points.

Your opponent discards a number of cards from his

hand and/or from the top of his Draw pile (his choice) equal to the damage inflicted. These cards go to his destroyed pile. An Armor card, if discarded from hand or deck, soaks up all the remaining damage, and no further cards are discarded.

You may play the Core Penetration card to increase the amount of damage done by the attack.

Card List

#	Name	Affect
25	Tachyon Drives	Evade or change range one step
12	Super Dense Matter Armor	Absorbs one Attack and is then Destroyed
3	Gamma Phasic Lasers	Energy Attack, Short Range, Damage = 2
4	Photon Torpedo Spread	Energy Attack, Medium Range, Damage = 3
4	Wave Motion Gun	Energy Attack, Long Range, Damage = 4
4	Matter Disruptor Banks	Gravitic Attack, Short Range, Damage = 3
3	BlackHole Singularity Generator	Gravitic Attack, Medium Range, Damage = 4
4	Force Beam Array	Gravitic Attack, Long Range, Damage = 2
4	Megaton Fusion Drones	Nuclear Attack, Medium Range, Damage = 2
4	Antimatter Vortex Emitter	Nuclear Attack, Short Range, Damage = 3
3	Supernova Bomb	Nuclear Attack, Long Range, Damage = 4
4	Cybernetic Fighter Squads	S/M Range, Attack Damage = 1/Turn until destroyed
2	Nanotech Swarm	Short Range, Attack Damage = 2/Turn until destroyed
2	Heisenberg Targeting Matrix	Negates an Evasion made by an opponent
2	Core Penetration	Successful Attack does an additional 3 points of damage
4	Gaussian Warp Shield	Defense: Negate all Nuclear attacks this turn
4	Graviton Field	Defense: Negate all Gravitic attacks this turn
4	Dissipater Grid	Defense: Negate all Energy attacks this turn
4	Molecular Reintegration	Put one random card from your destroyed pile into your hand
2	Quantum Battle Computer	Play in your draw phase to draw an additional 3 cards
2	Tactical Superiority	Launch phase. Opponent discard 3 cards to his reuse pile
4	Cloaking Device	Opponents launch phase. He may not attack you this turn

the number of that card in the deck.

Cardset Available

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Links

[Wiki](#)





Diamond Traders

Introduction

Card game. 2-5+ players.

Object

Have the largest point score at the end of 4 turns.

Suite	Value	Notes
Cut	1	Imperfect
Cut	2	Beget
Cut	3	Square
Cut	4	Perfect Round
Color	1	Canary
Color	2	Yellow
Color	3	Off White
Color	4	White
Clarity	1	Carbons
Clarity	2	Slight Inclusions

The Deck

Players share a common 60 card deck. There are 5 suites. Each Suite has 12 cards. Include 3 of each card listed below.

Suite	Value	Notes
Clarity	3	Clean
Clarity	4	Flawless
Karat	1	Milli
Karat	2	Half Karat stone
Karat	3	One Karater
Karat	4	Rock
Kind	1	Amethyst
Kind	2	Ruby
Kind	3	Emerald
Kind	4	Diamond

Turn Sequence

There are 3 Phases in a turn:

1. Draw Phase
2. Trade Phase
3. Show Phase

Draw Phase

All players draw cards to fill their hands to 12 cards. If the deck runs out shuffle the discard and draw from it.

Trade Phase

All players may trade cards with each other. Anything goes. Beg, borrow, and steal. Trades may be public, private, by auction, uneven, I.O.U., etc.

After 10 minutes, or if no one wants to trade anymore, go on to the next phase.

Show Phase

All players simultaneously score points in this phase. To score points you must play (reveal) one

or more "Stones". A "Stone" is a combination containing 1 card from each of the 5 suites: Cut, Color, Clarity, Karat, and Kind.

To determine the point value of a Stone: Multiply together the values of all of the cards in the combo. For example: Joe plays: Cut = 3, Color = 1, Clarity = 1, Karat = 2, and Kind = 4. The score for the stone = $3 \times 1 \times 1 \times 2 \times 4 = 24$! Cards not in a combo do not score points. They are called "Dead Merchandise." Dead merchandise is kept in the players hand for next turn.

Keep a running total of your cumulative score.

Variants

Very long game: Deal 15+ cards. (3 stones per phase per player possible) Long Game: Deal 13 or 14 cards. Short Game: Deal 10 or 11 cards. (6 players possible with 10 or fewer cards) Very Short Game: Deal 5-9 cards. (Only one stone per phase per player possible) The Trade Option: During Trade Phase discard 3 cards to draw 1 card.





Dick Tracy Files

Introduction

Card game for 2+ players.

- 2. Solve a Case or
- 3. Discard 1 Card

Winning

The first player to solve 3 Cases is the winner.

The Deck

Players share a common deck. There are 2 main card Types: Crime cards and Law cards. There are 3 types of Crime cards:

- 1. Criminal cards
- 2. Felony cards
- 3. Escape cards

There are 4 types of Law cards:

- 1. Dick Tracy cards
- 2. Helper cards
- 3. Investigation cards
- 4. Pursuit cards

Solving Cases

To solve a Case, your hand must have:

- 1. Textbook Case: One card of each card Type
- 2. Gallery of Rogues: 1 Dick Tracy card & 6 Criminal cards
- 3. Dick Tracy Scrapbook: 1 Dick Tracy card & 6 Helper cards
- 4. Crime Spree: 1 Criminal card & 6 Felony cards
- 5. Crack Case Combo: 1 Felony card & 6 Investigation cards
- 6. Catch The Crook Combo: 3 Escape cards & 4 Pursuit cards
- 7. Double Trouble: 1 Dick Tracy card and 2 of each Crime card

When you solve a case, immediately draw 7 cards.

Setup

Shuffle the deck. Best Jimmy Cagney Impersonation goes first. Deal 7 cards to each player.

Turn Sequence

On your turn:

- 1. Take the top card of the discard or Draw 1 Card

Card List Notation

- C** Criminal cards
- F** Felony cards
- E** Escape cards
- D** Dick Tracy cards
- H** Helper cards
- I** Investigation cards
- P** Pursuit cards

Card List

Card Name:	Type	Notes:
Bank Robbery	F	-
Cold Blooded Murder	F	-
Arson	F	-
Mystery Murder	F	-
Espionage	F	-
Massacre	F	-
Kidnapping	F	-
Extortion	F	-
Armed Robbery	F	-
Ransom	F	-
Con Job	F	-
Blackmail	F	-
Hired Hit	F	-
Armored Car Heist	F	-
Abduction	F	-

Card Name:	Type	Notes:
The Brow	C	Unscrupulous Nazi Spy Ring Master
Flattop	C	Cold- Hearted Freelance Hitman
Shaky	C	Scheming Confidence Man
Pruneface	C	Anti-Social Industrial Engineer
The Blank	C	Enigmatic Murderer
The Mole	C	Reclusive Counterfeiter
Littleface Finney	C	Jewel Thief Gang leader Murderer
B-B Eyes	C	Vengeful Tire Bootlegger
88 Keys	C	Piano player and secret Head of murder gang
Big Boy	C	Thug Crime boss
The Claw	C	Thug & Fur Thief
Breathless Mahoney	C	Wicked Opportunist
Crewy Lou	C	professional portrait photographer and criminal
Gruesome	C	Ruthless Bank Robber
Shoulders	C	Good Looking Thug
Getaway Car	E	-
Trap Door	E	-
Desperate Act	E	-
Red Herring	E	-
Hideout	E	-
Hostage	E	-
Jump Out Window	E	-
Gang Members	E	-
Thompson SMG	E	-
Shootout	E	-
Dynamite	E	-
Trap	E	-
Poison Gas	E	-
Sewers	E	-
Disguise	E	-
Dick Tracy	D	Plain Clothes Cop
Dick Tracy	D	Dashing Hook Nosed Detective
Dick Tracy	D	Innovative Crime Fighting Techniques
Dick Tracy	D	Natural Instinct for Detective Work
Dick Tracy	D	Devastating Good Looks
Dick Tracy	D	Keeping the Streets Safe
Dick Tracy	D	His Reputation Precedes Him
Dick Tracy	D	Modern Sherlock Holmes
Dick Tracy	D	Hard Hitting & Fast Shooting
Dick Tracy	D	Supremely Intelligent
Dick Tracy	D	Devoted Law Man
Dick Tracy	D	Tough as Nails
Dick Tracy	D	Dedicated to the Pursuit of Justice
Dick Tracy	D	American Hero
Dick Tracy	D	Incorruptible Honesty
2-Way Wrist Radio	I	-
Crime Scene	I	-
Hard Thinking	I	-
Fingerprints	I	-
Ballistic Evidence	I	-
Lie Detector	I	-
Interrogation	I	-
Police Procedure	I	-

Card Name:	Type	Notes:
Witness	I	-
Sting Operation	I	-
Surveillance	I	-
Foot Print	I	-
Forensic Tests	I	-
Blood Stains	I	-
Sleuthing	I	-
Tess Trueheart	H	Dick Tracy's True Love
Junior Tracy	H	Adopted Son & Protégé
Chief Brandon	H	Chief of Police
Sam Catchem	H	Easy Going Detective
Brilliant	H	Blind Inventor
Pat Patton	H	Sidekick
Diet Smith	H	Industrialist Inventor
Sparkle Plenty	H	Country Singer
G-Man Jim Trailer	H	FBI Agent
B.O. Plenty	H	Hillbilly
Vitamin Flintheart	H	Hypochondriac Ex-Actor
Patrolman Murphy	H	Irish Beat Cop
Mugg	H	Boxer Police Dog
Summer Sisters	H	Naughty Twins
Police Officers	H	Chicago's Finest
Harsh Justice	P	-
38 Revolver	P	-
Squad Car	P	-
Improvised Attack	P	-
Caught Red Handed	P	-
Knuckle Treatment	P	-
Hand Cuffs	P	-
Rooftop Chase	P	-
Hands Up	P	-
Don't Move a Muscle	P	-
Gun Fight	P	-
Miranda Rights	P	-
Arrest	P	-
Paddy Wagon	P	-
Killed by Victim	P	-

Links

<http://www.tracyrpg.freesevers.com/>
http://en.wikipedia.org/wiki/Dick_Tracy

<http://www.toonopedia.com/tracy.htm>
<http://www.internationalhero.co.uk/d/diktracy.htm>
http://www.comicspage.com/dicktracy/dick_about.htm





Dictators

Introduction

Card game for 2-4+ players. Each player takes the role of 1 or more successive 20th century Dictators.

Game End

The game ends when a turn starts and there are no cards left in the deck.

Victory

The player with the most Victory Points at the end of the game wins.

Victory Points

Use Tokens to represent Victory Points (VP).

The Deck

Players share a common deck. The Deck contains 5 types of cards: Challenge cards, Military Power cards, Political Power cards, Atrocity cards, Wealth cards. Note that each card type has a point value from 1 to 3.

Setup

Flip a coin to see who picks first in the first World stage Phase of the Game.

Turn Sequence

Turns are divided up into 5 Phases:

1. World Stage Phase
2. Coup Phase
3. Abuse of Power Phase
4. Icon Phase
5. Corruption Phase

World Stage Phase

Take the top 10 cards of the deck and place them face up in the middle of the table. These are called the Draw cards. Players take turns taking 1 Draw card and putting it into their hand.

The player with the highest Political Power goes first, next highest goes second, and so on. (This is called the Current Turn Order, determined only once per turn) Continue until all cards are picked. If you

are forced to take a Challenge card, instead of putting it in your hand, place it face up in front of you.

Coup Phase

If you have 6 or more points worth of Challenge cards in front of you, you have been deposed: Discard your hand and all of your cards in play. Start next turn as a new Dictator.

Abuse Of Power Phase

For all players in Current Turn order: You may put 1 Military Power(MP) card into play. You may put 1 Political Power(PP) card into play. You cannot have more points worth of PP than MP.

You may put 1 Atrocity card into play. You cannot have more total points worth of Atrocities than MP. Gain VP = the value of the Atrocity card.

You may put 1 Wealth card into play. You cannot have more total points worth of Wealth than PP. Gain VP = the value of the Wealth card.

Icon Phase

For all players in Current Turn order: Gain 1 VP for each Political Power Card you have in play.

Corruption Phase

Max hand size is 3 cards. Discard excess cards.

Early And Late

Some cards are designated as Early and some as Late. You may only have cards in play from one type.

Card List Notation

M Military Power

P Political Power

X Can be used as either Military or Political Power

Z Can be used as either Military Power or Atrocity

A Atrocity

W Wealth

C Challenge

E Early

L Late

Dictator Deck Card List

Name:	Type	Value
Commander in Chief	M	3
On the Take	WL	1
CIA Payroll	WL	1
Pentagon Payroll	WL	1
KGB Payroll	WL	1
Drug Connections	WL	2
US Invasion	C	3
Revolution	C	2
Palace Complex	W	3
10,000 Pairs of Shoes	W	3
Propaganda	PE	2
Iconic Status	P	3
Weapons of Mass Destruction	P	3
Drug Czar	PL	2
Drug Trafficking	WL	2
Racketeering	WL	1
Money Laundering	WL	1
President	PL	3
The Butcher	A	2
Communism	PE	1
Nationalism	P	2
Concentration Camps	AE	3
Hard Liner	M	1
Genocide	A	3
Ethnic Cleansing	Z	2
Cronyism	P	1
Militia Groups	M	1
Republican Guard	M	3
Rigged Elections	P	2
Military Coup	C	2
Student Protests	C	1
Political Coup	C	1
International Pressure	C	1
Regional War	Z	3
Finance Terrorists	AL	2
Oppress Minorities	Z	2
Torture	A	2
Political Prisoners	Z	1
People Disappear	A	1
Armed Uprising	C	2
Rebel Groups	C	2
Mass Graves	A	2
Rule With Iron Fist	M	3
Charisma	P	3
Demagogue	P	2
Royal Palace	W	2
Uniform	M	1
National Hero	M	3
Cult of Personality	P	3
Modernization	W	2

Name:	Type	Value
Oil Revenues	W	3
Ideological Leadership	PE	2
Party Split	C	2
Reign of Terror	Z	3
Power Struggle	C	2
Purges	Z	2
Mass Arrests	A	1
Exile Community	C	1
Five Year Plans	WE	2
Deportations	A	1
Executions	A	2
Gulags	A	2
Cold War	C	3
World War	C	3
Poison	C	1
Fascism	PE	2
Dissolve Political Parties	P	2
Strict Censorship	X	2
Psychotic	X	1
Paranoid	X	1
Scapegoats	A	1
Ambition	X	1
Manifesto	P	1
Suicide Attempt	C	1
Natural Causes	C	1
Brutal Suppression	Z	2
Swiss Bank Accounts	W	2
Generalissimo	M	2
Civil War	C	3
Isolation	C	1
Popular Support	P	1
Militant Atheism	P	1
Military Junta	M	2
Media Control	P	1
Western Aid	WL	2
Foreign Investors	W	1
Amass Personal Fortune	W	3
Martial Law	M	1
Crush Opposition	M	2
Commandeer Property	W	2
Insatiable Greed	W	3
Rob Treasury	W	2
Extortion	W	1
Despot	P	2
Violent Mood Swings	X	1
Tribal Warfare	C	1
Death Squads	X	2
Ostentatious Coronation	W	2
Embezzlement	W	2
Massacres	A	2

Name:	Type	Value
Corruption	W	1
Re-elected	P	2
Assassination Attempt	C	1
Unlimited Power	P	3
Secret Police	X	1
State Monopoly	W	2

Name:	Type	Value
Silence Dissenters	P	1
Cultural Control	P	2
Totalitarian Regime	X	3
Street Protests	C	1
Gold Taps	W	1
Gross Displays of Wealth	W	2

Links

Faq

1)The SETUP states that you "Flip a coin to see who picks first in the first Political Phase of the Game." But there is no such Phase listed. Should mean "World Stage Phase"? A> Yes, renamed as World Stage phase.
 2) The number of players doesn't affect that there are always 10 new Draw cards each turn? Doesn't matter if some players will have to pick one more or less? A>

10 is it! By Dictatorial Decree.

3) All of the players do each phase before moving on to the next? Or does one player go through all phases before the next player goes through any? A> Added the Current Turn Order Nomenclature.
 4) In Corruption Phase, you discard your hand down to 3. But the cards in play stay in play? If so, how can you get rid of those cards, if you can? A> Your cards in play stay in play until your Dictator is Deposed. Those in play are not those in your hand.





Dinotopia Cards

Introduction

Card game for 2-4+ players. Dinotopia Theme.

Disclaimer

Dinotopia is a licensed, copyrighted property. This is merely a fan site.

The Deck

The deck has 5 Suites:

- C** Characters
- D** Dinosaurs
- L** Locations
- T** Things
- S** Situations

Each suite has 26 Cards. Cards are numbered 1 to 13.
Each Suite has 2 sets of 13 cards.

Victory

Players play games and keep a running total of their scores, until Someone reaches 100 Points.

Setup

Shuffle the deck. The deck is kept face down, the discard face up. Each player is dealt a hand of 10 Cards.

Turn Sequence

On your turn draw 1 card from the top of the deck or the discard and discard 1 card. If you have a Meld, score it and all players discard their hand and start a new round.

Scoring Melds

Score	Meld
10	Nest: 5 Flushes: 2 cards from each Suite
20	Hatchery: Double Flush: 5 cards each from 2 Suites
25	Skybax: Greater Flush: 10 cards from 1 Suite
15	Eggs: 5 Pairs: Any Suites
15	Sauropods: 2 Straights of 5 Cards each
20	Long Neck: 1 Straight of 10 Cards
20	Triceratops: 2 Three of a Kinds and 1 Four of a Kind
25	Brontosaurus: 2 Four of a Kinds and 1 pair
30	T-Rex: 2 Five of a Kinds

The Deck

Card Name:	Rank	Suite
Temple Ruins	1	L
Egg Hatchery	2	L
Dolphin Bay	3	L
Pooktook	4	L
Volcaneum	5	L
Waterfall City	6	L
Factory Forge	7	L
Treetown	8	L
Polongo River	9	L
Rainy Basin	10	L
Backbone Mountains	11	L
Canyon City	12	L

Card Name:	Rank	Suite
Deep Lake	1	L
Pteros Rookery	2	L
Ancient Gorge	3	L
Amu River	4	L
The World Beneath	5	L
Tentpole of the Sky	6	L
Forbidden Mountains	7	L
Sauropolis	8	L
Bent Root	9	L
Sky City	10	L
Sculpted Cliffs	11	L
The Time Towers	12	L

Card Name:	Rank	Suite
Cornucopia	13	L

Card Name:	Rank	Suite
Crystal Caverns	13	L

Baskets of Fish	1	T
Skybax Kite	2	T
Vertebral Drawbridge	3	T
Scroll Reading Machine	4	T
Dragon Horns	5	T
Spiral Pocket Watch	6	T
Crystal Beacons	7	T
Helicoid Geochronograph	8	T
Dinosaur Eggs	9	T
Dung Wagon	10	T
Sandbox Writing	11	T
Longevus Tea	12	T
Tluca Mash and Cakes	13	T
Bamboo Pan Pipes	1	T

Baskets of Fish	1	T
Musical Language	2	T
Pose Dancing	3	T
Dinosaur Vision	4	T
Signal Tower	5	T
Old Charts	6	T
Stone Sentinels	7	T
Carved Monuments	8	T
Historical Reliefs	9	T
Journals	10	T
Provisions	11	T
Sky Galley	12	T
Submersible Vessel	13	T

William Denison	1	C
Arthur Denison	2	C
Sylvia	3	C
Ambassador Bix	4	C
Children	5	C
Alec Orchardwine	6	C
Giorgio and Maria	7	C
Wing Ambassador	8	C
Koro Kidinga	9	C
Nallab the Librarian	10	C
Corpo Carters	11	C
Lee Crab	12	C
Toktimbu	13	C
Message Rider	1	C

William Denison	1	C
Skybax Rider	2	C
Swamp Musicians	3	C
Malik the Timekeeper	4	C
Elder Brokehorn	5	C
Habitat Partners	6	C
Matriarch Nora	7	C
Melanie and Kalyptra	8	C
Instructor Oolu	9	C
Mammoth Guide	10	C
Levka Gambo	11	C
Cirrus	12	C
Nimbus	13	C

Triceratops	1	D
Oviraptor Egg Nurse	2	D
Maiaasaura	3	D
Brachiosaur	4	D
Hadrosaur	5	D
Hatchlings	6	D
Dimorphodon Messenger	7	D
Ornithomimid Scribes	8	D
Apatosarus	9	D
Styracosaurus Escorts	10	D
Pachycephalosaurus	11	D
Ceratosaurus	12	D
Protoceratops Translator	13	D
Carnosaurs	1	D

Triceratops	1	D
Tyrannosaurus Rex	2	D
Deinocheirus	3	D
Pteranodon Scavengers	4	D
Muttaborrasaurus	5	D
Tuojiangosaurus	6	D
Rutidon Bellow Worker	7	D
Stegosaurus	8	D
Lambeosaurus	9	D
Parasaurolophus	10	D
Corythosaurus	11	D
Hylaeosaurus	12	D
Euplocephalus	13	D

Minor Injury	1	S
Misunderstanding	2	S

Minor Injury	1	S
Crash Landing	2	S

Minor Injury	1	S
Shipwreck	3	S
Convoy Caravan	4	S
Long Journey	5	S
Difficult River Crossing	6	S
Study and Training	7	S
Ceremonial Ritual	8	S
Official Greeting	9	S
Conference	10	S
Arduous Climb	11	S
Dangerous Stunts	12	S
Cleaning and Mending	13	S
Conversation	1	S

Minor Injury	1	S
Dinosaur Olympics	3	S
Ring Riding Event	4	S
Feasting and Dancing	5	S
Victory Celebration	6	S
Dinosaur Migration	7	S
Echo Concert	8	S
Taboo Mystery	9	S
Exploration	10	S
Challenge	11	S
Freezing Nights	12	S
Festival Parade	13	S





Disciple Lords

Introduction

Card game for 2-4 players. Based on the Disciples Computer Strategy Games.

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The Decks

Players Share one Common Deck Each player has a unique Race Deck.

The Common Deck

The common deck has 6 types of cards: Locations, Advances, Items, Potions, Events, Treasure

Race Decks

Each race deck contains 5 types of cards: Leaders, Summons, Followers, Spells, Buildings

Hands

Each player keeps 2 hands: 1 Common deck hand & 1 Race deck hand.

Major Victory

Capture all of your opponent's Cities.

Minor Victory

The game ends when any players Race deck runs out. The player controlling the most cities at that point wins.

Units

Leaders, Followers, and Summons are collectively referred to as Units. Units are also referred to by their mode of Attack:

HTH Hand to Hand weapons

Ranged = Missile Weapons that can target any Unit in a Battle
Magical = Affect all Enemy Units in a Battle

Army

A Leader with all attached Followers is referred to as an Army.

Damage Markers

Use Markers to indicated Damage. 1 Marker = 1 Point of Damage.

Gold Coins

Use coins to represent gold. 1 Penny = 1 Gold.

Mana Tokens

Use tokens to represent Magical Energy. 1 Token = 1 Mana.

Dice

Six sided dice are needed.

Setup

Shuffle all decks. Start with your Capital City & Capital Defender in Play. Each player starts with 10 Gold coins & 10 Mana Tokens.

Turn Sequence

Players take turns. Each turn has 12 Phases: Exploration Phase Logistics Phase Revenue Phase Mana Phase Leader Phase Recruit Phase Resurrect Phase Build Phase Intrigue Phase Attack Phase Recovery Phase End Phase

Exploration Phase

Draw 1 card from the Common Deck & put it in your Common hand. Draw an extra card for each Explorer Leader you have in play.

Logistics Phase

Draw 1 card from your Race Deck & put it in your Race hand. Pay 5 Gold or 5 Mana to draw an extra card.

Revenue Phase

Cities and some Buildings & Locations generate Gold Coins in this phase.

Mana Phase

Some Cities, Buildings & Locations generate Mana Tokens in this phase.

Leader Phase

Put 1 Leader card from your Race deck face up into play. Pay the Gold cost of the Leader.

Recruit Phase

Put Follower cards from your hand into play. Followers must be attached to a Location, Building, or a Leader. A Leader or City may have a maximum of 4 Followers attached.

Explorer Leaders can have only 1 Follower attached. Thieves cannot attach Followers. Items & Banners may also be attached to Leaders.

A Leader may have a maximum of 2 Items attached. Followers & Items have required Gold costs. Summoned Creatures have a Mana cost.

Advances may be attached to Leaders for Free. A Leader may have a maximum of 2 Advance cards at-

tached. Followers attached to a Location or Building are referred to as a Garrison.

In this Phase Followers may be freely reattached between Leaders & Garrisons.

Resurrect Phase

You may pay a units cost in Gold or Mana to remove it from your Discard and put it in your Race hand.

Build Phase

You may put Buildings and Locations into play from your hands. Pay any required Gold costs.

Intrigue Phase

Roll once on Stealth Table for each Thief you have in play:

Stealth Table

2D6	Action	Effects:
2	Assassinate	Kill Target Leader
3	Caught	Thief is killed
4	Poison	Kill Target Follower
5	Steal Gold	Steal 1D6 Gold from Opponent
6	Spy	Scry
7	Lie Low	Nothing
8	Hinder	Opponent must discard 1 Common card from his hand
9	Sabotage	Opponent must discard 1 Race card from his hand
10	Intrigue	Steal 1 Random Common card from Opponent's hand
11	Steal Item	Steal Target Item
12	Burn	Destroy Target Building

The Capital Defender cannot be assassinated. If a Leader is assassinated, reattach its Followers to other Leaders & Garrisons of the player who controlled that leader. If a Leader is assassinated, reattach its Items to other Leaders of the player who controlled that leader.

If you steal an Item, reattach it to one of your leaders or put it in your hand.

Attack Phase

You may attack a target enemy Location or Building with one of your Leaders. The Defending Player may Intercept with one of his Leaders. Each of your Leaders in turn may attack once in this Phase.

An Attack by a Leader automatically ends after 1 of 4 possibilities:

1. The Attacking Leader is Defeated.
2. The Intercepting Leader is Defeated.
3. The Garrison is Defeated.
4. The Undefended Location is Captured.

You gain control of Locations you capture. Buildings, if captured, are Destroyed (= Discarded).

Example Of An Attack Phase

The Attacking Empire has 4 Leaders: A, B, C, & D. The Undead have 2 Locations X & Y with Garrisons, and 1 Leader: Z. A attacks X. Z defends and defeats A. Z is Weakened. B attacks X. Z defends again and is defeated.

C attacks X. The defending Garrison is defeated. D attacks undefended X and captures it.

Resolving Battles

A Battle refers to a fight between 2 enemy Leaders (or a Leader and a Garrison). Each Unit in the Battle takes its turn to attack a target enemy unit. (HTH Units must target other HTH units if there are any) Units attack in order of their initiative.

Attacks by Units with the same initiative are simultaneous. When all units have attacked, a new round of Attacks begins. When attacking, roll one die. On a roll of 4+ the attack hits.

An attack that hits does full damage. Place Damage markers on the Target Unit. A Unit with more Damage than Hits is killed and discarded.

Recovery Phase

Remove all Damage Markers from all Units.

End Phase

Check for Victory Conditions. Max hand sizes are 7 cards. Discard excess cards.

Scry - Scrying

This ability allows you to either:

1. Look at any Hand in Play, or
2. Look at the next 4 cards in any deck.

Healing

Units that can heal remove damage markers from themselves &/or friendly units. When attempting to heal roll 1D6 for each target: On a roll of 2+ the attempt is successful.

Potions, Items, & Spells

Potions & Spells are discarded after being used. Items are continuously reused. Attacks by Items & Spells have to roll to hit just like normal attacks by Units.

Damage Sources

Sources of Damage are listed on cards (Air, Fire, Mind, Death, etc.) If no source is listed the source type is "Weapon."

Armor

Armor reduces the damage caused by any attack equal to the level of the Armor.

Drain Attacks

If the attack hits the attacker is healed by an amount = to the damage inflicted.

Paralyzation

If the attack hits the target must skip its next 2 attacks this battle. Paralyzation effects are not cumulative.

Card List Notation

- L** Leader
- U** Summons
- F** Follower
- R** Ranged Attack
- H** Heal
- A** All (All Friends or All Enemies)
- CC** Capital City
- CD** Capital Defender (Leader that is always attached to the Capital)
- X** Starting Card (You begin with this card in play)
- SB** Battle Spell (Instantaneous)
- SE** Battle Spell (Lasts the Duration of the Battle)
- S** Spell
- B** Building
- PR** Paralyze (Ranged Attack)
- DA** Drain (All)

Empire Card List

Card Name:	#	Type	Hits	Force	Cost	Init	Notes
Capital	1	CC	-	-	X	-	Rev = 2 Gold +1 Mana
Myzrael	1	CD	30	15A	X	9	
Pegasus	Knight	2	L	26	12	5	5
Ranger	2	L	18	9R	5	7	
Archmage	2	L	12	7A	5	4	Air
Arch-Angel	2	L	19	8H	5	1	Explorer
Imperial Agent	2	L	10	3	1	7	Thief
Living Armor	2	U	18	7	2	6	
Golem	2	U	15	7A	4	7	Earth; Armor = 5
Fighter	1	F	10	3	1	5	
Archer	1	F	5	3R	1	7	
Apprentice	1	F	4	2A	1	4	Air
Acolyte	1	F	5	2H	1	1	
Titan	1	F	25	6	3	4	
Knight	1	F	15	5	2	5	
Witch-Hunter	1	F	13	5	2	5	Mind Immunity
Marksman	1	F	9	4R	2	7	
Mage	1	F	7	3A	2	4	Air
Priest	1	F	8	4H	2	1	

Card Name:	#	Type	Hits	Force	Cost	Init	Notes
Cleric	1	F	8	2HA	2	1	
Imperial Knight	1	F	20	8	3	5	
Inquisitor	1	F	15	8	3	5	Mind Immunity
Wizard	1	F	10	5A	3	4	Air
Imperial Priest	1	F	10	8H	3	1	
Patriarch	1	F	10	4HA	3	1	
Angel	1	F	23	13	4	5	
Paladin	1	F	18	10	4	5	Armor = 3
Air Ward	1	SE	-	-	1	-	Negate Air Attacks
Celerity	1	SE	-	-	1	+1A	
Lightning	1	SB	-	2A	1	-	Air
Strength	1	SE	-	+1A	1	-	
Water Ward	1	SE	-	-	1	-	Water Immunity
Earth Ward	1	SE	-	-	2	-	Earth Immunity
Haste	1	SE	-	+1A	2	+1A	
Healing	1	SB	-	3	2	-	
True Sight	1	S	-	-	2	-	Scry
Chain Lightning	1	SB	-	6A	3	-	Air
Holy Armor	1	SE	-	A	3	-	Armor = 3
Holy Strength	1	SE	-	+3A	3	-	
Mind Ward	1	SE	-	A	3	-	Mind Immunity
Call to Arms	1	SE	-	+4A	4	-	
Fire Ward	1	SE	-	A	4	-	Fire Immunity
Armageddon	1	SB	-	15A	5	-	Air
Death Ward	1	SE	-	-	5	-	Death Immunity
Major Healing	1	SB	-	15A	5	-	
Stable	1	B	-	-	-	-	Revenue = 1 Gold; Cards cost 1 less in Logistics Phase
Chapel	1	B	-	-	-	-	Revenue = 1 Mana
Archery Range	1	B	-	-	-	-	Revenue = 1 Gold; Ranged Units cost 1 less
Library	1	B	-	-	-	-	Revenue = 1 Mana; Spells cost 1 less to cast
Sanctuary	1	B	-	-	-	-	Revenue = 1 Mana; All Units get +1 Hits
Monastery	1	B	-	-	-	-	Revenue = 1 Mana
High Stable	1	B	-	-	-	-	Revenue = 1 Gold; HTH Units cost 1 less
Dungeon	1	B	-	-	-	-	Revenue = 1 Mana
Tower	1	B	-	-	-	-	Revenue = 1 Mana; Air Units cost 1 less
Church	1	B	-	-	-	-	Revenue = 1 Mana
Cathedral	1	B	-	-	-	-	Revenue = 1 Mana; Healing Units cost 1 less
Holy Statue	1	B	-	-	-	-	Revenue = 1 Mana; All Units get +1 Force
Shrine	1	B	-	-	-	-	Revenue = 1 Mana; Units cost 2 less to Resurrect

Undead Hordes Card List

Card Name:	#	Type	Hits	Force	Cost	Init	Notes
Capital	1	CC	-	-	X	-	Revenue = 2 Gold
Ashgan	1	CD	30	15A	X	9	
Death Knight	2	L	26	12	5	5	
Nosferat	2	L	18	4DA	5	7	Death
Lich Queen	2	L	12	7A	5	4	Fire
Banshee	2	L	19	PR	5	2	Mind; Explorer

Card Name:	#	Type	Hits	Force	Cost	Init	Notes
Skulk	2	L	10	3	1	7	Thief
Skeleton	1	U	10	4	1	6	
Evil Ent	1	U	18	7	3	6	
Nightmare	1	U	20	5A	5	6	Death
Death	1	U	30	15	6	6	
Ghost	1	F	5	PR	1	2	Mind
Initiate	1	F	5	2A	1	4	Death
Warrior	1	F	12	3	1	5	
Werewolf	1	F	10	4	1	5	Weapon Immunity
Wyvern	1	F	23	2A	2	4	Death
Spectre	1	F	9	PR	2	2	Mind
Warlock	1	F	8	3A	2	4	Death
Zombie	1	F	17	5	2	5	
Templar	1	F	15	5	2	5	Elemental Ward
Doom Drake	1	F	30	3A	6	4	Death
Necromancer	1	F	11	5A	3	4	Death
Wraith	1	F	8	4A	3	4	Death
Skeleton Warrior	1	F	22	8	3	5	Weapon Immunity
Dark Lord	1	F	17	8	3	5	
Death Dragon	1	F	38	5A	7	5	Death
Vampire	1	F	19	5DA	5	4	Death
Lich	1	F	16	7A	4	4	Death
Skeleton Champion	1	F	27	10	4	5	
Pestilence	1	SB	-	2A	1	4	Death
Ice Storm	1	SB	-	2A	1	4	Water
Weakness	1	SE	-	A	1	4	Targets are Force -1
Rust	1	SB	-	R	1	4	Discard target Item
Plague	1	SB	-	3A	2	4	Death
Shadow	1	SB	-	-	2	X	Negate Target Spell
Curse of Nygrael	1	SE	-	A	2	4	Targets are Force -2
Stone Rain	1	SB	-	3A	2	4	Earth
Call Decay Dragon	1	SB	-	6A	3	4	Death
Touch of Mortis	1	SE	-	A	3	4	Targets are Force -3
Terror	1	SE	-	A	3	4	Targets are Init -2
Nightfall	1	SB	-	-	2	X	Negate Target Attack
Rot	1	SE	-	A	4	4	Targets are Force -4
Call Red Dragon	1	SB	-	10A	4	4	Fire
Damage Ward	1	SE	-	A	5	4	Weapon Immunity
Hecatombe	1	SB	-	15A	4	4	Death
Sepulchre	1	B	-	-	-	-	Revenue = 1 Mana
Dark Temple	1	B	-	-	-	-	Revenue = 1 Mana; HTH Units cost 1 less
Unholy Ground	1	B	-	-	-	-	Revenue = 1 Mana; Death Units cost 1 less
Evil Monastery	1	B	-	-	-	-	Revenue = 1 Mana; Mind Units cost 1 less
Caverns	1	B	-	-	-	-	Revenue = 1 Gold
Occult Temple	1	B	-	-	-	-	Revenue = 1 Mana; Cards cost 1 less in Logistics Phase
River Styx Dock	1	B	-	-	-	-	Revenue = 1 Mana
Graveyard	1	B	-	-	-	-	Revenue = 1 Mana; Units cost 2 less to Resurrect
Dark Idol	1	B	-	-	-	-	Revenue = 1 Mana; All Units get +1 Force
Boneyard	1	B	-	-	-	-	Revenue = 1 Mana
Crypt	1	B	-	-	-	-	Revenue = 1 Gold; Discard to pay for 1 Unit
Dark Tower	1	B	-	-	-	-	Revenue = 1 Mana; Spells cost 1 less to cast
Vault of Souls	1	B	-	-	-	-	Revenue = 1 Mana; All Units get +1 Hits

Card List Notation

T Treasure
I Item
P Potion

A Advance
V Event
L Location
TT This Turn

Common Deck Card List

Card Name	#	Type	Cost	Notes
City	10	L	-	Revenue = 1 Gold
Mine	5	L	-	Revenue = 2 Gold
Mana Source	4	L	-	Revenue = 1 Mana
Magic Tower	2	L	-	Revenue = 2 Mana
Bag of Rings	1	T	-	Gain 4 Gold
Bag of Gems	1	T	-	Gain 6 Gold
Royal Scepter	1	T	-	Gain 8 Gold
Imperial Crown	1	T	-	Gain 10 Gold
Staff of Thunder	1	T	-	Air Attack of Force = 3A & Initiative = 4
Banner of Protection	1	I	1	All Units in Army get +1 Armor
Banner of Resistance	1	I	1	All Units in Army get +2 Hits
Banner of Battle	1	I	1	All Units in Army get +1 to Attack Rolls
Banner of Speed	1	I	1	All Units in Army get +1 Initiative
Banner of Strength	1	I	1	All Units in Army get +1 Force
Tome of Air	1	I	2	Negate 1 Air attack during Battle
Tome of Water	1	I	2	Negate 1 Water attack during Battle
Tome of Fire	1	I	2	Negate 1 Fire attack during Battle
Tome of Earth	1	I	2	Negate 1 Earth attack during Battle
Tome of 7 Winds	1	I	2	Leader gains Explorer Trait
Horn of Courage	1	I	2	Leader gains Armor +2
Dragon Shield	1	I	5	Leader gains Armor +5
Rune Blade	1	I	2	Leader gains Force +2
Sword of Ages	1	I	5	Leader gains Force +5
Staff of Invisibility	1	I	2	Leader gains Thief Trait
Staff of Light	1	I	2	Scry once on your turn
Staff of Thunder	1	I	2	Attack of Force = 2A & Init = 4
Staff of Holiness	1	I	2	Heal of Force = 4 & Init = 1
Staff of Paralyzing	1	I	2	Attack of Force = PR & Init = 4
Spirit Staff	1	I	2	Negate 1 Mind attack during Battle
Life Potion	1	P	3	Put Unit in your Discard into your Hand
Potion of Healing	2	P	1	Remove all Damage from Target Unit
Quicksilver Potion	1	P	1	Unit Init +4 for rest of turn
Giant Blood Potion	1	P	1	Unit Force +2 for Rest of Battle
Liquid Metal Potion	1	P	1	Unit has Armor = 4 for rest of turn
Toughness	1	A	-	Hits +6
Arcane Knowledge	1	A	-	May Attach 3 extra Items
Pathfinding	1	A	-	Draw 1 extra card in Exploration Phase
Regeneration	1	A	-	Heal 2 Damage to Self at end of each Round
Leadership	1	A	-	May attach 1 extra Follower
Might	1	A	-	Force +2
Natural Armor	1	A	-	Armor = 2
Trainer	1	A	-	Attached Followers are Force +1
Precision	1	A	-	+2 to Attack Rolls
Swift	1	A	-	Initiative +2
Keen-Sighted	1	A	-	Force +1 & Initiative +1

Card Name	#	Type	Cost	Notes
Counterfeit Orders	1	V	-	Target Leader may not Attack or Intercept TT
Bribe	1	V	5	Gain Control of a City without a Garrison
Steal Mana	1	V	-	Steal 2D6 Mana from Opponent
Backstab	1	V	-	Thief gets Force & Initiative +10 for 1 Attack
Roads	1	V	-	Army may attack again this turn
Ruins	1	V	-	Discard to draw 3 Common cards
Water	1	V	-	Target Leader may not Attack or Intercept TT
Plains	1	V	-	Army may Intercept again this turn
Forest	1	V	-	All Units in Army get Initiative +2 this Battle
City Defenses	1	V	-	Garrison Units get Armor = 2 this Battle
Merchant	1	V	2X	Draw X Common Cards
Mercenary Camp	1	V	2X	Draw X Race Cards

Game Designers Notes

Clans & the Legions of the Damned

Had to cut back on much of the detail to reduce record keeping. Still need to do decks for the Mountain





Doctor Strange

Introduction

Card game for 2 players. Based on the comic book character Doctor Strange. One player is the forces of good.

The other player is the forces of evil.

Victory

If, for 2 turns in a row, starting on turn 10, a player has no viable Characters in play, his opponent wins.

The Deck

Players share a common deck. The deck contains one of each card in the card list. Card Types include: Characters, Companions, Locations, Items, Modifiers, Powers, Attacks, Events

Dice

A Twelve-sided die is needed.

Setup

Decide who is Good and who is Evil. Each player is dealt a hand of 7 cards. Each player starts with 1 Character in play: The Good player starts with Doctor Strange in Play.

The Evil Character starts with Baron Mordo in play. The Evil player goes first.

Viable Characters

A viable Character is one that is not: Killed, Incapacitated, Exiled, or Captured.

Turn Sequence

Players take turns. Each turn has 4 Phases: Mystic Arts Phase Summon Phase Attack Phase Rest Phase

Mystic Arts Phase

Draw 2 cards and put them in your hand. If the deck runs out, shuffle the discard and draw from it.

Summon Phase

Put permanent cards into play from your hand. Permanent cards include: Characters, Companions, Locations, Items, and Modifiers. Place Character cards face up in front of you.

Location, Item, Companion, and Modifier cards are attached to individual characters. A Character may only have one Location card attached.

Attack Phase

Each of your viable characters may make 1 attack per turn. An Attack targets an opposing viable character. Targeted Characters are also known as marked Characters.

First declare all Attacks. To make an attack you must play (discard) an Attack card. The attacker rolls 1D12 and adds the power of the attacking Character and all attached cards. This is the Attack Total.

The defender rolls 1D12 and adds the power of the defending Target Character and all attached cards. This is the Defense Total. Players may play (discard) Power cards to temporarily increase their Power. The higher Total wins. Attacker wins ties.

If the Defender wins, the Attack fails, and nothing further happens. If the Attacker wins, the Target Character suffers the fate described on The Attack card (Killed, Incapacitated, Controlled, Exiled, or Captured)

Rest Phase

Max hand size is 7 cards. Discard excess cards. Roll 1D12 for each of your Incapacitated Characters: On a Roll of 11 or 12 the Character recovers and is no longer Incapacitated.

Characters with an Unmodified Power of 10 and greater usually have better Things to do: Roll 1D12: on a Roll of 11 or 12 discard the Character.

Killed

Killed Characters are placed in a special Killed Character card pile. (Their spirits now roam other dimensions) All cards attached to the Character are discarded.

Exiled

Exiled Characters are placed in a special Exiled Character card pile. (Their physical bodies are trapped on some other dimension) All cards attached to the Character are discarded.

Incapacitated

Mark Incapacitated Characters with a token. You remain in control (possession) of your Incapacitated Character.

Controlled

If you gain control of an opponents Character, it now becomes your Character, and you may attack with it, etc. Indicate controlled status with a marker. Note that a controlled character is still viable, but only for the Player that now controls it.

Important Point: If the original Attacking Character that brought the target character under Control is in turn controlled or made unviable, the control is lost, and The target character returns to its original owner fully viable. (Players will have to remember which character did what to whom)

Captured

You take possession of a Character you have captured. A Captured Character is not viable and may not attack, etc. Indicate controlled status with a counter.

All non-modifier cards attached to the Character are discarded. Important Point: If the original Attacking Character that captured the target character is in turn controlled or made unviable, the captive is freed, and The target character returns to its original owner fully viable.

Call Defender

Some Event cards allow for a Call Defender ability. These cards are played by the Defender in Attack

Phase. This lets an unmarked friendly viable character add its modified Power to The power of the Defender.

Counter & Negate

A Counter card causes a target card to be discarded only as it is being played. A Negate card causes a target card in play to be discarded or target effect to end.

Card List Notation

Pow Power Level

P Power Card

E Event play in Mystic Arts Phase

B Event play in Attack Phase

R Event play in Rest Phase

X Event play any time

C Character

L Location

I Item

M Modifier

A Attack

N Companion

GPO Good Player Only may use this card

EPO Evil Player Only may use this card

TC Target Character

D Call Defender Card

DO Defender Only

AO Attacker Only

Card List

Name:	Type	Pow	Notes:
Doctor Strange	C	8	GPO
Baron Mordo	C	6	EPO
Sorcerer Supreme	M	+1	-
Bind	A	-	Capture
Magic Amulet	I	+1	-
Master of the Mystic Arts	M	+1	-
Insanity	A	-	Incapacitate
Bound in Chains	A	-	Capture
Enter Dream	P	+1	-
Incense	P	+1	-
Hidden Temple	L	+1	-
Trance	P	+1	-
Nightmare	C	5	EPO
Hostile Dimension	L	+1	-
Hypnotic Ray	A	-	Control
Interruption	B	-	Counter Attack
Dream Dimension	L	+1	-
Metaphysical Spirit	P	+1	-
I Command You	A	-	Control
Black Magic	P	+1	-
Desperate Cry	D	-	GPO
Hidden Castle	L	+1	-

Name:	Type	Pow	Notes:
Mental Commands	A	-	Control
Powerful Potion	A	-	Incapacitate
Poison	A	-	Kill
Learn Secrets	E	-	Draw 3 cards
Experiment	E	-	Discard hand & Draw 5 cards
Speed of Thought	P	+1	-
Spirit Image	P	+1	-
Not Responding	D	-	GPO
Occult Powers	P	+1	-
Transfer Energy	P	+1	-
Catch Unawares	P	+1	-
Omnipotent	M	+1	-
Deadly Trap	A	-	Kill
Magic Disguise	P	+1	-
Detect Danger	P	+2	DO
Paralyzation Vapor	A	-	Capture
Sorcery	P	+1	-
Opponent Weakened	P	+1	-
Project Thought	D	-	GPO
Mental Message	D	-	GPO
Spell Bound Girl	P	+1	-
Mind Control Servant	P	+1	-
Dormant Talent	M	+1	-
Impostor	P	+2	AO
Real Self	P	+1	-
Teleportation	P	+1	-
Levitation	P	+1	-
Pass Through Walls	P	+1	-
Ethereal Self	P	+1	-
Mystic Dimension	L	+1	-
Disciple	C	2	-
Tibetan Retreat	L	+1	-
Surprise	P	+2	AO
Mental Battle	P	+2	DO
Preparations	P	+1	-
The Ancient One	C	7	GPO
Vapors of Valtorr	A	-	EPO Kill
Powers of Vishanti	P	+2	DO
Bolts of Pure Force	P	+1	-
Banish	A	-	Exile
Unsuspecting	P	+2	AO
Mystic Potion	A	-	Incapacitate
Supernatural Force	P	+1	-
Counter Spell	B	-	Counter Attack
Book of Vishanti	I	+1	-
Incantation	P	+1	-
Mist of Hoggoth	R	-	Negate Exile
Shadow World	L	+1	-
Nightmare World	L	+1	EPO
Enchanted Path	P	+1	-
Spiny Beast	A	-	EPO Kill
Sorcerer	C	4	-
Mystic Beam	P	+1	-

Name:	Type	Pow	Notes:
Healing Powers	R	-	Negate Incapacitate
Simple Spell	P	+1	-
Vanish	A	-	Exile
Ethereal Cylinder	A	-	Capture
Escape	R	-	Negate Capture
Enchanted Ring	I	+1	-
Go Back in Time	E	-	Search Deck for card & keep it
Vanquish	A	-	Exile
Read Minds	X	-	Look at Opponents Hand
Bait	A	-	Capture
Force Shield	P	+1	-
Possession	A	-	Control
Force Retreat	A	-	Exile
Underlings	N	+1	EPO
Wong	C	1	GPO (Servant)
Transfixed	A	-	Capture
Investigate	E	-	Look at next 7 cards in Deck
Petty Thieves	E	-	Negate Item
Purple Dimension	L	+1	EPO
Aggamon The All-Powerful	C	4	EPO
Sinister Gem	I	+1	-
Bring Back	R	-	Negate Kill
Guards	N	+1	EPO
Demolisher Beam	P	+1	-
Battle of Wills	A	-	Kill
Surrender Terms	A	-	Incapacitate
All Seeing Eye	X	-	Look at Opponents Hand
Remove Powers	A	-	Incapacitate
The Powers that Be	P	+1	-
Potent Words	P	+1	-
Rintrah	C	5	GPO (Minotaur)
Topaz	C	3	GPO (Empath)
Taboo	C	6	GPO (Sorcerer)
The Dread Dormammu	C	10	EPO
Illusions	P	+1	-
Zota	C	4	EPO
Loki	C	12	EPO (Norse God)

Links

<http://www.drstrange.nl> Sorcerer Supreme
Very Cool!!!

Game Designers Notes

I'm sure I'll be adding more cards soon.





Doctor Who Episodes

Introduction

Rummy style card game. 2-4+ players. Dr Who Theme focus on Dr's 9-11.

Disclaimer

Dr Who is a licensed, copyrighted property. This is merely a fan site.

Victory

The first player to earn 50 Victory Points is the winner.

The Deck

Players share a common Deck. There are 6 card types (Suites):

- 1. Doctors
- 2. Companions
- 3. Gadgets
- 4. Foes
- 5. Plots
- 6. Specials

There are 15 cards in each suite.

Setup

Shuffle the Deck. Players are dealt 7 cards each. The quirkiest player goes first.

Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 4 Phases:

- 1. Draw Phase
- 2. Action Phase
- 3. Episode Phase
- 4. End Phase

Common Deck Card List

Name:	Type:	FP	Notes:
Ninth Doctor	D	5	4 copies
Tenth Doctor	D	7	5 copies
Eleventh Doctor	D	9	6 copies

Draw Phase

Draw 2 cards from the top of the Deck and put them in your hand. If the deck ever runs out, shuffle the discard and draw from it.

Action Phase

You may play (discard) one card from your hand to activate its special ability. Discard a Doctor card to look at the next 7 cards in the deck. Discard a Companion card to draw 2 cards.

Discard a Foe card to steal 1 random card from opponents hand. Discard a Plot card to look at opponents hand. Discard a Gadget card to draw 3 cards, keep 1 and discard the other 2.

Discard a Special card to cause target opponent to discard 1 random card.

Episode Phase

If possible you may play (discard) one episode from your hand. An Episode consists of one card from each of the 6 card types. The total value of the FP Doctor, Companion, and Gadget cards (Defenders) must exceed the total FP value of the Foe, Plot, and Special cards (The Threat).

Gain Victory Points equal to the value of the Threat. After completing an episode draw 4 cards from the deck.

End Phase

Max hand size is 7 cards. Discard excess cards.

Common Deck Card List Notation

- D** Doctors
- C** Companions
- G** Gadgets
- F** Foes
- P** Plots
- S** Specials
- FP** Force Points

Name:	Type:	FP	Notes:
Crack Skasas Paradigm	P	5	
Ancient Power Source	P	4	
World Domination	P	10	

Name:	Type:	FP	Notes:
Amy Pond	C	15	
Rory Williams	C	7	
River Song	C	14	
Captain Jack Harkness	C	13	
Donna Noble	C	12	
Rose Tyler	C	11	
Martha Jones	C	10	
Torchwood	C	2	
UNIT	C	1	
Sarah Jane Smith	C	9	
Queen of Egypt	C	8	
Jenny	C	6	
Lady Christina	C	5	
Mickey & Jackie	C	4	
Wilfred Mott	C	3	
The Daleks	F	15	
Silurians	F	2	
Carrionites	F	5	
Cybermen	F	11	
Slitheen Clan	F	4	
The Sycorax	F	3	
Weeping Angels	F	13	
The Silence	F	9	
Krillitanes	F	7	
The Racnoss	F	8	
The Master	F	14	
Davros	F	10	
Plasmavores	F	6	
Sontarans	F	12	
Headless Monks	F	1	
Criminal Enterprise	P	3	
Blood Magic	P	1	
The Genesis Ark	P	6	
Reality Bomb	P	8	
Command Ship	P	7	
Dimension Vault	P	9	

Name:	Type:	FP	Notes:
Secret Weapon	P	12	
Enslave Human Race	P	11	
Invasion	P	13	
The Ultimate Sanction	P	14	
The Doctor's Dilemma	P	15	
Seek Immortality	P	2	
Disguise	S	4	
Impersonation	S	3	
Mind Control	S	14	
The Subwave Network	S	2	
Shadow Proclamation	S	13	
Paradox	S	5	
Easter Eggs	S	6	
Regeneration	S	7	
Time Lord High Council	S	12	
Time Lock	S	11	
Eye of Harmony	S	9	
Alternate Timeline	S	10	
Hybrids	S	8	
Parallel World	S	15	
Temporary Alliance	S	1	
The Tardis	G	15	
Sonic Screwdriver	G	14	
Time Detector	G	13	
Anti-gravity Clamps	G	11	
Squareness Gun	G	8	
Home Box	G	9	
Psychic Paper	G	12	
Antiplastic	G	7	
Pathogenesis Detector	G	6	
Tribophysics Extraplator	G	5	
Lammersteen Scanner	G	4	
Visual Recognizer	G	3	
Magna Clamp	G	2	
Gravity Globe	G	1	
Tardis Key	G	10	

Links

Dr Who Official Site





Dodeca

Introduction

Abstract strategy game. Similar to chess. Dice are used as pieces.

Object

Capture both of your opponents Dodecas.

The Board

The board is a 10 X 10 grid.

Unit Chart

#	Name:	Type:	Abbreviation:	Move:	Capture:
10	Tetras	Four sided dice (D4)	Orthogonal	Diagonal	
4	Cubes	Six sided dice	(D6)	Diagonal	Orthogonal
4	Octos	Eight sided dice(D8)	Diagonal	Diagonal	
2	Dodecas	Ten sided dice	(D10)	Orthogonal	Orthogonal

Number of that dice in a set of 20.

Setup

You set up your pieces on your back 2 rows. All 10 of your Tetras go on your second row. The order of your pieces on your back row: 6,6,8,8,10,10,8,8,6,6.

Before each piece is placed on the board, the die is rolled, and is placed that face up. For example, you roll a 5 on a six sider. The die is placed on the board with the 5 face up. Four sided dice are read along the bottom edge.

Rules

Players take turns. Roll high on a D10 to see who goes first. On your turn you may do one of 2 things:

1. Move one of your units and reset its face number
2. Reroll a die to reset its face number

The Pieces

Dice are used as pieces. They are also referred to as units. Each player has a set of 20 dice. Dice come in many colors. The color schemes of the two opposing sets should easily set them apart.

There are 4 types of dice: four sided Tetras, six sided Cubes, eight sided Octos, and ten sided Dodecas.

When you move a unit you must move it a number of spaces equal to the number on its top face. Tetras move orthogonally and capture diagonally. Cubes move diagonally and capture orthogonally.

Octos move and capture diagonally Dodecas move and capture orthogonally. Units may never jump over other units. You may not land on a friendly piece.

If you land on an enemy piece you have captured it. Captured pieces are removed from the game. After a piece moves or captures its top face number must be changed +/- 1.

For example a cube of face 5 captures. It can be rotated to the 4 or 6 face. For example a cube of face 6 moves. It must be rotated to the 5 face. Instead of moving you may roll one of your dice.

The die is returned to its same space with the result of the roll face up. A player may not do two rerolls in a row unless he has no other possible move.





Dodge Ball

Introduction

Board and card game for 2 players.

Victory

Eliminate all players on the opposing team.

The Board

Use an 8 x 8 grid (Chessboard)

Pieces

Use pawns, checkers, miniatures, coins, rocks, etc. to represent men. Each team has 6 men (or women).

Setup

Place your six men on your back row. Roll on the Skill table once for each of your men. You may allow your Team Captain 2 Rolls.

Stacking

Men may never stack.

Sides

Your men may move only on the first 4 rows of your side of the board. Likewise your opponent may only move his men on his side of the board.

The Deck

Players share a common deck

Common Deck Card List

Card Name	#	Dist	Type	Notes
Walk	5	1	M	
Jog	5	2	M	
Run	5	3	M	
Sprint	5	4	M	
Cut Across	5	K	M	
Throw Short	6	1	T	
Throw Near	5	2	T	
Throw Long	5	3	T	

Turn Sequence

Players take turns. Each turn has 4 phases: Draw Phase Run Phase Throw Phase Dodge Phase

Draw Phase

Draw 3 cards. If the deck runs out, shuffle the discard & draw from it.

Run Phase

Play a Move card to move a man that many Spaces, orthogonally or diagonally. A man can move only once per turn.

Throw Phase

Play a Throw card to have a man throw at a target that many Spaces away, orthogonally or diagonally. A man can move only once per turn. A target opposing player that is Hit is out.

The target opponent may play a Dodge card to Negate a Throw card. The target opponent may play a Catch card to Negate a Throw, and allow one of your Out players to come back in. The player comes in at any one of your side spaces.

Card List Notation

- # Copies of that card in the deck
- M Move
- T Throw
- D Dodge
- C Catch
- S Skill
- X Special
- K As a Knight moves in Chess
- Dist Distance

Card Name	#	Dist	Type	Notes
Throw Far	4	4	T	
Side Throw	5	K	T	
Dodge	2	-	D	
Blocking Ball	2	-	D	
Duck	2	-	D	
Dip	2	-	D	
Dive	2	-	D	
Catch	5	-	C	
Skill	10	-	S	
Get Mad	1	-	X	Draw 3 cards
Time Out	1	-	X	Draw 3 cards
Think	1	-	X	Look at opponent Hand
Intimidate	1	-	X	Opponent must discard 2 cards
Penalty	1	-	X	Opponent must discard 2 cards
Return Package	1	-	X	Reflect Throw back on Thrower
Not Looking	1	-	X	Negate a Dodge or Catch card
No Balls	1	-	X	Opponent may not Throw this Turn
Double Teamed	1	-	X	Negate a Dodge card
Aim Low	1	-	X	Negate a Catch card

Player Skill Table

1D6	Skill	Notes:
1	Dodge	This player may use Skill card as a Dodge Card
2	Fast	This player may use Skill card as a Run Card
3	Aim	This player may use Skill card as a Throw Long Card
4	Catch	This player may use Skill card as a Catch Card
5	Strong	This player may use Skill card as a Throw Far Card
6	Quick	This player may use Skill card as a Cut Across Card





Dogma The Board Game

Introduction

Board game for 2 players. Race game mechanism. Based on the Movie of the same name.

Disclaimer

Dogma (the movie) is a copyrighted, licensed product. This is merely a fan site.

Victory

Be the first to get your pawn to the Church Gates (End Space).

Dice & Pawns

Each player has one pawn of a unique color. Six sided dice are needed.

Joke Tokens

Players share a common set of Tokens. You may discard a Token to re-roll a dice roll you just made.

Player Roles

One player takes the role of the Last Scion. The other player takes the role of the fallen angels Loki and Bartleby.

Setup

Players start with 1 Token each. Players choose their Roles (Scion or Angels). The Fallen Angels go first.

The Board

The board is a single-lane, winding-track divided into 50 spaces:

Space:	Title:	Notes:
1	Plenary Insurance Loophole	Start Space
2	Test of Faith	Test
3	Dick Joke	Joke
4	Rufus the 13th Apostle	Good
5	Fart Joke	Joke
6	Jay & Silent Bob the Prophets	Good
7	Gay Joke	Joke
8	Drive Car	Help
9	Pop Culture Joke	Joke
10	Azrael the Demon	Evil
11	Sacrilegious Joke	Joke
12	Road Trip	Help
13	Dick Joke	Joke
14	Mooby's Burger Joint	Bad
15	Fart Joke	Joke
16	Stygian Triplets	Evil
17	Gay Joke	Joke
18	Golden Calf Massacre	Distraction
19	Pop Culture Joke	Joke
20	Strip Club	Bad
21	Sacrilegious Joke	Joke
22	Serendipity the Muse	Good
23	Dick Joke	Joke
24	Hoodlums	Test
25	Fart Joke	Joke
26	Fat Albert Rap	Test
27	Gay Joke	Joke

Space:	Title:	Notes:
28	Golgothan Shit Demon	Evil
29	Pop Culture Joke	Joke
30	Train Ride	Help
31	Sacrilegious Joke	Joke
32	Thrown from the Train	Bad
33	Dick Joke	Joke
34	Buddy Christ	Test
35	Fart Joke	Joke
36	Cardinal Glick	Test
37	Gay Joke	Joke
38	Metatron	Good
39	Pop Culture Joke	Joke
40	God is Missing	Evil
41	Sacrilegious Joke	Joke
42	Church Massacre	Distraction
43	Dick Joke	Joke
44	God is Found	Good
45	Fart Joke	Joke
46	Postponement	Good
47	Gay Joke	Joke
48	Voice of God	Good
49	Pop Culture Joke	Joke
50	Pass through Church Gates	Finish Space

Turn Sequence

Players take turns. On your turn roll one six-sided die and move forwards that many spaces.

Joke Spaces

You must make a joke concerning the indicated subject matter. If it is a good joke (somebody, not you, laughs) get a Joke Token. You may discard a Token to re-roll a dice roll you just made.

Good Spaces

If the Scion lands on this space go forward 1D6 spaces. If the Angels land on this space go backwards 1D6 spaces.

Evil Spaces

If the Scion lands on this space go back 1D6 spaces. If the Angels land on this space go forward 1D6 spaces.

Test Spaces

If the Scion lands on this space go back 1D6 spaces. The Angels are unaffected.

Distraction Spaces

If the Angels land on this space go back 1D6 spaces. The Scion is unaffected.

Help Spaces

Any pawn that lands on this space goes forward 1D6 spaces.

Bad Spaces

Any pawn that lands on this space goes back 1D6 spaces.

Combat

If both pawns share the same space there will be combat. Both players roll one die. Low roll moves back 1D6 spaces.

High roll moves forward 1D6 spaces. (Note: players may use Tokens in combat) Reroll Ties.

Links

Official Site Wikkipedia





Dogs Of War

Introduction

Card game for 2-4+ players. Players build teams of Mercenaries (Mercs) and send them on missions.

Objective

The player with the most money at the end of the game wins. Players can keep their money hidden from each other.

Setup

Roll high on 1D6 to determine turn order. Each player starts with \$100,000. Shuffle the deck.

Each player is dealt 7 cards.

Money

Use spare change. One penny = \$1,000.

End Of Game

The game ends when a player goes to draw a card from the deck, and there are no cards left.

The Deck

Players share a common deck. There are three types of cards in the deck:

1. Mission Cards
2. Mercenary Cards
3. Action Cards

Mission Cards

Mission cards contain 3 pieces of information:

1. A brief description of the mission.
2. The skill that applies to the mission.
3. The Danger level of the mission: Low, Medium, or High.

Mercenary Cards

These are professional "Character" Mercenaries. Each Mercenary cards contain 3 pieces of information:

1. A brief description of the Mercenary: Name & Nationality
2. The Skills the Mercenary has.
3. The Fee the Mercenary charges to go on a mission.

Unless killed, a mercenary can be used from mission to mission. When not on a mission the merc is kept face up in a 'Base' pile next to the player that controls him.

Skill Types

*Rescue- Hostage Situations *Escort- Transport
*Guard- Protect Set Location *Raid- Search & Destroy
*Clear- Take & Hold Territory

Action Cards

Most of these affect combat in some way, others say when and how they are used.

Basic Mercenaries

Use tokens or whatever to represent basic mercs. Basic mercs are relatively unskilled mercs hired on site in the third world countries where the missions take place. Basic mercs cost \$5,000 each to recruit one Basic Merc Combat unit.

Each unit may actually represent several soldiers. Basic Mercs stick around for only one mission. After it is over they disband, and the units are discarded.

In combat each unit contributes one combat die and can sustain one casualty before being destroyed.

Turn Sequence

Players take turns. Each turn has 7 phases:

1. Contacts Phase
2. Negotiations Phase
3. Recruitment Phase
4. Insertion Phase
5. Execution Phase
6. Extraction Phase
7. Debriefing Phase

Contacts Phase

The current or active player may draw 1 card. The active player may draw an extra card for \$10,000.

Negotiations Phase

The player may choose to conduct a mission. The player plays a mission card from his hand onto the table face up. The player rolls to determine the fee he negotiates: Mission Danger Level Low = 2D6 X \$10,000 Mission Danger Level Medium = 4D6 X \$10,000 Mission Danger Level High = 6D6 X \$10,000 If after the roll is made, the player does not like the roll, he may choose to not take the mission.

If a mission is not taken, another player may take the mission and put it into his hand. If no one wants the mission it is discarded. If more than one other player wants the mission, those players may make a money bid for it.

The bid is secret. Only the winner pays. The bid winner gets the card. The active player may go on only one mission on his turn. If the active player chooses not to take a mission, his turn ends.

Payment is made in Debriefing Phase, if the mission is completed successfully.

Recruitment Phase

The active player assembles his team of mercenaries. There must be at least one Merc minimum. The team can have a maximum of 12 mercenaries: Basic (Standard) and Character (Special).

At least one merc on a team must be a character merc to act as a Leader. Basic Mercs cost \$5000 to recruit. Character mercs have their fee written on their card.

The character merc may be from the players hand or 'Base' pile.

Insertion Phase

Roll to determine the number of enemy units present at the mission that must be defeated: Mission Danger Level Low = 1D6 Mission Danger Level Medium = 2D6 Mission Danger Level High = 3D6 Enemy units are similar to Basic merc units. Use tokens or chits to represent Enemy units. Each enemy unit can represent several soldiers, squads, defenses, weapon systems, or vehicles.

One random opponent is chosen to be in control of the enemy units.

Execution Phase

Execution or Combat phase is broken down into turns. During each turn the enemy units (the resistance) roll 2 combat dice (CD). Use six siders (D6) for Combat Dice.

Cardplay allows the resistance to roll additional dice. During each turn every merc unit rolls one com-

bat die each. Some skills allow character mercs to gain extra combat dice rolls.

Combat Action cards may be played for a variety of effects. Each side may play up to 2 action cards per combat turn. Most cards allow a side to gain extra combat dice rolls.

For each DC roll made a result of 6 inflicts one casualty on the other side. A roll of 1-5 has no effect. Mercs inflict casualties before the resistance.

For each casualty inflicted on the enemy discard an enemy unit. For each casualty inflicted on the mercs discard a basic merc unit or a character merc card. Basic mercs become casualties before Character mercs.

Combat ends when one side is completely killed off. At the end of a combat turn the active player may choose to abort the mission. If a mission is aborted the character mercs return to base, and the mission card is discarded.

At the end of execution phase all enemy and basic merc units are discarded. At the end of execution phase all surviving Character mercs return to base. For each level of skill the Merc team has the skill listed on the mission card the merc side gets +1 Combat Dice per combat turn.

Extraction Phase

For each Character merc that became a casualty in mission phase roll 1D6: 1-4 The merc was killed, maimed, or captured. (Discard) 5-6 The merc was wounded, escaped, retreated. (Goes to base pile) Add +1 to the roll if the mercs have Medic skill.

Debriefing Phase

If all enemy units were destroyed and there were surviving Character mercs, the mission is successfully completed, and the player may collect the Mission payment fee. Between turns players may trade cards and money.

Merc Skill List

Skill:	Notes:
Pilot	+1 CD Rescue
Medic	+1 CD Rescue
Tactics	+1 CD Rescue
Survival	+1 CD Rescue
SWAT Training	+1 CD Rescue
Delta Force	+1 CD Rescue
Lucky	+1 CD Rescue
Commando	+1 CD Raid
Assassin	+1 CD Raid
Frogman	+1 CD Raid
Navy Seal	+1 CD Raid
Demolitions	+1 CD Raid

Skill:	Notes:
Freedom Fighter	+1 CD Clear
Special Forces	+1 CD Clear
Search & Destroy	+1 CD Clear
SOB	+1 CD Clear
Bodyguard	+1 CD Escort
Mechanic	+1 CD Escort
Martial Artist	+1 CD Escort
Soldier of Fortune	+1 CD Escort
Fighting Machine	+1 CD Escort
Kung Fu	+1 CD Escort
Mercenary	+1 CD Escort
Loyal	+1 CD Guard

Skill:	Notes:
Recon	+1 CD Raid
Sniper	+1 CD Raid
Air Force Ranger	+1 CD Clear
Guerilla Warfare	+1 CD Clear
Leadership	+1 CD Clear
Green Beret	+1 CD Clear

Skill:	Notes:
Ex-Marine	+1 CD Guard
Tough Guy	+1 CD Guard
Mafioso	+1 CD Guard
Law Enforcement	+1 CD Guard
Veteran	+1 CD Guard
Security Expert	+1 CD Guard

Mission Card List

Mission Name:	Danger:	Skills:
Rescue Survey Team	M	Rescue
Free Oil Workers	H	Rescue
Rescue TV Reporter	M	Rescue
Rescue Company Personnel	L	Rescue
Liberate Political Prisoners	L	Rescue
Rescue Kidnapped Diplomat	H	Rescue
Free Rebel Captives	L	Rescue
Rescue Hostages	M	Rescue
Escort Convoy	L	Escort
Evacuate Foreign Nationals	L	Escort
Escort Foreign Dignitary	M	Escort
Arrange escape of VIP	M	Escort
Escort Arms Shipment	L	Escort
Get supplies to Rebels	L	Escort
Evacuate Presidential Staff	H	Escort
Help Cabinet Minister Escape	H	Escort
Deliver Industrial Equipment	M	Escort
Protect Foreign Nationals	L	Guard
Protect Oil Tanker in Port	H	Guard
Security for Secret Meeting	M	Guard
Protect Well-capping Team	H	Guard
Protect Repair Crew	L	Guard
Protect Pipeline Workers	M	Guard
Guard Red Cross Team	L	Guard
Secure Airfield	H	Guard

Mission Name:	Danger:	Skills:
Prevent Destruction of Mine	M	Guard
Prevent Looting of Holy Site	L	Guard
Protect Holiday Resort	L	Guard
Destroy Terrorist Cell	H	Raid
Destroy Insurrectionist Group	M	Raid
Hunt down Assassins	L	Raid
Exterminate Revolutionary Group	H	Raid
Destroy Radar Post	M	Raid
Raid Safe House	M	Raid
Retrieve Mining Equipment	L	Raid
Sabotage Bridge	L	Raid
Sabotage Rail Junction	L	Raid
Retrieve Secret Documents	M	Raid
Intercept Arms Shipment	H	Raid
Open up Border Crossing	H	Clear
Clear Area of Rebels	H	Clear
Clear Roadblocks	M	Clear
Establish Supply Route	M	Clear
Gain control of Mountain Passes	H	Clear
Clear out Village	M	Clear
Rescue Industrialists from Mobs	M	Clear
Foment Trouble	L	Clear
Save Art Treasures from Mobs	L	Clear
Suppress Uprising	H	Clear
Secure Support of Separatists	L	Clear

Mercenary Card List

Merc Name:	Fee:	Skills:
Patsy the Prick	15,000	Pilot, SOB
The Reverend	15,000	Veteran, Leadership
Demolition Dan	15,000	Demolition, Tough Guy
Big Johnson	15,000	Fighting Machine, Green Beret
Crazy Igor	10,000	Pilot
Doc	15,000	Medic, Leadership
Mohammed Abdul	15,000	Freedom Fighter, Loyal
Brass Balls Malone	15,000	Ex-Marine, Pilot
Old Blood & Guts	15,000	Veteran, Tough Guy
Snake Eyes	15,000	SWAT, Lucky
One Eyed Jake	15,000	Commando, Fighting Machine

Merc Name:	Fee:	Skills:
Bullseye	15,000	Sniper, Mercenary
Captain Jack	15,000	Leadership, Pilot
Rosco	10,000	Recon
Mr. T.	10,000	Tough Guy
Bushbaby	15,000	Recon, Pilot
Boomer	15,000	Air Force Ranger, Search & Destroy
Fidel	20,000	Guerilla, Leadership, Mafioso
Chavez	20,000	Guerilla, Pilot, Mechanic
Victoria Cross	20,000	Sniper, Assassin, Medic
Sparky	15,000	Mechanic, Lucky
Helmut	10,000	Special Forces
Chang	10,000	Kung Fu
Vance	15,000	Security Expert, SOB
Luke	15,000	Mechanic, Soldier of Fortune
Frenchie	15,000	Frogman, Demolitions
Segal	15,000	Navy Seal, Martial Arts
Chuck	15,000	Martial Arts, Delta Force
McGuyver	20,000	Mechanic, Tactics, Loyal
Santos	15,000	Assassin, Pilot
Rambo	15,000	Commando, Fighting Machine
Clint	10,000	Ex-Marine, Tough Guy
Bruce	10,000	Law Enforcement, Tough Guy

Combat Action Card Abbreviations

User: Which side plays the card. **Side:** Which side that is affected by playing the card.

R Resistance: The card can be used by Enemy units only

M Merc: The card can be used by Mercenary units only

B Both: Either side may use the card.

S Same side as user.

Bonus: The number of additional Combat dice that side gets for playing the card.

U The side that plays the card gets the indicated number of additional units:

Enemy units or Basic Mercs units as appropriate. Units remain until killed. **Duration:** How many turns the CD bonus lasts for (or when the card is played):

F First turn of Combat only

1 Any one turn of Combat

2 Any one turn of Combat except the first

T Any two consecutive turns of Combat

O Every other combat turn.

A The entire rest of the combat

A1 The entire rest of the combat. The card must be played on the first turn

A2 The entire rest of the combat. The card must be played on the second turn or later.

Combat Action Card List

Card Name:	User	Side	Bonus	Duration
Guard Tower	R	R	+1	A1
Ambush	R	R	+6	F
Heavy Machine Gun	B	S	+1	A
Sniper	R	R	+1	A
Surprise Attack	M	M	+6	F
Grenades	B	S	+6	1
Rocket Attack	B	S	+6	1
Anti-Personnel Mines	R	R	+6	F
Booby Traps	R	R	+3	F
Reinforcements	R	R	+2U	-
Heavy Resistance	R	R	+2U	-
Light Resistance	M	R	-2U	-

Card Name:	User	Side	Bonus	Duration
Captured	R	R	+6	1
Enemy Surrenders	M	M	+6	1
Veteran Troops	R	R	+1	A1
Fanatic Troops	R	R	+1	A
Guerilla Troops	R	R	+1	A1
They've got a Tank!	R	R	+1	A
Conscript Troops	M	R	-1	A1
Night Vision Equipment	M	M	+1	A1
Helicopter Gunship	M	M	+4	T
Mortar	R	R	+4	O
Fortified Position	R	R	+1	A1
Enemy Routs	M	R	+6	1
Cut Communications	B	S	+1	A
Kill Leader	M	R	-1	A
Surrounded	B	S	+1	A
Position Compromised	B	S	+1	A
Smoke Screen	M	R	-3	1
Civilian Resistance	R	R	+1	A
Out of Ammo	R	M	-1	A2
Local Contacts	M	M	+1	A1
Crossfire	B	S	+1	A
Doublecross	R	R	+1	A1
Local Fanatics Ally	M	M	+2U	-
Local Warlord Allies	M	M	+2U	-
Local Rebels Ally	M	M	+2U	-
Disinformation	R	M	-4	F
Death Squad	R	R	+1	A1
Martyrs	R	R	+1	A
Know the Terrain	B	S	+1	A
Friendly Fire	B	S	+3	1
Target Moved	R	M	-1	A1
Everything goes to shit	R	R	+1	A
Radio Intercept	B	S	+1	A
Innocent Bystanders	R	M	-1	A

Miscellaneous Action Card List

Careful Planning- Counts as having Rescue Skill this turn. Freelancer- Take control of other players mercenary permanently in your recruit phase. Native guide- - Counts as having Escort Skill this turn.

Bribe- Discard \$10,000. Take control of other players mercenary permanently in your recruit phase. Renegotiate- Reroll your Negotiations dice roll in Negotiations phase. Political Pull- Add 2D6 to your negotia-

tions roll.

Body Armor- Negate 1 casualty received during combat. First Aid- Counts as having Medic skill this turn. Unstable Situation- Cause opponent to discard a mission card in negotiations phase before roll is made.

Lower bid- Steal mission card from opponent in negotiations phase before roll is made. Bloodbath- Both sides get +6 CD this combat turn. Revenge Killing- Kill any 1 target character Merc during your Debriefing phase.





Doom Trooper Empires

Introduction

Doom Trooper Theme. Module for the Warp Empires system. You must use the Warp Empires system to play this game.

Various races fight for control of the planet Mars.

Zone Type Table

1D10	Type: Notes
1-2	City: Generate Income
3	Desert
4	Jungle
5-6	Plains
7	Mountain: Units except Flyers must stop upon entering
8	Ravine: No unit may enter except Flyers
9	Water: No unit may enter except Flyers & Water Units
10	Polar

Factions

Each player picks one Faction: Capitol Imperial Bauhaus Mishima Cybertronic Brotherhood Dark Legion Each Faction has a unique Unit Set. Each Set has 50 chits.

Unit Lists Notation

Copies of this Chit in the Set

Air Flying Unit

Assault = Short Range Combat Specialist Barrage =

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Map

Map of Terraformed Mars. When creating a random Map roll on the Terrain Type Table:

Long Range Firepower Specialist Water = Amphibious Unit: Force +2 in or Adjacent to Water Spaces Desert = Desert Unit: Force +2 in or Adjacent to Desert Spaces Jungle = Jungle Unit: Force +2 in or Adjacent to Jungle Spaces Armor = Heavy Body Armor or Armored Vehicles

Core Basic Soldiers

Infiltration = Stealth Units Defense = These Units get Force +2 when Defending Leader = Veteran Personality Fortification = These Units cannot Move Poison = Unit specializes in Biological/Chemical Warfare

Capitol Unit List

Unit Name	#	Force	Speed	Notes
Purple Sharks	5	3	FF	Air
Free Marines	5	4	S	Barrage
Sunset Strikers	5	3	M	Infiltration
Banshees	5	3	FF	Air, Barrage
Sea Lions	5	4	M	Water
Scorpions	5	2	M	Desert
Infantry	5	2	S	Core
Orcas	5	4	M	Armor
Captain	5	4	F	Leader
Citadel	5	5	-	Fortification

Imperial Unit List

Unit Name	#	Force	Speed	Notes
Rams Air Cavalry	5	1	FF	Air, Barrage
Trenchers	5	2	S	Defense
Blood Berets	5	4	F	Infiltration
Young Guard	5	2	M	Assault
Clansman	5	3	S	Assault
Golden Lions	5	3	M	Infiltration
Berserkers	5	3	M	Assault
Warhounds	5	3	S	Core
Chieftain	5	4	F	Leader
Citadel	5	5	-	Fortification

Bauhaus Unit List

Unit Name	#	Force	Speed	Notes
Venusian Rangers	5	4	M	Assault
Kommandos	5	2	M	Jungle
Hussars	5	2	M	Core
Dragoon	5	3	F	Armor
Jaegers	5	2	M	Infiltration
Blitzers	5	3	FF	Air, Infiltration
Etoiles Mortant	5	4	S	Assault
Vulkans	5	4	S	Armor
Kommandant	5	4	F	Leader
Citadel	5	5	-	Fortification

Mishima Unit List

Unit Name	#	Force	Speed	Notes
Samurai	5	3	M	Defense
Crimson Devils	5	2	F	Infiltration
Bushido	5	2	S	Assault
Tiger Dragons	5	3	M	Assault
Ronin	5	2	M	Infiltration

Unit Name	#	Force	Speed	Notes
Ashigaru	5	2	S	Core
Meka	5	4	M	Armor
Warheads	5	4	FF	Air, Barrage
Hero	5	4	F	Leader
Citadel	5	5	-	Fortification

Cybertronic Unit List

Unit Name	#	Force	Speed	Notes
Deathdroids	5	3	M	Armor
Machinators	5	3	FF	Air, Barrage
Shock Troopers	5	3	S	Assault
Cuirassiers	5	4	M	Assault
Chasseurs	5	4	F	Barrage

Unit Name	#	Force	Speed	Notes
Cybercurity	5	3	M	Infiltration
Volunteers	5	2	S	Core
Chemimen	5	2	S	Poison
Specialist	5	4	F	Leader
Citadel	5	5	-	Fortification

Brothehood Unit List

Unit Name	#	Force	Speed	Notes
Death Angels	5	3	FF	Air, Barrage
Mortificators	5	3	F	Infiltration
Archangels	5	2	S	Core
Sacred Warriors	5	3	S	Defense
Valkyries	5	2	F	Assault
Mystics	5	4	M	Assault
Inquisitors	5	4	M	Armor
Assassins	5	3	M	Infiltration
Keeper of the Art	5	4	F	Leader
Citadel	5	5	-	Fortification

Dark Legion Unit List

Unit Name	#	Force	Speed	Notes
Nazgaroth	5	3	FF	Air
Legionnaires	5	2	S	Poison
Heretics	5	2	M	Infiltration
Necromutants	5	3	M	Core
Unholy Carronade	5	4	S	Barrage
Horde Troopers	5	3	S	Assault
Behemoth	5	4	M	Armor
Karnophages	5	3	M	Assault
Nepharite	5	4	F	Leader
Citadel	5	5	-	Fortification

Victory

You win if you control all the Cities on the Map

Setup

Each player starts with a City with 5 random units and a hand of 5 cards.

Action Deck

Players share a common Action deck

Draw Phase

First discard any cards you don't want. Each player draws 3 action cards. Max hand size = 7. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Action Deck Card List

Card Name	#	Type	Notes
Tactical Maneuver	15	E	Move 1 Stack
Operational Maneuver	10	E	Move 2 Stacks
Strategic Maneuver	5	E	Move 3 Stacks
Scanners	2	E	Look at target Stack

Revenue Phase

Income is in "Credits" Every City produces 5 Credits per turn.

Move Phase

Use Action cards to move stacks or units in stacks.

FF A Flying unit can move 1-4 spaces & may jump over opposing stacks.

F A Fast unit can move 1-3 spaces.

M A Medium speed unit can move 1-2 spaces.

S A Slow unit can move 1 space.

Non-flying Units can move into but not through opposing stacks.

Action Deck Card Notation

E Event

B Battle Event

Card Name	#	Type	Notes
Hand-To-Hand	2	B	All your Assault Units get Force +3
High Morale	2	B	All Units in Stack get Force +1
Surprise Attack	2	B	Attacking Stack gets Force +8
Ambush	2	B	Defending Stack gets Force +8
Retreat	2	B	Negate Target Casualty
Botched Orders	2	E	Negate an Event Card Just played
Initiative	2	E	Draw 3 cards
Manifest Destiny	2	E	Look at next 7 cards in deck
Spy	2	E	Look at opponents Hand
Forced March	2	E	Move target Stack a Second time this turn
Assassination	2	E	Discard target Leader
Freelancers	2	E	Hire a Force = 3 Slow Core Unit Cost = 3
Strafe	2	B	All your Flying Units get Force +3
Missiles	2	B	All your Barrage Units get Force +3
Insertion	2	E	Move Infiltration Unit
Sortie	2	E	Move Flying Unit
Raiding Party	2	B	All your Infiltration Units get Force +3
Deadly Gasses	2	B	All your Poison Units get Force +3
Absorb Punishment	2	B	All your Armor Units get Force +3
Combat Tactics	2	B	All your Core Units get Force +3
Kill Zones	2	B	All your Fortification Units get Force +3
Leadership	2	B	Leader Unit gets Force +5
Mystic Arts	2	B	Brotherhood Unit gets Force +5
Dark Symmetry	2	B	Dark Legion Unit gets Force +5
Quality	2	B	Bauhaus Unit gets Force +5
Loyalty	2	B	Mishima Unit gets Force +5
Efficiency	2	B	Cybertronic Unit gets Force +5
Opportunity	2	B	Capital Unit gets Force +5
Discipline	2	B	Imperial Unit gets Force +5

Links

Mutant Chronicles Warzone Doom Trooper

Warp Empires Ruleset

Introduction

Generic ruleset for a series of empire building/conquest games.

Map

The map depicts an irregular, interlocked set of territories.

Control Markers

Use chits to represent control markers.

Units

Use chits to represent units. Units include Leaders & non-leader units.

Deck

Players share an action deck. In some games, each player will have their own action deck. The action deck cards allow you to move your units.

Setup

Most Leader units will be in play. Others will be mixed into the unit chit pile. Each player will start with several non-leader units in play.

Starting points of units will be determined by the scenario.

Turn Sequence

Players take turns. Each turn has 7 phases: Draw Phase Move Phase Battle Phase Revenue Phase Recruit Phase Upkeep Phase Control Phase

Draw Phase

First discard any cards you don't want. Each player draws 5 action cards. Max hand size = 7. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Move Phase

Use Action cards to move stacks or units in stacks. A Fast unit can move 1-3 spaces. A Medium speed unit can move 1-2 spaces.

A Slow unit can move 1 space. Units can move into but not through opposing stacks. Fortifications cannot move (Move = 0).

Your opponent can only look at the top unit of your stacks

Battle Phase

When two opposing stacks occupy the same territory there will be a battle. Each unit has a force value. Add up the total Force values for each side.

Players may play action cards to increase their force value. If one stack has a Leader and the other does not, the stack with the leader gets an additional 5 Force. The side with the highest force value wins.

The losing stack must retreat one space. The losing stack loses half of its units. The winner picks the first unit lost, the loser picks the remainder. Fortification units in the losing stack are destroyed automatically.

The winning stack loses units with a force equal to at least half the force total lost by the losing stack. The winner decides which units are lost. Destroyed units are returned to their chit pile. Captured leaders are set aside and not returned to the chit pile.

After a battle both sides replenish their hands to 7 cards.

Revenue Phase

Gain revenue points for every revenue generating territory you control.

Recruit Phase

Draw 5 random units from the unit chit pile. Purchase units. A unit's cost is equal to its Force value. If you purchased all the drawn units, draw another 1D6 random units.

Revenue may be saved from turn to turn. Discard unpurchased units back to your unit chit pile. Units start in any revenue generating territory you control.

Upkeep Phase

Number of Units that automatically receive upkeep = 5 x total Revenue. Discard excess units. Example: You generate 10 revenue points per turn...

You may have up to 50 units.

Control Phase

Place a control marker on every revenue generating territory occupied by one of your units. Only one control marker per space.

Unit Deck Abbreviations

- S** Slow
- M** Medium speed
- F** Fast
- F** Force
- F** Fortification
- #** Number of that unit in the chit pile.





Doomed

Introduction

Card game based on the Doom Video Games.

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Objective

Be the first player to gain 50+ Doom Points and to have Killed at least 1 Boss.

Death

Lose all your life points and you are out of the game. If only one player remains, he wins. Max life = 25

Points

Use counters to keep track of Doom Points. Use different counters to keep track of Life Points. Use Tokens to keep track of Ammo.

The Deck

The deck has 6 card types:

1. Action Cards (Aid)
2. Weapon Cards (Aid)
3. Equipment Cards (Aid)
4. Location Cards
5. Zombie Cards (Foes)
6. Demon Cards (Foes)

Foes

All Foes (Zombie and Demon cards) have Damage and Strength ratings. They may also have traits that will interact with other cards. The term opponent refers to opposing players.

Setup

Shuffle the deck. Each player starts with 19 + 1D6 Life Points. Each player starts with 2D6 Doom Points.

Turn Sequence

1. Doom Phase
2. Leader Phase
3. Tactics Phase
4. Resolution Phase
5. Damage Phase
6. End Phase

Doom Phase

Lay out 3X cards where X is the number of players. These are the Doom Cards.

Leader Phase

Determine the leader for this phase. The player with the least life is the Leader. If tied for least life, the player with the least Doom Points goes first.

Tactics Phase

Starting with the Leader, and going clockwise, each player picks 1 of the Doom cards layed out in Doom phase. If it is an Aid (action, weapon, equipment) card place it in front of yourself. If it is a Foe (Demon or Zombie) card place it in front of an opponent.

If it is a Location card, place it in front of yourself or an opponent. If a player gets a Location card, he must discard any other Location card he may already have in play. Continue going around until all Doom cards are assigned.

Resolution Phase

Start with the leader and go clockwise. Each location has a Foe limit. The player discards foes in front of him in Excess of the Foe Limit. Discard 1 or more ammo tokens, equipment, and action cards to defeat a Foe with a strength equal to Less than the force of the cards discarded. Note: not all Aid cards have a Force value.

Weapons with no Ammo Tokens are discarded. Gain Doom points equal to the Damage Rating of Defeated foes. Discard defeated foes. You can use a max of 2 Weapons per turn.

Damage Phase

Each Foe in front of you does damage to you equal to its damage rating. (Damage received corresponds to an equal loss of Life Points)

End Phase

At end of turn a player may have a max of 6 Aid cards in front of him. Discard excess. If you did not take damage in Damage phase, heal 2 Life points.

Special Abilities

Some cards can be used (discarded) to produce a special effect. These abilities can be used any time (and if appropriate).

Armor

Whenever you receive damage from a Foe, it is reduced by an amount Equal to your armor level. However, you will always take at least 1 point of damage from an attack. Armor does not protect you from Toxic Damage.

Search Special Ability

To search, divide the deck into 2 stacks. Look through one of the stacks, and take a card of the appropriate type, and place it in front of you. Shuffle the 2 stacks back together.

Soulcube

A soulcube must be used to turn it is picked. When used, or at the end of the turn, shuffle the soulcube card back into the deck. A soulcube token is treated just like a card, but is removed from play if discarded.

Card List Notation

- A** Action Cards (Aid)
- W** Weapon Cards (Aid)
- E** Equipment Cards (Aid)
- L** Location Cards
- Z** Zombie Cards (Foes)
- D** Demon Cards (Foes)
- SR** Strength Rating
- DR** Damage Rating
- #** Copies of that card in the deck
- IK** Instant Kill
- FL** Foe Limit
- ROF** Rate of Fire: Max number of times weapon can be used per turn
- AT** Number of Ammo Tokens weapon comes with
- Explode** = Foe discarded after it does its damage
- SA** Special Ability (Discard this card to use)
- WP** When Played (SA use only once but do not discard)
- Inv** Can only be defeated with a soulcube

Doom Deck Card List

Name:	#	Type	Force	AT	ROF	Notes:
BFG-9000	2	W	8	4	2	+2 vs Guardian
Chaingun	2	W	7	3	3	+2 vs Slow, -3 vs Stealth
Pistol	2	W	2	7	3	-1 vs Range
Shotgun	2	W	3	5	2	+2 vs Melee, -1 vs Range
Grenade	2	W	9	3	2	+2 vs Vagary
Machine Gun	2	W	4	8	4	+2 vs Range
Chainsaw	2	W	6	U	1	Cannot be modified by Actions
Plasma Gun	2	W	5	6	2	-2 vs Fast, +2 vs Revenant
Rocket Launcher	2	W	10	2	2	+2 vs Sabaoth
Soulcube	2	W	IK	1	1	When used shuffle into deck

Name:	#	Type	Notes:
Flashlight	2	E	Negates Dark Location Modifier
Ammunition	4	E	SA: Put 2 AT on target Weapon card
Armor Shard	2	E	Armor level +1
Security Armor	2	E	Armor level = 2
Backpack	1	E	SA: Search for Equipment
PDA Log	1	E	SA: Search for Action
Key Card	1	E	SA: Search for Location
Large Med Kit	2	E	SA: Regain 10 Life Points
Small Med Kit	4	E	SA: Regain 5 Life Points

Name:	#	Type	Notes:
Splash Damage	2	A	SA: Grenade or Rocket does its damage to 2 Foes
Circle Strafe	2	A	SA: Weapon does +2 Damage to Slow Foe
Sprint	2	A	SA: Target Foe does no damage this turn
Head Shot	2	A	SA: Weapon does +2 damage to non-Boss Foe
Exploding Barrel	2	A	SA: Weapon does +4 damage to Range Foe
Complete Objective	2	A	SA: You become the Leader this turn

Name:	#	Type	Notes:
Follow Sentry Bot	1	A	SA: Discard target non-boss Foe
Broken	2	A	SA: Discard target Equipment in front of opponent
Teleporter	1	A	SA: Search for Location
Bravo Team	1	A	SA: Gain 3 Life Points and 3 Ammo Tokens
Platform Jump	2	A	SA: Gain 2 Doom Points
Quick Reload	1	A	SA: Double ROF of target weapon

Name:	#	Type	FL	Notes:
Mars City Underground	1	L	4	Zombies get +2 SR
Administration	1	L	3	Zombies get +2 DR
Alpha Labs Sector	1	L	3	WP: Gain 4 Ammo Tokens
Energy Processing Plant	1	L	4	Foes get +1 DR
Communications Facility	1	L	3	Foes get +1 SR
Recycling Sector	1	L	3	Swarm gets +2 SR
Monorail Skybridge	1	L	3	Stealth get +2 SR
Service Tunnel	1	L	1	Fast get +2 DR
Hell	1	L	5	WP: Gain Soulcube Token
Delta Complex	1	L	4	Fast get +2 SR
CPU Complex	1	L	3	Stealth get +2 DR
Central Processing	1	L	4	Demons get +2 SR
Site 3	1	L	4	Demons get +2 DR
Caverns	1	L	5	Bosses get +2 SR
Primary Excavation	1	L	5	Bosses get +2 DR
Room on Fire	1	L	2	WP: Take 4 Toxic Damage
Toxic Gas	1	L	3	WP: Take 2 Toxic Damage
Health Station	1	L	2	WP: Gain 5 Life Points
Junction	1	L	4	Swarm gets +2 SR
Marine HQ	1	L	2	WP: Search for Weapon

Name:	#	Type	SR	DR	Notes:
Walking Dead	2	Z	2	1	Melee
Lab Zombies	2	Z	3	1	Melee
Chainsaw Zombie	2	Z	8	5	Melee
Fat Zombie	2	Z	4	2	Melee, Slow
Flaming Zombie	2	Z	5	3	Fire, Melee, Fast
Z-Sec Machine Gun	2	Z	3	3	Range
Z-Sec Pistol	2	Z	2	1	Range
Z-Sec Shield	2	Z	6	1	Melee
Z-Sec Shotgun	2	Z	3	4	Range
Z-Commando Tentacle	1	Z	7	2	Melee, Stealth
Z-Commando Chaingun	1	Z	7	6	Range, Stealth

Name:	#	Type	SR	DR	Notes:
Lost Soul Pack	1	D	1	2	Melee, Swarm, Fast, Stealth
Tick Swarm	2	D	2	4	Melee, Swarm, Explode
Trite Swarm	1	D	3	5	Melee, Swarm, Explode
Maggot	2	D	3	3	Melee, Fast
Cherub Group	1	D	2	2	Melee, Swarm
Imp Army	2	D	4	5	Fire, Melee, Swarm, Fast
Wraith	1	D	5	4	Melee, Stealth

Name:	#	Type	SR	DR	Notes:
Cacodemon	1	D	6	6	Fire, Melee, Slow
Pinky	1	D	7	5	Melee
Revenant	1	D	9	6	Range, Melee
Archvile	1	D	12	7	Fire, Melee
Hellknight	1	D	15	8	Fire, Melee, Slow
Mancubus	1	D	18	7	Range, Slow
Guardian	1	D	18	6	Melee, Boss, Swarm
Vagary	1	D	21	7	Range, Melee, Boss
Sabaoth	1	D	24	9	Range, Melee, Boss
Cyberdemon	1	D	50	10	Range, Melee, Boss, Inv





Doomsday America

Introduction

Board Game for 2-4+ players. Apocalypse in the USA Theme.

Victory

The player with the most Victory points at the End of the Game wins. The Game ends at the end of any turn 2+ regions contain no Population Tokens.

Population Tokens

Each player starts with a set of population Tokens of a unique color.

The Board

The Board is a map of the Continental United States divided into a 3x3 grid. The 9 individual spaces are called Regions. There are 3 rows and 3 Columns.

Rows and Columns are collectively referred to as Zones. The top row is called the North Zone The middle row is called the Temperate Zone The bottom row is called the South Zone The right column is called the Atlantic Zone The middle column is called the Central Zone The left column is called the Pacific Zone The Pacific and Atlantic Zones are both Coastal Zones West refers to both the Central & Pacific Zones East refers to both the Central & Atlantic Zones

The Deck

Players share a common deck. There are 2 types of cards: Disaster cards and Mitigation cards. There is also a Geopolitical Factor Expansion Available (See Links).

Dice

Six sided Dice are needed.

Setup

Each player starts with 6 Tokens in each of the 9 Regions of the Board. Each player is dealt 2 cards. Players roll high on 1D6 to see who goes first.

Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 4 Phases: Population Phase Disaster Phase Score Phase Card Phase

Population Phase

You may take 1D6 of the following 6 actions:

1. Migrate: Move up to 1D6 of your population Tokens from any Regions to any Regions.
2. Transfer: Switch places of 1D6 of your Tokens and an opponent's in adjacent Regions.
3. Growth: Gain 1D6 Tokens in any Regions you already occupy.
4. Lure: Move 1D6 Opponent's Tokens to any Regions.
5. S**t Happens: Draw 1D6 cards from the deck and put them in your hand.
6. Look Outs: Look at the Hands of all other players. Steal 1 card from one of them.

You cannot pick the same action more than once per turn.

Disaster Phase

You may play up to 1D6 Disaster cards. Each Disaster card has a Region or Zone it targets. Each Disaster card has a Severity Rating.

The targeted region must lose a number of Tokens equal to the Severity of the Disaster card played. The player who played the disaster card chooses which Tokens are affected. The targeted tokens are removed from the board.

Any other player may play an appropriate Mitigation card to decrease the Severity of the Disaster card. Played Disaster & Mitigation cards are discarded. Note: a Mitigation card will only mitigate damage (casualties) in one Region.

Score Phase

The player with the most Tokens in a Region is said to dominate that Region. If there is a tie in a Region, the Region is said to be contested. You may choose on your turn in this Phase whether to Score or not.

If you choose to score, all players score: Each player gains 1 Victory Point for each region they dominate. No one scores points in contested regions. Use Coins to keep track of Victory Points.

Card Phase

Max hand size is 7 cards. Discard excess cards. If the deck runs out, shuffle the discard and draw from it.

Card List Notation

D Disaster
M Mitigation
W War
G Monster
N Natural
V Geologic
O Oceanic
Z Weather
E Epidemic

H Man-Made
S Supernatural
X Space
A Alien
Any Target any 1 Region on the Board
EZ Each Region in the Zone is Affected
Split = Split Damage among any Regions you choose
Longitude = Any 1 Column Latitude = Any 1 Row Steal
= Convert Target Tokens to your own color Military =
Type of Mitigation that can be used vs War and Mon-
sters

Card List

Card Name:	Type	Severity	Notes:
Canada Invades	DW	2	North
Japan Invades	DW	2	Pacific
Mexico Invades	DW	1	South
Atlantis Invades	DW	3	Atlantic
Major Hurricane	DNZ	2	South
Tsunami	DNO	3	Coastal
Tidal Wave	DNO	3	Coastal
Cataclysmic Firestorm	DNZ	2	South
Extreme Draught	DNZ	1	South
Catastrophic Earthquakes	DNV	2	Pacific
California Breaks Off	DNV	2	Pacific EZ
Biological Warfare	DEH	2	Any
Ebola Pandemic	DE	1	Any EZ
Civil War	DW	2	Split
Race Wars	DW	2	Any
Volcanic Eruption	DNV	2	West
Magma Surge	DNV	3	Central
Mother Nature's Wrath	DNZ	2	Any
Tectonic Upheaval	DNV	3	West
Ecological Disaster	DH	2	Any
Meteor Impact	DX	3	Any
Nuclear Meltdown	DH	2	Any
Zombie Outbreak	DHW	3	Any
Killer Bees	DN	2	South
Quarantine	M	2	Epidemic
Best Scientists at Work	M	2	Any
Religious Wars	DW	2	Any
Demon Invasion	DSW	3	Any
Body Snatchers	DA	2	Steal
Godzilla	DG	3	Coastal
Army	M	2	Military
Air Force	M	2	Military
Navy	M	2	Military on Coasts only
Marines	M	2	Military
Mars Attacks	DAW	3	Any
Red Mans Revenge	DS	3	Central
Soylent Green Factory	DH	2	Steal
X Files Investigation	M	2	Alien or Supernatural
Alien Abductions	DA	1	Steal

Card Name:	Type	Severity	Notes:
Hazmat Teams	M	2	Human
Nanobot Plague	DH	3	Any
The Blob	DAG	3	Any
Giant Ant Swarm	DG	3	Any
Giant Mutant Spiders	DG	2	Any
Men In Black	M	3	Alien
Antidote	M	3	Epidemic
Giant Laser	M	3	Monster or Space
Killer Tomatoes	DG	2	Any
Rising Sea Levels	DNO	1	Coastal EZ
4 Horsemen of the Apocalypse	DS	4	Latitude Split
Super Tornadoes	DNZ	2	Central
Glacial Movements	DNZ	1	North
Radon Gas Leak	DNV	1	North
Great Blizzard	DNZ	1	North EZ
Hyper Solar Flare	DNX	1	Latitude EZ
Magnetic Pole Flip	DNX	1	Longitude EZ
Super Freeze Over	DNZ	2	North EZ
Severe Heat Wave	DNZ	1	South EZ
Comet Strike	DX	3	Longitude Split
Bubonic Plague	DE	2	Any
Rapture	DS	4	Split
Elder Scrolls	M	4	Supernatural
Asteroid Collision	DX	4	Any
Nuclear Terrorism	DH	2	Any
Nerve Gas Attack	DH	1	Any
Army Corps of Engineers	M	2	Natural
National Guard	M	1	Military or Natural
Astronauts	M	3	Space or Aliens
Xeno Infestation	DAW	3	Any
Disaster Relief	M	2	Natural
Cuba Invades	DW	1	South
Cult Activity	DHS	1	Steal
Eye of the Storm	M	2	Weather
Storm of the Century	DNZ	2	Coastal
CHUDS Attack	DW	2	Any
Superhero Intervention	M	4	Any
NASA	M	2	Space
Flash Flood	DNZ	2	Any
Vampire Outbreak	DSW	3	Any
Cthulhu Awakens	DS	4	Coastal
Redneck Militias	M	1	Military
Red Cross	M	2	Natural
Missile Defense Shield	M	2	Military or Space
Time Traveler	M	4	Any
Seismic Core Shock	DNV	2	Latitude EZ
Plate Stabilizer	M	3	Geologic
Famine	DN	1	South or Temperate
Giant Sinkholes	DNV	1	Any
Rivers Change Course	DN	2	Any
All Hell Breaks Loose	DSW	4	Any

DISASTER War CANDADA INVADES Region: North Severity: 2	DISASTER War JAPAN INVADES Region: Pacific Severity: 2	DISASTER War MEXICO INVADES Region: South Severity: 1	DISASTER War ATLANTIS INVADES Region: Atlantic Severity: 3	DISASTER Natural Weather MAJOR HURRICANE Region: Coastal Severity: 3
DISASTER Natural Ocean TSUNAMI Region: Coastal Severity: 3	DISASTER Natural Ocean TIDAL WAVE Region: Coastal Severity: 3	DISASTER Natural Weather CATAclysmic FIRSTORM Region: South Severity: 2	DISASTER Natural Weather EXTREME DROUGHT Region: South Severity: 1	DISASTER Natural Geologic CALIFORNIA BREAKS OFF Region: Pacific EZ Severity: 2
DISASTER Man-made Epidemic BIO-WARFARE Region: Any Severity: 2	DISASTER Epidemic EBOLA PANDEMIC Region: Any EZ Severity: 1	DISASTER War CIVIL WAR Region: Split Severity: 2	DISASTER War RACE WAR Region: Any Severity: 2	DISASTER Natural Geologic VOLCANIC ERUPTION Region: West Severity: 2
DISASTER Natural Geologic MAGMA SURGE Region: Central Severity: 3	DISASTER Natural Weather MOTHER NATURE'S WRATH Region: Any Severity: 2	DISASTER Natural Geologic TECTONIC UPHEAVAL Region: West Severity: 3	DISASTER Man-made ECOLOGICAL DISASTER Region: Any Severity: 2	DISASTER Space METEOR IMPACT Region: Any Severity: 3
DISASTER Man-made NUCLEAR MELTDOWN Region: Any Severity: 2	DISASTER Man-made War ZOMBIE OUTBREAK Region: Any Severity: 3	DISASTER Natural KILLER BEES Region: South Severity: 2	MITIGATION Epidemics QUARANTINE Severity: 2	MITIGATION Any BEST SCIENTISTS at WORK Severity: 2
DISASTER War RELIGIOUS WARS Region: Any Severity: 2	DISASTER Supernatural War DEMON INVASION Region: Any Severity: 3	DISASTER Aliens BODY SNATCHERS Region: Steal Severity: 2	DISASTER Monster GODZILLA Region: Coastal Severity: 3	MITIGATION Military (v. War & Monsters) ARMY Severity: 2



MITIGATION Military (v. War & Monsters) AIR FORCE Severity: 2	MITIGATION Military (v. War & Monsters) MARINES Severity: 2	MITIGATION Military (v. War & Monsters) NAVY (coastal only) Severity: 2	DISASTER Aliens-War MARS ATTACKS Region: Any Severity: 3	DISASTER Supernatural RED MAN'S REVENGE Region: Central Severity: 3
DISASTER Man-made SOYLENT GREEN FACTORY Region: Steal Severity: 2	MITIGATION Alien or Supernatural X FILES INVESTIGATION Severity: 2	DISASTER Aliens ALIEN ABDUCTIONS Region: Steal Severity: 1	MITIGATION Man-made HAZMAT TEAMS Severity: 2	DISASTER Man-made NANOBOT PLAGUE Region: Any Severity: 3
DISASTER Alien-Monster The BLOB Region: Any Severity: 3	DISASTER Monster GIANT ANT SWARMS Region: Any Severity: 3	DISASTER Monster GIANT MUTANT SPIDERS Region: Any Severity: 2	MITIGATION Alien MEN in BLACK Severity: 3	MITIGATION Epidemics ANTIDOTE Severity: 3
MITIGATION Monster or Space GIANT LASER Severity: 3	DISASTER Monster KILLER TOMATOES Region: Any Severity: 2	DISASTER Natural Ocean RISING SEA LEVELS Region: Coastal EZ Severity: 1	DISASTER Supernatural FOUR HORSEMEN of APOCALYPSE Region: Latitude Split Severity: 4	DISASTER Natural Weather SUPER TORNADOES Region: Central Severity: 2
DISASTER Natural Weather GLACIAL MOVEMENTS Region: North Severity: 1	DISASTER Natural Geologic RADON GAS LEAK Region: North Severity: 1	DISASTER Natural Weather GREAT BLIZZARD Region: North EZ Severity: 1	DISASTER Natural Space HYPER SOLAR FLARE Region: Latitude EZ Severity: 1	DISASTER Natural Space MAGNETIC POLE FLIP Region: Longitude EZ Severity: 1
DISASTER Natural Weather SUPER FREEZE OVER Region: North EZ Severity: 2	DISASTER Natural Weather SEVERE HEAT WAVE Region: South EZ Severity: 1	DISASTER Space COMET STRIKE Region: Longitude Split Severity: 3	DISASTER Epidemic BUBONIC PLAGUE Region: Any Severity: 2	DISASTER Supernatural RAPTURE Region: Split Severity: 4

MITIGATION Supernatural ELDER SCROLLS Severity: 4	DISASTER Space ASTEROID COLLISION Region: Any Severity: 4	DISASTER Man-made NUCLEAR TERRORISM Region: Any Severity: 2	DISASTER Man-made NERVE GAS ATTACK Region: Any Severity: 1	MITIGATION Natural ARMY CORPS of ENGINEERS Severity: 2
MITIGATION Military (v. War & Monsters) or Natural NATIONAL GUARD Severity: 1	MITIGATION Space or Aliens ASTRONAUTS Severity: 3	DISASTER Aliens-War XENO INFESTATION Region: Any Severity: 3	MITIGATION Natural DISASTER RELIEF Severity: 2	DISASTER War CUBA INVADES Region: South Severity: 1
DISASTER Man-made Supernatural CULT ACTIVITY Region: Steal Severity: 1	MITIGATION Weather EYE of the STORM Severity: 2	DISASTER Natural Weather STORM of the CENTURY Region: Coastal Severity: 2	DISASTER War CHUDS ATTACK Region: Any Severity: 2	MITIGATION Anything! SUPERHEROES Severity: 4
MITIGATION Space NASA Severity: 2	DISASTER Natural Weather FLASH FLOOD Region: Any Severity: 2	DISASTER Supernatural-War VAMPIRE OUTBREAK Region: Any Severity: 3	DISASTER Supernatural CTHULU AWAKENS Region: Coastal Severity: 4	MITIGATION Military (v. War & Monsters) REDNECK MILITIAS Severity: 1
MITIGATION Natural RED CROSS Severity: 2	MITIGATION Military (v. War & Monsters) or Space MISSILE DEFENSE SHIELD Severity: 2	MITIGATION Anything! TIME TRAVELER Severity: 4	DISASTER Natural Geologic SEISMIC CORE SHOCK Region: Latitude EZ Severity: 2	MITIGATION Geologic PLATE STABILIZER Severity: 3
DISASTER Natural FAMINE Region: South or Temperate Severity: 1	DISASTER Natural Geologic GIANT SINKHOLES Region: Any Severity: 1	DISASTER Natural RIVERS CHANGE COURSE Region: Any Severity: 2	DISASTER Supernatural-War ALL HELL BREAKS LOOSE Region: Any Severity: 4	



Doubloons & Dragoons

Introduction

Players take the role of Merchant Princes in control of their own city state. Thru conquest and trade they try to outdo their opponents in the quest for Gold & Glory.

Materials

Gold Coins Map
Dice 20, 10, and 6 siders

Terrain

NAME	MOV	DEF	TYPE
Clear	1	—	Plains or terrain containing roads and bridges
Rough	2	+1	Forests, Hills
Difficult	2	+1	Mountains, Swamps; Cavalry use all 4 move points to enter
Treacherous	—	—	Mountain Peaks; Cannot be entered
Water	(1)	—	Rivers, Oceans, Lakes; Can only be used by ships
Reefs	(2)	—	Can only be used by ships
Cities	1	+1	Any unit except cannons in a city hex become Garrison units
	—	—	while there

Gaining Control Of Neutral Cities

Neutral cities will have a garrison of 1D6 militia units. Players can gain control of neutral cities by diplomacy or military occupation. All current trade routes to the city cease to exist. New ones may be established.

Set Up

Each player starts with a Home City, 20 gold, and 3 Militia.

Paper and pencil Chits to represent units. Each player requires chits of a different color.

Object

Conquer all Cities on the map.

The Map

The hex map should contain about 25 cities, many with ocean access.

Round Sequence

1-Event Phase 2-Bid for the Favor of the Church
3-Trading Session 4-Roll for turn order 5-Players take their main turns

Events

One player rolls 1D6

D6	Results
1	Black Plague- Random City generates no income this or next turn. Units present are destroyed on a roll of 1-2 on D6.
2	Surplus- One random trade good produces no trade income this and next turn.
3	Scarcity- One random trade good produces double trade income this and next turn.
4	Revolution- One random non-home city and its units become independent.
5	Renaissance Master- One random city produces +1 Gold in taxes for the rest of the game.
6	Fortification- One random city gains 1 Militia unit.

2-bid For The Favor Of The Church

Players make secret bids for for the favor of the church. Bids are revealed simultaneously. All gold bid is considered spent. The highest bid wins. The favor may be used this turn to:

- Make one diplomacy attempt automatically suc-

- cesful
- Target stack cannot move or initiate an attack
- Target city may not be attacked
- Recruit an extra unit in target city
- Negate a spy mission
- Target opponent controlled Non Home City with

- no garrison (or militia only) becomes neutral
- Win turn order roll
- Get +1D6 to next rounds bid In case of ties, no one gets the Favor.

3-trading Session

Players may trade gold, units, cities, promises, or anything of value.

4-roll For Turn Order

Roll D10. High roll takes their Main Turn first.

5-main Turn Sequence

There are 9 phases in the main turn sequence:

1. Upkeep
2. Taxation Revenue
3. Trade Revenue Phase
4. Production
5. Spy Missions
6. Movement
7. Battle

8. Establish Trade routes
9. Diplomacy Attempts

1-upkeep

Pay 1 gold per 5 units you control. Units whose upkeep is not paid are immediately disbanded. Players may save gold from round to round.

2-taxation

Gain 1 gold for each city you control & 3 gold from your Home city.

3-trade Revenue

Gain 1 gold per established trade route. Each City produces 3 trade goods and demands 3 trade goods. Roll D20 on the Trade Goods Table to determine goods produced and goods demanded.

Double results are allowed.

Trade Goods Table

D20 Goods:

1	Silk
2	Wine
3	Spices
4	Artwork
5	Dyes
6	Marble
7	Silver
8	Salt
9	Candy
10	Pearls
11	Perfume

1	Silk
12	Weapons
13	Clothing
14	Wool
15	Mahogany
16	Medicinals
17	Glassware
18	Opium
19	None
20	Roll again twice

4-production

Recruit up to one unit at each city you control per turn.

Units Table

NAME	TYPE	COST	MOVE	COMBAT
Musketeers	Infantry Missile	4	2	+1 vs Pikemen & Dragoons
Pikemen	Infantry Shock	4	2	+1 vs Lancers
Dragoons	Cavalry Missile	4	4	+1 vs Pikemen
Lancers	Cavalry Shock	6	4	+1 vs Missile
Cannon	Missile	6	(2)	+1 vs Infantry
Militia	Infantry	3	-	Garrison only
Garrison	Infantry	-	-	+1 vs Cavalry
Officer	Leader	3	4	Required for stack to move
Diplomat	Leader	3	4	Recruit Neutral cities
Governor	Leader	3	4	City generates +1 Taxes
Agent	Leader	3	4	Negates Spy missions

NAME	TYPE	COST	MOVE	COMBAT
Caravan	Merchant	2	2	Establish Trade Route
Caravel	Merchant Ship	2	2	Establish Trade Route
Galleon	Ship	5	4	Carry up to 4 units
Frigate	Ship	5	4	+1 vs Ships

5-spy Missions

Roll 1D6 for every Gold you spend. On a roll of 1 on 1D6 roll on the following table:

D10	MISSION SUCCESS
1	Assassinate: Destroy target Leader.
2	Set Fire: Destroy target ship adjacent to land.
3	Banditry: Destroy target caravan & gain 1D6 Gold.
4	Piracy: Destroy target caravel & gain 1D6 Gold.
5	Sabotage: Target stack cannot move or initiate an attack or action this and next turn.
6	Bribery: Buy opponents stack not in home city: Pay cost of all units.
7	Start Revolt: Target opponent's Non-Home City with no garrison (or militia only) becomes neutral
8	Thievery: Opponent loses and you gain 1D6 Gold.
9	Arson: Target Non-Home City produces no income and cannot recruit this turn or next turn
10	-Pick Mission Result.

Agents negate a Spy mission targeting the Hex they occupy on a roll of 1-2 on D6.

Stacking

Any number of units may occupy a single Hex.

6-movement

Rough & difficult terrain cost 2 moves to enter. Units cannot enter a hex occupied by enemy units unless the enemy units are all Leaders. Military units automatically capture (destroy) enemy leaders in the same Hex

7-battle Sequence

One stack of units may attack an adjacent stack of units. Stacks may combine their attacks. Militia and stacks without an officer may not initiate attacks.

Any unit may be attacked. The exception is non-missile troops may not attack ships. Merchant and Leader units do not get attack dice. Both attacking and defending units make attack rolls in the following order:

1. Cannons attack
2. Ships attack
3. Garrisons attack
4. Musketeers attack

5. Dragoons attack
6. Pikemen attack
7. Lancers attack

Units of the same type from both sides roll their attack dice simultaneously. Targets are declared before attack dice are rolled. An attack will destroy a target unit on a roll of 4-6 on 1D6 If the attacker is +1 against the target, add this to the attack roll.

An attacker is -1 on his roll if the target unit is in a terrain that has a Defense value = +1 Attacks by musketeers and dragoons vs Ships are at -2 Cannons cannot move & initiate attacks in the same turn.

8-establishing Trade Routes

Routes between cities you control are established automatically. Routes can be established automatically with friendly empires. Merchant units originating from a supply city you control may establish a trade route with a neutral demand city by entering it.

One Supply will satisfy one demand. Each Trade route will result in a revenue of 1 gold per turn.

9-diplomacy

If a diplomat occupies a neutral city pay 1 gold to make a Diplomacy attempt. On a roll of 1 on 1D6 gain control of the city and its garrison. Only one Diplomacy attempt per city per turn.





Dr Who

Introduction

Players take the role of Renegade Time Lords working for the Celestial Intervention Agency. Players must work cooperatively to foil the plots of Temporal Marauders. The goals of Temporal Marauders are the destruction or conquest of Gallifrey, Nexus point Earth, or the Universe.

Time Lords

Each player is a Gallifreyan Time Lord (Like Dr Who). Time Lords are also referred to as Field Agents. Each Time Lord has 9 lives, a particularity of Gallifreyan biology.

If a Time Lord loses all 9 of his lives, he is out of the game.

The Decks

There are two decks in the game: The Time Lord Deck, and the Temporal Marauder Deck. All players share both decks.

Temporal Marauder Deck

There are two types of cards in the Temporal Marauder Deck: Marauders, and Plot Twists. Plot Twists add to the Power of a Marauder card placed on top of them.

Dice & Counters

Ten sided dice are required. Counters are used as 'plot tokens' and to keep track of lives.

Winning The Game

If the players go completely through the Temporal Marauder Deck and defeat all the Marauders, they share a combined win. The player with the most lives + cards in his Victory pile is the first place winner. The next is the second place winner, and so on.

Losing The Game

If any Marauder Card ever gets 4 plot tokens on it, the time line is irreversibly disrupted, resulting in universal disaster. Time and Space unravel. All players lose. Game over.

Turn Sequence

Each turn has 4 phases:

1. Aid Phase

2. Marauder Phase
3. Mission Phase
4. Plot Phase

Aid Phase

Each player draws 3 cards from the Time Lord Deck. If the deck runs out, shuffle the discard pile and draw from it. A player may discard 2 cards to draw 1 card.

Players may trade cards. Max hand size = 9. Discard excess cards.

Marauder Phase

Draw one card from the Temporal Marauder Deck for each Time Lord. Place these cards face up in the center of the Table. If any of the cards are Plot Twist Cards, draw another Temporal Marauder card and place it on top.

Continue until all Plot Twists are covered by a Marauder card. All of these cards are considered to be in play.

Mission Phase

Each player gets one Action Segment in Mission Phase. Players roll high on 1D10 to determine Segment order. A player may use his action segment to draw 3 cards.

A player may use his action segment to attempt to defeat any one Marauder in play (A Mission). Resolve the attempt as follows: The Time Lord and the Marauder must determine and compare their respective Power Totals. To get a Power Total, each side rolls 1D10. These are the Power Rolls.

The Time Lord may discard cards from his hand to add their Power to his Power Total. If the Time Lord rolled a 10, he may add another 1D10 to his Total. The Marauder adds its inherent power to the roll.

The Marauder adds the power of all its Plot Twists to its Total. Compare the Power Totals. Higher Total wins. If the Marauder won, the Time Lord loses one life, and the Marauder remains in play.

If the Time Lord wins, he lives, and puts the Marauder card and its Plot Twists into his Victory Pile. If it is a tie, the Time Lord is not killed, and the Marauder remains in play. If the Time Lord won, he gets an extra action segment that can be used this phase only to attempt to defeat another Marauder in play.

A Time lord can only get one extra action segment per turn this way.

Cooperative Missions

Players may cooperate and go on a mission jointly. Each Time Lord that goes uses up an action segment. Additional Time Lords may use cards and add 1D10 each to the Power Total of the First.

If they succeed no one gets any extra action segments. Roll high on 1D10 to see which Time Lord gets

to put the cards into his Victory pile. If they fail, they all lose a life.

Plot Phase

Place one Plot Token on each Marauder card in play.

Temporal Marauder Deck Card List

Card Name:	Type	Power	Notes:
The Master	M	+10	Insane Renegade Time Lord
Darvos	M	+7	Creator of the Daleks
Daleks	M	+10	Exterminate! Exterminate!
Cybermen	M	+10	Ruthless descendants of Earths Sister Planet
Sontarans	M	+10	Can Create 1 million Clones per Minute
Ice Warriors	M	+4	Martian Underground Cities
Movellans	M	+7	Robotic Servitor Race
Silurians	M	+6	The first Intelligent Life on Earth
Sea Devils	M	+5	Aquatic Species of Silurians
Rutans	M	+8	Amoeboid Race at war with the Sontarans
Entropy	M	+10	Heat Death of the Universe
Great Vampires	M	+7	Huge Humanoids: Enslave Worlds
Draconians	M	+3	Hostile Aliens
Cessair of Diplos	M	+2	Druidic Goddess Imposter
Daemons	M	+8	Powerful Alien Race
The Hand of Eldrad	M	+2	Silicon Based Life Form
The Last Fendhal	M	+1	Ghoulis creature
The Great Intelligence	M	+4	Purely Mental Cosmic Being
Krynoid Germination	M	+3	Giant Sapient Plant Pods
Mandragora Helix	M	+2	Time Vortex Energy Life Form
Nestene Consciousness	M	+3	Spacefaring Sapient Radiation
Omega	M	+5	Time Lord trapped in Antimatter Universe
Scaroth	M	+4	Last of his race. Stranded on Earth
Terileptils	M	+1	Reptilian race: unleashed the Black Plague
Vardans	M	+1	Energy beings. Pawns of the Sontarans
Warlords	M	+1	Alien Kidnapers. Building an Army of Humans
Zygons	M	+1	Homeless Alien Shapeshifters
Robotic Yeti	M	+1	Servants of the Great Intelligence
Failed Experiment	P	+6	
Earth Invasion	P	+2	
Black Guardian of Time	P	+6	Goal of Universal Chaos
The Time Destructor	P	+6	
Doomsday Weapon	P	+6	
Nova Bomb	P	+4	Space Combat: Ignite Nebulas
Cybermat	P	+2	Robot Insects
Preserved in Ice	P	+2	Suspended Animation
Misjump	P	+2	
Autons	P	+2	Servants of the Nestene Consciousness
Drain theEye of Harmony	P	+6	Power Source of all TARDIS
Ogrons	P	+2	Stone creatures that feed on blood
Interstellar Plague	P	+4	
Nexus Point	P	+2	Shallow areas in the Timestream

Card Name:	Type	Power	Notes:
Mind Control	P	+4	
Non-Intervention	P	+2	Gallifreyan Doctrine
Psionic Powers	P	+2	

Time Lords Deck Card List

Card Name:	Power	Notes:
The Key to Time	+10	Complete Control of time
White Guardian of Time	+10	
Elixir of Karn	–	Gain 1 Life
U.N.I.T.	+3	United Nations Intelligence Taskforce
Violate the 1st law of Time	+1D10	Lose an extra life if the Mission Fails
Rassilon	+10	First & Greatest of Time Lords
Pacification Gun	+4	The target becomes friendly
Fast Regeneration	–	Gain 1 Action segment (after failing a mission)
Mathematicians of Logopolis	+3	
Block Transfer Computation	+5	Used to shape or recreate reality
Charged Vacuum Emboitements	+2	+10 vs Entropy
Chronic Hysteresis	+7	Forced Time Loop
The Doctor	+10	
Earth Empire	+3	Future Conglomeration of Corporate Megaliths
The Federation	+4	Future: Loose Planetary Alliance including Aliens
Gravitron	+4	Future Device: Controls Earths weather
The Sisterhood	+3	Keepers of the Sacred Flame
Hyperspace Travel	–	Gain one Action Segment
Megara	+9	Alien Machines that dispense perfect justice
Perceptual Induction	+3	Illusions of Wish Fulfillment
Temporal Stasis	+3	Isolate an area from time travel
Terminus	+5	Giant Spacecraft at the center of the Universe
Fluidity of Time	–	Discard to remove 1 Plot Token from all Marauders
Alternate Time Line	–	Discard to shuffle target Marauder into Marauder Deck
Timestream	–	Discard to remove all Plot Tokens from 1 Marauder
Pharos Project Computer	+2	
Pocket Universe	+3	
Gallifreyan Absolute Time	+4	Maintained by the Transduction Barrier
Microjumps	+3	Used for commando style raids
Spatial Overlap	+2	TARDIS tactic. Materialize over physical objects
The Human Factor	+3	
Amplified Panatropic Compiler	+2	APC NET: All Gallifreyan knowledge
Solar Heat Gun	+2	
Chameleon Circuit	+3	TARDIS technology. Camouflage
Temporal Invulnerability	+3	TARDIS technology. Physically indestructible
Temporal Vortex	–	Gain 1 Action Segment. Center of all Time & Space
Gallifreyan Monitors	+3	Detect events that endanger time & space
Cell Regeneration Vault	–	Gain 1 Life
Demat Gun	+4	Dematerialization Weapon
Transmat System	–	Gain one Action Segment. Instantaneous Travel
Field Agent Equipment	+2	Universal Detector, Neutron Ram, Sonic Screwdriver, etc.
TARDIS Systems	+3	Homing Beacon, Safety devices, Computer, etc.
Energy Weapons	+3	Stunners, Lasers, Disruptors, Particle Beams, etc.
K-9 Unit	+5	Versatile Field Robot Companion

Card Name:	Power	Notes:
Leela	+4	Amazonian Human Female Companion
Gallifreyan Companion	+3	Lady Romanadvoratrelundar, Susan Campbell, etc.
Human Companion	+3	Jo Grant, Ian Chesterton, Peri Brown, etc.
Alien Companion	+3	Nyssa, Vislor Turlough, etc.

Companions can be reused by a Time Lord in the same Mission phase.

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Dr Who Empires

Introduction

Dr Who Theme. Module for the Warp Empires system. You must use the Warp Empires system to play this game.

Various races fight for control of the Galaxy

Map

Map of the Galaxy divided into Spaces (aka Quadrants, Sectors, Zones) Each Sector is 100,000 Light Years across. (The Galaxy is roughly 2 Million LY across) When creating a random Map roll on the Zone Type Table:

Zone Type Table

1D6	Type	Notes
1	Hazard Zone	Black Holes, Quasars, Super Novas
2	Void Zone	Deep Space, Empty, Poor Energy
3	Poor Zone	Energy Revenue = 1 Energy Points (EP)
4	Average Zone	Energy Revenue = 2 EP
5	Rich Zone	Energy Revenue = 3 EP
6	Nexus Point	Earth & Other Important Locations

Note: Units may not Enter Hazard Zones. Temporal Nexus Points have Energy Revenue = 3 EP.

Races

Each player picks a race:

Victory

You win if you control all the Nexus Points on the Map

Race:	Notes:	Special Ability:
Earth Empire	Humans	Draw 1 extra card per turn
Cybermen	Cyborgs	All Units get Force +2 when Attacking
Daleks	Cyborgs	All Units get Force +1
Movellans	Androids	All Units get Speed +1
Sontarans	Clones	Draw 3 extra Units per turn
Rutans	Amoeboid	All units cost 1 EP less
Ice Warriors	Reptilians	All Units get Force +2 when Defending
Gallifreyans	Time Lords	Hand Size = 10
Great Vampires	Vampires	Stacks get Force +5
Vardans	Energy Beings	Can Enter Hazard Zones

Common Unit List

Unit Name	#	Cost	Force	Speed	Notes
Scouts	6	1	1	F	
Patrols	6	2	2	M	+2 if Defending
Auxiliary Fleet	5	1	2	M	
Raiding Force	5	3	2	F	+2 if Attacking
Monitors	5	3	4	S	+2 if Defending
Punitive Force	5	4	4	M	+2 if Attacking

Unit Name	#	Cost	Force	Speed	Notes
Expeditionary Fleet	5	5	4	F	
War Fleet	5	5	6	M	
Invasion Force	5	7	6	M	+4 if Attacking
Defense Force	5	6	6	S	+4 if Defending
Battle Fleet	4	7	8	M	
Armada	4	8	10	S	

Setup

Each player starts in a Rich Zone with 5 random units and a hand of 5 cards. Earthlings start in control of Earth of Course.

Units & Action Deck

Players share a common Action deck and Unit chit pile.

Draw Phase

First discard any cards you don't want. Each player draws 3 action cards. Max hand size = 7. Discard

excess cards.

If the deck runs out, shuffle the discard and draw from it.

Move Phase

Use Action cards to move stacks or units in stacks. A Fast unit can move 1-3 spaces. A Medium speed unit can move 1-2 spaces.

A Slow unit can move 1 space. Units can move into but not through opposing stacks.

Action Deck Card List

Card Name	#	Notes
Space Travel	15	Move 1 Stack
Galactic Invasion	6	Move 2 or 3 Stacks
Surrounded	2	Battle: Each Unit gets Force +1
Surprise Attack	2	Battle: Gain Force +10
Intrigue	2	Take 1 random card from opponent
Sabotage	2	Opponent must discard 2 Cards
Destroy Planet	2	Opponent must discard 4 Cards
Raiding	2	Opponent generates 5 less EP this turn
Energy Drain	2	Steal 3 EP from opponent
Minor Race Allies	2	Draw 2 Units
Biological Warfare	2	Destroy Target Stack
Spies	2	Look at opponents hand
Graviton Weapon	2	Battle: Destroy Target Unit
Mind Control	2	Battle: Take Control of Target Unit
Time Lord Meddling	4	Negate card just played
Temporal Microjump	2	Reroll Target Die roll
Expedition	2	Move Scout Unit up to 6 Spaces
Antimatter Bomb	2	Battle: Destroy Target Unit
Insidious Plot	2	Move Enemy Stack
Scouts	2	Look at target stack
Time Travel	2	Look at next 7 cards in deck
Peace Treaty	2	Opponent cannot attack you this turn
Time Loop	2	Negate Target Move
Increase Production	2	Gain 5 extra EP this turn
Regeneration	2	Put Destroyed Unit back into play
Research Experiments	2	Draw 2 cards
Great Leader	2	Draw 4 cards
Revolt	2	Target Sector generates no EP for 1D6 turns
Intercept	2	Move 1 Stack any time during opponents Move Phase

Card Name	#	Notes
Retreat	2	Battle: Neither side takes any casualties
Temporal Disruption	2	All players discard their hands & draw 5 cards
Exterminate	2	Battle: Losing side completely destroyed
Doomsday Weapon	2	Target adjacent space* becomes a Hazard Zone

* Adjacent to one of your stacks

Warp Empires Ruleset

Introduction

Generic ruleset for a series of empire building/conquest games.

Map

The map depicts an irregular, interlocked set of territories.

Control Markers

Use chits to represent control markers.

Units

Use chits to represent units. Units include Leaders & non-leader units.

Deck

Players share an action deck. In some games, each player will have their own action deck. The action deck cards allow you to move your units.

Setup

Most Leader units will be in play. Others will be mixed into the unit chit pile. Each player will start with several non-leader units in play.

Starting points of units will be determined by the scenario.

Turn Sequence

Players take turns. Each turn has 7 phases: Draw Phase Move Phase Battle Phase Revenue Phase Recruit Phase Upkeep Phase Control Phase

Draw Phase

First discard any cards you don't want. Each player draws 5 action cards. Max hand size = 7. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Move Phase

Use Action cards to move stacks or units in stacks. A Fast unit can move 1-3 spaces. A Medium speed unit can move 1-2 spaces.

A Slow unit can move 1 space. Units can move into but not through opposing stacks. Fortifications cannot move (Move = 0).

Your opponent can only look at the top unit of your stacks

Battle Phase

When two opposing stacks occupy the same territory there will be a battle. Each unit has a force value. Add up the total Force values for each side.

Players may play action cards to increase their force value. If one stack has a Leader and the other does not, the stack with the leader gets an additional 5 Force. The side with the highest force value wins.

The losing stack must retreat one space. The losing stack loses half of its units. The winner picks the first unit lost, the loser picks the remainder. Fortification units in the losing stack are destroyed automatically.

The winning stack loses units with a force equal to at least half the force total lost by the losing stack. The winner decides which units are lost. Destroyed units are returned to their chit pile. Captured leaders are set aside and not returned to the chit pile.

After a battle both sides replenish their hands to 7 cards.

Revenue Phase

Gain revenue points for every revenue generating territory you control.

Recruit Phase

Draw 5 random units from the unit chit pile. Purchase units. A units cost is equal to its Force value. If you purchased all the drawn units, draw another 1D6 random units.

Revenue may be saved from turn to turn. Discard unpurchased units back to your unit chit pile. Units start in any revenue generating territory you control.

Upkeep Phase

Number of Units that automatically receive upkeep = 5 x total Revenue. Discard excess units. Example: You generate 10 revenue points per turn...

You may have up to 50 units.

Control Phase

Place a control marker on every revenue generating territory occupied by one of your units. Only one control marker per space.

Unit Deck Abbreviations

- S** Slow
- M** Medium speed
- F** Fast
- F** Force
- F** Fortification
- #** Number of that unit in the chit pile.





Draculas Castle

Introduction

Board game for 2+ players. One side is Dracula and his minions. The other side is the Vampire Hunter and his assistants.

Action takes place inside Castle Dracula.

Victory

Completely eliminate all of your opponent's pawns.

The Board

The board is a map of the interior of Castle Dracula. All rooms are named. Clearly depict connections between rooms.

Each room is connected to 1-4+ other rooms. Rooms found in the Castle include: The Masters Chambers The Laboratory The Torture Chamber The Privy The Crypt The Grand Entrance The Grand Staircase The Courtyard The Bat Cave The Menagerie The Library The Wash Room The Coffin Room The Dungeon

The Dissecting Room The Antechamber The Study The Greenhouse The Servants Chambers The Balcony The Kitchen The Unused Chapel The Wine Cellar The Labyrinth The Grand Hall The Waiting Room The Observatory The Cell The Bedroom The Parlor The Ball Room

The Vampires

Use a black king to represent Dracula. Use 3 black pawns to represent the Lesser Vampires.

The Hunters

Use a white king to represent the Vampire Hunter. Use 4 white pawns to represent the Assistants.

The Decks

Each player has his own deck. Each deck contains 4 of each card listed.

The Vampire Deck Card List

Cards:	Effect:
Gaseous Form	Defense
Bat Form	Defense
Wolf Form	Attack
Suck Blood	Attack
Claws	Attack

Cards:	Effect:
Mesmerize	Attack
Regeneration	Defense
Gift of Darkness	Control
Superhuman Speed	Move
Shadows	Defense

The Hunter Deck Card List

Cards:	Effect:
Garlic	Defense
Holy Water	Attack
Cross	Defense
Faith	Defense
Wooden Stake	Attack

Cards:	Effect:
Fire	Attack
Mirror	Defense
Salvation	Control
Firearms	Attack
Hunting	Move

Setup

The Hunters pawns start in the Grand Entrance. The Vampires pawns start in the Masters Chambers.

Turn Sequence

Players go simultaneously. Each turn has 5 phases:

1. Draw Phase
2. Write Orders Phase
3. Move Phase

4. Attack Phase
5. Discard Phase

Draw Phase

Each player draws 3 cards from his deck. If the deck runs out shuffle the discard and draw from it.

Write Orders Phase

Players write down secretly how they want their pawns to move. A pawn can be moved into an adjacent room. A pawn can move twice if the player has a Move Card.

Move Phase

Orders are revealed and the pawns are moved. Any Move Cards used are discarded.

Attack Phase

If opposing pawns occupy the same room they may attack each other. To attack, discard an Attack card. This causes one Wound. Alternatively the attacker may discard a control card.

The defender may discard a Defense card to negate one attack or control card. All attacks are simultaneous. A control card cannot be played against Dracula or the Primary Vampire Hunter.

A non-negated control card causes the color of the defending pawn to be switched.

Hits

Dracula can take 3 wounds before being destroyed. The Vampire Hunter can take 2 wounds before being destroyed. All other pawns are destroyed with a single wound.

Discard Phase

Discard your hand.

Support Page

Action Card Set & Map Tile Set Available! Draculas Castle Support Page

Castle Map

by Themcgannddoctor@aol Dungeon Ground Floor Upper Floor

Map & Cards

by Ron: [Click Here](#)





Dragon Ball Z Matchups

Introduction

Card game for 2 players. Dragon Ball Z Theme.

Disclaimer

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Victory

You win if, at the beginning of your turn, you control Six Fighters or Your Opponent has zero Fighters.

Dice

Six sided deice are needed.

The Deck

Players share a common Deck. There are 6 Types of Cards:

- F** Fighter
- B** Buff
- T** Transport
- M** Manipulation
- R** Recovery
- X** Extra

Setup

Shuffle the deck. Each player is dealt cards face up until he has 4 Fighters. These will be that players starting Fighters.

Discard all non-Fighter cards. After starting Fighters are assembled, each player Is dealt a regular hand of 4 cards The player with the weaker set of starting Fighters goes first.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Draw Phase
2. Recruit Phase
3. Match Up Phase
4. Fight Phase
5. End Phase

Draw Phase

Draw 3 Cards and add them to your hand. If the deck runs out, shuffle the discard and draw from it. You may play (discard) a Recovery Card to search for a Fighter in the Discard and put it in your hand.

You may play (discard) an Extra card to draw 2 additional cards

Recruit Phase

Put 1 Fighter card from your hand into play. Your Fighter's in play are placed in a line, face-up, in front of you, on the table. You may have a maximum of 6 fighters in play.

If you already have 6 fighters in play, you may replace 1 with A fighter in your hand. Put the replaced fighter card back into your hand.

Match Up Phase

One of your random Fighters will fight one random Opponent's Fighter. Use the 6 sided dice to randomly determine which Fighters. You may play (discard) a Transport card to pick your Fighter instead of Rolling randomly.

You may play (discard) a Manipulation card to pick your Opponent's Fighter instead of them Rolling randomly.

Fight Phase

The 2 randomly selected Fighters Fight. The Fighter with the higher Battle Total Wins. The Battle Total is equal to the sum of 3 Parts:

1. The Fighters Level
2. The Total of all Buff cards the Fighter's owner plays from his hand
3. The Roll of one six sided die (Battle Roll)

Before the dice are rolled, each player simultaneously may reveal any Number of Buff cards from their hand to add their bonuses to the Battle Total. If the Battle Totals are a Tie, each player rolls another Die as a tie-breaker. The losing Fighter is Discarded.

End Phase

Max hand size is 4 cards. Discard excess cards.

Card List Notes

Training: Can only be used on Saiyans, Namekians, and Humans. Stun: Opponent must make Battleroll Twice and pick lower roll. Speed: Make Battleroll twice and pick higher roll.

Evade: Opponent must discard 1 random Buff card he played. Strategy: Draw 1 Card. If it is a Buff, you may play it. Save: If this Fighter is defeated put him back in your hand.

The Deck

Card Name:	Type	Level	Notes:
Goku	F	3	Saiyan
Gohan	F	4	Saiyan Human Hybrid
Vegeta	F	3	Saiyan
Goten	F	2	Saiyan Human Hybrid
Trunks	F	2	Saiyan Human Hybrid
Gotenks	F	4	Saiyan Human Hybrid
Krillin	F	2	Human
Master Roshi	B	+2	Training; Turtle School
Majin Buu	F	9	Stun; Villain; Demon with many Forms
Babidi	B	+2	Training; Alien Wizard
Elder Kai	B	+2	Training; Retired Fighter
Piccolo	F	5	Strategy; Namekian
Hercule	F	0	Human Braggart
Snake Way	T	-	-
King Kai	B	+2	Training; God of North Galaxy
Dabura	F	6	Stun; Demon King
Yamu & Spopovich	F	3	Buffed Humans
Pui Pui	F	3	Minor Demon
Transport Capsule	T	-	-
Senzu Beans	B	+2	Save; Instant Healing
Fusion Dance	B	+4	You must have at least 2 Fighters
Saibamen	F	2	Lesser Warriors
Android 16	F	4	-
Android 17	F	5	-
Android 18	F	5	-
Android 19	F	3	-
Android 20	F	3	-
Supreme Kai	X	-	-
Videl	F	1	Human; Gohan gets +2
Chi Chi	F	1	Human; Goku gets +2
Mighty Mask	F	3	Saiyan
Saiyaman	F	4	Saiyan Human Hybrid
King Yemma	R	-	God of Death
Yellow Kami	B	+2	Training
Yakon	F	6	Monster
Tien Shinhan	F	2	Stun; Human Monk
Chiaotzu	F	2	Stun; Psychic Human Monk
Cell	F	8	Bio-Android Villain
Wish	R	-	-
Dragon Balls	R	-	-
Kami Sama	B	+2	Training; Namekian Earth Guardian
Porunga	R	-	Namekian Dragon
Shenron	R	-	Earth Dragon
Dende	B	+2	Training; Namekian
Super Saiyan	B	+4	Saiyans Only
Goz and Moz	F	6	Competitive Demons
Red Ribbon Army	F	3	Cannot be Buffed
Bulma	X	-	-
Yamcha	F	2	Human
Tournament	X	-	-

Card Name:	Type	Level	Notes:
Distress Call	M	-	-
Switcheroo	M	-	-
Future Trunks	F	3	Saiyan
Pan	F	4	Human Saiyan Hybrid
Oolong	X	-	Shapeshifting Pig
Frieza	F	7	Villain; Mutant Emperor of Universe 7
Raditz	F	3	Evil Saiyan
Nappa	F	3	Evil Saiyan General
Battle Armor	B	+1	Save
Instant Transmission	T	-	-
Captain Ginyu	F	3	Ginyu Force Mutant
Reacoom	F	2	Ginyu Force Mutant
Butta	F	2	Ginyu Force Mutant
Jheese	F	2	Ginyu Force Mutant
Gurd	F	1	Ginyu Force Mutant
Yajirobe	F	1	Human Ronin
Back Up	T	-	-
Korin	B	+2	Training; Cat Hermit
Mercenary Tao	F	2	Human Android Assassin
Ki Energy Blast	B	+1	Stun
Powerful Technique	B	+2	Stun
Kamehameha	B	+3	Saiyan Only
Teamwork	B	+2	Strategy
Spirit Bomb	B	+4	Saiyan Only
Ultimate Attack	B	+4	-
Flying	B	+2	Evade
Superior Tactics	B	+2	Strategy
Dodge	B	+1	Evade
Distraction	B	+2	Evade
Power Boost	B	+2	-
Weapon	B	+1	-
Combo Attack	B	+2	Speed
Regeneration	B	+1	Save
Confidence	B	+1	-
Cunning	B	+2	Strategy
Immobilize	B	+1	Stun
Deflection	B	+1	Evade
Fast Strikes	B	+1	Speed
Flurry of Blows	B	+2	Speed
Super Strength	B	+2	-
Super Speed	B	+1	Speed
Absorb Power	B	+4	Villain Only
Transformation	B	+2	Villain Only





Dragon Checkers

Introduction

Chinese Checkers Variant using cards!!!

Preface

You must first know how to play Chinese Checkers. A Chinese Checkers Set is required.

Victory

Same as in regular Chinese Checkers. Get all your pegs to the opposite corner first.

The Deck

Players share a common deck. There are 3 card types: Move Cards, Destiny Cards, and Special Cards. The cardset has 2 copies of each card in the card list.

Move cards are used to make one or more pegs move in a way they don't normally move. Destiny cards affect other cards, your hand, the deck, or your opponent's hand. Special cards have unique timing issues or highly variable effects.

Terminolgy

Peg - Synonym for Pawn, Man, Piece, Counter, Marble, Checker. Move - This can be a regular move or a card move. Regular Move - Either moving 1 space or Jumping as in the regular rules.

Walk - Moving 1 space (not jumping) as in the regular rules once. Card Move - Playing a Move card and moving a peg according to its directions. Route - All the Moves (Walks, jumps, and otherwise) a Peg makes during a single turn.

Jump - In card text the term Jump always allows for multiple jumps if possible.

Common Deck Card List

Card Name:	Type	Notes:
Way of the Rat	M	Peg may Jump and then Walk
Way of the Ox	M	Walk one Peg Twice
Way of the Tiger	M	Peg may Walk once and then Jump
Way of the Rabbit	M	2 Pegs may Jump
Way of the Dragon	M	Peg may Jump, then Walk, then Jump again
Way of the Snake	M	Switch places of any 2 Pegs
Way of the Horse	M	Peg may Walk, then Jump, then Walk again
Way of the Sheep	M	Walk Opponent's Peg
Way of the Monkey	M	Walk Opponent's Peg and Jump with your Peg

Setup

Each player is dealt a hand of 3 cards. The loser of the previous game goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases: Fate Phase Destiny Phase Journey Phase Destination Phase

Fate Phase

Draw 1 card from the deck and add it to your hand. If the deck runs out, shuffle the discard and draw from it.

Destiny Phase

You may play (discard) a Destiny card from your hand.

Journey Phase

You may make a Regular move or play (discard) a Move card. Move cards break the regular game rules of movement.

Destination Phase

Max hand size is 5 cards. Discard excess cards.

Card List Notation

M Move Card
D Destiny Card
X Special Card

Card Name:	Type	Notes:
Way of the Rooster	M	Peg may make one 2-space Jump during its Route
Way of the Dog	M	You may Walk 2 Pegs
Way of the Pig	M	Walk Opponent's Peg and your Peg
Yang	X	Negate a card just played
Yin	X	Copy the top card of the Discard
The Fortune Teller	D	Look at Next 5 cards in Deck
The Merchant	D	Draw 2 Cards from the Deck
The Thief	D	Steal 1 Random card from Opponent's Hand
The Spy	D	Look at Opponent's Hand
The General	D	Opponent must discard his entire hand
The Diplomat	D	Draw 1 Card. Opponent must discard 1 Card

Cardset Available!!!

other side.

Thanks Ron! Click Here

Way Of The Rooster Revealed

This means you can jump two opposing pegs that are next to each other but have an empty space on the

Links

[Play Chinese Checkers](#)

[Play Multiplayer Chinese Checkers](#)





Dragon Lance Companions

Introduction

Takes place 300+ years after the great cataclysm in the world of Krynn. Guide the Companions of the Lance in their exploration of the ruins of Xak Tsaroth to retrieve the Disks of Mishakal needed to defeat Takhis, the Queen of Darkness. Card game for 2+ players.

Disclaimer

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The Deck

Players share a common deck.

Game End

The game ends when there are no cards left in the deck and everyone passes their turn without capturing a Foe card.

Victory

The player with the highest Force total in his Victory pile wins the game.

Setup

Everyone gathers at the Inn of the Last Home. Shuffle the deck. Player who has read the most Dragon Lance books goes first.

Card List

Card Name	#	Type	Force	Notes
Tanis Half-Elven	3	H	7	Qualinesti Ranger
Caramon Majere	3	H	5	Fighter
Raistlin Majere	3	H	3	Wizard
Sturm Brightblade	3	H	7	Knight of Solamnia
Goldmoon	3	H	4	Tribal Cleric
Riverwind	3	H	6	Tribal Ranger
Tasselhoff Burrfoot	3	H	3	Kender Thief
Flint Fireforge	3	H	6	Hill Dwarf Fighter
Stealth	1	A	3	
Potion of Strength	1	A	5	
Potion of Healing	1	A	3	
Potion Invulnerability	1	A	7	
Blue Crystal Staff	1	A	-	Cleric gets +7; +5 vs Dragons
Staff of the Magius	1	A	-	Wizard gets +5

Turn Sequence

Each turn has 2 phases: Adventure Phase Quest Phase

Adventure Phase

Draw 4 cards. Max hand size is 9 cards. Discard excess cards.

Quest Phase

You may capture a Foe card. Place the Foe card from your hand onto the table face up. To capture a Foe card, discard Hero and Aid cards with a total Force equal to or greater than the Force of the Foe card.

Place the captured Foe card into your victory pile.

Heroes

When capturing a Foe, you cannot play more than one copy of a single Hero. Certain Aid cards only work if played with the appropriate Hero.

Card List Notation

Number of that card in the deck.

H Hero

A Aid

F Foe

Card Name	#	Type	Force	Notes
Hoopak	1	A	-	Kender gets +3 (Staff Sling)
Battle Axe	1	A	-	Dwarf gets +3
Sword Master	1	A	-	Fighter or Knight gets +2
Archer	1	A	-	Ranger gets +2
Magic Scroll	1	A	-	Wizard gets +5
Magic Wand	1	A	-	Wizard gets +7
Raise Dead Spell	1	A	-	Cleric gets +7
Turn Undead	1	A	-	Cleric Defeats Ghost or Spirit
Detection Spell	1	A	-	Cleric or Wizard gets +3
Immobilization Spell	1	A	-	Cleric or Wizard gets +3
Human Mercenaries	1	F	24	Employed by the Dragon Highlords
Baaz Draconians	1	F	28	Spies of Takhisis
Baaz Draconians	1	F	26	Ground Troops
Giant Spider	1	F	30	Webs
Trolls	1	F	34	Regenerate
Spectral Minion	1	F	22	Ghost
Bozak Draconians	1	F	36	Magic Users; Explode when killed
Gully Dwarves	1	F	20	Nuisances; Enslaved by the Draconians
Black Dragons	1	F	32	Hatchlings; Acid Breath
Wraith	1	F	38	Evil Spirit; Life Drain
Khisanth	1	F	40	Ancient Huge Black Dragon

Links

DragonLance DragonLance DragonLance Drag-
onLance





Dragon Poker

Introduction

Card game. Players use cards to construct a dragon and provide it with treasure.

The Cards

The deck contains 68 cards: 2 White Heads, 2 White Bodies, 2 White Tails, 2 White Wings, 2 Green Heads, 2 Green Bodies, 2 Green Tails, 2 Green Wings, 2 Black Heads, 2 Black Bodies, 2 Black Tails, 2 Black Wings, 2 Blue Heads, 2 Blue Bodies, 2 Blue Tails, 2 Blue Wings, 2 Red Heads, 2 Red Bodies, 2 Red Tails, 2 Red Wings, 2 Gold Heads, 2 Gold Bodies, 2 Gold Tails, 2 Gold Wings, 4 Dragon Slayers, 2 Maidens, 8 Gold Treasures, 4 Gem Treasures, 2 Dragon Eggs.

Turn Sequence

1. Shuffle deck.
2. One player is chosen as the dealer (Dragon Master).
3. Players ante in.

COMBO	POINTS
Serpent (Head & Tail)	1
Beast (Head & Body)	1
2 Serpents or 2 Beasts (Bookends)	2
Winged Serpent (No Body)	2
Tailless Dragon (No Tail)	2
Wingless Dragon (No Wings)	2
Bastard Dragon (2 or 3 Colors)	3
Wyrm (No body & 2 Tails)	3

Treasure

If a player has one of the combos above, he can earn extra points if his hand contains treasure cards:

TREASURE	POINTS
Gold Treasure	1 per 2 cards
Gem Treasure	1 per card
Maiden	2 (one card max)
Dragon Eggs	1 per card if not used as a body part

Variants

Use 5 card hand size instead of 7 cards. Play it like Gin Rummy instead of Poker. Add more combos (Example: The two headed serpent).

4. The Dragon Master deals out 7 cards to each player Cards are dealt face down unless house rules state otherwise. Play starts with the player to the DM's left and proceeds clockwise
5. In turn each player may discard up to 6 cards and receive replacement cards.
6. Players may now, in turn, raise the ante (Dragon Rage). Other players must match the raise or drop out.
7. In turn, If a player has a Dragon Slayer he must discard it to cause his opponent to discard a random card from his hand.
8. Players reveal their hands. The hand worth the most points wins. If tied, players split the pot (Dragon Council).

Combinations

Heads, bodies, tails, and wings are used to construct Dragons. Dragon eggs are wild cards and can be used as any color body part.

COMBO	POINTS
Chromatic Dragon (4 Colors)	4
White Dragon	5
Green Dragon	6
Black Dragon	7
Blue Dragon	8
Red Dragon	9
Gold Dragon	10
Hydra (6 Heads & 1 Body)	12

Cardsets

In English, Italian, & French from alecrespi.





Dragon Slayers

Introduction

Card game for 2 players. One player takes the role of the Dragon The other player takes the role of the Slayer (The adventuring party trying to slay the dragon)

The Decks

There are 2 decks: The Dragon Deck The Slayer Deck

Dice & Implements

Six-sided dice are needed. Pen & paper are needed.

Victory

If the Dragon is reduced to 0 or less Hit Points the Slayers win. If all party members are killed, the Dragon

wins.

Hit Points

The Dragon has 10 hit points. Party Members (Slayers: Heroes & Men-at-Arms) have 1 hit point each. Each unblocked attack by the Dragon will kill one party member.

Unblocked attacks by Slayers cause 1 or more hit points of damage to the Dragon.

Party Generation

The Slayer rolls 8 times on the Recruitment table: The Slayer records on a piece of paper the composition of the party. Artifacts must be assigned to a hero that can use the artifact.

Recruitment Table

1D6	Recruit:	Notes:
1	Wizard	Hero, Spell Attacks only
2	Warrior	Hero, Sword Attacks only (that do +1 Damage)
3	Archer	Hero, Arrow Attacks only
4	Artifact	Roll on the Artifact Table
5	2 Men-at-Arms	Sword Attacks only
6	Pick one	

Artifact Table

1D6	Recruit:	Notes:
1	Magic Sword	Sword Attacks do +1 Damage
2	Magic Arrows	Arrow Attacks do +1 Damage (Can be used 3 times)
3	Magic Staff	Spell Attacks do +1 Damage
4	Magic Potion	Bring back killed Hero (Can be used 2 times) in Draw Phase
5	Magic Armor	Attacks against Warrior negated on a roll of 1-4 on 1D6
6	Magic Scrolls	Make a Spell atk w/o discarding a Spell Attk card (Use 3 times)

Note: the Scroll attack is a 1 point attack. If the owner of an artifact is killed another hero that can use it gets it in Draw Phase.

Turn Sequence

The turn is divided into 3 Phases:

1. Draw Phase
2. Slayer Phase
3. Dragon Phase

Draw Phase

The Slayer player draws 3 cards from the Slayer Deck. The Dragon player draws 3 cards from the Dragon Deck. If a deck runs out shuffle the discard and draw from it.

Maximum hand size is 7 cards. Discard excess cards.

Slayer Phase

The party may attack the Dragon. To make an attack, an attack card must be discarded from the players hand. The party may make multiple attacks.

There must also be one party member alive who can make the attack. For example: To make a spell attack the party must have at least one Wizard. Both Warriors & Men-at-Arms may make Sword Attacks.

A party member may make only one attack per turn. For example: If you have 2 Wizards you could make 2 spell attacks per turn. Each attack does a base of 1 point of damage to the Dragon.

Some cards indicate they do a base 2 points of damage. Warriors inflict an additional point of damage when they attack. Some artifacts increase the amount of damage done by an attack.

The Dragon player may block an attack by discarding a Blocking Card that targets the attack type. For example: The Dragon player may discard a 'Magic Resistance' card to negate a spell attack.

Dragon Phase

The Dragon may attack the party. To make an attack, an attack card must be discarded from the players hand. The Dragon may make multiple attacks.

The Dragon may only use one attack type once per turn. For example: The Dragon may not make 2 Firebreath attacks in one turn. The Dragon may only use one body part to make one attack type once per turn.

For example: The Bite and Firebreath attacks are both 'Mouth' attacks so only one may be used. The Slayer player may block an attack by discarding a Blocking Card that matches the target type. For example: The Slayer may discard a 'Shield' card to negate an attack vs a Warrior or a Man-at-Arms.

Each attack targets one party member. Dragons must attack Men-at-Arms first. After all the Men-at-Arms are killed the Dragon may attack Warriors next.

After all the Warriors are killed the Dragon may attack Archers & Wizards.

Dragon Deck Card List

Card Name:	#	Notes:
Bite	2	Mouth Attack
Fangs	2	Mouth Attack
Firebreath	2	Mouth Attack
Claws	2	Limbs Attack
Talons	2	Limbs Attack
Crush	2	Limbs Attack
Wing Buffet	2	Wings Attack
Tail Sweep	2	Tail Attack
Magic Resistnce	2	Negates one Spell Attack
Scale Plates	2	Negates one Arrow Attack
Hover	2	Negates one Sword Attack
Dragon Armor	2	Negates one Spell or Sword Attack
Melee	2	Negates one Spell or Arrow Attack
Tough Hide	2	Negates one Sword or Arrow Attack
Dragon Blood	2	Regenerate 1 Hit point
Dragon Rage	2	Discard to draw 3 cards
Swoop Attack	2	Slayer draws 2 less cards next turn
Single Out	1	Dragon may attack any Hero this turn

Number of that type of card in the Deck.

Slayer Deck Card List

Card Name:	#	Notes:
Sword	6	Sword Attack for 1 point of Damage
Mighty Blow	1	Sword Attack for 2 points of Damage
Arrow	4	Arrow Attack for 1 point of Damage
Missing Scale	1	Arrow Attack for 2 points of Damage
Lightning Bolt	2	Spell Attack for 1 point of Damage
Fireball	2	Spell Attack for 2 points of Damage
Dodge	2	Negates one Attack made by Dragon

Card Name:	#	Notes:
Armor	2	Negates one Attack vs Warrior or Man-at-arms
Out of Range	2	Negates one Attack vs Wizard or Archer
Skill	2	Negates one Attack vs Warrior
Luck	2	Negates one Attack vs Man-at-arms
Retreat	2	Negates one Attack vs Archer
Magic Shield	2	Negates one Attack vs Wizard
Teamwork	2	Discard to draw 3 cards
Grievous Wound	2	Dragon draws 2 less cards next turn
Recovery	1	Return one 'killed' hero to play

Cardset

Thanks Zak for this amazing cardset





Dredd

Introduction

Card game for 2+ players. Based on the comic series Judge Dredd.

Disclaimer

Judge Dredd is a copyrighted, licensed property. This is merely a fan site.

Victory

Be the first player to accumulate 100 Prestige Points (PP) PP are gained by apprehending Criminals.

The Decks

Players share 3 common decks: Judge Deck Criminal Deck Event Deck Each deck has its own discard. A player will keep cards from all 3 decks in his hand.

Dice

20-sided dice are needed. (D20)

Teams

Each player controls a team of up to 4 Characters. Most characters will be Judges.

Stats

Each Character will have 2 Stats: Fight & Investigate. A Stat will usually have a value between 0 and 4. Characters will also have one or more Traits such as: Judge, Psychic, Alien, etc.

Setup

The toughest player goes first. Each player draws 4 cards from the top of the Judge deck.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Logistics Phase
2. Recruit Phase
3. Assignment Phase
4. Investigation Phase
5. Apprehend Phase
6. Debriefing Phase

Logistics Phase

Roll once on the Draw Table.

1D20:	Result:
1-3	Draw top card from the Judge Deck
4-12	Draw top card from the Event Deck
13-18	Draw top card from the Criminal Deck
19-20	Draw top card from the Deck of your Choice

If a deck runs out, shuffle the discard & draw from it. A player will keep cards from all 3 decks in his hand.

Recruit Phase

Take Characters from your hand and put them into play. Your Characters in play are placed face up in front of you. Characters remain in play until they are wounded/killed in Apprehend phase or some card effect causes them to be discarded.

You may have a max of 4 characters in play. You may switch one of your characters in play with one in your hand

Assignment Phase

You may put one Criminal card into play from your hand.

Investigation Phase

Your Team may attempt to track down any one target criminal in play. (The whole process is referred to as a Mission) Roll 1D20. This is the Investigation Roll. Add the Total Investigation Stats of all of your Characters.

Subtract the Investigation number of the Criminal. Add 1 if the Team investigated this Criminal last turn. Both Players may play (discard) Event cards that modify the Investigation Roll.

If the Roll is 11+ the Team tracks down the Criminal. If the team rolled 10 or less, they could not find the criminal.

Apprehend Phase

If your team tracked down a criminal last phase they may now attempt to Apprehend (Capture/Kill) the Criminal. Roll 1D20. This is the Fight Roll. Add the Total Fight Stats of all of your Characters.

Subtract the Fight number of the Criminal. Both Players may play (discard) Event cards that modify the Fight Roll. If the Roll is 11+ the Team successfully captures the Criminal.

If the team rolled 10 or less, the Criminal gets away and You must discard one of your Characters. A Criminal that gets away remains in play. Put a captured criminal card into your Capture pile.

Debriefing Phase

The PP of a captured Criminal card = Fight + Investigation values. Max hand size is 8 cards. Discard excess cards to their appropriate discard pile.

Card List Notation

C Character

J Character that is a Judge

L Leader Judge

P Character is a Psi-Judge

X Criminal

E Event

Inv Investigation

Psi Psychic

TAJ Take any Judge from the Deck & put it in your hand

TDJ Take any Judge from the Discard & put it in your hand

Team Characters controlled by one Player

Neutralized = Character cannot go on Missions (& does not count vs team member limit)

Judge Deck Card List

Card Name	Type	Fight	Inv	Notes:
Judge Dredd	L	4	4	Immune to Discard cards
Detective Judge Armitage	J	1	5	(Plain Clothes Brit-Cit)
Treasure Steel	J	2	2	(Rookie)
Judge Anderson	P	3	4	(Accomplished Psi Judge)
Alien Catcher General	C	3	3	Stats +1 vs Aliens
Kwame Assengai	L	4	3	(Pan African Judge)
Psi-Judge Bhaji	P	2	3	(Delhi-Cit)
Judge Bram	J	2	2	(Retired)
Judge Newt	J	5	1	(Brit-Cit Brute)
Shea Coran	J	3	3	(Brit-Cit Babe Vice Judge)
Oz-Judge Bruce	J	3	2	(Laid-back Australian Judge)
Judge Cahill	J	3	3	(Experienced Judge)
Med Judge Cassidy	J	1	3	Discard from play for TDJ
Laverne Castillo	J	2	2	(Reputation of Freezing-Up)
Psi-Judge Corey	P	1	2	(Rookie)
Judge Corzo	J	2	2	(Banana City)
Judge Dekker	J	3	3	(Rookie)
Devlin Waugh	C	3	3	(Vampiric Vatican City Investigator)
Judge Morphy	J	3	3	(Judge Dredd's Mentor)
Psi-Judge Judge Ekerson	P	1	2	(Rookie)
Judge Giant	J	3	3	(Excellent Street Judge)
Barbara Hershey	J	3	3	Immune to Discard cards
Aiko Inaba	J	2	2	(Hondo City Judge Inspector)
Judge Jack	J	3	2	Discard to give Team Fight +3
Psi-Judge Janus	P	2	2	(Rookie)
Johnny Alpha	C	4	3	(Mutant Bounty Hunter from the Future)
Sergeant Joyce	J	2	2	(Well Liked Emerald Isle Judge)
Psi-Judge Karyn	P	2	3	(Talented Psychic)
Med Judge Kildare	J	1	2	Discard to give Team Inv +4
Ed MacBrayne	J	4	2	(Tough Calhab Judge)
Judge-Pilot Larter	J	2	1	Vehicle cards get +3
Missionary Man	J	3	3	Stats +1 vs Mutants
Judge Ocks	J	4	1	(Big Judge)
Lola Palmtree	J	1	4	(Undercover Judge)
Judge Perrier	J	3	2	(Veteran of the Apocalypse War)
Judge Inspector Sadu	L	3	4	(Hondo Cities Toughest Judge Inspector)

Card Name	Type	Fight	Inv	Notes:
Judge Inspector Shimura	J	3	2	(Ronin)
Judge Becky Steel	J	2	2	(Rookie)
Judge Tex	J	2	2	Stats +1 if Leader on Team
Judge Nikita Kramm	J	2	3	(Covert Operations)

Event Deck Card List

Card Name	Notes:
The Academy of Law	TAJ
Judge Tutor	TAJ Rookie only
Cadet Judge	TAJ Rookie only (Trainee Judges)
Apocalypse Squad	TAJ or TDJ
Psi-Judge Ecks	TAJ Psi-Judge only (Head of Psi-Division)
Full Recovery	TDJ
Bionic Replacements	TDJ
The Dead Man	TDJ
Resyk	TDJ (Human Body Recycling Plant)
Hall of Heroes	TDJ (Justice Department)
Aggro Drug	Criminal gets Fight +3
Set Trap	Criminal gets Fight +3
Nuclear Attack	Criminal gets Fight +3
Disguises	Criminal gets Inv +3
Atrocities	Criminal gets Inv +3
Manipulations	Criminal gets Inv +3
Klegg Mercenaries	Criminal gets Fight +3 (Aliens)
Psychic Mind Control	Criminal gets Inv +3
Subliminal Messages	Criminal gets Inv +3
Brain Blooms	Criminal gets Inv +3 (Mind Control Parasites)
Biochip Transfer	Criminal gets Inv +3 (New Body)
Anti-Mugging Suit	Criminal gets Fight +3
The Big Smelly	Criminal gets Inv +3 (Undercity River)
Plot Revenge	Criminal gets Fight +3
Nightmare Gun	Criminal gets Fight +3
Personal Teleport Devices	Criminal gets Fight +3
Psi-Fog	Criminal gets Inv +3
Escape	Criminal gets Inv +3
The Maze	Criminal gets Inv +3 (Giant Housing Development)
Frame for Murder	Criminal gets Inv +3
Rookie Move	Criminal gets Fight +3 if team has Rookie
Protective Detention	Target Character Neutralized for 3 turns
City Hall Computer	Team gets Inv +3
Birdie	Team gets Inv +3 (Lie Detector Device)
Freelance Reporter	Team gets Inv +3
Fergee	Team gets Fight +3 (Honorary Judge Mutant)
Walter the Wobot	Team gets Inv +2 or Fight +2 (Robot Sidekick)
Psi-Judge Fey	Look at next 10 cards in any deck
Oracle Spice	Look at next 10 cards in any deck (Hallucinogenic)
Crime Blitz	Team gets Inv +2 or look at opponent's hand
Foil Plan	Team gets Inv +3
Police Bloodhound Robot	Team gets Inv +3
Interrogation	Team gets Inv +3

Card Name	Notes:
The Brotherhood of Marshals	Team gets Inv +2 or Fight +2 (Extra +1 vs Mutants)
Edwin the Confessor	Team gets Inv +3
Wally Squad	Team gets Inv +3 (Undercover Judges)
Trumped Up Charges	Team gets Inv +3
Tweak	Team gets Inv +3 (Alien Companion)
Max Normal	Team gets Inv +3 (Informer)
Unholy Alliance	Team gets Inv +2 or Fight +2
Tek Judges	Team gets Inv +2 or Fight +2
Atlantic Marine Division	Team gets Inv +2 or Fight +2
Justice Spacecraft	Team gets Inv +2 or Fight +2 (Vehicle)
K2000 Samurai Attack Suit	Team gets Fight +3
Massive Assault	Team gets Fight +3
Stumm Gas	Team gets Fight +3
Stubb Gun	Team gets Fight +3 (Devastating Hand held Weapon)
Resistance Forces	Team gets Fight +3
Flying Squad	Team gets Fight +3 (Zipper Bikes & Power Boards)
Lawmaster Bikes	Team gets Inv +2 or Fight +2 (Standard Issue)
Quasar Bike	Team gets Inv +2 or Fight +2 (Upgraded Lawmaster)
Pat Wagon	Team gets Fight +3 (Vehicle)
Modular Fighting Unit	Team gets Fight +3 (K2001 Land Raider & Killdozer)
H-Wagon	Team gets Fight +3 (Hovering Patrol Saucers)
Manta Prowl Tank	Team gets Fight +3 (Riot Control Tank)
Judgment Day	Team gets Fight +3
Drag Nets	Team gets Fight +3
Round up Conspirators	Team gets Inv +2 or Fight +2
Dredds Comportment	Rookie gets Inv +2 or Fight +2
Dimension Jump Globes	Team gets Fight +3
Lawgiver Gun	Team gets Fight +3 (Six Settings)
Lawrod Rifle	Team gets Fight +3 (Weapon)
Colt Widowmaker	Team gets Fight +3 (High Powered Shotgun)
Riot Foam	Team gets Fight +3 (Spray Rubber Encasement)
City-Def Unit	Team or Criminal gets Fight +3
Slay Riders	Team gets Fight +3 (Mutant Marauders)
Will & Courage	Leader Judge gets Inv +2 or Fight +2
Read Minds	Psi-Judge gets Inv +4
Empathy	Psi-Judge gets Inv +4
Deep Psi-Probe	Psi-Judge gets Inv +4
Visit the Future	Look at next 5 cards in all decks if you have a Psi-Judge
Pre-Cog	Look at next 10 cards in any deck if you have a Psi-Judge
Conduit for Psychic Pain	Psi-Judge gets Fight +4
Telekinesis	Psi-Judge gets Fight +4
Sacrifice	Character gets Fight +5 then Discard Character
Celebrated Case	Put any Criminal in the deck in your hand
Doomsayers	Put any Criminal in the deck in your hand
Escape Titan Penal Colony	Put any Criminal in the deck in your hand
Judge Child	Put any Criminal in the deck in your hand
Freed from the Iso-Cubes	Put any Criminal in the deck in your hand
Psychic Possession	Discard target Psychic Character
Cursed Earth	Criminal gets Inv +2 or Fight +2
Impossible Odds	Criminal gets Fight +3
Suspension	Target Judge Neutralized for 3 turns
The Long Walk	Discard target Judge
Judge Shortage	Discard target Judge

Card Name	Notes:
Suicide	Discard target Character
Tender Resignation	Discard target Judge
Random Physical Abuse Test	Target Judge Neutralized for 3 turns
Quarantine Bubble	Target Character Neutralized for 3 turns
Special Judicial Squad (SJS)	Target Judge Neutralized for 3 turns (Judge the Judges)
Major Trauma	Target Character Neutralized for 3 turns
Democratic Referendum	All players discard their hands
Three Laws of Bob	Roll 3 times on the Draw Table
Chief Judge McGruder	Roll 3 times on the Draw Table
Citizen Watchdogs	Opponent must discard 2 cards
The Dredd Syndrome	Opponent must discard 2 cards
Judge Winslow	Opponent must discard 2 cards (Judge Accountant)
The Chieftain	Discard target Criminal (Assassination Squad Leader)
Council of Five	Discard Hand & Roll 5 times on the Draw Table

Criminal Deck Card List

Card Name	Fight	Inv	Notes:
The Mutant	12	12	Future Undead Master of Mega-City One
Ankhor	10	10	Risen Ancient Egyptian God King
Dark Judges	9	12	Death, Fire, Fear, and Mortis
Sisters of Death	10	8	Turned Mega-City One into a Necropolis
Imported Alien Seeds	6	9	Hatch Alien Monsters
Total War	7	5	Democratic Terrorist Group
Ape Gang	8	6	Intelligent Ape Ancestors
Aggro Dome Violence	10	6	Leisure Complex
Judge Death	11	12	Major Recurring Undead Villain
Orlok	7	9	East-Meg Assassin
The Angel Gang	8	9	Pa, Junior, Link, Fink, & Mean Machine
War Marshal Kazan	6	12	Sov General - Started the Apocalypse War
Arachnid Gene Virus	8	9	Turns victims into Giant Spiders
Judge Supremo Batista	7	10	Corrupt Leader of Banana City
Ex-Judge Grice	9	6	Saboteur of the Democratic Referendum
Captain Skank	6	9	Crazed Mutant Pirate with Sea Fortress
Sabbat the Necromagus	10	12	Controls Armies of Zombies
Illegal Bingo Halls	4	3	Very Addictive
Bite Fighting Ring	6	6	Illegal Combat Sport
Blob Crime Ring	10	4	Face Change Surgery
Blitzer	7	8	Contract Killer
Block War	6	10	
Block Mania	10	14	Multiple Block Wars
Illegal Gameshow Studio	7	3	"You Bet Your Life"
Sons of Errin	6	5	Inept Terrorist Liberation Group
Cassidium Infection	9	9	Turns victims into Werewolves
Brotherhood of Mutants	7	9	Quasi-Religious Cursed Earth Group
Brotherhood of Trash	5	7	Wealthy Mutant Group
Chopper	8	8	Famous Fugitive Skysurfer
Renegade Judge Bundy	4	8	Psycho
The Robot Wars	9	11	Renegade Robots
Chief Judge Cal	14	6	Mad Dictator of Mega-City One

Card Name	Fight	Inv	Notes:
Chump Dumpers	8	4	Dump Aliens in Deep Space
Space Condo Evacuation	9	9	
Comic Running Ring	8	3	Illegal 20th Century Comics
Meddling of Cosmus	9	4	Supreme Being
Cosmic Punks	7	7	Gestapo, File-Tooth, & Brainstorm
Dennis the DNA Man	6	7	Illegal Cloning Experiments
The Dinosaur Man	5	7	T Rex Rampage
Dinosaur National Park	6	8	Escaped Dinosaurs
Gang War	7	9	Rival Gangsters
Doomsday Dogs	8	4	Mutant Terrorists
Rico Dredd	8	7	Judge Dredd's Clone Brother
Deliver Vaccine	7	9	Across the Cursed Earth to Mega-City Two
Rengade Judge Morton Judd	6	10	Leader of the Judda Cloned Warriors
Krakken	7	8	Judge Dredd Imposter
Mechanismo Project	8	9	Robot Judge Fiasco
Tek-Judge Eckon	9	3	Illegal Experiments
Eldster Ninja Mud Wrestlers	4	4	Vigilantes
Hunters Club	10	10	Death Aid Charity Sponsored Murders
Elvis the Killer Car	6	6	Robotic Car
Executioner	10	7	Vigilante former cadet
Exo-Men	4	5	Construction Exo-Skeletons
Fairly Hyperman	5	9	Alien Vigilante
Father Earth	7	9	Half Plant Mutant Cult Leader
Professor Fribb	8	3	De-evolution Enzyme
Full Metal Jackets	6	7	Feared Criminal Gang
Futsie	4	3	Victim of Future Shock
Legion of the Damned	6	9	Cursed Earth Robot Army
Gila Munja	7	7	Mutant Assassins
God-Judge	6	6	Los Vegas Mutant Mafia
Juve Gang	4	4	Juvenile Delinquents
League of Fatties	3	5	Stealing Food
Heavy Metal Kids	3	8	Massive Industrial Robots in Revolt
Hellfire Club	6	3	Bloodthirsty Juves
Find the Judge Child	10	9	Dangerous Deep Space Mission
Highwaymen	7	5	Mobile Street Pirates
Howler	5	10	Galactic Dominator Alien
The Invisible Man	10	3	Time Warp Device
Doctor James Julius Gold	8	3	Blackmailed relatives of Cryogenic Heads
Jeffrey Jacobi	8	4	Pathological Killer of Celebrities
Jim	7	4	Judge Impersonator
Jonni Kiss	8	9	International Euro-Cit Hitman
Komputel	6	8	Automated Hotel that kills its guests
Krong	4	5	Giant Animatronic Ape
Legion	4	11	Super Mutant
Mega-City 5000	7	7	Illegal Annual Biker Gang Race
Mophioso	9	7	Alien Gangsters with Electrical Powers
Mori Colon	5	3	Homicidal Pollster
Mr Moonie	8	6	Criminal Mastermind of Luna-1
Murd the Opressor	6	9	Alien Necromancer
Mutie the Pig	7	6	Rogue Judge Bankrobber
The Neon Knights	7	5	Anti-Robot Vigilantes
Nosferatus	9	9	Shape Shifting Alien Predators
Phantom of the Shoppera	7	4	Crazed Construction Droid

Card Name	Fight	Inv	Notes:
P.J. Maybe	9	3	Smart Psychopathic Juve
Precious Leglock	4	7	Wrestling Robot
Project X	6	9	Artificial Ultimate Sov-Block Judge
Puglies	4	4	Ugly Craze Juve Gang
Rad Beast	4	8	Radioactive Cyborg
Escort Helltrekkers	8	9	Through the Cursed Earth
Raggedy Man	7	8	Cursed Earth Rogue Judge
Raptaurs	9	10	Alien Killing Machines
Red Razors	9	8	Red Deth Gangmember turned Judge
Rinus Limpopop Quintz	8	3	Galactic Alien Salesman & Kidnapper
Judge Kraken	6	8	Judda Replacement for Judge Dredd
Death Fist	7	9	Martial Artist Assassin
Muties Bike Gang	4	5	-
Trapper Hag	9	9	Alien Bounty Hunter with Advanced Tech
Troggies	6	6	Mutant Underground Dwellers
Ueno Hama	5	7	Mark IX Simulacrum Spy Robot
Undertone Hankok	4	3	Started a Suicide Fad
Uncle Ump	5	2	Manufacturer of Addictive Candy
Mass Breakout	8	7	Devil's Island
Whitey Logan	7	5	Judge Killer





Drop Troops

Introduction

Futuristic Tactical Miniatures Ruleset. Each player controls a squad of heavily armed Drop Troopers (Space Marines).

Play Balance

One player creates the scenario. The other player choses which side he wants.

Victory

When a scenario objective is completed or one side routs or is wiped out. The loser has to buy the winner a fig.

Scales

1 Figure = 1 Man. 1 Turn = 5 Seconds 1 Inch = 5 Meters

Miniatures

For use with typical Space Marine pewter and plastic figs. Individual miniatures are also referred to as

units, men, troopers, and figs.

Dice

Four, six, eight, ten, etc. sided dice are needed.

Squad Creation

A typical squad will have 2D6 or 3D6 men.

Unit Stats & Unit Creation

Each unit will have its own set of stats that have to be recorded. Each basic Marine begins with:

1. One main Weapon System
2. One Pistol
3. 1D6 Grenades
4. One Mark 5 Power Armor Battle Suit

Power Suits have 5 built in Systems. Roll on the Power Suit System Table for each Marine. Squad Leaders and Officers will always have a Command Module.

A marine can only have a heavy weapon if he has a Carry stat of +1 or greater.

Light Main Weapon Systems

1D20	Weapon	Acuracy	Damage	Range	AOA	ROF	Ammo
1	2 Pistols	-	-	-	-	-	-
2	1 Pistol & 1 HTH	-	-	-	-	-	-
3	2 HTH Weapons	-	-	-	-	-	-
4	Laser Rifle	+2	-	24	-	2	1
5	Blaster Rifle	-	+2	16	-	1	2
6	Bolter Assault Rifle	+1	+1	20	-	2	3
7	Bolter SMG	-	-	12	-	3	3
8	Laser Sniper Rifle	+3	-	36	-	1	1
9	Plasma Rifle	+3	+2	8	1	1	3
10	Bolter Squad Gun	+1	+1	24	-	3	4
11	Grenade Launcher	-	*	24	*	1	2
12	Star Caster	+1	-	16	-	3	4
13	Flamer	+3	-	5	3	1	4
14	Gauss Rifle	+2	*	10	-	1	3
15-20	Pick one	-	-	-	-	-	-

AOA Area of Affect.

ROF Rate of Fire = Attacks per Action Point.

Range is in inches. Light Weapons with an area of affect greater than 0 that miss will deviate in a random

direction (1D12 o'clock) for a distance of 1D4 Inches. Carrying a Squad Gun gives the unit Move -1 & Dodge -1.

Bolter Ammo

1D8	Type	Notes
1	Shotgun shells	Range Half. Penetration Roll -1. Accuracy +1. Damage Roll +1
2	Armor-piercing	Penetration Roll +1
3	Hollow Tip	Damage Roll +1
4	Tracer	Accuracy +1. Conceal -2.
5	Caseless	ROF +1
6	Large Clip	Ammo Roll +1
7	Flechette	Penetration Roll -1. Range x 1.5
8	Pick One	Or roll on Super Ammo Table

Grenades

1D6	Type	Damage	AOA
1	Offensive Frag	-	3
2	Incendiary	-	4
3	Armor Piercing	+3	1

1D6	Type	Damage	AOA
4	Blast	+1	2
5	Smoke	None	6
6	Defensive Frag	-	5

These include thrown and Launched Grenades. The range of a thrown grenade is 5 inches. Thrown

Grenades that miss will deviate in a random direction (1D12 o'clock) for a distance of 1D2 Inches.

Heavy Main Weapon Systems

1D12	Weapon	Accuracy	Damage	Range	AOA	ROF	Ammo
1	Continuous Wave Lasgun	+2	-	18	-	4	3
2	Missile Launcher	+2	*	60	*	1	4
3	Grenade Mortar	-	*	40	*	1	3
4	Rail Gun	+1	+3	54	1	3	3
5	Plasma Generator	+3	+4	12	3	1	4
6	Flame Thrower	+4	-	6	4	1	4
7	Gatling Laser	+2	+1	24	1	3	3
8	Chain Gun	+2	+2	20	1	3	4
9	Gauss Cannon	+3	*	16	2	1	3
10	Blaster Cannon	+1	+4	16	2	1	4
11	Sonic Disrupter	+3	+1	8	6	1	2
12	Pick One	-	-	-	-	-	-

Gauss weapons if they hit will damage a suit on a roll of 1-4 on 1D6. Heavy Weapons with an area of affect greater than 0 that miss will deviate in a random direction (1D12 o'clock) for a distance of 1D8 Inches. Carrying a Heavy Weapon gives the unit Move -1 and Dodge -1.

Missiles

1D2	Weapon	Damage	AOF
1	Plasma	+4	5
2	Armor Piercing	+7	1

Pistols

1D10	Weapon	Accuracy	Damage	Range	AOA	ROF	Ammo
1	Bolter	-	-	10	-	2	2
2	Blaster	-1	+1	8	-	1	2
3	Laser	+1	-1	12	-	2	1
4	Flamer	+3	-	4	2	1	4
5	Plasma	+3	+1	6	1	1	3
6	Gauss	+2	*	6	-	1	3

1D10	Weapon	Accuracy	Damage	Range	AOA	ROF	Ammo
7	Needler	+2	-2	8	-	3	3
8	Star Caster	+1	-1	10	-	3	4
9	Twin Bolter	-	-	10	-	3	4
10	Pick	-	-	-	-	-	-

Hth Weapons

1D6	Weapon	Damage	Accuracy	Range	Parry
x	Unarmed	-2	-	1	-
x	Power Suit Fist	-	-	1	-
x	Hand Weapons	-	-	1	+1
x	Pole Arms(2H)	-	-	2	-
1	Chain Sword	+2	+1	1	+1
2	Power Claw	+3	+2	1	-
3	Power Sword	+3	+1	1	+1
4	Power Mace	+4	-	1	-
5	Shock Whip	+1	-1	2	-
6	Power Glaive(2H)+3	-	2	-	-

Parry = Dodge bonus vs HTH attacks.

Suit Systems Table

1D20	System:	Notes:
1	High Density Armor	Armor +1
2	Reflex Augmentation	Move +1, Dodge +1
3	Jet Pack	(Move = 15/+5, Detect +1, Dodge +1) Move -1
4	Sensor Suite	Detect +1 (Including Mines)
5	Stealth Package	Conceal +1
6	Battle Computer	Dodge +1, Initiative +1
7	Advanced Exoskeleton	Carry +1, HTH Damage +1
8	Targeting Computer	Accuracy +1
9	Built in Weapon	50% Light/ 50% Pistol
10	Medtech Kit	Heal bioforms
11	Ammo Reserve	Ammo Rolls +1
12	Engineering Module	Repair machines, equipment, vehicles
13	Bionic Integration	Initiative +1, Move +1
14	Force Field	Armor +1, Conceal -1
15	Gyrostabalizers	Accuracy +1, Carry +1, Dodge -1
16	Command Module	As his action this turn give squad Initiative +2
17	Stim Injector	Dodge +1, Initiative +1, Move +1 for 1D6 turns.
18	Scientific Sampler	Analyze the environment, As action get Detect +2
19	Power Amplifier	Main Weapon gets Damage +1
20	Pick one	

The stat bonuses for Jet packs apply only while the unit is flying. The first level of Jet pack give Move = 15. Every additional level is Move +5. Built in weapons can

be fired along with held weapons at the same target. The Stim Injector can be used once per battle. After it wears off the unit is Dodge -1, Initiative -1, Move -1.

Armor

Type	Armor	Notes
Nothing	0	Move +1, Dodge +1
Fabrics	+1	
Vacc Suit	+1	
Riot Gear	+2	
Ablation Suit	(+5)	Only vs. energy weapons, Move -1, Dodge -1
Exoskeleton	+3	
Impact Armor	+3	Move -1, Dodge -1
Battle Rig	+4	
Power Armor	+5	Space Marines (Everybody else is just squishies)
Assault Armor	+7	Move -1, Dodge -1
Light Vehicle	+6	
Medium Vehicle	+8	
Heavy Vehicle	+10	

Only Power Armor and Assault Armor have Basic and Advanced Suit systems. Some custom and experimental suits have more than 5 systems. Older models have fewer systems.

Standard Systems

In addition to Basic and Advanced Suit systems each suit of Power armor has: Onboard Computers, Communications equipment, Air-tight Life Support systems, Power & Fuel systems, a basic exoskeleton, etc.

Additional Equipment

Explosives Communications equipment Medical devices: Healing Bonuses Mine Sweeper: Detect +5 Engineering tools: Repair bonuses Land Mines (Damage +3, Conceal +3, AOA = 1') Scientific gear: Detection Bonuses

Turn Sequence

The turn has 3 phases:

1. Initiative Phase
2. Action Phase
3. Morale Phase

Initiative Phase

Both Players roll 1D10. This is the Initiative roll. The smaller force gets +2 to the roll. The side with the

Target airborne	Detect +5
Target attacked recently	Detect +1-2
Target stationary	Conceal +1
Target behind cover	Conceal +1-2

Attacks

The attacker rolls 1D10. This is the attack roll. The attacker adds his Accuracy skill bonuses. The target subtracts his Dodge skill bonuses.

If the roll is equal to or greater than 1D10 the target has been hit. Other Modifications:

most initiative bonuses gets +3 to the roll.

The side with the lower score must move his units first in Action Phase.

Action Phase

Every unit gets one Action Point (AP). An AP can be used to do the following things:

1. Attack at Accuracy +1
2. Move and Attack
3. Move at double speed (Move +5)
4. Move and Find Cover (Conceal +1)
5. Move and Evade (Dodge +1)
6. Forward Observer: Call in coordinates to Indirect Fire Weapon Systems
7. All other Actions: Healing, repairing, etc.

The basic Movement rate for all infantry units is 5 Inches/turn. A unit may make its attack at any time during a round: Beginning, end, during other units moves, etc. All attacks are considered to be simultaneous: Every unit can get an attack in.

Detection

If there is any possibility the attacker may not be able to see or detect his target roll 1D10. This is the detection roll. A unit may make one detection roll per turn without losing his action point. The Attacker adds his Detect skill bonuses.

The target subtracts his Conceal skill bonuses. If the roll is equal to or greater than 1D10 the attacker may attack the target. Other Modifications:

Target airborne	Detect +5
Target prone or kneeling	Conceal +1-2
Target at range of 40+	Conceal +1-2

Target behind cover	Accuracy -1-3
Target prone or kneeling	Accuracy -1-2
Target at over half range	Accuracy -1-4

Ammo

After making an attack a unit must roll 1D6. This is the Ammo Roll. If the number is equal to or less than the Ammo stat of the weapon, the trooper must spend an action point to reload or recharge the weapon. The weapon cannot be used again until then.

1-2 Suit Damaged only. (Suit is damaged on all of the following:)

3-4 Unit Wounded: May keep fighting if he receives medical care.

5-6 Unit Incapacitated: May be used in later battles if he receives medical care.

7-8 Unit Killed: May be revived to Incapacitated status if he receives medical care in 1D6 turns.

A damaged suit is Move -2, Accuracy -1, Carry -1, Dodge -2, Armor -1

Medical Care

Requires a unit with a Medtech Kit or other medical equipment. Requires an Action Point be used. Medical attention successful on a roll of 6-10 on 1D10.

Only two field attempts may be made to revive a dead trooper. Extra skill levels in Medical give +1 to the roll.

Repairs

Repair suits, weapons, vehicles etc. Requires a unit with Engineering Module or other tools. Requires an Action Point be used.

Penetration & Damage

If an attack hits roll 1D10. This is the Penetration Roll. The attacker adds his Damage bonuses. The target subtracts his Armor bonuses.

Add 2 to the roll if the target has no armor. If the roll is equal to or greater than 1D10 the target has been damaged. If damage was inflicted Roll 1D8. This is the Damage Roll:

Repairs successful on a roll of 6-10 on 1D10. Only three field attempts may be made to repair a piece of equipment. Extra skill levels in Engineering give +1 to the roll.

Morale Phase

The entire squad tests morale under the following circumstances: Suffered $\frac{1}{2}$ casualties. Outnumbered x2 or greater. Lost a Commander.

No commanders left. Roll 1D10. this is the morale test. Subtract one from the roll for every condition listed above On a roll of 2 or less the squad routs.

Heroic Personas Skill Table

Roll 1 or more times on this Skill table

1D20	Ability:	Effect:
1	Sureshot	Accuracy +1
2	Natural Leader	Initiative +1, Morale test +1
3	Medic	Healing roll +1
4	Mr. Fix It	Repair roll +1
5	Strong Man	Carry +1, HTH damage +1
6	Brawler	HTH damage +1, HTH to hit +1
7	Tough Guy	Armor +1
8	Athletic	Move +1
9	Sentry	Detect +1
10	Sneaky	Conceal +1
11	Reflexes	Dodge +1
12	Pack Rat	Extra Equipment or Custom Suit
13	Empath	Psionic Ability
14	Trigger Finger	ROF +1
15+	Reroll	

Psionic Abilities

1D6	Power:	Effect:
1	Teleport	Move self anywhere on the map 1D3 times per battle

1D6	Power:	Effect:
2	Slow Time	Get double Action Points for 1D6 turns. Once per battle
3	Psionic Blast	Range = 18'. Damage +1. Ignore Armor. 1D3 times per battle
4	Telepathy	Initiative +1D6 and Detect +1D6. Once every 1D3 turns
5	Precognition	Initiative +1D6 and Detect +1D6. Once every 1D3 turns
6	Fear Projection	Opponent unit in LOS routs for 1D3 turns. 1D6 times per battle

Neohuman Races

Evolved Neohumans- Have 1D3 rolls on the skill table. Highly intelligent. Replace physical skills with mental ones. Pacifistic.

Transhuman Supersoldiers- Have 1D3 rolls on the skill table. Highly aggressive. No Psionics. Superiority complex.

Bioconstructs- Have 1D6 rolls on the skill table. Huge. No Psionics. Also called Anthro-synthetics.

Bioroids- Have 1D6 rolls on the skill table. Can pass for human. Short lifespans. Also called replicants. Replace mental skills with physical ones. Natural Armor +1D6.

Clones- Same as Humans. Often have identity is-

sues.

Mutants- Have 1D6 positive rolls and 1D6 negative rolls on the skill table. Usually Disfigured. Also called Distorts.

Androids- Have 2D6 rolls on the skill table. No Psionics. Very Expensive. Can pass for Human.

Robots- Have 2D6 rolls on the basic suit system table.

Heavy Worlders- Carry +1, HTH Damage +1, Move -1. Very Short.

Spacers- Accuracy +1, Carry -1, HTH Damage -1. Tall. Live in low gravity environments.

Cyborgs- Have 1D6 rolls on the basic suit system table. Also called Dead-Walkers.

Factions

ID	Name
1	Colonial Federation
2	Terran Empire
3	Andromeda Alliance
4	Corporate Mercenaries
5	Fringeworld Pirates

ID	Name
6	Templars of the Church of Mankind
7	Independent Warlords
8	Rebel Worlds
9	Planetary Defense Forces
10	NeoHuman Rebellion

Space Fantasy Conversion

Race	Values
Space Dwarves	Carry +1, HTH Damage +1, Move -1, Armor +1, Dodge -1.
Space Elves	Carry -1, HTH Damage -1, Move +1, Dodge +1.
Space Orcs	Carry +1, HTH Damage +1, Initiative -1

Alien Races

Race	Values
Breeders	HTH to hit +3, HTH Damage +4, Move +5, Dodge +2, Armor +4 Cunning, Animalistic, Do not use technology.
Tyrants	HTH Damage +3, Move +2. 4 arms: 2 attacks per turn. Large. Intelligent. Aggressive. Biological based technology.

Sample Vehicles

Name	Values
Hover Cycle	Rider unprotected. 50% of attacks will hit rider. Move = 25.
Ground Bike	Rider unprotected. 50% of attacks will hit rider. Move = 15.

Name	Values
Hover Pod	1 Rider, 1 Passenger. Unprotected. Move = 20. Mounts 1 Heavy weapon.
Trike	1 Rider, 1 Passenger. Unprotected. Move = 20. Mounts 1 Heavy weapon.
LAV	Crew of 2. Light Armor. 2 Heavy weapons. Move = 12
APC	Driver & 7 Passengers. Medium Armor. Turret with 2 Dual Heavy weapons. Move = 10.
Raider	Crew of 2. Move = 10. 5 Heavy weapons
Medium Tank	Crew of 3. Move = 10. Medium Armor. 3 Heavy weapons & 1 Large weapon.
Main Battle Tank	Crew of 4. Move = 8. Heavy Armor. 4 Heavy weapons & 2 Large weapons.
Battle Walker	2 Heavy weapons. 1 Pilot. Move = 12. Armor +9. 5 Rolls on Suit Table.
Crawler	Remote Control. Move = 5. Light Armor. 1 Large weapon.

Large Weapon Systems

1D6	Weapon	Acuracy	Damage	Range	AOA	ROF	Ammo
1	Missile Racks	-	*	240	*	1	5
2	Magnetic Autocannon	-	*	120	*	2	4
3	Particle Accelerator	-	+7	160	2	2	3
4	Plasma Projector	-	+10	40	3	1	4
5	High Energy Laser	-	+5	200	1	2	3
6	Gaussian Field Emitter	-	*	60	5	1	4

Large weapons are not portable. They are mounted on vehicles or are considered to be artillery. Large Weapons that miss will deviate in a random direction (1D12 o'clock) for a distance of 1D12 Inches.

Autocannon Shells

1D2	Weapon	Damage	AOA
1	Armor Piercing	+12	1
2	High explosive	+5	4

Large Missiles

1D2	Weapon	Damage	AOA
1	Plasma	+6	7
2	Armor Piercing	+15	1

Off Map Strikes

1D6	Type	Attacks	AOA	Pattern	Acuracy	Damage
1	Smart Bomb	1	5	-	+3	+15
2	Precision Strike	2	6	5	+2	+12
3	Barrage	3	8	20	-	+10
4	Strafe	4	4	10	+1	+8
5	Saturation	5	7	5	-1	+6
6	Tac Nuke	1	10/15/20	-	+50/10/5	

These attacks can target any part of the map. These attacks represent artillery, air strikes, cruise missiles, and orbital strikes. Pattern- Targeted attacks must be within this distance of each other.

Strafe- The pattern is a line of attack. It costs a unit one AP to call in a off map strike. The strike arrives 1D6 turns after being called in.

Sarge

Heroic Skills- Natural Leader Weapon - Bolter Pistol & Chain Sword. Ammo: AP Armor Systems- High Density Armor, Command Module, Engineering Module, Battle Computer, Sensor Suite

Doc

Weapon - Gauss Rifle Armor Systems- Medtech Kit, Stealth Package, Engineering Module, Scientific Sampler, Sensor Suite

Lucky

Weapon - Blaster Rifle Armor Systems- Power Amplifier, Reflex Augmentation x2, Jet Pack, Battle Com-

Sample Squad

8 Man Colonial Federation Drop Troop. All units have Laser pistols and 4 Blast Grenades.

puter

Pudge

Weapon - Plasma Rifle Armor Systems- Built in Grenade Launcher, Force Field, High Density Armor, Stim Injector, Advanced Exoskeleton

Mac

Weapon - Bolter Squad Gun. Ammo: Tracer Armor Systems- High Density Armor x3, Sensor Suite, Targeting Computer

Hawk

Weapon - Laser Sniper Rifle Armor Systems- Stealth Package, Targeting Computer x2, Reflex Augmentation, Sensor Suite

Mouk

Weapon - Missile Launcher. Ammo: Plasma Armor Systems- Advanced Exoskeleton x2, Targeting Computer, Gyrostabalizers, High Density Armor

Gus

Weapon - Bolter Assault Rifle. Ammo: Caseless Armor Systems- Engineering Module, High Density Armor, Battle Computer, Stealth Package, Jet Pack

Supersoldiers

For Space Ranger, Power Ranger, Action figure type action: Each hero has 10 rolls on the basic suit system table and 10 rolls on the skill table.

Heavies

For Heavy Power Armor Action: Each suit can have: 1 Heavy Weapon or 2 light weapons (Right Arm) 1 Heavy Weapon or 2 light weapons (Left Arm) 1 Heavy Weapon or 2 light weapons (Back/Shoulder Mount) Heavies have HTH damage +2 & Base Armor value = 8.

Super Ammo

Rare, expensive ammunition for Bolters. Keep track of Individual shells. A soldier will only have 1D6 shells.

1D10	Ammo	Values
1	Burster	AOA = 3, Damage Roll +1
2	Micro Missile	Accuracy +3, Penetration Roll +1
3	Hot Flash	Damage Roll +4
4	Grape Shot	Damage Roll +1, Accuracy +4, Range x $\frac{1}{2}$
5	Hunter Seeker	Accuracy +2, Range x 2
6	Safe Cracker	Penetration Roll +3, Damage Roll +1
7	Plasma Shell	AOA = 2, Damage Roll +2
8	Screamer	Same as Fear Projection
9	Numb Numb	Gauss effects, Accuracy +1
10	Brain Bullet	Same as Psionic Blast

Drop Troop Roster Cards

Thanks Zak! Click ??here for Trooper card. Click ??here for Cyborg card. Click ??here for Alien card.





Duel Of Iron

Introduction

Civil War era tactical combat simulation. Players each control one or more Ironclads. The rules are for the basic scenario, in which one player controls the Confederate Merrimac, and one player controls the Union Monitor.

The Map

Use a hex map. Indicate which spaces are land and which are water. Indicate whether water spaces are shallow or deep.

Pieces

Six, eight, and ten sided dice are needed. Use cardboard counters (chits) to represent the ships. Draw an arrow on the chits to indicate the forward facing.

Setup

The ships are placed at opposite ends of the map.

Turn Sequence

Initiative Phase Move Phase Attack Phase Penetration Phase Damage Phase Ramming Phase End Phase

Initiative Phase

The Monitor rolls 1D8. The Merrimac rolls 1D6. Reroll ties.

The ship with the lower Initiative roll moves first in move phase. All to-hit and damage rolls are simultaneous.

Move Phase

Each ship makes a "move" roll. The Monitor gets 1D6+1 move points. The Merrimac gets 1D8-3 move points.

A move point can be used to move forward 1 space. A move point can be used to change the ships facing by one hex face. Shallow water hexes can be moved into by expending 2 move points.

Ships cannot enter land spaces. The Monitor could do 7 knots compared to the Merrimacs 5 knots. The Merrimac drew 22 feet compared to the Monitors 10 feet.

The Merrimac would more often get stuck in shallow water. Neither ship was Seaworthy. Both would sink in a bad storm.

Attack Phase

Short range is within 2 hexes. Medium range is 4 hexes. Long range is a maximum of 8 hexes.

Each ship has four 90 degree arcs: Bow, Stern, Port, and Starboard. The Monitor can attack with its 2 cannons out of its Stern, Port, or Starboard arcs. The Monitor cannot attack out of its Bow arc. (It would hit its own pilothouse) The Merrimac can fire one cannon from its Bow and Stern arcs.

The Merrimac can fire a broadside of four cannons from its Port or Starboard arcs. Attacking cannons must make a "To-hit" roll. Roll 1D100 using 2 ten sided dice. This gives a number between 1 and 100.

The Monitor has an 80% to hit at the Merrimac short range. The Monitor has an 40% to hit the Merrimac at medium range. The Monitor has an 20% to hit the Merrimac at long range.

The Merrimac has an 40% to hit the Monitor at short range. The Merrimac has an 20% to hit the Monitor at medium range. The Merrimac has an 10% to hit the Monitor at long range.

The Monitor was a much smaller target.

Penetration Phase

The Monitor had two 11 inch Dahlgren guns. (also called the soda-water bottle) The Merrimac had 10 guns, the largest of which were 9 inch. Cannons that made a successful to-hit roll now make a "Penetration" roll. This is also a percentage roll.

Short range shots from the Monitor have a base 21% to damage the Merrimac. Medium range shots from the Monitor have a base 14% to damage the Merrimac. Long range shots from the Monitor have a base 7% to damage the Merrimac.

Short range shots from the Merrimac have a base 15% to damage the Monitor. Medium range shots from the Merrimac have a base 10% to damage the Monitor. Long range shots from the Merrimac have a base 5% to damage the Monitor.

Historically, the Merrimac left its solid steel ammo on the dock in Norfolk in favor of explosive shells which were more effective against wooden ships. Optionally, you may allow the Merrimac to have its solid shot. This doubles the Merrimacs base chance to damage the Monitor at all ranges.

Historically, the Monitor used only half the powder it could have because the guns were experimentally new and untested. Optionally, you may allow the Monitor to use double charges. This doubles the Monitors base chance to damage the Merrimac at all ranges.

Damage Phase

If a shot from the Monitor damages the Merrimac roll 1D6 on the following table:

1D6	Location	Effect
1	Rudder	Move roll -2
2	Crack Hull	All future penetration rolls at +5%
3	Cannon	Lose 1 cannon; The Merrimac has 10 cannon
4	Casualties	Lose 1 crew; The Merrimac has 5 crew
5	Leak	Move roll -1
6	Smokestack	Move roll -1

If the Merrimac accumulates -5 damage to its Move roll it becomes disabled. The placement of guns on the Merrimac can be switched. Crack Hull: One cracked hull result would give the Monitor a 12% chance to damage the Merrimac on its penetration roll at long

range, instead of 7%.

All damage is cumulative. Two cracked hull results would bring it up to 17%. If a shot from the Merrimac damages the Monitor roll 1D6 on the following table:

1D6	Location	Effect
1	Pilot House	Move roll -2
2	Crack Hull	All future penetration rolls at +5%
3	Cannon	Lose 1 cannon; The Monitor has 2 cannon
4	Casualties	Lose 1 crew; The Monitor has 2 crew
5	Leak	Move roll -1
6	Turret Jams	

If the Monitor accumulates -7 damage to its Move roll it becomes disabled. If the turret jams, the Monitor can only attack out of the arc it is currently facing for the rest of the game. Optionally, the gunners are no longer disorientated by the merry-go-round turret and their base chance to hit is increased by 5% at all

ranges.

Ramming Phase

If the Merrimac is adjacent to the Monitor and facing it, the Merrimac may attempt to ram. Roll 1D8 on the Following table:

1D8	Result	Effect
1-4	Monitor swerves away	None
5	Glancing blow	The Merrimac receives a Leak damage result
6-7	Solid blow	The Monitor gets 1D3 Leak damage results
8	Drive her under	The Monitor sinks

The Merrimac also had a fifteen-hundred pound, plow shaped iron ram that broke off in the belly of the Union war sloop, the Cumberland. Optionally, you may allow the Merrimac to retain its ram. This gives the Merrimac +1 to rolls on this table.

End Phase

Also called Victory Determination Phase. If a ship is disabled, the other ship wins. A ship is disabled if it cannot move, or it loses all of its crew or cannon.

Game Designers Notes

The sinking of the Minnesota is not included as a victory condition for the South because it would be too easy, even though it didn't happen in real life. In

scenarios with multiple ships, the Merrimacs can fire a maximum of four guns per turn. Quantity of Ammo is not a consideration. The Monitor did not have to reload until after 3 hours of fighting.

In the real battle, neither ship was disabled. The Monitor wandered off after her captain was hurt. (the only casualty) The Merrimac retreated shortly after because the tide was going out. The Monitor was also known as "Ericsson's Folly" and was described as a "tin can on a shingle" or a "cheesebox on a raft." The Civil war saw many more Ironclads, and battles between them, by the wars end.

Links

Ironclad Models





Dueling Pistols

Introduction

Card game for 2 players. Simulation of a Pistol Duel circa 1700+

Victory

Victory Determination: You are Killed: Major Defeat
You are Wounded: Minor Defeat Opponent Wounded:
Minor Victory Opponent Killed: Major Victory

Setup

Duelists agree to one of the following: One Shot, Multiple Shots (2,3,or 4), First Blood, Death They may also forgo the Speed element of the Duel and Allow the Challenged to fire first.

The Deck

Players share a common deck. There are 4 suites of cards:

1. Speed
2. Aim
3. Range
4. Hit

The Duelists

Name	Infos
Feraud	Aim cards get +1
D'Hubert	Speed cards get +1
Cassagnac	May use a Range card as a Speed card
Fortou	Hit cards get +1
Gambetta	Opponent may only discard and replace up to 3 cards
Jean Luc	Ignores first wound

Each Suit has 13 cards of numerical value from 1 to 13

The Duel

Each player is dealt 9 cards: 5 face-down and 4 face-up. Each player can discard up to 4 face-down cards and draw replacements. Players reveal their hands: The player with the greatest total Speed fires first.

(In a tie, both fire simultaneously) When firing, if your total Aim is greater than the opponent's total Range, the shot hits. If the Range Total is greater, the shot misses. If your shot hits, compare your total Hits to your opponent's total Hits.

If his Hit total is equal or more than your Hit total, you have wounded him. If your Hit total is greater than his, you have killed him. Discard all played cards.

Wounds

For each wound a Duelist has recieved, he is dealt one less face-down card and can discard one less face-down card. For example: with one wound the player is dealt 8 cards: 4 face-down and 4 face-up. He can discard up to 3 face-down cards and draw replacements.





Dumbledore's Army

Introduction

Board & card game for 2 players. Based on the battle at the end of Harry Potter & the Order of the Pheonix. Battle between Dumbledore & his Followers vs Voldemort & his Death Eaters.

Abstract skirmish level combat. Each figure represents a single wizard.

Disclaimer

Harry Potter is a licensed, trademarked, copyrighted property. This is merely a fan site.

Dumbledore's Army

Name	Hits	Notes
Dumbledore	5	
Harry Potter	3	Student
Hermione	1	Student
Ron	1	Student
Neville	2	Student
Ginny	1	Student

Hits Number of Hits that type of unit has.

Voldemort's Death Eaters

Name	Hits	Notes
Voldemort	4	
Malfoy	3	
Bellatrix	3	
Dolohov	3	
Macnair	2	
Avery	1	
Rookwood	2	

Setup

Players place wizards on the squares of their back two rows. Units may not stack. The Dumbledore player starts with only the Students in play.

The Voldemort player starts with all Wizards but Voldemort in play. The Aurors enter play on the fourth turn. Dumbledore enters play on the seventh turn.

Voldemort enters play on the eighth turn. Wizards entering play are placed on any square of their back two rows.

Victory

The Dumbledore player wins if Voldemort is 'defeated'. The Voldemort player wins if Dumbledore or Harry is 'defeated'.

The Map

Use an 8x8 chessboard.

The Deck

Players share a common deck.

The Men

Use chits, counters, or miniatures to represent wizards.

Name	Hits	Notes
Luna	1	Student
Sirius	3	Auror
Lupus	2	Auror
Moody	2	Auror
Tonks	2	Auror
Kingsley	3	Auror

Name	Hits	Notes
Mulciber	2	
Gugson	2	
Rodolphus	2	
Crabbe	1	
Rabastan	2	
Nott	1	

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Fate Phase Move Phase Fight Phase

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your wizards. The move card has a number. This is the number of spaces the wizard moves.

Moves can be diagonal or orthogonal. Instead of moving just one wizard in any direction, you have the option of moving up to 3 wizards forward the indicated number of spaces using a single move card.

Fight Phase

Play (discard) an Attack card to have a wizard attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. Attacks do one Hit of damage to the target. Use Chits or coins to record damage.

A wizard reduced to zero Hits is 'defeated' and removed from the board. Your opponent may play Defense cards to negate your attack.

Card List Notation

* Spell

Copies of that card in the deck

Type Purpose of card

M Movement

A Attack

D Defense

R Bounces Spell back at caster

X Special Card

B Target Wizard cannot use Spells for next 2 turns

Z Defense & Move

P Defense for target up to 2 spaces away

Y Attack or Defense

K as a Knight would move in Chess

C Target can do nothing for 2 turns

N Target can no longer move

W Draw 2 cards

U Wizard automatically defeated if not blocked

Card List

Card Name:	#	Range	Type	Notes
Crawl	4	1	M	
Walk	4	2	M	
Run	4	3	M	
Sprint	4	4	M	
Apparate	4*	5	M	Students cannot use
Wand Jab	1	1	A	Students only
Grab	1	1	A	
Shove	1	1	A	
Stunning Spell	1*	2	A	
Dodge	1	1	Z	
Duck	1	-	D	
Hide	1	-	D	Students only
Accio	1*	-	D	(Retrieve Object)
Jinx	1*	3	C	
Hex	1*	3	A	
Stupefy	1*	2	A	Stun
Petrificus Totalus	1*	2	C	Paralysis
Break Wand	1	1	B	
Protego	1*	-	R	vs Spells only
Curse	1*	3	A	
Reducto	1	-	X	Opponent must discard 2 cards
Distraction	1*	-	D	Students only
Escape	1	2	Z	Students only
Falling Shelves	1	-	D	Students only
Find Cover	1	-	D	Students only
Colloportus	1*	-	D	Students only (Seal Door)
Alohomora	1*	K	M	(Open Door)
Avada Kedavra	1*	2	A	Death Eaters only

Card Name:	#	Range	Type	Notes
Expelliarmus	1*	2	B	(Knocks wand out of hand)
Disarm	1*	2	B	
Time Turner	1	1	U	(Time Bell Jar)
Ancient Archway	1	1	U	(The Death Chamber)
Impedimenta	1*	3	A	(Knocks Foe Back)
Silencio	1*	-	D	Students only
Counterspell	1*	-	D	vs Spells only
Kick	1	1	A	
Delirium	1*	2	C	(Laughing Madness)
Diffindo	1*	-	P	(Unbinds)
Thought Tentacles	1	1	N	(The Brain Room)
Body Bind	1*	2	A	
Crucio	1*	2	A	(Pain Charm)
Strangle	1	1	A	Death Eater only
Tarantallegra	1*	2	N	(Dancing Charm)
Shield Charm	1*	-	R	
Speed	1	-	D	
Recall	1*	4	A	Dumbledore only
Finite	1*	-	P	(End spell)
Deflection	1*	-	R	
Wingardium Leviosa	1*	-	Y	(Telekinetics)
Unforgiveable Curse	1*	2	A	Death Eater only
Animate Statue	2*	-	Y/P	Dumbledore only
Vanish	2*	K	Z	Dumbledore & Voldemort only
Killing Curse	1*	2	A	Voldemort only
Silver Shield	1*	-	D	Dumbledore only
Great Stun	1*	3	A	Dumbledore only
Flame Whip	1*	4	A	Dumbledore only
Summon Serpent	1*	3	A	Voldemort only
Fawkes the Phoenix	1*	-	D	Dumbledore only
Dispell	1*	-	D	Dumbledore only
Water Cage	1*	2	A	Dumbledore only
Invisible Chains	1*	3	U	Dumbledore only
Order of the Phoenix	1	-	W	Dumbledore player
Death Eaters	1	-	W	Voldemort player
The Dark Arts	1*	2	A	Death Eaters only
Defense Against the DA	1*	-	D	Good Wizards only





Dune

Introduction

Two player card game. Atredies vs Harkonnen for control of Dune.

Disclaimer

Dune by Frank Herbert is a copyrighted property. This is merely a Fan site.

Setup

Each house starts with 5 Nobles. Each player starts with a hand of 7 cards.

Victory

If you ever have 5+ more Spice Tokens than your opponent, you win. If you kill all opposing Nobles you win.

House Atredies Special Abilities

+1D6 in Visions Phase +1D6 in Fremen Phase +1D6 in Bene Gesserit Intrigue Phase

House Harkonnen Special Abilities

+1D6 in Assassination Phase +1D6 in Emperor Intrigue Phase +1D6 in Spacing Guild Intrigue Phase

Turn Sequence

Each turn has 12 Phases:

1. Noble House Phase
2. Espionage Phase
3. Visions Phase
4. Bene Gesserit Intrigue Phase
5. Spacing Guild Intrigue Phase
6. Emperor Intrigue Phase
7. Fremen Phase
8. Arbitration Phase
9. Assassination Phase
10. Battle Phase
11. Duel Phase
12. Spice Phase

Rites

In all phases except Spice phase & Noble House Phase you must Conduct a Rite: Each player rolls 2D6 and may play cards to add to this roll. If one player has a Rite Total that is three or more times the total of his Opponent then that player is the winner of the Rite.

Noble House Phase

Each player gets to draw 5 cards. Max hand size is 12 cards. Discard excess cards.

Espionage Phase

Winner of this Phase gets to look at his opponent's hand and discard 1 target card.

Visions Phase

Winner of this Phase gets to look at the top 10 cards of the deck. Then he/she can put them back at the top in the same order OR shuffle them into the deck.

Bene Gesserit Intrigue Phase

Winner of this Phase gains control of the Sisterhood and may use Bene Gesserit cards.

Spacing Guild Intrigue Phase

Winner of this Phase gains control of the Guild and may use Guild cards.

Emperor Intrigue Phase

Winner of this Phase gains control of the Emperor and may use Emperor cards.

Fremen Phase

Winner of this Phase gains control of the Fremen and may use Fremen cards.

Arbitration Phase

The Winner of this Phase gains control of the planet Dune.

Assassination Phase

Winner of this Phase kills one opposing Noble.

Battle Phase

The Winner of this Phase gains control of Dune.

Duel Phase

Winner of this Phase kills one opposing Noble.

Spice Phase

Controller of Dune gets to draw 2 cards and gains 1 Spice Token.

Card List Notation

CD Control of Dune
ND Not in control of Dune
CF Control of Fremen
CS Control of the Sisterhood

CE Control of the Emperor
CG Control of the Spacing Guild
H Harkonnen Card
A Atredies Card
Req Requirements to play this card

Card List

Card Name:	Req	Notes:
Duke Leto Artrdies	A	+2D6 to Arbitration Phase
Paul Maud'Dib	A	+2D6 to Visions or Fremen Phase
Kwisatz Haderach	A	+2D6 to Visions Phase
Baron Vladimir Harkonnen	H	+2D6 to any Intrigue Phase
Feyd-Rautha	H	+2D6 to Duel Phase
Beast Rabban	H	Draw +2 cards in Noble House Phase
Caladan	A	Draw +2 cards in Noble House Phase
Piter de Vries	H	+2D6 to Assassination or Espionage Phase
Thufir Hawat	A	Negate an Assassination
Shaddam IV	CE	+2D6 to any Non-visions Rite
Lady Jessica	A	+2D6 to Bene Gesserit Phase
Stilgar	CF	+2D6 to Battle Phase
Gurney Halleck	A	+1D6 to Battle or Duel Phase
Duncan Idaho	A	+2D6 to Duel Phase
Lady Alia	A	+2D6 to Visions or Assassination Phase
Princess Irulan	CE	+2D6 to Arbitration or any Intrigue Phase
Count Fenring	CE	+2D6 to Duel or any Intrigue Phase
Popularity in the Landsraad	-	+1D6 to Arbitration Phase
CHOAM directive	CD	Draw +2 cards in Spice Phase
House Shields	CD	Negate a Battle
Lasguns	-	+1D6 to Battle Phase
Fremen Warriors	CF	+2D6 to Battle Phase
Worm Riders	CF	+3D6 to Battle Phase
Sardaukar	CE	+2D6 to Battle Phase
Sleeper Troops	H	+1D6 to Assassination or Battle Phase
Propaganda	-	+1D6 to Arbitration Phase
Oration	-	+1D6 to Arbitration Phase
Hunter Killer	-	+1D6 to Assassination Phase
Security	-	Negate an Assassination
Prophecy	-	+2D6 to Fremen or Visions Phase
Melange (Spice)	-	+1D6 to Visions Phase
Guild Navigator	CG	Negate a Vision
Nexus	-	Negate a Vision
Retainer Killed	-	Negate an Assassination
Refuge with the Fremen	CF	Negate an Assassination
Poison Snooper	-	Negate an Assassination
Poison Gas Capsule	-	+1D6 to Assassination Phase
Spice Blow	CD	Get an extra Spice Token in Spice Phase
Spice Harvester	CD	Get an extra Spice Token in Spice Phase
Spice Mining	CD	Get an extra Spice Token in Spice Phase
Sandcrawler	CD	Get an extra Spice Token in Spice Phase
Carryalls	CD	Negate one Wormsign or Sandstorm card
Governor of Arrakis	CD	Get an extra Spice Token in Spice Phase
Spotter Control	CD	Get an extra Spice Token in Spice Phase

Card Name:	Req	Notes:
Dune Men	CD	Get an extra Spice Token in Spice Phase
Spice Raid	CF	Opponent gains no Spice Tokens this Phase
Coriolis Storm	-	Opponent gains no Spice Tokens this Phase
Wormsign	-	Opponent gains no Spice Tokens this Phase
Sandworm (Shai-hulud)	-	Opponent gains no Spice Tokens this Phase
Mentat	-	+1D6 to any non-Visions Rite
Break Imperial Conditioning	-	+1D6 to Assassination or Espionage Phase
Sabotage House Shields	ND	+3D6 to Battle Phase
Traitor	-	+3D6 to Assassination Phase
Imperial Legion	CE	+2D6 to Battle Phase
Master of Assassins	-	+2D6 to Assassination Phase
Residual Poison	-	+1D6 to Assassination Phase
Reverend Mother	CS	+1D6 to Visions Phase
Fremen Spies	CF	+2D6 to Espionage Phase
Juice of Sapho	-	Draw +2 cards in Noble House Phase
Guild Monopoly	CG	Draw +2 cards in Noble House Phase
Freemen Naib	CF	+1D6 to Battle Phase
"Long Live the Fighters!"	CF	+1D6 to Battle Phase
Swordmaster	-	+1D6 to Duel Phase
Breeding Program	CS	Gain 1 Noble
Distrans Message	-	+1D6 to Espionage Phase
Fanatacism	-	+1D6 to Battle Phase
Stillsuits	CF	+1D6 to Battle Phase
House Atomics	-	+3D6 to Battle Phase & Lose 1 Spice
Arms Training	-	+1D6 to Duel Phase
Harkonnen Opression	H	Draw +2 cards in Noble House Phase
Weirding Way	CS	Reroll any one of your die rolls
Prana-Bindu Conditioning	CS	+1D6 to Duel or Assassination Phase
Voice Command	CS	Negate an Assassination
Imperial Reprimand	CE	+2D6 to Arbitration Phase
Imperial Intervention	CE	Negate a Duel
Rites of Kanly	-	Negate a Duel
Diplomacy	-	+1D6 to any Intrigue or Arbitration Phase
Gom Jabbar	CS	+2D6 to Assassination Phase
Hereditary Claim	-	+1D6 to Arbitration Phase
War of Assassins	-	+2D6 to Assassination Phase
Guild Spokesman	CG	+1D6 to Arbitration Phase
Guild Entourage	CG	+1D6 to Emperor Phase
Prescience	-	+1D6 to Visions Phase
Water of Life	-	+3D6 to Visions Phase
Slip Tip	-	+1D6 to Duel Phase
Poisoned Food	-	+1D6 to Assassination Phase
Intelligence	-	+1D6 to Espionage Phase
Water Rationing	CD	Draw +2 cards in Noble House Phase
Subterfuge	-	+1D6 to Assassination or Espionage Phase
Flip Dart	-	+1D6 to Duel Phase
Missionaria Protectiva	CS	+2D6 to Fremen Phase
Intrigue	-	+1D6 to any Intrigue Phase
Bribery	-	+1D6 to Arbitration Phase
Treachery	-	+1D6 to any Intrigue Phase
Plans within Plans	-	+1D6 to any Intrigue Phase
Overtures	-	+1D6 to any Intrigue Phase
Sisterhood Meddling	CS	+1D6 to any Intrigue Phase

Card Name:	Req	Notes:
Shifting Tides	-	+1D6 to any Intrigue or Arbitration Phase
Great Convention	-	Negate a Battle
Giedi Prime	H	Draw +2 cards in Noble House Phase
Shield Fighting	-	+1D6 to Duel Phase
Fedaykin Death Commandos	CF	+1D6 to Battle Phase
Frigate	CG	+1D6 to Battle Phase
Kindjal Blade	-	+1D6 to Duel Phase
Imperial Favor	CE	+2D6 to Arbitration Phase
Landsraad High Council	-	Negate an Arbitration
Proces Verbal	-	Negate an Arbitration
Judge of the Change	-	Negate any Rite
Heighliner	CG	Draw +2 cards in Noble House Phase
Litany against Fear	CS	Negate an Assassination
Negotiations	-	+1D6 to any Intrigue or Arbitration Phase
Ornithopters	-	Negate one Wormsign card or +1D6 to Battle Phase
Dune Smugglers	-	Draw +2 cards in Noble House Phase
Truthtrance	CS	+2D6 to Espionage Phase
House Brigade	-	+1D6 to Battle Phase
Troop Carrier	CG	+1D6 to Battle Phase
Crysknife	CF	+2D6 to Duel Phase
Thilaxian Cloning Tank	CG	Bring back to life one of your killed Nobles





Dune Ccg Variant Solo Rules

Solo rules By C Gerard Luft

(see The Last Section For Playing With Out Dune Cards)

Set Up

You will need a deck of DUNE CCG card (with an equal amount of cards from each Allegiance) and a paper and pencil.

Turn

The turn consists of drawing one card. You start the game with the CALADAN Homeworld card (you're a vassal of the late Duke Leto Atredies). Your Allegiance is as follows in the first column of the table below. In the Second Column your opponent Allegiance are list:

Player's Allegiances	Adversaries
House Atredies	House Atredies
Houses Harkonnen & Corrino	Bene Gesserit
Sisterhood	The Guild
Fremen	House Harkonnen
Water Seller's Union	Spice Miner's Guild
Dune Smugglers	The Guild

You begin with five spice tokens. When you draw a card each turn, the only figures you need to apply are cost and Allegiance. In this variant of the rules, the cost is how many spice tokens you receive or loose. If the card is of your allegiances or is a "N/A", you gain its cost in spice tokens. If the card is of the adversary Allegiances, then its cost is how many spice tokens you loose.

Winning

You win when you obtain 20 spice tokens (adjust to a lower amount if you have a smaller deck). If, at any time during the game, you are reduced to zero spice tokens, you loose.

Playing Without Dune Cards

Using the FIND IT section to view the entire card list, roll 1d1000 (3 ten sided dice: 1st die is hundreds, 2nd die is tens, and 3rd die is ones). Reroll any number above 662. Then find the card's number. That card is the card you have drawn for this turn.





Dune: Eye Of The Storm Ccg

Eye of the storm, collectible card game, Last Unicorn Games. Five Rings Publishing Group.

Objective

Only changes to the rules are discussed. Otherwise play proceeds as normal. These are a combination of rules for Common Deck play with some other minor rules changes thrown in. A common deck game is more unpredictable than using preconstructed decks.

Setup

Each player starts with their Homeworld in play plus one of each ally, aide, charter, fief, personnel, and equipment card that has allegiance to that house. Personnel & equipment are assigned after the other cards are put down. All these cards start in play.

Distribution Of Holdings

Take one of each Charter and Fief (including Dune). Do not include those deployed in setup. Shuffle them and deal them all out to the players. Players start with these in play.

Common Deck Setup

Take all other cards, Imperial & House cards & shuffle them together, this is the Common Deck. Each Imperial card is unique so only include one of each. Do not put holdings or charters into this deck. Adjust

the numbers of each type of House card to suit your tastes. All players share the same deck & discard.

To Win

The conditions to win are the same except that 30 spice are required.

Areas Of Play

There is no assembly, Imperial deck, or Imperial Discard. Imperial cards are petitioned directly from your hand. Effects that target the assembly instead target the players hand. Effects that target the Imperial deck, or Imperial Discard instead target the Common deck or discard. There is no Imperial Draw or Discard.

Rites

A player may only initiate one rite (CHOAM or Land-sraad) per turn. Fiefs subdued in Battle are automatically captured (The attacker takes control of the Fief) A players Homeworld fief gets +5 Resistance. Charters subdued in Arbitration are automatically captured.

Dueling: The Duelist can only target another Duelist.

Subdual Of Personas

Whenever a persona is vanquished or subdued roll 1D6

#	Result
1-2	Persona Killed
3-5	Persona Injured- Treat this as the normal subdual rules: Card is flipped & accrues deferment tokens
6	Persona Captured

Effects targeting subdued personas target injured personas.

Captured Personas

Captives are face up & engaged Engage a persona to interrogate a captive. A captive can only be interrogated once per turn as a general operation. Roll 1D6:

#	Result
1-2	Killed
3	Nothing
4-5	Information: Look at opponents hand. Limit this result to once per captive
6	Blackmail or Brain washed: Take control of Persona. Persona gains intrigue skill = 4

Captives may be sold back to their original controllers

Equipment & Transports

Treat subdued results against these cards as discard (destroyed)

Reinterpretation Of Cards

Note: I have not seen all of the cards and none after the first expansion.

Card	Change
Usurp Holding	Do not use this card
Glacier Refinery	Do not use this card unless someone is playing the water merchants
Salvaging Operation	Do not use this card
Historic Acquisition	Do not use this card





Dungeon Keeper

Introduction

Fantasy Card Game for 2 players. Based on the Computer Game of the same name. Each player controls their own Dungeon, which they try to build up, in spite of a continuing onslaught of Heroes.

Disclaimer

Dungeon Keeper is a copyrighted property. This is merely a fan site.

Victory

To win you need: 15+ Rooms 15+ Creatures 15+ Heroes Killed 30+ Gold 30+ Mana You automatically lose if your Dungeon Keeper is killed, or Your Dungeon Heart Room is captured.

The Decks

Players share 2 common decks: The Room Deck (Containing Rooms, Doors, & Traps) and The Spell Deck

Units

Players share 2 types of Unit Counters: Heroes Creatures Place these in a Hero Cup & a Creature Cup

Tokens

Players share 2 types of Tokens: Gold Mana Place these in a Gold Cup & a Mana Cup

Dice

Six siders and ten siders are used.

Traps

A room may have any number of Trap cards attached. Trap cards are discarded after the trap is sprung.

Doors

A single room may only have one Door card attached. A Door is discarded if the room is attacked by Heroes. The function of Doors is to slow down the advance of Heroes, Allowing you to re-deploy more creatures to the room being attacked

Terminology

Round = When each player has had 1 turn.

Hand You keep two hands of cards: Room & Spell.

1D6 one roll of a six sided die.

2D10 two rolls of a ten sided die

F Force = Combat Ability of a Unit.

Gold Basic Currency of the game.

Mana Magical energy used to cast spells.

Counters = (also called chits or markers) used to represent Units. Tokens = (also called coins) used to represent Gold or Mana.

Cup Where Counters & Tokens are kept when no one owns them.

Pile A players personal cache of Tokens & Counters he owns.

Units = Creatures & Heroes. Dungeon Keeper = A powerful Creature that also represents you the player. Creatures = Your Monstrous Minions that live in your underground dungeon.

Heroes = The forces of good (Mostly Humans/Demi-humans) that live on the surface. Build = Putting a Room into play. Construct = Putting a Door or Trap into play.

Summon = Putting a Unit into play. Deploy = Moving a Creature to a different room in Deploy Phase. Re-Deploy = Moving a Creature to a different room not during Deploy Segment.

Room (also Site or Location) Part of your Dungeon.

Setup

Each player starts with: One Dungeon Heart Room Card One Dungeon Keeper Token Roll high on 1D10 to see who goes first.

Dungeon Building

Dungeons are constructed with Room cards. Rooms are laid out in levels. The first level contains one room, your Dungeon Heart.

The second level has 2 rooms. The third level has 3 rooms. The fourth level has 4 rooms & so on.

The second level must be built before the third level, and so on. As you play, you will add rooms to your Dungeon.

Turn Sequence

Players take turns. Each turn has 13 Phases: Mining Phase Magic Phase Spell Phase Fate Phase Build Phase Construction Phase Summon Phase Deploy Phase Hero Phase Trap Phase Door Phase Battle Phase War Phase

Mining Phase

Gain a base 1D6 Gold Tokens. Gain 2 Additional Gold per Troll you control.

Magic Phase

Gain a base 1D6 Mana Tokens. Gain 2 Additional Mana per Warlock you control.

Spell Phase

Draw 1 Spell Card. If the deck runs out, shuffle the discard & draw from it. Max hand size is 5 cards. Discard excess cards.

You may draw an additional Spell card for 10 Mana.

Fate Phase

Draw 1 Room Card. If the deck runs out, shuffle the discard & draw from it. Max hand size is 5 cards. Discard excess cards.

You may draw an extra card for 10 gold.

Build Phase

Play 1 Room card from your hand to your Dungeon. You may build an additional Room for 10 Gold.

Construction Phase

Play 1 Trap or 1 Door card to any one of your rooms. A room can have multiple traps, but only 1 door. Traps & Doors have various Gold or Mana costs to put into play.

You may construct an additional Trap or Door for an extra 5 Gold.

Creature Phase

Draw 1 Creature counter from the Creature Cup. Place it in Your Creature Pile. You may draw an additional counter for 5 Gold or Mana.

Summon Phase

You may pay in Gold or Mana equal to the Force of a Creature to Put it into play from your creature pile. Place it on any room. You may summon an additional creature for 5 Gold or Mana.

Deploy Phase

You may move your creatures to any rooms in your dungeon.

Hero Phase

Roll on the Invasion Table to see if the Heroes attack you this turn.

Invasion Table

1D10	Result:	Notes:
1-7	Nothing	No Heroes Attack
8-9	Minor Invasion	1D6 Heroes Attack
10+	Major Invasion	2D6 Heroes Attack

Add 1 to the roll if you have 5 or more levels in your dungeon. Randomly Draw the Indicated number of Hero Counters from the Hero Cup. The Heroes will attack a random room in the outermost Level of your Dungeon.

Trap Phase

Attacking Heroes spring all the Traps at the Room they attack. Discard 1 random trap per Thief attacking. There are 5 types of Traps: Traps: Automatically kill one random attacking Unit.

Alarms: Re-Deploy 1 Creature to this room. Weakness: All Heroes have Force -2 while at this room. Damage: Roll 1D6 for each Hero. On a roll of 1-2 the Hero is destroyed.

Death: Roll 1D6: on a roll of 1-2 all the Heroes are killed! Discard all sprung Traps at the room.

Door Phase

The Heroes have to spend some time breaking through the door. Each door has a Door value = X. You may re-deploy X Creatures to this room.

Battle Phase

The Band of Heroes will fight with the Creatures present at the Room. These are the Combatants. Pick 1 random Face-up combatant Hero & 1 random Face-up combatant Creature.

This is known as a Duel Pair. Both Units are Duelers. Calculate a Battle Total (BT) for each Dueler.

BT The Duelers Force + 1D10 (The Battle Roll).

The Dueler with the higher BT wins the Duel. The loser is killed (discarded back to appropriate Cup). If there is a tie, both are killed.

The Winning Dueler Counter is placed face down. When all the units of a side are face down, flip them all face up. Continue Dueling until one side is eliminated.

Your opponent gets to control the Hero units on your turn.

War Phase

If the Creatures won Battle phase, the turn ends. If the Heroes won in Battle phase, the Room is Captured, and The Heroes attack another random room on the same level. (or the next lower level if this level was completely captured) Each time the Heroes move to another room, you will have to Repeat Trap, Door, Battle & War Phases.

Discard Captured rooms.

Numerical Superiority Rule

In a Battle, the side with more units gets +1 to all Battle rolls. If a side has twice or more the number of units, it gets +2 to all Battle rolls.

Spells

Discard Spell cards after they are played.

Unit Special Abilities

Teleport: This unit may always re-deploy for free as needed Horde: Roll twice for Battle Roll & Keep the higher roll. Shoot: At the beginning of every Duel, this

unit rolls 1D6: On a roll of 6 one random enemy unit is killed. Regenerate: If this unit loses a Duel roll 1D6: On a roll of 4-6 this unit is not killed & is just put face down.

Fear: All Heroes in room get a Force penalty of -1. Slayer: This unit is not flipped over after winning a duel but Goes on to fight the next enemy unit. Master: All Creatures in room get a Force Bonus +1.

Martyr: If defeated in a Duel roll 1D6: On a Roll of 4-6 the Winner of the duel is also killed. Holy: All Creatures in room get a Force penalty of -1. Leader: All Heroes in room get a Force Bonus +1.

Spring Traps: Negate 1 Random Trap in Trap Phase.

Random Creature Counter List

Name:	#	Force	Notes:
Infernal Imps	10	1	Teleport
Mountain Goblins	8	2	Horde
Dark Elves	8	3	Shoot
Cave Trolls	6	4	Regenerate
Bile Demons	6	5	Fear

Name:	#	Force	Notes:
Flame Salamanders	6	6	Shoot
Eldritch Warlock	6	7	Shoot
Black Knight	4	8	Slayer
Mistress	2	9	Master

Number of Counters in the Set

Non-random Creature Counter List

Name:	#	Force	Notes:
Dungeon Keeper	*	9	Master
Undead	**	2	Regenerate

* Each player starts the game with one Dungeon Keeper in play

** Undead are summoned only as the result of certain Spells & Rooms.

Random Hero Counter List

Name:	#	Force	Notes:
Peasant Rabble	10	1	Horde
Dwarf Weaklings	8	2	Martyr
Puny Elves	8	3	Shoot
Petty Thief	4	4	Spring Traps
Holier than Thou Clerics	6	5	Holy
Marauding Knights	6	6	Slayer
Fool Wizard	4	7	Shoot
Goody Goody Paladin	2	8	Slayer
Lord of the Realm	1	9	Leader

Room Deck Card List

Name:	#	Type	Cost	Notes:
Dungeon Heart	X	R	-	Each player starts with one of this room
Lair	2	R	-	Draw 1 extra Creature Counter in Creature Phase
Hatchery	2	R	-	Creatures cost 1 less to Summon
Training Room	2	R	-	All your Creatures are Force +1
Treasury	2	R	-	Draw 1 extra Room card in Fate Phase
Workshop	2	R	-	Construct 1 extra Trap or Door in Trap Phase

Name:	#	Type	Cost	Notes:
Library	2	R	-	Draw 1 extra Spell card in Spell Phase
Portal	2	R	-	Summon 1 extra Creature in Summon Phase
Prison	2*	R	-	Get Gold = Level of each Hero you defeat
Temple	2*	R	-	Sacrifice Creature to get 2D6 Mana once per round
Graveyard	2*	R	-	Get 1 Undead for each Hero you defeat
Torture Chamber	2	R	-	Counts as 3 rooms for Victory
Stone Bridge	2	R	-	Build 1 extra Room in Build Phase
Casino	2*	R	-	Gain 1D6 Gold per 5 Creatures you control
Tunnels	2	R	-	Re-deploy 1 extra creature in Door Phase
Gold Vein	2	R	-	Get 1D6 extra gold in Mining Phase
Mana Source	2	R	-	Get 1D6 extra Mana in Mana Phase
Guard Room	2	R	-	Place Door & Trap here for free if there are none
Wood Door	6	D	2G	Door Value = 1
Braced Door	5	D	4G	Door Value = 2
Iron Gate	4	D	6G	Door Value = 3
Magic Door	3	D	8M	Door Value = 4
Secret Door	2	D	5G	**
Scythe	1	T	4G	Kill
Disintegration	1	T	4M	Kill
Arrow	1	T	4G	Kill
Spike	1	T	4G	Kill
Electric Shock	1	T	4E	Kill
Gas	1	T	3E	Weakness
Freeze	1	T	3M	Weakness
Blinding	1	T	3E	Weakness
Fear	1	T	3M	Weakness
Stink Bomb	1	T	3E	Weakness
Explosion	1	T	5E	Damage
Poison Gas	1	T	5E	Damage
Spiked Pit	1	T	5G	Damage
Falling Blocks	1	T	5G	Damage
Boiling Oil	1	T	5G	Damage
Trip Wire	1	T	2G	Alarm
Bells+Whistles	1	T	2G	Alarm
Magic Mouth	1	T	2M	Alarm
Giant Gong	1	T	2G	Alarm
Wizard Eye	1	T	2M	Alarm
Water	1	T	6E	Death
Sliding Walls	1	T	6E	Death
Bottomless Pit	1	T	6E	Death
Fire	1	T	6E	Death
Asphyxiation	1	T	6E	Death

* You may only have 1 Room of this type in your Dungeon.

** All units in this room may Re-deploy in Door Phase.

R Room

D Door

T Trap

G Gold

M Mana

E Either gold or Mana

Spell Deck Card List

Name:	#	Mana	Notes:
Lightning Bolt	2	5	Kill Target Hero
Fear	2	3	All Heroes are Force -2 at this room
Fire Burst	2	5	Roll 1D6 for each Hero: On a 1-2 The Hero is destroyed
Earthquake	2	6	Roll 1D6: on a roll of 1-2 all the Heroes are killed
Detect Gems	2	3	Gain 2D6 Gold in Mining Phase
Army of the Dead	2	10	Summon 3 Undead Counters in Summon Phase
Call Monsters	2	5	Draw 3 Creature Counters in Creature Phase
Gate	2	4	Re-deploy up to 3 Creatures
Evil Omen	2	3	All Creatures are Force +2 at this room
Possession	2	10	Target Hero becomes a Creature you control
Raise Dead	2	7	Put your Creature just killed back into play
Slap	4	2	Cause target Dieroll to be rerolled

Extra Stuff

More Creatures

Dragon: Force = 10: Shoot (Fire Breath) Spider: Force = 2: Martyr (Poison Bite) Vampire: Force = 5: Convert (Hero Killed by Vampire becomes a Vampire you control)

Artifacts

Include one "Artificer" card in the Spell Deck. It costs 20 Mana to cast. Draw 1 Counter from the Artifact Pile: (Note: All Artifacts are placed in your Dungeon Heart Room)

Artifact Pile List

Artifact	Description
Book of Vile Darkness:	Draw 1 extra Spell card in Spell Phase
Golden Goose:	Get 1D6 extra gold in Mining Phase
Heart of Evil:	Gain 1 Undead in Summon Phase
Staff of Summoning:	Summon 1 extra Creature in Summon Phase
Dead God's Banner:	All your Creatures get Force +1
Soul Collector:	Get 1D6 Mana every time you defeat a Hero

Raid Phase

This Optional Phase occurs after War Phase. If you did not get attacked this turn, you may send your creatures to the surface to raid a civilized settlement. Choose which of your Creatures will attack.

Choose what type of settlement to attack: Village, Town, or Castle. A Village has 1D6 Hero Defenders. A Town has 2D6 Hero Defenders.

A Castle has 3D6 Hero Defenders. The Raid is played out just like a Battle Phase. If you win gain Gold = the combined levels of the Defending Heroes.

If you conducted a raid this turn add 3 to your roll on the Invasion Table on your next turn.

Counter Sets Available!

Thanks elsairon!





Dungeon Master

Introduction

Dungeon Crawl Card game. One Player is the Dungeon Master (DM) The other player is the Party Player (PP)

Card Set Available

for a most awesome Cardset by Jiminy Bollocks (cathto@kooe.com.au) More Cards here by Ron

Character Deck

Type	Attributes
Barbarian	Sword x2, Axe x2
Fighter	Sword x2, Armor x2
Knight	Sword, Armor, Shield x2
Paladin	Sword x2, Armor, Bless
Warrior	Sword, Axe, Dagger, Shield
Amazon	Sword x2, Bow, Dagger
Ranger	Sword, Bow, Axe, Stealth
Archer	Bow x3, Dagger
Duelist	Sword x3, Dagger
Dwarf	Axe, Armor x2, Shield
Elf	Sword, Bow, Stealth, Spell

Setup

Each player has his own unique deck. The PP must create an adventuring party. A party starts with 6 members (Heroes).

Pick 10 cards from the Character Deck. Discard 4 and keep 6.

Type	Attributes
Halfling	Dagger, Stealth x3
Rogue	Sword, Dagger, Stealth x2
Bard	Spell x2, Bless x2
Thief	Dagger, Bow, Stealth x2
Druid	Spell, Axe, Bless, Heal
Wizard	Spell x4
Magician	Spell x3, Dagger
Enchantress	Spell x2, Heal x2
Priest	Bless x2, Heal x2
Cleric	Bless, Armor, Shield, Heal
Monk	Bless, Stealth, Dagger x2

Turn Sequence

Each turn is divided into 5 phases: Draw Phase Search Phase Encounter Phase Resolution Phase Treasure Phase

Draw Phase

Each player fills their hand to 8 cards from their own deck. If the deck runs out shuffle the discard and draw from it.

Search Phase

Each player may discard up to 4 cards and draw replacements.

Encounter Phase

First the PP may play one or more Treasure Cards Second, the DM plays one of the following:

1. Nothing
2. A meld of 1 or more Creature Cards.
3. One Trap Card.

The DM may also play one Room card. The PP may play a "Secret passage" card to discard a card played by the GM.

Resolution Phase

The PP plays nothing if the DM played nothing. The PP may play a Stealth card to eliminate a Trap card if the DM played a Trap card. If the DM played a trap card and the PP did not play a Stealth card, one random hero is killed.

If the DM played a meld of Creature cards add up the "Fight" value of all the creatures. All creatures in the Meld must be of the same type, for instance they must all be Undead, or they must all be Goblinkin. "X" type creatures may not meld.

Some Room cards add to the Fight total. The PP may play attribute cards to fight the Meld. The PP may play one Attribute cards on each of his heroes.

The Attribute card must match one of the heroes' attributes. Gain "Fight" points equal to the heroes level in that attribute. For Example: If you play Sword on the Barbarian you get 2 Fight points.

Some cards give an additional bonus vs certain types of creatures. Add up the Fight point total of the entire party (Minimum = 1). If the Creature total is equal to or less than the party total, no heroes are killed.

If the Creature total is greater than the party total, one random hero is killed. If the Creature total is twice the party total, two random heroes are killed. If

the Creature total is three times the party total, three random heroes are killed, and so on.

If any heroes are killed discard all the Treasure cards played. If all the heroes are killed the DM wins the Game.

Treasure Phase

The PP may claim Treasure cards still in play. Treasures are placed in the PP's Treasure pile. If the Party ever gains 50+ Treasure points the PP automatically

wins.

Play a Prisoner card to gain a new Hero. If you have a hero with the Heal attribute Play a Heal Card to gain back any Hero killed this turn. If you have a hero with the Shield attribute Play a Shield Card to gain back any Hero killed this turn.

If you have a hero with the Armor attribute Play a Armor Card to gain back any Hero killed this turn. Play Experience cards or claim Magic Item cards in play: One random Hero gets +1 Level in one Random Attribute:

1D10	Attribute:
1	Sword
2	Axe
3	Dagger
4	Bow
5	Stealth

1D10	Attribute:
6	Spell
7	Bless
8	Heal
9	Armor
10	Shield

Treasure cards are the only ones you keep

Hero Deck Card List

Card Name	#	Type	Notes (See Rules)
Silver	6	T	Treasure = 5
Gold	4	T	Treasure = 10
Gems	2	T	Treasure = 20
Magic Items	2	T	Benefits one Hero
Experience	2	X	Benefits one Hero
Secret Passage	2	X	Discard 1 DM card
Prisoner	1	X	Gain 1 Character
Sword	3	A	+2 Fight vs Goblin
Axe	3	A	+1 Fight vs Undead & Goblin
Dagger	3	A	+1 Fight vs Goblin & "X" types
Spell	3	A	+4 Fight vs Swarms
Bless	3	A	+3 Fight vs Undead
Stealth	6	A	Negate Traps
Armor	3	A	Gain back killed Heroes
Bow	3	A	+3 Fight vs "X" type Creatures
Shield	3	A	Gain back killed Heroes
Heal	3	A	Gain back killed Heroes

Number of that card in the Deck

T Treasure Card

A Attribute Card

X Special Card

Dungeon Master Deck Card List

Card Name	#	Type	Fight
Skeletons	2	U	1
Zombies	2	U	2
Ghouls	2	U	3
Wraiths	1	U	4
Mummies	1	U	5
Vampires	1	U	6

Card Name	#	Type	Fight
Chaos Warlord	1	X	6
Doppelganger	1	X	6
Hydra	1	X	7
Sorcerer	1	X	7
Djinn	1	X	8
Demon	1	X	9

Card Name	#	Type	Fight
Kobolds	2	G	1
Goblins	2	G	2
Orcs	2	G	3
Ogres	1	G	4
Trolls	1	G	5
Giants	1	G	6
Rats	2	S	1
Bats	2	S	2
Spiders	2	S	3
Scorpions	1	S	4
Wasps	1	S	5
Green Slime	1	S	6
Nymphs	1	X	5
Minotaur	1	X	5

Card Name	#	Type	Fight
Dragon	1	X	10
Poison Arrow	1	T	-
Scythe	1	T	-
Pendulum Blade	1	T	-
Spiked Pit	1	T	-
Falling Blocks	1	T	-
Poison Gas	1	T	-
Throne Room	1	R	+3
Treasure Room	1	R	+2
Monster Lair	1	R	+2
Altar Room	1	R	+1
Torture Chamber	1	R	+1
Great Cavern	1	R	+2
Armory	1	R	+1

Number of that card in the deck.

T Traps

S Swarm

G Goblinkin

U Undead

X Creatures that may not meld

R Room

FAQ's

1) Armor x2 attribute: how do you use it? This means that you can save up to 2 heroes killed if you play an Armor card on this character?

No. If you play an armor card you can either add 2 Fight points (If the character had only Armor x1 then just add 1) or save one character. Add the points if it'll make the difference, otherwise use the card to avoid a casualty. The extra level of armor adds to the fight total, but does not affect the special ability.

2) Stealth x2 attribute: since the DM can only play 1 trap how do you use the x2?

As above. If you play a stealth card you can either add 2 Fight points (If the character had only Stealth x1 then just add 1) or negate 1 Trap.

Obstacles

Additional Material by Zak add a new DM card type, Obstacles.

Obstacles have a Fight Value like creatures and can be played by the DM as a 4th option (instead of playing traps, creatures or nothing). The resolution phase against Obstacles is the same as the vs Creatures case: the only difference is that if the DM win the PP only loose his treasure (no kills). In alternative the PP can play a stealth card to eliminate an obstacle

Add the following cards to the DM deck # Name: Fight 1 Portcullis 5 1 Collapsed Floor 4 2 Reinforced door 3

Add to the PP deck 1 stealth card.





Dungeon Tricks

Introduction

4 Player Trick taking card game. Dungeon Crawl Fantasy Theme.

The Deck

Players share a common deck. The deck has 4 Suites. Each Suite has 13 cards.

Each card has a value from 1 to 13. The 4 Suites are: Treasures Monsters Heroes Traps

Card Set Available

[Click Here](#)

Setup

Shuffle the deck. Each player is dealt 13 cards. Each player picks 3 of his card to pass.

Each player passes 1 card to each of the other 3 players.

Sequence Of Play

Each round is composed of 13 Tricks (4 cards each). In each Trick the players take turns putting down 1 card each. The player with the Bag of Gold leads with it in the first Trick.

Play than proceeds clockwise until all players have played 1 card. The winner of the Trick keeps all the cards from the trick. The winner of the Trick goes first in the next trick.

Common Deck Card List

Suite	Score	Title	Notes:
X	1	Bag of Gold	Lead Card First Trick
X	2	Gemstones	
X	3	Precious Metals	
X	4	Priceless Jewels	
X	5	Elixir of Life	
X	6	Flying Carpet	
X	7	Singing Sword	Trump Hero
X	8	Horn of Plenty	
X	9	Genies Lamp	
X	10	Rescue Princess	
X	11	Kings Crown	
X	12	Buried Treasure	

The first person to go in a Trick must lead with a Treasure if he has one. If he doesn't he may lead with any card. On your turn you must play a card of the same suite or Play a card that Trumps the suite of the last card played.

Monsters Trump Treasures. Heroes Trump Monsters. Traps Trump Heroes.

After a Trump has been made, the cards following it in the Trick Must match Suite or trump it if possible. The Current Suite is the suite that has most recently been used to Trump or The suite of the lead card if no Trumps have been made in the Trick. If you are unable to Trump or follow suite, you may play any card from your Hand, in which case the current suite does not change.

The winner is the player who has played the highest card in the Current Suite. The winner puts all 4 cards from the trick into his scoring pile.

Scoring And Victory

Treasures and Heroes are Positive scoring Monsters and Traps are Negative scoring At the end of a Round calculate your score. The player with the highest score wins the round. The first player to win 2 Rounds wins the game.

Common Deck Card Notation

- X** Treasures
- M** Monsters
- H** Heroes
- Z** Traps

Suite	Score	Title	Notes:
X	13	Dragons Hoard	Trump Monster
M	1	Nymph	Trump Hero
M	2	Goblins	
M	3	Skeletons	
M	4	Swarm	
M	5	Golem	
M	6	Black Knight	
M	7	Minotaur	
M	8	Sorcerer	
M	9	Jabberwocky	
M	10	Sea Monster	
M	11	Demon	
M	12	Giant	
M	13	Dragon	
H	1	Thief	Trump Trap
H	2	Halfling	
H	3	Gnome	
H	4	Bard	
H	5	Dwarf	
H	6	Elf	
H	7	Cleric	
H	8	Ranger	
H	9	Fighter	
H	10	Druid	
H	11	Paladin	
H	12	Warlord	
H	13	Wizard	
Z	1	Secret Passage	
Z	2	Arrow Trap	
Z	3	Water Trap	
Z	4	Pendulum Trap	
Z	5	Spiked Pit	
Z	6	Moving Walls	
Z	7	Quicksand	
Z	8	Fire Trap	
Z	9	Rolling Boulder	
Z	10	Cave-In	
Z	11	Whirlpool	
Z	12	Labyrinth	
Z	13	Bottomless Pit	





Dungeons & Dragons After The Cartoon

(Version 2.0) By Joe G

Introduction

Roleplaying game for one to six player characters and a Dungeon Master. Back when the Dungeons & Dragons cartoon aired, TSR released gamebooks and board games based upon it, but they missed the chance to put out a special edition of the actual RPG: a simplified version featuring the show's characters, combining the feel of D&D with easier-to-play rules. That's what this unofficial game tries to represent. Like D&D proper, this RPG produces imaginary adventures but in a simpler way. No noting down stuff, no character advancement, or miniatures combat.

Disclaimer

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Story

While on an amusement park ride, six young friends went through a portal that sent them to a realm of magic and mystery. Hank, Eric, Diana, Presto, Sheila and Bobby got some guidance and magical items from the Dungeon Master, an impish old sage, and fought the likes of the mighty Venger - until he was cleansed of evil. With the gateway home now opened, will the six companions again face whatever adventures remain in the Realm?

You Need

- * A copy of this game (adjust to print each player's sheet separately).
- * A twenty-sided die, known as "d20".
- * Something to keep track of hit points, the life energy: beads, counters, spare dice or any trinket you may have in good amounts (50 or so).

- * A small tray or bag to store these hit points when not in use or when they are lost and maybe a box to keep it all in.

Winning

All player characters as a team win an adventure by seeing it through to the end. Note: adventures are standalone affairs here. There's no continuity between them.

Losing

The game is lost whenever any player character ends up defeated by having his/her hit points reduced to zero. The Dungeon Master won't let any of them die, and will teleport the whole party away to safety, but the cause is forfeit. No one wins.

Initiative

Some situations like combat require a turn order. Initiative goes in alphabetical order (which reflects the protagonists' more or less aggressive character): Bobby - Diana - Eric - Hank - monster(s) - Presto - Sheila (whichever ones are present).

Playing As The Dungeon Master

One player must act as the Dungeon Master - he gets a special Dungeon Master sheet detailing monsters and the adventure's various parts. He narrates the adventure to the other players, and controls all monsters as they make their attacks. While not a "player" per se, he gets to hone his storytelling skills, giving directions to the player characters. He's not the enemy; seeing the adventure through is also his goal but he must control all elements fairly. He should allow the player character's actions to move the game along, but he has the final word. His rulings must be obeyed.

Dungeon Master Aids

In the story, The Dungeon Master acts as a mentor to the young warriors and directs them to quests where such heroes may be needed. In this game, he doesn't actually appear "in person". Whoever takes this role gets the game going by telling the other players of the places and situations in which they're found - giving them the chance to act and react - rolling the die in order to randomly choose the adventure parts indicated by the numbers on his sheet (except from the beginning) and reading the corresponding text as well as using his own words to further relay certain events or consequences. This will call for some improvisation and filling in some details with the imagination, such as the exact type of monster as all instances of "huge", "medium" and "small monsters" must be replaced with specific creatures. Whenever adventure sections introduce monsters, the Dungeon Master controls the creatures' attacks as per the combat rules below.

Playing As The Characters

Up to six players choose their characters from the ones available, receive their corresponding sheets, get as many hit points to keep track of vitality as allowed by their starting number, and begin play, imagining their characters in situations and places as described by the Dungeon Master - and by saying what they would do. The way they spell it is up to player preference and could range from "My character tries to break the door open" to "I SMASH a hole open with all the force of my mighty club!", for example. Games take the form of a journey that must be finished in order to win. Along the way, player characters can declare their intent without turn order or much limitation. Only when two or more players are really scrambling to go next, the one with the highest initiative takes precedence. They also have to stick together, so they should agree on their next move as a team: whether to take an extended rest, march forward, etc. They should decide together, discuss it or maybe even vote, but they need to agree. As determined by the Dungeon Master, if there's enough difficulty to anything that a player character tries to do or must be done by him/her or by everybody, he/she needs to do a skill check. And when faced by monsters, all heroes go into a fight.

Skill Checks

Players describe what their characters do, and when an action has difficulty, their skills are also put to the test. However, if the action is not on a character sheet's skill list, it cannot be attempted by the player. He/she could leave the task to another or come up with a different course of action. When there's something listed that could work (and the Dungeon Master does not object), he/she may do the appropriate skill check, represented by a die roll. If the skill indicates "1d20 + 4", for example, this means rolling the 20-sided die once and adding the bonus number to the result, 4 in this case. If the total is 15 or higher, the attempt succeeds. 14 or lower is a failure. If the die showed an 12 in this example, that would total 16 thanks to the + 4 bonus and the effort would succeed. Failing could mean you need to retry or leave it to someone else's character. Yet some obstacles (like escaping from an enclosing or scaling a cliff face) may need to be cleared by every teammember for the quest to continue. If Presto the Magician keeps failing to climb the cliff and falls again and again, he can continue to try but he's liable to break some bones. On the other hand, a failed use of rope or magic could end up giving him some burns. Here's when failure rolls come into play.

Failure Rolls

If an action fails, it may be retried any number of times, but after each miss a failure roll must be done: the player whose action failed rolls the die again, if the die shows a 1, he/she then loses 1 hit point (the Dungeon Master should come up with a mishap to

explain the wound). Note: failure rolls are not done during combat.

Combat

When the heroes find themselves facing any monsters small as a bat or huge as a dragon, combat breaks out. Combat too is played out through dialog and imagination, but it goes in initiative-order turns that go round for as long as the battle lasts. It also uses counters as an aid to keep track of monsters: the Dungeon Master lays groups of counters on the table before him to match each enemy's hit points, and throws these points back to the tray one-by-one as the monsters get hit. Combat lasts until any one of the player characters is defeated by having his/her hit points reduced to zero (in which case the game is lost), all monsters present are defeated in the same way, or all player characters run away.

During the players' turns, they'll have to announce their attack and which monster they are targeting with any level of description they'd like ("I attack the first orc"/"I pole-vault myself feet-first to slimy face there on the left") then roll the die. If they don't attack, they may pass, try to run away or attempt another move also found under "Combat actions" on their sheet, if any. During the monsters' turn, the Dungeon Master controls each one of them and will always make them attack, if they can. He gets to decide which hero is the target for each attack and announces it before rolling the die: "The beholder shoots Eric with its eye stalk beams". His sheet lists monster attacks by their size. (Dungeon Master tip: choosing to attack a character with more or with less hit points could help control the difficulty if they're having it too easy or too hard).

To attack, roll the die and add the appropriate bonus (e.g. 1d20 + 2). If the total is 15 or higher, the attack hits. If it's 14 or lower, it misses. A successful attack always reduces its target's hit points by 1, with one exception: critical hits.

Critical Hits

Whenever someone rolls a 20 on the die while making an attack (without adding the bonus number), he/she scores a critical hit and the target loses 2 hit points instead of 1. Monsters too are able to score critical hits against player characters.

Running Away

As their combat action, a player character may attempt to run away from battle when it's his/her turn, in order to sit out the rest of combat and let his/her companions fight it out (this skill is listed alongside the other combat actions). Such maneuver is not without danger, however, and it costs the character 1 hit point whether the roll succeeds (allowing to escape) or fails (another round caught in the fight). Attempting to run away is not possible while fighting a huge monster, or if whoever wanted to run is down to his/her last hit point.

End Of Combat

Combat may end from a player character running out of hit points, in which case the Dungeon Master teleports all heroes away and they lose the game. Or they may succeed in defeating all monsters present, upon which everybody gets 2 hit points back (up to their starting number) due to their taking a short rest and composing themselves. If combat were to end by all heroes running away, monsters left behind won't bother them anymore, but there'll be no chance to stop and recover hit points. Either way, it's back to out-of-combat roleplay.

Objects

Player characters are assumed to carry items necessary for adventuring: a length of rope, a knife, supplies, etc., which can be put to use as needed during non-combat roleplay. Characters may also own special equipment: Sheila the Thief is expected to handle lock-picking tools, for example. Any such object use must first be approved by the Dungeon Master, however. If the adventure involves finding a relevant item, once it's acquired, players and the Dungeon Master need only remember that it was found.

Extended Rest

When not engaged in combat or facing immediate peril, players can agree to take an extended rest; this allows all characters to refill their hit points up to their starting number. This can be done once per game and represents their camping, eating and/or sleeping

Replaying The Game

After succeeding or failing to reach the prize, the adventure can be attempted again any number of times since it isn't likely to ever play out the same. Unlike D&D proper, players aren't expected to use the same character for every play session and may pick another. Or try their hand at being the Dungeon Master.

Hank The Ranger

— Character sheet

- Hit points: 6
- Magic item: Bow of the Ranger

— Combat actions:

- Hit huge monster = $1d20 + 6$
- Hit medium monster = $1d20 + 8$
- Hit small monster = $1d20 + 7$
- Pass
- Run away = $1d20 + 4$ (costs 1 hit point)

— Skills (out-of-combat actions):

- Ask = $1d20 + 5$
- Break = $1d20 + 6$
- Climb = $1d20 + 5$
- Crawl = $1d20 + 3$
- Dodge = $1d20 + 4$
- Escape = $1d20 + 4$

- Find = $1d20 + 4$
- Leap = $1d20 + 5$
- Pull = $1d20 + 7$
- Push = $1d20 + 7$
- Read = $1d20 + 4$
- Steal = $1d20 + 3$
- Swim = $1d20 + 5$
- Throw = $1d20 + 8$

Bobby The Barbarian

— Character sheet

- Hit points: 5
- Magic item: Club of the Barbarian

— Combat actions

- Hit huge monster = $1d20 + 6$
- Hit medium monster = $1d20 + 7$
- Hit small monster = $1d20 + 8$
- Pass
- Run away = $1d20 + 3$ (costs 1 hit point)

— Skills (out-of-combat actions)

- Ask = $1d20 + 2$
- Break = $1d20 + 9$
- Climb = $1d20 + 4$
- Crawl = $1d20 + 4$
- Dodge = $1d20 + 3$
- Escape = $1d20 + 3$
- Find = $1d20 + 2$
- Leap = $1d20 + 5$
- Pull = $1d20 + 7$
- Push = $1d20 + 7$
- Read = $1d20 + 1$
- Steal = $1d20 + 2$
- Swim = $1d20 + 3$
- Throw = $1d20 + 7$

Diana The Acrobat

— Character sheet

- Hit points: 6
- Magic item: Javelin of the Acrobat — Combat actions

- Hit huge monster = $1d20 + 7$
- Hit medium monster = $1d20 + 6$
- Hit small monster = $1d20 + 5$
- Pass
- Run away = $1d20 + 5$ (costs 1 hit point)

— Skills (out-of-combat actions)

- Ask = $1d20 + 4$
- Break = $1d20 + 3$
- Climb = $1d20 + 7$
- Crawl = $1d20 + 6$
- Dodge = $1d20 + 8$
- Escape = $1d20 + 7$
- Find = $1d20 + 5$
- Leap = $1d20 + 9$
- Pull = $1d20 + 5$
- Push = $1d20 + 5$
- Read = $1d20 + 3$
- Steal = $1d20 + 2$
- Swim = $1d20 + 7$

- Throw = 1d20 + 8

Eric The Cavalier

— Character sheet

- Hit points: 6
- Magic item: Shield of the Cavalier

— Combat actions

- Hit huge monster = 1d20 + 5
- Hit medium monster = 1d20 + 5
- Hit small monster = 1d20 + 7
- Block any one monster = 1d20 + 7 (causes it to lose its turn)

• Pass

- Run away = 1d20 + 4 (costs 1 hit point)

— Skills (out-of-combat actions)

- Ask = 1d20 + 6
- Break = 1d20 + 7
- Climb = 1d20 + 4
- Crawl = 1d20 + 3
- Dodge = 1d20 + 7
- Escape = 1d20 + 6
- Find = 1d20 + 3
- Leap = 1d20 + 5
- Pull = 1d20 + 6
- Push = 1d20 + 6
- Read = 1d20 + 3
- Steal = 1d20 + 5
- Swim = 1d20 + 4
- Throw = 1d20 + 6

Presto The Magician

— Character sheet

- Hit points: 5
- Magic item: Hat of the Magician

— Combat actions

- Heal a companion = 1d20 + 2 (restores 1 hit point)
- Heal yourself = 1d20 + 1 (restores 1 hit point)
- Magically hit any one monster = 1d20 + 2
- Paralyze any one monster = 1d20 + 4 (causes it to lose its turn next round)

• Pass

- Run away = 1d20 + 3 (costs 1 hit point)

— Skills (out-of-combat actions)

- Ask = 1d20 + 4
- Climb = 1d20 + 2

- Crawl = 1d20 + 1
- Dodge = 1d20 + 3
- Escape = 1d20 + 3
- Find = 1d20 + 5
- Leap = 1d20 + 2
- Levitate = 1d20 + 5
- Magic tool = 1d20 + 4
- Pull = 1d20 + 1
- Push = 1d20 + 1
- Read = 1d20 + 9
- Steal = 1d20 + 2
- Swim = 1d20 + 3

Sheila The Thief

— Character sheet

- Hit points: 5
- Magic item: Cloak of the Thief

— Combat actions

- Hit huge monster = 1d20 + 3
- Hit medium monster = 1d20 + 4
- Hit small monster = 1d20 + 7

• Pass

- Run away = 1d20 + 6 (costs 1 hit point)

- Distract any one monster = 1d20 + 5 (causes it to lose its turn next round)

— Skills (out-of-combat actions)

- Ask = 1d20 + 7
- Climb = 1d20 + 5
- Crawl = 1d20 + 7
- Dodge = 1d20 + 7
- Escape = 1d20 + 9
- Find = 1d20 + 6
- Leap = 1d20 + 5
- Pull = 1d20 + 2
- Push = 1d20 + 2
- Read = 1d20 + 6
- Steal = 1d20 + 9
- Swim = 1d20 + 5
- Unlock = 1d20 + 8
- Throw = 1d20 + 1

Dungeon Master Sheet

(Printed on both sides of the same sheet of paper, it may double as the "Dungeon Master's Screen" to hide certain die rolls from players)

Size	Examples
SMALL MONSTER	(examples: bat, bullywug, goblin, spider, snake, wasp)
	Hit points: 1 Combat action: Hit any one player character = 1d20 + 2
MEDIUM MONSTER	(examples: banshee, lizard man, orc, skeleton, wolf, zombie)
	Hit points: 2 Combat action: Hit any one player character = 1d20 + 3
HUGE MONSTER	(examples: beholder, demon, dragon, giant, hydra)
	Hit points: 4 Combat action: Hit any one player character = 1d20 + 5

Adventure Start

(Read aloud, choosing one highlighted option): "You have come to a small kingdom whose (PRINCESS/RULER/WISE MAN/CROWN JEWEL/TALISMAN OF PROTECTION) has been stolen

away, and the townsfolk are in need of some heroic help. In order to help and begin the quest, you need to first know which way to go. You may try asking around, looking in the library for a clue, picking up the enemies' trail, or attempting something else." (When

someone makes a successful roll, the player characters find out which way to go (N/E/ S/W). Once they get going, roll on the Locations table and go to the corresponding number.)

White Events Table

(Re-roll when an event would repeat)

- EVENT 1-2-3 : "A huge canyon lies before you. Descending then ascending again would seem to be the only way to proceed." (Moving on, roll on the Locations table again)
- EVENT 4-5 : "The path leads through a complex cave system, and you soon become lost in it. You will need to locate the exit to the other side." (Moving on, go to Location 21)
- EVENT 6-7-8: "You reach a rift with an empty void below. The only way across seems to be getting on then off a nearby floating island." (Moving on, go to Location 21)
- EVENT 9-10: "You are surprised and taken prisoner by an orc patrol that leads you back to their village, and you are soon imprisoned in their dungeon. How will you break free?" (Moving on, roll on the Locations table again)
- EVENT 11-12-13: "The way is clear and you are able to advance without much trouble until, at one point, the path jumps to the top of a tall cliff." (Moving on, go to Location 22)
- EVENT 14-15: "Following the road, you end up crossing a rope bridge over a chasm. As you're about to make it through, the old bridge snaps in two, leaving you hanging." (Moving on, roll on the Locations table again)
- EVENT 16-17-18: "Suddenly, a rockfall sends countless stones hurtling towards you. You must avoid their trajectory." (Moving on, roll on this table again)
- EVENT 19-20: "As you walk through ancient ruins, you step on an old building's floor which collapses under your weight. You end up underground, with big pieces of debris lying on top of you." (Moving on, roll on the Locations table again)

Green Events Table

(Re-roll when an event would repeat)

- EVENT 1-2-3: "Suddenly, an evil wizard materializes and teleports you directly to a dungeon cell in an enemy fort, and soon you hear the noise of torture implements being sharpened. How will you escape your imprisonment?" (Moving on, roll on this table again)
- EVENT 4-5: "Taking shelter in an abandoned castle, you realize that the place is filled with traps and the only exit door has become hidden because of a magic inscription." (Moving on, roll on the Locations table again)
- EVENT 6-7-8: "A wide, fast-flowing river runs through the wilderness - and your path." (Moving

on, go to Location 22)

- EVENT 9-10: "Following the trail, you end up crossing a suspension bridge over a gorge. As you're about to make it through, the bridge snaps in two, leaving you hanging." (Moving on, roll on the Locations table again)
- EVENT 11-12-13: "Walking through the wilderness, you inadvertently become stuck to a huge spiderweb, with large spiders wanting to try and taste you." (Moving on, go to Location 21)
- EVENT 14-15: "As you prepare to cross a small forest you see all its trees animate, their clawed branches swiping at you. How will you make it through?" (Moving on, go to Location 22)
- EVENT 16-17-18: "A great stone wall stands on the wilderness, blocking your path. There's a gate, but you also notice an orc wielding a bow-and-arrow some distance away, guarding the opening." (Moving on, roll on the Locations table again)
- EVENT 19-20: "An orc-made trap was concealed in the grass and, as you step on it, you fall. You effortlessly avoid the poorly-made trap's spikes, but remain caught in the hole." (Moving on, roll on the Locations table again)

Locations Table

(Re-roll if a place's name would repeat. Choose monsters according to size)

- LOCATION 1: "You reach the Black Lake." (Roll on the Green Events table)
- LOCATION 2: "You reach the Black Lake, where you are attacked by (TWICE AS MANY (SMALL MONSTER)S AS THE PLAYERS)." (After the fight, when the players decide to move on, roll on the Green Events table)
- LOCATION 3: "You have entered Box Canyon, where you are faced by (TWICE AS MANY (SMALL MONSTER)S AS THE PLAYERS)." (After the fight, when the players decide to move on, roll on the White Events table)
- LOCATION 4: "You have entered Box Canyon." (Roll on the White Events table)
- LOCATION 5: "You have arrived at the Caverns of Hook Horrors." (Roll on the White Events table)
- LOCATION 6: "You have arrived at the Caverns of Hook Horrors, where you are rushed by (TWICE AS MANY (SMALL MONSTER)S AS THE PLAYERS)." (After the fight, when the players decide to move on, roll on the White Events table)
- LOCATION 7: "You are now at Dragon Pass." (Roll on the Green Events table)
- LOCATION 8: "You are now at Dragon Pass, where you encounter (TWICE AS MANY (SMALL MONSTER)S AS THE PLAYERS)." (After the fight, when the players decide to move on, roll on the Green Events table)
- LOCATION 9: "You reach Fire Mountain." (Roll on the White Events table)
- LOCATION 10: "You reach Fire Mountain, where you come face to face with (THREE (SMALL MON-

- STER(S)." (After the fight, when the players decide to move on, roll on the White Events table)
- LOCATION 11: "You have entered the Gardens of Evil, where you are faced by (THREE (SMALL MONSTER)S)." (After the fight, when the players decide to move on, roll on the Green Events table)
 - LOCATION 12: "You have entered the Gardens of Evil." (Roll on the Green Events table)
 - LOCATION 13: "You come into the Ice Caves." (Roll on the White Events table)
 - LOCATION 14: "You come into the Ice Caves, where you are opposed by (AS MANY (MEDIUM MONSTER)S AS THE PLAYERS)." (After the fight, when the players decide to move on, roll on the White Events table)
 - LOCATION 15: "You are now at the Singing Sands, where (TWO (MEDIUM MONSTER)S) suddenly appear." (After the fight, when the players decide to move on, roll on the White Events table)
 - LOCATION 16: "You are now at the Singing Sands." (Roll on the White Events table)
 - LOCATION 17: "You have arrived at Snake Pass, where (AS MANY (MEDIUM MONSTER)S AS THE PLAYERS) stand against you." (After the fight, when the players decide to move on, roll on the Green Events table)
 - LOCATION 18: "You have arrived at Snake Pass." (Roll on the Green Events table)

- LOCATION 19: "You come into the Valley of the Orcs." (Roll on the Green Events table)
- LOCATION 20: "You come into the Valley of the Orcs, where you are confronted by (TWO (MEDIUM MONSTER)S)." (After the fight, when the players decide to move on, roll on the Green Events table)
- LOCATION 21: "You have come into the lair of a great monster, however, the door to the fortress' main chamber is locked. You'll need to find a way to open it". (Once an attempt to open succeeds:) "You come face to face with a (HUGE MONSTER), and must fight." (If the battle is won, go to End)
- LOCATION 22: "You have come into the lair of a great monster, but before the final fight you must face (AS MANY MEDIUM MONSTERS AS THE PLAYERS)." (After the fight): "Now, you finally meet the enemy leader, a (HUGE MONSTER), in battle." (If the fight is won, go to End)
- END: "You have defeated the enemy and now your objective is found. The journey back to the kingdom is much easier knowing the obstacles on your path. Congratulations, you win!" (*If you keep getting repeats on any of the tables, go to Location 22)

Original Version

Is by By Joe G





Dungeons To Go

Introduction

DtG is a simple Old School low level Fantasy RPG. It is designed to get players going as quick as possible. It is not a total D&D clone, but uses many of the same ideas.

There are 2 Sections: Players Guide and DM's Guide. These rules are very much meant to be incomplete. It is the DM's job to flesh them out.

Players Roll high for Attacks, Saves, and Skills. Leveling Charts for classes are replaced by accumulation of Special Abilities.

Players Guide

Character Generation

Roll 3D6 for the basic Attributes (Stats): Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Abbreviations: Str, Int, Wis, Dex, Con, Cha Next pick Race, Alignment, and Class. There are 5 Alignments: Lawful, Chaotic, Good, Evil, Neutral.

Players start with maximum Hit Points at First Level. All Characters start with a purse of 2D6 Gold.

Stat Bonus Table

Stat:	3	4-5	6-8	9-12	13-15	16-17	18
Bonus:	-3	-2	-1	0	+1	+2	+3

Strength gives a Bonus to Damage. Constitution gives a Bonus to Hit Points. Wisdom gives a Bonus to Priest Spells cast per Day.

Intelligence gives a Bonus to Mage Spells cast per Day. Dexterity gives a Bonus to Movement and Initiative.

Race Mods

Race:	Str	Int	Wis	Dex	Con	Cha
Elf	-1	+1	-1	+1	-1	+1
Dwarf	+1	0	0	-1	+1	-1
Halfling	-1	-1	-1	+1	+1	+1

Elves act like strange, easily distracted Children. Elves can be Fighters, Mages, or Thieves. Elves have Infravision. Dwarves act like stubborn, grumpy, badly behaved Children.

Dwarves can be Fighters. Dwarves have Infravision. Halflings act like jolly, sweet, good natured Children. Halflings can be Thieves.

Movement Speeds

Humans and Elves move 6 Spaces per Turn Short Races like Dwarves and Halflings move at 4 Spaces per Turn. Humans and Elves can jump 2 Spaces. Short Races can jump 1 Space. Humans and Elves can swim 3 Spaces. Short Races can swim 2 Spaces.

Classes

There are 4 Available Classes: Fighter, Mage, Rogue, and Priest.

Fighters

Fighters can use any Armor or Weapon. They get 1D10 Hit Points per Level. (Much more than the other Classes) They start with Medium Armor and Shield and a Long Sword and Dagger.

Mages

Mages get no Armor and can only use a Staff or Dagger. They get -4 Attack with everything else. Armor and Shields interfere with their Spellcasting.

They get 1D4 Hit Points per Level. They start with a Spell Book, Robe, and a Staff and Dagger. Mages can use many Relics unavailable to other Classes.

Rogues

Rogues can wear Leather Armor. Many of their Skills are penalized (-5) with a Shield or Heavier Armor. They can use Daggers, One Handed Swords, Clubs, Slings, Bows, Crossbows, Knuckledusters, Garrotes, Blackjacks, Bombs, Throwing Knives, and Improvised Weapons. They get -2 Attack with everything else.

They get 1D6 Hit Points per Level. They start with Light Armor and a Short Bow, Short Sword, and Dagger.

Priests

Priests can wear any Armor. They can use Blunt Weapons. Their first SA must be Religion Lore. They get 1D6 Hit Points per Level. They start with Medium Armor and Shield and a Mace and Holy Symbol.

A Priest should pick 1 God from the List of Gods. This will give extra SA's.

Special Abilities

Special Abilities (SA) are class based. They are Buffs, Skills, or Spells. At first level, each Character

starts with 5 Special Abilities. Each level after that, they gain an additional 2 Special Abilities.

30+ Sample SA are given for each of the 4 Basic classes. The DM should feel free to create more. Some SA should only be available at higher Levels.

Players may also pick SA off the Common Special Ability List. Elves, Dwarves, and Halflings may pick off the Demi-Human SA List. If the GM wants he can create SA lists specific to rarer classes such as Rangers, Druids, Bards, Paladins, Monks, etc.

Skill Notation

Skills are given in the Following Format: Attribute Skill = X. For example: Int Skill = 14 This would mean that the Character would have to roll 14 or higher to succeed. The Roll will be modified by the Intelligence Bonus (or Penalty).

(LX) Notation: (LX) = Character must be at least Level X to have this SA. Example: (L5) = Character must be at least Level 5 to have this Special Ability.

Sample Fighter Special Abilities

1. Champion: Damage +1 and Attack +1. (L7)
2. Dual Wield: No penalty to hit while wielding 2 Weapons.
3. Shield Bash: Extra attack for 1D4 Damage if you have a Shield.
4. Hero: Attack +1 and Initiative +1. (L6)
5. Tough: Get an extra 4 Hit Points.
6. Charge: First Round of Combat get +2 Attack, +2 Damage, -2 Defense
7. Mighty Blow: +1D6 Damage if using a Two-Handed Weapon.
8. Muscularity: Strength +1
9. Slayer: +3 Damage. Pick One: Humanoid, Giant, Dragon, Beast, Monster, etc.
10. Shield Block: +1 Defense if using a Shield.
11. Hack & Slash: +1 Damage with Swords and Axes.
12. Parry: Defense +1 If weapon in hand.
13. First Strike: Initiative +1
14. Prone Fighting: +1 Attack and No Penalties for being Prone.
15. Blind Fighting: +1 Attack and No Combat penalties when Blinded.
16. Extra Attack: Get 1 Extra Attack. (L5)
17. Prowess: Defense +1 and Attack +1. (L3)
18. Tactics: Allies get +1 Attack when Attacking from Side, Back, or Surprise.
19. Disarm: Dex Skill = 16. Weapon lands 1D6 Spaces away.
20. Brawl: +2 Atk and Def when Unarmed or using Improvised Weapons
21. Great Warbow: Get Damage +2 with Bows.
22. Battle Master: Defense +1 and Attack +1. (L8)
23. Honor: Charisma +1. Must Act Accordingly. (Chivalry, Bushido, etc.)
24. Warrior: Attack +1 and Move +1. (L2)
25. Swashbuckling: +1 Attack and No Combat Penalties while swinging, sliding, etc.

26. Knockback: +1 Damage. Hit will send Foe 1D4 Spaces backwards.
27. Grapple: +1 Attack, Defense, and Damage to Wrestling.
28. Sweep: Your Melee Attacks hit all enemies adjacent to you. (Roll for each)
29. Veteran: Hit Points +2 and Attack +1. (L4)
30. Precision Strike: Critical Hits on Rolls of 19 or 20.
31. Feint: Skip Combat Action to get +4 Attack next Turn.

Sample Rogue Special Abilities

1. Pick Pockets: Dex Skill = 15. Cutpurse. Palm Items.
2. Find Traps: Wis Skill = 13.
3. Climb Walls: Dex Skill = 12.
4. Backstab: Damage+4 if attacking target from Behind.
5. Disguise: Cha Skill = 14.
6. Poison Lore: Int Skill = 15. Identify and Brew Poisons.
7. Sneak: Stealth Bonus +4. Deduct from Foe's Lookout Rolls. Hide/Move Silently.
8. Lightning Reflexes: Initiative +2
9. Dodge: Defense +1
10. Agility: Dexterity +1 and Move +1
11. Skullduggery: Get +2 to Pick Pockets, Trickster, and Cutthroat Rolls.
12. Dirty Fighting: Damage +1 and Initiative +1
13. Knife Fighter: Attack +1 and Defense +1 when using a Dagger.
14. Trickster: Cha skill = 10 Distract and Confuse.
15. Evasion: Get +1 to all of your Saving Throws.
16. Pick Lock: Int Skill = 13.
17. Wicked Knife: Damage +2 with Daggers and Swords.
18. Natural Archer: Attack +2 with Bows
19. Gambit: Gain an extra Fate Token at the start of each session.
20. Cloak & Dagger: (L4) Attack +1 and Defense +1
21. Nimble: Attack +1 and Move +1
22. Escape Artist: Dex Skill = 14. Slip Bonds.
23. Subterfuge: Stealth Bonus +2. Get +2 to Guile, Disguise, Streetwise Rolls.
24. Balance: Get +1 to all Dex Skill Rolls.
25. Uncanny Dodge: Defense +2. (L7)
26. Trip: Dex Skill = 12. Foe with Legs goes Prone.
27. Swindler: Charisma +1
28. Master Mind: Intelligence +1
29. Cutthroat: Dex Skill = 13. Kill Surprised Foe with Dagger.

Note: Many Rogue like SA are contained in the common SA List.

Sample Mage Special Abilities

1. Intellect: Intelligence +1
2. Detect Magic: Entire Room.

3. Magic Missile Spell: 1D4 Missiles. 1D4 Damage Each. Pick Targets.
4. Shield Spell: Self. Defense +6 for one Combat.
5. Familiar: Pick Cat, Crow, Snake, Rat, Owl, Imp, Bat, Dog, Toad, etc. Ritual.
6. Sleep Spell: 1D6 Targets of lower level than you. 1D6 Hours. (L2)
7. Charm Person Spell: 1 Target. Control Human or Humanoid. (L5)
8. Feather Fall Spell: Protect 1D6 Targets from Fall Damage.
9. Identify Spell: One Relic or Potion or unknown Substance. Ritual.
10. Light Spell: Light up a Room or Blind 1D4 Targets.
11. Thunder Spell: Foes miss next turn and are -2 on all Rolls for 1 combat.
12. Comprehend Spell: Read or Speak any Language for 1 Hour
13. Counter Spell: Negate a Spell Just Cast on a roll of 6 or Higher on 1D20.
14. Illusion Spell: Create an Illusion to Distract or Mislead.
15. Curse Spell: Weakness, Madness, Ugly, Itching, Clumsy, Unlucky, etc.
16. Polymorph Spell: Transformation. (L6)
17. Haste Spell: Allies: Extra Attack and Move this Combat. (L3)
18. Fire Spell: Fireball Does 4D6 Damage to all in a 4x4 Area. (L4)
19. Water Breathing Spell: All Allies for 2 Hours.
20. Disintegration Spell: Target Evaporates. Destroy Doors. (L8)
21. Alchemy: Int skill = 14. Brew Potions, Acids. Takes a Week. Ritual.
22. Artificer: Int Skill = 15. Craft Relics, Magic Items. Takes a Month. Rituals.
23. Necromancy Spell: Create 1 Skeleton, Zombie, or Ghoul. Freshness Counts! Ritual.
24. Scry Spell: See and Hear what others are doing at a Distance. Ritual.
25. Cold Spell: Cone. 2D6 Targets. 1D6 Dam and -2 to rolls 1D6 Turns. (L3)
26. Arcane Power: Spells per Day +1
27. Scroll Scribe: Int Skill = 12. Takes 1 Day per Scroll. Ritual
28. Wards Spell: Used to create Magical Traps/Alarms/Magically Lock Doors.
29. Teleport Spell: Up to 1D6 Targets to a known Location. (L7)
30. Air Spell: Wind Gust. 1D6 Targets. 1D4 Damage and Knockback/down. Scatter Arrows.
31. Death Ray Spell: Kill one Living Man-size or smaller Target. (L5)
32. Strength Spell: Target gets +4 to Strength Bonus for 4+1D6 Minutes.
33. Animate Spell: Weapon, Armor, Statue, Broom, Shovel, Rope, etc. Up to 10 Min.
34. Diabolism Spell: Summon a Demon. HD increase with Caster Level. Ritual.
35. Summon Elemental Spell: (L6) Also Walls. Fire,

Water, Air, Earth, Ice, etc.

36. Fly Spell: (L5) One Target for 1 Trip or Combat.
37. Invisibility Spell: (L5) One Target for 10 Minutes. Stealth Bonus +10. Def +5
38. Change Size Spell: (L5) Shrink/Grow Target. Mouse to Giant Size for 3D10 Minutes.
39. Earth Spell: (L6) Earthquake. All take 2D6 Damage. Collapse Ceiling, Wall

Sample Priest Special Abilities

1. Heal Spell: Target Healed of all Damage.
2. Bless Spell: 1D4 Characters get +2 Attack and +2 Defense for 1 Combat.
3. Neutralize Poison Spell: Negate one Poisoning.
4. Turn Undead Spell: 2D6 Undead will flee and cower for 1D4 Hours.
5. Detect Evil Spell: Entire Room. Sources of Evil Save at -2.
6. Paralyzation Spell: 1D3 Targets Immobilized for 3D6 Minutes. (L2)
7. Remove Fear Spell: 1D6 Targets Fear gone and immune to fear for 1 Hour.
8. Religion Lore: Int Skill = 9. Priests own Religion.
9. Resist Cold Spell: 1D6 get +5 to Save vs Cold Attacks for 1D4 Hours.
10. Prayer Spell: Deity will do something Helpful at the Whim of the DM.
11. Exorcism Spell: Banish target Spirit. (L3)
12. Curse Breaker Spell: Remove Curse from target Player. Ritual.
13. Hammer Time: +1 Attack and +1 Damage with Blunt Weapons.
14. Cure Disease Spell: Ritual. Not Vampirism or Lycanthropy.
15. Smite Spell: Target does +5 Damage this Combat.
16. Cure Madness Spell: One Target. Ritual.
17. Cure Blindness Spell: One Target.
18. Stone to Flesh Spell: Cure Petrification. One Target.
19. Circle of Protection Spell: Allies +4 Defense and Saves. (L4)
20. Holy Avenger: Attack +1 and Damage +1. Must be (L7)
21. Crusader: Attack +1 and Damage +1. (L4)
22. Divination Spell: See the Future. Cryptic, Unpredictable Results. Ritual.
23. Communion Spell: Speak to Spirits, the Dead, Angels, etc. Ritual.
24. Summon Swarm Spell: Usually Insects. Foes driven off. (L5)
25. Lightning Bolt Spell: 6D6 Damage one Target. Heaven Sent. (L6)
26. Holy Word Spell: Destroy 1 Target Undead Foe. (L7)
27. Mystic: Wisdom +1
28. Monastic: Intelligence +1
29. Preacher: Cha Skill = 17. Convert a Non-believer.
30. Shatter Spell: Destroy or Damage Relic, Construct, Animated Foe.
31. Wither Spell: Kill or Damage Plant or Fey.

32. Resurrection Spell: 25% Spell Fails and Dead Forever. Ritual. (L8)

Common Special Abilities

1. Weapon Proficiency: +1 Attack and Damage with a specific Weapon type.
2. Swim: Get +2 to Save vs Drowning. No Penalties in Water. Movement +2 in Water.
3. Music: Sing and Play 1 Musical Instrument. Entertain a crowd. Solve Music Puzzles.
4. Hagglng: Cha Skill = 11. Get a better Price.
5. Swift: Move +2 Spaces per Turn. Run Away!
6. Intimidation: Str Skill = 13. Target gets -1 to all rolls for 1 Combat
7. Leadership: Cha Skill = 12. Rally, Inspire Others
8. Language: Speak 1 additional Language.
9. Appraisal: Int Skill = 9: Know Gold value of Items. Spot Fakes.
10. Thrown Weapon: +1 Attack when throwing a Weapon you can normally use.
11. Seduction: Cha skill = 12. Target may save with Int and Wis Bonuses.
12. Gambling: Int Skill = 13. Win More.
13. Sailing: Int Skill = 7 for most Tasks. Pilot, Navigation.
14. Ride: Cha Skill = 7 for most Tasks. Horses and other Mounts. Trick Riding.
15. First Aid: Int Skill = 7. Heal 1D4 Hit Points
16. History Lore: Roll 13 or Higher. Add Intelligence Bonus.
17. Interrogation: Roll 13 or Higher. Add Intelligence Bonus. Torture, Threats.
18. Cooking: Wis Skill = 7 for most Tasks.
19. Blacksmith: Wis Skill = 7 for most Tasks. Armorer. Shield Smith. Sword Smith.
20. Etiquette: Cha Skill = 14. Fit in to High Society.
21. Carousing: Con skill = 13. Learn Rumors at the Tavern. Requires Drinking.
22. Riddle Master: Intelligence Skill = 14. Get extra Clue to solving a Riddle.
23. Herbalist: Int skill = 12. Identify useful or poisonous Herbs.
24. Mining: Int Skill = 7 for most Tasks. Digging and Lore.
25. Taunt: Cha Skill = 13. Target Opponent will attack you first.
26. Recruiter Cha Skill = 7. Hire Mercenaries, Henchmen, Troops, Retainers.
27. Befriend: Cha Skill = 12. NPC becomes friendly.
28. Track: Wis Skill = 15. For Hunting Down Man, Beast, or Monster
29. Survival: Int Skill = 12. Find Food, Water, Shelter. Make Fires.
30. Guile: Cha Skill = 12. Lie, Bluff, Con, Manipulate, Intrigue
31. Dance: Dex Skill = 10 for most Performances.
32. Lookout: Wis Skill = 14. Detect Hidden Enemies.
33. Spelunking: Dex Skill = 10. Climbing using Ropes and Pinions.
34. Tinker: Int Skill = 15. Make an Fix Machines,

Apparatus, Devices.

35. Circus Acts: Dex Skill = 12. Wire Walking, Trapeze, etc.
36. Gymnastics: Jump +1 Space. Get +1 to Jump Rolls. Also Pole Vault
37. Acrobatics: Dexterity +1. Get +1 to Jump Rolls. Hand Springs, Back-Flips, Tumbles
38. Scouting: Int Skill = 12. Foe Numbers and Dispositions.
39. Streetwise: Cha Skill = 13. Gain Information. Make Contacts.
40. Jump: Dex Skill = 13. Long Jump, High Jump, etc.
41. Mighty Deeds: Str Skill = 17. Bend Bars, Lift Gates.

Demi-human Special Abilities

1. Cheer: (Halflings) Cha Skill = 12. Remove Anger, Anxiety, Frustration in Companions.
2. Small: (Halfling) Def +1
3. Sword and Bow: (Elf) +1 Attack with Sword or Bow.
4. Worldly Lore: (Elf) Int Skill = 13. Know random useful Trivia from far away or long ago.
5. Legendary Toughness: (Dwarf) Hits +2 and Constitution +1
6. Underground Lore: (Dwarf) Int Skill = 14. Inhabitants, Geology, Structural Minutiae.

Spell Casting

A First level Mage may cast 5 Spells per Day. And 1 more for every level above. Mage Spells per day is Modified by the Intelligence Stat. If a Mage loses his Spell Book, his number of Spells per day is -4.

It would take 20 Gold and a Month of Research and writing to recreate. A First level Priest may cast 3 Spells per Day. And 1 more for every level above. Priest Spells per day is Modified by the Wisdom Stat.

Priests that anger their God get penalties to their Spells per Day. Rituals take 1D3 Hours to complete and require rare Spell Components. Spells of Level 5 and Above can be cast a max of once per day.

Scrolls

A Magic Scroll allows 1 extra spell written on it to be cast for free, whether the Mage knows the Spell or not. The Scroll is then used up. Note: Mages can cast spells they don't know if they read them from a Book. See the Spell Failure Rules if they Attempt this. Spells the Mage does not know can be transcribed to his spell book from Scrolls, Tomes, for this purpose.

Multi-classing

The Multiclassing option costs 2 SA Slots. It may be taken at level 1. You get the Saving Throw Bonuses of Both Classes and You can now pick SA from the Lists of Either Class. Humans can have a Max of 2 Classes. Elves can have a max of 3 Classes.

Multi-Class Characters gain 1D6 Hit Points per Level. Multi-Class Characters get only 2 Spells per Day and 1 more for every level above total, even if they are both Priest and Mage. A Priest/Mage gets to add both Intelligence and Wisdom bonuses to Spells per day.

Fate Tokens

Each player starts with 1 Fate Token. Humans start with 1 extra Token. They can be spent to re-roll a target roll or change a roll by + or - 1. The DM can reward more for good Role-playing. As Compensation for not having Saving Throw Bonuses, Humans always start every gaming Session with at least 1 Token.

Spell Failure Table

1D6	Effect:
1	Misfire: Spell does something Strange and unexpected.
2	Friendly Fire: Pick another random Target in the Vicinity.
3	Fizzle: Caster cannot use that Spell again for the rest of the Day.
4	Spellburn: Caster takes 1D4 Damage
5	Exhausted: Caster Knocked out for 2D6 Minutes
6	Corruption: Caster Mutated (Or God Angered if Priest)

Fumble Table

1D6	Effect:
1	Trip: Go Prone: -2 to all rolls until you get up.
2	Drop Weapon: Lands 1D6 Spaces away.
3	Weapon Stuck: Door, Tree, Ribcage.
4	Accidently Strike Nearest Friend.
5	Hurt Self: 1D4 Damage. Embarrassment.
6	Knock Self Unconscious: 2D6 Minutes.

Combat Surprise

If one side is completely unaware of the other, they can be Surprised. The side doing the Surprising is called the Ambushers. The Ambushers get one free turn of Attacks with no retaliation. The side being Ambushed has a chance to notice and negate the Surprise. They get to roll using the Lookout Skill. Subtract the Stealth Bonus of the enemy from the roll. If the opposing Monsters have the Ambush or Surprise Tag they have a Stealth Bonus of +4.

Initiative

Roll for Initiative. Roll High on D20 to see who goes first. Add Dex Bonuses. If there are lots of combatants roll for Groups instead of Individuals. To speed play,

Some Combat Modifiers

Dungeon Masters Guide

Fumbles And Spell Failure

There is no good way to incorporate these into Attack Rolls or Save Rolls. Every time a Character Attacks or Casts a spell the DM first rolls 1D20. On a roll of 1 the character Rolls on the Fumble or Spell Failure Table.

The DM of course does this at his discretion. A Character Afflicted with a Clumsy Curse will Fumble on a roll of 1-4. A Mage casting a spell he doesn't know, by reading from a Book, will invite Failure on a roll of 1-3 plus his targets get +2 Save and he uses up an extra Spell per Day.

just have 2 Groups, the PC's and the Monsters. On the players just have them go around the table clockwise.

Attacking And Defending

If the Attacker has a Higher Total Attack Bonus (AB) then the Defense Bonus (DB of the Defender then the Attacker has the Advantage. If the Defender's total is equal to or Higher than that of the Attacker, The Attacker is said to be at a Disadvantage. An Attacker with Advantage Rolls 1D20. An Attacker with Disadvantage Rolls 1D12.

A roll of 10 or higher is a Hit. A roll of 20 is a critical hit and does Double Damage. Monsters get Attack and Defense Bonuses per their Description.

Not negative (penalty) AB would be the same as a positive DB.

Modifier:	AB:	DB:	Notes:
Small Shield	0	+1	Buckler, Target
Main Gauche	0	+1	Or Cloak, Torch
Medium Shield	0	+2	Round
Large Shield	0	+3	Kite, Wall, -1 Move
Light Armor	0	+1	Leather, Padded, Ring, Hide
Medium Armor	0	+2	Chain, Splint, Scale, Half Plate
Heavy Armor	0	+3	Plate Mail. -1 Move, -2 Lookout
Surprise (Ambush)	+2	0	Hidden Attackers
Flanking Attack	+1	0	Attack from Side
Attack from Behind	+2	0	-
Dual Weapons	-2	0	Both Primary and Off-Hand
Short Range	+1	0	And Point Blank
Medium Range	0	0	-
Long Range	-2	0	-
Far Range	-5	0	-
Ranged Attack	-2	0	Bad Weather, Dim Light, Fog, Mist, Smoke
Ranged Attack	-3	0	Cover (Soft or Hard)
Higher Ground	+1	0	And Horseback
Attacker Blinded	-6	0	-
Defender Blinded	+2	0	-
Attacker Confused	-2	0	Or Weakness, Prone
Defender Confused	+2	0	Or Weakness, Prone
Attacker Swinging	-2	0	Swashbuckling, Fancy Maneuver
Giant Atking Small	-4	0	Dwarves and Halflings

Damage Table

Damage:	Type:
1D2	Unarmed, Grapple, Punch, Kick, Whip
1D3	Mailed Fist, Shield, Pommel, Improvised Weapon, Torch
1D4	Dagger, Knife, Club, Staff, Sling Stone
1D6	One Handed Weapon, Arrow, Bolt
1D8	Two Handed Weapon, Longbow, Heavy Crossbow
+2	From Horseback

Subdual

Characters may attack to Subdue instead of to Kill. If so the target is incapacitated (Knocked-out, restrained) instead of being killed when its Hit Points are reduced to Zero.

Auto-kill

If a target is Incapacitated (restrained, unconscious, paralyzed, asleep) it can be killed automatically.

Saving Throws

To Save Roll D20. Add Any Save Bonuses. Any modified roll of 15 or higher is a Save.

Save Modifiers

Dwarves get +4 vs Poison, Charm, Cold, Acid, Smells, Crushing Traps

Elves get +4 vs Disease, Paralyzation, Sleep, Age, Fairy Magic

Halflings get +4 vs Death, Madness, Missiles, Drain, Blade Traps

Fighters get +4 vs Fear, Petrification, Breath, Gaze, Blindness, Swallow

Priests get +4 vs Control, Curses, Confusion, Polymorph, Fire

Rogues get +4 vs Falls, Blasts, Illusions, Capture Traps

Mages get +4 vs Spells, Fire, Rods, Staves, Wands, Scrying

Monsters get +1 to Save vs Anything per 2 Hit Dice up to a max of +10

Using Skills

All Characters may attempt Skills and Loes (Disguise, Find Trap, etc.) Unless you actually own that Skill as a SA you get -5 to the Roll. The DM can add

more penalties or bonuses based on the difficulty of the action. An incredibly difficult action may get a further -5 penalty.

Skills Vs Saving Throws

Occasionally it may seem unclear whether a Skill or a Saving Throw is in order. In general, Skills involve premeditated actions, while Saving Throws are purely reactionary. For example: Jumping across an uncovered pit would be a Skill (Jump Skill) whereas falling down a covered pit would be a Saving Throw (Save vs Fall). Some Traps may require Multiple Saves, for Example: A Poison Dart Trap would first be a Save vs Blades. If that failed the Character would then need to Save vs Poison. More Examples: Climbing out of the Pit may require a Climbing Skill Check. Pulling oneself up after catching the edge of a pit might require either a Mighty Deeds or Climbing Skill Check. Instead of killing a Character off, the DM can put them in a difficult situation requiring additional Skill Checks.

Dm Preparation

Don't Overprep. Just go for a simple Dungeon Crawl. All you need is a Tavern/Inn, Smithy, Church, Trader, and a Dungeon. The Dungeon should have 10 Levels. Each Level has 20 +1D20 Rooms.

At the start of your campaign just flesh out the first level. The Big Bad. Decide who the Boss is residing on the Tenth Level. Is it a Sorcerer, Evil High Priest, Dragon, Demon. Just pick one.

The Tavern is a source of Rumors, Fresh Heroes, Retainers, and Side Quests. All manner of goods can be bought or sold at the Shops. At the Church Characters can be healed, cured, and Resurrected for a Price.

There is a 25% any resurrection will end in failure and the Character can never be brought back again (His Soul has been claimed by a higher Power).

Player Preparation

As seen in the Player Guide Above, it should only take a few minutes To make up a Character. For the game to have real impact and Drama, Characters will die. Traps and Monsters are Deadly. They can kill without Warning in Seconds. Stupidity is rarely forgiven. Check for Traps, Scout Ahead, Be Prepared, Use Sound Tactics, Have Retainers, Don't Charge Ahead, Retreat if need be, Have a wide selection of Spells, Listen for Rumors, Maps, and Clues, Avoid unnecessary Combats. Don't run out of Torches, Bring Rope, String, and 10 Foot Poles. Stock up on Holy Water, Potions, and Scrolls. Use Caltrops to deter Pursuit. Listen at Doors. Prepare Ambushes. Set Watches. Play like your Life depends upon it because it does. Losing a Character means starting over with a lower level one. You are Not out of the game but you may hurt the long term Progress of the Quest. Of course a truly Heroic Death is one that you can be rightfully be Proud of.

Experience And Leveling Up

Realistically, How many game sessions do you think you will get out of your Group? Two? Five? Twenty? As DM you should aim for players to reach Ninth or Tenth Level by that time so they can fight the Final Foe. Ideally You might aim for and get one Dungeon Level finished per session and have The players increase by one level at the end of each session. If you think the Players are only good for 2 Sessions you might want to make it just a 4 Level Dungeon. If they are good for 20+, then you might want to do 2 Campaigns.

Character Death

The Player will need a replacement Character right away. Have the player take over a NPC Traveling with the party. This could be a Hired Mercenary or a Freed Captive. Or have the player roll up a new Character real quick and make him one level lower than the rest of the Party (or the same level if he died a Heroic Death). He is found wandering the Dungeon alone, having lost the rest of his companions, or has just escaped Captivity by a Dungeon Denizen. In case of a Total Party Kill start over in the Tavern with New Characters. Many Strive for greatness but only a Lucky few Succeed. Separation: Sometimes a Character is not killed but rather is Separated from the Party. Do not Short-Change that player his Play time. Reunite them quickly or add enough Characters so that the players are Running 2 complete parties in Shifts.

Inspiration

Get in touch with your inner 14 year old. When designing things and just before play the DM should spend some time Looking at RPG art from the 1970's. Look at your old D&D books and Modules. Print Some. Make Mini-Posters for your Gaming Area.

Spend a few minutes reading random passages from Books off your shelf of Fantasy Novels: Tolkien, Conan, Elric, Amber, Xanth, Grendel, Redwall, etc. Music: Have some Tavern music and some Dungeon type Music for actual play. While Designing use the Sound-track from the Conan the Barbarian Movie.

You are a fan of the genre. Once you get in the Mood your enthusiasm will Be on high and that will in turn increase the Enthusiasm of your Players.

Combat Advice

The Player who says "I just want to kill some stuff". Is Combat getting you down? Too many Steps? Is it Overlong? Is there too much Bookkeeping? Too many Calculations? Remember, there is a lot more to D&D than just Combat. There is Loot and Magic Items and Exploring and Mapping.

There are NPC's to talk to, befriend, recruit, help, and steal from. There are Rumors to be discerned and Quests to be Received. There are Damsels in Distress and Captives to be Rescued.

There are Portals to be Closed and Evil Rituals to be Stopped. There is Logistics: Rations, Torches, Arrows, Spells, Wounds, Gold, and Equipment to be carried and kept track of. There are Tricks and Traps, and Riddles and Puzzles to be solved.

The easiest way to handle the Combat problem is to think about Combat as if it were a Puzzle or a Riddle. Often these have an easy Solution. If the Solution presents itself the Combat is ended immediately. Go ahead, put the Giant to Sleep. Charm that Black Knight. Turn that Dragon Into a Bunny Rabbit. Holy Word that Vampire. Immolate that Mummy. Petrify that Hydra. Just because it's big and bad doesn't mean you have To fight it for 20 Turns. The resourceful Heroes can kill, incapacitate, or Control a Foe on turn one. And the Dungeon will return the favor. A Poison Trap will kill your point man and a Water trap will kill the whole Party, unless you have a Poison Antidote Potion and a Water Breathing Spell.

That Medusa will turn you all to stone turn after turn unless you have a Stone to Flesh Spell. Take that Ice Elemental out with your Flaming Sword. Burn the Troll to Cinders. Shoot the Cyclops in the eye with an arrow. Combat is all about having the Right Tools. If you have the right Spell or Weapon or Tactic or Relic you win and you win quickly. Now you may worry That the Players are killing Monsters too quickly. The Solution. . . Add more Monsters, Bigger ones, Larger, Mixed Groups. What could be more Heroic Than that? Combat is just a mini-game within a larger Meta Game of Resource Management involving: Survival, Leveling Up, Gaining Powers and Allies, and Defeating The Final Foe (by learning his one Weakness. . . The Demon Sword).

Drama And Description

Describe the Foes. Make the players realize how really Horrible, or Fiendish, or Disgusting, or Frightening they truly are. What are they doing? Lying in Wait,

Dungeon Entrance

1D6	Entrance:
1	Under the Castle
2	Under the Temple
3	Under the Ruins

Creating A To Go Dungeon Map

One Level of a Dungeon. On a piece of paper make 20+ circles. These are Rooms. Next Draw Lines connecting them. These are Hallways. Some lines can connect to other Lines. Hallways can also be referred to as Tunnels or Corridors. For each room roll on both the Room Contents Table and the Room Type Table.

Room Type Table

Gambling, Snacking on Bones, Sleeping, Sharpening their Claws, Scratching an Itch. Describe the Setting. The Grim Décor, The Tattered Drapery, The Broken Statuary. The Ornately carved Dias, The Throne of Bones, The Skeletons chained to the Walls, The Iron wrought Gate, the Flickering Candles, The Smoking Braziers. Describe the Relics. The shimmering Blue liquid in the Triangular shaped Bottle, The Jewel Encrusted Battle Axe, The Black Dragon Hide Bound Book. Describe enemy Deaths in all their Spectacular Gory Glory. The Impalements, Eviscerations, Beheadings, Melting Faces, Brain Splattering, and Streams of Blood. However, Don't do Voices unless you are extremely confident and 200% committed.

Spell Selection

Some Characters may complain about the limited spell selection. Simply put, these are the spells that are readily available to them in their day and age. Others exist, but they are rare. they can be found in far away places or in the Spell Books found entombed in ancient Ruins. New Spells can also be invented, which can take years. Finding a new Spell can bring great Fame to the Mage who does so. Many Spell like effects are only available in the form of Potions, Relics, and Creature Abilities or through lengthy Rituals.

Make Every Move Count

Sure they made the saving throw, but How? Did they shake it off? Was it a Narrow escape? Did they find Cover? Duck or Dodge? Slide or Sidestep? Jump or Swing? Was it Force of Will? Or Superhuman Endurance? Sure the Attack didn't Hit, but maybe you drove them Back or Distracted them while the Mage readied a Spell. You Failed Skill Check: What are the Repercussions? Even if A Character does something minor the DM can describe the results at a Level of Detail the Players will find interesting.

1D6	Entrance:
4	In the Mine
5	In the Caves
6	Through the Portal

Room Contents Table

1D6	Contents:	Notes:
1-2	Enemy	Roll on the Enemy Type Table
3	Trap	Roll on Trap Table
4-6	Nothing	-

1D20	Type:	Notes:
1	Library	Books, Study, Mosaics, Wall Carvings, Ruins
2	Laboratory	Potions, Poisons, Magic Pools, Sulfuric Pits
3	Tomb	Grave, Catacombs, Coffins, Mounds, Ossuary
4	Bathroom	Robing Room, Trash, Waste, Magma Pits, Quick Stone
5	Storeroom	Tools, Supplies, Mushroom Caves, Barrier, Flowstone
6	Throne Room	Meeting Room, War Room, Large Cavern, Central Chamber
7	Sleeping Quarters	Bedrooms, Barracks, Harem, Lair, Burrows, Nest
8	Prison	Oubliette, Cage, Torture Chamber, Crevasse, Dark Stone
9	Labyrinth	Maze, Dead End, Lava Tubes, Canyon, Dry Cave
10	Treasure Room	Relic Room, Treasury, Reliquary, Crystal Caverns
11	Guard Chamber	Observation Post, Trap Room, Ambush Point, Border
12	Kitchen	Cooking Chambers, Butcher, Hearth, Hunting Grounds
13	Mines	Quarry, Shafts, Elevators, Ore, Rubble, Rich Veins
14	Shrine	Altar, Chapel, Ceremonial, Temple, Monoliths, Sacred Ground
15	Cistern	Water, Underground Lake, River, Sea, Hot Springs
16	Entranceway	Antechamber, Stairways, Portal, Gateway, Glow Stone
17	Armory	Training Room, Rift, Gorge, Abyss, Battlefield
18	Workshop	Pottery, Smithy, Artificer, Apparatus, Geodes
19	Trophy Room	Enemy Heads, Skulls, Armor, Vault, Ice Cave, Clear Stone
20	Dining Room	Mess Hall, Gallery, Columns, Wet Cave, Pumice

Doorways

Every Hallway connecting to a Room or another Hallway has a Doorway. Roll on the Doorway Table.

Note: Some Doors can only be opened (or revealed in the case of secret Doors) by special means: Pressing a Wall Stone or removing a Book from a Shelf or Interacting with a Magic Statue or Answering a Riddle.

Doorway Table

1D10	Type	Notes:
1	Regular Door	-
2	Archway	No Door
3	Trapped Door	-
4	Trapped Arch	-
5	Barred Door	-
6	Locked Door	-
7	Stuck Door	-
8	Metal Gate	Can be Lifted or Bars Bent
9	Secret Passage	Hidden from one side
10	Trapped Secret Passage	-

Note: In Natural Cave Systems Doors will be mostly absent.

Door Type Table

1D6	Type:
1-3	Wooden
4-5	Stone
6	Iron

Enemy Type Table

1D20	Type:	Sample:
1	Men	Bandits, Chaos Warriors, Cultists, Thieves, Other Adventurers
2	Humanoid	Kobolds, Goblins, Orcs, Bugbears, Gnolls, Grimlocks, Kuo-toa

1D20	Type:	Sample:
3	Giant	Ogres, Ettins, Cyclops, Trolls, Stone Giants, Minotaur
4	Dragon	Wyvern, Wyrms, Drake, Black Dragon, Serpent, Dragon Turtle
5	Monster	Hydra, Medusa, Basilisk, Abomination, Chimera, Manticore
6	Beast	Warg, Giant Lizard, Cave Bear, Lion, Crocodile, Purple Worm
7	Plant	Fungi, Treant, Strangle Weed, Mushroom Men, Creeping Kudzu
8	Slime	Green Slime, Grey Ooze, Gelatinous Cube, Black Pudding
9	Animated	Gargoyle, Golem, Dancing Sword, Construct, Hollow Armor
10	Shifter	Werewolf, Doppelganger, Shape-Change, Lycanthropes
11	Swarm	Insects, Rats, Bats, Snakes, Spiders, Stirges, Piranhas
12	Demon	Devil, Succubus, Imp, Pit Fiend, Hell Hounds, Warpspawn
13	Undead	Skeleton, Zombie, Vampire, Ghoul, Mummy, Lich, Coffin Corpse
14	Spirit	Ghost, Spirit, Shade, Wight, Wraith, Specter, Revenant
15	Fey	Pixie, Sprite, Dryad, Redcap, Fairy, Unicorn, Sylphs
16	Elemental	Earth, Air, Fire, Water, Ice, Metal, Magma, Snow, Plasma
17	Water	Shark, Barracuda, Giant Clam, Gar, Octopus, Bunyip
18	Cold	Frost Giant, Ice Toad, Yeti, Winter Wolf, Ice Devil
19	Fire	Salamander, Fire Giant, Fire Newt, Efreeti, Phoenix, Azer
20	Rare	Djinn, Aliens, Xorn, Umber Hulks, Lurker, Beholder, Mind Flayer

Note: An Enemy might easily fall under 2 or more categories. For instance: A Red Dragon would be under both Fire and Dragon. Or a Clockwork Beast Would be under Animated and Beast.

Monster Stats

Monster Stats will have to be altered to match the Character power levels of this system. Most Important Stats are Attack, Defense, Initiative, Damage, Movement, and Hit Dice (Each HD is 1D6 Hit Points).

Trap List

1D20	Type:	Notes:
1	Fall	Pit, Crevasse, Bottomless Pit
2	Crush	Collapsing Ceiling, Wall, Boulder
3	Wits	Puzzles, Riddles, Lore, Music
4	Removal	Rust, Shatter, Disenchant
5	Energy	Lightning, Disintegration
6	Fire	Lava, Fire Pit, Immolation
7	Blast	Bomb, Explosive Runes
8	Cold	Freezing Trap
9	Acid	Corrosive Mist, Acid Spray
10	Water	Submerging Room
11	Separation	Chute, Slide, Lowering Wall, Teleport
12	Delay	Barrier, Blocked Tunnel
13	Air	Howling Wind, Suffocation
14	Blade	Spear, Scythe, Spikes
15	Poison	Toxic Fumes, Poison Darts, Poison Gas
16	Mental	Fear, Madness, Confusion
17	Disease	Spores, Nausea, Sickness, Weakness
18	Curse	Doom, Polymorph, Petrification
19	Illusion	Endless Stairwell, Fantastical Delights
20	Capture	Nets, Cage, Snare, Alarm

Treasure

Fighting Monsters with no Treasure is often a waste of time. Dragons have their Hoards. Men and Humanoids are greedy and will carry as much as possible. Monsters, Slimes and Beasts will have random Things

scattered in their lair among the bones of their victims. Birds Like Shiny Things. Animated Monsters may be composed of precious Stones and metals. The pelts of Beasts can be sold. The Blood, Bones, and Organs of many Monsters can be sold to Magic Shops for their value as Spell Components. Dragon Meat is a

Delicacy in many places. The Undead often still carry their Relics or may have their old possessions nearby. Tombs haunted by spirits may be filled with Treasure. Demons and Devils frequently adorn themselves with Jewelry and arm themselves with Magic Weapons. Defeated Djinn can be used to wish for Wealth.

Friendly NPC's may give players gold or Relics to help them on their Quest. Players want Loot. Give it to them if they earn it. They especially want Magic Items. The party should be able to acquire 1D4 or more relics per Session. If you need some ideas for a Relic, roll on the Relic Table.

Relics Table

1D12	Magic Item:
1	Sword
2	Other Weapon, Arrows, Quiver, Bow, Hammer
3	Armor, Shield, Helmet, Bracers, Gauntlets, Armbrands
4	Potion, Elixir, Oil, Candle, Dust, Glue, Solvent, Antidote
5	Scroll, Book, Map, Manual, Tome, Deck, Glasses, Goggles
6	Ring, Jewelry, Amulet, Necklace, Talisman, Brooch, Bead
7	Wand, Staff, Rod, Circlet, Headband, Medallion, Scarab, Torc
8	Hat, Boots, Cloak, Robe, Belt, Gloves, Clothes, Wings, Rope
9	Orb, Sphere, Gem, Globe, Eye, Rune, Stone, Pearl, Cube, Ball
10	Carving, Fetish, Doll, Key, Pole, Pot, Cup, Jug, Bottle, Figurine
11	Horn, Lute, Flute, Drum, Chime, Pipes, Harp, Apparatus, Box
12	Lantern, Shovel, Mirror, Broom, Fan, Brazier, Bag, Carpet, Tool

Random First Level Relics Table

1D20	Relic:
1	Potion of Healing
2	Scroll: 1 Mage Spell
3	Long Sword +1
4	Dagger +1
5	Medium Shield +1
6	Leather Armor +1
7	Ring of Protection +1
8	Mace +2 vs Undead, Demons, Spirits
9	2D6 Arrows +1
10	Vial of Holy Water (1 Use) 3D6 Dam vs Undead, Demons
11	Wand of Light (As Light Spell. Use 3 times Day)
12	Elven Boots (Move +1)
13	Short Sword +1
14	Staff +1
15	Dwarven Axe +2 Damage
16	Halfling Pipeweed (1 Use) Negate Combat
17	Rogue's Cloak (once per Day) As Invisibility Spell
18	Skeleton Key (1 Use) Open 1 Locked Door
19	Book: 1 Mage Spell
20	Amulet: Get 1 extra Spell per Day

Gods And Deities

Need an Ounce of Worldbuilding? Need a Generic Pantheon? Here it is. 20 Gods to Go. Let the Charac-

ters pick which God or Gods They Worship.

List Of Gods

Title: Name:	Notes:
Creator God: Abraxis	Father God, Conjuraction, Law, Matter
Priest SA:	Animate Spell, Summon Elemental Spell
Sky God: Airius	Freedom, Air, Winds, Birds, Good
Priest SA:	Feather Fall Spell, Fly Spell, Swift, Can use Bows, Slings
Sea God: Nepton	Water, Sea Life, The Abyss, Fishing
Priest SA:	Water Breathing Spell, Can use Dagger, Trident
Moon Goddess: Lunora	Women, Tides, Lycanthropes, Change
Priest SA:	Polymorph Spell, Can use Dagger, Sickle
Fire God: Surtaz	Devils, Evil, Destruction, Energy
Priest SA:	Fire Spell, Diabolism Spell Can use any Weapon
Storm God: Shibboth	Thunder, Lightning, Storms, Chaos
Priest SA:	Air Spell, Thunder Spell, Can use Lightning Spell at Level 3
Mountain God: Durin	Earth, Dwarves, Gold, Mining, Law, Blacksmiths
Priest SA:	Shield Spell, Earth Spell, Artificer, Tough
War God: Crom	Battle, Fighters, Victory, Humanoids
Priest SA:	Strength Spell, Can use any Arms or Armor
Sun God: Solaris	Light, Good, Elves, Dreams, Fey
Priest SA:	Light Spell, Can use Spear, Swords, Bows
Life Goddess: Gaiyame	Nature, Life, Beasts, Plants, Healing, Hunting
Priest SA:	Familiar, Change Size Spell, Can use Spear, Bows
Death God: Hadross	Undead, Disease, Spirits, Evil, Underworld
Priest SA:	Necromancy Spell, Death Ray Spell, Can use Dagger, Scythe
Dragon God: Tiamat	Dragons, Stars, Greed, Pride, Anger
Priest SA:	Arcane Power, Disintegration Spell, Can use any Melee Weapon
Fate Goddess: Fortuna	Destiny, Prophesy, Law, Time, Fate
Priest SA:	Scry Spell, Blind Fighting, Gambit
Trickster God: Ulik	Rogues, Illusions, Chaos, Tricks, Luck
Priest SA:	Illusion Spell, Haste Spell, Can use Rogue Weapons
Love God: Erodite	Romance, Courtship, Sex, Seduction
Priest SA:	Charm Person Spell, Get +2 to Seduction, Can use Dagger
Mother Goddess: Freyla	Birth, Seasons, Harvest, Rain, Good, Fertility
Priest SA:	Counter Spell, Sleep Spell, Can use Dagger, Scythe
Magic God: Xoth	Mages, Spells, Knowledge, Lore, Law
Priest SA:	Identify Spell, Detect Magic Spell, Can use Dagger
Mad God: Slaug	Monsters, Chaos, Fear, Demons, Corruption, Mutation
Priest SA:	Diabolism Spell, Curse Spell, Can use Dagger
Order God: Doros	Law, Men, Civilization, Music, Math
Priest SA:	Wards Spell, Comprehend Spell, Can use Sword
Dark God: Frigor	Darkness, Shadow, Cold, Evil, Space
Priest SA:	Cold Spell, Teleport Spell, Invisibility Spell, Can use Dagger

Sample Npc's

— Gandomon the Wizard.

- Level 10 Good Human Mage/Fighter.
- Hit Points = 40 Str = 15 Int = 18 Wis = 14 Dex = 10 Con = 11 Cha = 17
- SA = Dual Wield, Light Spell, Sword Proficiency, Identify, Comprehend, Music, History, Scry, Ride, Carousing, Tough, etc.
- Relics: Magic Sword, Staff, Hat, Robes, Rings, Wands, Bag of Tricks.
- Notes: Hangs out in the Tavern a lot. Will befriend the PC's. Source of Rumors, Advice, Encourage-

ment. Knows about the Big Bad at the bottom of the Dungeon.

— Maxwell the Smith.

- Level 4 Good Human Fighter.
 - Hit Points = 30 Str = 17 Int = 14 Wis = 13 Dex = 12 Con = 13 Cha = 9
 - SA = Muscularity, Blacksmith, Toughness, etc.
 - Relics: Magic Hammer, Scale Mail
 - Notes: Proprietor of the local Smithy. Can Forge Weapons and Armor to Order. Buys and Sells. Knows the occasional Rumor.
- Trader Tom.
- Level 3 Neutral Human Rogue.

- Hit Points = 13 Str = 10 Int = 15 Wis = 14 Dex = 13 Con = 9 Cha = 13
- SA = Hagglng, Appraisal, Guile, Etc.
- Relics: Various and all for sale. Behind the Counter.
- Notes: Owns the local Provisioners Shop. Will buy and Sell Anything including Information.

— High Priestess Shalame.

- Level 8 Lawful Human Female Priest
- Hit Points = 27 Str = 10 Int = 15 Wis = 18 Dex = 10 Con = 12 Cha = 16
- SA = Heal, Cure Disease, Cure Blindness, Cure Madness, Preacher, etc.
- Relics: Magic Bracers, Amulet, Staff, Mace, Girdle, sandals, Rings
- Notes: Leader of the local Church of our Lady Fortuna. Will cast spells at a steep Price. Not very friendly and will not discuss Rumors.

— Gustov the Innkeeper.

- Level 2 Lawful Human Rogue.
- Hit Points = 10 Str = 9 Int = 13 Wis = 8 Dex = 13 Con = 12 Cha = 15
- SA = Streetwise, Swindler, Cooking, Carousing, Appraisal, etc.
- Relics: Magic Ring.
- Notes: Owner of the Tavern/Inn. Jolly, Portly Fellow. Comic Relief. Most Rumors he knows are wildly untrue.

— Bargos the Brave

- Level 1 Neutral Dwarf Fighter
- Hit Points = 12 Str = 16 Int = 11 Wis = 7 Dex = 8 Con = 17 Cha = 9
- SA = Legendary Toughness, Underground Lore, Shield Bash, Brawl, Sweep
- Relics = Nothing Magic. Hammer instead of Sword.
- Notes: Mercenary. Available as Henchman. 10 Gold per Day. Boisterous, Braggart. Prone to Changing his Mind.

— Vash the Blade

- Level 3 Chaotic Human Fighter
- Hit Points = 25 Str = 16 Int = 9 Wis = 7 Dex = 12 Con = 13 Cha = 10
- SA = Toughness, Leadership, Warrior, Prowess, Intimidation, Taunt, etc.
- Relics: Magic Sword and Shield
- Notes: Leader of a Rival Adventuring Band. They make Forays into the Dungeon to find Treasure. In the Tavern they are Friendly. In the Dungeon less so. They will demand right of way, and claim any loot lying around. If the PC's are weak, they may threaten or even attack.

— Liandra

- Level 7 Good Human Female Priest
- Hit Points = 23 Str = 9 Int = 12 Wis = 16 Dex = 10 Con = 11 Cha = 17
- SA = Music, Turn Undead, Heal, Detect Evil, Divination, Holy word, etc.
- Relics: Magic Staff, Light Armor, Necklace, Rings, Cloak

- Notes: Disciple of Erodite. Spends much of her time in the lower levels of the Dungeon, Wandring about the Catacombs, the Labyrinths, and the Shores of the Underground Sea. She sings woe-ful dirges to her Lost Love, a high Level Fighter named Merrick, who is now either a captive or a Minion of the Final Foe.

— Arat the Assassin

- Level 6 Evil Human Rogue.
- Hit Points = 20 Str = 13 Int = 12 Wis = 10 Dex = 15 Con = 11 Cha = 7
- SA = Cutthroat, Sneak, Disguise, Poison Lore, Climb, etc.
- Relics: Magic Dagger, Cloak, Boots, Belt
- Notes: Servants of the Final Foe lurk above ground as well as below. Arat will kill a PC in his sleep if possible and leave a note warning them to stop entering the Dungeon or meet the same Fate.

— Nine Fingered Nick

- Level 2 Chaotic Human Rogue.
- Hit Points = 9 Str = 10 Int = 9 Wis = 6 Dex = 14 Con = 12 Cha = 9
- SA = Pick Pockets, Sneak, Climb, Swift, Carousing, etc.
- Relics: None. He sold them.
- Notes: Adventurers are magnets for thieves and con-men hoping to make a Quick Score. Nick is one such example. Most likely he will attempt to grab and run.

— Haymish the Vampire Slayer

- Level 8 Lawful Human Mage/Priest.
- Hit Points = 33 Str = 13 Int = 16 Wis = 17 Dex = 9 Con = 10 Cha = 13
- SA = Heal, Light, Turn Undead, Teleport, Disintegrate, CoP, Smite,
- Holy Word, Resurrection, Holy Avenger, Fireball, etc.
- Relics: Magic Heavy Armor, Rod, Shield, Cube, Potions
- Notes: Wanders the Dungeon, thinning out the Hordes of Undead and helping Adventurers in need. If the PC's are in big trouble, he may show up to help for 1 combat or 1 situation. He will help them back to the surface. He does not ask for pay, only that those he aids pray with him to his god Doros.

— King Erick

- Level 10 Lawful Human Fighter.
- Hit Points = 60 Str = 17 Int = 16 Wis = 15 Dex = 10 Con = 12 Cha = 17
- SA = Leadership, Etiquette, Honor, Guile, History, Champion, etc.
- Relics: Magic Sword, Arms and Armor, Rings
- Notes: Lord of the Castle. Regent of West March. Concerned about the Dungeon near/under his Castle. At higher levels will give Players Quests with good Rewards.

Wandering Monster Tables

If the players are lingering too long or wasting too much time, these guys show up. Higher and Lower level creatures may also appear. Stationary type monsters and Boss type Monsters are not included because they don't usually wander. Note: This is how the Dungeon gets restocked with Monsters and Treasure. New Inhabitants are constantly moving in. Wandering Monsters will have reduced amounts of Treasure compared to their brethren in proper Lairs.

HD Hit Dice, AB = Attack Bonus, DB = Defense Bonus.
Dam = Damage

Note: DB includes Armor and Shields factored in. Immune to Normal Weapons: Requires Magic Weapons to Hit. Spirits, Elementals, and Lycanthropes all have Immunity to Normal Weapons. Multiple Attacks: Dragons for instance will have Breath Attacks, Claws, Bite, Wing Flaps and Tail Slaps. A Hydra will have 2D6 Fire-breathing Heads.

Slimes, Animated Foes, Undead, and Spirits are Immune to Sleep and Charm Spells

First Level Wandering Monster Table

1D20	Creature:
1	Plague Rats. Swarm (Disease) HD = 1 DB = 4 Dam = 1D3
2	Large Spider (Webs, Poison) HD = 1 AB = 1 DB = 1 Dam = 1D3
3	Skeletons. Undead (Immune to Piercing Weapons) HD = 1 DB = 2 Dam = 1D6
4	Kobolds (Ambushers) A few Coins. Nets and Spears. HD = 1 DB = 2 Dam = 1D4
5	Green Slime (Acid) No Treasure. 1D4 turns to scrape off. HD = 1 Dam = 1
6	Imps. Demons (Taunting, Rock Throwing, Flying) HD = 1 AB = 1 Dam = 1D2
7	Goblins (Shaman has Spells) Potions, Swords & Bows. HD = 1 DB = 2 Dam = 1D6
8	Carrion Crawler (Paralyzation) Treasure in Gut. HD = 2 AB = 1 Dam = 1D3
9	Will-o-Wisp. Spirit (Mislead, Lure) HD = 1 DB = 5 Move = 8 Dam = 0
10	Thief. Adventurer (Steal, Backstab) Coins, Magic Dagger HD = 1 DB = 1 Dam = 1D4
11	Cultists. Men (Priests/Mages) Relics HD = 1 AB = 1 DB = 1 Dam = 1D6
12	Giant Toad (Sticky Tongue, Swallow) Treasure in Gut. HD = 2 AB = 1 Dam = 1D2
13	Bombardier Beetles. Swarm (Flying) HD = 1 AB = 2 DB = 2 Dam = 1D4
14	Beastmen (Charge, Shaman has Spells) HD = 1 AB = 2 DB = 1 Dam = 1D6
15	Red Caps. Fey (Ambush) Daggers. HD = 1 AB = 2 Dam = 1D4
16	Brownie. Fey (Polymorph Spell) HD = 1 DB = 2 Dam = 1D2
17	Rat-Men (Ambushers) Assorted Weapons. HD = 1 AB = 1 DB = 2 Dam = 1D4

Second Level Wandering Monster Table

1D20	Creature:
1	Orcs (Shaman has Spells) Crossbows. HD = 2 AB = 1 DB = 3 Dam = 1D6
2	Manes. Demons (Fire) HD = 2 AB = 3 Dam = 1D6
3	Zombies. Undead (Regeneration) HD = 2 Dam = 1D6
4	Giant Skunk (Smell) HD = 2 Dam = 1D6
5	Mole-Men (Ambush, Darkness) Ankle Biters. HD = 2 AB = 1 Dam = 1D4
6	Rot Grubs (Disease) 1D6 Damage to Remove. They do 1 Damage per Hour.
7	Shadow. Spirit (Darkness, Weakness) HD = 2 AB = 2 DB = 2 Dam = 1D6
8	Troglodytes (Ambush) Nets, Stone Axes, Spears. HD = 2 AB = 2 DB = 2 Dam = 1D6
9	Hobgoblins (Tactics) Arms & Armor, Coins. HD = 2 AB = 2 DB = 3 Dam = 1D6
10	Fire Sprites. Fey (Fire) HD = 1 AB = 3 DB = 4 Dam = 1D4
11	Pixies. Fey. Swarm (Confusion, Flying) Fairy Dust. HD = 1 AB = 2 DB = 4 Dam = 1D2
12	Giant Snail (Fast, Swallow) Treasure in Gut. HD = 3 AB = 2 DB = 2 Dam = 1D4
13	Intellect Devourer (Confusion) HD = 2 AB = 2 DB = 3 Dam = 1D3
14	Crab-Men (Armored) HD = 2 AB = 1 DB = 4 Dam = 1D6
15	Ant Men (Dual Wielders) Swords and Bucklers. HD = 2 AB = 2 DB = 2 Dam = 1D6
16	Huge Scorpion (Poison) HD = 1 AB = 4 DB = 2 Dam = 1D3

1D20 Creature:

- 17 Bandits. Men (Ambushers) Crossbows. HD = 2 AB = 2 DB = 2 Dam = 1D6
- 18 Phantom. Spirit (Curse Spell) HD = 2 AB = 2 DB = 2 Dam = 1D6
- 19 Dancing Sword (Small Hard Target) HD = 1 AB = 3 DB = 5 DM = 1D6

Third Level Wandering Monster Table**1D20 Creature:**

- 1 Gnolls (Cold Resistance) Long Bows, Axes. HD = 3 AB = 3 DB = 3 Dam = 1D8
- 2 Ghouls. Undead (Paralyzation). HD = 3 AB = 3 DB = 1 Dam = 1D8
- 3 Ogre (Tough) Maul, Coins, Trophies. HD = 4 AB = 3 DB = 3 Dam = 2D6
- 4 Gelatinous Cube (Swallow) Treasure suspended inside. HD = 3 Move = 4 Dam = 1D6
- 5 Lizard Men (Shaman has Spells) Spears, Shields. HD = 3 AB = 2 DB = 3 Dam = 1D6
- 6 Piercer (Surprise, Impale) HD = 2 AB = 4 Dam = 1D8
- 7 Stirges. Swarm (Flying Blood Suckers) HD = 2 AB = 3 DB = 4 Dam = 1D6
- 8 Gas Spores (Floating, Poison Gas) HD = 1
- 9 Ghost. Spirit (Age, Fear) Rattling Chains. HD = 3 AB = 3 DB = 3 Dam = 1D8
- 10 Bug Bears (Ambush) Coins, Weapons. HD = 3 AB = 4 DB = 3 Dam = 1D10
- 11 Sprites. Fey (Charm, Sleep, Fly) Poison Arrows. HD = 1 AB = 2 DB = 3 Dam = 1D2
- 12 Duergar. Evil Dwarves (Tactics) Arms, Armor. HD = 2 AB = 3 DB = 3 Dam = 1D6
- 13 Cave Bear (Beast) HD = 4 AB = 3 DB = 3 Dam = 2D6
- 14 Blink Dogs (Teleport) HD = 1 AB = 4 DB = 5 Dam = 1D2
- 15 Giant Crab (Armor) HD = 3 AB = 3 DB = 6 Dam = 1D10
- 16 Lemures. Demon (Regeneration) HD = 2 AB = 1 DB = 1 Dam = 1D3
- 17 Harpy (Charm, Lure) Jewelry HD = 3 AB = 4 DB = 3 Dam = 1D8
- 18 Jub Jub Bird (Charge) HD = 4 AB = 1 DB = 2 Dam = 1D10
- 19 Chaos Warriors (Mutations) Heavy Arms and Armor HD = 3 AB = 3 DB = 5 Dam = 1D8

Fourth Level Wandering Monster Table**1D20 Creature:**

- 1 Rust Monster (Destroy Metal Items) HD = 3 AB = 4 DB = 3 Dam = 1D4
- 2 Lurker Above (Surprise) HD = 4 AB = 5 DB = 3 Dam = 1D10
- 3 Hell Hounds. Demons (Fire Breath) HD = 4 AB = 4 DB = 4 Move = 10 Dam = 1D8
- 4 Grey Ooze (Acid) HD = 4 AB = 4 DB = 4 Dam = 1D10
- 5 Hill Giant (Big) Coins, Trinkets. HD = 5 AB = 4 DB = 4 Dam = 2D8
- 6 Gargoyle. Animated (Flying, Rock) HD = 4 AB = 4 DB = 7 Dam = 1D10
- 7 Ogre Magi (Mage) Pole-Arm, Coins, Scrolls. HD = 4 AB = 3 DB = 3 Dam = 2D6
- 8 Specter. Spirit (Cold) HD = 4 AB = 3 DB = 4 Dam = 1D10
- 9 Owlbear (Big) On the Hunt. HD = 5 AB = 4 DB = 4 Dam = 2D8
- 10 Giant Snake (Constriction, Poison) HD = 4 AB = 4 DB = 4 Dam = 1D10
- 11 Bandersnatch (Fast) HD = 4 AB = 5 DB = 4 Dam = 1D10
- 12 Derro. Insane Dwarves (Mages) Relics. HD = 2 AB = 3 DB = 3 Dam = 1D6
- 13 Banshee. Spirit (Fear) HD = 4 AB = 4 DB = 4 Dam = 1D4
- 14 Air Elemental (Air, Knockback) HD = 4 AB = 5 DB = 6 Dam = 1D10
- 15 Barbed Devils (Fire) Weapons, Jewelry HD = 4 AB = 5 DB = 4 Dam = 1D10
- 16 Ghosts. Undead (Paralyzation) HD = 4 AB = 4 DB = 4 Dam = 1D10
- 17 Wererats (Immune to Weapons) HD = 3 AB = 4 DB = 4 Dam = 1D6
- 18 Living Statues (Ambushers) HD = 4 AB = 3 DB = 6 Dam = 1D10

Fifth Level Wandering Monster Table

1D20	Creature:
1	Doppelganger (Disguise, Surprise) HD = 4 AB = 6 DB = 4 Dam = 1D8
2	Minotaur (High Initiative) Jewelry, Big Axe HD = 5 AB = 5 DB = 5 Dam = 2D6
3	Slithering Tracker (Surprise) HD = 4 AB = 6 DB = 5 Dam = 1D10
4	Wyvern. Dragon (Poison Stinger. Flying) HD = 5 AB = 5 DB = 5 Dam = 1D10
5	Displacer Beast (High Defense) HD = 4 AB = 4 DB = 7 Dam = 1D10
6	Stone Giants (Throw Boulders) Coins, Trinkets HD = 6 AB = 4 DB = 6 Dam = 3D6
7	Horned Devil (Fire, Flying) Jewelry, Weapons HD = 5 AB = 5 DB = 5 Dam = 2D6
8	Trolls (Regenerate). Possibly Some Treasure HD = 5 AB = 4 DB = 5 Dam = 2D6
9	Wight. Spirit (Paralyzation) HD = 3 AB = 5 DB = 5 Dam = 2D6
10	Cockatrice (Gaze, Petrification) HD = 1 DB = 3 Dam = 1D2
11	Land Shark (Heavily Armored) HD = 6 AB = 5 DB = 9 Dam = 2D6
12	Drow (Mages, Priests) Arms, Armor, Relics. HD = 2 AB = 2 DB = 2 Dam = 1D6
13	Fire Elemental (Fire) HD = 4 AB = 7 DB = 4 Dam = 2D6
14	Water Elemental (Water) HD = 5 AB = 5 DB = 6 Dam = 2D6
15	Anhkeg (Acid, Burrowing) HD = 5 AB = DB = 5 Dam = 2D6
16	Warp Spawn. Demon (Mutations) HD = 5 AB = 5 DB = 5 Dam = 1D10
17	Giant Subterranean Lizard (Walk on Walls) HD = 6 AB = 5 DB = 5 Dam = 2D6
18	Griffon (Flying) HD = 5 AB = 6 DB = 4 Dam = 2D6
19	Phoenix (Flying, Fire, Regeneration) HD = 4 AB = 5 DB = 4 Dam = 2D6

Sixth Level Wandering Monster Table

1D12	Creature:
1	Basilisk (Gaze, Petrification) HD = 3 AB = 2 DB = 3 Dam = 1D6
2	Cyclops (Big) Coins, Trinkets HD = 7 AB = 3 DB = 6 Dam = 3D6
3	Wraith. Spirit (Death) HD = 6 AB = 5 DB = 6 Dam = 2D8
4	Mummy. Undead (Paralyzation, Priest) Jewelry HD = 5 AB = 6 DB = 6 Dam = 2D8
5	Werewolf (Immune to Weapons) HD = 6 AB = 6 DB = 7 Dam = 2D8
6	Bone Devil (Poison) HD = 6 AB = 7 DB = 6 Dam = 2D8
7	Xorn (Phasing) Filled with Gems HD = 5 AB = 5 DB = 7 Dam = 2D8
8	Chimera (Fire, Poison Bite, Flying) HD = 6 AB = 6 DB = 5 Multiple Attacks
9	White Dragon (Cold, Flying) HD = 6 AB = 6 DB = 6 Multiple Attacks
10	Black Pudding (Acid) HD = 6 AB = 4 DB = 6 Dam = 2D8
11	Hook Horror (Surprise) HD = 6 AB = 8 DB = 6 Dam = 2D8
12	Earth Elemental (Rock) HD = 7 AB = 8 DB = 8 Dam = 2D8

Seventh Level Wandering Monster Table

1D20	Creature:
1	Umber Hulk (Burrowing, Confusion) HD = 7 AB = 7 DB = 7 Dam = 3D6
2	Ice Devil (Cold) HD = 7 AB = 7 DB = 7 Dam = 3D6
3	Medusa (Gaze, Petrification, Archer) Jewelry HD = 5 AB = 7 DB = 7 Dam = 1D8
4	Fire Giant (Fire, Archer) Coins, Weapons HD = 7 AB = 7 DB = 7 Dam = 2D10
5	Invisible Stalker (Invisible) HD = 5 AB = 9 DB = 9 Dam = 3D6
6	Green Dragon (Poison Breath, Flying) HD = 7 AB = 7 DB = 7 Multiple Attacks
7	Vampire. Undead (Charm, Gaseous Form) HD = 7 AB = 6 DB = 7 Dam = 3D6
8	Naga (Mage, Poison) Jewelry, Weapons HD = 5 AB = 5 DB = 7 Dam = 2D6

1D20	Creature:
9	Manticore (Flying, Poison Tail Spikes) HD = 8 AB = 7 DB = 6 Dam = 3D6
10	Clay Golem (Regenerating) HD = 6 AB = 7 DB = 6 Dam = 2D8
11	Lamia (Drain, Mage) HD = 7 AB = 7 DB = 6 Dam = 2D6
12	Nightmare. Spirit (Fear, Fast) HD = 7 AB = 7 DB = 7 Dam = 3D6
13	Salamander (Fire) HD = 7 AB = 7 DB = 7 Dam = 3D6
14	Jabberwocky (Claws that Catch, Flying) HD = 7 AB = 7 DB = 7 Dam = 3D6
15	Revenant. Undead (Tracker, Regenerating) HD = 7 AB = 7 DB = 7 Dam = 3D6
16	Thunderbird (Flying, Thunder Spell) HD = 7 AB = 7 DB = 7 Dam = 3D6

Eighth Level Wandering Monster Table

1D10	Creature:
1	Frost Giant (Cold) Coins, Trinkets, HD = 9 AB = 8 DB = 8 Dam = 3D8
2	Stone Golem. Animated (High Defense, Tough) HD = 8 AB = 7 DB = 10 Dam = 2D10
3	Mind Flayer (Mage, Paralyze) Relics, Jewelry HD = 7 AB = 8 DB = 7 Dam = 1D10
4	Black Dragon (Acid Breath, Flying) HD = 8 AB = 8 DB = 8 Multiple Attacks
5	Purple Worm (Swallow, Burrow) Treasure in Gut HD = 9 AB = 8 DB = 8 Dam = 2D10
6	Night Hag (Mage) Magic Items HD = 7 AB = 8 DB = 8 Dam = 1D10
7	Djinn (Mage, Air, Flying) Jewelry, Relics HD = 7 AB = 8 DB = 9 Dam = 2D8
8	Efreetti (Mage, Fire, Flying) Jewelry, Relics HD = 8 AB = 8 DB = 8 Dam = 2D10
9	Vrock. Demon (Magic Resistance, Flying) Weapons HD = 8 AB = 8 DB = 8 Dam = 2D10
10	Gorgon (Gaze, Petrification, Armored) HD = 8 AB = 8 DB = 8 Dam = 2D8

Ninth Level Wandering Monster Table

1D10	Creature:
1	Beholder (Eye Beams) HD = 8 AB = 10 DB = 9 Dam = 1D6
2	Cloud Giant (Mage, Fog) HD = 10 AB = 9 DB = 9 Dam = 3D8
3	Blue Dragon (Lightning Breath, Flying) HD = 9 AB = 9 DB = 9 Multiple Attacks
4	Iron Golem. Animated (Armored, Tough) HD = 9 AB = 9 DB = 11 Dam = 3D8
5	Abomination. Demon (Mutations) HD = 9 AB = 9 DB = 10 Multiple Attacks
6	Horror. Spirit (Fear) HD = 8 AB = 10 DB = 9 Dam = 3D8
7	Lich. Undead (Mage) Magic Items HD = 9 AB = 9 DB = 9 Dam = 1D10
8	Remorhaz. Beast (Swallow) HD = 9 AB = 9 DB = 9 Dam = 3D8
9	Sphinx (Riddle) HD = 9 AB = 9 DB = 9 Dam = 3D8
10	Earth Giant. Elemental (Rock, Throw Boulders) HD = 9 AB = 7 DB = 11 Dam = 3D8

Tenth Level Wandering Monster Table

1D8	Creature:
1	Colossus (Armored, Tough) HD = 15 AB = 10 DB = 12 Dam = 4D10
2	Hydra (Regenerating) HD = 10 AB = 11 DB = 10 Multiple Attacks
3	Pit Fiend (Fire, Flying) HD = 13 AB = 10 DB = 10 Dam = 3D10
4	Titan (Mage) Large Jewelry HD = 14 AB = 9 DB = 10 Dam = 4D10
5	Storm Giant (Lightning) HD = 12 AB = 10 DB = 9 Dam = 3D10
6	Red Dragon (Fire, Flying) HD = 10 AB = 10 DB = 10 Multiple Attacks
7	Draco-Lich (Mage, Flying) HD = 11 AB = 10 DB = 10 Multiple Attacks

1D8 Creature:

8 Behemoth (Swallow) HD = 14 AB = 9 DB = 11 Dam = 3D10

Sub-quests

Players should have a Max of 1 Sub-Quest going at a time.

Sample Sub-quests

- 1 Find Poisonous Stinger of a giant Insect. Alchemist will pay 200 Gold.
- 2 Find Giant's Skull and 2 other monster Skulls. Tavern-Keeper will pay 400 Gold.
- 3 Recover Stolen Jewelry and Gems. Noblewoman will Exchange for Magic Arms & Armor.

- 4 Find Magical Books. Wizard will pay up to 500 Gold per Book.
- 5 Bounty on Humanoids. The King will reward 20 Gold per Head.
- 6 Bounty on Werewolf. The Townsfolk will reward Three Relics and 500 Gold.
- 7 Bounty on Vampire. The Nobles will Reward 2000 Gold for remains a Mage can Verify.
- 8 Find Lost Princess. Royal Reward of 3000 Gold.
- 9 Lost Magic Broom. Local Witch will owe a Favor.
- 10 Find Magic Mirror. Queen will pay 5000 Gold.

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Durable Goods

Introduction

Economics Game. Players buy raw materials, manufacture products, and then sell them.

Raw Materials Deck

The decks consist of 80 cards or chits The deck contains 20 each of the following raw materials: Wood Plastic Metal Fabric

Manufactured Goods Deck

Also called Durable Goods. Use chits or cards to represent the following manufactured goods: -Houses -Furniture -Cars -Appliances -Clothing

Objective

Be the first player to accumulate \$500.

Turn Sequence

1. Raw Materials Phase
2. Production Phase
3. Selling Phase

Durable Good	Metal	Wood	Plastic	Fabric
House	1	2	0	0
Furniture	0	2	0	1
Car	2	0	1	0

A player may manufacture as many durable goods as he has material available. A player may make only one type of durable good per turn. Use chits or cards to represent durable goods.

Selling Phase

The Maximum Market value of the first unit of a good sold is \$50 If only one player is selling he automatically gets the maximum value If more than one player is selling they must bid to sell at a lower price.

Setup

Each player starts with \$50 and no raw materials or products.

Raw Materials Phase

Scarce raw materials become available. Draw 12 Raw material cards and place them in 4 piles according to the four types of materials. Players make a separate bid for each pile.

Bids are written down in secret on a scrap piece of paper. A player cannot bid more money than he owns. If he does, none of his bids count. All bids are revealed simultaneously.

The player who bid the most for a pile gets to keep the pile, and must pay his bid price. Players who lost a bid do not have to pay. Players may trade or purchase raw materials or goods from each other at any time

Production Phase

One unit of a durable good may be manufactured using the indicated amount of raw materials:

Durable Good	Metal	Wood	Plastic	Fabric
Appliances	1	0	2	0
Clothing	0	0	1	2

The player that quotes the lowest price makes the sale. The Maximum Market value of the second unit of a good sold is \$40 The Maximum Market value of the third unit of a good sold is \$30 The Maximum Market value of the fourth and greater unit of a good sold is \$20 Use paper and pencil to record profits.

Link

Durable Goods has been published in the ACADEMIC GAMING REVIEW





Dwarf Hold

Introduction

Board game for 2 to 8 players. Fantasy Theme: Dwarves Mining and Fighting. Each player represents 1 clan that is part of a Dwarven Stronghold that is trying to expand its borders.

Victory

At the end of the game, the player with the most Victory Tokens wins. The game ends at the end of the turn when one of the following happens:

1. All 18 Veins have been Mined
2. All 18 Lairs have been Cleared
3. All 24 Rooms have been Built
4. All 18 Earth Tiles have been Claimed
5. Any one player goes over 100 VT

The Board

Use a large Chess Board.

Player Clan Markers

Each player has a set of Clan Markers of a Unique Color.

Victory Tokens

Players share a common set of Victory Tokens (VT). These should have denominations of 1, 5, and 10. VT may also be referred to as Victory Points (VP).

Gold Coins

Players share a common set of Gold Coins. Gold not controlled by any player is said to be in the vault.

Dwarf Leader Cards

There is a common set of 8 Dwarf Leader Cards:

1. Dwarf Lord
2. Clan Elder
3. Master Builder
4. Master Engineer
5. Dwarf General
6. Master Craftsman
7. Clan Chieftain
8. Dwarf Judge

The Leaders are presented above in LEADER ORDER. Leader Order is the order in which players take turns within a Phase.

The Dwarf Lord Leader Card

The player with the Dwarf Lord always goes first in each phase and play proceeds in Leader Order.

The Clan Elder Leader Card

The player who picks the Clan Elder Leader card in Leader Phase immediately places one of his Clan Markers onto the Hold.

The Master Builder Leader Card

The Master Builder can build Rooms for half their cost (in gold rounding down) this turn. You may build 1 extra Room this turn.

The Dwarf Master Engineer Leader Card

All Action Tiles played by the Engineer this turn get +1 Dig. You may dig one extra tile this turn.

The Dwarf General Leader Card

All Action Tiles played by the General this turn get +1 Fight. You may clear 1 extra Lair this turn.

The Dwarf Master Craftsman Leader Card

The Master craftsman gets 3 extra Gold and 2 Victory Tokens this turn in Gold Phase.

The Clan Chieftain Leader Card

The Clan Chieftain gets to draw 1 extra Work Tile in Work Phase.

The Dwarf Judge Leader Card

In Event Phase switch the placement of any 2 Clan Markers on the Board.

Tiles

There are 2 sets of Common Tiles: Board Tiles & Work Tiles The 2 types of Tiles should have different backs. Keep the 2 types in separate piles. Piles should be kept in a box, bowl, or pouch.

Each Tile is able to fit on one square on the Map board.

Board Tiles

There are a total of 64 Board Tiles. There are 5 types of Board Tiles: Lairs, Earth, Veins, and Impassables. One Oversize Hold Tile.

The Hold Tile

There is 1 oversize Hold Tile. It is the size of 4 regular size square tiles. It is placed in the middle of the map covering the center 4 map spaces.

Each player starts the game with a Clan Marker on the Hold Tile.

Earth Tiles

There are 18 Earth Tiles. Building sites for rooms.

Lair Tiles

There are 18 Lair Tiles. These contain monsters that must be defeated. When you clear a Lair, you remove the Lair Tile from the board and keep it as a Trophy.

Vein Tiles

There are 18 Vein Tiles. These provide gold revenue to their owners.

Impassable Tiles

There are 6 Impassable tiles. Players may not control them or "Move" through them in any way.

Work Tiles

Work Tiles are kept in your Hand like a Hand of cards. There are 3 types of Work Tiles: Action Tiles, Event Tiles, and Room Tiles.

Action Tiles

These provide Dig and/or Fight Points. They are discarded when played.

Event Tiles

These produce a variety of effects. Unless otherwise specified, they are played (discarded) in Event Phase.

Room Tiles

These are Rooms that may be built onto Earth Tiles or cleared Lairs. When Rooms are built, they are placed onto a target square on the map with the builders Clan Marker placed on them. Rooms provide an immediate VT bonus when built and a long term benefit to their controller afterwards.

The effects of room tiles are continuous unless they are specifically stated to be one time effects.

Adjacency Rules

Tiles on the map must share a side to be considered adjacent.

Setup

Place the Hold Tile in the center of the Board. Place the other Board Tiles randomly face up onto the Board. Each player picks a uniquely colored set of Clan Markers.

Each player places 1 of their Clan Markers onto the Hold. Each player is dealt a hand of 3 Random Work Tiles.

Turn Sequence

Each turn has 9 phases: Each player does each Phase before everybody goes to the next Phase in a Turn! Players take their actions within a Phase in Leader order.

1. Leader Phase
2. Gold Phase
3. Work Phase
4. Trade Phase
5. Event Phase
6. Dig Phase
7. Fight Phase
8. Build Phase
9. End Phase

Leader Phase

In Leader Order Players take turns picking one Leader card each. When picking, go in the Leader order from the previous turn. In the first turn of the game (and only the first turn) players are dealt 1 Leader card at random.

Gold Phase

In Leader Order Each player gets 10 Gold plus income from Mines they control. Gold not controlled by any player is said to be in the Vault.

Work Phase

In Leader Order Each player draws 1 random Work Tile for free. Players may draw extra Work Tiles for 5 Gold each.

Trade Phase

Players may trade Action Tiles, Gold, Victory Tokens, ownership of map spaces, trophies, and promises. This is the only Phase where Leader Order does not apply.

Event Phase

Most Event Tiles are played in this Phase. Play in Leader Order. In Leader Order Players may buy VT in this phase: The first VT bought in the turn by ANY player costs 2 Gold. The second VT bought in the turn costs 3 Gold and so on.

Dig Phase

In Leader Order players may claim an Earth Tile or Vein Tile on the Map. The target tile must be adjacent to the Hold or to a space controlled (containing a Clan Marker) by ANY player. The Earth or Vein Tile will have a value from 1 to 12.

You must play Action Tiles with a total number of Dig points that equal or exceed this value. You must also pay 1 Gold for each Action Tile you play plus 2 extra Gold to the Vault if the target space was not adjacent to the Hold or a space you control (that is, next to an opponent controlled space only) Place one of your Clan Markers onto the Vein to show that it is now a functioning Mine under your control. When a Vein is Dug, it is also referred to as building a Mine.

Immediately gain VT equal to the value of the Earth or Vein Tile. You may dig a max of 1 Tile per turn. Event and Room Tiles may be used as Action Tiles of Dig = 1.

Fight Phase

In Leader Order players may claim a Lair Tile on the Map. The target tile must be adjacent to the Hold or to a space controlled (containing a Clan Marker) by ANY player. The Lair Tile will have a value from 6 to 15.

You must play Action Tiles with a total number of Fight points that equal or exceed this value. You must also pay 1 Gold for each Action Tile you play plus 2 extra Gold to the Vault if the target space was not adjacent to the Hold or a space you control (that is, next to an opponent controlled space only). Remove the Lair Tile from the map and place it next to you.

Next place one of your Clan Markers onto the space showing you now control it. Immediately gain VT equal to the value of the Lair Tile. You may clear a max of 1 Lair per turn.

Board Tile Set List

Name	Type	#	Value	Notes
Soil	E	6	1	-
Rock	E	6	2	-
Stone	E	6	3	-
Copper	V	2	4	Income = 1 Gold
Tin	V	2	5	Income = 1 Gold
Iron	V	2	6	Your AT get +1 Dig
Silver	V	2	7	Income = 2 Gold
Gold	V	2	8	Income = 2 Gold
Platinum	V	2	9	Income = 2 Gold
Mithril	V	2	10	Your AT get +1 Fight
Gems	V	2	11	Income = 1 gold & 1 VT
Jewels	V	2	12	Income = 1 gold & 1 VT
Kobolds	L	1	6	Adj Soil must be fought for not Dug
Goblin Tribes	L	1	6	Adj Rock must be fought for not Dug

Build Phase

In Leader Order players may build a Room onto a Cleared Lair space or a Claimed Earth Tile. If the space is controlled by another player, pay them 4 Gold, and replace their Clan Marker with your own. Place the Room Tile from your hand onto the target space of the map. Pay Gold to the Vault equal the Value of the Room. Immediately gain VT equal to the value of the Room.

Rooms cannot be built adjacent to uncleared Lairs. You may build a max of 1 Room per turn. It costs an extra 2 Gold to the Vault to build a Room in a former Lair in order to properly remodel and clean up the monster filth.

End Phase

Max hand size is 7 Action Tiles. In Leader Order Discard excess Tiles. Players return their Leader cards.

End Of Game Scoring

The player with the Most Clan Markers on the Hold at the end of the Game gets 24 VT. The player with the most Trophies gets an extra 12 VT. The player with the most Rooms gets an extra 12 VT.

The player with the most Mines gets an extra 12 VT. In al cases, if players are tied, divide the VT equally rounding down. Players get 1 VT for every 10 Gold they have rounding down.

Board Tile List Notation

- L** Lairs
- E** Earth
- V** Veins
- I** Impassables.
- #** Number of Copies of Tile in Set

Name	Type	#	Value	Notes
Troglodytes	L	1	7	+2 per adj Rock
Orc Army	L	1	7	Adj Stone must be fought for not Dug
Giant Spiders	L	1	8	All Adj Lairs value +1
Chaos Dwarves	L	1	8	Adj Veins must be fought for not Dug
Drow	L	1	9	+2 per Adj Lair. Adj Lairs get -1
Gythanki	L	1	9	If cleared gain 10 Gold
Ogres	L	1	10	+1 per Adj Lair
Xorn	L	1	10	All Adj Veins become Rock
Cave Trolls	L	1	11	+1 per Adj Vein
Mind Players	L	1	11	All Adj Lairs value +2
Stone Giants	L	1	12	All Adj Earth Tiles become Stone
Earth Giants	L	1	12	+1 per Adj Earth Tile
Demon Horde	L	1	13	+1 per Adj Impassable Tile
Beholder	L	1	13	All Adj Lairs are Soil
Pit Fiend	L	1	14	All Adj Lairs are Impassible Fire Pits
Dragon	L	1	15	If Cleared gain 20 Gold
Bottomless Pit	I	1	X	All Adj Lairs value +1
Admantium Boulder	I	1	X	All Adj Earth Tiles value +2
Oil Shale	I	1	X	Get 5 VT if Machine Shops built Adj
Underground River	I	1	X	Get 5 VT if Cistern built Adj
Lava Tubes	I	1	X	All Adj Veins value +1
Magma Seep	I	1	X	Get 5 VT if Great Forge built Adj

Work Tile Notation

A Action
E Event
R Room
D Dig
F Fight

LP Leader Phase
LC Leader Card
AT Action Tile
WT work Tile
TP Trade Phase
OTE One Time Effect

Work Tile Set List

Name:	Type	#	Value	Notes
Great Hall	R	1	10	Get 1 VT when you pick Dwarf Judge
Earth Temple	R	1	9	If you play no AT this turn get 2VT
Great Forge	R	1	10	Get 1 VT when you pick Master Engineer
Workshops	R	1	7	Your AT get +1 Dig
Brewery	R	1	6	You may Dig 1 extra Tile per Turn
Guild Hall	R	1	8	Get 1 VT when you pick Master Builder
Treasury	R	1	7	Get 1 VT when you pick Master Craftsman
Citadel	R	1	9	Get 1 VT when you pick Dwarf General
Machine Shops	R	1	6	You may build 1 extra Room per Turn
Throne Room	R	1	10	Get 1 VT when you pick Dwarf Lord
Ancestral Shrine	R	1	8	Get 1 VT when you pick Clan Chieftain
Heroes Tombs	R	1	6	VT cost 1 less gold in Event Phase
Barracks	R	1	5	You may Clear 1 extra Lair per Turn
Feasting Hall	R	1	8	Extra AT cost 1 less gold in Work Phase
Cistern	R	1	3	Digs & Builds cost 1 less Gold each
Trading Post	R	1	5	At start of TP draw +2WT & discard 2WT
Store Rooms	R	1	5	Hand Size +2
Armory	R	1	7	Your AT get +1 Fight

Name:	Type	#	Value	Notes
Hall of Records	R	1	3	OTE. Put 4 Clan Tokens in Hold
Trophy Room	R	1	4	Gain 2 VT every time you clear a Lair
Council Hall	R	1	3	Gain 1 VT when you pick Clan Elder
Great Hoard	R	1	4	Gain 2 VT every time you build a Mine
Great Gate	R	1	9	May be built next to uncleared Lairs
Secret Passage	R	1	4	In Event Phase look at 1 opponent's hand
Sabotage	E	1	-	Opponent must discard 2 random WT from hand
Raid Treasury	E	1	-	Steal 7 Gold from target opponent
Forge Great Relic	E	1	-	Gain 7 VT
Unearth Big Diamond	E	1	-	Gain 10 Gold
Greybeards	E	1	-	Draw 3 WT
Rune Stones	E	1	-	Draw 7 WT. Take one. Discard the rest
Clan Informers	E	1	-	Steal 1 random WT from opponents hand
Turf Dispute	E	1	-	Replace target Clan Marker with one of your own
Great Oratory	E	1	-	Place 2 of your Clan Markers in Hold
Intrigue	E	1	-	Play at end of LP. Switch your LC with Opponent
Arcane Laws	E	1	-	Switch placement of any 6 Clan Markers on Board
Dwarf Miners	A	2	-	D = 1 or F = 1
Picks & Shovels	A	6	-	D = 2
Tunnels & Shafts	A	6	-	D = 3
Powder Keg	A	1	-	D = 3 or F = 3
Hammers	A	1	-	D = 2 or F = 2
Big Drill	A	2	-	D = 4
Major Excavation	A	1	-	D = 5
Big Dig	A	1	-	D = 6
Champion	A	1	-	F = 5 and +10 vs. Dragon
Rune Master	A	1	-	F = 5 and +8 vs. Beholder
Battle Mage	A	1	-	F = 5 and +8 vs. Demon Horde
Earth Priest	A	1	-	F = 4 and +10 vs. Pit Fiend
Clansmen	A	1	-	D = 2 or F = 3 and +4 vs. Orcs
Giant Slayer	A	1	-	F = 4 and +8 vs. Giants
Flame Thrower	A	1	-	F = 4 and +7 vs. Trolls
Warriors	A	1	-	F = 4 and +5 vs. Gythanki
Berserkers	A	1	-	F = 5 and +6 vs. Mind Flayers
Shield Bearers	A	1	-	F = 3 and +6 vs. Drow
Sentries	A	1	-	F = 2 and +4 vs. Kobolds
Gunners	A	1	-	F = 5 and +3 vs. Chaos Dwarves
Crossbows	A	1	-	F = 2 and +5 vs. Spiders
Sword & Axes	A	1	-	F = 4 and +2 vs. Goblins
Tunnel Fighters	A	1	-	F = 3 and +4 vs. Trogloidytes
Pikes & Halberds	A	1	-	F = 3 and +7 vs. Ogres
Demolition Team	A	1	-	D = 4 or F = 3 and +7 vs. Xorn

Links

Dwarf Hold BGG Entry Dwarf Fortress

Faq

Q> Suggest that for ease of play that the Work Tiles be card-sized rather than square-tile-sized, and have additional "Room Tiles" that aren't otherwise used unless and until the Build Phase; you discard the "Room Card" and place the "Room Tile" on the board. A> Sounds perfectly OK to me.

Q 1) The rules for "Dig Phase" and "Fight Phase" first say that you can only dig/fight a Tile adjacent to the Hold or a space you already control. But then later in each paragraph it says it costs an extra 2 Gold to dig/fight a Tile that's not adjacent. A> You pay the gold only if the target tile is adjacent to a space controlled by another player but not you. The target space has to be adjacent to the expanding Dwarf Stronghold.

Q> 2) The effects of Room tiles are continuous? They operate each turn? A> All are continuous except

the Record Hall.

Q> 3) Each player does each Phase before everybody goes to the next Phase in a Turn? A> Yes. In order as determined by the Dwarf Lord Leader.

Q> 4) Scoring Rules refer to "The player with the most Trophies. . ." What are Trophies? A> When you clear a Lair, you remove the Lair Tile from the board and keep it as a Trophy.

FAQ cont. > There seems to be some inconsistent usage of the term "Work Tiles" > (the deck of tiles that players draw from) and "Action Tiles" (a > specific type of Work Tile):

—No doubt, I had to differentiate Action tiles from Room Tiles, both of which are in the Work Tile set.

> Errata: Clan Chieftain Card: > Is he the "Clan Chieftain" or the "Clan Leader"? This description

—I originally called him the Clan Leader, but then they were all "Leaders" so I changed it to Chieftain.

> Clarification: does this mean that each player completes ALL of the > actions he desires for a given phase, then the next player does > likewise, or does each player complete ONE action for a given phase, then the next player, and so on, making SEVERAL trips

around the table before moving to the next phase? I suspect the former, but it is not completely clear....

—ALL actions. I think this makes the Dwarf Lord more important.

> Question on Gameplay #1: > The Event Phase - the 2nd VT bought in the turn costs 3 gold: is this the 2nd bought by ANY player, or EACH player? The former makes going first more valuable, but can make the 6-8 player game play MUCH > differently than a 2-3 player game since the VT would get expensive > more quickly.

—ANY player. Again I think this makes the Dwarf Lord more important (and I think he should be important).

> Question on Gameplay #2: > The Arcane Laws Tile switches placement of any 6 Clan Markers on Board. Is this swapping three pairs of tokens (like the Judge Leader card allows, but done three times), or can they be scrambled (pick up up to six tokens, and place them back on the same Tiles, but not > necessarily with the same ownership)?

—Scramble!!!





Dwarfland

Preface

Warp Play = Warpspawn Roleplaying. Roleplaying universe. Work in progress.
Readers are encouraged to submit material.

Introduction

Fantasy Setting. All characters are dwarves.

Characters

For each character determine details of Subrace, Family, Guild, Clan, and Kingdom.

Subraces

Grey Dwarves Red Dwarves Hill Dwarves Gnomes Deep Gnomes Umlu (Frost Dwarves) Gutter Dwarves (Degenerate) Black Dwarves (Evil Demon Worshipers)

Character Classes

Warrior Engineer Tunnel Fighter Troll Slayer Giant Slayer Rune Master Gunner (Artillerist) Craftsman Miner

Foes

Orcs Goblins Trolls Giants Dragons





Dynasties & Kingdoms

Introduction

Board Game/ Strategic War Game for 2-6+ players. Five Dynasties and Ten Kingdoms Period of Chinese History circa 907-960 CE.

Victory

The first player to have 100+ Victory Tokens wins.

The Map

The map has 23 Provinces.

Control Of Provinces

To own (control, Possess) a Province, you must have at least 1 Army Token in it. A province can contain a maximum of 10 Army or Rebel Tokens.

Barbarian Provinces

The following Provinces are considered to be Barbarian Provinces. Annam, Da Chang He, Tufan, Uighurs, or Khitans Barbarian Provinces can never build Cities (Treat as a gain 1 Army Result on the Province Table)

Army Tokens

Each player has a set of Army Tokens of a unique color. Tokens must fit within the Province spaces on the map.

Rebel Tokens

Players share a common set of Rebel tokens. These represent Armies not controlled by any of the players.

City Tokens

Players share a common set of City tokens. A Province can have a maximum of 1 City Token in it.

City Table

1D6	Result:
1	Gain 1 VT
2	Gain 2 VT
3	Gain 3 VT

Province Phase

For each of your Provinces roll once on the Province Table. Roll two differently colored six sided dice. Have one color always be the first number and the other the second.

Victory Tokens

Players share a common set of Victory Tokens (VT).

Dice

The game uses six sided dice.

The Deck

Players share a common deck. Use a standard 52 card deck.

Setup

Players roll high on 1D6 to determine turn order. Each player starts with 4 Army Tokens and 1 City Token. Each player, in turn, picks 1 Province to be their Homeland.

Players cannot pick Barbarian Provinces to be Homelands. Players cannot have Homelands in adjacent Provinces. Players place their Armies and City in their starting Homeland Province.

Each Barbarian Province starts the game with 3 Rebel Armies.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. City Phase
2. Province Phase
3. Expansion Phase
4. Scoring Phase

City Phase

For each of your Cities roll once on the City Table. Armies gained start in the same province as the city.

1D6	Result:
4	Gain 1 Army
5	Gain 2 Armies
6	Gain 3 Armies

Armies and Rebels gained start in that province. A Death result means all armies in that province are destroyed A Blocked result means no armies may move into or out of that province until the start of your next turn. A Build result means that Province gets a City.

If it already has a city, roll once on the City Table.

A Destruction result means that Province loses a city if it has one. If the result is Rebels, they must

be fought immediately as in Expansion Phase. If the Rebels win, the Rebel Tokens remain in the Province.

Province Table

2D6	Result:	Notes:
1-1	Barbarian Hordes	Gain 3 Rebels
1-2	Petty Warlord	Gain 2 Rebels
1-3	Horse Tribes	Gain 2 Rebels
1-4	Rebel Monks	Gain 1 Rebel
1-5	Banditry	Gain 1 Rebel
1-6	Piracy	Gain 1 Rebel
2-1	Peasant Uprising	Gain 1 Rebel
2-2	Plague	Death
2-3	Disease	Death
2-4	Famine	Death
2-5	Flood	Blocked
2-6	Storms	Blocked
3-1	Anarchy	Nothing
3-2	Blight	Nothing
3-3	Locusts	Nothing
3-4	Pestilence	Nothing
3-5	Drought	Nothing
3-6	Taxation	Gain 1 Army

2D6	Result:	Notes:
4-1	Good Crops	Gain 1 Army
4-2	Stability	Gain 2 Armies
4-3	Peace	Gain 1 VT
4-4	Prosperity	Build
4-5	Loyalty	Gain 3 Armies
4-6	Artisans	Gain 2 VT
5-1	Calligraphy Master	Gain 3 VT
5-2	Enlightenment	Gain 4 VT
5-3	Great General	Gain 4 Armies
5-4	Earthquake	Destruction
5-5	Invention	Gain 2 VT
5-6	Trade	Build
6-1	Industry	Build
6-2	Allies	Gain 1 Army
6-3	Raids	Nothing
6-4	Taoism	Gain 1 VT
6-5	Buddhism	Gain 2 VT
6-6	Confucianism	Gain 3 VT

Expansion Phase

You may move each of your armies one space into an adjacent Province. You may not move the last remaining army in a province out. If a Province is empty, you immediately gain control of it by moving an Army into it.

If the province contains enemy Armies or Rebels, there will be a battle. If they are rebels, pick any opposing player to control them for the battle. The battle is resolved by playing a single hand of Poker with a regular deck of cards.

Each player is dealt 1+X cards.

X the number of Armies (or Rebels) the player has. The first card is face up, the others are kept hidden in that players hand. A player can draw a maximum of 7 cards. Players may then discard none, some, or all of

their hand cards and draw replacements.

The player with the winning hand wins the Battle. The winner keeps all of his Armies. The loser discards all of his Armies.

If the loser was the defender, and the Province contained a city, the city is destroyed on a roll of 1-3 on 1D6.

Scoring Phase

Gain 1 Victory Token for each Province you control. If any province contains 10 or more armies discard the excess.

Links

Five Dynasties and Ten Kingdoms Period Wikipedia





Eagles Of Glory

READY AIM FIRE - Custom Variant
By "Ian Milnes" and "Alexander Herklotz"

Introduction

Two player Card game depicting Napoleonic era warfare.

The Decks

There are 3 decks: The Battalion decks cards are chosen from an army list. Note that both opponents choose the same timeframe. Minimum number of cards is 25, maximum 50.

Note that there is a budget for every card. The difference of budgets of the opposing decks may not exceed 10% (The player with the higher budget has to drop some cards to be in range of the allowed budget).

Stack:	Start Max	Card Limit
Left Flank	2	5
Left Centre	3	6
Centre	3	6

Place Battalion cards up to the starting maximum card limit face down in each stack. Line Infantry and Artillery may be placed in Centre stacks. Cavalry, Light Infantry and Horse Artillery may be placed in any stacks.

Heavy cavalry may not be placed in any stack at the start of the game. Shuffle the appropriate Commander Deck, deal yourself 6 cards, and add them to your Reserve deck. Shuffle your Reserve Deck, and deal yourself a hand of 5 cards.

Once both players have completed above, turn cards in your stacks face up. They will remain face up for the first turn only. After the first turn, all cards are played face down, representing the "Fog of War".

Victory Conditions

The first player to be routed from 3 of his 5 forward positions loses.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Draw Phase
2. Terrain Phase
3. Reinforce Phase
4. Attack Phase
5. Morale Phase
6. Discard and Redraw Phase

Multinational armies are allowed, as long as a nation is not in both decks.

Units of different nationalities may not stack together. Generals of other nations may command allied units. The Tactics deck.

The Commander Decks have also an army list. Choose up to 6 commanders. Note that they also have a budget, which is added to the overall budget of the battalion decks. The Tactics deck has 1 of each card in the list, and 2 of each Terrain card

Setup

Each player creates his Battalion deck. Each player forms a line of 5 stacks of cards, starting maximum as noted. The opposing lines face each other.

These stacks are called:

Stack:	Start Max	Card Limit
Right Centre	3	6
Right Flank	2	5

Draw Phase

Draw 2 cards from your Reserve Deck. If the deck runs out, shuffle the discard and draw from it. The maximum hand size is 7. Cards in your hand over the maximum do not have to be discarded until the Discard/Redraw Phase.

Terrain Phase

You may play a Terrain card onto an appropriate stack. Terrain cards remain in effect for the entire game

Reinforce Phase

You may move any or all battalions from your hand to any of your stacks. All reinforcements from your hand go to the bottom of the stack they reinforce. Prior to the above, you may reorganise one stack, and move one card from a stack to an adjacent stack.

You may move any card in a stack (You are not limited to the top one)

Attack Phase

You may make up to as many attacks per turn, as the command rating of your army commander. You may chose to fire attack or melee attack. The respective values are used. Your battalions are the attackers.

Your opponent's battalions are the defenders.

To attack, flip the top card of one of your stacks face up. Your opponent flips the card in his line opposite to it over. Both players roll two ten-sided dice. These are

called the Attack rolls.

Add combat modifier (fire or melee) to die roll and compare the difference between the 2 rolls. Apply the result as follows: (Attacker to Defender)

Difference:	Result:
+11 or greater	Defender eliminated, morale check for other battalions in stack
+6	Defender Routs
+3	Defender Shaken
0	Both Battalion cards take immediate morale check.
Battalion Shaken if test failed	
-3	Attacker Shaken
-6	Attacker Routs
-11 or worse	Attacker eliminated, morale check for other battalions in stack

In fire attacks, attacker takes no negative effects, if defenders fire value = 0.

Notes

Card eliminated - remove card from play
Card Routs - place card in discard pile
Card Shaken - turn card through 900
Card now fights with -3 modifier.

Support

One battalion in the same stack as the attacker/defender can provide support to the battling card. Add +3 to the respective die roll. If the supported card is eliminated, the supporter routs. If the supported card is routed, the supporter is shaken. A Shaken card cannot offer support and fights with -3.

Infantry Vs Cavalry

Infantry cannot melee-attack cavalry. Both cards are placed at the bottom of their stacks, and the attack counts against the number of attacks that turn. When infantry fire-attacks cavalry, the cavalry can avoid the attack by rolling equal or less than their training value. If they pass, they ride away (move to an adjacent stack). If they fail, they are blown. Alternatively Cavalry can try to melee-attack the infantry by rolling equal or less than their moral value. If they pass, its a melee with the cavalry as attacker.

If they fail, they are shaken and fire-fight with the negative modifier.

Forming Square

When cavalry attack infantry, before the combat is resolved, the infantry must attempt to form square. This is accomplished by the infantry rolling equal or less than their training value with 2D6 (e.g. for a French line infantry card to form square, it must roll a 7 or less.). If the infantry form square, they fight the combat at +6. If they fail to form square, the cavalry fight the combat at +6. The cavalry have a chance to abort the attack if the infantry form square by rolling less than their training value with 2D6 (e.g.

for a French Hussar Regiment to abort an attack on a square, it must roll a 7 or less).

If this roll is achieved, they can "ride around" the square and not attack it. This counts against the number of attacks that can be made that turn. If the cavalry fail this roll, they must attack the square.

Cavalry

Cavalry are considered Blown following an attack, or after defense against opposing Cavalry. Place a Blown marker on the card. The Blown status remains until removed by a successful Training Check. The first opportunity for a Training Check to remove Blown status is the Morale Phase in your next turn, i.e. not your current turn. Blown cavalry may not move, attack or support, when attacked they fight with -5.

Artillery

When Artillery attacks, the opposing fire value =0. Artillery cannot be eliminated, routed, or shaken when Fire-ATTACKING Infantry and Cavalry, ie, ignore all -ve combat results. Arty can not melee-attack.

Arty can not attack, when just moved.

Horse Artillery

As artillery EXCEPT they can attack the turn they moved.

Notes

Destroyed battalions are removed from play. Surviving battalions are placed face down on the bottom of their stack. Tactics cards that modify the Attack roll are played before the roll is made.

Tactics cards are discarded immediately when played (to the discard pile).

Flank Attacks

If you destroy all the cards in one of your opponents stacks, the battalions in your stack facing the empty stack get to flank attack the enemy stacks adjacent to

the empty stack. Battalions making Flank attacks are +4 to their Attack roll, but may not attack the enemy reserve stack. Cavalry regiments making Flank attacks are +7 to their Attack roll (melee-attacks only) and may attack any enemy stack.

Artillery cards do not gain the bonus, although they may Flank Attack.

Morale Phase

(Simultaneous) Every time you destroy an opposing battalion all other units in the stack must take a morale check by rolling 1D10. To pass a moral check, the player must roll the units moral value or less. Any card that routs is placed in the Discard Pile. Any card that routs as a consequence of a failed moral check results in a further +1 to the moral check of any remaining cards in the stack who have yet to test. This modifier is cumulative.

Morale checks are done in stack order, ie top card first, then next down, etc, etc. If a Guard unit (GI, GLI, GC or GLC) is eliminated, any adjacent stack (in addition to the normal moral check for the elimination of a unit), must take a morale check. If the Guard are routed, the stack from which they routed must take a morale check. Shaken cards can be "revived" by a successful morale check (turn them back through 900). All shaken cards can test in this phase.

If a Shaken card is to be "revived" in the presence of a Commander card, the commander adds his command rating to the moral value of the unit. A General

can add this rating only once per turn.

Discard And Redraw Phase

One card in the players hand can be discarded. The Players hand is then either made back up to 7 cards by drawing from the deck, or reduced to 7 by discarding cards.

Divisional Generals

Each general has a command rating for moral tests. The general may add this bonus only once per turn. If the general is the only card in a stack, he is eliminated automatically if attacked.

Army Commander

The Army Commander is placed behind the front stacks. His rating determines the number of attacks per turn. The Army Commander can take over a stack if a Divisional General is killed. He is then subject to all the rules pertaining to Divisional Generals.

The Army Commander moves onto a stack in the reinforcement phase. This move does not count against the number of reinforcements the player may make. If the Army Commander is killed, the entire army takes a morale check against their moral -1. Any cards in the front line that fail, are eliminated (they quit the battlefield) rather than go to the reserve stack.

Any further morale checks for the remainder of the battle are checked against the card morale -1.

Tactics Card List

Card Name	Effect:
Square Formation	Line Infantry automatically form square
Second Volley	Defending Infantry battalion rolls 3 dice and picks the 2 best
Fire at Will	Get 1 extra attack
Sabers & Pistols	Attacking Cavalry battalion gets 1 extra attack
Rapid Deployment	Draw 1 extra card.
Forced March	Draw 1 extra card, OR retrieve 1 Infantry card from Discard pile.
Infantry Charge	Attacking Infantry +3 to their melee-attack roll (not for lights).
Socket Bayonets	Line Infantry get +3 to their melee-attack roll.
Counter Attack	Defending Cavalry get +5 to their melee-attack roll.
Broken Square	Infantry defending against Cav automatically fail to form square.
Limber	Draw 1 extra card, OR retrieve 1 Artillery card from Discard pile.
Grape Shot	Defending Art get +5 to attack roll (Cannot be used against Art).
Canister Shot	Art get +3 to their attack roll (Cannot be used against Art).
Cannon Ball	Attacking Artillery get +4 to their fire-attack roll.
Fusillade	Infantry battalion gets 1 extra fire attack
Sniper	Cause a stack to make a morale check in its Morale phase.
Column	Get +1 Reinforcement move.
Overrun	Morale check at +1.
Take Prisoners	Routing battalion is eliminated.
Fighting Withdrawal	Defender gets +3 to attack roll.

Card Name	Effect:
Difficult Terrain	Opponent gets one less attack this turn.
Enfilade fire	Get +3 to fire-attack roll.
Indirect fire	Attacking art get 1 extra attek vs nextcarddown in opposition stack
Confusion	Opponent draws no cards this turn.
Advance	Get +1 attack this turn.
Scouts	Look at opponent's hand
Rifles	Light Infantry get +3 to their fire-combat roll.
Probe	Get 1 extra attack with any Light Infantry in any of your stacks.
Rearguard Action	Draw 2 extra cards.
Cavalry Reform	Draw 1 extra card, OR retrieve 1 Cav card from the discard pile
Woods (x2)	+3 to defending light infantry
	Cavalry cannot melee-attack units in woods
	Reduce Stack limit by 1, only infantry may be placed in woods
	Remains in play
Hills (x2)	+3 to defending card
	+3 to attacking artillery
	Remains in play
Buildings (x2)	+3 to defending Infantry only
	Cavalry cannot melee-attack buildings
	Can be played on a hill (modifiers can be combined)
	Stack limit reduced by 1
	Remains in play
River (x2)	+3 to all melee-attacked defenders
	River affects either flank and next stack in (eg River is played against right flank and right centre)
	Remains in play
Bridge (x2)	Negates effect of river for 1 attacking Infantry or Cavalry card.
	Remains in play

Attacking Empty Stacks

If an empty stack is attacked, the attacker has the option to either flank attack the adjacent stack, or to force his opponent to eliminate a Battalion card in his discard pile (opponents choice).

to win may have to be modified. Take the terrain cards out of the tactics deck and place them before starting the game at the specified postions.

Here are some sample scenarios for EAGLES OF GLORY.

Unit List

Over 400 Historically accurate units! ??

Optional Rules:

Players can agree a specific budget for their troops before customizing their decks.

It is possible to recreate historical scenarios. The number of positions and number of routed positions

Maida, 04.07.1806

#	French	Stats
6	Line Battalions	(6x18=108)
3	Light Battalions	(3x20=60)
1	Mounted Chasseurs	(19)
	General Reynier	(4)

Budget: 191 pts.

#	British	Stats
2	Light Battalions	(2x15=30)
9	Line Battalions	(9x12=108)
3	Foot Battery	(3x10=30)
	Generals Stewart, Kempt, Cole, Akland	(16)

Budget: 184 pts.
Terrain:

British Buildings, Free, Free Free, Hill, Free French

Bussaco, 27.09.1810

#	French	Stats
46	Line Battalions	(46x13=598)
16	Light Battalions	(16x14=224)
2	Hussars	(2x19=38)
3	Mounted Chasseurs	(3x19=57)
1	Dragoons	(1x21=21)

#	French	Stats
3	Foot Batteries	(3x15=45)
2	Horse Batteries	(2x11=22)
	Generals: Ney, Reynier, Merle,	-
	Heudelet, Soult, Marchand,	-
	Mermet, Loison, Lamotte	(44)

Budget: 1049

#	British	Stats
31	Line Battalions	(31x12=372)
3	Riflemen	(3x17=51)
1	Light Dragoons	(1x10=10)
23	Foot Batteries	(23x10=230)

#	British	Stats
1	Horse Battery	(1x11=11)
2	Foot Guards	(2x26=52)
5	KGL Battalions	(5x12=60)

#	Portuguese	Stats
12	Line Battalions	(12x10=120)
5	Cacadores	(5x14=70)
	Generals: Picton, Spencer,	-

#	Portuguese	Stats
	Leith, Craufurd, Campbell,	-
	Champalimaud, Spry, von Löwe,	-
	Blantyre, Stopford, Barnes	(52)

Budget: 1038

British-Portuguese Hill-Free | Hill-Woods-Hill-Free-
Free-Buildings | Free-Woods

Free-Hill | Buildings-Free-Free-Free-Free-Free |
Free-Free French

Quatre Bras, 16.06.1815

#	French	Stats
12	Line Battalions	(12x13=156)
4	Light Battalions	(4x14=56)
2	Mounted Chasseurs	(2x19=38)
2	Lancers	(2x25=50)
1	Mounted Chasseurs Guard	(26)
1	Lancers Guard	(29)
2	Cuirassiers	(2x21=42)
3	Foot Batteries	(3x15=45)
1	Horse Battery	(11)
1	Guard Horse Battery	(14)
	Generals: Ney, Bachelu, Foy,	(28)
	Pire, Lefebvre-Desnouette, Kellermann	-

Budget: 495

#	Dutch	Stats
1	Light Battalion	(9)
1	Line Battalion	(8)
3	Militia	(3x4=12)

#	Dutch	Stats
1	Light Dragoons	(9)
1	Hussars	(9)

#	British	Stats
20	Line Battalions	(20x12=240)
1	Riflemen	(17)
11	Foot Battery	(11x10=110)
1	Horse Battery	(11)

#	Brunswick	Stats
2	Light Battalions	(2x4=8)
2	Line Battalions	(2x3=6)
1	Hussars	(10)

Budget: 483

#	Brunswick	Stats
	Generals: Wellington, Bylant,	-
	Picton, van Merlen, Brunswick,	-
	Vincke	(34)

Allied Free-Free-Building-Free-Free French





Early Americas

Introduction

Card & Board Game for 2-5 players. Colonization of the New World Theme.

Game End

The game ends at the end of the turn when one of the following occur:

- 1. All Regions have 1 or more cities
 - 2. All Regions are occupied and a War action is performed
 - 3. One player has 7 or more Advances
 - 4. One player controls 10 or more Regions
 - 5. One player has 12 or more Cities
- If the game ends at the end of your turn gain 7 VP.

Victory

At the end of the game the player with the most VP wins.

Victory Point Track

Use a Track to record Victory Points (VP). Each player uses a marker on the track of a unique color.

#	Region	Export Modifier
1.	Caribbean	+1
2.	Caracas	-
3.	Brazil	+1
4.	New Granada	-
5.	Peru	+1
6.	Rio de Plata	-1
7.	Chile	-
8.	Panama	-1
9.	Guatemala	-

Map Notes

Peru cannot be explored until Brazil or New Granada or Rio de la Plata is explored. Chile cannot be explored until Rio de la Plata is explored

Resistance	Tokens
1	2
2	3
3	5

Conquest And Slaver Tokens

There are 5 of each of these.

Player Pieces

Each player has a set of pieces of a unique color. A set consists of:

- 1. Colonists (50)
- 2. Soldiers (25)
- 3. Cities (12)
- 4. VP Track Marker (1)
- 5. Mat Tokens (14)
- 6. Exploration Markers (17)

Player Mats

Each player gets a Player Mat. Mats contain the Following information:

- 1. Spaces to show which Advances you have (Use Mat Tokens)
- 2. Your Nationality and its Special Abilities
- 3. A space to place Colonist & Soldier pieces that are currently located in your Homeland.

The Map

This is a Map of the Americas divided into 17 Regions:

#	Region	Export Modifier
10.	Mexico	+1
11.	Guadalajara	-1
12.	Louisiana	-
13.	Florida	-1
14.	Carolinas	-
15.	Virginia	+1
16.	New England	-
17.	Canada	+1

Indian Tokens

At the start of the game a random Indian Token is placed into each of the 17 Regions. Each token has a value 1-5. This is the Resistance Number.

Resistance	Tokens
4	4
5	3

The Deck

Players share a Common Deck Each card has multiple uses:

- 1. Primary Action

2. X Value
3. Expedition Option
4. Muster Option

Terminology

Unit Colonist, Soldier, or City (Not Exploration markers).

Occupation = Having a Unit in a Region. Known Region = Any Region you occupy or have an Exploration Marker in Control = Being the only player occupying the said region.

Exploration Markers

If you have an Exploration Marker (EM) in a Region and then you later move a unit into that region you may remove the EM. If your last Unit in a Region is removed place an EM there to show you still know of it.

Losing Units

If you are forced to lose Units and you have none instead lose 2 VP for each such unit.

Set Up

Each player picks a nationality and gets their set of pieces. Shuffle the deck. Each player starts with a hand of 3 cards.

All players start with an Exploration marker in the Caribbean.

Turn Sequence

Players take turns. Each turn is divided into 4 Phases:

1. Draw Phase
2. Score Phase
3. Action Phase
4. End Phase

Draw Phase

Draw 3 cards from the top of the deck. If the deck ever runs out, shuffle the discard and draw from it.

Score Phase

Gain 1 VP for each territory you control Gain 1 VP for each city you have on the Map. Gain 2 Colonists or 1 Soldier piece in your Home Country.

Action Phase

You may conduct as many actions as you have cards to play. Most actions require the playing (discarding) of a pair of Cards: One card for the desired action and a second card for its X value. Some Actions do not require an X value and so don't use up a second card.

You get 1 Optional Free Action on your turn during this phase. A Free Action does not use up a card. There are 3 possible types of Free Actions to pick from:

1. Free Transport
2. Free Build
3. Free Export

These function as described below in the Primary Actions Explanations List.

End Phase

Max hand size is 5 cards. Discard excess cards.

Trade

Players may at any time trade cards with each other from their hands.

Explanations List Of All Primary Actions On Cards

1. Expedition (Exploration) Option = Place one of your Exploration Markers in a Region that currently does not contain one. If you are the first player to explore a Region you may play an X value card to gain X VP.
2. Transport = Move X Colonists or Soldiers from your Homeland to a Known Region OR from one region you occupy to another that is known to you.
3. Build = Convert 10 Colonists in a Region into a City.
4. Export = Gain X VP. You must designate a region you are exporting from that you occupy. You may only export once per turn from that region. X is -1 for every other player occupying the region. Some regions (see Map or Table) have a natural +1 or -1 modifier to Exports.
5. Immigrants = Gain X+2 Colonists in your Homeland.
6. Regulars = Gain X Soldiers in your Homeland.
7. Militia = Convert X of your Colonists in one region into Soldiers
8. Privateers = Play on opponents turn when he is doing an Export (Extra or Free): Steal the VP he would have gained. You must play an X of equal or greater value.
9. Hardships = Target opponents Region loses half of its Colonists and soldiers rounding up.
10. Raid = Remove 1 enemy Soldier or 2 Colonists from a region you occupy or a region adjacent to one you occupy with Soldiers.
11. War = Attack the Enemy in a Region you occupy or one that is adjacent. Gather up all soldier pieces of his and yours in the region(s) in a cup and draw one out at random: The player drawn wins the War! All opposing soldiers in the cup are lost. If the Attacker wins, all opposing Colonists in the target space are removed and any opposing cities there are converted to the winners color. If the attack was into an adjacent region and the

attacker won he may redistribute his soldiers between the 2 regions. The defender always gets 1 extra Bonus Soldier in the Cup and 1 more Bonus Soldier for each City he has in the attacked Region. Bonus soldiers "disappear" at the end of the resolution of the war action if the defender wins.

12. Black Slaves = Gain X Colonists in a Region of your choice. Lose X VP. Gain a Slaver Token if you do not already have one.
13. Indian Allies = Gain 1 Soldier in a Region you occupy that has an Indian Token.
14. Indian Raids = Opponent loses 1 Colonist in region he occupies with an Indian Token.
15. Conquest = Remove an Indian Token from a region you occupy. Lose X Soldiers from the region. Gain 2X VP. X = to the Resistance value of the Indian Token. Gain a Conquest Token if you do not already have one.
16. Indian Trade = Gain 2 VP if you occupy a region with an Indian Token.
17. Indian Revolt = Opponent loses 1 Colonist in a region without an Indian Token.
18. Missionaries = Gain 1 Colonist in any Region you occupy.
19. Discovery = Gain X+1 VP.
20. Slave Rebellion = Target Player with Slaver Token loses 1 Colonist in any Region he occupies.
21. Indian War = Opponent loses 1 Soldier in region he occupies with an Indian Token.
22. Plantation Exports = Player with Slaver Token gains X VP.
23. Encomienda Exports = Player with Conquest Token gains X VP.
24. Naval Escort = Play to Negate a Privateer or Sea Hazard Card.
25. Treaty = Negate a War or Raid
26. Sea Hazard = Play on opponents turn to negate a Transport or Export or Expedition or Discovery Action (This is nasty: all cards used in the targeted action are lost, as well as all units being transported)
27. Salvage = Gain 1 VP. Shuffle the deck and draw 1 card. (Gain 2VP if you occupy Florida)
28. Advance = Discard Additional Cards with a combined X Value of 12 or Higher: Gain 1 Advance

from the Advance List. (17 or higher for a second level Advance)

29. Muster Option = Discard this card to add one soldier piece to the cup in a War. This Soldier will remain in your possession if you win.
30. War in Europe = All players discard their Hands. Draw 2 cards.
31. Atrocities = Target player with Conquest or Slaver Token loses 2 VP.
32. National Will = This card can be used as described by the Nations Special Ability.
33. Region Cards = Note there is one card for each region. The card can be used for any function that targets a region (Exploration, Muster, Transport, Raid, War, Slave Rebellion, etc.) except the indicated region must be the one named on the card.

Advance List

There are 7 available Advances. Each player can take each Advance once.

1. Trade Companies = Hand Size +2.
2. Religion = Gain 1 extra Colonist on each of your turns in your Homeland.
3. Military = Gain 1 extra Soldier on each of your turns in your Homeland.
4. Ship Technology = All your Transport Actions get X+2.
5. Fortifications = Regions you occupy gain 5 Bonus Soldiers to the cup when you are defending.
6. Industry = In Score Phase Cities earn 2 VP per turn.
7. Politics = Draw 1 extra card per turn in Draw Phase.

To indicate you own an advance place a mat token on the space on your player mat for that advance.

Common Deck Card List Notation

Copies = Number of Copies of that card in the deck
Value = The X Value of the Card

- E** This card can be used alternatively for the Expedition Function
- M** This card can be used alternatively for the Muster Option

Common Deck Card List

Action	Copies	Value	Notes
Transport	2	8	E
Immigrants	4	7	-
Regulars	2	6	M
Militia	2	5	M
Privateers	3	4	E
Hardships	3	3	-
Build	1	2	-

Action	Copies	Value	Notes
Naval Escort	1	6	Z
Treaty	1	8	-
Sea Hazard	1	10	Z
Salvage	1	5	Z
Advance	4	10	Z
War in Europe	1	5	-
National Will	4	6	-

Action	Copies	Value	Notes
Export	2	1	-
Raid	3	5	M
War	2	10	M
Black Slaves	3	5	-
Indian Allies	2	3	M
Indian Raids	2	1	M
Conquest	2	9	Z
Indian Trade	2	2	-
Indian Slaves	2	2	-
Indian Revolt	1	4	-
Atrocities	2	3	-
Missionaries	2	1	-
Discovery	2	9	Z
Slave Rebellion	1	4	-
Indian War	1	4	-
Plantation Exports	2	8	-
Encomienda Exports	2	7	-

Action	Copies	Value	Notes
Caribbean	1	2	-
Caracas	1	3	-
Brazil	1	8	-
New Granada	1	9	-
Peru	1	9	-
Rio de la Plata	1	10	-
Chile	1	1	-
Panama	1	2	-
Guatemala	1	3	-
Mexico	1	4	-
Guadalajara	1	7	-
Louisiana	1	8	-
Florida	1	9	-
Carolinas	1	10	-
Virginia	1	5	-
New England	1	6	-
Canada	1	6	-

Portuguese Special Abilities

The Portuguese go first. The National Will cards can be used as Exploration or Treaty cards.

Spanish Special Abilities

The Spanish go Second. The National Will cards can be used as Conquest or Encomienda Export cards.

French Special Abilities

The French go Third. The National Will cards can be used as Indian Trade or Indian Ally cards.

Dutch Special Abilities

The Dutch go Fourth. The National Will cards can be used as Export or Transport cards.

English Special Abilities

The English go Fifth. The National Will cards can be used as Immigration or Privateer cards.

Optional Second Advance List

In this option players can take a second level in each of the 7 available Advances. Each player can take

each second Advance once.

1. Trade Companies = Get 1 Free Export Action on your turn. (This is a second free action)
2. Religion = Gain 1 extra Colonist on your turn in any target Region you occupy.
3. Military = As your free action you may conduct a War, Conquest, or Raid.
4. Ship Technology = Get 1 Free Transport Action on your turn. (This is a second free action)
5. Fortifications = As a Defender, if you lose a War action, immediately draw a second soldier from the cup: If its yours, you win! However, if you lose this second chance, you lose, and there is no third draw.
6. Industry = Cities only require 8 Colonists for their formation.
7. Politics = You may use National Will cards for: Treaty; or to rid yourself of a Conquest or Slaver Token, or to steal 2 Colonists of an opponent in a region you occupy (remove them and replace them with 2 of your own).

To indicate you own a second level of an advance, place a second mat token on the space on your player mat for that advance.





Early Kings Of England

Introduction

Wargame for 2+ players. England circa 800 AD - 1000 AD. (After the Romans & Before the Normans)

Victory

Conquer the most Territories by turn 10.

The Map

Draw an Outline of Britain. Divide it into about 20 Territories.

Kingdoms

Each player picks one Tribe:

Tribe:	King:	Start:
Anglo-Saxons	Alfred the Great	South & Central
Vikings	Cnut the Great	East
Welsh	Rhodri Mawr the Great	West
Scots	Cinead MacAlpine	Northeast
Picts	Drust IX	Northwest

Tokens

Each player has a set of Tokens of a unique color to represent his armies.

The Deck

There are 5 types of cards in the deck: -Warrior -Weapon -Armor -Fort -Siege Each card has a Force value.

Setup

The Vikings & Picts place 3 Tokens in one Territory. The other groups place 4 Tokens in one Territory.

Turn Sequence

Each turn has 3 Phases: Recruit Phase Move Phase Battle Phase

Stacks

Tokens may Stack. A Stack is referred to as an army.

Recruit Phase

Place a Token in each Territory you occupy (control) with your armies. You cannot have more Tokens than 4 times the number of Territories you control. Excess Tokens are disbanded.

Move Phase

Each of your Tokens may move once to an adjacent territory.

Battle Phase

A Battle occurs in every Territory occupied by Tokens from 2 different players. Each Battle is resolved in turn. Each player draws 2 cards for each Token he has in the battle.

A player may then discard half his cards & draw replacements. Players reveal their hands. Only the defender can play Fort cards.

Only the attacker can play Siege cards. Weapon cards cannot be played in excess of Warrior cards. Armor cards cannot be played in excess of Warrior cards.

Cards that cannot be played are discarded. Each player adds up the total Force of his remaining cards. The Higher Total wins.

The loser discards all his Tokens in the Territory. The winner discards Tokens equal to the number of Weapon, Siege and Fort cards the loser played minus the number of Armor cards the winner played. Discard all cards played in the battle. Go on to the next Battle.

Vikings (norsemen)

Long Ships: The Vikings used Long ships to raid far off locations. In Move phase, you may move Tokens in Coastal Territories to any Other coastal territory. Berserkers: In a Battle, you may discard (max) one of your Tokens for +3 Force.

Vikings do not recruit as the other races do, instead they draw 2 cards and add their forces together. This many Tokens arrive by ship at any of your Coastal Territories. If the Vikings did not conquer any territory during the turn, then remove 1 Viking Token from the board. These Vikings went elsewhere.

Anglo Saxons

Fyrd: The Saxon armies became a professional standing force at this time. The Saxons cannot have

more Tokens than 5 times the number of Territories you control (other players are 4). Excess Tokens are disbanded.

The Anglo Saxons made fine Mail: Armor cards played get +1

Welsh (britons)

The land of Castles: When defending, a Welsh army gets bonus force equal to the Number of Tokens in its army. Plus all Defense cards played get +1 Force.

Scots

Warrior & Weapon cards played by the Clansmen get +1 Force.

Card List

Card Name	Type	Force
Chieftain	W	5
Nobility	W	5
Hero	W	5
Select Warriors	W	4
Huscarl	W	4
Mercenaries	W	2
Heavy Infantry	W	3
Light Infantry	W	1
Archers	W	2
Irregular Troops	W	1
Cavalry	W	2
Skirmishers	W	1
Axemen	W	4
War Band	W	3
Spearmen	W	3
Short Bow	X	3
Javelins	X	2
Short Sword	X	4
Battle Axe	X	5
Long Sword	X	5
Darts	X	1
Long Spear	X	5
Scramaseax	X	2
Hand Axe	X	4
Spear	X	4
Light Spear	X	3
Sling	X	3
Francisca	X	2
Club	X	1
Dagger	X	1

Picts

The Wild Picts get to draw 1 extra Card during a battle.

Card List Type Notation

W Warrior
X Weapon
A Armor
F Fort
S Siege

Card Name	Type	Force
Shield Wall	A	5
Large Shield	A	4
Small Shield	A	3
Square Shield	A	2
Round Shield	A	3
Padded Leather	A	1
Quilted Leather	A	1
Reinforced Leather	A	2
Mail Shirt	A	4
Long Mail	A	5
Mail Coat	A	5
Leather Cap	A	1
Helm	A	2
Nasal Helm	A	3
Faced Helm	A	4
Castle	F	5
Hill Fort	F	4
Keep	F	3
Pallisade	F	3
Garrison	F	3
Militia	F	1
Earthworks	F	2
Starve Out	S	2
Surprise	S	5
Assault	S	3
Siege Engines	S	2
Treachery	S	4
Raids	S	1
Surrounded	S	4





Earth Defense Force

Introduction

Board & card game for 2 players. Takes place in the Star Blazers Universe. Pick your Fleet: Earth Defense Force, Gamillon Empire, White Comet Empire Abstract skirmish level Ship combat.

Each figure represents a single Ship (unit).

Disclaimer

'Star Blazers' is a copyrighted/trademarked property. This is just a fan site.

Victory

You win if you Destroy the opposing Flagship.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Ships. Each Player has 5 types of Ships.

Earth Defense Force Fleet Table

#	Type	Hits	Class
1	Space Battleship Yamato	3	Flagship
2	Battleship	3	Andromeda, Borodino
1	Carrier	3	Lexington
5	Cruiser	2	Hood, Konigsberg, Mogami
7	Destroyer	1	Airone, Gearing, Lightning

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

Gamillon Empire Fleet Table

#	Type	Hits	Class
1	Desslok Command Ship	3	Flagship: Imperator, Spirit of Gamilon
2	Battleship	3	Conqueror, Audacious
3	Carrier	3	Revenge, Vengeance, Vindictive, Undaunted
2	Cruiser	2	Eliminator
9	Destroyer	1	Exterminator, Eradicator, Dominator

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

White Comet Empire Fleet Table

#	Type	Hits	Class
1	Magna Flame Ship	3	Flagship: Medarussa
2	Battleship	3	Bringer of Victory
2	Carrier	3	Vengefull, Hailstorm
3	Subspace Submarine	2	Shadow
8	Destroyer	1	Storm

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

Setup

Each player places one Ship on each square of his back two rows. Ships may not stack.

The Cards

Each Player has their own deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Maneuver Phase
3. Fire Phase

Orders Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.

Moves can be diagonal or orthogonal. "Knight" type Move cards produce an attack with a range like a knight in chess. Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.

You cannot move through other units except for Tactical Warps & Subspace Subs.

Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. You cannot attack through other ships except for fighter & SMITE card attacks.

Every attack does 1 point of damage. Wave Motion Guns, Desslok cannons, and Magna Flame Cannons do 2 points of damage. Use Chits or coins to record damage.

A ship reduced to 0 Hits is destroyed and removed from the board. Your opponent may play (discard) Defense cards to negate your attack.

Card List Notation

M Movement

A Attack

D Defense

X Special

K as a Knight would move in Chess

Type Purpose of card

Dam Damage (inflicted or prevented)

Number of that card in the Deck.

Earth Defense Force Card List

Card Name:	#	Range	Type	Notes
Boarding Action	2	1	A	
Shock Cannons	2	1	A	
Energy Cannon	2	2	A	Not on Carriers or Destroyers
Torpedoes	2	3	A	
Missile Salvo	2	4	A	
Wave Motion Gun	3	5	A	Yamato & Battleships only
Battlecraft Squad	2	K	A	
Carrier Battlecraft	1	K	A	Carriers only
Evasive Action	1	-	D	
Damage Control	2	-	D	
Space Defense Battery	1	-	D	Point Defense
Fighter Escort	1	-	D	Point Defense
Command Bridge	2	-	X	Discard to draw 3 cards
Radar	2	-	X	Look at Opponents Hand
Navigate 1	3	1	M	
Navigate 2	3	2	M	
Navigate 3	3	3	M	
Navigate 4	3	4	M	
Navigate 5	3	5	M	
Tactical Warp	1	K	M	

Gamillon Empire Force Card List

Card Name:	#	Range	Type	Notes
Boarding Action	2	1	A	
Pulse Lasers	2	1	A	
Energy Cannon	2	2	A	Not on Carriers or Destroyers
Torpedoes	2	3	A	
Missile Salvo	2	4	A	
Desslok Cannon	1	5	A	Command & Battleships only
SMITE Bombers	1	6	A	Command & Carriers only
Battlecraft Squad	2	K	A	
Carrier Battlecraft	2	K	A	Carriers only
Evasive Action	1	-	D	
Damage Control	1	-	D	
Space Defense Battery	1	-	D	Point Defense
Fighter Escort	2	-	D	Point Defense
Command Bridge	2	-	X	Discard to draw 3 cards
Radar	2	-	X	Look at Opponents Hand
Navigate 1	3	1	M	
Navigate 2	3	2	M	
Navigate 3	3	3	M	
Navigate 4	3	4	M	
Navigate 5	3	5	M	
Tactical Warp	1	K	M	

White Comet Empire Force Card List

Card Name:	#	Range	Type	Notes
Boarding Action	2	1	A	
Pulse Lasers	2	1	A	
Energy Cannon	2	2	A	Not on Carriers or Destroyers
Torpedoes	2	3	A	
Missile Salvo	2	4	A	
Magna Flame Cannon	1	5	A	Flame & Battleships only
Anti-Matter Missiles	1	6	A	
Battlecraft Squad	2	K	A	
Carrier Battlecraft	2	K	A	Carriers only
Evasive Action	1	-	D	
Damage Control	1	-	D	
Stealth	1	-	D	
Space Defense Battery	1	-	D	Point Defense
Fighter Escort	1	-	D	Point Defense
Command Bridge	2	-	X	Discard to draw 3 cards
Radar	2	-	X	Look at Opponents Hand
Navigate 1	3	1	M	
Navigate 2	3	2	M	
Navigate 3	3	3	M	
Navigate 4	3	4	M	
Navigate 5	3	5	M	
Tactical Warp	1	K	M	





East Front Sniper

Introduction

Each player takes the role of a Soviet Sniper during WWII.

Victory

The player with the most Kill Stars at the end of the game wins.

Game End

The Game ends when all but one player has been killed, or the Deck has been completely used up.

Stats

Each player has 3 stats: Shoot, Hunt, and Evade. Shoot is needed to kill Targets. Hunt is needed to find Targets.

Evade is used to survive Danger. Players start with a score of 5 in each Stat. No stat can ever go above 9.

The Deck

Players share a common deck. The Deck has 4 types of Cards: Targets, Danger, Aid, and Nothing cards.

Dice

Ten sided dice are needed.

Kills & Kill Pile

Every time you kill a Target, put the card in your Kill pile. Each such card counts as 1 Kill.

Experience Tokens

Every time you make a Kill gain 1 Experience token. Every time you draw a Danger card, gain 1 Experience token. Discard 3 Experience Tokens to increase any one of your Stats by 1 in Escape Phase.

Kill Stars

Target cards have a Kill Star rating on them. Keep track of stats with paper and pencil.

Setup

Shuffle the deck. Players roll high on 1D10 to determine who goes first.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Hunt Phase
2. Shoot Phase
3. Escape Phase

Hunt Phase

Draw X cards.

X your Hunt Stat rating.

Do not look at them. Keep them face down. You may play (discard) 1 Aid card to increase your Evade stat by The amount indicated on the card.

Shoot Phase

Flip over (reveal) one card at a time. Resolve each card as it is revealed. If it is a Nothing card, nothing happens. Discard it.

If it is an Aid card, put it in your hand. If it is a Target card see the Target Resolution Rules Section. If it is a Danger card see the Danger Resolution Rules Section.

Escape Phase

Discard down to 3 Aid cards.

Target Resolution Rules

If you draw a Target card roll 1D10. This is the Shoot Roll. You may play (discard) 1 or more Aid cards to increase your Shoot stat by The amount indicated on the card. The target card will also modify your Shoot Stat up or down.

If the roll is equal to or less than your Shoot Stat you have killed the Target. Put it in your Kill pile. If the roll is greater, discard the Target.

Danger Resolution Rules

If you draw a Danger card roll 1D10. This is the Evasion Roll. You may play (discard) 1 or more Aid cards to increase your Evade stat by The amount indicated on the card. The Danger card will also modify your Evade Stat up or down.

If the roll is equal to or less than your Evade Stat you have Evaded the Danger. If the roll is greater, roll on the Wound Table. In either case, discard the Danger card.

Wound Table

1D10	Result:	Notes:
1-4	Minor	Skip the rest of this turn
5-7	Serious	Skip the rest of this turn and next turn
8-9	Major	Skip the rest of this turn and next 2 turns
0	Out of Action	Your Sniper has been Killed or Captured

When you skip the rest of this turn, discard the remaining face down cards you drew.

Card List Notation

T Target
D Danger

A Aid
N Nothing
S Shoot
H Hunt
E Evade
K Kill Stars
X Use as Hunt, Shoot, or Evade

Card List

Card Name:	Type	K	Notes:
Clean Shot	A	-	S +2
Engineer Laying Mines	T	1	S +1
Radio Operator	T	2	-
Lone Sentry	T	1	S +1
Tank Leader	T	4	S -2
SS Guard	T	2	-
Motorcycle Courier	T	1	S +1
Enemy Sniper	T	5	S -3
Artillery Barrage	D	-	E -1
Stuka Dive Bomber	D	-	E -1
Strafing Fighter	D	-	-
Medium Bomber Run	D	-	E -2
Hand Grenade	D	-	E -1
German Sniper	D	-	E -3
Close Combat	D	-	E -2
Street Fighting	D	-	E -1
Rubble	A	-	E +1
Camouflage	A	-	E +1
Close Range	A	-	S +1
Good Vantage	A	-	S +2
Blind Spot	A	-	E +2
Ruins	A	-	E +1
Crater	A	-	E +1
Kill Zone	A	-	S +1
Truck	T	1	S +1
Armored Car Commander	T	3	S -1
Machine Gun Post	T	2	-
Cross Open Ground	D	-	E -1
Darkness	A	-	E +2
Smoke	A	-	E +1
Rain	A	-	E +1
Snow	A	-	E +1
Elevation	A	-	S +1
Behind Enemy Lines	A	-	H +3
Salient	A	-	H +2

Card Name:	Type	K	Notes:
No Mans Land	A	-	H +2
Icy Cold	N	-	-
Rocket Salvo	D	-	E -2
Blizzard	N	-	-
Corpses	N	-	-
Illness	N	-	-
Barbed Wire	N	-	-
Mine Field	N	-	-
Tunnels	A	-	H +2
Good Hunting	A	-	H +3
German Thrust	A	-	H +2
Stalemate	N	-	-
Remain Hidden	A	-	E +2
Escape in Sewers	A	-	E +3
Russian Counter Offensive	A	-	H +2
Spotter	A	-	S +1
Infantry Sergeant	T	3	S -1
German Officer	T	4	S -2
Senior Officer	T	5	S -3
Enemy Patrol	D	-	E -2
Infiltration	A	-	H +3
Bombardments	N	-	-
Careful Aim	A	-	S +2
Damaged Building	A	-	X +1
Factory	A	-	X +2
Heroics	A	-	X +3
Shellfire	D	-	-
Messenger	T	3	S -1
Atrocities	N	-	-
Telescopic Sight	A	-	S +3
Fog	A	-	E +2
Track Target	A	-	S +1
Gun Crew	T	2	-
Vodka	N	-	-





East Front West Front

Introduction

Card game for 2 players simulating the conflict in Europe in the Second World War. One player is the Germans, the other is the Allies.

The Decks

Each player has his own unique deck. A deck has one of each of the cards described in its list.

Card Set Available

DTP Wizard

Fronts

There are three fronts:

- 1. The East Front
- 2. The West Front
- 3. The Mediterranean Front

Each front is represented by 4 Tokens. (There are 4 East, 4 West, & 4 Med. Tokens)

Victory

If the Allied player controls all 4 tokens in any one front he wins. To win, the German player must control all 4 tokens in both the East and West Fronts. If the Germans do not win by the end of 1945, they automatically lose.

Draw Table

Year	Allies	Germans	Notes:
1939	3	6	West Front Only
1940	8	12	
1941	9	11	
1942	10	10	

If the Germans control all 4 Med Tokens they get +1 cards (Control of North Africa & the Balkans) If the Germans control all 4 West Tokens they get +2 (Defeat of Britain) If the Germans control all 4 East Tokens they get +2 (Conquest of the Soviet Union) The Germans get -1 if the Allies control 9 total tokens.

Planning Phase

A player may discard up to 3 cards and draw an equal number of replacement cards.

The Cards

Each card has a title. Each card has a force value. Each card has a type. There are 4 card types: Leader, Operation, Unit, Special.

Each card lists which Fronts it can be played in. (1, 2, or all 3)

Setup

Both players shuffle their decks. Both players control two tokens from each of the 3 Fronts.

Turn Sequence

Each turn has 6 phases:

- 1. History Phase
- 2. Production Phase
- 3. Planning Phase
- 4. Mediterranean Front Phase
- 5. West Front Phase
- 6. East Front Phase

History Phase

Each turn represents one year. The starting year is 1939. Keep track of what year it is.

A player may keep up to 2 extra, unused cards from the previous turn. Excess cards are discarded.

Production Phase

Each player draws a number of cards as indicated by the Draw table. If a deck runs out, shuffle the discard and draw from it.

Year	Allies	Germans	Notes:
1943	11	9	
1944	12	8	
1945	13	7	

Mediterranean Front Phase

Both players play one or more cards from their hands in a stack face down to the table. Only cards that say they can be used in the Mediterranean Front may be played. A maximum of 1 Leader card, 1 Operations card, 2 unit cards, and 1 Special card may be played.

Both stacks are simultaneously revealed. The player with the highest total Force wins. The winner takes one Mediterranean front token from his oppo-

nent.

West Front Phase

If the German player controls all 4 West Front tokens, skip this phase. Both players play one or more cards from their hands in a stack face down to the table. Only cards that say they can be used in the West Front may be played.

A maximum of 1 Leader card, 1 Operations card, 2 unit cards, and 1 Special card may be played. Both stacks are simultaneously revealed. The player with the highest total Force wins.

The winner takes one West front token from his opponent.

East Front Phase

If the German player controls all 4 East Front tokens, skip this phase. Both players play one or more

cards from their hands in a stack face down to the table. Only cards that say they can be used in the East Front may be played.

A maximum of 1 Leader card, 1 Operations card, 2 unit cards, and 1 Special card may be played. Both stacks are simultaneously revealed. The player with the highest total Force wins.

The winner takes one East front token from his opponent.

Card List Notation

A All Fronts
E East Front
W West Front
M Mediterranean Front
S Special
L Leader
O Operation
U Unit

German Deck Card List

Card Title:	Type	Force	Fronts	Notes:
Blitzkrieg	S	2	A	
Lightning War	S	2	A	
Hitler	L	2	A	
Paratroops	U	2	A	
Air Superiority	S	2	A	
Nazi Propaganda	S	2	A	
Professionalism	S	2	A	
Stuka Dive Bombers	U	2	A	
Massed Armor	U	2	A	
Panzer Divisions	U	2	A	
Luftwaffe	U	2	A	
Guderian	L	2	A	
Wolf Packs	U	2	A	
U-Boats	U	2	A	
Jet Fighters	U	2	A	1944+
Speer	-	-	-	
Himmler	L	2	A	
Dietrich	L	2	A	
Manstein	L	2	A	
Model	L	2	A	
SS Troops	U	2	A	
Rhundstedt	L	2	A	
Panzer Lehr	U	2	A	
Grossdeutschland	U	2	A	
Non-Aggression Pact	S	3	E	
Russo-Finnish War	O	3	E	
Barbarossa	O	3	E	
Army Group North	U	3	E	
Army Group Center	U	3	E	
Army Group South	U	3	E	
Capture Kiev	O	3	E	

Card Title:	Type	Force	Fronts	Notes:
Occupation of Poland	O	3	E	
Annex Czechoslovakia	O	3	E	
Battle of the Atlantic	O	3	W	
Bismarck	U	3	W	
Maginot Line	S	3	W	
The Phony War	O	3	W	
Fortress Europe	S	3	W	
V2 Rockets	U	3	W	
V1 Flying Bombs	U	3	W	
Operation Sealion	O	3	W	
Invasion of Norway	O	3	W	
Capture the Low Countries	O	3	W	
Atlantic Wall	S	3	W	
Occupation of France	O	3	W	
Vichy Regime	S	3	W	
Traverse the Ardennes	S	3	W	
Battle of the Bulge	O	3	W	
Invasion of Yugoslavia	O	3	M	
Rommel, the Desert Fox	L	3	WM	
Italian Navy	U	3	M	
Mussolini	L	3	M	
Tobruk	O	3	M	
Africa Korps	U	3	M	
Gustav Line	S	3	M	
Anzio	O	3	M	

Notes: Discard the Speer card in Production Phase to draw 3 cards.

Allies Deck Card List

Card Title:	Type	Force	Fronts	Notes:
Allied Shipping	S	2	A	
Advanced Radar	S	2	A	
Convoy Support Groups	U	2	A	
American Air Force	U	2	A	
Partisans	U	2	A	
Roosevelt	L	2	A	
Assassination Plot	S	2	A	
Fuhrers Interference	S	2	A	
British Intelligence	S	2	A	
American Industrial Might	S	2	A	
Economic Strangulation	S	2	A	
Crack Enigma	S	2	A	
Allied Manpower	S	2	A	
Liberation	S	2	A	
Stalin	L	3	E	
Arctic Convoys	S	3	E	
T-34 Tanks	U	3	E	
Red Army	U	3	E	
Communism	S	3	E	
Soviet Air Force	U	3	E	

Card Title:	Type	Force	Fronts	Notes:
Scorched Earth	S	3	E	
Russian Winter	S	3	E	
Siege of Leningrad	O	3	E	
War without Mercy	S	3	E	
Siberian Troops	U	3	E	
Rasputitsa	S	3	E	
Moscow Counteroffensive	O	3	E	
Zhukov	L	3	E	
Timoshenko	L	3	E	
Defense of Stalingrad	O	3	E	
Operation Citadel	O	3	E	
Night Bombing Raids	S	3	W	
Strategic Bombing	S	3	W	
Royal Air Force	U	3	W	
Battle of Britain	O	3	W	
Evacuation at Dunkirk	S	3	W	
British Expeditionary Force	U	3	W	
Operation Overlord	O	3	W	
D-Day	O	3	W	
Operation Fortitude	S	3	W	
French Underground	S	3	W	
Operation Cobra	O	3	W	
Operation Market Garden	O	3	W	
Churchill	L	2	WM	
Royal Navy	U	2	WM	
Free French	U	2	WM	
Flying Fortress	U	2	WM	
Charles de Gaulle	L	2	WM	
Eisenhower	L	2	WM	
Montgomery	L	2	WM	
Patton	L	2	WM	
Bradley	L	2	WM	
El Alamein	O	3	M	
Operation Torch	O	3	M	
Tunisia	O	3	M	
Soft Underbelly	S	3	M	
Operation Husky	O	3	M	
Monte Cassino	O	3	M	
Break the Gothic Line	O	3	M	
Atomic Bomb	S	7	A	1945+

Game Designers Notes

World War II in under an hour! Will do the Pacific Theatre as a separate game. I hope I didn't give the Mediterranean theatre too much emphasis.

More Cards

Here's a few more examples of cards (titles only) you might want to add: Japan Attacks Russia (What if) Japan Defeated (What if) Destruction of Army Group

Center P51 Mustang Sherman Tanks Easy Company Red Ball Express Nazi Treasure Code-breakers Normandy Hedgerows Mulberry Harbors Invasion of Crete Drive to the Rhine Operation Typhoon Katyusha Rockets Lend Lease Program Tiger Tanks Operation Anvil British Electronics

Variants

Make it that certain 'American' cards cannot be played until 1942+.





East Indiamen

Introduction

Players are English Merchants circa 1590 - 1600's financing Marine Voyages to Seek treasure in India and SE Asia.

Victory

The game ends after 2 hours, or when the Treasure deck runs out. The player with the most Treasure Points (TP) in their Profit Pile at that time wins.

Expeditions

Each Expedition must have one or more Ships (Maximum of 4 Ships). Expeditions can also have Trade goods or Silver to trade for Cargo. They can also have Gifts to give to foreign rulers, and Great Captains to improve their chance of success.

Expedition Limit

You may have a max of 4 Expeditions in play at one time.

Expedition Track

#	Name	Notes
-	England	Start Space
-	English Channel	Naught
-	Plymouth	Resupply
-	Madeira Islands	Naught
-	Portuguese Carrack	Capture Ship
-	Canary Islands	Naught
-	Scurvy	Hardship
-	Cape Verde Islands	Naught
-	Atlantic Ocean	Naught
-	Lightning Strike	Storm
-	Rain	Naught
-	Tornados	Storm
-	Guinea Coast	Naught
-	Portuguese Ship	Resupply
-	Infection	Hardship
-	Equator	Naught
-	Contrary Winds	Naught
-	St. Helena	Resupply
-	Doldrums	Naught

Expedition Counters

Each player has a set of 4 expedition counters and numbered 1 to 4. Each players set has a unique color.

Factory Counters

Each player gets 4 Factory Counters of a unique color.

Expedition Mats

Each player has a piece of paper divided into 4 sections which are Numbered 1 to 4. These correspond to each of the 4 possible expeditions the Player may have going at the same time. Place the Expedition cards and Treasure cards of that expedition in its own section.

Expedition Track

The Track is 40 spaces long. There is a start space and an End space. When starting out, an expedition moves towards the end space.

When reaching the End space or any point before then, the expedition may turn back. When an Expedition finally returns, its treasures go into your Profit pile, and All its expedition cards are discarded.

#	Name	Notes
-	Navigational Error	Naught
-	Arabian Sea	Naught
-	India	Naught
-	Sea Battle	Storm
-	Surat	Trade*
-	Cambay	Cotton
-	Mogul Emperor	Gift
-	Coromandel	Cotton
-	Golconda	Cotton or Trade
-	Masulipatan	Cotton
-	Ceylon	Trade
-	Bay of Bengal	Naught
-	Penang	Resupply
-	Malay Peninsula	Naught
-	Summer Monsoons	Hardship
-	Sickness	Hardship
-	Sumatra	Naught
-	Achin	Trade
-	Eastern Monarch	Gift

#	Name	Notes
-	Southern Hemisphere	Naught
-	Scourge	Hardship
-	Cape of Good Hope	Resupply
-	Table Bay	Resupply
-	Poorly Manned Ships	Hardship
-	Cape Correntes	Naught
-	Mighty Storm	Storm
-	Extreme Gusts of Wind	Storm
-	Mozambique	Resupply
-	Disease	Hardship
-	Madagascar	Resupply
-	Great Storm	Storm
-	Zanzibar	Capture Ship
-	Dysentery	Hardship
-	Indian Ocean	Naught
-	Split-up	Storm

* Won't Trade for Cotton

Setup

Players take their expedition counters and mats. Players roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Expedition Phase
2. Launch Phase
3. Action Phase

Expedition Phase

Draw 2 Cards from the Expedition Deck and discard 1 of them. Add the card to your Expedition Pile. If the deck runs out, shuffle the discard and draw from it.

Launch Phase

If your Expedition Pile contains at least 1 Ship, you may launch the Expedition. If your Expedition pile has 8 cards you must launch, unless you don't have a ship, in which case you must discard your entire Expedition pile, and gain 1 Treasure. Assign the Expedition a number 1 to 4.

Place the corresponding numbered Expedition Counter onto the start space of The Expedition Track

Capture Table

1D6	Notes
0	Roll Again
1	Gain 1 Treasure

#	Name	Notes
-	Strait of Malacca	Capture Ship
-	Priaman	Trade
-	Weariness	Hardship
-	Java	Naught
-	Bantam	Trade
-	Trade Agreement	Gift
-	South China Sea	Naught
-	Farther East	Naught
-	Spice Islands	Trade
-	Moluccas	Naught
-	Makain	Trade
-	Dutch Holdings	Naught
-	Pepper Ports	Trade
-	Banda Islands	Naught
-	Pacific Ocean	End Space

and place all the expedition cards from the pile into the Corresponding section of your Expedition Mat.

Action Phase

In order of Expedition Number, move your expeditions along the track. Roll 1D6 and move the Expedition that number of spaces. Each space offers one possibility, helpful, or hurtful:

Trade Spaces

Gain 1 Ships supply Token. You may discard 1 Trade good card to draw 1 Treasure Card. You may discard 1 Silver card or 1 Cotton Token or 1 Merchant Card to draw 2 Treasure Cards.

Cotton Space

Gain 1 Free Cotton Token or 1 Supply Token. You may discard 1 Trade Good card to gain 1 Cotton Token. You may discard 1 Silver card to gain 2 Cotton Tokens.

Foreign Land Space

Gain 1 Ships supply Token. You may discard a Gift card to draw 3 Treasure Cards.

Capture Ship Space

Roll 1D6 on the Capture Table. Get -1 to the roll if you have a Great Captain in your Expedition.

1D6	Notes
3	Gain 3 Treasures
4-5	Nothing

1D6	Notes
2	Gain 2 Treasures

Storm Space

Roll 1D6. This is the Storm Roll. On 5+ you lose 1 Ship. Get -1 to the roll if you have a Great Captain in your Expedition.

Hardship Space

Roll 1D6. This is the Hardship Roll. On 3+ you lose 1 Ship. You may discard a Ships Stores Card or Token to negate this roll.

Resupply Space

Gain 1 Ships Supply Token.

Cargo Limits

Each Ship can hold a Max of 5 Treasure cards, Trade Good cards, Cotton Tokens, or Ships supply

Expedition Deck

#	Name
20	Indianman Ship
5	Great Captain
10	Trade Goods
5	Spanish Silver

1D6	Notes
6	Lose 1 ship

Cards/Tokens.

Establishing Factories

When you land on a Trade Space, you may discard a Merchant Card to place one of your Factory tokens on the space. From now on, you may always stop at this space, even if your Move Roll would normally send you past it. Only 1 player may have a Factory on a space.

Meetings

If 2 expeditions meet in the same space, they may trade any and all cards and counters, as the owners agree.

#	Name
5	Fine Gifts
10	Ships Stores
5	Merchants

Treasure Deck

#	TP	Type
2	11	Ginger
4	18	Cinamon
3	12	Cloves
3	13	Tumeric
2	14	Cardamom
9	15	Pepper
2	10	Coriander
2	8	Mace
3	6	Cochineal
1	24	Gems
2	20	Jewelry

#	TP	Type
2	5	Calico
1	7	Tapestries
2	9	Nutmeg
1	20	Amber
1	21	Pearls
1	22	Ebony
1	23	Gold
1	25	Diamonds
2	16	Tea
2	17	Coffee

TP Treasure Points

Note: Cotton Tokens can be turned in for 4 TP each

Links

East Indiamen Wikipedia





Economic Warfare

Introduction

Card and Board game for 2-4+ players. Representation of Economic competition between Modern Nations. Destabilize your opponent's economies while protecting your own.

Game End

The Game ends when any player has either zero or 20+ Inflation Tokens. Zero represents a Great Depression. 20+ represents Severe Hyperinflation.

The game also ends when you go completely through the deck once.

Winning

When the game ends, the player closest to having exactly 10 Tokens is the winner.

Inflation Tokens

Players share a common set of Inflation Tokens. Each player starts with 10 Tokens. The rest are kept aside in the Bank.

National Advantages

Each player at the beginning of the game picks 1 nation as their identity:

Nation:	Advantage:
USA:	Global Powerhouse: When rolling the dice at the beginning of your turn, you may Reroll one of your dice rolls.
China:	Command Economy: When they land on a Policy card they may play it twice.
Russia:	Mafia State: When they land on an opponent's Pawn they may take or give 2 Tokens instead of just 1.
Eurozone:	Austerity Experts: When they land on an Event card, they may discard 1 Token.
Japan:	Innovative Industrialists: When they land on an Action card they may gain 1 Token.
India:	Rising Star: If they land on a Policy card, they may after applying it, go again.

Pawns

Each player has a pawn of a unique color to indicate their location on the Board.

The Board

The Board is a circular track divided up into 12 spaces. Each space must be big enough to hold 1 card and several pawns.

The Dice

Two six sided dice are needed to play.

The Deck

Players share a common deck. The deck is divided up into Event, Policy, and Action cards. Event Cards (almost) affect a random player.

Policy Cards target yourself. Action Cards target other players. Cards almost always cause some player to lose or gain Inflation Tokens.

Setup

Players pick their Nations and Pawns. Each player starts with 10 Inflation Tokens. Shuffle the deck.

Place all the Pawns together in 1 Space. Place a random card face up in each of the other 11 spaces. Players roll high on the die to see who goes first.

Turn Sequence

Players take turns. Play proceeds clockwise. On your turn roll the die twice.

Market Forces: With one die result gain that many Tokens -3. If the Sum is negative, lose that many Tokens. With the other die result, move your pawn that many spaces in either direction along the track. World Event: If you land on an Event, it affects a random player.

(Roll 1D6 and count off starting with the player to your left) Policy Decision: If you land on a Policy, it affects you. Aggressive Action: If you land on an Action, it affects an opponent of your choice. Financial Warfare: If you land on an opponent's pawn you may either give Them 1 of your Tokens, or take 1 Token from them.

If a card has no possible target, nothing happens. Discard any Card you landed on. Place a new random card from the deck onto any empty space.

Check for end game conditions.

Card List Notation**E** Event**P** Policy**A** Action**AL** Action Play only on Target with 9 or less Tokens**AH** Action Play only on Target with 11 or more Tokens**PA** Use as Policy or Action**PE** Use as Policy or Event**X** Special**IT** Inflation Token**Common Deck Card List**

Card Name:	Type:	IT Adjustment:
Capital Controls	P	+/- 1
Quantitative Easing	P	+1
Currency Devaluation	P	+1
Falling Exchange Rate	PA	+1
Make Exports more Competitive	P	-1
Make Exports more Expensive	P	+1
Debt Crisis	E	-2
Business Slump	E	-1
Private Sector Savings	P	-1
Paradox of Thrift	AL	-1
Overseas Tax Havens	E	-1
Increase Taxes	P	-1
Spending Cuts	P	-1
Increase Budget Deficit	P	+1
Decrease Budget Deficit	P	-1
Austerity Measures	P	-1
Currency War	X	Give 1 Token to target Opponent
Default on Loans	P	-1
Increase Money Supply	P	-1
Increase Production	P	-1
Aggregate Demand	E	+1
Rising Prices	E	+1
Rapid Wage Increases	E	+1
Raw Material Shortages	E	+1
Increasing Energy Demand	E	+1
Higher Production Costs	E	+1
Cost Push Inflation	E	+1
Demand Pull Inflation	E	+1
Stock Market Crash	E	-3
Put Brakes on the Economy	P	-1
Stimulate the Economy	P	+1
Economic Heat	E	+1
Bull Market	E	+1
Bear Market	E	-1
Tax Reform	P	+/- 1
Recession	AL	-2
Depression	AL	-3
Runaway Inflation	AH	+2
Market Panic	AL	-1
Consumer Spending	E	+1
Disappearing Middle Class	E	+1
Lost Purchasing Power	E	+1
Hyperinflation	AH	+3
War	E	+2

Card Name:	Type:	IT Adjustment:
Bank Lending	PE	+1
Pay off Loans	P	-1
Financial Meltdown	E	-3
Loss of Jobs	E	-1
Less Investment	E	-1
Decreased Availability of Credit	E	-1
Borrow Money	P	+1
Sell Securities	P	+1
Central Bank	P	+/- 1
Interest Rates High	PE	-1
Interest Rates Low	PE	+1
Deflationary Spiral	AL	-2
Trade War	S	Take 1 Token from target Opponent
Currency in Freefall	AH	+3
Ruined Infrastructure	E	+2
Production Standstill	E	+2
Sustained Price Declines	E	-1
Economic Crisis	E	-2
Shore Up Balance Sheets	P	+1
Fractional Reserve Banking	P	-1
Regain Profitability	P	+1
Economic Uncertainty	E	-1
Money Hoarding	P	-1
Economy Grinds to a Halt	AL	-3
Financial Institution Fails	E	-2
Open Market Operations	A	+/- 1
Bad Loans	E	-1
Toxic Assets	E	-1
Burst Housing Bubble	E	-3
Exponential Rise in Prices	E	+3
Unstable Currency	E	+1
Economic Stagnation	E	-1
High Rate of Growth	PE	-1
Excess Production Capacity	PE	-1
Severe Economic Contraction	E	-2
Cyberwarfare	A	-1
Stockpiling Gold	P	+1
Foreign Currency Reserves	P	+1
Global Panic	S	All Players lose 1 Token
Banks Pull out Money	PA	-1
IMF Loans	P	+1
Currency Depreciation	E	+1
Sanctions	A	-1
Financial Shock	E	-1
Hacking and Sabotage	A	-1
Political and Social Upheaval	E	-1
Disruption and Retaliation	S	You and 1 Opponent lose 1 Token
Counterintelligence and Deterrence	P	+1
Malicious Covert Hedge Fund	A	-1
Psyop Fake News	A	-1
Buy Foreign Companies	S	Take 1 Token from Target Opponent
Deny Access to Networks	A	+1





Ecros

Introduction

Chess Variant. Abstract. 2-Player. 20 x 20 Board. Unique pieces. 40 men to a side. Multiple victory conditions.

The Board

A 20 X 20 square grid is used.

Verbage

Men = Pieces = Units = Figure

Board = Map = Playing Field

Space = Square

Capture = Kill = Eliminate = Destroy

Null Jumpers = subset of men who move by jumping.

Slip Jumpers = subset of Men who move by jumping, like knights.

Sliders = subset of men who move variously like rooks, bishops, and queens.

Nexials = Pair of men who serve the same function as kings in chess.

Victory

There are 4 ways to win:

1. Capture both of your opponents Nexials.
2. Occupy all 4 corners.
3. Occupy all 4 center spaces.
4. Reduce opponent to 9 or less men.

Setup

Your men are placed on your back two rows. Nexials and sliders are placed in any desired configuration on your Backmost row. The Jumpers are then used to fill in the remaining spaces also In any desired configuration. White sets up first, then Black.

Turn Sequence

White gets first move. Players alternate moves, moving 1 man per turn.

Capturing

Capturing occurs just like in regular chess, when you move one of your men into A space occupied by an opponent's figure.

Reversal Rule

A piece may never reverse a move it made. For example: You move a piece forward 2 spaces. You may not when moving it again the next time (which could Be several turns later) move It back 2 spaces to the space it previously occupied.

Piece Descriptions

There are 2 sets of 40 pieces. One white, and one black. Most pieces are unique. Out of the 40 men you start with only 3 Have doubles (The 3 sliders). So there are 36 unique types of units.

Nexials

Each player has 2 Nexials. If both are captured, you lose. Nexside = This man moves 1 space orthogonally.

Nextant = This man moves 1 space diagonally.

Castling

Once per game, as a move, you may destroy any one of your pieces (on your side of the board) to move one of your Nexials to the space the destroyed unit had occupied.

Sliders

These do not jump. They slide across the board. Your own pieces are Obstacles, while enemy pieces can be captured.

Diagos Odd = There are 2 of this Unit. It moves diagonally like a Bishop in Chess. It must end its move after moving an odd number of spaces.

Diagos Even = There are 2 of this Unit. It moves diagonally like a Bishop in Chess. It must end its move after moving an even number of spaces.

Orthogos Odd = There are 2 of this Unit. It moves orthogonally like a Rook in Chess. It must end its move after moving an odd number of spaces.

Orthogos Even = There are 2 of this Unit. It moves orthogonally like a Rook in Chess. It must end its move after moving an even number of spaces.

Ultangent Odd = There is just 1 of this Unit. It moves like a Queen in Chess. It must end its move after moving an odd number of spaces.

Ultangent Even = There is just 1 of this Unit. It moves like a Queen in Chess. It must end its move after moving an even number of spaces.

Odd And Even Move Limits

Sliders are described as being odd or even. An Odd unit must end its turn (Capture or not) after moving an Odd number of spaces. It may never under any circumstances move an Even number of spaces. So for example it could move 1, 3, 5, 7, etc. spaces but never end its Move 2, 4, 6, etc. spaces away from where it started.

Null Jumpers

There is one copy of each of these pieces. These units jump over other pieces when moving. Note that these units can move orthogonally or diagonally.

Null One = Moves 1 space in any direction. (This unit is the exception in that It doesn't actually jump. Its like a King in regular chess).

Null Two = Jumps 2 spaces.

Null Three = Jumps 3 spaces.

Null Four = Jumps 4 spaces.

Null Five = Jumps 5 spaces.

Null Six = Jumps 6 spaces.

Null Seven = Jumps 7 spaces.

Null Eight = Jumps 8 spaces.

Slip Jumpers

These units jump over other pieces when moving. There is one copy of each of these pieces. Note that

these units move like Knights in chess: They move orthogonally a Certain number of spaces (2-8) and then over (90 degrees) another number of Spaces (1-3).

Primero Two = Moves 2 spaces and then over 1 (exactly like a Knight in chess).

Primero Three = Moves 3 spaces and then over 1.

Primero Four = Moves 4 spaces and then over 1.

Primero Five = Moves 5 spaces and then over 1.

Primero Six = Moves 6 spaces and then over 1.

Primero Seven = Moves 7 spaces and then over 1.

Primero Eight = Moves 8 spaces and then over 1.

Segundo Three = Moves 3 spaces and then over 2.

Segundo Four = Moves 4 spaces and then over 2.

Segundo Five = Moves 5 spaces and then over 2.

Segundo Six = Moves 6 spaces and then over 2.

Segundo Seven = Moves 7 spaces and then over 2.

Segundo Eight = Moves 8 spaces and then over 2.

Tercio Four = Moves 4 spaces and then over 3.

Tercio Five = Moves 5 spaces and then over 3.

Tercio Six = Moves 6 spaces and then over 3.

Tercio Seven = Moves 7 spaces and then over 3.

Tercio Eight = Moves 8 spaces and then over 3.

Construction Of Pieces

I recommend counters with the names of the pieces written out.

Designers Notes

I wanted something that feels wide open.





Egypt

Introduction

Card game simulating 3000 years of rule by the Pharaohs of ancient Egypt.

Card List

#	Name	Point Value
7	Hieroglyph	0
7	Slaves	1
7	The Nile	2
7	Temples	3
7	Chariots	4

#	Name	Point Value
7	Pharaohs	5
7	Pyramid	6
7	The Gods	7
7	Ankhs	Wild

number of cards in the deck of that type.

Turn Sequence

Players take turns Draw Phase Control Phase Dynasty Phase End Phase

Draw Phase

All players draw enough cards to fill their hands to 7 cards.

Control Phase

Simultaneously, each player reveals one meld, if they have one. A meld is 2 or more cards of the same type. Ankh cards are wild.

Only one meld is revealed (of the players choice), even if the player has more melds. A player may decide not to reveal a meld, even if they have one or more melds. The meld with the most cards wins control of Egypt.

If two or more melds have the same number of cards, then the cards with the highest point value wins. If point values are tied, then no one wins. If no one reveals a meld or no one wins then the last player to control Egypt wins. If the game is just beginning and no one has controlled Egypt yet, then the turn ends. First example: John plays 2 Hieroglyph cards (value = 0) and Randy plays 2 God cards (value = 7). Randy wins.

Second example: John plays 3 Hieroglyph cards and Randy plays 2 God cards. John wins.

Dynasty Phase

The controller of Egypt draws one random card from any players hand. The current controller of Egypt may play one or more melds this phase. Each meld

played earns that player tribute points equal to the point value of all cards played.

For example: The controller plays 4 chariot cards (value 4) and 3 pharaoh cards (value 5). He gets 16 (4 X 4) tribute points for the chariots and 15 (3 X 5) points for the pharaohs. There are 2 special melds that can be played in Dynasty phase: Pyramid Builders combo: 1 card each: Pharaoh, Slaves, Pyramid (12 points) Priests combo: 1 card each: Temple, Hieroglyph, God (10 points)

End Phase

All melds played this turn go to the discard. Players may discard up to 3 cards. Players must discard down to 5 cards.

End Of Game

The game ends after 10 turns. Each turn represents 300 years. If the deck runs out before the 10th turn, shuffle the cards and keep playing.

Victory

The player with the most accumulated tribute points at the end of the game is the winner.

Designing The Cards

There are 63 cards in the deck. Seven of each of nine types. All cards have the same backs. Each card must have on its front, its name and numerical value.

Each card can have unique illustrations and writings. For example: Research hieroglyphs and use a different one for each hieroglyph card. Some gods from Egyptian mythology:

- Ra the sun god
- Anubis, guardian of the dead
- Bast the cat goddess

- Horus the avenger
- Isis the goddess of fertility
- Osiris the god of nature
- Thoth the god of knowledge
- Ptah the creator of the universe
- Set the god of evil
- Some Pharaohs from the history book:
- King Menes (United upper and lower Egypt)

- Zoser (King of the third Egyptian dynasty)
- Cheops (King of the fourth Egyptian dynasty)
- Amosis (Liberated Egypt from the Hyksos)
- Amenhotep, Thutmose (& Hatshepsut), Ikhnaton
- Tutankhamen, Seti, Ramses, Ptolemy, Cleopatra

Awesome Cardset Available

Give Thanks to the Mighty Felisan!





Eighty Years War

Introduction

Card game for 2 players. Simulation of the Dutch (Netherlands) Revolt 1568-1648.

Victory

The game ends after 15 turns. If the Dutch have 7 Provinces, and the Spanish have 10 Provinces, it is a Historical Tie. If the Dutch player has 8+ Provinces it is a Dutch Victory.

If the Spanish Player has 11+ Provinces it is a Spanish Victory.

Province Tokens

Use 17 Tokens to represent the 17 Provinces.

Stages

The game has 3 stages: Stage I (early) Stage II (Middle) Stage III (Late) Each stage has 5 Turns. Certain cards can only be played in specific Stages.

Deck & Cards

Players share a common deck. All cards have a numeric value which according to the card can be used for Political Melds, Military Melds, or Either. Some cards can be used by only the Dutch or Spanish, or Both.

Some cards can only be used in certain Stages. Some cards are described as Leaders. Some cards are described as Events.

When an Event card is played in a Meld and it is able to contribute its Value to the Meld, it is considered to have "gone off" and is removed from play.

Setup

The Dutch Player receives 7 Province Tokens (PT). The Spanish Player receives 10 PT. Remove the stage II and III cards from the deck.

At the beginning of stage II shuffle the stage II cards into the deck. At the beginning of stage III shuffle the stage III cards into the deck.

Turn Sequence

Each turn has 4 Phases:

1. Logistics Phase
2. Strategy Phase
3. Action Phase
4. End Phase

Logistics Phase

The Dutch player fills his hand to 7 Cards. The Spanish player fills his hand to 8 Cards. If the deck runs out, shuffle the discard and draw from it.

If you draw a card that cannot be used because it is the wrong Stage, you May immediately discard it face up and draw a replacement.

Strategy Phase

Each player may discard up to 4 cards and draw replacements.

Action Phase

Each player must make 2 Melds. There is a Military Meld and a Political Meld. All the cards in your hand must be used in the Melds.

Each Meld must contain at least 1 card. The other player may not see the size of your Melds. Both players reveal their Melds simultaneously.

When revealing Melds, keep useable cards face up and Unusable cards face down. Players add up the total numeric value for each of their Melds. Some cards will be unusable (zero value) because they only Work for the other player.

A Meld can only have 1 Leader. Additional Leaders are Unusable. You may only use 1 Event card per turn. Extra Events become Unusable. If both players are within 2 points on a Meld, it is a tie and no one wins.

If one player is 3+ points higher than the other, he wins the Meld and Takes a Province Token away from his opponent. If one player is 15+ points higher than the other, he wins the Meld and Takes 2 Province Tokens away from his opponent.

End Phase

All Cards in play are discarded. Keep track of Stage and Turn.

Card List Notation

- D** Dutch player only may use this card
- S** Spanish player only may use this card
- B** Both Dutch and Spanish players may use this card
- M** Military Melds only
- P** Political Melds only
- E** Can be used for Either Political or Military Melds
- I** Stage I only
- II** Stage II only
- III** Stage III only
- I+** Stage I or II only
- II+** Stage II or III only

A Can be used in All Stages**L** Leader**V** Event**Eighty Years War Card List**

Card Name:	Use	Value	Meld	Stage	Notes
Great Merchant Cities	D	4	E	A	
Imperial Authority	S	4	E	A	
Calvinist Iconoclasm	D	4	P	I	
Reduction of Breda	S	7	M	III	V
William of Orange	D	8	P	I+	L
King Phillip II	S	9	E	I+	L
Duke of Alba	S	7	E	I	L
Brutal Oppression	B	4	P	A	
Council of Blood	B	5	P	I	V
Sea Beggars	D	6	M	A	
Maritime Provinces	D	5	E	A	
Privateers	B	4	M	A	
Merchant Magnates	B	4	E	A	
Political Rivals	B	3	P	A	
Factionalism	B	5	P	A	
Guerilla Campaign	D	3	M	A	
Spontaneous Revolt	D	7	E	A	
Flood Terrain	D	4	M	A	
Spanish Armies	S	4	M	A	
Siege Warfare	B	5	M	A	
Rebel Unity	D	6	P	A	
Sea Battle	D	7	M	A	
Starvation	B	4	M	A	
Occupation	B	3	E	A	
Southern Aristocracy	S	5	P	A	
Bribery	S	5	P	A	
Don Juan of Austria	S	6	M	II	L
Duke of Parma	S	9	E	II	L
Able General	B	6	M	A	L
Diplomacy	B	4	P	A	
Maurice of Nassau	D	9	E	II+	L
Ambrogio Spinola	S	9	M	III	L
Relieving Force	B	5	M	A	
Union of Utrecht	D	8	P	II	V
Union of Arras	S	8	P	II	V
Spanish Armada Fiasco	D	7	E	II	V
Demoralized	B	3	E	A	
Assassination	B	4	P	A	
English Allies	D	4	E	A	
Twelve Years Truce	D	8	P	III	V
Rivers & Marshes	D	5	M	A	
De Facto Independence	D	4	P	A	
Spanish Court Meddling	D	4	P	A	
French Intervention	D	5	E	A	
Battle of the Downs	D	8	M	III	V
Ruinous Expense	D	4	E	A	
Spanish Empire	S	7	E	A	

Card Name:	Use	Value	Meld	Stage	Notes
Habsburg Dynasty	S	7	E	A	
Devout Catholicism	S	4	P	A	
Foreign Rule	D	4	P	A	
Spanish Inquisition	B	3	P	A	
Heavy Taxation	B	4	P	A	
Sack Captured Cities	B	3	P	A	
Naval Blockade	B	3	E	A	
Military Might	S	5	M	A	
Standing Army	D	6	M	II+	
Protracted Siege	B	5	M	A	
Frederick Henry	D	7	M	III	L
Colonial Trade Routes	B	3	E	II+	
Heavy Handed Rule	S	3	E	A	
Holy Roman Empire	S	6	E	A	
Protestant German Aid	D	3	E	A	
Pivotal Area	S	7	M	A	
Heresy	S	4	P	A	
Stadtholder	B	3	E	A	L
Major Fortress	B	5	M	A	
Reformation	D	5	P	A	
Counter Reformation	S	5	P	A	
Nobility in Opposition	B	4	E	A	L
Treason	B	3	E	A	
French Huguenots	D	3	M	A	
Rebel Army	D	3	M	A	
Refugees to the North	D	4	E	A	
Mercenaries	S	5	M	A	
New World Bullion	S	5	E	A	
Mutinies	D	5	E	A	
Bankruptcy	D	4	E	A	
Pacification of Ghent	D	5	E	II	V
Reconquest	S	7	M	II+	
Treaty of Nonsuch	B	2	E	II	V
Act of Abjuration	B	2	E	II	V
Golden Age	D	8	P	II+	
States General Republic	D	4	E	A	
Dutch East Indies Company	D	4	P	II+	
Thirty Years War	B	5	M	III	
Inundations	B	4	M	A	
Italian Troops	S	4	M	A	
Fanaticism	D	5	E	A	
Siege Batteries	B	3	M	A	
Militia Garrisons	D	3	M	A	
Blockade Bridges	S	5	M	A	
Cavalry Sweeps	S	4	M	A	
Heavy Cannons	B	4	M	A	
Strategic Redoubt	D	6	E	A	
Take Town by Surprise	B	6	M	A	
North Eastern Theatre	S	7	E	A	
Raids and Incursions	B	3	M	A	
Strategic Diversions	B	8	E	A	
Mining and Sapping	B	4	M	A	
Water Communication	D	4	E	A	

Links

Dutch Revolt Wikipedia





El Libertador

Introduction

Board game for 2-4+ players. Theme: The Latin American Revolutions 1809 - 1826.

Victory

The player with the most Victory Tokens at the end of the game wins. The game ends when all Countries

#	Title:
1.	Revolution
2.	Columbia
3.	Columbia
4.	Columbia
5.	Revolution
6.	Venezuela
7.	Venezuela
8.	Venezuela
9.	Venezuela
10.	Venezuela
11.	Revolution
12.	Ecuador
13.	Ecuador
14.	Ecuador
15.	Ecuador
16.	Revolution
17.	Peru
18.	Peru
19.	Peru
20.	Peru
21.	Revolution

The Deck

Players share a Common Deck. There are 2 main types of Cards: Liberation Cards and Royalist Cards. There are 5 types of Liberation Cards: Simon Bolivar, Leader, Troops, Battle, and Ideals. All cards have a Force Value.

Victory Tokens

Players share a common set of Victory Tokens.

Counters

Each player has a set of counters of a unique color.

Pawns

Each player has a single Pawn. This pawn should be the same color as the players counters. More than

have been liberated.

The Board

The board is a circular track of 41 spaces. Each space should be large enough to hold 1 card. There are 2 types of Spaces: Revolution and Country.

#	Title:
22.	Bolivia
23.	Bolivia
24.	Bolivia
25.	Revolution
26.	Argentina
27.	Argentina
28.	Argentina
29.	Argentina
30.	Argentina
31.	Revolution
32.	Chile
33.	Chile
34.	Chile
35.	Chile
36.	Revolution
37.	Mexico
38.	Mexico
39.	Mexico
40.	Mexico
41.	Mexico

1 Pawn may occupy 1 space on the board at a time.

Dice

Six sided dice are needed.

Setup

Shuffle the deck. Each player picks a color and takes the corresponding Pawn and Counters. All players draw 2 cards from the deck.

Players roll high on the dice to see who goes first. All players place their pawns on the number 1 Revolution space on the board before the Columbia Country spaces.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Draw Phase
2. Move Phase
3. Action Phase
4. Independence Phase
5. End Phase

Draw Phase

Draw 1 Card and place it in your hand. If the deck runs out, shuffle the discard and draw from it.

Move Phase

Roll 1 die and move forward that many spaces OR discard a card from your hand and move forward a number of spaces equal to its Force Value. If you land on a Revolution Space you may do one of three actions:

1. Roll the Die and move again
2. Move to any other Revolution Space on the Board
3. Draw 1 Card and place it in your hand
4. Play a Counter onto any Country Space you have liberated

Action Phase

— If you land on a Country Space that has no card on it, you may play a Liberation card to that space. Tuck it partially under the Board directly next to the space. Place 1 of your Counters on the Space if you placed a card there. If you have a card under a space you are said to have Liberated it.

You may chose not to play a Liberation card if you don't want to or cannot. If a Country already has 2 cards of the same type, you cannot play a third. For example: Columbia can only have 2 Troop cards tucked under its spaces. A Max of 1 Simon Bolivar card may be used per Country.

— If you land on a Country Space that you have already Liberated (You have a card and one or more counters there already) you may do one of the following:

1. Place an additional counter on the Space
2. Exchange the tucked card with one from your hand
2. Draw 1 card and discard 1 card (It may be the same card)

Common Deck Card List

Name:	Type	Force	Notes:
Hero	S	8	F +3 IPI Columbia
Visionary	S	7	F +3 IPI Venezuela
Revolutionary	S	6	F +3 IPI Ecuador
Liberator	S	5	F +3 IPI Peru
Miranda	L	3	F+2 IPI Venezuela
San Martin	L	7	F+2 IPI Arg/Chile/Peru
Sucre	L	8	F+2 IPI Bol/Ecuad/Peru
Riquelme	L	5	F+3 IPI Chile

— If you land on a Country space liberated by another player, you can either do nothing or play 1 or more Royalist cards with a combined Force value equal to or greater than the number of Counters your opponent has on the space. If you do so, discard all the counters on the space and the card tucked under it. Remove the Royalist cards from the game.

— If you land on a Country Space that is Independent skip over it and go to the next space and resume your move.

Independence Phase

If you played a Liberation card under a Country space this turn and all the other spaces for that country have already been liberated (by you or others) the Country is now said to have gained its Independence. Immediately score Victory Tokens (VT) for the country.

- You gain 2 Victory Tokens for playing the final card to make the country go Independent.
- The player with the highest combined total of Counters and Card Force values gets 5 VT.
- The player with the second highest total of Counters and Card Force values gets 3 VT.
- All other players with at least 1 card and counter in the Country get 1 VT each. If tied for first, tied players get 4 VT each. If tied for second, tied players get 2 VT each. Independent Countries are out of play. Pawns cannot land on them, they simply move past them.

End Phase

Max hand size is 5 cards. Discard excess cards.

Common Deck Card List Notation

S Simon Bolivar
L Leader
T Troops
B Battle
I Ideals
R Royalist
F Force
IPI If Played in. . .
UV Use only versus...

Name:	Type	Force	Notes:
Serrano	L	6	F+4 IPI Chile
Hidalgo	L	5	F+3 IPI Mexico
Guerrero	L	4	F+4 IPI Mexico
General	L	2	—
Junta	L	1	(Government Committee)
Chacabuco	B	5	F +3 IPI Chile
Carabobo	B	6	F +2 IPI Venezuela
Boyaca	B	8	F +2 IPI Venez/Columb
Maipo	B	2	F +4 IPI Chile
Pichincha	B	7	F +3 IPI Ecuador
Junin	B	3	F +4 IPI Argentina
Ayacucho	B	4	F +3 IPI Argentina
Campaign	B	2	—
Uprising	B	1	—
Libertadores	T	4	—
Creole Elites	T	3	—
Indians	T	2	—
Revolutionary Army	T	5	—
Invasion Force	T	7	—
Foreign Volunteers	T	7	—
Republican Army	T	5	—
Discipline	T	6	—
Army of the Andes	T	8	—
Raiders	T	1	—
Rebels	T	4	—
Liberty	I	5	—
Enlightenment	I	4	—
Democracy	I	1	—
Declarations	I	4	—
Independence	I	7	—
Congress	I	2	—
Constitution	I	3	—
Reforms	I	5	—
Liberalism	I	2	—
Autonomy	I	8	—
Age of Revolution	I	6	—
Ferdinand VII	R	2	—
Reclaim Provinces	R	2	—
Loyalist Armies	R	1	—
Royalist Forces	R	1	—
Military Defeat	R	1	—
Spanish Garrisons	R	1	—
General Morillo	R	3	—
Battle of Rancagua	R	1	—
Exile	R	2	UV Simon/Leader
Capture	R	1	—

Links

Simon Bolivar Wikipedia





Elder Things & Outer Gods

Introduction

Card game for 2-6 players. Each player takes control of one of the six major races.

Preface

During the 2 billion year time period before the evolution of man, many different alien species, races, and entities have made Earth their home. Of these, there are six groups who stand out as being the most numerous and most powerful. These groups of colonizers include:

- 1. The Elder Things
- 2. Cthulhu and his Spawn
- 3. The Flying Polyps
- 4. The Great Race of Yith
- 5. Mi-go, the Fungi from Yuggoth (Pluto)
- 6. The Serpent People

All of these races fought each other for dominance on the planet. Often they would summon beings from other places, times, and dimensions to help them fight their Wars.

Object

Destroy all of your opponent's cities.

Counters

Each player gets a set of counters of a unique color. A counter set includes 3 types of units:

Recruitment Table

1D8	Gain:
1-3	1 Population Counter
4-5	2 Population Counters
6	3 Population Counters

1D8	Gain:
7	1 Relic
8	1 City

Aggression Phase

The active player rolls once on the Conflict Table.

Conflict Table

1D6	Action:
1-2	Isolation (Peace): Your turn ends.
3-4	War of Survival: Attack a random player this turn.
5-6	War of Submission: Attack a player of your choice this turn.

Power Phase

The Active player (attacker) and the defender fill their hands to 5 cards.

- 1. Cities
- 2. Populations
- 3. Relics

Set-up

Each player starts with 5 cities and 20 Populations.

Notes

Mi-Go cities are mountain-top mining colonies. The cities of the Flying Polyps were composed of giant windowless black basalt towers.

Turn Sequence

Players take turns. Each turn has 7 phases:

- 1. Recruit Phase
- 2. Aggression Phase
- 3. Power Phase
- 4. Sacrifice Phase
- 5. Allies Phase
- 6. War Phase
- 7. Destruction Phase

Recruit Phase

The active player rolls once on the Recruitment Table.

Sacrifice Phase

The attacker and defender commit as many population counters and relics as they want to the upcoming

battle. A player cannot commit more populations and relics than he currently has. Committed populations are referred to as armies.

Allies Phase

Other players (Not the attacker or defender) may add one or more of their own Population counters to an army of their choice.

War Phase

For each population committed, roll once on that race's Battle Table. A Battle Table roll will result in either a Force value, or the option to use a spell. For each relic played one additional spell may be used.

To use a Spell, play a spell card to the table from

your hand. Every Spell card has a force value. Each side of the conflict adds up their Total Force Value received from Battle Rolls and Spells.

Destruction Phase

The side with the highest Total Force Value wins the War. The loser has one city destroyed. All populations, spells, and relics used in the battle by all players are destroyed and discarded.

Elder Things Battle Table

1D10	Force	Result
1-4	2	Elder Thing: Tentacle Attacks
5-6	8	Shoggoth: Servitor Race
7-10	*	Spell

Cthulhu Battle Table

1D10	Force	Result
1	23	Cthulhu: Great Old One
2	8	Star Spawn of Cthulhu
3	6	Greater Deep One: Father Dagon or Mother Hydra
4-8	1	Deep Ones
9-10	*	Spell

Mi-go, The Fungi From Yuggoth Battle Table

1D10	Force	Result
1-2	1	Mi-Go: Nippers Attack
3-4	5	Mi-Go: Grapple & Drop Attack
5	3	Mi-Go Surgeon
6-10	*	Spell

Flying Polyps Battle Table

1D10	Force	Result
1	2	Windblast
2	4	Windstorm
3	1	Fixing Attack

1D10	Force	Result
4	5	Large Size & Tentacle Attack
5	3	Invisibility
6-10	*	Spell

The Great Race Of Yith Battle Table

1D10	Force	Result
1	2	Large Size & Pincer Attacks
2-5	5	Yithian Lightning Guns
6-7	6	Mental Telepathy

1D10	Force	Result
8-9	9	Time Travel
10	*	Spell

Serpent People Battle Table

1D10	Force	Result
1	1	Degenerate Serpent People
2-3	2	Serpent People with hand Weapons
4	4	Illusions

1D10	Force	Result
5	6	Poisons
6-10	*	Spell

Spell Card List Abbreviations

Note that all spells are used to summon some sort of powerful creature.

LSR Lesser Servitor Race

GSR Greater Servitor Race

GOO Great Old One

LIR Lesser Independent Race

GIR Greater Independent Race

OG Outer God

EG Elder God

A Avatar

Spell Card List

Summoned Creature:	Type	Force	Notes:
Abhoth	OG	12	Grey Horrid Protean Mass; Monstrous Spawn
Ahtu	A	16	(Nyarlathotep) Giant Tendriled Tree
Atlach-Nacha	GOO	6	Huge Spider with humanish face
Azathoth	OG	30	Mindless Seething Amorphous Daemon Sultan
Bast	EG	6	Cat Goddess
Bokrug	GOO	6	Great Water Lizard
Byakhee	LSR	2	Tame Interstellar Winged Things; +2 with Hastur
Chaugnar Faun	GOO	9	Elephantine Humanoid Blood Sucker
Cthonians	GIR	6	Giant Tunneling Squid-Worms
Colors of Outer Space	GIR	8	Invisible Life Force Feeders
Cthugha	GOO	13	Great Cloud of Living Fire
Cyaegha	GOO	16	Green Glowing Eye with Tentacles
Daoloth	OG	15	The Render of Veils
Dark Young	GSR	5	Black Ropy Tree; +2 if played with Shub-Niggurath
Dholes	GIR	35	Gigantic Burrowing Worms
Dimmensional Shamblers	LIR	4	Malign Ape-Insect Humanoids
Eihort	GOO	10	Many Legged Bloated Oval of the Labyrinth
Formless Spawn	LSR	7	Viscous Black Slime; +2 with Tsathoggua
Ghasts	LIR	3	Repulsive Guttural Bipeds
Ghatanothoa	GOO	15	Loathsome Extra-galactic Horror
Ghouls	LIR	2	Rubbery, Canine Humanoids
Glakki	GOO	10	Spiny Oval Lake Monster
Servants of Glakki	LSR	2	Undead decaying Slaves; +3 with Glakki
Gnoph-Keh	GIR	5	Hairy Ice Beast
Gugs	LIR	6	4-armed Giants with terrible Maws
Hastur the Unspeakable	GOO	15	Titanic Aquatic Being
Hounds of Tindalos	GIR	5	Ichorous Scavengers; live at right angles to time
Hunting Horrors	GSR	5	Great Viperine Flyers
Hypnos	EG	12	God of Sleep
Ithqua	GOO	13	Wendigo; Wind Walker
King in Yellow	A	7	(Hastur) Tall Man-like being
Leng Spiders	LIR	5	Immense Bloated Web spinning Purple Spiders
Lesser Other God	OG	10	Giant Mindless Dancing Monstrosities
Loigor	GIR	7	Reptilian Energy drainers; +2 with Ghatanothoa
Moon Beasts	LIR	3	Pink Toadish Torture Lovers
Nightgaunts	LSR	2	Oily black faceless winged demons; +2 with Nodens
Nodens	EG	6	Hoary King of the Sea
Nyarlatheptep	OG	30	Messenger of the Outer Gods; A Thousand Forms

Summoned Creature:	Type	Force	Notes:
Nyogtha	GOO	9	Cavern dwelling Iridescent Gelatinous Blackness
Quachil Uttaus	GOO	8	Tiny withered God of time, death, and decay
Rat-Things	LSR	2	Tiny evil servants
Rhan-Tegoth	GOO	6	Large Globular Fish eyed Blood sucking Crab
Sand Dwellers	LSR	3	Clawed emaciated sand encrusted desert stalkers
ServitorsoftheOuterGods	GSR	4	Tentacled Toad pipers; +1 with Outer Gods
Insects from Shaggai	LIR	5	Tiny Technologically Advanced Mental Parasites
Shantaks	LSR	3	Huge Scaled Horse Head Steeds; +1 with Outer Gods
Shub-Niggurath	OG	17	The Black Goat of the Woods with a thousand young
Shudde M'ell	GOO	13	Greatest of the Cthonians
Star Vampires	LIR	5	Invisible dripping blob; sucker tipped appendages
Tsathoggua	GOO	11	Large sleepy bunny-eared furry Toad
Tulzscha	OG	10	Belching column of sick cold green flame
Beings from Xiclotl	LIR	5	Stupid carnivorous plant creatures
Y'Golonac	GOO	8	Large headless biped with mouths in its palms
Yibb-Tstll	OG	12	Pulsating Many Breasted Black Body
Yig	GOO	9	Bipedal Snake God
Yog-Sothoth	OG	40	Conglomeration of Iridescent Globes
Zhar	GOO	13	Dual Mountain of Sensate Quivering Flesh
Zoth-Ommog	GOO	12	Cone shaped body with tentacles & reptilian head

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Elemental Chess

Introduction

Chess Variant. 2 player game. Earth, Air, Water, Fire Theme.

The Board

Use a standard 8 x 8 chessboard.

The Pieces

Each player has a set of 24 pieces. A set contains:
2 Air Rooks 2 Air Bishops 2 Air Knights 2 Water Rooks
2 Water Bishops 2 Water Knights 2 Fire Rooks 2 Fire
Bishops 2 Fire Knights 2 Earth Rooks 2 Earth Bishops
2 Earth Knights A piece will have to somehow denote
which of the 4 elements it belongs to in addition to
what type it is and to which player it belongs.

Setup

Players place a dividing screen along the middle of the board. A player does not see how his opponent sets up his pieces. Players set up their 24 pieces in any way on their back 3 rows.

When both players are finished setting up, the screen is removed. Determine turn order by house rules.

The Rules

Players take turns. Just as in normal chess, you must move or capture with one of your pieces every turn. Air pieces can only capture Water & Fire pieces.

Water pieces can only capture Fire & Earth pieces. Fire pieces can only capture Earth & Air pieces. Earth pieces can only capture Air & Water pieces.

Victory

You win if you capture all your opponent's pieces of one element. For example: you capture all 6 of his fire pieces.





Emperor Of China

Introduction

Card game for 2-4+ players. Simulation of several thousand years of Chinese Imperial Dynasties.

Victory

The player with the most Dynasty points when the game ends wins.

Game End

The game ends when the 10th Dynasty has ended.

The Deck

Players share a common deck. There are 5 main card Types: Stability Cards Change Cards Military Cards Dynasty Cards Barbarian Cards

Dynasty Points

Use Tokens to keep track of Dynasty Points.

Emperors & Rebels

Use colored markers to distinguish Emperors and Rebels. Each player must display a marker to show whether he is Currently an Emperor or a Rebel.

Setup

All Players are considered to be Rebels at the start of the game.

Turn Sequence

Each turn has 6 Phases:

1. Fate Phase
2. Destiny Phase
3. Challenge Phase
4. Resolution Phase
5. Dynasty Phase
6. End Phase

Fate Phase

Players fill their hands to 10 cards. If the deck runs out, shuffle the discard and draw from it.

Destiny Phase

Each player may discard up to 5 cards and draw replacements.

Challenge Phase

Players reveal scoring cards from their Hands. An Emperor Player may score with Stability and Military cards. Rebel players may score with Change and Military cards.

A Rebel player must also play exactly 1 Dynasty or 1 Barbarian Card or his total score becomes zero. Each scoring card has a point value. The player with the highest total Score wins the hand.

If an Emperor has at least 3 different types of Stability cards, he gets Score +3 If a Rebel has at least 3 different types of Change cards, he gets Score +3 If a player has at least 3 different types of Military cards, he gets Score +3 (For example a player with Infantry, Strategy, and Troops gets +3) Remember, a rebel cannot play more (or less) than 1 Dynasty or Barbarian card.

Resolution Phase

Whoever wins the hand becomes the new Emperor and all Other players become Rebels. If multiple players tie for first place, they all become Emperors! (This represents divisions into multiple Kingdoms) If a Rebel player wins (not ties) a hand using a Barbarian card, all Players lose and become Rebels. All scored cards are discarded EXCEPT for the Dynasty (not Barbarian) cards of the winner(s).

Winners keep their Dynasty cards face up in front of them. (But not in their hand). These are referred to as the "Current Dynasties". If you won as a Barbarian, draw an extra card next turn in Fate Phase.

Dynasty Phase

The Emperor gets 2 Dynasty Points (DP). If there are multiple Emperors, each gets only 1 DP. Some cards allow the Emperor to score extra DP.

End Phase

Each player must discard down to a max hand of 3 cards.

Special Card Types

Despot cards: These are a type of Stability card. They have high scores, but if used, and you (win the hand) remain Emperor, all Rebel players may draw an extra Card next turn in Fate Phase.

Current Dynasties

Current dynasties often give/derive bonuses to/from other cards. An Emperor player who loses a hand and becomes a Rebel must Discard his current dynasty card. Note that Dynasty (& Barbarian) cards have a point value that is used when played by a Rebel but not when the Dynasty is current.

For Example: A Rebel plays a Sung Dynasty card and gets to add 4 to his score. He wins the hand and becomes the Emperor of the Sung Dynasty. On later turns as an Emperor, he does not get the 4 points, but he does get the Infantry bonus on the Sung Dynasty card.

Card List Notation

S Stability Cards

C Change Cards

M Military Cards

D Dynasty Cards

B Barbarian Cards

CGS +X = Cards get Score +X CPO -X = Cards played by Opponents get Score -X DP +X = If the Emperor Wins the hand, he gets an extra +X Dynasty Points

FP Fate Phase

YO Your Opponents

Card List

Name:	Type	Score	Notes:
Xia (Hsia or Yu)	D	3	Stability CGS +1
Shang (Yin)	D	4	Govern CGS +2
Chou (Zou)	D	4	Culture CGS +2
Ch'u	D	1	Military CGS +1
Ch'in (Qin)	D	4	Despot CGS +2
Han	D	4	Missile CGS +2
Wei	D	2	Change CPO -1
Shu	D	2	Strategy CGS +2
Wu	D	2	Disorder CPO -2
Tsin (Ch'in)	D	3	Troops CGS +2
Liu (Song)	D	2	External CPO -2
Qi (Ch'i)	D	1	Get 1 DP in FP
Liang	D	2	YO draw 1 less card in FP
Ch'en	D	2	Dynasty CPO -2
Sui	D	2	Internal CPO -2
T'ang	D	4	Economics CGS +2
Liao	D	1	Draw 1 extra card in FP
Sung	D	4	Infantry CGS +2
Jin	D	2	Barbarian CPO -2
Yuan (Mongol)	D	4	Cavalry CGS +2
Ming	D	4	Build CGS +2
Manchu (Ch'ing)	D	4	
Turkic Hordes	B	3	
Hsiung-nu Hordes	B	4	
Tibetan Hordes	B	3	
Mongolian Hordes	B	5	
Khitans Hordes	B	4	
Jurchen Hordes	B	4	
Strong Central Government	S	5	Govern
Mandate of Heaven	S	5	Culture
Tribute	S	4	Economics
Unification	S	5	Govern
Confucianism	S	5	Culture
The Five Classics	S	4	Culture; DP +1
Middle Period	S	4	Culture
Administration	S	4	Govern
Ancestor Worship	S	4	Culture

Name:	Type	Score	Notes:
Bureaucracy	S	3	Govern
Unchallenged	S	4	Govern
Consolidation	S	4	Govern
Great Wall	S	5	Build; DP +2
Reforms	S	5	Govern; DP +1
Reign Supreme	S	5	Govern
Ruling House	S	3	Govern
Irrigation & Agriculture	S	4	Build
Network of Roads	S	3	Build
Canals	S	3	Build
Disarm Populace	S	3	Govern
Taxation	S	3	Economics
Property Rights	S	4	Economics
Tyrant	S	6	Despot
Legal Codes	S	3	Govern
Imperial Decree	S	3	Govern
Uniformity	S	3	Culture
Customs	S	3	Culture
Executions	S	6	Despot
Purge	S	6	Despot
Organization	S	4	Govern
Trade & Commerce	S	4	Economics
Urbanization	S	3	Economics
Industry & Invention	S	4	Economics; DP +1
Silk Route	S	5	Economics
Expansionism	S	4	Govern
Diplomacy	S	3	Govern
Institutions	S	4	Govern
Peace & Prosperity	S	4	Economics
Quell Rebellion	S	5	Govern
Hold onto Power	S	4	Govern
Buddhism	S	4	Culture
Authoritarianism	S	3	Govern
Coinage	S	4	Economics
Restoration	S	4	Govern
Golden Age	S	5	Culture; DP +1
Overthrown	C	5	External
Warring States	C	4	External
Late Period	C	3	Internal
Invasions	C	5	External
Weak Emperor	C	3	Internal
Assassination	C	4	Disorder
Poverty	C	4	Internal
Anarchy	C	5	Internal
Discontent	C	3	Internal
Disruptions	C	4	External
Collapse	C	5	Internal
Corruption	C	4	Internal
Degeneration	C	4	Internal
Famine	C	5	Natural
Drought	C	4	Natural
Pestilence	C	5	Natural
Floods	C	4	Natural

Name:	Type	Score	Notes:
Ravaged by Barbarians	C	5	External
Factional Conflict	C	4	Internal
Upheavals	C	5	Internal
Turmoil	C	4	Internal
Mass Uprisings	C	5	Disorder
Widespread Rebellion	C	5	Disorder
Peasant Revolts	C	4	Disorder
Mutiny	C	4	Disorder
Refugees & Migrations	C	3	Disorder
Usurpation	C	5	Disorder
Disaster	C	5	Natural
Many Enemies	C	4	External
Civil War	C	5	Disorder
Seize Power	C	5	External
Piracy	C	3	External
Banditry	C	3	External
Decline	C	3	Internal
Petty Kingdoms	C	3	External
Period of Flux	C	3	Internal
Breakdown	C	3	Internal
Political Chaos	C	5	Internal
Rival State	C	5	External
Vassal States Rebel	C	3	External
Humiliation	C	4	External
Overlords	C	5	External
Warlords	C	4	External
Intrigue	C	4	Internal
Art of War	M	5	Strategy
Conquest	M	5	Strategy
Household Units	M	3	Cavalry
Armored Cavalry	M	4	Cavalry
Armored Infantry	M	3	Infantry
Foot Soldiers	M	2	Infantry
Nomad Warriors	M	4	Cavalry
Mounted Bowmen	M	4	Cavalry
Horse Archers	M	4	Cavalry
Mercenaries	M	3	Troops
War Chariots	M	4	Troops
Light Chariots	M	4	Troops
Guards and Bodyguards	M	4	Troops
Regiments and Battalions	M	4	Troops
Light Cavalry	M	4	Cavalry
Bowmen and Archers	M	3	Missile
Skirmishers	M	3	Infantry
Brigades and Divisions	M	4	Troops
Crossbows	M	4	Missile
Halberds and Long Spears	M	4	Infantry
Swords and Shields	M	3	Infantry
Bells & Drums	M	3	Strategy
Daring Commander	M	5	Strategy
Formations	M	4	Strategy
Defeat in Detail	M	5	Strategy
Conscripts	M	2	Infantry

Name:	Type	Score	Notes:
Local Troops	M	2	Infantry
Reserves	M	3	Strategy
Shock Troops	M	5	Troops
Elite Troops	M	5	Troops
Auxiliary Cavalry	M	3	Cavalry
Convict Troops	M	2	Infantry
Garrisons	M	2	Infantry
Stratagems	M	4	Strategy
Untrained Troops	M	2	Infantry
Campaign	M	4	Strategy
Marksmen	M	5	Missile
Noble Cavalry	M	5	Cavalry
Orphan Troops	M	2	Infantry
Standing Army	M	4	Troops
Artillerists	M	4	Missile
Rockets	M	4	Missile
Catapults	M	4	Missile
Allies	M	3	Troops
Great General	M	5	Strategy
Scouts	M	4	Strategy
Militia	M	2	Infantry
Total Destruction	M	5	Strategy
Long March	M	4	Strategy
Split Forces	M	3	Strategy

Card Set Available

Thanks Ron! [Click Here!](#)

Links

[History of China](#)





Empire Of Islam

Introduction

Bidding Game for 2-4+ players. Theme: The Rise of the Caliphate 632 - 750. Each player represents a powerful Arab family faction.

Turn	Conquest	Notes:
1.	Arabia	Battle of Aqraba
2.	Palestine	Battles of Yarmuk & Qadisiyah
3.	Babylonia	-
4.	Syria	-
5.	Egypt	-
6.	Persia	First Fitna
7.	North Africa	Sieges of Constantinople
8.	Afghanistan	Second Fitna
9.	Spain	Battle of Poitiers
10.	Sind	Third Fitna

- If you win the Conquest Category in Turn 1 gain 1 extra Victory Token.
- If you win the Conquest Category in Turn 2 gain 2 extra Victory Tokens.
- If you have the lowest Control score during the first Fitna lose 1 Victory Token.
- If you have the lowest Control score during the second Fitna lose 2 Victory Tokens.
- If you have the lowest Control score during the third Fitna lose 3 Victory Tokens.
- If you have the lowest Conquest score during the Sieges of Constantinople or the Battle of Poitiers lose 3 Victory Tokens.

Victory Tokens

Players share a common set of Victory Tokens.

Fate Tokens

Players share a common set of Fate Tokens.

The Caliph Token

Players share a single Caliph Token.

The Deck

Players share a common Deck. There are 3 card types:

1. Control

Victory

The player with the most victory points at the end of the game wins.

Game End

The game is played in 10 turns. Each turn represents one Conquest:

2. Conquest
3. Culture

Bidding Mat & Screen

Each player gets a bidding Mat and Screen. The screen is used to hide the mat during bidding. The Mat is divided into 7 Spaces:

1. Control (5 Victory Tokens)
2. Conquest (4 Victory Tokens & 2 Fate Tokens)
3. Culture (3 Victory Tokens)
4. Draw (5 Cards)
5. Draw (4 Cards)
6. Draw (3 Cards)
7. Conversion (2 Victory Tokens & 2 Cards)

Each space is also referred to as a Category.

Setup

Shuffle the deck. One random player is given the Caliph Token. Each player is dealt 1 card.

Turn Sequence

The turn is divided into 4 Phases:

1. Fate Phase
2. Bid Phase
3. Spoils Phase
4. End Phase

Fate Phase

Each player gets 10 Fate Tokens and draws 1 Card. If the deck runs out, shuffle the discard and draw from it.

Bid Phase

Players use their Fate Tokens to Bid on the 7 Mat Spaces. Cards can also be used. Control cards can only be used on the Control Space, Conquest cards on the Conquest Space and Culture cards on the Culture Space. Each card is worth 1-3 Fate Tokens.

Unused Fate Tokens and cards can be saved from turn to turn. Bids are made hidden by the screens. When all players are done the screens are lifted and all Bids are revealed.

Spoils Phase

The player with the most Fate points (from Tokens & cards) in a space wins that space. The winner of a space is awarded with Victory Tokens and/or Cards as indicated. All Bid cards and Fate Tokens used in the Bid are discarded.

Common Deck Card List

Name	Type	Force	Notes
Succession	T	1	-
Murder	T	2	Rebel
Trade Network	T	2	Caliph
Central Authority	T	3	Caliph
Umayyads	T	1	-
Civil War	T	3	Rebel
Dynasty	T	3	Caliph
Tribal Council	T	1	-
Sheikhs	T	1	-
Opposition	T	2	Rebel
Support	T	1	-
Betrayal	T	1	-
Infighting	T	1	-
Non-Arab Muslims	T	1	-
Factionalism	T	2	Rebel
Discontent	T	2	Rebel
Unification	T	3	Caliph
Caliphate	T	3	Caliph
Party of Ali	T	3	Rebel
Administration	T	2	Caliph
Tolerance	T	2	Caliph
Financial Crisis	T	3	Rebel
Permissive Laws	T	2	Caliph
Revolt	T	3	Rebel
Armed Aggression	Q	1	-
Invasion	Q	3	-
Continual Fighting	Q	2	-

The winner of the Control Category takes possession of the Caliphate Token.

End Phase

Max hand size is 10 cards. Discard excess cards.

Bidding Details

Some Control cards (Caliph cards) can only be used by the current Caliph. Some Control cards (Rebel cards) can only be used by non-Caliph players. There are 4 different types of Culture cards: Religion, Science, Art, and Custom.

If you play at least 4 different types Culture cards in a single bid, you immediately score 2 Victory Tokens, whether you win the bid or not.

Card List Notation

T Control

Q Conquest

U Culture

Name	Type	Force	Notes
Battle	Q	1	-
Able General	Q	3	-
Arab Armies	Q	2	-
Border Clashes	Q	1	-
Warfare	Q	2	-
Jihad	Q	3	-
Crush Enemies	Q	3	-
Reinforcements	Q	2	-
Campaign	Q	2	-
Skirmishes	Q	1	-
Mobilization	Q	1	-
Domination	Q	3	-
Mosques	U	3	Religion
Sunni	U	2	Religion
Shia	U	2	Religion
Koran	U	3	Religion
Astronomy	U	3	Science
Mathematics	U	3	Science
Arabic	U	3	Custom
Literature	U	3	Custom
Technology	U	1	Science
Equestrian	U	2	Custom
Calligraphy	U	3	Art
Arabesque	U	1	Art
Law	U	2	Custom
Architecture	U	3	Art
Dress	U	1	Custom

Name	Type	Force	Notes
Fanaticism	Q	2	-
Desert Power	Q	2	-
Great Victory	Q	3	-
Rapid Expansion	Q	2	-
Raids	Q	1	-
Light Resistance	Q	3	-
Capture City	Q	3	-
Slaughter	Q	1	-
Cavalry	Q	1	-

Name	Type	Force	Notes
Theology	U	1	Religion
Music	U	2	Art
Dance	U	2	Art
Theatre	U	1	Art
Festivals	U	1	Religion
Geography	U	1	Custom
Medicine	U	2	Science
Alchemy	U	1	Science
Philosophy	U	2	Science

Links

Islam





Empires

by Emmanuel Delva (C)2011.

Needed Materials

- Some counters sets, each set with one different colour per player, and in two different sizes. The biggest ones will be used to show the locations of cities, while the smallest ones will represent the people of each player. To ease things up, they will be called "cities" for the big ones and "counters" for the others. About 30-50 counters and 10-15 cities per player is plenty.
- Any map where provinces will have been drawn. Say about 20 provinces per player. Each province should be wide enough so as to allow one city and a 10-12 counters to be put within. There can only be one city per province.
- A single 54 cards deck. 52 cards with two jokers that each can replace any single other card.

Winning The Game:

In order to win the game a player must own half the province of the map plus one.

Suit	Adv	Description
♥	Fertility	(incredible health and ability to withstand hardship, clans, big families...)
♦	Diplomacy	(merchants, navigation, explorer, money...)
♦	Warfare	(martial arts, sieges engineering, tactics, military prowess...)
♣	Sophistication	(morals, religion, philosophy, enlightenment, spiritual power...)

Back Into Game:

In case of elimination, a player can be allowed to enter the game again as a « foreign invader ». He will start again with one city, anywhere in the outer ring of provinces, provided that he is at least three spaces away from other players' territories. The player will receive one city, and six counters.

Conception Notes:

The game is designed to be quick, easy to learn and fast to play. A game will usually range from half a hour to two hours, maybe three if several players are involved. Luck is foremost, but tactical insight and strategic thinking will play their part.

Phase By Phase Description Of The Game

1 : Cards Drawing Phase

Each player draws 3 cards. One more is drawn for each city the player currently owns.

Game Start:

Each player receives one city of his colour that he is allowed to put anywhere as long as it is at least five provinces away from the nearby provinces controlled by another player.

The player is then given ten counters of his colour to deploy in his city or the nearby provinces. In both cases, the youngest player is given the first pick of where to deploy his city and then his counters.

The Player Nation Special Attribute:

Each player can choose one special attribute for his side. This will allow the player to need one card less in the chosen suit. For example someone needing two different ♣ cards in order to get an "Exodus" action will be able to use this action with only one ♣ and one ♥ if he has the « Sophistication » edge. There are four different advantages, one per suit :

2 : Diplomacy Phase

The players are afforded 5 minutes for exchanging, selling or buying cards, making promises, settling everlasting oaths, or betraying them ...

3 : Order Of Play Determination Phase

The players will act in the reverse order of the amount of provinces they currently own. The player with the most will play first and so will be disadvantage. In case of a draw, the player with the most cities will act first, then the player with the most counters.

4 : Cards Phase

In the aforementioned order, each player will be allowed to make up to two actions. The player will need to have the needed cards. They are "spent" and discarded in the drawing deck. The player can choose not to play at all, and in this case he draws one more card.

5 : Counters Phase

In the aforementioned order, each player will be allowed to move each and every of his counters by ONE province. If counters are in the same province as someone else's counters, then a fight MAY follow. The attacker chooses how many enemy counters he wants

to destroy (up to his own number of counters). Then the attacker himself loses a number of counters :

- Equal if the province has a city of the enemy counters' colour,
- Inferior by one if this is not the case and so the enemy counters have nowhere to run to.

6 : Default Phase

The players can have a maximum hand equal to the number of cities that they do own. Any excess must be discarded.

Cards Combinations

COMBINATION	COMBO NAME	INGAME EFFECTS
1 ♥ card	MIGRATION :	Win a counter in any empty adjacent province.
1 ♦ card	MERCHANT :	Move one own counters anywhere.
1 ♠ card	COMBAT :	Destroy one adjacent enemy counter.
1 ♣ card	APOSTLE :	Move one adjacent enemy counter by one province.
2 ♥ cards	ABUNDANCE :	Win three counters in an already owned province.
2 ♦ cards	EXPLORATION :	Move three own counters anywhere.
2 ♠ cards	WAR :	Destroy three adjacent enemy counter.
2 ♣ cards	EXODUS :	Move three adjacent enemy counters by one province.
3 Reds and 1 Black	COLONISATION :	Switch into your colour 1 city OR 5 counters that are
	-	in the same province as one of your own counters.
3 Blacks and 1 Red	CRUSADE :	Completely destroy an adjacent province. Everything
	-	there is removed : cities and ALL counters.
1 of each 4 suits	FOUNDATION :	Put one of your city in a province that already has

one of your counters in and no cities yet.

paid to keep each single card.

Game Options

War Tresury:

It can be interesting to introduce the role of money into the game : the nerves of war! To do so, the easiest way is to replace the automatic drawing of cards by an income system where money is earned and spent. In order to play this option, it may be necessary to get a rather large amount of pawns or counters, or it can be agreed just to keep the amount written on paper. At game start, each player is given 10 coins, and only 6 if the player enters game again after a previous elimination. Then, on the card drawing phase, each player will only get three cards without modifiers.

After that, still in the same phase, players will collect their incomes. Its amount is : One coin per city the player owns, One coin per province where there are only his counters in, And of course, a city owned in a province with no counters except his owns brings two coins to a player.

Then at the beginning of the cards action phase, in the determined orders, the players will be given the opportunity to buy cards. The price is two coins each. Tables turns can succeed as long as someone has money to spend. Once the cards play has started, it is no more possible to buy cards. But in the case that a player owns more cards than he is allowed too and wants to keep them, he can at a cost of one extra coin

Supplies Reserves:

This option necessitates the use of dices. With it the players will be able to store supplies. They will be able to use them both to have more than two actions in the cards phase, and to make extra moves in a new breakthrough phase that will follow the counters phase. To build a supply warehouse, you need a dice, resources and time. Note that it is possible to build as many warehouses as wanted but only on cities. And if the city is destroyed or conquered, the aggressor while receive no benefits except the satisfaction of depriving an enemy from resources. First, a player must call his desire to build a warehouse aloud. He will need to discard one card and one coin. Once done, the dice is displayed on the city with its 1 face up.

Then each following year, the player will be allowed to sacrifice one or two cards (each counting as an action). And in the counters phase the player is allowed to sacrifice one coin. For each of these sacrifice, one unit will be added to the dice and the according face displayed. When it will reach 6, the warehouse is complete and active. There is already a possibility that does not need the warehouse to be active to be used. It is the money reserve value of a warehouse : at any moment, it is possible to decrease the dice by any value and to receive the according money in exchange. But for the two following possibilities, the player needs the

warehouse to be active (the dice must display the 6 face up)..

First, one player can decide to do more than two actions in the cards phase. So the player with a warehouse is almost certain to be able to play his whole hands while players are usually limited to two cards action. But there is a price for that : one coin must be paid for each extra card action after the normal

two. Second, this option introduce a new cards actions phase that will happen after the counters phase. This new phase is called « Breakthrough Phase ». The players will still act within in the determined order in this new phase, but they can decide not too if they want. Anyway all actions on this phase will have a very high cost of two coins per action.





Empires Of Mystara

Introduction

D&D Theme. Module for the [Warp Empires: Basic Rules System And Campains](#) Warp Empires system. You must use the Warp Empires system to play this game.
2-4+ Players.

Units & Action Deck

Players share a common Unit chit pile. Players share a common Action deck.

Map

Nation:	T:	Notes:
Principalities Glantri	10	Northwest; One Wizard unit costs 1 less per turn
Ethengar Khante	9	North; One Archer unit costs 1 less per turn
Kingdom of Vestland	4	Northeast; One Siege Engine unit costs 1 less per turn
Kingdom of Ostland	4	Northeast Islands; One Undead unit costs 1 less per turn
The Republic Darokin	10	West; One Fighters unit costs 1 less per turn
Alfheim	3	Lawful; Central West; One Elf unit costs 1 less per turn
Rockhome	7	Central East; One Dwarf unit costs 1 less per turn
Emirate of Ylaruam	7	East; One Cavalry unit costs 1 less per turn
The Five Shires	2	Lawful; West; One Halfling unit costs 1 less per turn
Grand Duchy Karamaikos	6	Central; One Shadow Elf unit costs 1 less per turn
Empire of Thyatis	15	Southeast Islands; One Cleric unit costs 1 less per turn
Minrothad Guilds	6	South Islands; One Ship unit costs 1 less per turn
Kingdom of Irendi	8	Southwest Islands; One Hero unit costs 1 less per turn
Thar & Broken Lands	4	Chaotic; Northwest; One Orc unit costs 1 less per turn

T Number of Territories in this Nation (Country).

Victory

Either side wins automatically if all opposing units are destroyed.

Setup

Each player picks one territory in one country to be his or her starting space. Each player starts with 10 random units.

Action Deck

Players share a common Action deck (at bottom of page).

Alignment

Choose your Alignment: Lawful, Neutral, or Chaotic.

- If you are Lawful, all your Lawful Units get +1 Force.
- If you are Lawful you cannot recruit Chaotic Units.
- If you are Chaotic, all your Chaotic Units get +1 Force.
- If you are Chaotic you cannot recruit Lawful Units.
- Lawful players cannot attack each other.

Revenue Phase

Revenue (income) points are called Gold. Each territory generates one Gold per turn. If you control all the territories in an entire country, the territories generate 2 Gold each.

Recruit Phase

Leader units include Heroes, Wizards, and Clerics. Magic Items can be attached to any stack with an appropriate type of Leader unit. Limit One item per Leader.

Ships must start in a Coastal settlement. Each territory can recruit one unit per turn. Lawful Nations cannot recruit Chaotic units and visa versa.

Move Phase

Ships can only move into coastal spaces or deep sea spaces. Each Ship can carry up to 3 other units.

You cannot have Lawful and Chaotic units in the same stack.

Battle Phase

If defeated, Heroes are simply sent back to the unit chit pile. Spell cards played from the hand only generate effects if there is an appropriate spell-caster in the stack. Magic Items only generate effects if the indicated unit type is in the stack.

Unit List

Unit Name:	#/Speed	Force	Notes
Fighters	20M	2	Human Infantry
Archers	5M	2	
Cavalry	5F	3	
Dwarves	10S	3	Lawful
Elves	10F	4	Lawful
Shadow Elves	5F	4	Chaotic
Halflings	5S	1	Lawful
Orcs	10M	2	Chaotic
Undead	10S	4	Chaotic
Hero	10F	6	
Wizard	5F	5	
Cleric	5F	5	
Keep	20	6	Cannot Move (one per territory limit)
Siege Engines	10S	5	(Catapults, Ballistas, Towers, Rams)
Ship	20F	3	
Vorpal Blade	1	+4	Hero Item
Rune Sword	1	+5	Hero Item
Girdle Giant Strength	1	+3	Hero Item
Rod of Dominion	1	(5)	Hero Item: Gain 2 Gold per turn
Rod of Necromancy	1	(3)	Chaotic Wizard Item: Undead cost 1 less to recruit
Staff of Holiness	1	+5	Lawful Cleric Item
Crystal Ball	1	(4)	Wizard Item: Look at opponents hand once per turn

(X) Cost of item: This item generates no Force in Battles.

Action Deck

Card Name:	#	Effects:
March	10	Move 1 stack
Grand March	6	Move 2 stacks
Great March	3	Move 3 Stacks
Quest	1	Discard target Leader
Earthquake	1	Battle: Cleric Spell: Force = 10
True Sight	1	Cleric Spell: Look at Target Stack or opponents Hand
Turn Undead	1	Battle: Lawful Cleric Spell: Destroy 1-2 Undead units
Call Lightning	1	Battle: Cleric Spell: Force = 8
Cure Wounds	1	Battle: Cleric Spell: Your Stack suffers no casualties
Blessing	1	Battle: Cleric Spell: All your units get +1 Force
Creeping Doom	1	Battle: Cleric Spell: Force = 12
Death Spell	1	Battle: Wizard Spell: Kill target Hero
Firestorm	1	Battle: Wizard Spell: Force = 10
Summon Monsters	1	Battle: Wizard Spell: Force = 12

Card Name:	#	Effects:
Meteor Swarm	1	Wizard Spell: Destroy non-leader unit in adjacent space
Animate Dead	1	Chaotic Wizard Spell: Target Undead units cost 0 to recruit
Teleportation	1	Wizard Spell: Move Wizard & any Leaders w/him to any Space
Slay	1	Battle: Hero Action: Kill target Leader
Thieves	1	Steal target Magic Item
Spies	1	Look at Opponents hand
Scouts	1	Look at target stack
Outflank	1	Battle: Cavalry & Ships get Force +1
Rain of Arrows	1	Battle: Archers, Elves, and Shadow Elves get Force +1
Swords	1	Battle: Orcs and Fighters get Force +1
Stout Hearts	1	Battle: Dwarves & Halflings get Force +1
Cause Fear	1	Battle: Undead & Spellcasters get Force +1





Emporex

<body>

Introduction

Players take the roles of rival Noble Houses in a war to control a neutral space sector.

WORLD	TYPE	INCOME	UNITS AVAILABLE
Lortran	Homeworld	5	Psychic Veterans
Gurati	Homeworld	5	Anthrosynthetic Berserkers, Cyborg-Commandos
Kadesh	Homeworld	5	Fanatics, Warrior Priests
Nitrix	Homeworld	5	Suicide Squads
Quayat	Desert	1	Desert Warriors
Parallax	Industrial	3	Nukes & Jumpships
Mercurium	Mining	3	Nukes & Miners- Defenders
Frost	Ice	1	Ice Barbarians
Computus	Machine	3	Robot Death Machines
Bolavor	Jungle	2	Jungle Fighters
Aquara	Ocean	1	Sea Monsters- Defenders
Punah	Pleasure	3	Amazonians
Griddox	Prison	1	Prison Soldiers
Yoravar	Shipyards	4	Jumpships (cost 4 each)
Zenceti	Alien Ruins	1	Psychic Natives- Defenders
Eden	Church	2	Solar Templars
Mox	Gem	4	Miners- Defenders
Hellish	Radioactive	2	Subterranean Mutants & Nukes
Dalton	Research	1	Transhuman Supersoldiers & Nukes
Bazarium	Commerce	3	Mercenaries & Jumpships
Seedeon	Hive World	2	Imperial Conscripts
Pyreen	Pacifist	1	Diplomacy
Scorch	Volcanic	1	Nukes & Lava Projectors- Defenders
Marx	Clone	1	Clone Soldiers

Notes: Homeworlds always have House Troops and Damper Field unit types available.

ALLIES	BENEFIT
Sisteria	Noble Action = 1
Emporex	2 Imperial Centurions & Diplomacy = 1
Mercenary Guild	4 Mercenaries
Imperial Navy	3 Jumpships
Spacing Guild	2 Jumpships & Income =1
Church of Mankind	Diplomacy = 2
Mercantile Consortium	Income = 2

Imperial Beaurocracy Strategic Planning =1

Black Market	2 Nuclear Arsenals & Income = 1
Imperial Secret Police	2 Imperial Death Squads & Assassination = 1
Colonial Council	1 Colonial Ranger & Diplomacy = 1
5th Sector Rebels	3 Rebels & Sabotage = 1
Surgeons of Silex	Recruit Noble =1 & Income = 1
Discordian Heretics	4 Heretics
Imperial Aristocracy	Noble Action= 1 or Recruit Noble =1
Rimspace Pirates	2 Pirates
Imperial Army	3 Imperial Shock Troops

Allies represent galactic powers that will become involved in the conflicts between Noble houses. Income will be collected every turn in production phase. Army,

jumpship, and arsenal units will be stationed on the players homeworld in setup. Other benefits imitate Noble actions and can be used once per turn.

SPECIAL UNITS	COST	AD	NOTES
Noble	-	+1	Psychic; Gives First Strike
Jumpships	6	-	Transport 3 Armies &/or Nukes
Nuclear Arsenal(Nukes)	5	5	One use. Can be used vs. Jumpships
Damper Field	2	-	Nuke attacks must destroy these first

AD Attack Dice

ARMIES	COST	AD	NOTES
House Troops	2	1	+1 When Defending
Psychic Veterans	4	2	Lortran; Negate 1 Psychic atk on 4+ on 1D6
Anthrosynthetic Berserkers	5	2	Gurati; +2 When Attacking
Cyborg Commandos	4	2	Gurati; First Strike When Attacking
Kadesh Fanatics	1	1	Kadesh; Sacrifice for +1
Kadesh Warrior Priests	5	2	Kadesh; Psychic
Nitrix Suicide Squads	3	2	Nitrix; Sacrifice for +2
Desert Warriors	5	3	+1 & First Strike When defending Quayat
Ice Barbarians	3	2	+1 & First Strike When defending Frost
Jungle Fighters	1	1	+1 & First Strike When defending Bolavor
Prisoner Soldiers	1	2	Before battle roll 1D6. On 5+ they escape
Subterranean Mutants	4	1	Psychic; First Strike When Defending
Solar Templars	7	3	Psychic
Amazonians	5	3	
Robot Death Machines	7	4	
Clone Soldiers	1	1	
Colonial Rangers	7	2	Self Transport
Imperial Shock Troops	6	3	+1 When Attacking
Imperial Centurions	3	1	+2 when Defending
Imperial Death Squads	4	1	+1 & First Strike When Attacking
Imperial Conscripts	1	1	
Rimspace Pirates	4	1	Self Transport
Discordian Heretics	1	1	Sacrifice for +1
Transhuman Supersoldiers	5	4	Before battle roll 1D6. On 5+ they join opponent
Mercenaries	2	2	Pay them 1 Mega Credit to Attack or Defend
Rebel Freedom Fighters	4	2	First Strike When Attacking. +1 vs Imperial units
Sea Monsters	5	4	Defenders
Miners	1	2	Defenders
Psychic Natives	1	1	Psychic; Defenders
Lava Projectors	3	3	Defenders

Terms

Attack Dice- The unit rolls this many D6 in battle. Every roll of 1 destroys one opposing unit of the defenders choice.

Psychic- When in battle this unit rolls on the Psychic Attacks Table to potentially get additional attack dice.

Jumpships- The only way to get around. A jumpship can carry up to 3 nuclear arsenals/army units and any number of Nobles. Jumpships have a maximum range of 3 hexes. They must begin and end their movement in a planetary system. If destroyed, all on board are also destroyed.

Nobles- The leaders of a House. An army unit commanded by a Noble gets +1 Attack Dice and First strike. If the unit is destroyed in battle, the Noble is too, if there are no other friendly armies remaining.

Self Transport- These units have their own jumpships. If they are destroyed their jumpships are also lost. They cannot transport other troops or Nukes.

First Strike- These units roll their Attack dice before the other units. All first strike dice are rolled simultaneously. And then all other attacks are rolled simultaneously.

Defenders- These units cannot leave their planet of origin.

Cost- The cost in income to purchase the unit. Units of income are called 'Solats'.

Nuclear Arsenals- 'Nukes' can be launched from jumpships or the ground. They can target armies or a single jumpship. Once used they are destroyed.

Psychic Attacks Table

1D6	Attack Dice	Affect
1-3	0	Negligible
4	1	Psionic Blast
5	2	Telekenetic Maelstrom
6	3	Molecular Disruption

Turn Sequence

1. **INITIATIVE-** Roll high on 1D6 to determine who goes first.
2. **PRODUCTION-** Collect Income from all worlds and allies
3. **UPKEEP-** Pay 1 Income per 10 ships, arsenals, and armies you control
4. **RECRUIT NOBLES-** Roll 1D6. One noble recruited on a roll of 1. Some allies allow additional rolls.
5. **RECRUIT TROOPS-** One unit can be purchased on each world per turn & two from Homeworlds. Extra troops/ships/nukes from Allies may be purchased on a players Homeworld.
6. **MOVEMENT-** Jumpships can move up to 3 Hexes. They must land in a system.
7. **NUCLEAR EXCHANGE-** Occurs between enemy units in the same system. Attack Dice from Nu-

clear arsenals are rolled simultaneously by both sides.

8. **BATTLE-** First strike attacks are resolved first & then all other attacks. This is repeated until one or both sides are eliminated. If all units are killed the defender remains in control of the planet.
9. **NOBLE ACTIONS-** See List
10. **PLANET CONTROL-** Take control of any planet you have armies on.

Stacking

Any number of units may occupy the same hex. Battles occur when enemy units occupy the same hex.

Noble Actions List

A Noble that did not move or fight this turn may take a 'Noble' action. Noble actions are successful on a roll of 1 on 1D6. Some Allies can do Noble Actions.

Nobles (& allies) do not have to be in the same system as their target.

- **Diplomacy:** Take control of target World that has no enemy armies on it.
- **Assassination:** Target noble killed. A player may only make one assassination attempt per turn.
- **Intrigue:** Take control of target ally. If the ally provided armies or ships, you gain control of these. Only one intrigue attempt per turn.
- **Sabotage:** Destroy target army, jumpship, or arsenal.
- **Govern:** Income of world + 1D6-1D6; Automatic success, minimum +1
- **Strategic Planning:** Automatic success. +1 or -1 to Initiative roll next turn.

The Map

Use a 10 x 10 hex grid. Homeworlds will be located in the corners. Distribute the other 20 worlds by using the 1D10 to determine the coordinates. Only one world per hex. For additional 'terrain' distribute Nebulas, blackholes, and supernovas. Jumpships cannot travel through these obstacles. Other terrain can include Imperial jump stations and Star systems with no planets. These spaces can be jumped to but they cannot be controlled and they provide no resources. Another possibility are Stargates that allow instant travel between distant regions of the map.

Chits

Use 'chits' or counters to represent all units: allies, armies, jumpships, etc. Each player should have a set of blank 'control' marker chits of a unique color. Put control markers on worlds and unit stacks to indicate ownership.

Ally chits are placed next to the owning player, not on the map.

Set Up

Each player begins with:

- 1 Homeworld
- 3 Nobles
- 3 House Troops
- 3D6 Solats
- Any 2 Armies unique to that homeworld
- 1 Nuclear Arsenal
- 2 Jumpships
- X Random Allies: 8 in a 2 player game, 5 with 3

players, 4 in a 4 player.

Victory Conditions

Control every planet on the map.

Variants

Larger maps, Specific scenarios, Jumpships move 4, Higher upkeep costs...





Enchanted Checkers

Introduction

Board game for 2 Players. Checkers Variant. Each pawn has a unique move or power.

Rules Notes

It is assumed the players already know how to set-up and play checkers. If you need a refresher click [here](#) Pawns can only occupy the dark spaces. All Pawns always move or jump going forward unless they have a Power that lets them do otherwise.

Glossary

The terms pieces, pawns, men, and units are interchangeable. Pawns can be in 2 forms: Checkers or Miniatures. Checkers are the little plastic red or black discs we all know.

Miniatures are small sculpted lead (or pewter or plastic) figures (figs).

Miniatures

This game is meant to be played with miniatures. Since each pawn has its own unique special ability (Power) this works as Memory tool to help players remember which pawn has which power.

Making A Set

You will need 24 figs: 12 for each side. Figs will need to be painted (red & black) to differentiate the sides or The figs of one side must look different from the opposing side: For example: Trolls vs Fairies or Dwarves vs Goblins (Or Dragons vs Knights or Klingons vs Federation, etc.) Each figure must be assigned one of the Powers on the Powers list. Players will have to make a record to keep track of the Power distributions.

Power Assignments can be:

1. Random (Use dice or cards as randomizers)

.	01	02	03	04	05	06	07	08
.	09	10	11	12	13	14	15	16
.	17	18	19	20	21	22	23	24
.	25	26	27	28	29	30	31	32

Movement Terminology

When a pawn makes a "Move" or "takes its Turn" this can be a jump, traverse, shift, switch, push, a move that is not a traverse, or even stranger possibilities. Traversing and Jumping are here defined as the normal (regular) moves in Checkers. Traversing is

2. Players take turns picking Powers and assigning them to their pawns.
3. Pre-picked by the player who owns the set(s).

Setup

Use a board separating the board in half so Players can set up their forces in secret. Flip a coin to see who goes first.

Victory & Draws

Victory can be achieved by several methods:

1. Capture all opposing pawns.
2. Opponent on his turn is unable to make any move.
3. You have more pawns in play than opponent and no one has captured in 7 turns.

If both players are down to 1 pawn it is a draw. If players have equal numbers of pawns and no one has captured in 10 turns it is a draw.

Forced Capture Rule

Just like in regular checkers, if you can capture an opposing pawn you must do it.

Reaching The Backrow

If one of your pawns reaches your opponents back row, immediately place that Pawn on any open space on your side of the board. Note that this is very different from regular checkers where a checker that Reaches the back row becomes a king.

Checker Board Map

Below is a numbered map of a checker board to be used with the Rules Examples in the Powers List. In the examples given your back row is 57-64.

.	33	34	35	36	37	38	39	40
.	41	42	43	44	45	46	47	48
.	49	50	51	52	53	54	55	56
.	57	58	59	60	61	62	63	64

moving a pawn into an unoccupied adjacent space.

Jumping is jumping over one or more enemy pawns to capture them. Shifting is moving into an empty space on a specified row. Switching is exchanging the locations of 2 pawns.

Capture Terminology

The following terms, phrases are all interchangeable: Captured, killed, eliminated, removed from play, removed from the board.

Powers List

#	Power:
1	Latent
2	Scout
3	Charge
4	Phase
5	Lateral
6	Teleport
7	Retreat
8	Seize Ground
9	Forwarding
10	Rearguard
11	Wizard
12	Mega Jump
13	Bomb
14	Deception
15	Hold
16	Push
17	General
18	Rook
19	Bishop
20	Orthogonal

Latent Power

If this pawn ever reaches your oppononents back row, it is upgraded to a King like in regular Checkers. (It can traverse and jump forwards and backwards)

Scout Power

The pawn may traverse twice in a turn. This does not include jumping at all. Example Move: 51 -> 44 -> 35

Charge Power

The pawn on its turn may traverse once and then jump.

Phase Power

The pawn may move like a Knight (in Chess) twice on its turn. The pawn must land in an empty space and does not capture anything. (It must move twice to re-emerge on a dark space) Example Move: 51 -> 45 -> 35 Example Move: 51 -> 45 -> 30 Movements must be forward going.

Lateral Power

The pawn may move to any empty space on the same row it occupies. Foe Example: Pawn on 51 can

Powers

Note that some powers are better than others. Such is life. Note that not all powers are moves, some have affects on your opponents turn.

#	Power:
21	Shooter
22	Slayer
23	Fellowship
24	Slider
25	Juxtapose
26	Reincarnate
27	Ethereal
28	Energize
29	Activation
30	Doppelganger
31	Siren
32	Poison
33	Nullifier
34	Phalanx
35	Conversion
36	Stopgap
37	Lurker
38	Bestower
39	Kingmaker

go to 49, 53, or 55. The pawn then must immediately take a regular move (Traverse or jump).

Teleport Power

The pawn may move forward (not the same row or rows behind it) to any empty space on the board except for the opponents back row. This is not considered a jump (no enemy pawns are captured)

Retreat Power

The pawn may move backwards (Move only not jump) Example Move: 51 -> 58 or 60 It may only do this if it is adjacent to an enemy pawn.

Sieze Ground Power

After the Pawn Jumps, it may move one space.

Forwarding Power

The pawn may move to any empty space on the row in front of it. Foe Example: Pawn on 51 can go to 42, 22, 46, or 48.

Rearguard Power

This pawn may jump (not traverse) going backwards.

Wizard Power

This pawn may cause any one friendly pawn adjacent to it to be Teleported as if it had the Teleport power.

Mega Jump Power

This pawn may jump over 2 enemy pawns in a row. Example Move: Enemy pawns on 44 and 37. Pawn on 51 jumps to 30 and captures both! This may be combined with regular jumps.

Bomb Power

As its move the bomb may remove itself and 2 adjacent pawns from the board.

Deception Power

After traversing forward one space this Pawn may switch places with any adjacent pawn.

Hold Power

No enemy pawn that starts its turn adjacent to this pawn may move on its turn.

Push Power

This pawn may move 1 space against a line of enemy pawns, pushing the Entire line back one space. Note: There must be one empty space the line can be pushed back into. Example Move: Enemy pawns on 44 and 37. Space 30 is empty Pawn on 51 pushes against pawn on 44: Pawn on 37 pushed into 30, Pawn on 44 pushed into 37, Pawn on 51 moves into 44.

General Power

As its move, all friendly pawns adjacent to the General may move. Note: At least two such pawns must move.

Rook Power

This pawn may move forward only like a Rook in Chess, however, he must end his move on a dark square and he cannot capture by doing this. Note: This pawn may not move through other pawns.

Bishop Power

This pawn may move forward only like a Bishop in Chess, however, he must end his move on a dark square and he cannot capture by doing this. Note: This pawn may not move through other pawns.

Orthogonal Power

This pawn may make orthogonal (horizontal and vertical) jumps. (Note: Each of these jumps are 4 spaces long!) Example move: space 19 is open. Enemy pawn on 35. Pawn on 51 jumps over (and captures 35) and lands on 19.

Continuing the example: Pawn on 19 then jumps over Enemy pawn on 21 and lands on space 23. Orthogonal jumps backwards are allowed. Notes: This cannot be combined with regular Jumps.

Shooter Power

After making a jump or series of jumps this pawn is returned to The square it started the turn on.

Slayer Power

This Pawn cannot Jump, however it can move diagonally forward into a space Occupied by an opposing pawn and capture it. (Like a Pawn in Chess)

Fellowship Power

After traversing forward one space this Pawn can switch places with any friendly pawn on the board.

Slider Power

After traversing forward one space this Pawn can switch places with any pawn on the same row.

Juxtapose Power

After traversing forward one space this Pawn can cause any 2 adjacent pawns to switch places with each other.

Reincarnate Power

After traversing forward one space Switch this pawn with one of your captured pieces.

Energize Power

After a Jump, this pawn may teleport to any empty space.

Ethereal Power

This pawn may jump over friendly as well as opposing pawns. The friendly pawns are not captured. (Like Chinese checkers)

Activation Power

After traversing forward one space any adjacent friendly pawn may Immediately make a regular traverse or jump.

Doppelganger Power

This pawn may duplicate the last special power used by your opponent.

Siren Power

As its move this pawn may move an opponents pawn one space towards it. The target pawn must be no more than 3 spaces away and its path May not be blocked (It may move but not jump)

Poison Power

When this pawn is captured the enemy pawn that captured it is Removed from play.

Nullifier Power

No Adjacent enemy pawn may use its special power

Phalanx Power

As this pawn is making a traverse, all friendly adjacent pawns may also Make a traverse in the same direction. (They move as a Formation) Note: This allows the friendly adjacent pawn in front of it that would Otherwise be blocking its path to move as well.

Conversion Power

Any pawn captured by this piece remains on the board under your Control as a Convert Pawn. Convert Pawns reverse their direction. Convert Pawns lose their Special Powers.

Stopgap Power

If a friendly pawn is captured you may immediately move this pawn To the space where it was captured.

Lurker Power

After this pawn jumps, move again immediately with one of your other pawns.

Sample Army: Good Fairies

#	Unit Name:	Power:
1	Oberon (Leader)	General
2	Fairy	Retreat
3	Brownie	Fellowship
4	Sylph	Ethereal
5	Elf Archer	Shooter
6	Gnome Trickster	Juxtapose

Bestower Power

If this pawn is captured you may immediately teleport any of your other pawns to any other empty space on the board.

Kingmaker Power

Every time this pawn reaches your opponents back row, choose one of your other pawns to gain the movement abilities of a King (as in regular Checkers). There can only be one such King at time.

Game Variants

What does a game variant need most? More variants of course!

Leader Variant

Make one or more pawns on each side a Leader. If you capture (eliminate) all the opposing Leaders you win. This variant creates an additional victory condition.

Super Unit Variant

Give some pawns 2 or more Powers!

Bigger Board Variant

Play with a bigger board, so you can have more pawns and bigger battles.

New Powers Variant

Make up your own powers or lists of powers.

Oversize Counters

If you don't have any minatures an alternative could be oversize counters (they still fit in the square) that would include the following info on their face: Unit name, Artwork, Power, Color (red/black)

Army Lists

Army Lists and specially matched pairs of opposing Army Lists would be welcome. Two samples are given below:

#	Unit Name:	Power:
7	Dwarf	Push
8	Pixie	Deception
9	Sylvan Mage	Wizard
10	Sprite	Scout
11	Dryad	Teleport
12	Nymph	Siren

Sample Army: Bad Fairies

#	Unit Name:	Power:
1	Troll King (Leader)	Charge
2	Goblin	Nullifier
3	Kobold	Stopgap
4	Changeling	Doppelganger
5	Red Cap	Lurker
6	Boggart	Poison

#	Unit Name:	Power:
7	Duergar	Bishop
8	Imp	Phase
9	Quaist	Activation
10	Hag	Conversion
11	Mephit	Slayer
12	Spiderbear	Mega Jump

Game Designers Notes

I have a short list of powers that were too strong to make the list. If you need to know what they are send me a line. One of the keypoints of Checkers is that the pieces must keep moving forward so you can force your opponent to make mistakes.

In the early/mid-game if the pieces are not moving forward, the Game grinds quickly to an impasse (draw).

Faq

Hmm. Interesting. But there are questions: Q - When and how to use a powers? Do I move pawn and

use its power, or if I use a power, the pawn does not move? A - Most of the powers are in place (substitution) of a regular move. So for instance the Scout could do a regular move (traverse or Jump) or use its special power to traverse forwards twice. Some powers are not movement variants and just go off when a certain condition is met, for example the Poison pawn who kills his capturer.

Q - How do pawns move, as in regular checkers only forward? A - A few powers allow lateral or backwards moves but this is usually pretty limited, For the most part, for checkers to work as a game the pawns have to be moving forwards.





Enclave

Introduction

Players lead post-holocaust armies in a battle for survival.

Map

Grid 6 X 6 for a total of 36 Territories. Use large spaces that several stacks of chits can fit in. Territory identity is unknown until revealed by exploration.

Chits

Units, terrain, equipment, events, and control markers are represented by counters or chits. There are five piles of chits: Event Pile Territory Pile Recruit Pile Equipment Pile Territory Marker Pile

Record Sheets

Keep track of food, fuel, medicinals, and ammo produced, stored, & used.

Object

Occupy opponents Enclave.

Setup

Players control Enclaves located in opposite corners of the map. Each player starts with a reserve of 3D6 Food. Each player starts with: 3 Paramilitary units (Attack =2, Move=1, Guns and 1D6 Ammo).

Roll high to determine which player goes first.

Turn Sequence

Players alternate turns Event Phase Recruit Phase Search Phase Move Phase Claim Phase Attack Phase Recovery Phase Production Phase Upkeep Phase

Event Phase

Roll 2D6. These are the X and Y coordinates on the map. Draw one Event chit. Units in that space are affected by the event chit.

Put event chit back in pile.

EVENT CHITS	NOTES
Underground Dwellers	Combat Attack Rating =3; Resolve combat immediately
Dead Walkers	Combat Attack Rating =4; Resolve combat immediately
Cannibals	Combat Attack Rating =2; Resolve combat immediately
Giant Cockroaches	Combat Attack Rating =2; Resolve combat immediately
Giant Rats*	Combat Attack Rating =1; Resolve combat immediately
Plague Zombies*	Combat Attack Rating =3; Resolve combat immediately
Contaminated Food	Units cannot move on their next move phase
Biohazards	All units receive a level 3 Hazard Attack
Radiation	All units receive a level 2 Hazard Attack
Fallout	All units receive a level 3 Hazard Attack
Accident	Units cannot move on their next move phase
Acid Rain	All units receive a level 1 Hazard Attack
Flash Flood	This and adjacent sites: Units cannot move this turn
Locust Swarm	This and adjacent sites do not produce anything until

this players next turn

Poisoned Water	All units receive a level 2 Hazard Attack
Serendipity	Roll on the random salvage table
Good Hunting	Gain 1D6 Food
Travelers	Draw one recruit chit

Notes: * All opponents die after combat on 1-3 on D6 from disease. Hazard Attacks are non combat attacks against units. Sources are usually environmental: Radiation, weather, disease, etc. Roll 1D6 per

attack level. Unit destroyed on any roll of 1-2

Recruit Phase

Roll 1D6 for every recruit roll you get. On a roll of 1 draw a recruit chit. Place the recruited unit in a territory you control that can recruit.

Search Phase

Search an unsearched territory

Move Phase

Move your units. Units marked with an F symbol use up one Fuel to move. Any number of friendly units may be stacked together.

Units may be moved into but not through spaces occupied by enemy units. Units entering an unclaimed space must stop.

Claim Phase

Units entering an unexplored space may draw a territory chit to reveal its identity. Units entering an unexplored or unguarded enemy space take control of it. Use markers to indicate territorial control.

Attack Phase

Enemy units that occupy the same territory fight. Each side rolls 1D6 for each level of Attack. Units with guns may use up one ammo per attack to get two extra attack rolls.

The defending side gets +1 Attack roll if they are in their Enclave or a fortified location. The side with the most rolls of 1 inflicts one casualty of opponents choice. The side with the most rolls of 2 inflicts one casualty of same players choice.

The side with the most rolls of 6 receives one less casualty of same players choice. Players keep rolling until one side is killed off or the attacker retreats. The attacker may retreat back to the space he came from.

Recovery Phase

If a stack has lost some but not all of its units this turn roll 1D6 for each unit lost On a roll of 1 the unit is returned to play A medicinal unit may be expended to give the unit a 1-3 chance of recovering Do not roll for units that have deserted

Production Phase

Territories produce food and fuel. Food and fuel may be saved from turn to turn. Enclaves may produce 1 Fuel (Ethanol) instead of 2 Food up to 3 Fuel per turn.

Upkeep Phase

Each unit must be fed 1 Food or the unit will disband on a roll of 1-3 on D6. Units farthest from the Enclave will be the first to be lost.

TERRITORY CHITS	NOTES
1-4 Enclaves	One per player; Produce 8 food; Get 2 Recruit rolls per turn
5 Hydroponic Farm	Produces 6 food per turn
6 Military Armory	First to search finds 1 gun with 1D6 ammo
7 Garage	First to search gets one vehicle
8 Hospital	First to search salvages 1D6 Medicinals
9 Fallout Shelter	Units in this space ignore events, Defending side gets +1 Attack roll
10 Pharmacy	First to search salvages 1D6 Medicinals
11 Junk Yard	First to search gets one vehicle
12 Greenhouse	Produces 4 food per turn
13 Rubble	First to search gets 1 roll on the Random salvage table
14 Ruins	First to search gets 1 roll on the Random salvage table
15 Movie Theatre	Gets 1 Recruit roll per turn
16 Refugee Camp	Gets 1 Recruit roll per turn
17 Oil Rig	Produces 2 Fuel per turn
18 Gas Station	First to search salvages Reserve of 3D6 Fuel
19 Pipeline	First to search salvages Reserve of 3D6 Fuel
20 Clinic	First to search salvages 1D6 Medicinals
21 Dog Farm	Produces 4 food per turn
22 Wilderness	Produces 1D6 - 2 food per turn
23 Cartel	Controller may trade 4 food for 1 fuel in Production phase
24 Farmer Brown	Produces 4 food per turn
25 The Doc	Produces 1 medicinals per turn
26 Squatters	First to enter draws 1 Recruit chit
27 Apartments	First to enter draws 1 Recruit chit

TERRITORY CHITS	NOTES
28 Supermarket	First to search Salvages 3D6 Food
29 Hot spot	Units entering receive one Hazard attack (Rating =1) each per turn
30 Shanty town	First to enter draws 1 Recruit chit
31 Police Station	First to search finds 1 gun with 1D6 ammo
32 Badlands	First to enter draws 1 Event chit that affects this space
33 Brothel	Gets 1 Recruit roll per turn
34-36 Barren	Nothing

If it is a 2 or 3 player game the other enclaves are considered to be 'barren' spaces.

Recruit Chits

UNITS	ATTACK	MOVE	NOTES
Cycle Gang	3	2F	Choppers
Street Gang	2	1	
Vigilantes	2	1	
Sewer Mongoloids	3	1	
Angry Mob	1	1	
Youth Brigade	1	1	
Mutants	2	1	
Distorts	2	1	
Scavengers	1	1	
Raiders	2	2F	Dune Buggies
Loner	3	1	Comes with gun & 1D6 Ammo
Road Warrior	3	2F	Muscle Car
Nomads	2	2	Horses; Require 2 Food
Degenerates	1	1	
Bandits		2	1
Renegades	2	1	
Desperados	2	2F	Convertible; Come with guns & 1D6 Ammo
Mountain Men	2	1	
Psychic Mutant	4	1	
Punks	1	1	
Skate Rats	1	2	Skateboards
Pilot with Gyrocopter	1	6F	Evades attacks on a roll of 1-4 on D6;
	-	-	May move past enemy units
Doctor	1	1	Heals units on a roll of 1-3 on D6 in
	-	-	Recovery Phase
Survivalists	2	1	Come with guns & 1D6 Ammo
Police gang	3	1	Come with guns & 1D6 Ammo
Go-gang	2	2F	Motorcycles
Greasers	2	3F	Hotrods
Attack dogs	2	2	Cannot use guns or vehicles

Notes: The F designation indicates the unit requires fuel to move.

Random Salvage Table

1D6	EQUIPMENT	1D6	EQUIPMENT
1	Gun with 1D6 ammo	4	Vehicle
2	2D6 Food	5	1D6 Medicinals

1D6	EQUIPMENT
3	2D6 Fuel

Guns

Guns & Ammo may immediately be assigned to any unit. Once the ammo is out the guns are useless.

Vehicles

The vehicle may immediately be assigned to any unit that does not already have an F designation. The unit's move rating becomes 2F.

Designers Notes

Guns do not give a great combat advantage. It is assumed the units have a variety of substitute ranged weapons such as crossbows, blowguns, spring loaded dart guns, air pressure needle guns, fire bombs, flame throwers, and homemade muskets. Also tactics, the element of surprise, are very important.

Commentary

by Michael Andre-Driussi <mantis@siriusfiction.com>
Construction Notes:

Instead of using a grid and chits for the board, I used 2.5 inch tiles (paper mounted on heavy cardboard—1/8 inch thick stuff used for boxes). 6 x 6 comes out to be chessboard size, but fits nicely in a smaller box.

For the Recruit units I used paper mounted on cardboard (back of a notepad grade).

Guns/ammo markers are small dice. It would be best if they were small sixers.

Plastic coins (from play money set) for vehicles.

Even though elements remind me of "A Boy and His Dog" (Movie Theatre), "Mad Max" movies (Road Warrior,

1D6	EQUIPMENT
6	Recruit one unit

Gyrocopter with Pilot), "Morrow Project" (Sewer Monogolds on cover of Different Worlds magazine issue on that game) and "American Flagg" (Go gangs), among other more generic post-apocalyptic items, the images I used for the booklet are taken from that granddaddy of them all, "Things to Come" (1936).

Play notes:

We've played it once so far (two player) and it went well.

We assume that units cannot move diagonally.

The only question we ponder is about the effects of Events upon Claimed Territories without Recruit units present: we wonder if it might cause loss of the Control Marker in some cases (those having a combat attack rating).

As it stands it seems like Events only affect units, so if no unit is there (or adjacent, in some large area events), then nothing bad happens. It makes sense and keeps things simple, which is very important.

OTOH the argument could be made that if you aren't going to protect "Doc" from the Underground Dwellers, Dead Walkers, cannibals, giant cockroaches, giant rats, and the plague zombies, then he's not going to be a part of your Reconstruction Federation and make Medicinals for you every turn. Likewise these critters would disrupt things at the brothel, the various farms, and the movie theatre (well, maybe not= the movie theatre!).

We wonder that implied supply lines might be cut if the connecting territories lose their control markers. So an encirclement might force a food crisis for units cut off from a "friendly road" connecting them to their enclave.





End Of Apartheid

Introduction

Card game for 2 players. Theme based on the History of South Africa. One player is the White Nationalists; the other is the African National Congress.

Victory

Players continue playing hands until the ANC wins 3 games total which represents the Point at which the remaining Apartheid laws are repealed (1991).

The Decks

There are 2 Decks: The White Nationalists Deck and the African National Congress Deck. Cards have values from 1 to 6. Each deck has 4 Suites.

Turn Sequence

If a deck has run out, shuffle its discard and draw from it. Each player draws the top 8 cards of his deck to make his hand. Players may discard up to 4 cards and draw replacements.

A player may keep up to 2 cards of each Suite. Discard excess cards. Players add up the ranks of their remaining cards. Highest total wins the Hand.

White Nationalist Deck Card List

Card Name:	Rank	Type
White Supremacy	1	Power
National Party	2	Power
D.F. Malan	3	Power
Prime Ministers	4	Power
Security Forces	5	Power
Become a Republic	6	Power
1913 Natives Land Act	1	Laws
1949 Mixed Marriages Act	2	Laws
1950 Immorality Act	3	Laws
1950 Population Registration Act	4	Laws
1950 Group Areas Act	5	Laws
1953 Bantu Education Act	6	Laws
Racial Segregation	1	Segregation
Whites Only Areas	2	Segregation
African Homelands	3	Segregation
Large Over-Populated Slums	4	Segregation
Identity Passbooks	5	Segregation
Forced Resettlement	6	Segregation
Apartheid Policies	1	Oppression
Imprisonment	2	Oppression
Repression	3	Oppression
Arrests	4	Oppression
Ban Political Parties	5	Oppression
1960 Sharpeville Massacre	6	Oppression

Anc Deck Card List

Card Name:

Young Idealists	1	Opposition
Protestors	2	Opposition
African National Congress	3	Opposition
ANC Military Wing	4	Opposition
Pan-African Congress	5	Opposition
Nelson Mandela	6	Opposition
UN Resolution 1761	1	Pressure
Military Embargoes	2	Pressure
International Sanctions	3	Pressure
Multi-Party Talks	4	Pressure
Condemnation and Boycotts	5	Pressure
Olympic Games Exclusion	6	Pressure
Civil Disobedience	1	Actions

Young Idealists	1	Opposition
Sabotage Campaign	2	Actions
Assassination	3	Actions
Peaceful March	4	Actions
Demonstrations	5	Actions
Violent Clashes	6	Actions
Soweto Uprising	1	Results
ANC Unbanned	2	Results
Prisoners Released	3	Results
Apartheid Laws Repealed	4	Results
Overthrow of Apartheid	5	Results
Non-Racial Elections	6	Results





Ender's Game Third Formic War Skirmish

Introduction

Card and Board Game based on the Ender's War Book. Two player game.

Disclaimer

Ender's War is a copyrighted property. This is merely a fan site.

The Board

Use a Chessboard. 8 x 8 grid.

Units

Both the Humans and the Formics have 2 types of Units: Starships and Fighters. Use flat counters to represent units.

Background

IF International Fleet. Human Forces.

Buggers = Common slang name for Formics. Formics = Insect Race with Interstellar Telepathy. Ansible = Human device that allows FTL Communication.

MDD Molecular Detachment Device: Human Weapon capable of

Destroying multiple enemies or even a whole planet in a single shot. Shields = Device that protects against Nuclear attacks. Fortification = Formic Asteroid Base used as giant exploding mine.

The Decks

Both sides have their own unique deck.

Setup

Setup is scenario dependent.

Early War Basic Scenario Setup

The Humans have 2 Starships and 8 Fighter Squads. The Buggers have 8 Starships and 32 Fighter Swarms. Fleets start in opposite corners.

Each starship is stacked with 4 Fighter units. Humans go first.

Stacking

There are no stacking limits. Enemy units may also share the same space. Enemy units in the same space are considered to be at range 1 for attack purposes. Ignore facing for attacks in the same space.

Terrain Types

Empty Space - No special effects. Planet - Units may stack in the same space. Blocks LOS. Asteroids - Units may stack in the same space. Blocks LOS.

Adjacency & Direction

All Moves can be orthogonal or diagonal. Units joined by a side or a corner are considered to be adjacent.

Turn Sequence

Players take turns. Each turn has 2 Phases:

1. Strategy Phase
2. Action Phase

Strategy Phase

Draw X cards and put them in your hand. For Humans X = 6 For Formics X = 3 If a deck runs out, shuffle its discard and draw from it.

Action Phase

Use Cards to make your Units move and attack. Numbers on Attack cards indicate the exact range of the attack. Numbers on Move cards indicate the exact distance the Unit Moves.

Defense cards are used in response to an attack to negate it.

Formation Movement

If 2 or more units occupy the same space then a single move card can be used to move them all. However, they must all be moved together to the same destination.

Move & Attack Limits

A Fighter can move twice but attack only once in a turn. A Starship can move only once, but may attack twice in a turn. Some cards allow these limits to be exceeded.

Cruisers

In the Human Fleets, some Fighter Squadrons are replaced by Cruisers. A Cruiser is much larger than a single fighter but is still carried inside a Starship. Cruisers can use any card useable by a Starship.

Cruisers get up to 2 Moves and 2 Attacks per turn.

Attacks & Damage

When an Attack by a Human Unit hits, all enemy Units in the space are hit. Any Bugger unit Hit is destroyed unless a defense card is played. When a Bugger Attack hits, only one unit is hit (Buggers Choice).

A Human Unit that is hit takes 1 Point of Damage. Use Damage Counters (DC) to keep track of Damage. SS or FS with 4 or more DC are destroyed.

Cruisers are destroyed by 3 DC. If a Human Unit attacks a Bugger unit stacked in the same space with it there is a 50% chance (flip a coin) the Human unit will be caught in its own MDD and be destroyed.

Card Deck Notation

S Special
M Move
A Attack
D Defense
K Like a Knight in Chess
SL Squadron Leader
SS Starship
FS Fighter Squad or Fighter Swarm
D1C Draw 1 Card
D2C Draw 2 Cards
O2RC Opponent discards 2 random cards
LAOH Look at Opponents Hand

Human Fleet Deck Card List

Card Name:	#	Type	Notes:
Ender	1	S	Up to 4 Units get M = 1 or 2 and D2C
Mazer Rackham	1	S	Search deck for card and put it in your hand
SL Alai	1	S	Target Unit gets an extra Move and Attack
SL Bean	1	S	FS gets M = K and A = K and D1C
SL Petra	1	S	D1C and 1 Unit gets to make an extra attack
SL Dink	1	S	M = 2 and 1 Unit gets M = 2 or 3
SL Crazy Tom	1	S	M = 4 and A = 2
SL Shen	1	S	M = 1 and A = 4 or 5
SL Hot Soup	1	S	M = 2 and A = 1 or 2
SL Fly Molo	1	S	M = 2 and 1 Unit may make an extra Move
SL Carn Carby	1	S	M = 2 or 3 and D1C
Independence	1	S	D2C. Target Unit may take an extra move
Discipline	1	S	Search discard for card and put it in your hand
Self Sufficient	1	S	D1C. Target unit may take an extra move or attack
Ecstatic Shields	1	D	SS Defends
Superstructure	1	D	SS Defends
Armored Hull	1	D	SS Defends
Evasive Maneuver	1	D	Unit Defends and M = 1
Force Fields	1	D	Unit Defends
Find Cover	1	D	Unit in Asteroid Field Defends and/or D1C
Limited Goals	1	D	Unit Defends or M = 2 or A = 2
Dodge	1	D	FS Defends
Maneuverability	1	D	FS or Cruiser Defends or M = K
Scatter	1	D	FS Defends and M = 1
Dart	1	S	FS Defends or FS or Cruiser gets M = 1 and A = 1
Superior Tactics	1	S	Discard 2 cards and D3C
Attack Position	2	A	A = 3
Computer Targeting	2	A	A = 2
Cross Beams	2	A	A = 1
Focus Beams	2	A	A = 4
Ships Guns	2	A	A = 5 Starship Only
Chain Reaction	2	S	Destroy Formic unit adjacent to one just destroyed
Cause Havoc	1	S	M = 3 and Unit get make an extra attack
Devastating Attack	1	A	A = 1 and A = 2 and A = 3
Surprise Attack	1	A	Unit gets M = 3 and A = 1 and A = 2
Defensive Fire	2	A	A = 1 or 2 Only on opponents Turn
Unpredictable Angle	2	A	A = K

Card Name:	#	Type	Notes:
Feint	1	S	M = 1 and O1RC
Withdraw	1	D	Unit Defends and M = 1
Go Nova	1	M	All Units in target Formation get their own M = 2 or 3
Command & Control	1	S	M = 2 or 3 and D1C
Precision Operation	1	S	M = 1 or 2 and M = 3 or 4
Exact Timing	1	S	M = 3 and A = 3
Scout	1	S	M = 3 and LAOH
No Teacher but the Enemy	1	S	LAOH and D2C
Individual Initiative	1	S	M = 2 and A = 2
Slide the Wall	1	S	FS gets M = 4 then M = K
Disrupt Formation	1	S	Negate move made by enemy
Veteran Battle Skills	1	S	M = 1 or A = 1 or D1C
Small Unit Tactics	1	S	M = 1 or A = 1
Probe	1	S	M = 1 and LAOH
Daring Attack	1	S	M = K and A = 2
Fluid Attack	1	S	M = 2 or 3 and A = 1
Flexible Strategy	1	S	M = 3 or K or D1C
Reorient Simulator	1	S	D1C and LAOH
Damage Control	1	S	Remove 1 DC from a Cruiser or SS
Slow	2	M	M = 1 or 2
Skim	2	M	M = 3 or 4
Fast	2	M	FS or Cruiser M = 5 or 6
Bullet Formation	1	S	M = 4 and A = 1
Take Risks	1	S	You and enemy discard hand and draw 3 cards
Covering Fire	1	S	Unit Defends and M = 3. Another Unit A = 4
The Enemy's Gate is Down	1	S	M = 5 or 6 and A = 1
Reserve	1	S	M = 4 and M = 5 or K
Block Enemies Lanes	1	S	Negate move made by enemy
Improvised Attack	1	S	M = 3 and A = 2
Unbalancing Attack	1	S	3 Units get M = 2 and A = 2 in same direction
It Could Only Work Once	1	S	No Limits on number of Moves this turn

Formic Armada Deck Card List

Card Name:	#	Type	Notes:
Main Contingent	1	S	Four Units get A = 2
Exhaustion	1	S	O2RC
Feint	1	S	M = 1 and O1RC
Withdraw	1	S	Unit Defends and M = 2
Screen	1	S	Unit Defends
Surge	1	S	Move up to 3 Units M = 3
Onslaught	1	S	Two Units get A = 2
Skirmish	1	S	M = 2 or A = 3
Shifting Patterns	1	S	Move up to 8 Units M = 1
Concentrate Fire	1	S	Three Units get A = 3 vs Target Space
Hive Mind	1	S	Two Units get A = 2
Telepathic Control	1	S	Move up to 3 Units M = K or 3
React Instantly	1	S	M = 1 or a = 2
Spread Out	1	S	Unit Defends and M = 2

Card Name:	#	Type	Notes:
Mass Maneuvers	1	S	Move up to 5 Units M = 4 or 5
Surround Enemy	1	S	Move up to 4 Units M = 3 or 4
Instant Communication	1	S	M = 2 or A = 2
Space Mines	1	S	A = 1 vs all Units in target Asteroid Field
Trap	1	S	Two Units get A = 1
Ambush	1	S	Three Units get A = 1
Lure	1	A	Move enemy unit 1 Space then A = 1
Attrition	1	A	Two units get M = 1 and A = 1
Regroup	1	S	Move up to 3 Units M = 2 or 3
Assault Force	1	S	M = 2 and A = 1
Missiles	2	A	A = 3
Energy Weapons	2	A	A = 2
Nukes	1	A	A = 4
False Retreats	1	S	Unit Defends and A = 1
Outflank	1	S	M = K and A = 1
Create Confusion	1	M	M = K and O1RC
Swift and Deadly	1	S	M = 2 and A = 2
Perfect Unity	1	M	Move up to 6 Units M = 1 or 2
Take Key Point	1	S	D1C and A = 1
Limited Fuel	1	S	Negate Enemy Move
Speed	1	M	M = 4 or 5
Great Response Time	1	D	Unit Defends or M = 1
Firepower	1	A	A = 2 or 3
Innovation	1	A	D2C
Expose Weakness	1	S	O2RC
Attrition	1	A	A = 1
Exploit Advantage	1	S	M = 3 and A = 1
Broken	1	S	Negate SL Card

Scenarios

Buggers will always outnumber the Humans. Larger boards can be used. Old (50 years) IF Starships can hold only 3 Fighter squads (not 4).

Old units max attack range = 4. Very Old units max attack range is 3. Very Old (70 years) IF Starships can hold only 2 squads.

Very Old IF Starships can only make 1 attack per

turn. Very Old IF Fighters can only make 1 move per turn. By the middle of the War the Buggers can draw 4 cards in Strategy Phase.

By the late War, the Buggers can draw 5 cards in Strategy Phase.

Links

[Enders Game Wikipedia](#)





Endless Patrol

Introduction

Solo card game. WWII Western Front. Player controls a squad of American GI's on patrol.

Fight German units.

The Decks

There are 2 separate decks: The GI Deck and the Patrol Deck. They have separate discard piles.

Victory

Get completely through the Patrol Deck. You loose if all of your squad members become casualties.

The Squad

Your squad has 15 soldiers. Use tokens to keep track of soldiers.

Setup

Start with a hand of 4 cards dealt from the GI deck

Turn Sequence

Each turn has 4 phases: Supply Phase Contact Phase Fire Phase Casualty Phase

Gi Deck Card List

Card Name	Notes
Portable Flamethrower M1	3, AT
M3 Grease Gun	3
Thompson Sub-machinegun	4
Browning Automatic Rifle	4
Browning M1919 Machinegun	5
45 Colt automatic Pistol	1
M2 Carbine	2
M2 60-mm Mortar	4
M1 Garand Rifles	3
M1903 Springfield Sniper Rifle	4
Anti-tank Rifle Grenade M9A1	AT
M1 Bazooka	AT
Grenade down the hatch	AT
Satchel Charge	AT
Fragmentation Grenade	3, AT

Supply Phase

Draw the top card from the GI deck and put it in your hand. Max hand size = 5 cards. Discard excess cards.

If the deck runs out shuffle the discard and draw from it.

Contact Phase

Turn over the top card of the Patrol Deck.

Fire Phase

The Patrol card will have a number or an AT (Anti-Tank) symbol or both. Play a GI card with an AT symbol to defeat a Patrol card with an AT symbol. The number is called the Bullet Number.

Play GI cards with a total Bullet number that equals or exceeds the Bullet number of the Patrol card to defeat it. Discard the defeated Patrol card, and all GI cards played to defeat it.

Casualty Phase

If you did not defeat a Patrol card in play you take one casualty. Loose one soldier. The Patrol card stays in play (face up on the table) until it is defeated.

Each patrol card in play inflicts a casualty every turn it remains in play.

Card Name	Notes
Radio Artillery Support	AT
Radio Ground Support	AT
Fire Section	3
Assault Section	4, AT
Swarm Tank	4, AT
Reconnaissance	L
Binoculars	L
Tactics	L
Mission Briefing	L
Smoke Grenades	D
Camouflage	D
Combat Engineer	D
Behind Cover	D
Leadership	D
Medic	D

L Look at next 5 cards in Either Deck then draw 1 GI card.

D Discard to negate a casualty just incurred then draw 1 GI card.

Patrol Deck Card List

Card Name	Notes
Flammenwerfer Team	AT, 2
Assault Pioneer Team	3
Concrete Emplacement	AT
Panzergrrenadiers	5
Machinegun Team	4
Machinegun Nest	AT, 4
Pillbox	AT
House Clearing Infantry	4
SS Troops	5
Hitler Youth	3
Stormtroopers	5
Luftwaffe Paratroopers	5
Sniper	2
AT Gun Team	AT, 3
Wehrmacht Infantry	4
Tank Killer Squad	4
Mortar Team	AT, 3
Artillery Position	AT, 3
Nebelwerfer Unit	AT, 2
Flak Gun Position	AT, 3
Ammo Dump	AT, 2N
Fuel Depot	AT, 2N

Card Name	Notes
Truck Convoy	AT, 2N
Airfield	AT, 2N
Supply Halftracks	AT, 2N
Cargo Tractor	AT, 2N
Armored Car	AT
Patrol Car	AT
Panzerspahwagen	AT
Troop Carrier	AT, 4
Volkswagen Kubel	AT, 2
Hummel SPG	AT
Panzer IV	AT
Junker Divebomber	9AAI
Me109 Strafing	9AAI
Minefield	I
Shelling	I
Panther Tank	AT
Tiger Tank	AT
Marder Tank Killer	AT
Reservists	2
Occupied Farmhouse	AT, 4
Bunker	AT

AA GI cards with AT cannot be used against this card.

I This card makes only one attack and is then discarded.

N This card inflicts no casualties. Draw 2 cards from the GI deck if you Defeat it.

Card Set Available

[Click Here](#)

Faq

1) During the Fire Phase, you play GI cards against a patrol card, do you mean you play enough GI cards where the sum of the bullet #'s are greater than or equal to the patrol bullet #? –yes

2) And if you can't defeat a patrol card and it stays in play do you still on the next turn sequence draw an additional patrol card? –yes

3) How do the cards work with both AT and a bullet #? –use either the bullet # or the at ability.

More Faq

1. Must I shuffle both the GI card deck and the Patrol card deck and place both decks face down before I start the game? –yes

2. How do I defeat the "Minefield" or "Shelling" patrol cards or do

they inflict automatically one casualty, if these cards are drawn ? –you cannot defeat them. the casualty cannot be avoided.

3. Must I play any GI card with both the AT symbol and enough bullet

numbers or any combination of different GI cards with enough bullet numbers and one AT symbol to defeat any patrol card with an AT symbol and bullet numbers? –kill it with either one at card or sufficient bullets

4. May I draw three GI cards at the next supply phase (one card as

usual plus the two for defeating the patrol card), if I defeat a patrol card with a "N" symbol ("Truck Convoy") –yes

5. Must I re-shuffle the discard pile of the GI card deck and place

it face down, if the GI deck runs out at the supply phase ? –yes

6. Must I always play GI cards with a "L" symbol or a "D" symbol

("Tactics", "Medic") at the supply phase? –you may play them anytime

7. Does the number before the "N" symbol of the patrol cards "Ammo Dump", "Fuel Depot", "Truck Convoy", "Airfield",

"Supply Halftracks", "Cargo Tractor" represent bullet

numbers or the number of cards that may be drawn from the GI card deck? –cards to be drawn

8. May I look at the next 5 cards in both the GI card deck and the

Patrol card deck, if I play a GI card with a "L" symbol? –one deck or the other (your choice) but not both

9. May I look at the next 5 cards in the GI card deck after playing

a GI card with a "L" symbol , take any of these cards and put the rest back to this deck face down in any order I like or must I put them back to this deck face down after taking a look at, keep these cards in the original order and draw always the top card ? –keep the cards in the original order

10.) May I put back the next 5 cards of the Patrol card deck face down

to this deck in any order I like after taking a look at, if I play a GI card with a " L" symbol and decide to look in the Patrol card deck or must I put them back to this deck face down after taking a look at and keep these cards in the original order ? –keep the cards in the original order

11.) Must I always draw the top card of the GI card deck or may I draw

a GI card in any order I like from this deck at the supply phase or when I play a GI card with a "D" symbol? –always the top card





Energy Future

Introduction

Bidding Card game for 2+ players. Renewable Energy Development theme.

Victory

The player with the most Victory Tokens (VT) at the end of the game wins. The game ends when all 35 Energy cards have been claimed.

The Board

The board is a track of 35 spaces numbered 1 to 35. It is called the Power Track.

Victory Tokens

Players share a common set of Victory Tokens (VT).

Control Markers

Each player has a set of Control Markers (CM) of a unique color.

Setup

Shuffle the decks. Randomly deal all 35 Energy cards from the Energy deck to the Power Track, face-up, 1 card per space. Each player is dealt 3 random cards from the Progress Deck.

The greenest player goes first.

The Decks

There are 2 decks: The Energy Deck The Progress Deck

Turn Sequence

There are 35 turns, 1 turn for each space on the power track in numerical order. Each turn has 5 Phases:

1. Progress Phase
2. Implementation Phase
3. Smart Grid Phase
4. Recognition Phase
5. End Phase

Progress Phase

Each player is dealt 2 Progress Cards.

Implementation Phase

Starting with the player to the left of the player who won the last Auction (or the greenest player if it is the first turn) and continuing clockwise, each player may bid 1 or more Progress cards for the current (next in line on the Power Track) unclaimed Energy card. The first player must bid (He may not pass). Players must reveal the Progress cards they are Bidding.

Each Progress card has a value from 2-7. Except for the first Bid in an Auction, each bid must be higher than the previous total Bid. A player may choose to pass.

The highest remaining Total Bid wins the target Energy Card. The winning player puts 1 of his control Markers on the card he just won. That player must discard the Progress cards he Bid. The other players keep theirs.

Smart Grid Phase

This Phase only occurs every Fifth Turn: Turn 5, Turn 10, Turn 15, Turn 20, Turn 25, Turn 30, Turn 35 Players secretly bid 1 or more Progress cards. These cards are revealed simultaneously. The player with the highest Total Bid gets 2 VT.

If there is a tie, all tied players get 1 VT. All players Discard all Bid cards.

Recognition Phase

This Phase only occurs every Seventh Turn: Turn 7, Turn 14, Turn 21, Turn 28, Turn 35 Score for each of the 7 Energy types: Each Player that produces Solar Energy gets 1 VT. The Player that controls the most Solar Energy cards gets 1 extra VT. The Player that produces the most Solar Energy gets 1 extra VT.

(To get a production total add up the values of all the Solar Energy cards that the player controls. An Energy cards value is equal to its numerical place on the Power Track) After Solar energy, award points for Wind energy, Hydro, and so on.

End Phase

Max hand size is 5 cards. Excess cards must be discarded.

The Energy Deck

The deck has 5 copies each of the following 7 card types:

1. Solar Energy
2. Wind Energy
3. Hydro Energy

4. Geothermal Energy
5. Clean Fossil Fuels
6. Bio-Fuels
7. Safe Nuclear

Name:	Bidding Value:
Mandates	2
Subsidies	3
Investments	4

The Progress Deck

The deck has 7 copies of each of the following 6 card types:

Name:	Bidding Value:
Efficiencies	5
Research	6
Synergy	7

Links

[Pop Sci Future of Energy Article](#)





Epic Space Empires

Introduction

War amongst the Stars. Game of Conquest for 2-6 players.

Game End

The game ends when a turn starts and there are no cards left in the Resource Deck.

Victory

The Player with the most Victory Points (VP) at the end of the game wins. Each planet is worth a stated number of VP. If tied, the player with the most Fleets wins.

The Decks

There are 4 Decks: Race Deck Homeworld Deck Resource Deck Action Deck

Race Deck

Each player picks one Race at the start of the game. Alternatively Races may drawn randomly or picked from a small random draw of cards. Your race card goes faceup in front of you.

Homeworld Deck

Homeworlds are differentiated by type of Government. Each player gets one at the beginning of the game. Each has a Basic Force = 20.

Each is worth 5 Victory Points at endgame scoring. If a player loses his Homeworld, he only draws a base of 1 card in Production Phase. A Player who controls no planets is eliminated from the game.

Your Homeworld goes faceup in front of you.

Resource Deck

Resource cards when they are played, go faceup in front of you. There are 3 main types of resource cards:

- 1. Planets
- 2. Fleets
- 3. Techs

Planets earn you VP and give special abilities. Fleets are used to attack and defend Planets. Techs (Technologies) give special abilities.

In general, you can play one of each per turn.

Action Deck

Action cards are discarded after they are played and take their effect. There are 2 main types of Action cards:

- 1. Tactics Cards.
- 2. Battle Cards.
- 3. Event Cards.

Tactics cards are used during Attack Phase. Battle cards are used during Battle Phase. Event cards are used mostly during Event Phase.

Battle and Tactics cards are categorized into 4 Types:

- 1. Attacker Cards. Only useable by the Attacker.
- 2. Defender Cards. Only useable by Defending Players.
- 3. Combat Cards. Useable by either Attacker or Defenders.
- 4. Formation Cards. Useable by either Attacker or Defenders

Hand Sizes

The Basic Max for an Action Hand is 7 cards. The Basic Max for a Resource Hand is 5 cards.

Race Deck Card List

Name:	Notes:
Terrans	Resource Hand Max Size +1
Egg Heads	Action Hand Max Size +1
Ameoboids	Play 1 extra Planet per Turn in Explore Phase
Insectoids	Play 1 extra Fleet per Turn in Build Phase
Big Brains	Play 1 extra Tech per Turn in Research Phase
Space Muses	Play 1 extra card in Event Phase
Squid Men	Main Fleets Speed +1
Green Men	Light Fleets Speed +1

Name:	Notes:
Androids	Heavy Fleets Speed +1
Space Chimps	Attacking Fleets get Speed +1
Space Herd	Defending Fleets get Speed +1
Bird Men	One Fleet/Turn gets Speed +2
Transhumans	Targets of your Tactics cards get extra Speed +1
Energy Beings	You can use Tech cards as Battle cards of Force +5
Plant People	Battle Cards get +1 Force each
Space Zombies	50% Random Fleets you lose come under your control
Space Vampires	50% Random Fleets you defeat come under your control
Dog Men	Main Fleets +3 Force each
Space Pirates	Light Fleets +3 Force each
Giant Hominids	Heavy Fleets +3 Force each
Cat People	All Fleets Force +1 each
Reptilians	Defending Fleets Force +2 each
Robots	Attacking Fleets Force +2 each
Blue Warriors	Battle Combat Cards get Force +3 each
Cyborgs	Battle Attacker Cards get Force +3 each
Crab Men	Battle Defender Cards get Force +3 each
Space Knights	Battle Formation Cards get Force +3 each
Space Sirens	Target Opnt discard 1 Rand Act Card in your Event Phase
Space Vixens	Worth 5 VP and your Light Fleets are +1 Force each
Space Clones	Draw 1 extra Resource Card/Turn
Scavengers	In Production Phase you may draw from top of discard
Space Gypsies	50% Steal 1 Rand card from Opts Hand in your Prod Phase
Sapient Fungi	All your Planets are worth +2 VP each

Homeworld Deck

Name:	Notes:
Star Federation	Start with 3 extra Race Cards (One Big Happy Family)
Galactic Empire	Your Fleets are +3 Force Each (Glory to the Empire!)
Hive Mind	Your Fleets are +1 Speed Each (Great Minds think alike)
Old Republic	Start with 3 extra Planets in play (The Problem is keeping them)
Theocracy	Each Planet you own is worth +4 VP (Hooray for our side!)
Technocracy	Start with 3 Tech Cards in play (Techno Snobs)
Space Spartans	Action Hand Max Size +3 (First Class Warmongers)
Space Horde	Play up to 2 extra Fleets per turn (You won't have a lot of Friends)
Space Tyrant	Draw 2 extra Resource Cards per Turn (I want the Galaxy & I want it now!)
MegaCorp Cartel	Play up to 1 extra World & Tech per Turn (Business is Good)

Notes: In cases where you start with extra cards in play, flip over cards from the resource deck until you get enough cards of the indicated type.

Setup

Shuffle the decks. Each player gets 1 Race card. Each player gets 1 Homeworld card.

Each player draws 2 Resource cards. Each player draws 5 Action cards. Players roll 1D10 to see who goes first.

Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 10 Phases: Production Phase Trade Phase Research Phase Build Phase Exploration Phase Action Phase Event Phase Attack Phase Battle Phase End Phase

Production Phase

Draw 3 cards from the top of the Resource deck.

Trade Phase

Players may trade cards in hand and in play.

Research Phase

You may put 1 Technology Card into play. This goes face up in front of you.

Build Phase

You may put 1 Fleet Card into play. This goes face up in front of you.

Exploration Phase

You may put 1 Planet Card into play. This goes face up in front of you.

Action Phase

All players fill their Action card hands to their max. If the deck runs out, shuffle the discard and draw from it.

Event Phase

You may play 1 Event card. Discard the Event after it is played.

Attack Phase

You may attack Opponents Planets with your fleets. You may attack multiple Opponents. You may attack any Planet including Homeworlds.

You may attack with some, none, or all of your fleets. All Fleets have a Speed Rating. There are 3 Types of Fleets: Light, Main, and Heavy.

Heavy Fleets have a base speed = 1. Main Fleets have a base speed = 2. Light Fleets have a base speed = 3.

Certain Race, Planet, Homeworld, and Tech cards will increase these values. If you are attacking, all other players are considered to be defenders, and must assign their ships to defend their own planets. All Fleets with a speed = 1 must be assigned first.

This is called the first Round of Assignments (ROS). The Attacker must assign his speed 1 Fleets before

the Defenders assign their fleets. Any Speed 1 ships not assigned in the first ROS miss their opportunity to attack or defend.

Any Speed 1 ships that have their speed increased by Tactics cards may be reassigned if their new rating ROS has not already been completed and passed on. After all speed 1 assignments are made, speed 2 assignments are made (Second ROS), then speed 3 (Third ROS), and so on. Tactics Cards may be played at any time during this phase to increase the Speed of target Fleets.

Battle Phase

Resolve each planetary Conflict in turn. Players may play Battle Cards to increase the Force of Target Fleets or to produce other effects. If a Planet is attacked and has no defending Fleets, the owner may play Defender cards but not Combat Cards.

The side with the highest Fleet total Force is the winner. One Fleet of the losing side is destroyed (Owners Choice) and discarded and the other Fleets retreat. If the winner was the Attacker, he gains control of the target Planet if the attackers Fleet Total was greater than the Defenders Fleet Total plus the Defense Rating of the Planet.

End Phase

Discard your Resource & Action hands down to their max hand sizes. Resource cards discarded in this phase are placed on the bottom of the Resource Deck while Action cards go into the Action card discard pile.

Resource Deck Card Notation

PL Planet

FL Fleet

TL Technology

VP Victory Points

PT Per Turn

F Force

Copies of that card in the Deck

Resource Deck Card List

Name	#	Type:	Force:	VP:	Notes:
Light Fleet	10	FL	4	-	-
Normal Fleet	10	FL	8	-	-
Heavy Fleet	10	FL	12	-	-
Industry World	1	PL	5	2	Play 1 extra Fleet PT
Research Planet	1	PL	5	2	Play 1 extra Tech PT
Strategic Planet	1	PL	15	2	Action Hand Max Size +1
Pleasure Planet	1	PL	5	7	-
Fringe World	1	PL	10	1	Your Light Fleets get +3F each
Core World	1	PL	5	3	Your Main Fleets get +1 Speed
Throne World	1	PL	10	5	Draw 1 extra Resource Card PT

Name	#	Type:	Force:	VP:	Notes:
Ice World	1	PL	15	1	Your Defending Fleets +2F each
Asteroid Field	1	PL	15	2	Fleets Defending this Planet +4F
Desert World	1	PL	10	1	Your Fleets +1F each
Prison World	1	PL	10	1	Your Attacking Fleets +2F each
Progenitor Ruins	1	PL	5	5	Play 1 extra Tech PT
Mining World	1	PL	10	2	Your Heavy Fleets get +3F each
Ringed World	1	PL	10	2	Your Light Fleets get +1 Speed
Jungle World	1	PL	15	2	Your Defending Fleets +1 Speed
Naval Station	1	PL	15	2	Your Main Fleets get +3F each
Trade World	1	PL	5	3	Resource Hand Max Size +1
Nexus World	1	PL	10	2	Your Attacking Fleets +1 Speed
Living World	1	PL	15	3	Your Heavy Fleets get +1 Speed
Training Moon	1	PL	10	1	Battle Cards get +1F each
Minor Race	1	PL	10	3	Draw and attach one Race Card
Force Fields	1	TL	-	-	Your Defending Fleets +3F each
Matter Disruptors	1	TL	-	-	Your Attacking Fleets +3F each
Photonic Torpedoes	1	TL	-	-	Your Light Fleets get +3F each
Anti-Matter Beams	1	TL	-	-	Your Main Fleets get +3F each
Wave Motion Guns	1	TL	-	-	Your Heavy Fleets get +3F each
Replicators	1	TL	-	-	Play 1 extra Fleet PT
Terraforming	1	TL	-	-	Play 1 extra Planet PT
Star Gates	1	TL	-	-	Your Defending Fleets +1 Speed
Hyper Warp Drives	1	TL	-	-	Your Attacking Fleets +1 Speed
Teleportation	1	TL	-	-	One Fleet/Turn gets Speed +2
Impulse Drives	1	TL	-	-	Your Light Fleets get +1 Speed
Tachyon Drives	1	TL	-	-	Your Main Fleets get +1 Speed
Hyper Jumps	1	TL	-	-	Your Heavy Fleets get +1 Speed
Positronic Brains	1	TL	-	-	Action Hand Max Size +1
Anti-Gravity	1	TL	-	-	Resource Hand Max Size +1
Nano-Tech	1	TL	-	-	Battle Cards get +1F each
Cloaking Fields	1	TL	-	-	Attacker Battle Cards +3F each
Mind Control	1	TL	-	-	Combat Battle Cards +3F each
Scanner Tech	1	TL	-	-	Defender Battle Cards +3F each
Universal Truth	1	TL	-	-	Worth 5 VP
Alien Tech	1	TL	-	-	Draw and attach one Race Card

Action Deck Card List Notation

E Event Card
B Battle Card
T Tactics Card
A Attacker
D Defender
C Combat
F Formation
POT Play on Opponents Turn
TFG Target Fleet(s) Gets. . .

S Speed
NH Non-Homeworld
SRDP Search Resource Deck for this type of card and put in play
OM Opponent Must
RC Resource Cards
AC Action Cards
AP Action Phase
FH From Hand
FOH From Opponents Hand
PEP Play in End Phase

Action Deck Card List

Name:	Type	User	Force	Notes:
Feint	T	A	-	3 TFG +1 Speed
Surprise Attack	T	A	-	2 TFG +2 Speed
Sneak Attack	T	A	-	2 TFG +2 Speed
Infiltration	T	A	-	1 TFG +3 Speed
Ruse	T	A	-	3 TFG +1 Speed
Out of the Sun	T	A	-	1 TFG +3 Speed
Ambush	T	D	-	2 TFG +2 Speed
Interception	T	D	-	1 TFG +3 Speed
Kill Zone	T	D	-	3 TFG +1 Speed
Defense in Depth	T	D	-	3 TFG +1 Speed
Patrol	T	D	-	2 TFG +2 Speed
Long Range Probes	T	D	-	1 TFG +3 Speed
Redeploy	T	C	-	3 TFG +1 Speed
Reconnaissance	T	C	-	2 TFG +2 Speed
Scout	T	C	-	1 TFG +3 Speed
Command Cycle	T	C	-	3 TFG +1 Speed
Break Code	T	C	-	2 TFG +2 Speed
Space Debris	T	C	-	1 TFG +3 Speed
High Speed Attack	T	F	-	1 Light Fleet gets +8 Speed
Above and Below	T	F	-	2 Light Fleets get +7 Speed
Diversion	T	F	-	1 Medium Fleet gets +6 Speed
Pincer Maneuver	T	F	-	2 Medium Fleets get +5 Speed
All Power to Engines	T	F	-	1 Heavy Fleet get +4 Speed
Emerge from Nebula	T	F	-	2 Heavy Fleets get +3 Speed
Sector Alert	T	-	-	Negate Target Tactics Card
Legendary Captain	T	-	-	Reassign Fleet You Own
Decoy	T	-	-	Reassign Opponents Fleet
Lost in Space	T	-	-	Target Fleet cannot Atk/Block
Switch	T	-	-	Switch 2 Fleets you Own
Drop Ships	B	A	+7	
Space Marines	B	A	+6	
Planetary Stabilizer	B	A	+11	
Orbital Bombardment	B	A	+9	
Tidal Disruption	B	A	+10	
Planet Buster	B	A	+12	
Neutron Bombs	B	A	+8	
Planet Fall	B	A	+5	
Poison Gasses	B	A	+4	
Bio Warfare	B	A	+3	
Monitor Ships	B	D	+8	
Planetary Defense Force	B	D	+5	
Guardian Web	B	D	+9	
Killer Satellites	B	D	+7	
Orbital Mine Fields	B	D	+6	
Magma Cannon	B	D	+10	
Equatorial Rail Gun	B	D	+11	
Global Deflector Shield	B	D	+12	
Shielded Bunkers	B	D	+3	
Indigenous Troops	B	D	+4	
Drone Ships	B	C	+9	

Name:	Type	User	Force	Notes:
Space Carriers	B	C	+10	
War Star	B	C	+11	
Nano Troopers	B	C	+6	
Nova Bomb	B	C	+12	
Space Mechas	B	C	+7	
Terminator Units	B	C	+5	
Battle Droids	B	C	+3	
Atomic Missile Salvos	B	C	+8	
Super Soldiers	B	C	+4	
Evasive Maneuvers	B	F	-	Light Fleet gets +4F
Space Swarm	B	F	-	Light Fleet gets +7F
Elite Raiders	B	F	-	Light Fleet gets +10F
Space Cruiser Squadrons	B	F	-	Main Fleet gets +4F
Attack Ships	B	F	-	Main Fleet gets +7F
Superior Firepower	B	F	-	Main Fleet gets +10F
Wall of Heavy Armor	B	F	-	Heavy Fleet gets +4F
Battleship Wedge	B	F	-	Heavy Fleet gets +7F
Space Dreadnaughts	B	F	-	Heavy Fleet gets +10F
Preemptive Strike	B	-	-	Negate Target Battle Card
Fighting Withdrawal	B	-	-	Target Fleet not Destroyed
Mass Destruction	B	-	-	Destroy Target Fleet
Rebellion	E	-	-	Discard Target NH Planet
Tech Failure	E	-	-	Discard Target Technology
Rouge Warlord	E	-	-	Discard Target Fleet
Assassin Droid	E	-	-	OM discard 3 AC FH
Sabotage	E	-	-	OM discard 2 RC FH
Mercenaries	E	-	-	SRDP Fleet
Treaty	E	-	-	SRDP Planet
Breakthrough	E	-	-	SRDP Tech
Diplomacy	E	-	-	Steal Target NH Planet
Steal Blueprints	E	-	-	Steal 2 RC FOH
Blood Traitors	E	-	-	Steal Target Fleet
Space Plague	E	-	-	POT: No Attacks this Turn
Supress Uprisings	E	-	-	POT: No Attacks this Turn
Battle Plans	E	-	-	Draw 3 Action Cards
Alien Allies	E	-	-	Draw and Play 1 Race Card
Interstellar Rampage	E	-	-	PEP: Go Again starting at AP
Spies	E	-	-	Look at 1 Opponents hands





Epoch

Introduction

Card and Record Keeping game for 2-6+ players.
Ancient Civilization Building Theme.

Victory

The player with the most Victory Points at the end of the game wins.

Game End

The game ends at the end of the turn in which any player has Played his 10th Age Meld.

Record Keeping

Players will have to record the following using paper and writing implements:

- 1. The Name (and Aspect) of each Age card they have played in order.
- 2. The Advances they have made and their level in each
- 3. Exemplary Bonuses
- 4. End of game scoring calculations

The Deck

Players share a common deck. There are 2 types of cards in the deck:

- 1. Age cards
- 2. Advance cards

Setup

Shuffle the deck. Each player is dealt 3 cards.

Turn Sequence

The turn is divided into 5 phases:

- 1. Discovery Phase
- 2. Trade Phase
- 3. Age Phase
- 4. Scribe Phase
- 5. End Phase

Common Deck Card List

Name:	Type	Aspect	Level	Notes:
Classical Age	A	P	2	
Age of Heroes	A	P	3	
Age of Peace	A	P	4	

Discovery Phase

Each player is dealt 3 cards. If the deck runs out, shuffle the discard and draw from it.

Trade Phase

Players may freely trade cards with each other.

Age Phase

Each player may make 1 Meld. A Meld consists of 2 things:

- 1. One Age card
- 2. A number of Advance cards as specified by the Level of the Age card

Note: Age cards are of 2 Aspects: Positive and Negative. You must play an Aspect that is opposite of the Aspect you played last time. Recall: The game ends at the end of the turn in which any player has Played his 10th Age Meld.

Scribe Phase

If a player played a Meld last phase, he records the Age card (& Aspect) and He gains 1 level in each advance he played a card for, which also Must be recorded with paper and pencil. All Meld cards are discarded.

End Phase

Max hand size is 7 cards. Discard excess cards.

Exploration Rule

You may at any time discard 2 Age cards to draw 1 card from the top of the deck.

Card List Notation

- A** Age
- V** Advance
- P** Positive
- N** Negative

Name:	Type	Aspect	Level	Notes:
Revolutionary Age	A	P	5	
Renaissance Age	A	P	6	
Age of Prosperity	A	P	2	
Age of Reason	A	P	3	
Age of Wonder	A	P	4	
Romantic Age	A	P	5	
Age of Chivalry	A	P	6	
Age of Empire	A	P	2	
Age of Industry	A	P	3	
Age of Enlightenment	A	P	4	
Age of Progress	A	P	5	
Golden Age	A	P	6	
Age of Innocence	A	P	2	
Age of Freedom	A	P	3	
Age of Discovery	A	P	4	
Age of Exploration	A	P	5	
Best of Times	A	P	6	
Worst of Times	A	N	2	
Age of Corruption	A	N	3	
Age of Tribulation	A	N	4	
Age of Decadence	A	N	5	
Age of War	A	N	6	
Age of Tyranny	A	N	2	
Age of Stagnation	A	N	3	
Age of Sorrow	A	N	4	
Age of Battles	A	N	5	
Dark Age	A	N	6	
Age of Famine	A	N	2	
Age of Disease	A	N	3	
Age of Oppression	A	N	4	
Age of Anarchy	A	N	5	
Age of Civil War	A	N	6	
Age of Chaos	A	N	2	
Age of Decline	A	N	3	
Age of Enslavement	A	N	4	
Age of Migrations	A	N	5	
Age of Reformation	A	N	6	
Metallurgy	V	-	-	Conquerors
Military Doctrine	V	-	-	Conquerors
Equestrian	V	-	-	Conquerors
Siege Craft	V	-	-	Conquerors
Cartography	V	-	-	Explorers
Ship Building	V	-	-	Explorers
Navigation	V	-	-	Explorers
Engineering	V	-	-	Builders
Architecture	V	-	-	Builders
Tools	V	-	-	Builders
Invention	V	-	-	Builders
Science	V	-	-	Thinkers
Mathematics	V	-	-	Thinkers
Philosophy	V	-	-	Thinkers
Law	V	-	-	Rulers
Ethics	V	-	-	Rulers

Name:	Type	Aspect	Level	Notes:
Government	V	-	-	Rulers
Politics	V	-	-	Rulers
Painting	V	-	-	Artists
Sculpture	V	-	-	Artists
Fashion	V	-	-	Artists
Coinage	V	-	-	Traders
Economics	V	-	-	Traders
Industry	V	-	-	Traders
Religion	V	-	-	Priests
Theology	V	-	-	Priests
Mythology	V	-	-	Priests
Astronomy	V	-	-	Priests
Literature	V	-	-	Writers
Poetry	V	-	-	Writers
Writing	V	-	-	Writers
Music	V	-	-	Performers
Dance	V	-	-	Performers
Theatre	V	-	-	Performers
Sports	V	-	-	Bodies
Martial Arts	V	-	-	Bodies
Medicine	V	-	-	Bodies
Agriculture	V	-	-	Farmers
Food Preservation	V	-	-	Farmers
Animal Husbandry	V	-	-	Farmers

End Of Game Scoring

Each player calculates his final Score. Players score Victory Points (VP) for the following: * The Going Out Bonus: The first player to make 10 Melds gets 5 VP (this ends the game). * Greatness Bonuses: You gain 3 or 4 VP for each Greatness Bonus you make.

* If you play all the cards for a Greatness Bonus in 1 single meld, this is called an Exemplary Bonus and earns an additional +2 VP. * If you have the most (ties don't count) levels in a single advance (Such as Dance) you gain 1 VP.

Greatness Bonuses

There are 12 Greatness Bonuses. To get a Greatness Bonus in End scoring you must have at least 1 level in each of the Advances listed for that particular Greatness Bonus.

Great Conquerors Bonus +4vp

Metallurgy Military Doctrine Equestrian Siege Craft

Great Explorers Bonus +3vp

Cartography Ship Building Navigation

Great Builders Bonus +4 Vp

Engineering Architecture Tools Invention

Great Thinkers Bonus +3vp

Science Mathematics Philosophy

Great Rulers Bonus +4vp

Law Ethics Government Politics

Great Artists Bonus +3vp

Painting Sculpture Fashion

Great Traders Bonus +3vp

Coinage Economics Industry

Great Priests Bonus +4vp

Religion Theology Mythology Astronomy

Great Writers Bonus +3vp

Literature Poetry Writing

Great Performers Bonus +3vp

Music Dance Theatre

Great Bodies Bonus +3vp

Sports Martial Arts Medicine

Great Farmers Bonus +3vp

Agriculture Food Preservation Animal Husbandry

Faq

question - "All Ages are "equal," can be played on any turn? -You don't have to "live through" more primitive Ages to get to later ones? -Each time you make a meld, you must put down exactly the number of Advances equal to the Level of the Age you're playing? -All Advances are "equal" in that each is worth 1 "level" no matter when played? -"Level" of an Age has nothing to do with "level" of Advancements you've achieved?

answer -The "primitiveness" of an age does not affect gameplay. In that respect ages are "equal". -They

don't have to be played in any particular "historical" order, or have any particular level. Example of play: I'm making my first Meld of the game: I have the "Age of Empire" card.

It has a level = 2, so I must play exactly 2 Advance cards with it to complete the meld, lets say I traded for music and dance. Now, a few turns later I am ready to make my second meld. "Age of Empire" was a "Positive Aspect" Age card, so now I must use a "Negative Aspect" Age card: I have an "Age of Corruption" card so I use it. It requires I play 3 Advances: I play Theatre, Astronomy, and Mythology along with it to complete the meld. Note that I also completed the "Great Performers Bonus" Combo because I have advances in it's 3 requirements: Dance, Music, and Theatre.





Escape From La

Introduction

Solo card, dice & board game. Based on the Movie of the same name. Take on the role of Snake Plisskin.

Disclaimer

Escape from LA is a licensed, copyrighted, trademarked property. This is only a fan site.

Card Set

[Click Here](#) for the cardset Thanks Steve!

Victory

Escape & Activate the Electro-Magnetic Pulse in the last Step.

Losing

You lose if you ever get killed, or you do not get the antidote in 10 hours.

Card List

Card Name:	#	Notes
Savvy	5	Get +1 to Wit Challenge Rolls
Skill	5	Get +1 to Combat Challenge Rolls
Reflexes	5	Get +1 to Coordination Challenge Rolls
Luck	5	Get +1 to any Challenge Roll

Number of copies of that card in the deck

Gear

Dice, tokens, and paper & pencil are needed.

Wounds

If you get a Wound, you have a -1 to all coordination & combat dice rolls in this & the next 2 steps.

Turn Sequence

The game has 17 steps. Start with step 1 & play your way through. (You may want to draw out a game-board to show all of the steps.)

The Deck

Collect cards when you are told. There is no hand size limit. Play (discard) cards to modify appropriate dice rolls.

(You may play the card after the roll)

Step 1

The Deal. . . (Starting Step) You (Snake) are captured & inoculated with a Neurotoxic virus. You have 10 hours to live. You make a deal with the President to retrieve the control disk Stolen by his daughter Utopia and given to Cuervo Jones, Leader of the Peruvian Shining Path.

Cuervo can be found in LA, now a lawless Island prison. Proceed to step 2.

Step 2

Get Equipped. . . . Pistols, Automatic rifle, Overcoat, matches, blow-dart, and a single use Holographic field projector. Draw 5 cards from the Deck.

1D6:	Result (This a Wit Challenge Roll)
1-4	Looking everywhere: Use up $\frac{1}{2}$ hour & roll again

Use up 1 hour. Proceed to step 3.

Step 3

Use a very fast Nuclear Powered Mini-sub to get to LA. . .

1D6:	Result (This a Coordination Challenge Roll)
1-2	Sub Crashes: Snake is killed
3-4	Make a wrong turn. Use up 1 hour.
5-6+	Make good time. Use up $\frac{1}{2}$ hour.

Proceed to step 4.

Step 4

Move off the beach, go inland, looking for Cuervo. . .

1D6:	Result (This a Wit Challenge Roll)
5-6+	Find Cuervo & Utopia in a Parade. Use up 1 hour & Proceed to step 5

Step 5

The Parade turns into a Car Chase including Motorcycles & horses. . .

1D6:	Result (This a Combat/Coordination Challenge Roll)
1-3	You are wounded
4-6+	You are not wounded

Cuervo & Utopia get away. Proceed to step 6.

Get directions from Map to the Stars Eddie. Use up $\frac{1}{2}$ hour. Proceed to step 7.

Step 6

Have a showdown with 4 of Cuervo's Men. . .

1D6:	Result (This a Combat/Wit Challenge Roll)
1	You are Killed
2-3	You are wounded
4-6+	Fake 'em out with Texas Rules (can toss)

Step 7

Shortcut through Beverly Hills. . .

1D6:	Result (This a Wit Challenge Roll)
1-2	You are carved up by the Surgeon General for Replacement parts.
3-4	You are captured but you get away. Use up 1 hour.
5-6	You avoid capture.

You make a friend: Taslima. Draw 1 Card. Proceed to step 8.

step 9.

Step 8

You walk down the Freeway. . . Use up 1 hour. Eddie picks you up in Cuervo's convertible. Proceed to

Step 9

Eddie betrays you to Cuervo. . .

1D6:	Result (This a Wit Challenge Roll)
1-4	You are captured by Cuervo. Proceed to step 10
5-6	You avoid capture. Proceed to step 11

Step 10

Cuervo forces you to play Death Basketball. . .

You escape into the sewer without the disc. Use up 1 hour. Proceed to step 12.

1D6:	Result (This a Coordination Challenge Roll)
1	You Fail & are killed
2-3	You Win but Cuervo kills you anyway
4-6+	You Win & get away during an aftershock.

Use up 1 hour. Proceed to step 11.

Step 12

You wind up in an Aqueduct & are forced to surf a Tidal Wave. . .

1D6:	Result (This a Coordination Challenge Roll)
1-3	You are Killed
4-6+	You land in the Convertible with Eddie.

Proceed to step 13.

Step 11

You ambush Cuervo. . .

1D6:	Result (This a Combat Challenge Roll)
1-3	You are wounded. (Shot by Eddie)
4-6+	You are not wounded.

Step 13

Eddie takes you to gang leader Hershe Las Palmas to get help. . .

1D6:	Result (This a Wit Challenge Roll)
1-3	Hershe refuses to help. You run out of time. (game over)
4-6+	Herse agrees to help. Draw 4 cards.

Use up 1 hour. Proceed to step 14.

Step 14

You make a Glider Assault vs Cuervo & his army assembled at Happy Kingdom. Eddie makes the switch. . .

1D6:	Result (This a Combat Challenge Roll)
1	You are killed
2	You are Wounded. Roll again
3-4	Keep Fighting. Roll again
5-6+	You get the disc. Use up 1 hour. Proceed to step 15.

Step 15

You try to make a getaway in the rescue helicopter. . .

1D6:	Result (This a Combat Challenge Roll)
1-3	Cuervo shoots you down with a Missile launcher. (You're dead)
4-6+	You fly away with the disc & Utopia.

Eddie shoots Cuervo. Use up $\frac{1}{2}$ hour. Proceed to step 16. step 17.

Step 16

You make it back. (Crash-landing) You are back in Government custody. You get the antidote. Proceed to

Step 17

You have a Standoff with the President. . .

1D6:	Result (This a Wit Challenge Roll)
1-3	The President gets the disc & throws you in Jail.
4-6+	You activate the EMP and disappear.





Eskimo

Introduction

Card, Board, & Dice game for 2-4+ players. Each player is an Eskimo (Inuit) Hunter.

Improved & Expanded Version

By Mike Marinos [Eskimo](#)ESKIMO Great additional Material for RPG & Solo play

Winning

At the end of the game, the player with the most Food Points wins. Food points are gained by collecting (hunting) Animal cards. The game ends when all Animal cards have been collected.

Get 1 FP for each Special card in your hand at the end of the game.

The Board

The Board is a circular track divided into 16 spaces:

Space #	Name:	Type	Notes:
1.	Ice	I	
2.	Coast	H	
3.	Ice	I	
4.	Igloo	S	Snowhouse (Season of Dark)
5.	Ice	I	
6.	Thin Ice	H	
7.	Ice	I	
8.	Domoid	S	Sod & Whalebone (Year round)
9.	Ice	I	
10.	Tundra	H	
11.	Ice	I	
12.	Tent	S	Skin Covered (Season of Light)
13.	Ice	I	
14.	Ice Bergs	H	
15.	Ice	I	
16.	Stonehouse	S	Stone & Driftwood (Year round)

- S** Shelter
H Hunting Grounds
I Ice

Pieces

Each player has a pawn to represent his Eskimo Hunter Six sided dice are needed.

The Decks

- There are 2 Decks:
1. The Animal Deck
 2. The Hunter Deck

The Animal Deck

Each Animal card has a Food value from 1 to 4. Each Animal can only be hunted with certain types of Weapons.

The Hunter Deck

The Hunter deck includes 3 card types:

1. Hunting Weapons
2. Transportation
3. Special

Setup

Each player places his Eskimo Pawn in a Shelter Space. Each player draws to cards from the Hunter Deck. Roll high on 1D6 to see who goes first.

Hunting Ground Spaces

Each Hunting Ground Space must have an Animal Card on it Face up. If at any time a Hunting Ground is empty, immediately draw the next Animal card from the Animal Deck and place it on the Hunting Ground.

Turn Sequence

Players take turns. Each turn has 5 Phases

1. Travel Phase
2. Ice Phase
3. Shelter Phase
4. Hunt Phase
5. Transport Phase

Travel Phase

Roll 1D6 and move that many Spaces clockwise or counterclockwise.

Ice Phase

If you land on an "Ice" Space nothing happens.

Shelter Phase

If you land on a Shelter Space draw one card from the Hunter deck, Show it to all players & put it in your hand. If you drew a Special card, you may not move again until after your Next turn (At home not hunting); However you may search the deck for A Weapon & a Transport card & put them in your hand. You may carry a maximum of 4 Hunter cards.

Discard excess cards.

Hunt Phase

If you land on a Hunting Ground space, you may hunt the Animal there. To get the Animal, discard an appropriate Weapon card. Your Eskimo has caught the Animal and must carry it back to any Shelter.

The Eskimo cannot hunt again until after it visits a Shelter. Keep all Animals you've hunted in a pile beside you. To catch a Walrus or Whale you must also discard a Boat card.

Transport Phase

You may discard a Transport card to move again (Go back to Travel Phase).

Card List Notation

Copies of that card in the Deck

FP Food Points

H Hunting Weapons

T Transportation

S Special

Animal Deck Card List

Animal Name	#	FP	Notes
Seal	4	2	Sea Mammal
Sea Lion	2	2	Sea Mammal
Walrus	1	4	Sea Mammal
Bowhead Whale	1	4	Whale
Bottlenose Whale	1	4	Whale
Narwhal	1	4	Whale
Beluga	1	4	Whale
Char	1	2	Fish
Salmon	1	2	Fish
Whitefish	1	2	Fish
Pike	1	2	Fish
Forage	1	1	Roots, Greens, Wild Berries*
Sea Birds	1	1	Birds (Penguins)
Waterfowl	1	1	Birds (Ducks, Geese, Quail)
Migrating Birds	1	1	Birds (Eggs)*
Bird Eggs	1	1	No Weapon card needed
Caribou	1	3	Hoofed
Reindeer	1	3	Hoofed
Moose	1	3	Hoofed
Musk Ox	1	3	Hoofed
Small Game	2	1	Wolves, Foxes, Hares
Polar Bear	1	4	Hibernating (Kill in sleep)

* No Weapon card needed (Bare Hands)

Hunter Deck Card List

Card Name	#	Type	Notes
Harpoon	4	W	Sea Mammals & Whales only
Spear	4	W	Any
Bow & Arrows	2	W	Any
Bait & Snare	2	W	Small Game & Birds only
Fish Hooks	2	W	Fish only
Sledge	2	T	Dogs
Sled Dogs	2	T	Dogs
Huskies	2	T	Dogs
Kayak	4	T	One Seat Boat
Umiak	2	T	Deep Rowboat
Clothing	1	S	Fur Parka, Mittens, Boots
Sports	1	S	Ball, Blanket Toss, Hand Football
Games	1	S	Cats Cradle, Bones
Fun	1	S	Storyteller, Tongue Twisters, Funny Faces
Music	1	S	Tambourine, Singing, Pentatonic Scale
Customs	1	S	Ridicule Contest, Hospitality
Food Preservation	1	S	Frozen, Air Dried, Decayed, Smoked
Food Preparation	1	S	Eat Raw Flesh or Lightly Boiled
Tools	1	S	Seal oil Lamp, Knives, Pots, Ivory Needle
Carvings	1	S	Toys, Fetishes, Ivory, Bone, Soapstone
Language	1	S	Aleut, Eskimoan, Syllable Language
Religion	1	S	Medicine Man, Food Taboos, Ceremonies





Eskimo Expansion

Introduction

Card, Board, & Dice game for 2 to 4 (or more)players.

Each player is an Eskimo (Inuit) Hunter.

Winning

At the end of the game, the player with the most Food Points wins. Food points are gained by collecting (hunting) Animal cards. The game ends when all Animal cards have been collected. Get 1 FP for each Special card in your hand at the end of the game. The Board The Board is a circular track divided into 16 spaces:

Space #	Name:	Type	Notes:
1	Ice	I	
2	Coast	H	
3	Ice	I	
4	Igloo	S	Snow House
5	Ice	I	
6	Thin Ice	H	
7	Ice	I	
8	Domid	S	Sod & Whalebone
9	Ice	I	
10	Tundra	H	
11	Ice	I	
12	Tent	S	Skin Covered (Season of Light)
13	Ice	I	
14	Ice Berg	H	
15	Ice	I	
16	Stone House	S	Stone and Driftwood

- S** shelter
- H** Hunting Ground
- I** Ice

Pieces

Each player has a pawn to represent his Eskimo Hunter

- Six sided dice are needed.
- The Decks There are 2 Decks:
 - The Animal Deck
 - The Hunter Deck

The Animal Deck

Each Animal card has a Food value from 1 to 4.
Each Animal can only be hunted with certain types of Weapons.

The Hunter Deck

- The Hunter deck includes 3 card types:
 1. Hunting Weapons
 2. Transportation

3. Special

Setup

Each player places his Eskimo Pawn in a Shelter Space.
Each player draws to cards from the Hunter Deck. Roll high on 1D6 to see who goes first.
Hunting Ground Spcses Each Hunting Ground Space must have an Animal Card on it Face up.
If at any time a Hunting Ground is empty, immediately draw the next
Animal card from the Animal Deck and place it on the Hunting Ground.

Turn Sequence

- Players take turns. Each turn has 5 Phases
 - Travel Phase
 - Ice Phase
 - Shelter Phase
 - Hunt Phase
 - Transport Phase
 - Travel Phase

Roll 1D6 and move that many Spaces clockwise or counterclockwise.

Ice Phase

If you land on an “Ice” Space nothing happens.

Shelter Phase

If you land on a Shelter Space draw one card from the

Hunter deck, Show it to all players & put it in your hand.

If you drew a Special card, you may not move again until after your

Next turn (At home not hunting); However you may search the deck for

A Weapon & a Transport card & put them in your hand.

You may carry a maximum of 4 Hunter cards.

Discard excess cards.

Hunt Phase

If you land on a Hunting Ground space, you may hunt the Animal there.

To get the Animal, discard an appropriate Weapon card.

Your Eskimo has caught the Animal and must carry it back to any Shelter.

The Eskimo cannot hunt again until after it visits a Shelter.

Keep all Animals you’ve hunted in a pile beside you.

To catch a Walrus or Whale you must also discard a Boat card.

Transport Phase

You may discard a Transport card to move again (Go back to Transport Phase).

Card List Notation

Copies of that card in the Deck

FP Food Points

H Hunting Weapons

T Transportation

S Special

Animal Deck Card List

Animal Name	#	FP	Notes
Seal	4	2	Sea Mammal
Sea Lion	2	2	Sea Mammal
Walrus	1	4	Sea Mammal
Bowhead Whale	1	4	Whale
Bottlenose Whale	1	4	Whale
Narwhal	1	4	Whale
Char	1	2	Fish
Salmon	2	2	Fish
Sea Birds	1	1	Birds

Animal Name	#	FP	Notes
Waterfowl	1	1	Birds
Migrating Birds	1	1	Birds
Bird Eggs	1	1	No Weapon card needed
Caribou	1	3	Hoofed
Reindeer	1	3	Hoofed
Musk Ox	1	3	Hoofed
Small Game	2	1	Wolves, Foxes, Hares
Polar Bear	2	4	Hibernating

Hunter Deck Card List

CardName	#	Type	Notes
Harpoon	3	W	Sea Mammals & Whales only
Spear	3	W	Any
Bow & Arrows	2	W	Any
Bait & Snare	2	W	Small Game & Birds only
Fish Hooks	2	W	Fish only
Sledge	2	T	Dogs
Sled Dogs	2	T	Dogs
Huskies	2	T	Dogs
Kayak	4	T	One Seat Boat
Umiak	2	T	Deep Rowboat
Clothing	1	S	Fur Parka, Mittens, Boots
Sports	1	S	Ball, Blanket Toss, Hand Football

CardName	#	Type	Notes
Games	1	S	Cats Cradle, Bones
Fun	1	S	Storyteller, Tongue Twisters, Funny Faces
Music	1	S	Tambourine, Singing, Pentatonic Scale
Customs	1	S	Ridicule Contest, Hospitality
Food Preservation	1	S	Frozen, Air Dried, Decayed
Food Preparation	1	S	Eat Raw Flesh or Lightly Boiled
Tools	1	S	Seal oil Lamp, Knives, Pots, Ivory Needle
Carvings	1	S	Toys, Fetishes, Ivory, Bone, Soapstone
Language	1	S	Aleut, Eskimoan, Syllable Language
Religion	1	S	Medicine Man, Food Taboos, Ceremonies

Solo Rules

These solo rules are based on an essentially romantic view of the eskimo and hopefully compliment the multi player "Eskimo" card and board game by Lloyd Krassner.

Why solo??? - No one to play with, thats why.

Time Frame

The solo rules are 1 year in the life of your eskimo. One year is 16 steps of the season track (see below)

Real World To Game Mechanics

The upper world (realworld) is bad luck, accident, misadventure and occasionally good luck. To survive you need to manage your resources, your personal strengths, acquire skills and deal with misfortune.

The other world is taboo, transgression, animal guides and recovering your balance in your world.

You need both to survive. You will need to travel in both worlds and maintain balance.

The Fate Deck Shuffle pack and draw 16 face down and place at the centre. They are the "Fate" cards. One fate card is played each turn

This world

1 D6 #	Attribute
1	Hunting
2	Tool
3	Social

Taboos - underworld things that affect your attributes If taboo card is drawn roll 1 D6. Place a taboo card on one of your attributes.

The Seasons

The seasons are represented by the outer circular track. The season track has two functions to represent the four regular seasons - Winter, spring, Summer, Autumn and represent the effect of yearly movement of the sun. These factors will affect the hunting and movement.

For Example: You will not be able to use a sled in summer or kayak in winter

- Find driftwood
- Polar bear attack
- Accident serious (1 sector move)
- Accident minor
- Taboo (placed on one of your attributes)
- Clan/Family member sick
- Illness
- Kayak damaged
- Kayak destroyed
- Sled damaged
- Sled destroyed
- Food spoils
- Blizzard (for roll/2 rounded down = moves)
- Spirit Attack
- Spirit Guide
- Shaman Experience: Stays with you unless you get all attributes tabooed
- Amulet / Talsiman:
- Shamans blessing: Must be in an inhabited area to use
- Totemic blessing: Must be in the wildeness to use

Your Eskimos Attributes

Attributes are skills - upperworld and lowerworld - that help you survive.

1 D6 #	Attribute
4	Shaman
5	Luck
6	Totem

Preparing The Seasons Track

The season track has two parts

- Sea track
- seasons track

The seasons track is cut from the template. Notice that the ice spaces on the original game track are replaced by sea spaces. Carefully cut the sea spaces from the environment track. The "Sea spaces are on the Season track and will change as the "year" progresses.

The Underworld - Remove Taboo And Recover Attributes

You must enter the underworld to

- remove taboos

- recover attributes and
 - defend against sprit attack
- To enter the underworld you need to have
- a shaman card and
 - access to your totem

Spirit Attack

If you loose a sprit attack you attract another taboo.
If an attribute has an existing taboo the new taboo must be it must be on another attribute.





Euro Risk

Introduction

This rule set describes a Diceless Variant for the game of Risk.

Disclaimer

Risk is a copyrighted property. This is merely a fan site.

Victory

When the game ends, the player with the most Victory Tokens wins.

Game End

The game ends when all 6 Continents have been scored.

Old Board & Bits

The regular Risk map and pieces are used. The dice are not used. Except in setup. The card set should have 44 cards.

42 cards each depict one territory and one troop type. Two cards are wild cards depicting all 3 troop types.

New Bits

Players share a set of Tokens called Victory Tokens.

Setup

Each player gets 1 set of troops of a unique color. Each player is dealt 4 cards (Discard Wild cards and redraw) Players reveal their hands and place 1 Figure on each of the 5 territories listed on their cards. The cards are then discarded. Players roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Reinforcement Phase
2. Deployment Phase
3. Capture Phase

Reinforcement Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it.

Deployment Phase

You get 3 actions on your turn. There are 4 Types of actions:

- Revolt Action
- Strategic Action
- Annexation Action
- Victory Action You may do up to 3 Attack, Annexation, or Victory Actions. You may do up to one Strategic Action.

Revolt Action

Discard a card and take control of the indicated region. You must also discard 2 more cards with the same unit type. Show control by placing one of your figures on the region.

If an opponent had a figure there, remove it.

Strategic Action

Discard 3 cards all showing the same unit type. Take control of any Region on the Board that is Adjacent to a region you already control.

Annexation Action

Discard a card that shows a region you already control. Take control of any 1 Region that is adjacent to it.

Victory Action

Discard a card that shows a region you already control. Gain 1 Victory Token.

Capture Phase

Discard down to 4 cards. If you take control of the last unoccupied Region of a Continent, gain 2 Victory Tokens (VT); This also Triggers a Scoring Round. A continent can only be completed once, so there will be a max of Six scoring rounds. After the last scoring round, the game ends.

Scoring Rounds

Determine who controls the most regions in each of the 6 Continents: The player who controls the most regions in a continent gains X VT. X is determined by the continent: (N Amer = 5, S Amer = 2, Africa = 3, Asia = 7, Europe = 5, Australia = 2) (If tied for most, tied players get X VT each).

If you control all the regions in a Continent, get 1 extra VT.

If you control at least 1 region in a continent, gain 1 VT.

Note: It is possible to complete a continent in setup. If this happens, a scoring round is not triggered, and there will be one less scoring round during the game.

Note: If 2 Continents are completed in the same turn, there will be only one Scoring Round.

Alternate Rules

Reduced Scoring Rounds: Score only after the 2nd, 4th, and 6th Continents. Delayed Scoring: Score only after the 4th, 5th, and 6th Continents. Least Scoring: Score only after all 6 Continents are completed.





Europe At War

Introduction

War in Europe in the 18th & 19th Centuries. Module for the [Warp Empires: Basic Rules System And Campaigns](#) Warp Empires system. You must use the Warp Empires system to play this game.

Map

Depicts Europe circa 1700-1800+. Each country is divided into 10+ territories.

Country:	Connected to:
France	Spain, Holland, Rhineland, Switzerland, Italy
England	Controls the Seas. Access to all except Warsaw and Switzerland
Russia	Prussia, Warsaw, Sweden, Austria, Ottoman Empire
Austria	Rhineland, Prussia, Russia, Warsaw, Ottoman Empire
Prussia	Rhineland, Austria, Russia, Warsaw,
Holland	Denmark, Rhineland, France
Sweden	Denmark, Russia
Denmark	Holland, Rhineland
Spain	France, Portugal
Portugal	Spain
Rhineland	Switzerland, Italy, France, Holland, Denmark, Prussia, Austria
Italy	Rhineland, Switzerland, Naples, Austria
Naples	Italy, Egypt
Switzerland	Rhineland, Italy, France
Warsaw	Prussia, Russia, Austria
Egypt	Naples, Ottoman Empire
Ottoman Empire	Russia, Egypt

Territory Types

Type:	Revenue Points generated per turn:
Wilderness	1
Small City	2
Medium City	3

Type:	Revenue Points generated per turn:
Major City	4
Capitol City	5

Defensive Positions

Units defending inside Major Cities & Capitol Cities get +2 Force.

Action Deck

Players share a common Action deck.

Victory

The side that controls the most territories at the end of the game wins. Either side wins automatically if all opposing units are destroyed.

Movement Rules

Stacks (except for ships) without Generals cannot move. All Stacks (with Generals) get 1 free move per turn!!!! By use of cards, a Unit can move a maximum of twice per turn.

Setup

Each player starts with: Control of all territories in 1 Country 1 General & 1 Admiral 10 Random units

Ships

Ships can move in open Sea spaces. A Ship can 'carry' 4 Land Units.

Revenue

Revenue can be saved from turn to turn. Saved Revenue is located in Capitols & Major Cities.

Upkeep Rules

Units do not receive free upkeep. Pay 1 Revenue Point for each unit. Discard units that do not receive upkeep.

Units cannot receive any upkeep from territories they are cut off from or From territories that are 5+ territories distant. Revenue generated by cards can be used for upkeep anywhere.

Recruitment Rules

Units must start in Major Cities or Capitol Spaces.

Raiders

A Stack containing light troops will reduce the revenue of each opposing adjacent Territory by 1.

Casualties

The Loser of a battle suffers a base loss of 20% (rounding up) of his units. The Winner of a Battle suffers a base loss of half the number of Units lost by the Loser (Rounding down). Example: French have 13 units and British have 12 The British win the Battle. . . The French lose 3 Units (20% of 13 rounding up) and the British lose 1 Unit (half of 3 rounding down)

Basic Set Unit List

Name	#	Type	Force	Move	Notes
General	5	G	10	F	
Admiral	5	D	10	FF	
Ships of the Line	10	S	8	F	
Frigates	10	S	4	FF	
Fortifications	10	F	10	-	
Guard Infantry	5	H	7	S	
Grenadiers	5	H	6	S	
Fusiliers	5	H	5	S	
Troopers	20	H	4	S	
Reserves	10	H	2	S	
Rangers	5	L	6	M	
Flankers	5	L	5	M	
Skirmishers	5	L	4	M	
Foot Artillery	10	A	6	S	
Horse Artillery	5	A	5	M	
Siege Artillery	5	A	4	S	+4 vs Forts
Cuirassiers	5	CH	6	F	
Dragoons	5	C/H	5	F	
Lancers	5	CL	4	FF	
Hussars	10	CL	3	FF	

Cavalry & Artillery

In Battles Cavalry is +1 Force & Artillery is -1 Force
In Sieges Cavalry is -1 Force & Artillery is +1 Force

Units

Each player gets a set of unit chits of a unique color. Use the Basic set or create sets unique to each nationality (Each Infantry Unit roughly represents a Division of 5,000 Men)

Reputation

Leaders get a permanent +1 Force for each Battle they win. Such Leaders are said to be experienced.

Unit List Abbreviations

S Ships
H Heavy (Line) Infantry
C Cavalry
CH Heavy Cavalry
CL Light Cavalry
C/H Mounted Infantry
L Light Infantry
A Artillery
G General (Leader)
F Fortifications
D Admiral (Leader)

French Unit List

Name	#	Type	Force	Move	Notes
General	6	G	10	F	
Admiral	4	D	10	FF	
Ships of the Line	10	S	8	F	
Frigates	10	S	4	FF	
Fortifications	10	F	10	-	
Old Guard	5	H	7	S	
Middle Guard	5	H	6	S	
Young Guard	5	H	5	S	
Grenadiers	5	H	6	S	
Fusiliers	5	H	5	S	
Line Battalion	20	H	4	S	
Reserves	10	H	2	S	
Chasseurs	5	L	6	M	
Voltigeurs	5	L	4	M	
Foot Artillery	10	A	6	S	
Horse Artillery	10	A	5	M	
Siege Artillery	5	A	4	S	+4 vs Forts
Cuirassiers	5	CH	6	F	
Carabiniers	5	CH	6	F	
Dragoons	5	C/H	5	F	
Lancers	5	CL	4	FF	
Hussars	10	CL	3	FF	
Mounted Chasseurs	5	CL	4	FF	

British Unit List

Name	#	Type	Force	Move	Notes
General	4	G	10	F	
Admiral	6	D	10	FF	
Ships of the Line	15	S	8	F	
Frigates	15	S	4	FF	
Fortifications	5	F	10	-	
Foot Guards	5	H	7	S	
Highlanders	5	H	7	S	
Grenadiers	5	H	6	S	
Fusiliers	5	H	5	S	
Line Battalion	20	H	4	S	
Sappers	5	H	2	S	+2 vs Forts
Reserves	10	H	2	S	
Riflemen	10	L	6	M	
Cacadores	5	L	4	M	
Foot Artillery	10	A	6	S	
Congreve Rockets	5	A	2	S	
Horse Artillery	5	A	5	M	
Siege Artillery	5	A	4	S	+4 vs Forts
Horse Guards	10	CH	6	F	
Dragoons	10	C/H	5	F	
Hussars	5	CL	3	FF	

Prussian Unit List

Name	#	Type	Force	Move	Notes
General	6	G	10	F	
Admiral	3	D	10	FF	
Ships of the Line	5	S	8	F	
Frigates		5	S	4	FF
Fortifications	10	F	10	-	
Foot Guards	5	H	7	S	
Grenadiers	5	H	6	S	
Fusiliers	5	H	5	S	
Landwher		20	H	4	S
Musketeers	10	H	2	S	
Jagers	20	L	5	M	
Foot Artillery	10	A	6	S	
Horse Artillery	5	A	5	M	
Siege Artillery	5	A	4	S	+4 vs Forts
Cuirassiers	5	CH	6	F	
Dragoons		5	C/H	5	F
Uhlans	5	CL	4	FF	
Hussars	10	CL	3	FF	

Austrian Unit List

Name	#	Type	Force	Move	Notes
General	7	G	10	F	
Admiral	3	D	10	FF	
Ships of the Line	5	S	8	F	
Frigates		5	S	4	FF
Fortifications	10	F	10	-	
Guard Infantry	5	H	7	S	
Grenadiers	5	H	6	S	
Fusiliers	5	H	5	S	
Line Battalion	20	H	4	S	
Reserves	10	H	2	S	
Chasseurs	15	L	5	M	
Foot Artillery	10	A	6	S	
Horse Artillery	5	A	5	M	
Siege Artillery	5	A	4	S	+4 vs Forts
Cuirassiers	5	CH	6	F	
Dragoons		5	C/H	5	F
Uhlans	5	CL	4	FF	
Hussars	10	CL	3	FF	

Russian Unit List

Name	#	Type	Force	Move	Notes
General	5	G	10	F	
Admiral	2	D	10	FF	
Ships of the Line	5	S	8	F	
Frigates		5	S	4	FF

Name	#	Type	Force	Move	Notes
Fortifications	10	F	10	-	
Guard Infantry	5	H	7	S	
Grenadiers	5	H	6	S	
Fusiliers	5	H	5	S	
Troopers		20	H	4	S
Reserves	20	H	2	S	
Chasseurs	15	L	5	M	
Foot Artillery	10	A	6	S	
Horse Artillery	5	A	5	M	
Siege Artillery	5	A	4	S	+4 vs Forts
Cuirassiers	5	CH	6	F	
Dragoons		5	C/H	5	F
Lancers	5	CL	4	FF	
Hussars	5	CL	3	FF	
Cossacks		15	CL	4	FF

Historical Units

For more historical units see the lists in the game Eagles of Glory also on this website.

Action Deck Notation

Battle: Any battle not involving Fortifications Sea:
Any battle between Ships or Movement by Ships Siege:
Any battle involving Fortifications

Action Card Deck

Card Name	Notes
Tactical Move	Move 1 stack
Operational Move	Move 2 stacks
Grand Strategy	Move 3 stacks
Garrison	Siege: Fortification gets +5 Force
Siege	Siege: Destroy target Fort
Bayonet Charge	Battle: Heavy Infantry get +3 Force each
Wheel About	Battle: Cavalry get +2 Force each
Outflank	Battle: Light Units get +2 Force each
Bombardment	Battle or Siege: Artillery get +2 Force each
Encirclement	Battle: Stack gets x2 Force
Counterattack	Battle: Defender gets x1.5 Force
Rearguard Action	Battle: Loser takes half Casualties
Forced March	Move 1 Stack
Columns	Move 1 Stack
Surprise	Battle & Sea: Attacking Stack gets Force x2
Enlistments	Recruit 2 random units
Shock Action	Battle: Lancers & Heavy units get +2 Force each
Skirmishing	Battle: Light Units get +2 Force each
Target Artillery	Battle: Destroy target Artillery Unit
Lead Column	Battle: Leader gets +10 Force
Column Attack	Battle: Heavy Infantry get +3 Force each
Lance Charge	Battle: Lancers get +5 Force each
Light Cavalry Pursuit	Battle: Losers take 1 extra casualty
Successive Volleys	Battle: Heavy Infantry get +3 Force each
Rear Attack	Battle: Cavalry get +4 Force each
Flank Attack	Battle: Cavalry get +3 Force each
Defensive Formation	Battle: Heavy Infantry get +3 Force each

Card Name	Notes
Square Formation	Battle: Heavy Infantry get +3 Force each
Rapid Attack	Battle: Cavalry get +2 Force each
Blunder	Battle: Stack Force reduced by $\frac{1}{2}$
Disordered Infantry	Battle: Heavy Infantry get -2 Force each
Fire by Rank	Battle: Heavy Infantry get +3 Force each
Broken Ground	Battle: Heavy Infantry get -1 Force each
Form into Line	Battle: Heavy Infantry get +3 Force each
Good Roads	Move 1 Stack
Telescope	Look at opponent's hand
Disciplined Fire	Battle: Heavy Infantry get +3 Force each
Canals	Move 1 Stack
Forage	Gain 1D6 Revenue Points
Dysentary	Discard 2 random units from target Stack
Logistical Problems	Negate Target Move
Live off the Land	Gain 1D6 Revenue Points
Food & Fodder	Opponent loses 1D6 Revenue Points
Desertions	Target Stack loses 1 Random unit
Light Cavalry Raiders	Opponent loses 1D6 Revenue Points
Attack Supply Convoy	Opponent loses 1D6 Revenue Points
Light Infantry Raiders	Opponent loses 1D6 Revenue Points
Protect Baggage Trains	Negate Target Move
Strategic Defense	Siege: Fortifications get +10 Force each
Careful Planning	Battle: Leader gets +10 Force
Tactical Skill	Battle: Leader gets +10 Force
Diplomacy	Opponent may not attack this turn
Treaty	Opponent may not attack this turn
Armistice	Opponent may not attack this turn
Confusion	Opponent must discard 2 random cards
Deception	Opponent must discard 2 random cards
River Crossing	Negate Target Move
Provisions from Locals	Gain 1D6 Revenue Points
Assault	Siege: Attacking Infantry get +2 Force each
Distraction	Battle/Siege: Attacking Stack gets +10 Force
Control Bridge	Move 1 Stack
Compel Action	Target Opponent's Stack must Move
Flanks Protected	Battle: Stack gets +10 Force
Master of Strategy	Draw 3 cards
Countercharge	Battle: Defending Cavalry get +2 Force each
Crowding	Battle: Stack suffers 1 additional casualty
Attrition	Battle: Both sides suffer 1 extra casualty
Retreat into River	Battle: Losing side loses 1 extra casualty
Take Prisoners	Battle: Losing side loses 1 extra casualty
Concentrate Force	Battle & Sea & Siege: Stack gets +10 Force
Interior Lines	Move 1 Stack
Detachments	Negate Target Move
Bugles	Battle: Light Units & Cavalry get +3 Force each
Drums	Battle: Heavy Infantry get +3 Force each
High Ground	Battle: Stack gets +10 Force
Depots	Gain 2D6 Revenue Points
Capture Supplies	Take 1D6 Revenue Points from opponent
Glorious Death	Battle: Enemy Leader Killed
Privateering	Take 1D6 Revenue Points from opponent
Genius	Battle: Leader gets +10 Force

Card Name	Notes
Carronades	Sea: Ships get Force +3 each
Fire by Platoon	Battle: Heavy Infantry get +3 Force each
Standardized Artillery	Battle: Artillery or Ships get +2 Force each
Observation Balloon	Look at opponents hand & draw 2 cards from deck
Naval Signal Flags	Sea: Stack gets +10 Force
Gunnery	Battle: Artillery or Ships get +2 Force each
Expedition	Move 1 Land or Sea Stack
Grand Battery	Battle: Artillery get +3 Force each
Defense in Depth	Siege: Defenders get +2 Force Each
Fortified Towns	Siege: Defenders get +2 Force Each
Probing Attacks	Battle: Light Units get +1 Force each
Revenge	Target Stack with Leader must move to Attack
Attack Weak Point	Battle: Stack gets +10 Force
Hidden Movements	Battle: Stack gets +10 Force
Long Siege	Siege: Attacking Stack gets +10 Force
Courage	Battle: Leader gets +10 Force
Imagination	Draw 3 cards
Mortar Bombs	Siege: Attacking Artillery gets +5 Force each
Redoubts	Siege: Forts get +5 Force each
Enfilade Fire	Battle or Siege: Artillery get +4 Force each
Trenches	Siege: Infantry get +2 Force each
Sorties	Siege: Defending Infantry & Cavalry get +1 Force each
Strong Position	Battle or Siege: Defending Stack gets +10 Force
Superb Fortifications	Siege: Forts get +5 Force each
Lines of Communication	Move 1 Stack
Diversions	Battle: Stack gets +10 Force
Repulse	Battle: Heavy Infantry get +3 Force each
Move Up & Deploy	Move 1 Stack
Hold Firm	Battle: Heavy Infantry get +3 Force each
Weaken the Center	Battle: Stack gets +10 Force
Concealed Battery	Battle: Artillery get +3 Force each
Bullet Wound	Battle: Leader gets -10 Force
Orderly Withdrawal	Battle: Loser takes 1 less casualty
Rout	Battle: Loser takes 1 extra casualty
Artillery Support	Battle: Artillery get +3 Force each
Costly Victory	Battle or Siege: Winner take 1 extra casualty
Reserves	Battle: Stack gets +10 Force
Final Main Attack	Battle: Heavy Cavalry get +4 Force each
Dispersed	Battle: Stack gets -10 Force
Base of Supplies	Gain 2D6 Revenue Points
Blockade	Siege: Attacking Stack gets +10 Force
Magazines	Gain 1D6 Revenue Points
Winter Quarters	Opponent may not move any stacks this turn
Reinforcements	Gain 2 Random units
Keen & Resourceful	Battle: Leader gets +10 Force
Concealed Troops	Battle: Stack gets +10 Force
Ambush	Battle: Defending Stack gets +10 Force
Volunteers	Gain 2 Random units
Invasion	Move 1 Stack
Secret March	Move 1 Stack
Swift March	Move 1 Stack
Vigorous Attack	Battle or Siege: Attacking Stack gets +10 Force
Reconnoiter	Look at Opponent's hand & draw 2 cards from deck

Card Name	Notes
Reconnaissance	Look at Opponent's hand & draw 2 cards from deck
Hide in Terrain	Battle: Light Infantry get +3 Force each
Cover & Concealment	Battle: Light Infantry get +3 Force each
Sabers & Pistols	Battle: Light Cavalry get +3 Force each
Open Order	Battle: Light Infantry get +3 Force each
Harrassment	Battle: Light Units get +3 Force each
Attack Column	Battle: Light Units & Cavalry get +3 Force each
Absorb Enemy Fire	Battle: Light Infantry get +3 Force each
Sharpshooters	Battle: Light Infantry get +3 Force each
Marksmen	Battle: Light Infantry get +3 Force each
Menaced	Negate Target Move
Good Morale	Battle or Siege: All Units get +1 Force
Demoralized	Battle or Siege: All Enemy Units get +1 Force
Night March	Move 1 Stack
Veteran Troops	Battle: All Units of Experienced Leader get +1 Force
Quick Deployment	Battle: Heavy Infantry get +3 Force each
March Formation	Move 1 Stack
Reverse Slope	Battle: Stack gets +10 Force
Rally	Battle: Stack gets +10 Force
Refuse Flank	Battle: Stack gets +10 Force
Blocking Terrain	Battle: Stack gets +10 Force
Lost Orders	Negate a card just played
Esprit de Corps	Battle: All Units get +1 Force each
Line of Battle	Battle: Heavy Infantry get +3 Force each
Hail of Canister	Battle: Artillery get +4 Force each
Howitzer Shells	Battle: Artillery get +2 Force each
Bouncing Round Shot	Battle: Artillery get +3 Force each
Roar of Cannon	Battle & Sea: Artillery & Ships get +2 Force each
Exploding Shrapnel	Battle: Artillery get +2 Force each
Expert Drill	Battle: Heavy Infantry get +3 Force each
Disorganized	Battle: Opposing Stack gets -10 Force
Lure by False Retreat	Battle: Stack gets +10 Force
Roll up the Flank	Battle: Stack gets x2 Force
Cavalry Charge	Battle: Cavalry get +3 Force each
Earthworks	Siege: Units with Forts get +2 Force each
Avoid Battle	Move Stack out of Battle at end of Opponents Move Phase
Ineptitude	Battle: Stack with Leader gets half Force
Bloody Fight	Battle: Both sides take 1 extra casualty
Staff Corps	Move 1 Stack
Experienced Officers	Battle: All Units of Experienced Leader get +1 Force
Interdiction	Move Stack into Battle at end of Opponents Move Phase
Local Contributions	Gain 2D6 Revenue Points
Coinage Debasement	Gain 2D6 Revenue Points
Increase Taxes	Gain 2D6 Revenue Points
Loans	Gain 2D6 Revenue Points
Allied Subsidies	Gain 2D6 Revenue Points
Grapeshot	Sea: Stack gets +10 Force
Boarding Actions	Sea: Stack gets +10 Force
Cross the T	Sea: Stack gets x2 Force
Chain Shot	Sea: Stack gets +10 Force
Bar Shot	Sea: Stack gets +10 Force
Break Enemies Line	Battle & Sea: Stack gets x2 Force
Hot Shot	Sea: Stack gets +10 Force

Card Name	Notes
Fire Ships	Sea: Stack gets +10 Force
Broadsides	Sea: Ships get +2 Force each
Favorable Winds	Move Sea Stack
Favorable Currents	Move Sea Stack
Capture Ship	Sea: Winner gains control of 1 enemy ship
Commerce Raiders	Opponent loses 1D6 Revenue Points
Blockade Port	Opponent loses 1D6 Revenue Points
Squall	Target Sea Stack loses 1 random Ship
Mutiny	Target Sea Stack loses 1 random Ship
Storms at Sea	Negate Move of Target Sea Stack
Bypass Strongpoints	Move 1 Stack through territory containing Fort
New Recruits	Gain 2 random Units
Conquest	Move 1 Stack
Fight on Your Terms	Battle: Defender gets +10 Force
Campaign	Move 1 Stack
Replacements	Gain 2 random Units
Talent & Enterprise	Battle: Leader gets +10 Force
Procure Provisions	Gain 2D6 Revenue Points
Favorable Terrain	Battle: Stack gets +10 Force
Oblique Attack	Battle: Stack gets +10 Force
Advance in Echelon	Battle: Heavy Infantry get +3 Force each
Favorable Disposition	Battle: Stack gets +10 Force
Exploit Weakness	Battle: Stack gets +10 Force
Tactical Innovation	Battle: Stack gets +10 Force
Screen Movements	Battle: Light units get +3 Force each
March by Divisions	Move 1 Stack
Cover Gaps w Frpwr	Battle: Heavy Infantry get +3 Force each
Battlefield Mobility	Battle: Artillery get +3 Force each
Turn Enemies Flank	Battle: Stack gets +10 Force
Offensive Feint	Battle: Stack gets +10 Force
Force Battle	Move 1 Stack into Battle
Delay Adversary	Negate Target Move
Encounter Battle	Move 1 Stack into Battle
Chain of Command	Move 1 Stack
Grand Maneuver	Move 1 Stack
Drive Them Back	Battle: Stack gets +10 Force
Block Retreat	Battle: Losing stack take 1 extra casualty
Scorched Earth	Opponent loses 1D6 Revenue Points
Rank & File	Battle: Heavy Infantry get +3 Force each
Battle-Seasoned	Battle: Troops of Experienced Leader get +1 Force each
Thoroughly Trained	Battle: Troops of Experienced Leader get +1 Force each
Popular Cause	Battle: Troops get +1 Force each

Warp Empires Ruleset

Introduction

Generic ruleset for a series of empire building/conquest games.

Map

The map depicts an irregular, interlocked set of territories.

Control Markers

Use chits to represent control markers.

Units

Use chits to represent units. Units include Leaders & non-leader units.

Deck

Players share an action deck. In some games, each player will have their own action deck. The action deck cards allow you to move your units.

Setup

Most Leader units will be in play. Others will be mixed into the unit chit pile. Each player will start with several non-leader units in play.

Starting points of units will be determined by the scenario.

Turn Sequence

Players take turns. Each turn has 7 phases: Draw Phase Move Phase Battle Phase Revenue Phase Recruit Phase Upkeep Phase Control Phase

Draw Phase

First discard any cards you don't want. Each player draws 5 action cards. Max hand size = 7. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Move Phase

Use Action cards to move stacks or units in stacks. A Fast unit can move 1-3 spaces. A Medium speed unit can move 1-2 spaces.

A Slow unit can move 1 space. Units can move into but not through opposing stacks. Fortifications cannot move (Move = 0).

Your opponent can only look at the top unit of your stacks

Battle Phase

When two opposing stacks occupy the same territory there will be a battle. Each unit has a force value. Add up the total Force values for each side.

Players may play action cards to increase their force value. If one stack has a Leader and the other does not, the stack with the leader gets an additional 5 Force. The side with the highest force value wins.

The losing stack must retreat one space. The losing stack loses half of its units. The winner picks the first unit lost, the loser picks the remainder. Fortification units in the losing stack are destroyed automatically.

The winning stack loses units with a force equal to at least half the force total lost by the losing stack. The winner decides which units are lost. Destroyed units are returned to their chit pile. Captured leaders are set aside and not returned to the chit pile.

After a battle both sides replenish their hands to 7 cards.

Revenue Phase

Gain revenue points for every revenue generating territory you control.

Recruit Phase

Draw 5 random units from the unit chit pile. Purchase units. A unit's cost is equal to its Force value. If you purchased all the drawn units, draw another 1D6 random units.

Revenue may be saved from turn to turn. Discard unpurchased units back to your unit chit pile. Units start in any revenue generating territory you control.

Upkeep Phase

Number of Units that automatically receive upkeep = 5 x total Revenue. Discard excess units. Example: You generate 10 revenue points per turn...

You may have up to 50 units.

Control Phase

Place a control marker on every revenue generating territory occupied by one of your units. Only one control marker per space.

Unit Deck Abbreviations

- S** Slow
- M** Medium speed
- F** Fast
- F** Force
- F** Fortification
- #** Number of that unit in the chit pile.





Evolved

Introduction

It took 3.5 billion years to make this game.

Winning

The player with the most species at the end of the game wins.

Counter Sets

Each player has a set of counters of a unique color. Each counter set has 100+ counters. Each set has ten counters marked #1, another ten marked #2, and so on.

The Globe

The map is a 6 X 6 grid. It has 36 spaces. 9 spaces are "Land" spaces.

9 are "Open Water" spaces. 18 are "Island" spaces. The top row and bottom row are Arctic (Polar) The two middle rows are Tropical.

The intermediate rows are Temperate.

Species

Have an index card for each of your species. Every species has 5 attributes. Record on the card the values of the attributes.

Also, be sure to name your species. (Kingdom, Phylum, Class, Order, Family, Genus, Species)

Setup

Each player starts with one species with the following attributes:

Diet Herbivore

Terrain = Water Climate = Hot Adapted

Size Tiny

Speed = Slow This will be each players "#1" species (use #1 counters). Each player starts with 3 population counters. Place counters in 3 adjacent spaces not containing opponent's populations.

Turn Sequence

The turn is divided into 6 phases: Geologic Time Phase Random Events Phase Mass Extinctions Phase Reproduction Phase Speciation Phase Migrations Phase

Geologic Time Phase

The game ends after 16 turns. Move a time marker one space (Era, Period, Epoch) on the following track:

1. Archean (Start)
2. Proterozoic
3. Paleozoic
4. Cambrian
5. Ordovician
6. Silurian
7. Devonian
8. Carboniferous
9. Permian
10. Mesozoic
11. Triassic
12. Jurassic
13. Cretaceous
14. Cenozoic
15. Tertiary
16. Quaternary (End)

Random Events

Players share a common deck. Each player fills hand to 7 cards. If the deck runs out, shuffle the discard and draw from it.

Mass Extinctions

Extinction cards may not be played until the Ordovician Period Players take turns playing Extinction cards. The player with the (most) fastest species goes first. If there is a tie, the smartest player goes first and play proceeds clockwise.

To play the cards Predation, Competition, and Parasitism you must have a Species with the indicated attributes in the same space as an opponent's Species with the indicated attributes. For example: You play Predation: Pick one of your Carnivore Species and pick any one species of a smaller size. In all spaces that contain populations of both, the prey populations are removed from play.

Reproduction

A space may contain an absolute maximum of 3 species (Total of all players). In each space that you have species, pick one of those species to reproduce. Add one Population Counter of the appropriate type to the space.

Speciation

Play (discard) an evolve card to have one of your populations evolve. Replace one population counter with a counter that has an unused number. Roll once on the Evolution table.

The Roll determines which attribute of the population changes. The Attribute goes up or down one level. Roll 1D6: on 1-3 go up. On 4-6 go down.

If you are at one end of the scale you automatically move towards the other end. The population becomes a new species. Write up a new index record card for it.

A population may only evolve once per turn.

Migrations

For each of your species, you may pick up to X number of populations to move to an adjacent space. X is determined by the Species Speed Attribute. You may move a species into a space that already has 3 species in it.

If a space has too many species, a random species in that space is destroyed.

Card List

Card Name:	#	Notes:
Behavioral Isolation	1	Evolve
Temporal Isolation	1	Evolve
Geographic Isolation	1	Evolve
Mechanical Isolation	1	Evolve
Gametic Isolation	1	Evolve
Polymorphism	1	Evolve
Adaptive Radiation	1	Evolve
Genetic Variability	1	Evolve
Sexual Reproduction	1	Evolve
Mutations	1	Evolve
Natural Selection	1	Evolve
Survival of the Fittest	1	Evolve
Biodiversity	1	Evolve
Crossing Over in Meiosis	1	Evolve
Hardy-Weinberg Disequilibrium	1	Evolve
Glacier Movements	1	Evolve
Climate Shift	1	Evolve
Gene Flow	1	Evolve
Genetic Drift	1	Evolve
Missing Link	1	Evolve
Evolutionary Dead End	1	Extinction: Kill all populations of target Species
Predation	5	Extinction: Carnivore kills Smaller Species
Competition	5	Extinction: Kill Species with 2+ same Attributes
Parasitism	5	Extinction: Carnivore kills Larger Species
Asteroid Impact	1	Extinction: All Large and Huge species Killed
Ice Age	1	Extinction: All Hot Loving Species
Global Warming	1	Extinction: All Cold Loving Species
Volcanic Activity	2	Extinction: All populations in target space Killed
Sterile Hybrid	1	Extinction: Kill 1 newly evolved population
Mechanical Defenses	1	Negate a Predation card
Chemical Defenses	1	Negate a Predation card
Behavioral Defenses	1	Negate a Predation card
Symbiosis	1	Negate a Parasitism card
Mutualism	1	Negate a Parasitism card
Commensalism	1	Negate a Parasitism card
Resource Partitioning	1	Negate a Competition Card
Find new Niche	1	Negate a Competition Card
Find new Habitat	1	Negate a Competition Card
Hydrothermal Vents	1	Gain one Population of the starting Species type

Card Name:	#	Notes:
Continental Drift	1	Move an extra population
Land Bridge	1	Move an extra Land population
Colonization	1	Move an extra population
Pangea Breaks Apart	1	Move an extra population
Pioneer Species	1	Move an extra Tiny/Small population
Geographic Dispersal	1	Move an extra population
Vestigial Organs	1	Pick result of any Dice roll
Directional Selection	1	Pick result of any Dice roll
Sexual Selection	1	Pick result of any Dice roll
Common Ancestor	1	Pick result of any Dice roll
Analogous Structures	1	Pick result of any Dice roll
Homologous Structures	1	Pick result of any Dice roll
Reproductive Success	1	Gain 1 extra population in 1 space
Exponential Growth	1	Gain 1 extra population in 1 space
Climax Community	1	Gain 1 extra population in 1 space
Keystone Species	1	Carnivore gets +1 Population in 1 space
Living Fossil	1	Target Population Avoids Extinction
Top of the Food Chain	1	Large/Huge Carnivore get +1 Population

number of that type of card in the deck.

Evolution Table

1D6	Attribute:	1D6	Attribute:
1	Diet	4	Size
2	Terrain	5	Speed
3	Climate	6	Pick one

Diet Attribute

Level	Type
3	Carnivore
2	Omnivore
1	Herbivore

Terrain Attribute

Level	Type	Species must live in:
1	Water	Water or Island Spaces
2	Land	Land or Island Spaces

Climate Attribute

Level	Type	Species must live in:
1	Hot Loving	Tropical
2	Hot Adapted	Tropical/Temperate
3	Temperate	Temperate

Level	Type	Species must live in:
4	Cold Adapted	Arctic/Temperate
5	Cold Loving	Arctic

Size Attribute

Level	Type	Max Populations of this Species per Space:
1	Tiny	6
2	Small	5
3	Medium	4
4	Large	3
5	Huge	2

Speed Attribute

Level	Type	Notes
1	Sedentary	Move 0 population per turn
2	Slow	Move 1 populations per turn
3	Fast	Move 2 populations per turn
4	Flyer	Move 3 populations per turn

Faqs

What about amphibious creatures that appeared towards the end ? I stayed away from all mention of specific groups: Dinosaurs, reptiles, amphibians, insects, mammals, aves, crustaceans, arthropods, cnidaria, porifera, memmatodes, planaria, etc. The problem is that each group only evolved once, and from distinct ancestors that also only evolved once: This would leave most players out of the loop: For example: the person who got the amphibians would be the only one who could evolve into higher vertebrates.

Can carnivores exist by themselves in a space i.e. with no other species present? You state that only 3 species can exist in a space. Does that include only herbivores or carnivores as well? Why not have also carnivores live in a space each of which will "feed" off a species? That would mean that if 3 species are in a space, another 3 carnivore species could live there as well, or even more carnivores as they would feed on the smaller carnivores etc. Actually I always just assumed every space actually held hundreds of thousands of species in all their multitudes. The limitations are just on those few species the players control.

Also a related question to max # of species per space is, what happens if there are 3 species in but another one wants to move in from outside? Can't it

make the move? Can it move in but someone of the inhabitants dies if it doesn't move off etc? This requires some playtesting to see what would be the most "fun" solution. For now, lets say that they can move, and if a space has too many species, a random species in that space is destroyed.

Could you clarify which species is allowed to move where, ie can a land species move from land to island or vice versa? Island spaces are fair game to "Land" and "Water" species.

How about species reproduction speed - life cycle etc? That is a function of the existing Speed & Size attributes.

Why Victory only to the player with biggest no. of species? Why not include total # of species counters on board, total # of spaces occupied by player or even VP bonus for solely occupying spaces of climatic zones, etc? That is all very doable. However, total number of population counters favors small species.

How about a few extra cards to include gaia transformation, i.e. card stating that an island space becomes open water and some other open water space becomes island or something of the sort? I had thought of that, but it would require tiles for land and Island spaces. Then there is the problem of species already in a space getting pushed out.





Esistenzial

Introduction

Card game for 2+ players based on the movie eXistenZ.

Disclaimer

eXistenZ is a licensed, copyrighted property. This is merely a fan site.

Game End

The game ends when there are no cards left in the deck, and all Players have played all the cards from their hands.

Victory

The player with the highest score at the end of the game wins.

The Deck

Players share a common deck. There are 8 card types:

- P** Person
- K** Kill
- C** Control
- L** Location
- M** Mechanism
- G** Gamepod
- D** Disease
- Q** Quote

Setup

2 Person cards start in play face-up in the center of the table: These are the Allegra Geller and Ted Pikul cards. These are the Main Character cards. They are not controlled by any player to start, but any Player may play a control card to take control of one of them.

Shuffle the deck. Each player is dealt 3 cards. The creepiest player goes first.

Turn Sequence

Players take turns. On a player's turn, he draws 1 card from the deck and puts it in his hand. Then he may play 1 card from his hand.

Max hand size is 7 cards. Random Extra cards are shuffled back into the deck.

Card Properties And Effects

Each of the 8 card types have different effects.

Person Cards

When you play a person card place it face up on the table in front of you. You control that person. It stays in play until killed.

Person cards count for scoring. The player with the most Person cards may play 1 additional card per turn.

Kill Cards

Discard a Kill card to cause a target Person to be discarded. Main Characters cannot be killed until there are no cards left in the deck, and Then only one may be killed, not both.

Control Cards

Discard a Control card to take control of a target Person. You cannot target a Main Character if you were in control of them on your last turn.

Location Cards

Play a Location card to discard the previous location and replace it with this one. Location cards count for scoring.

Mechanism Cards

Discard a Mechanism card to produce the effect it describes. .

Game Pod Cards

When you play a game pod card place it face up on the table in front of you. You control that game pod. It stays in play until it gets diseased.

Game Pod cards count for scoring. The player with the most Game pod cards may play 1 additional card per turn.

Disease Cards

Discard a Disease card to cause a target Game Pod to be discarded.

Quote Cards

All players score their cards in play: 1 Point for playing the Quote Card 1 Point for each Person 2 Points for each Main Character 2 Points for the Location 1 Point for each Game Pod

End Game Scoring

After the last card has been played all players score one last additional time.

Common Deck Card List

Name	Type	Notes:
Allegra Geller	P	Main Character
Ted Pikul	P	Main Character
Wittold Levi	P	Score +2 if you play the Antenna Research Card
Playtester	P	Score +1 if you control Allegra Geller
Noel Dichter	P	Score +2 if you play the Anti-Existenzialist Card
Gas	P	Score +2 if you control the Gas Station
Kiri Vinokur	P	Score +2 if you play Cortical Systematics
Frances	P	Score +2 if you control the Mountain Road
Dorsey Nader	P	Score +2 if you play the Mole Card
Larry Ashen	P	Score +1 if you control Ted Pikul
Assistant	P	Score +1 if you control the Most Game Pods
Yevgeny Nourish	P	Score +2 if you control the Trout Farm
Barb Brecken	P	Score +1 if you control Allegra Geller
Chinese Waiter	P	Score +2 if you play the Order the Special Card
Hugo Carlaw	P	Score +2 if you control the Game Store
Fanatic	P	Score +2 if you control the Chalet
Merle	P	Score +2 if you control the Church
Gristle Gun	K	When played shuffle back into deck once per game
Assassination	K	Score +1 if you control Dichter
Insertion Gun	K	Score +1 if you control Ted Pikul
Meat Cleaver	K	Score +2 if you control the Chinese Waiter
Sub Machine Gun	K	Score +2 if you control the Fanatic
Flame Thrower	K	Score +2 if you control Yevgeny Nourish
Bioport Bomb	K	Score +1 if you control Allegra Geller
Linoleum Knife	K	Score +2 if you control Barb Brecken
Shotgun	K	Score +2 if you control Gas
Hidden Pistols	K	Score +1 if you play the Realists Underground Card
Antenna Research	C	Faction
Anti-Existenzialist	C	Faction
Cortical Systematics	C	Faction
Realists Underground	C	Faction
Hijack	C	-
Rescue	C	-
Escape	C	-
Conspiracy	C	-
Betrayal	C	-
Trust	C	-
Seduction	C	-
Reasoning	C	-
Mole	C	-
Contact	C	-
Subversion	C	-
Double Agent	C	-
Country Church	L	-
Motel Room	L	-
Country Gas Station	L	-

Name	Type	Notes:
Caledon Ski Club	L	-
Workshop	L	-
Guest Chalet	L	-
Game Store	L	-
Stock Room	L	-
Trout Farm	L	-
Assembly Bay	L	-
Chinese Restaurant	L	-
Mountain Road	L	-
MetaFlesh	G	-
Bioport	G	-
Umbycord	G	-
Prototype	G	-
Slave Unit	G	-
Spinal Jack	G	-
Port Plug	G	-
Nerve Boards	G	-
Micropods	G	-
Play Nipple	G	-
Upgrade	G	-
Contamination	D	-
Neural Surge	D	-
Black Spore Cloud	D	-
Diseased Pod	D	-
Infected Bioport	D	-
Anti-Viral Serum	D	-
Anti-Viral Resonator	D	-
Psychic Trauma	D	-
Advance the Plot	M	Draw 2 Cards and play 2 Cards
Game Loop	M	Draw 3 Cards. Keep 1. Shuffle others back into Deck
Game Dialog	M	Steal 1 Random Card from Opponents Hand
New Identities	M	Shuffle Hand into Deck. Draw 5 Cards
Copy Game Engine	M	Take control of 1 Target Game Pod Card
Fully Engaged	M	Draw 4 cards. All other players Draw 2 Cards
The Right Answer	M	Draw 2 Cards. Look at Opponents Hand
Freeze Up	M	Shuffle Target Person back into Deck
Game Architecture	M	Draw 2 Cards. Look at next 5 cards in Deck
Genuine Game Urge	M	Opponent shuffles 2 Random cards from hand into Deck
Reality Bleed Through	M	Switch hands with Opponent
Irish Wolfhound	M	Gain 2 Points. Take Gristle Gun from Deck or Discard
Basic Game Play	M	Draw 1 Card. Play up to 3 Cards
Character Actions	M	You may play all the Cards in your Hand this turn
Game Entry Point	M	Play 2 Cards and Take another Turn
Melt Away	M	Draw 2 cards. Target player loses his next turn
Realer Than Real	Q	-
Clue We Can't Ignore	Q	-
eXistenZ is Paused!	Q	-
Order the Special	Q	-
Don't Take No for an Answer	Q	-
Death to the Demon(ess)!	Q	-
Death to Reality!	Q	-
Did I Win?	Q	-
Are we still in the Game?	Q	-





Exorcist

Introduction

Card Game for 2 players. One player is the Exorcist. The other player is the Demon.

The Demon has taken Possession of a young Innocent. The Exorcist is trying to purge the Demon.

Victory

The first player to win all the Soul Tokens is the winner.

Soul Tokens

Each player gets 50 Soul Tokens.

The Decks

Each player has a unique deck. Each deck has 5 Suites.

Rank	Type:
1	Pair (Two of a Kind)
2	Two Pairs
3	Three of a Kind
4	Five all Different

The player with the higher rank wins the hand. If there is a tie, the hand does not count. The winner keeps the pot (of Soul Tokens).

At the end of the hand, discard all cards.

Exorcist Card List

Card Name:	Suite
Miraculous Exorcism	S
Breakpoint	S
Silence the Voice	S
Expulsion	S
Return to Hell	S
Spiritual Pressure	S
Learn Demon's Name	S
Direct Battle with Demon	S
Revelation	S
Ward	S

Set Up

Shuffle the decks. Determine who is the Exorcist and who is the Demon. The Demon player is the active player in the first hand.

Hand Sequence

The role of the active player switches. Each player antes 2 Tokens. Each player draws 5 cards from the top of his deck.

First round of Betting: The active player may ante up (up to 5 tokens) The non-active player must match or fold. The non-active player may ante up (up to 5 tokens) The active player must match or fold. If the deck is used up, shuffle the discard and draw from it.

Each player may discard up to 3 cards and draw replacements. Second round of Betting: The active player may ante up (up to 5 tokens) The non-active player must match or fold. The non-active player may ante up (up to 5 tokens) The active player must match or fold.

Players reveal and compare hands:

Rank	Type:
5	Full House (Pair and 3 of a Kind)
6	Four of a Kind
7	Five of a Kind

Exorcist Deck Suites

- A** Aid and Assistance
- E** Exorcists Traits
- C** Ceremonial Actions
- S** Struggle
- D** Divine Power

Card Name:	Suite
Divine Mission	D
Supreme Triumph	D
Redemption	D
Will of the Kingdom	D
Deliverance	D
Ritual Romanum	A
Deliverance Ministry	A
Biblical Scripture	A
Relic	A
Bones of the Saints	A

Card Name:	Suite
Banishment	S
Invoke The Holy Spirit	C
Prayer	C
Command	C
Solemn Adjuration	C
Fasting	C
Sign of the Cross	C
Place Demon on Oath	C
Word of Binding	C
Drive out the Devil	C
Laying on of Hands	C
Bid the Devil Depart	C
Rite of Exorcism	C
In the Name of Jesus	D
Forgiveness	D
Cast Them Out	D
Healing	D
Fear of Christ	D
God's Will	D

Card Name:	Suite
Crucifix	A
Holy Water	A
Salt (Purity)	A
Wine (Blood of Christ)	A
Junior Priest	A
Medical Doctor	A
Family Member	A
Free of Sin	E
Faith	E
Guiltless	E
Sacramental Powers	E
Virtue	E
Physically Strong	E
Charismatic Power	E
Courage	E
Humility	E
Awareness of Entity	E
Feel Presence	E

Demon Deck Suites

V Voice and Tricks of the Demon
D Demonic Possession

W Weakness in the Exorcists/Victim
P Physical Signs and Symptoms
F Forces of Evil at Work

Demon Card List

Card Name:	Suite
Doomed Spirit	D
Malignant Force	D
Fallen Angel	D
Infernal Agency	D
My Name is Legion	D
Evil Spirit	D
Unclean Spirits	D
Hostage to the Devil	D
Demoniac Molestation	D
Diabolical Infestation	D
Satanic Influence	D
Demonized	D
Power of Satan	D
Fiendish Affliction	D
Personality Change	W
Split Personality	W
Obsession	W
Intense Hatred	W
Rage	W
Wickedness	W
Isolation	W
Confusion	W
Need for Punishment	W
Shame	W

Card Name:	Suite
Control & Direct	V
Instrument of Malice	V
Say what they want to Hear	V
Entrap	V
Deceit	V
Shout Out Sins	V
Power of Prophecy	V
Manifestation	F
Ordeal	F
Pandemonium	F
Disruption	F
Cause Panic	F
Devil's Pretense	F
Spread Fear	F
Turn on the Victim	F
Black Magic	F
Witchcraft	F
Cursed	F
Connection with Victim	F
Pact with the Devil	F
Escape from Hell	F
Odors	P
Horrible Sights	P
Foul Smells	P

Card Name:	Suite
Secret Sins	W
Temptation	W
Consequences of Sin	W
Eternal Soul in Peril	W
Disturbing Babble	V
Inhuman Noises	V
Distressing Speech	V
Speak in Third Person	V
Blasphemy	V
Speak Unknown Languages	V
Know Hidden Things	V

Card Name:	Suite
Superhuman Strength	P
Projectile Vomiting	P
Violence	P
Complete Neck Twist	P
Supernatural Powers	P
Infirmity	P
Poor Health	P
External Pain	P
Crescendo of Abuses	P
Physical Suffering	P
Torment	P





Expanse Quest

Introduction

Scenario for Warp Quest. for the Warp Quest Core Rules. Based on the Amazon TV Show Expanse. Players are trying to save the Solar system from A combination of War and the mysterious proto-molecule. Each player (Pawn) represents a Crew & Gunship.

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Skill Table

1D6:	Skill:
1	Crew +1
2	Piloting +1
3	Combat +1

The Scenario

The track spaces represent distance and time. There is only one Module (card list). The track is 60 spaces long. The first player to reach the end wins the race.

Player Attributes

Each player starts with:
Crew 4 (Number of Crew Members)
10 rolls on the Skill Table:

1D6:	Skill:
4	Technical +1
5	Negotiations +1
6	Investigation +1

Challenges

If you fail a Combat or Technical challenge you Lose 1 Crew. If your Crew = 0 you lose the game. If you fail

a Negotiations challenge go back 1D6 spaces. If you succeed at an Investigation challenge go forward 1D6 spaces. If you fail a Piloting Challenge roll 1D6:

1D6:	Result:
1	Holed: Lose 1 Crew
2	Fast Thinking Required: Discard 2 Cards or lose 1 Crew
3	Boarded: Do not move next turn, instead face a Combat Challenge
4	Avert Meltdown: Do not move next turn, instead face a Technical Challenge
5	Retreat: Go back 1D6 spaces
6	Damage Control: Miss your next 2 turns

Crossing Paths

If you land on an opponent's pawn roll 1D6:

1D6:	Result:
1	Steal 1 Crew
2	Steal 1 Random Card from his hand
3	Nothing Happens

1D6:	Result:
4	You go forward 1D6 spaces
5	Opponent goes back 1D6 spaces
6	Opponent misses his next turn

Card List Notation

PC Piloting Challenge
CC Combat Challenge

TC Technical Challenge
NC Negotiations Challenge
IC Investigation Challenge

Card List

Name:	Notes:
Protagon Stealth Ship	PC (DM +2) & PC

Name:	Notes:
Cover Up	IC (DM +1)

Name:	Notes:
OPA Attack Ship	PC (DM +1)
Martian Missile Boat	TC or PC (DM +1)
UN Patrol Craft	NC or PC (DM +2)
Pirate Vessel	PC & CC
Scavenger Rig	PC or CC
Mercenary Corvette	PC (DM +1)
Martian Troop Carrier	PC or CC (DM +2)
Space Station Gun Turret	PC
Avoid Contact	PC
Intercept Missile	PC
Outrun Debris Field	PC
Ship Crew	CC or NC
Crooked Cops	CC
Belter Street Gang	CC
Martian Marines	CC (DM +1)
Power Armor Marine	CC (DM +2)
UN Soldiers	CC (DM +1)
OPA Rebels	CC or NC (DM +2)
OPA Faction Thugs	CC
Protogen Enforcers	CC
Protomolecule Pseudopod	CC (DM +3)
Bioweapon Stowaway	CC (DM +3) or TC
Black OPs Team	CC (DM +2)
Boarding Party	CC
Radioactive Zombies	CC
Desperate Mob	NC or CC
Mutinous Crew	NC
Faction Dispute	NC (DM +2)
Diplomatic Mission	NC (DM +1)
UN Minister	NC (DM +2)
Capture Agent	NC
OPA Faction Leader	NC (DM +1)
Martian Ambassador	NC (DM +1)
Quiet Crowd	NC
Permission to Dock	NC
Join Forces	NC (DM +1)
Orbital Standoff	NC
Save Refugees	NC
War Council	NC (DM +2)
Ethical Decision	NC (DM +1)
Ship Repairs	TC
Medical Emergency	TC
Patch Holes	TC
Space Walk	TC
Defuse Bomb	TC (DM +1)
Force Airlock Open	TC
Open Locked Safe	TC (DM +2)
Crack Security Code	TC (DM +1)
Navigate Service Ducts	TC
Shut Down Power Core	TC
Hide Proto-Molecule	TC
Demolition Job	TC
Disguise Ship	TC

Name:	Notes:
Missing Person	IC
Mystery	IC (DM +1)
Altered Ship Manifest	IC
Unethical Experiment	IC
Abandoned Ship	IC
Insane Researcher	IC
Encrypted Database	IC
Act of War	IC
Diversionsary Peace Talks	IC
Destroyed Base	IC
Inexplicable Events	IC (DM +2)
Hidden Laboratory	IC
Misidentified Body	IC
Unanswered Questions	IC (DM +2)
Ship Destroyed	IC
Tactics	Aid: CC/PC +2
Surprise	Aid: CC/PC/NC +2
Speed	Aid: CC/PC/TC +2
Precision	Aid: CC/PC/TC +2
Trickery	Aid: CC/PC/NC/IC +1
Jury Rig	Aid: TC +3
Electronics	Aid: TC +3
Mechanics	Aid: TC +3
Programming	Aid: TC/IC +2
Automatic Fire	Aid: CC/PC +2
Evidence	Aid: NC/IC +2
Leadership	Aid: NC +3
Street Smarts	Aid: NC/IC +2
Diplomacy	Aid: TC +3
Charisma	Aid: TC +3
Experience	Aid: Any +1
Space Suit	Aid: TC/CC +2
Sensors	Aid: CC/PC/TC/IC +1
Ships Computer	Aid: IC/PC/TC +2
Persuasion	Aid: NC +3
Comradery	Aid: NC +3
Find Cover	Aid: CC/PC +2
Engineering	Aid: TC/IC +2
Science	Aid: CC/PC/TC/IC +1
Communications Skill	Aid: NC +3
Understanding	Aid: Any +1
Hand to Hand Combat	Aid: CC +3
Evasion	Aid: CC/PC/NC +2
Interrogation	Aid: NC/IC +2
Threats	Aid: NC/IC +2
State of the Art	Aid: PC +3
Debriefing	Aid: NC/IC +2
Find Clue	Aid: IC +3
Zero-G Maneuver	Aid: PC/TC/CC +2
Sleuthing	Aid: TC/IC +2
Computer Models	Aid: IC/PC/TC +2
Detective Work	Aid: IC +3
Empathy	Aid: NC/IC +2

Name:	Notes:
Decompression	TC (DM +1)
Disarm Nuke	TC (DM +2)
Fix Space Suit	TC

Name:	Notes:
Intuition	Aid: CC/PC/NC/IC +1
Revelation	Aid: NC/IC +2
New Crew Member	Aid: Gain +1 Crew

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.

- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

D6	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent’s pawn there will be a fight.

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.





Exploration In The Age Of Sail

Introduction

Card game for 2-4+ players. Theme of Exploration during the 15th to 18th Centuries.

Victory

The player with the most discovery points at the end of the game is the winner.

End Of Game

The game ends when the Exploration deck has been gone through twice.

The Decks

There are 2 Decks:

1. The Expedition Deck
2. The Exploration Deck

Discovery Points

The Discovery cards themselves when claimed serve as a record of Discovery Points (DP). Discovery cards you claim are kept in your Victory pile. Use paper and pencil for end of game bonus scores and totaling.

The Expedition Deck

There are 4 types of cards in the Expedition Deck:

1. Explorer
2. Ship
3. Crew
4. Save

The Exploration Deck

There are 3 types of cards in the Exploration Deck:

1. Ocean
2. Hazard
3. Discovery

Expeditions

An Expedition consists of one Explorer, one Ship, and one Crew card. A player may have more than one expedition in play at a time. Each Expedition will have 3 Stats and 3 or 4 Traits.

Expedition Stats

Every Expedition starts with 2 points in 3 Stats:

1. Hull
2. Morale
3. Men

Stats can be raised or lowered through exploration. Use tokens or glass beads to keep track of the point level for each stat. If any stat ever goes to zero points, the expedition fails and all Three cards in the expedition are discarded.

Expedition Traits

Every card in an Expedition will have 1 or more Traits. Traits make an expedition immune to Hazards that test that trait. Ships will have either the trait of Sails or Stores or additional Hull Points.

Crews will have either the trait of Fight or Seaman-ship or additional Men Points. Explorers will have either the trait of Navigation or Leadership or additional Morale Points. Some Explorers will have an additional second trait.

Setup

Shuffle the decks. The most well-traveled player goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Outfit Phase
2. Expedition Phase
3. Exploration Phase
4. Ocean Phase

Outfit Phase

Draw 1 card from the Expedition Deck. If the deck runs out, shuffle the discard and draw from it.

Expedition Phase

If you have one Explorer, one Ship, and one Crew card, you may Play them together to the table as an expedition. The three cards are placed face-up, partially stacked, in front of the owning player.

Exploration Phase

For each of your expeditions, flip over the top card of the Exploration deck. The possibilities are: A. Ocean card, B. Discovery card, C. Hazard card. A. If it is an Ocean card, stack it with the expedition.

B. If it is a Discovery card, compare the discovery level of the Discovery card with the Number of Ocean cards stacked with the Expedition:

1. If the number of Ocean cards is less than the level of the Discovery card, then

Discard the Discovery card. The Expedition continues its Journey.

2. If the number of Ocean cards is Equal to or greater than the level of the Discovery Card, the expedition has successfully arrived: Keep the Discovery card in your Victory pile for Scoring at the end of the game. Discard one random card from the Expedition, and place the other 2 Expedition cards into your hand. C. If the flipped card is a Hazard card, check to see if the expedition has the trait that Matches the trait posed by the Hazard. If it does, the expedition is unaffected by the Hazard. If the expedition does not have the trait, it will suffer the loss of 1 point in the Indicated stat, or it will lose 1 Ocean card stacked with the Expedition as described by The Hazard card. In either case, discard the Hazard card. A Save card may be discarded from your hand to negate a Hazard if the Traits match.

If the Exploration deck runs out the first time, shuffle the discard and draw from it. If the Exploration deck runs out a second time, the game ends and final scoring occurs.

Ocean Phase

Max hand size is 7 cards. Discard excess cards.

Expedition Deck Card List

Card:	#	Type	Trait:
Galleons	4	S	Stores
Carracks	4	S	Sails
Caravels	4	S	Hull points +2
Sailors	4	C	Seamanship
Conquistadors	4	C	Fight
Colonists	4	C	Men points +2
Christopher Columbus	1	E	Navigation, Western Explorer
Magellan	1	E	Navigation, Master
Vasco de Gama	1	E	Eastern Explorer
Hernan Cortez	1	E	Conqueror, Leadership, Fight
Hernando de Soto	1	E	Conqueror, Navigation
Verrazano	1	E	Western Explorer
John Cabot	1	E	Morale points +2
James Cook	1	E	Navigation, Pacific Explorer
Willem Jansz	1	E	Master
Jacques Cartier	1	E	Leadership
Bartolomeu Dias	1	E	Navigation
Pedro Alvares Cabral	1	E	Navigation, Seamanship
Favorable Winds	1	V	Sail
Strong Current	1	V	Sail
Resupply	1	V	Stores
Island	1	V	Stores
Cartography	1	V	Navigation
Sextant & Compass	1	V	Navigation
Promises	1	V	Leadership

Final Scoring

Each Discovery card in your Victory pile is worth its indicated level. Additional scoring Bonuses: Get 5 Discovery Points for having the most Total Discovery cards. Get 5 Discovery Points for having the most Western Discovery cards.

Get 5 Discovery Points for having the most Eastern Discovery cards. Get 5 Discovery Points for having the most Pacific Discovery cards.

Expedition Deck Card List Notation

E Explorer

S Ship

C Crew

V Save

Number of Copies of that card in the deck

Western Explorer = Counts as +1 Ocean card for Claiming Western Discovery cards Eastern Explorer = Counts as +1 Ocean card for Claiming Eastern Discovery cards Pacific Explorer = Counts as +1 Ocean card for Claiming Pacific Discovery cards Master = Expedition get +1 points to all 3 Stats. Conqueror = Any Discovery card claimed by this Explorer is worth +1 Discovery Points

Card:	#	Type	Trait:
God, Gold, & Glory	1	V	Leadership
Cannons	1	V	Fight
Cold Steel	1	V	Fight
Weather the Storm	1	V	Seamanship
Repairs	1	V	Seamanship

Exploration Deck Card List Notation

O Ocean

H Hazard

D Discovery

DP Discovery Points (Level)

Exploration Deck Card List

Name:	#	Type	Notes:
Ocean	24	O	-
Mutiny	1	H	Leadership: Morale -1
Homesick	1	H	Leadership: Morale -1
Scurvy	1	H	Stores: Morale -1
Starvation	1	H	Stores: Morale -1
Natives	1	H	Fight: Men -1
Cannibals	1	H	Fight: Men -1
Disease	1	H	Stores: Men -1
Deserters	1	H	Leadership: Men -1
Pirates	1	H	Fight: Hull -1
Shallows	1	H	Seamanship: Hull -1
Storm	1	H	Seamanship: Hull -1
Hurricane	1	H	Seamanship: Hull -1
Off the Map	1	H	Navigation: Ocean -1
Uncharted Waters	1	H	Navigation: Ocean -1
Lost	1	H	Navigation: Ocean -1
Becalmed	1	H	Sails: Ocean -1
Doldrums	1	H	Sails: Ocean -1
Sargasso	1	H	Sails: Ocean -1
Canada	1	D	DP = 3 Western
North America	1	D	DP = 3 Western
Central America	1	D	DP = 4 Western
South America	1	D	DP = 3 Western
Caribbean	1	D	DP = 2 Western
East Africa	1	D	DP = 2 Eastern
India	1	D	DP = 3 Eastern
Indonesia	1	D	DP = 3 Eastern
China	1	D	DP = 4 Eastern
Japan	1	D	DP = 5 Eastern
Australia	1	D	DP = 4 Pacific
Philippines	1	D	DP = 5 Pacific
Polynesia	1	D	DP = 5 Pacific

Links

Age of Discovery





F-14 Tomcats

by Markus Salo (msalo71@yahoo.com)

Introduction

Solo Dice Game. Simulation of an American solo F-14 Bombing Mission in the Middle East circa 1987. Pretty much like Microprose F-15 II. No realism, I think no Tomcat would do a solo bombing mission.

Materials

Paper, pencil, 1-2 six sided dice, nobody to play with.

Mission

The mission consists 25 waypoints, first and last of which is home base. Draw the waypoints as circles connected with lines on a piece of paper. There are two targets in a mission, primary and secondary targets.

First target is 2d6 waypoints from the 1st waypoint, the second 2d6 waypoints from the first target. Roll on the target table to determine what the targets are.

Target Types

Roll to see what the target is:

1D6	Type:	Objective Points:	Objective Damage points
1	Truck Convoy	2	2
2	Temporary Bridge	2	2
3	Fuel Dump	2	2
4	Ammo Storage	2	2
5	HQ Bunker	3	3
6	Power Station	4	4

Contact

On every turn roll 1D6.

- On a roll of 1 on 1D6 the strike force encounters hostile forces. Roll 1D6 again:
- On a roll of 1-3 on 1D6 a SAM site is encountered.
- On a roll of 4-6 on 1D6 a flight of Mig-23's are encountered.

Sam Site

1D6 Missiles are launched at the Strike Force. For each Missile make a Counter Measure Roll of 1D6: On a roll of 4-6 the missile is spoofed and misses. Each Counter Measure Roll costs the player one Chaff and Flare.

When the player runs out of Chaff and Flare, no Counter Measure Rolls can be done. For each missile not spoofed, roll 1D6 Evade Roll: On 1-4 on d6 player evades the missile. If the missile hits the player, the player gets one damage point.

MIG-23 Flogger FLIGHT 1D6 Migs will attack the

player. The player can intercept the Migs with missiles. If the player fires an AMRAAM, he rolls a Missile Roll on 1d6.

On 3-6 the AMRAAM hits one Mig and destroys it. If the player fires an Sidewinder, the missile hits one Mig on 4-6 on 1d6. If the player uses his guns, he hits the enemy with 5-6 on 1d6.

All the unintercepted Migs hit the players plane with one damage point.

Bombing Runs

Player can hit the target with Mavericks or Machine Cannon. Maverick hits the target with 4-6 on 1d6, the gun with 5-6. The player can make multiple passes over the target and can fire just one weapon per pass.

At every pass he has to roll a new Contact Roll (and face new enemies on 1 on 1d6) The Maverick causes 2 Damage points on the target if hits, the Cannon only one Damage point. To destroy a target, a different amount of damage points are needed. See target table (Objective Damage Points).

F-14	Armament	Type	Hit Roll d6	Ground Damage
10	Machine Cannon Bursts	A-A/A-G	5-6	1
2	AMRAAMS	A-A	3-6	–
2	Sidewinders	A-A	4-6	–
2	Mavericks	A-G	4-6	2
12	Chaff and Flares	–	–	Counter measure

A-A Air to Air
A-G Air to Ground

Damage To F-14

F-14 can take up to 7 damage points. When full, the player can try to bail out. The player is able to bail out and be rescued with 3-6 on 1d6.

Promotion Table

2nd Lt	starting rank
1st Lt	5 missions and 15 points
Captain	15 missions, 25 points
Major	20 missions, 45 points

Scoring

Keep a running tally of points and kills while you play. You get awarded medals and promotions accordingly. You start with no medals and at a rank of 2nd Lt.

2nd Lt	starting rank
Lt Col	30 missions, 80 points
Col	50 missions, 100 points

Medal Table

Purple Heart	successful bail out and rescue
Ace (not a medal)	5 kills
Air Man's Medal	15 kills
Distinguished Flying Medal	20 kills
Congressional Medal of Honour	35 kills

Two Player Variant

Two players can play simultaneously as a team. The player with higher rank is the leader, the other player the wing man. The leader attacks always first.

When attacked by missiles, the first missile attacks the leader, the second the wingman, the third the

leader and so on. Same thing with the Migs.

F-18 Variant

<https://boardgamegeek.com/thread/1888166/f-18-variant>





Fabulous Thunderbirds

Introduction

Supermarionation. Card & board game for 2-4 players.

Disclaimer

"Thunderbirds" is a licensed, copyrighted property. This merely a fan site.

The Board

12 X 12 Square Grid. Each space should be big enough to hold one card.

Dice

Twelve and six sided dice are needed.

Pawn Set Table

Vehicle:	Description:	Pilot:
Thunderbird 1	Silver Scout Plane	Scott Tracy
Thunderbird 2	Green Freighter	Virgil Tracy
Thunderbird 3	Orange Space Rocket	Alan Tracy
Thunderbird 4	Yellow Submersible	Gordon Tracy
Thunderbird 5	Orbital Space Station	John Tracy
FAB 1	Pink Rolls Royce	Lady Penelope

Bases

Each player has his own secret island base located in a corner of the Map.

Setup

Each player starts with all six of his pawns located on his Secret Base.

Stacking

Pawns may not stack or move through (jump) other pawns. There are two exceptions: You may stack all of your pawns on your Secret Base. Move cards that allow: Instant automatic transport, swapping pawn locations and Knight type moves.

End Game

The game ends when all cards have been drawn from the emergency deck and There are no emergency cards left on the board.

Cards

There are two decks: The Emergency deck and the Responder deck. All players share both decks. Also needed is a set of Time counters.

Pawns

Each player gets a set of pawns. Each set should be of a different color. One player has the red set, the other has a blue set, etc.

Each set has 6 different pawns. See the Pawn Set Table. Pawns must be numbered or marked to differentiate them. Each pawn represents a vehicle and its pilot (driver).

Objective

The player with the most cards in his rescue pile at the end of the game wins.

Turn Sequence

1	Countdown Phase
2	Alert Phase
3	Organization Phase
4	Response Phase
5+	Move Phases

Countdown Phase

Remove a Time Counter from every Emergency card on the Board. If an Emergency card has no counters left put it in the Discard.

Alert Phase

Roll 1D6:

Roll	New Emergencies
1	0
2-3	1
4-5	2
6	3

For each new emergency draw 1 card from the Emergency deck. Roll 1D12 twice to get the coordinates for each new emergency. Place the emergency card in that space on the board.

Roll 1D6 and place that many Time counters on the Newly placed Emergency card. If the rolled coordinates indicate a base or existing emergency, reroll the coordinates. If the rolled coordinates indicate a space occupied by a pawn, place the pawn on its owners base.

Organization Phase

Shuffle the Responder deck together with its discard. Each player fills their hand up to six Responder cards.

Response Phase

Each player rolls 1D12. The player with the highest roll gets his move phase first and so on. Reroll ties.

Emergency Deck Card List

Emergency:	Solution:
Bomb aboard airliner	Fab + TB1
Vehicle trapped in raging inferno	Any two TB
Lady Penelope tied to Railroad track	Any two TB
Reporters trapped in underground river	TB2 + TB4
Controllers trapped in teetering relay station	Any two TB
Toppled rocket probe in countdown	TB4 + Any TB
Agent trapped in vault with explosives	Any two: TB1, 2, 3
Hood captures Brains and TinTin	Fab + Any TB
Construction workers on high ledge	Any two TB
Archeologists captured by Zombites	TB1 + Any Pawn
Probe on collision course with sun	TB3 +TB5
Foil mystery airliner saboteur	Any 2 Pawns
Banker trapped in airless vault	Fab + Any TB
Atomic power plant ablaze	Any 2 Pawns
Family trapped in burning mall	TB1 +TB2
Impersonators frame International Rescue	TB5 + Any TB
Saboteurs with nuclear bomb	Fab + Any TB
Rescue crew of sinking tanker	TB4 +TB5
Duchess imprisoned in burning mansion	TB2 + Any Pawn
Monotrain heading for broken track section	Any 2 Pawns
Trapped in Amazon by mutant alligators	Any two: TB 2, 3, 4
Actors trapped in cave-in	Any 2 Pawns
Oil rig on fire	TB1 +TB4
Atomic logging machine out of control	TB1 +TB2
Break in dam	Any two TB

Move Phases

Each player gets one move phase, order determined in response phase. Discard one of your Response cards to move one of your pawns a Distance indicated by the card. Moves can be orthogonal or diagonal unless otherwise stated.

You may move none, some or all of your pawns. A pawn can be moved multiple times in a single phase. You may save any cards you did not use for next turn.

You may discard any of your cards you do not want. Each Emergency card has a solution. A solution will involve some combination of two pawns.

If during your Move phase you move two pawns adjacent (orthogonal or diagonal) To an Emergency card that satisfy that card's solution requirements, you Complete the rescue: place that emergency card into your rescue pile. Each player has their own Rescue pile.

Card List Abbreviations

TB Thunderbird

Emergency:	Solution:
Plane Hijacking	Fab + Any TB
Giant Solar Reflector Misaligned	TB2 + Any Pawn
Space Station in Decaying Orbit	TB3 +TB5

Responder Deck Card List

Card Name:	#	Notes:
Move 1	3	-
Move 2	3	-
Move 3	3	-
Move 4	3	-
Move 5	3	-
Move 6	3	-
Move K	3	Move like a Knight in Chess
Return to Base	2	Move one of your pawns back to your base
False Alarm	1	Move opponents pawn back to his base
SOS	2	Draw 2 cards from Responder deck
Red Alert	2	Switch location of TB5 and any other TB
Deploy Sub	1	Move TB4 adjacent to TB2
Delay	1	Negate a move card just played
Quick Responder	1	Automatically win roll in Response Phase

Number of that card in the deck

Links

Thunderbirds are go! [thunderbirdsonline](#)





Fading Suns Emperor Wars

Introduction

Card game for 5 players. Based on the 1995 SF PC Game Emperor of the Fading Suns.

Disclaimer

Fading Suns is a copyrighted, licensed property. This is merely a fan site.

Victory

You win if you hold the position of Regent for 4 consecutive turns. Upon winning, you are declared Emperor.

Dice

Six and 10 sided dice are used.

Factions

There are 5 Noble Houses, the Church, and the Guild League. Each player takes the Role of 1 of the 5 Houses. Non-Imperial Factions include Rebel Sectors, and the alien Symbiots and Vau.

The 5 Houses include:

1. House Hawkwood
2. House Decados
3. House Hazat
4. House Li Halan
5. House Al Malik

House Hawkwood

In Fate Phase Hawkwood gets to draw an extra card.

House Decados

House Decados gets +5 to the Intrigue Bid.

House Hazat

House Hazat gets 5 free Research Points per turn.

House Li Halan

They gain a free 5 Church Influence points per turn.

House Al Malik

They gain a free 5 Guild Influence points per turn.

Planet Deck

Planets are represented by cards from the card deck. Each planet starts with a similar economic potential.

Fate Deck

Players share a common Fate Deck. The Fate Deck contains Event cards and Tech cards.

Scepters

Scepters are represented by Tokens. There are 35 scepters. Each scepter grants one vote in the Imperial Vote Phase.

Firebirds

Firebirds are represented by Poker Chips. Firebirds are the base unit of currency.

House Counters

Each player has a unique set of counters called house counters (HC). House Hawkwood counters have a Lion symbol.

House Decados counters have a Mantis symbol.

House Hazat counters have a clawed fist symbol.

House Li Halan counters have an ornate cross symbol.

House Al Malik counters have a circular saw symbol.

House counters (HC) are used to represent Nobles, Fleets, Cities, and As markers for Influence and Research.

War Fleet Card

Each player has a War Fleet card. The number of HC on the card indicates how many Fleets the House has.

House Nobles Card

Each player has a House Nobles card. The number of HC on the card indicates how many Nobles the House has. If a player is ever loses all his Nobles, he is eliminated from play, and All his planets become Rebel Worlds.

Research Card

Each player has a Research card. The number of HC on the card indicates how many Research Points the House has.

Technologies

Players have to record with paper and pencil which Technologies they have acquired.

Church Influence Card

Players share a common Church Influence card. Players place HC on the card to indicate how much influence they have with the Church. The player with the most Influence is said to have the Churches Favor.

Guild Influence Card

Players share a common Guild Influence card. Players place HC on the card to indicate how much influence they have with the Guild. The player with the most Influence is said to have the Guilds Favor.

Setup

Each player takes the role of 1 Noble House.
 Each player starts with 5 random Planet Cards.
 Each player starts with 5 Scepter Tokens.
 Each player starts with 5 HC on his War Fleet Card.
 Each player starts with 5 HC on his House Nobles Card.
 Each player starts with no Industry or Military Tech.

Turn Sequence

All turns are simultaneous. Each turn has 14 Phases:

1. Fate Phase
2. Production Phase
3. Upkeep Phase
4. Intrigue Phase
5. Event Phase
6. City Phase
7. Technology Phase

8. Fleet Phase
9. War Phase
10. Symbiot Phase
11. Church Donations Phase
12. Guild Bribes Phase
13. Imperial Vote Phase
14. Ministry Assignments Phase

Fate Phase

Each player draws 1 card from the Fate Deck. Pay 5 FB to draw an extra card. If the deck runs out, shuffle the discard and draw from it.

Draw 1 card from the Planet Deck and place it face up on the table. This planet is not owned by any player and is considered to have Rebel status. Any player may attack it to try to take control of it. Max hand size is 4 cards. At end of phase discard excess cards.

Production Phase

Each planet you control earns $X + Y + Z$ Firebirds.
X The Terrain Type of the World
Y The number of Cities on that planet
Z Your Industry Tech Level

Upkeep Phase

Pay 1 FB (Fire Birds) for each of your Fleets. Unsupported Fleets are Disbanded.

Intrigue Phase

Players secretly bid FB's. The player with the highest Bid rolls 1D10 (The Intrigue Table):

1D10	Result:	Notes:
1	Assassination	Kill Target Noble
2	Rebel Rousing	Random Planet of Target House goes Rebel
3	Instigate Duel	See Notes
4	Spy	Look at opponents Fate hand & steal 1 card
5	Sabotage	Opponent must discard 3 Random Fate cards
6	Betrayal	Steal Target Noble
7	Steal Tech	Gain 1D10 Research Points
8	Leverage	Gain 1D10 Guild Influence
9	Extortion	Steal 1D6 Fire Birds from target player
10	Blackmail	Gain 1D10 Church Influence

In a Duel pick 2 Houses. Both roll 1D6. You get +1 to your roll if you pick your own House. The Higher Roll wins the Duel. The loser has 1 Noble killed.

In case of a tie, both Nobles are killed.

City Phase

Pay $5 + X$ Firebirds to put 1 HC counter on one of your planet cards.

X the number of HC already on that planet.

An HC on a planet card represents a new city on that planet.

Technology Phase

Pay X FB to get X Research Points (RP) You may buy 1 Technology card from your hand. Each Tech card costs 20 RP. Record your technologies with paper and pencil.

Discard the Tech card after it is played.

Fleet Phase

Pay 20 FB to gain a new Fleet. Place an HC on your War Fleet card.

War Phase

Players take turns in this phase. Roll high on 1D10 to see who goes first (Initiative Roll). Reroll ties for first. Then proceed clockwise.

You may attack a Planet controlled by an opposing House or a Rebel or Symbiont Planet. Make sure to declare specifically which target house you are attacking. You may attack with 1 or more of your Fleets.

The Defending House must defend with all of it's Fleets. (If it is a rebel or symbiot world a random opponent does its fighting actions) Each side draws 8 cards

D6	Result
1-2	Take the Planet card from opponent
3-4	Take 1 Scepter Token from opponent
5-6	Take the Planet card and 1 Scepter Token from opponent

Symbiots will defend a World they have conquered with 5 Fleets with no tech bonus. If defending Symbiots/Rebels are defeated, the attacking House does not roll on the Conquest table, it simply gains control of the Planet.

D6	Result
1	House Hawkwood
2	House Decados
3	House Hazat

They attack with 1D6 Fleets. If they win they capture the planet: It becomes barren and all cities are removed. Note: they don't roll on the Conquest Table and they don't take Scepters.

The Symbiots use the Symbiot deck instead of the War deck and are Played by any other random player except the defender.

Church Donations Phase

Pay X FB to gain X Church Influence. Place X of your HC on the Church Influence card. The player with the most Influence is said to have the Churches Favor.

If you are Excommunicated you lose all your Church Influence and cannot game any more during your excommunication.

Guild Bribes Phase

Pay X FB to gain X Guild Influence. Place X of your HC on the Guild Influence card. The player with the most Influence is said to have the Guilds Favor.

Players may trade cards, FB, Technologies, Scepters, Fleets, Worlds, Influence, etc. during this phase.

Imperial Vote Phase

A Vote is conducted to see which house becomes the new Regent. Players may vote for themselves or

from the War deck. The side with more fleets draws 2 extra War cards.

Players may discard up to 5 cards and redraw. There are 4 types of War cards: A side may only use 2 cards of a given type. Each sides adds up the Force value of their War cards to get a Force Total.

Some technologies give bonuses to certain types of War cards. The Higher Force Total wins. Defender wins ties. The loser loses 1 Fleet The winner loses 1 Fleet on a roll of 4+ on 1D6.

If the Attacker won roll 1D6 (Conquest Table):

Symbiot Phase

Roll 1D6. On a roll of 1 the Symbiots attack a random planet. Roll 1D6 to see whom they attack:

D6	Result
4	House Li Halan
5	House Al Malik
6	Planet Stigmata

another player. Players vote with the Scepters they control.

Each Scepter is equal to 1 Vote. The player with the Churches Favor gets to use their 5 Scepters. The player with the Guilds Favor gets to use their 5 Scepters.

The player with the most Votes wins the Regency. If there is a tie, no player becomes Regent, and no Ministers are selected. (If Tied the Regent from the previous turn DOES NOT retain control: it reverts to neutral status) An Excommunicated house cannot vote or become regent or hold a Ministry position.

Ministry Assignment Phase

The Regent assigns the 3 Ministry positions to 3 of the other Houses. The ministries are:

- The Imperial Eye
- The Imperial Fleet
- The Stigmata Fleet

The Imperial Eye Ministry

The Minister gets a free roll on the Intrigue Table in Intrigue Phase.

The Imperial Fleet Ministry

The Minister gains 2 Fleets and all Starship Unit cards played by him in a battle using these Imperial Fleets get an extra +2. If destroyed, the Fleet is rebuilt at no cost at next Regency vote. This Fleet may be used to defend a planet or to attack a Rebel planet.

This Fleet may not be used to attack a House unless it is excommunicated.

The Stigmata Fleet Ministry

The Minister gains 2 Fleets and all Starship Unit cards played by him in a battle using these Stigmata Fleets get an extra +2. If destroyed, a Stigmata Fleet is rebuilt at no cost at the next Regency vote. If any player is attacked by the Symbiots, these fleets must defend.

If any Planets are under Symbiot control, these fleets must attack. These Fleets may not be used to attack a House. The Minister gains control of planet Stigmata.

Stigmata is the planet closest to Symbiot space. It is a Barren planet (income 2 FB) Defending Infantry Units and Mechanized Unit cards on Stigmata get an extra +2.

Regency

The Regent gets control of the planet Byzantium Secundus. This is a Megacity World. The Regent gets the income from this planet (10 FB).

It is protected by the Imperial Guard: When defending Byzantium II the Regent may draw 2 extra cards, and Defending Infantry Units and Mechanized Unit cards on Byzantium II get an extra +2.

Regency Coup

As Regent, you may declare yourself to be Emperor early. If you do so, you become a Rogue Regent. All Votes are suspended.

You lose all Influence. If you remain in possession of Byzantium II for 5 turns, you become the new Emperor.

Planet Type Table

Type:	Abr	BP	GD	MC
Temperate	T	6	0	4
Barren	B	2	0	8
Desert	D	2	+1	8

Abr Abbreviation

BP Base Production: Number of FB this World produces per turn.

GD Bonus Defending Ground Units get (Infantry and mechanized)

MC The number of cities needed to be built on this world to convert it to a Megacity world.

Barren Worlds

Barren worlds have been destroyed in wars from previous ages. They contain Ruins. Human and some-

Attacking Byzantium II

If you attack Byzantium II and conquer it, you automatically become a rogue regent. You may only attack Byzantium II if it is controlled by another player.

Rebel Planets

A Planet may become a Rebel Planet as a result of an Event. The Planet becomes neutral, under no players control, but still in play. The Planet is defended by 1 Rebel Fleet with no tech bonus.

The Rebel uses the War Deck and is played by any other player. On the first turn a Planet goes Rebel, only the player it previously belonged to may attack it. The first player to destroy the Rebel Fleet gains control of the Planet.

If your last remaining Planet goes Rebel, you automatically lose. Note: Byzantium II and Stigmata can never go Rebel.

Last Planet Defense Rule

If you are down to your last planet, it cannot be taken from you in Battle until you have lost your last remaining fleet. Note: You can lose your last house by it going Rebel or if Byzantium II is your last planet and you are voted out.

Holy Warriors

Some units in the War deck have a "Holy" designation. You can use these only if you have a higher Church Influence than your opponent.

Type:	Abr	BP	GD	MC
Jungle	J	4	+1	6
Frozen	F	2	+2	8
Megacity	M	10	+3	0

times Alien technologies will be found. For each Barren world you start the game with, you get 20 Research Points.

Megacities

You may not build cities on a Megacity world. Any world that achieves its MC (see Table) becomes a Megacity world. (Remove city counters (HC's) on a newly formed Megacity)

Planet Deck

Name:	Type:	Name:	Type:
Cadiz	T	Criticorum	T
Severus	B	Shaprut	B
Cadavus	D	Istakihr	D
Malignatus	J	Aylon	J
Pandemonium	F	Chernobog	F
Midian	T	Aragon	T
Rampart	B	Sutek	B
Icon	D	Vera Cruz	D
Kish	J	Daishan	J
Absolution	F	Xanadu	F
Delphi	T	Hope	T
Ravenna	B	Rodan	B
Gwynneth	D	Aridor	D
Leminkaisen	J	Balarek	J
Stormhold	F	Frost	F

Additional cards are needed for Byzantium Secundus and Stigmata.

War Deckcard List Type Notation

S Starships
M Mechanized Units
I Infantry
T Tactics

The War Deck

Name:	Force	Type	Notes
Special Forces	3	I	Stealth
Cybercorps	7	I	Pilot
Fanatics	3	I	Holy
Blademasters	8	I	-
Trackers	4	I	Stealth
Dervishes	4	I	Holy
Xyl Warbeast	8	I	Bioweapon
Doppelgangers	6	I	Stealth
Assassins	7	I	Stealth
Mercenaries	5	I	Cost 1 FP; Draw another card
Power Armor Legion	6	I	-
Marauder Legion	7	I	-
Chemical Shock Legion	6	I	Bioweapon
Rangers	5	I	Stealth
Genetic Warriors	5	I	Bioweapon
Assault Legion	9	I	-
Shock Legion	10	I	-
Assault Tanks	3	M	-
Plague Guns	6	M	Bioweapon
Cloaking Tanks	5	M	Stealth
Scout Tanks	7	M	Stealth
Necrosis Plague Bombs	9	M	Bioweapon
Mega Tank	8	M	-
Missile Launchers	5	M	-
Assault Guns	3	M	-
SP Artillery	7	M	-

Name:	Force	Type	Notes
Meson Cannons	10	M	-
Tank Killers	4	M	-
Atmos Fighters	4	M	Pilot
Atmos Bombers	5	M	Pilot
Morph Fighters	6	M	Pilot; Stealth
Morph Bombers	7	M	Pilot; Stealth
Space Fighters	3	S	Pilot
Cyber Fighters	5	S	Pilot
Space Carrier	6	S	-
Battle Carrier	8	S	-
Space Bombers	4	S	Pilot
Holy Bombers	6	S	Pilot; Holy
Star Base	7	S	Defender only
Meson Star Base	10	S	Defender only
Assault Landers	3	S	Attacker only
Stealth Ships	6	S	Stealth
Space Frigates	7	S	-
Space Cruisers	8	S	-
Space Dreadnaught	9	S	-
Surprise Attack	9	T	-
Treachery	10	T	-
Prepared Defenses	5	T	Defender only
Ambush	8	T	-
Concentration of Force	7	T	-
Decisive Action	8	T	-
Rear Attack	6	T	-
Logistics Strategy	5	T	Defender only
Reserves	2	T	Draw 1 extra War card
Fanaticism	4	T	Holy Units F+4
Military Blunder	7	T	-
Attrition	3	T	-
Overrun	6	T	-
Military Disaster	5	T	Opponent loses 1 extra Fleet
Battle Casualty	3	T	Opponent loses 1 Noble

Symbiot Deck

Name:	Type	Force
Pod Ship	S	4
Spore Ship	S	6
Grapppler Ship	S	8
Blow Ship	S	10
Nester	I	3
Reaver	I	5
Minder	I	7

Name:	Type	Force
Butchers	I	9
Spitters	M	3
Tanks	M	6
Arcers	M	9
Contagion	T	4
Hive Mind	T	7
Infestation	T	10

Fate Deck Card List Notation

T Technology

E Event

Fate Deck Card List

Name:	Type	Cost	Notes:
Quantum Mechanics	T	20	Industry Tech Level +1
Psychosocial Engineering	T	20	Industry Tech Level +1
Nanotech	T	20	Industry Tech Level +1
Microbiology	T	20	Industry Tech Level +1
High Energy Physics	T	20	Industry Tech Level +1
Cybernetics	T	20	Industry Tech Level +1
Hydroponics	T	20	Industry Tech Level +1
Molecutronics	T	20	Industry Tech Level +1
Medicine	T	20	Industry Tech Level +1
Jump Drive Tech	T	20	Fleets cost 2 FP less
Theurgy	T	20	Fleets cost 2 FP less
Ceramsteel	T	20	Starship Units F+1
Meson Cannons	T	20	Starship Units F+1
Fusion Beams	T	20	Starship Units F+1
Composite Armor	T	20	Mechanized Units F+1
Hover Tech	T	20	Mechanized Units F+1
Megachassis	T	20	Mechanized Units F+1
Fusion Rifles	T	20	Infantry Units F+1
Powered Armor	T	20	Infantry Units F+1
Combat Drugs	T	20	Infantry Units F+1
Wetware	T	20	Pilot Units F+1
Discontinuity Generator	T	20	Stealth Units F+1
Mnumonic Armor	T	20	Stealth Units F+1
Genetics	T	20	Bioweapon Units F+2
Xenobiology	T	20	War Cards F+1 vs. Aliens
Exploration	E	-	Gain 1 new Planet card
Prosperity	E	-	Gain 10 Firebirds
Ancient Relic	E	-	Gain 10 Research Points
Holy Writ	E	-	Gain 10 Church Influence
Free Trade Agreement	E	-	Gain 10 Guild Influence
Industrialization	E	-	Gain 1 City
Intrigues	E	-	Roll once on the Intrigue Table
Peace Treaty	E	-	Target House may not attack you this turn
Guild Declares Third Republic	E	-	The next Vote is canceled: Treat as Tie
Economic Collapse	E	-	Target player Loses 10 Firebirds
Steal Scepter	E	-	Steal 1 Scepter from target House
Rebellion	E	-	Target Planet becomes a Rebel Planet
Excommunication	E	-	Excommunicate target House for 1D6 turns
Treachery	E	-	Get +10 to your Force Total as attacker
Inquisition	E	-	House w least Church Influence loses target Tech
Vau Meddling	E	-	Draw 2 Fate Cards
Coming of Age	E	-	Gain 1 Noble
Heresy	E	-	Target House loses 10 Church Influence
Peace	E	-	No one may attack this turn
Patriarchal Election	E	-	Remove all Church Influence of all Houses
League Upheaval	E	-	Remove all Guild Influence of all Houses
Guild Embargo	E	-	House with least Guild Influence loses 20 FB
Diplomacy	E	-	Negate an Event card just played

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Fairy Circle Ring

Introduction

It is Spring Equinox in the Sylvan woods. The little people, also referred to as Fairies, or Fey have gathered to celebrate. After feasting, storytelling, gossiping, and singing they gather around the Fairy circle ring to play a game they call the Dance of Eights.

The fairies dance in groups until they finally form a perfect circle of eight dancers. The winners get laurel leaves and an extra helping of Pixie dust on their elderberries.

The Deck

The deck contains 2 of each card described in the Card List. All of the cards represent Fey Dancers.

Setup

Each player is dealt 8 cards. The oldest player is the dealer. The deck (the remaining cards) are placed down up in the center of the play area.

One card from the top of the deck is flipped face up into the discard area. Cards in the discard area are not stacked on top of each other.

Turn Events

Players take turns. The youngest player goes first. On your turn you may draw a card from the deck and put it into your hand, or. . . You may take any one card from the discard area and put it into your hand. After gaining a card you must discard any one card from your hand into the discard area face up.

Winning

If a player has made a "Ring" of the 8 cards in his hand he or she wins. Show the hand to the other players. For a hand to be a ring it must satisfy the following requirements: Four of the dancers must be Male.

Four of the dancers must be Female. You must have an even number of Tiny dancers (0, 2, 4. . .). You must have an even number of Small dancers (0, 2, 4. . .).

You must have an even number of Big dancers (0, 2, 4. . .). (Example- you can have 2 or 4 tiny dancers, but not 3 or 5) You must have an even number of Mischievous dancers (0, 2, 4. . .). You must have an even number of Good dancers (0, 2, 4. . .).

You must have an even number of Evil dancers (0, 2, 4. . .). You must have dancers of at least two elements (Earth, Water, Sky, Forest). You cannot have an odd number of dancers of one element.

Card List

Fey Type:	Sex	Size	Align	Element
Drow	F	B	E	E
Siren	F	B	E	W
Siren	F	B	E	W
Elf	F	B	G	F
Unicorn	F	B	G	F
Unicorn	F	B	G	F
Nymph	F	B	G	W
Nymph	F	B	G	W
Nereid	F	B	M	W
Nereid	F	B	M	W
Centaur	F	B	E	F
Dryad	F	B	E	F
Dryad	F	B	G	F
Sidhe	F	B	G	F
Faerie Queen	F	B	E	S
Faerie Queen	F	B	G	S

Fey Type:	Sex	Size	Align	Element
Mermaid	F	B	E	W
Mermaid	F	B	G	W
Sea Elf	F	B	E	W
Goblin	F	S	E	E
Nixie	F	S	E	W
Nixie	F	S	E	W
Faerie Dragon	F	S	E	S
Sprite	F	T	G	S
Sylph	F	T	G	S
Sylph	F	T	G	S
Fairy	F	T	M	S
Fairy	F	T	M	S
Pixie	F	T	M	S
Drow	M	B	E	E
Troll	M	B	E	E
Troll	M	B	E	E
Elf	M	B	G	F
Triton	M	B	G	W
Triton	M	B	G	W
Centaur	M	B	G	F
Sidhe	M	B	E	F
Sea Elf	M	B	G	W
Goblin	M	S	E	E
Imp	M	S	E	E
Imp	M	S	E	E
Red Cap	M	S	E	F
Red Cap	M	S	E	F
Dwarf	M	S	G	E
Dwarf	M	S	G	E
Satyr	M	S	M	F
Satyr	M	S	M	F
Gnome	M	S	E	E
Gnome	M	S	G	E
Faerie Dragon	M	S	G	S
Sprite	M	T	G	S
Gremlin	M	T	M	E
Gremlin	M	T	M	E
Brownie	M	T	M	F
Brownie	M	T	M	F
Leprechaun	M	T	M	S
Leprechaun	M	T	M	S
Pixie	M	T	M	S

Table Abbreviations

Sex:
F Female
M Male
 Size:
T Tiny
S Small (Half man size)
B Big (Man size or larger)

Alignment:
M Mischievous
G Good
E Evil
 Element:
E Earth
W Water
S Sky
F Forest





Faiths

Introduction

Board game for 4+ players. Each player takes on the role of a Major Religion.

The Religions

Religion:	Starting Territory (Homeland):
Shinto	Japan
Taoism	South China
Confucianism	North China
Buddhism	South India
Jainism	North India
Hinduism	East India

The Deck

Players share a common deck. The deck has 2 types of cards: Magnitude Cards Event Cards

Setup

Shuffle the Deck. Randomly determine turn order. A player places 10 population chits in his starting territory.

Each player is dealt 3 cards.

Victory

The first player to occupy over 50% of the territories with his chits wins.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Fate Phase
2. Growth Phase
3. Event Phases
4. End phase

Fate Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it.

Growth Phase

Flip over the Top card of the deck into the discard until you get a Magnitude card. Gain a number of PC equal to the value of the Magnitude card. Discard the Magnitude card.

Place these PC in or adjacent to territories where you already have PC A Territory can hold 10 PC max. These 10 can be from any number of Faiths.

Board & Pieces

Requires a map of Asia & the Middle East divided into about 20-30+ territories. Each player has an unlimited set of uniquely colored 'population' chits (PC). Each Territory can hold a maximum of 10 PC.

Religion:	Starting Territory (Homeland):
Sikhism	West India
Zoroastrianism	Iran
Islam	Arabia
Judaism	South Israel
Christianity	North Israel

Event Phase

You may play one or more pairs of cards. A Pair must include 1 Magnitude card and 1 Event card. Every Event card includes a variable of X.

The Magnitude card provides the numerical value of X.

End Phase

Hand maximum of 7 cards. Discard excess cards.

Card Notation

PC Population Counter

Move Move target PC you own to a different space
Remove = Remove target opposing PC from the board
Replace = Replace target opposing PC with your own
Adjacent = A Territory without your own PC bordering a Territory with PC you control

Add Gain PC like in Growth Phase

ATYAO = A Territory you already occupy

AT Adjacent Territory

YT Any Territory

MXPCIST = Move X PC into same territory

Magnitude Card List

Card Name:	Numerical Value:
------------	------------------

Prayers & Rituals 1

Traditions	2
Scriptures	3
Theology	4
Faith & Belief	5

The common deck contains 4 copies of each Magnitude card and 1 copy of each Event card:

Event Card List

Card Name:	Notes:
Conversion	Replace X PC in an AT
Holy War	Remove X PC in AT & MXPCIST
Schism	Remove X PC in YT
Missionaries	Replace X PC in YT
Spread	Add X PC to AT
Multiply	Add X PC to ATYAO
Great Teacher	Draw X cards
Inquisition	Remove X PC in ATYAO
Colonization	Add X PC to YT
Migration	Move X PC to an AT
Crusade	Remove X PC in YT & MXPCIST
Jihad	Remove X PC in ATYAO & MXPCIST
Intermarriage	Replace X PC in ATYAO
Diaspora	Move X PC to YT
Heresy	Opponent must discard X cards
Reformation	Opponent may not play Event cards next X/2 turns
Pilgrimage	Move X PC to ATYAO
Mysticism	Look at opponents hand & next 2X cards in Deck
Zealots & Fanatics	Negate a card just played

Note

In all cases you may spread the effects of an event out to multiple legal Territories For example: Pilgrimage: Move X PC from same or different territories to Any target location(s).

Optional Homeland Bonus

One Event you play per turn involving your homeland Territory gets Magnitude +1. Note: a Religion can survive without occupying its own homeland.





Fall Of France

Introduction

Solo Card Game. 10 May 1940. The player takes the role of the Germans invading the Western Democracies.

Objective

You win if you run the Allied deck out of cards: The Allied forces collapse and you conquer France in 6 weeks. If you ever accumulate 7 delay tokens, the Allies have stopped you and you must fight a long war against France.

The Decks

There are two decks: The Allied Deck and the German Deck.

Card Types

The German Deck contains 6 card types: Strategy Units Air Power Movement Leadership Allied Blunder

Setup

Shuffle both decks.

Turn Sequence

There are 4 phases per turn:

1. Allied Defense Phase
2. German Logistics Phase

3. German Planning Phase

4. German Blitzkrieg Phase

Allied Defense Phase

Draw 4 Allied Cards and place them face up on the table.

German Logistics Phase

Draw 7 cards from the German Deck and put them in your hand. Leadership cards may be discarded to draw 2 cards.

German Planning Phase

You may discard up to 4 cards and draw replacements.

German Blitzkrieg Phase

You must try to make a meld from your hand. A meld consists of up to one card of each of the following 5 types: 1 - Strategy 2 - Units 3 - Air Power 4 - Movement 5 - Allied Blunder If the meld has a Force total equal to or greater than the Allied force total, discard all the Allied cards. If the meld has a Force total less than the Allied force total, gain a delay counter and shuffle the Allied cards back into the Allied deck.

At end of the turn Discard all German cards in play & in your hand.

The Allied Deck Card List

Card Name:	Force:
British Royal Air Force	3
British Expeditionary Force	2
French Artillery	2
Military Assets	2
Superior Artillery	3
Attritional Warfare	1
Superior Tanks & Vehicles	2
Static Warfare	1
Penny-Packets	1
Scattered Forces	1
French Air Force	2
Dutch Air Force	1
Belgian Air Force	1
Light Mechanized Division	1

Card Name:	Force:
Occupy Defensive Positions	1
Third Rate French Divisions	1
Fresh Reserves	2
Rugged Terrain	1
Belgian Fort Eben Emael	1
Heroic Defenses	3
Fortress Holland	1
Main Fortified Lines	2
French Forces	2
Dutch Armored Cars	1
Allied Defensive Line	2
French Light Cavalry	2
Allied Bombers	1
German Traffic Jams	1

Card Name:	Force:
Heavy Armored Division	2
Mechanized Infantry	2
Pillbox Tanks	1
British Armored Division	2
French B-1 Tanks	3
French H39 Tanks	2
Superior Firepower	3
Obsolete British Planes	1
Belgian Forces	1
Battle of Gembloux Gap	3
Low Country Air Defenses	2

Card Name:	Force:
Allied Formations	1
Natural Defensive Lines	2
Overstretched French Divisions	1
Wooded Hills & Rivers	1
Inept Counterattacks	1
Substantial Forces	2
Fighting Retreat	1
Panzers Overextended	2
Dunkirk Evacuation	1
Parity of Forces	2
Counter Attack	2

Card List Nomenclature

L Leadership
S Strategy

M Movement
U Unit
B Allied Blunder
A Air Power

The German Deck Card List

Card Name	Type	Force
German High Command	L	-
Adolf Hitler	L	-
General Erich von Manstein	L	-
Talented Field Commanders	L	-
Armored Blitzkrieg Theory	S	1
Diversionsary Operations	S	1
All-arms Formations	S	2
Lightning War Propaganda	S	1
Seize the Initiative	S	2
Boldness	S	2
Modifed Fall Gelb	S	2
Leak False Plans	S	1
Attack Airfields	S	2
Attack Communications	S	1
Bomb Rotterdam	S	3
Belgians Cut Off	S	3
Divide British & French	S	3
Battle in the Open	S	1
Consolidate Bridgeheads	S	1
Lines of Communication	S	1
Concentrate Force	S	1
Inside Allied Decision Cycle	S	2
Poor Planning	B	2
Allies Overwhelmed	B	2
Defeatism	B	1
Political Turmoil	B	1
Maginot Mentality	B	2
Low on Fuel	B	1
Failure to Coordinate	B	2
Few Radios	B	1
Independent Airpower	B	1
Churchill Orders Retreat	B	3

Card Name	Type	Force
Bypass Strongpoints	M	1
Drive Through Defenders	M	1
Armored Spearhead	M	2
Panzer Corridor	M	2
Maneuver Warfare	M	1
Encirclement	M	2
Outflank	M	2
Thrust Vectors	M	1
Salient	M	1
Rapid Exploitation	M	2
Cross the Frontier	M	2
Seize Intact Bridges	M	1
Maneuver Warfare	M	1
Achieve Air Superiority	A	2
Luftwaffe	A	2
Close Air Support	A	2
Luftwaffe Flying Corps	A	2
Aerial Bombardment	A	1
Junkers Ju-87's	A	2
Bomb Moving Troops	A	1
Heavy Air Attack	A	2
Stuka Dive Bombers	A	2
Paratroopers	A	1
Glider Troops	A	1
Airborne Troops	A	1
Superior Air Defense	A	3
Close Airbases	A	2
High Number of Sorties	A	2
Anti-Aircraft Guns	A	3
Fighter Squads	A	1
Mechanized Forces	U	2
Panzer Divisions	U	2

Card Name	Type	Force
French Government Panics	B	3
Fatally Flawed Plan D	B	2
Namur-Sedan Gap	B	2
Allied Retreats	B	1
Fail to Block the Roads	B	1
Wait for Main Attack	B	1
Exhausted & Disorganized	B	1
Postpone Attacks	B	1
Allied High Command Paralysis	B	2
Gaps in Allied Lines	B	2
Ardennes Breakthrough	M	2
Cross the Meuse	M	2
Bridging Equipment	M	1
Dramatic Gains	M	2
Reach the English Channel	M	3
High Tempo Operation	M	2
Advance into the Low Countries	M	1

Card Name	Type	Force
Motorized Infantry	U	1
Motorized Artillery	U	1
Signallers	U	1
Army Group A	U	2
Army Group B	U	2
Army Group C	U	2
PzKw I	U	1
PzKw II	U	1
PzKw III	U	2
PzKw IV	U	2
PzKw 35/38t	U	2
Brandenburg Teams	U	1
Advanced Elements	U	2
Wehrmacht	U	1
88mm Flak Cannons	U	3
Pionere Units	U	1





Fall Of The Aztecs

Introduction

Two player set piece strategic game. One player controls the Aztecs. The other player controls the Spaniards and their allies: The Totonac, Tlascalans, Texcocoans, and Cholula.

Victory Conditions

The Spaniards must capture the Aztec leader Cuahtemoc. The Aztecs must capture the Spanish leader Cortez.

The Map

Use a hex map. The map describes the Capitol city: Tenochtitlan. One side of the city is bordered by lake Texcoco.

Indicate housing, roads, plots, jungle, water, and temple hexes. Walls line the borders between hexes. The city is geometrically organized.

The city is surrounded by walls except the parts bordered by water. There are some internal walls.

Chits

Use counters or chits to represent units.

Setup

The Aztecs have 45 warrior units and one Cuahtemoc unit. The Spaniards have the following units: 5 Totonac units. 10 Tlascalan units.

5 Cholula units. 5 Texcocoan units. 15 Rogue Aztec units.

13 Brigantines (Boats). 5 Conquistador units and one Cortez unit. The Aztecs are inside the city. The Spanish are outside.

Every city must have at least 3 units in it. Each unit represents 10,000 indians or 100 Spaniards.

Turn Sequence

Event Phase Spanish Move Phase Spanish Attack Phase Spanish Rally Phase Aztec Move Phase Aztec Attack Phase Aztec Rally Phase Fire Phase

Event Phase

Roll twice on the Event Table.

Event Table

D6	EVENT
1-3	1 Aztec dies of disease/starvation
4-6	1 Spanish Ally dies of disease/starvation

A player picks which of his units succumbs.

Movement Phases

Units may not stack except for units riding brigantines. A unit gets 1D6 move points. Roll for each unit before it moves. A unit can get 2D6 move points but it cannot attack.

Roads and clear hexes cost 1 point to enter. Housing and plots costs 2 point to enter. Walls cost 2 points to pass.

Temples and jungles cost 3 points to enter. Only units on brigantines can move on water spaces. It costs brigantines 1 point to enter a water hex.

Units may pass through friendly units. Units may not enter or pass through spaces occupied by enemy units. Routed units cannot be moved toward enemy units.

If a routed unit is ever adjacent to an enemy unit, it must move away or be destroyed. Units cannot enter spaces with a fire counter.

Attack Phases

A unit can attack an adjacent enemy unit. Routing units cannot attack. An attacking unit rolls 1D6.

All rolls of 5-6 on 1D6 indicate the defending enemy unit is defeated. On a natural or modified roll of 1 the attacker is defeated. Conquistadors get +1 to their rolls.

Units attacking routed units get +1 to their rolls. Leader units and friendly units adjacent to leader units get +1 to their rolls. Spanish units attacking Aztec units behind city walls get -1 to their rolls.

Aztecs attacking Conquistadors or Cortez get -1 to their rolls. Units on Brigantines get -1 to their rolls. If a unit is defeated roll 1D6.

On a roll of 1-2 the unit is destroyed. On a roll of 3-6 the unit is routed. A routed unit must immediately move away from the attacking unit exactly 1D3 move points or be destroyed.

Routed units are flipped over. Each friendly unit adjacent to the routing unit also routs on a roll of 1-2 on 1D6. If the defeated unit was in a housing hex, put a fire counter on the space.

A unit that defeats an enemy unit may move 1 space and attack again.

Rally Phases

This players routed units not adjacent to enemy units may rally. Roll 1D6 for each unit. The unit is flipped face up on a roll of 5-6.

Add +1 if adjacent to a leader unit.

Fire Phase

Fires go out on a roll of 1-2 on 1D6. Remove the fire counter.

Link

The Conquest





Fall Of The Weimar Republic

Introduction

Card game for 2-4+ players. Theme: Politics in Germany circa 1926-1933.

Victory

Have the most Political Support when the Game ends.

Game End

The game ends when the Anarchy Level is 10 or greater. Discarded Anarchy cards increase the Anar-

chy Level.

Main Political Parties

There are 4 main Political Parties:

1. Nazis (National Socialist Workers Party)
2. Spartakists (Communists)
3. Catholics (Center Party)
4. Socialists (SPD)

More parties are available if there are more than 4 players. Each Party is represented by a Political Party card, which provides X levels in Propaganda and a Special Ability.

Political Party Cards

Party:	Propaganda	Special Ability:
Nazis	7	Play an extra Organization card each turn
Spartakists	6	Draw an extra Card each turn
Socialists	5	You may always play a Legitimacy card
Catholics	4	Max hand size is 7 cards

The Deck

Not including Political Party cards. Players share a common deck.

Setup

Starting Anarchy Level = Zero. Each player picks one Political Party to control and takes possession of the corresponding Party Card. Each Party has a basic starting Political Support of Zero.

Shuffle the deck. Each player is dealt a random hand of 5 cards. The most German Player goes first.

Political Party Attributes

Each Political Party has 2 Attributes:

1. Propaganda Level
2. Political Support Level

Propaganda Level Attribute

Political Party cards and Organization cards increase a Party's Propaganda Level. Propaganda is needed to win control of Support Groups. Note that Propaganda levels are spent like money.

Your Propaganda Level regenerates fully each turn. Any levels of Propaganda you don't spend are not accumulated. Example: Lets say your Propaganda level is 17. On your turn, you use 10 Levels and 7 go unused. On your next turn you start all over again with 17 Levels of Propaganda.

Political Support Level Attribute

Political Support is accumulated by gaining control of Support Groups.

Turn Sequence

Players take turns. Each turn has 8 Phases:

1. Resources Phase
2. Organization Phase
3. Discontent Phase
4. Recruit Phase
5. Steal Support Phase
6. Republic Phase
7. Reichstag Phase
8. Reorganization Phase

Resources Phase

Draw 1 card from the deck and put it in your hand. You may Spend 10 Propaganda Levels to draw 1 extra card. If the deck runs out, shuffle the discard and draw from it.

Organization Phase

Put up to 1 Organization card from your hand into play. Each Organization card has a Propaganda Level.

Cards In Play Rule

Cards in play are kept face up on the table in front of and facing the player who put them there (the owner of the card). Cards in play remain in play from turn to turn until some other rule or card action causes them to be discarded or otherwise removed.

Discontent Phase

You may play (discard) up to 1 Violence or 1 Nationalism card in this Phase.

Recruit Phase

Gain control of up to 1 Support Card. To gain control of a Support card you must first play a Support card from your hand face-up to the Table. Next you must spend Propaganda Levels in excess of the Political Support Rating of the Card to gain possession of it.

The Propaganda Levels you spend are from 2 sources:

1. Your Party & Organization Cards (Which can be used over again every turn)
2. Propaganda Cards (One time use: Discard when played)

Note: You may play more than one Propaganda card. Support cards you control stay face-up in play and Provide continuous Levels of Political Support.

Steal Support Phase

Attempt to gain control of 1 Target Support Card controlled by another player. To do this you must play a Propaganda card that allows this. Next you must spend Propaganda Levels in excess of the: Political Support Rating of the Target Support Card plus The Propaganda Level of the Controlling opponent plus The value of any Propaganda cards the defender plays.

The Propaganda Levels you spend are from 2 sources:

1. Your Party & Organization Cards (Which can be used over again every turn)

2. Propaganda Cards (One time use: Discard when played)

Republic Phase

You may play (discard) up to 1 Government card in this Phase. Government cards describe reactionary efforts of the collapsing Government and Produce a variety of ill-effects on your political opponents.

Reichstag Phase

You may play up to 1 Legitimacy card in this Phase. To play a Legitimacy card, you must have either the most Support Cards in play, or have the highest Political Support Level worth of Support cards, or be tied for either. Like Support cards, Legitimacy cards stay face-up in play and Provide Levels of Political Support.

Reorganization Phase

Max hand size is 5 Cards. Discard down to Max hand Size. All cards are discarded Face-up.

If a player discards 1 or more Anarchy cards on his turn, raise the Anarchy Level by 1.

Special Cards

Some Special cards are played as a reaction to another card play. Otherwise, play them without limit in your Government Phase.

Card List Notation

- S** Support (Groups outside the Party)
- O** Organization (Resources within the Party)
- P** Propaganda
- A** Anarchy
- V** Violence
- N** Nationalism
- L** Legitimacy
- G** Government
- X** Special

Common Deck Card List

Card Name:	Type	Level	Notes:
Civil Servants	S	5	+1 for each Legitimacy card you control
Freikorps	S	10	
Imperial Army	S	9	
Judges	S	8	
Professors	S	7	
Treaty of Versailles	N	-	Draw 2 cards
Demilitarized	N	-	Draw 2 cards
Lost Territories	N	-	Draw 2 cards
Crushing Reparations	A	-	
Dictated Peace	N	-	Draw 2 cards

Card Name:	Type	Level	Notes:
West Prussia	N	-	Draw 2 cards
Lost Colonies	N	-	Draw 2 cards
Changing Governments	N	-	Draw 2 cards
Escalating Inflation	A	-	
Mutinies	A	-	
Racism	N	-	Draw 2 cards
Extremism	N	-	Draw 2 cards
Nationalist Fervor	N	-	Draw 2 cards
Revolutionary Turmoil	A	-	
Self-Employed	S	4	
Middle Classes	S	6	
Great Industrialists	S	10	
Post-War Hardships	A	-	
Belief in Fate	P	4	Draw 1 card when played
Counter-Propaganda	X	-	Negate a Propaganda Card
Street Battles	V	-	Opponent must Discard 2 Cards
Fanaticism	P	7	You may Attack Opponents Support Card
Exploitation of Discontent	P	10	You may Attack Opponents Support Card
Anti-Semitism	N	-	Draw 2 cards
Reaction to Defeat	N	-	Draw 2 cards
Rabble Rousing	V	-	Draw 1 Card; Opponent must Discard 1 Card
Aryanism	N	-	Draw 2 cards
Public Speaking	P	5	
Masterful Propaganda	P	9	You may Attack Opponents Support Card
Military Contacts	O	4	
Raise Money	X	-	Draw 3 cards
Newspaper	O	4	
Rallies	P	6	
French Occupied Ruhr	N	-	Draw 2 cards
Paper Money	A	-	
Hyperinflation	A	-	
Collapse of the Mark	A	-	
Intimidation	V	-	Draw 1 Card; Opponent must Discard 1 Card
Coalition Government	L	7	
Emergency Powers	G	-	All opponents must discard 2 cards
Negotiate a Deal	L	6	
Unrest	A	-	
March to Berlin	P	8	
Beer Hall Putsch	V	-	Steal 1 Support Card from opponent
Police	X	-	Negate a Violence Card
Arrests	G	-	Discard a target Organization Card
Media	P	7	
Publicity	P	6	
Propaganda Victory	X	-	Get an extra Turn
High Treason	G	-	Opponent must discard 3 cards
Restore Order	G	-	Reduce Anarchy Level by 1
Internal Divisions	X	-	Opponent must discard 3 cards
Stabilized Mark	G	-	Reduce Anarchy Level by 1
US Loans	G	-	Reduce Anarchy Level by 1
Gain Reichstag Seats	L	6	
Campaigning	P	4	Draw 1 card
Reunification	O	2	
Charismatic Leader	O	5	

Card Name:	Type	Level	Notes:
Inspired Leadership	O	5	
Political Prisoners	G	-	Opponent draws no cards on his next turn
Government Crackdown	G	-	All Players must discard their hands
Party Mouthpiece	O	4	
Reorganization	O	2	
Youth Organizations	O	3	
Professional Organizations	O	3	
Absorb Minor Factions	O	3	
Alliance	L	5	
Wall Street Crash	A	-	
Unemployment	A	-	
Depression	A	-	
Early Elections	L	4	
Go to the Polls	L	4	
Working Class	S	6	
Protest Vote	L	5	
White Collar Workers	S	5	
Farmers	S	4	
Propaganda Machine	P	7	You may Attack Opponents Support Card
Films & Posters	P	7	
Books & Leaflets	P	6	
Intelligentsia	S	6	
Bourgeois	S	5	
Famous Speech	P	9	You may Attack Opponents Support Card
Bid for Chancellor	L	8	
Free Elections	L	4	
Attack Government	V	-	All players draw 1 card
Financial Contributions	O	2	
Party Morale	O	2	
Support Strikes	V	-	All players discard 1 card
Political Compromise	L	6	
Veto	X	-	Negate a Legitimacy card
Demonstration	V	-	Draw 2 Cards
Appointment	L	7	
Public Opinion	P	5	
False Claims	P	6	You may Attack Opponents Support Card
Scandal	P	8	You may Attack Opponents Support Card
Purge	V	-	Discard your hand & draw 5 cards
Murder	V	-	Discard a target Support card
Threats	V	-	Steal 2 random cards from opponent
Assassinations	V	-	Opponent must discard 3 cards
Oath of Loyalty	O	2	All your Support cards get +1
Majority Vote	L	8	
Local State Governments	S	5	
Trade Unions	S	10	
Promises	P	6	
Concessions	L	4	
Campaign of Terror	V	-	All opponents must discard 1 random card
Radio	P	6	
Appeals for Unity	P	5	
The Presidency	G	-	Opponent misses his next turn
Brownshirts	V	-	Steal 1 random card from each opponent
Occultism	P	5	Look at next 7 cards in deck

Card Name:	Type	Level	Notes:
Strong-Arm Tactics	V	-	Target opponent must discard his hand

Card Set Available

Thanks Ron! Click Here

Optional Rules

More Political Parties: Nationalists, Liberals, and Democrats.

Party:	Propaganda	Special Ability:
Nationalists	6	Get an extra Discontent Phase on your Turn
Liberals	5	Get an extra Republic Phase on your Turn
Democrats	4	Get an extra Recruit Phase on your Turn

Session Report

??Arizona Playtests Thanks Greg! Note that the

rules have been rewritten in response to this Review.





Fallujah

Introduction

Solo Card Game. You control a US Marine Company on Patrol in Fallujah.

Scoring

The game Ends when there are no cards left in the Deck. Your score = 100 minus the total force value of the cards in the Casualty Pile plus the total force value of the cards in the Elimination Pile.

The Deck

There is one deck. There are 2 main card types: American cards and Insurgency cards. Insurgency card types include: Tactics, Insurgents, Positions, Explosives American card types include: Tactics, Infantry, Armor, Support, Recon, Disarm

The Piles

As Play progresses 3 Piles will form:

1. Casualty Pile
2. Elimination Pile
3. Discard Pile

Turn Sequence

Each turn has 7 Phases:

1. Search Phase
2. Tactics Phase
3. Asset Phase
4. Destroy Phase
5. Disarm Phase
6. Recon Phase
7. Regroup Phase

Search Phase

Turn over (face up) the top card of the deck. This is called the Target card (or just Target).

Tactics Phase

If the target is an Insurgent Tactics card, put it and one Random card from your hand into the discard pile. If the target is an American Tactics card draw the top 2 cards: Put American cards you draw into your hand

and Insurgency cards you draw into the discard pile (in this phase only).

Asset Phase

If the Target is an American card put it in your hand.

Destroy Phase

If the Target is an Insurgent card or a Position card, you may destroy it By playing an American card from your hand with equal or greater Force. Both cards go into the Elimination Pile. If you do not have an American Card with equal or greater Force in your hand, put The Target card into the Casualty Pile.

Disarm Phase

If the Target is an Explosives card, you may neutralize it by playing an American Infantry or Armor card from your hand with equal or greater Force or by playing a Disarm card. Both cards go into the Elimination Pile. If you cannot neutralize the bomb, the card goes to the Casualty pile.

Recon Phase

Play (discard) a Recon card to look at the next 5 cards in the deck.

Regroup Phase

Max hand size is 4 cards. Put extra cards into the discard pile.

Card List Notation

N Insurgent Tactics
I Insurgents
P Positions
X Explosives
T American Tactics
G Infantry
A Armor
S Support
R Recon
D Disarm

Card List

Card Name	Type	#	Force	Notes
Suicide Bomber	I	2	5	
Jihadists	I	2	4	
Insurgents	I	2	3	
Terrorists	I	2	2	
Fundamentalists	I	2	1	
Rocket Attacks	I	2	3	
Mortar Attacks	I	2	2	
Guerilla Warfare	N	1	-	
Shoot & Scoot	N	1	-	
Ambush	N	1	-	
Attack Isolated Units	N	1	-	
Urban Combat	N	1	-	
Pitched Battle	N	1	-	
Close Quarters Firefight	N	1	-	
Vehicle Accident	N	1	-	
Pillbox	P	2	5	
Concrete House	P	2	4	
Tight Alley	P	2	3	
Roof Top	P	2	2	
Courtyard	P	2	1	
Protect Flanks	T	1	-	
Systematic Advance	T	1	-	
Coordination	T	1	-	
Company Commander	T	1	-	
Ingenuity	T	1	-	
Adaptability	T	1	-	
Small Unit Tactics	T	1	-	
Rapid Reinforcement	T	1	-	
M1 Abrams Tank	A	2	5	120mm Main Gun
Light Attack Vehicle	A	2	4	
Bradley AFV	A	2	3	
Up-Armored Humvee	A	2	2	
Humvee	A	2	1	
Infrared Cameras	R	1	-	
Unmanned Aerial Vehicles	R	1	-	
Dragon Eyes	R	1	-	
Pioneers	R	1	-	
Predators	R	1	-	
Surveillance	R	1	-	
Intelligence Profile	R	1	-	
Mounted Patrol	G	2	5	
Marine Rifle Squad	G	2	4	
SMAW Launcher	G	2	3	
Infantry Fire Team	G	2	2	
Grunts	G	2	1	
Roadside Bomb	X	2	5	
Radio Controlled Bomb	X	2	4	
Car Bomb	X	2	3	
Improvised Explosive Device	X	2	2	
Low Tech Bomb	X	2	1	

Card Name	Type	#	Force	Notes
Warlock Jammer	D	1	-	
Sharp Eyes	D	1	-	
Spotters	D	1	-	
Disposal Team	D	1	-	
Robot	D	1	-	
F/A-18 Fighters	S	1	4	Precision Munitions
Cobra Helicopter Gunships	S	1	3	Hellfire Missiles
AC-130 Slayer	S	1	5	105mm Howitzer
Fire Support Team	S	1	5	FIST
Artillery	S	1	3	
Mortars	S	1	1	
Forward Observer	S	1	1	
Forward Air Controller	S	1	4	Laser Designators
Sniper Team	S	2	2	Guardian Angel





Famous Movie Quotes

Introduction

Movie Themed Trivia Game for 2-4+ players.

Victory

After all players have given up the player with the most points wins.

The Cards

Each card has 5 pieces of information:

1. A Quote from a Movie
2. The Name of the Movie the Quote came from
3. The Name of the Character that was Quoted
4. The Name of the Actor that played the Character
5. The Year the Movie came out

Turn Sequence

Players take turns. Play proceeds clockwise. On your turn the player to your left draws a new card and reads the Quote.

Score 1 point if you can name the Movie. Score 1 more point if you can name the Character. Score 1 more point if you can also name the Actor.

Score 1 additional point if you can name the year the Movie came out. Use pen and paper to keep track of points.

Sample Cards

"I feel like I got a really great deal on a used car." The Big Chill (1983) Meg (Mary Kay Place)

"Women need a reason for having sex. Men just need a place." City Slickers (1991) Mitch Robbins (Billy Crystal)

"Frankly, you're beginning to smell. And for a stud in New York, that's a handicap." Midnight Cowboy (1969) Ratso Rizzo (Dustin Hoffman)

"Listen, I . . . I appreciate the whole seduction scene you got going . . . But let me give you a tip. I'm a sure thing." Pretty Woman (1990) Vivian Ward (Julia Roberts)

"Not only did I enjoy that kiss last night, I was awed by the efficiency behind it." To Catch A Thief (1955) John Robie (Cary Grant)

"You really think you were easy? Compared to what? The Hundred Years War?" The Way We Were (1973) Hubbell Gardner (Robert Redford)

"I love the smell of Napalm in the morning - it smells like. . . victory." Apocalypse Now (1979) Lt. Colonel Kilgore (Robert Duval)

"Whoever you are, I have always depended on the kindness of strangers." A Streetcar Named Desire (1951) Blanch Dubois (Vivien Leigh)

"Life's a banquet, and most poor suckers are starving to death." Auntie Mame (1958) Auntie Mame (Lucille Ball)

"Every man dies. Not every man really lives." Braveheart (1995) William Wallace (Mel Gibson)

"You can't fight in here, this is the War Room!" Dr Strangelove (1964) President Merkin Muffley (Peter Sellers)

Links

100 Greatest Movie Quotes

Notes

I plan to occasionally add a few cards to the list. I figure once there is about 100 cards that should actually be enough to play a game.





Fantasy Fight Club

Introduction

2 Player game. Combat between 2 opposing fantasy warbands. Game progresses in 2 stages: Recruit Stage Battle Stage

The Decks

There are 5 Decks: Warrior Deck Weapon Deck Armor Deck Spell Deck Fight Deck

Damage

Use tokens to keep track of hits, ammo, and spell effects. Six sided dice are needed.

Recruit Stage

Players create their Warband: Each player is dealt 10 Warriors. Each player is dealt half of the Weapon deck. Each player is dealt half of the Armor deck.

Lay out your warriors on the table in front of you face up in 2 rows. The Rows are the front row and the back row. There must be at least as many or more warriors in the first row as the second.

Assign weapon and armor cards to your warriors. Assigned equipment cards are placed face up partially under the warrior. A warrior can have one shield and one helmet.

A warrior can have a Full suit of armor or one or more Partial armor cards. A warrior can carry several weapons but can only use one per turn. Each unit that has spells draws that number of spell cards from the spell deck.

Spell cards are placed under the warrior face down. Warriors using 2 handed weapons may carry shields but do not benefit from them.

Battle Stage

The opposing warbands fight. Each turn has 3 phases: Draw Phase Tactics Phase Attack Phase

Draw Phase

Discard some or all unused Fight cards from last turn. Each player fills their hand to 7 cards from the Fight Deck. If the deck runs out shuffle the discard and draw from it.

Tactics Phase

Make sure the warriors in your front row equal or outnumber your back row. Warriors can freely be moved from one row to the other this phase. Designate which of his weapons each of your warriors is using this turn.

The weapon of choice is placed on top of his stack of equipment. Some spells are used in this phase.

Attack Phase

Warriors with ranged weapons attack first. Warriors with ranged weapons with higher range scores attack before ones with lower scores. Warriors with ranged weapons can attack from the front or back row.

Warriors may either attack warriors in the opponents front row or roll 1D6:

D6	Result
1-3	Attack target in front row
4-5	Hesitate: Do not attack
6	Attack target in back row

For each ranged attack roll 1D6. On a roll of 4-6 the attack hits. Add the attackers skill and subtract the targets dodge roll. Subtract 1 if the attacker is attacking from the back rating.

If the defender is hit but has a shield roll 1D6. If the roll is within the shields blocking range the attack is blocked. Thrown weapons do not have to be used in ranged attacks, they may be used for HTH instead.

Note that thrown weapons have limited ammo if they are used in ranged combat. Many Spells have ranges and so are played at the same time as ranged attacks. A spell is discarded after it is played. A spell-caster can only cast one spell per turn.

Next warriors in the front row with HTH (Hand-to-hand) weapons may attack targets in the opponents front row. Warriors that have the Backstab ability may roll 1D6:

D6	Result
1-4	Do not attack this turn
5-6	Attack a target in the opponents back row

Opposing Warriors pair up. The warrior with the highest speed rating picks his opponent first and so on until all Warriors in the front rows have picked, or have been picked. If one side has more warriors they may double up on enemy warriors. For each pairing roll 1D6:

D6	Result
1-3	The warrior with the greater speed attacks first
4-6	The warrior with the weapon with longer reach attacks first

For each HTH attack roll 1D6. On a roll of 4-6 the attack hits. Add the attackers skill and subtract the targets dodge rating and weapon parry value. If the defender is hit but has a shield roll 1D6.

If the roll is within the shields blocking range the attack is blocked. If an attack hits roll 1D6. Add the

warriors damage bonuses and subtract the opponents armor bonuses.

If the result is positive, the target warrior loses that many hits. If a warrior is reduced to 0 or less hits it is killed.

Warrior Deck Card List

Name	Race	Dam	Speed	Skill	Dodge	Hits	Spells	Notes
Ogre	H	+4	-2	-	-2	10	0	Reach +2
Goblin	H	-1	+1	-	+2	4	0	Reach -1
Orc	H	-	-	-	-	5	0	
Hobgoblin	H	+1	-	+1	-	7	0	
Kobold	H	-1	+1	-	+2	3	0	Reach -1
Warrior	M	+1	+1	+2	+1	6	0	May use 2 HTH wpns
Knight	M	+1	-	+1	-	6	0	
Barbarian	M	+2	+1	+1	+1	8	0	
Assassin	M	-	+1	+1	+1	5	0	Back-Stab
Half-Orc	H	-	-	-	-	6	0	
Rogue	M	-	+2	+1	+1	4	0	Back-Stab
Bandit	M	-	+1	-	-	5	0	Back-Stab
Dwarf	H	+2	-1	-	+1	7	0	Reach -1
Elf	H	-1	+2	+2	+2	4	1	Damage +2 with Bow
Wizard	M	-2	-2	-	-1	2	5	
Sorcerer	M	-1	-1	-	-	3	4	
Warlock	M	-	-	-	-	4	3	
Shaman	H	-	-	-	-	5	2	
Bugbear	H	+3	+1	+1	+1	9	0	Reach +1
Centaur	H	+2	+1	+1	-1	8	0	Damage +1 with Bow

H Humanoid

M Human

Backstabbers and Spellcasters cannot wear armor, shields, or helms

Weapon Cards

Name:	Dam	Range	Speed	Reach	Parry
Dagger (1)	-	1T	+2	1	1
Katar	-	H	+2	1	1
Dirk	+1	H	+1	2	1
Short Sword	+1	H	+1	2	1
Long Sword	+2	H	-	3	1
Scimitar	+2	H	-	3	1
Tulwar	+2	H	-	3	1
Broad Sword	+2	H	-1	3	1
Bastard Sword	+2	H	-1	4	1
Great Sword (2-H)	+3	H	-2	5	1
Knives (4)	-1	1T	+2	1	1
Javelins (3)	+1	3T	+1	-	-
Short Bow(2-H)	-	4	-	-	-

Name:	Dam	Range	Speed	Reach	Parry
Long Bow(2-H)	+1	6	-	-	-
Light Crossbow (2-H)	-	5	-	-	-
Heavy Crossbow (2-H)	+3	8	-	-	-
Compound Bow (2-H)	+2	7	-	-	-
Whip	-	H	+1	8	-
Maul	+1	H	-	4	1
Club	-	H	+1	2	1
Spiked Mace	+2	H	+1	3	1
Flail	+1	H	-	4	-
Battle Axe (2-H)	+4	H	-1	3	1
War Hammer (2-H)	+3	H	-1	4	1
Spear (1)	+2	2T	+1	7	1
Halberd (2-H)	+3	H	-1	6	1
Staff (2-H)	-	H	+1	5	2
Hand Axe (2)	+1	1T	+1	2	1

H HTH**T** Thrown**2-H** Two-Handed Weapon

Unarmed warriors are HTH only and get Damage -2, Speed +3, Reach = 0, and no parry

Armor Cards

Name	Type	Armor	Block	Speed	Notes
Great Helm	H	1	-	-	
Pot Helm	H	1	-	-	
Kettle Helm	H	1	-	-	
Greek Helm	H	1	-	-	
Viking Helmet	H	1	-	-	
Conical Helm	H	1	-	-	
Pointed Helm	H	1	-	-	
Plate Mail	F	4	-	-2	Dodge -1
Full Plate	F	4	-	-2	Dodge -1
Chain Mail	F	3	-	-2	
Leather	F	1	-	-	
Padded	F	1	-	-	
Studded	F	2	-	-1	
Banded	F	3	-	-2	
Ring Mail	F	2	-	-1	
Scale Mail	F	3	-	-2	
Splint Mail	F	3	-	-2	
Bear Skins	P	1	-	-	
Hauberk	P	1	-	-	
Greaves	P	1	-	-	
Armbands	P	1	-	-	
Breast Plate	P	1	-	-	
Target Shield	S	0	1-2	-	
Buckler	S	0	1-2	-	
Round Shield	S	0	1-3	-1	
Kite Shield	S	0	1-4	-1	Dodge -1
Large Shield	S	0	1-4	-1	Dodge -1
Medium Shield	S	0	1-3	-1	

Name	Type	Armor	Block	Speed	Notes
Small Shield	S	0	1-2	-	

S Shield
P Partial Armor

F Full Suit of Armor
H Helmet

Spell Deck Card List

Spell Name	Range	Effect
Bloodlust	T	All your warriors get +2 damage and +1 skill this turn
Freeze	10	Target warrior neutralized this and next turn
Fireball	12	Target warrior suffers 2D6 points of damage
Lightning Bolt	12	Target warrior suffers 2D6 points of damage
Magic Missiles	6	Distribute 1D6 points of damage amongst enemy warriors
Control	2	Control opposing warrior this turn (he moves to your front rank)
Shield	T	Negate all ranged attacks vs your warriors this turn
Charm	2	Target warrior made helpless this turn
Raise Dead	T	Gain back killed Warrior
Heal	T	Heal 2D6 lost Hits among your warriors
Counter	C	Negate spell just cast by an opponent
Avoid Fate	C	Negate Fight card just played by an opponent
Invulnerability	T	Target warrior gains 5 armor this and next turn
Invisibility	T	Target warrior gains Dodge +4 and HTH skill +3
Illusions	C	Negate attack made by target warrior
Haste	T	All your warriors get +2 Speed and +1 dodge this turn
Shatter	9	Destroy target weapon or shield. Bearer takes 1D3 damage.
Curse	4	Target Warrior gets -3 to all rolls for 1D6 turns
Petrification	3	Target warrior neutralized for 1D6 turns
Paralyzation	4	Target warrior made helpless this turn

Neutralized warriors cannot attack or be attacked
 Helpless warriors cannot attack, but may be attacked

T Cast in Tactics Phase
C Counter spell. Cast when appropriate

Fight Deck Card List

Card Name	Effect
Backstab	Target warrior may attack warrior on opponents back row
Height Adv.	Target warrior in your back row may attack warrior on opponents back row
Shield Wall	Negate target attack
Martyr	Change target of attack to one of your other warriors
Sword Breaker	Destroy target weapon, helm, or shield involved in HTH.
Flurry	Warrior in HTH gets an extra attack
Rain of Arrows	Warrior gets an extra ranged attack
Wild Magic	Spell caster gets to draw an extra spell card
Mighty Blow	HTH attack does extra 1D6 damage
Magic Resist	Negate spell cast by opponent
Poisoned edge	Damaged enemy loses 1 hit every Tactics phase
Painful Wound	Damaged enemy is skill -1, dodge -1, damage -1, and speed -1
Fly True	Ranged attack does extra 1D6 damage
Stunned	Damaged enemy made helpless this turn

The Fight deck has 2 of each card listed

Zaks Ffc Variant.

The main changes are: Warband are built with 1 Champion and 5 warriors Players can split the war-

band in two groups Terrain cards are played on the groups to advantage them or to create some difficulties Groups can collaborate in attack or defence to see [Champion Fantasy Fight Club: Retro Hack & Slash By ZaksChampion FFC](#)





Fantasy Fighters

Introduction

Card game of Fantasy combat.

The Deck

Use a regular deck of playing cards.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Encounter Phase
2. Maneuver Phase
3. Strike Phase

Encounter Phase

Both players fill their hands to 7 cards. If the deck runs out, shuffle the discard and draw from it.

Maneuver Phase

Players may discard up to 4 cards and draw replacements.

Strike Phase

The Active player may make an Attack. Attacks require a combination of 2 or more cards to be played. An Attack will do damage as described in the Fighters Description.

The Defender can make a defense combo to negate or lessen the damage. A Fighter can only make Attacks or Defenses listed in the Fighters description. All played cards are discarded.

Object

Reduce your opponent to zero or fewer Hit Points.

Fighters

Before fighting, each player must select a fighter. Some Fighters are better than others. This is reflected in their Gold cost.

All fighters have hit points and a list of Actions.

Fighter Actions

The description of an Action will include:

1. What combination of cards must be played to generate the Action (The Cost).
2. Whether the action is an Attack, Defense or Special (A/D/S).
3. How much damage the action inflicts or blocks, if any.
4. Special effects caused by the Action.
5. The Name of the Action.

Fighter Combo List Notation

TOK 3 of a Kind
FOK 4 of a Kind
2PR 2 Pair
3ST 3 card Straight
4ST 4 card Straight
5ST 5 card Straight
3FL 3 Card Flush
4FL 4 card Flush
5FL 5 card Flush
ABC All Black Cards
ARC All Red Cards
RAB 1 Red and 1 Black Card
ANC All Number Cards
AFC All Face Cards
ACE Ace Card Only

Garwuf – Great Warrior Of The High Plains

Gold Cost = 20

Hits 10

Action:	Type	Cost	Effect
Hack	A	Pair RAB	1 Dam
Hack & Slash	A	2PR	3 Dam
Lunge	A	TOK ANC	4 Dam
Behead	A	FOK AFC	5 Dam
Duck	D	3ST	2 Dam
Block	D	4ST	3 Dam
Run Away	D	FOK ANC	5 Dam
Swiftness	S	Pair ABC	Draw 3 cards
Trickery	S	TOK AFC	Opponent discards 2 Random cards

Action:	Type	Cost	Effect
Boasts	S	3FL	Opponent discards 1 Random card

Lod The Conjurer**Hits** 5

Gold Cost = 20

Action:	Type	Cost	Effect
White Rabbit	D	Pair AFC	1 Dam
Card Tricks	S	Pair ANC	Draw 3 cards
Poof	D	FOK ANC	5 Dam
Sparkler	A	3FL	2 Dam
Smoke	D	2PR	3 Dam
ESP	S	ACE ARC	Look at Opponents hand
Sleight of Hand	S	TOK AFC	Opponent discards 2 Random cards
Healing Potion	S	5FL	Heal 4 Dam
Hypnotize	S	FOK ANC	Opponent discards 4 Random cards
Lightning Bolt	A	FOK AFC	5 Dam
Paralyze	S	TOK ANC	Opponent discards 3 Random cards
Negation	S	Pair RAB	Negate Special card just played
Crystal Ball	S	ACE ABC	Look at next 7 cards in deck
Plink	A	3ST	1 Dam & Draw 1 Card
Hocus Pocus	S	4ST	Draw 5 cards

Smogg The Scarlet Flaming Dragon**Hits** 15

Gold Cost = 25

Action:	Type	Cost	Effect
Firebreath	A	TOC AFC	4 Dam
Scales	D	Pair ANC	1 Dam
Claws	A	TOC ANC	3 Dam
Vicious Bite	A	FOK AFC	5 Dam
Tail Whip	A	Pair AFC	2 Dam
Armored Plates	D	3FL	3 Dam
Spikes	A	2PR	3 Dam
Fly Away	D	4ST	5 Dam
Swoop	S	TOC AFC	Opponent discards 2 random cards
Dragon Rage	S	3ST	Draw 5 cards





Fantasy Fliers

Introduction

Miniatures rules for aerial skirmishes. All combatants (Fliers) include a mount with usually one rider.

Set Up

One player designs the scenario and provides all the miniatures. The Scenario should include two groups of adversarial fliers. The other player picks which of the two groups he wants to control.

Make 1-2 chits for each spell in the spell list. The scenario designer may designate specific spells in the scenario or distribute random spell chits to spell casters after groups are picked.

Designing Fliers

Pick a mount. Fill up the mount with riders and weapons. (Most mounts can carry 2-4 Size = 1 riders and weapons) For each rider pick a race and class.

Mount Stats

Maximum Speed- Top speed in inches per turn. The Flyer can never normally exceed this without magic or

special items. Acceleration- The maximum amount in inches a flyer can increase his current speed per turn.

Deceleration- The maximum amount in inches a flyer can decrease his current speed per turn. This does not include momentum used up by turning, climbing, and diving. Turn Radius- The maximum amount in degrees a flyer can change his facing per inch moved.

Each time a flyer changes facing it uses up one inch of movement. For example a flyer with a current speed of 5 may fly forward 5 inches, or as one possibility fly 3 inches and make 2 turns. Turning radii are in increments of 15 degrees. Climb- The number of inches that must be traveled before the flyers altitude can be increased by one level.

Each time a flyer increases altitude one level, it uses up one inch of movement. Flyers that can hover have a climb value = 0. Dive- The number of inches that must be traveled before the flyers altitude can be voluntarily decreased by one level. Diving does not cost any inches to do.

Flyers that can hover have a dive value = 0. Mounts have 2 Flying Characteristics: Speed & Maneuverability. These determine the base values of the other stats such as Acceleration and Climb

Speed Stat

Speed	Level	Max	Accel	Decl	Climb	Dive	Dodge	Init
Extremely Slow	1	2	1	1	4	4	-1	-1
Very Slow	2	4	1	2	4	3	-	-
Slow	3	6	2	2	3	3	-	-
Average Speed	4	8	2	3	3	2	-	-
Fast	5	10	3	3	2	2	-	-
Very Fast	6	12	3	4	2	1	-	-
Extremely Fast	7	14	4	4	1	1	+1	+1
Extremely Fast-2	8	15	4	5	1	1	+1	+1
Extremely Fast-3	9	16	5	5	1	1/2	+1	+1

Maneuverability Stat

Maneuverability	Level	Turn	Dodge	Init
Very Poor	1	15	-1	-1
Poor	2	30	-	-
Average	3	45	-	-
Good	4	60	-	-

Hits- Damage the flyer can sustain before falling or dying. During battle, keep a running tab of Hits remaining. If reduced to 0 or less hits the mount is

Maneuverability	Level	Turn	Dodge	Init
Very Good	5	90	+1	+1
Very Good-2	6	105	+1	+1
Very Good-3	7	120	+1	+1
Very Good-4	8	135	+1	+1

killed/destroyed.

Capacity- Number of Riders or Large Weapons the Mount can carry. If this is exceeded reduce Maneuver-

ability and speed stats by half (round down). Capacity may not be doubly exceeded.

If the mount is under capacity increase stats by one rank each.

Turn Sequence

Each turn has 2 phases: Initiative Phase Main Phase

Initiative Phase

Determine move order. Each Flier rolls 1D10 and adds any Initiative modifiers. High roll moves and attacks first in Main phase.

Next highest roll moves and attacks second in Main phase, and so on. Reroll ties. Get +3 to roll if you are diving out of the sun.

Get +10 to roll for first turn surprise.

Main Phase

During Main Phase every flier gets to move and attack.

Rate Of Fire

Weapons with a ROF of 1 can be used once per turn. Weapons with a ROF of 2+ can be used up to that many times per turn. A ROF of $\frac{1}{2}$ can be fired once every other turn.

A ROF of 1/3 can fire once every third turn. For fractional ROF's it is assumed the rider is spending the time in between Shots actively reloading. If the rider is making other attacks the reloading time must be made up.

Moving

Keep track of each fliers current speed. Speed is measured in inches per turn. Keep track of each fliers current altitude.

Altitude is measured in inches above the table. Use counters to indicate altitude and speed. Maximum altitude is 3 feet above the table.

Keep track of the fliers forward facing. (the miniature has this function) See the Mount Stat section for rules on accelerating, turning, etc. Flyers may attempt to increase their value in any stat +1 at the risk of losing control. At the beginning of his move roll 1D8: On a roll of 1-3 the Flier loses control.

A flier out of control cannot attack during his move. Mounts that cannot hover have a minimum speed = 1. If forced speed = 0 for any reason, the mount stalls and falls.

Attacking

A flier may attack at any point during his move. Keep track of ammo used, spells used, and current Hit Point totals. To attack line of sight must not be blocked.

Flyers block line of sight. Attacks hit on a roll of 6-10 on 1D10. Add attackers bonuses to hit. Subtract defenders dodge bonuses.

If the attack hits roll 1D8: On a roll of 1-6 the attack hits the Mount. On a roll of 7-8 the attack hits the Rider. If there are multiple riders on a mount pick one at random.

Some mounts completely enclose their riders: subtract 1 from roll. If there is a hit, roll a number of 1D6 equal to the weapons damage stat. This is the number of Hit points the target loses.

Targets reduced to 0 hits are killed/destroyed. Subtract the targets armor stat from the damage inflicted. Some attacks do not do damage but have other effects.

Targets of Bombs must be under the attacker.

Every time a flyer is hit the rider will fall on a roll of 1 on 1D6. A hovering flyer is +1 Tohit and -1 Dodge.

Attacks From Below

Flyers cannot attack targets greater than 3 inches above them. Attacks at targets 1-3 inches above the attacker are at 3/4 listed range.

Attacks From Above

Weapon Ranges are reduced as follows if attacking a target at a lower altitude: Height above target Range is % of Listed 1-3 inches 1.00 4-6 inches 0.50 7-9 inches 0.25 9+ 0.00

Spell Attacks

Spell attacks must hit their target like any other attack. If they hit some spells then allow a 'Magic Save'. Roll 1D8: On a roll of 1-6 the spell takes effect. On a roll of 7-8 the spell does not take effect.

Add the defenders Magic resistance to the roll.

Weapon Firing Arcs

Mounted Weapons of size 1 have a firing arc of 90 degrees. Mounted Weapons of size 2 have a firing arc of 60 degrees. Mounted Weapons of size 3+ have a firing arc of 30 degrees.

Most mounted weapons will be positioned forward facing. Hand Weapons and spells attacks can be made in any direction. Attacks with a range of "Adjacent" means the figs must be touching.

Falling

Some attacks will result in the target mount or rider (or both) falling. Figures that fall will hit ground at the end of the turn. Roll 1D6: Rolls of 6+ will cause death. Add 1 per inch fallen. Subtract 1D6 if landing on "soft" ground or water.

Another flyer may, as its move, attempt to catch the faller. Roll 1D10: 1-5 do not catch flyer. 6-10 catch flyer. Add 1 if catching a rider. Subtract 3 if the target is petrified Add catchers Speed and Maneuverability

stats. Subtract 9. Subtract 1 if above the faller. Add 3 if below.

Subtract 2 if the faller is heavier than the catcher. A Flyer carrying a Mount has its Speed and Maneuverability stats reduced to 1. Riders may be equipped with parachutes: They fall 2 inches the first turn, and float down 1 inch per turn thereafter.

Poison Attacks

If the attack hits roll 1D8: 1-2 No Effect 3-4 Roll again at the end of next turn. 5-6 Sick: Target is -2 to all rolls for the rest of the battle. 7 Paralyzed: Target cannot do anything for the rest of the battle: Will fall.

8 Death: Will fall. For stink bombs, disease, & flatulence the result is automatically: sick. If it hits the contents of the bag of scorpions gets 1 attack each turn for 1D6 turns.

Nonliving mounts are immune to poison. Arrows may be coated with poison.

Ram Attacks

Units may ram. Ramming attacks are +1 Tohit. If it's a miss the attacker moves past the target.

If it's a hit the defender takes damage = 1D6 + the current speed of the rammer. Blunt rams and Piercing rams also add the speed of the rammer. The attacker takes 1D6 damage.

Grab Attacks

The attacker grabs the target. The target cannot move (except to get closer to the attacker) or attack until it breaks free or is dropped. If the attacker moves the grabbed target moves with it.

To break free roll 1D6 at the end of the turn: 1-2 hold not broken. The grabber may move and do damage next turn. 3-4 hold not broken. The grabber may not move but may do damage next turn. 5-6 the target breaks free.

Each turn after the first the attacker may automatically inflict 1D6 hits of damage. A Flyer grabbing a Mount has its Speed and Maneuverability stats reduced to 1.

Petrification, Gaze, Freeze, Paralyze Attacks

If the attack hits the defender gets a Magic Save just like in the Spell attack section. If the defender fails its save, it is immobilized, and will fall. For gaze attacks the attacker and defender must be facing each other.

These attacks have no effect on nonliving targets.

Stun Attacks

If the attack hits roll 1D6: On a roll of 4 or higher the target loses its next attack.

Web & Net Attacks

If the attack hits the target is entangled. Roll 1D6: 1-2 the target cannot attack 3-4 Target flyer Speed and Maneuverability stats reduced by 1 each 5 Target flyer Speed and Maneuverability stats reduced to 1 6 Target falls The target may attempt to break free of the webs. Roll 1D6 at the end of the turn: 1-3 still entangled 4-6 the target breaks free. Web and net attacks include bolas, goo guns, and lassos.

Mesmerize Attacks

The attacker and defender must be facing each other. If the attack hits the defender gets a Magic Save just like in the Spell attack section. If the defender fails its save, it misses its next attack and must hover or fly at its slowest speed. Nonliving targets are unaffected.

Fear Attacks

The attacker and defender must be facing each other. If the attack hits the defender gets a Magic Save just like in the Spell attack section. If the defender fails its save, it misses its next attack and must fly away at top speed.

Nonliving targets are unaffected.

Smoke & Gas

This action produces a 1 inch diameter 'cloud' of smoke, gas, etc. If the to hit roll is missed place the cloud next to the target. A target is not required.

Smoke, Bubbles and ink jets block line of sight. If a flyer moves through gas or spores roll on the poison attack table. If a flyer moves through mines or bombs it will be hit on a roll of 1-3 on 1D6.

Gas Clouds, Ink jets, Bubbles and Parachute bombs fall 1 inch per turn. Smoke rises 1 inch per turn. Balloon mines do not move.

Fire & Acid Attacks

If hit by a fire or acid attack roll 1D8 at the end of the turn: 1-4 Fire extinguished, Acid neutralized. Do not roll again next turn. 5-6 Smoldering, burning: Take 1 hit point of damage: roll again next turn. 7-8 Burst into flames: Take 1D6 hit point of damage: roll again next turn.

Subtract 3 if doused with water. Subtract 1 if trying to extinguish fire without water. (Cannot attack) Catapult missiles and arrows may be set on fire.

Breath Weapons

Roll 1D6 to see which type of breath weapon the mount has:

Roll	Type	Range	Tohit	ROF	Dam	Ammo	Type	Notes
1	Fire	5	+1	1/3	3	U	F	Fire
2	Frost	4	+2	1/3	1	U	F	Freeze
3	Lightning	6	-	1/3	2	U	F	Stun
4	Poison Gas	3	+2	1/3	0	U	F	Gas
5	Steam	3	+2	1/2	1	U	F	
6	Acid	3	+2	1/3	2	U	F	Acid

Special Attacks By Mounts

Type	Range	Tohit	ROF	Dam	Ammo	Type	Notes
Sonic Blast	4	+1	$\frac{1}{2}$	1	U	F	Stun
Sting	1	-	1	1	U	360	Poison
Bite	A	-	1	2	U	F	
Hooves	A	-	1	1	U	F	
Venomous Bite	A	-	1	1	U	F	Poison
Beak	A	-	1	2	U	F	
Talons	A	-	1	2	U	F	
Claw	A	-	1	2	U	F	
Tail Spike	5	-	$\frac{1}{2}$	2	4	360	
Horn	A	-	1	2	U	F	
Poisonous Tentacles	2	-	1	1	U	360	Poison
Tentacles	2	+1	1	2	U	360	Grab
Mesmerize	4	-	1	0	U	F	Mesmerize
Electrical Sting	1	-	$\frac{1}{2}$	1	U	360	Stun
Gaze	4	-2	1	0	U	F	Petrify
Web	4	-	1	0	U	F	Web
Fear Attack	5	-	1	0	U	F	Fear
Flatulence	3	+2	$\frac{1}{2}$	0	8	R	Gas
Disease	1	+1	1	0	U	360	Disease
Ink Jet Defense	3	-	1/3	0	8	R	Gas

F Attack is into the forward 180 degree arc

R Attack is into the rear 180 degree arc

360 Attack can be made in any direction

A Adjacent

Mount List

Type	Speed	Mnvr	Hits	Cap	Notes
Bat	7a	5	20	2	Sonic Blast Attack
Dragon Fly	7a	5H	15	1	
Flying Fish	5a	2	25/1	3	
Butterfly	4a	3	10	2	Also: Moth
Wasp	7a	5H	15/1	2	Sting Attack
Bee	4a	4H	15	2	Sting Attack
Flying Squirrel	6a	5	20	2	Bite Attack
Winged Snake	6a	5	30/1	2	Venomous Bite Attack
Katydid	7a	1	25/1	3	Also: Grasshopper
Skiff	4	3	20	3	Also: Dinghy, Rowboat, Catamaran
Metal Disk	4	4H	30/1	3	
Crystal Orb	5	4H	20/1	4E	Also: Sphere, Cube, Pyramid
Kettle Pot	3	2H	30/2	3	Also: Goblet
Gryphon	6a	5	30	2	Beak & Talons Attack

Type	Speed	Mnvr	Hits	Cap	Notes
Manticore	5a	4	35	2	Bite & Claw & Tail Spike Attack
Wyvern	6a	5	25/1	2	
Magic Carpet	7	5H	15	2	
Contraption	4	2	30/1	4	
Rocket	7	1	20	3	
Balloon	1	1H	10	3	
Dragon	6a	4	40/2	4	Bite & Claws & Breath Attack
Fire Drake	7a	5	30/1	2	Bite & Claws & Breath Attack
Biplane	6	2	15	3	Also: Triplane, monoplane
Throne	5	5H	40/2	3	
Skull	6	4H	30/1	4E	Bite Attack
Hang Glider	3	3	10	2	
One Man Dirigible	2	2H	15	3	
Gyrocopter	4	5H	15	4	
Archimedes Screw	3	4H	15	2	
Flying Machine	5	3	20/1	3	
Wind Board	4	4	10	2	Also: Surfboard
Cloud	1	1H	10	4	Insubstantial
Bicycle	2	4	5	2	
Saucer	5	5H	25/1	4	
Narwhale	3a	3	20	4	Horn Attack
Jellyfish	1a	2H	10	3	Poisonous Tentacles Attack
Skeletal Dragon	6	4	30/1	4	Bite & Claws Attack
Boulder	6	2H	40/2	4	
Raft	1	1H	10	4	
Sphinx	4a	3	30	3	Claws Attack
Pegasus	5a	4	20	2	Hooves Attack
Nightmare	6a	3	25	2	Hooves & Fear Attack
Beetle	5a	4H	20/1	4	
Squid	7a	2	20/1	3	Ink Jet Defense; Tentacle Attack
Nautilus	4a	3H	30/1	4	Tentacle Attack; Mesmerize Attack
Bird of Prey	6a	5	20	2	Beak & Talons Attack
Shell	4	4H	20/2	3	
Kite	4	3H	10	2	
Roc (Rukh)	5a	2	35	4	Beak & Talons Attack
Manta Ray	6a	4	25	3	Electrical Sting Attack
Wind Spider	5a	5	15	3	Web & Venomous Bite Attack
Flying Pig	4a	4	25	4	Gas Attack (Rear Arc)
Chimera	5a	4	30	2	Bite & Horn & Breath Attack
Peryton	7a	5	20	2	Horn & Claw Attack
Mini-Sub	4	2H	30/2	4E	Jules Vern Style
Cockatrice	4	4	15	2	Gaze Attack
Chariot	4	3	25/1	4	Also: Sled, Carriage, Wagon, Cart
Albatross	4	4	20	4	
Pterodactyl	5	4	20	3	Bite Attack
Plague Fly	5	5	15	2	Disease
Winged Tiger	5	3	30	2	Bite & Claw Attacks
Jabberwocky	4	2	25/1	3	Beak & Talon Attacks
Mechanical Bird	7	5	20/2	2	Beak Attack
Ornithopter	6	4	15	3	
Winged Centaur	5	4	15	2	Hooves & Hand Weapon Attack
Flying Unicorn	6	5	15	2	Hooves & Horn Attack
Steam Engine	3	2	35/2	4	

Type	Speed	Mnvr	Hits	Cap	Notes
Archaeopteryx	4	4	20	2	Beak Attack

- a** the mount is alive.
E enclosed rider.
H the mount can hover.

Hits column notation (x/x): Hits/Armor Cloud Mounts can only be damaged by elemental attacks. Wild and intelligent mounts do not require a rider.

Rider Race List

Race	Size	Speed	Mnvr	Hits	Notes
Human	1	-	-	10	
Elf	1	-	-	8	+1 on Tohit rolls; +1 spell
Dwarf	1	-	-	12	Hand Weapons +1 damage, Magic Resistance +1
Gnome	$\frac{1}{2}$	-	-	8	
Halfling	$\frac{1}{2}$	-	-	6	
Goblin	$\frac{1}{2}$	-	-	7	
Kobold	$\frac{1}{2}$	-	-	5	
Orc	1	-	-	10	
Lizardman	1	-	-	12	Armor +1
Zombie	1	-	-	12	Regenerate 1 Hit point per turn
Ogre	2	-	-	20	Armor +1, Initiative -1
Giant	3	-	-	30	Armor +2, Initiative -2
Hawkman	1	6	5	9	
Succubi	1	6	5	11	
Sprite	$\frac{1}{2}$	7	5	4	+1 spell
Demon	2	6	5	17	Armor +1
Gargoyle	2	4	5	16	Armor +3
Djinn	2	7	5	19	+3 Spells
Golem	2	-	-	25	Armor +3, Initiative -2
Simian	1	-	-	12	Hand Weapons +1 damage and +1 range
Catman	1	-	-	7	Dodge +1, Initiative +1
Beastman	1	-	-	12	
Forsyth	2	-	-	15	4 armed humanoids
Octopoids	1	-	-	8	+2 spells
Siren	1	-	-	6	Mesmerize attack
Naga	2	-	-	14	Sting attack
Imp	$\frac{1}{2}$	7	5	3	+1 spell
Mantis Man	2	-	-	13	Armor +1, Initiative +1, Claw Attack
Gremlins	1/4	-	-	2	Cannot use hand weapons

Size 1 flyers are normal size.

Size $\frac{1}{2}$ flyers are small size. Hand Weapons do -1 damage and get -1 range.

Size 2 flyers are normal size. Hand Weapons do +1 damage and get +1 range.

Size 3 flyers are normal size. Hand Weapons do +2 damage and get +2 range.

Each rider can hold/carry a fair number of hand

weapons/ items. A reasonable number of extra hand weapons can be stored on the mount. Riders may carry shields: Negate an attack that hits the rider on a roll of 1-2 on 1D6.

Riders may wear helmets: Armor +1 and Initiative -1. Leather Armor: Armor = 1, Chain Mail: Armor = 2, Plate Armor = 3

Rider Class List

Class	Notes
Knight	Fighter, Plate Armor, Hits +2D6

Class	Notes
Warrior	Fighter, Chain Armor, Hits +2D6, Initiative +1
Rogue	Hits +1D6, Dodge +2, Tohit +1, Initiative +1
Soldier	Hits +1D6, Fighter, Chain Armor, Dodge +1
Wizard	Spells +2D6, Magic Resistance +1
Cleric	Spells +1D6, Chain Armor, Hits +1D6
Barbarian	Fighter, Hits +3D6, Magic Resistance +1
Amazon	Fighter, Hits +1D6, Dodge +1, Initiative +1
Archer	Hits +1D6, Tohit +2

For Fighters hand Weapons do +1 damage.

Rider Experience Table

1	Hits +1D6
2	+1 damage with hand weapons
3	Initiative +1
4	Tohit +1
5	+1 Spell
6	Magic Resistance +1

1	Hits +1D6
7	Dodge +1
8	Mount gets +1 Speed
9	Mount gets +1 Maneuverability
10	Tough: Armor +1

Roll 1D10 on this table to beef up riders and make them extra heroic.

Superior Mount Table

1	Hits +1D10
2	Magic Resistance +1
3	Capacity +1
4	Speed +1

1	Hits +1D10
5	Maneuverability +1
6	Armor +1

Roll 1D6 on this table for meaner mounts.

Weapon List

Name	Range	Tohit	ROF	Dam	Ammo	Type	Notes
Acid Sprayer	4	+2	1	1	6	M	Acid
Gasser	3	+2	1	0	4	M	Gas
Stink Bomb	3B	-	1	0	1	B	Gas
Poison Dart	5	-2	1	0	6	H	Poison
Cast Net	3	-	1	0	1	H	Net
Weighted Net	1	+2	1	0	1	B	Net
Lasso	4	-	$\frac{1}{2}$	0	U	H2	Net
Mechanical Claw	2	-	1	0	U	M	Grab
Incendiary Bomb	1B	-	1	4	1	B	Fire
Hand Grenade	4	-	1	2	U	H	
Horn of Blasting	5	+2	1/2	1	U	H/M	Stun
Flame Thrower	5	+2	1	2	4	M	Fire
Fire Ball Gun	8	+2	1/3	3	U	M2	Fire
Lightning Globe Caster	7	+1	1/2	2	U	M2	Stun
Freeze Ray	6	+2	1	1	7	M	Freeze
Rocket	20	-1	1	9	1	M	
Trebuchet	19	-2	$\frac{1}{4}$	6	4	M3	
Scorpion	10	-	$\frac{1}{2}$	3	8	M	

Name	Range	Tohit	ROF	Dam	Ammo	Type	Notes
Ballistae	13	-	1/3	4	6	M2	
Short Bow	8	-	1	1	20	H2	
Long Bow	10	-	1	2	16	H2	
Great Bow	12	-	1	3	12	H2	
Arquebus	6	-	$\frac{1}{2}$	2	9	H2	
Catapult	15	-1	1/3	5	6	H2	
Bombard	17	-1	$\frac{1}{4}$	7	5	M3	
Swivel Gun	10	-	$\frac{1}{2}$	3	15	M	
Javelin	1/7	-	1	2	U/3	H	
Dagger	A/3	-	1	1	U/1	H	
Harpoon Gun	10	-	1/2	3	5	M	Grab
Trident	1	-	1	2	U	H	
Throwing Disk	5	-	1/2	1	R	H	
Thunder Hammer	A/5	-	1/2	2	U/R	H	
Boomerang	5	-	1/2	1	R	H	
Vortex Gun	12	+2	1/3	1D6	5	M2	
Blunderbuss	4	+1	1/2	1	6	H2	
Sniper Rifle	15	+1	$\frac{1}{2}$	2	9	H2	
Musket	8	-1	1	1	12	H2	
Hand Axe	A/5	-	1	2	U/2	H	
Gatling Gun	9	-	3	2	12	M2	
Star Caster	7	-	3	1	15	M	
Pelter	6	-	4	1	32	M2	
Needler	5	-	3	0	21	M	Poison
Crossbow Repeater	8	-	2	2	20	M	
Pellet Gun	7	-	2	1	14	M	
Dart Gun	6	-	1	2	10	M	Poison
Blow Gun	4	-1	$\frac{1}{2}$	0	7	H2	Poison
Goo Gun	5	+1	$\frac{1}{2}$	0	5	M	Web
Bag of Scorpions	2	-	1	0	1	H	Poison
Web Shooter	4	+1	$\frac{1}{2}$	0	6	M	Web
Net Gun	6	+2	$\frac{1}{2}$	0	5	M	Net
Ball and Chain	1	-	1	2	U	H	
Lance	2	-	1	3	U	H	
Pike	3	-	1	3	U	H2	
Spear	2/6	-	1	2	U/1	H	
Halberd	2	-	1	3	U	H2	
Sling	6	-1	$\frac{1}{2}$	1	9	H	
Sling Staff	8	-1	$\frac{1}{2}$	2	8	H2	
Bubble Projector	4	+1	1	0	6	M	Bubbles
Grappling Hook	5	-	$\frac{1}{2}$	1	1	H2	Grab
Inferno Bomb	1B	-	1	8	1	B	Fire
Boiling Oil	1B	+2	1/9	2	1	M	Fire
Circular Saw	1	-	1	3	U	M	
Chain Saw	1	-	1	2	U	M	
Blunt Ram	A	+1	A	2	U	M	
Piercing Ram	A	+1	1	3	U	M	Grab
Banshee in a Bottle	3	+4	1	1	U	H2	Stun
Shot Put	3	-	1	1	6	H	
Steam Cannon	14	-	1/6	6	5	M3	
Organ Gun	9	+2	$\frac{1}{4}$	2	5	M	
Tessla Coil	11	-1	1/3	3	U	M	Stun
Smoke Generator	1	-	1	S	20	M	Smoke

Name	Range	Tohit	ROF	Dam	Ammo	Type	Notes
Whip	2	-	1	1	U	H	
Cat-o-nine-tails	1	+1	1	2	U	H	
Bola	5	-	$\frac{1}{2}$	1	2	H	Net
Rocket Spear	13	-1	1/2	4	3	M	
Horseshoes	4	-	1	1	4	H	
Spore Caster	3	-	1	0	5	M	Spores
Balloon Mines	1	-	1	1	8	B	
Parachute Bombs	1	-	1	1	12	B	
Spit in the Eye	2	-2	$\frac{1}{2}$	0	U	-	Stun
Molotov Cocktail	3	-	1/2	2	3	H2	Fire
Flintlock Handgun	5	-	1	2	7	H	
Crossbow Pistol	4	-	1	1	9	H	
Sword (short HTH weapons)	A	-	1	2	U	H	
Onager	14	-1	$\frac{1}{2}$	1	14	M	
Jettison	4	+1	$\frac{1}{4}$	3	1	M	
Drill	1	-	1	2	U	M	

ROF Rate of Fire.

Ranges are in inches. If range is indicated by x/x the first value is hand-to-hand, the second is thrown.

B The weapon is a bomb.

U Unlimited Ammo

H Hand weapon (1 handed)

H2 Hand weapon (2 handed)

M Mounted weapon. Size =1

M2 Mounted weapon. Size =2

M3 Mounted weapon. Size =3

R Returns to Thrower

Spell List

Petrify- Range = 4. Target suffers 'Petrify' effect. Target may save.

Paralyze- Range = 4. Target suffers 'Paralyze' effect. Target may save.

Death- Range = 4. Target suffers 'Death' effect. Target may save.

Fear- Range = 4. Target suffers 'Fear' effect for 1D6 turns. Target may save at end of every turn.

Lightning- Range = 10. Damage = 3. Target suffers 'Stun' effect.

Fireball- Range = 6. ToHit +2. Damage = 4. Target suffers 'Fire' effect.

Disintegrate- Range = 4. Target suffers 'Death' effect. Target may save.

Web- Range = 4. ToHit +2. Target suffers 'Web' effect. Target may save.

Cold Blast- Range = 4. ToHit +2. Damage = 1. Target suffers 'Freeze' effect. Target may save.

Counter- Target incoming spell negated.

Reflect - Target incoming spell targets its caster.

Heal- Cast on self or friendly target within 1 inch. Target heals 3D6 lost hit points.

Deflect

- Pick new target for incoming spell.

Ice Shards- Range = 6. Get 5 attacks of Damage = 1 each.

Ice Ball- Range = 8. Damage = 2. Target suffers 'Freeze' effect. Target may save.

Illusions- Creates an imaginary flyer within 5 inches. Opponents in range attack illusion on a roll of 1-3 on 1D6. Illusion lasts until hit. Moves like mount it resembles.

Invisibility- Cast on Self or friendly flyer within 3 inches. Flyer is -3 to be hit. Invisibility lasts 1D6 turns or until flyer is hit.

Acid- Range = 2. ToHit +2. Damage = 3. Target suffers 'Acid' effect.

Flying- Cast on self or friendly rider within 1 inch. Target can fly for the rest of the battle. Speed = 4. Maneuverability = 3.

Gas Cloud- Creates a 3 inch diameter poison gas

cloud within 6 inches of caster.

Mesmerize- Range = 4. Target suffers 'Mesmerize' effect for 1D6 turns. Target may save at end of every turn.

Winds- Self or flyer within 5 inches gets acceleration +1D6 this turn.

Force Field- Self or flyer within 4 inches gets Armor +6 for 1D6 turns.

Curse- Range = 4. Target gets -1 to all rolls for the rest of the battle.

Blessing- Self or Range = 2. Target gets +1 to all rolls for the rest of the battle.

Teleport- Self or Range = 2. Move target to any location on the map. Tornado- 10 inches tall. 1 inch in diameter. Starts next turn within 5 inches of caster.

Can move 1D6 inches per turn. Caster controls movement. Lasts 1D6 turns. Mounts within 1 inch

take 1D6 damage.

Black Sphere- 1 inch in diameter. Starts next turn within 5 inches of caster. Speed = 4 Maneuverability = 3. Caster controls movement. Lasts 1D6 turns. Make Ramming Attack. If hit, flyers save vs magic or are annihilated.

Magic Items.

Items can take many forms: Weapons, armor, staves, wands, jewelry, rings, etc. Power items: Mimic a spell and have 1D6 charges. Personal items: Mimic a result of the rider experience table. Work continuously.

Maneuverability	Level	MTR
Very Poor	1	4
Poor	2	3
Average	3	3
Good	4	2

The MTR is the number of hexes the flyer must move forward before turning 1 hex face. All Mounted Weapons have a firing arc of 60 degrees. Flyers in adjacent hexes are considered to be at range = 1 or adjacent depending on the attack mode of the attacker.

Optional Rules: Two-dimensional Play

Ignore Climb, Dive, and Altitude stats and rules. For bombing purposes, if 2 flyers occupy the same

Obstacles

Clouds- Block line of sight. Determine diameter and height.

Winds- Increase acceleration +1 in one direction and decrease it in the opposite direction.

Rain- No fire results. All ToHit rolls at -1.

Solid Earth- Mountain Peaks, Cliffs, Towers, Floating Cities, Bridges.

Larger Flyers- Ships, Barges, Leviathans, Ancient Dragons, Hulks

Optional Rules: Hex Maps

Convert inches into hexes. Replace the Turn Radius stat with the MTR (Move Turn Ratio) stat.

Maneuverability	Level	MTR
Very Good	5	2
Very Good-2	6	1
Very Good-3	7	1
Very Good-4	8	$\frac{1}{2}$

space, the flyer that entered the space last is considered to be at the higher altitude. Otherwise, consider all flyers and obstacles to be at the same altitude.

Sample Scenario: Wizards Run

A small group of Adventurers on a quest are ambushed by motley band of Sky Pirates. The wizards get a minor victory if they make it off the end of the map.

The Wizards Flyers

Rider	Ezerus the Arcanus
Class	Wizard Race: Human, Spells: 5
Items	Hail Machine (Ice Shards, 6 charges), Dragon Scale Suit (Armor = 5)
Mount	Flying Machine with Lightning Globe Caster

Rider	Sheva the Enchantress
Class	Wizard, Race: Sprite, Spells: 3
Items	Wand of Illusions (Illusions, 3 charges)
Mount	Butterfly with Web Gun

Rider	Favian the Adept
Class	Knight, Race: Human
Items	Sword, lance and shield
Mount	Chimera with Horn of Blasting

Rider:	Lobo
Class:	Warrior, Race: Lizardman
Items:	Spear and Shield
Mount:	Pterodactyl with Weighted net and Pellet Gun

Rider:	Grock
Class:	Rogue, Race: Beastman
Items:	Whip
Mount:	Bat with Flame Thrower

The Sky Pirates Flyers

Rider:	Captain Churl
Class:	Warrior Race: Orc
Items:	Hand Axes and Lasso

Co-pilot	(Gunner/Loader): Mawgi
Class:	Soldier, Race: Kobold
Items:	Hand Grenades and Daggers
Mount:	Flying Pig with Catapult

Rider:	Scagg
Class:	Archer, Race: Goblin
Items:	Short Bow
Mount:	Dragon Fly





Fantasy Heroes

Introduction

Card Game. Fantasy conquest made simple.

The Decks

There are 2 decks, the Territory deck, and the Battle deck. The Territory deck has 15 cards. There are 5 types of territories: Castles, Mountains, Towers, Forests, and Swamps.

The Territory deck has 3 cards of each. The Battle Deck has 60 cards. There are 4 types of Battle cards: Heroes, Minions, Artifacts, and Spells.

The Battle Deck has one of each of the cards listed in the Card Lists under these four headings.

Objective

Control all of the territory cards.

Setup

Each player gets 4 territory cards dealt randomly from the territory deck. After setup the territory deck is no longer used. All players draw a card from the battle deck. The player who draws the highest BV or AV score goes first. The next highest goes second, and so on. Redraw in case of ties.

Each player starts with 7 cards.

Turn Sequence

Players take turns. Each turn has 2 phases:

1. Draw Phase
2. Attack Phase

Draw Phase

Draw 3 cards. You may have a maximum of 7 cards in your hand. If you ever have more than 7 cards at the end of a phase, discard the excess cards.

Territory Card List

Name:	#
Castle	3
Mountain	3
Forest	3

Name:	#
Tower	3
Swamp	3

If the deck runs out, shuffle the discard and continue play.

Attack Phase

If you have a hero in your hand you may attack. If you don't want to attack you may skip this phase. If you want to attack, pick one of your opponents territories to be the target of your attack.

Play one of your heroes face up on the table. You may also play one artifact card. You may also play one or more Minion cards whose territory matches that of the attacking hero.

For example: A barbarian may have a Giant as a minion, but not a vampire. You may also play one or two spell cards if allowed. Each hero has a spell level of 0, 1, or 2. This is the number of spells the hero may cast during the battle.

Add up the AV (Attack Value) of the Hero plus the BV (Battle Value) of all his minion, spell, and artifact cards. This is the "Total Attack Score." The Defender may play a Hero. The Defender may play one artifact card, only if he played a hero. The Defender may also give his hero spells according to the heroes spell level.

The Defender may play Minion cards that match his heroes territory and the territory that is being attacked. The Defender may play Minion cards that match his territory that is being attacked even if he does not play a hero. Attacker and Defender may continue playing cards until they both pass.

Add up the Defenders BVs and DV (Defense Value) to get a "Total Defense Score." Compare the total scores of the attacker and the defender. If the Attackers Score is higher, he gets to keep the territory card, and draws 2 cards. If the Defenders Score is equal or higher he keeps his territory card and draws 3 cards.

All cards played during the battle on both sides are discarded.

Hero Card List

Name	Territory	AV	DV	Spells	Notes
Knight	Castle	1	5	0	Castle Minions get +1BV
Priest	Castle	1	1	2	negate 1 spell cast by opponent during battle.
Cleric	Castle	1	3	1	+3 BV versus Swamp Minions
Barbarian	Mountain	6	3	0	Cannot use Artifacts
Warrior	Mountain	4	4	0	
Shaman	Mountain	3	1	1	Mountain Minions get +1BV
Druid	Forest	1	3	1	Forest Minions get +1BV
Ranger	Forest	2	4	0	+3 BV when battle at Forest
Enchantress	Forest	1	1	1	Control 1 enemy minion before totals compared.
Wizard	Tower	1	1	3	
Sorcerer	Tower	3	1	1	The Sorcerer may use one non-tower minion.
Rogue	Tower	3	3	0	Steal 1 random card from opponents hand when played.
Warlock	Swamp	1	3	1	+3 BV versus Forest Minions
Necromancer	Swamp	1	1	2	Swamp Minions get +1BV
Lich	Swamp	3	1	1	+3 BV when battle at Swamp

Minion Card List

Name	Territory	BV	Special
Peasants	Castle	1	+1 BV if Defending Castle
Archers	Castle	2	+1 BV if Defending
Pikemen	Castle	3	+1 BV if Defending, -1 BV if Attacking
Griffins	Castle	4	
Archangel	Castle	5	+1 BV versus Swamp Minions & Heroes
Goblins	Mountain	1	Discard a card to get +1 BV
Orcs	Mountain	2	+1 BV if Attacking
Ogres	Mountain	3	
Trolls	Mountain	4	
Giant	Mountain	5	+1 BV if Defending Mountain
Pixies	Forest	1	Hero gets +1 Spell Level
Elves	Forest	2	Hero gets +1 Spell Level
Dwarves	Forest	3	+1 BV versus Mountain Minions
Unicorns	Forest	4	Hero gets +1 Spell Level
Dragon	Forest	5	Opponent must discard one random card
Gnomes	Tower	1	+1 BV if Defending Tower
Myrmidons	Tower	2	
Golems	Tower	3	Negate one of opponents spells
Djinn	Tower	4	Hero gets +1 Spell Level
Demon	Tower	5	+1 BV if Attacking
Skeletons	Swamp	1	
Zombies	Swamp	2	
Swarm	Swamp	3	Destroy level 1 Minion
Wraiths	Swamp	4	+1 BV at Swamp
Vampire	Swamp	5	+1 BV versus Castle Minions

Notes: When played the swarm destroys one opposing minion of BV=1

Artifact Card List

Name	BV	Notes
Rune Staff	5	Draw one card when played
Celestial Sword	4	AV +1
Titans Armor	3	DV +1
Spell Shield	2	Negate one of opponents spells during battle
Ring of the Magi	1	Hero gets +1 Spell Level

Spell Card List

Name	BV	Effect
Bless	0	All of your minions get +1 BV
Cone of Cold	2	Opponent must discard one random card.
Lightning Bolt	3	Destroy opponents Artifact.
Fireball	3	All of your opponents Minions are -1 BV
Disintegrate	5	
Illusions	X	X = 1+ Casters spell level
Invisibility	3	
Petrification	0	Destroy one of opponents Minions.
Charm	0	Take control of one of opponents Minions.
Cataclysm	0	Destroy all Minions in battle so far.
Scrye	0	Look at opponents hand.
Fortune	0	Draw 3 cards.
Summon	0	During battle use any Minion card in your hand.
Wall of Fire	0	Your opponent may not attack you on his turn.
Fly	0	You may make a second attack this turn.

Notes: Play Fly after your first attack, if you have a second hero ready. Play Wall of Fire at the beginning of your opponents attack phase. Play Scrye and fortune at any time.

Designers Notes

For a short game, let the winner be the player with the most territories when the deck runs out.





Fantasy Microcosm

Introduction

Card game for 2-4 players. Fantasy Theme. Tit-for-Tat Card-combo mechanisms.

Victory

Have the most points at the end of the game. If tied, just argue about it. . . forever.

The Deck

Players share a common deck of 60 cards.

Card Types

There are 5 card types:

- C** Character
- H** Holding
- G** Group
- E** Event
- T** Thing

Card Subtypes

Spells = Some Events are identified in their notes as spells.

Card Descriptions

The top left corner states the card type. The top right corner is the card's point value. The upper half is an illustration.

In the middle is the card name. At the bottom is the card combo/ability notes.

Card Abilities

Cards have 1 of 2 types of abilities: When played: These activate as soon as the card is played. Combo: These cards are worth more points if you have the indicated cards in your Fief at the end of the game.

Setup

Shuffle the deck. Each player draws 2 cards. The oldest person goes first.

Play proceeds clockwise.

Turn Sequence

Players take turns. On your turn, draw 1 card from the deck and play 1 card from your hand. When you play a card place it face up in front of you on the table.

If the card has a non-combo ability this gets used immediately. All the cards in front of you are known as your Fief.

Hand Size

At the beginning and end of your turn, you will normally have just 2 cards in your hand. However several cards have as their ability: Draw 1 Card. (Do this immediately when played) This effectively increases your hand size by 1 for the rest of the game until the End game when you will play all the remaining cards in your hand.

End Game

When the last card is drawn shuffle the discard and draw from it. When there is no deck or discard left, players continue taking turns, playing one card at a time from their hands until all cards are played.

Discard Pile

Cards only ever go into the discard pile when another card sends them there. These cards eventually return to play in the end game.

Steal Ability

When played take the indicated type card from your opponent's Fief and put in your Fief. Important note: When you steal a card, you don't get to use its "when played" ability. You do however still get to make combos with it.

Discard Ability

When played take the indicated type card from your opponent's Fief and put in the discard.

Slay Ability

Like the discard ability except it targets a specific card or two. If the targets are not present nothing happens. If they are present, they are discarded and the owner of the Slayer card gets 2 points (use counters) per target card discarded.

Basic Combo Cards

These give a bonus if you have both cards in your Fief. Place them adjacent so you don't miss any in end game scoring. Note that all Basic combos give the card stating the combo a final score of five.

Super Combo Cards

These are the ones that give you 1 extra point for every 2 cards you have of an indicated type. Round up for this. The Most points you can receive from one of these cards is 10.

Most Of Combo Cards

These require you to compare numbers of types of cards between you and your opponents. If you are tied for most, you get the bonus.

End Game Scoring

It is recommended you use tokens or markers to help tally for final scores. Final scores are based on all the cards in your Fief and the combos they make.

Medieval Fantasy Microcosm

This deck may be shuffled together with the Medieval Microcosm deck for a longer game. [Medieval Microcosm: A Medieval Smorgassboard](#) Medieval Microcosm





Fantasy Skirmish

Introduction

Board & card game for 2 players. Battle between two Fantasy Armies. Abstract skirmish level combat.

Each figure represents a single hero, monster, or unit.

Victory

You win if you kill all opposing units with Leadership Skill.

The Map

Use an 8x8 chessboard.

Figures

Use chits or miniatures to represent units.

Armies

Pick which type of army you want. Currently available choices include: Dwarves, Orcs, Goblins, Elves, Feudals. Future additional lists may include: Barbarians, Undead, Hobgoblins

Building Your Army

Each Figure has a cost value. A standard army will be worth 150 points. An Army must include a Leader.

A standard army must have 16 figs.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a 90 card common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Fate Phase Move Phase Attack Phase

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal. Units cannot move through other units. "Knight" type move cards allow a unit to move like a knight in chess.

The Knight move cards can only be used by units with a Move stat of 3+. Instead of moving just one unit in any direction, you have the option of moving up to three units forward the indicated number of spaces using a single move card.

Attack Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. The unit must have a Strength value equal to or greater than the value of the Attack card in order to use it.

Attacks can be diagonal or orthogonal. The attack can be at a range equal to or less than the range stat of the attacking unit. Units with ranged attacks cannot attack over (through) other units.

Each attack does one point of damage. A unit reduced to zero Hits is killed and removed from the board. Your opponent may play Defense cards to negate your attack.

A unit that becomes immobilized cannot move, attack, defend or use SA's.

Special Abilities

Most units have one special ability (SA). Discard a SA card to have a unit use its special ability. Some SA's do not require a SA card to be discarded.

Spells

A unit as its special ability may know one or more spells. Before the game starts, pick which spells the unit knows. Spells must be picked from that races Spellbook list.

To cast a spell, just discard a SA card.

Common Deck Card List Notation

M Movement

A Attack

D Defense

N Negate Move

SA Special Ability

Str Strength

Number of that card in the deck

Type Purpose of card

Common Deck Card List

Card Name:	#	Type	Notes
Move 1	10	M	move unit exactly 1 space
Move 2	8	M	move unit exactly 2 spaces
Move 3	6	M	move unit exactly 3 spaces
Move 4	4	M	move unit exactly 4 spaces
Move K	2	M	move unit as a Knight
Attack 1	8	A	unit with Strength 1+ may attack
Attack 2	7	A	unit with Strength 2+ may attack
Attack 3	6	A	unit with Strength 3+ may attack
Attack 4	5	A	unit with Strength 4+ may attack
Attack 5	4	A	unit with Strength 5+ may attack
SA	20	SA	Unit may use its Special Ability
Defend	5	D	Negate Attack card played by opponent
Negate	5	N	Negate Move card played by opponent

Unit Special Abilities List

Attack = The unit may discard a SA card (instead of an Attack card) to make an attack. **Shield** = The unit may discard a SA card (instead of a Defense card) to negate an attack on itself. **Martyr** = The unit may discard a SA card to take the damage directed at an adjacent unit.

Slay The unit does 2 points of damage instead of one. **Leadership** = All adjacent units get a Strength value of +1. **Berserk** = The unit may make an additional attack each turn. **Spells (X)** = The unit knows X number of spells.

Throw = The unit may discard a SA card to make an attack of a range of exactly = 2. **Explode** = The unit may discard a SA card to kill itself and do 1 damage to all adjacent units. **Regeneration** = The unit may discard a SA card to regain one lost hit.

Scout = If adjacent to an enemy unit, the unit may discard a SA card to look at your opponents hand. **Indirect Fire** = The unit may make ranged attacks over other units. **Trample** = The unit may continue to move after attacking.

Ride The Unit may move twice per turn

Net Target of range = 2 is Immobilized for 3 turns.

Dwarf Army List

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
9	Troll Slayer	2	2	1	3	Slay
11	Giant Slayer	2	3	1	4	Slay
8	Crossbows	2	1	3	2	None
10	Gunners	2	1	3	3	Attack
7	Clansmen	2	1	1	2	Shield
7	Axers	2	1	1	2	Throw
8	Berserkers	2	1	1	3	Berserk
7	Runner	3	1	1	1	Scout
9	Longbeards	2	1	1	2	Leadership
7	Hammers	2	1	1	2	Attack
8	Shield Bearers	2	2	1	1	Shield, Martyr
12	Champion	2	3	1	4	Attack
12	Dwarf Lord	2	3	1	3	Leadership
10	Rune Lord	2	2	1	2	Spells (3)
14	War Machine	4	4	1	4	Trample
7	Powder Keg	3	1	1	1	Explode
6	Adept	2	1	1	1	Spells (1)
11	Steam Cannon	1	1	5	3	Indirect Fire

Dwarf Spell Book

Spell	Notes:
Thunder	Attack with range of exactly = 4
Stone Skin	Self or adjacent unit gets Shield Ability for 4 turns
Mend	Restore one lost hit to self or adjacent unit
Sharpness	Self or adjacent unit gets Attack Ability for 4 turns
Lore	Look at next 7 cards in the deck
Petrify	Range = 4. Target immobilized for 4 turns
Stone Rain	Indirect Attack with range of exactly = 4

Orc Army List

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
9	Assassin	3	2	1	2	Slay
9	Archers	3	1	3	1	Attack
7	Scimitars	2	1	1	2	Attack
9	Spy	4	1	1	2	Scout
15	Chieftain	3	3	1	4	Leadership
10	Shaman	2	2	1	3	Spells (3)
6	Hedge Wizard	1	1	1	1	Spells (2)
11	Boar Riders	4	2	1	2	Ride
7	Spears	2	1	1	2	Throw
6	Clubbers	2	1	1	1	Martyr
16	Ogre	3	4	1	5	Throw
13	Troll	3	3	1	4	Regenerate
10	Catapult	1	1	5	2	Indirect Fire
10	Black Orcs	3	2	1	3	None
11	Champion	3	3	1	3	Berserk
10	Half Orcs	3	1	3	2	None
7	Guards	2	1	1	2	Shield
8	War Drums	1	1	1	1	Leadership

Orc Spell Book

Spell	Notes:
Blood Rage	Self or adjacent unit gets Berserk Ability for 4 turns
Fire Ball	Attack with range = 4
Reattach	Self or adjacent unit gets Regenerate Ability for 4 turns
Curse	Range = 3. Target cannot use SA's and is -1 to Move stat for 8 turns
Poison	Self or adjacent unit gets Slay Ability for 4 turns

Goblin Army List

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
8	Raiders	3	1	1	2	Attack
9	Grenadiers	2	1	2	3	Explode
6	Irregulars	2	1	1	1	Martyr
9	Witchdoctor	2	1	1	1	Spell (3)
9	Alchemist	2	1	2	1	Spell (2)
7	Spearchuckers	2	1	1	2	Throw

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
8	Fanatics	2	1	2	2	Berserk
9	Shortbows	3	1	3	1	Indirect
10	Gob Lobber	1	1	5	2	Indirect
12	Wolf Riders	4	2	3	2	Ride
10	Hero	3	2	1	3	Attack
11	King	2	2	1	2	Leadership
7	Cut Throat	3	1	1	1	Slay
11	Rocket Launcher	1	1	5	3	Explode
11	Bugbears	3	3	1	3	Attack
6	Net Casters	2	1	1	1	Net
7	Infantry	2	1	1	2	Attack
7	Scouts	3	1	1	1	Scout

Goblin Spell Book

Spell	Notes:
Summon Goblin	Put an irregular into play adjacent to caster
Poisons	Self or adjacent unit gets Slay Ability for 4 turns
Instability	Self or adjacent unit gets Explode Ability for 3 turns
Evil Eye	Attack with range of exactly = 3
Hex	No unit may enter target empty square for 5 turns
Amulets	Self or adjacent unit gets Shield Ability for 4 turns
Warflame	Self or adjacent unit gets Leadership Ability for 3 turns

Elf Army List

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
13	Rangers	3	2	4	3	Slay
10	Warriors	3	2	1	3	Attack
10	Unicorn	4	1	1	3	Ride
13	Elf Lord	4	2	1	2	Leadership
10	Arch Mage	2	1	1	1	Spell (4)
7	Mage	2	1	1	1	Spell (2)
12	Arch Druid	3	2	1	2	Spell (3)
6	Druid	2	1	1	1	Spell (1)
9	Riders	4	1	1	2	Ride
9	Guardians	2	2	1	3	Shield & Martyr
11	Hunters	3	1	3	2	Indirect & Scout
11	Archers	2	1	4	3	Indirect
7	Spears	2	1	1	2	Throw
9	Scout	3	1	3	1	Scout
7	Swords	2	1	1	2	Attack
10	Ballista	1	1	5	3	None
11	Warrior Maiden	3	1	1	2	Leadership
13	Treant	2	4	1	5	Shield
11	Great Eagle	4	1	1	2	Fly, Ride, & Scout

Elf Spell Book

Spell	Notes:
Tangle Roots	Range = 4. Target immobilized for 4 turns
Healing Ways	Restore one lost hit to self or adjacent unit
Energize	Self or adjacent unit gets Berserk Ability for 4 turns
Tree Meld	Self or adjacent unit gets Shield Ability for 4 turns
True Aim	Self or adjacent unit gets Attack Ability for 4 turns
Wild Winds	Negate Attack made against self or adjacent unit
Vision Pool	Look at next 7 cards in deck

Feudal Army List

Cost	Unit Name	Move	Hits	Range	Str	Special Ability
7	Footmen	3	1	1	1	Martyr
6	Squire	3	1	1	1	None
14	Knights	4	3	1	4	Ride & Shield
10	Longbowmen	2	1	4	2	Indirect
8	Archers	2	1	3	1	Indirect
9	Crossbowmen	2	1	3	2	None
11	Trebuchet	1	1	5	3	Indirect
10	Catapult	1	1	5	2	Indirect
13	King	4	2	1	2	Leadership
15	Nobles	4	2	1	4	Leadership
9	Wizard	2	1	1	1	Spells (4)
7	Magician	2	1	1	1	Spells (2)
8	Priest	2	1	1	1	Spells (3)
8	Halberdiers	2	1	1	3	Attack
7	Swordsmen	2	1	1	2	Attack
8	Shieldmen	2	2	1	1	Shield & Martyr
8	Pikemen	1	1	1	4	None
8	Rogue	3	1	1	1	Scout & Slay

Feudal Spell Book

Spell	Notes:
Crystal Ball	Look at opponents hand
Blessing	Self or adjacent unit gets Attack Ability for 4 turns
Holy Armor	Self or adjacent unit gets Shield Ability for 4 turns
Smite	Self or adjacent unit gets Slay Ability for 4 turns
Teleport	Self or adjacent unit transported to any empty Square
Lightning Bolt	Attack with range of exactly = 4
Haste	Self or adjacent unit gets Move +1 & Berserk Ability for 3 turns
Sanctuary	Negate Attack made against self or adjacent unit
Dispell	Negate Spell cast by opposing unit





Farmers

Introduction

Card game for 2+ players. Each player controls his own Farm.

Game End

The game ends when 1 or more players has 20+ points.

Winning

The player with the most points at the end of the game wins.

Points

Use change to keep track of points.

The Deck

Players share a common deck. There are 6 card types:

1. Crops
2. Animals
3. Markets
4. Setbacks
5. Improvements
6. Overheads

Card Set Available

[Click Here](#)

Resources & Permanents

Crop and Animal cards are called Resources. Crop, Animal, and Improvement Cards are Permanents. When put in play, they are placed face up in front of the Player that played (owns/controls) them.

They remain in play until a Setback card causes one of them to be discarded.

Events

Overheads, Markets, and Setback cards are Events. Markets cause all players to score points for specific Resource types in play. Setbacks cause a specific Resource card to be discarded (destroyed).

Overhead cards cause all players to lose Points for specific Resource types in play. Event cards are discarded when played.

Resource Limits

A Farm can have 5 Resource cards in Play. Each Improvement card in play allows an additional specific Resource card to be put in play.

Setup

Shuffle the deck. Each player starts with 10 Points. Each player is dealt 3 cards.

The youngest player goes first. Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 7 phases:

1. Farm Phase
2. Improvement Phase
3. Plant Phase
4. Setback Phase
5. Market Phase
6. Overhead Phase
7. End Phase

Farm Phase

Draw 1 card from the top of the deck & put it in your hand. If the deck runs out, shuffle the discard and draw from it. A player may pay 3 Points to draw an extra card once in this Phase on his turn.

Improvement Phase

You may put one Improvement into play on your farm. It costs 2 Points to put an Improvement card into Play.

Plant Phase

You may put one Resource card into play on your Farm. It costs 1 Point to put a Resource card into Play.

Setback Phase

You may play 1 Setback card. Setbacks cause a specific Resource card of an opponent to be discarded.

Market Phase

You may play 1 Market card. Markets cause all players to score points for specific Resource types they have in play. For example: Lets say you have the Cow & Goat cards in play.

Bob has the Cattle card in play. Carl has no "Hoof" Animals in play You play a "Milk" card: You get 4 points. Bob gets 2 points & Carl gets none.

Overhead Phase

You may play 1 Overhead card. Overheads cause all players to lose points for specific Resource types they have in play.

End Phase

Discard down to 4 cards.

Card List Notation

C Crops
A Animals
M Markets
S Setbacks
I Improvements
O Overheads

Common Deck Card List

Card Name:	Type	Notes:
Corn	C	Grain
Wheat	C	Grain
Tomatoes	C	Vegetable
Apples	C	Fruit
Watermelons	C	Fruit
Frost	S	Destroy 1 Crop
Drought	S	Destroy 1 Crop
Locusts	S	Destroy 1 Crop
Barn	I	+1 Animal
Silo	I	+1 Crop
Chickens	A	Birds, Eggs
Ducks	A	Birds
Cows	A	Hoof, Dairy, Cattle
Sheep	A	Hoof, Fabric
Goats	A	Hoof, Dairy
Pigs	A	Pork
Strawberries	C	Fruit
Cotton	C	Fabric
Fences	I	+1 Animal
Dogs	I	+1 Animal
Juice	M	Oranges & Apples = 2
Milk	M	Dairy = 3
Bacon	M	Pork = 3
Migrant Workers	M	Crops = 1
Wool	M	Sheep = 3
Cattle Drive	M	Cattle = 3
Turkeys	A	Birds
Oranges	C	Fruit
Poultry	A	Bird, Eggs
Heifers	A	Hoof, Dairy, Cattle
Steers	A	Hoof, Cattle
Hogs	A	Pork
Carrots	C	Tuber
Potatoes	C	Tuber
Bees	A	Insect
Cabbage	C	Vegetable
Grapes	C	Fruit
Grade A Eggs	M	Eggs = 3
Honey	M	Bees = 3
Meat	M	Animals = 1
Fall Harvest	M	Crops = 1
Wax	M	Bees = 2

Card Name:	Type	Notes:
Slaughter House	M	Cattle & Pork = 2
Hoof & Mouth Disease	S	Destroy 1 Hoof
Bird Flu	S	Destroy 1 Bird
Jelly	M	Grapes & Strawberries = 2
Bread	M	Wheat = 3
Tornado	S	Destroy 1 Improvement
Tractor	I	+1 Crop
Irrigation System	I	+1 Crop
Crop Duster	I	+1 Crop
Coop	I	+1 Bird
Beans	C	Legumes
Peanuts	C	Legumes
Fertilizer	M	Crops = 1
Growth Hormone	M	Animals = 1
Antibiotics	M	Animals = 1
Genetic Engineered Seeds	M	Crops = 1
Fox in the Coop	S	Destroy 1 Bird
Crop Rotation	M	Crops = 1
Fallow Field	S	Destroy 1 Crop
Textiles	M	Fabrics = 2
Bar-B-Q	M	Cattle & Pork = 2
Meat Packing Plant	I	+1 Animal
Pull Up Roots	M	Tubers = 2
Flood	S	Destroy 1 Crop
Vegetable Harvest	M	Vegetables = 2
White Meat	M	Birds & Pork = 2
Dairy Farming	M	Dairy = 3
Thanksgiving	M	Birds = 3
County Fair	M	Animals or Vegetables = 2
Pumpkins	C	Vegetable
Moonshine	M	Grain & Potatoes = 2
Fourth of July	M	Watermelons = 3
Stew	M	Vegetables & Tubers = 2
Pork & Beans	M	Pork & Beans = 2
Cattle Rustlers	S	Destroy 1 Cattle
Blueberries	C	Fruit
Water Bill	O	Pay 1 per Crop
Grandma's Pies	M	Apples, Berries, & Pumpkins = 2
Veterinarian Visit	O	Pay 1 per Animal
Baseball Season	M	Peanuts = 3
Maintenance	O	Pay 1 per Improvement





Farmers Of Ur

Introduction

Card game for 2-4+ players. Players each control a settlement in ancient Mesopotamia. Players are trying to be the first to develop their village into a full-fledged city.

This Honor belongs to the first player to build a Ziggurat.

Victory

The first player to accumulate 60 Tokens is the winner. If two players both go over 60 in the same turn, the player with The highest total number of Tokens wins.

Tokens

Tokens represent the manpower and materials needed to build the Ziggurats.

The Deck

Players share a common deck. There are 6 six main suites known as the Resource suites. The 6 Resource Suites:

1. Beer
2. Grain Crops
3. Fruits & Vegetables
4. Animals
5. Crafts & Materials
6. Knowledge

There are also three Minor suites:

1. Disasters
2. Prosperity
3. Structures

Setup

Each player is dealt a hand of 5 cards.

Turn Sequence

Each turn has 5 phases:

1. Harvest Phase
2. Disaster Phase
3. Trade Phase
4. Build Phase
5. Burial Phase

Harvest Phase

Each player is dealt 2 cards. If the deck runs out, shuffle the discard and draw from it.

Disaster Phase

Simultaneously, each player may play 1 Disaster card from their hand onto the Player to their left. A player struck with a disaster must discard 3 random cards from their hand. Instead of discarding 3 random cards, some special Resource cards can be Discarded to mitigate a specific type of Disaster.

Some Structure cards make you immune to certain Disasters. If the person to your right does not play a Disaster card on you, you may play (discard) a prosperity card to draw 3 cards.

Trade Phase

Players may trade the cards in their hands with each other. Players may make any sort of deals they want. There are no forced trades.

Limit Trade phase to 5 Minutes.

Build Phase

Players may make Melds from their hands. Melds are made using Resource cards from your hand. Melds are similar to Poker hand combinations.

Different Melds will earn different amounts of Tokens:

Meld	Tokens
5 Card Flush (All cards same Suite)	5
5 Card Straight (5 cards in Numerical Order)	7
5 Card Straight Flush	15
3 of a Kind (Same Number)	3
4 of a Kind	6
5 of a Kind	9
6 of a Kind	12

If you do not play a Meld, you may pay 5 Tokens to put one Structure card into play. Structure cards are placed face up in front of you and their beneficial effects last for the remainder of the game.

Burial Phase

Max hand size is 7 cards. Excess cards are discarded.

Card List

Card List Notation

B Beer
G Grain Crops
F Fruits & Vegetables
A Animals
C Crafts & Materials
K Knowledge
D Disaster
P Prosperity
S Structures
IBP Burial Phase Draw 1 card

Card Name:	Suite	Rank	Notes:
Fermentation	B	1	
Brewing	B	2	
Staple Beverage	B	3	
Gift of the Gods	B	4	
Yeast	B	5	
Malted Barley	B	6	
Liquid Currency	B	7	
Beer Hall	B	8	
Banquet	B	9	
Clay Jars	B	10	
Wheat	G	1	
Stored Seeds	G	2	
Porridge & Gruel	G	3	
Sow & Reap	G	4	
Bread	G	5	
Lentils & Chickpeas	G	6	
Baking	G	7	
Cereal Crops	G	8	
Millet & Sesame	G	9	
Surplus Grain	G	10	
Turnips & Beans	F	1	
Grapes & Wine	F	2	
Onions	F	3	
Dates & Figs	F	4	
Olives	F	5	
Garlic & Spices	F	6	
Honey & Mead	F	7	
Nuts & Berries	F	8	
Herbs & Medicinals	F	9	Mitigate Epidemic
Apples & Plums	F	10	
Sheep & Goats	A	1	
Oxen	A	2	
Pigs	A	3	
Beasts of Burden	A	4	
Geese & Ducks	A	5	
Selective Breeding	A	6	
Hunting	A	7	
Fish & Shellfish	A	8	
Domesticated Livestock	A	9	

Card Name:	Suite	Rank	Notes:
Cattle Herding	A	10	
Pottery	C	1	
Metal Working	C	2	
Carts & Wagons	C	3	
Woven Baskets	C	4	
Wool & Flax	C	5	
Leather & Hides	C	6	
Weapons & Tools	C	7	
Brick Making	C	8	
Glass Blowing	C	9	
Jewelry	C	10	
Writing & Scribes	K	1	
Accountancy	K	2	
Calendar	K	3	
Bureaucracy	K	4	
Military	K	5	
Architecture	K	6	
Religion	K	7	Mitigate Unrest
Priesthood	K	8	
Mythology	K	9	
Dynastic Kingship	K	10	
Drought	D	-	
Flood	D	-	
Failed Crops	D	-	
Epidemic	D	-	
Marauding Army	D	-	
Famine	D	-	
Unrest	D	-	
Good Harvest	P	-	
Conquest	P	-	
Holiday	P	-	
River Trade	P	-	
Granaries	S	-	Hand Size +1; Immune to Failed Crops
Storehouses	S	-	Hand Size +1; Immune to Famine
Irrigation Canals	S	-	Hand Size +1; Immune to Drought
City Walls	S	-	Hand Size +1; Immune to Marauding army
Reclaim Marshlands	S	-	IBP & Discard 1 card
Temples	S	-	IBP Keep it if it's a Knowledge Card
Bakeries	S	-	IBP Keep it if it's a Grain Card
Breweries	S	-	IBP Keep it if it's a Beer Card
Markets	S	-	IBP Keep it if it's a Craft Card
Good Pasture	S	-	IBP Keep it if it's a Animal Card
Orchards	S	-	IBP Keep it if it's a Fruit/Veg Card

City Identity

At the Beginning of the Game each player chooses the identity of a different city. The Cities are: Ur, Uruk, Larsa, Eridu, Kish, Nippur, and Lagash.

Knowledge card.

Ur

Patron Deity: Nanna the Moon God. In Burial Phase The Ur player may draw 1 card and keep it if it is a

Uruk

Patron Deity: Inanna the Goddess of Love, Fertility, and Warfare. In Burial Phase The Uruk player may draw 1 card and discard 1 card.

Larsa

Patron Deity: Utu the Sun God. In Burial Phase The Larsa player may draw 1 card and keep it if it is a Grain card.

Eridu

Patron Deity: Enki the God of Crafts, Water, Intelligence, and Creation. In Burial Phase The Eridu player may draw 1 card and keep it if it is a Crafts card.

Kish

Patron Deity: Ninhursag the Earth & Mother Goddess. The Kish player has a hand size +1.

Nippur

Patron Deity: Enlil Lord of the Air, Heaven, and Earth. Structures only cost 3 Tokens for the Nippur player.

Lagash

Lagash was a city of many Gods & Great Kings. Every Meld made by the Lagash player earns 1 extra Token.





Farscape The Cardgame

by Peter Cobcroft

Introduction

Multi-player Card game. Space Opera / Sci-Fi theme. Warp / Euchre type Format.

Disclaimer

Farscape is a copyrighted, trademarked, licensed property. This is merely a fan site. Warning - this game contains spoilers for the entire series.

Objective

To have the characters with the highest scores by the time the series ends. The character with the highest score is deemed to be the 'star' of the series.

The Decks

There is one common deck to draw from.

Card Types

Character cards. Event cards. Character Exit cards.

Play Change cards.

Setup

Each player receives 5 cards. The player in the blackest clothing goes first. Play proceeds clockwise.

Turn Sequence

1. Draw a card
2. Play a card
3. Obey any special rules on a card

Game End

The game ends when the 'End of Season' card is played. Note - longer games can be played if four seasons are run. When the 'End of Season' card is played, reshuffle all cards and keep a running score.

Maximum Cards

A player may not have more than five cards in their hand at the beginning of their turn, unless the rules have changed.

Draw A Card

Unless the play rules have changed, a player only draws one card from the deck. If there are no cards left to draw from, reshuffle the discard pile and keep going.

Play A Card

Unless the play rules have changed, a player only plays one card from their hand. They may play it to the active area in front of them, or they may discard the card to the discard pile. Character cards are placed in front of the player whose turn it is. Event cards are placed on top of Character Cards and add to the score of the Character Card, they may also be played on other Event cards for a cumulative effect. Event cards can be played on other player's Characters. If doing so decreases MH or PH to zero, then the character and all events for that character are immediately discarded.

Character Exit Cards are placed on top of all the Events of a particular Character (either yours or someone else's). Rotate the pile sideways - no further cards can be played on it. Character Exit cards can be played on another player's Character if legal. Play Change cards can never be discarded from your hand, and when played they take effect immediately. Place Play Change cards next to the discard pile, they are in effect until another card supercedes them.

Characters

A character, when played, usually starts with 2 Mental Health (MH), 2 Physical Health (PH) and usually 1 in another characteristic (C, T, R, A). If either MH or PH is reduced to zero, the character is out of the game. Take the Character card, and any Event cards played on that character and put them in the discard pile. Event cards usually increase one of a character's four scores - comedy, tragedy, romance or action. It is the sum of these scores that gives a character's final score. An Event card can only be played on another Event card or an un-Exited Character. Character Exit cards are played on a character so that they form a complete character journey, only when a character has had an Exit card played on them do they count towards your score when the game ends. Some Exit cards reduce your scores in certain attributes if they are played. If it reduces an attribute below 1, then it can not be played on that Character.

Legend**C** Character card**E** Event card**X** Character Exit card**P** Play Change card**Tr** Tragedy**Co** Comedy**Ro** Romance**Ac** Action**MH** Mental Health**PH** Physical HealthCharacter Descriptor Notes: Abbreviation -
Name:(Game Effect)Description:**H** Hunted: A group is actively chasing you.**E** Exiled: You may not go home.**B** Betrayed: You were betrayed by someone you trusted.**A** Authority:(+1 Tr)You once held a position of authority.**M** Mistrust:(+1 Tr)Other character mistrust you.**HA** Hidden Ally:One other character is loyal to you.**UM** Ulterior Motives:You have your own agenda.**N** Naive:(+1 Tr)You don't understand the universe as well as everyone else.**MU** Mentally Unstable:(+2 Tr, -1 MH) You suffer from a mental illness.**EU** Emotionally Unstable:(+2 Tr, -1 MH) You are childish.**Character Card List**

Name:	Description:	Notes:
Pa'u Zotoh Zhaan	Delvian Priest	H
Aeryn Sun	Ex-PeaceKeeper Commando	B, E
Ka D'Argo	Luxan Warrior	B
Chiana	Nebari Thief	E, H
Dominar Rygel XVI	Hynarian Royalty	E, A
Commander John Crichton	Human Scientist	E, N, H
Captain Bilar Crais	PeaceKeeper Captain	H, M, A
Scorpius	PeaceKeeper Special Ops	UM, A, HA, M
SikozuSvalaShantiSugaysiShanu	Kalish Biloid	UM
Pilot	Pilot	E, N
Joolushko Tunay Fento Hovalis	Interion Student Nave	N
Utu-Noranti Pralatong	Traskan Herbologist	UM
Stark	Banik Strykera	MU, UM
Jothee	Luxan Hybrid	EU, HA
Moya	Leviathan	E
Talyn	Leviathan Hybrid	EU, N, H
Lieutenant Braca	PeaceKeeper Officer	A, UM, HA
Commandant Mele-On Grayza	PeaceKeeper Officer	A, M

Character Exit Card List

Name	Description	Notes
Martyrdom	Zhaan (SIW:WFTW)	-3 Tr if not Hunted
Martyrdom	Crichton (IP:IA)	-3 Ro if not Exiled
Martyrdom	Crais (ITLD:WISC)	-3 Ac if not Mistrust
Martyrdom	Talyn (ITLD:WISC)	Any
Betrayed and killed	Aeryn (DMD)	-3 Ro if not Betrayed
Settled down with own species	Jool (WWL)	-3 Co if not Naive
Executed	Stark (TUT)	-3 Co if not Mentally Unstable
Running from awkward situation	Jothee (SAL)	-3 Ac if not Emotionally Unstable
Spiritual quest	Stark (F)	-3 Tr if not Ulterior Motives
Switch Sides	Sikozu (BT)	Any
Court Martialed	Grayza (WSS:LB)	-3 Ac if not Authority

Event Card List

Name	Description	Notes
Make friends w. useful skills	Crichton (P)	+1 Ac
Get secondhand equipment	-	+1 Ac
Unexpected holiday	Crichton (JC, TL), Aeryn (TL)	+1 Tr, +1 PH
Joyful anomaly	Crichton, Rygel, Chiana (TTLG)	+1 Co, +1 MH
Share personal tragedy	D'Argo (TGAS)	+1 Tr, +1 MH
Upgrade equipment	Crichton (TTBRC)	+1 Ac
Rescue unfortunate	All (BTBW)	+1 Ac
Start relationship	(PKTG, TF, OOTM, RA)	+1 Ro
Heal emotional damage	(TTS), AS(TC), Z(MTB), BC(FT)	+1 MH
Party	(LATP, SNS, WGFA)	+1 MH
Information on personal quest	(ACN, TL, AHR, THM, ITLD)	+1 Ac
Make friends of own species	(LATP,TF,VM,F,ACN,WWL,WSS:HTK)	+1 Ro
Enemy becomes useful ally	Crais (LGAM:PB), Scorpius (CBC)	+1 Ac
New power	Chiana (LT)	+1 Ac
Reunited with lover	Crichton (F)	+1 Ro
Training	(MAA)	+1 Ac, +1 MH
New ship	D'Argo (SAL), Crais (FT)	+1 Ac
Presumed dead is returned	(SOD, ACN, TFS)	+1 Tr
Stripped	Crichton (P)	+1 Co
Robbed	Crichton (P), Natira (LGAM)	+1 Tr
Make new enemies	JC (THM, LATP), Aeryn (P)	+1 Tr
Exploited	P(DNAMS), KD, Z(TGIFA), J(SNS)	+1 Tr
Disturbing anomaly	Crichton (AHR, TTLG)	-1 MH
Create personal tragedy	AS/JC(SAL,DWTB), C/KD(SOD)	+1 Tr, -1 MH
Lose loved one	JC(DMD), St(SIW:WFTW), C(TTS)	+1 Tr
Betrayed by rescuee	(BABABTTF, DR, ABL, F)	+1 Tr
Insanity	All (CDM)	-1 MH
Attacked by friend	J(EM), JC (TFAL, RA), KD (TFAL)	+1 Tr
Loved one becomes enemy	Aeryn (R)	+1 Tr
Mind read	(N, THM, WGFA, ISTFIA, THM)	+1 Co, +1 Tr
Captured	JC (often), (ISTFIA), AS(BHTB)	+1 Tr, +1 Ac
Tortured	JC(often), Sc(WSS:HTK), BC(THM)	+2 Tr, -1 PH, -1 MH
Psychological torture	JC (WGFA), BC (TOBM), Z (PIYW)	-2 MH
Betrayed	Crais (FT), All (FT)	+1 Tr
Possessed	JC(often), C (LT), BC (GEM)	+1 Tr, -1 PH
Dark secret revealed	Aeryn (TWWW)	+1 Tr
Dark secret faked	Aeryn (GEM)	+1 Tr
Spacewalking/trapped in space	(TGAS,FT,LATP:IDIT,GEM,DWTB)	-1 PH
Put on trial	Zhaan (R:U/DALD), All (TUT)	+1 Ac
Petrified	Crichton (LATP:IDIT)	-1 PH
Beheaded	Crichton (LATP:TMC)	-1 PH
Dismembered	Sikozu (CK, TS)	-2 PH
Time travel	JC(BABABTTF), All (DD,K)	+1 Co, +1 Tr, +1 Ac
Tested	Crichton (AHR), Crichton (UR)	+1 Ac
Cloned	D'Argo, Chiana, Crichton (EM)	+1 Co, +1 Tr, +1 Ro, +1 Ac
Dress in drag	JC (CBC, SNS), KD (CBC, UR)	+1 Co
Farting	Rygel (many episodes)	+2 Co
Vomiting	(LMST, LMST, TTLG, CBC)	+1 Co
Urination	Rygel (TGIFA), Crichton (OOTM)	+1 Co
Sneezing	All (BTBW, HOTR)	+1 Co

Name	Description	Notes
Spitting	R(P),JC(N),BC(THM),S(I,WSS:HTK)	+1 Co
Nosepicking	Rygel, Crichton	+1 Co
Mind control/Possession	(ABL, season 2, LT, APM)	+1 Tr
Self mutilation	KD(IET,TGAS,VM),C(TTS),Sc(rods)	+1 Tr
Jealousy	KD(season3),JC(GEM),BC(season2)	+1 Ro
Attempted suicide	Jool (EM)	+1 Tr
Fear	often	+1 Tr
Betrayal	R(FT),BC(FT, R),Sc(Promises)	+1 Tr
Hostage/Kidnapping	(ISTIA, LGAM:WFLT,WSS,WWL:R)	+1 Ac
Terrorism	All (ITLD)	+1 Ac
Murder	(DR,HOTR,THM,ABL,CDM,TWWW,APM)	+1 Tr
Euthanasia	Chiana (HOTR)	+1 Tr
Birth	Chiana/Moya/Talyn (FT)	+1 Ro
Child abuse	Scorpius (I)	+1 Tr
Drugs	(TGIFA,SNS,M),JC(DWTB,season4)	+1 Co
Massacre	Locals (DD)	+1 Ac
Inter species Sex	(LATP,AHR,M,SOD,I, LGAM)	+1 Ro
Same species Sex	JC (RIB), AS (TWWW), R(F)	+1 Ro
Adultery	D'Argo, Chiana, Jothee (SOD)	+1 Tr, +1 Ro
Carnal knowledge	(SOD, ACN, HOTR, K)	+1 Tr, +1 Ro, -1 MH
Fetish/Bondage	(LGAM:WFLT, WGFA)	+1 Ro, -1 MH
Group sex	(implied WGFA)	+1 Ro, +1 Co
Incest	Crichton/Leslie (implied WGFA)	+1 Tr, -2 MH
Rape	Rylana (I), (implied WSS:FA)	+1 Tr, -1 MH
Homosexuality/Bisexuality	(implied WGFA, OOTM), Chiana	+1 Co
Masturbation	(OOTM)	+1 Co
Prostitution	Chiana (implied, often)	+1 Tr
Nudity	Zhaan (P, TFAL), Crichton (P)	+1 Co
Specific trait emphasized	All (M)	Double highest stat of character

Play Change Card List

Name(Description)	Notes:
Body swap (All but JC(UR))	Move every un-Exited Character cards and events one player to the left
Body swap (All but Z(OOTM))	Move every un-Exited Character cards and events one player to the right
Wormhole (All (often))	Play reverses direction
Wormhole (All (often))	Play reverses direction
Quick Draw	Players now draw +1 cards per turn
Hidden Cache	Players now draw +1 cards per turn
Ambidextrous	Players now must play +1 cards per turn
Ambidextrous	Players now must play +1 cards per turn
Play whole hand	Players must play all cards in their hand per turn
Delete rule	Discard one Play Change card
Delete rule	Discard one Play Change card
Cliff Hanger (every season)	Hand size is reduced by 1
Cliff Hanger (every season)	Hand size is reduced by 2
Anticlimax	Hand size is now 7 cards
Virtual reality game	(Chiana, Crichton (JQ))*
End of Season	The season ends

- * Swap any of your un-Exited Characters for one other player's else's un Exited Characters, including all Events played on the characters.





Fast Game System

by *Gottardo Zancani*

(zak965@libero.it) version 0.1

FGS is a simple system to be used as a support for the skirmish miniature rules. The idea is quite simple: to provide a mechanism to make possible to move your figures without any ruler while keeping the special "feeling" of the 3-dimensional terrain. FGS is composed of two part: the Movement System and the Command System; both systems can be used independently: the Movement System can be easily introduced on every existing skirmish rule to allow an easy management of the figures on the 3- dimensional map. The Command System can be used to create non-deterministic sequences of play.

Movement System

Map

The map is composed of squares (sectors) - the dimension of each sector is free: it should be enough to accomodate some elements inside of it like trees, buildings and rocks. 15x15cm (6x6 inches) is a good candidate. The playing area is built with these sectors that will realize a simple coordinate system: your figure will be moved using the sector as movement unit. Typical sectors:

- empty (clear)
- big building area
- some small buildings
- rocks
- some trees
- rubbles Each element (tree, building) should be put on the sector so that you can be clearly distinguish from the other ones. Elements should be big enough to accomodate at least one unit or clearly too small to do it (these elements are only used to block the LOS: see the relative chapter for more details). Each sector has a base terrain (normally referred as "ground"): this terrain define the base cost for the movement. Each element will be defined in terms of movement cost (+/-MP to move on the terrain) and with the cover that it can provide (L=light/F=full). An element with cover F+ means that a unit can be completely hidden from this type of terrain. Counters/Figures Both figures and/or counter can be used (we will

use the term figure from now on): on each sector a figure will be positionned so that it's clearly on a terrain element or on the basic ground. The basic placement rule is: to be considered "on" a specific terrain a figure must be at least for the 50% of his base "inside" the element. With this rule in mind it's quite clear that the figures can only be:

- outside (in the basic terrain of the sector)
- inside/behind a specific element (if half of the figure base is touching the element).

Movement Basics

Each terrain has a base cost, typically

Type	Cost
Clear:	1MP
Rough/Rubble:	2MP
Trees:	2M

You pay the basic cost:

- every time you move inside a sector (repositioning the figure)
- when you move from an element to the sector where the element is located.

To calculate the movement cost when moving from sector to sector: - you spend 2M when moving orthogonally - you spend 3M when moving diagonally
Entering/Moving in/Using a terrain element:

- +1MP if the element provide Light Cover.
- +2MP if the element provide Full Cover.

Each figure has a number of MP: a good candidate is

- standard figure: 4/5 MP
- slow figure: 3MP
- fast figure: 5/7 MP
- very fast figure 8+ MP

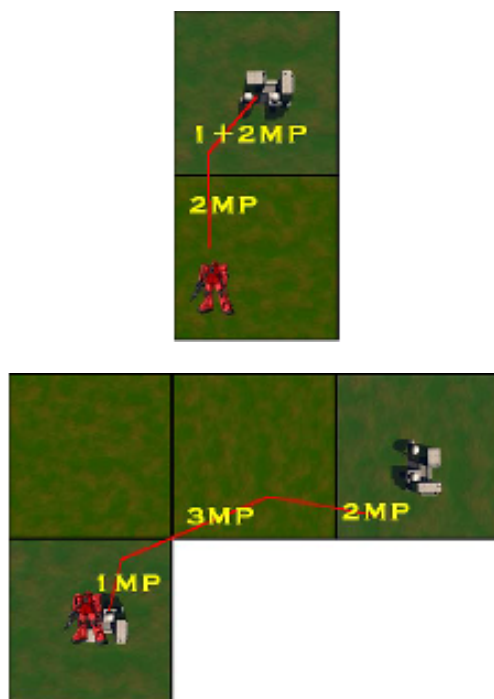
Using this numbers is quite easy to convert the MP of your skirmish rules to the FCS values

Movement Examples

Example1: a 5MP figure on a clear terrain sector can move North on the adiacent sector (2MP for the orthogonal move) and then take cover on a bulding providing Full cover (1MP for the base cost +2MP full cover terrain).

diagonally NE (3MP) and then move East (2MP).

Example2: a 6MP figure is on a building; it moves outside on the sector (1MP for the base cost) then move



Example3: a figure is right behind a structure (for LOS purposes). An enemy unit is now moved on an adjacent sector and gains a free LOS. The unit is moved

on the same sector on a different position behind the same building: the movement cost is 1MP.



Los (line Of Sight)

When you move a figure you should position his base so that is clear if the figure is on the ground or is inside a specific element. A figure on the ground (outside) can be positionned everywhere in the sector: the specific position on a sector doesn't change the movement costs, but is important for the LOS (Line of Sight). The LOS is used to determine which units can use a direct fire weapon against a specific target: LOS take in account the elements on the sectors that can "hide" the figures (example: buildings). The basic rule is: a free LOS exists if at least the 50% of the target figure can be seen from the center of the spotting unit.

Range

Range can be calculated using the rulers (in the LOS determination process) or you can use a simpler approach:

- short range: same sector
- medium range: 1 sector of distance
- long range: 2-3 sectors of distance

Command System

The command system can be introduced on nearly every skirmish rule to create a nondeterministic sequence of play. The basic idea is simple: use a deck to determine your pool of command points and then spend this points to activate some of your units. The command is managed using a deck containing:

- Action cards (1-3pts) used to move your units
- Control cards (1-3pts) used to fire/rally your units
- Specials Action and Control cards are also referred as Command cards: Specials are played to modify a specific event (normally the fire process). The "hand" of each player is normally of 6 cards: these represent the overall command capability for the current turn; depending on the Leader quality (see below) the hand size could be different. You can play 2 Action and/or Control cards in your turn. The played cards determine the total AP (action points) and CP (Control points) for this turn. At the end of your adversary turn the hand is refilled. The AP and CP are spent to activate your units AP CP Command 1 - half move (no restriction) 1 - full move but the unit

cannot take cover 1 1 full move (no restriction)
 2 - full move (no restriction) - 1 short range fire
 (not heavy weapons) - 1 emergency fire (not heavy
 weapons) - 1 reaction fire - 2 full fire (including
 heavy weapons) for any unit in phase - 1 full fire
 (including heavy weapons) for a unit - in Oppor-
 tunity Fire mode 1 - remove pinned marker - 1
 remove pinned marker - 2 rally - 1 put unit in
 Opportunity Fire mode

Unspent AP and/or CP are kept until the begin-
 ning of your next turn (used to trigger the opportu-
 nity/reaction fire). Emergency fire is a medium/long
 range fire with less control (efficiency) and is executed
 in your phase. Reaction fire is conducted against an
 enemy unit advancing in your sector (only) during your
 adversary turn. In both cases a negative modifier is
 applied to the defender fire. In contrast, a unit in Op-
 portunity Fire mode can fire without any modifier at
 any range (no restrictions). Designer note: with this
 numbers it's easy to calculate that in the best case
 only 2-3 units will be able to be fully activated. When
 playing with 10+ units you probably need to adjust the
 number of playable cards.

A candidate standard deck composition is the fol-
 lowing:

- 4x Action cards (3pt)
- 8x Action cards (2pt)
- 12x Action cards (1pt)
- 4x Control cards (3pt)
- 8x Control cards (2pt)
- 12x Control cards (1pt)
- 2x Precision (the target attacking unit gain a
 bonus on the "to hit" roll this turn)

- 2x Critical hit (the target attacking unit gain a
 bonus to the "damage roll" this turn)
 - 2x Defensive manœuvre (the target defending a
 bonus on the "to hit" roll this turn)
 - 2x Superficial Hit (the target defending unit gain
 a bonus to the "damage roll" this turn)
 - 2x Weapon Malfunction (the target enemy figure
 cannot fire this turn)
 - 2x Initiative (you can play an additional Com-
 mand card in your turn)
 - 2x Incomplete Order (your adversary can play 1
 less Command card this turn)
 - XX FOW cards (see the leader chapter)
- Other possible Special Cards ideas
- Coordination (2 units can fully move spending
 only 2MP)
 - Fire Group (2 units can fully fire spending only
 2MP)
 - Run (a unit gain 2MP this turn) Unexpected Diffi-
 cult terrain (a unit has -2MP this turn) LEADERS
 The specific leader capabilities are reproduced
 with three different mechanisms:
 - different hand size (+/- 1 card)
 - Fog of War (FOW) cards
 - different deck composition for the two players
 FOW cards are simply cards with no effect that
 you can play in your turn (no points are gained)
 or keep in your hand. Depending on the leader
 quality you can add a variable number of FOW
 cards to the relative deck
 - standard leader: 4 FOW cards
 - poor leader: 8 FOW cards (-1 hand size)
 - very good leader: 2 FOW cards and +1 hand size





Federation

Introduction

Star Trek Theme. Module for the [Warp Empires: Basic Rules System And Campaigns](#) Warp Empires system. You must use the Warp Empires system to play this game.

Dice

Six-sided dice are needed in this scenario.

Map

Over half the territories are empty space. Revenue generating spaces are planetary systems. Other territory types include: Supernovas: No entry possible. Nebulas: Ships must stop upon entering. Worm Holes: Allow instant transport to other Worm Holes.

Victory

You win if you control over 60% of the systems on the map.

Races

Each player picks a race: United Federation of Planets Klingon Empire Romulan Star Empire Ferengi Alliance Cardassian Union Borg Collective

Setup

Each player starts with a Homesystem with 10 random units.

1D6	Consequence:
1-3	The Exploring stack is destroyed.
4-5	The Exploring stack must retreat.
6	Roll again plus if there was a Minor Race Present, it is destroyed.

A system cannot be controlled by diplomacy or conquest if it has an unresolved Enigma. If the stack is destroyed the Enigma remains and must be faced again. If the Enigma is solved, it goes away forever.

Diplomacy Phase

Include a Diplomacy phase after Enigma phase. If the newly explored planet has a Minor Race roll 1D6. On a roll of 6 or better, the race willingly joins your

Units & Action Deck

Players share a common Action deck and unit chit pile.

Exploration Phase

Include an exploration phase after movement phase. When entering an unexplored system for the first time roll three six sided dice to determine The presence of Resources, Minor Races, and Enigmas.

1D6	Resources:	Revenue:
1-2	Poor	1
3-4	Moderate	2
5-6	Rich	3

1D6	Minor Race:	Revenue:
1-3	No Minor Race	-
4	Primitive Race	+1
5	Modern Race	+2
6	Advanced Race	+3

1D6	Enigmas:
1-4	No Enigma
5-6	Enigma

Enigma Phase

Include an Enigma phase after exploration phase. If the planet has an Enigma roll 1D6. Add +1 to the Enigma roll if the stack contains a Command ship or Science Vessel.

On a roll of 5 the Enigma is solved. On a roll of 1-4 the Enigma causes unintended consequences. Roll 1D6 to see what they are:

empire.

If you roll a 1-2 the race will never join your empire through diplomacy. The Federation and Ferengi players get +1 to the Diplomacy roll. The Federation cannot conquer newly discovered Minor races, they can only use diplomacy.

If a diplomacy attempt fails, you can try again next turn.

Revenue Phase

Each system generates revenue equal to its: Resource type + Minor Race Type. If the system has no minor race, you must first build a colony. Terraformed Systems generate +1 Income.

Homesystems generate 10 Revenue points per turn. Cardassians generate an extra point of revenue from Minor Races due to their oppressive rule of The subjugated race Borg generate an extra point of revenue from Minor Races due to their assimilation of manpower. Ferengi generate one less point of revenue from Minor Races because their control is based strictly on trade.

Recruit Phase

Units must start at your Homeworld, a Starbase, or a planet with a Shipyard. You may build colonies and shipyards and Terraform on systems other than your Homeworld at will. A system can have a maximum of 1 colony and 1 shipyard and 1 Terraform.

A Minor Race Planet cannot be Terraformed. A sys-

tem must first have a colony to have a functioning shipyard or to Terraform. A Starbase may be built in a non-system space adjacent to a system you control.

Battle Rules

Opposing stacks in the same space do not have to attack each other if they both declare that they are on Diplomatic missions. If the Borg win a battle (engagement) they get to keep and control (assimilate) half the enemy casualties. Treat Leaders like other units with respect to casualties.

Players may attempt to conquer minor races. The Minor Race will generate 1D6 x 1D6 Force in its defense. When attacking a colony or Minor Race controlled by an enemy the defender will get +10 Force. (Garrisons, Planetary Defenses) When attacking a Homeworld controlled by an enemy the defender will get +20 Force.

Klingons get +5 Force when battling at a system. Units in Battle adjacent to a friendly Starbase get +5 Force.

Unit Deck

Name	#	Move	F	Notes
Command Ship	8	F	10	
Strike Cruiser	10	M	8	
Warship	12	M	6	
Raider	12	F	4	

Name	#	Move	F	Notes
Scout	12	FF	2	
Science Ship	6	M	1	Costs 2
Legendary Commander	8	-	10	Leader
Starbase	10	No	20	Costs 10

Other Units

Type	Cost
Control Markers	0
Colony Markers	6
Shipyard Markers	5
Terraform Markers	10

Race Notes

Federation: Shield Cards generate +5 Force Scanner Cards generate +5 Force Heavy Weapons Cards generate +5 Force (Photon Torpedoes) Special Card: Use as a Diplomacy, Peace treaty, Research, or Science Officer card Federation Leaders have +5 Force

Klingons: Surprise cards generate +5 Force (Some Cloaking) Evasion Cards generate +5 Force (Fast Ships) Boarding Party Cards generate +5 Force (Hand-to-Hand Ferocity) Special Card: Use as a Warp card

Klingon Warships have +1 Force

Romulans: Surprise Cards generate +10 Force (due to espionage & Cloaking) Special Card: Use as an Espionage, Revolt, or Sabotage card Romulan Raiders have +1 Force

Ferengi: Heavy Weapons Cards generate +5 Force (Federation Torpedoes) Shield Cards generate +5 Force Special Card: Use as an Increase Production, Steal, or Heavy Trade card Ferengi Strike Cruisers have +2 Force

Cardassians: Phaser Cards generate +5 Force Strong Hull Cards generate +5 Force Special Card: Use as an Increase Production or Security card Cardassian Scouts have +1 Force

Borg: Shield Cards generate +10 Force (Subspace Shields) Strong Hull Cards generate +5 Force (Quick Repairs) Special Card: Use as a Security or Boarding Parties card Borg Command Ships have +3 Force (Cubes)

Action Deck Card List

Card Name	#	Notes
Warp	15	Move 1 Stack
Warp Fleet	6	Move 2 or 3 Stacks
Phasers	2	Battle: Each ship Gains Force +2

Card Name	#	Notes
Shields	2	Battle: Each ship Gains Force +2
Surprise	2	Battle: Gain Force +10
Scanners	2	Get +1 on Enigma Roll or Battle: Gain Force +3
Heavy Weapons	2	Battle: Gain Force +5 (Torpedoes & Disruptors)
Boarding Parties	2	Battle: Gain Force +5
Strong Hull	2	Battle: Gain Force +5 or negate one casualty
Diplomacy	2	Get +1 on Diplomacy Roll
Science Officer	2	Get +1 on Enigma Roll
Sabotage	2	Opponent must discard 2 Cards
Raiding	2	Opponent generates 5 less Revenue points this turn
Espionage	2	Look at opponents hand
Reconnaissance	2	Look at target stack
Special Card	4	Specific to Race
Intelligence	2	Steal one random card from opponent
Security	2	Negate an Espionage, Sabotage, Steal, or Recon card
Peace Treaty	2	Opponent cannot attack you this turn
Decoys	2	Negate Target Move
Steal	1	Take 2 revenue points from target player
Warp Core Breach	1	Battle: Opponent loses an extra casualty
Increase Production	2	Gain 5 extra Revenue points this turn
Heavy Trade	2	Gain 2 extra Revenue this turn per Minor Race you control
Research	2	Draw 2 cards
Revolt	1	Target System with Minor Race becomes neutral
Intercept	2	Move 1 Stack any time during opponents Move Phase
Retreat	2	Battle: Neither side suffers casualties





Feudal Lords

Introduction

Card Game for 2 + players. Each player is a medieval Noble trying to expand his Fiefdom and Glory at the expense of his neighboring warlords.

Victory

Be the first to accumulate 50 Glory.

The Deck

Players share a common deck.

Setup

Each player starts with one land in play: Their Manor, which generates 2 Gold per turn. Each player starts the game with a hand of 7 cards. Oldest player goes first.

Turn Sequence

Players take turns. Each turn has 7 phases:

1. Gold Phase
2. Glory Phase
3. Land Phase
4. Vassal Phase
5. Fate Phase
6. Event Phase
7. Battle Phase

Gold Phase

Income is in "Gold". Your Lands/vassals generate Revenue this turn. You may buy the Kings Confidence Token this Phase.

The Token costs 5 Gold.

Card List

Card Name:	#	Type:	Cost	Notes:
Holy Day	4	E	0	No Battles are allowed this turn
Crusade	2	E	0	Discard X Knights to gain 2X Glory
Peasant Revolt	2	E	0	Opponent collects no gold this turn
Tournament	2	E	0	Gain 1 Glory per knight you control
Kings Feast	1	E	3	Gain 6 Glory
Court Intrigue	4	E	3	Gain 5 Glory
Scutage	2	E	X	Gain 1/2X Glory
Scandal	2	E	4	Opponent loses 7 Glory

Glory Phase

Your Lands/vassals generate Glory this turn. If you control the Kings Confidence Token gain 1 additional Glory.

Land Phase

Put one Land card from your hand into play in your domain.

Vassal Phase

Put Vassal & Company cards from your hand into play in your domain.

Fate Phase

Draw 2 cards from the deck. You may buy extra cards for 5 Gold each.

Event Phase

You may play one Event card from your hand.

Battle Phase

You may attack an opponent (Petty Wars). Players total the value of all cards they control with a Battle value. Players may play Battle Event cards to increase their Battle value.

Other players may (ally) contribute vassals, companies, and battle events to either side. The player with a higher Battle total rolls 3D6. The other player rolls 2D6.

The winner of the roll wins the Battle. The winner of the Battle gets to take one Land card from his opponent or plunder up to 6 gold from his opponent. The loser must discard one Battle card.

Card Name:	#	Type:	Cost	Notes:
Royal Hunt	2	E	0	Gain 3 Glory & 2 Gold
Pageantry	2	E	2	Gain 4 Glory
Ransom Knights	2	E	0	Take 4 Gold from opponent
Harvest	2	E	0	Gain 3 Gold for each Farm you control
Market Day	2	E	0	Gain 1 Gold for each Land you control
Merchants Guild	2	L	2	Gold = 1/Turn
Vineyard	2	L	3	Gold = 2/Turn
Farm	6	L	1	Gold = 1/Turn
Grazing Lands	4	L	0	Gold = 1/Turn
Village	4	L	2	Gold = 2/Turn
Destriers	1	L	3	Gold = 2/Turn
Toll Road	1	L	1	Gold = 1/Turn
Mine	2	L	4	Gold = 2/Turn
Tax Collector	1	V	1	Gold = 1/Turn
Falconry	1	L	3	Glory = 1/Turn
Herald	2	V	1	Glory = 1/Turn
Church	4	L	1	Glory = 1/Turn
Monastery	1	L	3	Glory = 1/Turn
Abbey	1	L	2	Glory = 1/Turn
Cathedral	2	L	4	Glory = 2/Turn
Master Craftsman	1	V	3	Glory = 1/Turn
Poet	1	V	2	Glory = 1/Turn
Troubadour	1	V	1	Glory = 1/Turn
Courtiers	6	V	2	Glory = 1/Turn
Advisor	1	V	3	Glory = 2/Turn
Patronage	1	V	2	Glory = 1/Turn
Champion Knight	7	V	6	Battle = 7
Hospitaller Knights	1	C	5	Battle = 6
Knights of the Templar	1	C	5	Battle = 6
Secular Knights Order	6	C	4	Battle = 5
Sergeantry	2	C	3	Battle = 4
Armored Infantry	4	C	2	Battle = 3
Foot Soldiers	6	C	1	Battle = 2
Archers	4	C	1	Battle = 1
Crossbowmen	2	C	3	Battle = 3
Yeomen	2	C	3	Battle = 4
Mercenary Company	4	B	2	Battle = 3
Breach	4	B	2	Battle = 5 (Attacker only)
Siege	4	B	4	Battle = 7 (Attacker only)
Relief Forces	2	B	2	Battle = 5 (Defender only)
Concentric Castle	4	L	6	Battle = 6 (Defense only)
Excommunicated	1	E	4	Discard target Vassal
Murder & Foul Deeds	4	E	2	Discard target Vassal
Treachery	1	E	2	Look at opponents hand & steal 1 card
Thieves & Banditry	2	E	0	Opponent loses 4 gold
Black Plague	2	E	0	Discard target Company or Land
Inquisition	1	E	0	All players must discard one Vassal

Notation

L Land
E Event
V Vassal

B Battle Event
C Company

Noble Rank

Lands	Rank	Bonus Glory
1	Vassal Knight	+0
4	Baron	+5
8	Earl	+7
16	Duke	+9

Cardset Available

[Click Here](#)

Recommended Alternate Rules

Provided by Jim Stults <jamesbstults@yahoo.com> and friends (Thanks Guys!):

1. The manor has a battle value of 1.
2. Fate phase: Draw 3 cards and then discard 1.
3. Scutage: Maximum of 10 glory
4. Battle phase: An attacking player announces the land that they intend to attack.

If the battle is won, by the attacker, they gain control of that land. If the battle is won by the defender, the attacker chooses a land to cede to the defender. A player totals the value of all cards that they wish to commit to a particular combat (whether attack or defense). These cards are set aside in an overlapping stack.

They may not be used for another combat until it is that players turn again. They are assumed to be fighting on a particular front and unavailable to other fronts. A defending player may opt to retreat. By retreating, the defender surrenders the targeted land.

Dice are not rolled, and no battle cards are discarded.

5. Card Numbers. 8 each of Foot Soldiers and Farms. 4 of Thieves and Banditry.

Alternate Cardset Available

[Click Here](#)





Feyden

Preface

Warp Play = Warpspawn Roleplaying. Roleplaying universe. Work in progress.

Readers are encouraged to submit material.

Character Traits

1D10	Trait
1	Healing Magic
2	Divination Magic
3	Warrior Ways
4	Survival Skills
5	Befriend Animals

Enemies

Ratlings The Alchemist Birds of Prey Snakes Predators Insects Fungoids Fire Sprites Witch Goblinoids Imps Humans

Introduction

Fantasy setting. Characters are miniature humans/sprites.

Characters

Each player gets 1-2 traits.

1D10	Trait
6	Wings
7	Water Breathing
8	Stealth
9	Plant Magic
10	Quickness

Character Classes

Protector Guide Forester Inventor Healer





Fiefs

Intro

Medieval Dukes contest for gold and lands.

Object

The player with the most gold at the end of the game wins.

Board

The board is a 3x3 grid. The Central square is the Palace. The 8 Surrounding squares are the lesser Fiefs.

Deck

Players use a common deck. The deck contains 78 cards.

Pieces

Use coins to represent Gold. Each player has a set of pieces of a unique color. Use colored cardboard counters (chits) for pieces.

There are 4 types of pieces in a set: Control markers, Bishops, Nobles, & Knights. A set should have 9+ of each piece type. Control markers are blank.

Bishops, Nobles, & Knights are called pawns Mark bishop counters with a "B" Mark noble counters with a "N" Mark knight counters with a "K"

Pawn Chart

UNIT(PAWN)	FORCE	NOTES
Bishops	1	Inquisitions +2
Nobles	1	Coups +2
Knights	1	Sieges +2

Setup

Each player starts in control of one corner Fief. Players put all of their pawns into their starting Fief. Each player starts with 3 Bishops, 4 Nobles, and 5 Knights.

Each player starts with 6 gold and a hand of 7 cards. Determine turn order alphabetically. The first player to go in a game must lose 4 gold & 1 card.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Draw Phase
2. Taxes Phase
3. Move Phase

4. Event Phase
5. Contest Phase
6. Recruit Phase

Draw Phase

Draw 1 card. You may pay 2 gold to draw an extra card. If the deck runs out the game ends.

Maximum hand size is 7 cards. Discard excess cards.

Taxes Phase

Gain 3 gold. Gain an additional 1 gold for each Fief you control. Gain an additional 2 gold if you control the Palace.

Move Phase

You may move any 1 of your pawns to an adjacent space. Pawns may move orthogonally but not diagonally. You may move your pawns into Fiefs controlled or occupied by other players.

You may discard a move card from your hand to move a pawn of the type indicated on the card.

Event Phase

You may play an Excommunication card to cause any target opponents pawn to be removed from the game. You may play a plague card on a target square. All players with pawns on the square must remove 1 of those pawns from the game.

You may play a Peasant Revolt to cause a target control marker to be removed. Play a Crusade card to cause a target Knight to be removed from the board for 3 turns. The Knight returns to the palace in Event phase with 5 gold. The Pilgrimage card is a "crusade" card for Bishops.

The Envoy card is a "crusade" card for Nobles. All "Played" cards are discarded.

Contest Phase

Play a contest card to try to gain control of target Fief (or Palace). You must have a Pawn in the target Fief. There are 3 types of contest cards: Siege, Inquisition, and Coup cards.

If no one controls the Fief you gain control of it. Place a control marker on Fiefs you control. If another player controls the Fief there will be a contest.

Both players must determine their force total for the contest: A pawn is worth 1 Force point. A knight

is an additional +2 in Siege contests. A bishop is an additional +2 in Inquisition contests.

A noble is an additional +2 in Coup contests. Certain cards can be discarded (Armies, Courtesans, and Heresy) to add additional Force. These are called ally cards. Players may increase force by +1 per gold paid. Players secretly write down how much gold they are bidding on scrap piece of paper. The gold bids & allies are revealed simultaneously.

The player with the most Force wins the contest. The current controller wins ties. The winner gains control of the Fief (or the Palace) The loser must retreat

one his pawns into an adjacent space.

You may play as many contests as you have contest cards. You may initiate a contest of any type, for any square, once on your turn, without discarding a Contest card, for a price of 3 gold. Sieges cannot take place at the palace.

Recruit Phase

You may discard a "Gain" card to gain a pawn of the type indicated on the card. You may pay 3 gold to gain a pawn of any type. New pawns start in a Fief you control or the Palace.

Card List

#	Card Name:	Effect:
6	Move Bishop	
6	Move Noble	
6	Move Knight	
6	Siege	
6	Inquisition	
6	Coup	
4	Courtesans	Force = +2 in coups
4	Armies	Force = +2 in battles
4	Heresy	Force = +2 in Inquisitions

#	Card Name:	Effect:
4	Gain Knight	
4	Gain Bishop	
4	Gain Noble	
3	Crusade	
3	Pilgrimage	
3	Envoy	
3	Excommunication	
3	Plague	
3	Peasant Revolt	

Number of that card in the deck

Cardset Available

Cards, counters, and Board! Thanks Eric! [Click Here](#)





Fifth Element

Introduction

Card game for 2 players. Based on the SF movie of the same name. One player is the side of Good.
The other player is the side of Evil.

Disclaimer

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Victory

The first player to win 3 hands in a row wins the game.

The Deck

Players share a common deck.

Setup

Determine who is good and who is evil.

Turn Sequence

Each turn has 4 Phases:

1. Luck Phase
2. Search Phase
3. Action Phase
4. Run Phase

Luck Phase

Each player draws a hand of 8 cards. If the deck runs out, shuffle the discard and draw from it.

Search Phase

Players may discard up to 4 cards and draw replacements.

Action Phase

Players reveal their hands. The hand with the highest total point value wins. If there is a Tie, replay the hand.

Record who won the hand. If your hand has 2 or more cards of the same suite, each card gets +1 to it's Point Value.

Run Phase

Players discard their hands.

Card Notation

G Good: Card useable only by the Good Player

E Evil: Card useable only by the Evil Player

N Neutral: Card useable by both players

PV Point Value

Common Deck Card List

Card Name:	Type	PV	Suite:
ZF-1 Weapon Pod	E	1	Zorg
Mr. Zorg	E	5	Zorg
Bomb	E	3	Zorg
Zorg Agent	E	2	Zorg
Treachery	E	4	Zorg
Destruction	E	2	Shadow
Giant Ball of Fire	E	3	Shadow
Absolute Evil	E	4	Shadow
Manipulation	E	1	Shadow
The Shadow	E	5	Shadow
Aknot the Leader	E	3	Mangalore
Space Fighters	E	2	Mangalore
Mangalore Warriors	E	1	Mangalore
Revenge	E	4	Mangalore
Honor	E	5	Mangalore

Card Name:	Type	PV	Suite:
Love	G	4	Korben
Korben Dallas	G	5	Korben
DJ Ruby Rhod	N	2	Fhloston
Contest Winner	N	2	Fhloston
Super Green	N	1	Fhloston
Planet Fhloston	N	1	Fhloston
Paradise Airship	N	1	Fhloston
Empty Case	N	2	Stuff
Radio Waves	N	1	Stuff
Self Destruct Button	N	2	Stuff
Space Plane	N	1	Stuff
Entourage	N	1	Stuff
Escape	N	1	Action
Sneakiness	N	1	Action
Hijacking	N	2	Action

Card Name:	Type	PV	Suite:
The Fifth Element	G	5	Leeloo
Leeloo Multipass	G	2	Leeloo
Supreme Being	G	1	Leeloo
Save the World	G	4	Leeloo
Perfect Kung Fu	G	3	Leeloo
The Diva Plavalaguna	G	1	Guardians
Mondoshawan Guardians	G	5	Guardians
Priest Vito Cornelius	G	3	Guardians
David the Acolyte	G	2	Guardians
Sacrifice	G	4	Guardians
Elite Special Ops	G	2	Korben
Art of Negotiation	G	3	Korben
NY Cab Driver	G	1	Korben

Card Name:	Type	PV	Suite:
Rendezvous	N	1	Action
Mission	N	2	Action
President Lindberg	N	2	Government
Government Scientists	N	2	Government
Earth Warships	N	1	Government
Police Control	N	1	Government
Major Iceberg	N	1	Government
The Temple	N	2	Temple
The Four Stones	N	2	Temple
Key to the Temple	N	1	Temple
Divine Language	N	1	Temple
Planet Earth	N	1	Temple

Cardset Available!!!

Thanks Ron! [Click Here](#)





Fighting Front

Introduction

Board game for 2 players. WWII theme.

The Deck

Players share a common deck. Note that cards are used as pieces.

AAAAA	Players A's Back Row
AAAAA	Players A's Middle Row
AAAAA	Players A's Front Row
XXXXX	Players X's Front Row

Victory

Occupy 2+ spaces of your opponents back row.

Setup

Each player draws the top 20 cards from his deck. Players deploy these cards to the 15 spaces they control. A Single space may contain a maximum of: 1 Unit card, 1 Leader card, & 1 Location card.

Event cards can never be deployed, they remain in the players hand. Players take turns deploying 1 card at a time, Axis player first.

Dice

Ten sided dice are needed.

Ownership Markers

Use markers to denote which units are yours

Disruption Counters

Leader cards cannot be given disruption counters (DC's). A ground unit card or location card with DC's exceeding its Toughness is destroyed (discarded). A Unit always gets -1 to its rolls for each DC it has.

Air Units

Air units may only be placed in a space that has an Airfield Location card. A Space with an Airfield Location card may hold any number of Air Units & Leaders. If an Airfield is destroyed, all Air units at it are also destroyed.

If you do not have an Air Strip, you may still use Air Units as Fly Over Units A Fly Over Unit starts from off the board and is discarded at the end of the turn.

The Map

The Map (Board) is a 5 x 6 Grid. Each space must comfortably hold 1 card. Each player starts in control of half the board, a 5 x 3 section.

For example for player A & Player X

AAAAA	Players A's Back Row
XXXXX	Players X's Middle Row
XXXXX	Players X's Back Row

Turn Sequence

Players take turns. Each turn has 15 phases:

1. Recovery Phase
2. Logistics Phase
3. Deployment Phase
4. Artillery Phase
5. Bombardment Phase
6. Air Phase
7. Fighter Phase
8. AA Gun Phase
9. Air Attack Phase
10. Ground Movement Phase
11. Ground Phase
12. Defender Fire Phase
13. Ground Attack Phase
14. Occupation Phase
15. End Phase

Recovery Phase

Remove 1 Disruption Counter (DC) from every one of your units that has them.

Logistics Phase

Draw up to 3 cards from your deck to your hand.

Deployment Phase

You may deploy non-Event cards from your hand to spaces on your Side of the board that are not occupied by enemy units.

Artillery Phase

Artillery units may make one attack each. They may attack any space in their range. Roll 1D10 on the Bombardment Table:

Bombardment Table

1D10	Result:
1-5	Nothing
6-9	One card in the space gets a Disruption Counter
10+	One card in the space is Destroyed

Units add their Artillery Bombardment Modifier to the Roll. Note that most tanks can function as artillery.

Air Phase

Air units may declare one attack each. They may attack any space on the board. These units are said to be on Bombing Missions.

Fighter units may declare they are escorting another unit making an attack

Fighter Phase

Enemy Fighters may intercept any air units on Bombing Missions. Roll on the Air Combat Table once for every Air Unit Involved:

Air Combat Table

1D10	Result:
1-4	Nothing
5-7	Enemy Air Unit gets a Disruption Counter
8+	Enemy Air Unit Destroyed

Bombing Run Table

1D10	Result:
1-4	Nothing
5-9	One card in the space gets a Disruption Counter
10+	One card in the space is Destroyed

Units add their Bombing Run Modifier to the Roll.

Paratrooper Cards

Treat Paratrooper (& Glider) cards start as Air Units. Declare, in Air phase, as your target, any empty space on the Board. Paratroopers may be intercepted by Fighters & AA Guns.

Instead of rolling on the Bombing Run Table, place the Paratrooper card in the target space whereupon they become Infantry units.

Ground Movement Phase

Units that attacked in a previous phase may not move. Ground Unit cards may move 1 space. Tank Units may move 2 spaces.

Defensive Fire Table

Units add their Air Combat Modifier to the Roll.

Aa Gun Phase

AA Guns may fire at any air units (& escorts) attacking spaces within their range. Roll on the AA Gun Table:

Aa Gun Table

1D10	Result:
1-6	Nothing
7-9	Enemy Air Unit gets a Disruption Counter
10+	Enemy Air Unit Destroyed

Units add their AAA Modifier to the Roll.

Air Attack Phase

Air units on Bombing Missions that survived AAA Fire & Fighter Interception may make its attack. Roll on the Bombing Run Table:

Ground Units cannot move into spaces occupied by enemy units. If a Unit moves into a space containing an enemy Location, they capture it.

Ground Phase

Units that attacked in a previous phase this turn may not attack again in this phase. Ground units may declare one attack each. They may attack any adjacent space.

Defender Fire Phase

Ground units that are the target of a Ground Attack get Defensive Fire. Defending Artillery Units in range may also make Defensive Fire. An Artillery unit may only make one Defensive fire per turn.

Roll on the Defensive Fire Table.

1D10	Result:
1-4	Nothing
5-7	Attacking unit gets a Disruption Counter
8-9	Attacking unit gets a DC & Attack is negated
10+	Attacking unit is Destroyed

Units add their Defensive Fire Modifier to the Roll.
Artillery add their ABM to the Roll.

Ground Attack Phase

Attacking Ground units that survived Defensive Fire may make their attack. Roll on the Ground Attack Table:

Ground Attack Table

1D10	Result:
1-3	Nothing
4-7	One card in the space gets a Disruption Counter
8-9	One card in the Space is Destroyed
10+	All cards in the Space are Destroyed

Units add their Ground Attack Modifier to the Roll.

Units Fortifications: Unit defending in this space gets DFM +1 & Toughness +1 Minefields: Any enemy unit entering this space gets 1 DC

Occupation Phase

Ground Attack units that cleared an enemy occupied space in Ground phase may move forward 1 space to occupy the captured space. Another friendly Ground unit may move into the space left open by the attacker.

Events

Most Event cards are played to give specific unit types bonuses to Specific Dice Rolls.

End Phase

Max hand size is 6 cards. Discard excess cards. Discard Flyover Air Units.

Leaders

Leader cards modify the Unit they share a space with. If the Unit is destroyed the Leader is destroyed too. Leaders move with their Unit.

When deployed, a leader must be deployed onto a unit.

Locations

Location cards cannot move unless a card says otherwise. Head Quarters: Hand Size +4. Draw 1 extra card on your Logistics phase. Fuel Dump: One Tank Unit may move & Attack twice per turn Ammo Dump: One unit per turn gets ABM +1 or GAM +1 or DFM +1 Field Hospital: Remove 1 DC from any target unit in Recovery Phase Air Strip: Holds any number of Air

Card List Notation

TF Toughness
RNG Range
AAM AAA Modifier
ABM Artillery Bombardment Modifier
ACM Air Combat Modifier
BRM Bombing Run Modifier
DFM Defensive Fire Modifier
GAM Ground Attack Modifier
LOC Location
C Condition
LDR Leader
T Tank
I Infantry
Inf Infantry
R Artillery
F Fighter
B Bomber
A Air
G Ground
 Move x2 = Unit can move twice per turn

Card List

Card Name	Type	#	TF	RNG	Notes
Head Quarters	LOC	2	2	-	See Rules
Fuel Dump	LOC	2	2	-	See Rules
Artillery Dump	LOC	2	2	-	See Rules

Card Name	Type	#	TF	RNG	Notes
Field Hospital	LOC	2	2	-	See Rules
Air Strip	LOC	4	2	-	See Rules
Fortifications	LOC	6	4	-	See Rules
Minefields	LOC	6	3	-	See Rules
Fighter	AF	4	2	-	BRM -1 ACM +1
Fighter Bomber	AFB	4	2	-	—
Level Bomber	AB	4	2	-	BRM +1 ACM -1
Paratroopers	A/I	2	2	1	DFM +1
Infantry	GI	10	4	1	DFM +1
Mechanized Infantry	GIT	4	3	1	DFM +1
Engineers	GI	2	4	1	GAM +1
Veteran Infantry	GI	6	5	1	DFM +2
Second Rate Infantry	GI	8	3	1	GAM -1
Armored Cars	GT	3	2	1	Move x2
Light Tanks	GRT	5	3	1	Move x2
Medium Tanks	GRT	6	4	1	GAM +1
Tank Destroyers	GRT	4	2	2	DFM +1
Heavy Tanks	GRT	4	5	2	GAM +1
Self Propelled Guns	GRT	4	3	3	—
Mortars	GIR	4	3	1	—
AT Guns	GR	4	2	1	DFM +1
Light Artillery	GR	4	2	2	—
AA Guns	GR	4	2	1	AAM +1
Mobile AA Guns	GTR	2	2	1	—
Medium Artillery	GR	4	2	3	ABM +1
Heavy Artillery	GR	4	2	4	ABM +1
Flying Ace	LDR	2	+1	-	ACM +1
Bomber Captain	LDR	2	+1	-	BRM +1
Infantry Commander	LDR	2	+1	-	DFM +1
Tank Commander	LDR	2	+1	-	GAM +1
Artillery Commander	LDR	2	+1	-	ABM +1
Artillery Barrage E	2	-	-	Artillery gets ABM +3	
War of Maneuver	E	2	-	-	Tank gets GAM +3
Counter Attack	E	2	-	-	Defender gets DFM +3
Infiltration	E	2	-	-	Infantry gets GAM +3
Out of the Sun	E	2	-	-	Interceptor gets ACM +3
Clear Skies	E	2	-	-	Air Unit gets BRM +3
Anti-Tank Teams	E	2	-	-	Inf DFM +3 vs Tanks
HMG Positions	E	2	-	-	Inf DFM +3 vs Inf
Entrenched	E	4	-	-	ABM, BRM, or GAM -3
Reconnaissance	E	4	-	-	Look at opponents hand
National Strategy E	2	-	-	See Rules	
National Infantry G	2	-	-	See Rules	
National Tank	G	2	-	-	See Rules
National Artillery G	2	-	-	See Rules	
National Air Unit A	2	-	-	See Rules	
National Location	LOC	2	-	-	See Rules

National Cards

These cards vary depending on what Nation you are.

German National Cards

Card:	Name:
Strategy	Blitzkrieg: All Tank Units may move & attack again this turn
Infantry	SS Troopers (GI) TF = 5; RNG =1; GAM +1
Tank	Tiger Tanks (GRT) TF = 6; RNG = 3; GAM +2
Artillery	Giant Siege Cannon (GR) TF = 2; RNG = 5
Air Unit	Junker Dive Bombers (AB) TF = 2; ACM -1; BRM +1
Location	Hedgerows: TF = 4; Unit gets DFM +1 & Toughness +1

Russian National Cards

Card:	Name:
Strategy	Steam Roller Tactics: All attacking Ground units get GAM +1 this turn
Infantry	Human Waves (GI) TF = 4; RNG =1; GAM +1
Tank	T 34's (GRT) TF = 5; RNG = 2; GAM +1
Artillery	Rocket Launchers (GR) TF = 2; RNG = 3 ABM +2
Air Unit	Yaks (AFB) TF =2
Location	Mother Russia: Draw 1 extra card on your Logistics phase

American National Cards

Card:	Name:
Strategy	Soften up Targets: All Artillery get a second Barrage attack this turn
Infantry	US Marines (GI) TF = 4; RNG =1; GAM +1
Tank	M4 Shermans (GRT) TF = 4; RNG = 2; GAM +1
Artillery	Howitzers (GR) TF = 2; RNG = 4; ABM +1
Air Unit	B-17 Bombers (AB) TF = 3; BRM +1
Location	Red Ball Express: Draw 1 extra card on your Logistics phase

Japanese National Cards

Card:	Name:
Strategy	Bonzai Charge: Infantry Unit gets GAM +3
Infantry	Jungle Fighters (GI) TF = 5; RNG = 1; DFM +1
Tank	Discard & Draw again
Artillery	Discard & Draw again
Air Unit	Zeroes (AF) TF = 2; ACM +1; BRM -1
Location	Underground Bunkers: TF = 4; Unit gets DFM +1 & Toughness +1





Firebase Nam

Introduction

Vietnam War theme. Card game for 2 players. One player is a defending US Firebase.

The other player is the attacking VC/NVA.

Decks

There are 2 decks, one for each player. Each deck contains 3 copies of each card in the card list.

Victory

Any player who wins 3 hands in a row automatically wins. The player who wins the most hands out of 9 hands wins.

Turn Sequence

Each turn has 3 phases: Draw Phase Tactics Phase Resolution Phase

Draw Phase

Each player draws 7 cards. If there are no cards left in the deck, shuffle the discard and draw from it.

Tactics Phase

Players may discard up to 4 cards and draw replacements.

Resolution Phase

Players reveal their hands.

Us Cardlist

Card Name	Type	Force
Sandbags	F	1
Wired Perimeter	F	2
Claymore Mines	F	3
Dug-In	F	4
Bunkers	F	5
Rifle Company	D	1
Mortars	D	2
M60 Machineguns	D	3

- Each player determines their Combat Force Total (CFT) for their hand.
- The US player has 4 suites:(F)ortifications, (D)efenders, (A)irpower, and (S)upply.
- Add up the Force Values of all (F)ortification cards and add 1.
- This is the (F)ortification Total (FT).
- Add up the Force Values of all (D)efender cards and add 1.
- This is the (D)efender Total (DT).
- Add up the Force Values of all (A)irpower cards and add 1.
- This is the (A)irpower Total (AT).
- Add up the Force Values of all (S)upply cards and add 1.
- This is the (S)upply Total (ST).
- The US CFT = FT x DT x AT x ST.
- The VC player has 4 suites: (I)nfantry, (S)upport, (T)actics, and (M)orale.
- Add up the Force Values of all (I)nfantry cards and add 1.
- This is the (I)nfantry Total (IT).
- Add up the Force Values of all (S)upport cards and add 1.
- This is the (S)upport Total (ST).
- Add up the Force Values of all (T)actics cards and add 1.
- This is the (T)actics Total (TT).
- Add up the Force Values of all (M)orale cards and add 1.
- This is the (M)orale Total (MT).
- The VC CFT = IT x ST x TT x MT.
- The Player with the highest CFT wins the hand.

Card Name	Type	Force
Bravo Battery	D	4
Beehive Rounds	D	5
Skyhawk Ground Support	A	1
Huey Cobra Gunships	A	2
B52 Cluster Bombs	A	3
Phantom Napalm Strike	A	4
AC-47 Gunship	A	5
Resupply	S	1

Vc Cardlist

Card Name	Type	Force
Diversionary Attack	I	1
Swarm Attack	I	2
Massed VC Attack	I	3
NVA Mainforce Unit	I	4
Revolutionary Army	I	5
50 Calibre Machineguns	S	1
Rocket Propelled Grenades	S	2
Mortar Fire	S	3

Card Name	Type	Force
Recoilless Guns	S	4
Soviet 130mm Field Guns	S	5
Perimeter Gaps	T	1
Concealment	T	2
Tunnel Complexes	T	3
Night Attack	T	4
Detailed Plan	T	5
Test US Willpower	M	1





Firefly Gin

Introduction

Card game based on the Firefly Universe. Each player is a manifestation of the ship and crew.

Disclaimer

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Victory

The first player to win 5 hands is the winner.

Deck & Discard

Players share a common deck. The deck has 7 suites. The deck is kept face down.

The discard is kept face-up.

Setup

Player who won last game goes first. Play proceeds clockwise. Each player is dealt a hand of 7 cards.

Turn Sequence

Players take turns. Each turn has 5 Phases: First Draw Phase Second Draw Phase Meld Phase Event Phase Discard Phase

First Draw Phase

Draw the top card of the deck or discard pile. If the deck runs out, shuffle the discard to make a new deck.

Second Draw Phase

Draw the top card of the deck or discard pile. If the deck runs out, shuffle the discard to make a new deck.

Meld Phase

If you make a Meld you win the hand: Start a new hand. There are 3 types of Melds:

1. Seven Spread Meld
2. Two Bit Meld

3. By the Numbers Meld

A "Seven Spread" meld has 1 card from each of the seven suites. A "Two Bits" meld has a 3 of a Kind (same suite or number) and a 4 of a kind (same suite or number). A "By the numbers" meld has 7 cards in contiguous numerical order.

Event Phase

You may conduct special Actions in this Phase. See the Special Actions List.

Discard Phase

Max hand size is 7 cards. Discard down to max hand size.

Special Actions List

* Milk Run: Discard a Location, Contact, and Job card to cause Your hand size to be increased by 1 for the rest of this hand. * Sabotage: Discard a Foe card to cause your opponent to discard 1 random card. * Distress Call: Discard a Job card to draw 2 cards from top of the deck and discard 1.

* Out in the Black: Discard 2 Aid cards to search the deck for a card and put it in your hand. * A Better Deal: Discard a Contact card to look at one opponent's hand, or look at the Next 3 cards in the deck. * Being Reasonable: Discard a Location card to draw 1 card from the top of the discard pile.

* You may always use exactly one Crew card in your hand as a Wild card. * Double Cross: Discard 2 Event cards to steal a random card from an opponent's hand. * Shipboard Romance: Discard 2 Crew to draw 3 cards from the deck.

Card Type Notation

- E** Event
- C** Contact
- L** Location
- J** Job
- A** Aid
- F** Foe
- X** Crew

Common Deck Card List

Card Name:	Type	#
Passengers	J	1
Live Cattle	J	2
Stolen Drugs	J	3
Latest Caper	J	4
Train Heist	J	5
Criminal Salvage	J	6
Marked Cargo	J	7
Smuggle Contraband	J	8
Priceless Artifact	J	9
Mercenary Job	J	10
Nutrient Bars	J	11
Legitimate Job	J	12
Fringe World	L	1
Terraformed Moon	L	2
Space Station	L	3
Factory Settlement	L	4
Mining Town	L	5
Drifting Hulk	L	6
Skyplex	L	7
Black Market	L	8
Core World	L	9
Bustling Port	L	10
Rim World	L	11
Mighty Fine Shindig	L	12
Middle Man	C	1
Buyer	C	2
Fence	C	3
Crime Lord	C	4
Rendezvous	C	5
Badger	C	6
Clandestine Dealings	C	7
Business Man	C	8
Aristocrat	C	9
Corporation	C	10
Con-Artist	C	11
Shakedown	C	12
Ex-Companion Saffron	F	1
Reavers	F	2
Alliance Troops	F	3
Blue Sun Company Agents	F	4
Disreputable Men	F	5
Jubal Early Bounty Hunter	F	6

Card Name:	Type	#
Gentleman Duelist	F	7
Rogue Fed Officer	F	8
Corrupt Town Leader	F	9
Parliament Operative	F	10
Miska's Goons	F	11
Piratical Space Scavengers	F	12
Hostage Situation	E	1
Bushwhacked	E	2
Barroom Brawl	E	3
Treachery	E	4
Kidnapping	E	5
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Cardset Available!!!

Thanks Ron! Click Here

Links

BGG Official Firefly Unofficial Games List Wikipedia
Watch this Series!!!





First Settlement

Introduction

Card game for 2-4+ players. The game is a simulation of the hardships faced by the first English Colonists to the New World in the 1600s. Each player controls their own colony, modeled after Jamestown, the Plymouth Pilgrims, and the Boston Puritans.

Time & Game Length

The game lasts 5 years. This represents the first 5 years of each players colony. Each Season is a turn, so the game runs for 20 turns.

Season = Turn. Each year starts with Winter.

Victory

The player with the most Victory Points (VP) at the end of the game wins.

End Game Scoring

Gain 2 VP for each Colonist Token you have. Each Building is worth a base 5 VP. Some Buildings are worth additional VP.

Gain 1 VP for each Land Purchase Token.

The Decks

There are 6 Decks:

1. Leader Deck
2. Site Deck
3. Action Deck
4. Build Deck
5. Food Deck
6. Hardships Deck

Leader Deck

Each player starts with 1 Leader randomly drawn. During play when a Leader is lost, a new card is drawn to replace them. Leaders provide a benefit to their colony.

Leaders have the title of Governor.

Site Deck

A site is where the Colony is Founded. An individual site is described by 3 cards from the Site deck. Site cards give benefits and/or detriments to the colony.

Action Deck

Each Player keeps a hand of Action cards. These cards represent Stocks of Trade goods as well as actions that can Mitigate Indian Raids, Mutinies, and Disease.

Build Deck

These cards represent buildings and land use projects that (at a cost of food) can be built by your colonists. Buildings provide Benefits and Victory Points. Drawn Build cards are kept in a players hand; When built, They are placed face up in front of the player.

Food Deck

These cards will determine how much food your colonists are able to Raise, grow, catch, and hunt each season.

Hardships Deck

These cards represent the difficulties your colonists will face including: Disease, Spoilage, Blights, Indian Raids, Mutinies, and Others.

Colonist Tokens

Each Colonist Token (CT) symbolizes 10 people.

Food Tokens

Each Food Token (FT) represents enough food to feed 1 CT for 1 Season (1 Turn). Unused Food Tokens can be saved from turn to turn.

Stock Token

The Stock Token (ST) represents whether you have Livestock or not. If you ever have a food shortage, it is assumed that all of the Livestock have been slaughtered and eaten; You loose your ST. This also represents stored food brought over from England.

Every time a Ship arrives, you regain your ST if you lost it.

Plant Tokens

These represent seeds planted in the spring to be harvested in Fall.

Land Purchase Tokens

These can be bought in Trade Phase.

Dice

6 sided dice are needed. (1D6) 10 sided dice are needed (1D10)

Setup

Players roll high on 1D10 to see who goes first. Each Player starts with 10 Colonist Tokens. Each Player starts with 1D6 Food Tokens (Victuals).

Each Player starts with a Stock Token. Each player draws 3 Leader cards, selects 1 and discards the other 2. Each player is dealt 4 Action cards and discards 1.

Each player is dealt 4 Build cards and discards 2. The game starts in Winter of the first year. Each player goes through the site selection process detailed below.

Site Selection Process

Each player in turn gets to select 1 of 3 possible sites to found their colony: For each site draw 3 site cards, placed together face up. The player picks 1 site and keeps those 3 cards. The cards from the other 2 sites are shuffled back into the deck and then The next player selects his sites.

Turn Sequence

Players take turns. Each turn has 17 Phases:

1. Time Phase
2. Draw Phase
3. Plant Phase
4. Ship Phase
5. Blight Phase
6. Food Phase
7. Harvest Phase
8. Spoil Phase
9. Trade Phase
10. Eat Phase
11. Starve Phase
12. Cold Phase
13. Sick Phase
14. Raid Phase
15. Rebel Phase
16. Hardship Phase
17. Build Phase

Time Phase

Keep track of the season and the year. Play starts in Winter of the first year.

Draw Phase

Skip this phase the first turn of the game. Draw 2 cards from the Action Deck. Draw 2 cards from the Build Deck and discard 1.

You may discard 2 cards (any type) to draw 1 card (any type). Max hand size is 5 cards. Discard excess cards.

Plant Phase

Skip this phase if it is not Spring. Gain Plant Tokens equal to the number of CT you have.

Ship Phase

Skip this phase the first turn of the game. Roll 1D10. On a roll of 7 or better, a ship (from England) arrives. The ship will contain 1D10 CT and 1D10 FT.

The ship replenishes your Stock Token if you lost it.

Blight Phase

Draw and discard 10 Hardship cards. Discard 1 Plant token for each Blight Hardship card you drew.

Food Phase

Draw 1 Food card for each CT you have. If it is Winter, only draw 1 Food card for every 2 CT you have. Place them face up in front of you.

Discard all Farm cards. If it is Winter discard all "Warm" cards. Discard Livestock & Victual cards if you do not have a Stock token.

Each useable Food card provides 1 or more FT. Discard the Food cards after you have collected the FT.

Harvest Phase

Skip this phase if it is not Fall. Discard all your Plant Tokens. Draw 1 Food card for each PT discarded.

Each Farm card you drew produces FT equal to its value. Discard the cards after you have collected the FT.

Spoil Phase

Draw and discard 10 Hardship cards. Discard X Food Tokens for each Spoilage Hardship card you drew. X is the value of the spoilage card.

Trade Phase

You may play (discard) Trade Action cards. For each such card, you may gain either 1 Food Token or 1 Land Purchase Token. You may convert 5 FT into 1 VP.

Eat Phase

Each CT consumes 1 FT. If you do not have enough FT, there is a Food Shortage.

Starve Phase

Skip this phase if there was no Food shortage. Draw and discard 10 Hardship cards. Lose your Stock Token and 1 CT.

Discard X CT for each Hunger Hardship card you drew. X is the value of the hunger card.

Cold Phase

Skip this phase if it is not winter. Draw and discard 10 Hardship cards. Discard 1 CT for each Cold Hardship card you drew.

If there is a Food Shortage, discard an extra 1 CT for each Cold Hardship card you drew.

Sick Phase

Draw and discard 5 Hardship cards. Discard 1 CT for each Disease Hardship card you drew. If there is a Food Shortage, instead discard X Colonist Tokens for each Disease Hardship card you drew.

X the value of the Disease card.

You may discard a Medical Action card to negate 1 Disease card.

Raid Phase

Draw and discard 10 Hardship cards. Discard X CT for each Indian Raid Hardship card you drew. X is the value of the Raid card.

You may discard a Defense Action card to negate 1 Raid card. Each Defense Building you have negates 1 Raid card each phase. A "Defense" Leader negates 1 Raid card each phase.

Rebel Phase

Skip this phase if there was no Food shortage. Draw and discard 10 Hardship cards. You may discard a Morale Action card to negate 1 Mutiny card.

Each "Morale" Building you have negates 1 Mutiny card each phase. A "Morale" Leader negates 1 Mutiny card each phase. If there is 1 un-negated Mutiny card, discard your hand and gain a New Leader.

If there are 2 or more un-negated Mutiny cards the Settlers give up: The Survivors go back to England on the next ship and you lose the game.

Hardship Phase

Draw and discard 10 Hardship cards. Special Hardship cards take effect in this Phase: Go Native: Lose 1 CT Return on next Ship: Lose 1 CT Kicked Out: Lose 1 CT, It goes to another random player. Lose Leader: Gain a New Leader Storm: No Ship for you next turn Fire: Lose 1 Random Building

Build Phase

You may put 1 Building into play at a cost of 5 FT. You may build a second Building for 20 FT. Keep the building face up in front of you.

Leader Deck Card List

Name:	Notes:
Nobleman	Hand Size +1
Sea Captain	All Fish Food cards earn +1 FT
Soldier	Defense +1 (Negate 1 Raid card in Raid Phase)
Explorer	All Wild Food cards earn +1 FT
Farmer	All Farm & Livestock Food cards earn +1 FT
Minister	Morale (Negate 1 Mutiny card in Rebel Phase)
Merchant	Get +1 to Roll in Ship Phase
Frontiersman	Get 1 extra Trade in Trade phase

Notes: If you start the game with the Explorer, you get to select from 4 sites instead of 3. The deck con-

tains 2 copies of each card.

Site Deck Card List

Name:	Notes:
Freshwater Spring	Negates first Disease card each turn
Island	Negates the first Hunt card each turn. Defense +1
Hill Top	Defense +1 (Negate 1 Raid card in Raid Phase)
Good Hunting	All Hunt Food cards earn +1 FT
Cleared Land	All Farm Food cards earn +1 FT
Sheltered Cove	Negates the first Cold card each turn
Safe Harbor	Get +1 to Roll in Ship Phase
River Mouth	Get 1 extra Trade in Trade phase
Fishing Grounds	All Fish Food cards earn +1 FT
Swampy	Draw 3 extra Hardship cards in Sick Phase

Name:	Notes:
Many Indians	Get 1 extra Trade in Trade phase. Draw 1 extra card in Raid Phase
Windswept	Draw 2 extra Hardship cards in Cold Phase
Rocky Soil	All Farm Food cards earn -1 FT
Isolated	Negate the first Trade card you play in Trade Phase
Tidal Flats	All Wild Food cards earn +1 FT
Indefensible	Draw 1 extra Hardship card in Raid Phase
Salt Marsh	All Farm Food cards earn -1 FT. All Wild Food cards earn +1 FT
Good Pastures	All Livestock Food cards earn +1 FT
Rich in Furs	Trade cards earn 2 VP each instead of 1.
Quality Timber	Worth 20 VP

Food Deck Card List

Name:	FT	Type:
Corn	5	Farm
Melons	1	Wild Warm or Farm
Chickens	1	Livestock
Bluefish	1	Fish
Indian Gifts	1	Wild
Indian Trade	1	Wild
Shellfish	2	Wild or Fish
Lobsters	2	Wild
Wild Turkeys	1	Hunt
Deer	2	Hunt
Fowl	1	Hunt
Pumpkins	2	Farm
Strawberries	1	Wild Warm or Farm
Blueberries	1	Wild Warm or Farm
Harvest	5	Farm
Dried Peas	3	Farm or Victuals
Milk	1	Livestock
Eggs	1	Livestock
Smoked Meats	1	Hunt
Oysters	1	Wild
Cheese	1	Livestock
Squash	2	Farm
Cod	2	Fish
Small Game	1	Hunt
Gardens	1	Wild Warm or Farm

Name:	FT	Type:
Salted Pork	2	Livestock
Beans	3	Farm
Clams	1	Wild
Crops	4	Farm
Maize	4	Farm
Cranberries	1	Wild Warm
Cows	2	Livestock
Whale Catch	3	Fish
Mussels	1	Wild
Ducks	1	Hunt
Geese	1	Hunt
Wheat	3	Farm
Barley	3	Farm
Grains	4	Farm
Trapping	1	Hunt
Herring	2	Fish
Ground Nuts	1	Wild
Beer	2	Farm or Victuals
Striped Bass	1	Fish
Butter	1	Livestock
Eels	1	Wild
Boiled Acorns	1	Wild
Goats	1	Livestock
Sheep	1	Livestock
Turtles	1	Wild

Hardship Deck Cards

Name:	Value	Type:
Sickness	2	Disease
Starving Time	2	Hunger
Famine	2	Hunger
Spoiled Food	2	Spoilage
Rotten Food	1	Spoilage
Fire	-	Special

Name:	Value	Type:
Fungus	-	Blight
Malcontents	-	Mutiny
Agitators	-	Mutiny
Rebellion	-	Mutiny
Confrontation	1	Raid
Food Poisoning	1	Hunger

Name:	Value	Type:
Malnutrition	2	Hunger
Bitter Cold	-	Cold
Exposure	-	Cold
Freezing Temperatures	-	Cold
Drought	-	Blight
Early Frost	-	Cold
Smallpox	4	Disease
Harsh Winter	-	Cold
Illness	1	Disease
Crisis	-	Mutiny
Indian Raid	2	Raid
Skirmish	1	Raid
Scalpings	2	Raid
Indian War	3	Raid
Indian Fighting	2	Raid
Plague	4	Disease
Malaria	3	Disease
Storm	-	Special
Pestilence	2	Disease
Rodents	3	Spoilage
Insects	-	Blight

Name:	Value	Type:
Hypothermia	-	Cold
Snow	-	Cold
Frost Bite	-	Cold
Epidemic	4	Disease
Fever	2	Disease
Despair	-	Mutiny
Go Native	-	Special
Return on next Ship	-	Special
Kicked Out:	-	Special
Lose Leader	-	Special
Disorder	-	Mutiny
Conspiracy	3	Raid
Lice	1	Disease
Massacre	3	Raid
Typhus	3	Disease
Mosquitoes	2	Disease
Dysentery	3	Disease
Hostilities	1	Raid
Surprise Attack	2	Raid
Influenza	3	Disease

Action Deck Card List

Name:	Notes:
Diplomacy	Defense
Emissary	Defense
Interpreter	Defense
Show of Force	Defense
Preemptive Strike	Defense
Retaliation	Defense
Treachery	Defense
Surgeon	Medical
Medicines	Medical
Quarantine	Medical
Strong Leadership	Morale
Compact	Morale
Common Goal	Morale

Name:	Notes:
Trial	Morale
Common Enemy	Morale
Quell Uprising	Morale
Cloth	Trade Good
Beads	Trade Good
Trinkets	Trade Good
Knives	Trade Good
Shoes & Coats	Trade Good
Guns	Trade Good
Pots & Kettles	Trade Good
Axes & Hoes	Trade Good
Liquor	Trade Good
Trading Party	Trade Good

Build Deck Card List

Name:	Benefit:
Town Hall	Morale (Negate 1 Mutiny card in Rebel Phase)
Church	Morale (Negate 1 Mutiny card in Rebel Phase)
Taverns	Get 1 extra Trade in Trade phase
Trading Posts	Get 1 extra Trade in Trade phase
Warehouses	Negate one Spoilage card in Spoil Phase
Granary	Negate one Spoilage card in Spoil Phase
Lighthouse	Get +1 to Roll in Ship Phase

Name:	Benefit:
Docks	Get +1 to Roll in Ship Phase
Tobacco Plantation	Gain 2D6 VP in Harvest Phase in Fall
Cash Crops	Gain 2D6 VP in Harvest Phase in Fall
Lumber Mill	Worth 20 VP
Logging Camp	Worth 20 VP
Fences	All Livestock Food cards earn +1 FT
Clear Land for Pasture	All Livestock Food cards earn +1 FT
Fill in Swamp	Negates first Disease card each turn
Clear Land for Crops	All Farm Food cards earn +1 FT
Irrigation Project	All Farm Food cards earn +1 FT
Shipyards	All Fish Food cards earn +1 FT
Fishing Fleet	All Fish Food cards earn +1 FT
Stockade	Defense +1 (Negate 1 Raid card in Raid Phase)
Palisade	Defense +1 (Negate 1 Raid card in Raid Phase)

Links

Plymouth Plantation Jamestown Settlement Massachusetts Bay Colony Roanoke Colony

Optional Rules

Trade Option

The Colonies had very little contact in the beginning, however, to Increase player interaction in this game, Players may at any time freely trade cards from their hands, as well as CT and FT.

Simultaneous Turns Option

Players may take their turns together. If you choose to proceed together, each player goes in turn order (determined in setup) within each Phase.

Random Season Start Option

Instead of starting in Winter (Historical Coincidence) players each Start in a random Season.

Two Leader Option

Each colony has 2 Leaders.





First War Of Scottish Independence

Introduction

Card game for 2 players. Theme: War in Scotland circa 1296-1314

Victory

The player with the most Territories at the end of the game wins. If at any time one player controls all 20 Territories, that player automatically wins. The game drags on for 18 years unless there is an automatic win.

Territory Tokens

Each of these represents a piece of Feudal Scotland. Each player starts the game with 10.

Turns

Each turn is 1 year. Each year has 4 seasons. The Year ends after Winter and starts with Spring.

The Deck

Players share a common deck. The deck contains 6 card types: Leaders, Nobles, Troops, Strategy, Event, Victory

Unit Cards

Leaders, Nobles, and Troops are Units.

Leader Cards

A player may have a max of one Leader card in Play at a time. Scottish Leader Cards represent Wallace or Bruce. English Leader cards represent Edward I or II, or an English General.

Setup

Each player starts with 10 Territory Tokens. One player takes the role of the Scots. The other player is the English.

Each player is dealt 5 cards.

Seasonal Turn Sequence

This applies only to the Spring, Summer, and Fall Seasons. Each Season is divided into 6 Phases: Logistics Phase Recruit Phase Event Phase Battle Phase Victory Phase End Phase

Logistics Phase

The Scottish Player draws 3 cards. The English Player draws 4 cards. If the deck runs out, shuffle the discard and draw from it.

Recruit Phase

Put Unit cards in your hand face-up onto the table in front of you. These remain in play until lost due to Events, Battle or Winter Rules. You may only have one Leader card in play.

If you control more Lowland Nobles draw 1 extra card. The Scots can have a max of 2 Cavalry and 2 Archers in play.

Event Phase

Players may play Event cards this Phase. Players take turns playing 1 Event at a time. Start with the English Player.

You must play an Event or skip the rest of the Phase.

Battle Phase

Players tally their Force Points: The Player with the most Leader Cards gets 1 Force Point. The Player with the most Nobles gets 1 Force Point. The Player with the most Troops gets 1 Force Point.

If tied in a category, neither player gets the Point. Starting with the Scottish Player, players take turns playing (discarding) one Strategy card at a time. Each Strategy card played is worth 1 Force Point.

If you have fewer territories and you control more Highland Nobles get 1 extra Force Point.

Victory Phase

The player with the highest Force Total from Battle Phase wins the Season. The Scottish player wins ties. The winner steals 1 Territory Token from his opponent.

The loser must discard 1 Unit card from Play. The winner may also play (discard) 1 or more Victory cards.

End Phase

You may discard a card you cannot play to draw a replacement card. Max hand size is 5 cards. Discard excess cards. Record the passage of time: Season and Year.

Winter Turn Sequence

Winter turns have 2 Phases: Quartering Phase Recruitment Phase

Quartering Phase

The English Player must discard his Leader card if he has one in play. The English player must discard all but 2 of his units. The Scottish player must discard all but 3 of his units.

The player with the most Territories may keep one additional unit in play. Players discard their hands. Shuffle the discard into the deck.

Recruitment Phase

The Scottish player draws 3 cards. The English player draws 4 cards. If the deck runs out, shuffle the

discard and draw from it.

Card List Notation

L Leaders
N Nobles
T Troops
Z Strategy
X Event
V Victory
B Both Players
E English Player Only
S Scottish Player Only
Number of copies of that card in the deck
User Which player is allowed to use the card

Common Deck Card List

Name	#	User	Type	Notes:
Scottish Leader	6	S	L	-
English Leader	4	E	L	-
Lowland Nobles	5	B	N	-
Highland Nobles	5	B	N	-
Infantry	5	B	T	-
Cavalry	5	B	T	-
Archers	5	B	T	-
Truce	1	B	X	Skip Battle Phase this turn
Kill Traitor	1	B	X	Discard Target Noble
Needed Elsewhere	1	B	X	Discard Target Leader
Scorched Earth	1	B	X	Discard Target Troop card
Ransoms	1	B	X	Draw 2 cards
Occupation	1	B	X	Steal Target Territory Token
Betrayal	1	B	X	Steal Target Noble
Invasion	1	E	X	Draw 3 cards
Guerilla Warfare	1	S	X	Draw 3 cards
Raid	1	S	X	Opponent discards 2 Random cards
Mountains	1	B	Z	-
Sea Travel	1	B	Z	-
Siege	1	B	Z	-
Pitched Battle	1	B	Z	-
Treachery	1	B	Z	-
River Crossing	1	B	Z	-
Surprise	1	B	Z	-
Favorable Ground	1	B	Z	-
Good Morale	1	B	Z	-
Castle	1	B	Z	-
Combined Arms	1	E	Z	-
Schiltrons	1	S	Z	-
Decisive Victory	1	B	V	Steal 1 extra Territory
Submission	1	B	V	Steal 1 Target Noble
Strategic Victory	1	B	V	Draw 3 cards
Massacre	1	B	V	Discard Target Troop Card

Name	#	User	Type	Notes:
Carnage	1	B	V	Discard Target Troop or Noble

Links

Wikipedia





Fish Food

Introduction

Board and Dice game for 2 Players.

Victory

Eat all the opposing Edible Fish, or Occupy the center 4 spaces of the Board (Tank) at the end of your opponents turn.

The Fish

Fish	Number	Force	Note
Whale	2	7	
Shark	2	6	
Sword Fish	2	5	
Dolphin	2	4	
Barracuda	2	3	
Flying Fish	2	2	Can Jump over other Fish
Minnow	2	1	One Minnow can use both Dierolls in one Turn
Puffer	2	0	Inedible and Harmless (Blocker)

The Puffer cannot be eaten, and cannot occupy the middle 4 spaces of the Board.

Setup

Place your fish in any order you like on your back 2 rows. Roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. On your turn Roll two dice. (On the very first move of the game, only roll 1 Die) You may move up to 2 of your fish.

Each dieroll will allow 1 fish to move exactly as

The Tank

The Board (= Tank) is a standard 8 x 8 Chess board.

Dice

Six sided Dice are needed.

Fish

Each player has a set of 16 Fish (= Pieces = Men) of a unique color.

many spaces as the number rolled on the die. Fish cannot jump over other fish.

Fish Eat Fish

If your Fish lands on top of another fish with a smaller Force, your Fish eats it. You cannot move onto another Fish with equal or Greater Force. There is a Second way to eat a Fish that is called Nibbling.

To Nibble, you must have 2 fish adjacent to the target fish and directly opposite each other. If their combined Force is equal to or greater than that of the fish in the Middle, it is eaten. Eaten Fish are removed from the Board.





Five Armies

Introduction

Board & card game for 2 players. Battle between the Free Peoples & the Goblinfolk for control of Smaug's treasure at the end of the Hobbit (by JRR Tolkien). Each figure represents a warband of many troops.

Disclaimer

'Middle Earth/The Hobbit' are copyrighted/trademarked properties. This is just a fan site.

Victory

You win if you kill off 10+ of your opponents units.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units. Each side has 4 types of units.

Units Table Notation

Weapon = Weapon Cards the unit uses.

Number of that type of unit each player has in setup.

Move The types of Move Cards the unit can use.

Free Peoples Unit Table

Name	#	Move	Weapon
Dwarves	3	1-2	Hammers
Men	6	1-3	Swords & Spears
Elves	5	1-4	Bows & Arrows
Eagles	2	1-5	Claws

Goblin Unit Table

Name	#	Move	Weapon
Trolls	3	1-4	Hammers
Orcs	6	1-3	Swords & Spears
Goblins	5	1-2	Bows & Arrows
Wargs	2	1-5	Claws

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for the Eagles. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

"Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) an Attack card to have a unit attack. A unit must use an attack card that is the same as his weapon. For Example: Elves & Goblins can only use Bow & Arrow cards.

The attack card has a number. This is the range of the attack. Attacks are diagonal or orthogonal.

"Knight" type attack cards produce an attack with a range like a knight in chess. The enemy unit that is the target of the attack is automatically killed and removed from the map. Units cannot attack through other units.

Your opponent may play a defense card to negate your attack. Elf and Warg units can make two attacks per turn (using two attack cards)

Card List Notation

M Movement

A Attack

D Defense

X Special Card

K as a Knight would move in Chess

Type Purpose of card

Number of that type of card in the deck

Card List

Card Name:	#	Range	Type	Notes
Very slow	5	1	M	
Slow	4	2	M	
March	3	3	M	
Fast	2	4	M	
Very Fast	1	5	M	
Claws	3	1	A	
Hammers	3	1	A	
Bows	2	3	A	
Arrows	2	K	A	
Swords	3	1	A	
Spears	2	2	A	
Tough	2	-	D	Negate Attack
Scout	2	-	X	Look at Opponents Hand
Magic	2	-	X	Discard to draw 2 cards

Cardset Available

By Eric Sprague. Thanks!!! [Click Here](#)





Fix Bayonets

Introduction

Board & card game for 2 players. WWI Theme. Abstract skirmish level combat. Man to Man fighting in the Argonne Forest 1918.

One player is the defending American Lost Battalion. The other player is the attacking German Stormtroopers.

Victory

You win if you kill both of your opponents Officers.

The Map

Use a 8X8 chessboard.

The Men

Use chits or miniatures to represent men (Soldiers) There are 5 types of soldiers: Officers, Riflemen, Snipers, Runners and Heavy Weapon Specialists. Each player starts with: 2 Officers 10 Riflemen 2 Heavy Weapon Specialists 1 Runner 1 Sniper

Setup

Each player places 2 men on each square of his back row. Soldiers may stack. There is no stacking limit.

The Cards

Players share a common deck. The deck contains 3 copies of each card in the Card list.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Fight Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Card List

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. The Zigag card allows a man to move like a knight in chess. Instead of moving just one man in any direction, you have the option of moving one or more men forward the indicated number of spaces using a single move card.

A single man can move only once per turn. A runner can move twice per turn. You cannot move men into or through enemy soldiers.

Your opponent may play a rough ground card to negate your move.

Fight Phase

Play (discard) an Attack card to have a Man attack. The attack card has a number. This is the range of the attack.

Moves can be diagonal or orthogonal. The Grenade card is an attack with a range like a knight in chess. The enemy soldier that is the target of the attack is automatically Killed and removed from the map.

The American Heavy Weapons Specialist can only use the Machine Gun card. No other soldier may use the Machine Gun card. The German Heavy Weapons Specialist can only use the Flame Thrower card.

No other soldier may use the Flame Thrower card. Officers can only use Pistol cards. Only Snipers can use Sniper Cards.

If a stack of soldiers is hit, then one man, of the defenders choice, will be Killed unless the attack was made by a Grenade, Machine Gun or a Flame Thrower in which case all the men in the stack will be killed. Your opponent may play a trees card to negate your attack.

Card List Notation

A Attack

M Move

T Terrain

K as a Knight would move in Chess

'Germans Only' cards can only be used by the German player. 'Americans Only' cards can only be used by the American player.

Card Name:	Type	Range	Notes
Bayonet	A	1	
Pistol	A	1-2	
Flame Thrower	A	2-3	Germans Only
Grenade	A	K	
Rifle	A	3	
Rifle	A	4	
Machine Gun	A	4-5	Americans Only
Sniper	A	5-6	
Crawl	M	1	
March	M	2	
Double Time	M	3	
Zigzag	M	K	
Run	M	4	
Charge	M	5	
Advance	M	2	Germans only
Counter Attack	M	3	Americans Only
Trees	T	-	Negate an Attack Card
Fox Holes	T	-	Negate an Attack Card. Americans Only
Rough Ground	T	-	Negate a Move Card
Hold Ground	T	-	Negate a Move Card. Germans only

Strategic Version

Play with hands face up.





Flash Cards

Introduction

Card game based on the TV show The Flash

Disclaimer

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Victory

-At the end of the game the Player with the most Foe cards in his Victory pile wins. -If there is a tie players settle it with a Foot race. -The game ends when the last Foe card in the Foe Deck is captured

The Decks

There are 3 Decks:

1. The Flash Deck
2. The Foe Deck
3. The Mod Deck

The Flash Deck

These are called Flash Cards. Cards in the Flash deck have 2 numerical Traits:

1. Speed
2. Investigation

Speed is used to overcome the Threat Trait of Foe cards. Investigation is used to overcome the Plot Trait of Foe cards. Numerical values of these cards range from +1 to +7.

The Foe Deck

These are called Foe cards. Crime cards need to be overcome using Flash cards. Cards in the Foe deck have 2 numerical Traits:

1. Threat
2. Plot

The Mod Deck

These are called Mod or Modifier cards. Modifier cards are attached to Crime cards and increase their Trait values. Cards in the Mod deck have 2 numerical Traits:

1. Threat
2. Plot

Setup

Shuffle the Decks. Decks are face down. The Fastest running Player goes first.

Flip over the top 2 cards of the Foe Deck: Place them face up in the middle of the table.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Foe Phase
2. Flash Phase
3. Capture Phase
4. Final Phase

Foe Phase

-If there are less than 2 Foe cards face up in the Middle of the table, then flip over replacements. -Each Foe card gets 1 Mod card attached to it. If a Foe card does not have a Mod then card flip over A Mod card and place it slightly under the Foe card To show they are attached.

-A Foe card will only ever have 1 Mod card attached. -At the end of Foe Phase there should be 2 face-up Foe cards in the middle of the table with a Mod card Attached to each.

Flash Phase

The current player fills his hand to 7 cards. If the deck ever runs out, shuffle the discard and draw from it.

Capture Phase

-The current player plays Flash cards from his hand to Capture one of the Face-up Foe cards. -The Total Speed value of the Flash cards must exceed the total Threat value of the target Foe card and attached Mod card. -The Total Investigation value of the Flash cards must exceed the total Plot value of the target Foe card and attached Mod card.

-If both these conditions are satisfied, the player puts the Foe Card into his Victory pile. The Flash and Mod cards are discarded. -The current player may then also capture the second face-up Foe card, if he has the resources to do it.

Final Phase

The current player may discard any number of cards from his hand.

Flash Deck Card List

Name:	Inv	Speed	Notes:
Barry Allen	+3	-	CSI
The Streak	-	+3	-
Dr Harrison Wells	+3	+2	Head of Star Labs
Dr. Caitlin Snow	+2	+1	Bioengineer
Cisco Ramon	+2	+1	Mechanical Engineer
Detective Joe West	+2	+2	Surrogate Father
Iris West	+2	+2	Journalist Love Interest
Eddie Thawne	+1	+1	Cop Friend
Felicity Smoak	+5	-	Hacker Love Interest
Speed Reading	+2	-	-
Police Report	+2	-	-
Star Labs	+2	+2	-
Mach 1.1	-	+2	-
Break Sound Barrier	-	+2	-
Case File	+2	-	-
Laboratory	+1	+1	-
Superhuman Speed	-	+3	-
Crime Scene	+4	-	-
Paranormal Occurrences	+3	-	-
Forensics	+2	-	-
Hidden Room	+2	-	-
Multi-Tasking	+2	+2	-
Take it up a Notch	-	+3	-
Future Headlines	+2	-	-
Sonic Boom	-	+6	-
Tire Foo Out	-	+5	-
Overload Foo	-	+7	-
Contain Foo	-	+4	-
Perfect Punch	-	+5	-
Quick Healing	-	+2	-
Recognition Software	+3	-	-
Show Off	-	+2	-
Laws of Physics	+1	+2	-
Speed Calculations	-	+3	-
High Tech Suit	+1	+2	-

Foe Deck Card List

Name:	Plot	Threat	Notes:
Weather Wizard	4	4	Creates Storms
Girder	4	9	Bully, Steel Body
Plastique	5	5	Turns Objects into Bombs
Captain Cold	6	7	Cryonic Gun
Heatwave	4	6	Flame Gun
The General	7	5	Soldiers
Multiplex	6	6	Creates Duplicates of Self
Professor Zoom	10	7	Slows Down Time
Metahuman Criminal	3	4	-
Minor Crime	3	3	-

Name:	Plot	Threat	Notes:
The Mist	8	8	Turns Self into Poison Gas
Grodd	7	9	Super Strong Smart Gorilla
Blackout	4	10	Drains Energy
Clock King	7	4	-
Pied Piper	8	6	Sonic Devices
Prism	8	5	Induces Rage by Eye Contact

Mod Deck Card List

Name:	Plot	Threat	Notes:
Central City	+1	+1	-
Robbery	+1	+2	-
Simon Stagg	-	+3	Corrupt Scientist
Experiments	+1	+2	Sinister
Massive Bomb	-	+3	About to Explode
Revenge	+3	-	-
Hostages	+2	+1	-
Disaster	+1	+2	-
Decoy	+3	-	-
Perfect Timing	+1	+1	-
Know Secrets	+2	+1	-
Rampage	-	+3	-
Nefarious Plot	+2	+1	-
Cold Case	+3	-	-
Stolen Technology	-	+3	-
Create Chaos	+1	+2	-





Fleets Of The Imperium

Introduction

Board & card game for 2 players. Space Combat in the Games Workshop Warhammer 40K Space Fleet Universe. Pick your Fleet: Tyranid, Imperial, Eldar, or Necron.

Abstract skirmish level combat. Each figure represents a single Ship (unit).

Disclaimer

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Victory

You win if you Destroy the opposing Flagship.

Imperium Fleet Table

#	Type	Hits	Move	Size	Notes
1	Emperor Capital Ship	6	1-2	L	Flagship
2	Gothic Battleship	4	1-3	L	
3	Firestorm Cruiser	3	1-4	L	
4	Thunderbolt Cruiser	2	1-5	S	
6	Cobra Destroyer	1	1-6	S	

Tyranid Hive Fleet Table

#	Type	Hits	Move	Size	Notes
1	Hive Ship	6	1-2	L	Flagship
2	Dark Prowler	4	1-3	L	
3	Void Fiend	3	1-4	L	

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Ships. Each Player has 5 types of Ships.

Fleet Table Notation

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

L Large; S = Small

#	Type	Hits	Move	Size	Notes
4	Kraken	2	1-5	S	
6	Wardrones	1	1-6	S	

Eldar Fleet Table

#	Type	Hits	Move	Size	Notes
1	Void Stalker	6	1-2	L	Flagship
2	Wraithship	4	1-3	L	
3	Shadow Hunter	3	1-4	L	
4	Eclipse Cruiser	2	1-5	S	
6	Hellbore Escort	1	1-6	S	

Necron Fleet Table

#	Type	Hits	Move	Size	Notes
1	Cairn Class Tomb Ship	6	1-2	L	Flagship
2	Scythe Class Harvest Ship	4	1-3	L	
3	Reaper Class Harvest Ship	3	1-4	L	
4	Jackal Class Raider	2	1-5	S	
6	Dirge Class Raider	1	1-6	S	

Generic Fortifications List

#	Type	Hits	Move	Size	Notes
-	Space Citadel	10	0	L	Flagship
-	Space Fortress	6	0	L	
-	Battlestation	3	0	L	
-	Planetary Defenses	1	0	L	
-	Defense Satellites	1	0	S	

Setup

Each player places one Ship on each square of his back two rows. Ships may not stack.

The Cards

Each Player has their own deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Maneuver Phase Fire Phase

Orders Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.

The Fleet Tables list what type of Move cards each unit can use. Moves can be diagonal or orthogonal. Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Each attack does one point of damage.

Use Chits or coins to record damage. A ship reduced to 0 Hits is destroyed and removed from the

board. Your opponent may play (discard) Defense cards to negate your attack.

Fortifications

These can substitute for ships in certain scenarios. A Planet occupies a single space. Up to 20 or more Planetary Defense units can be located on a planet.

PDU's attack like ships. Once all the PDU's on a planet are destroyed, 1 or more Boarding attacks will capture the planet.

Terrain

Nebula- Ships must stop upon entering. Fringe World - Requires 1 Boarding attack to capture. Core World- Requires 2 Boarding attacks to capture.

Hive World- Requires 3 Boarding attacks to capture. Black Hole- A Ship may enter this space, but if it does not move on its next turn, it is destroyed. Super Nova- No Ships may enter this space.

Asteroid Field- Ships must stop upon entering. Also Any Large ship entering this space takes 1 Hit of Damage. Star Gates- Go in One and come out any other.

Line Of Sight

Ships do not block LOS. Ships can shoot into a Terrain space, but not through it.

Card List Notation

M Movement

A Attack

D Defense

X Special

L Only Large ships can use this card

S All ships can use this card.

K as a Knight would move in Chess

Type Purpose of card

Dam Damage (inflicted or prevented)

Number of that card in the Deck.

Imperium Card List

Card Name:	#	Range	Size	Type	Notes
Space Marines	2	1	S	A	Boarding
Ram	2	1	L	A	
Laser Batteries	3	2	S	A	
Broadsides	2	2	S	A	
Prow Laser	2	3	S	A	
Vortex Torpedoes	2	4	S	A	
Fusion Cannon	2	5	L	A	
Inferno Cannon	1	6	L	A	
Fighter Squad	2	K	S	A	
Void Shields	2	-	S	D	
Evasive Action	2	-	-	D	Small Ships only
Massive Hull	2	-	L	D	
Adeptus Mechanicus	2	-	S	D	
Tactical Genius	2	-	-	X	Discard to draw 3 cards
Adeptus Astronomica	2	-	-	X	Look at Opponents Hand
Navigate 1	5	1	-	M	
Navigate 2	5	2	-	M	
Navigate 3	4	3	-	M	
Navigate 4	3	4	-	M	
Navigate 5	2	5	-	M	
Navigate 6	1	6	-	M	

Tyrannid Card List

Card Name:	#	Range	Size	Type	Notes
Hull Grinder	3	1	S	A	
Power Bite	1	1	S	A	
Genestealers	4	1	S	A	Boarding
Bone Ram	1	1	L	A	
Infect	1	1	S	A	
Tentacles	2	2	L	A	
Mind Assault	2	2	S	A	
Death Burner	2	3	L	A	
Hell Blaster	2	4	L	A	
Shock Ram	2	5	L	A	
Spore Mines	2	6	S	A	
Drone Swarm	2	K	S	A	
Regenerate	2	-	S	D	
Death Frenzy	2	-	-	X	Discard to draw 3 cards
Sensory Cluster	2	-	-	X	Look at Opponents Hand
Navigate 1	5	1	-	M	
Navigate 2	5	2	-	M	
Navigate 3	4	3	-	M	
Navigate 4	3	4	-	M	
Navigate 5	2	5	-	M	
Navigate 6	1	6	-	M	

Eldar Card List

Card Name:	#	Range	Size	Type	Notes
Aspect Warriors	2	1	S	A	Boarding
Pulsar Lance	2	3	S	A	
Wraithcannon	2	4	L	A	
Darkstar Fighters	2	K	S	A	
Eagle Bombers	2	6	S	A	
Laser Batteries	2	2	S	A	
Plasma Torpedoes	2	5	S	A	
Holo Fields	2	-	-	D	
Maneuverability	2	-	-	D	
Evasive Action	2	-	-	D	
Speed & Agility	2	-	-	D	
Bonesingers	2	-	-	D	
Farseer	2	-	-	X	Look at Opponents Hand
Deadly Grace	2	-	-	X	Discard to draw 3 cards
Solar Sail	2	K	-	M	
Navigate 1	3	1	-	M	
Navigate 2	4	2	-	M	
Navigate 3	4	3	-	M	
Navigate 4	4	4	-	M	
Navigate 5	3	5	-	M	
Navigate 6	3	6	-	M	

Necron Card List

Card Name:	#	Range	Size	Type	Notes
Gauss Particle Whip	2	6	S	A	
Lightning Arc	3	4	S	A	
Energy Tendrils	2	4	S	A	
Portal Warriors	2	1	S	A	Boarding
Nightmare Field	2	3	S	A	
Sepulchre	1	3	L	A	
Star Pulse Generator	2	5	S	A	
Scarab Swarm	2	K	S	A	
Energy Drain	2	2	L	A	
Reactive Hulls	2	-	-	D	
Power Flow	2	-	-	D	
Fade Out	2	-	-	D	
Stealth	2	-	-	X	Look at Opponents Hand
Command Core	2	-	-	X	Discard to draw 3 cards
Inertialess Drive	2	K	-	M	
Navigate 1	5	1	-	M	
Navigate 2	4	2	-	M	
Navigate 3	4	3	-	M	
Navigate 4	3	4	-	M	
Navigate 5	2	5	-	M	
Navigate 6	2	6	-	M	

Links

Space Fleet Campaign Rules





Flintloque Skirmish

Introduction

Zombie Cossacks, Elven Grogards, Dwarf Landwehr, Drow Fusiliers, Orc Hussars... Fantasy in the Age of Muskets. Card Game for 2+ players.

Victory

Send 10 enemy Units to their Graves.

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The Decks

Each player has a unique Army Deck. Players share a common Strategy Deck.

Army Decks

Each Race has a unique Deck. Army decks contain 3 types of cards: Leaders Brigades Magic Items

The Strategy Deck

Players share a common Strategy Deck. Card Types include: Events Terrain

Hands

Each player has 2 Hands: Army Hand Strategy Hand

Dice

Twenty sided dice (D20) are needed.

Casualty Markers

Use counters or tokens as casualty markers (CM)
A Brigade with CM = or greater than its Attack Rating (AR) immediately Routs to the discard pile.

Ferach High Elves

The High Elves are the French

Catalucia Dark Elves

The Dark Elves are the Spaniards

Witchlands Undead

The Undead are the Russians

Krautian Dwarfs

These Dwarves are the Prussians. Note: Dwarf Cavalry ride Ponies or large Pigs.

Finkelstein Dwarfs

These Dwarves are the Bavarians.

Albion Orcs

The Orcs are the English.

Bog Orcs

The Bog Orcs are the Irish.

Jaccobe Ratmen

The Ratmen are the Scots.

Skandavia Trolka

The Trolls are the Dutch & Scandinavians.

Ostaria Dogmen

These Dogmen are the Austrian-Hungarians & Eastern Europeans.

Finkelstein Dogmen

These Dogmen are the Saxons.

Al-garvey Goblins

The Goblins are the Portuguese.

Halflings Of Aegypt

These Halflings are the Arabs.

Krautian Ogres

Ogres are Germanic. Note: Ogre Cavalry ride Rhinos.

Nepolese Todoroni

The Frogmen are the Italians.

Othari Ottermen

The Ottermen are the Turks.

Game Notation

Units: Army cards: Leaders & Brigade cards. Deployed Units: Units in play. Reserve: A players Army Deck: Army Cards not in play.

Grave: Army Deck discard pile. Hand: Composed of only Strategy cards. Routed: Brigade & attached Leader are discarded to the Grave.

Setup

Each player draws and deploys 8 cards from their Army deck. Flip a coin, the winner goes first. Each player starts with a hand of 5 Strategy cards.

Turn Sequence

Players take turns. Each turn has 12 Phases:

1. Strategy Phase
2. Maneuver Phase
3. Reserves Phase
4. Deployment Phase
5. Terrain Phase
6. Skirmish Phase
7. Bombardment Phase
8. Volley Phase
9. Declaration Phase
10. Defensive Fire Phase
11. Charge Phase
12. Rally Phase

Strategy Phase

Draw 2 cards from the top of the Strategy Deck and put them in your Strategy hand. Max hand size is 7 cards. Discard excess cards.

Maneuver Phase

You may attach one Terrain card from your strategy hand to one of your Brigades. A Brigade may only have one Terrain card attached.

Reserves Phase

Draw 2 cards from the top of your Army deck & put them in your Army Hand. Max hand size is 5 cards. Shuffle extra cards back into your Army deck.

Deployment Phase

You may put 1 Brigade card face-up into play. You may put 1 Leader card face-up into play. Leaders must be attached to Brigades.

A Brigade can have only 1 Leader Attached. You may put 1 Magic Item card face-up into play. Magic Items include Relics & Banners.

A Brigade may have 1 Banner Attached. A Leader may have 1 Relic Attached.

Terrain Phase

You may attach Terrain cards from your hand to your Brigades. A Brigade may only have 1 Terrain card attached.

Skirmish Phase

Your Skirmish Brigades may Attack. Any target Brigade may be attacked.

X The Attack Rating (AR) of the Attacker
Roll 1D20 (This is the Skirmish Roll)

1D20 Result:

1 - 2X The Target takes 1 Casualty Marker (CM)

(For Example: A skirmisher has a modified AR = 7) (The player rolls 1D20. If the result is 14 or less, the target suffers 1 CM) If attacking another Skirmish Unit the AR is -2. If the Brigade takes a CM roll 1D20 again (This is the Sniper Roll) On a Roll of $\frac{1}{2}$ X or less the attached Leader is sent to the Grave. (For Example: the Unit above "hits". Roll again) (on a roll of 4 (round up) or less the Leader is shot) Mounted Units never get to make a Sniper Roll.

Bombardment Phase

Your Artillery Brigades may Attack. Any target Brigade may be attacked.

X The Attack Rating (AR) of the Attacker
Roll 1D20 (This is the Bombardment Roll)

1D20 Result:

1 - X The Target is Routed

X - 2X The Target takes 1 Casualty Marker (CM)

If attacking a Skirmish Unit the AR is -2. If attacking an Infantry Unit the AR is +1.

Volley Phase

Your Infantry Brigades may Attack. Any target Brigade may be attacked.

X The Attack Rating (AR) of the Attacker
Roll 1D20 (This is the Volley Roll)

1D20 Result:

1 - X The Target is Routed

X - 2X The Target takes 1 Casualty Marker (CM)

If attacking a Skirmish Unit the AR is -1. Skirmish & Cavalry units may only be targeted if their owner allows it, if not, The attack is directed at the Reserve (Reserve cards cannot refuse to be attacked) A single Brigade may be fired upon by a max of 2 enemy brigades in Volley Phase. These are referred to as the Primary & Support Attackers.

Declaration Phase

You may commit brigades to charging the Enemy. Only Infantry and Cavalry may charge. Skirmish & Cavalry units may only be charged by Infantry if their owner allows it, if not, The attack is directed at the Reserve (Reserve cards cannot refuse to be charged) Charging Units discard any attached Terrain cards.

The attacker determines which of his units charges which enemy unit. A brigade may only be charged by a maximum of 2 units per turn.

Defensive Fire Phase

Units that can shoot, who are being Charged, may attack the units charging them. Only units in play,

1D20	Result:
1 - X	The Target Brigade is Routed
X - 2X	Both Target & Charging Unit inflict 1 Casualty Marker (CM)
2X+	The Charging Brigade is Routed

Cavalry attacking a Skirmish Unit get AR +2.

Rally Phase

Each Brigade routed this turn make a Rally Roll: Roll 1D20: On a Roll of 18+ the Unit rallies and stays in play. Second Rate Units get -2 to Rally Rolls. Skirmishers & Light Cavalry get +1 to Rally Rolls.

If a Leader is attached to the Brigade get a +2 to the Rally Roll. Brigades in Fortifications get +1 to Rally Rolls.

Attacking The Reserve

If the defending player has no brigades in play, The attacking brigade directs its attack vs the top card of The defenders Reserve Deck. The defending player may substitute a card from his Army hand. If the top card is a Leader or Magic Item, it is automatically discarded.

If the top card is a Brigade, roll to attack it as if it was in play. If the defending Brigade does not Rout, It is automatically deployed into play.

Cavalry Special Rules

Some cavalry units have guns & some do not. These all require special Rules: Dragoons have muskets & can attack in Volley Phase Hussars have pistols & can attack in Skirmish Phase Mounted Carbiners can attack in Skirmish or Volley Phase Cuirassiers, Mounted Grenadiers & Chasseurs have Sabres only: They get AR +2 in Charge Phase Uhlans & Lancers have Spears only: They get AR +2 in Charge Phase Cossacks have a variety of Fierce Weapons: Cossacks may attack in Skirmish Phase with AR -1 Cossacks get AR +1 in Charge Phase

not units in reserve. Use the appropriate tables from above.

(Cavalry use the Skirmish Table but cannot make a Sniper roll) Each unit being charged may receive support from one unit not being charged for each unit charging it. A supporting unit can make a defensive fire roll against a charging unit. A unit can only make 1 fire roll in defensive fire phase.

Charge Phase

Charging units that survived Defensive Fire Phase may attack.

X The Attack Rating (AR) of the Attacker
Roll 1D20 (This is the Charge Roll)

Infantry Special Rules

Attackers get AR+1 when attacking Second Rate Infantry Heavy Infantry are less likely to Rout: All attacks against them are AR-1. Heavy Infantry get AR +1 to Charge Rolls. Engineers, Sappers, and Grenadiers are AR +2 vs Units with attached Fortification Terrains.

Direct Fire Artillery Special Rules

Artillery units get AR+2 for defensive Fire.

Indirect Fire Artillery Special Rules

This includes Rockets, Mortars, Howitzers, & Siege Artillery. These units may automatically attack the Reserve. The following cards cannot be used with indirect Artillery: Round Shot, Canister, Grape Shot

Skirmisher Special Rules

Cavalry get +2 AR when charging Skirmishers. Attacks by Artillery vs Skirmishers are AR-1.

Hospital Units

If deployed, 1 of your Brigades removes 1 CM in your rally Phase.

Orc Special Rules

Orcs are big, burly, pugnacious, and hard to kill. Orc Brigades get AR +1 to Charge Rolls. Charge Attacks vs Orc Brigades are AR -1.

Ratman Special Rules

Rats are Undisciplined but Fierce. Volleys Rolls by Rats are AR -1. Rat Brigades get AR +2 to Charge Rolls.

Elf Special Rules

Elves produce accurate and disciplined long range firepower. Volleys Rolls by Elves are AR +1.

Dwarf Special Rules

Dwarves have excellent Morale and are hard to Break. If an Attack Roll indicates a Rout Result, instead roll 1D20: On 10+ the Dwarves do not Rout and instead get 1 Casualty Marker.

Ogre Special Rules

Ogres make lovely targets. All Shooting attacks vs Ogres are AR+1. Ogre Brigades get AR +3 to Charge Rolls.

Charge Attacks vs Ogre Brigades are AR -2. Ogres carry very large Weapons. All Shooting attacks made by Ogres are AR+1.

Undead Special Rules

Undead Brigades Regenerate: They remove 1 CM in Rally Phase on a roll of 10+ in Rally Phase.

Ferach High Elf Grand Armee List

Card Name:	Type	#	AR	Notes:
Marshall Jacques De Payen	L	1	+3	All Elves in Play Rally +2
Colonel Etienne Gerard	L	1	+2	Attached Cavalry gets AR +1
Major Michele D'Kless	L	1	+3	Attached Infantry gets AR +1
Captain Dumont Gaheris	L	1	+2	Attached Artillery gets AR +1
Lieutenant Jardine Perimones	L	1	+1	Attached Skirmisher gets AR +2
Captain Adrienne St. Bane	L	1	+2	Attached Infantry gets AR +1
Heroic Elf Officer	L	1	+2	Martyr
Aggressive Elf Officer	L	1	+1	Charging Brigade gets AR +1
Dastardly Elf Officer	L	1	+1	
Imperial Garde Troopers	IH	1	6	
Velite Grenadiers	IH	1	5	
Elf Line Infantry	I	3	3	
Elf Imperial Marines	I	1	4	
Elf Engineers	I	1	4	
Republican Militia	I2	2	2	
Elf Carabiniers	S	1	4	
Elf Chasseurs	S	1	5	
Elf Voltiguers	S	1	4	
L'Esprit Du Garde Cuirassiers	CH	1	6	
Grenadiers A Cheval	CH	1	5	
Corps Imperial Dragoons	C	1	4	
Lanciers Rogue	CL	1	3	
Hussars de Jeune	CL	1	3	
Mountain Guns	AL	1	3	
Elf Field Artillery	AL	2	4	
Garde Artillerie A'Cheval	A	1	5	
Gun Battery	A	1	4	
Elf Siege Artillery	AH	1	4	

Army Decks Card List Notation

S Skirmisher
L Leader
AL Light Artillery
A Artillery
AH Heavy Artillery
CH Heavy Cavalry
C Cavalry
CL Cavalry Light
IH Heavy Infantry
I Infantry
I2 Second Rate Infantry
S Skirmishers (Light Infantry)
CM Casualty Marker
H Hospital Unit (cannot Attack)
B Banner
R Relic

Martyr = Discard Leader to negate Rout result vs Attached Brigade

Card Name:	Type	#	AR	Notes:
Field Hospital	H	1	1	
Banner of Might	B	1	-	AR +3 to Charge Rolls
Eagle of Retribution	B	1	-	AR +3 vs Unit that has attacked you
Eagle of Inspiration	B	1	-	All your Brigades get AR+1
Eagle of Defiance	B	1	-	AR +3 to Defense Fire Rolls
Eagle of Valor	B	1	-	All Brigades get +2 to Rally Rolls
Eagle of Glory	B	1	-	This Brigade gets AR+2
Staff of Warping	R	1	-	Automatically attack the Reserve
Symbol of Shivalia	R	1	-	Draw 1 extra card in Strategy Phase
Staff of Command	R	1	-	+5 to Rally Rolls
Dragon's Breath Sword	R	1	-	AR +3 to Charge Rolls

Albion Orc Army List

Card Name	Type	#	AR	Notes
General Fartsagale	L	1	+3	All Orcs in Play Rally +2
The Duke of Wheeling Turn	L	1	+2	Attached Artillery gets AR +1
Colonel Pebble Kettle	L	1	+3	Attached Skirmisher gets AR +1
Major Crowfoot	L	1	+2	Attached Cavalry gets AR +1
Lieutenant Frederorcson	L	1	+3	Attached Infantry gets AR +1
Captain Flashorc	L	1	+2	Attached Infantry gets AR +1
Captain Sharke	L	1	+1	Attached Skirmisher gets AR +2
Heroic Orc Officer	L	1	+2	Martyr
Corporal Lamond Adragain	L	1	+1	Attached Unit gets +2 to Rally Roll
Angus McBam	L	1	+1	Attached Rat gets AR +1
Aggressive Orc Officer	L	1	+1	Charging Brigade gets AR +1
Dastardly Orc Officer	L	1	+1	
Orc Grenadiers	IH	1	5	
Orc Guard	IH	1	6	
Ratmen Highlanders	IH	1	4	
Ratmen Lowlanders	I	1	3	
Orc Engineers	I	1	4	
Orc Line Infantry	I	3	3	
Orc Marines	I	1	4	
Lord Brassingtons Orc Militia	I2	2	2	
Orc 105th Foot Rifles	S	1	5	
Orc Guard Light Infantry	S	1	4	
Rat Light Infantry	S	1	3	
Orc Life Guards	CH	1	6	Sabre only
Orc Heavy Dragoons	CH	1	5	Sabre only
Joccian Greys	CL	1	3	Ratmen
Orc Hussars	CL	1	3	
Horse Artillery	AL	1	3	
Halfling Musket Barrow	AL	1	2	
Rat Artillery	AL	1	3	
Orc Foot Artillery	A	1	4	
Gun Battery	AL	1	3	
Siege Artillery	AH	1	4	
Rocket Artillery	AL	1	3	
Banner of Might	B	1	-	AR +3 to Charge Rolls
Banner of Flight	B	1	-	Automatically attack the Reserve

Card Name	Type	#	AR	Notes
Banner of Sight	B	1	-	Look at opponent's Hands
Banner of Wrath	B	1	-	AR +3 to Volley/Bombardment Rolls
Banner of Heart	B	1	-	All Brigades get +2 to Rally Rolls
Sentinel Bugle	B	1	-	All your Brigades get AR +1
Sword of Command	R	1	-	Deploy extra Brigade in Deploy Phase
Amulet of Command	R	1	-	Get 1 Reroll per turn
Staff of Command	R	1	-	+5 to Rally Rolls
Sword of Challenge	R	1	-	AR +3 to Charge Rolls

Krautian Dwarf Army List

Card Name:	Type	#	AR	Notes:
General Verner Von Raucher	L	1	+3	All Dwarves in Play Rally +2
Colonel Karl LagerFelled	L	1	+2	Attached Infantry gets AR +1
Major Von Shtupp	L	1	+3	Attached Artillery gets AR +1
Captain William Keiser	L	1	+2	Attached Artillery gets AR +1
Baron Von Omptudda	L	1	+2	Attached Ogre gets AR +1
Lieutenant Zorndorf	L	1	+2	Attached Cavalry gets AR +1
Corporal Fredrick	L	1	+2	Attached Skirmisher gets AR +1
Heroic Dwarf Officer	L	1	+2	Martyr
Aggressive Dwarf Officer	L	1	+1	Charging Brigade gets AR +1
Dastardly Dwarf Officer	L	1	+1	
Dwarf Line infantry	I	3	3	
Dwarf Guard	IH	1	5	
Dwarf Grenadiers	IH	1	6	
Dwarf Jagers	S	2	4	
Dwarf Engineers	I	1	4	
Dwarf Landwher	I2	2	2	
Landwher Cavalry	C	1	2	
Dwarf Uhlans	CL	2	3	
Dwarf Von Jung Dragoons	C	2	4	
Dwarf Cuirassiers	CH	2	5	
Dwarf Line Artillery	A	1	4	
Dwarf Gun Battery	A	1	5	
Dwarf Landwher Artillery	AL	1	3	
Dwarf Siege Artillery	AH	1	5	
Dwarf Mortars	AH	1	4	
Dwarf Howitzers	AH	1	6	
Ogre Line Infantry	I	2	5	
Ogre Guard	IH	1	6	
Ogre Skirmishers	S	1	4	
Ogre Light Dragoons	CL	1	5	
Ogre Cannon	AH	1	6	
Banner of Might	B	1	-	AR +3 to Charge Rolls
Standard of Iron	B	1	-	All your Brigades get AR+1
Standard of Steel	B	1	-	All your Brigades get AR+1
Banner of Gunnery	B	1	-	AR +3 to Volley/Bombardment Rolls
Banner of Courage	B	1	-	All Brigades get +2 to Rally Rolls
Horn of Marching	B	1	-	Automatically attack the Reserve
Sabre of Command	R	1	-	Deploy extra Brigade in Deploy Phase

Card Name:	Type	#	AR	Notes:
Helm of Command	R	1	-	Get 1 Reroll per turn
Rod of Command	R	1	-	+5 to Rally Rolls
Hammer of Challenge	R	1	-	AR +3 to Charge Rolls

Witchlands Undead Army List

Card Name	Type	#	AR	Notes
Count Vladamir Kustosov	L	1	+3	All Undead in Play Rally +2
Grigori Dracsul	L	1	+3	Attached Infantry gets AR +1
Graf Von Orlock	L	1	+2	Attached Cavalry gets AR +1
Margrave Ivan Wintermore	L	1	+2	Attached Infantry gets AR +1
Lady Lamia Wintermore	L	1	+2	Attached Skirmisher gets AR +1
Razputrovich	L	1	+2	Attached Artillery gets AR +1
Heroic Vampyre Officer	L	1	+2	Martyr
Aggressive Vampyre Officer	L	1	+1	Charging Brigade gets AR +1
Dastardly Vampyre Officer	L	1	+1	
Nosferatu Officer	L	1	+1	
Kryptofski Death Guard	IH	1	6	Ghouls
Moskova Grenadiers	IH	1	5	Skeletons
Zombie Line	I	2	3	
Graviski Troopers	I	1	3	Zombies
Zoltan's 666th	I	1	4	Undead Dogmen
Krautian Fleschless Legion	I	1	4	Undead Dwarves
Zombie Cossack Infantry	I2	1	3	
Moskova Volunteers	I2	1	2	Skeletons
Licantzrop Jager	S	2	4	Werewolves
Loup-Garou Jagers	S	1	5	Werewolves
Dieberian Wolf packs	CH	2	4	Treat like Chasseurs
Zombiski Cossacks	C	3	3	
Liteupski Lancers	CL	1	3	
Winged Wraith Hussars	CL	1	5	
Sepulchurov Guard Hussars	CL	1	6	Wraiths
Corpseov Light Artillery	AL	2	3	
Zombie Artillery	A	2	3	
Undead Siege Guns	AH	2	4	
Graviski Reanimator	H	1	1	
Banner of Might	B	1	-	AR +3 to Charge Rolls
Death's Head Banner	B	1	-	Automatically attack the Reserve
Banner of Fear	B	1	-	Brigade gets AR +2
Banner of Pestilence	B	1	-	All Enemy Brigades are AR -1
Banner of Night	B	1	-	Enemy Brigades get -2 to Rally Rolls
Banner of Blood	B	1	-	All your Brigades get AR +1
Bone Sword	R	1	-	Deploy extra Brigade in Deploy Phase
Amulet of the Crypt	R	1	-	Get 1 Reroll per turn
Staff of Necromancy	R	1	-	+5 to Rally Rolls
Vampyre Sword	R	1	-	AR +3 to Charge Rolls

Strategy Deck Card Notation

E Event
T Terrain

Strategy Deck Card List

Card Name:	Type	Notes:
Bring Up Reserves	E	Deploy an extra Brigade in Deploy Phase
Canister	E	Artillery gets AR+4 for Defensive Fire
Shrapnel	E	Heavy Artillery Brigade gets extra attack in Bombardment Phase
Counter Battery Fire	E	Artillery gets AR+3 for Bombardment Roll vs Artillery
Infantry Square	E	Cavalry get AR -4 when Charging Infantry
Column Formation	E	Brigade gets AR+4 when Attacking Reserve Unit
Forced March	E	Draw 2 Army cards
Bayonets	E	Infantry Brigade gets AR+3 to Charge Roll
Screen	E	Enemy Attacker must target your Skirmishers
Probe	E	Skirmisher Brigade gets AR+2 to Skirmish Roll
Disciplined Fire	E	Infantry Brigade gets AR+3 to Volley Roll
Round Shot	E	Artillery Brigade gets extra attack in Bombardment Phase
Enfilade Fire	E	Artillery gets AR+4 for Bombardment Roll
Oblique Fire	E	Brigade gets AR+3 for Volley or Bombardment Roll
Rapid Deployment	E	Deploy an extra Unit in Deploy Phase
Rearguard Action	E	Enemy Attacker must target your Infantry Brigade
Outflank	E	Cavalry Brigade gets AR+3 to Charge Roll
Refuse Flank	E	Infantry gets AR+3 for Defensive Fire
Barrage	E	Artillery Brigade gets extra attack in Bombardment Phase
High Ground	T	Brigade is AR +2 for Defensive Fire
Flanking Position	T	Brigade is AR +2
Strategic Position	T	Draw 1 extra Strategy card in Strategy Phase
Salient	T	Brigade is AR +2 (not for Defensive Fire)
Vantage Point	T	Artillery Brigade is AR +2 for Bombardment Rolls
Redoubt	T	Fortification: Attacks vs Brigade are AR -2
Prepared Defenses	T	Fortification: Attacks vs Brigade are AR -2
Field Works	T	Fortification: Attacks vs Brigade are AR -2
Blocking Terrain	T	Only one Attack may be made vs this unit per turn
Difficult Terrain	T	Negate first attack vs this Unit per Turn
Crossroads	T	Draw an extra Army card in Maneuver Phase
Bridgehead	T	Deploy an extra Unit in Deploy Phase
Farmhouse	T	Charge & Volley Rolls vs this Brigade are AR -2
Reverse Slope	T	Bombardment Roll vs this Brigade are AR -3
Maneuver	E	Enemy draws 1 less Army card on his next turn
Piquets	E	Look at next 7 cards in opponents Army deck
Spy	E	Look at Opponent's Hand
Interior Lines	E	Draw 2 Army cards
Smoke	E	Target Brigade may not attack this turn
Crossfire	E	Support Brigade gets AR +3
Lost Orders	E	Negate Target Attack before Roll is made
Confusion	E	Enemy must discard 2 Strategy cards from Hand
Superior Strategy	E	Draw 3 Strategy Cards
Breakthrough	E	Get an extra Turn after this one
Envelopment	E	Get an extra Turn after this one
Perfect Shot	E	Skirmisher Brigade gets AR+4 to Sniper Roll
Elite Battalion	E	Heavy Brigade gets AR+3
Holding Attack	E	Unit attacked this turn cannot Charge next turn
Exploit Success	E	Cavalry Brigade gets extra attack in Charge Phase
Shock Action	E	Brigade gets AR+3 to Charge Roll
Overrun	E	Heavy Cavalry Brigade gets AR+3 to Charge Roll
Wheel About	E	Light Cavalry Brigade gets AR+3 to Attack Roll
Second Volley	E	Infantry Brigade gets extra attack in Volley Phase

Card Name:	Type	Notes:
Frontal Assault	E	Brigade gets AR+2 to Defensive Fire Roll
Rifles	E	Skirmisher Brigade gets extra attack in Skirmish Phase
Counter Attack	E	Brigade gets AR+3 to Attack Unit that attacked it last turn
Lost Cohesion	E	Brigade suffers an extra CM from attack
Reform Unit	E	Take a Brigade card from your grave & put it into play
Rally	E	Get +10 to Rally Roll
Rallying Square	E	Infantry Brigade gets +10 to Rally Roll
Set to Recieve Charge	E	Charges vs Infantry Brigade at AR-3
Limber	E	Light Artillery Brigade gets extra attack in Bombardment Phase
Force Withdrawal	E	Discard Target Terrain Card
Fighting Withdrawl	E	Unit gets 1 CM instead of Rout Result
Feigned Withdrawal	E	All your Brigades get AR+2 on your next Turn
Disorderly Retreat	E	Cause Unit with CM to be discarded
Audacious Attack	E	All your Brigades get AR+2 on your turn
Logistics	E	Draw 2 Army cards
Grape Shot	E	Artillery gets AR+4 for Defensive Fire
Shell	E	Heavy Artillery Brigade gets extra attack in Bombardment Phase





Flower Power

Introduction

Party Game. Relive the 60s or experience them for the first time.

Equipment

Three six-sided die are needed. A pawn for each player is needed. Lots of tokens of 5 different colors are needed.

Symbol	Experience	Token Color
S	Sex (Love)	Red
D	Drugs	Green
R	Rock & Roll	Blue
P	Political Activism	Purple

When you land on a line take one colored token according to the type of experience. History lines do not provide tokens.

Going To War

If you land on a V line move your pawn to the first line of the second smaller list known as the: Vietnam War Tour of Duty List. When you reach the end, place your pawn back on the main list on the same line. After a tour of duty when moving off the line roll three dice instead of one.

Game Board List

Symbol	Experience
H	Welcome to the 60's
S	Free Love
D	Day Tripper
R	Deadhead
P	Flower Power
A	Join a Commune
H	Soviets down U-2
S	Hippie Chick
D	Tahitian Gold
R	Yellow Submarine
P	Campus Radicalism
A	Tune in Turn on Drop out
H	Eisenhower warns of Military-Industrial complex
S	Flower Child
D	Mary Jane

Setup

Players pawns start on the first line of the Game board List. Roll high on the D6 to determine turn order.

Turn Sequence

On their turn a player rolls one die and moves that many lines down the list. Each line begins with a one letter symbol:

Symbol	Experience	Token Color
A	Self Actualization	Yellow
H	History	None
V	Vietnam War	None

End Of Game

The game ends when all players have reached the end of the list.

Who Wins

Each player adds up all his tokens in each of the 5 types of experiences: Sex (Love), Drugs, Rock & Roll, Political Activism, and Self Actualization The player with the highest score in the most experiences is the winner. Ties remain ties.

Symbol	Experience
R	Woodstock
P	Publish Underground Newspaper
A	Transcendental Meditation
H	Arms Race
S	Sexual Revolution
D	LSD Tab
R	San Francisco Scene
P	Grassroots activism
A	Youth Counterculture Movement
H	Bay of Pigs
S	Birth Control Pill
D	Score some Weed
R	Jimmi Hendrix
P	Peace March
A	Macrobiotic Food
H	Cold War
S	Groupies
D	Smoke Pot
R	Record Collection
P	Burn Draft Card
A	Move to Haight-Ashbury
V	Volunteer for Vietnam
S	Find somebody to Love
D	Psychedelic
R	Hi-Fi
P	Support the Black Panthers
A	Watch 2001
H	Shepard launched into space
S	Soul Mate
D	Mushroom Tea
R	8 Track Player
P	Civil Rights Demonstration
A	Watch Easy Rider
H	Marilyn Monroe dies
S	Quickie
D	Brownies
R	The Doors
P	Sit-in at Greensboro
A	Peace Symbol
H	John Glenn in orbit
S	Wild, Naked, & Free
D	Roll a Joint
R	Janice Joplin
P	Join the NAACP
A	Read Silent Spring
H	First Communications Satellite
S	Casual Sex
D	Bong
R	The Who
P	Non-violent Protest
A	Join the Peace Corps
H	Cuban Missile Crisis
S	Tantric Sex

Symbol	Experience
D	Dr. Timothy Leary
R	The Rolling Stones
P	Meet Dr. Martin Luther King Jr.
A	Road Trip across America
H	"Ich bin ein Berliner"
S	Computer dating
D	Electric Kool-Aid Acid Test
R	Monterey Pop Festival
P	Race Riots
A	Hitch-hike across America
V	Drafted into Vietnam
S	Wham-Bam Thank you Ma'am
D	Overdose
R	Dance on American Bandstand
P	Congress of Racial Equality
A	Study Eastern Philosophy
H	"I have a dream"
H	Manson Murders
S	Inter-racial Sex
D	Hash
R	Bob Dylan
P	Campaign for JFK
A	Convert to Buddhism
H	Johnson Administration
S	Masters & Johnson
D	Cocaine
R	Folk music scene
P	Seat on the Freedom Ride
A	Brainwashed by Cult
H	Kennedy Slain
S	Summer of Love
D	Mescaline
R	British Invasion
P	Campaign for Goldwater
A	Write Great American Novel
H	Malcom X assassinated
S	Long Hair
D	Bad Trip
R	Motown
P	Free Speech Movement
A	Write Radical Poetry
H	Cassius Clay knocks out Sonny Liston
S	Co-ed Dorms
D	Dealer
R	Mamas and the Papas
P	Protest at Berkeley
A	Pop Art Influence
H	Medicare signed in
S	Be-in orgy
D	Pusher
R	Buffalo Springfield
P	Anti-War Protest
A	Burn your Bra

Symbol	Experience
H	Martin Luther King Murdered
S	Mini-skirts
D	Opium
R	Age of Aquarius
P	Join Greenpeace
A	Campus Intellectuals
H	Neil Armstrong on Moon
S	Go-Go Dancers
D	Hallucinations
R	Jefferson Airplane
P	Join National Organization of Women
A	Yoga
H	Chicago Seven
S	Body Painting
D	Addiction
R	Join a Rock & Roll Band
P	March on the Pentagon
A	Make your own Tie Dye
S	Mrs. Robinson
R	The Monkees
P	Takeover Columbia University
A	Underground Comix
S	Sex & the Single Girl
R	The Times they are a Changin
P	Become Union Organizer
A	Read Feminine Mystique
S	Sexually Transmitted Disease
H	Welcome to the 70's

Vietnam War Tour Of Duty List

Symbol	Experience
A	Boot Camp
A	Vietcong
H	Gulf of Tonkin Crisis
H	Operation Rolling Thunder
H	Operation Star Light
A	Mekong Delta
A	Search & Destroy
S	Me love you long time
H	Bomb Hanoi
H	Operation Cedar Falls

Symbol	Experience
H	Operation Junction City
D	Agent Orange
A	On Point
H	Khesanh
H	Tet Offensive
H	Saigon
A	Massacre at Mai Lai
P	Purple Heart
A	Shell Shock
R	Shipped Home

Game Designers Notes

Feel free to add to or to change the lists.





Flying Circus

Introduction

Card game for 2 players. WWI Aerial Dogfight Simulation. One player is the Germans, the other is the Allies.

Victory

The first player to shoot down 4 enemy machines wins the battle. Use coins to keep track of "Kills."

The Deck

Players share a Common Deck The deck has 6 suites: Pilots Allied Planes (These can only be used by the Allied player) German Planes (These can only be used by the German player) Tactics Shooting Flying Each suite has 12 cards ranked from 1 to 12.

Turn Sequence

Each turn has 4 Phases: Flight Phase Tactics Phase Attack Phase Regroup Phase

Flight Phase

Each player is dealt 5 cards.

Tactics Phase

Players may discard up to 3 cards and draw replacements.

Common Deck Card List

Card Name:	Suite	Rank:
New Pilot	P	1
Reckless Flier	P	2
Flamboyant Flier	P	3
Zealous Flier	P	4
Aviator	P	5
Veteran Pilot	P	6
Seasoned Airman	P	7
Master Airman	P	8
Ace Pilot	P	9
Top Gun	P	10
Knight of the Air	P	11
Patrol Leader	P	12
Morane Saulnier	A	1
Airco DH2	A	2
FE2b	A	3

Attack Phase

Each player may make an attack. An attack includes: 1 Pilot card required 1 Plane card (of your side) required Up to 1 Shooting card Up to 1 Tactics card Up to 1 Flying card. Add the ranks of all cards in the Attack to get the Attack Rank.

If one player is able to make an attack, and his Opponent does not, he automatically makes a Kill. If neither player is able to make an attack, no one makes a Kill. If both players attack, the higher Attack Rank makes the kill, and If the Attack Ranks are tied, both players make a kill.

Regroup Phase

Players discard their hands. Shuffle the deck.

Card List Notation

- P** Pilots
- A** Allied Planes (These can only be used by the Allied player)
- G** German Planes (These can only be used by the German player)
- T** Tactics
- S** Shooting
- F** Flying

Card Name:	Suite	Rank:
Potshot	S	1
Machine Guns	S	2
Synchronizing Gear	S	3
Lead Target	S	4
Enemy in Range	S	5
Gunnery	S	6
Strafe	S	7
Crossfire	S	8
Shooting Skill	S	9
Burst	S	10
Square in your Sights	S	11
Point Blank	S	12
Feint	T	1
Dogfight	T	2
Headlong Attack	T	3

Card Name:	Suite	Rank:
Bristol Scout	A	4
Sopwith Pup	A	5
Bristol Fighter	A	6
Nieuport 17	A	7
Spad 13	A	8
SE5a Scout	A	9
Sopwith Camel	A	10
Sopwith Dolphin	A	11
Sopwith Snipe	A	12
Aviatik	G	1
Hansa-Brandenburg	G	2
Eindecker	G	3
Halberstdt DI	G	4
Fokker Biplane DII	G	5
Albatross Scout DII	G	6
Albatross DIII	G	7
Pfalz DIII	G	8
Albatross DV	G	9
Fokker Triplane	G	10
Albatross DVa	G	11
Fokker DVII	G	12

Card Name:	Suite	Rank:
Decoy	T	4
Formation Flying	T	5
Teamwork	T	6
Out of the Sun	T	7
Stalk Prey	T	8
Dive Attack	T	9
Attack from Above	T	10
Blind Spot	T	11
Surprise	T	12
Chivalry	F	1
Stunt	F	2
Maneuver	F	3
Aerobatics	F	4
Spin	F	5
Stall Turn	F	6
Kick Over Turn	F	7
Climbing Turn	F	8
Immelman	F	9
Half Roll	F	10
Steep Climb	F	11
Stay on his Tail	F	12

Cardset Available!

WS III - by Evilnames





Fokker

Introduction

WWI Biplane dog fighting. Get in your Sopwith Camel and take out some Albatrosses. 1 plane per player.

Board

Use a Hex map. The map should depict a sky with clouds, or a WWI battlefield.

Pieces

Each player gets to fly one WWI era fighter plane. The model or figure or pawn must fit within 1 space of the map. Six sided dice are needed.

Deck

Players share a common deck. The deck has 52 custom cards.

Altitude

There are 6 steps of Altitude (1-6). Use a six sided die to record the altitude of your plane. The ground would be considered altitude = 0.

Ammo

A plane can shoot a maximum of 12 times. Use dice to record Ammo.

Setup

Planes start on opposite ends of the map facing towards the middle. Planes start at an altitude of 1D6. Your plane starts with a velocity = 3. Players start with 2 cards each.

Turn Sequence

During every round each player gets a turn. At the beginning of each round each player rolls high on 1D6 to determine turn order. Reroll ties. Keep the turn order constant in a 2 player game.

Each turn has 2 phases:

1. Draw Phase

2. Move Phase

2a. Shoot Segment 2b. Observer Shoots Segment

Draw Phase

Draw 2 cards from the common deck. Maximum hand size = 6. Discard excess cards.

If the deck runs out, shuffle the discard and use it. You may discard 2 cards to draw 1 card once on your turn.

Move Phase

Your plane must move a number of spaces equal to its velocity. Velocity ranges from 0 to 6. Use a die to record your plane's velocity.

You may freely change your facing 1 arc (hex side or 60 degrees) anytime during your move. You may freely increase (Climb) or decrease (Dive) your altitude 1 step anytime during your move. You may freely increase or decrease your velocity by 1 anytime during your move.

You may discard a move card from your hand to gain extra movement anytime during your move. The number of Move cards you can play per turn is determined by plane type. A description of the movement allowed by each type of Move card: Left: change your facing 1 arc to the left.

You may decrease your altitude 1 step. Right: change your facing 1 arc to the right. You may decrease your altitude 1 step.

Hard Left: change your facing 1 arc to the left and velocity +1. You may decrease your altitude 1 step. Hard Right: change your facing 1 arc to the right and velocity +1.

You may decrease your altitude 1 step. Forward: Velocity +1 or -1. You may increase or decrease your altitude 1 step.

Slide Left: Move your plane into the space 1 arc to the left of forward. Do not change the plane's facing. You may decrease your altitude 1 step. Slide Right: Move your plane into the space 1 arc to the right of forward.

Do not change the plane's facing. You may decrease your altitude 1 step. Immelman (Loop): Move backwards 4 spaces. Do not change the plane's facing. You may increase or decrease your altitude 1 step.

You must have a velocity of 5+ to do a loop. If your ending velocity = 0 or 1, your opponent may play a Stall card on you. If you stall, you must play a recover card or you immediately drop 2 steps of altitude.

If this puts you at 0 or less steps you crash. All cards played are discarded. Two planes in the same hex at the same altitude crash.

Shoot Segment

This segment is part of your Move phase. You make take this segment at any point during your Move phase. You must discard a Shoot Card to attack.

If your opponent is 6 spaces directly in front of you he takes 1D6-5 hits. If your opponent is 5 spaces directly in front of you he takes 1D6-4 hits. If your opponent is 4 spaces directly in front of you he takes 1D6-3 hits.

If your opponent is 3 spaces directly in front of you he takes 1D6-2 hits. If your opponent is 2 spaces directly in front of you he takes 1D6-1 hits. If your opponent is 1 space directly in front of you he takes 1D6 hits.

The target must be at the same altitude or 1 step lower. A plane that takes 6 or more hits is shot down. The target player may discard a Recover card to evade the attack.

The attacker may also play a stall card on an opponent that was hit. Every time a plane is hit for 1 or more points of damage roll 1D6. On a roll of 1 on 1D6

roll on the Critical Hit Table.

Observer Shoots Segment

This segment is part of your Move phase. You make take this segment at any point during your Move phase. If your plane has an observer, play a Shoot card to let him attack.

The observer attacks into the 60 degree arc behind the plane. If your opponent is 3 spaces behind you he takes 1D6-4 hits. If your opponent is 2 spaces behind you he takes 1D6-3 hits.

If your opponent is 1 space directly behind you he takes 1D6-1 hits. The target must be at the same altitude or 1 step higher. A plane that takes 6 or more hits is shot down.

The target player may discard a Recover card to evade the attack. The attacker may also play a stall card on an opponent that was hit. Every time a plane is hit for 1 or more points of damage roll 1D6.

On a roll of 1 on 1D6 roll on the Critical Hit Table:

Critical Hit Table

1D6	Hit	Notes
1	Pilot Killed	Kill the observer first if there is one.
2	Engine Damaged	Max Speed -2.
3	Gas Tank Punctured	Plane must land in 2D6 turns.
4	Cables Severed	Maneuverability -1.
5	Controls Jammed	Hand Size -2.
6	Struts Damaged	Plane can no longer climb or loop.

Card List

Card	#	Type
Left	6	M
Right	6	M
Slide Left	3	M
Slide Right	3	M
Forward	9	M
Hard Left	3	M

Card	#	Type
Hard Right	3	M
Immelman	3	M
Stall	3	-
Recover	3	-
Shoot	9	-
Ace	1	-

Notes:

M Move card

The Ace card may be used as any other type of card except stall.

Aircraft Types

Name	Side	Maneuverability	Observer
Sopwith Camel	Allies	2	No
Bristol F2b	Allies	1	Yes
Fokker D-V11	German	2	No
Albatros C-V	German	1	Yes

Maneuverability is the number of Movement cards a plane may use on its Move turn. Planes with observers have a max speed of 5. Planes without observers have

a max speed of 6.

Aces

Ace pilots get +1 Maneuverability. Aces have 5+ kills.

Aerial Obstacles

These include Clouds & Balloons. Use counters to indicate these on the map. Indicate the altitude of Clouds and balloons.

Clouds

Clouds may occupy 1 or more hexes. Planes may move into or through clouds. Planes cannot shoot into

or through clouds.

Balloons

Balloons occupy 1 hex. Planes may shoot down balloons. (1 hit destroys them) Planes that move into balloons crash.

Ground Attacks

Ground units are stationary. Use counters to indicate ground units on the map. Rifles have a range of 1 hex and 1 altitude step.

Machine guns have a range of 1 hex and 2 altitude steps. Flak guns have a range of 3 hexes and 6 altitude steps. If an enemy plane comes in range of one of your ground units, discard a shoot card to do damage in your shoot phase: Rifles do 1D6-5 damage.

A machine gun does 1D6-4 damage. A Flak gun does 1D6-2 damage.

Victory

Shoot down your opponents. Other scenario objectives may include: Shooting down balloons, spotting missions, aerial photography, strafing/bombing trenches, dropping propaganda leaflets, etc.

Counter Set

The following counter & card set was created by Janne Thörne: jan.thorne@mail.bip.net Janne has also made sets for Blitz, Cannonade & Midway.

Links

Biplane Dogfight Game Rabbidgerbal





Formula Ace Racing Pods

By Emmanuel Delva, (C)2001 All rights reserved.

1/ Game Description

This game is a futuristic race of the WipeOut or Star Wars episode 1 kind. Players will need to get:

- Miniatures or counters for the ships,
- One six-sided dice per player. 1D in the rules means roll one such die. 2D equals the sum of two dices.
- Some small change or other markers will be used as beacons for the circuits.
- And players will need some roaster to keep track of the ships names, their pilots' levels, the dam-

age they could be delivered, and (most important) the real amount of the previous turn move (their actual speed). The rules are designed to work in centimetres. For those amongst you not accustomed to this measures, simply use 2 centimetres equals one inch.

2/ Ships Available

Each kind of ship is described by several stats. They are : speed in cm, damage resistance ability in hit points and space available within the ship for further customisation.

Alpha	Speed = 24	Hit Points= 8	BAE + 4 Space available
Beta	Speed = 22	Hit Points= 9	BAE + 5 Space available
Lambda	Speed = 20	Hit Points= 10	BAE + 6 Space available
Tau	Speed = 18	Hit Points= 11	BAE + 7 Space available
Gamma	Speed = 16	Hit Points= 12	BAE + 8 Space available

* BAE : Basic Aeronautics Equipment : 2 oxygen boosters (highly explosive) and 2 maneuver fins.

3/ Competitions

A single championship is made of one or several circuits. Except if otherwise voted by all players, all circuit will have to be played three time, once for each category. Each race belongs to one special category and has special rules And only the third one allows the use of weapons. Categories are :

- TOTAL SPEED WAY a speed race where the initial risks bidding is essential,
- DRAGSTER SHOW an die-fast competition where wreckage are far from being uncommon,
- DESTRUCTION DERBY where the pilots are allowed weapons aboard.

4/ Players Teams

Each player owns one or more team. At the season start, all team have three pilots, three ships and 2500 Credits only. One more pilot may be recruited up to a maximum of four per team. But any pilots can only race in one category only for all the season. The team can buy as many more ships as the player wants as long as he's got money for it. All of the team's pilots can race on any one ship.

More Credits will be earned by winning, or at least finishing races. Credits will be spent to replace a broken piece of equipment, a battered ship or a dead pilot.

5/ Pilots

At the season start, all team have three pilots, but one more pilot may be recruited up to a maximum of four per team. Pilots are ranked according to their skills. At the beginning of the season, two are ranked as "Seasoned" and the third as an "Ace". Pilots under "Seasoned" are not allowed in F.A.R.P. championship. Each player can only race in one category only for all the season's length. If the team has no pilot for one category, the team will not take part in the races of this category until a replacement pilot is recruited.

Each pilot has two skills : PILOTING, et G-ENDURANCE. A skill test is successful if the dice result is equal or inferior to the skill level.

- A « Seasoned » pilot has 6 points to put as he sees fit on the two skills, with a maximum level of 4 each.
- An "Ace" has 8 points to put as he sees fit on the two skills, with a maximum level of 5 each.
- A pilot can improve his skill levels with experience provided in does not die in a race first... The DESTRUCTION DERBY category has special rules and adds a new skill which is : FIRING
- The «Seasoned» pilot has 9 points to put as he sees fit on the two skills, with a maximum level of 4 each.
- The "Ace" has 8 points to put as he sees fit on the two skills, with a maximum level of 5 each.

6/ Circuit Creation

A 30cm by 30 cm ground surface square is needed by ship. The circuit width is between 20 to 30 cm. The circuit limits are made of "solid energy" and are dangerous. Beacons placed between 25 to 50 cm one from another and successively put on the playing surface by each player are used to mark the circuit boundaries. They are disposed in a way that they delimit the right and left sides of the circuit. The two first ones are placed between 50 to 75 cm from the start line.

The two last ones are placed between 25 to 75 cm from the finish line. No beacons can be placed in a way that it would make the circuit cross itself. On the contrary there is no obligation to have the finish line touch the start line. Obstacles can be added by players in the middle of the circuit. They should be from 2 to 5 cm in diameter.

7/ Sequence Of Movements

The order in which the ships will move depends on the race category :

- **TOTAL SPEED WAY** : move the ships that are first before any other, then in descending order from first to last. In case of a draw, take the quickest ship first (check last turn movement done). As a result, it will be very difficult to pass a ship.
- **DRAGSTER SHOW** : move the ships that are last before any other, then in ascending order from first to last. In case of a draw, take the slowest ship first (check last turn movement done). Colliding ships during the many doublings will be devastating.
- **DESTRUCTION DERBY** : move the ships that got the best sum on the boosting dice roll(s) before any other, then in descending order from the highest boosting roll(s) sum to the lowest. In case of a draw, take the quickest ship first (check last turn movement done). Because there are weapons involved this category is very deadly

8/ Movements

All categories turns start with a table turn where everybody will choose to use their booster, and how many or not. There is only one table turn and everything said stays that way. Players can hide in front of them one small change coin per booster they effectively want to ignite this turn. Later on more powerful boosters will be available that will need a different colour of change coins to be hidden. On DESTRUCTION DERBY this booster name determines most of the turn sequence of movement. On TOTAL SPEED WAY and DRAGSTER SHOW the position and previous turn speed alone are used to determine the order of movements. In this case the booster used are just a bonus to speed rate.

In all cases it is important to remember this:

- Most of the time, ships will go at a cruise speed equals to their maximal speed except when closing with tight turns, or when tailing an opponent.

- **MAXIMUM MOVEMENT** = Basic ship speed + 1D for each booster used this turn.
- Because of inertia limits, there is a minimum movement that the ship must travel which depends on the speed the ship had on the previous turn (this is why the roaster is needed):
- **MINIMUM MOVEMENT** = half of the previous turn total move + bonus rolled from boosters.

In the case of trouble, or for the very few races, just use half the ship basic speed in cm. However in all cases, the whole move bonus rolled for the boosters **MUST** be used. This will obviously cause a lot of unwanted impacts.

9/ Turning

Ships turns by simply pivoting from 1 to 45°. The nose of the ship changes direction while the rest of the ship does not move. Pilots can do one such turn per working fin on their ship. So a basic ship has two turns. The only one condition on turning is that a ship needs to fly 5 cm straight **BEFORE** the turn. So a ship can fly 5 cm straight, fly 5 cm straight again and then do another turn. More turns are possible (still with the same 5 cm limitation) but for each such additional turn there is the added limitation that a Piloting skill roll must be done. If the skill roll is failed, the ship just go forward without turning at all...

10/ Blackout

To use one or more booster is not without risks. Each time that a pilot uses one of his, he will have to make a successful G-endurance skill roll. If the roll is failed then the pilot will not be able to do any turning or maneuvers of any kind. The ship will just go straight ahead at maximum speed...

11/ Dangerous Manauvers

There are three distinct cases :

- To pass an opponent, a pilot need to do a successful piloting skill roll. To ease things up, relative positions and distances are not taken into account : given the speed of the ships and their manoeuvrability, any lack of concentration may results in disaster. So if the skill roll is missed two dices will be rolled. The highest result will be taken as damage by the impacting ship (the one that was trying to pas the other), while the lowest result will be taken by the ship that was about to be doubled. The damage rolled will be taken from the ship's hit points.
- To pass a narrow spot needs a piloting skill roll too. A narrow passage is defined as any part of the circuit where the width is inferior to 20 cm. In the case that the skill roll is failed, the ship will take a basic 1D of damage to its hit points. To that, one point will be added for each 10 cm of movement or part of 10 cm of movement that the ship add to travel this turn (as an example a

ship that rolled his boosters and ends up with a move of 21 cm, will take 1D +3 of damage). And as a final result the engine of the ship will shut down so the pilot will have to restart it from the next turn on.

- To impact on the limits of the circuit will do the same damage as above. It will also have the same secondary effect on the engine.

12/ How To Assess Damage

Each hit point of damage is taken from the amount of hit points left to the ship. And as long as the ship still has at least one hit points left, there is no problem. When the last hit point is lost, the pilot find himself

in a high-speed-wrecked ship and any single hit can now turn it into a fireball. The pilot has the option to quit the race, after what the player will be able to buy back the hit points by repairs. If the ship is too severely battered, it can always be discarded entirely. But if the pilot keeps on racing, each time the ship is delivered one hit point of damage, one roll will be made on the following "Damage Table" (it means that if a ship takes a 3 hit points blow, three rolls will be made...). Remember that it is wise to quit a race where a good pilot with a good ship has no hit points left because as most single damage are at least 1D, his probability of dying outright is high.

Damage Table

#	Description
1	Lucky boy, nothing but a bad scratch this time.
2	1 Booster broken (repair = 500 Credits).
3	1 Fin broken (repair = 500 Credits).
4	1 Booster destroyed (replacement = 2000 Credits).
5	1 Fin destroyed (replacement = 2000 Credits).
6	Bad hit, reroll 1D on the following "Critical Damage Table".

Critical Damage Table

#	Description
1	Engine shut down. Must do a piloting skill roll from next turn on to restart it.
2	Pilot hit. Ends race.
3	Pilot wounded. Ends race. Unavailable next race if G-endurance roll successful. Die if not.
4	Pilot wounded. Ends race. Unavailable 2 next races if G-endurance roll successful. Die if not.
5	Pilot severely wounded. Unavailable all season if G-endurance roll successful. Die if not.
6	Ship explodes. Pilot killed. All ships 20 cm around take 1D of damage.

13/ Race Start

Each time the pilot will try to start or restart his engine he is given a choice. To take a lot of risks to make a rocket start with a probability that the engine will not start at all, or to make a low-risk, low speed start. Take note that it is impossible to turn or do any maneuver on the same turn that the ship starts his engine : so if trying to start in front of the circuit force fields boundaries go directly to the low speed start. The player secretly chooses his start option but turning a die on the appropriate face. The higher the number

chosen, the higher the risk of having to do a successful skill roll in order not to smother the engine. The fact that there will be or not a skill roll to do is determined by the result of a "Control Roll" which is just a standard dice roll. On the contrary, the lower the number chosen, the smaller the move that will be made. One last information : as all pilots are accelerating like full psychos, the effective movement is what is shown on the following "Engine Start Table" with no changes to the value in cm because of ship models, category or booster involved.

Engine Start Table

#	Move	-
1	This turn move = 5 cm.	No control dice necessary.
2	This turn move = 10 cm.	If control roll is "6", do a successful piloting roll to move at all this turn.
3	This turn move = 15 cm.	If control roll is "5-6", do a successful piloting roll to move at all this turn.
4	This turn move = 20 cm.	If control roll is "4-6", do a successful piloting roll to move at all this turn.
5	This turn move = 25 cm.	If control roll is "3-6", do a successful piloting roll to move at all this turn.
6	This turn move = 30 cm.	If control roll is "2-6", do a successful piloting roll to move at all this turn.

Move -

- piloting roll to move at all this turn.

14/ Championship Season

As told before, each team has three pilots, three ships and 2500 Credits at a season start. This can be increased to a maximum of four pilots (in piloting shape or not, it means you cannot get rid of a pilot because he is wounded for all of the remaining season), as many ships as bought and as much credits as possibly earned. Each pilot gains experience AND money separately. It means you cannot use the money earned by one pilot in a race to improve the ship of another pilot of the same team before the next race. Each Pilot will always race in the same single category. The team as a whole scores points for each individual race result. So at the end of the season it will be that team that is the champion and not that pilot that will be this category winner.

As a final note, a team can only borrows money if it has no ship in flying order, and no pilot alive for a given category (while still not at the four pilot limit

already). In this case the team must give back the money as soon as some Credits are earned.

15/ Gains For Races

Team general ranking:

1st 5 points, 2nd = 3 points, 3rd = 2 points, 4th or more but do finish the race = 1 point.

Prize for the pilot:

1st 1000 Credits per opponent at start, then 1000 Credits less for each follower. 0 Credit if does not finish the race.

16/ Upgrading Ships

Important note : all upgrades below (and the one listed for DESTRUCTION DERBY ships become a feature of a given ship and can in no way be retrieved, exchanged or sold.

New ship (previous one destroyed or not repairable)	= 1000 Credits
New pilot (ranked as "seasoned". Only if is only the 4th pilot of the team)	= 1000 Credits
Pilot advanced school (+1 in one skill rank)	= 3000 Credits
Repair 1 hit point of damage on a ship	= 50 Credits
Repair one Fin	= 500 Credits
Repair one Booster	= 500 Credits
+1 basic resistance in hit point (maximum = base x2)	= 200 Credits
+1 basic speed in cm (maximum = base x2)	= 1500 Credits
* +1 Booster (maximum = 4)	= 2000 Credits
+1 Fin (maximum = 4)	= 2000 Credits
* Auto Start Engine (yields two attempts each time to start the engine)	= 2500 Credits
* Zap o' Burn Booster (replace the 1D booster roll with an automatic « 6 » cm of bonus)	= 1000 Credits
* Ramming Edge (do +1 damage point in case of colliding, 6 maximum)	= 1000 Credits

* shows that this upgrade takes one point of space available. ** this upgrade replace one already existing booster and takes one space available point. Use different coin colour to bid.

17/ Destruction Derby Upgrades

The DESTRUCTION DERBY category has the special feature to include the use of weapons. Each of these weapon or protection is a single use one and all those shown with a * take one space available point.

When bought, the following weapons must be mounted as front firing or rear firing. In both cases

the firing zone is at 180° in the direction chosen. The moment of firing is free, except that it is forbidden to fire with a motionless ship against another motionless ship (in other words firing is legal only as long as it is the firer or the target turns to move). It is forbidden to pre-measure the distance between the firer and its target. The procedure is simple: one die is rolled and the attempt is successful if the result is equal or inferior to the fire skill of the pilot. The skill rank can be improved by one point with some weapons. The weapons have several characteristics: maximum range, any modifier to skill roll and damage scored.

-	-	-	-	-
* Rockets	Range 30 cm	Damage 1D	-	= 500 Credits
* Missile	Skill +1	Range 50 cm	Damage 1D	= 1000 Credits
Rays	Range 30 cm	Damage 2D	-	= 1500 Credits
* Plasma	Skill +1	Range 50 cm	Damage 2D	= 2000 Credits

The following weapons are dropped on the circuit and stay active until first activated by one ship passing through:

Mines (motionless)	Damage 1D	= 250 Credits
* Vortex (motionless)	Damage 2D	= 500 Credits

The following weapons stay active for one full turn and do take effects on everybody passing through them:

* Smoke (divide speed next turn by two because of disorientation)	= 250 Credits
* Electromagnetic web (stops everybody. Will have to start engine again)	= 500 Credits

The following upgrades have a probability to protect the ship from ONE attack from any one of the weapons

listed in the three categories above:

* Decoys (cancel on a "6")	= 500 Credits
* Countermeasures (cancel on a "5-6")	= 1000 Credits
Repulsor (cancel on a "4-6")	= 2000 Credits

The following options need to be announced before the first turn of the race, just before everybody shows

his initial engine start dice. Some players may just want to forbid these choices.

Sabotage of one opponent's ship	= 1000 Credits
(on a 1-3 roll on a dice, he makes one roll on the damage table)	-
Security (cancel one sabotage attempt for the whole team on a 1-4 on a roll)	= 500 Credits

And last, this option allows ONE weapon to fire at 360°.

All angles turret	= 500 Credits
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18/ Optional Rule # 1 : Slides

Slides are a movement that is made laterally as much as straight ahead.. Each slides "costs" one of the ship turns allowed this game-turn. It means that more can be done but with the needed piloting skill roll as usual. The movement ratio is 1 cm laterally for 3 cm straight ahead. But note that each cm of movement will have to be "paid" for with the ship's movement allowance this turn.

19/ Optional Rule # 2 : Aces High

It is possible to play races with earnings that are superior to the normal ones'. In these cases each player has the choice to add one "Special Feature" where he

wants to on the circuit. Either he can pick any one on the list below, or when someone will be close enough, a roll will determine what kind of added difficulty is present. Each feature can only be present once on the circuit so maybe the players will have to roll again on the following "Special Feature Table" below. Each feature will add one point and 1000 Credits to all the gains of this race.

Special Feature Table

1. Laser turret. Hits on a 1-4. Fire on two different target each turn. Range 30 cm. Damage 1D.
2. Nerves jammer. Range 30 cm. Each pilot must make a G-endurance check or blackouts.
3. Plasma jammer. Range 30 cm. All engines shut down. Will have to be restarted next turn.
4. Booster debugger. Range 30 cm. All boosters of ships not activated yet add 1D speed. Check blackout.
5. Dust swarm. Pilots passing must make a piloting check or engine shuts down.
6. Mine fields. Everybody passing takes 1D damage.





Fortac

Introduction

Abstract board & card strategy game for 2 players.

The Board

Use a 4x4 grid.

The Pieces

Each player has 4 men (pieces, pawns, tokens, etc.). One player is Red, the other is Black.

The Deck

Players share a common deck.

Victory

Victory is achieved by being the first to make 2 different Combos. A Combo is made by placing your 4 pieces into one of 4 arrangements:

1. Occupy all 4 corner spaces of the board (Corner Combo)
2. Occupy 4 spaces in a row diagonally (Diagonal Combo)
3. Occupy 4 spaces in a row orthogonally (Orthogonal Combo)
4. Occupy the 4 center spaces of the board. (Center Combo)

You must verbally declare a Combo on the turn you form it. After your first combo play continues from the same positions & with the same hands. Your second combo must be of a different type from the first.

Setup

Each player places his 4 men in the 4 spaces of one corner. Diagrammatically (R = Red, B = Black, E =

Empty) it would appear thus:

.	R	R	E	E
.	R	R	E	E
.	E	E	B	B
.	E	E	B	B

Each player is dealt a hand of 3 cards from the deck. Cards are always placed face up in front of the player. Players can always see their own and each other's hand.

Red goes first.

Turn Sequence

Players take turns. Each turn has 2 phases:

1. Move Phase
2. Draw Phase

Move Phase

To move one of your men, discard one of your cards and Move the man according to the rules on that card. (To move you must play (discard) a card) You must move if it is at all possible. If it is impossible for you to move, your opponent automatically wins.

You may only play one card (make one move) in this phase. At the end of Move phase you must have 2 cards in your hand.

Draw Phase

Draw phase always comes after move phase. Draw the top card of the deck and put it in your hand face up. At the end of Draw phase you must have 3 cards in your hand.

The Common Deck

Card Name:	#	Notes:
Hop	4	Move orthogonally 1 space
Skip	4	Move diagonally 1 space
Jump	4	Jump over adjacent piece
Trade	4	Trade places with adjacent piece
Switch	4	Switch places with non-adjacent piece
Rook	2	Move piece like Rook in Chess
King	2	Move like a King in Chess
Horse	4	Move like a Knight in Chess

Card Name:	#	Notes:
Bishop	4	Move like a Bishop in Chess
Zip	2	Move to any empty corner space
Zap	2	Move to any empty non-corner space
Push	4	See Notes

Copies of that card in the deck.

Push Card

This one requires a little extra explanation: Move 1 piece into an adjacent space already occupied by another piece. The other piece is pushed into the next space over in line. Two pieces in a row can be pushed

like this.
The furthest pushed piece must have somewhere to go, there must be an Empty space for it to be pushed into. It cannot be pushed off the board.

Play On Line
Super Duper Games





Foundation & Empire Wargame

War game by c gerard luft
(4 player and 1 player rules).
Foundation and empire based off of the foundation game (1973) a war game set in the 123rd century of the galactic empire (3rd century of the foundation era)

Set Up

This is a four player war game (solo game version is given below) set during Asimov's Foundation and Empire Novel. Each player controls a quadrant of the Milky Way Galaxy: (Listed from Terminus, going Spinward) THE FOUNDATION, THE IMPERIUM, THE UNION OF WORLDS (THE MULE) and TAZENDA.
You will need an 8x6 game board with 24 major systems located equally the four quadrants. You can print or copy and paste the provided game board (which is overlaid over an image of the Milky Way Galaxy)
You will also need 12 counters representing the

three fleets of each quadrant.
Each player must place the one of each of his three fleets on a major system in his quadrant. Each of these systems is then occupied.

The Turn

ISSUE ORDERS: Movement and orders are simultaneous. So each player will need to write his orders at the beginning of the turn and then reveal them together with the other players.
MOVEMENT: Fleets only move 1 sector a turn. You must choose which fleets move and which fleets support. Due to Hyperspace, Fleets Supporting moving fleets need not be adjacent to those moving fleets (as opposed to the rule regarding fleets in the process of occupying a major system; see#3 and #4 below). The number of supporting fleets determine a moving fleet's POWER during that turn:

# MOVING FLEETS	# SUPPORTING FLEETS	MOVING FLEETS' POWER
1	2	3
2	1	2
3	0	1

Only 1 fleet may occupy one sector. If a fleet wishes to move into a sector with an opposing fleet in it, then it may attack it. If the POWER of both fleets is equal, then it is a stand off, and the attacking fleet may not occupy that sector. If one fleet's POWER is greater than the other, then the loosing fleet must retreat to an open sector. If all sectors around it are occupied, then that fleet is destroyed (removed from the game).
OCCUPYING SECTORS WITH MAJOR SYSTEMS: If a system is not occupied a fleet may enter that sector. If it remains in that sector for 4 consecutive turns, it is effectively occupied by that force. That fleet must remain there to keep it occupied, but on that fourth turn, the player gains an extra fleet, which may be placed in any of the adjacent (orthogonally or diagonally) sectors which do not have a fleet in them. Both fleets are then freed up to proceed in conquering new systems. While that system is still occupied, if there is no fleet there to defend it, then an opposing fleet can enter it an occupy it for four consecutive turns, thus taking that system away from the original holder (If that happens, the extra fleet that the system produced is immediately disbanded (removed from the game).
CONQUERING SECTORS WITH MAJOR SYSTEMS: If a system is occupied by an enemy fleet then a fleet may combat it by moving to an open sector adjacent to it. If the two fleets' POWER is equal it is then a stand

off. If one fleet's POWER is greater than the other, then the other fleet must retreat to an open adjacent sector. If no sectors around it are open then that fleet is destroyed (removed from the game). If the defender is retreated, then the attacker is moved into that sector. The occupying rule (four turns rule) from #3 applies for the newly occupying fleet. " ATTACKING FLEET'S POWER: as per the table in #2 " DEFENDING FLEET'S POWER: The Defending Fleet's power is 1 +1 for each of adjacent sector (orthogonally or diagonally) occupied by one of its own fleets.

Winning

When one player occupies 13 Sectors with major systems, then that player is the winner.

Foundation And Empire Solo Game Version

You are the FOUNDATION, and may set up your three fleets as mentioned above. Your goal is to occupy 13 Sectors with major systems.
The opponent is the IMPERIUM. The Galactic Empire occupies the other three quadrants, and starts with 9 fleets. To position the fleets, shuffle the nine fleet counters with 27 blank counters. Beginning at

the top left of the game board, and moving across (as if reading a paragraph) place a counter, upside down, on each of the sectors of the 3 quadrants of the IMPERIUM. Position your fleets, and then turn the counters over to see where the enemy fleets are.

The IMPERIUM will keep all fleets in a major system for four turns, before moving that fleet and its new fleet.

IMPERIUM'S ACTION TABLE (Roll for every three fleets that are not in the process of occupying a system)

ROLL	1d6	# Fleets Moving	# Fleets Supporting Moving Fleet's Action
1-2	1	2	Move towards nearest FOUNDATION occupied system
3-4	2	1	Move to nearest IMPERIUM occupied system to support that fleet
5-6	3	0	Move towards nearest unoccupied systems





Freddy Vs Jason

 Draw Phase

Draw Phase

Draw 2 cards and put them in your hand. If the deck runs out, shuffle the discard & draw from it.

Introduction

Card game for 2 players. Based on the Supernatural Horror Movies. One player is Freddie, the other is Jason.

Disclaimer

Freddie & Jason are licensed, copyrighted properties. This is merely a fan site.

Winning

If at the end of your turn, your opponent is at zero or less hit points, you win.

The Deck

Players share a common deck.

Card Types

There are 10 types of cards:

- L** Location
- V** Victim
- A** Attack
- F** Fire Attack
- D** Death Blow Attack
- T** Trap
- E** Escape
- H** Heal
- I** Inspiration
- X** Special

Hit Points

Each player starts with 13 Hit Points. Use Red Tokens to keep track of Hit Points. One Point of Damage causes the loss of 1 Hit Point.

Setup

Shuffle the deck. Each player is dealt 6 cards. The scariest player goes first.

Turn Sequence

Players take turns. Each turn has 7 Phases: Draw Phase Inspiration Phase Location Phase Victim Phase Trap Phase Attack Phase Recovery Phase

Inspiration Phase

Play (discard) an inspiration card to draw 2 cards. Maximum one inspiration card play per turn.

Location Phase

Play one Location Card from your hand face up to the table. All previous Location cards in play are discarded. The player that most recently played a Location card gains the Initiative.

Attacks by a player with the Initiative do +1 damage.

Victim Phase

Your opponent may put 1 Victim card face up into play. Victims you play act as blockers for your monster.

Trap Phase

You may play (discard) a Trap card to cause your opponent to discard two random cards. Your opponent may play (discard) an Escape card to negate a Trap card.

Attack Phase

Play an Attack card to kill (discard) an opponent's victim card. You may make multiple attacks this phase (play multiple attack cards). If there are no opposing Victims remaining, you may target your opponent directly.

All Attacks do a base of 1 point of damage (some do more). Your opponent may play (discard) an Escape card to negate an Attack card. You can only use a Death Blow Attack directly against an opponent if the Damage done by the attack will reduce the player to zero or less Hit Points.

Recovery Phase

Your opponent may play (discard) heal cards to regain lost hit points. Each Heal card played gains back 2 lost Hit points. Maximum hand size is 7 cards. Discard excess cards.

Card List Notation

- LI** Location Inside
- LO** Location Outside

Card List

Card Name	Type	Notes:
Psychopathic Rampage	I	
Sadistic Mass Murderer	I	
Killing Machine	I	
Gore Fest	I	
Supernatural Slasher	I	
Lake Pier	LO	Attacks by Jason do +1 Damage
Woods	LO	Attacks by Jason do +1 Damage
Boiler Room	LI	Attacks by Freddy do +1 Damage
Dream World	LO	Attacks by Freddy do +1 Damage
Moving Bus	LO	
Construction Site	LO	Fire Attacks do +1 Damage
Junk Yard	LO	
Blind Alley	LO	Opponent must discard 1 Random card
Graveyard	LO	
Sewers	LI	
Hospital	LI	
Tool Shed	LI	
Traumatized Girl	V	
Teenagers	V	
Veteran Survivor	V	To kill, Attack must do 2+ Damage
Screamer	V	
Fresh Meat	V	
High School Students	V	
Frightened Child	V	
Terrified Victim	V	
Easy Prey	V	
Massacre	X	Discard all Victim cards in Play in Trap Phase
Slaughter	X	Discard all Victim cards in Play in Trap Phase
Sacrificial Attack	D	Do 3 Damage to Foe and 2 Damage to Self
Decapitate	D	+3 Damage
Send Him Back to Hell	D	+2 Damage
Mortal Wound	D	+2 Damage
Furnace	F	
Propane Tanks	F	
Gas Cans	F	
Burn Baby Burn	F	
Electrocution	F	
Machete	A	If used by Jason does +1 Damage
Claws	A	If used by Freddy does +1 Damage
Rip off Arm	A	+1 Damage; Opponent cannot attack next turn
Hamstring	A	Opponent cannot attack next turn
Disembowel	A	Opponent must Discard 1 random card
Eye Gouge	A	+1 Damage; Opponent must Discard 1 random card
Swinging Crane	A	Outside Only
Crushed by Large Object	A	Outside Only
Vehicular Accident	A	Outside Only
Hatchet Job	A	
Metal Poles	A	
Impale	A	
Deep Gash	A	

Card Name	Type	Notes:
Spurting Blood	A	
Go for the Jugular	A	
Spraying Blood	A	
Booby Trap	E	You must have a Victim in play
Run Away	E	You must have a Victim in play
Meddling Kids	E	You must have a Victim in play
Submerged	E	Only vs Fire Attack
Barricade	E	You must be Inside
Fall of Ledge	E	You must be Outside
Block Attack	E	
Jump	E	
Wake Up	E	
Chase	T	
Cornered	T	
Sudden Reappearance	T	
Trapped	T	
Immobilized	T	
Tied-Up	T	
Dead End	T	
Regenerate	H	
Reattach Limbs	H	
Rise From the Dead	H	
Shake It Off	H	
Good as New	H	





French Indian Wars

Introduction

Card Game for 2 Players. French Indian War Theme circa 1753-1763.

Victory

The first player to possess all 10 Fort Tokens wins.

Fort Tokens

Each player starts the game with 5 Fort Tokens.

The Deck

Players share a common deck. The deck contains 1 copy of each card in the card list.

Setup

One Player is the British. The other player is the French. Players flip a coin.

The winner of the Toss starts as the Attacker. The loser of the Toss starts as the Defender.

Turn Sequence

Each turn is divided into 5 Phases:

1. Recruit Phase
2. Strategy Phase
3. Expedition Phase
4. Siege Phase
5. Victory Phase

Recruit Phase

Each Player is dealt 8 cards. If the deck ever runs out, shuffle the discard and draw from it.

Strategy Phase

Each player may discard up to 4 cards and draw replacements.

Common Deck Card List

Name	Type	Force
General	L	5
Lord	L	4

Expedition Phase

The Attacking player plays his Journey, Wilderness, Indian, and Morale cards. The Defending player plays his Logistics, Wilderness, Indian, and Morale cards. Only one card of each type can be played in this Phase.

Each card has a point value. The player with the highest total point value wins. Defender wins ties.

If the Attacker wins, continue to Siege Phase. If the Defender wins, he wins the turn: Skip to Victory Phase. Irregular Troop cards can be used for Expedition Phase or Siege Phase.

Siege Phase

The Attacking player plays his Leader, Siege, and Conventional Troop cards. The Defending player plays his Leader, Defense, and Conventional Troop cards. Only one card of each type can be played in this Phase.

Each card has a point value. The player with the highest total point value wins. Attacker wins ties.

Irregular Troop cards can be used in both Expedition Phase and Siege Phase.

Victory Phase

If the Defender won in either Expedition or Siege Phase, he becomes the Attacker next turn. If the Attacker won both Expedition and Siege Phase, he takes a Fort Token from the Defender, and continues to be Attacker next turn. Players discard all cards they did not play.

Card Type Notation

L Leader
C Conventional Troops
R Irregular Troops
W Wilderness Fighting
S Siege
D Defenses
J Journey
X Logistics
I Indians
M Morale

Name	Type	Force
Palisade	D	1
Stockade	D	2

Name	Type	Force
Commander	L	3
Captain	L	2
Missionary	L	1
Veterans	C	5
Marines	C	4
Regulars	C	3
Soldiers	C	2
Mercenaries	C	1
Indian Fighters	R	5
Frontiersmen	R	4
Militia	R	3
Trappers	R	2
Colonials	R	1
Iroquois Scouts	I	1
Huron Braves	I	2
Algonquin Warriors	I	3
Mohawk War Party	I	4
War Chief	I	5
Investment	S	1
Scale Walls	S	2
Mortars	S	3
Bombardment	S	4
Surprise	S	5

Name	Type	Force
Garrison	D	3
Cannons	D	4
Reinforcements	D	5
Expedition	J	1
Guides	J	2
Forced March	J	3
Wilderness Trek	J	4
Travel by Sea	J	5
Harsh Winter	X	1
Lost	X	2
Difficult Terrain	X	3
Delayed	X	4
Short Supplies	X	5
Hatreds	M	1
Outrage	M	2
Scalping	M	3
Discipline	M	4
Savagery	M	5
Skirmish	W	1
Sharpshooters	W	2
Guerilla Warfare	W	3
Raid	W	4
Ambush	W	5

Solo Rules

Play opponents hand as well as your own. Your "opponent" skips Strategy Phase.

Optional Rules

The British had a much larger population of Colonists than the French. Irregular Troop cards played by the British player get +1. The French had

better relations with the Indians.

Indian cards played by the French player get +1.

Optional Historical British Advantage

In the late stages of the war, the British invested heavily in the conflict. Starting on turn 10, all Journey, Conventional Troops, and Siege cards played by the British player get +1.





French Revolution

Introduction

Card game for 2+ players. Simulation of the French Revolution (starting 1789).

Victory

The first player to accumulate 10 Reform points is able to consolidate the Revolution and wins the game.

The Deck

Players share a common deck.

Setup

The most 'French' player begins as the leader of the Revolution.

Turn Sequence

Each turn has 4 phases:

1. Unrest Phase
2. Revolution Phase
3. Reform Phase
4. Tactics Phase

Unrest Phase

Each player fills their hand to 10 cards. If the deck runs out, shuffle the discard and draw from it.

Revolutionary Deck Card List

Card Name:	Type:
Intellectuals	U
Student Uprising	T
Rebellion	T
Peasant Mob	T
Aristocrat	A
Guillotine	O
Unequal Taxation	U
Political Crisis	U
Increasing Population	U
Inflation	U
Food Shortages	U
Impoverishment	U
Low Wages	U
Rents & Dues	U
Scapegoats	T
Social Injustice	U

Revolution Phase

The Current leader of the revolution may play Oppression cards. Other players may play Unrest cards & at least one Tactics card. The player that plays the most Oppression or Unrest cards wins the turn and becomes the new leader of the Revolution.

Reform Phase

The current leader of the Revolution may play Reform cards. This player gets 1 Reform Point for every Reform card played. Other players may play Anti-Revolutionary cards to negate Reform cards on a one to one basis.

Tactics Phase

Players may discard any cards from their hand they don't want.

Card List Notation

- U** Unrest
- T** Revolutionary Tactics
- R** Reforms
- O** Oppression (Reactionary Tactics)
- A** Anti-Revolutionary

Card Name:	Type:
Declarations	R
Individual Rights	R
Separation of Church & State	R
The Rights of Man	R
Theocratic Absolutism	A
Revolutionary Politics	U
Feudal Privileges	A
Estates General	O
Absolute Monarchy	O
Emigration of Noblemen	U
Papal Rejection	A
Leader Discredited	U
Questioning Authority	U
War with Austria	U
War with Prussia	U
Intimidation	O

Card Name:	Type:
Economic Hardship	U
Reforming Aspiration	U
Governmental Impotence	U
Rural Revolt	T
Parisian Riot	T
National Assembly	R
French Constitution	R
Censorship	O
Centralized Government	R
Representative Government	R
Nationalize Church Lands	R
Executive Power	R
Legislative Power	R
Modernization	R
Abolish Feudal Institutions	R
Legal Equality	R
Rising National Debt	U
Popular Sovereignty	R
Ministers	O
Civil War	T
Foreign War	U
Universal Male Suffrage	R
Religious Tolerance	R
Rebuild Institutions	R
Instrument of Reform	R
Metric System	R
Church Sympathizers	A
Conservatism	O
Liberalism	U
Departements	R
Altar to Reason	R
Free Speech	R
Freedom of the Press	R
State Emergency	O
Extreme Politicians	U
Democratic Language	U
Executions	O
War with England	U
Catholic Clergy	A
Commoners	T
Bloodshed	O
Parliamentary Regime	R
Royalists	A
Landowners	A
Nobility	A
Malcontents	U
Intrigue	T
Class Divisions	U
Parisian Radicals	U
The Directory	A
Coup d'etat	T
Great Reforms	R
Formal Abolition	R

Card Name:	Type:
The Reign of Terror	O
Rhetoric	O
Street Fighting	T
Firing Squads	O
Parisian Insurrection	T
Republican Constitution	R
The Convention	R
Ideological Crisis	U
Storm the Bastille	T
Pillage & Burn	T
"Let Them Eat Cake"	U
King Louie XVI	A
Marie Antoinette	U
Liberty, Equality, Fraternity	U
Feuillants	O
Jacobins	U
Girondists	U
Rumors of Treason	U
Revolutionary Tribunal	O
Revolutionary Calendar	R
Robespierre	O
Ultrarevolutionaries	U
The Indulgents	U
Goddess of Reason	U
Cult of the Supreme Being	O
Arrests	O
Purges	O
Aspirations of the Bourgeois	U
Outbreak of Violence	T
The Great Fear	T
Destroy Feudal Dues Records	R
Counterrevolutionary Court	O
Frenzied Mobs	T
Storm the Tuileries	T
Massacres	T
Plebiscite	T
Corruption	U
Put Down Insurrection	O
Overthrow the Government	T
American Revolution	U
Rousseau	U
Voltaire	U
Montesquieu	U
Lists of Grievances	T
The Third Estate	U
Laissez-faire	U
Abolition of slavery	R
Naval War with America	U
Vendee	A
Clergy Civil Constitution	R
Nation in Arms	T
(meaning conscription)	-
Legislative Assembly	R

Links

History of the French Revolution.

Faq

In the Revolution Phase: (1) What is the purpose of the Tactical cards? Do you mean that you cannot play an Unrest card without playing a Tactical card too? A)Yes. You must play a Tactics card in order to have any of your Unrest cards count. (2) Can the current leader play only Oppression cards? A)Yes, he can only oppress, just as the others can only rebel. (3) If players play an equal number of Oppression or Unrest cards, does the current leader remain the leader for the next

turn? A)Current Leader wins ties.

(4) As I read the rules, the Current Leader plays Oppression cards, then the other players play Tactical and Unrest cards. Is this go-around done once before moving on to the Reform Phase? A)Yes, just once. Each player may play 1 or more cards. In the Reform Phase: Leader plays Reform cards. Others play AntiRevolutionary cards to negate this. Do you only go around the table once in this phase? A)Yes just once. Each player may play 1 or more cards.

Notes

This game is also published in the Academic Gaming Review.





Freudian Slip

Introduction

Players immerse themselves in a mass psychosis directed by the cards and their own subconscious desires.

The Dreamers Deck

The deck will have to be constructed before play is possible. The deck contains 100+ cards. Each card has a single word printed on it.

Noun, Verb, and Adjective cards are all mixed together. A big comfortable couch is also recommended.

Setup

All players are dealt 7 cards. The player with the most psychological baggage goes first.

Dream Sequence

Players take turns. A player on his turn describes the details of an imaginary dream.

The player must incorporate the word on one of his cards into his monologue.

The card is discarded and a replacement card is drawn.

The player must stop after 2 minutes of talking and ends his turn unless the other participants wish him to continue.

The next player to his left starts her turn, and continues the dream where the previous player left off.

A player may only use one card during his turn.

As in real dreams, the dream does not have to make any sense. (except unconsciously)

Ending The Dream

When two players pass on their turns the dreamer awakens and the game is over.

Winning

There is no real winner, however players may vote to see who wins in any or all of the following categories:

- Biggest Freudian Slip Award
- Biggest Id Award
- Biggest Ego Award
- Biggest Superego Award
- Stuck in the Oral Phase Award
- Stuck in the Anal Phase Award
- Stuck in the Genital Phase Award
- Most Jungian Award
- Most Surreal Award

- Most Sublime Award The individual who gets the most awards is declared the most in need of Psychoanalysis.

Card List

- Building
- Killing
- Running
- Singing
- Eating
- Screaming
- Vomiting
- Swallowing
- Sucking
- Biting
- Pulsating
- Throbbing
- Gagging
- Smothering
- Climbing
- Falling
- Digging
- Drowning
- Crawling
- Pushing
- Flying
- Growing
- Walking
- Choking
- Swimming
- Dying
- Gasping
- Sleeping
- Crying
- Moaning
- Thrusting
- Spinning
- Floating
- Waiting
- Calling
- Lying
- Quivering
- Erupting
- Oozing
- Staring
- Searching
- Stealing
- Groping
- Lurking
- Giving
- Taking
- Hard

- Soft
- Limp
- Wet
- Hairy
- Smooth
- Huge
- Tiny
- Grey
- Black
- White
- Scared
- Happy
- Sick
- Fragile
- Strong
- Above
- Below
- Inside
- Hot
- Cold
- Empty
- Full
- Hungry
- Angry
- Sharp
- Broken
- Fire
- Ice
- Water
- Smoke
- Tower
- Stone
- Mother
- Father
- Brother
- Sister
- Mask
- Paint
- Hole
- Clouds
- Ladder
- Horse

- Sand
- Flower
- Tree
- Teeth
- Tongue
- Bird
- Boat
- Sea
- Cup
- Box
- Music
- Man
- Woman
- Child
- Bones
- Animal
- Beasts
- Bug
- Clock
- Chair
- Fruit
- Car
- House
- Book
- Ring
- Garden
- Door
- School
- Church
- Money
- TV
- Fear
- Soul
- Gun
- Machine
- Rain
- Food
- Stench

Game Designers Notes

For inspiration try to remember some of the dreams of your childhood.





Full Metal Alchemist Adventures

Introduction

Card game for 2-4 players.

Disclaimer

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Victory

The first player to make 5 Melds wins the game.

The Alchemy Deck

Players share a common deck. There are 7 Suites:

1. Brothers
2. Villain
3. Location
4. Alchemy
5. Friend
6. Plot
7. Theme

Each Suite has 13 Cards.

Setup

Shuffle the Alchemy deck. Each player is dealt 5 cards. The oldest player goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Draw Phase
2. Action Phase
3. Meld Phase
4. End Phase

Draw Phase

Draw 2 cards from the top of the Alchemy deck and put them in your hand. If the deck ever runs out, shuffle the discard and draw from it.

Alchemy Deck Card List

Name:	Suite	Rank
Edward Elric	B	1
Alphonse Elric	B	2

Action Phase

You may play (discard) exactly one card from your hand. This will have an effect depending on the suite of the card:

1. Brothers: Draw 3 cards and discard any 2 cards from your hand.
2. Villain: Opponent must discard 2 Random cards.
3. Location: Look at Opponents Hand. Draw 1 card from the deck.
4. Alchemy: Cannot be discarded in Action Phase. However, extra Alchemy cards count as Wild cards in Meld Phase.
5. Friend: Draw top 2 cards of the deck and put them in your hand.
6. Plot: Steal 1 random card from opponents hand.
7. Theme: Take 1 Target card from the discard and put it in your hand.

Meld Phase

If possible, you may make a Meld. There are 4 types of Meld:

1. 7 cards, one from each of the 7 Suites
2. 7 cards all from the same Suite
3. 7 cards in consecutive Rank Order
4. 7 cards of the Same Rank (Very Difficult: Automatically win the game)

It takes 5 Melds to win the game. Immediately discard the Meld after you reveal it, then draw 5 new cards.

End Phase

Max hand size is 9 cards. Discard excess cards.

Alchemy Card List Notation

B Brothers
V Villain
L Location
A Alchemy
F Friend
P Plot
T Theme

Name:	Suite	Rank
Equivalent Exchange	A	8
Transmutation Circle	A	9

Name:	Suite	Rank
Elric Brothers	B	3
Hero of the People	B	4
Brotherly Love	B	5
State Alchemist	B	6
Full Metal Alchemist	B	7
Spirit Attachment	B	8
Dog of the Military	B	9
Older Brother	B	10
Younger Brother	B	11
Short Brother	B	12
Tall Brother	B	13
Homunculi	V	1
Scar	V	2
Father Cornello	V	3
Guardian Armor	V	4
Corrupt Official	V	5
Psiren	V	6
Rebels	V	7
Doll Maker	V	8
Sins	V	9
Mercenaries	V	10
Psychopath	V	11
Depraved Alchemist	V	12
Lust	V	13
East HQ	L	1
Xenotime	L	2
Refugee Camp	L	3
Resembool	L	4
Laboratory 5	L	5
Mining Town	L	6
Central Library	L	7
High Command	L	8
Temple	L	9
Desert	L	10
Farming Town	L	11
Moving Train	L	12
Central City	L	13
Impersonation	A	1
Flame	A	2
Electricity	A	3
Explosions	A	4
Earth & Stone	A	5
Traps & Cages	A	6
Tricks	A	7

Name:	Suite	Rank
Animate	A	10
Creation	A	11
Destruction	A	12
Conjure Weapons	A	13
Lt Colonel Mustang	F	1
Major Armstrong	F	2
Major Hughes	F	3
Lieutenant Ross	F	4
Winry	F	5
Hawkeye	F	6
Sheska	F	7
Van Hohenheim	F	8
Soldiers	F	9
Newfound Friend	F	10
Child	F	11
Elder	F	12
Contact	F	13
Philosophers Stone	P	1
Ishval Massacre	P	2
Mysterious Murders	P	3
The Other Brothers	P	4
Human Alchemy	P	5
Secret Experiments	P	6
Marcos Notes	P	7
Obsessions	P	8
Forbidden Alchemy	P	9
Save the Town	P	10
Military Cover-up	P	11
Red Water Production	P	12
Criminal at Large	P	13
Automail	T	1
Human Souls	T	2
Chimeras	T	3
Alchemist Duel	T	4
Investigation	T	5
Angry Townsfolk	T	6
Sacrifice	T	7
Alchemical Amplifier	T	8
Repairs	T	9
Reflexes	T	10
Charade	T	11
Passion & Compassion	T	12
Painful Memories	T	13

Optional Experience Rule

Each time you make a Meld you gain 1 Special Ability of your choice:

1. Draw 3 cards in Draw Phase.
2. Max Hand size increases to 10.
3. You may Play a second card in Action Phase (but

not the same type of card).

4. You can use Brothers Cards as Wild cards in Meld Phase.

Links

FMA Wiki Wikipedia





Fusillade

Introduction

Two-player card game of Napoleonic Warfare.

The Deck

Players share a common deck. The deck contains three types of cards: Unit, Tactics, and Strategy. The deck contains one of each of the cards described in the lists.

Troops

Each player starts with 100 points of troops. Use change to keep track of troop points.

Victory

Reduce your opponents troop total to zero.

Setup

Each player is dealt 7 cards. Flip a coin to see who goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Deploy Phase
2. Attack Phase
3. Casualty Phase
4. Maneuver Phase

Deploy Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Leader or Action Cards may be discarded to draw extra cards equal to the cards force.

A Light Infantry or a Cavalry unit card may be discarded to look at your opponent's hand. Artillery Unit and Tactics cards may be discarded to cause your opponent to discard one Random card on a one to one basis.

Attack Phase

You may choose to attack or not to attack. Your opponent may discard an "Enemy Blunder" Card to prevent you from attacking this turn. To attack play one Unit card face up on the table.

You may play more than one Unit card, but they must all be of the same type. For example: They must

all be Light Infantry, or all Artillery, but not a mix of both. Your opponent may discard an Infantry Unit card to cause a Cavalry unit just played to be discarded.

Your opponent may discard a Light Infantry Unit card to cause an Artillery unit just played to be discarded. Your opponent may discard an Artillery Unit card to cause an Infantry unit just played to be discarded. Your opponent may discard a Cavalry Unit card to cause a Light Infantry unit just played to be discarded.

Your opponent may discard a Terrain card to cause any attacking unit just played to be discarded. If any attacking unit cards remain, you may also play:

1. Tactics cards if they match the unit type.
2. One Strategy card of each of the five types.

For Example: Play one Morale and one Action card, but not two Morale cards.

Casualty Phase

Add up the value of all the cards you played. Add two to your total for each card you played in excess of 5. This total is the number of casualties inflicted on your opponent.

Your opponent loses that many troop points. Your opponent may discard a Morale card to reduce casualties by half.

Maneuver Phase

If you did not attack this turn you may discard up to 2 cards and draw replacements. Maximum hand size is 10 cards. Discard excess cards.

Card Type Abbreviations

IU	Infantry Unit
LU	Light Infantry Unit
CU	Cavalry Unit
AU	Artillery Unit
IT	Infantry Tactic
LT	Light Infantry Tactic
CT	Cavalry Tactic
AT	Artillery Tactic
LS	Leader Strategy
MS	Morale Strategy
AS	Action Strategy
TS	Terrain Strategy
EB	Enemy Blunder

Unit Card List

Card Name	Type	Force
Grenadiers	IU	3
Musketeers	IU	2
Old Guard	IU	3
Young Guard	IU	2
Sappers	IU	1
Gendarmes	IU	1
Grognards	IU	3
Fusiliers	IU	1
Highlanders	IU	2
Troopers	IU	2
Riflemen	LU	3
Partisans	LU	2
Legere	LU	2
Voltigeurs	LU	3
Skirmishers	LU	2
Landwehr	LU	1
Cacadores	LU	2
Militia	LU	1
Scouts	LU	1
Jagers	LU	3

Card Name	Type	Force
Cuirassier	CU	3
Chasseurs	CU	1
Mamelukes	CU	2
Cossacks	CU	2
Carabiners	CU	2
Uhlans	CU	3
Dragoons	CU	1
Lancers	CU	3
Reiter	CU	1
Hussars	CU	2
Howitzers	AU	3
Mortars	AU	2
Horse Artillery	AU	1
Gun Battery	AU	3
Field Pieces	AU	2
Congreve Rockets	AU	1
Ordnance	AU	2
6-Pounders	AU	1
Carronade	AU	2
12-Pounders	AU	3

Tactics Cards List

Card Name:	Type	Force
Square Formation	IT	3
Volley Fire	IT	2
Fire at Will	IT	1
Disciplined Firepower	IT	3
Frontal Assault	IT	1
Bayonets	IT	2
Fusillade	IT	2
Fire Drill	IT	2
Sabers & Pistols	CT	1
Charge!	CT	2
Wheel About	CT	2
Overrun	CT	3
Attack Column	CT	2
Hit & Run	CT	1
Flank Attack	CT	3
Pursuit	CT	2

Card Name:	Type	Force
Rapid Deployment	LT	2
Probe	LT	1
Screen	LT	1
Sharpshooters	LT	3
Cover of Woods	LT	3
Crossfire	LT	2
Absorb Enemy Fire	LT	2
Harassment	LT	2
Limber	AT	1
Canister	AT	3
Round Shot	AT	2
Cannon Ball	AT	2
Shrapnel	AT	1
Spherical Case	AT	2
Enfilade Fire	AT	3
Bombardment	AT	2

Strategy Cards List

Card Name	Type	Force
Musicians	LS	2
Captain	LS	3
Corporal	LS	1
Lieutenant	LS	2
Quartermaster	LS	2

Card Name	Type	Force
Encirclement	AS	3
Cover Retreat	AS	1
Blocking Terrain	TS	2
Redoubt	TS	3
Low Wall	TS	2

Card Name	Type	Force
High Morale	MS	2
Esprit de Corps	MS	3
Elite Units	MS	2
Discipline	MS	2
Rally	MS	1
Rearguard Action	AS	2
Refuse Flank	AS	2
Counter Attack	AS	2

Card Name	Type	Force
High Ground	TS	2
Reverse Slope	TS	1
Lost Cohesion	EB	2
Conscripts	EB	2
Lost Orders	EB	2
Pinned Down	EB	1
Broken	EB	3





Galactic Civ

Introduction

Card game for 2-4+ players based on the Galactic Civilizations Video games. Each player hopes to lead his race to ultimate victory.

Disclaimer

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Victory

There are 6 Paths to Victory

1. Conquest Victory: After turn 10 have the highest Scores in Military and Expansion or Exploitation by at least 5 points each.
2. Diplomacy Victory: After turn 10 have the highest Scores in Influence and Trade or Military by at least 5 points each.
3. Ascension Victory: After turn 10 have the highest Scores in Exploration and Military or Research by at least 5 points each.

4. Technology Victory: After turn 10 have the highest Scores in Research and Exploitation or Trade by at least 5 points each.
5. Influence Victory: After turn 10 have the highest Scores in Influence and Morale or Expansion by at least 5 points each.
6. General Victory: At the End of turn 20 (after all players have gone) have the Highest Score in the Most Attributes.

Attributes

Each Player has 8 Attributes:

1. Morale: Entertainment, Confidence
2. Research: Development of New Technologies
3. Exploration: Voyages of Discovery
4. Exploitation: Resources, Mining, Manufacturing
5. Expansion: Colonies, Population, Worlds
6. Influence: Religion, Philosophy, Culture, Diplomacy
7. Trade: Finances, Economy, Wealth
8. Military: Weaponry, Fleets, Ships, Defenses

Random Attribute Table

1D10	Attribute:
1.	Morale
2.	Research
3.	Exploration
4.	Exploitation
5.	Expansion

1D10	Attribute:
6.	Culture
7.	Trade
8.	Military
9+	Pick One

Dice

10 Sided Dice are needed.

Record Log

Use paper and pencil. Each player must keep track of his own 8 Attributes. Also write down Racial Identity.

Also keep track of turn order.

The Deck

Players share a common Deck. There are 4 Card Types:

1. Ships
2. Builds
3. Techs
4. Finds

The Deck has 30 of each card Type. Cards when played increase a player's score in 1 or more Attributes.

Main Race Special Abilities

Race:	Special Ability:
Terran Alliance	Start with Influence +2 and Expansion +2
Dregin Empire	Start with Military +4
Iconian Refuge	Start with Influence +2 and Exploration +2
Yor Singularity	Start with Exploitation +2 and Research +2

Race:	Special Ability:
Altarian Resistance	Start with Influence +4
Iridium Corporation	Start with Trade +4
Krynn Syndicate	Start with Exploitation +2 and Influence +2
Thalan Contingency	Start with Influence +2 and Research +2
Snathi Revenge	Start with Military +2 and Expansion +2
Torian Regime	Start with Research +2 and Expansion +2
Arcean Empire	Start with Military +2 and Trade +2

Setup

Each player starts with 5 points in each of the 8 Attributes. Each player chooses the role of 1 of the Main Races. Shuffle the Deck.

Turn Sequence

Players take Turns. Keep track of turn number. Each turn has 12 Phases:

1. Opportunity Phase
2. Construction Phase
3. Discovery Phase
4. Aggression Phase
5. Influence Phase
6. Exploration Phase
7. Exploitation Phase
8. Expansion Phase
9. Research Phase
10. Trade Phase
11. Approval Phase
12. End Phase

1. OPPORTUNITY PHASE

Draw 3 Cards from the top of the deck and put them into your hand. If the deck runs out, shuffle the discard and draw from it.

2. CONSTRUCTION PHASE

You may play one Build card or one Ship card from your hand. Show it to all other players. Increase your Attributes per the card instructions then discard the card.

3. DISCOVERY PHASE

You may play one Find card or one Tech card from your hand. Show it to all other players. Increase your Attributes per the card instructions then discard the card.

4. AGGRESSION PHASE

If you have the highest Military Score, a target opponent player of your Choice must lose 2 points (No lower than zero) in 1 random attribute. Roll on the Random Attribute Table. This represents your attacks on his Civilization.

5. INFLUENCE PHASE

If you have the highest Culture Score, a target opponent player of your Choice must give you 1 point in 1 random attribute. Roll on the Random Attribute Table. Ignore if the Attribute is already at zero.

This represents defections of his population and territories to your Civilization As well as negotiating alliances and treaties with favorable terms.

6. EXPLORATION PHASE

If you have the highest Exploration Score, You may play 1 extra Find card from Your hand immediately. This represents your scouts pushing out the boundaries of known space.

7. EXPLOITATION PHASE

If you have the highest Exploitation Score, you may play 1 extra Ship or Build card From your hand Immediately. This represents your numerous factories manufacturing Fleets and Infrastructure at Breakneck speed from the many resources you've collected.

8. EXPANSION PHASE

If you have the highest Expansion Score, you may draw 2 cards and then discard 1 card from your hand. This represents the increased potential of your large population and many Colonies spread over vast territories.

9. RESEARCH PHASE

If you have the highest Research Score, you may play 1 extra Tech card From your hand immediately. This represents the accelerated rate of scientific knowledge being generated At your many prestigious Laboratories.

10. TRADE PHASE

If you have the highest Culture Score, Draw 1 card and both you and a target Opponent of your choice get +1 to a Random Attribute (Separate Rolls). Your maximum hand size is also +1. This represents the many benefits and opportunities open to those Possessing great Wealth.

11. APPROVAL PHASE

If you have the LOWEST Morale Score, lose 1 level in a Random Attribute. Your people are so demoralized, your Civilization is actually regressing.

12. END PHASE

Max hand size is 5 cards. Discard excess cards. Check for Victory conditions.

Notes

Ties: If 2 or more players tie when comparing an Attribute, then nobody wins, or in the case of Morale, nobody loses.

Common Deck Card List

Card Name:	Type:	Notes:
Scout Ships	Ship	Explore +2
Interceptors	Ship	Military +1 and Morale +1
Rangers	Ship	Military +1 and Explore +1
Guardians	Ship	Military +1 and Expand +1
Gunships	Ship	Military +1 and Influence +1
Support Ships	Ship	Military +1 and Research +1
Assault Ships	Ship	Military +2
Escorts	Ship	Military +1 and Trade +1
Frigates	Ship	Military +2 and Expand +1
Destroyers	Ship	Military +2 and Trade +1
Cruisers	Ship	Military +2 and Influence +1
Capital Ships	Ship	Military +3
Battleship	Ship	Military +3 and Influence +1
Flagship	Ship	Military +2 and Influence +2
Carrier	Ship	Military +3 and Morale +1
Dreadnaught	Ship	Military +3 and Influence +2
Traders	Ship	Explore +1 and Trade +1
Freighters	Ship	Trade +2
Cargo Ship	Ship	Trade +3
Transport Ships	Ship	Military +1 Trade +1 and Expand +1
Colony Ship	Ship	Expand +3
Luxury Liner	Ship	Influence +2 and Morale +2
Constructor Ship	Ship	Expand +2 and Exploit +1
Survey Ships	Ship	Explore +1 and Exploit +1
Envoy Ship	Ship	Trade +1 and Influence +1
First Contact Craft	Ship	Explore +1 and Influence +1
Research Ship	Ship	Explore +1 and Research +1
Salvage Ships	Ship	Military +1 and Exploit +1
Corvettes	Ship	Military +1 Explore +1 and Influence +1
Precursor Ship	Ship	Military +2 and Morale +1 and Research +1
Durantium	Find	Military +2 and Exploit +1
Elerium	Find	Military +3
Antimatter	Find	Military +1 and Exploit +2
Promethion	Find	Explore +1 and Expand +2
Thulium	Find	Explore +1 and Research +2
Artocarpus Viriles	Find	Expand +1 and Trade +1
Aurorus Arboretum	Find	Influence +2
Crystalized Elerium	Find	Military +2
Epimetheus Pollen	Find	Military +1 and Expand +1
Harmony Crystals	Find	Morale +2
Helios Ore	Find	Military +1 and Trade +1
Hyper Silicates	Find	Research +2
Monsatium Deposit	Find	Expand +2
Precursor Nanites	Find	Exploit +2
Prometheus Stone	Find	Military +1 and Explore +1
Snuggler Colony	Find	Influence +1 and Trade +1
Techapod Hive	Find	Exploit +1 and Expand +1
Thulium Catalyst	Find	Research +1 and Explore +1
Ultra Spice	Find	Trade +2
Xanthium Deposit	Find	Military +1 and Exploit +1

Card Name:	Type:	Notes:
Anomaly	Find	Research +1
Storage Capsule	Find	Exploit +1
Habitable Planet	Find	Expand +3
Extreme World	Find	Expand +1
Minor Alien Race	Find	Exploit +1 and Trade +1
Trade Route	Find	Trade +2
Wormhole	Find	Explore +2
Ship Graveyard	Find	Exploit +1 and Play 1 Ship Card
Asteroid Field	Find	Exploit +2
Nebula	Find	Exploit +1 and Explore +1
Advanced Construction	Tech	Exploit +2
Research Matrix	Tech	Research +2
Agricultural Adaptation	Tech	Expand +1 and Exploit +1
Xeno Biology	Tech	Expand +2
Environmental Engineering	Tech	Expand +1 and Exploit +1
Drive Technology	Tech	Explore +2
Interstellar Survey	Tech	Explore +1 and Exploit +1
Life Support	Tech	Expand +2
Zero-G Construction	Tech	Military +1 and Expand +1
Interstellar Logistics	Tech	Exploit +2
Weapon Systems	Tech	Military +2
Militarization	Tech	Military +2
Defense Systems	Tech	Military +2
Interstellar Governance	Tech	Morale +1 and Exploit +1
Xeno Economics	Tech	Trade +1 and Influence +1
Interstellar Trade	Tech	Trade +2
Xeno Entertainment	Tech	Morale +2
Universal Translator	Tech	Influence +2
Xeno Tourism	Tech	Trade +1 and Influence +1
Interstellar Banking	Tech	Trade +2
Assimilation Techniques	Tech	Influence +2
Mediation Practices	Tech	Influence +1 and Morale +1
Xeno Archeology	Tech	Research +2
Ascension Pathways	Tech	Morale +2
Neurolinking	Tech	Research +2
Planetary Invasion	Tech	Military +2
Advanced Energy Systems	Tech	Exploit +1 and Military +1
Long Range Sensors	Tech	Explore +1 and Military +1
Interstellar Law	Tech	Influence +2
Starship Prototypes	Tech	Military +1 and Explore +1
Colony Hub	Build	Expand +3
Mega Factory	Build	Expand +1 and Exploit +2
Agri-Domes	Build	Expand +2 and Exploit +1
Space Elevator	Build	Expand +1 Exploit +1 and Trade +1
World Market	Build	Expand +1 and Trade +2
Research Labs	Build	Expand +1 and Research +2
Colony Mainframe	Build	Expand +1 Research +1 and Exploit +1
Entertainment District	Build	Expand +1 Morale +2
Mega Resort	Build	Expand +1 Morale +2
Mega Stadium	Build	Expand +1 Morale +2
Embassy	Build	Expand +1 Influence +2
Consulate	Build	Expand +1 Influence +2
Emigration Center	Build	Expand +1 Influence +2

Card Name:	Type:	Notes:
Antimatter Power Plant	Build	Expand +1 Exploit +2
Manufacturing Center	Build	Expand +1 Exploit +2
Industrial Replicator	Build	Expand +1 Exploit +2
Planetary Defense System	Build	Expand +1 Military +2
Orbital Defense Platform	Build	Expand +1 Military +2
Medical Center	Build	Expand +2 Morale +1
Discovery Sphere	Build	Expand +1 Research +2
Financial Sector	Build	Expand +1 Trade +2
Galactic Stock Exchange	Build	Expand +1 Trade +2
Galactic Bazaar	Build	Expand +1 Trade +2
Capital City	Build	Expand +1 Trade +1 Morale +1 Influence +1
Shipyards	Build	Explore +1 Military +1 and Trade +1
Outpost	Build	Expand +1 Military +1 Explore +2
Mining Starbase	Build	Expand +1 Military +1 Exploit +2
Research Station	Build	Expand +1 Military +1 Research +2
Cultural Starbase	Build	Expand +1 Military +1 Influence +2
Military Starbase	Build	Expand +1 Military +3

Optional Rules: Events

Events requires an altered Turn Phase and an extra Deck.

Event Deck

The Event Deck contains 3 types of cards:

1. Galactic Event (GE)
2. Moral Dilemma (MD)
3. United Planets Issue (UPI)

Shuffle the Deck during Startup. If the Deck ever runs out, shuffle the discard and draw from it.

Galactic Events

These are the simplest Events. They simply modify your Attributes.

Moral Dilemmas

If you draw one of these you must choose to be either Benevolent or Malevolent. If Malevolent modify your Attributes according to the Card. If Benevolent roll twice on the Benevolence Table.

Note that some MD's will have an additional penalty (per card text) if you pick Benevolent (In addition to the 2 rolls on the Table).

Event Deck Card List

Event:	Type:	Notes:
Sentient Pods	MD	Research +2
Pirate Lair	MD	Trade +1 and Military +1
Precursor Workshop	MD	Exploit +2
Stone Age Natives	MD	Exploit +2 (IB Exploit -2)

Benevolence Table

1D10	Result:
1-2	Outreach: Expand +1
3-5	Affinity: Morale +1
6-8	Prominence: Influence +1
9-0	Enlightenment: Research +1

United Planets Issues

If one of these cards comes up, there will be a Council Vote. To Vote, each player adds up their Influence, Expand, and Military Scores. The player with the most Votes wins the Benefit described on the card.

Turn Modification Rules

At the end of Opportunity Phase roll one die: If it is Even, there is no Event. If it is Odd, draw the top card of the Event deck. No Events during Players first 2 turns.

Event Deck Card Notation

GE Galactic Event

MD Moral Dilemma

UPI United Planets Issue

IB If Benevolent

Event:	Type:	Notes:
Precursor Artifact	MD	Expand +2
Precursor Defenses	MD	Research +2 and Expand -1 (IB Trade -1)
Insectoid Wars	MD	Expand +1 (IB Morale -1)
Sea Monkeys	MD	Research +2
High Tech Hijack	MD	Research +1 and Military +1
Ancient Ruins	MD	Expand +1 (IB Expand -1)
Alien Squatters	MD	Exploit +1 (IB Expand -1)
The Messiah	MD	Morale +1 (IB Morale -1)
Earthworms	MD	Expand +2 (IB Expand -2)
Underwater Beasts	MD	Morale +2 (IB Morale -2)
Undead Warriors	MD	Military +1 (IB Research -1)
Flesh Nectar	MD	Trade +2 (IB Trade -2)
Ultimate Soldier	MD	Military +1 (IB Trade -1)
Eye of the Precursor	MD	Influence +2
Corporate Corruption	MD	Trade +1 (IB Trade -1)
Mid-Evil Hippies	MD	Expand +1 (IB Expand -1)
Falling Moon	MD	Exploit +1 (IB Trade -1)
Catch Em All	MD	Morale +1 (IB Morale -1)
Lava Caves	MD	Exploit +2 Trade +2 Expand -2
Asteroid Showers	MD	Trade +3 Expand -2 (IB Trade -1)
Suffocated Beasts	MD	Morale +1 (IB Morale -1)
Tasty Eggs	MD	Military +1 (IB Trade -1)
Stolen Cargo	MD	Trade +1 (IB Trade -1)
Anti-Government	MD	Morale +1 (IB Influence -1)
Digital Addiction	MD	Trade +1 Morale +1 (IB Trade -2)
Cheating Death	MD	Trade +2 Expand -1 (IB Trade -1)
Alien Drought	MD	Trade +1 (IB Trade -1)
Blood Trade	MD	Trade +2 (IB Trade -2)
Scaly Trade	MD	Trade +2 Expand -1 (IB Trade -1)
Undue Influence	MD	Influence +3 Expand -1
Manticore Forest	MD	Military +1 (IB Military -1)
Solar Slammer	MD	Research +2 Expand -1
Doomsday Defender	MD	Military +2
The Wee Dead Folk	MD	Research +2
Food for Thought	MD	Morale +2 Expand -1 (IB Trade -1)
New Wormhole	GE	Explore +2
Xenophobes	GE	Influence -2
Xenophiles	GE	Influence +2
Economic Boon	GE	Trade +1
New Minor Race	GE	Expand -2
Space Pirates	GE	Military -1 Trade -1
Diplomatic Assassination	GE	Morale -1 Influence -1
Regime Change	GE	Morale +2
Tear Hole in Galaxy	GE	Explore -2
Lucky Ranger	GE	Military +1 Explore +1
Depression	GE	Trade -2
Precursor Terraformer	GE	Expand +2
Ultradrive	GE	Explore +2
Thinking Machines	GE	Research +2
Host Legal Center	UPI	Influence +2
Expand Trade Routes	UPI	Trade +2
Arm Transports	UPI	Military +2
Galactic Subsidies	UPI	Target Player: Trade -2

Event:	Type:	Notes:
Reimburse Natives	UPI	Target Player: Trade -2
Require Star Democracy	UPI	All other Players: Morale -2
Require Imperialism	UPI	All other Players: Morale -2
Up Constructor Speeds	UPI	Expand +2
Galactic Cease-Fire	UPI	Morale +2
Colonization Opportunity	UPI	Expand +2
Space Monster Zoo	UPI	Trade +2
Limit Trade Routes	UPI	Target Player: Trade -2
Galactic Olympiad Venue	UPI	Trade +2
Galactic Prison	UPI	Exploit +2
Starbase Module Limit	UPI	All other Players: Expand -1
Starbases Assist Allies	UPI	Military +2
Foreign Starbase Tax	UPI	All other Players: Trade -1
Foreign Colony Tax	UPI	All other Players: Trade -1
Technology Trade	UPI	Research +2
Terror Star Ban	UPI	Target Player: Military -2
Trade Federation	UPI	Military +1 Trade +1
United Celebration	UPI	Morale +2
War-faring Tax	UPI	Target Player: Military -1 Trade -1
Humanitarian Aid Tax	UPI	All other Players: Trade -1





Galactic Civilizations

Introduction

Board game for 2-4+ players. The galaxy is home to 8 major Alien Civilizations. Each player has 4 client races.

Help your client races fulfill their Ultimate Destinies.

The Map

Use a 10 x 10 grid. Each square is a "Sector".

Dice

Use Ten sided dice (D10).

Control Markers

Each race has a set of control markers of a unique color.

Race Types

#	Race Name:
1	Generalists
2	Cowards
3	Warriors
4	Cryptic Ones

The Decks

There are 2 decks: The Client Deck & the Galactic Deck. Both are common decks.

The Client Deck

The client deck has 2 cards for each of the 8 races. If there are 5+ players, let the deck have 4 cards for each race.

Set Up

Determine the starting locations of all the races: Roll 1D10 to get the X & Y coordinates. Place a control marker for that race into the indicated sector. Each player draws 4 client cards. Discard duplicates and redraw.

This determines which 4 races are a players client races during the game. Players may keep their Races secret until the last turn.

#	Race Name:
5	Travelers
6	Xenophobes
7	Pacifists
8	Slavers

Victory & Scoring

When the board is filled up (no empty spaces remain) roll 1D10 at the end of each following turn. On a roll of 9 or 10 the game ends.

Each race gets 1 point for each sector it controls.

Each race earns extra points for special race specific victory conditions.

If one of your races has the highest Psych level gain 10 VP.

If one of your races has the highest Tech level gain 10 VP.

If one of your races was eliminated lose 10 VP.

Player with highest total VP score wins.

Special Victory Conditions

- Generalists - If one of your client races is the Generalists get 20 VP's if the Generalists are Adjacent to all other races.
- Cowards - If one of your client races is the Cowards get 20 VP's if the Cowards are Adjacent to only your other client races and/or the cryptic ones.

- Warriors - If one of your client races is the Warriors gain 2 VP's instead of 1 for each sector the Warriors control.
- Cryptic Ones - If one of your client races is the Cryptic Ones get 20 VP's if they are Adjacent to only your non-client races and/or the cowards.
- Travelers - If one of your client races is the Travelers gain 20 VP's if they Control at least one sector on every row and column of the board.
- Xenophobes - If one of your client races is the Xenophobes gain 10 VP's for each race eliminated from the game.
- Pacifists - If one of your client races is the Pacifists get 20 VP's if all 8 races are still in play at the end of the game.
- Slavers - If one of your client races is the Slavers gain 5 VP's for each race that controls less territory than the Slavers.

Special Abilities & Limitations

- Generalists - Generalists can use Trade cards as any card type except Evolution, Expansion-2 or 3.

- Cowards - If a War starts against them, move each of their adjacent control markers to an adjacent empty sector if possible. (They flee en mass) Cowards may not initiate Wars. The Cowards can use War or Trade cards as Research or Treaty cards.
- Warriors - The Warriors get +2 to War Resolution Rolls. Warriors cannot use Treaty cards. Warriors may use Trade cards as War cards.
- Cryptic Ones - Cryptic ones start with +1 Levels in Psychic & Technology. Cryptic Ones can use a Trade card to cause 1 adjacent marker of an adj race to dissappear or cause one of their own markers (adj to another race) to dissappear.
- Travelers - Travelers use Trade cards as Expansion-2 cards OR to place a Marker on any empty space on the Board.
- Xenophobes - Xenophobes can use Trade cards as any card type except Treaty, Expansion-2 or 3 OR to move 1 of their markers to any empty adjacent space.
- Pacifists - The Pacifists may not initiate Wars. Pacifists may use War & Trade cards as Evolution or Treaty cards.
- Slavers - Slavers can use Trade cards as War or

Expansion-1 cards. They get Technology +1 every time they win a war if their opponent had a higher Tech level. They get Psych +1 every time they win a war if their opponent had a higher Psych level.

Technology & Evolution

Each race starts the game with a technology & psychic levels = 1.

Turn Sequence

Players take turns. Each turn has 7 phases:

1. Fate Phase
2. Expansion Phase
4. War Phase
5. Research Phase
6. Evolution Phase
7. End Phase

Fate Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Roll once on the Target Race Table.

This is the Race you will control this turn!

Target Race Table

1D10	Race:	1D10	Race:
1	Generalists	6	Travellers
2	Cowards	7	Xenophobes
3	Cryptic Ones	8	Slavers
4	Warriors	9	Opponent to your left picks one
5	Pacifists	10	Pick one or reroll

Expansion Phase

Play expansion cards. Each expansion card has a number. This is the number of adjacent empty sectors the target race can expand into.

Add control markers of the chosen race to the target sectors. Control markers cannot stack. Only one race per sector.

War Phase

You may Play a War card to have the target race attack an adjacent race. Another player may play a treaty card to negate the War card! Both sides roll 1D10. This is the War Resolution Roll. Each race adds its Technology level to the roll.

The race with the higher Psych level may reroll the War roll once. The higher total wins. (nothing happens if there is a tie) The winner converts ALL enemy sectors adjacent to his own Sectors into his own color. (replace control markers)

Research Phase

You may Play a Research card on the target race. The Race gets Technology level +1

Evolution Phase

You may Play an Evolution card on the target race. The Race gets Psychic Level +1.

End Phase

Discard down to 5 cards.

All Filled Up

If the board is completely full, use expansion cards as War cards.

Adjacency

Sectors that share a side are adjacent. Sectors that share a diagonal are not adjacent.

Galactic Deck Card List

Card Name:	#
Expansion-1	5
Expansion-2	4
Expansion-3	3
War	8

Card Name:	#
Treaty	5
Research	5
Evolution	5
Trade	10

number of that card in the deck

Optional Terrain Rules

Stargates: Connected to other Stargates on the map
Supernovas: Impassable Progenitor Ruins: First race to occupy gets Technology +1.





Galactic Supremacy

Introduction

You guessed it. Rival space empires are at it again. A card game for 2 or more players.

#	Card Type:
10	Research
15	Fleets
10	Sectors

Number of that card type in the deck.

The game can be played with a single common deck, or with each player having their own individual deck. If playing with multiple decks, make sure all cards are returned to their proper owners at the end of the game. Each Sector contains 100's of colonized worlds. Each Fleet contains 1000's of ships.

Other Materials

A handfull of ten sided dice (D10's) Coins (to represent megacredits) One homeworld card for each player.

Object

Conquer the homeworlds of all of your opponents.

Setup

Each player starts with a Homeworld Sector in play. Each player draws 2 cards. Players begin at level one in all nine technologies.

Players roll 1D10 to determine turn order. High roll goes first.

Units

Sectors and fleets are collectively referred to as units.

Turn Sequence

Players take turns. Each turn is divided into 7 phases:

1. Draw Phase
2. Production Phase
3. Command Phase
4. Build Phase
5. Attack Phase
6. Move Phase
7. Research Phase

The Deck

The deck contains 50 cards:

#	Card Type:
10	Command
5	Leader

Draw Phase

Draw one card from the top of the deck You may draw an extra card for 5 credits. — Exploration: You may discard a Fleet card to draw a card. If the card drawn is a Sector card you may keep it, otherwise discard the drawn card — The Draft: You may discard a Sector card to draw a card.

If the card drawn is a Fleet card you may keep it, otherwise discard the drawn card. — Military Intelligence: You may discard a Research card to draw a card. If the card drawn is a Command card you may keep it, otherwise discard the drawn card.

— Military R&D: You may discard a Command card to draw a card. If the card drawn is a Research card you may keep it, otherwise discard the drawn card. Maximum hand size is 5. Discard excess cards.

If the deck runs out, shuffle the discard, and continue play.

Production Phase

Homeworld Sectors generate 5 Credits. Sectors generate 1 credit each. A leader attached to a Sector generates 2 extra credits.

For each level above the first a player has in all of the technologies of Terraforming, Industry, and Energy, all the worlds of that player generate one additional credit each. Hand size is increased by a similar amount. For example: a player has Terraforming = 3, Industry = 5, and Energy = 4.

The extra levels of Industry and Energy do not count. That player's worlds produce +2 credits per turn and that player has a max hand size = 7. Credits may be saved from turn to turn.

Command Phase

Unless otherwise specified, the special uses of command cards are enacted in this phase. Command cards are always discarded when used.

Build Phase

Pay 10 credits to put a Sector card into play from your hand. Pay 10 credits to put a Fleet card into play from your hand. The Fleet card must be attached to a Sector.

Pay 5 credits to put a Leader card into play from your hand. The Leader card must be attached to a unit.

Attack Phase

You may attack an opponents world with one or more of your fleets. If both players have the same level of Jump Speed Technology or if the attacker is faster, then the defender can only defend the attacked world with whatever fleets are currently there. If the defender has a higher level of Jump Speed Technology then the defender he can use some or all of his fleets to defend.

The defender may decide not to defend with a Fleet at an attacked Sector. Move the fleet to any other friendly Sector. Fleets and Sectors use one die in combat. Homeworld Sectors use 5 dice.

Players compare their respective levels in the following 5 technologies: Firepower, Range, Defenses, Information, and Sublight Speed. If one player has a higher level in a technology then that player is said to have a technological advantage. For each advantage, each of a players units gets one additional combat die.

Presence of a Leader gives the attached unit one additional combat die. Roll dice separately for each unit involved. These are referred to as combat rolls. Each unit simultaneously destroys one opposing unit

with an equal or lower combat roll.

Sectors win tied combat rolls. All of the defenders Fleets must be destroyed before the Sector is destroyed. Repeat this process until only one side remains.

If the attacker wins he may put the colony card in his hand. If a players Homeworld Sector is destroyed, it goes out of play, and that player loses. Leaders are destroyed with their units.

Destroyed Fleets and Leaders are discarded. Units can combine their combat rolls to overcome the combat roll of an enemy unit. For example: 6 Fleets attack a Homeworld Sector. The homeworld rolls a 30. The Fleets collectively roll a 40. One of the six Fleets is destroyed, and the Homeworld is destroyed.

Move Phase

Attach your Fleets in play to any of your Sectors in play. Attach your Leaders in play to any of your units in play. A unit may only have 1 Leader attached.

Research Phase

Pay 10 credits to play a Research card. The card is discarded and the player rolls once on the Technology Table. The technology indicated by the roll is increased by one level for this player only.

Catchup: Pay 15 credits and play a research card to gain one level in a specific technology an opponent is superior to you in. Directed effort: Pay 20 credits and play a research card to gain one level in a specific technology of your choice.

Technology Table

1D10	Technology:
1	Jump Speed
2	Fire Power
3	Range
4	Defenses
5	Information

1D10	Technology:
6	Sublight Speed
7	Terraforming
8	Industry
9	Energy
10	Pick one of the above

Trade & Negotiations

Players may at any time trade cards or make deals.

Command Card Uses

Command cards are discarded when played. A command card can be played to produce any of the following effects:

- Misinformation: Opponent must discard one random card.
- Spy: Look at opponents hand.
- Strategic Planning: Look at the next 1D10 cards in the deck.
- Tactical Superiority: Target unit gets one extra combat die this combat phase.
- Surprise: Defender can only defend with fleets already present at Sector.

- Ambush: Defender may defend with some or all of his fleets.
- Peace Talks: Opponent may not attack you this turn.
- Exceed Quotas: Gain 1D10-2 megacredits.
- Steal Secrets: Steal 1 random card from opponent on a roll of 1-6 on 1D10.
- Counter Espionage: Negate any use of a command card on a roll of 1-8 on 1D10.
- Military Sabotage: Opponent must put target fleet back in his hand on 1-3 on 1D10.
- Industrial Sabotage: Opponent loses 1D10-2 megacredits.
- Assassination: Kill target Leader on a roll of 1-3 on 1D10.
- Strategic Initiative: Get a second attack Phase this turn.

Optional Advanced Setup Rule

Each player starts the game with 5 random technological advances.





Galax

Introduction

Tactical Space Ship Combat Mayhem. Advanced Battleships.

Map & Chits

Use a space hex grid which has all of the hexes numbered. Use chits to represent ships. Indicate the ships facing with an arrow. Each player should use chits of a different color.

Playable with miniatures.

Ships

TYPE	COST	MOVE	HITS	SHIELDS	WEAPONS	NOTES
Battlestation	8	0	100	12	10	Can carry 10 Fighter Squads
Dreadnaught	7	2	80	6	8	
Battleship	6	2	60	5	6	
Carrier	5	2	40	4	2	Can carry 6 Fighter Squads
Cruiser	4	3	40	3	4	
Destroyer	3	3	20	2	2	Also: Frigate
Gunboat	2	3	10	1	1	Also: Escort, Scout
Fighter Squad	1	4	5	0	1	Not Jump capable
Transport	1	1	30	0	1	Use for scenario victory conditions

Ship Descriptions

Cost Does not include cost of weapons

Move Number of spaces moved or hex facings turned

Hits Damage before ship is destroyed

Weapons = Number of Weapon Systems that can be mounted A Battlestation can repair 1 hit per turn to itself or to a friendly docked (in same space) ship. Docked ships cannot attack.

Weapon Systems

NAME	COST	TYPE	RANGE	DAMAGE
Laser	1	Energy	2/4/8	3/2/1D6
Rail Gun	1	Projectile	2/4/8	3/2/1D6
Missile Launcher	1	Missile	12	-
Missile	1/6	Missile	12	4D6
Nuclear Missile	1	Missile	12	Destroyed

A Missile Launcher can fire one missile per turn. Ranges of weapons used by fighters are half of those listed & fighters can only carry 6 missiles.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Write orders phase
2. Reveal orders phase
3. Resolve actions phase

Shields

TYPE	NEGATES
Albedo Screen	Energy
Inertia Field	Projectile
Jammer	Missile

A shield negates one attack of the indicated type, and is then destroyed. Shields are included in the cost of the ship.

Write Orders Phase

Write separate orders for every ship you control. First write movement orders. Ships use movement points to move forward or to make a turn of one hex facing (60 degrees).

Example: Fighter #3 moves 1-R-1-L. This means move it forward 1, then 1 right turn, then forward 1, then 1 left turn. Also write attack orders.

Attacks are made from the last space entered. Indicate the weapon and the number of the space it is

targeting. Weapons fire in all arcs.

Example: Destroyer #2 attack with laser to hex 00435 and nuclear missile to 01667. Also indicate special orders such as docking. Players should have two minutes plus one minute per ship to write orders.

Reveal Orders Phase

No orders or Incorrectly written orders result in the ship doing nothing.

Resolve Actions Phase

All actions are simultaneous. Move ships first then resolve attacks. Attacks into empty hexes hit nothing.

Attacks into hexes containing enemy units automatically hit a ship of the attackers choice. One Shield will absorb one attack of the appropriate type. Jammers negate missiles & nukes. Any attacks not absorbed by shields do damage.

Nukes always destroy their target. Missles always do 4D6 Hits of Damage. At range 0-2 Energy & Projectile weapons do 3D6 Damage. At range 3-4 Energy & Projectile weapons do 2D6 Damage.

At range 5-8 Energy & Projectile weapons do 1D6 Damage. Ships reduced to 0 or less hits are destroyed at the end of the turn.

Scenarios

Training Simulator: Each side starts with 2 Escorts. Skirmish: 30 points to a side. Fleet Action: 100 points to a side.

Zomulgustar Galax Rules Variants

Introduction

Careful analysis of Galax by a concerned galactic citizen. Try mixing and matching these and see what works for you... share and enjoy!

Proposed Change 1- Target Tracking Instead of declaring targets by hex, declare the ship you are firing on and the range you expect it to be at.

Theme Rationale

It's easy for tracking software to determine the apparent direction to a target, but more difficult for it to determine distance and speed (how much to lead).

Game Rationale

Drastically increases effectiveness of weaponry, also gives incentive for tactical positioning (if I go here, I can almost certainly hit that ship, but that's where he'll EXPECT me to be, so...) This also gets rid of the unusual idea that although we can't predict which hex the ship will end up in, we CAN precisely target individual ships in it.

Theme Problem

Why can't two+ friendlies exchange information to determine the range by triangulation? See idea 3 below. Game Problem- It's now possible for guaranteed hits on move-1 ships...do we need a fix for that? Perhaps so...if so, then...

Proposed Change 2a- Advanced Maneuvers Allow one sideslip (spend one move for the equivalent of R1L or L1R) per turn. Game Rationale- This eliminates the auto-hit on move-1 ships, and still slightly benefits faster ones.

Extensions

Allow the purchase of additional maneuver drives (most likely at the cost of weapons/ shield spaces as well as 'money'), each one of which allows one sideslip per turn. Obviously the first one isn't free if this is used (too nice to the big ships...)

Proposed Change 2b. "She kinna take much more..." Giving up the use of all shields or all weapons allows an additional MP, giving up both gives +2 (3?)MP. Theme Rationale: In desperate situations, power can be diverted to the engines from other systems.

Game Rationale

Gives players the opportunity to 'surprise' their opponents, and a good alternative to 2a (though there is little reason they could not be used together).

Proposed Change 3: Locked On Target For the cost of a weapon slot, a Targeting Computer is installed. Each targeting computer may select only a single enemy ship. When determining hits from a weapon, add up the number of targeting computers on OTHER ships which have selected the target, and allow shots this many hexes off by THIS ship to still hit the enemy. Game Rationale: Can work with either hex or range targeting, adds another layer of strategy to ship design. Theme Rationale: Makes sense, fun to watch everyone go after the low-manueverability escort with 2 targeting computers that's letting the battleship hit with everything.

Game 'Problem' (not that bad)- Fighters are no more maneuverable than capships, only faster. Cruisers can 'turn on dimes'.

Proposed Change 4- Overloaded Hulls In exchange For an additional weapon/shield slot, a ship may not make more than 1 consecutive turn within a single move order. Game Rationale: That extra weapon benefits the escort a lot more than the battleship (which would only be affected if the 'emergency maneuver' rule is in effect)

Proposed Change 5- Warp Dissipator A new weapon is available, single slot, cost 1(?), penetrates all shields. If it hits, reduces the targets MP for the next turn by 1. Game Rationale: Just as missiles seem meant to use against big capships (at least in the original), this is the one meant to slow down the little guys enough that they can be taken down easily. Probably best to use either the Targeting Computer

OR this rather than both (at least on a single side) Hmm.... Theme Rationale- "...*phtthfft* the aliens **KThrt**eem to have *hiss*oped some kind of energy-draining weap*ctjghartkik*..." One side gets target-comps, the other gets dissipators...hmmm...need to fiddle with the costs, but..

Proposed Change 5- The Big Guns. No specifics without playtesting, but I think the game would be that much neater if there were directional-only weaponry. Presumably it would take up multiple slots and cost, and could only be fired directly forward after movement. Enhancements could include, in various mixes a. BIG damage/extended range b. hit all targets on this line c. shield piercing d. etc. etc.

Galaxian Trek Variant

Introduction

Version of Galax with a Star Trek Flavor. All rules are the same except for the following differences.

Federation Ships

Federation ships have double the number of Shields. Federation Fighter squads have one Shield.

Klingon Ships

All Klingon ships have a +1 Move Rating.

Weapon Systems

NAME	Cost	Range	Damage	Notes
Phaser	1	8	1D6	All Races
Boarding Party	1	1	6D6	All Races
Disruptor	1	4	2D6	Klingons & Kzinti
Launcher	1	-	-	-
Plasma Torpedoes	1/8	6	3D6	Romulans & Gorn
Photon Torpedoes	1/6	4	4D6	Federation
Drone Missiles	1/10	10	2D6	Kzinti
Fusion Beams	1	4	1D6+2	Hydrans
Fusion Bombs	1/2	4	5D6	Hydrans
Tholian Web	1/5	5	*	Tholians
Expanding Sphere Generator	1/3	1/2/3	3/2/1D6	Lyrans

Launchers are required for Missiles, Torpedoes, Bombs, Generators, and Webs. Ranges of weapons used by fighters are half of those listed. A ship hit by a Tholian Web has its Move reduced by 1 for 1D6 turns.

Expanding Sphere Generators do damage to all ships in range. Boarding parties can only be used once.

Mekatac Rules Variant

This suggestion was made by Matt R. at Wolfhvl@aol.com: "...some friends and I have com-

Romulan Ships

Romulan ships can Cloak: A ships location is never revealed unless it was hit last turn.

Gorn Ships

Sturdy Gorn ships have an extra 50% Hits.

Hydran Ships

Fighters cost 1/2 Point. You cannot have more points in Fighters than other ships.

Kzinti Ships

Kzinti can ram other ships in the same hex. Damage to both ships = XD6

X the starting hits of the smaller ship/10.

Lyrans Ships

Lyrans ships have double the number of Shields. Lyran Fighter squads have one Shield.

Tholian Ships

All Tholian ships have a +1 Move Rating.

Shields

Basic Galax has 3 types of shields vs different types of attacks. In Galaxian Trek there is only one type of shield and it is effective vs all types of attacks.

bined Mekatac and Galax. We use the hull sizes and costs from Galax but the weapons and combat rules from Mekatac. Works pretty well..." We call it [Starmageddon: Fusion Of Mekatac & Galax By Matt R. At Wolfhvl@aol.com](#)

Game Designers Notes

I know, Yet another space combat game... and a fuge is a variation on a theme. This one is a catchy tune. If you really liked this one, try Sea Battles.





Gallie Wars

Introduction

Card game for 2 players. One player is the Romans, the other is the Celts.

Victory

Eight hands are played. If a player wins 3 consecutive hands he wins the game. If not the player who wins the eighth and last hand wins the game.

Decks

Each player has his own unique deck of 35 cards. Each deck contains 1 copy of each card in its card list.

Card Types

There are 4 basic card types:

- S** Strategy
- T** Tactics
- R** Resources
- M** Morale

There are also 2 other types:

- L** Leader: Can be used as any one of the Basic card types.
- D** Disadvantage: Have a negative force value.

Turn Sequence

Each turn has 3 phases: Reinforcements Phase
Strategy Phase Battle Phase

Reinforcements Phase

Each player draws a hand of 8 cards from their own deck. If a deck runs out, shuffle the discard & draw from it.

Strategy Phase

Each player may discard up to 4 cards & draw replacements.

Battle Phase

Players reveal their hands. Each card has a Force value of 3-10. Each player may count the Force from up to 2 cards of each of the 4 basic card types.

(2 Strategy, 2 Tactics, 2 Resources, & 2 Morale)
Disadvantage cards are always counted. Get the total Force of all cards that can be counted. Players compare Force totals.

The player with the highest total wins the hand. Discard all cards at the end of the turn.

CELTIC DECK CARD LIST	Type	Force	ROMAN DECK CARD LIST
Vercingetorix	L	10	Caesar
Commius	L	5	Labienus
Gauls	R	10	Legions
Tribes	R	9	Centurions
Walled Cities	R	8	Professional Soldiers
Chieftains	R	7	Celtic Allies
Warriors	R	6	Outposts
Warbands	R	5	Engineers
Miners	R	4	Auxiliaries
Archers	R	3	Catapult Artillery
Skill	T	10	Elaborate Siege Works
Charges	T	9	German Horsemen
Surprise Attack	T	8	Rear Attack
Counter Siege Tactics	T	7	Tactical Fortifications
Cavalry	T	6	Contain & Repulse
Sortie	T	5	Reserves
Night Attack	T	4	Battle Plans
Sword & Spear	T	3	Pilum & Gladius
Raiding Strategy	S	10	Decisive Battle
Guerilla Tactics	S	9	Systematic Invasion
Strategic Withdrawal	S	8	Tribe by Tribe

CELTIC DECK CARD LIST	Type	Force	ROMAN DECK CARD LIST
Scorched Earth	S	7	Supply Lines
Defensive Fight	S	6	Campaigning
Relief Force	S	5	Forced March
Druids	S	4	Generals
Scouts	S	3	Spies
Revolt	M	10	Conquest
Freedom Fighters	M	9	Determination
Roman Atrocities	M	8	Discipline
Courage	M	7	Absolute Command
National Unity	M	6	Ambition
Leadership	M	5	Diplomacy
Agreements	M	4	Hostages
Messengers	M	3	Occupation Force
Tribal Divisions	D	-2	Hostile Territory
Women & Children	D	-1	Roman Politics

Cardset & Rules In Italian

Alecrespi. An Italian Warpspawn fansite

Computer Version

Waddl





Gambler

Introduction

Card & Dice game for 2+ players. Each player is a "Gambler" trying to win Big.

Victory

The Winner is the first player to accumulate \$5,000. If you ever loose all your money, you loose the game.

The Deck

Players share a common deck.

Card Types

There are five card types:

- C** Casino Game (Black Jack, Poker, Craps, & Roulette) Betting
- T** Race Track (Dogs, Horses & also Jai alai) Bets
- S** Sports (Baseball, Basketball, & Football) Bets
- W** Win cards
- X** Special cards

Money

Use pennies. Each penny represents \$100.

Wager Table

2D6	Result
2	Loose \$500 (and so on)
3	Loose \$400
4	Loose \$300
5	Loose \$200
6	Loose \$100
7	Break even

Win Cards

Play (discard) win cards to modify the result of any roll made on the Wager Table. Some Win cards can only be used for certain types of bets (Casino, Track, or Sports).

End Phase

If you have extra bet cards in your hand, you can play them to make additional bets. You cannot make both Casino & Track bets in the same turn. You may make only one Track bet in a turn.

You can make a maximum of 2 Sports bets in a

Card List

Dice

Two six sided dice (2D6) are needed.

Setup

Players roll high on 2D6 to see who goes first. All players start with \$1,000 dollars.

Turn Sequence

Players take turns. Each turn has 3 phases: Draw Phase Bet Phase End Phase

Draw Phase

Draw 2 cards from the deck.

Bet Phase

Play (discard) a Betting card (Casino, Track, or Sports) from your hand to make a bet. To resolve the Bet, roll on the Wager Table:

2D6	Result
8	Win \$100
9	Win \$200
10	Win \$300
11	Win \$400
12	Win \$500 (and so on)

turn. You may play Special cards in this phase. Max hand size is 5 cards. Discard excess cards.

Card Type Notation

- C** Casino Game Betting
- T** Race Track Bets
- S** Sports Bets
- W** Win cards (use for any bet)
- WC** Win cards used only for Casino bets
- WT** Win cards used only for Track bets
- WS** Win cards used only for Sports bets
- X** Special cards

Card Name	Type	Notes
Big Score	W	+3 to Bet Roll
Racing Program	T	(Dogs or Horses)
Hedge Bet	W	You loose no money on the target bet
Horse Race	T	(Horses)
Trotters	T	(Horses)
Beg	X	Gain 1D6 X \$100
Borrow	X	Gain 1D6 X \$100
Steal	X	Gain 1D6 X \$100
Payday	X	Gain 1D6 X \$100
Pawn	X	Gain 1D6 X \$100
Off Track Betting	S	
Bookie	S	
The Big Game	S	
College Sports	S	
Basketball Season	S	
Trifecta	WT	+5 to Bet Roll
Win	WT	+3 to Bet Roll
Place	WT	+2 to Bet Roll
Show	WT	+1 to Bet Roll
Quinella	WT	+4 to Bet Roll
Kentucky Derby	T	(Horses)
Fantasy Baseball	S	
Roulette	C	(Roulette)
Poker Face	C	(Poker)
Five Card Stud	C	(Poker)
Lotto	X	Play as a Bet card
Big Jackpot	W	+5 to Bet Roll
One Armed Bandit	C	
Super Bowl	S	
World Series	S	
Office Pool	S	
Last Call	T	
Jai Lai	T	(Jai Lai)
Dog Track	T	(Dogs)
Race Course	T	(Dogs or Horses)
Clubhouse Seating	T	
Matinee	T	
Day at the Races	T	(Dogs or Horses)
Winner takes all	WC	+3 to Bet Roll
Sure Thing	W	+1 to Bet Roll
Indian Casino	C	
Poker Chips	C	(Poker)
Craps	C	(Craps)
Hot Table	WC	+1 to Bet Roll
Lady Luck	W	+2 to Bet Roll
Card Shark	WC	+2 to Bet Roll
Sick Gambler	W	-3 to Bet Roll
Change Dealers	WC	-2 to Bet Roll
The House always Wins	WC	-4 to Bet Roll
Wheel of Fortune	C	(Roulette)

Card Name	Type	Notes
Pass Line	C	(Craps)
Snake Eyes	WC	-3 to Bet Roll (Craps only)
Lucky Seven	W	+1 to Bet Roll (not for sports bets)
Full House	WC	+2 to Bet Roll (Poker only)
Royal Flush	WC	+3 to Bet Roll (Poker only)
Two Pairs	WC	+1 to Bet Roll (Poker only)
Black Jack	C	(21)
Hit Me	C	(21)
Big Roller	C	
Private Game	C	(Poker or 21)
Card Counting	WC	+2 to Bet Roll (Poker or 21)
Hot Streak	WC	+3 to Bet Roll
Inside Tip	W	+3 to Bet Roll (Not for casino bets)
Aces High	WC	+1 to Bet Roll (21 only)
Slots	C	
Cruise to Nowhere	C	
Twenty-One	C	(21)
Beginners Luck	W	+3 to Bet Roll
Vegas Junket	C	
Friendly Game	C	(Poker or 21)
Football Season	S	
Greyhounds	T	

Game Designers Notes

This is based on the gambling practices of my father & uncles.





Game Of Lists

Introduction

Trivia game for 1 or more players.

Winning

The first player to score 35 points is the winner.

The Deck

Players share a common deck of cards.

The Cards

Each card has a Title. The Title refers to a List.

Setup

Shuffle the deck well.

Turn Sequence

The Top card is flipped face-up from the deck. The Title is revealed. Each player writes down as many items as he can think of that are on the List. Players get 3 minutes to make their lists.

The Lists are then revealed. Incorrect items are scratched from the list. (Players will have to debate on the correctness of Items) A Player gets 1 point for each Item on his list.

A player can score a maximum of 10 points in a turn.

Card List

Title:

- Names of Planets in Our Solar System
- Names of Moons in our Solar System
- Names of Asteroids in Our Solar System
- Names of Comets in Our Solar System
- Names of Man-Made Space Satellites
- Names of the first 10 US Presidents
- Names of Conflicts fought in the 20th Century
- Names of Current World Leaders
- Names of Countries in Africa
- Names of Countries in South America
- Names of State Capitals in the USA
- Names of Cities in Germany
- Names of Impressionist Painters
- Names of Greek Philosophers
- Names of Kings of England
- Names of Roman Emperors
- Names of Physicists
- Names of WWII Generals
- Names of Battles fought by Napoleon
- Names of Landlocked Countries

- Names of Jazz Musicians
- Names of Explorers
- Names of Popes
- Names of the 10 largest Mountains
- Names of the 10 largest Rivers
- Names of Cuts of Beef
- Names of Sports Cars
- Names of Inventors
- The Seven Ancient Wonders of the World
- Names of the Seas
- Names of Fruit (2 for 1 Point)
- Names of Vegetables (2 for 1 Point)
- Names of Whales
- Names of Non-Whale Sea Mammals
- Names of Fish
- Names of Crustaceans
- Names of Mollusks
- Names of Insects (2 for 1 Point)
- Breeds of Dogs
- Breeds of Horses
- Names of Flowers (2 for 1 Point)
- Names of Shakespeare's Plays
- Types of Martial Arts
- Names of Card Games (52 card deck)
- Names of Winter Olympic Sports (2 for 1 Point)
- Names of Antibiotics
- Names of Islands
- Names of Bridges
- Names of the 10 Tallest Buildings
- Names of Famous Airplanes
- Names of Famous Sailing Ships
- Names of Greek Gods
- Names of Christian Sects
- Names of Famous Paintings
- Names of Civil War Battles
- The Books of the Bible
- The 10 Commandments
- The First 10 Elements on the Periodic Table
- Names of Computer Programming Languages
- Geologic Time Periods
- Names of Gemstones
- Names of Constellations
- Names of Rocks/Rock Types
- Names of Movies that Start with the Letter B
- Crewmembers of the Original Star Trek
- Names of Bad Guys in Star Wars

Variants

Add/Drop/Modify Cards. Allow more/less time per turn. Play on Teams.

Change Points needed to win. Allow more/less points to be earned per turn.





Gamma Chess

<body>

Premise:

This plays like a cross between chess and backgammon

Set Up:

Regular Chessboard and pieces plus two dice

1D6	Piece
1	Knight
2	Pawn
3	Rook

Example: If you roll 1 on one die and 4 on the other you must move one of your 8 pawns and one of your bishops. If you roll 1 and 2 you must move either two of your pawns or one of your pawns twice. If you roll a piece you no longer have, add one to your roll. If you have no queen go back to one.

Moves:

Pieces move as normal except that they can only go forward or sideways.

Object:

Move all your men off your opponents back row. (for a shorter game, just the king)

Play:

Players take turns.

Turns:

At the beginning of your turn roll the two dice and consult the table below. This determines which pieces you can move.

1D6	Piece
4	Bishop
5	King
6	Queen

Capturing:

A piece can only capture if it is moving forward. The captured piece is immediately put, by its owning player, in a square on its back row. If no spaces are available, place it on the next available row.

Moving Off:

If you move one of your pieces onto your opponents back row remove it from the game.





Gamma World

Introduction

Card Game based on the RPG Gamma World by TSR. GW is a trademarked property. This merely a fan site. You are a leader of a Gamma World Enclave.

Recruit and equip your followers. Send your followers to capture ruins that will aid your cause.

The Deck

Players share a common deck.

Victory

The game ends when all cards have been drawn from the deck. The player controlling the most location cards wins.

Turn Sequence

Players take turns. Each turn has 2 Phases: Action Phase Healing Phase

Action Phase

A player gets a base 2 Action Points (APs) on his turn. An AP can be used to do one of the following:

1. Recruit one Follower.
2. Draw one card from the deck.
3. Play an Item card.
4. Attack a Location.

Some cards will provide additional APs.

Recruit A Follower

Use a token to represent the Follower. You may attach any number of Mutation cards to the token just played. If no cards are attached the follower is considered to be a Pure Strain Human (PSH).

If cards are attached, designate the follower as either a Mutant Human or Animal. The follower has a base Force = 1 and Hits = 2. Mutations increase Force and Hits totals.

You may have a maximum of 6 Followers in play at one time.

Weapon Card List

Draw One Card From The Deck

You may have a maximum of 5 cards in your hand. Discard excess cards.

Play An Item Card

Attach equipment, weapon, armor, steed, and vehicle cards to your followers. A Follower can only have one vehicle or steed and one armor at a time.

Attack A Location

Play a Location card. All of your followers attack. Any one of your opponents may play a Foe card.

Roll the indicated dice to determine the Starting Threat of the Foe. The Player rolls 1D6 for every point of force his followers have. Every roll of 1 reduces the Threat by one point.

Simultaneously roll 1D6 for every point of opposing threat. For every roll of 1 by the threat one of your followers loses 1 Hit. Roll 1D6 for each hit to see which of your followers takes the damage.

The Steed of a Follower takes damage first. Keep track of hits by putting damage counters on the followers and Threat card. Followers & Steeds reduced to 0 Hits are killed.

Repeat this process until the followers retreat or one side is killed off. If the Threat is eliminated the Followers gain control of the location. It becomes part of the players growing post-apocalyptic empire.

Note that Armor cards provide Hits. Armor reduced to 0 Hits is destroyed. Armor always loses hits before followers.

If the followers retreat or are destroyed discard the location and the threat.

Healing Phase

All your followers (not Armor) remove one damage counter each. Cards with the heal property allow you to remove an extra 1D6 counters.

Breakdown Rule

Roll 1D6 for every time a weapon, equipment, or vehicle is used. On a roll of 6+ that item is discarded (used up, broken, out of power, ammo). Grenades get +1 to this roll.

Card Name:	Force	Notes:
Vibro Dagger	+1	
Vibro Blade	+1	
Energy Mace	+1	
Stun Whip	+1	
Needler	+2	No effect on Robots/Androids
Slug Thrower	+2	
Stun Ray Pistol	+2	
Stun Ray Rifle	+2	
Laser Pistol	+2	
Laser Rifle	+2	
Gas Grenades	+2	No effect on Robots/Androids
Energy Grenades	+3	
Frag Grenades	+3	
Photon Grenades	+4	
Mk V Blaster	+3	
Mk VII Blaster Rifle	+3	
Micro Missile	+3	
Small Damage Pack	+3	One Use Only
Torc Grenades	+5	
Fusion Rifle	+4	
Mini Missile	+4	
Matter Bomb	+6	One Use only
Black Ray Pistol	+5	No effect on Robots/Androids

Armor Card List

Card Name:	Hits	Force
Sheath Armor	3	-
Plastic Armor	3	-
Inertia Armor	4	-
Energized Armor	4	-
Powered Plate Armor	5	-

Card Name:	Hits	Force
Powered Scout Armor	5	+1
Powered Battle Armor	6	+1
Powered Attack Armor	6	+1
Powered Assault Armor	7	+2

Vehicle Card List

Card Name:	AP
Turbine Car	+1
Hover Car	+1
Flit Car	+1

Card Name:	AP
Environmental Car	+1
Bubble Car	+1
Anti-Gravity Sled	+1

Vehicles give you one extra AP every turn.

Steeds

Card Name:	Hits	Force	AP
Centisteed	3	-	+1
Podog	2	-	+1
Brutorz	3	+2	+1
Hopper	3	-	+1

Equipment Card List

Card Name:	Notes:
Rejuv Chamber	Heal
Life Ray	Heal
Medi-Kit	Heal
Mind Booster	AP +1 once per turn
Stim Dose	Force +1 and Hits +1
Solar Energy Cells	Discard to negate a Breakdown result
Atomic Energy Cells	Discard to negate a Breakdown result

Events

Card Name:	Notes:
Healers*	Heal
Archivists*	Put item card from discard into your hand
Seekers*	Destroy Target Item
Brotherhood of Thought*	Discard target Follower (controller may keep items)
De-Evolution	Destroy Target Mutation
Precognition	Look at next 2D6 cards in deck
Telepathy	Look at opponents hand
Latent Mutation	Attach a mutation card to one of your followers
Radiation	Attach a mutation card to one of your followers
Encroach	Attack an opponents location. He may defend with his followers
Repairs	Put item card from discard into your hand
Gene Pool	Put mutation card from discard into your hand
Wasteland	Opponent must discard 1D6 cards.
Yexil Trader	Put a equipment or weapon card from the discard into your hand

Event cards are used once and are then discarded. * Cryptic Alliance

Mutation Card List

Card Name:	Force	Notes
Heat Generation	+2	
Increased Speed	+2	
Light Generation	+2	
Radiated Eyes	+2	
Shapechange	+2	
Sonic Attack	+2	
Wings	+2	
Cryokinesis	+2	
Molecular Disruption	+2	
Pyrokinesis	+2	
Telekinesis	+2	
Illusion Generation	+2	
Light Wave Manipulation	+2	
Electrical Generation	+1	+4 vs Robots & Androids
Magnetic Control	+1	+4 vs Robots & Androids
Mental Blast	+4	+0 vs Robots & Androids
Mental Control	+4	+0 vs Robots & Androids
Life Leech	+4	+0 vs Robots & Androids
Gas Generation	+4	+0 vs Robots & Androids
Chameleon Power	+1	Hits +2

Card Name:	Force	Notes
Heightened Senses	+1	Hits +2
Density Control	+1	Hits +2
Multiple Body Parts	+1	Hits +2
New Body Parts	+1	Hits +2
Quills/Spines	+1	Hits +2
Absorption	-	Hits +4
Total Carapace	-	Hits +4
Repulsion Field	-	Hits +4
Physical Reflection	-	Hits +4
Force Field Generation	-	Hits +4
Regeneration	-	Heal
Teleportation	-	+1 AP once per turn
Time Field Manipulation	-	+1 AP once per turn
Genius Capability	-	+1 AP once per turn
Defect	-2	Attach to opponents follower when recruited

Foe Card List

Card Name:	Threat	Notes:
Security Robotoids	2D6	Robots
Defense/Attack Borg	3D6	Robots
Warbot	4D6	Robots
Death Machine	5D6	Robot
Gamma Knight	4D6	Power Suit
Blight	2D6	Swarm of Carnivorous Winged Worms
Narl Ep	2D6	Enormous White Mutated Tree
Hissers	2D6	Half Man-Half Snake
Obb	2D6	Intelligent Flying Radioactive Fungus
Orlen	2D6	Dual Brain 4-armed Humanoids
Hoops	2D6	Mass Mind Bunnies with Guns
Serf Brigade	4D6	Militant Psychic Mutants
Badders	2D6	Mutant Medieval Badgers
Sep	2D6	Powerful Burrowing Land Shark
Zarn	2D6	Teleporting Poisonous Beetles
Arks	2D6	Telekinetic Life-leeching Dog-men
Cyborgs	2D6	Robot-Men hybrids
Knights of Genetic Purity*	3D6	Pure Strain Human Supremacists
Restorationists*	3D6	Technologists
Zoopremists*	4D6	Mutant Animal Supremacists
Ranks of the Fit*	4D6	Napoleonic Mutant Animals
Entropists (Red Death)*	3D6	Anarchists
Followers of the Voice*	2D6	Computer Worshipers
Radioactivists*	2D6	Worship Radiation
The Created*	5D6	Android Supremacists
The Iron Society*	4D6	Mutant Supremacists

* Cryptic Alliance

Location Card List

Card Name:	Notes:
Think Tank	AP (Action Points) +1 to draw cards only
Communications Facility	Hand size +1
Military Installation	Search deck for 3 Weapon cards & PTIYH
Agri-Dome	Maximum number of Followers +1
Aqua-Base	Maximum number of Followers +1
Food-Processing-Plant	Maximum number of Followers +1
Hydroponics Farm	Maximum number of Followers +1
Biomorphic Biosphere	AP +1 to recruit followers only
Residential Megastructure	AP +1 to recruit followers only
Recreation Sportsplex	AP +1 to recruit followers only
Missile Silo	Launch Neutron Missile: Destroy target location
Mining Operation	Hand size +1
Nuclear Power Plant	Hand Size +1
Space Port	AP +1 to Attack Locations only
Medical Center	Heal
Bunker System	Search deck for 3 Weapon cards & PTIYH
Weapons Lab	AP +1 to play Weapon cards only
Armory	AP +1 to play Armor cards only
Industrial Complex	AP +1 to play Vehicle cards only
Research Laboratories	Search deck for 3 Equipment cards & PTIYH
Robotics Factory	AP +1 to play Equipment cards only

Note: Deploying (Playing) cards immediately is a one time event. The Neutron Missile can be used only once. PTIYH = Put them in your hand

Links

[Wolf's Gamma World](#)
[Gamma World Links](#)
[Gamma World Files](#)
[Awesome Rant!](#)





Gangs Of New York Skirmish

Introduction

Board & Dice Game for 2 players Dead Rabbits vs Bowery Boys. Simulation of an all out Street Melee between two rival NY urban gangs circa 1864.

Disclaimer

Gangs of New York is a copyrighted, licensed property. This is merely a fan site.

Victory

Kill your opponents Leader.

.
.	R	R	R	R	R	R	R	R	R
.	R	R	R	R	R	R	R	R	R
.	E	E	E	E	E	E	E	E	E

R Red Gang
B Blue Gang
E Empty Space

Dice

10 six sided dice are needed.

Turn Sequence

The turn is divided into 3 phases:

1. Initiative phase

Roll Result Table

1D6	Result:
1	One knifer may kill an opponent in an orthogonally adjacent space
2	One Axer may kill an opponent in a diagonally adjacent space
3	Your Leader may kill an adjacent opponent
4	Move one of your men one space in any direction
5	Move one of your men two spaces in any direction
6	Move one of your men like a knight in chess

Melee Phase

Take turns using one roll at a time. The Initiative winner goes first A Leader must be hit ("Killed") four

Men

Each player gets a set of 16 men: 8 Knifers 7 Axers
1 Leader

Counter Set & Board Included!!!!!!!!!!!!!!

Thanks Janne. Great stuff. Click here for set.

The Board

Use a 6 x 8 grid (Cut-down Chessboard).

Setup

Place your men in your last 2 rows, like thus:

.
.	E	E	E	E	E	E	E	E	E
.	B	B	B	B	B	B	B	B	B
.	B	B	B	B	B	B	B	B	B

2. Dice Phase
3. Melee Phase

Initiative Phase

Both players roll 1D6. High roll wins Initiative. Reroll ties.

Dice Phase

Both players roll 5 dice.

times before he is finally killed. Men cannot stack. Only one man per space.





Garden Grow

Introduction

Players compete to see who can grow the best garden.

Victory

At the end of the game, the player who scores the highest in the most plant categories is the winner.

Game End

The game ends when at the end of a players turn, there are no cards left in the deck.

The Deck

Players share a common deck. There are 10 Categories (Suites): 8 are Plant Categories 1 is the Blight Category 1 is the Nurture Category Some Categories have 5 cards and some have 10.

Setup

Each player is dealt a hand of 4 cards. The player with the most flowers goes first. If tied, the player with the most roses goes first.
If still tied, flip a coin. Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 4 Phases:
1. Till Phase
2. Plant Phase
3. Loss Phase
4. End Phase

Till Phase

Draw 3 cards from the deck and put them in your hand. You may discard a nurture card to draw 2 extra cards.

Card List

Name:	Type	Letter
Flowers	P	A
Flowers	P	B
Flowers	P	C
Flowers	P	D
Flowers	P	E
Flowers	P	F

Plant Phase

Put 1 or more cards into play from just one Plant Category. These cards are placed (planted) face-up in front of you (in your garden). For example: You could put 3 trees into play, but not a tree and a vine.
You may discard a nurture card to plant cards from a second plant category.

Loss Phase

Your opponents may each play (discard) 1 Blight card to cause a plant card of Yours (that is in play) that they target to be discarded. For example: Ron discards a Blight card and tells you to discard one of your trees. You may discard a nurture card to negate a Blight card.

End Phase

Max hand size is 10 cards. Discard excess cards. You may discard a Blight card to cause a target player to discard a random card from his hand.
He may not negate this with a nurture card.

Notes On Final Scoring

Your score in a plant category is simply the number of cards in play you have in that category. It is possible for 2 or more players to be tied in a single category. If that happens, the player owning the card with the highest Letter (A is higher than B) wins the category.
If 2 or more players are tied in the number of categories won, then The player with the most letter A's wins (followed by B's and so on).

Card List Notation

P Plant Category
B Blight Category
N Nurture Category

Name:	Type	Letter
Vines	P	A
Vines	P	B
Vines	P	C
Vines	P	D
Vines	P	E
Roses	P	A

Name:	Type	Letter
Flowers	P	G
Flowers	P	H
Flowers	P	I
Flowers	P	J
Herbs	P	A
Herbs	P	B
Herbs	P	C
Herbs	P	D
Herbs	P	E
Vegetables	P	A
Vegetables	P	B
Vegetables	P	C
Vegetables	P	D
Vegetables	P	E
Vegetables	P	F
Vegetables	P	G
Vegetables	P	H
Vegetables	P	I
Vegetables	P	J
Trees	P	A
Trees	P	B
Trees	P	C
Trees	P	D
Trees	P	E
Shrubs	P	A
Shrubs	P	B
Shrubs	P	C
Shrubs	P	D
Shrubs	P	E

Name:	Type	Letter
Roses	P	B
Roses	P	C
Roses	P	D
Roses	P	E
Orchids	P	A
Orchids	P	B
Orchids	P	C
Orchids	P	D
Orchids	P	E
Spade	N	-
Rake	N	-
Pesticide	N	-
Irrigate	N	-
Fertilize	N	-
Till	N	-
Sow	N	-
Herbicide	N	-
Hoe	N	-
Fence	N	-
Pests	B	-
Weeds	B	-
Herbivores	B	-
Parasites	B	-
Poor Soil	B	-
Frost	B	-
Drought	B	-
Infestation	B	-
Disease	B	-
Fungus	B	-





Gearhead Skirmish

Introduction

Board & Dice game for 2 players. 2 Armies of Wind-up toys duke it out.

Disclaimer

Based on an old Video game. This is merely a fan site.

Victory

Players get 1 point every time a toy goes off their opponent's Side of the board. The game ends when the counter pile is empty and there are No toys left on the board. (or no toy has been able to move in 5 turns) The player with the most points wins the game.

The Board

Use a chessboard (8 X 8 grid).

Dice

Six and 8 sided dice are needed.

Counters

Toys are represented by counters (Chits, markers). There are 12 different types of toys. Each counter has 2 items of information written on it:

1. Identification of what type of toy it is.
2. An Arrow showing which way the toy is facing.

The Counter Pile

Players share a common set of counters. Place all counters in a cup called the counter pile. The set contains 6 copies of each Toy (72 Toys) Note: The Small Fry Toy is separate from the main 12 Toys.

Counter Discard

Place Toys that are destroyed into this area.

Victory Piles

Keep the toy counters that go off your opponent's side of the Board in your own pile (as a way of keeping score)

Control

Remember toys have an arrow showing facing. You control all Toys facing your opponents side of the board.

Setup

Players roll 1D8. High roll goes first.

Turn Sequence

Each turn has 3 phases: Draw Phase Placement Phase Action Phase

Draw Phase

Draw 1 random Counter from the counter pile (cup).

Placement Phase

Place the Toy (Counter) you just drew onto any empty Space on your last row (facing your opponent's side of board).

Action Phase

Each Toy you control moves once during your turn. The exception is toys you just gained control of this turn. See the rules for each individual Toy to see how it moves and what else it does.

There can only ever be one Toy per space. A Toy cannot move through other toys. If a toy "BUMPS" into another toy blocking its path, it must stop.

When a Toy moves diagonally it has a choice of moving to its left or right.

Flying Toys

Some toys can fly. They can jump (move over) other toys.

Toy List:

Big Al

Appearance: Bulldozer Move Roll:

1D6	Result:
1-2	Move straight ahead 1 Space
3-4	Move straight ahead 2 Spaces
5-6	Move straight ahead 3 Spaces

If AL Bumps into another toy, he pushes that toy back 1 Space and continues his move. AL can push a whole line of toys in this way.

Clucketta

Appearance: Chicken Move Roll:

1D8	Result:
1	Move straight ahead 1 Space
2	Move straight ahead 2 Spaces
3	Move straight ahead 3 Spaces
4	Move diagonally ahead 1 Space

Clucketta is a Flying Toy. If Clucketta lays an Egg, place a "Small Fry" Toy counter in any empty space adjacent to her.

Small Fry

Appearance: Baby Chick Move Roll:

1D6	Result:
1-3	Move straight ahead 1D6 spaces
4-6	Move diagonally ahead 1D6 Spaces

1D6	Result:
1	Move straight ahead 1 Space
2	Move straight ahead 2 Spaces
3	Move straight ahead 3 Spaces

If Dead Head bumps into or is bumped by any toy facing Dead head, that Toy immediately turns around and faces the opposite direction.

1D6	Result:
1	Move straight ahead 1 Space
2	Move straight ahead 2 Spaces
3	Move straight ahead 3 Spaces

When Shooting, the first toy the shot hits is destroyed (place in discard). Shots have unlimited range.

Handy

Appearance: White Glove Move Roll: Move straight ahead 1D6 Spaces. When Handy stops moving he winds up one adjacent Toy of your choice. The Wound up Toy gets a Free Move, which must be taken immediately.

Krush Kringle

Appearance: Santa Claus on Steroids Move Roll:

1D6	Result:
1-3	Move straight ahead 1 Space
4-6	Move straight ahead 2 Spaces

At the end of his move, you may have Kringle pound the ground. If he does this, all adjacent toys reverse their direction.

Orbit

Appearance: Flying Saucer Move Roll: Move straight ahead 1D6 Spaces. Orbit is a Flying Toy.

1D8	Result:
5	Move diagonally ahead 2 Spaces
6	Move diagonally ahead 3 Spaces
7-8	Clucketta Lays an Egg

Note: Small Fry counters are not kept in the Counter Pile with the rest of the Toys. They only appear when a Clucketta lays an egg. Make a separate Pile of Small Fry Counters

Dead Head

Appearance: Skull Move Roll:

1D6	Result:
4	Move diagonally ahead 1 Space
5	Move diagonally ahead 2 Spaces
6	Move diagonally ahead 3 Spaces

Disasteroid

Appearance: Robot with Laser Move Roll:

1D6	Result:
4	Shoot straight ahead
5	Shoot diagonally ahead to the left
6	Shoot diagonally ahead to the right

Presto

Appearance: Magician Move Roll:

1D8	Result:
1-2	Move straight ahead 1 Space
3-4	Move straight ahead 2 Spaces
5-6	Move straight ahead 3 Spaces
7-8	Disappear

If Presto Disappears roll 1D8 for the X & Y axes of The board to determine what space he reappears on. If the space is occupied, roll again.

Kangaruffian

Appearance: Kangaroo with Boxing Gloves Move Roll:

1D8	Result:
1-2	Move diagonally ahead 1 Space
3-4	Move diagonally ahead 2 Spaces
5-6	Move diagonally ahead 3 Spaces
7-8	Move diagonally ahead 4 Spaces

When Kanga Ruffian ends his move, he punches one Adjacent Toy of your choice. The target Toy moves 1D3 spaces directly away from Kanga. The Toy will move fewer spaces if blocked, and will not change facing.

Walking Timebomb

Appearance: Bomb with legs Move Roll: Move straight ahead 1D6 Spaces. At the end of his move, you may have the bomb explode. The Bomb and all adjacent Toys go to the Discard.

Zap-bot

Appearance: Robot on Unicycle Move Roll:

1D8	Result:
1-2	Move diagonally ahead 1 Space
3-4	Move diagonally ahead 2 Spaces
5-6	Move diagonally ahead 3 Spaces
7-8	Move diagonally ahead 4 Spaces

When Zap-Bot ends his move, he zaps one adjacent toy of your choice. A Zapped toy skips its next move/action.

Ziggy

Appearance: Cockroach Move Roll:

1D6	Result:
1-3	Move straight ahead 1D6 spaces
4-6	Move diagonally ahead 1D6 Spaces

If Ziggy Bumps or is bumped, he flips over on his back. (flip the counter) When on his back, he cannot move. If bumped into while on his back, he flips over onto his legs. If not flipped on his first move, Ziggy may immediately make a Second move on his turn.





Genghis Khan

Introduction

Solo card game. 13th Century Asia: Take the role of Genghis Kahn: Expand the Mongol Empire as far as you can in all directions.

Game End

The game ends at the end of 21 turns. This represents the death of Genghis in 1227.

Deck:	Cards:	Type:
Khan	100	
Mongolian Unification	20	Foe
Russia	20	Foe

Cards in Foe decks represent enemy armies, cities, riches and regions. Cards in the Khan deck represent armies, generals, wealth and tactics. Each Foe deck has 2 of each card listed in its card list.

Setup

Shuffle each of the decks separately. Take each Foe deck and lay it out, so all 20 cards are face up, (partially covered by the one above it) in a row, in random order.

Turn Sequence

Each turn has 3 phases: Horde Phase Conquest Phase Logistics Phase

Khan Deck Card List

Card Name	Force
Temujin	2
Ordained by Tengri	1
Great Destiny	9
Master of the World	10
United Mongols	7
Steppe Nomads	3
Enormous Army	6
Overrun Sedentary Societies	5
Ravage Cities	4
Skilled Horsemen	8

Victory

Count the number of Foe cards you have captured at the end of the game: this is your base score. For each Foe Deck you have captured completely, add 10 points to get your final score. (A perfect score would be 100)

The Decks

There are 6 decks:

Deck:	Cards:	Type:
Khwarizm	20	Foe
Xi Xia	20	Foe
Jin Empire	20	Foe

Horde Phase

Draw 5 cards from the Khan deck and put them in your hand.

Conquest Phase

Launch an attack at any one of your Foes. Play (discard) cards from your hand to capture the top card of the foe deck. Each card has a Force value. The force value of your Card(s) played, must Equal or exceed the force of the top card.

Discard Khan cards you play. Keep captured Foe cards in separate Conquest piles. Note: The Mongolian Unification Deck must be completely captured before any of the other Decks can be attacked.

Logistics Phase

Max hand size is 6 cards. Discard excess cards.

Card Name	Force
Tradition of Warfare	1
Great Raids	5
Women Warriors	2
Superb Marksmen	8
Archery	7
Meat, Milk & Blood	3
70,000 Horse Archers	10
Fire Six Arrows a Minute	6
Disciplined Force	9
Hostages	4

Card Name	Force
Whirlwind of Destruction	9
Mongol Rampage	8
Ruthless Killing	7
Foreign Troops	5
City offers no Resistance	10
Taxes & Tribute	1
Looting & Pillaging	2
Enslaved Artisans	3
Cavalry	6
Human Shields	4
Captured Civilians	2
Herd of Spare Mounts	8
Flaming Arrows	7
Mangonels	5
Catapults	6
Hurl Flaming Vessels of Oil	4
Hurl Diseased Bodies	3
Level the City Walls	9
Mongol Destruction	10
Leather Horsehide Armor	1
Small Leather Shield	3
Stirrups	10
Composite Bow	8
Quivers of Arrows	7
Hooked Lance	5
Sword & Mace	4
Saber and Dagger	2
Thick Silk Tunic	1
Whistling Arrowheads	6
Siege Warfare	9
Shoot to the Rear	5
Four Remounts	7
The Great Mongol Hunt	2
Born to the Saddle	6
Bactrian Camels	1
Mobile Force	4
Superior Force	10
Conquered Swear Fealty	9
Merciless	8
Small & Sturdy Ponies	3

Card Name	Force
Experienced Commanders	6
10,000 Man Personal Guard	1
Feign Withdrawal	8
Tricks	4
Capture Enemy Commanders	5
Kill Pursuers	7
Attack Weak Regimes	9
General Jebe	10
Shoot at Full Gallop	3
Chinese Bombardiers	2
Enemies offer Treasure & Brides	4
Hurl Hundred pound Stones	1
The Punishment of God	10
Punitive Campaign	3
Mongol Onslaught	9
Sack & Massacre	5
Rumors & Terror	8
Avenge Insult	6
Envelopment	7
Split Forces	2
Cross Wastelands	3
Psychological Warfare	7
Put to the Sword	4
General Subedei	10
Audacious Commanders	8
Reconnaissance in Force	2
Vanquish Armies	6
Cause Rout	9
Smoke Screen	1
Fear & Confusion	5
Unleash River	5
Fierce Battles	6
Power & Wealth	7
Enemies Surrender	9
Intrepid Butcher	8
Cruel Genius	10
Son Jochi	3
Son Chaghatai	2
Son Ogodei	4
Son Tolui	1

Mongolian Unification Deck Card List

Card Name	Force
Tartars	10
Merkits	6
Blood Brother Jamuqua	8
Lesser Mongol Tribes	4
Army of Toghril	7

Card Name	Force
Naimans	9
Great Assembly	1
Gobi Desert	2
Karakorum	3
Buryats	5

Russia Deck Card List

Card Name	Force
Prince Yuri	1
Georgia	5
Turkic Tribes	4
Caucasus Mountains	3
Russian Steppe	2

Card Name	Force
Kiev	9
Galacia	7
Rostov	8
Large Army	10
Russian Principalities	6

Khwarizm Deck Card List

Card Name	Force
Samarkand	7
Shah Muhammad	9
Large Army	8
Kara-Khitai	4
Kuchlug	3

Card Name	Force
Bukhara	5
Urgench	6
Nishapur	2
Jalal ad-Din	10
Garrisons	1

Xi Xia Deck Card List

Card Name	Force
Fortified Capitol	10
Tanguts	1
Tibetan People	2
Walled Cities	7
Raiders	6

Card Name	Force
Royalty	3
Mountain Pass	8
Large Army	9
Emperor Xiangzong	5
The Mysterious Kingdom	4

Jin Empire Deck Card List

Card Name	Force
The Silk Road	3
Jin Emperor	6
Jin Dynasty	5
Great Riches	1
Jurchen	2

Card Name	Force
Large Army	7
40 Foot Walls	10
Elite Troops	4
Zhongdu	9
Juyong Pass	8





Geonosis Arena Skirmish

Introduction

Board & card game for 2 players. Battle between Jedi knights & Federation allies on Genosis. Takes place in the Star Wars Universe (Episode II).

Each figure represents a Hero, Jedi, Creature or Unit of Troops.

Disclaimer

'Star Wars' is a copyrighted/trademarked property. This is just a fan site.

Victory

The game ends after you go through the deck twice when Yoda and The clone trooper gunships arrive. The

player who has killed the most opposing units wins.

The Map

Use an 8x8 chessboard.

Figures

Use chits or miniatures to represent units.

Units Table Notation

Number of that type of unit each player has in setup.

Move The types of Move Cards the unit can use.

Range = The types of Attack Cards the unit can use.

Jedi Unit Table

Name	#	Hits	Move	Notes
Anakin Skywalker	1	3	1-3	Hero, Jedi
Obi-Wan-Kenobi	1	3	1-3	Hero, Jedi
Padme Amidala	1	3	1-3	Hero, Blaster
Mace Windu	1	3	1-3	Hero, Jedi
Jedi Knights	6	2	1-3	Jedi

Notes:

Federation Unit Table

Name	#	Hits	Move	Notes
Count Dooku	1	3	1-3	Hero, Jedi
Jango Fett	1	3	1-4	Hero, Blasters, Flyer
Geonosians	6	1	1-4	Blasters, Flyers
Battle Droids	8	1	1-2	Blasters
Super Battle Droids	4	2	1	Blasters
Droidekas	2	3	1-3	Blasters

Notes:

Creature Unit Table

Name	#	Hits	Move	Notes
Reek	1	4	1-3	Massive Horned Bull like Creature
Acklay	1	3	1-3	Clawed Mantis like Creature
Nexu	1	2	1-3	Saber Tooth Tiger like Creature

Notes:

Setup

Each player places one unit on each square of his back three rows. Units may not stack. In the center 4 squares place the 3 Creatures.

Terrain

Some spaces may contain pillars. Units cannot move or attack through pillars.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Draw Phase
2. Move Phase
3. Fight Phase

Draw Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for Flyers. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units for-

ward the indicated number of spaces using a single move card. Any player can move a "Creature".

Fight Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes one hit of damage. Units with zero hits are killed and are removed from the map.

Units cannot attack through other units. Any player can attack with a "Creature".

Card List Notation

Type Purpose of card

Number of that type of card in the deck

K as a Knight would move in Chess

User What type of units can use the card

M Movement

A Attack

D Defense

J Jedi

B Blaster

H Hero

C Creature

Y Any unit can use the card

F Flyer

Card List

Card Name:	#	Range	Type	User
Light Saber	6	1	A	J
Deflect Blaster	2	2	A	J
Telekinetics	2	3	A	J
Jedi Defense	6	-	D	J
Heroic Defense	4	-	D	H
Short Range	4	1	A	B
Medium Range	3	2	A	B

Card Name:	#	Range	Type	User
Long Range	2	3	A	B
Extreme Range	1	4	A	B
Walk	6	1	M	Y
Advance	5	2	M	Y
Run	4	3	M	Y
Fly	3	4	M	F
Pounce	3	1	A	C

Cardset & Counterset Downloads

Slick stuff by Jörg Hansen: GEONOSIS





Gerrymandering

Definition

Gerrymandering means changing district lines in order to benefit one political party.

Link

Gerrymandering has been published in the online Winter 2000 issue of the

Academic Gaming Review

Introduction

Players take turns changing the district lines in order to win the election.

Equipment

Players will need: Six sided dice (1D6) Map: 10 X 10 Grid. Each square represents a city block. Chits: tiny cardboard counters. (Blocks & District Markers)

Map Setup

Randomly place 100 Block chits on the map, one chit per space.

Race Table

1D6	Race	Abbreviation
1	Black	Black
2	WASP	WASP
3	European	Euro

Blocks

Each block is described by a chit. Before playing the first game players will have to make 100 chits. Each block chit has 4 variable characteristics that describe it.

These include: Income, Party, Race, and Issue.

Income Table

1D6	Income	Abbreviation
1-2	High	H
3-4	Medium	M
5-6	Low	L

Party Table

1D6	Party	Abbreviation
1-3	Democratic	D
4-6	Republican	R

1D6	Race	Abbreviation
4	South American	SAmer
5	Caribbean	Carib
6	Oriental	Orient

Issues Table

1D6	Issue	Abbreviation
1	Taxes	Tax
2	Roads	Road
3	Healthcare	Heal

1D6	Issue	Abbreviation
4	Crime	Crime
5	Education	Edu
6	Environment	Envir

Making Block Chits

Each Block has exactly one randomly determined income, party, race, and issue. Use the abbreviations when writing on the chits: On the upper left hand corner of the chit write the income. On the upper right hand corner of the chit write the party.

In the middle of the chit write the race. On the bottom, write the issue.

Setup Candidate

Each player has a candidate that is running for office Each candidate has the following 8 profile characteristics:

1. Income: Determine on the Income Table
2. Party: Determine on the Party Table
3. Race: Determine on the Race Table
4. First Allied Race: Determine on the Race Table (must be different from #3 on this list)
5. Second Allied Race: Determine on the Race Table (must be different from #3 & #4)

6. Primary Issue: Determine on the Issue Table
7. Second Issue: Determine on the Issue Table (must be different from #6)
8. Third Issue: Determine on the Issue Table (must be different from #6 & #7)

Playing The Game

After setup the game has 4 phases:

1. District lines are drawn
2. District lines are redrawn
3. Census
4. Election

District Lines Are Drawn

Players take turns. Roll high on 1D6 to determine who goes first. In the first part the District lines are drawn. There are 50 District Markers (Blank Chits). They are all the same.

The first player places 1D6 markers on the map, one per block. The very first marker may be placed on any one of the 9 center squares. All other markers must be placed on a block adjacent to another marker.

Adjacent means side by side, not diagonal. The next player places 1D6 markers, then the next, and so on. This continues until all 50 markers are placed.

Everything under a marker is part of the voting district.

District Lines Are Redrawn

In the second part the District lines are redrawn. Turns continue from where they left off. The game will continue for another XD6 turns. X = number of players.

On a players turn he may move 1D6 markers. A marker cannot be moved if it is adjacent to 3 or more markers. A marker cannot be moved if this action separates the district into 2 or more isolated parts.

A removed marker can then be placed back on the map adjacent to any other marker. After this then a census is taken of the district

The Census

Take the 50 blocks in the district and count the number of each variable. For example: The district may have contained: 16 High income blocks, 19 middle income, and 15 low income; 27 Democrats and 23 Republicans; 9 Blacks, 8 WASPs, 6 Europeans, 10 South Americans, 8 Caribbean's, and 9 Orientals; 10 Taxes, 6 Education, 10 Roads, 9 Health care, 7 Crime, and 8 Environmentalists.

The Election

Calculate votes for the candidates:

1. For each matching Income block get 2 votes.

For example: A High income candidate would get 32 votes for 16 High income blocks in the district but no votes for middle and low income blocks.

2. For each matching Party block get 1 vote.
3. For each matching Race block get 3 votes.
4. For each matching First Allied Race block get 1 vote.
5. For each matching Second Allied Race block get 1 vote.
6. For each matching Primary Issue block get 3 votes.
7. For each matching Second Issue block get 2 votes.
8. For each matching Third Issue block get 1 vote.

Victory

The player with the most votes at the end of the game is the winner. And your next elected official.

Variations

For a smaller game play on an 8 X 8 map and use 32 District markers. Pick your candidates characteristics instead of generating them randomly.





Get Castro!

Introduction

Card game for 2-4+ players. 1950-60's. Players represent various elements of the CIA trying to eliminate Castro.

Winning

Be the first player to Assassinate Castro. If Castro is not killed after the players have gone through the deck twice then Castro survives and all the players lose.

The Deck

Players share a Common Deck. There are 5 card Types:

- Method
- Conspiracy
- Location
- Save
- Event

Setup

Shuffle the Deck. The Deck is kept face down. Each player is dealt a hand of 5 cards.

The biggest Conspiracy Theorist goes first.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Fate Phase
2. Meld Phase
3. Foil Phase
4. Kill Phase
5. Exit Phase

Fate Phase

Draw 1 card from the deck and put it in your hand. If the deck runs out, shuffle the discard and draw from it. Discard a Propaganda card to draw 2 cards.

Discard a Spy card to look at your opponents hand and steal one card.

Meld Phase

If you have 2 or more of the same card in your hand you may make a Meld. Place the Meld cards face-up

in front of you. For Example: 2 Rifle cards would be a Meld or 3 Mafiosi cards would be a Meld.

You can only have 1 Meld of Method type cards in play.

You can only have 1 Meld of Conspiracy type cards in play.

You can only have 1 Meld of Location type cards in play.

If you later gain another card of a Meld you have in play, you may add it to the Meld in this Phase.

Foil Phase

Any opponent may play (discard) a Save or Event card. A Save card causes the target indicated Meld to be discarded. An Event card causes any target Meld to be discarded.

An Event card once used is removed from play. Any opponent may play (discard) a card that matches one of your Melds. If they do so, they may put those meld cards into their hand.

Kill Phase

If you have 3 Melds in play (1 each for Method, Conspiracy, and Location) you may Roll 3 six-sided dice (This is called the Assassination Attempt). If all 3 rolls are different numbers, you have killed Castro and win the game. If 2 of the numbers match, you must discard 1 of your Melds of your choice.

If all 3 numbers match, you must discard all of your Melds.

Exit Phase

Max hand size is 5 cards. Discard excess cards.

Common Deck Card Notation

- M** Method
- C** Conspiracy
- L** Location
- S** Save
- E** Event
- P** Propaganda
- X** Spy
- #** Copies of that card in the deck

Common Deck Card List

Card Name:	#	Type:	Note:
Exploding Cigar	3	M	
Poison Pen	3	M	
Exploding Conch Shell	3	M	
Telescopic Rifle	3	M	
Start Counterrevolution	3	M	
CIA Spooks	3	C	
Diplomat	3	C	
Mafiosi	3	C	
Contract Killer	3	C	
Cuban Exiles	3	C	
Havana Casino	3	L	
United Nations	3	L	
Public Speech	3	L	
Favorite Restaurant	3	L	
Scuba Diving	3	L	
Plot Fails	1	S	Negate a Method Meld
Security Risk	1	S	Negate a Conspiracy Meld
Bad Timing	1	S	Negate a Location Meld
Bay of Pigs	1	E	
Missile Crisis	1	E	
JFK Objects	1	E	
Anti-Castro Coup	1	P	
Cold War Fever	1	P	
Executive Actions	1	P	
Spies	1	X	
Intrigue	1	X	
Dirty Tricks	1	X	





Gettysburg

Introduction

American Civil War card game for 2 players. Gettysburg: 1-3 July, 1863. The biggest battle ever fought on the soil of North America.

The Deck

The deck contains 52 cards, one of each on the card list. All cards are shuffled together into a single common deck.

Setup

One side is the Union, the other is the Confederacy.

Victory

The first player to win 5 rounds is the winner.

Turn Sequence

Players take turns(rounds). The Rebel player goes first. Each turn is divided into 3 phases:

1. Plan Phase
2. March Phase
3. Attack Phase

Plan Phase

Both players may discard some, none, or all of their cards. Players draw cards to fill their hands to a maximum of 6 cards. If the deck ever runs out of cards, shuffle the discard pile and draw from it.

March Phase

Both players may discard some, none, or all of their cards. Players draw cards to fill their hands to a maximum of 6 cards.

Attack Phase

The Union player may only play Union cards. The Confederate player may only play Confederate cards. Either player may play cards of the "Either" type.

Played cards are played face up on the table. All played cards are all revealed simultaneously by both players. The current player may play one location card if he has one.

Each player may play one officer card. Each player may play one military unit card. Players may play up to two battle cards each.

Each player adds up the Force values of his cards. The player with the higher total wins the round. The Union player wins all ties.

All played cards are discarded.

Card List Notes

- U** Union
- C** Confederate
- E** Either
- O** Officer
- B** Battle
- M** Military Unit
- L** Location

Card List

Type	Side	Force	Card Name
O	U	3	Brigadier General John Buford
B	U	1	Spencer repeating carbines
O	C	6	General Robert E. Lee
O	C	5	Major General Jeb Stuart
O	U	4	Major General George Meade
L	U	4	Cemetery Hill
M	C	6	Confederate 3rd Corps
L	C	3	Seminary Ridge
M	U	3	Union 1st Corps
O	C	3	General Ambrose P. Hill
O	U	2	General Abner Doubleday
M	C	6	Rebel 2nd Corps
O	C	1	General Richard Ewell

Type	Side	Force	Card Name
M	U	3	Federal 11th Corps
O	U	2	General O. O. Howard
O	U	1	General Shimmelfennig
M	U	3	Federal 3rd Division
L	C	2	Lutheran Seminary
L	U	3	Culps Hill
M	U	3	Union 1st Cavalry Division
B	U	1	Springfield Rifle Musket
B	C	1	Enfield Rifle
O	U	2	Major General John Reynolds
O	U	2	Major General Winfield Scott Hancock
L	U	2	Cemetery Ridge
L	U	3	Little Round Top
L	U	1	Big Round Top
O	C	2	Lieutenant General James Longstreet
M	C	6	Confederate 1st Corps
O	U	1	General Daniel Sickles
M	U	3	Union 3rd Corps
L	C	3	The Peach Orchard
L	C	3	The Wheatfield
L	C	4	Devils Den
B	C	3	Confederate Sharpshooters
L	U	1	Trostle Farm
B	C	2	Smoothbore 12-pounder
B	U	2	Parrot 10-pounder
O	U	2	Brigadier General Gouverneur Warren
B	U	3	Army of the Potomac
B	C	6	Army of Northern Virginia
O	U	2	Brigadier General John Gibbon
B	U	2	Surprise offensive
B	U	4	Longstreet's hesitation
O	C	3	Major General George Pickett
B	U	4	Pickett's charge
B	E	2	Barrage
B	E	2	Bombardment
O	C	2	Brigadier General Lewis Armistead
B	C	3	Rebel Yell
O	U	1	Brigadier General George Armstrong Custer
B	U	2	Union Field Batteries





Gladiator School

Introduction

Supplemental meta-game for Gladius. Players are masters of their own gladiator schools. Buy them, train them, and send them to the arena.

Equipment

Six sided dice. Paper. Pencils. Use coins to represent Gold.

Setup

Players start with 50 gold and 1 Gladiator.

Victory

The player with the most Fame points after 20 turns wins.

Turn Sequence

Each turn has 7 Segments:

1. Slave Segment
2. Auction Segment
3. Arena Segment
4. Combat Segments
5. Earnings Segment
6. Training Segment
7. Reputation Segment

Slave Segment

1D6 New gladiators become available. Roll up starting Attributes/Stats for each gladiator.

Auction Segment

Players bid for each slave in turn. All bidding is verbal and simultaneous. The highest bid wins.

Only the winning bid pays. Minimum bid for any Gladiator is twice his Experience. Large Gladiators cost 2 gold extra.

Any Gladiators not bought are discarded.

Arena Segment

Decide which of your gladiators are going to fight this turn. All gladiators fight individually against another gladiator. A gladiator may only fight in one match per turn.

Players pair up their gladiators with opponent's gladiators. Pairing may be random or arranged. Resolve the combats one pair at a time using the Gladius Rules.

If a gladiator loses and did not reduce his opponent to 5 or less hit points, he is killed (Thumbs down.) If a gladiator loses but did reduce his opponent to 5 or less hit points, he is spared (Thumbs up.) Any Gladiator reduced to 5 or less hits is wounded and must heal for the rest of the turn. If a Gladiator is reduced to 0 hits roll 1D6:

D6	Result
1	Mortal Wound: He dies anyway.
2	Maimed: Early retirement.
3	Lame: Lose 1D3 Attribute points or hit points permanently.
4	Shame: Lose 1D3 levels of Charisma.
5	Badly Hurt: Cannot fight next turn
6	Gets off Lucky.

Roll of 3 & 4 also cannot fight next turn. A gladiator that was not paired up due to a lack of opponents will fight the animals this turn.

Earnings Segment

Earn 4D6 gold for each Match you win.

Earn 2D6 gold for each Match you lose.

Earn 2D6 gold for each gladiator fighting animals this turn.

Pay 5 gold upkeep for each Gladiator you own.

Players may trade Gladiators.

Training Segment

Roll 1D6 for each of your gladiators:

- Roll 1-3: nothing
 - Roll 4-6: the gladiator gains an experience point.
 - Subtract 1 from roll if the gladiator is old.
 - Add 1 if you spend 5 gold for extra training.
 - Add 1 if the gladiator won a match this turn.
 - Add 1 if he defeated a superior foe this turn.
 - Subtract 1 if the gladiator has 10+ experience.
 - Subtract 2 if the gladiator has 15+ experience.
 - Subtract 3 if the gladiator has 20+ experience.
 - Subtract 2 if the gladiator is healing this turn.
- Each time a gladiator gains an experience point,

roll once on the Stat table. The gladiator gains one level in that Stat.

Reputation Segment

Award Fame points (FPs) at the end of each turn.

- 1 FP for the most gold
- 1 FP for the most gladiators
- 1 FP for each match you win
- 1 FP for the Gladiator with the most Experience*

D6	Result
1	Roman
2	Greek
3	Spanish

*Age Roll 1D6:

D6	Result
1-2	Younger
3-5	Prime
6	Older

*Size

1D6:	Result:	Notes:
1	Criminal	-
2	Slave	-
3	Prisoner	Cannot be of Roman Nationality

*Starting Abilities Each new gladiator starts with 1D6 Experience Points.

1D6	Result
1	Secutor
2	Retiarius
3	Thracian

*Match Wins All new gladiators start with 0 Match wins. For each 2 wins a Gladiator has, his Charisma increases 1 level.

Stat Table

ID	Stat
1	Strength
2	Skill
3	Endurance

Strength

For each level of strength, the gladiator will do 1 extra point of damage on a roll of 1 on 1D6 whenever he hits for damage in combat

Skill

For each level of skill, the gladiator gets to draw 1 extra card in Maneuver Phase on a roll of 1 on 1D6.

- 1 FP for the Gladiator with the most Charisma* * These count only if they fought this turn.

Gladiator Attributes

For each new gladiator determine the following attributes:

*Name

*Nationality Roll 1D6:

D6	Result
4	Gaul
5	Arab
6	African

1D6:	Result:	Notes:
1-2	Small	-
3-4	Average	-
5-6	Large	+1 level of Strength

*Previous Career

1D6:	Result:	Notes:
4	Servant	-
5	Soldier	Minimum starting experience = 4
6	Citizen	Minimum bid +2D6 gold

*Fighting Style

1D6	Result
4	Murmillio
5	Dimachaeri
6	Samnite

Stats

All Gladiators start with 0 levels in each of the 6 Stats. For each experience point roll 1D6 on the Stat table. The Gladiator gains 1 level in that Stat.

ID	Stat
4	Prowess
5	Reflexes
6	Charisma

Endurance

For each level of endurance, the gladiator Gets 1 additional hit point.

Prowess

For each level of prowess, the gladiator will negate an opponents defense card on a roll of 1 on 1D6 whenever he hits in combat.

Reflexes

For each level of reflexes, the gladiator will negate an opponents attack card on a roll of 1 on 1D6 whenever he is hit in combat.

Charisma

For each level of Charisma, the gladiator will generate an additional 1D6 gold revenue in earnings phase if he fought this turn.

First Blood Optional Rule

The very first time a gladiator is put in the ring roll 1D6:

1. Coward: He is automatically killed
- 2-5. No effect
6. Blood Lust: He immediately gains 1 Experience point.

Premade Starter Gladiators

Make up 40-50+ new gladiators. Write their attributes on cards. During auction phase, instead of

rolling up new gladiators draw cards.

The benefit being you can reuse the cards from game to game.

Vow Of The Gladiator

"I submit to being burned, chained, beaten, and killed with an iron weapon."

The 3 Schools

Historically, There were 3 Big Gladiator Schools in Italy at about 10 A.D. under Augustus Caesar:

- The Great School, The Gallic, and the Dacian.
- Gladiators of the Great School get Skill +1
- Gladiators of the Gallic School get Prowess +1
- Gladiators of the Dacian School get Reflexes +1

Gladius Cards

Thank you Zak (zak965@libero.it) Gladius Support Page: Great Artwork. Check this one out!





Gladius

Introduction

Card game for two players. Common deck. Players are a pair of Roman Gladiators fighting to the death in the arena. One player is a type of gladiator called the Secutor.

The other player is a type of gladiator called the Retiarius.

Victory

Reduce your opponent to zero hit points. At this point, you have your opponent at your weapons tip, and you await the final judgment of the cheering crowd.

Hit Points

Each Gladiator starts with 10 hit points.

Secutor

Secutor: Used an egg-shaped helmet with round eye-holes, greave on left leg, right arm protector,

legionary-style shield and sword. The secutor was called a "chaser," probably because he was frequently paired with the retiarius, who used running as one of his tactics.

Retiarius

Retiarius ("net-and-trident" fighter): used an arm protector (often topped with a high metal shoulder protector), large net, trident, small dagger, no helmet; the retiarius was the only type of gladiator whose head and face were uncovered. Since he wore practically no defensive armor, the retiarius was more mobile than most gladiators but was also more vulnerable to serious wounds.

Deck

Players share a common deck. The deck contains 56 cards.

Card List

Name	#	Ftr	Type	Notes
Trident Thrust	8	R	Atk	3 points damage
Cast Net	4	R	Atk	Immobilize
Withdraw	4	R	Def	Evade
Sword Stab	8	S	Atk	3 points damage
Shield Block	4	S	Def	Block
Armor	4	S	Def	Armor
Pommel	2	B	Atk	1 point damage
Kick	2	B	Atk	1 point damage
Dagger	2	R	Atk	1 point damage
Shield Bash	2	S	Atk	1 point damage
Disarm	2	B	Atk	Immobilize
Knockdown	2	B	Atk	Immobilize
Sand in the eyes	2	B	Atk	Immobilize
Grapple	2	B	Atk	Immobilize
Duck	2	B	Def	Evade
Leap	2	B	Def	Evade
Dodge	2	B	Def	Evade
Parry	2	B	Def	Block

Number of that card type in the Deck.

Ftr Which type of fighter can use the card.

S Secutor

R Retiarius

B Both

Atk Attack card

Def Defense card

Setup

Players start with a hand of 2 cards each.

Turn Sequence

Players take turns. The Retiarius goes first. The turn has 4 phases:

1. Maneuver Phase
2. Attack Phase
3. Defense Phase
4. Hit Phase

Maneuver Phase

Draw 1 card from the deck. You may keep 5 cards in your hand. Discard excess cards.

Attack Phase

Play 1 attack card that your fighter can use, from your hand, face up, onto the table. You may not attack this turn if you used an Evade card to defend last turn.

Defense Phase

Your opponent may play a defense card, he can use, to counter your attack. Both cards are discarded. There are 2 types of Defense cards: Block and Evade.

Blocks cannot be used against Immobilization attacks.

Hit Phase

If your opponent does not play a defense card, your attack hits. There are 2 types of attack cards: Damage & Immobilize. A damage card reduces your opponents hit point total by the indicated amount.

An Immobilize card means your opponent must skip his next turn.

Murmillio Card List

Name	#	Ftr	Type	Notes
Sword Swipe	6	M	Atk	2 points damage
Stunning Blow	2	M	Atk	Immobilize
Shield	4	M	Def	Block

If the Murmillio takes a wild swing, the Murmillio cannot attack next turn.

Dimachaeri Card List

Name	#	Ftr	Type	Notes
Sword Flurry	6	D	Atk	2 points damage
Crossed Swords	4	D	Def	Block
Sidestep	4	D	Def	Evade
Double Thrust	4	D	Atk	3 points damage

Other Gladiator Types

The Thracian and Murmillio were often paired together. To play an alternate gladiator type, remove the 18 cards specific to one type and replace them with the 18 card set of the new type.

Thracian

Thracian: Wide-brimmed crested helmet with visor, high greaves on both legs, arm protector, very small shield, and short, curved sword (Spartacus).

Murmillio

Murmillio: Were armed in Gallic fashion with helmet, large sword, and shield and were so called from the name of the fish that served as the crest of their helmet.

Dimachaeri

Dimachaeri: "two-knife men" of the later empire, carried a short sword in each hand.

Samnites

Samnites: fought with the national weapons—a large oblong shield, a visor, a plumed helmet, and a short sword.

Thracian Card List

Name	#	Ftr	Type	Notes
Sword Slash	12	T	Atk	2 points damage
Buckler	2	T	Def	Block
Armor	2	T	Def	Armor
Fleet Footed	2	T	Def	Evade

Name	#	Ftr	Type	Notes
Armor	2	M	Def	Armor
Wild Swing	2	M	Atk	3 points damage
Overhead Swing	2	M	Atk	4 points damage

Samnite Card List

Name	#	Ftr	Type	Notes
Impale	4	SS	Atk	4 points damage
Cut	8	SS	Atk	1 point damage
Passive Shield	4	SS	Def	Block
Armor	2	SS	Def	Armor

Gladius Cards!!!

Thank you Zak (zak965@libero.it) for posting your Gladius Support Page at: <http://www.geocities.com/gladius965/> Contains Card Set for Gladius. Great Artwork. Check this one out!

Solo Rules

by Gottardo Zancani: - One common deck - Draw as usual but the cards of your adversary are not usable for you (fog of war) - When you attack use a "mini-hand" for the defender: get 2 cards and use any defense card if available - Your adversary turn; use a "mini-hand" for the defender: get 3 cards and use the best attack card if available Options: - Mini-hand is 1-3 cards (depending on the gladiator type), with different defense/attack mini-hands. - Animals! replace the 18 specific cards with some new cards for lions, tigers,

bears. The animals could have different hit points and mini-hand capabilities.

Cardset In Italian

Alecrespi An Italian Warspawn fansite

Postulati

Postulati fought in full armor with Sword & Lead Mace.

Postulati Card List

Name	#	Ftr	Type	Notes:
Thrust & Crush	3	P	Atk	4 points damage
Slash & Smash	3	P	Atk	2 points damage
Sword	3	P	Atk	1 point damage
Lead Mace	3	P	Atk	1 point damage

Name	#	Ftr	Type	Notes:
Full Armor	2	P	Def	Armor
Double Parry	2	P	Def	Block
Wide Swing	2	P	Def	Evade

Hoplomachus

The Hoplomachus fought with a small round bronze shield, high greaves, spear, and a griffin head helmet.

Hoplomachus Card List

Name	#	Ftr	Type	Notes:
Lunge	2	H	Atk	4 points damage
Spear Stab	8	H	Atk	2 points damage
Helmet & Greaves	2	H	Def	Armor
Round Shield	2	H	Def	Block
Keep Distance	4	H	Def	Evade





Gladius Miniatures Variant

by Patrick H. Lewis

Introduction

These rules were designed to be used in conjunction with the Gladius card game and its supplement Gladiator School by Lloyd Krassner. They provide a way of using miniature figures to show the relative distance between the fighters and give the game a little more color and realism with only a moderate increase in complexity. The only extra equipment need for this variant are miniatures representing the gladiators and a rectangular card (the Display) that is divided into three equal parts across its length. The divisions of the card should be big enough to hold two figures. The card I use for my 28mm figures is 4 1/2" long and 1 1/2" wide (12cm x 4cm). It is divided into 3 squares 1 1/2"x 1 1/2" (4cm x 4cm). In place of miniature figures, counters, coins, pawns, salt and pepper shakers or any other suitable markers may be used just as long as the players can distinguish one marker from the other.

How The Display Is Used

All of the rules of the original game are used, but with the following modifications:

At the start of the game the figures are placed at opposite ends of the card facing each other.

During the Maneuver Phase, after drawing and, if necessary, discarding a card, the player may announce that he is "closing" with his opponent, i.e. moving one space closer to him. If the space the gladiator wishes to move into is empty, he may play either an Attack card or a Defense card that he is capable of using, but if the space is occupied, he must play an Attack card and that card will be used in the following Attack Phase. A player may only make a "closing" move toward his opponent, not away from him. The selected card is placed face up on the table. A card that isn't going to be used in the Attack Phase is placed on the discard pile. A card that is going to be used in the Attack Phase remains in front of the player.

During the Attack Phase, those fighters armed with a sword or a dagger may only attack if their opponent is in the same space. The retiarius (who was the inspiration for this variant) may attack at a distance.

If a fighter "closes" with his opponent and enters the same space, he will inflict one less damage point than usual if he has a successful attack. A retiarius that "closes" to a space adjacent to his opponent may use the Trident Thrust attack card and attack from that position, but likewise suffers a one point reduc-

tion in damage. No attack can be reduced to less than one point of damage. Fighters that do not move on the Display inflict the full amount of damage points if they have a successful attack.

The Retiarius

The retiarius may use the Cast Net card when he is one or two spaces away from his opponent. (If the retiarius uses the Cast Net card in the same space as his opponent, players should visualize that he is swinging the net to trip or otherwise hinder his opponent.)

He may use the Trident Thrust card when he is one space away or in the same space as his opponent, however, if he is in the same space, the amount of damage is reduced to one damage point due to the difficulty of wielding the trident effectively at very close range. He may only use the Dagger card if he is in the same space.

The Withdraw card can be used by the retiarius in his opponent's Attack phase even if he is not attacked. The card is played and the retiarius may move one or two spaces. (If the retiarius is moved two spaces, simply place the figures at opposite ends of the card.) If his opponent has the Reflexes Attribute, check to see if the card is negated. If the card has been negated, the retiarius may not move and the card is discarded. (Players should visualize that even though an attack wasn't made, the opponent was able to react quickly enough to maintain the relative distance between the combatants.) If the card wasn't negated, the retiarius may move one or two spaces away, however, if he has taken 5 or more hits, he may move only one space.

The retiarius may also move one space away from his opponent if he was attacked and has successfully defended himself using a Leap or Dodge card, however, if he has taken 5 or more hits, he may not be moved.

Other Gladiators

The secutor, thracian, dimachaerus, murmillo, and samnite may use the Leap and Dodge cards in the same manner as the retiarius. (see above) In addition, the thracian may also use his Fleet Footed cards. The restriction on movement in regard to the number of hits applies as well.

Other Cards

All of the other attack cards that may be used by both players (exception: Sand in Eyes) can only be used if the fighters occupy the same space. The Sand in Eyes card may be used in the same space or one space away from an opponent.

Dear Lloyd

I'm still plugging along on the playtesting, and I haven't settled on the card selection for the Hoplomachus and the Provocator. The Provocator may be redundant, since he seems to me to be very much like a Murmillo or a Samnite. The Hoplomachus, on the other hand, seems to be a lot like a Thracian but armed with a spear, and would have rules regarding the use of the spear that would be similar to the trident. I'm having some second thoughts about the reduction in the Retiarius' damage points when he attacks with the Trident Thrust card in the same square as his oppo-

nent. I think that reducing it to 1 point may be a bit too severe. So far, it hasn't been a huge factor in the game, but I did want to give the Retiarius player some incentive for keeping his distance. (As if there weren't enough already?!) I think my rationale for the penalty is sound enough, though. I hate dithering about such things, so I'll let it stand as it is. I'd be interested in your thoughts about it. I hope to give the rules a good workout this weekend. I'll let you know if I have any major changes. It's funny though...I've had several games where the Retiarius is holding a mit full of cards that the Secutor needs and vice versa. Frustrating, but fun!





Glee Club Competition

Introduction

Card game for 2-4+ players. Theme: Competing High school singing clubs. Each player represents the glee club of one school.

Winning

The player with the highest Glee point total at the end of the year is the winner.

The Deck

Players share a common deck. There are 4 card types:

1. Songs
2. Singers
3. Events
4. Special

Glee Point Total

Players start the game (year) with zero Glee points. These are accumulated after each semester.

Semesters

The game is played in 4 Quarters (one whole school year).

Quarters	Competition Level	Competition Points
1	Sectional	2
2	Regional	4
3	State	6
4	Nationals	8

Setup

Shuffle the Deck.

Semester Turn Sequence

Each semester has 6 phases:

1. Audition Phase
2. Rehearsals Phase
3. Changes Phase
4. Final Set Phase
5. Competition Phase
6. Break Phase

Singer Card List

Audition Phase

Each player is dealt a hand 10 cards. If the deck ever runs out, shuffle the discard and draw from it.

Rehearsals Phase

Players made discard up to 4 cards and draw replacements.

Changes Phase

Players made discard up to 3 cards and draw replacements.

Final Set Phase

Players made discard up to 2 cards and draw replacements.

Competition Phase

Players make melds from their hands. Players score their melds. That score is added to their Glee Totals. The player with the highest scoring meld also wins that quarters Competition and gets to add those competition points to their Glee Total.

(winner of Sectional gets 2 extra points, Winner of Regional gets 4 extra points, etc.)

Break Phase

Players discard their Melds and the remaining cards in their hands.

Meld Scoring

A Meld is made from cards in your meld (not your hand). A Meld can contain a maximum of: 4 Singers, 3 (non-duplicate) Songs, 2 Events, 1 Special card Score one point for each card in your hand. Score additional points if your singers give bonuses to the songs in your meld.

Score additional points if your Events give bonuses to the singers in your meld.

Card List Notes

All cards from all lists are mixed together in the common deck. Except for some Song cards, there is only one copy of each card listed in the deck.

Name:	Bonus:
Diva	Show +2
Mean Girl	Pop +2
Cheerleader	Pop +1 Show +1
Redneck	Country +2
Hippie	Folk +2
Goth	Alternative +2
Jock	Rock +2
Nerd	Folk +1 World +1
Closet Queen	Show +1 Blues +1
Macho	Latin +1 Pop +1
Soprano	Vocal +2
Bass	Vocal +1 Hip Hop +1
Surfer	World +1 Rock +1
Exchange Student	World +2

Name:	Bonus:
Butch	Hip Hop +1 Blues +1
Heavy	Pop +1 Gospel +1
Mixer	Hip Hop +1 Pop +1
Hill Billy	Country +1 Folk +1
Crooner	Show +1 Vocal +1
Operetta	Class +2
Soul Sister	Gospel +2
Flamer	Show +2
China Doll	Pop +1 Alternative +1
Rapper	Hip Hop +2
Falsetto	Class +1 Vocal +1
Handicapped	Blues +2
Punk	Alternative +1 Rock +1
Latina	Latin +2

Song Card List

Category:	Copies of Card in Deck:
Pop	3
Blues	2
Rock	3
Hip Hop	2
Alternative	2
Country	1
Latin	1

Category:	Copies of Card in Deck:
Folk	2
Vocal	3
World	1
Gospel	2
Show Tunes	3
Classical	1

Event Card List

Event:	Bonus:
Rivalry	Diva +1 Mean Girl +1
Teen Pregnancy	Cheerleader +1 Punk +1
Homelessness	Surfer +2
Bullying	Jock +1 Handicapped +1
Drug Abuse	Goth +2
Alcoholism	Redneck +2
Smoking	Hill Billy +2
Depression	Closet Queen +2
Failing Grades	Jock +1 Surfer +1
Traffic Accident	Handicapped +1
Cyber Bullying	Mean Girl +1 Nerd +1
Love Triangle	Operetta +1 Crooner +1

Event:	Bonus:
Bad Breakup	Latina +1 Macho +1
Coming Out	Flamer +1 Butch +1
Body Image	Heavy +2
Teen Sex	Cheerleader +2
Skipping School	Mixer +2
Dropout	Punk +2
Racial Slurs	Soul Sister +1 Rapper +1
Crime	Delinquent +2
School Politics	Hippie +2
Not Fitting In	Exchange Student +2
Parental Pressure	China Doll +2

Special Card List

Choreography School Spirit Teamwork Friendship
Costumes Success Hard Work Parental Support Teachers
Personal Growth

Optional School And Mascot Names

At the beginning of the game state your School name and mascot. Example: River Dam High and the Fighting Beavers

Optional Teacher Bonuses

Your Glee club teacher gives you a special ability:
Mister Broadway: Show Tunes +1 Fundraiser Extraordinaire: Draw 2 extra cards in Rehearsal Phase Set Stealer: At end of Changes Phase look at one opponents hand and steal 1 song Recruiter: At end of Audition Phase look at one opponents hand and steal 1 singer Acapella Expert: Vocal +1 Choreographer: Hip Hop +1 and Latin +1 Mixologist: Meld may contain one extra song Drama Queen: Meld may contain one extra

Event and one extra Special card Choir Teacher: Meld may contain one extra student

Design Notes

Events score points because they fuel the passions of the singers.

Ties

If there is a tie the tied players have a sing off of Journey's "Don't Stop Believing"





Global Inequality

Introduction

Poker Style card game for 2 players.

Premise

The rich get richer and the poor get poorer. Currently the 8 richest men in the world have wealth equal to the poorest 3.6 Billion people. The gap between the rich and the poor has been increasing for decades.

Each hand represents 10 years starting with the 1950's. One player is the Rich. The other player is the Poor.

Type:	Used by:
Rent Seeking	Rich player
Enlightened	Poor Player
Tax Evasion	Rich player
Investment	Poor player

Suites

Each player has 3 types of cards he can use plus the Neutral type. This equals 4 suites for each player.

Setup

Determine who is the rich player and who is the poor player. Shuffle the deck.

Points:	Hand:	Notes:
2	1 Pair	2 of the same Suite
4	3 of a Kind	3 of the same Suite
6	4 of a Kind	4 of the same Suite
8	5 of a Kind	5 of the same Suite
5	2 Pairs	2 of the same Suite and 2 of the same Suite
7	Full House	2 of the same Suite and 3 of the same Suite
5	Flush	4 from 4 different Suites

Common Deck Card List

Card Name:	Type:	User
World Economic Forum	Enlightened	Poor
Corporate Responsibility	Enlightened	Poor
Moral Issue	Enlightened	Poor

Victory

At the end of 7 hands, the player with the most points wins. If the rich player wins, it is business as usual. If the poor player wins, then the world is a better place.

The Deck

Players share a common deck.

Card Types

There are 7 card Types:

Type:	Used by:
Extraction	Rich player
Reaction	Poor player
Neutral	Both players

Turn Sequence

1. Deal each player 5 cards. If the deck runs out shuffle the discard and draw from it.
2. Each player may discard up to 3 cards and draw replacements.
3. Players reveal their hands and score them.
4. All cards are discarded.

Scoring Hands

Each player has a hand of 5 cards. This will include cards they can and cannot use.

Card Name:	Type:	User
Political Issue	Enlightened	Poor
Sustainable Prosperity	Enlightened	Poor
Enlightened Leaders	Enlightened	Poor
Enlightened Self Interest	Enlightened	Poor
Shared Prosperity	Enlightened	Poor
Shifting Taxes	Tax Evasion	Rich
Lower Tax Jurisdictions	Tax Evasion	Rich
Tax Avoidance	Tax Evasion	Rich
Offshore Tax Havens	Tax Evasion	Rich
Tax Competition	Tax Evasion	Rich
Panama	Tax Evasion	Rich
Cayman Islands	Tax Evasion	Rich
Luxembourg	Tax Evasion	Rich
Long Term Investments	Investment	Poor
Treat Workers Decently	Investment	Poor
Increase Wages	Investment	Poor
Invest in Employees	Investment	Poor
Technology Investments	Investment	Poor
Capital Investments	Investment	Poor
Invest in the Future	Investment	Poor
Profits back into Company	Investment	Poor
Lobbying	Rent Seeking	Rich
Deregulation	Rent Seeking	Rich
Taxpayers pick up the Tab	Rent Seeking	Rich
Monopolies	Rent Seeking	Rich

Card Name:	Type:	User
Rent Seeking	Rent Seeking	Rich
Demand Fair Share	Reaction	Poor
Elections	Reaction	Poor
Referendums	Reaction	Poor
Rebellion	Reaction	Poor
Anti-Poverty Organizations	Reaction	Poor
International Monetary Fund	Reaction	Poor
Democracy	Reaction	Poor
Oxfam	Reaction	Poor
Shareholders	Extraction	Rich
Top Executives	Extraction	Rich
Super Rich	Extraction	Rich
Dividend Payouts	Extraction	Rich
Under Investing	Extraction	Rich
Bankruptcy	Extraction	Rich
Pension Deficits	Extraction	Rich
Corporate Borrowing	Extraction	Rich
Global Economy	Neutral	Both
Economic Gains	Neutral	Both
Political Systems	Neutral	Both
Globalization	Neutral	Both
Market Economies	Neutral	Both
Corporations	Neutral	Both
Magnates	Neutral	Both
Ordinary Citizens	Neutral	Both

Links

Permaculture





Global Resolution

Introduction

Card game for 2-6 Players. Theme: Growth & Competition amongst Nations circa 1990-2010.

Nations

Each player takes control of 1 of 6 available Nations:

1. United States of America
2. Russian Federation
3. Peoples Republic of China
4. European Union
5. Japan
6. Republic of India

Dice

Six sided dice (D6), Ten (D6), and twenty sided dice (D20) are used.

Starting Stats

Nation:	ECO	DEF	SOC	ENV	PP	DP	RANK
USA	20	20	15	5	30	0	1
Russia	5	15	5	5	15	1	2
China	10	15	5	5	15	2	3

DP Disengagement Points

PP Prestige Points

RANK Rank for purpose of determining Turn Order

ENV Environment

SOC Social

DEF Defense

ECO Economy

High And Low Traits

If your score in a Trait is 5 or less it is considered to be Low. If your score in a Trait is 15 or more it is considered to be high.

Decks

There are 2 Common Decks:

1. The Crisis Deck
2. The Development Deck

Victory

The player with the most PP at the end of the game wins. The game ends after the 20th Turn.

Traits

Each Nation has 4 Traits:

1. Economy
2. Defense
3. Social Stability
4. Environment

Prestige Points

Each player has Prestige Points (PP)

Disengagement Point

Each player has Disengagement Points (DP) A player may spend a Disengagement Point to give a War he is in to another target Player. It costs 2D6 PP to play a DP.

Nation:	ECO	DEF	SOC	ENV	PP	DP	RANK
EU	20	10	10	10	20	1	4
Japan	10	5	15	5	20	3	5
India	5	10	10	10	15	3	6

Turn Sequence

Each turn has 8 Phases: National Quirk Phase Opportunity Phase International Trade Phase Strategic Growth Phase National Policy Phase Prestige Phase Crisis Phase End Phase

National Quirk Phase

In Rank order each player rolls once on their National Quirk Table.

Opportunity Phase

Each turn in Rank order each player draws 5 cards from the Development Deck. If the deck runs out, shuffle the discard and draw from it.

International Trade Phase

Players may trade Development Cards from their hands.

Strategic Growth Phase

In Rank order each player gains 1 Free Level in 1 Trait of their Choice. Also players may convert 2 points of any 1 Trait into 1 Point of another Trait.

National Policy Phase

In Rank order each player may play up to 3 Development cards from their hands.

Prestige Phase

In Rank order each player gains PP equal to the value of their lowest Trait.

Crisis Phase

In Rank order each player flips over the top card of the Crisis Deck and then must resolve it using the Crisis Resolution Rules.

End Phase

Each player must discard down to 3 Development Cards.

National Quirks

Each nation has its own unique Table.

DC Development Card

Usa Quirk Table

1D10	Result:	Notes:
1	Melting Pot	SOC +1
2	Government Spending	ECO -1
3	Last Superpower	DEF +1
4	Bipartisan Politics	Discard 1 DC
5	American Dream	ENV -1 SOC +1
6	American Ingenuity	ECO +1
7	Special Interests	ECO -1
8	Largest Economy	ECO +2 ENV -1
9	Scandals	SOC -1
10	Engagement	Draw 1 extra Crisis Card this turn

Russia Quirk Table

1D10	Result:	Notes:
1	USSR Breakup	DEF -1
2	Chernobyl Recovery	ENV -1
3	Rampant Corruption	SOC -1
4	Newfound Freedoms	SOC +1
5	Largest Country	ECO +1

1D10	Result:	Notes:
6	Largest Natural Resources	ECO +1
7	Chechen Rebels	DEF -1
8	Russian Mafia	ECO -1
9	Political & Social Chaos	SOC -1
10	Oil Reserves	ECO +1

China Quirk Table

1D10	Result:	Notes:
1	Modernization	ECO +1
2	One Party Rule	SOC -1
3	Rapid Urbanization	ENV -1
4	Manufacturing	ECO +1
5	Export Leader	ECO +1
6	Overpopulation	ENV -1
7	Desertification	ENV -1
8	Planned Economy	Play 1 Extra DC this Turn
9	Taiwan & Tibet	SOC -1
10	Information Control	SCO -1

Eu Quirk Table

1D10	Result:	Notes:
1	Unification Difficulties	ECO -1
2	Cultural Diversity	SOC +1
3	Suppress Nationalism	DEF -1
4	Banking Industry	ECO +1
5	Welfare States	ECO -2 SOC +1
6	Socialism	ENV +1 SOC +1 ECO -1
7	Poor Member States	ECO -1
8	Balkan Conflicts	DEF -1
9	Common Market	ECO +1
10	Political Divisiveness	SOC -1

Japan Quirk Table

1D10	Result:	Notes:
1	Homogenous Population	SOC +1
2	Small Population	ECO -1
3	Samurai Work Ethic	ECO +1
4	Technology & Electronics	ECO +1
5	Self Imposed Defense Cap	DEF -1
6	Investments	ECO +1
7	Small Territory	ENV -1
8	Economic Stagnation	Discard 1 DC
9	Highly Educated	SOC +1
10	Competition Asian Tigers	ECO -1

India Quirk Table

1D10	Result:	Notes:
1	Outsourcing	ECO +1
2	Endemic Poverty	SOC -1
3	Largest Democracy	SOC +1
4	Fast Growth	Draw 1 DC
5	Disease	ECO -1

1D10	Result:	Notes:
6	Widespread Corruption	ECO -1
7	Entrepenership	ECO +1
8	Malnutrition	SOC -1
9	Flooding	ENV -1
10	Conflict with Pakistan	DEF -1

Crisis Resolution Rules

There are 11 types of cards in the Crisis Deck:

1. War (Peacekeeping Mission)
2. Major Disaster (Recovery)
3. Environmental Opportunity
4. Economic Crisis
5. Peace Talks
6. Humanitarian Aid
7. National Scandal
8. International Crime
9. Technology Opportunity
10. Standard of Living
11. International Embarrassment

Crisis Table Notation

NT Next Turn

War Crisis Cards

If you flip over one of these, you must immediately pick an option from the War Decision List. The War (Peacekeeping) Card stays in play until you get a Diplomatic Success Roll or you pick the Appeasement Decision. Note: You may be engaged in a max of 4 Wars at one time. If another comes your way, you must give it to another player of your choice.

War Card Decision List

1. Handoff: Spend a DP to give the War to another target Player.
2. Diplomacy: Roll on the Diplomacy Table
3. War: Roll on the War Table
4. Appeasement: Lose 3D6 PP and X SOC. Discard the War Card.

X is the Strategic value of the War Card

Diplomacy Table

1D20	Result:	Notes:
1-5	Failure	Lose 1 SOC and 1D6 PP. NT: Roll on War Table
6-15	Situation Worsens	Lose 1 SOC and 1D6 PP. NT: Decision List
16+	Success	Gain X SOC* and 2D6 PP. NT: Discard War Card

If your SOC is High get +1 to Roll. If your SOC is Low get -1 to Roll.

* If you achieved a Military Success previously in this

War, the gain is in ECO not SOC.

X is the Strategic value of the War Card

War Table

1D20	Result:	Notes:
1-5	Military Disaster	Lose 2 SOC and 2 DEF. NT: War Table or Appeasement
6-15	Situation Worsens	Lose 1 SOC and 1 DEF. NT: Decision List
16+	Military Success	Gain 2D6 PP. NT: Diplomacy Table +5 to Roll

If your DEF is High get +1 to Roll. If your DEF is Low get -1 to Roll.

At the end of each turn in which a Recovery is not completely paid off, lose 1 SOC and 1 ENV.

Major Disaster Recovery Cards

If you flip over one of these, roll 2D6 to get the number of Disaster Magnitude Points Generated. You may pay off up to 3 DMP per turn in End Phase. The Recovery card stays in play until it is paid off.

Environmental Opportunity Cards

If you flip over one of these, you may invest (pay) up to 5 ECO. If you pay nothing lose 1 ENV. For each ECO spent roll once on the Environmental Benefits Table: Discard the Card at the end of your turn.

Environmental Benefits Table

1D20	Result	1D20	Result
1-2	ENV +3	11-12	ENV +2
3-4	SOC +3	13-14	PP + 1D6
5-6	SOC +1	15-16	PP + 2D6
7-8	SOC +2	17-18	ECO +1 & ENV +1
9-10	ENV +1	19-20	ECO +2

Economic Crisis Cards

If you flip over one of these, you must immediately pick an option from the Economic Decision List. The Economic Crisis Card stays in play for 2D6 Turns or until you roll a success result on the Stimulus Decision Table. At the End of each turn an Economic Crisis card remains in play you lose 2 ECO, 1 SOC, and 1D6 PP.

Economic Decision List

1. Stimulus Package: Pay 3 ECO and Roll on the Stimulus Table
2. Austerity Program: Pay 3 SOC and Roll on the Austerity Table
3. Financial Reform: Pay 10 PP and Roll on the Financial Table
4. Nothing: Roll 4 times on the Economic Crisis Table

Stimulus Table

1D20	Result	Notes:
1-10	Failure	SOC -2. Get +3 to next roll on Stimulus Table
11+	Success	Gain 1D6 PP. The Crisis Ends Immediately

Notes: Get +1 to roll for each ECO you pay above 3

Austerity Table

1D20	Result	Notes:
1-7	Failure	Lose 1D6 PP
8+	Success	Reduce the Crisis by 1D6 Turns

Notes: Get +1 to roll for each SOC you pay above 3

Financial Table

1D20	Result	Notes:
1-10	Failure	ECO -2
11+	Success	Gain 1D6 PP. Reduce the Crisis by 1D6 Turns

Notes: Get +1 to roll for each 3 PP you pay above 10
If you succeed at Financial Reform your next Economic Crisis lasts 2 less turns.

Economic Crisis Table

1D20	Result
1-10	ECO -1
11-15	SOC -1
16+	Lose 1D6 PP

Standard Of Living Cards

If you flip over one of these, you must immediately pick an option from the Standard of Living (SOL) Decision List. The SOL Card stays in play until you get an End Crisis Result on the SOL List.

Standard Of Living List

1. Fund Government Program: Pay 2 Econ and Roll on Fund Table
2. Ignore Problem: Roll 2 times on Ignore Table

Fund Table

1D20	Result	Notes:
1-10	Less Progress	Roll once on the Ignore Table. +2 to next roll on Fund Table
11-18	More Progress	Gain 1D6 PP. +1 to next roll on Fund Table
19+	End Crisis	SOC +5 and gain 4D6 PP

Notes: Get +1 to roll for each ECO you pay above 2

Peace Talks Cards

If you flip over one of these, place the card in the middle of the table. Peace Talk cards are Global: They stay in Play until any player gets a Signed Accord result on the Host Table. All Players on their turn in Crisis Phase must make a decision from the Peace Talks List.

Ignore Table

1D20	Result
1-10	SOC -1
11-15	ECO -1
16+	Lose 1D6 PP

Peace Talks List

1. Ignore: Lose 1 PP
2. Apply Pressure: Discard 1 DC and roll on the Host Table

Host Table

1D20	Result	Notes:
1-10	Sanctions	ECO -1 and get +3 to next roll on Host table
11-15	Behind the Scenes	Gain 2 PP and get +2 to next roll on Host table
16-18	Host Talks	Gain 3 PP and get +1 to next roll on Host table
19+	Signed Accord	SOC +4 and gain 4D6 PP

Notes: Get +1 to roll for each DC you discard above 1

Cover Up Table

1D20	Result	Notes:
1-10	Failure	SOC-3 and lose 1D6 PP
11+	Mass Confusion	SOC-1

National Scandal Cards

If you flip over one of these, you must immediately pick an option from the Scandal Decision List. The Scandal Card is discarded at the end of your turn.

National Scandal List

1. Cover Up: Roll on Cover Up Table
2. Apology: Roll on Trial Table

Trial Table

1D20	Result	Notes:
1-5	Obvious Injustice	SOC-4 and lose 2D6 PP
6+	Justice	SOC-2 and gain 1D6 PP

International Embarrassment Cards

If you flip over one of these, lose 1 DEF & 1 SOC, and 2D6 PP.

International Crime Cards

If you flip over one of these, you must immediately pick an option from the Criminal Decision List. The Crime Card stays in play until you get a Major Bust Result on the Crackdown Table or you pick the Decrim-

inalization Option. Note the Decriminalization Option is available for only some Crime Cards.

Criminal List

1. Suppression: Roll on the Suppression Table
2. Major Crackdown: Pay 3 DEF. Roll on the Crackdown Table
3. Decriminalization: Pay 4 SOC & 2 ECO. Discard the Crime Card

Suppression Table

1D20	Result
1-2	Lose 2D6 PP
3-5	Lose 1D6 PP
6-8	SOC-1
9-11	SOC-2

1D20	Result
12-14	ECO-1
15-17	ECO-2
18-20	DEF-1

Crackdown Table

1D20	Result	Notes:
1-15	Minor Busts	SOC+1. Get +3 to next Roll on Crackdown Table.
16+	Major Busts	SOC+2. Gain 3D6 PP. Discard the Crime Card

Humanitarian Aid Cards

If you flip over one of these, place the card in the middle of the table. Humanitarian cards are Global: They stay in Play until the players have spent a total of 20 ECO to resolve it. All Players on their turn in Crisis Phase must make a decision from the Humanitarian List.

Humanitarian List

1. Ignore: Lose 1 PP
2. Give Aid: Spend up to 4 ECO. For each ECO spent gain 1D6 PP and place a marker on the card.

Technology Opportunity Card

If you flip over one of these, place the card in the middle of the table. Technology cards are Global: They stay in Play until the players have spent a total of 20 ECO on it. All Players on their turn in Crisis Phase must make a decision from the Technology List.

Technology List

1. Ignore: Nothing
2. Fund Research & Development: Spend up to 2 ECO. For each ECO spent Roll once on the Tech Table and place a Marker on the Tech card.

Tech Table

1D20	Results
1-2	DEF+1
3-4	DEF+2
5-6	ECO+1
7-8	ECO+2
9-10	ECO+3

1D20	Results
11-12	Gain 1D6 PP
13-14	SOC+1
15-16	SOC+2
17-18	ENV+1
19-20	ENV+2

Crisis Deck Card List Notation

W War (Peacekeeping Mission)
D Major Disaster (Recovery)
V Environmental Opportunity
E Economic Crisis
P Peace Talks
H Humanitarian Aid

S National Scandal
L Standard of Living
I International Embarrassment
C International Crime
T Technology Opportunity
***** Cannot be Decriminalized
X Strategic Value

Crisis Deck Card List

Name	Type	Notes
Liberation: Kuwait	W	X = 5
Anarchy: Liberia	W	X = 1
Genocide: Rwanda	W	X = 1
WMD: Iraq	W	X = 5
Insurgency: Iraq	W	X = 4
Power Vacuum: Afghanistan	W	X = 4
Rebellion	W	X = 3
Criminality: Panama	W	X = 2
Piracy: Somalia	W	X = 2
Ethnic Cleansing	W	X = 3
Foreign Civil War	W	X = 2
Regional Conflict	W	X = 3
Hostile Neighbor	W	X = 3
Territorial Dispute	W	X = 3
Occupation	W	X = 4
Police action	W	X = 3
Uprising	W	X = 2
Sectarian Violence	W	X = 1
Oil War	W	X = 5
Holy War	W	X = 4
Tsunami Recovery	D	
Hurricane Recovery	D	
Earthquake Recovery	D	
Oil Spill Recovery	D	
Volcano Recovery	D	
Desertification	V	
Biodiversity Loss	V	
Seed Project	V	
Habitat Loss	V	
Bans on Whaling	V	
Fishery Management	V	
Carbon Trading	V	
Improved Nuclear Power	V	
Ozone Layer Depletion	V	
Acid Rain	V	
Climate Talks	V	
Deforestation	V	
Pollinator Bee Die-offs	V	
Overpopulation	V	
Sustainable Agriculture	V	
Smart Energy Grid	V	
Alternate Energy Sources	V	
Coastal Erosion	V	
Endangered Species	V	
Water Pollution	V	
Food Price Crisis	E	
Trade Barriers	E	
Banking Crisis	E	
Global Depression	E	
Housing Crisis	E	
Tech Bubble	E	

Name	Type	Notes
Institutional Corruption	E	
Diversions of Aid	E	
Welfare Reform	E	
Deficit Spending	E	
Healthcare Reform	E	
Social Security	E	
Government Bankruptcy	E	
Double Digit Inflation	E	
Balance the Budget	E	
Energy Crisis	E	
OPEC Petroleum Crisis	E	
Stock Market Crash	E	
Trade Imbalance	E	
Record Unemployment	E	
Massive Ponzi Scheme	E	
Computer Internet Technology	T	
Biomedical Technology	T	
Space Exploration Technology	T	
Genetic Engineering Technology	T	
End of Apartheid	P	
Prisoners of War	P	
South American Rebels	P	
Missile Testing: North Korea	P	
Nuclear Threat: Iran	P	
Opressed Minority	P	
Human Rights Abuses	P	
Mid East Peace Process	P	
Famine Relief	H	
Refugee Crisis	H	
Nation Building	H	
Global AIDS Epidemic	H	
Women's Rights	H	
Hostage Crisis	I	
Boomer Sinks	I	
Shoot Down Airliner	I	
Leadership Crisis	S	
Assassination	S	
Government Torture	S	
Disputed Election	S	
Illegal Covert Activity	S	
Organized Crime	C*	
Human Trafficking	C*	
Immigration Crisis	C	
War on Terror	C	
Drug Cartels	C	
Weapons Trafficking	C*	
Illiteracy	L	
Urban Decay	L	
Chronic Poverty	L	
Infant Mortality	L	
Social Injustice	L	

Development Deck Card List Notation

DP Disengagement Points
PP Prestige Points
ENV Environment
SOC Social
DEF Defense
ECO Economy

DC Development Card
DX Draw 1 DC
PX Play 1 Extra DC this Turn
X1X Discard 1 DC
S1E Steal 1 ECO from target Opponent
LN Look at next 5 cards in Crisis Deck
AOP All Other Players

Development Deck Card List

Name:	Notes:
Urbanization	ECO+2
Referendum	SOC+1 & DX
Military-Industrial Complex	ECO+1 & DEF+1
Strategic Purpose	Any Trait +1 & PX
Military Buildup	ECO-1 & DEF+3
Agriculture	ENV-1 & ECO+3
Military Service	SOC-2 & DEF+4
Fund Basic Research	Roll Once on Tech Table
Infrastructure	ECO+2 or ENV+2
Leadership	Any Trait +2
National Will	SOC+2 or ENV+2
Communication Technology	ECO+1 & DX
GI Bill	DEF+1 & DX
Peace Corps	SOC+1 & PX
Non-Governmental Orgs	SOC+2 or ENV+2
Subsidies	ECO-1 & SOC+3
Culture of Greed	ECO+3 & SOC-1
International Trade	SOC+1 & ECO+1
Print Money	ECO+2
New Technology	ENV+2 or DEF+2
Green Party	ENV+2
Top Secret Projects	DEF+2
New Social Media	SOC+2
Banking	ECO+1 & S1E
Patriotism	SOC+2 or DEF+2
Spend Political Capital	Lose 1D6 PP. Any Trait +3
Political Compromise	SOC+1 & DX
Financial Planning	ECO+1 & LN
Intelligence Agencies	SOC+1 & LN
Oil Reserves	ENV-1 & ECO+3
Conservation Legislation	ENV+2
Bipartisanship	DEF+2 or ECO+2
Trade Agreement	ECO+3 & Target Player ECO+2
Protective Tariffs	ECO-1 & SOC+3
Education Funding	SOC+1 & DX
Modernization	DEF+2 or ENV+2
Environmental Initiatives	ENV+1 & DX
War Footing	DEF+3 & X1X
Social Security	SOC+3 & X1X
National Security	DEF+2
Multinational Corporations	ECO+1 & DX
Privatization	ECO+1 & PX

Name:	Notes:
Big Government	ECO-1 & SOC+1 & DEF+1 & ENV+1
Construction Boom	ECO+3 & ENV-1
Economic Globalization	ECO+3 & AOP ECO+1
Cultural Globalization	SOC+3 & AOP SOC+1
Military Coalition	DEF+3 & AOP DEF+1
Environmental Summit	ENV+3 & AOP ENV+1
United Nations	PX & LN
Nobel Peace Prize	SOC+1 & gain 1D6 PP
International Aid	ECO-1 & gain 3D6 PP
Host Olympics	ECO-1 & SOC+1 & gain 2D6 PP
Military Analysts	DEF+1 & LN
Think Tanks	ENV+1 & LN
Underground Economy	ECO+3 & X1X
Raise Taxes	ECO+3 & SOC-1
Foreign Investments	ECO+2
Arms Reduction Treaty	You & Target Opponent: DEF-2 & gain 4D6 PP
Isolationism	SOC-1 & gain 1 DP
Consumer Goods	ECO+1 & SOC+1
Emerging Markets	ECO+1 & DX





Global Warming

Introduction

Solo card game. Abstract simulation of Global Warming.

Winning & Losing

If the Heat Level ever gets to 10, Global Warming is not Controlled and Civilization as we know it is doomed. If at the End of the game the Heat Level is 9 or below, Humanity has averted complete disaster. The Game ends when there are no cards left in the Heat Deck.

Heat Tokens

Use Tokens (Counters, Chits) to keep track of the Heat Level.

The Deck

The Deck has 4 Suites: Pollution, Consequences, Political Will, & Solutions. There are 13 cards in each Suite. Cards are numbered between 1 & 13 in each Suite.

52 Card Deck

Because the Deck is similar to a regular deck (except that the names of the suites are different and that each card has a unique title) it can be used as a normal deck of cards.

Card List

Card Name:	Type	Score
Low Altitude Ozone	P	1
CFC Emissions	P	2
Nitrous Oxides	P	3
Tundra Thawing	P	4
Methane Emissions	P	5
Land Use Change	P	6
Wood Burning & Deforestation	P	7
Coal, Oil, & Gas Industry	P	8
Industrial Energy Demands	P	9
Domestic Energy Demands	P	10
Transportation Energy Demands	P	11
Carbon Dioxide Emissions	P	12
Fossil Fuel Combustion	P	13
Greenhouse Effect	C	1
Climate Change	C	2

Setup

Divide the deck up into 2 Mini-decks: The Heat deck has Pollution and Consequence Cards. The Cool deck has Politics and Solution Cards. Shuffle the Mini-decks and put them face down.

Turn Sequence

Draw 2 cards from the Heat Deck. If they are from different suites raise the Heat level by 1. If they are from the same suite raise the Heat level by 2.

If they are from the same suite with a combined score of 20+ raise the Heat level by 3. Draw 2 cards from the Cool Deck. You may discard 1 and draw a replacement.

If the Cool deck runs out, shuffle the discard and draw from it. If they are from the same suite the Heat level is unchanged. If they are from the 2 different suites, there are 2 possibilities:

1. If the Politics card is = or greater than the Solutions card reduce Heat Level by 2.
2. If the Politics card is less than the Solutions card, reduce the Heat level by 1.

Card List Notation

- P** Pollution
C Consequences
W Political Will
S Solutions: Technology & Actions

Card Name:	Type	Score
Cleaner Fossil Fuels	S	1
Alternative Energy	S	2
Solar Energy	S	3
Wind Energy	S	4
Hydropower	S	5
Increase Energy Efficiency	S	6
Renewable Energy Sources	S	7
Reforestation	S	8
Greenhouse Gas Reduction	S	9
Hydrogen Economy	S	10
Emissions Trading & Taxes	S	11
Conservation	S	12
Carbon Sequestration	S	13
Environmental Groups	W	1
Consumer Action	W	2

Card Name:	Type	Score
Sea Level Rise	C	3
Melting Polar Ice Caps	C	4
Glacial Retreat	C	5
Biodiversity Reduction	C	6
Salt Contamination	C	7
Disruption of Agriculture	C	8
Flooding & Severe Storms	C	9
Ecosystem Impacts	C	10
Famine & Draught	C	11
Spread of Disease	C	12
Refugees	C	13

Card Name:	Type	Score
Grassroots Activism	W	3
Research Studies	W	4
Scientific Community	W	5
Environmental Diplomacy	W	6
International Agreements	W	7
Kyoto Protocol	W	8
Emission Cutting Timetables	W	9
Aid to Developing Countries	W	10
Business Community	W	11
World Community	W	12
Green Politics	W	13





Glorious Empires

Introduction

Dice and Card game for 2-4+ players. Civilization Building Theme.

Dice

Each player has a set of 8 six-sided dice.

The Decks

There are six decks:

1. Leader Deck
2. Wonder Deck
3. Conquest Deck
4. Resource Deck
5. Culture Deck
6. Disaster Deck

Game End

The game ends after 20 turns.

Victory

The player with the most Victory Points at the end of the game wins.

Setup

Shuffle the Six Decks. Each is placed face up in the Middle of the Table.

Turn Sequence

Each turn is divided into phases:

1. All players roll their Dice simultaneously.

2. Players may reroll some, all, or none of their dice.
3. Players may a second time reroll some, all, or none of their dice.
4. The player who rolled the most ones gets the top Leader card.
5. The player who rolled the most twos gets the top Wonder card.
6. The player who rolled the most threes gets the top Conquest card.
7. The player who rolled the most fours gets the top Resource card.
8. The player who rolled the most fives gets the top Culture card.
9. The player who rolled the most sixes gets the top Disaster card.

If there is a tie in any category, the tied players roll one die each. Highest roll wins the tiebreaker. Players put the cards they have won in front of themselves, visible to all.

End Game Scoring

Each card has a Victory Point (VP) Value. Each player adds up the points of all their cards to get a VP Total.

Disasters

Disasters have a Negative VP values. Players must do their best to avoid acquiring Disasters.

Special Abilities (sa)

Some cards will provide the owning player with an assortment of SA.

Glorious Empires Leaders Deck Card List

Name:	VP	SA
Gilgamesh	14	+10 VP with Sumeria
Cleopatra	18	+10 VP with Julius Caesar
King Djoser	3	+10 VP with Ziggurat
Hammurabi	13	+10 VP with Code of Laws
Ramses	15	+10 VP with Pyramids
Nebuchadnezzar	8	+10 VP with Hanging Gardens
Moses	22	+10 VP with Monotheism
Nefertiti	7	+10 VP with Egypt
King Minos	16	+10 VP with Knossos
Xerxes	6	Steal one Conquest

Name:	VP	SA
Socrates	17	+10 VP with Philosophy
Sargon	4	Steal one Conquest
Cyrus the Great	5	+10 VP with Persia
Pythagoras	12	+10 VP with Mathematics
Alexander the Great	23	All your Conquests get +1 VP
Plato	21	+10 VP for most Culture
Julius Caesar	24	+10 VP for most Conquests
Hannibal	11	+2 to Conquest Tie Breaker Rolls
Aristotle	20	+2 to Culture Tie Breaker Rolls
Homer	19	All your Leaders get +1 VP
Jesus	25	Get 1 extra Reroll next Turn
Constantine	9	+10 VP with Art
Attila	10	Steal one Conquest
Romulus	2	Roll 2 extra Dice next Turn
Vercingetorix	1	+20 with Gaul

Glorious Empires Wonders Deck Card List

Name:	VP	SA
Stonehenge	23	Get 1 extra Reroll next Turn
Sphinx	24	+10 VP for most Culture
Great Pyramid	25	+10 VP with Egypt
Ziggurat	15	+10 VP with Sumeria
Temple of Solomon	14	+10 VP with Jerusalem
Hanging Gardens	21	+10 VP with Irrigation
Temple of Artemis	3	+10 VP with Ionia
Parthenon	16	+10 VP with Attica
Statue of Zeus	13	All your Leaders get +1 VP
Mausoleum of Halicarnassus	1	Roll 2 extra Dice next turn
Colossus	19	+10 VP for most Resources
Library of Alexandria	22	+10 VP for most Advances
Oracle at Delphi	9	Look at next 3 cards in any Deck
Petra	10	+10 VP with Caravans
Tower of the Winds	2	Roll 2 extra Dice next turn
Lighthouse of Alexandria	12	+10 VP with Fleets
Aqueduct of Nemausus	4	+10 VP for most Resources
Colosseum	18	All your Conquests get +1 VP
Forum of Trajan	8	+10 VP with Merchants
Pantheon	17	+10 VP with Engineering
Baths of Diocletian	6	+10 VP with Rome
Basilica Cistern	5	+10 VP with Asia Minor
Persepolis	11	+10 VP with Persia
Hadrians Wall	7	Immune to Barbarians

Glorious Empires Disaster Deck Card List

Name:	VP	SA
Blight	-10	Starvation

Name:	VP	SA
Locusts	-7	Starvation

Name:	VP	SA
Famine	-15	Starvation
Piracy	-4	Get one less Die next Turn
Plague	-19	Sickness
Invasion	-25	Barbarians
Disease	-9	Sickness
Migrations	-24	Barbarians
Sea Peoples	-23	Barbarians
Horse Tribes	-22	Barbarians
Pestilence	-12	Sickness
Stagnation	-8	Get one less Die next Turn
Epidemic	-14	Starvation

Name:	VP	SA
Sands of Time	-3	Discard one Wonder
Death	-2	Discard one Leader
Rivers Dry Up	-21	-
Earthquake	-6	-
Volcano	-13	-
Flood	-5	Get one less Die next Turn
Anarchy	-16	Unrest
Rebellion	-17	Unrest
Civil War	-18	Unrest
Usurper	-1	Unrest

Glorious Empires Culture Deck Card List

Name:	VP	SA
Art	25	Get 1 extra Reroll next Turn
Sculpture	9	+10 VP with Marble
Music	8	Roll 2 extra Dice next turn
Mysticism	23	+2 to Leader Tie Breaker Rolls
Monotheism	17	+10 VP with Jerusalem
Writing	24	+10 VP with Library of Alexandria
Philosophy	18	Roll 2 extra Dice next Turn
Literature	19	+10 VP for Most Leaders
Code of Laws	22	+10 VP for Most Resources
Democracy	16	Immune to Unrest
Coinage	14	+10 VP with Merchants
Engineering	15	All your Wonders get +1 VP
Mathematics	21	+2 to Culture Tie Breaker Rolls
Irrigation	13	+10 VP with Grain
Cartography	1	All your Conquests get +1 VP
Medicine	3	Immune to Sickness
Equestrian	5	+10 VP with Horses
Pottery	12	Immune to Starvation
Cloth Making	11	+10 VP with Textiles
Metal Working	10	Metals get +5 VP
Road Building	4	+10 VP with Caravans
Ship Building	2	+10 VP with Fleets
Mining	6	Metals get +5 VP
Astronomy	7	+10 VP with Stonehenge

Glorious Empires Resource Deck Card List

Name:	VP	SA
Gold	25	Metal
Silver	24	Metal
Bronze	22	Metal
Iron	23	Metal
Slaves	10	All your Conquests get +1 VP
Laborers	11	+2 to Wonder Tie Breaker Rolls

Name:	VP	SA
Livestock	9	+10 VP with Farmers
Grain	17	+10 VP with Egypt
Oil	8	Trade Good
Amber	5	Trade Good
Horses	18	+10 VP with Attila
Textiles	6	Trade Good

Name:	VP	SA
Craftsmen	15	All your Wonders get +1 VP
Farmers	12	+10 VP with Grain
Soldiers	19	Immune to Barbarians
Merchants	14	Trade Goods get +3 VP
Caravans	13	Trade Goods get +3 VP
Fleets	20	+2 to Conquest Tie Breaker Rolls
Armies	21	Steal 1 Conquest

Name:	VP	SA
Spices	7	Trade Good
Furs	1	Trade Good
Incense	4	Trade Good
Wine	16	Trade Good
Marble	3	All your Wonders get +1 VP
Fish	2	+10 VP with Fleets

Glorious Empires Conquest Deck Card List

Name:	VP	SA
Attica	20	-
Asia Minor	19	-
Sumeria	23	-
Egypt	22	-
Sicily	16	-
Macedon	18	-
Iberia	11	-
Gaul	15	-
Germania	10	-
Agean	25	-
Ionia	14	-
Syria	17	-
Persia	9	-

Name:	VP	SA
Cypress	4	-
Rome	21	-
Knossus	13	-
Galatia	3	-
Thrace	8	-
Carthage	12	-
Libya	2	-
Jerusalem	24	-
Mauretania	1	-
Eturia	7	-
Dalmatia	6	-
Aquitania	5	-





Go Chess

Rules

Start with an empty chess board. Standard chess pieces are used. Players take turns. White goes first.

Place any one of your pieces on any empty space on the board. You cannot put your opponent's king into

check or checkmate. You cannot place your pawns on your opponent's back 4 rows.

When you have placed all of your pieces, you may begin moving your pieces as in normal chess. At this point all regular chess rules apply. Capture your opponent's king to win.





Go Joe

Introduction

G.I. Joe vs Cobra. 2 player game: Board, Cards, Dice.

The Decks

There are 2 decks. One player gets the Joe Deck. The other player gets the Cobra Deck.

A deck contains one of each card on its card list. The decks are kept face down.

Victory

You win if you ever capture your opponents base, or you control all "Urban" spaces on the board.

The Map

The map is a 8 X 8 grid. Map spaces must be large enough to place a card onto. In one corner is the Joe Base.

In the opposite corner is the Cobra Base. The other 62 spaces are a random even mix of these 8 terrain types: Jungle Swamp Sea (Water) Desert Mountain Forest Urban Artic (Snow)

Teams

Each player starts with 4 teams. Teams are represented by numbered counters on the map. Teams may not stack.

Setup

In setup one of a players teams starts in his base. The other 3 teams are adjacent to the players base. Each player starts with a hand of 8 cards.

Roll high on 1D6 to see who goes first.

The Cards

Each card represents a Soldier or a vehicle and driver. Each card has 3 Value Categories: Firepower (FP) Close Combat (CC) Tactics (TAC)

Each player Adds up the appropriate score for all their units. Friendly Artillery units within 2 spaces can add their Firepower score to a Firepower or Tactics type Fight if either team has a communications unit.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Planning Phase
2. Logistics Phase
3. Mission Phase
4. Combat Phase

Planning Phase

Draw 2 cards from your deck or Place a new Team Counter on your base if it is empty. A Team may have a maximum of 5 team Members. If your deck runs out shuffle the discard and draw from it.

Maximum hand size is 10 cards. Discard excess.

Logistics Phase

You may place unit cards from your hand face down under any team counter that is on or adjacent to your base. If a team is in your base you may put all of its cards into your hand.

Mission Phase

You may move all of your teams up to one space each or Move 2 of your teams 2 spaces each or Move 1 of your teams 3 spaces. A team cannot move through other teams. You may move your teams onto Enemy teams.

Armor (& Driver) Units can move face up on their own up to 2 spaces. Air (& Pilot) Units can move face up on their own up to 4 spaces. Armor & Air units moved seperately can join another Team.

Reveal an Intelligence Unit to look at the cards in an adjacent enemy team.

Combat Phase

If two opposing teams occupy the same space they will fight. Both players flip their cards face up. Next, roll 1D6 to determine the type of fight:

Roll:	Result:
1-2	All units use their Firepower Score in this Fight.
3-4	All units use their Close Combat Score in this Fight.
5-6	All units use their Tactics Score in this Fight.

Leader units give a +1 to each other unit in the Team.

If 3 or more of your units are from the same Service branch get +1 per unit. If you are the attacking (current) player and you have Recon units get +1D6.

If you are the defending player and you have Ambush units get +1D6.

For each unit has skill in the current terrain type get +1D6. A Team defending its base gets +1D6. If an Armor unit Faces an Anti-Armor unit the Armor unit gets -3.

If an Air unit Faces an Anti-Air unit the Air unit gets -3. The player who had the highest total wins the combat. The losing team counter and all of its units are discarded.

The winning team loses 1D6-3 random units (1D6-5 if the team has a Medic). Air Units are never casualties in Close Combat fights. Retreat them to a friendly team.

Service

Service (SV) relates to what military organization the Trooper is closest to.

GJ G.I. Joes

NF Night Force

TF Tiger Force

SM Slaughter's Marauders

RG Renegades

CB Cobra

PP Python Patrol

IG Iron Grenadier

DN Dreadnoks

Joe Deck Card List

HERO	SV	FP	CC	TAC	NOTES
Muskrat	NF	2	4	4	(Swamp) Fighter
Repeater	NF	4	2	2	Machine Gunner
Shockwave	NF	2	3	4	SWAT Specialist (Urban)
Spearhead & Max	NF	3	4	4	Point man & Bobcat
Charbroil	NF	5	2	2	Flame Thrower
Lightfoot	NF	2	2	5	Explosives Expert (Demolitions)
Bazooka	TF	6	1	3	Missile Specialist (Anti-Armor)
Duke	TF	3	3	4	First Sergeant (Leader)
Dusty	TF	3	3	4	(Desert) Trooper
Flint	TF	2	4	4	Warrant Officer (Leader)
Lifeline	TF	1	1	2	Medic
Roadblock	TF	5	4	2	Heavy Machine Gunner
Footloose	SM	3	3	3	Infantry Trooper
Low-Light	SM	4	3	4	(Recon) Spotter
Mutt & Junkyard	SM	2	4	4	Animal Control
Spirit	SM	4	4	4	Tracker (Forest)
Sgt. Slaughter	SM	3	4	5	Commander (Leader)
Stormshadow	GJ	2	6	5	Ninja (Recon)
Downtown	GJ	6	2	3	Mortarman (Artillery)
Recoil	GJ	3	4	5	Long Range (Recon) Patrol
Rock & Roll	GJ	6	2	2	Gatling Gunner
Scoop	GJ	1	1	3	Communications
Snake-Eyes	GJ	3	5	5	Commando (Leader)
Ambush	GJ	3	3	5	Concealment Specialist (Ambush)
Capt. Grid Iron	GJ	3	4	4	Captain (Leader)
Free Fall	GJ	3	3	4	Paratrooper (Air)
Pathfinder	GJ	3	3	4	(Jungle) Assault Specialist
Salvo	GJ	6	1	3	Anti-Armor Trooper
General Flagg	GJ	3	2	4	General (Leader)
Wet-Suit	GJ	5	2	4	S.E.A.L. (Water)
Wild Bill	GJ	4	2	4	(Air) Cavalry Scout
Sub-Zero	GJ	4	2	4	Winter Operations Spec. (Snow)
Topside	GJ	3	3	4	Navy Assault (Sea)man
Breaker	GJ	2	2	4	Communications(& Leader)Officer
Flash	GJ	4	2	3	Laser Rifle Trooper
Grunt	GJ	2	2	2	Infantry Trooper

HERO	SV	FP	CC	TAC	NOTES
Rock n' Roll	GJ	5	2	2	Machine Gunner
Scarlet	GJ	4	5	5	Counter (Intelligence)
Short Fuze	GJ	6	2	3	FLAK* (Anti-Air)
Stalker	GJ	3	4	4	Ranger (Leader)
Zap	GJ	6	2	2	Bazooka Soldier (Anti-Armor)
Steeler	GJ	8	4	3	MOBAT* Commander (Armor)
Grand Slam	GJ	4	2	4	HAL* (Artillery)
Airborne	GJ	3	3	4	Helicopter Assault Trooper (Air)
Doc	GJ	1	1	3	Medic
Clutch	GJ	6	2	3	VAMP* Driver (Armor)
Gung-Ho	GJ	3	4	3	Jarhead Marine (Water)
Snow Job	GJ	4	3	4	Arctic Trooper (Snow)
Trip Wire	GJ	2	2	4	Mine Detector (Demolitions)
Ace	GJ	8	2	4	Fighter Pilot (Air)
Hawk	GJ	6	3	4	MMS* (Artillery)
Cover Girl	GJ	7	3	4	Wolverine Driver (Armor)
Falcon	GJ	3	2	4	Glider Pilot (Air)
Recondo	TF	3	4	4	(Jungle) Trooper
Rip Cord	GJ	3	3	4	HALO* Jumper (Air)
Cutter	GJ	6	2	4	Hovercraft Pilot (Water)
Deep Six	GJ	5	3	4	S.H.A.R.C. Sub Pilot* (Water)
Thunder	GJ	9	3	4	Self-Propelled Gun (Artillery)
Shipwreck	GJ	3	3	4	Sailor (Water)
Quick Kick	GJ	0	5	5	Martial Artist
Lady Jaye	GJ	2	2	5	Covert Operations (Intelligence)
Alpine	GJ	3	4	4	(Mountain) Trooper
Airtight	GJ	3	3	4	Hostile Environments
Tollbooth	GJ	2	2	4	Combat Engineer (Demolitions)
Frostbite	TF	5	3	4	(Snow) Cat Driver
Heavy Metal	GJ	8	5	3	Mauler M.B.T. (Armor)*
Keel Haul	GJ	2	2	5	Admiral (Water & Leader)
Mainframe	GJ	2	2	4	Computer Specialist (Intelligence)
Beach Head	GJ	4	4	4	Ranger (Recon)
Dialtone	GJ	2	2	4	Communications
Sci-Fi	GJ	5	2	3	Laser Trooper
Cross-Country	GJ	6	4	3	H.A.V.O.C. Driver* (Armor)
Lift Ticket	GJ	6	2	4	Tomahawk Pilot (Air)
Slip-Stream	GJ	7	2	4	Conquest X-30 Pilot (Air)
Fast-Draw	GJ	6	2	3	Mobile Missile Specialist (Artlry)
Jinx	GJ	1	5	5	Ninja (Intelligence)
Crazylegs	GJ	3	3	4	Paratrooper (Air)
Sneak Peek	GJ	2	3	5	Advanced (Recon)
Law & Order	GJ	2	4	4	M.P. & K-9 (Urban)
Tunnel Rat	GJ	3	3	4	E.O.D. (Urban)
Psyche-Out	DJ	2	2	5	Psy-Ops (Intelligence)
Outback	GJ	3	4	5	Survivalist (Jungle)
Falcon	GJ	4	4	5	Green Beret (Recon)
Chuckles	GJ	2	3	5	Undercover (Intelligence)
Red-Dog	RG	3	5	3	Combat Specialist
Taurus	RG	3	3	4	Demolitions
Mercer	RG	4	3	3	Small arms Specialist
Rumbler	GJ	6	3	4	Fast Attack Vehicle (Armor)
Payload	GJ	8	2	4	Defiant Pilot (Air)

HERO	SV	FP	CC	TAC	NOTES
Back-Stop	GJ	7	4	3	Persuader Driver (Armor)
Hit & Run	GJ	3	3	3	Infantry
Ghostrider	GJ	8	3	5	Phantom X-19 Stealth Fighter (Air)
Wildcard	GJ	7	4	3	Mean-Dog Driver (Armor)
Budo	GJ	0	7	3	Samurai
Skidmark	GJ	5	3	3	(Desert) Fox Driver
Armadillo	GJ	10	5	3	Rolling Thunder Driver (Armor)
Windmill	GJ	7	2	4	X-Wing Chopper Pilot (Air)
Super Trooper	GJ	4	4	5	Secret Infiltration Unit (Recon)
Hard-Ball	GJ	6	2	4	Multi-Shot Grenadier (Artillery)
Blizzard	GJ	3	3	4	Arctic Attack Soldier (Snow)
Skystriker	TF	7	2	4	Tiger Rat Pilot (Air)
Stalker	GJ	4	4	5	Tundra Ranger (Recon)
Starduster	GJ	2	2	4	JUMP* Jet Pack (Air)
Stretcher	GJ	0	2	3	Medical Specialist
Wind-Chill	GJ	6	2	4	Arctic Blast Driver (Snow)
Hot-Seat	GJ	8	3	3	Raider AFV* Driver (Armor)
Dog-Fight	GJ	7	2	4	Mudfighter Pilot (Air)
Long Range	GJ	9	3	4	Thunderclap Driver (Artillery)

- Motorized Battle Tank
- Multi-Purpose Attack Vehicle
- Field Light Attack Cannon
- Heavy Artillery Laser
- Jet Mobile Propulsion Unit
- Mobile Missile System

- Main Battle Tank
- High Altitude Low Opening
- Heavy Articlated Vehicle Ordinance Carrier
- Submersible High Speed Attack Recon Craft
- Armored Fighting Vehicle
- Wolverine = Armored Missile Vehicle

Cobra Deck Card List

ENEMY	SV	FP	CC	TAC	NOTES
Copperhead	PP	3	3	4	(Swamp) Air Boat Pilot
Crimson Guard	PP	3	3	3	Elite Trooper (Intelligence)
Python Officer	PP	3	4	4	Officer (Leader)
Tele-Viper	PP	1	1	4	Communications
Python Trooper	PP	2	2	2	Patrol Infantry
Python Viper	PP	3	3	4	Assault Trooper
Voltar	IG	3	3	6	General (Leader)
Metal-Head	IG	6	1	3	Anti-Tank Specialist (Anti-Armor)
Undertow	IG	3	5	4	Frogman & Barracuda (Water)
Annihilator	IG	3	3	4	Elite (Air)borne Heli-Pack Trooper
Gnawgahyde	DN	2	5	4	Poacher (Jungle)
Road Pig	DN	4	5	3	R.A.M. Rider* (Driver)
Alley-Viper	CB	4	4	4	(Urban) Assault Trooper
Frag-Viper	CB	6	2	4	Grenade Thrower
Toxo-Viper	CB	3	2	4	Hostile Environment Trooper
HEAT Viper	CB	6	1	3	Bazooka Man (Anti-Armor)
Night-Viper	CB	3	3	5	(Recon) Fighter
Laser-Viper	CB	5	2	3	Laser Trooper
Night Creeper	CB	3	5	4	Cobra Ninja (Recon)
Range-Viper	CB	4	3	4	Wilderness Trooper (Forest)
Rock-Viper	CB	3	4	4	(Mountain) Trooper
SAW-Viper	CB	5	2	3	Heavy Machine Gunner

ENEMY	SV	FP	CC	TAC	NOTES
Cobra Commander	CB	3	3	6	Supreme Commander (Leader)
Destro	CB	3	3	5	Weapons Supplier (Leader)
B.A.T.	CB	4	4	3	Battle Armored Trooper
Overkill	CB	3	5	4	B.A.T. (Leader)
Eel	CB	5	2	4	Under(water) Specialist
Firefly	CB	3	3	4	Saboteur (Demolitions)
Incinerator	CB	5	2	2	Flamethrower
T.A.R.G.A.T.*	CB	3	3	5	(Air)
Cobra Officer	CB	3	4	4	Officer (Leader)
Cobra Trooper	CB	2	2	2	Infantry
S.N.A.K.E. trooper	CB	5	5	3	Heavy Infantry
H.I.S.S. Driver*	CB	6	4	3	Battle Tank (Armor)
F.A.N.G. Pilot*	CB	5	2	4	Attack Copter (Air)
Cobra Viper Glider	CB	3	1	4	Pilot (Air)
Major Bludd	CB	3	3	4	Mercenary Terrorist (Leader)
Wild Weasel	CB	8	2	4	Cobra Rattler Pilot (Air)
Stinger Driver	CB	7	4	3	AFV (Armor)
Baroness	CB	2	3	5	(Intelligence & Leader) Officer
Zartan	CB	2	5	6	Master of Disguise (Intelligence)
Torch	DN	2	4	1	Stupid Thug
Ripper	DN	0	5	2	Malignant Criminal
Buzzer	DN	0	5	3	Anti-social Intellectual
Snow Serpent	CB	3	3	4	Cobra Polar Assault (Snow)
Lampreys	CB	5	2	4	Cobra Hydrofoil Pilot (Water)
Tomax & Xamot	CB	2	3	5	Lawyers (Leader & Intelligence)
Zarana	CB	3	5	5	Assassin (Intelligence)
Zandar	CB	3	4	5	Camouflage Expert (Ambush)
Dr. Mindbender	CB	0	2	6	Master of Mind Control (Leader)
Vipers	CB	3	2	2	Cobra Infantry
Monkeywrench	DN	3	3	4	Terrorist (Demolitions)
Motor-Viper	CB	3	2	4	Cobra Stunt Driver
A.V.A.C. Pilot	CB	6	2	4	Firebat Rocket Fighter (Air)
Serpentor	CB	2	3	6	Cobra Emperor (Leader)
Strato-Viper	CB	6	2	4	Night Raven Pilot (Air)
Thrasher	DN	8	5	3	Thunder Machine Driver (Armor)
Sea Slug	CB	5	3	4	Sea Ray Navigator
W.O.R.M.S.	CB	7	4	4	Maggot Driver (Artillery)
Ice-Viper	CB	6	3	4	Wolf-Driver (Snow)
Zanzibar	DN	2	3	3	Pirate (Water)
Gyro-Viper	CB	7	2	4	Fast Attack Copter (Air)
Techno-Viper	CB	2	2	4	Battlefield Technician
Raptor	CB	2	3	4	Cobra Falconer
Croc Master	CB	0	4	4	Reptile Trainer (Swamp)
Big Boa	CB	3	3	3	Boot Camp Trainer (Leader)
Crystal Ball	CB	0	2	5	Hypnotist (Intelligence)
Secto-Viper	CB	3	3	4	Amphibious Operations (Water)
Star-Viper	CB	7	2	4	Stiletto Pilot (Air)
Hydro-Viper	CB	2	3	4	Under(water) Elite Trooper
Astro-Viper	CB	8	3	5	Cobranauts (Air)
Ferret	IG	9	4	3	D.E.M.O.N. driver* (Armor)
Nullifier	IG	5	3	4	Anti-Gravity Pod Pilot (Air)
Aero-Viper	CB	6	2	4	Condor Z25 Pilot (Air)
Desert Scorpion	CB	3	3	4	(Desert) Fighter

ENEMY	SV	FP	CC	TAC	NOTES
Flak-Viper	CB	6	2	2	Anti-Aircraft Trooper (Anti-Air)
Darklon	IG	7	4	3	Evader Driver (Armor)
Wild Boar	CB	8	5	2	Razorback Driver (Armor)
Track-Viper	CB	9	5	3	H.I.S.S. II driver (Armor)
Cobra Overlord	CB	10	5	6	Dictator Driver (Leader & Armor)
Decimator	CB	5	2	4	Hammerhead Driver (Water)
Vapor	CB	6	2	5	Hurricane VTOL Pilot (Air)

- Trans Atmospheric Rapid Global Assault Trooper
- Rapid Fire Motorcycle
- High Speed Sentry
- Fully Armed Negator Gyrocopter
- Dual Elevating Multi Ordinance Neutralizer
- System: Neutralizer Armed Kloaking Equipment

follow the following Guidelines for determining Firepower, Close Combat, and Tactics Values:

Firepower Value

Firepower (FP) relates to long range combat. Values were assigned according to the equipment carried by the action figure:

Notes

The troopers in the card lists are based on the Action Figures circa 1988-1992. To make more cards

FP	Ranged weapon:
0	None
1	Pistol or Crossbow Pistol
2	Shotgun, Machine Pistol, Bow, Crossbow
3	Automatic Rifle, Sub-Machine Gun
4	Light Machine Gun, Sniper Rifle, Laser
5	Heavy Machine Gun, Flame Thrower
6	Bazooka, Missiles, Rockets, Mini-Gun, Grenade Launcher
7+	Vehicle mounted weapon systems

Close Combat Value

Close Combat (CC) relates to Hand-to-Hand (HTH) combat, armed or unarmed. Troopers are given a base value of 3 modified as follows:

- Ninja or HTH specialist +1
- Big Muscles +1
- Holds 1 HTH Weapon +1
- Holds 2 HTH Weapons +2
- Encumbered -1
- Non-combat Specialist (Such as a Medic) -1
- Animal Companion +1
- Green -1
- Vehicle -1
- Armored vehicle +1/+2

considered to be highly trained combat veterans)

- Ninja +1
- Survival Training (Desert, Aquatic, Arctic etc.) +1
- SWAT Training +1
- Demolitions +1
- Leader +1
- General +1
- Non-combat Specialist -1
- Character doesn't look too smart -1
- Green -1
- Animal Companion +1
- Flying +1

Tactics Value

Tactics (TAC) relates to employing winning combat strategies. Troopers are given a base value of 3 modified as follows: (Even Basic Troopers in this game are

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Goblin Commander Tactics

Introduction

Card game for 2 players. Based on the Video game of the same name.

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Victory

Destroy all of your opponent's units.

The Decks

Each Clan has a unique deck. Players share a common Magic deck and a common Tactics Deck The Magic & Tactics decks contain 2 copies of each card listed.

Hands

Each player has 3 hands: Clan, Tactics, & Magic

Definitions

- Units = This includes all cards in the Clan Decks
- Major Units = Leaders & Titans
- Ranged Units = Units with a base Range of 2+
- Flank Units = Non-Structure Units located on the ends of a Row
- Front Line Units = Non-Structure Units located in the Front Row

Turn Sequence

Players take turns. Each turn has 4 phases.

Draw Phase

Draw 3 cards from your Clan deck.

Deploy Phase

Put up to 3 Clan cards into play from your hand. You may freely rearrange your cards in play. Each player has 3 rows (ranks): Front, Middle, Rear.

Each rank is 5 cards (columns) long. You must keep 5 cards in your front row. If there are less than 5 cards in your front row, move a card forward from the Middle or Rear rows.

If you ever have less than 5 cards in play, put a Clan card from your hand into play or, if you have none, draw a card from your Clan deck and put it into play.

Magic Phase

Draw 1 magic card. If the deck runs out shuffle the discard & draw from it.

Tactics Phase

Draw 1 Tactics card. If the deck runs out shuffle the discard & draw from it.

Attack Phase

Each of your Clan cards may make 1 attack. Units with range = 1 can only attack if they are in the Front row and They attack an enemy unit located directly across from it in the Opponent's Front Row. Units with longer ranges can attack over their own rows into Enemy rows up to their range (in Rows).

Roll 1D6: if the roll is equal to or LESS than the Attack value of the Attacker, the target receives 1 Damage Counter. A Unit with Damage counters \geq than its Toughness is destroyed. Note: Structures cannot attack each other.

End Phase

Max hand size for all hands is 5 cards. Discard excess cards.

Special Abilities

- Armor: If this unit is hit roll 1D6: on 4-6 no Damage is inflicted.
- Shield: If this unit is hit roll 1D6: on 5-6 no Damage is inflicted.
- Slay: If this unit hits & does damage roll 1D6: on 5-6 the non-structure target is killed.
- Crush & Burn & Saw: If this unit hits roll 1D6: on 4-6 the target takes an extra point of damage.
- Stun & Slime: If this unit hits roll 1D6: on 3-6 the non-structure target cannot attack next turn.
- Shock & Freeze & Swarm: In Magic Phase roll 1D6: on 4-6 the non-structure target (Range = 2) cannot
- Attack next turn and further attacks vs target this turn get an Attack value of +1.
- Siege: This unit does 1D6 Damage to Structures when it hits them.
- Double: This unit can make 2 attacks per turn.
- Acid: If attack hits and does damage, attack again.
- Heal: In your End phase remove 1 Damage marker from 1 non-structure unit
- Spy: Draw an extra Tactics Card in Tactics Phase on a roll of 4-6 on 1D6.

- Summon: Draw an extra Clan card in Draw Phase
- Conjure: Draw an extra Magic Card in Magic Phase on a roll of 4-6 on 1D6.
- Defense: All friendly units in same row & column get Shield Ability
- Explode: Discard this unit and 1 adjacent enemy unit
- Feed: This unit heals 1 Damage to itself for each point of damage it inflicts
- Weakness: All enemy units Attack values are -1.
- Archer: Can be used as Slay or Double Ability.

Choose before making first attack each turn

Unit Type Notation

- L** Leader
T Titan
S Structure
G Goblin
P Support
RAT Range - Attack - Toughness
Copies of card in deck

Stonekrusher Clan Card List

Card Name	#	Type	RAT	Notes
Grommel	1	L	1-5-6	Armor + Summon
Stone Ogre	2	T	1-5-5	Armor + Crush
Rock Lobber	4	S	3-4-4	Crush
Miner	8	G	1-2-3	Shield + Siege
Rock Thrower	6	G	3-3-2	Stun
Lugger	6	G	1-3-3	Stun

Card Name	#	Type	RAT	Notes
Pit Boss	4	G	2-4-4	Slay
Drummer	4	P	1-1-3	Heal
Clan Shrine	1	S	x-x-8	Summon
Observatory	1	S	x-x-4	Spy
Alchemist	1	S	x-x-4	Conjure
Earthworks	1	S	x-x-6	Defense

Hellfire Clan Card List

Card Name	#	Type	RAT	Notes
Grax	1	L	3-4-4	Double + Summon
Warpigpult	2	T	3-4-4	Crush + Siege
Lens Cannon	4	S	4-3-3	Double
Lumberjack	8	G	1-3-3	Saw
Archer	6	G	3-3-1	Archer
Hunter	6	G	4-4-1	Slay

Card Name	#	Type	RAT	Notes
Bombardier	4	G	2-3-2	Burn + Siege
Scout	4	P	1-1-3	Spy
Clan Shrine	1	S	x-x-8	Summon
Observatory	1	S	x-x-4	Spy
Alchemist	1	S	x-x-4	Conjure
Earthworks	1	S	x-x-6	Defense

Stormbringer Clan Card List

Card Name	#	Type	RAT	Notes
Faine	1	L	2-5-5	Conjure + Summon
Elemental	2	T	1-5-5	Crush + Shock
Tesla Coil	4	S	2-4-5	Shock
Acolyte	8	G	1-2-2	Armor
Conjurer	6	G	3-2-2	Conjure
Pyro Mage	6	G	2-3-2	Burn + Siege

Card Name	#	Type	RAT	Notes
Ice Mage	4	G	3-3-4	Freeze
Wind Mage	4	P	1-1-3	Defense
Clan Shrine	1	S	x-x-8	Summon
Observatory	1	S	x-x-4	Spy
Alchemist	1	S	x-x-4	Conjure
Earthworks	1	S	x-x-6	Defense

Plaguespitter Clan Card List

Card Name	#	Type	RAT	Notes
Syst	1	L	1-4-7	Slime + Summon
Green Slime	2	T	1-5-5	Acid + Feed
Hive	4	S	3-4-4	Swarm
Cropper	8	G	1-2-3	Armor
Savage	6	G	3-2-2	Archer
Bile Spitter	6	G	2-2-4	Acid

Card Name	#	Type	RAT	Notes
Shaman	4	G	1-3-3	Conjure
Spore Fiend	4	P	1-2-3	Weaken
Clan Shrine	1	S	x-x-8	Summon
Observatory	1	S	x-x-4	Spy
Alchemist	1	S	x-x-4	Conjure
Earthworks	1	S	x-x-6	Defense

Nighthorde Clan Card List

Card Name	#	Type	RAT	Notes
Nexus	1	L	1-5-6	Crush + Summon
Battle Ball	2	T	1-5-5	Crush + Explode
Soul Vortex	4	S	2-4-5	Feed
Scrounger	8	G	1-3-3	Spy
Reaper	6	G	3-2-2	Double
Cannibal	6	G	1-3-4	Feed

Card Name	#	Type	RAT	Notes
Grave Robber	4	G	1-4-4	Crush + Siege
Witch Doctor	4	P	1-1-3	Conjure
Clan Shrine	1	S	x-x-8	Summon
Observatory	1	S	x-x-4	Spy
Alchemist	1	S	x-x-4	Conjure
Earthworks	1	S	x-x-6	Defense

Magic Deck

Card Name:	Notes:
Firestorm	Destroy target Structure
Heal	Remove 1D6 Damage Counters from your units
Slow	All enemy units Attack values are -1 this turn
Acid Cloud	All non-structure Enemy units in target row get 1 Damage counter
Vision	Look at top 5 cards of all decks
Lightning	Distribute 1D6 Damage counters to enemy units
Soul Drain	Steal 2 random Magic cards from Opponent
Freeze	1D6 target enemy units may not attack this turn
Bonesaw	Kill target non-Structure unit
Transmogrify	Replace one of your units in play with one from your hand
Earthquake	All Enemy units in target column get 2 Damage counters
Shield	All friendly units get Shield ability this turn
Blood Lust	All you units get Crush ability this turn
Hall of Titans	Search your Deck for a Titan & put it into play
Moonstone	All your Units get Attack value +1 this turn

Tactics Deck

Card Name:	Notes:
High Ground	All your Ranged Units get Range value +1 this turn
Charge	All your Front Line Units get Attack value +1 this turn
Scout	Look at opponent's hands
Ambush	Your Units may attack in Opponent's Attack Phase before his units do
Outwit	Steal 2 random Tactics cards from opponent
Surround	Your Flank Units may attack any enemy unit in Play
Infiltrate	Your Front Line Units may attack any enemy unit in Play
Out Flank	All your Flank Units get Attack value +1 this turn
Find Cover	Negate attack by a Ranged Unit
Surprise Atk	Get an Extra Attack Phase this Turn
Bombardment	All your Ranged Units get an extra attack this turn
Terrain	Negate attack by Target Unit
Reinforcements	Draw 2 cards from your Clan Deck & put them in play
Goblin Switch	Switch target of attack to another legal target
Re-Deploy	Re-deploy all your units in play after opponents Deploy phase





Goblin Quest

by Dave Stattler

Intro

Teams of Goblins run around, get into mischief, wreak havoc, and try to not get killed. Not unlike Space Scouts.

The Cards

Players draw from a common deck that includes: Mission, Threat, Mishap, and Aid cards.

Setup

You get 4 Goblins. Determine their skill picks, either by rolling on the chart or making your own choices. One Goblin is the Boss and gets 3 skills. The rest all get 2 picks apiece.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Draw Phase
2. Action Phase
3. End Phase

Object

Be the first team to reach X Victory Points (50 is good). Missions are worth from 1 to 7 points, depending on difficulty. Threats are worth from 0 to 3 points.

Victory Points can be spent on giving your Goblins new skills (4 skills max). Replacing a regular Goblin that has been lost costs 4 VPs, plus 4 VPs for each skill pick. New Goblins get 2 skill picks, even if replacing the Boss.

Draw Phase

Draw 2 cards. If the deck runs out, the game ends, and whoever has the most Victory Points wins.

Failure Result Table

2d6	Result	Effect
2-3	Boss Lost	Your team's Boss is eliminated, and replaced by the Goblin with the most skill picks
4-6	Delayed	Miss Next Turn.
7-9	Goblin Lost	Randomly eliminate one of your team's Goblins (not the Boss).

Action Phase

You may decide whether to go on a Mission or hang out in the Warren. If you hang out in the Warren, you may replace any Goblins that you have been lost. Goblins cost 4 VPs to replace, plus 4 VPs for each skill pick (max 2 until he's gone on at least 1 mission). You may also spend VPs to give new skill picks to your current Goblins (5 VP per pick, max 4) or to draw one card. You can only do this once per turn. If you go on a Mission, play a Mission card from your hand.

Before you begin the Mission, any player (yourself included) may play a Threat on top of the Mission. Each player who wishes to do so plays one Threat at a time, starting with the player to your left and going around until every player has played all the Threats that they want. Once all the Threats have been played, they must be faced one at a time (in reverse order from how they were played). If your team has skills that match those on the Threat card, the Threat is overcome- add its Victory Points to your score and discard it. Otherwise, you fail the Threat. If all Threats are overcome, the team faces the Mission. If they have skills that match those on the Mission card, they complete the Mission successfully. Add its Victory points to your score and discard it. Otherwise, you fail the Mission.

During a Mission (and/or Threat) you may play Aid cards to give your crew extra skills. Your opponents may play Mishap cards to cause your crew to lose skills. Aid and Mishap cards affect the team for the rest of the turn, and are discarded during the End Phase. If the Mission or a Threat is failed, roll on the Failure Result Table and go to the End Phase. The Mission remains face up on the table, and any Threats that you failed to overcome are left on top of it. Any player may attempt to complete it during their turn.

End Phase

If you have more than 10 cards in your hand, discard down to 10.

2d6	Result	Effect
10-11	Lose Stuff	Discard 2 cards at random from your hand
12	Lucked Out	Nothing happens

Goblin Skills:

Skill	Description
Sneaking	Avoiding notice, moving stealthily
Run Away	Moving quickly and getting away from threats
Fighting	Exactly what it sounds like
Break & Enter	Infiltrating, getting where you aren't supposed to be
Taunting	Verbal fisticuffs and insult contests
Fast-talk	Talking your way out of tight spots
Magic	The mystic arts
Alchemy	Mixing things with other things and seeing what happens
Engineering	Tinkering, demolitions, and traps (setting and disarming)
Look Out	Scouting and perception
Useless Lore	Riddles and book learning
Willpower	Ability to resist temptation and/or terror

Leader Goblin Skill Table:

1D6	Result	1D6	Result
1	Fast-talk	4	Run Away
2	Fighting	5-6	Pick Any
3	Sneaking		

Fighter Goblin Skill Table:

1D6	Result
1-2	Fighting
3-4	Run Away
5	Taunting
6	Pick Any

Ninja Goblin Skill Table:

1D6	Result	1D6	Result
1-2	Sneaking	5	Fighting
3	Break & Enter	6	Pick Any
4	Look Out		

Tinker Goblin Skill Table:

1D6	Result	1D6	Result
1	Alchemy	4-5	Engineering
2	Useless Lore	6	Pick Any
3	Break & Enter		

Talker Goblin Skill Table:

1D6	Result	1D6	Result
1-2	Fast-talk	5	Run Away
3	Willpower	6	Pick Any
4	Taunting		

Smart Goblin Skill Table:

1D6	Result	1D6	Result
1	Willpower	4	Engineering
2	Magic	5	Useless Lore
3	Alchemy	6	Pick Any

MISSION CARD	SKILLS REQUIRED	POINT VALUE
Hunt Alchemical Fungi	Look Out, (Alchemy / Useless Lore X2)	3
Kidnap Important Person	Fighting, Sneaking	4
Deliver Message	Run Away	2
Deliver Threat	Taunting, Run Away	3
Assassinate Enemy General	Sneaking X2, Fighting X2	4
Explore Cavern Complex	Look Out X2	3
Reconnoiter Castle	Break & Enter X2, Sneaking, Look Out	5
Cannon Fodder Duty	Fighting X2 / Run Away X2	6
Break Open Gate	Sneaking, (Demolitions / Break & Enter X2)	4
Steal Magical Scrolls	Break & Enter X2, Magic, Run Away	5
Terrorize Villagers	Fighting X2 / (Engineering, Fighting)	5
Operate Siege Engine	Engineering X2	3
Repair Siege Engine	Engineering X3	4
Unlock Magic Vault	Magic X2 / Engineering X3	5
Distract Guards	Run Away, (Taunting / Fast-Talk)	3
Entertain Dark Lord	Fast-Talk X2 / Useless Lore	4
Spy On Enemy Leaders	Sneaking	2
Hunt Cavern Critters	Look Out, Sneaking, Fighting	4
Guard The Warren Nursery	Look Out, Fighting	2
Find Magical Talking Skull	Magic, Look Out X2	4
Explore Dark Wizard's Tower	Sneaking X2, (Magic X2 / Run Away X2)	6
Pick On Kobolds	Fighting / Taunting	1
Tame Demonic Hell Frogs	Magic X2 / Fighting X3	5
Rag Out (Goblin Insult Contest)	Taunting X2	3
Dig New Warren	Engineering X2, Demolitions	4
Learn Arcane Secrets	Useless Lore, Magic	2
Undermine Fortification	Engineering X2	4
Plant Traps In The Warren	Engineering	1
Investigate Haunted Ruins	Look Out, (Willpower X2 / Run Away)	3
Steal Food From Trolls	Sneaking, Run Away X2	4
Steal A Dragon's Treasure	Sneaking X3 / Run Away X4	7
Survive A Goblin Game Show	Useless Lore X2 / Willpower X2 / Fast-Talk	5
Scout Ahead For Orc Warband	Look Out X2	3
Translate Ancient Scroll	Useless Lore X2	2
Escort Through Haunted Forest	Look Out X2, (Run Away / Fighting)	5

Notes:

Commas in the "Skills Required" field mean "and".
Slashes (/) in the "Skills Required" field mean "or".

X# means that there must be at least that number of skill picks in your team to fulfill the mission.

A listing like "Sneaking, (Engineering/Break & Enter

X2)" means that to fulfill the requirements you must have at least 1 pick of Sneaking and either 1 pick of Engineering or 2 picks of Break & Enter. A listing like

"Fighting X2/(Fighting, Engineering)" means you need 1 pick of Fighting and either 1 pick of Demolitions or another pick of Fighting.

THREAT CARD	SKILL TEST	POINT VALUE
Human Guards	Sneaking X2 / Fast-Talk X2	1
Angry Orc	Fighting X2 / Fast-Talk X2 / Run Away	2
Big Dog	Run Away X2 / Fighting	1
Cornered	Fast-talk / Run Away X2	1
Spike Trap	Look Out / Engineering X2	1
Haughty Sorcerer	Magic X3 / Taunting	2
Locked In!	Break & Enter	1
Noticed By Goblin King	Fast-Talk X2	1
Horse Barbarians	Sneaking / Fast-Talk X2 / Run Away X3	2
Cave-in	Engineering	1
Backfire	Engingeering / Alchemy X2	0
Bored Gods	Fast-Talk	2
Forbidden Tome	Magic / Useless Lore X3	1
Cunning Trap	Look Out, (Engineering X2 / Break & Enter)	1
Hostile Cave Fauna	Look Out, Fighting	1
Strange Plants	Look Out or Useless Lore / Alchemy X2	1
Scared By Own Shadow	Willpower	1
Riddles And Engimas	Useless Lore	0
Raging Demon	Magic X2 / Run Away	3
Serious Malfunction	Engineering X2	1
Shifty Trader	Fast-Talk X2 / Taunting	1
Enemy Patrols	Sneaking X2	1
Bumbling Peasant	Fast-Talk / Sneaking	1
Pack Of Feral Dogs	Run Away / Fighting	1
Evil Cultists	Sneaking / Run Away	1
Angry Wizard	Magic X2	1
Dark Elf Slave Hunters	Sneaking X3	1
Rival Goblin Tribe	Fighting X2 / Fast-Talk X2	1
Tasty Treats	Willpower	1
Unidentified Scary Thing	Willpower X2	2
Wake The Dead	Magic X2 / Run Away	2
Angry Mob	Sneaking / Run Away X2	1
Low-level Adventurers	Fighting	1
Critter Collectors	Sneaking / Run Away / Fighting	1
Shapeshifter	Run Away X2	1
Dumb Guard	Sneaking X2 / Fast-Talk	1
Magical Storm	Magic X2	2
Wrath Of The Gods	Fast-Talk X2 / Run Away	2
Harem	Willpower X2	1
Ancient Illusions	Useless Lore X2 / Magic	1
Animated Statue	Magic or Sneaking / Run Away	1
Mind Control	Willpower X2 / Magic	1
Placed On Point Guard	Look Out X2	1
Ambush	Look Out, (Run Away / Fighting)	1
Crushing Boredom	Willpower X2	0
Hungry Troll	Fast-Talk / Sneaking	1
Humorless Minotaur	Sneaking / (Taunting X2, Run Away)	1
Mouthy Kid	Willpower / Taunting	1
Ancient Engine	Engineering X2	1

THREAT CARD	SKILL TEST	POINT VALUE
Barred Gate	Break & Enter	0
Unattended Shiny Thing	Willpower	0
Massive Mutt	Run Away	1
Obnoxious Do-gooders	Fighting X2	1
Orc Bullies	Fast-Talk / Taunting / Run Away	1
Intricate Toy	Engineering	0
Porno	Willpower	1
Good Lighting	Sneaking	0
Local Militia	Fighting	1
Dissension In The Ranks	Fighting / Taunting / Fast-Talk	0
Them's Fightin' Words!	Fighting X2	1
Chris The Gnoll	Taunting X2 / Fighting	1
WTF Is A Bugbear?	Fighting	1
Glowing Goop	Alchemy / Magic X2	1
Nemesis	Fighting, Taunting	1
Dark Elf Skrewmädchen	Willpower, Run Away	2
Puzzle Lock	Engineering X2 / Break & Enter	1
Cave Slime	Fighting / Sneaking	1
Killer Klown	Willpower, (Fighting / Run Away)	1
Goblin Flying Machine	Engineering X3	3
Dwarf Warriors	Fighting X3 / (Fighting X2, Taunting)	1
Caverns & Catacombs	Look Out	0
The Talking Devil Head	Taunting X2	1

AID CARD	SKILL GAINED
Doggerel	Substitute 2 Magic picks for 1 of any other skill.
Weird Shrooms	Alchemy / Magic
Preparation	Double one skill score for this Mission only
Lucky Mofo	Any single skill
Bambi Eyes	Fast-Talk
Fakeoutery	Fast-Talk
Crotch Soccer	Fighting
Gob Fu	Fighting
Clever Diversion	Sneaking
Goth Goblin (Black Clothes)	Sneaking
PH34R!	Run Away
"Hey, LOOK!"	Run Away
Yo Mama Jokes	Taunting
3rd Grade Toilet Humor	Taunting
Set Up Them The Bomb	Engineering
Goblin Utility Belt	Engineering
Ritalin	Willpower
Loyalty Through Pugilation	Willpower
Anarchist's Cookbook	Alchemy
Eureka!	Alchemy
Rhyming Dictionary	Magic
Inspired Zot!	Magic
Read That Somewhere	Useless Lore
Total Nerd	Useless Lore
Found Key Under Rock	Break & Enter
"Candygram!"	Break & Enter

AID CARD	SKILL GAINED
Keen Goblin Senses	Look Out
X-Ray Specs	Look Out

MISHAP CARD	SKILL LOST
Luck Runs Out	Any 2 Skill Picks
Distraction	Look Out
Temptation	Willpower
Fixation	Run Away
Irrational Fear	Fighting
Slip Of The Tongue	Fast-Talk
"I Said Philips Head!"	Engineering

MISHAP CARD	SKILL LOST
Tongue-Tied	Taunting
Weak Rhymes	Magic
Bad Acid	Alchemy
Spent Class Drawing Comics	Useless Lore
Protected With "The Club"	Break & Enter
Jingling Change In Pocket	Sneaking

Solo-play Rules

Only hang on to Aid cards. Play Missions and face Threats in the same turn that you draw them. Mishap

cards apply to the next Mission/Threat, and are then discarded. You can only hang out in the Warren the turn after you fail a Threat/Mission





Gods & Demons

Introduction

Card game for 2 players. Based on Hindu Mythology One player is the Good Blue Skinned Rama The other is the Evil 10-headed, 40-Armed Demon King Ravana

Victory

Kill the opposing Leader.

The Fate Decks

Each player has a unique Deck. There are 9 basic card types: Leader Heroes Troops Weapons Armor Modifiers Strikes Defenses Events Note: Strikes, Defenses & Events are discarded after being played. Units, Weapons, Armor, and Mods stay in play until destroyed.

Terminology

Leaders, Heroes, & Troops are collectively referred to as Units. A Unit may attach: 1 Close Weapon 1 Armor 1 Ranged Weapon Any number of Modifiers

Setup

Each player draws the top 7 cards of his deck. Each player starts with their Leader card in play.

Turn Sequence

Players take turns. Each turn has 4 Phases Destiny Phase Summon Phase Battle Phase Heal Phase

Destiny Phase

Draw 3 cards from your Fate Deck.

Summon Phase

Put Heroes & Troops into play. Attach Weapons, Armor, Mounts, and Modifiers.

Battle Phase

You (the Attacker) may attack with some, none, or all of your units. Your Opponent (the Defender) determines which of his units block which attackers. A maximum of 1 Unit may block 1 Attacker (form pairs).

Attacking & Defending Units do damage to each other equal to their Strength. Strike Cards can be played to increase the Damage done by a Unit. A Defense Card negates all the damage done by one unit to another unit.

Use Markers (counters/coins/chits) to indicate Damage. Units with a number of Damage markers that exceed their Defense level are destroyed. If 2 units do enough damage to destroy each other, the unit that does the most damage wins. The loser is killed. The winner keeps damage markers enough to kill him -1.

Any unblocked attacking units automatically attack the opponents Leader. The Damage done by a Leader to Units attacking that Leader is divided up amongst the Attackers by the controller of the attacked Leader.

Heal Phase

Troop units remove 1 Damage Marker each Heroes remove 2 Damage Markers each Leaders remove 3 Damage Markers each Cards that Heal are played in this phase Maximum hand size is 8 cards. Excess cards are discarded.

Card List Notation

STR Strength

DEF Defense

L Leader

H Heroes

T Troops

RH Ranged Weapons for Hero

CH Close Weapons for Hero

AH Armor for Hero

ZH Mounts for Hero

RT Ranged Weapons for Troops

CHT Close Weapons for Hero or Troops

CT Close Weapons for Troops

AT Armor for Troops

ZT Mounts for Troops

SH Strikes by Hero

DH Defenses by Hero

ST Strikes by Troops

DT Defenses by Troops

WM Weapon Modifier

AM Armor Modifier

HM Hero Modifier

TM Troop Modifier

SM Strike Modifier

HTM Hero or Troop Modifier

E Events

BP Both Players

DO Discard others

SDF Search Deck for

APIIYH = And put it in your hand **IKOMD2C** = If killed, opponent must discard 2 cards **CBWOA** = Cannot bear Weapons or Armor

MOD May only Defend

D1C&LAOH = Draw 1 card & look at opponents hand

Rama Fate Deck Card List

Card Name	Type	STR	DEF	Notes
Rama	L	10	20	
Lakshman	H	9	8	Rama's Brother
Hanuman	H	8	8	Ape son of the Wind God
Sugriva the Monkey King	H	2	3	Draw 1 extra card per turn
Vishvamitra the Brahmin	H	1	2	All your Heroes are +1/+1
Vibhishan the Betrayer	H	1	1	All enemy units are DEF -1
Bear King Jamvuvan	H	4	6	
Angada Vanar Heir-Apparent	H	2	3	
Divine Armaments	CH	+3	-	
Summon Magical Weapons	E	-	-	SDF Weapon APIIYH
Mantras	E	-	-	Draw 5 cards & discard 4
Invincible	WM	+3	-	
Invisible	WM	+2	-	
The Unbending Bow	RW	+2	-	Arrow Strikes are STR +2
Arts of War	HM	+1	+1	
Bow & Arrow	RT	+2	-	
Swords & Maces	CT	+2	-	
Discs & Javelins	RT	+2	-	
Destiny	E	-	-	BP Discard hand & draw 5 cards
Arayan Warriors	T	2	2	
Blessings	HTM	+1	+1	
Chariots	ZT	+2	-	
Archers	T	3	1	Arrow Strikes are STR +2
Sacred Texts	E	-	-	Draw 2 cards
Stored Merit	E	-	-	Draw 4 cards keep Strikes DO
Spiritual Energy	SM	+5	-	
Metaphysical Power	SM	+X	-	X = # of cards in your hand
Holiness	HM	+2	+2	
Incinerating Glance	SH	+4	-	
Smash Limbs	SH	+4	-	
Divine Diamond Bow	RH	+3	-	
Inexhaustible Quiver	WM	+2	-	Attach to RH
Golden Sword	CH	+3	-	
Martial Duties	HTM	+1	+1	
Knightly Prowess	HM	+1	+1	
Invincible Arrow	SH	+5	-	Arrow
Holy Arrow	SH	+4	-	Arrow
Cut Down in Midair	DH	-	-	
Comrades-at-Arms	E	-	-	All Units get STR+1 this turn
Kshatriya Fighters	T	4	3	
Order of the Universe	E	-	-	SDF Unit APIIYH
Indra's Thunderbolt	SH	+7	-	
Vishnu's Disk	SH	+6	-	
Jatayu King of the Birds	H	5	3	CBWOA
Mercy	E	-	-	Target Enemy not killed & Draw 3 cards
Vanar Apes	T	4	4	
Black Apes	T	3	5	
Red Apes	T	5	3	
Bhalluka Bears	T	6	6	
Speed of a Zephyr	MH	+1	+1	

Card Name	Type	STR	DEF	Notes
Jump 100 Miles	E	-	-	SDF Unit APIIYH
Increase Size	DH	-	-	
Shrink	DH	-	-	
Escape	DH	-	-	
Bad Omens	E	-	-	Opponent must discard 3 cards
Garuda Vyuha Formation	E	-	-	All Troops get STR+1
Prayer	E	-	-	Draw 2 cards
Spear & Axe	CT	+2	-	
Ground Soggy with Blood	D	-	-	
General Neela	H	6	5	All Troops get STR+1
Massive Stone	SH	+5	-	
Uprooted Tree	SH	+4	-	
Brahma Arrow	SH	+5	-	Arrow
Ayodhyan Prince	H	4	5	
Cyclonic Power Punch	SH	+6	-	
Three Flaming Bolts	SH	+3	-	Arrows
Salve Wounds	E	-	-	Heal 4
Potent Himalayan Balm	E	-	-	Heal 6
Apish Infantrymen	T	6	6	
Form Defensive Circle	D	-	-	
Eagle Avatar of Vishnu	H	9	7	CBWOA
Band of Stalwarts	T	4	6	
Hurl Mighty Boulder	SH	+4	-	
Wind Arrows	SH	+3	-	Arrows
Scimitar Quills	SH	+3	-	Arrows
Sever Limbs	SH	+5	-	
Arrow of Indra	SH	+6	-	Arrow
Arrow of Kuvera	SH	+4	-	Arrow
Eagle Weapons	SH	+3	-	Negate Snake Weapon or Strike
Agni Fire Weapons	SH	+4	-	
Shula Black Steel Trident	CH	+3	-	
Vision	E	-	-	SDF Strike APIIYH
Arrow of Vishnu	SH	+9	-	

Ravana Fate Deck Card List

Card Name	Type	STR	Armor	Notes
Ravana the Demon King	L	10	20	
Kumbhakarna the Devourer	H	12	12	CBWOA
Indrajit	H	9	9	Sorcerer son of Ravana
Surpanakha	H	3	1	Ravana's Sister
Maricha	H	1	3	IKOMD2C
Rakshasas of the Forest	T	4	4	
Demonesses	T	3	3	
Yellow Rakshasas	T	2	2	
Vast Army of Demons	T	8	8	
Massed Legions	T	7	7	
Death Dealing Demons	T	4	2	
Giant Headless Demon	H	8	6	CBWOA

Card Name	Type	STR	Armor	Notes
Demon Bull	H	6	4	CBWOA
Fearsome Naga Serpent	H	9	9	CBWOA-MOD
Huge Demons	T	5	5	
Demon Henchmen	T	4	3	
Hungry & Horrible	HTM	+1	+1	
Armed for Slaughter	CHT	+2	-	
Thirsty for Gore	E	-	-	All Units get STR+1 this turn
Double Headed Battle Axes	CT	+2	-	
Crushing Mallets	CT	+2	-	
Freshly Honed Sabers	CT	+2	-	
Bronze Discuses	RT	+2	-	
Hurl Lances	ST	+3	-	
Razory Talons	CHT	+2	-	
Black Blooded	HTM	+1	+1	
Swoop Down	SH	+3	-	
Ravenous Beasts	T	2	3	CBWOA
Immune to Warriors	HM	-	+5	
Disguise	SM	+3	-	
Illusion	SM	+3	-	
Deception	DH	-	-	
Giant Scorpions	ZT	+3	-	
Magical Trick	DH	-	-	
Magic Chariot	ZH	+2	-	
Boon of Invulnerability	MH	-	+5	
Regenerate	E	-	-	Heal 4
Heads Grow Back	E	-	-	Heal 5
Disciple of Shiva	MH	+1	+1	
Sin of Pride	E	-	-	Draw 2 cards
Seize Shadow	SM	+3	-	
Three Tusked Elephants	ZT	+2	+1	
Polyglot Ogresses	T	2	3	
Demon Soldiers	T	2	2	
Magic Net	D	-	-	
Spies	E	-	-	D1C&LAOH
Demon Magic	SM	+2	-	
Tridents & Daggers	CT	+2	-	
Battle Dust	D	-	-	
Yama the God of Death	E	-	-	Each side must discard 2 Troops
Eat their Victims	E	-	-	Heal 3
General Prahasta	H	5	4	All Troops get STR+1
Akampana	H	6	3	Arrow Strikes are STR +2
Torrent of Arrows	SH	+4	-	Arrows
Atikaya	H	4	6	
Impenetrable Armor	AH	-	+4	
Swirling Eddy of Destruction	SH	+5	-	
Obliterate	SH	+6	-	
Quill of Fire	SH	+3	-	Arrow
Thunderbolt Fist	SH	+5	-	
Hailstorm of Arrows	SH	+4	-	Arrows
Giant Discus	RH	+2	-	
Naga Weapons	RH	+3	-	Venomous Serpents
Replenish Sorcery	E	-	-	Heal 3
Vicious Sword	CH	+3	-	

Card Name	Type	STR	Armor	Notes
Magic Net of Snakes	SH	+5	-	
Magic Rite	E	-	-	Draw 2 cards
Duty	HTM	+1	+1	
Arrow of Yama	SH	+3	-	Arrow
Invisibility	HM	+2	+4	
Dart from Rudra	SH	+3	-	Arrow
Volley of Bolts	SH	+4	-	Arrow
Lion Mouth Arrows	SH	+3	-	Arrow





Gods Of Magic

Introduction

Card and Dice and Storytelling game for 2-6+ players. Each player takes the role of one of the Gods of Magic. The Gods create magical Realms and fill them with all manner of strangeness.

The God whose realms are the most complete and fantastical becomes The current Chief amongst them.

Victory

Be the first player to score 200 or more Victory Points. If 2 or more players score 200+ at the same time, the player With the higher score wins.

Victory Points

Each card has a Victory Point value. Keep track of points with pen and paper.

Dice

A Ten sided die is required. Yes, the Gods play dice with the universe!

The Deck

Players share a common Deck. There are 5 Suites. Each Suite has 40 cards.

Card Suites

- L** Location
- A** Action
- E** Entities
- D** Descriptors
- O** Objects

Domains

A Domain is a player's part of the table where he keeps his Realms. Each player has his own Domain.

Magic Table

1D10	Result:
1	Creation
2	Transformation
3	Destruction

Realms

A realm is a group of cards that must include one location card. These cards are face up in a separate group within your domain. A realm may consist of a single location card.

If a realm ever does not have location due to dice play, it is referred to as A Realm of Imagination and it will not score points.

Complete Realms

A complete realm contains at least one card of each of the 5 Suites.

Setup

Shuffle the Deck. Each player is dealt a hand of 10 cards. Each player may play up to 3 cards to their Domain to make 1 or more Realms.

Players roll high on the die to see who goes first. Reroll ties.

Turn Sequence

- Players take turns. Each turn has 3 Phases:
1. Draw Phase
 2. Play Phase
 3. Dice Phase

Draw Phase

Draw 1 card and place it in your hand. Max hand size is 10 cards. Discard excess cards at the end of this phase.

Play Phase

Play one card from your hand to add to one of your Realms or to create a New realm. If creating a new Realm, the card played must be a Location card.

Dice Phase

Roll the die and consult the Magic Table.

1D10	Result:
6	Alteration
7	Recombination
8	Evocation

1D10	Result:
4	Inspiration
5	Transmigration

Creation

Just like getting a second Play Phase. Play one or two cards from your hand to your Realms or create a new Realm. If creating a new Realm, one of the cards played must be a Location card.

Transformation

Discard any one card in play in any Domain and replace it with another card From your hand of the same suite. This is usually done to replace a higher value Card with a lower value one.

Destruction

Cause any target card in play to be discarded. The owner of the card may immediately Draw a new card from the deck and put it in their hand.

Inspiration

Draw 2 cards and place them in your hand. If your hand has 2 or less cards draw 5 cards instead.

Transmigration

Cause any target card in play to be moved from its Realm to any other target Realm.

Alteration

You may play a Descriptor card. If you do, immediately score it and the Card it is attached to.

Recombination

You may rearrange the cards in your realms and your hands. You cannot create new realms by doing this and you must end with the same number Of cards in your hand as you started with.

Evocation

Draw 1 card and immediately play it.

Visitation

First Draw 1 card. Next, All Players immediately score their Domains: Realms score points equal to the total value of their cards. Complete Realms score as a normal realm but also earn an extra 10 Victory Points.

Location Cards

1D10	Result:
9	Visitation
10	Imagination

Realms of Imagination score zero points. Scoring is cumulative. After Scoring check to see if anyone has won.

Imagination

Pick any other die result from the Magic Table.

Notes On Realms

A realm can contain multiple cards of each Suite. For example a realm may have multiple Locations: A Bedroom at the top of a Tower, in a City, on a Hill, by the Ocean. . .

Descriptor

Descriptors are adjectives used to describe other cards. When played, a Descriptor is attached to (placed slightly under) another card. If the Attached card is destroyed, the Descriptor is destroyed too.

If the Attached card is moved, the descriptor is moved with it.

Story Telling

The Realms and what happens to them tell stories. In the spirit of the game Players are expected to say something about a Realm when they modify it, thus describing the whims and actions of the Gods of Magic. This is usually a statement listing all the cards within the realm and how they Interact with each other. This may include elements not listed on the cards themselves.

If any description fails to meet the playing groups standards, the play may be stopped By the other player and the offending player must make a different action.

Plurals And Exactitudes

The Entities are written in plural and the Locations and Objects are not. When describing a Realm feel free to change this. A mountain could become A Mountain Range. Gypsies and Elves could become a single Gypsy Elf. Likewise, specificity may be added: a Flower becomes a Rose, A tree becomes an Oak.

Magic Deck Card List

VP	Name
1	Volcano
2	Bedroom
3	Circus
4	Playground
5	Labyrinth
6	Palace
7	Chessboard
8	Garden
9	Beach
10	Asteroid
1	Stadium
2	Ballroom
3	Tower
4	Ruins
5	Lake
6	River
7	Ocean
8	Ice Berg
9	Forest
10	Desert

VP	Name
1	Hill
2	City
3	Swamp
4	Rainbow
5	Mountain
6	Moon
7	Cliff
8	Valley
9	Farm
10	Dreamscape
1	Station
2	Cavern
3	Castle
4	Oasis
5	Factory
6	Temple
7	Church
8	Restaurant
9	Island
10	Pyramid

Action Cards

VP	Name
1	Talking
2	Kissing
3	Painting
4	Embracing
5	Playing
6	Flying
7	Racing
8	Cooking
9	Feasting
10	Dancing
1	Skipping
2	Jumping
3	Swimming
4	Floating
5	Singing
6	Throwing
7	Shooting
8	Riding
9	Guarding
10	On a Quest

VP	Name
1	Greeting
2	Escaping
3	Running
4	In Love
5	Caring For
6	Healing
7	Resting
8	Worshiping
9	Arguing
10	On a Journey
1	Building
2	Debating
3	Haggling
4	Cavorting
5	Crying
6	Smoking
7	Watching
8	Exploring
9	Falling
10	Sleeping

Entity Cards

VP	Name
1	Pirates

VP	Name
1	Robots

VP	Name
2	Ninjas
3	Dogs
4	Birds
5	Cats
6	Witches
7	Gypsies
8	Fish
9	Knights
10	Elves
1	Octopus
2	Sharks
3	Angels
4	Devils
5	Dinosaurs
6	Aliens
7	Dragons
8	Unicorns
9	Snakes
10	Faeries

VP	Name
2	Whales
3	Wizards
4	Priests
5	Hunters
6	Giants
7	Trolls
8	Dwarves
9	Minions
10	Kings
1	Children
2	Boys
3	Girls
4	Men
5	Women
6	Ghosts
7	Vampires
8	Astronauts
9	Bureaucrats
10	Queens

Descriptor Cards

VP	Name
1	Red
2	Green
3	Blue
4	Yellow
5	In Winter
6	In Spring
7	In Summer
8	In Fall
9	Cold
10	Hot
1	Dark
2	Light
3	Happy
4	Sad
5	Angry
6	Wild
7	Broken
8	Winged
9	Tiny
10	Big

VP	Name
1	Curious
2	Fearsome
3	Nightmarish
4	Magical
5	Mystical
6	Delicate
7	Strong
8	Handsome
9	Young
10	Old
1	Ugly
2	Weak
3	Shining
4	Rare
5	Gentle
6	Fierce
7	Careful
8	Complicated
9	Beautiful
10	Sacred

Object Cards

VP	Name
1	Candy
2	Playing Cards

VP	Name
1	Balloon
2	Bridge

VP	Name	VP	Name
3	Lamp	3	Phone
4	Potion	4	Flower
5	Book	5	Glass
6	Flute	6	Hat
7	Boulder	7	Jewel
8	Clock	8	Coffee
9	Clouds	9	Machine
10	Train	10	Storm
1	Boat	1	Drum
2	Violin	2	Shovel
3	Cheese	3	Hammer
4	Mask	4	Camera
5	Door	5	Staff
6	Key	6	Rainbow
7	Sword	7	Gold
8	Gun	8	Game
9	Star	9	Tree
10	Music	10	Gift

Variants

Add/remove cards. Play to 100 points for a short game.





Golden Axe

Introduction

Solitaire Card game. Based on the side Scroller Video game of the same name.

Disclaimer

Golden Axe is a copyrighted, licensed, trademarked property. This is merely a Fan site.

Victory

Defeat the Death Adder.

Characters

You start with 5 Characters:

Characters:	Hits	Magic	Speed	Damage	Notes:
Warrior	10	2	2	+1	Bastard Sword
Dwarf	10	1	1	+2	Battle Axe
Woman Warrior	8	3	3	+0	Long Sword
Sprite	6	4	4	-1	Trident
Centaur	12	1	3	+1	Staff

Hits Damage Character can take before perishing
Magic = Damage done by Magic cards
Speed = Foes avoided by using an Evade card
Damage = Bonus Damage done by Attack cards

Setup

Shuffle the Deck. Place the Death Adder card on the bottom of the deck. Choose which Character you are starting with.

Turn Sequence

Flip Phase Fight Phase Foe Phase Fini Phase

Flip Phase

Turn over top card of deck. If it is a Foe card place it face up on the table. If it is any other type of card put it in your hand.

If the deck runs out, shuffle the discard & draw from it.

Fight Phase

You may play an Attack card to do damage to a Foe in play. The Damage done by a Attack card must go to

a Single Foe. Use coins to keep track of Damage.

A Foe with damage equal to or greater than its Hits is destroyed. Discard a used Attack card. You may use additional Attack cards from your hand vs additional targets.

The Running Charge card does damage equal to the Speed of the Character You may play a Magic card to do X damage to all Foes in play.

X Magic Level of Character.

Foe Phase

Every Foe in play may Attack. Foes do damage equal to their Hits minus their Damage. A Character Reduced to Zero or less Hits is Destroyed.

If a Character is destroyed, you may continue play with one of your remaining Characters. You may negate damage from X Foes by playing an Evade Card.

X The Speed of the Character

Fini Phase

You may play a Healing Potion Card to Heal X Damage.

X The Magic of the Character.

Max hand size is 5 cards. Discard excess cards.

Card List

Card Name	#	Type	Hits	Notes
Jumping Attack	2	A	3	
Throw Opponent	2	A	2	Flip
Slash	2	A	1	

Card Name	#	Type	Hits	Notes
Thrust	2	A	1	
Cut	2	A	1	
Beat Down	2	A	2	
Dragon Mount	2	A	3	Fire Breathing
Lizard Mount	2	A	2	Tail Swipe
Running Charge	2	A	S	
Magic Attack	4	A	M	
Evade	4	D	S	
Healing Potion	4	H	M	
Skeleton	5	F	1	Tulwar & Shield
Ork	5	F	2	Club
Barbarian	4	F	3	Spiked Mace
Amazon	4	F	4	Hand Axe
Hill Giant	3	F	5	Large Hammer
Knight	2	F	6	Sword
Death Adder	1	F	7	Big Axe

Card List Notation

A Attack
D Defend
H Heal
F Foe
S Speed
M Magic

Card Set Available

Thanks Ron! [Click Here](#)

Links

Ga





Golems

Introduction

Fantasy Wargame for 2-4 players. You are a mighty Wizard. Use your Magic to make Golems to defeat you enemies.

Victory

Destroy all opposing Wizards.

Terrain Tile List

Terrain Type:	#	Notes:
Tower	4	One in each Corner: Mana +1
Village	1	Needed to recruit Flesh Golems
Mud Flats	1	Needed to recruit Clay Golems
Quarry	1	Needed to recruit Stone Golems
Gem Mine	1	Needed to recruit Crystal Golems
Iron Mine	1	Needed to recruit Iron Golems
Ice Cave	1	Needed to recruit Ice Golems
Gold Mine	1	Needed to recruit Gold Golems
Ruins	1	Needed to recruit Bone Golems
Desert	1	Needed to recruit Sand Golems
Forest	1	Needed to recruit Wood Golems
Hills	1	Needed to recruit Bronze Golems
Mountain	1	Needed to recruit Obsidian Golems
Salt Flats	1	Needed to recruit Salt Golems
Workshops	1	Needed to recruit Clockwork Golems
Silver Mine	1	Needed to recruit Silver Golems
Volcano	1	Needed to recruit Basalt Golems
Monolith	8	Mana +1
Water	12	Barrier to Movement
Wasteland	24	

The Map

Use a Chessboard. Each space is known as a Territory. The corner spaces are Towers.
Randomly distribute the remaining 60 Terrain Tiles.

Setup

Each Player starts in control of 1 Tower. Each player gets dealt 6 Golem cards & 3 Event cards. Each player starts with 20 Mana saved up.
Randomly determine who goes first. Your Tower Contains your Wizard who does not move. A Wizard is small, soft, man-shaped, has 5 Hits, Force +7, and Armor +7.
The Wizard may freely stack with Golems in the Tower.

Dice, Chits, Counters, Tiles, Coins, & Cards

Tiles are used to make the Map. Each player has a set of numbered chits of a unique color. Numbered Chits are used to represent Golems.
Cards are used for 2 Decks: The Golem Deck & the Event Deck Coins represent Mana. Counters are stacked with units to record damage. Ten sided dice are needed to play.

Turn Sequence

Players take turns. Each turn has 7 phases:
1. Power Phase
2. Craft Phase
3. Fate Phase
4. Spell Phase
5. Move Phase
6. Battle Phase
7. End Phase

Power Phase

Gain 4 Mana. Gain 1 extra Mana for each Monolith & each Tower space you occupy. Mana is used to make Golems, cast Spells, and draw extra cards.
Mana may be saved from turn to turn.

Craft Phase

You may build a Golem in this phase. Play 1 Material, 1 Size, and 1 Shape card. Calculate the Hits, Move, Force, & Armor of your Golem.

You must control certain spaces to use certain Material cards. If you do not control the appropriate materials space, you can still craft the Golem, but it costs double Mana. A Units cost to build, in Mana, is equal to its Force + Hits.

Represent the Golem with a numbered chit from your color set. Record the ID number & stats for the new Golem. Place the chit on or adjacent to your Tower.

Discard played cards.

Fate Phase

Draw 3 cards in any combination from the Event Deck &/or Golem Deck. Each player maintains 2 separate hands: an Event card hand & a Golem card hand. Max hand size is 7 cards (for each hand). Discard excess cards.

If a deck runs out, shuffle the discard and draw from it. Pay 5 Mana to draw an extra card from either deck.

Spell Deck

All players may play Spell cards. All Spell cards cost 2 Mana each to play. Spell cards are discarded after being played.

Adjacency Rule

Units or spaces must share a common border to be adjacent. Diagonal spaces and units are not adjacent.

Control Of Spaces

For purpose of access to Materials needed to build Golems. One of your golems must occupy the space or The space must be empty, and you must have a golem adjacent to it.

Stacking Rule

In a single space you may stack up to 4 golems. No two Golems in a stack may have the same size, shape,

or hardness. (2 Golems with the same trait will destroy each other) Units from opposing players cannot occupy the same space.

Move Phase

You may move some, none, or all of you units. Units can move up to 1 to 4 spaces depending on their shape Units cannot enter or move through Water spaces. Exception: Flying units may pass through water spaces.

Units cannot move through other units, except for flying units. The stacking limit must be strictly enforced. Some Spell cards will affect the Movement of units & Stacks.

Battle Phase

You may attack adjacent enemy stacks with your own stacks. Resolve conflicts between two opposing stacks, one at a time. A turn may have multiple battles between multiple stacks.

Battles are fought in Rounds. Player may play Battle cards at any time during the round. During each round, each Golem, in turn, in both opposing stacks gets to attack once.

Small units always attack before Medium size & Large units. Medium size units always attack before Large units. Start with the Active player (Player whose turn it is) Pick which of your golems is attacking, and what its target is.

Both players roll 1D10. The attacker adds the attacking golems Force modifier. The defender adds the target golems Armor modifier If the Attackers modified roll is equal or higher, the Target loses 1 hit.

A golem reduced to zero hits is destroyed & discarded. The other player then attacks and so on. This repeats until one side is completely eliminated.

Extra Attacks (From Battle Cards) are made, in turn, like regular attacks. Units in Towers get Armor +1.

End Phase

If you won a battle, you may put any of your Soft Golems that were killed in the battle back into play. (They Regenerate)

Golem Deck Card List

Card Name:	Type	Hard	Force	Armor	#
Flesh	M	S	+1	-	1
Clay	M	S	+1	-	1
Stone	M	R	+3	+2	1
Crystal	M	R	+3	+2	1
Iron	M	M	+4	+3	1
Ice	M	H	+2	+1	1

Card Name:	Type	Hard	Force	Armor	#
Clockwork	M	H	+2	+1	1
Salt	M	S	+1	-	1
Silver	M	M	+4	+3	1
Card Name:	Type	Hits	Force	Armor	#
Small	Z	1	-	+1	4
Medium	Z	2	+1	+2	4

Card Name:	Type	Hard	Force	Armor	#
Gold	M	M	+4	+3	1
Bone	M	H	+2	+1	1
Sand	M	S	+1	-	1
Wood	M	H	+2	+1	1
Bronze	M	M	+4	+3	1
Obsidian	M	R	+3	+2	1
Basalt	M	R	+3	+2	1

Card Name:	Type	Hard	Force	Armor	#
Large	Z	3	+2	+3	4
Giant	Z	4	+3	+4	4
Card Name:	Type	Move	Force	Armor	#
Man	S	2	-	-	4
Beast	S	3	+1	-	4
Flyer	S	4	-	-1	4
Juggernaut	S	1	+1	+1	4

Types: M = Materials, Z = Size, S = Shape Hard
(hardness): S = Soft, H = Hard, R = Rock, M = Metal

Number of copies in the deck

Event Deck Card List

Event:	Type	Notes:
Swoop	B	Target Flyer gets extra Attack this Round
Maul	B	Target Beast gets extra Attack this Round
Club	B	Target Man gets extra Attack this Round
Crush	B	Target Juggernaut gets extra Attack this Round
Dodge	B	Target Small or Medium Golem gets +7 Armor
Fast Attack	B	Target Small or Medium gets extra Attack this Round
Great Bulk	B	Target Large or Giant Golem gets +5 Armor
Stomp	B	Target Large or Giant gets extra Attack this Round
Splatter	B	Attack vs Soft Target is +5 Force
Shatter	B	Attack vs Hard Target is +5 Force
Crumble	B	Attack vs Rock Target is +5 Force
Crack	B	Attack vs Metal Target is +5 Force
Haste	S	Target Stack may move twice this Turn
Ritual Mana	S	Gain 7 Mana
Elemental Storm	S	One Force +3 Attack vs each Golem in Stack
Power	S	Golems in Stack get +1 Force for 2 turns
Protection	S	Golems in Stack get +1 Armor for 2 turns
Portal	S	Move your target Stack to any empty space
Divination	S	Look at opponents hands & next 7 cards in decks
Dispell	S	Negate Spell just played
Repair	S	Remove all Damage in target stack
Theft	S	Steal 1 random card from opponent
Transformation	S	Permanently change size, shape, or material of Golem

S Spell cards

B Battle cards (only used in Battle Phase)

Note: The Event deck contains 2 copies of each card listed.

Optional Rules

Golem Special Abilities

Material:	Notes:
Flesh	Healing: Removes 1 Damage Marker from self at end of your turn
Clay	Promethean: May change Shape at the beginning of each turn
Stone	Massive: Hits +1
Crystal	Magical: Gain +1 Mana per Turn
Iron	Very Hard: Armor +2
Ice	Freeze: 1 target opposing golem in battle gets Force -2

Material:	Notes:
Gold	Inspirational: All Golems in stack get Force +1
Bone	Undead: Armor +1 & Force +1
Sand	Blinding Dust: All opposing golems get Force -1
Wood	Growth: Discard a card to grow 1 size larger (Max Giant size)
Bronze	Defender: All Golems in Stack get Armor +1
Obsidian	Wisdom: May stack without conflict
Basalt	Fireball: Get one extra attack at beginning of Battle
Clockwork	Assorted Weapons: Force +2
Salt	Sea Salt: Force +3 if adjacent to a Water Space
Silver	Quicksilver: Move +1

Card & Tile Sets Available

Amazing Images by Peter Cobcroft (cufearufea@yahoo.com)





Grail

Introduction

Fantasy Card game. 2-6 players. Players take the role of Arthurian Knights on the quest for the Holy Grail.

Object

The first player to accumulate 7 'Quest' tokens is the winner.

Materials

There are 65 cards in the deck. Players will have to create their own cards in order to play. The backs of all cards are the same.

The front of each card should include: Its name, level, type, and whether it is a 'Test' or an 'Aid'. A six sided die is required to play. 7 'quest tokens' per player are needed.

Setup

Place all the 'Quest' tokens in a pile in the center of the table. Each player draws 4 cards. To determine turn order each player cuts the deck.

The player who cut to the highest level card is goes first. Shuffle the deck.

Turn Sequence

Players take turns. Each turn is divided into phases.

1. Draw Phase
2. Fate Phase
3. Adventure Phase
4. Quest Phase

Card List: Tests

Name	Level	Type
Mordred	7	Battle, Knight
Morgan le Fey	8	Magic, Lady
Dragon	8	Battle, Monster
Black Knight	6	Battle
Ogre	5	Battle, Monster
Questing Beast	8	-
Bandits	4	Battle
Brigands	4	Battle

Draw Phase

Draw 2 cards. If the deck runs out, reshuffle the discard pile and continue. Maximum hand size is 7 cards. Discard excess cards.

Fate Phase

Declare whether or not you are questing for the grail this turn. If you are not questing, your turn ends and you may draw one extra card. If you are questing take a 'Test' card of level 5 or higher and place it face down.

This is your 'Quest' card for the turn.

Adventure Phase

The opponent to your left may play a 'Test' card of level 6 or less. You may play one or more 'Aid' cards. Roll 1D6 and add the value of the 'Aid' cards.

If this total is equal to or greater than the level of the Test card, than you have passed the test. If the total is less, than your turn ends immediately. All cards played are discarded.

If you passed the test than the other players going clockwise may each in turn test you. This continues until no opponents offer any more tests.

Quest Phase

Play one or more 'Aid' cards. Roll 1D6 and add the value of the 'Aid' cards. If this total is equal to or greater than the level of the Quest card, than you have completed the quest.

If you have completed the quest than gain one Quest token. If the total is less, than you do not get a quest token. All cards played are discarded.

If you accumulate 7 Quest tokens, than you are deemed worthy to receive the Holy Grail, and you win.

Name	Level	Type
Pirates	4	Battle, Sea
Mad Knight	5	Knight
Jester	4	-
Jousting Tournament	6	Battle, Knights
Wolf	4	Battle, Animal
Bear	4	Battle, Animal
Lion	5	Battle, Animal
Boar	3	Battle, Animal
Green Knight	7	Knight, Magic
Flooded River	4	
Shipwreck	5	Sea
Black Plague	5	
Waylaid by Beggars	3	
Waylaid by Children	3	
Bridge Troll	5	Battle, Monster
Serpent	6	Sea, Monster
Wood Nymph	5	Magic, Lady
Giant	7	Battle, Monster
Tricked by Dwarf	4	
Waylaid by Peasants	3	
Waylaid by Pilgrims	3	
Frigor & Waste	5	
Take Vow	5	
Take Oath	5	
Evil Hag	5	Battle, Magic, Monster, Lady
Rescue Princess	6	Battle
Incubus	6	Battle, Magic, Monster, Lady
Visit the land of Faerie	6	Magic
Griffin	5	Battle, Monster
Queen Maab	8	Magic, Lady

Card List: Aid Cards

Name	Level	Notes
Sword	0	Level 3 in Battle
Lance	0	Level 4 in Battle
Shield	0	Level 3 in Battle
Armor	0	Level 3 in Battle
Steed	1	Cannot be used at Sea
Squire	1	Level 2 in Battle
Men-at-Arms	2	Level 3 in Battle
Magic Philtre	2	
Your Lady's Token	2	Level 3 vs Lady
Chivalry	1	Level 2 vs Knight
Strength	1	Level 3 vs Animal
Prayer	1	
Courage	2	Level 3 vs Monster
Virtue	3	Level 4 vs Lady
Valor	4	
Bravery	2	

Name	Level	Notes
Friendly Castle	2	Cannot be used at Sea
Lady of the Lake	4	Level 5 vs Sea
Helped by Arthur	5	
Helped by Merlyn	3	Level 5 vs Magic
Helped by Lancelot	4	
Helped by Gwynevere	3	Level 5 vs Lady
Helped by Gawaine	1	
Helped by Galahad	2	
Helped by Tristram	2	
Helped by Priest	1	
Helped by Hermit	1	
Prophecy	3	





Grand Tour

The Map

On a blank sheet of paper draw 10 cities. Name each of the cities. Draw lines connecting each city to its nearest neighbors.

Do not cross lines. Two cities can may be directly connected by one or more lines. Each city should be connected to at least 4 or more lines.

For each line roll 1D10 on the Terrain Table. Write the terrain type on the line.

Terrain Table

D10	TERRAIN
1	Road
2	Airport
3	Ocean
4	Tracks
5	Bus Route

The Deck

The Deck should contain 5 of each Vehicle card.

Object

Be the first player to visit each of the 10 cities, or Be the player that visited the most cities before the last card is drawn from the deck

Cards

VEHICLES	TERRAIN
Sports Car	Road
Jumbo Jet	Airport
Ocean Liner	Ocean
Passenger Train	Tracks
City Bus	Bus Route

VEHICLES	TERRAIN
Bicycle	Sidewalk
Ferry	River
Helicopter	Helicopter Pad
Dune Buggy	Dunes
18-Wheeler	Truck Stop

Setup

Roll high on D10 to determine turn order. Each player draws 2 cards. Players start in different cities.

In reverse turn order players place their pawn on a city of their choice.

Turn Sequence

1. Draw Phase-
Player draws 1 card
2. Move Phase-

A player may move his pawn to a connected city if he has a vehicle card that matches the terrain. The vehicle card is discarded after it is used. The player may move more than once in a turn if he has the right

cards.

You cannot enter a city another player occupies. Keep track of which cities you have visited.

3. Planning Phase-
If the player did not move he may draw an extra card.
4. Discard Phase-
The player must discard cards in excess of seven. All cards are played and discarded face up.

Strategy Hint

Remember what cards have been played.

Card Set Available

Thanks Alessandro [Click Here](#)





Great Dynasties Of Europe

Introduction

Card game for 2-6+ players. Theme: European Royal Houses 1300-1900.

Victory

The player with the most Victory Tokens at the end of the game wins.

Game Length

Each turn represents 25 years (roughly 1 generation). Starting in 1300 and ending in 1900. There are 24 turns.

Victory Tokens

Players share a common pool of Victory Tokens (VT).

Territory Deck

Players share a common Territory Deck. Each card represents a region that can be owned by a player. Each Territory belongs to one of 10 Regions.

Dynasty Deck

These represent the available Dynasties. Each has a starting Territory and a Special Ability.

Dice

Six sided dice (D6) are needed.

Gold Tokens

Players share a common pool of Gold Tokens (GT).

Army Tokens

Players share a common pool of Army Tokens (AT).

Overseas Territory Tokens

Players share a common pool of Overseas Territory Tokens (OT). Each such Token represents a Territory in the New World, Africa, India, and elsewhere.

Setup

Players roll high on 1D6 to see who goes first. Each player draws 3 Dynasty cards and picks one. The others are shuffled back in the deck.

Each player gets the Territory card associated with their Dynasty. These Territories are called the Ancestral Homes. Remaining Territories form a Neutral Territory Deck.

Each player starts with 1D6 Armies. Each player starts with 2D6 Gold. Each player starts with 2D6 VT.

Each player starts with 1D6 Territory cards drawn from the Deck.

Treachery Rolls

When you gain a Territory, sometimes you will be directed to Make a Treachery Roll. Roll 1D6: On a roll of 1 or less you gain a random Neutral Territory. On a roll of 2-3 you gain a Neutral Territory of your Choice. On a roll of 4 you gain a Random Territory from an Opposing Player.

On a roll of 5-6 or more gain a Territory of your choice from an Opposing Player. When taking a Territory from an Opponent, the last Territory you may take is Their Ancestral Home. If a player loses his Ancestral Home he loses the game And all his territories become Neutral. He may start over with a new Dynasty. If there are ever no Neutral Territories left, add 3 to your roll.

Turn Sequence

Players take turns. Each turn has 9 Phases:

1. Marriage Phase
2. Inheritance Phase
3. Economy Phase
4. Upkeep Phase
5. Military Phase
6. Culture Phase
7. Event Phase
8. Conquest Phase
9. End Phase

Marriage Phase

Roll 1D6 (The Marriage Roll): On a roll of 6 you gain a Territory. Make a Treachery Roll and subtract 3.

Inheritance Phase

Roll 1D6 (The Inheritance Roll): On a roll of 6 you gain a Territory. Make a Treachery Roll and subtract 3.

Economy Phase

Roll 1D6 (Corruption Rolls) for each Territory you control: On a roll of 1 you gain 1 Gold. On a roll of 2

you gain 2 Gold. On a roll of 3 you gain 3 Gold.

On a roll of 4 or 5 you gain nothing. On a roll of 6 you lose 1 Gold.

Upkeep Phase

Pay 1 Gold for each Army you control. Unsupported Armies are lost.

Military Phase

Pay 3 Gold to build 1 Army. You may do this up to 1D6 times (Recruit Roll)

Culture Phase

Check for each of the 10 Regions. If you have the most Territories in a Region get 1 VT. Roll 1D6 (The Culture Roll).

Pay this many Gold to gain 1 VT. As long as you pay, you may make another Culture Roll. Overseas Territories count as a single Region for this purpose.

Event Phase

Draw and Reveal 1 card from the Event deck and resolve it. This will often be the simple loss or gain of Territories, Armies, Gold, and VT. Some Events will cause a War of Survival or a General War.

Discard Resolved Event cards. If the Event deck runs out, shuffle the discard and draw from it.

War Of Survival

These are the result of certain Event cards. Each such card has a Magnitude Rating (MR). Roll a 1D6 (Survival Roll) a number of times equal to the MR of the Event.

Dynasty Deck Card List

Dynasty:	ST:	SA:
Habsburg	Austria	Reroll 1 Inheritance Roll OPT
Orange	Netherlands	Reroll 1 Corruption Roll OPT
Tudor	England	Reroll 1 Marriage Roll OPT
Burgundy	Burgundy	Reroll 1 Conquest Roll OPT
Stuart	Scotland	Reroll 1 Treachery Roll OPT
Romanov	Russia	Reroll 1 Recruit Roll OPT
Grimaldi	Lombardy	Reroll 1 Culture Roll OPT
Hohenzollern	Swabia	Add 1 to any 1 of your Rolls OPT
Oldenburg	Saxony	Start with +3 Armies
Bourbon	Gascony	Start with +4 VT
Capetian	Aquitaine	Start with +2 Territories
Valois	Lorraine	Start with +10 Gold
Jagiellon	Lithuania	Reroll 1 General Roll OPT
Luxembourg	Bohemia	Reroll 1 Survival Roll OPT

On a Roll of 1-3 nothing happens. On a roll of 4-6 you lose 1 Army. If you have no Armies left, you lose a Territory of your Choice.

Lost Territories become Neutral.

General War

These are the result of certain Event cards. Choose one Opponent to be your Primary Foe. All other players must individually choose a side to Ally with.

All Players roll 1D6 for each of their Armies (General Roll). On a Roll of 5 or 6 one opposing Army of your Choice is Destroyed. If the opposing side has no Armies remaining, you instead take control of 1 Target enemy Territory (Main Foe or Ally).

You must distribute captured Territories as evenly as possible between yourself and your allies.

Conquest Phase

If you did not fight a War of Survival this turn, you may fight a War of Conquest. Roll 1D6 (Conquest Roll) for each of your Armies you commit: On a Roll of 1 the army is destroyed. On a roll of 2-5 nothing happens.

On a Roll of 6 you gain 1 Territory: Make a Treachery Roll to determine which Territory you get. If you win an opponent's Territory, he may negate this by losing 1 of his Armies.

End Phase

Pass the dice to the next player in line.

Dynasty Deck Notation

ST Starting Territory

SA Special Ability

OPT Once Per Turn on your own Turn

VT Victory Tokens

Territory Deck Notation

G Germany
A Anglo-Saxon
F France
S Spain

K Scandinavia
I Italy
B Balkans
X Baltic
E Eastern Europe
L Low Countries

Territory Deck Card List

Territory:	Region:	Territory:	Region:
England	A	Hungary	E
Scotland	A	Transylvania	E
Wales	A	Romania	E
Ireland	A	Russia	E
Bavaria	G	Muscovy	E
Saxony	G	Poland	X
Bohemia	G	Prussia	X
Austria	G	Lithuania	X
Moravia	G	Estonia	X
Swabia	G	Norway	K
Flanders	L	Denmark	K
Belgium	L	Sweden	K
Luxembourg	L	Finland	K
Netherlands	L	Croatia	B
Aragon	S	Dalmatia	B
Castile	S	Slavonia	B
Navarre	S	Montenegro	B
Leon	S	Lorraine	F
Portugal	S	Brittany	F
Sardinia	I	Burgundy	F
Tuscany	I	Normandy	F
Sicily	I	Aquitaine	F
Naples	I	Gascony	F
Lombardy	I		

Event Deck Notation

WOS War of Survival
MR Magnitude Rating
LORT Lose 1 Random Territory

OT Overseas Territory
MATR Make a Treachery Roll
 Leader = Player with the most Territories or VT
AP All Players

Event Deck Card List

Event:	Notes:
Rebellion	WOS MR =3
Ottoman Empire	WOS MR =8
Civil War	WOS MR =4
War of Succession	General War
Grand Alliance	General War
Modernization	Gold +2 VT +2
Renaissance Masters	VT +3
Forge Empire	Gain 1 OT
Discovery	Gain 1 OT
Exploration	Gain 1 OT

Event:	Notes:
Colonization	Gain 1 OT
Annexation	Gain 1 Territory MATR
The Turks	WOS MR =6
Balance of Power	General War
Stagnation	Lose 1D6 Gold
Treaty	Gain 1 Territory MATR
Confederation	Gain 1 Territory MATR
Pretender	Gain 1 Territory MATR
Consort	Gain 1 Territory MATR
Religious War	WOS MR =7
Reformation	WOS MR =9
Black Death	AP: Lose 3 Gold and 3 Armies
Gain Titles	Gain 1 Territory MATR
Nationalism	WOS MR =10
Enlightenment	Buy up to 1D6 VT for 1 Gold each
Allies	Gain 2 Armies
Holy War	Get a Second Conquest Phase
Mercenaries	Buy up to 1D6 Armies for 1 Gold each
New World	Gain +1 OT
Prosperity	Gain 1D6 Gold
Industrialization	Gain 1D6 Gold
Bank Loans	Gain 1D6 Gold
Revolution	WOS MR =5
Progress	Gain 2 Gold and 2 VT
Patron of The Arts	Buy up to 1D6 VT for 1 Gold each
Incompetent Ruler	Lose 3 Gold and 3 VT
Diplomacy	Negate the Next WOS against You
Inbreeding	Lose 2 VT
Assassination	Skip Conquest Phase
Divorce	Lose 1 VT
Dynastic Split	LORT
Lineage Broken	LORT
Family Tree Branches	LORT
No Male Heir	LORT
Complex Legalities	LORT
Forfeit Claim	LORT
Abdication	LORT
Exile	LORT

Links

Dynasties Wikipedia





Great Estates

Introduction

Card and Board Game for 2-4+ players. Theme: The finances and status of the great country houses built in England and Scotland in the 18th and 19th centuries. Each player controls one noble who is making improvements to his estate.

Victory

The game ends when any player has more than 30 Improvements. End game scoring is then conducted. The player with the most status wins.

The Board

The board is a circular track with 16 spaces:

1. Country (start)
2. Agriculture
3. Architect
4. Mining
5. Land
6. Accomodations
7. Industry
8. Features
9. London
10. Trade
11. Style
12. Titles
13. Rents
14. Construction
15. Credit
16. Collections

Pawns

Each player gets a pawn of a unique color. Pawns move around the track.

Dice

Six sided dice are needed.

The Aristocrats

Name:	Special Ability:
Duke	Starts with Estate Size +2
Marquis	Starts with 2 Random Status Cards
Earl	Starts with 10 extra Coins

Decks

There are 2 Decks of cards: The Income Deck and the Status Deck. The top 4 cards of each deck are always kept face up. If any cards are purchased or discarded immediately draw a new one to replace it.

If a deck runs out, shuffle the discard and draw from it.

Coins

Each coin is worth 1000 Pounds.

The Income Deck

The income deck has six types of cards:

- A** Agriculture
- M** Mining
- I** Industry
- T** Trade
- L** Titles
- C** Credit

Each card has a cost and an income value.

The Status Deck

The status deck has six types of cards:

- R** Architecture
- S** Style
- O** Collections
- X** Accommodations
- F** Features
- N** Construction

Each card has a cost and a status value

Setup

Each player gets 20 Coins. Each player starts with an Estate Size = 10. Each player picks one of the Aristocrats.

Roll high on 1D6 to see who goes first. Shuffle the decks. Flip over the top 4 cards of each deck.

These are face-up and spread out and are available for purchase.

Name:	Special Ability:
Count	Starts with 2 Random Agriculture Cards
Merchant	Starts with 5 land and 4 Random Trade Cards

Estate Size

You cannot have more total Agriculture, Mines, and Industry Improvements than your Estate size. Beginning estate size is 10. Each point of Estate size is equivalent to 300 acres.

Turn Sequence

On your turn roll one die. You may go either forwards or backwards. If you land on a space that has one or more matching cards face up, you may buy them.

Place cards you own face up in front of you. OR If you land on a space that has an income type matching income cards you own you may Collect income from them equal to their total income value. Note: You cannot buy and collect income in the same turn.

If you land on the Country space you may discard all the face up income cards and go again. If you land on the London space you must pay 2 Coins then you may discard all The face up status cards and go again. If you land on the Land space you may pay 2D6 Coins to increase the size of your Estate by 1.

If you land on the Rent space gain 1D6 Coins.

Agriculture

When you land on the agriculture space you can both collect income and purchase any available agri-

culture improvement cards.

Credit

Credit cards do not cost anything to buy. They give an immediate one time windfall of coins and are then discarded. If two or more are available, you may only take one.

Trade

Trade is very profitable, but also risky. Every time you gain income from a Trade card roll 1D6: On a roll of 6 discard the card.

Industry

Industry requires large investments, but generates accordingly large incomes.

End Game Scoring

Note there are 6 Suites in the Status Deck. Add up the Status Points of all of your Status cards. A Set is one card from each suite.

Get an extra 30 Points for each complete Set you own.

Income Deck Card List

Name:	Type:	Cost:	Income:
Farming	A	1	1
Enclosures	A	1	1
Barley & Oats	A	2	1
Husbandry	A	2	1
Horticulture	A	3	2
Orchards & Groves	A	3	2
Drain Marshes	A	4	2
Cattle Drovers	A	4	2
Timber Yard	A	5	3
Forestry	A	5	3
Coal	M	3	2
Quarries	M	4	2
Limestone	M	5	3
Clay	M	6	3
Lead	M	7	4
Strip Mine	M	8	4
Iron Ore	M	9	5
Shaft Mine	M	10	5
Drift Mine	M	11	6

Name:	Type:	Cost:	Income:
Marble	M	12	6
Textiles	I	2	1
Linen Factory	I	4	2
Weaving	I	6	3
Spinning	I	8	4
Cotton Mill	I	10	5
Brick Works	I	12	6
Pottery Works	I	14	7
Paper Mill	I	16	8
Glass Works	I	18	9
Forge & Foundry	I	20	10
Cotton	T	1	2
Caribbean	T	2	2
African	T	3	4
American Colonies	T	4	4
Manufactured Goods	T	5	6
Sugar	T	6	6
Tobacco	T	7	8
Slave Trade	T	8	8
Bounties	T	9	10
Smuggling	T	10	10
Pensions	L	1	1
Political Posts	L	2	1
Sinecures	L	3	2
Keeper of the Signet	L	4	2
Master of Works	L	5	3
Lord Advocate	L	6	3
Secretary of State	L	7	4
Keeper of the Privy Seal	L	8	4
President of the Privy Council	L	9	5
Chancellor	L	10	5
Loans & Mortgages	C	-	5
Extension of Credit	C	-	5
Peerage Rank	C	-	10
Safe Securities	C	-	10
Provincial Banks	C	-	15
National Banks	C	-	15
Patronage System	C	-	20
Financial Interests	C	-	20
Public Investments	C	-	25
Board of Trustees	C	-	25

Status Deck Card List

Name:	Type:	Cost:	Status:
Carpentry	N	1	1
Masonry	N	2	2
Plasterwork	N	3	3
Interiors	N	4	4

Name:	Type:	Cost:	Status:
Ornamentation	R	1	1
Classical	R	2	2
Scottish	R	3	3
English	R	4	4

Name:	Type:	Cost:	Status:
Showcase	N	5	5
Imports	N	6	6
Landscapes	N	7	7
Conspicuous	N	8	8
Significant	N	9	9
Extensive	N	10	10
Fashionable	S	1	1
Decorative	S	2	2
Aristocratic	S	3	3
Elegant	S	4	4
Innovative	S	5	5
Sophisticated	S	6	6
Harmonious	S	7	7
Grand	S	8	8
Lavish	S	9	9
Grandiose	S	10	10
Tapestries	O	1	1
Silver	O	2	2
Acquisitions	O	3	3
Rich Decor	O	4	4
Porcelain	O	5	5
Furniture	O	6	6
Sculpture	O	7	7
Portraits	O	8	8
Paintings	O	9	9
Works of Art	O	10	10

Name:	Type:	Cost:	Status:
Distinctive	R	5	5
Palladian	R	6	6
Commissions	R	7	7
Symbol of Refinement	R	8	8
Symbol of Nobility	R	9	9
Symbol of Power	R	10	10
Stables	X	1	1
Apartments	X	2	2
Billiard Room	X	3	3
Library	X	4	4
Hunting Lodge	X	5	5
State Rooms	X	6	6
Wings	X	7	7
Gardens & Parks	X	8	8
Pavilions	X	9	9
Great Gallery	X	10	10
Cabinetry	F	1	1
Cornices	F	2	2
Mouldings	F	3	3
Paneling	F	4	4
Friezes	F	5	5
Carvings	F	6	6
Stucco Ceilings	F	7	7
Chimney Pieces	F	8	8
Staircases	F	9	9
Façade	F	10	10





Great Old Ones

Introduction

Card game based on the Cthulhu Mythos.

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Victory

Reduce your opponent to zero Sanity points.

Sanity Points

Each player starts with 10,000 Sanity Points.

Creatures

There are 3 types of creatures:

1. Humans (also Men or allies: Can carry Weapons)
2. Monsters (also Corrupt Humans and Living Dead and Avatars)
3. Major Powers (Great Old Ones, Outer Gods, and Elder Gods)

Note: Corrupt & LD Humans are treated like humans for summoning and carrying weapons, but otherwise treat them as Monsters. An Avatar is a lesser incarnation of a Major Power. Major Powers can never be used as Summoning Tribute.

Sanity Cost

Many cards have a Sanity cost to use them or to put them into play. This Cost is subtracted from the players remaining total sanity. Humans have no Sanity Cost.

The Cost to put a Monster or Major Power into play is half of its Force. The Cost to put an Item or Tome into play is its Force. The Cost to put a Location or Event into play is its Force.

The Cost to use a Spell is equal to its Force. The Cost to use an Item is equal to its Force. The Cost to use the special ability of a Tome is equal to its Force.

Note: When a Spell, Item, or Tome is used, flip it face down.

Flipped Cards Delay Tokens

Flipped cards can take no action. A card that receives Delay Tokens is Flipped and cannot unflip until all the tokens are removed.

Setup

The oldest player goes first. Each player is dealt 7 cards. Players cannot attack on their first turn.

Turn Sequence

Players take turns. Each turn has 11 Phases: Day Phase Draw Phase Event Phase Travel Phase Find Phase Spell Phase Allies Phase Weapons Phase Horror Phase Threat Phase Night Phase

Day Phase

Unflip all flipped cards with no Delay tokens on them. If a card has delay tokens on it, remove 1 Delay token.

Draw Phase

Draw 1 card from your deck (or a common deck) If the deck runs out, shuffle the discard and draw from it.

Event Phase

You may play one Event card from your hand. Events are discarded as soon as they are played.

Travel Phase

You may play one Location card face up. (This replaces your previous Location card)

Find Phase

You may Play one Item or Tome face up.

Spell Phase

You may attach (Face down underneath) Spell cards to Tomes.

Allies Phase

You may Summon (Play) one Human card on your turn from your hand. The Human is placed Face up.

Weapons Phase

You may attach weapons to your humans. (And Monsters listed as CUW: Can use Weapons) A Human may have only one Weapon attached. To Attach the weapon the user must have a Force equal to or greater than the Force of the Weapon.

Horror Phase

You may Summon (Play) one Monster or Major Power card on your turn from your hand. The Monster or Major Power is placed Face up. Tribute Summons: Summoning a Creature with a Force of 800 or more requires One or more of your other creatures in play to be discarded (sacrificed) first.

The Sacrificed Creatures must have a total Force equal to at least half the Force of the creature being summoned.

Threat Phase

You may attack with none, some, or all of your creatures (attackers). If an attacker is unblocked, the target player loses Sanity equal to its Force. Your opponent may block with his humans and creatures (defenders).

When Creatures are paired up, the creature with the lowest Force is destroyed. Humans cannot attack, they can only defend. Invisible humans can attack.

Flipped Creatures (and those with delay tokens) cannot Attack or Defend. Invisible attackers cannot be blocked.

Night Phase

Max hand size is 7 cards. Discard excess cards.

Deck Construction Limits

Players construct decks from cards on the card list. Except for Humans and Monsters, A Deck may have no more than 1 copy of any 1 card. (Limit 4 for Humans and Monsters) A Deck may only contain one Major Power card.

A Deck may only contain Avatars if they match the Major Power. A Deck must contain a minimum 4 Locations. Standard deck size is 40 to 60 cards.

Spells

Spells cannot be cast from your hand. Spells must be attached to Tomes. A Tome can attach a number of Spells equal to its Force/100.

Some Creatures and Items can Attach Spells. Spells can be used multiple times. Everytime you use a Spell, you lose Sanity equal to the Force of the Spell and Flip the Spell card. (Cards are unflipped in Start Phase) If a Tome is Flipped, the attached Spells can still be used.

Items

Items can be used multiple times. Everytime you use an Item, you lose Sanity equal to the Force of the

Item and Flip the Item card. (Cards are unflipped in Start Phase)

Card List Abbreviations

HU Human
LSR Lesser Servitor Race
GSR Greater Servitor Race
GOO Great Old One
LIR Lesser Independent Race
GIR Greater Independent Race
OG Outer God
EG Elder God
AV Avatar
TO Tome
L Location
IT Item
SU Single Use Spell
EV Event
CS Continuous Spell
AS Activation Spell

SYDFA = Search your deck for a

SDPF Search your Discard pile for a

APIIYH = And put it in your hand. Sacrifice = Discard one of your cards in play Destroy = Discard a card in play

UG Underground

Sea Water Monster

Des Desert

For Forest

Dark Darkness

OS Outer Space

OST Outside of ordinary Space Time

LD Living Dead

DS Discard Spell

MP Major Power

TS Tribute Summons

WFP When First Played

ICAU If this creature attacks unapposed

CUW Can Use Weapons & be targeted by Spells that target Humans

D1C Draw 1 card from the deck and put it in your hand

RDHTP = Return Destroyed Human to Play

AEOT at end of turn

GOCOC = give opponent control of 1 of your creatures

Cont Continuous Effect produced by an unflipped card

&P2DT = And put 2 Delay Tokens on this card FROTP = for rest of this phase (Default for most spells) PWF+100 = Permanently while in play with Force +100

Card List

Name:	Type	Force	Class	Notes:
Abhoth	OG	2400	UG	Grey Horrid Protean Mass; Monstrous Spawn
Ahtu	AV	2100	For	(Nyarlahotep) Giant Tendriled Tree
Atlach-Nacha	GOO	1000	UG	Huge Spider; Defense +1000
Azathoth	OG	6000	OST	Mindless Seething Amorphous Daemon Sultan
Bast	EG	1200	Des	Cat Goddess; Defense +800
Servants of Bast	LSR	400	Des	Cat People; Force +400 with Bast
Bokrug	GOO	1200	Sea	Great Water Lizard
Beings of Ib	LSR	400	Sea	Primitive Race; Force +400 with Bokrug
Chaugnar Faun	GOO	1800	UG	Elephantine Humanoid Blood Sucker
Tcho-Tcho	LSR	400	For	Primitive Men; Force +400 with GOO
Shudde M'ell	GOO	2600	UG	Giant Tunneling Squid-Worm
Cthonian	GIR	1200	UG	Force +400 with Shudde M'ell
Colors of Outer Space	GIR	1600	OS	Invisible Life Force Feeders
Cthugha	GOO	2600	OS	Great Cloud of Living Fire
Fire Vampire	GSR	1300	OS	Force +400 with Cthugha
Cyaegha	GOO	3200	UG	Green Glowing Eye with Tentacles
Daoloth	OG	3000	OST	Flip: look at top 3 cards of any deck
Dhole	GIR	3000	Des	Giant Worms; ICAU: Destroy Location
Dimmensional Shambler	LIR	800	OST	WFP Destroy target Item or Human
Eihort	GOO	1000	UG	Many Legged Bloated Oval; Defense +1000
Ghasts	LIR	600	UG	Repulsive Guttural Biped
Ghatanothoa	GOO	3000	Sea	Loathsome Petrifying Extra-galactic Horror
Loigor	GIR	1400	OS	Invisible; +400 with Ghatanothoa
Ghouls	LIR	500	UG	Rubbery, Canine Humanoids
Ghoul Leader	LIR	600	UG	Ghouls get Force +200
Ghoul Shaman	LIR	400	UG	May attach 1 Spell
Hybrid Ghouls	LIR	400	UG	CUW
Glakki	GOO	2000	Sea	Draw 1 card everytime a Human is destroyed
Servants of Glakki	LSR	400	Sea	Living Dead; +600 with Glakki
Gugs	LIR	1200	UG	4-armed Giants with terrible Maws
Hastur the Unspeakable	GOO	3000	Sea	Titanic Aquatic Being
Byakhee	LSR	600	OS	Force +400 with Hastur
Hounds of Tindalos	GIR	1000	OST	WFP Destroy Target Human
Hunting Horrors	GSR	1200	Dark	Viperine Flyers; Attacking Force +600
Hypnos	EG	2400	-	God of Sleep; Humans worth double for TS
Ithaqua	GOO	2600	Cold	No one may play new Locations
Wendigo	LSR	600	Cold	Force +600 with Ithqua
Gnoph-Keh	GIR	1000	Cold	Hairy Ice Beast; +400 with Ithaqua
King in Yellow	AV	1400	-	(Hastur) Tall Man-like being
Leng Spiders	LIR	1000	For	Immense Bloated Purple Spiders
Lesser Other God	OG	2000	OST	Giant Mindless Dancing Monstrosities
Martenese Kin	LIR	600	UG	Degenerate Humans
Moon Beasts	LIR	600	OS	Pink Toadish Torture Lovers
Nightgaunts	LSR	400	-	WFP Destroy Target Human; +400 with Nodens
Nodens	EG	1200	Sea	WFP SYDFA Nightgaunts card APIIYH
Nyarlahotep	OG	3500	OS	WFP SYDFA Monster card APIIYH
Nyogtha	GOO	1800	UG	Iridescent Gelatinous Blackness
Quachil Utaus	GOO	1600	OST	WFP Destroy Target Human
Rat-Thing	LSR	200	UG	Tiny evil servant
Rhan-Tegoth	GOO	1200	Cold	Cannot attack if no opposing Creatures

Name:	Type	Force	Class	Notes:
Sand Dwellers	LSR	400	Des	Force +200 with GOO or EG
Servitors of the OG	GSR	800	OST	Tentacled Toad pipers; +200 with OG
Insects from Shaggai	LIR	800	-	WFP Take control of target Human
Shantaks	LSR	600	-	WFP SYDFA Location card APIIYH
Skeletons	LSR	200	-	LD; If killed draw a card
Zombies	LSR	400	-	LD
Mummy	LIR	600	Des	LD
Vampire	LIR	800	Dark	LD; Invisible
Werewolf	LIR	1000	For	LD
Shub-Niggurath	OG	2400	OST	WFP SYDFA Spell card APIIYH
Dark Young	GSR	1000	For	Black Ropy Tree; +400 with Shub-Niggurath
Star Vampires	LIR	1000	OS	Invisible blob
Tsathoggua	GOO	1800	UG	Large sleepy bunny-eared furry Toad
Formless Spawn	LSR	1000	UG	Viscous Black Slime; +400 with Tsathoggua
Tulzscha	OG	2000	OST	Belching column of sick cold green flame
Ubbo-Sathla	OG	4000	UG	Formless Mass Keeper of the Elder Keys
Spawn of Ubbo-Sathla	GSR	1400	UG	+600 with Ubbo-Sathla
Beings from Xiclotl	LIR	1000	For	+200 with Insects from Shaggai
Y'Golonnac	GOO	1600	-	May be in same deck as Glaaki
Yibb-Tstll	OG	2400	For	Nightgaunts get Force +200
Yig	GOO	1800	For	Snake God; Snake People get Force +400
Sacred Snake	LSR	200	For	ICAU destroy target Human
Yog-Sothoth	OG	5000	OST	WFP SYDFA Location card APIIYH
Son of Yog-Sothoth	GSR	1500	-	Invisible Tentacled Monstrous Things
Hybrid of Yog-Sothoth	LSR	600	-	Human Appearing; Worth 1000 for TS
Zhar	GOO	2600	UG	Dual Mountain of Sensate Quivering Flesh
Zoth-Ommog	GOO	2200	Sea	Cone body, tentacles & reptilian head
Elder Thing	GIR	1000	Cold	Large Flying Botanical Beings
Shoggoth	GSR	2000	Cold	Mass of Gelatinous Flesh
Cthulhu	GOO	4600	Sea	If destroyed put him back in your hand
Star Spawn	GSR	1600	Sea	Smaller versions of Cthulhu
Father Dagon	GSR	1400	Sea	Patriarchal Giant Deep One
Mother Hydra	GSR	1200	Sea	Matriarchal Giant Deep One
Deep Ones	LSR	400	Sea	Amphibious Race
Mi-Go	LIR	700	OS	Alien Fungi from Pluto ICAU: Steal Item
Mi-Go Surgeon	LIR	800	OS	WFP Take control of Opposing Human
Mi-Go Leader	LIR	1400	OS	Mi-Go get Force +400
Flying Polyps	GIR	2000	Dark	Invisible Horror. Wind & Tentacle Attacks
Great Race of Yith	GIR	1400	OST	Time Traveling Mentalists; FS: Draw 1 card
Sorcerer Serpent Man	LIR	600	UG	Can attach 1 Spell; CUW
Serpent People	LIR	500	UG	ICAU Do Double Damage; CUW
Hybrid Serpent People	LIR	400	UG	CUW
Cultist Priest	HU	400	-	Your Humans are worth double for tribute
Living Dead Cultist	HU	500	LD	Worth 2000 for tribute Summons
Steadfast Companion	HU	600	-	Defense +600
Adventurer	HU	500	ICAU	Draw 1 card
Student	HU	300	WFP	Draw 3 cards
Sculptor	HU	400	-	Flip to Play an extra Item on your turn
Poet	HU	200	-	Discard this card instead of target card
Artist	HU	300	WFP	SYDFA Monster card APIIYH
Musician	HU	300	WFP	Target Monster is put back in owners hand
Inventor	HU	300	WFP	SYDFA Item card APIIYH
Archeologist	HU	300	WFP	SDPF Item card APIIYH

Name:	Type	Force	Class	Notes:
Doctor	HU	200	-	Your Humans are Immune to Epidemics
Reporter	HU	300	WFP	Look at opponents hand
Corrupt Cultist	HU	500	-	Worth 2000 for tribute Summons
Sorcerer	HU	500	-	Corrupt; May attach 1 Spell
Corrupt Wizard	HU	300	-	May attach 2 Spells
Witch	HU	100	-	May attach 1 Spell; WFP SYDFA Spells
Gangster	HU	600	-	Gangster may Attack
Maniac	HU	400	-	Maniac may Attack
Crazed Survivor	HU	200	-	May block Invisible Attackers
Wizard-Priest	HU	200	-	May attach 1 Spell; Cultists get Force +200
Mongrel Cultist	HU	300	-	Draw 2 cards if destroyed
Historian	HU	200	-	Flip to Play an extra Tome on your turn
Dilliatante	HU	400	-	Flip to Play an extra Human during your turn
Dreamer	HU	300	Flip to Play an extra Monster during your turn	
Professor	HU	200	Flip up a Tome once on your turn	
Occultist	HU	200	Flip up an Item once on your turn	
Church Agent	HU	600	WFP Destroy target Monster or Living Dead	
Shaman	HU	200	WFP put Major Power back in opponents Hand	
Psychologist	HU	200	WFP Gain 1000 Sanity	
Scientist	HU	600	Draw 1 card every time an Event card is played	
Sea Captain	HU	600	Draw 1 card every time a Location is played	
Sailor	HU	500	Gains bonuses as would a Sea Monster	
Nomad	HU	500	Gains bonuses as would a Desert Monster	
Bandit	HU	600	ICAU: Steal Item	
Police Detective	HU	400	WFP Steal an Item/Tome from Opponent	
Private Eye	HU	400	Flip to Negate Special Effect of a target Human	
Historical Author	HU	200	WFP SYDFA Tome card APIIYH	
Egyptologist	HU	300	Draw a card every time a Desert Creature is played	
Guide	HU	400	WFP SYDFA Location card APIIYH	
Army Officer	HU	600	Cont: Your Humans each get Force +200	
Soldier	HU	600	Gets Force +100 if Weapon Attached	
Mercenary	HU	600	WFP SYDFA Weapon card APIIYH	
Scholar	HU	200	Draw a card every time a Tome is played	
Sane Companion	HU	200	Gain 200 Sanity in End Phase	
Deep One Hybrid	HU	400	Also Counts as a Sea Creature	
Sanatorium	L	-	Gain 200 Sanity in End Phase	
Stonehenge	L	-	Play an extra Monster during your turn	
Easter Island	L	-	Play an extra Monster during your turn	
Church	L	-	Cont: Your Humans get Force +200	
Library	L	-	You may play Spells from your hand	
Exotic Location	L	300	Your Creatures are worth Double for TS	
Witch House	L	200	Flip: Your Opponent loses 200 Sanity	
South Pacific Island	L	100	When played SYDFA Monster card APIIYH	
Asylum	L	-	Flip: Gain 800 Sanity & Sacrifice your Monsters	
Atlantis	L	200	Play an extra Sea Creature during your turn	
Pyramids	L	100	Play an extra Desert Creature during your turn	
Esoteric Order	L	100	Flip: look at top 3 cards of any deck	
Small Industrial Town	L	-	When played draw 5 cards	
Yuggoth	L	200	Cont: Your OS Monsters each get Force +400	
Mi-Go Base Camp	L	100	Play an extra OS Creature during your turn	
Country Site	L	100	Cont: Your Monsters each get Force +100	
Miskatonic University	L	-	Draw an Extra card in your Draw Phase	
Catacombs	L	100	Cont: Your LD + UG Monsters each get Force +200	

Name:	Type	Force	Class	Notes:
Caverns	L	100	Cont: Your UG Monsters each get Force +400	
Cursed House	L	200	When played SYDFA Item card APIIYH	
Mansion	L	100	When played SYDFA Tome card APIIYH	
Remote Farmhouse	L	100	When played destroy target Human	
Himalayas	L	100	When Played all players discard their hands	
Tunnels	L	200	Flip: Target UG Monster is Invisible	
City of the Deep Ones	L	300	Cont: Your Sea Creatures each get Force +400	
Antarctica	L	100	Cont: Your Cold Creatures each get Force +400	
Sahara	L	100	Cont: Your Desert Creatures each get Force +400	
Museum	L	-	Play an extra Item or Tome during your turn	
City (NY, Paris, etc)	L	-	Play an extra Human during your turn	
Corrupted Lake	L	-	Tribute required for MP or Sea Creature is Half	
Cemetery	L	100	Cont: Your LD & Ghouls each get Force +400	
Temple	L	200	Your creatures go into your hand when destroyed	
Book of Dzyan	TO	300	When played draw 3 cards	
Book of Eibon	TO	400	Draw an Extra card in your Draw Phase	
Necronomicon	TO	400	You may play an extra Monster on your Turn	
R'lyeh Text	TO	400	Your Creatures worth Double for Tribute Summons	
Ponape Scripture	TO	300	When played SYDFA Location card APIIYH	
Cthaat Aquadingen	TO	300	Cont:Your Sea Creatures each get Force +200	
Seven Cryptical Books	TO	300	Your Monsters require 400 less for TS	
Cultes Des Goules	TO	200	Cont:Your LD & Ghouls each get Force +200	
Nameless Cults	TO	200	You may play an extra Human on your Turn	
The Black Book	TO	200	Unflip target Spell	
Livre d'Ivon	TO	100	When played discard a target Monster	
Book of the Dead	TO	100	Cont:Your Desert Creatures each get Force +200	
Kitab Al Azif	TO	400	Cont:Your Monsters each get Force +200	
De Vermiis Mysteriis	TO	100	Flip: When you cast a Spell draw a card	
Eltdown Shards	TO	400	Monsters do 100 less damage to your investigator	
King in Yellow	TO	200	Fip: Opponent Loses 100 Sanity	
Liber Ivonis	TO	100	Flip to Unflip target Item	
Yithian Mental Contact	EV	300	Sacrifice a Human and Destroy a target card	
Direct Sunlight	EV	-	Destroy all Living Dead & Darkness Monsters	
Typhus	EV	400	Epidemic: Destroy all Humans in Play	
Influenza	EV	400	Epidemic: Destroy all Humans in Play	
Mythos Instability	EV	500	Discard all Monsters and Major Powers in play	
Typhoon	EV	200	Discard all Sea Monsters in Play	
Earthquake	EV	200	Discard all Underground Monsters in Play	
Aldebaran Moves	EV	100	Counts as 2000 for Tribute Summon; D1C	
Thieves	EV	100	Discard target Item	
Science Experiment	EV	300	Each player may put 1 card into play	
Night	EV	400	All Monsters get Force +400	
Confiscation	EV	100	Discard target Tome	
Yellow Sign	EV	200	Unflip all Spells	
Telepathy	EV	100	Look at opponents hand; D1C	
Rampage	EV	100	Monster permanently gets ICAU: Destroy Item	
Benefactor	EV	-	Draw 2 Cards	
Live with Ghouls	EV	200	Target Humans you control become Ghouls PWF+100	
Eat the Dead	EV	400	All Ghouls get Force +400	
Weapon Breaks	EV	-	Destroy target Weapon	
Agoraphobia	EV	100	Return target Human to Owners hand	
Sandstorm	EV	-	All your Creatures are Invisible	
Insanity	EV	100	Put 3 Delay Tokens on Target Human	

Name:	Type	Force	Class	Notes:
Travel by Air	EV	200	SYDFA Location card APIIYH; Draw 2 cards	
Travel by Sea	EV	100	SYDFA Location card APIIYH; D1C	
Travel by Land	EV	-	SYDFA Location card APIIYH	
Travel Thru Space	EV	400	SYDFA Location card APIIYH; Draw 4 cards	
Travel Underground	EV	300	SYDFA Location card APIIYH; Draw 3 cards	
Deep Ones Jewelry	IT	100	Cont: Your Sea Creatures each get Force +400	
Space Mead	IT	300	SYDFA Location card APIIYH	
Mi-Go Braincase	IT	400	SYDFA Human card APIIYH	
Powder of Ibn Ghazi	IT	200	Target Monster is Visible and Half Force	
Shining Trapezohedron	IT	100	Look at top 3 cards of all decks	
Star Stone of Mnar	IT	100	Target LIR or LSR is half Force this turn	
Chime of Tezchaptl	IT	500	Negate Spell just cast	
Pipes of Madness	IT	200	Flip target Human	
Pallid Mask	IT	200	Target Human becomes Monster with Force +500	
Pickman Painting	IT	200	Target Human becomes a Ghoul PWF+100	
Dust of Suleiman	IT	300	Sacrifice Human to Destroy target Monster	
Ultra-Violet Machine	IT	200	All enemy Creatures are Visible	
Glass from Leng	IT	200	Look at Opponents Hand	
Bad Corpse Dust	IT	100	LD Creature cannot Attack or block	
Lamp of Alhazred	IT	200	Look at next 7 cards of any deck	
Plutonian Drug	IT	100	Look at next 3 cards of any deck; does not flip	
Stone Idol	IT	300	Sacrifice: 2500 for Tribute Summon	
Cursed Stone	IT	100	Opponent Loses 200 Sanity	
Dynamite	W	100	One Human gets Force +1500; Discard Human AEOT	
Blessed Blade	W	-	Force +600 (Discard a card to play)	
Fetch Stick	W	-	Force +100 (extra +500 vs Monsters)	
Revolver	W	-	Force +300 (extra +300 vs Humans)	
Torch	W	-	Force +200 (extra +500 vs UD & Darkness Creatures)	
Harpoon	W	-	Force +200 (extra +500 vs Sea Creatures)	
Mist Projector	W	100	Force +300 (Human becomes a corrupt Monster)	
Shotgun	W	-	Force +400 (extra +200 vs UG Creatures)	
Rifle	W	-	Force +400 (extra +200 vs OS Creatures)	
Tommygun	W	-	Force +500	
Sacrificial Dagger	W	100	Force +100 (Your Humans worth double for tribute)	
Elder Sign	S	100	Negate an attack by a Major Power &P2DT	
Create Gate	S	400	Play an extra Monster during your turn	
Dread Curse of Azathoth	S	100	Flip target Spell	
Shrivelling	S	200	Target Human is Force -500 (Minimum 100 Force)	
Voorish Sign	S	100	Draw 1 Card	
Bait Humans	S	400	Target Human must Block &P2DT	
Spectral Hunter	S	300	Target human becomes Monster with Force +700	
Black Binding	S	300	RDHTP: becomes permanent LD with Force +400	
Body Warping	S	300	Target Human gets Force +200 and Invisibility	
Power of Nyambe	S	200	SYDFA Spell card APIIYH &P2DT	
Cast out Devil	S	100	Control of creature reverts to original owner; D1C	
Chant of Thoth	S	100	Draw 2 Cards and discard 1	
Cloud Memory	S	300	Opponent must discard 1 card	
Clutch of Nyogtha	S	200	Opponent loses 300 Sanity	
Consume Likeness	S	200	Target Human becomes Invisible	
Barrier of Naach-Tith	S	200	Monster Attacks do half damage to Investigator	
Curse of Darkness	S	500	Send target Monster back to Owners hand &P2DT	
Limbo Gate	S	300	SYDFA Location card APIIYH	
Scrying Window	S	200	Look at Opponents Hand	

Name:	Type	Force	Class	Notes:
Time Warp	S	300	Sacrifice Human: Negate Event card	
Flesh Ward	S	100	Target Human gets Force +1000	
Implant Fear	S	100	Target Human may not Block	
Dampen Light	S	100	Flip target Tome	
Mist of Releh	S	100	Negate first Attack made this phase	
Death Spell	S	500	DS: Destroy Target Human or Monster	
Devolution	S	300	Target Creature is Force -500	
Dominate	S	400	Control Target Human &P2DT	
Eibons Wheel of Mist	S	200	Negate Attack by target Monster	
Enthrall Victim	S	200	Monster gets Force +500	
Exile	S	500	DS: Put target MP back in owners hand	
Eye of Light & Darkness	S	300	All Monsters are half Force	
Grey Binding	S	200	SYDFA Living Dead card APIIYH &P2DT	
Hands of Colubra	S	200	Target human becomes Monster with Force +500	
Nightmares	S	200	Opponent discards down to 4 cards	
Seal of Isis	S	200	Target Item or Tome cannot be destroyed/Stolen	
Wave of Oblivion	S	200	DS: Destroy Target Location	
Red Sign	S	500	Each player must discard 1 Creature &P2DT	
Mind Exchange	S	400	Control target Creature; GOCOC &P2DT	
Look to the Future	S	200	Look at next 7 cards in any deck &P2DT	
Mesmerize	S	200	Target Creature cannot Block	
Mind Blast	S	100	Opponent loses 200 Sanity	
Power Drain	S	100	Flip All Spells &P2DT	
Remortification	S	400	Put creature in discard into your hand &P2DT	
Send Dreaming	S	300	All Humans can Attack	
Voice of Ra	S	200	All your Humans get Force +200	
Bind Monster	S	300	Flip target Monster &P2DT	
Song of Hastur	S	200	All enemy Creatures are Force -200	
Unspeakable Promise	S	200	Sacrifice Human to draw 3 cards	
Wrack	S	100	Flip target Human &P2DT	
Wither Limb	S	100	Target Creature is Force -200 permanently	
Song of Glissande	S	100	No Creatures may Attack &P2DT	
Levitate	S	100	Target Blocking Human takes no damage	
Heal	S	100	Put Human in discard into your hand &P2DT	
Deflect Harm	S	100	Deflect Damage from 1 source to your creature	
Contact Spell	S	300	SYDFA Monster card APIIYH &P2DT	
Command Monster	S	500	Control Target Monster &P2DT	

Game Designers Notes

This game is quite similar to an already published card game from the late 90's called Mythos. Unfortunately, that fine game is out of print. This game is certainly in tribute to that one. Another published Cthulhu game is now out called Call of Cthulhu.

So why design a card game that is very like two existing card games? Well first, at Warpspawn, we like to tinker, and make Things just the way we like them. This you cannot do as easily with already made games. Second its way Cheaper to do it this way. Third, we're obsessed, a very Cthulhu-ish trait.

Next topic is how this game (GOO) differs from the Mythos CCG:

1. The Human Allies are all generic (No required Starting Locations)

2. The Story cards are removed (Decks in Mythos were built around these)
3. The Investigator cards are removed (They could be re-incorporated)
4. (Fiddly) Travel rules are removed (Gates not required to Summon Monsters)
5. The Locations are (mostly) generic
6. (Annoying) Phobia cards removed
7. Major Powers are now Creatures that can fight (Cool)
8. Languages removed (though knowing Atlantean and Glyphs was cool)
9. You can do more stuff on your turn (Don't have to worry about opponents passing)
10. Spell Types removed (Another complication)
11. For some of the above reasons, Deck Construc-

tion is now 500% easier

Next topic is how this game differs from the Call of Cthulhu CCG:

1. In COC the factions limit what you can bring out. No limits in GOO.

In COC you are limited to 4 Mythos factions, In GOO there are many major powers and their Minions you can play (Like Glaaki, or Mi-Go, or Serpent People, or Living Dead)

2. Victory and Casting costs are still a matter of Sanity Points in GOO.

In GOO like the old Mythos game, you are still a lone Investigator who has need of both Human Allies and Mythos Threats (You can play 1 of each per turn in GOO). In COC there is a Fiddly Resource system and Victory is by capturing Storycards. Very different game mechanics associated with these two types of setups.

3. In GOO Tomes hold Spells which can be reused.
4. GOO is of course do it yourself, make and modify your own cards.

Further Game Designers Notes

Why the high point values? I started this project as a cross between Cthulhu material and Yugioh mechanics. Eventually I dropped the Yugioh stuff except for the high number values and the Idea of the tribute summon.

Sample Decks

40 Card Cthulhu Theme Deck

- Major Power: Cthulhu
- Monsters: Star Spawn, Father Dagon x2, Mother Hydra x2, Deep Ones x4
- Humans: Deep One Hybrid x2, Corrupt Cultist x3, Sailor, Sea Captain,
- Cultist Priest, Sorcerer, Corrupt Wizard, Shaman
- Locations: City of the Deep Ones, Corrupted Lake, Easter Island,
- South Pacific Island, Atlantis
- Events: Yithian Mental Contact, Earthquake
- Items: Stone Idol, Deep Ones Jewelry
- Weapons: Sacrificial Dagger
- Tomes: Cthaat Aquadingen, R'lyeh Text, Ponape Scripture
- Spells: Voorish Sign, Wave of Oblivion, Dread Curse of Azathoth,
- Bait Humans, Create Gate, Black Binding, Elder Sign, Curse of Darkness

Sample 40 Card Ghoul Theme Deck

- Major Power: Nyogtha
- Monsters: Ghoul Leader, Ghoul Shaman x1, Ghouls x4, Hybrid Ghouls x2, Nightgaunt
- Humans: Witch x2, Artist, Steadfast Companion, Police Detective, Reporter, Professor, Student, Sane Companion, Psychologist
- Locations: Cemetary, Tunnels, Caverns, Small Industrial Town

- Events: Eat the Dead, Travel Underground, Live with Ghouls
- Items: Pickman Painting
- Weapons: Shotgun, Revolver, Torch
- Tomes: De Vermiis Mysteriis, The Black Book, Cultes Des Goules
- Spells: Shrivelling, Power Drain, Bind Monster, Nightmares, Cloud Memory, Deflect Harm

Sample 40 Card Mi-go Theme Deck

- Major Power: Shub-Niggurath
- Monsters: Mi-Go Leader, Mi-Go Surgeon x2, Mi-Go x4, Dark Young x2
- Humans: Guide, Inventor, Cultist Priest, Army Officer, Soldier, Scientist, Student, Doctor, Artist, Crazy Survivor
- Locations: Yuggoth, Mi-Go Base Camp, Himalayas, Exotic Location
- Events: Travel Thru Space, Science Experiment, Telepathy
- Items: Plutonian Drug, Mi-Go Braincase, Star Stone of Mnar
- Weapons: Mist Projector, Rifle
- Tomes: Book of Dzyan, Book of Eibon, Seven Cryptical Books
- Spells: Implant Fear, Devolution, Mind Exchange, Dampen Light, Mind Blast

Sample 40 Card Hastur Theme Deck

- Major Power: Hastur
- Monsters: Tcho-Tcho x4, Byakhee x4, King in Yellow
- Humans: Artist, Sculptor, Musician, Poet, Dilliantante Dreamer, Shaman, Corrupt Wizard, Corrupt Cultist, Psychologist
- Locations: Sanatorium, Asylum, Corrupt Lake, Mansion
- Events: Aldebaran Moves, Insanity, Yellow Sign
- Items: Pallid Mask, Space Mead, Cursed Stone
- Tomes: King in Yellow, Livre d'Ivon, De Vermiis Mysteriis
- Spells: Song of Hastur, Unspeakable Promise, Send Dreaming, Nightmares, Song of Glissande, Mesmerize, Scrying Window

SAMPLE 40 CARD YOG-SOTHOTH THEME DECK

- Major Power: Yog-Sothoth
- Monsters: Son of Yog-Sothoth, Hybrid of Yog-Sothoth x2, Hunting Horror x2,
- Colours of Outer Space, Dimmensional Shambler x2, Hound of Tindalos
- Humans: Professor, Student, Police Detective, Mongrel Cultist x2, Corrupt Cultist, Reporter, Crazy Survivor, Steadfast Companion x2
- Locations: Country Site, Miskatonic University, Cursed House, Remote Farmhouse
- Events: Agoraphobia, Night, Benefactor
- Items: Shining Trapezohedron, Chime of Tezchaptl, Powder of Ibn Ghazi
- Weapons: Revolver, Torch

- Tomes: Nameless Cults, Book of Eibon, Eltdown Shards
- Spells: Clutch of Nyogtha, Create Gate, Curse of Darkness, Contact Spell, Command Monster

Sample 40 Card Bast Theme Deck

- Major Power: Bast
- Monsters: Dhole, Servants of Bast x4, Sand Dwellers x2, Mummy x2
- Humans: Living Dead Cultist, Bandit, Cultist Priest, Historical Author, Guide, Egyptologist, Sorcerer, Adventurer, Nomad, Poet
- Locations: Exotic Location, Sahara, Cairo (City), Pyramids

- Events: Benefactor, Sandstorm, Confiscation, Thieves
- Tomes: Kitab Al Azif, Necronomicon, Book of the Dead, Book of Eibon
- Items: Powder of Ibn Ghazi, Dust of Suleiman, Lamp of Alhazred
- Spells: Spectral Hunter, Chant of Thoth, Enthrall VictimTime Warp, Dominate

Deck Construction Notes

The resource side of a deck should have a balance of getting extra cards and of being able to put extra cards into play. The other side of the deck should be a balance of attacking Threats, and defenses to deal with opponent's threats.





Great Powers

Introduction

Simultaneous Bidding Game for 3-8 players. Each player is a "Great Power" circa 1835-1935.

Game Length

The game ends after 10 Turns. Each turn represents 10 Years.

Victory

The player with the most Victory Points (VP) at the end of the game wins.

Tokens

Players share a common set of Tokens: White = Victory Points Black = Industry Green = Population

Red Nationalism

Blue Navies

Brown = Armies Yellow = Colonies Tokens can be replaced with counters, markers, chits, or cubes. Token Denominations of 1, 5, and 10 are recommended. Each player's traits are always available for everyone to see. This may require some other type of bookkeeping system to facilitate.

Bidding Cards & Traits

Each player has a set of 6 Bidding Cards, 1 for each Trait:

1. Industry
2. Population
3. Nationalism
4. Navies
5. Armies
6. Colonies

Leader Baton

The Baton is used to indicate which player goes first in the current turn.

The Event Deck

One Event card is played each turn.

The Action Deck

Players have the opportunity to take 1 Action card in Action Phase.

Setup

Each player starts with 5 Tokens of each of the 7 types of Tokens. One Random player is given the Leader Baton (or winner of Thumb war).

Turn Sequence

Each turn has 7 Phases:

1. Deal Phase
2. Bid Phase
3. Results Phase
4. Action Phase
5. Score Phase
6. Event Phase
7. End Phase

Deal Phase

Turn the top X+1 cards of the Action deck face up.

X Number of Players.

If the deck runs out, shuffle the discard and draw from it.

Bid Phase

Each player picks 3 of his Bid cards and places them face down in order: first, second, and third. You may NOT bid on a Trait you have the highest Level in.

Results Phase

Start with the leader and proceed clockwise. Each player reveals their first Bid card and immediately scores for that Bid according to the appropriate Bid Results Chart. After all the first Bids are resolved, complete the second Bids and then the third Bids.

Important note: Bids are cumulative through the entire turn. For example: If 2 people made industry bids on their first bid, and you made an Industry bid for your second bid, it would be the third Industry bid for the turn.

Industry Bid Results Chart

The first player to bid on Industry in the turn gets 1 Industry Token. The second player to bid on Industry in the turn gets 2 Industry Tokens. The third player to bid on Industry in the turn gets 4 Industry Tokens and must lose 1 Population Token due to hazardous working conditions.

The fourth player to bid on Industry in the turn misses the boat and gets nothing. The fifth (and higher) player to bid on Industry in the turn loses 1 Industry Token due to economic depression.

Population Bid Results Chart

The first player to bid on Population in the turn gets 1 Population Token. The second player to bid on Population in the turn gets 2 Population Tokens. The third player to bid on Population in the turn gets 4 Population Tokens and must lose 1 Nationalism Token due to the influx of immigrants.

The fourth player to bid on Population in the turn misses the boat and gets nothing. The fifth (and higher) player to bid on Population in the turn loses 1 Population Token due to epidemic.

Nationalism Bid Results Chart

The first player to bid on Nationalism in the turn gets 1 Nationalism Token. The second player to bid on Nationalism in the turn gets 2 Nationalism Tokens. The third player to bid on Nationalism in the turn gets 4 Nationalism Tokens and must lose 1 Population Token due to purges and pogroms.

The fourth player to bid on Nationalism in the turn misses the boat and gets nothing. The fifth (and higher) player to bid on Nationalism in the turn loses 1 Nationalism Token due to internal rebellions and power struggles.

Armies Bid Results Chart

The first player to bid on Armies in the turn gets 1 Army Token. The second player to bid on Armies in the turn gets 2 Army Tokens. The third player to bid on Armies in the turn gets 4 Army Tokens and must lose 1 Population Token due to conscription.

The fourth player to bid on Armies in the turn misses the boat and gets nothing. The fifth (and higher) player to bid on Armies in the turn loses 1 Army Token due to a military coup.

Navies Bid Results Chart

The first player to bid on Navies in the turn gets 1 Navy Token. The second player to bid on Navies in the turn gets 2 Navy Tokens. The third player to bid on Navies in the turn gets 4 Navy Tokens and must lose 1 Industry Token due to the diversion of resources into Naval Programs.

The fourth player to bid on Navies in the turn misses the boat and gets nothing. The fifth (and higher)

player to bid on Navies in the turn loses 1 Navy Token due to decommissioning aging ships.

Colonies Bid Results Chart

The first player to bid on Colonies in the turn gets 1 Colony Token. The second player to bid on Colonies in the turn gets 2 Colony Tokens. The third player to bid on Colonies in the turn gets 4 Colony Tokens and must lose 1 Navy Token due to dispersal of the Fleet.

The fourth player to bid on Colonies in the turn misses the boat and gets nothing. The fifth (and higher) player to bid on Colonies in the turn loses 1 Colony Token due to Revolts by the Natives.

Action Phase

Each player may take 1 face-up Action Card. This is in the same turn order as bidding. A player must after selecting a card either discard it or resolve it.

Some resolutions require a payment of Tokens. Discard the remaining Action card.

Score Phase

Highest Level = Most Tokens. Resolve these in the following order: The player with the highest Army level gets 7 VP. The player with the highest Navy level gets 5 VP and may steal 1 Colony Token from any Target Player.

The player with the highest Industry level gets 5 VP and 1 Navy Token and 1 Army Token. The player with the highest Population level gets 5 VP and gets to play 1 extra Bid card next turn. The player with the highest Nationalism level gets 5 VP and may look at the next Event card in the deck.

The player with the highest Colony level gets 5 VP and gets to draw 3 Action cards and may resolve 1.

Event Phase

Flip the top card of the Event deck face up and Resolve it.

End Phase

The Leader passes the Baton to the player to his Left.

Event Deck Card List

Card Name:	Notes:
Imports	The player with the highest Colony Level gets 10 VP
Exports	The player with the highest Industry Level gets 10 VP
Sea Power	The player with the highest Naval Level gets 10 VP
Warmongers	The player with the highest Army Level gets 10 VP
Patriotism	The player with the highest Nationalism Level gets 10 VP
Imperialism	The player with the highest Colony Level gets 10 VP

Card Name:	Notes:
Unification	The player with the highest Nationalism Level gets 10 VP
Arms Race	The player with the highest Industry + Army Level gets 10 VP
Immigration	The player with the highest Population Level gets 10 VP
Great War	See War Rules
War in East Europe	See War Rules
War in West Europe	See War Rules

Great War Rules

In Event of War the Leader picks a target player to be his Foe. The Foe picks one other player to be his ally. The Leader then picks another player to ally with.

This continues until all players are on one side or the other. The side with the total highest Army and Navy Level wins. Break ties with Industry and then Nationalism.

The winners each gain 10 VP. The winners lose half (rounding down) of their Armies and Navies. The losers

lose all but 1 of their Army and Navy Tokens.

War In East Europe Rules

This is resolved like the Great War except the only combatants are the Leader and the player to his right.

War In West Europe Rules

This is resolved like the Great War except the only combatants are the Leader and the player to his left.

Action Deck Card List

Card Name:	Notes:
Gilded Age	Gain 5 VP and lose 1 Industry Token
Mass Production	Gain 2 Industry Tokens
Science & Industry	Gain 1 Industry Token and 2 VP
Militarism	Gain 3 Armies and 1 Navy and lose 1 Industry Token
Parliamentary Government	Gain 2 Nationalism Tokens
Communist Revolution	Gain 4 Nationalism Tokens and lose 1 Population Token
Civil War	Target Player loses 2 Armies
Shipyards	Gain 2 Navy Tokens
Conscription	Gain 4 Army Tokens and lose 1 Population Token
The Great Game	Look at next card in Event Deck
Balance of Power	Steal 1 Nationalism Token from Target Player
Gunboat Diplomacy	Gain 4 Colony Tokens and lose 1 Navy Token
War with Japan	Target Player loses 2 Navy Tokens
Boer War	Gain 4 Colony Tokens and lose 1 Army Token
Boxer Rebellion	Gain 1 Colony Token and 1 Nationalism Token
New Imperialism	Gain 2 Colony Tokens
Art Nouveau	Gain 3 VP
Art Deco	Gain 3 VP
Impressionism	Gain 3 VP
Abstract Art	Gain 3 VP
Five Year Plan	Play an extra Bid card next Turn
Peasant Uprising	Target Player loses 1 Population Token and 1 Army
Assassination	Target player plays 1 less Bid card next Turn
Stock Market Crash	Target Player loses 2 Industry Tokens
Great Depression	All other Players lose 1 Industry Token
Worlds Fair	Gain 1 Industry Token and 2 VP
Military Buildup	Gain 2 Armies and 2 Navies and lose 1 Industry Token
Dust Bowl	Target Player loses 2 Population Tokens
Colonial Immigrants	Gain 4 Population Tokens and lose 1 Colony Token
Jewel in the Crown	Gain 1 Colony Token and 2 VP
New Deal	Play an extra Bid card next Turn
League of Nations	Gain 1 Nationalism Token and 2 VP

Card Name:	Notes:
Colonial Possessions	Gain 2 Colony Tokens
Opium Wars	Gain 2 Colony Tokens
Flying Columns	Gain 4 Colonies and lose 1 Army
Industrial Revolution	Gain 4 Industry Tokens and lose 1 Population Token
Improved Munitions	Gain 2 Army Tokens
Trade Unions	Gain 4 Population and lose 1 Industry
Capitalism	Gain 1 Industry and 2 VP
White Man's Burden	Gain 1 Population and 1 Colony
Native Troops	Gain 2 Armies
Naval Mutiny	Target Player loses 2 Navy Tokens
East India Company	Gain 1 Colony and 2 VP
Jingoism	Gain 1 Colony and 1 Nationalism Token
Manifest Destiny	Gain 1 Population and 2 VP
The Fashoda Crisis	Steal 1 Colony from target Player
The Congo	Gain 2 Colony Tokens
Land Purchase	Steal 1 Colony from target Player
Hong Kong	Gain 1 Colony and 2 VP
Sepoy Revolt	Target Player loses 2 Army Tokens
Socialism	Gain 4 Nationalism and lose 1 Navy
Emperor	Gain 2 Nationalism Tokens
Factories	Gain 2 Industry Tokens
Sick Man of Europe	Target Player loses 2 Nationalism Tokens
Spheres of Influence	Gain 1 Colony and 2 VP
Bankers & Financiers	Play an extra Bid card next Turn
Migrations	Steal 1 Population Token from Target Player
Potato Famine	Target Player loses 2 Population Tokens
Crown Prince	Gain 2 Nationalism Tokens
Merchantmen	Gain 1 Colony 1 Navy and 1 VP
Suez Canal	Gain 1 Industry 1 Colony and 1 VP
Battleships & Submarines	Gain 2 Navy Tokens
Propaganda	Gain 2 Nationalism Tokens
Transcontinental Railway	Gain 1 Industry and 2 VP
Invention	Gain 2 Industry Tokens
Coal & Oil Reserves	Gain 2 Industry Tokens
Urbanization	Gain 1 Industry and 2 VP
Railroads	Gain 2 Industry Tokens
Monopoly	Steal 1 Industry Token from Target Player
Ocean Liners	Gain 1 Industry Token and 1 Population Token
Population Explosion	Gain 4 Population Tokens and lose 1 Nationalism Token
Guns & Butter	Gain 1 Army Token and 1 Population Token
Fascism	Gain 4 Nationalism Tokens and lose 1 Population Token
Biology & Medicine	Gain 1 Population and 2 VP
Physics & Chemistry	Gain 1 Industry and 2 VP
Agricultural Reform	Gain 2 Population
The Novel	Gain 3 VP
Feminism	Gain 3 VP
Partition of Africa	Gain 2 Colony Tokens
Missionaries	Gain 2 Colony Tokens
Ideology	Gain 2 Nationalism Tokens
Genocide	Target Player loses 2 Population
Photography	Gain 3 VP
Jazz	Gain 3 VP
Aeroplanes	Gain 1 Army and 1 Navy Token

Card Name:	Notes:
Victorian Era	Gain 1 Colony and 1 Nationalism Token
Telegraph and Telephone	Gain 1 Industry and 2 VP
Electric Lights	Gain 3 VP
Automobiles	Gain 1 Industry and 1 Army Token





Great Wall

Introduction

Card Game for 2-4+ players. Theme: Building The Great Wall of China Note: This game requires a long playing surface.

Victory

Score the most Honor points when the game ends.

End Game

When the last card is drawn from the deck, each player Gets 1 last turn and then the game ends.

Honor Points

Use Poker Chips to keep track of Honor Points.

The Deck

Shuffle together 2 regular decks of cards.

Setup

Players cut the deck. High cut goes first. Each player is dealt 7 cards. Play the top card of the deck face-up to the right end of the table.

This card is called the Eastern End.

Cards	Honor Points
0 (Pass)	0
2	5
3	10
4	15

Get 5 extra Honor Points for every King you play.

Supply Phase

Draw cards from the deck to fill your hand to 7 cards. If you Passed (played zero cards in Build phase), you may discard any Number of cards and then refill

Turn Sequence

Players take turns. Each turn has 3 Phases: Build Phase Honor Phase Supply Phase

Build Phase

The current Player adds cards to the growing wall from their hand. The wall is only built in 1 direction: from right to left. The leftmost (most recently built) card is called the Eastern Edge.

The cards added must be one of 3 types of combos:

1. Flush: They must match the suite of the Eastern Edge.
2. X of a Kind: They must have the same number value as the Eastern Edge.
3. Straight: They create a consecutive numerical sequence starting with the Eastern Edge.

In a Straight the cards can be ascending or descending. Straights may wrap around. For example: Q-K-A-2-3. For all 3 types of combos, you must add at least 2 cards.

If you cannot make a combo, you must pass

Honor Phase

Gain Honor points according to the number of cards you played in Build Phase:

Cards	Honor Points
5	25
6	35
7	50

your hand.

Kings

Kings represent Guard Towers. You cannot make an X of a Kind using Kings or place 2 Kings Adjacent to each other.





Grecos

Introduction

Wargame for 2 or more players. Mythological Greek theme.

Victory

Occupy all 6 City States on the Board.

Dice, Chits, Counters, Tiles, & Cards

Tiles are used to make the Map. Chits are used to represent Units. Cards are used for Events.

Counters are stacked with units to record damage. Tile, chit, counter, and card sets are common to all players. Six sided dice are needed to play.

Terrain Tile List

There are 4 terrain types:

Type:	#	Type	Recruit:
Coastal	14	L	None
City State	6	L	Hero, Hoplites, Ships
Forest	4	L	Cyclops, Amazons, Centaurs, Nymphs
Mountains	4	L	Harpies, Pegasus, Eagle
Ruins	4	L	Medusa, Hydra, Minotaur
Abyss	4	W	Titan, Sirens, Kraken, Tritons
Sea	28	W	None

Number of Tiles in Terrain Tile Set

Type Land or Water

Recruit = Type of units can be recruited there

Setup

Each Player starts with one Hero unit located in a City State. Randomly determine who goes first.

The Map

Use a Chessboard. Randomly distribute the Terrain Tiles.

Unit Chit List

Unit Name:	#	Force	Move	Hits	Notes:
Hero	8	5	2	2	Men
Hoplites	8	2	1	2	Men, Army
Ships	8	2	3	1	Water
Medusa	2	5	1	1	Monster, Women
Minotaur	2	3	2	2	Giant, Equine
Pegasus	2	2	4	1	Flying, Equine
Centaurs	2	3	3	1	Equine, Army
Amazons	2	3	1	1	Women, Army
Cyclops	2	3	1	2	Giant
Harpies	2	3	4	1	Flying, Women
Sirens	1	4	1	1	Women, Water
Nymphs	1	2	1	1	Women
Hydra	2	3	1	3	Monster
Kraken	1	5	1	3	Monster, Water
Tritons	2	2	1	1	Men, Army, Water
Titan	1	5	2	3	Giant, Land & Water

Unit Name:	#	Force	Move	Hits	Notes:
Eagle	2	3	5	1	Flying

Move Move points per turn

Turn Sequence

Players take turns. Each turn has 4 phases: Recruit Phase Event Phase Move Phase Battle Phase

Recruit Phase

Draw 1 Unit Chit from the common pile. Keep your Chits in a pile. Units are recruited from specific Territories.

If you have a Unit in an appropriate Territory, you may put a Unit Chit from your pile into play on that territory or in an adjacent territory that is empty or occupied by a unit you control.

Adjacency Rule

Units or spaces must share a common border to be adjacent. Diagonal spaces and units are not adjacent.

Stacking Rule

You may stack up to 4 of your units in a single space. Summoned units do not count against this limit. Units from opposing players cannot occupy the same space.

Event Phase

Draw 1 Event card. Max hand size is 5 cards. Discard excess cards.

Event Deck

Event:	Notes:
Pandoras Box	All players draw 5 cards
Visit Oracle at Delphi	Look at next 7 cards in Deck
Blessing of Kronos	Player takes another turn after this one
Blessing of Zeus	All Men units get an extra attack this round
Blessing of Poseidon	All Abyss units get an extra attack this round
Blessing of Atlas	All Giant units get an extra attack this round
Blessing of Hermes	All units in stack get Move +2 this turn
Blessing of Nike	All Flying units get an extra attack this round
Blessing of Prometheus	Replace target unit with one in your pile
Blessing of Hera	All Monster units get an extra attack this round
Blessing of Pan	All Forest units get an extra attack this round
Blessing of Apollo	All Equine units get an extra attack this round
Blessing of Ares	All your units get Force +1 this Battle
Blessing of Athena	All Women units get an extra attack this round
Blessing of Artemis	All Army units get an extra attack this round
Blessing of Asclepius	All units in target stack are restored to full Hits

Move Phase

Each unit has a number of Move Points (MP). Water units can only move on Water spaces. Land units can only move on Land spaces.

Flying units may move through Water spaces. Flying units may not end their turn in a water space. Heroes and Army units may travel on water spaces if stacked with a Ship.

A Hero while stacked with a Pegasus gains Flying & Move = 4. The stacking limit must be strictly enforced. Non-flying units cannot enter or move through a space containing enemy units.

Battle Phase

You may attack adjacent enemy stacks with your own stacks. Resolve conflicts between two opposing stacks, one at a time. A turn may have multiple battles between multiple stacks.

Battles are fought in Rounds. During each round, each unit, in turn, in both opposing stacks gets to attack once. Start with the Active player (Player whose turn it is) Pick which of your units is attacking, then Roll 1D6.

If the roll is equal to or less than the attacking units Force, an enemy unit loses 1 hit. The defender decides which of his units is hit. A unit reduced to zero hits is destroyed.

The other player then attacks and so on. This repeats until one side is completely eliminated. Women units attacking a stack containing Men units get Force +1 Instead of having a unit attack, you may play an Event card.

Every time the Hydra loses 1 Hit it gets Force +1.

Event:	Notes:
Blessing of Tyche	Draw 2 cards
Betrayal	Gain control of target Unit during battle
Volcano Erupts	Destroy random unit in target stack on Mountain
Whirlpool	Destroy random unit in target stack at Sea
Trojan Horse	All units in target stack get an extra attack this round
Wings of Icarus	Move your Hero Unit to any Space
The Odyssey	Move your Hero Unit to any Space
The Fates	Negate an Event card just played
Golden Fleece	All units in target stack are restored to full Hits
Lost	Target Stack cannot Move this turn
Storm	Target Stack cannot Move this turn
Wine of Dionysus	Target Stack cannot Attack this turn
Lotus Eaters	Target Stack cannot Attack this turn
Cornucopia of Demeter	All units in target stack are restored to full Hits





Greek Fire

Introduction

Ramming Speed!!!

Crew, Ammo Ship Size, Modified Base Rowing Speed
Number & Types of Advantages Victories

Equipment

Hex map. Models or counters. Paper & pencils.
6 & 10 sided dice.

Victory

Rout, capture, or sink your opponent's fleet.

Ship Log

Keep records of each ship for: Ship Name, Captains
name Captain skills, Crew Skills Current number of

Scenarios

Have one person design the scenario. The other
player chooses which side he wants to play.

Ship Types

Deck	Ram	Crew	Move	Name
3	1	30	4	Triaconter
5	2	50	4	Penteconter
5	3	100	5	Bireme
4	4	100	5	Bireme (Modified Trireme)
6	5	170	6	Trireme
8	5	170	6	Trireme (Full Deck)
10	6	220	5	Quadrireme
12	7	300	4	Quinquereme
16	8	400	3	Large Quinquereme
20	9	500	2	Huge Quinquereme

Deck Size = Determines number of Advantages.
Ram Bonus = Determines damage done by ramming.
Crew Rowers

Advantages

Each ship has a number of Advantages equal to its
deck size.

Crew Quality

Crews can be poor, good, or elite.

1D10	Advantage:	Notes
1	Prongs	+1 to Ram bonus
2	Sails	+1 to Sail Roll
3	Reinforced Hull	+1 to defend vs Ram attacks
4	Reinforced Ram	+1 to Ram bonus
5	Hoplites	Crew +20
6	Hoplites	Crew +20
7	Archers	Missile Attack
8-10	Missile	Roll on Missile Subtable

Missile Subtable

1D10	Advantage:
1	Archers
2	Greek Fire
3	Ballistae
4	Catapult
5	Onagers

1D10	Advantage:
6	Trebuchet
7	Harpax (Catapult Launched Grapnel)
8	Corvus (Swing Bridge)
9	Tower and Archers
10	Parablemata (Leather Screens)

Turn Sequence

A round is when every ship has moved. Players take turns moving their ships, one ship at a time. The player with the larger fleet moves first.

For example: Joe has ships A, B, C Andy has ships D, E, F, G, H, I Andy moves D, Joe moves A, Andy moves E, Joe moves B, followed by: F, C, G, H, I When a ship moves it has the following phases:

1. Fire Phase
2. Sail Phase
3. Row Phase
4. Missile Attacks
5. Ramming Attacks
6. Boarding Phase
7. Morale Phase

Ship Counters

All ships have a forward facing. Ships should be marked for easy identification.

D6	Result
1	Floundering: -1D6 Move points
2-3	Against the Wind: -1 Move Point this turn
4-7	No effect

Add 1 to your roll per Sails Advantage the ship has. Add 1 for an elite crew. Subtract 2 for a poor crew.

Subtract 2 if ship is on Fire. Subtract 4 if you rammed or were rammed last turn.

Row Phase

Only one ship per hex. Each ship has a base number of Move points. Subtract 3 if you rammed or were rammed last turn.

Add the modifier determined in Sail Phase. Ship speed is decreased equal to the percentage of rowers lost (Killed) rounding down. If you were at a complete stop last turn you can move a maximum of half speed.

A ship may go at ramming speed and get +2 Move points. A ship may only go at ramming speed if it will end up ramming. Grappled ships may not move.

Weapon	Range	ToHit	Dam	Fire	Minimum Range
Rowers	1	-1	1D10	-	1
Archers	2	+2	1D10	1	1
Greek Fire	1	0	2D10	1-4*	1
Ballistae	4	+1	1D6	1	1
Catapults	6	-1	2D10	1-2	2

Fire Phase

Ships on fire lose 1D10 crew per fire counter. Roll 1D6 for each fire counter:

D6	Result
1	The fire is put.
2-5	-
6	Put an additional fire counter on the ship.

If you are adjacent to a ship on fire, you will catch on fire on a roll of 5-6 on 1D6. Any ship with 6 or more fires is automatically destroyed.

Sail Phase

Roll 1D6 for the ship:

D6	Result
8-9	Catch the wind: +1 Move Point
10	+2 Move Points
11+	+3 Move Points

If you are grappled you may attempt to ungrapple: Roll 1D6. on a roll of 4-6 you may move. A ship may use some, none or all of its move points. A move point can be used to turn one hex face.

A move point can be used to move forward or backwards one space.

Missile Attacks

A ship may make Missile attacks at any point, or points during its move. Archers, Greek fire, Ballistae, and Catapults are all Missile attacks. An Advantage may only make one attack per turn.

Weapons hit on a roll of 6-10 on 1D10. Subtract 1 if the target has parablemata. Missile Advantages have enough ammo for 10 shots each.

Weapon	Range	ToHit	Dam	Fire	Minimum Range
Onagers	4	0	1D10	1	1
Trebuchet	10	-2	3D10	1-3	3
Tower Archers	3	+3	1D10	1	1

Note: Rowers throw javelins from a sitting position. This represents the combined attack of all rowers.

Fire The chance the enemy ship catches on fire on a roll of 1D6.

Put 1 Fire counter on the ship. Inflicts 1D3 Fire counters.

Dam Number of enemy crew killed if attack hits.

ToHit = Modifier to the "to hit" roll. Range = in Hexes

Ramming Attacks

If a ship moves forward 1 or more spaces in a row, and is facing an opposing ship in its forward adjacent hex, it may ram it. Roll on the Ramming table:

1D10	Damage Result
1-2	No effect
3-6	Oars sheared: Opposing ship has -1D6 Move points
7-8	Opposing ship sinks in 2D6 turns and has -1D6 Move points
9	Opposing ship sinks in 1D6 turns and has -1D6 Move points
10+	Opposing ship sinks (is immediately destroyed)

Subtract 5 if the rammer moved less than 3 spaces in a row to reach its target. If both ships are facing each other subtract 2. The attacking ship adds its Ram bonus to the roll.

The defending ship subtracts its Ram bonus from the roll. The defending ship subtracts its Hull advantage from the roll. A ship cannot move any more on the same turn after ramming.

Add 1 if you have a Corvus. Add 1 if you are the larger ship. Add 1 if you rammed the ship this turn.

Add 1 if the ships are rammed together. For each 10 crew you have (rounding up) roll 1D6. This is the number of enemy crew lost.

The opposing ship simultaneously rolls and inflicts casualties. A ship with no crew cannot move or attack. An empty ship may be captured by an adjacent ship.

The capturer may split its crew between the 2 boats.

Boarding Attacks

If an opposing ship is adjacent you may board it on a roll of 6-10 on 1D10. The ships are considered to be grappled. Add 1 if you have a Harpax.

Morale Phase

Roll on the following table.

1D10	Result
0	Rout or Surrender (or Abandon Ship) if enemy ship adjacent
1-2	Rout: Try to escape
3-10	Keep fighting

Add +2 if no crew have been killed yet this battle. -3 if sinking. -2 if half of crew are dead.

-1 if adjacent to enemy ship with larger crew. -1 if enemy has more Size points worth of ships. -2 if any friendly ships in 20 hexes are routing.

Legendary Captains & Crews

Each ship has 1 Captain. The basic Captain has 0-1 skill. Heroic Captains have 2 or more skills.

Elite crews will also have 1 or more skills. Nationality indicates skills exemplified by certain cultures.

1D6	Skill	Notes	Nationality
1	Melee	+1 to all rolls in Boarding Phase	Spartan
2	Sailing	+1 to Sailing roll	Phoenician
3	Rowing	+1 Move point	Egyptian
4	Rally	+2 to Morale roll	Roman
5	Ramming	+1 to Ram bonus	Athenian
6	Missiles	+1 to hit with all Missile attacks	Persian

Terrain

Open water

Hex Type: Notes:

Shallows	Run aground
Rocky Shallows	Roll on Ramming Table
Gulf Stream	+1 to Sailing Roll
Rough Waters	-1 to Sailing Roll

Shallows	Run aground
Sargasso	Cost 2 Move points to enter
Land	Ships Cannot enter

Greek Naval Tactics Glossary

Periplus- Outflanking maneuver. Diekplus- Attack- ing in column formation to break enemies line. Kyklos- Defensive circle with all ships facing outwards.

Optional Rule: Free For All Firing

Any ship may make missile attacks during another ships move. A Missile Advantage may only make one attack per turn.

Links

CounterMoves Format





Greek Games

Introduction

Card game for 2-4 players. Ancient Greek Olympics Theme. Players try to win the most Events.

Victory

The player with the most Victory Points at the end of the game wins.

The Decks

There are 2 Decks: The Event Deck The Ability Deck

Ability Deck

The Ability Deck has a total of 60 cards. There are 12 Suits of Cards. Each Suit has 4 to 6 cards per the Ability Deck Card List.

Each card in a Suite has its own unique Scoring Value. For Example the Ride Suite has 4 cards with Scores of 1, 2, 3, and 4. The Fight Suite has 6 cards with Scores of 2, 3, 4, 5, 6, and 7.

Setup

Put all 12 cards of the Event Deck face up in a line in the center of the table. Shuffle the Ability Deck. The player with the Best Classical Physique goes first in the first turn.

Markers

Each player needs 12 Markers of a unique color. For example: Player A has 12 Red Cubes and player B has 12 Blue Cubes. These are used to denote ownership of cards stacked under them at each Event.

Event Deck Card List

Event:	Skill	Body	Trait
Discus	Throw	Arms	Power
Javelin	Throw	Arms	Technique
Wrestling	Fight	Arms	Power
Boxing	Fight	Arms	Speed
Pankration	Fight	Arms	Endurance
Chariot Race	Ride	Arms	Technique

Turn Sequence

Each Turn is divided into 3 Phases:

1. Ability Phase
2. Exertion Phase
3. End Phase

Ability Phase

Each player is dealt 5 random cards from the Action Deck.

Exertion Phase

Each player in turn, starting with the Leader and going clockwise, gets to put one card from their hand at any one Event that accepts that type of card. Use Markers to denote which cards are yours at an Event. Continue until all players have placed all 5 cards from their hands.

The Event Deck Card List shows which Ability cards apply to which Events. Note the Physique cards can be used at any Event.

End Phase

If there are no cards left in the deck, the game ends: Go on to the Scoring Round. If cards remain, continue on with another turn. The player to the left of the current Leader becomes the new Leader.

Scoring Round

Score at the End of the Game when all Ability cards have been placed. Check each Event in Turn: Highest Total Ability Card Score = Gold Medal = 5 Victory Points. Second Highest Total Ability Card Score = Silver Medal = 3 Victory Points.

Third Highest Total Ability Card Score = Bronze Medal = 1 Victory Points.

Event:	Skill	Body	Trait
Horse Race	Ride	Legs	Endurance
Marathon	Run	Legs	Endurance
Sprint	Run	Legs	Speed
Hoplite Race	Run	Legs	Power
Long Jump	Jump	Legs	Speed
Triple Jump	Jump	Legs	Technique

Ability Deck Card List

Name:	Cards:
Arms	1-6
Legs	1-6
Fight	2-7
Run	3-8
Throw	3-6
Ride	1-4

Name:	Cards:
Jump	2-5
Power	3-7
Technique	1-5
Speed	2-6
Endurance	4-8
Physique	1-4

Links
??Wikipedia ??Olympics

-Do it until each player has played 3 cards -Discard the 2 cards left -Begin a new turn

Pass The Hand Variant

by Marcello Changes apply to Exertion Phase: -Play a card from your hand -Rotate hands (Pass to the Left)

Continuous Scoring Variant

Score at the end of every Turn. Score Double for the last Turn.





Greek Heroes

Introduction

Scenario for WarpQuest. for the [Warpquest Core Rules](#) WarpQuest Core Rules. Each player controls a Greek Hero on a Quest to retrieve the Golden Fleece.

Main Hero Skill Table

1D6	Skill:
1	Wit +2
2	Strength +2
3	Archer +2

1D6	Skill:
4	Sword +2
5	Navigation +2
6	Roll on Minor Skill Table...

Minor Hero Skill Table

1D6	Skill:
1-2	Healing +2
3-4	Music +2
5-6	Swift +2

Notes: There are other skills such as flying, woman, gold, etc. that can only be acquired through relics & companions & blessings.

Modules

There is no Module 1 and Module 2. There is just one Module. The 'Artifact' is the Golden Fleece. Who-

Your Hero

Each player has one Hero (Pawn). A Hero has 6 skills. Heroes are Male (The Woman skill is actually an advantage).

Roll on the Main Hero Skill Table to see what skills the Hero gets

ever controls the Golden Fleece gains Healing +4 and Gold +4

Foes & Tests

These are the Challenge cards. If you fail a Challenge you must either discard a Companion or go back 2D6 spaces.

Relics, Companions, & Blessings

Treat Blessings like regular Aid cards. They are used once and discarded. Relics and Companions stay in play permanently.

Challenge Deck Card List

Card Name:	Notes:
Centaurs	Foe: Music or Wine or Sword
Chimaera	Foe: Wit or Flying (Petrification)
Cyclops	Foe: Wit or Archer or Wine (Blind him)
Dragon	Foe: Archer (Locate the soft spot)
Gorgon	Foe: Wit (Medusa)
Harpy	Foe: Sword or Archer (Screeching)
Hydra	Foe: Strength, Wit (Regenerating heads)
Lion	Foe: Music or Strength or Healing (Thorn in paw)
Minotaur	Foe: Wit or Music (In Maze)
Sphinx	Foe: Wit (Riddle)
Griffon	Foe: Music or Sword or Blessing of Prometheus
Sirens	Foe: Wit or Navigation or Flying (Song)
Sea Serpent	Foe: Navigation or Strength or Flying
Kraken	Foe: Flying or Navigation (Giant Sea Monster)
Hecatoncheire	Foe: Sword or Blessing (100 Handed Giant)

Card Name:	Notes:
Antaeus the Giant	Foe: Strength (He is weak if not touching ground)
Cerebus	Foe: Strength or Wit (3-Headed dog Guards underworld)
Erymanthian Boar	Foe: Strength or Swift or Wit
Stymphalian Birds	Foe: Archer or Wit
Cretan Bull	Foe: Wit or Strength
Ceynean hind	Foe: Swift or Wit
Diomedes wild mares	Foe: Wit or Swift (flesh eaters)
King Midas	Foe: Wit (His touch turns all to gold)
Satyr	Foe: Wit or Gold or Wine or Music (Half man, half goat)
Nymph	Foe: Strength or Woman (Seduces men)
Circe	Foe: Wit or Woman (Sorceress, turns men into pigs)
Pirates	Foe: Sword or Gold or Wine or Wit or Navigation
Lepers	Foe: Healing or Music (Spread their disease)
Philosophers	Foe: Wit (Argue with the Sophists)
Lotus Eaters	Foe: Wit or Healing or Music (Powerful Drug)
Amazons	Foe: Woman or Wit (Seduce their Queen)
Aphrodite	Foe: Woman (Goddess of Love)
Hypnus	Foe: Companions (God of Sleep)
Oceanus	Foe: Navigation or Demigod (Titan of the Sea)
Duel	Foe: Sword
Wrath of the Furies	Foe: Blessing
Cursed by a God	Foe: Blessing
Olympic Games	Test: Swift or Strong
Long Journey	Test: Navigation or Swift or Flying
Labyrinth	Test: Wit or Swift
Whirlpool	Test: Navigation or Flying
Shipwreck	Test: Navigation or Flying
Lost at Sea	Test: Navigation or Flying
Augean Stables	Test: Wit or Strength
Gold of Midas	Relic: Gold +4 (Discard after 3 uses)
Wine of Dionysus	Relic: Wine +4 (Discard after 3 uses)
Nectar of the Gods	Relic: Wine +4 (Discard after 3 uses)
Blade of Hephaestus	Relic: Sword +2
Lyre of Apollo	Relic: Music +2
Owl of Athena	Relic: Wit +2
Aegis Shield	Relic: Defeats all Foes (Return to Zeus in 5 Turns)
Arm-band of Zeus	Relic: Strength +2
Winged Sandals	Relic: Flying +4 (Gift of Hermes)
Helm of Invisibility	Relic: Defeats all Foes (Return to Hades in 5 Turns)
The Argos	Relic: Navigation +2 (Legendary Ship)
Lightning Javelins	Relic: Archer +2 (Discard after 3 uses)
Wings of Icarus	Relic: Flying +4
Cornucopia of Demeter	Relic: Sword +2 (Ambrosia feeds Army)
Hyppolita's golden girdle	Relic: Gold +4, Healing +2 (Gift of queen of the Amazons)

Pan's Flute Relic: Music +2

Hesperides garden Apples	Relic: Healing +2 (Discard after 3 uses)
Ancient Mariner	Companion: Navigation +2
Scholar	Companion: Wit +2
Pegasus	Companion: Flying +4

Hesperides garden Apples	Relic: Healing +2 (Discard after 3 uses)
Poseidon's Gift Horse	Companion: Swift +2
Temple Maiden	Companion: Woman +2, Healing +2
White Eagle of Zeus	Companion: Flying +2
Phoenician Mercenaries	Companion: Sword +2
Argonauts	Companion: Sword +2
Promethean Clay	Companion: Any one skill +2 (Pick at Draw)
Idmon (seer of Argos)	Companion: Wit +2
Helena	Companion: Woman +4
Andromeda	Companion: Woman +4
Persian War	Foe: Sword or Navigation
Amazon War	Foe: Sword or Archery
Trojan War	Foe: Sword or Wit
Peloponnesian War	Foe: Sword or Navigation
Pandoras Box	Shuffle discards into deck
Visit Oracle at Delphi	Look at next 7 cards in Deck
Made King	Target Hero gains skill of Gold +4
Blessing of Kronos	Aid: Move Forward 1D6 Spaces or Blessing +4
Blessing of Poseidon	Aid: Navigation +2 or Blessing +4
Blessing of Atlas	Aid: Strength +2 or Blessing +4
Blessing of Hermes	Aid: Swift +2 or Blessing +4
Blessing of Nike	Aid: Sword +2 or Blessing +4
Blessing of Prometheus	Aid: Wit +2 or Blessing +4
Blessing of Hera	Aid: Healing +2 or Blessing +4
Blessing of Pan	Aid: Music +2 or Blessing +4
Blessing of Apollo	Aid: Music +2 or Blessing +4
Blessing of Ares	Aid: Sword +2 or Blessing +4
Blessing of Athena	Aid: Woman +2 or Blessing +4
Blessing of Artemis	Aid: Archer +2 or Blessing +4
Blessing of Asclepius	Aid: Healing +2 or Blessing +4
Blessing of Tyche	Aid: Move Forward 1D6 Spaces or Blessing +4
Visit Olympus	Move Forward 1D6 Spaces
Child of Zeus	Hero gains Demigod +4
Hermes, God of Thieves	Discard one Relic
Eris, Goddess of Strife	Discard one Companion
Inspired by the Muses	Aid: Move Forward 1D6 Spaces

Notes

This is a conversion of Agea.

The scenarios that use the Warp Quest engine will hold the details.

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.

- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.

1D6	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.





Green Arrow

Introduction

Card Game based on the TV Series Arrow.

Disclaimer

Arrow and Green Arrow are licensed, copyrighted properties. This is merely a fan site.

Victory

The player with the most Victory Points at the end of the game wins.

Game End

The game ends when all the Villain Cards are captured.

Victory Tokens

Each Victory Token in your Victory Pile is Worth 1 Victory Point.

Victory Pile

Each player has his own Victory Pile. During the course of the game you will acquire Victory Points and Villain cards which you will keep in your Victory pile. Each Villain card is worth Victory points equal to its Power Rating.

The Decks

The game starts with 2 Decks:

1. Arrow Deck (Green Cards)
2. Villain Deck (Pink Cards)

As the game progresses, players will create their own personal Hero Decks Composed of Arrow (Green) cards they have previously played.

Power Levels

Each card has a Power Level. Green cards range from 1 to 4. Pink cards range from 1 to 7.

For Pink cards this is also their Victory Point values. Certain Green Cards will also get extra Power depending on their Text. For instance if the card says +2 vs Criminals, then in Capture Phase If a Villain card you are going to capture has the Criminal Trait, you Get the +2 Power.

Card Traits

Each card will have usually 2 or more traits: Criminal, Guns, Archer, Petty, Brawler, Drugs, Psycho, Police, Tech, Government, Organization, Money, Political, Skill, Equipment, Action, Arrow, Romance, Ally, Friendship, Family Note: The Trait of Arrow refers to the person of Oliver Queen.

Setup

Shuffle the Arrow and Villain Decks. Give the player with the best Archery skills the Arrow Token.

The Arrow Token

This object is used to determine who goes first in a Phase. Play proceeds clockwise.

Foundry Row

At the beginning of each Round flip over the top 3X cards from the Arrow Deck and place them face up in a Row (The Foundry Row). X is equal to the number of players, so if there are 4 players, there Will be 12 cards in the Foundry Row.

Starling Row

At the beginning of each Round flip over the top 2X cards from the Villain Deck and place them face up in a Row (The Starling Row). X is equal to the number of players, so if there are 4 players, there Will be 8 cards in the Starling Row. If a Villain card has a Power

Description Of Play

Each round players take turns picking Arrow cards from the Foundry Row. The then use these Arrow cards to capture Villain cards from the Starling Row. Used Arrow cards go into a players Hero deck.

When the Arrow deck is used up, players draw from their Hero Decks. The game ends when all Villain cards are captured, at which time Final Scoring commences.

Round Sequence

Each Round has 6 Phases:

1. Foundry Phase
2. Starling Phase
3. Hero Phase
4. Capture Phase
5. Bonus Phase
6. Recovery Phase

Foundry Phase

At the beginning of each Round flip over the top 3X cards from the Arrow Deck and place them face up in a Row (The Foundry Row). X is equal to the number of players, so if there are 4 players, there Will be 12 cards in the Foundry Row. If there are no card left in the Arrow Deck, players draw 3 cards from their Hero Decks.

If a players Hero Deck ever runs out, shuffle its discard and draw from it.

Starling Phase

At the beginning of each Round flip over the top 2X cards from the Villain Deck and place them face up in a Row (The Starling Row). X is equal to the number of players, so if there are 4 players, there Will be 8 cards in the Starling Row. When you flip over a Minor card (Power of 1 or 2) flip over another Card and stack the Minor card with it. The stack counts as a Single card on the Starling row, but has the combined Power of all of The cards in the stack. (The stack may contain several Minor cards Under the Major card (Power 3 or higher)).

Hero Phase

Starting with the player in possession of the arrow token, each player Picks one card from the Foundry and puts it into their hand. This continues until each player has picked 3 cards. If you pick a card that says Draw 1 immediately draw one card from the Arrow Deck and put it in your hand. If the drawn card also says Draw 1 Then draw again and so on.

If the Arrow Deck is used up draw 3 cards from your Hero Deck instead. If any are Draw 1 cards then draw additional cards from your Hero Deck. If your Hero Deck ever runs out, shuffle the discard and draw from it.

At the End of the Phase the player in possession of the Arrow token gives It to the player on his left.

Capture Phase

Starting with the player in possession of the arrow token, each player Captures one or more cards (or stacks of cards) from the Starling Row and puts them into their Victory Pile. The total Power of the Pink cards you capture must be equal to or Exceeded by the total power of the Green cards you picked/drew this turn.

Bonus Phase

Put a Victory Token in your Victory Pile if you have played in Capture phase... 2 or more Skill cards 2 or more Money cards 2 characters with a Romantic relationship 2 characters with a Family relationship

Recovery Phase

Place all Green cards you played this turn into your Hero Deck Discard Pile. Any Villain card not captured remains in play.

Trouble

If you play a Green card with the Trouble Trait immediately draw a Pink card and put it in play (Keep drawing and stacking until you get a Major (Power 3+) card).

Team Up

If you play a Green card with the Trouble Trait draw a Pink card: You may use it as a Green card this turn. Shuffle it back into the Pink Deck at the end of the Turn.

End Game Scoring

Add up the value of all the cards and Tokens in your Victory Pile. Gain an extra 2 Victory Tokens for each Super Villain you captured.

Arrow (green) Deck Card List

Name:	Power	Notes:
Green Arrow	3	Arrow, +3 vs Psycho
The Archer	3	Arrow; +3 vs Guns
The Vigilante	3	Arrow; +3 vs Crime
The Hood	3	Arrow; +3 vs Petty
Millionaire Playboy	3	Arrow; Money; +1 per Archer Romance
Team Arrow	2	Arrow; +2 per Ally
Oliver Queen	3	Arrow; +2 per Queen Family
Brooding Hero	3	Arrow; +3 vs Super Villain
Protector of Starling City	3	Arrow; +3 vs Villain
Man of Action	3	Arrow; Skills and Actions get +2
John Diggle	2	Ally; +2 vs Guns
Bodyguard	2	(Diggle) Ally; +2 vs Petty

Name:	Power	Notes:
Laurel Lance	1	Draw 1; Ally, Lance Family, Archer Romance, Trouble
Assistant DA	2	(Laurel) Ally, Lance Family, Archer Romance
Black Canary	3	(Laurel) Ally, Lance Family, Archer Romance
Sara Lance	3	Ally, Lance Family, Archer Romance; +1 vs Petty
Canary	4	(Sara) Ally, Lance Family, Archer Romance
Detective Lance	2	(Quentin) Ally, Police, Lance Family; +1 vs Crime
Officer Lance	1	(Quentin) Ally, Police, Lance Family; +2 vs Crime
Felicity Smoak	2	Draw 1; Ally, Tech gets +1; Archer Romance
IT Girl	1	Draw 1; Ally, Tech gets +2; Archer Romance
Thea Queen	1	Draw 1; Ally, Queen & Merlyn Family
Speedy	2	Ally; Queen & Merlyn Family
Roy Harper	2	Draw 1; Ally, Thea Romance; +1 vs Petty, Trouble
Arsenal	3	(Roy) Ally; Thea Romance; +1 vs Drugs & Petty
Tommy	1	Draw 1; Ally, Laurel Romance; Merlyn Family
Acrobatics	2	Skill; +1 vs Archer
Queen Consolidated	1	Draw 1; Tech, Money, Organization
Harbinger	2	(Lyla) Ally, Government, Diggle Romance; +1 vs Guns
Mocking Bird	2	(Amanda) Ally, Government; Draw 1, Trouble
Injection Arrows	2	Equipment; +3 vs Drugs
Explosive Arrows	3	Equipment
Staff	2	Equipment; Sara gets +2
Archery	2	Skill; +1 vs Guns
Martial Arts	2	Skill; +1 vs Brawl
Custom Bow	2	Equipment; Archer gets +2
Grappling Hook	2	Equipment
Barry Allen CSI	1	Ally, Police, Draw 1
Beat Cops	2	Ally, Police, +1 vs Crime
Facial Recognition	2	Tech; +1 vs Crime
Computer Hack	2	Draw 1; Tech
Rescue	2	Action; +1 vs Psycho
Interrogation	2	Action; +1 vs Crime
Dodge	2	Action; +1 vs Archer
The Truth	1	Action; Draw 1; +2 vs Plot
First Aid	2	Skill; +2 vs Drugs
Human Bait	2	Action; +2 vs Psycho, Trouble
Common Enemy	1	Action; Team Up
Same Side This Time	1	Action; Team Up
Antidote	1	Equipment; +5 vs Drugs
ARGUS Agents	2	Ally, Government; +1 vs Guns
Suicide Squad	3	Ally, Government; +1 vs Psycho
Sin	1	(Cindy) Draw 1; Ally; Roy and Sara get +1
Anatoly Knyazev	1	Draw 1; Ally; +1 vs Psycho
Moir Queen	1	Draw 1; Ally, Money, Queen Family, Trouble
Walter Steele	1	Draw 1; Ally, Money, Queen Family

Villain (pink) Deck Card List

Name:	Power	Notes:
Deathstroke	7	Super Villain; Drugs

Name:	Power	Notes:
Slade Wilson	5	Super Villain; Psycho
Ra's Al Ghul	6	Super Villain; Brawl
League of Assassins	5	Organization; Archer
Malcolm Merlyn	6	Super Villain; Moira Romance, Merlyn Family
The Magician	4	Super Villain; Archer, Merlyn Family
Dark Archer	5	Super Villain; Archer, Merlyn Family
Nyssa Al Ghul	4	Villain; Archer
Sebastian Blood	3	Villain; Crime
Brother Blood	4	Villain; Psycho
Isabel Rochev	4	Villain; Brawl, Arrow Romance
Clock King	4	Villain; Negate Tech Cards
Bronze Tiger	4	Villain; Brawl
Deadshot	4	Villain; Guns
The Butcher	4	Villain; Psycho
Count Vertigo	4	Villain; Drugs
The Mayor	3	Villain; Guns
Cupid	4	Villain; Archer, Psycho
The Huntress	4	Villain; Archer, Arrow Romance
Doctor Anthony Ivo	3	Villain; Drugs, Sara Romance
Mob Boss	3	Villain; Crime
Gang Leader	3	Villain; Crime
China White	3	Villain; Brawl
Mirakuru Army	6	Villain; Drugs
Simon La Croix	4	Villain; Archer
Doll Maker	3	Villain; Psycho
Weapons Merchant	3	Villain; Guns
Rogue Military Commander	3	Villain; Guns
Captain Boomerang	5	Villain; Brawl
Russian Mafia	3	Organization; Crime, Guns
Chinese Triad	3	Organization; Crime, Brawl
Drug Cartel	3	Organization; Crime, Drugs
The Undertaking	5	Plot; Tech
Anti-Vigilante Taskforce	3	Police; Guns
Assassins	2	Brawl; Archer
Thugs	1	Petty; Brawl
Secrets	2	Plot; Psycho
ARGUS Drone Strike	4	Plot; Tech; Government
Gangbangers	1	Petty; Crime
Gunmen	1	Petty; Guns
Gangsters	1	Guns; Crime
Military Grade Weapons	2	Guns
Camera Bugs	2	Tech
Sword	2	Brawl
Torture	2	Plot
Hostage	2	Plot
Chaos	2	Plot
Decoy	2	Plot
Armed Guards	1	Guns
Revenge	2	Plot; Psycho
Mercenaries	2	Guns





Green Cities

Introduction

Each player controls a city. Each player tries to complete projects that will make their City more eco-friendly.

Objective

The player with the most Green points at the end of the game wins.

End Of Game

The game ends when any player has accumulated 25 or more Green Points worth of Projects in his City Pile.

The Decks

There are 2 Common decks: The Project Deck The Resource Deck

The Project Deck

These are the projects the players are trying to complete. Each project lists a specific set of Resource cards that must be Played to complete the project.

Resource Deck

There are 9 types of Resource cards:

1. Innovation
2. Transportation
3. Energy
4. Water
5. Robotics
6. Conservation
7. Biological
8. Legislation
9. Human Behavior

The Resource deck has 10 copies of each card.

Political Will Tokens

Players share a set of Political Will Tokens (PW).

Setup & Maintenance

Shuffle the decks. Each player is dealt 3 random Project cards. Each player gets 10 PW Tokens.

The player with the smallest Carbon footprint goes first. Players keep their Project cards face up. The Top 12 cards of the Resource Deck are always kept face-up and Are spread out in order.

The Top 3 cards of the Project Deck are always kept face-up and Are spread out in order. Always replenish the face-up cards as soon as they are consumed. If a deck runs out, shuffle the discard and draw from it.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Political Will Phase
2. Resource Phase
3. Assignment Phase
4. Project Phase
5. Planning Phase

Political Will Phase

Each player gets 5 PW Tokens.

Resource Phase

Take the top 3 cards of the Resource Deck and place them in the Center of the table: These cards are called the "Lot". Players bid on the Lot starting with the current player. Each bid must be higher than the last.

Bidding Proceeds clockwise. The highest Bid wins (keeps) the entire Lot. The winner discards the PW Tokens he bid.

Other players keep their Bids.

Assignment Phase

The player that won the Lot must immediately assign the Resource cards to his Project cards. Resource cards are laid out next to their assigned Project card. Unused Resource cards are discarded.

Project Phase

A Project is completed if it has all the Required Resource Cards attached to it. If a player completes a project, he puts it in his City pile. Discard the attached Resource cards once the project is completed.

Each Project card has a Green Point value equal to the Number of resource cards required to complete it. Every time a player completes a Project, he gets to pick 1 new Project card from the top 3 cards of the Project deck.

Planning Phase

The current player may discard one of his projects (including all resources assigned to it) and replace it with a Face-up Project card from the deck.

Project Card List

Name:	Req	GPV	Notes:
Pod Cars	ICTT	8	Sharing Vehicles
Driverless Bus	ITTR	7	Central Computer Routing
Energy Highway	ITEE	9	Gathers Wind Energy
Maglev Train	ITTR	10	Efficient Public Transport
Algae Parks	IEWB	6	Generate Hydrogen
Power Sidewalks	ITE	4	Convert Stepping into Energy
Desalination Plant	ICWW	5	Osmotic Membranes
Tunnel Bots	IWRR	5	Repair Underground Pipelines
Vertical Farms	ICBR	6	Intensive Hydroponics
Green Tower	ICEW	10	Ecologically Responsible Building
Bubble Houses	ICW	5	Filters Water & Saves Energy
Super Grid	ICEE	10	Hydrogen Cooled Electrical cables
Solar Power Credits	LE	4	Residential Solar Cells
Wind Farms	EE	4	Maglev Turbines
Solar Arrays	EE	5	Solar Farm
Tidal Turbines	IWE	6	Underwater Windmill
Wave Machines	IWE	7	Float on Surface
Geothermal Plant	IWEE	9	Steam Turbine
Super Incinerators	IEEB	7	Use anything as Fuel
Cold Water Plant	IWWE	8	Deep Ocean Water Pump
Electric Cars	ICCT	8	Batteries
Recycling Plant	HCC	8	Waste Not
Water Treatment	CBW	6	Biological Filters
Stack Scrubbers	CL	3	Factory Emission Reduction
Carbon Credits	HLL	6	Pollution Credits
Reforestation	CBB	8	Planting Trees
Mileage Standards	LLT	5	Vehicle Fuel Efficiency
Efficiency Lights	HLC	4	Light bulb Technology
Conversion to Diesel	HLBT	6	Alternate Bio-Fuels
Habitat Preservation	LLBW	9	Saving Ecosystems
Population Control	HBLL	8	Zero Population Growth
Promote Vegetarianism	HHLB	7	Reduce Demand
Urban Planning	LLH	7	Major Zoning Changes
Low Impact Transport	LTCH	6	Mopeds, Segues
Bicycle Paths	HHLT	7	Healthful Transportation
Organic Farming	HLBW	8	Reduce Pesticides, Fertilizers
Local Food Sources	HLBB	9	Reduce Transportation costs
Toxic Waste Cleanup	LBBR	10	Robotic Assist Hazmat

GPV Green Point value

Randomized Variant

A six sided die (D6) is needed. In Resource phase players each get 1D6 PW Tokens. In Resource Phase the next 1D6 cards come up for bid.





Green Hornet

Introduction

Card game for 2-4+ players. Green Hornet Theme.

Disclaimer

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Victory

The game ends when the deck has been gone through twice. The player with the most Victory Points wins.

The Deck

Players share a common deck. There are 8 card types:

- G** Green Hornet
- K** Kato
- B** Black Beauty
- V** Villain
- T** Thugs
- P** Plot
- I** Investigation
- S** Special

Setup

Shuffle the Deck. Oldest player goes first. Play proceeds clockwise.

Each player is dealt a hand of 7 cards.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Pulp Phase
2. Action Phase
3. Installment Phase
4. Cliffhanger Phase

Pulp Phase

Draw 2 cards from the deck. The first time the deck is finished shuffle the discard and draw from it.

Card List

Action Phase

You may discard 1 card from your hand: Discard a Green Hornet Card to draw 3 cards and discard 2 cards. Discard a Kato Card to draw 2 cards. Discard a Black Beauty Card put the top card of the discard into your hand.

Discard a Villain Card to make opponent give you a card from his hand. Discard a Plot Card to look at opponents hand. Discard a Thug Card to cause opponent to discard 1 Random card.

Discard an Investigation Card to look at the next 7 cards in the deck. Special Cards do not have a discard Special Ability.

Installment Phase

You may Solve a Case to do this you must do the following. . . Reveal 1 Villain card, 1 Thug card, and 1 Plot card. You may also play a Special card for its Crime Points. Add up the Total Crime points from the 3 or 4 cards played.

Next play 1 Green Hornet card, 1 Kato card, 0-1 Beauty cards, 0-1 Investigation cards, and 0-1 Special cards. Add up the total Hero points of these cards. The Hero points must equal or exceed the value of the Crime Points.

Gain Victory Points equal to the number of Crime Points played. Discard all revealed cards. Note: Special cards can be used for Hero or Crime Points.

Note: Some cards have 2 Types. Use them for one or the other.

Cliffhanger

If you Solved a Case this turn, fill your hand to 7 cards. Max hand size is 9 cards. Discard excess cards.

Card List Notation

- CP** Crime Points
- HP** Hero Points
- #** Copies of Card in Deck
- G** Green Hornet
- K** Kato
- B** Black Beauty (The Car)
- V** Villain
- T** Thugs
- P** Plot
- I** Investigation
- S** Special

Name:	Type	CP	HP	Notes:
Britt Reid	G	-	12	
Newspaper Man	GI	-	4	
The Mansion	G	-	5	
Millionaire	G	-	6	Playboy?
Instincts	G	-	11	
Knock Out Gas Gun	G	-	8	
Publisher	GI	-	3	
Crime Fighting Duo	GK	-	1	
Masked Men	GK	-	2	
Hornets Sting Gun	G	-	7	Electric Shocks
Criminal Reputation	G	-	10	
Vigilante	G	-	9	
Sidekick	K	-	3	
Skilled Mechanic	KB	-	2	
Faithful Valet	K	-	4	
Weapons Designer	K	-	9	
Martial Artist	K	-	11	
Karate	K	-	10	Kung Fu?
Japanese Chauffeur	KB	-	1	Filipino?
Lightning Reflexes	K	-	12	
Rope Tricks	K	-	8	
Engineer	K	-	5	
Throwing Darts	K	-	7	
Lets Roll, Kato!	K	-	6	
Car Chase	B	-	3	
Ejection Seats	B	-	2	
Rockets	B	-	5	
Machine Guns	B	-	4	
Bullet Proof Glass	B	-	6	
Door Guns	B	-	5	
Limousine	B	-	1	
Super Charged	B	-	3	
Infra Green Headlights	B	-	2	
Wheel Blades	B	-	4	
Rolling Arsenal	B	-	6	
Hornet Buzz	B	-	1	Silent Mode also
Corrupt Politician	V	1	-	
Mafioso	V	2	-	
Steel Syndicate	V	12	-	
Angela DeVane	V	11	-	Mob Heiress
The Red Dragon	V	10	-	
Inferno	V	5	-	
Scarface	V	4	-	
Shadow Warriors	V	9	-	
Gatland Tobias	V	8	-	Gangland Kingpin
Spitting Cobras	V	3	-	
Boss Snark	V	6	-	
Johnny Dollar	V	7	-	
The Daily Sentinel	I	-	1	
Confession	I	-	5	

Name:	Type	CP	HP	Notes:
Lenore Case	I	-	6	Secretary
Mike Axford	I	-	5	Reporter
Gunnigan	I	-	6	Editor
Criminology	I	-	3	
Journalism	I	-	2	
Research	I	-	2	
Clues	I	-	3	
Eye Witnesses	I	-	4	
Headlines	I	-	1	
Sting Operation	I	-	4	
Killing Spree	P	11	-	
Unite Gangs	P	4	-	
Trap	P	9	-	
Cover-up	P	5	-	
Peace Summit	P	10	-	
Assassination	P	12	-	
Bounty	P	8	-	
Kidnapping	P	7	-	
Bank Robbery	P	1	-	
Drug Operation	P	3	-	
Hijacking	P	6	-	
Man Hunt	P	2	-	
Ruthless Gangsters	T	6	-	
Armenians	T	5	-	
Terrorists	T	12	-	
Crime Family	T	8	-	
Mercenaries	T	10	-	
Street Gang	T	3	-	
Special Police	T	9	-	
Chinese Tong	T	11	-	
Neo Nazis	T	7	-	
Mobsters	T	4	-	
Common Crooks	T	2	-	
Lowlife Hoods	T	1	-	
Revenge	S	3	3	
SWAT Team	S	1	1	
Rescue	S	2	2	
Firefight	S	2	2	
Escape	S	3	3	
Gadgetry	S	1	1	
Crimson Wasp	S	6	6	
Duel	S	4	4	
Expose Identity	S	4	4	
Life or Death	S	6	6	
Team Up	S	5	5	
Poison	S	5	5	

Notes

For a more 30's-40's feel replace Neo Nazis with Nazis, and Chinese Tong with Chinese Communists.

Links

Comic Covers Wikipedia 2011 Film Green Hornet
Web Game Message Board Tropes Comic Index Plots





Green Plastic Massacre

Introduction

Combat rules for plastic Army men.

Materials

Army Men Safety Goggles Yard stick Marbles Golf balls Tennis balls Dice Pencils 'Terrain' (Furniture, Books, Cans, Boxes, Fine China)

Setup

Armies start at opposite ends of the room. Determine turn order: High roll gets to go first each turn.

Turn Sequence

Each figure gets to move once and attack once per turn. Mortars, Machine guns & artillery can either move or attack during a turn.

Attack Ranges

Weapon	Feet
Pistol	2
Flame Thrower	1
Bazooka	3
Rifle	4
Prone Rifle	3
Sniper	5
SMG	3

Attack Resolution

Pistol- Stand over the attacker. Drop a marble from the tip of your nose. Rifle- Standing 10 feet away from the target throw a marble. Sniper- Standing 5 feet away from the target throw a marble.

SMG- Standing 15 feet away from the target throw 3 marbles simultaneously. Machine gun- Standing 15 feet away from the target throw 6 marbles simultaneously. Grenade- Standing 5 feet away from the target throw a golf ball.

Bazooka- Standing 10 feet away from the target throw a golf ball. Mortar- Standing 15 feet away from the target throw a golf ball. Flamethrower- Stand over the attacker. Drop a tennis ball from the tip of your nose.

Artillery- Standing 15 feet away from the target throw a tennis ball.

Movement

Unit Type	Feet
Fixed Artillery	0
Mortar/MG team	1/2

Infantry 1

Tank	2
Horse	2
Horse & Cart	1
Other vehicles	3

Attacking

A figure can only attack another unit if it is in range. Any unit knocked over by an attack is killed.

Weapon	Feet
Machine Gun	4
Grenade	1
Hand to Hand	1/6
Mortar	7
Artillery	Any
Radio(Artillery)	Any
Tank Main Gun	Any

Hand To Hand Attacks

This occurs between two infantry within 2 inches of each other. Roll 1D6 to determine the method of resolution: 1- Thumb wrestling 2- Arm wrestling 3- Staring contest 4- Pencil fight 5- Slaps 6- Rock, Paper, Scissors The winner of this contest kills the opposing figure.

Game Designers Notes & Safety Rules

Wear goggles at all times. Never throw at another human being or animal. Resolve disputes with dicerolls if necessary.

You may want to substitute other lightweight, blunt projectiles such as wiffleballs or playdough. Cowboy & Indian version: Use rubberbands for arrows.





Grenadier Tactics

Introduction

Card Game of Napoleonic Warfare.

Victory

Destroy all Opposing Units in Play.

The Decks

There are 2 Decks: The Army Deck & The Battle Deck.

The Army Deck

All cards are Units. At this Scale a Unit represents: An Infantry Company, Cavalry Platoon, or Artillery Battery. Each Unit has a Defense Rating

Defense Rating

A Measure of how much damage a Unit can take before it Breaks and Flees the Field.

Battle Deck

Card Types Include:

1. Attack Cards (Damage Card)
2. Opportunity Attack Cards (Damage Card)
3. Defense Cards
4. Event Cards
5. Leader Cards (Attaching Card)
6. Terrain Cards (Attaching Card)

Damage Cards

Attack Cards & Opportunity Attack Cards are together referred to as Damage Cards. Each Damage Card has a Damage Rating. This represents losses in men, morale, and cohesion of the target Unit.

There is a further distinction among Attack Cards. They can either be: Shoot Cards or Melee Cards.

Defense Cards

The Target Unit being attacked may play an appropriate Defense Card to Negate a Primary Attack.

Event Cards

Event Cards produce a wide variety of affects.

Attaching Cards

Units will have during the course of play, Battle cards attached to them. Place the Attached card face-up slightly underneath the Target Unit card. Terrain & Leader Cards provide Damage bonuses: Any attack made by the Unit does extra Damage.

Damage Markers

Use Counters, coins, chits, etc. for Damage Markers (DM).

Players

This is basically a two player game. There are 2 opposing Armies. However, if more want to play, players may join one side as an ally.

If there is an odd number of players, one player may play 2 Hands.

Setup

Each player is dealt 5 Random Units. Players put their units face up in front of them on the Table. The player with the most Light Infantry goes first.

If tied, the player with the most Cavalry goes first. If still tied, flip a coin. Each player is dealt a hand of 5 Random Battle Cards.

Turn Sequence

Players take turns. Each turn has 6 Phases:

1. Draw Phase
2. Reserve Phase
3. Attack Phase
4. Shoot Resolution Phase
5. Opportunity Phase
6. Melee Resolution Phase
7. End Phase

Draw Phase

Draw 1 Card from the Battle Deck & put it in your hand. If the deck runs out, shuffle the discard and draw from it.

Reserve Phase

You may discard a Reserve card to draw a random Unit card from the Deck and put it into play on your side. (You may have more than 5 Unit cards) You may attach a Leader card to one of your Units. A Unit may have a Maximum of one Leader Attached. You may move Leaders to different Units.

You may attach a Terrain card to one of your non-Cavalry Units. A Unit may have a Maximum of one Terrain Card Attached. You may play a Rally card in this Phase to remove 4 Damage Markers from 1 Unit.

Attack Phase

You may play one Attack card. This is called the Primary Attack. Choose a Unit that is making the Attack.

The Attack Card must match the Type of Unit making the Attack. Choose an enemy Unit as the Target of the Attack. Note that Line Infantry may only make Primary Melee attacks vs Other Infantry and Artillery.

Note: A Unit making a Primary Melee (Not Shoot) Attack must first discard any Attached Terrain Cards.

Shoot Resolution Phase

Resolve Primary Attacks of the Shoot Type in this Phase. Discard the Attack card and place a number of Damage markers equal to Its Damage Rating onto the target Unit Card. If the Total Damage Markers on a Unit is greater than the Defense Rating of The Unit, The Unit is Defeated.

The Defeated Unit & any attached Leader is kept by the player that Defeated it in his Victory Pile for later Bragging rights. All other cards attached to the Defeated Unit are discarded. You may play a Rout card

to automatically Defeat a Unit with 2 or More damage counters on it.

The Target Unit being attacked may play an appropriate Defense Card to Negate the Primary Attack. A Unit that Defeated another Unit may take and attach a Terrain card from The Defeated Unit. (It must first discard any Terrain card already attached)

Opportunity Phase

The Unit being attacked by a Melee attack may play an appropriate Opportunity Attack Card against the Attacking Unit. Resolve these Attacks just like Attack cards in Shoot Resolution Phase. The Opportunity Attack negates the Primary Attack only if the Unit making the Primary attack is destroyed.

Melee Resolution Phase

Resolve Primary attacks of the Melee Type in this Phase just like Attacks in the Shoot Resolution Phase

End Phase

Max hand size is 5 cards. Discard excess cards.

Army Deck Unit Card List Notation

- A** Attack Damage
- D** Defense Rating
- #** Copies of card in Deck

Army Deck Unit Card List

Card Name:	#	D	A	Notes:
Imperial Guard	2	9	+2	Line Infantry
Grognards	3	8	+1	Line Infantry
Grenadiers	4	7	+1	Line Infantry
Troopers	5	6	-	Line Infantry
Fusiliers	6	5	-	Line Infantry
Green Troops	5	4	-1	Line Infantry
Rifle Men	2	7	+1	Light Infantry
Jagers	3	6	-	Light Infantry
Voltiguers	4	5	-	Light Infantry
12 Pound Cannon	2	6	+2	Artillery
8 Pound Cannon	3	5	+1	Artillery
6 Pound Cannon	4	5	-	Artillery
Horse Artillery	2	4	-1	Artillery
Cuirassiers	3	9	+2	Heavy Cavalry
Carabiniers	1	8	+1	Hvy Cavalry (Light Muskets)
Dragoons	2	7	-	Light Cav + Inf (Muskets)
Lancers	2	6	+1	Light Cavalry
Hussars	3	5	-	Light Cavalry (Pistols)

Note: Yes, Dragoons count as both Light Cavalry with Guns & Light Infantry.

Battle Deck Card Type Notation

- S** Shoot Attack Cards
- M** Melee Attack Cards
- O** Opportunity Attack Cards
- D** Damage

DM Damage Markers
F Defense Cards
E Event Cards
L Leader Cards
K Kill Target Leader
Copies of card in Deck
1+ One or More

Troops = Infantry or Cavalry

LT Light Troops

Spy Look at Opponents hand

Barrage = All opposing units of a target player take this much damage Note: Barrage cards are not affected by any type of Damage Modifier.

Battle Deck Card List

Card Name:	Type	#	Notes:
Fusillade	S	4	D = 1; Line Infantry
Line of Muskets	S	6	D = 2; Line Infantry
Volley Fire	S	4	D = 3; Line Infantry
Bayonet Charge	M	4	D = 4; Line Infantry
Shock Action	M	2	D = 3; Line Infantry & Cavalry
Wheel About	S	4	D = 1; Cavalry with Guns
Sabers	M	4	D = 2; Cavalry
Cavalry Charge	M	4	D = 3; Cavalry
Overrun	M	4	D = 4; Heavy Cavalry
Harassing Fire	S	4	D = 1; Light Infantry
Rifles	S	3	D = 2; Light Infantry
Sharpshooter	S	1	D = K; Light Infantry
Probe	S	2	D = 1 + Spy; Light Troops
Shells	S	3	D = 1; Artillery
Cannon Balls	S	4	D = 2; Artillery
Bouncing Roundshot	S	4	D = 3; Artillery
Bombardment	S	2	D = 1; Artillery (Barrage)
Cannonade	S	2	D = 1; Artillery (Barrage)
Enfilade	S	4	D = 3; Artillery & Infantry
Canister	O	4	D = 4; Artillery vs Melee Attack
Disciplined Fire	O	3	D = 3; Line Infantry vs Melee Attack
Counter Charge	O	2	D = 3; Cavalry vs Cavalry Attacks
Infantry Square	F	3	Line Infantry vs Cavalry Melee Attack
Skirmish	F	4	Light Troops vs any Attack
Withdraw	F	4	Light Troops vs Melee Attack
Find Cover	F	4	Light Infantry vs Shoot Attacks
Open Order	F	2	Infantry vs Shoot Attacks
Reverse Slope	F	2	Infantry vs Artillery Attacks
Commanding Colonel	L	1	Unit gets Atk +1 & Def +2 & Hand Size +1
Magnificent Major	L	1	Unit gets Melee Attacks +2 & Defense +2
Courageous Captain	L	1	Unit gets Attack +1 & Defense +2
Heroic Lieutenant	L	1	Unit gets Attack +1 & Defense +1
Stalwart Sergeant	L	1	Unit gets Defense +2
Brave Corporal	L	1	Unit gets Attack +1
Low Wall	T	1	Unit gets Defense +2
Redoubt	T	1	Unit gets Defense +4
High Ground	T	1	Unit gets Shoot Attacks +1 & Defense +1
Blocking Terrain	T	1	All Attacks on this Unit do -1 Damage
Reserve	E	5	Draw and Play 1 Unit Card
Outflank	E	2	Draw 3 Battle Cards if you have more Units
Breakthrough	E	2	You get an extra turn after this one
Dispatch	E	2	Draw 5 Battle cards and discard 4

Card Name:	Type	#	Notes:
Fog of War	E	2	Opponent must discard 2 random Cards
Rout	E	5	Defeat a Unit with 2+ Damage Markers
Scouts	E	4	Spy, then draw 1 card from the Battle deck
Killed in Action	E	1	Discard Leader on Unit with 1+ DM's
Screen	F	2	Negate Attack. Put 1 DM on 1 of your LT's
Strategy	E	2	Draw 2 cards from the Battle Deck
Rally	E	5	Remove 4 Damage Markers from 1 Target Unit
Caught in the Open	M	1	D = 5; Cavalry vs Light Infantry
Maintain Distance	F	4	Cavalry vs any Non-Cavalry
Pursuit	M	2	D = 5; Light Cavalry vs Unit with 3+ DM's

Quick Start

For a quicker start, only make one copy of each card in both decks.

1. Line Infantry
2. Light Infantry
3. Light Cavalry
4. Heavy Cavalry
5. Artillery

Alternate Setup

For more balanced starting Forces. Each player gets 1 random Unit of each of the 5 Types of Units:

Alternate Victory Conditions

Any player reduced to 2 Units retires from the field.





Grendel & Beowulf

Introduction

Board Game for 2 players. One player takes the role of the Hero Beowulf. The other player takes the role of the Monster Grendel.

Victory

Slay your Foe. The first player to reduce his opponent to zero or less hits wins.

Hit Points

Each player starts the game with 20 Hit Points.

Pawns

There will be 2 unique pawns, one each for Grendel and Beowulf. Both pawns may occupy the same space

#	Location:	Region:	BD	GD
1	Great Hall	Dane	3	1
2	Villages	Dane	3	1
3	Coast	Wild	2	1
4	Forests	Wild	2	1
5	Hills	Wild	2	1
6	Tors	Cold	1	1
7	Tundra	Cold	1	1

BD Beowulf Draw

GD Grendel Draw

The term Location is synonymous with space.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Beginning Phase
2. Journey Phase
3. Battle Phase
4. Ending Phase

Roll	Spaces
0 or less	0
1-2	1
3-4	2

You may choose not to move, or you may move in either Direction the indicated number of Spaces. You may play a card to modify a Travel Roll.

Battle Phase

You may play an attack card against your opponent if the Pawns are at the appropriate range. Your op-

ponent will lose a number of hit points equal to the Damage rating of the attack card. Your opponent may play a defense card to reduce the Amount of damage done.

The Deck

Players share a common deck. The deck has 1 copy of each card in the card list.

Setup

Choose who will be Grendel and who will be Beowulf. Grendel goes first. The Beowulf pawn starts in the Great Hall Space.

The Grendel pawn starts in the Endless Pit Space.

The Board

The board is a track 13 spaces long.

#	Location:	Region:	BD	GD
8	Taiga	Cold	1	1
9	Marsh	Swamp	1	2
10	Bog	Swamp	1	2
11	Fen	Swamp	1	2
12	Caves	Evil	1	3
13	Endless Pit	Evil	1	3

Beginning Phase

Draw a number of cards equal to the Draw rating of the Location your pawn is in. For example: if in the village Beowulf would draw 3 but Grendel would only draw 1.

Journey Phase

Roll 1D6. This is the Travel Roll:

Roll	Spaces
5-6	3
7+	4

ponent will lose a number of hit points equal to the Damage rating of the attack card. Your opponent may play a defense card to reduce the Amount of damage done.

Note that a defense card can be played against an attack of any range. For an attack of range = zero, both pawns must occupy the same space.

Ending Phase

Max hand size is 7 cards. Discard excess cards.

Playing Cards

When a card is played it is discarded. If the deck ever runs out, shuffle the discard and draw from it.

Ally Cards

Ally cards can be used as Attack cards or Defense cards

Card List Notation

- B** Only Beowulf player may use card
- G** Only Grendel player may use card
- E** Either player may use card
- A** Attack card (Range = 0 unless otherwise specified)
- D** Defense card
- X** Special card
- L** Ally card
- T** Travel card
- TR** Travel Roll
- Dam** Damage caused by Attack or reduced by Defense

Card List

Name:	User	Type	Dam	Notes:
Dagger	B	A	1	
Sword	B	A	2	
Axe	B	A	3	
Spear	B	A	2	Range = 1
Fire Trap	B	A	2	Range = 1
Arrows	B	A	1	Range = 2
Bow	B	A	1	Range = 2
Claws	G	A	1	
Bite	G	A	2	
Maul	G	A	3	
Boulder	G	A	2	Range = 1
Rocks	G	A	1	Range = 1
Pit Trap	G	A	1	Range = 2
Swing Trap	G	A	2	Range = 2
Helmet	B	D	1	
Chainmail	B	D	2	
Shield	B	D	3	
Slimy Skin	G	D	1	
Thick Hide	G	D	2	
Massive Bulk	G	D	3	
Darkness	E	D	6	
Geat Warriors	B	L	3	
Dane Warriors	B	L	2	
Swede Warriors	B	L	1	
Crunch Bones	G	A	5	
Arm Twist	B	A	5	
Giant Rat Swarm	G	L	1	
Vampire Bats	G	L	2	
Ogres	G	L	3	
Pathfinder	B	T	-	TR +4
Longship	B	T	-	TR +3
Horses	B	T	-	TR +2
Godspeed	B	T	-	TR +1
Forest Walk	G	T	-	TR +1
Swamp Walk	G	T	-	TR +2
Mountain Walk	G	T	-	TR +3
Ice Walk	G	T	-	TR +4
Haste	E	T	-	TR +1

Name:	User	Type	Dam	Notes:
Great Strength	E	A	4	
Cunning	E	X	-	Draw 3 Cards
Horror	G	X	-	Draw 3 Cards
Courage	B	X	-	Draw 3 Cards
Heal	E	X	-	Gain back 2 lost Hits
Drinking Horn	B	X	-	Gain back 2 lost Hits
Regenerate	G	X	-	Gain back 2 lost Hits
Witches Vision	E	X	-	Look at opponents Hand
Injury	E	T	-	TR -1 Play on Opponent
Lost	E	T	-	TR -2 Play on Opponent
Storm	E	T	-	TR -3 Play on Opponent
Foul Stench	G	A	0	Opponent discards 4 cards
Cornered	B	A	0	Opponent discards 4 cards

Cards & Available!!!!

Grendels Mother Variant

Grendels Mother is treated exactly like Grendel. After Beowulf defeats Grendel, basically restart the game, except that it's now his Mother.

[Click Here Thanks Ron!](#)





Grognards

Introduction

Board & card game for 2 players. Napoleonic warfare theme. Abstract skirmish level combat. Each figure represents a company or unit of men.

Victory

You rout the enemy if you destroy 6+ of his units.

The Map

Use two 8x8 chessboards side by side. The distance between players remains the same, but the flanks are extended.

Terrain

There are several types: Clear- No effect. Deep Water- Units cannot move into it or through it. Forest- Units can move or attack into it or out of it, but not through it.

Hill- Units cannot attack through it, except for Artillery attacks of 5-6. Units on a Hill may get +1 to the range of their attacks. Buildings- Attacks into a Building fail 50% of the time (flip a coin).

Units cannot move or attack through a building. Shallow Water or Marsh- Units cannot move through it. They must stop upon entering. Road- Units moving along a road get +1 to their Move.

The Men

Use chits or miniatures to represent units. There are 3 types of units: Cavalry, Infantry & Artillery. Each player starts with: 4 Cavalry 8 Infantry 4 Artillery

Setup

Distribute Terrain onto the board. Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck. The deck contains 1 copy of each card in the Card list.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase

2. Move Phase

3. Fire Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a unit to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. The enemy unit that is the target of the attack is automatically Killed and removed from the map.

Cavalry units can only use Cavalry Cards. Infantry units can only use Infantry Cards. Artillery units can only use Artillery Cards.

Your opponent may play certain Defense cards to negate your attack.

Card List Notation

M Movement

A Attack

R Artillery

I Infantry

C Cavalry

D Defense

U Any type of Unit

K as a Knight would move in Chess

Type Purpose of card

Use What type of unit can use the card

Card List

Card Name:	Range	Type	Use	Note
Socket Bayonets	1	A	I	
Sword Bayonets	1	A	I	
Grenadiers	2	A	I	
Fusillade	2	A	I	
Volley	3	A	I	
Three Deep Line	3	A	I	
Musketry	3	A	I	
Rifles	4	A	I	
Sharpshooters	4	A	I	
Echelon	1	M	I	
Advancing Line	1	M	I	
March	2	M	I	
Column	2	M	I	
Skirmishers	K	M	I	
Double Canister	1	A	R	
Canister	2	A	R	
Roundshot	3	A	R	
Mortar	K	A	R	
Cannonballs	4	A	R	
Spherical Case	5	A	R	
Shrapnel	6	A	R	
Limber	1	M	R	
Artillery Wagon	1	M	R	
Lances	1	A	C	
Sabers	1	A	C	
Overrun	1	A	C	
Pistols	2	A	C	
Carbines	3	A	C	
Trot	1	M	C	
Canter	2	M	C	
Gallop	3	M	C	
Outflank	K	M	C	
Charge	4	M	C	
Spur	5	M	C	
Open Order	-	D	I	Negate an Artillery attack
Square Formation	-	D	I	Negate a Cavalry attack
Rally	-	D	U	Negate any Attack
Wheel About	-	D	C	Negate any Attack
Screen	-	D	I	Negate any Attack





Ground War 3000

Introduction

Sci-Fi themed Board & card game for 2 players. Each figure represents a vehicle, mech, or infantry squad.

Victory

You rout the enemy if you destroy 9+ of his units.

The Map

Use an 8x8 chessboard.

Units

Use chits or miniatures to represent units. There are 3 types of units: Mechs, Infantry & Vehicles. Each player starts with: 2 Mechs (3 Hits each) 8 Infantry (1 Hit each) 6 Vehicles (2 Hits each)

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck. The deck contains 2 copies of each card in the Card list.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Fire Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Card List

Moves can be diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving up to 3 units forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. The enemy unit that is the target of the attack takes 1 point of Damage. A unit that is reduced to zero hits is destroyed and removed from the map.

Your opponent may play certain Defense cards to negate your attack. Mechs may make up to 2 attacks per turn.

Card List Notation

M Movement

A Attack

D Defense

V Vehicles

I Infantry

R Mechs

H Heavy: Applies to Mechs & Vehicles

L Light: Applies to Infantry & Vehicles

B Bipedal: Applies to Infantry & Mechs

U Any type of Unit

K as a Knight would move in Chess

X Place an extra infantry unit on any open space on the Board

N Negate Move card just played

S Negate Move card just played & target takes 1 point of damage

E Look at Opponents Hand

C Draw 2 cards

J Opponent must discard 2 random cards

Z Move 1 Space & Attack at range = 1

Type Purpose of card

Target = What units are targeted by the attack

User What type of unit can use the card

Card Name:	Range	Type	User	Target
Close Assault	1	Z	U	U
Pulse Rifles	1	A	I	I
High Tech Sniper	2	A	I	I
Nuclear Mortars	K	A	I	U
Thermal Grenades	1	A	I	H
Laser Bazooka	2	A	I	H
Man Portable Missiles	3	A	I	H
Crush Underfoot	1	Z	R	L
Pummel	1	A	R	H
Flame Cannon	2	A	H	U
Laser Cannon	4	A	H	U
Auto-Cannon	3	A	H	U
Plasma Cannon	3	A	H	U
Particle Cannon	4	A	H	U
Tac-Nukes	5	A	H	U
Swarm Attack	1	Z	I	R
Fighting Advance	1	Z	I	U
Ground Pounders	1	M	B	-
Exoskeleton	2	M	B	-
Jump Troops	3	M	I	-
Mechanized Infantry	2	M	L	-
Infiltration	1	M	Z	-
Drop Ship	-	X	-	-
Robotic Legs	1	M	H	
Treads	1	M	V	-
Tracks	1	M	V	-
Wheels	2	M	V	-
Hovercraft	3	M	V	-
Anti-Gravity	4	M	V	-
Gyro-Jet	5	M	V	-
Skimmer	K	M	V	-
Lumbering Gait	1	M	R	-
Level Ground	3	M	R	-
Fast Pace	4	M	R	-
Crush Buildings	K	M	R	-
Pinned	-	N	-	I
Fall	-	S	-	R
Terrain Obstacle	-	N	-	L
Rough Ground	-	N	-	V
Power Armor	-	D	I	-
Rubble	-	D	I	-
Take Cover	-	D	L	-
Force Fields	-	D	H	-
Heavy Armor	-	D	H	-
Massive Bulk	-	D	R	-
Robotic Minefield	-	S	-	U
Orbital Bombardment	5	A	U	U
Close Air Support	4	A	U	U
Call in Artillery	3	A	U	U
Electronic Warfare	-	E	-	-

Card Name:	Range	Type	User	Target
Battle Computer	-	C	-	-
Jam Communications	-	J	-	-
Decoy Signal	-	D	U	-





Guardians Of The Galaxy

Introduction

Card game based on Galaxy of the Guardians Movie and Comics.

Disclaimer

Guardians of the Galaxy is a licensed, copyrighted property. This is merely a fan site.

Victory

Have the most Force Points worth of Adventure cards in your Victory Pile at the end of the game. The game ends when all Adventure cards have been completed.

The Decks

There are 2 Decks:

1. The Guardian Deck
2. The Adventure Deck

The Guardian Deck

Each Guardian Card will have one or more Traits: Hero, Ship, Gear, Tactics, Star Lord, Pirate, Nova Corps, etc. Guardian Cards generate Force Points which are needed to Capture Adventure cards. Guardian cards have a base Force between 1 and 5.

In combination some Guardian cards will generate additional Force.

The Adventure Deck

Most Adventures have a Force between 17 and 25 requiring Multiple Guardian cards to be melded to complete them.

Setup

Shuffle the Decks. Flip over the top card of the Adventure Deck. Deal 5 Guardian Cards to each player.

The biggest Potty Mouth goes first. Alternatively the Best Dance Moves goes first.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Peril Phase

2. Hero Phase
3. Action Phase
4. Adventure Phase
5. End Phase

Peril Phase

If an Adventure was completed last turn, flip over the Top card of the Adventure deck. Normally there will only be 1 face up adventure card at a time.

Hero Phase

Your hand is composed of Guardian cards (From the Guardian Deck). If your hand is less than 7 cards fill it to 7. Otherwise draw 2 cards. If the Guardian Deck ever runs out, shuffle the discard and draw from it.

Action Phase

-Some cards you may reveal or discard from your hand to gain a specified benefit. This type of card play occurs in this Phase. -You may always discard a Tactics card to draw 2 cards (Max once this Phase).

-You may always discard a Pirate card to look at one of your opponents Hands and steal 1 card. -You may always discard a Place card to discard your hand and draw 7 new cards. -You may always discard a Ship card to look at next Adventure Card.

Adventure Phase

-You may play cards to make Meld. -The combined force of all cards in the Meld must equal or exceed the Force of The current Adventure in which case you complete it and put it in your Victory Pile. Then Discard all cards in the Meld. -Note: When making a Meld, you can only use one card representing an individual Hero, or Ship, or Thing.

For example you may only play one Star Lord card not 2 or 3.

End Phase

Max hand size is 8 cards. Discard excess cards. You may discard additional unwanted cards as well.

The Adventure Deck Card List

Card Name:	Force:	Notes:
Kyln Prison Escape	19	A Melded Rocket card gets +5
Massive Space Battle	24	A Melded Fleet card gets +5
Escape Pirates	20	A Melded Star Lord card gets +5
Kree Invasion	23	A Melded Nova Corps card gets +5
Recover Infinity Stone	18	Pirates and Mercs may not be Melded
Bounty Hunters	20	Melded Hero cards get +1 each
Korath the Pursuer	21	A Melded Drax card gets +5
Ronan the Accuser	25	A Melded Tactics card gets +5
Thanos the Eternal	30	Minimum Meld requires 10 cards
Nebula the Brutal	22	A Melded Gamora card gets +5
Destroy the Dark Aster	26	A Melded Ship card gets +5
Sakaaran Warriors	17	A Melded Groot card gets +5

Guardian Deck Card List

Card Name:	Force:	Notes:
Star Lord	5	Star Lord; Hero; Pirate
Peter Quill	3	Star Lord; Hero; All other Heroes get +1
Part of a Plan	2	Star Lord; Reveal to search Deck for a Tactics
Face Mask	2	Star Lord; Gear
Plasma Guns	3	Star Lord; Weapon
Mix Tape	2	Star Lord; Gear; Gamora gets +3
Cosmo	1	Cosmo; Hero; Dog; All other Heroes get +1
Milano	4	Star Lord; Ship
Orbital Bombardment	4	Ship; Weapon; Tactics; Fleet
Nova Corps Fighters	4	Nova; Ship; Fleet
Nova Officer	3	Nova; Hero
Nova Pilot	2	Nova; Hero; Ship
Irani Rael	1	Nova; Hero; Other Nova cards get +3 each
Xandar	2	Nova; Place
Knowhere	1	Place; Pirates; Mercenary
Destroy Weapon	3	Tactics
Save a Life	1	When Melded Search Discard for a Hero
Drax the Destroyer	5	Drax; Hero
Slice and Dice	4	Drax; Hero; Tactics
Double Blades	3	Drax; Hero; Weapon
Vengeance	2	Drax; Hero
Beat Down	1	Drax; Hero; Tactics
Unlikely Heroes	2	Hero; Pirates and Mercs get +2 each
Rocket Raccoon	5	Rocket; Hero; Mercenary
Tactical Genius	4	Rocket; Hero; Tactics
Escape Plan	1	Rocket; Hero; Tactics
Guns Blazing	2	Rocket; Hero; Weapon
Rocket Launcher	3	Rocket; Hero; Weapon
Gamora	5	Gamora; Hero
Ultimate Assassin	4	Gamora; Hero
Broad Sword	3	Gamora, Hero; Weapon
Deadliest Woman	2	Gamora; Hero
Gamora's Ship	2	Gamora; Ship
Groot	5	Groot; Hero; Mercenary

Card Name:	Force:	Notes:
I am Groot	2	Groot; Hero; Rocket gets +3
Regenerate	3	Groot; Hero
Crush Attack	4	Groot; Hero; Tactics
Giving Tree	1	Groot; Other Heroes get +1 each
Yondu Udonata	5	Pirate; Yondu; Hero
Ravager Ships	4	Pirate; Ship; Fleet
Ravager Crew	3	Pirates
Ravager Navigator	2	Pirate; Tactics
Taneleer Tivan's Archive	1	Place
Howard the Duck	3	Howard; Hero; Mercenary
Prosthetic Leg	1	Gear; Rocket gets +3
Force Field	2	Gear; Fleet
Battle	2	Tactics; Weapons get +2





Guelph And Ghibelline

Introduction

Factional Warfare within and between the City States of Northern Italy circa 1220-1380. Each player

takes the role of a Faction that can be found in any given city. Board game for 5 players.

Faction Table

Faction:	ID	Scale	Main Rival	Color	Type	Notes:
Papalists	P	State	Imperialists	Red	Major	Guelph
Imperialists	I	State	Papalists	Blue	Major	Ghibelline
Republicans	R	Local	Signorialists	Green	Major	-
Signorialists	S	Local	Republicans	Purple	Major	Signori
Citizenry	C	Local	None	Yellow	Minor	Pacifists

Papalists

The Papalists side with the Pope.

Imperialists

The Imperialists side with the Holy Roman Emperor.

Republicans

The Republicans want representative government within their own city.

Signorialists

The Signorialists desire autocratic government within their own city.

Citizenry

The Citizenry desire a peaceful existence for their city.

Victory

The Player with the most Victory Tokens at the end of the game wins The game ends after 30 Rounds.

Pawns

Each player gets a Pawn of a unique color. Pawns move on the Board.

1	Treviso
2	Novara
3	Pisa
4	Alessandria
5	Genoa

Influence Cubes

Each player except the Citizenry gets a set of Influence Cubes (IC) of a unique color. There is no maximum number of IC.

Victory Tokens

Players share a common set of Victory Tokens (VT). There is no maximum number of VT.

Dice

Six sided dice are needed.

The Scoring Marker

The Scoring Marker moves around the Board like a Pawn. It should look different and be colored different from the player pawns.

The Deck

Players share a common deck.

The Board

The board is a circular track of 26 spaces. It is also referred to as the City Track. Each space represents a City in Northern Italy.

Each space should say the name of the city and have enough room for several IC and Pawns and the Scoring Marker. The Cities include:

1	Treviso
15	Cremona
16	Reggio
17	Vercelli
18	Modena

1	Treviso
6	Milan
7	Lucca
8	Lodi
9	Florence
10	Pavia
11	Siena
12	Piacenza
13	Ravenna
14	Arezzo

1	Treviso
19	Mantua
20	Bologna
21	Parma
22	Padua
23	Verona
24	Venice
25	Ferrara
26	Rimini

Setup

Players choose their Factions. Each of the Major Factions places 1 Influence Cube in each of the Cities. Each player starts with 5 VT.

Each player is dealt 3 cards from the deck. Players roll high on 1D6. Re-roll ties for highest. High roll is the Leader for Setup.

Play always proceeds clockwise with the Leader going first. Players (Leader First) pick which city they want their Pawn to start in. After all players have placed their pawns, the Leader places the Scoring Marker.

Round Sequence

Play proceeds in Rounds. Each Round has 3 Stages:

1. Initiative Stage
2. Player Turns Stage
3. Scoring Stage

Initiative Stage

First record Round Number (To know when the game ends). Players roll high on 1D6. Re-roll ties for highest. High roll is the Leader for the Current Round.

Player Turn Stage

In Initiative order each player gets a Turn (See Turn Sequence).

Scoring Stage

Roll X+1 Six sided dice.

X The number of Players.

Starting with the player to the left of the leader and going clockwise, Each player discards one die. The remaining die indicates how many spaces Forward (Clockwise) the Scoring Marker moves along the City Track. The city the Marker lands on is now scored. Imperialists and Papalists are State Level Opposing Factions Republicans and Signorialists are Local Level Opposing Factions First compare the number of IC the Papalists and Imperialists each have in that city.

If one side has more IC, it is said to have Dominance. The Dominant faction gets 1 VT. If one side has more IC by 4 or more, it is said to have Supremacy.

If one side has IC and the other side has none, the side with IC is also said to Have Supremacy. A

Supreme Faction gets 2 VT. Next compare the Republican and Signorialist factions with each other in the same way as you did with the Imperialists and Papalists.

Finally, the Citizenry gets 1 VT for each faction that has Supremacy. In the rare case that neither opposing side has any IC, the Citizenry gets 2 VT.

Turn Sequence

Player turns occur within the Player turn stage of a Round. Each player gets a turn. Each turn has 3 Phases: Fortuna Phase Occasio Phase Fini Phase

Fortuna Phase

Draw 2 cards from the top of the deck and put them in your hand. If the deck runs out, shuffle the discard and draw from it.

Occasio Phase

Roll 2 Dice. Move you pawn forward (Clockwise) a number of space equal to The value of either one of the dice or the sum of the 2 dice together. If you land on an Opponent, you may either trade cards with him or Steal 1 random card from his hand.

(If you landed on multiple opponents, pick one) You may then play (discard) one card from your hand or start a Battle. Most cards cause you to gain an IC in that city, or cause a target Opponent to lose one IC. Some cards produce a benefit/penalty for a specific Faction.

Most also allow some additional action or benefit. Note: The citizenry when playing a card that adds IC to an Undesignated Faction must choose which Faction they want to get the IC.

Battles

To start a Battle you must declare a target opponent and then play 1 or more Battle cards. Your opponent may then play a Battle card, and then you, and so on until you both pass. The player who played the most cards wins.

The loser loses all their IC in the city your pawn is in. In case of a tie both of you lose one IC in the city your pawn is in. (Note the Citizenry have no IC so they cannot be targeted as an Opponent) The Citizenry can discard 3 Battle cards to start a battle between 2

opposing factions (Imperialists and Papalists, or Republicans and Signorialists) The Faction with fewer IC is reduced to zero IC.

If both had equal IC, both are reduced to zero IC. Discard all Battle cards played.

Finis Phase

Your maximum hand size is 7 cards. Discard excess cards.

Example #1 Card Play

Lets say you play the first card in the Card List: Strong Prince. Your Faction would get 1 IC in the City your pawn is in and The Signorialist Faction would also get 1 IC in the same city. (So if you were the Signorialists, you would get 2 IC in that city)

Example #2 Card Play

Lets say you play the second card in the Card List: Gain Upper Hand. Your Faction would get 1 IC in the City your pawn is in and An opposing faction of your choice would lose 1 IC.

Example #3 Card Play

Lets say you play the third card in the Card List: Quarrels. Your Faction would lose 1 IC in the City your pawn is in and An opposing faction of your choice would lose 2 IC.

Example #4 Card Play

Lets say you play the third card in the Card List: Exile. An opposing faction of your choice would lose 1 IC.

Card List Notation

- P** Papalists
- I** Imperialists
- R** Republicans
- S** Signorialists
- C** This card can only be played by the Citizenry
- X** Get another Action Phase After this one
- Y** Draw 1 Card
- Z** You may play an extra card after this one
- B** Battle card
- A** Attacker only (Battle)
- D** Defender only (Battle)
- V** Target Opponent discards 1 random card
- W** Same Opponent gets to draw 1 card
- T** Steal 1 Random card from Target Opponent
- G** Gain 1 VT when you play this card
- O** Discard to reroll your Movement Rolls
- J** Discard to reroll your Initiative Roll
- N** Discard to Negate a Battle
- All** All Factions are Affected

Leader = Faction(s) with the most IC in that city
Loser = Faction(s) with the least IC in that city

Card List

Card Name:	Notes:
Strong Prince	+1 and +1S
Gain Upper Hand	+1 and -1
Quarrels	-1 and -2
Exile	-1
Factionalism	+1Z
Family Loyalty	+2
Clans	+1
Marriage	+1Z
Oaths	+1
Allegiance	+1
Common Enemy	+1X or O
Exile	-1
Faction Split	-1V
High Towers	+1G
Internal Divisions	-1V
Conflict	B or -1
Principality	+1 and +1S
Captaincy	+1 and +1S
Magistrate	+1 and +1S
Powerful Family	+1Z
Fierce Reputation	+1 or -1

Card Name:	Notes:
Dominant Power	+1 and +1I
Petty States	+1 and +1P
Political Chaos	+1 and +1P
Plots	+1ZJ
Treaty	N or O
Taxation	+1Y
Northern Bishops	+1 and +1P
Centralized Power	+1 and +1I
Imperial Claims	+1 and +1I
Unification	+1 and +1I
German Emperors	+1 and +1I
Holy Roman Empire	+1 and +1I
Economic Expansion	+1 and +1P
Catholic Church	+1 and +1P
Powerful Papacy	+1 and +1P
Local Rivalries	+1Z or O
Patronage	+1G
Papal Bull	+1 and +1P
Supporters	+1
Atrocity	-2W
Military Expedition	B or O

Card Name:	Notes:
Respite	-1C
Peace	-1C
Suppression	-1
Seize Control	+1 and -1
Pontificate	+1 and +1P
Oligarchy	+1 and +1R
Patrician	+1Z
Dynasty	+1I
Expulsion	-1
Nobility	+1 and +1S
Council	+1 and +1R
Commune	+1 and +1R
Lordship	+1 and +1S
Legislature	+1 and +1R
Guilds	+1 and +1R
Aristocracy	+1 and +1S
Professionals	+1 and +1R
Merchants	+1 and +1R
Elections	+1 and +1R
Black Death	-1 All
Plague	-1 All
Rebellion	-1 Leader
Insurrection	-1 Leader
Revolt	-1 Leader
Wealthy Family	+1Y
Politics	J or +1T or -1T
Coup	J or +1 and -1
Dissension	+1 or -1
Tyrant	+1 and +1S
Ambitions	+1Y or O
League	+1X
Struggle	B or -1
Jurisdiction	+1X
Institution	+1G
Traitors	-1T
Prestige	+1Z
Prosperity	+1Y
Build Cathedral	+1G
Banishment	-1
Bankers	+1Y
City State	+1 and +1R
Independence	+1 and +1R
Feud	-1 and -2

Card Name:	Notes:
Army	B
Foreign Troops	B
Opposition	B or -1
Monarchy	+1 and +1I
Continuous War	B
Franciscans	+1I
Boniface	+1 and +1P
Succession	+1 or -1
Civil War	B or -1
Excommunication	-1 and +1P
Crusade	BA
Walled City	BD
Allies	B or +1
Imperial Vicar	+1 and +1I
Murder	-1V
Occasio	+1TZ
Fortuna	+1XY
Mercenaries	B
Reinforcements	B
Cavalry	B
Infantry	B
Siege	B
Battle Cry	B
Act of Treachery	B or J or -1
Counter Attack	BD
Decisive Victory	B
Condottieri	B
Temporal Power	+1 and +1P
Burghers	+1 and +1R
Conspiracy	+1YJ
Deposed	-1
Public Opinion	-1Z
Prominence	+1YZ
Restoration	+1 and +2 Loser
Massacre	-2W
Autocrat	+1 and +1S
Invasion	BAX
City Rivalries	+1X or O
Lombard League	+1 and +1P
Petty Despot	+1 and +1S
Knights	B
Foot Soldiers	B
Political Chaos	+1WXYZ

Links

Wikipedia





Guild Master

Introduction

Players take the role of founding fathers of a medieval town. The best builder earns the title of Guild Master.

The Cards

There are 116 cards listed. These will have to be manufactured by the players. Information on the card must include: The card name, resources it provides, and bonuses it receives.

Set Up

Shuffle the Deck thoroughly. Each player is dealt 5 cards. Determine player turn order by any convenient method.

Turn Sequence

Players take turns. A turn consists of the following phases:

1. First Draw Phase
2. First Trade Phase
3. Discard Phase
4. Second Draw Phase
5. Second Trade Phase
6. Build Phase

Draw Phases

The current player may draw up to 5 cards. If you already have 5 or more cards in your hand you can't draw anymore cards.

Trade Phases

The current player may trade cards with other willing players. Trades cannot be forced. A player never

has to show his cards or do a trade. Trades do not have to be equal. For example: Two for one.

Discard Phase

The current player may discard from zero to three cards into the discard pile.

Build Phase

The current player picks one resource category out of the 10 available. If the player has any cards of that resource in his hand he may 'build' them. 'Built' cards are placed face up in front of the player.

A player 'owns' all the location cards he builds. These cards count towards the players' victory calculation at the end of the game.

End Of Game

The game ends at the end of the turn the last card is drawn from the deck.

Victory Calculation

When the game ends each player adds up all the points they've accumulated in each of the 10 resource categories. Players may want to keep a running total during play. Each location put in play provides two resource points in one category or one resource point in two categories.

Example: TT = Two resource points in the Trade/Transportation resource category Many cards give a bonus resource point if you own another specific card. Example: You get an extra T for the Trade Route card if you also own the Cross Roads card. The player with the highest score in the most categories is the winner.

Resource Categories

#	Categories	Abbreviation
1	Food/ Agriculture	F
2	Trade/Transport	T
3	Construction/ Materials	C
4	Religion/ Church	R
5	Government/ Nobility	G

#	Categories	Abbreviation
6	Military/ Fortifications	M
7	Public Health	P
8	Arts/ Entertainment	A
9	Learning/ Education	L
10	Industry/ Crafts	I

Card List

Location Name	Resources	Bonus
Cross Roads	TT	
Trade route	TT	Cross Roads +T
Farmland	FF	Irrigation +F
Irrigation	FF	
Grainmill	FF	Farmland +F
Vineyard	FF	
Quarry	CC	
Mason	CC	Quarry +C
Gold Mine	TT	
Salt Mine	FF	
Iron Mine	II	
Smelter	II	Iron Mine +I
Logging Camp	CC	
Lumbermill	CC	Logging Camp +C
Carpenter	CI	Lumbermill +C
Papermill	II	Lumbermill +I
Fishing Village	FF	
Pearl Divers	II	Fishing Village +I
Ranch	FF	
Hunting Grounds	FF	
Herbalist	IP	
Orchard	FF	
Stone Walls	MM	Mason +M
Castle	MG	
Guard Tower	MM	Castle +M
Moat	MM	
Gatehouse	MM	Stone Walls +M
Apothecary	PI	
Brothel	AA	Port +A
Bath House	AP	Aqueduct +P
Sewers	PP	
Aqueduct	PP	Architect +P
Library	LL	Printing Press +L
Builders Hall	CC	Mason +C
Blacksmith	II	Iron Mine +I
Armorer	MI	Iron Mine +I
Barracks	MG	Arena +M
Marketplace	TT	
Bowyer	MI	
Fletcher	MI	Bowyer +I
Stables	MT	
Temple	RR	
Wizards Tower	LL	
Merchant Shops	TT	
Merchants Guild	TT	Merchant Shops +T
Spice Merchant	FT	
Tavern	AA	Brewery +A
Inn	AT	Cross Roads +T
Alchemist	LI	
Inventor	LI	

Location Name	Resources	Bonus
Bakery	FF	Granary +F
Jeweler	II	Gold Mine +I
Palace	GG	
Townhall	GG	Town Square +G
Docks	TT	
Shipyards	TT	Port +T
Fishing Fleet	FF	Fishing Village +F
Merchant Fleet	TT	Port +T
Caravan	TT	Trade Route +T
Theatre	AA	Schoolhouse +A
Garden	FP	
Wheelwright	TI	Blacksmith +T
Cobbler	II	Tanner +I
Dye Maker	II	Fishing Village +I
Port	TT	Docks +T
Warehouses	TT	
Bazaar	TT	Marketplace +T
Granary	FF	Farmland +F
Catacombs	RP	Temple +R
Graveyard	PP	Cathedral +R
Shepherd		FF
Monastery	RR	
Shrine	RR	
Cathedral	RR	Shrine +R
Almshouse	PP	Monastery +P
Hospital	PP	Surgeon +P
Kings Highway	TT	
Surgeon	PP	
Barber	PP	
Architect	CC	
Greenhouse	FA	Glassblower +A
Circus	AA	
Fairgrounds	AA	
Dungeon	GG	Castle +G
Gambling Hall	AA	
Pub	AA	Brewery +A
Town Square	TG	Cross Roads +T
Butcher	FF	Ranch +F
Rug Merchant	TI	
Schoolhouse	LL	
Tollbooth	GG	Bridge +G
Bridge	TT	
Sculptor	AA	Quarry +A
Sage	LL	University +L
University	LL	Library +L
Printing Press	LI	Dye Maker +L
Fortune Teller	AA	
Thieves Guild	TT	Bazaar +T
Candlestick Maker	II	Beekeeper +I
Clock Maker	II	Inventor +I

Location Name	Resources	Bonus
Scribe	LI	Papermill +I
Brewer	FA	
Woodcarver	II	Logging Camp +I
Glassblower	II	
Tanner	II	Cattle Ranch +I
Weaver	II	
Tailor	II	

Game Designers Notes

You can of course add more cards, remove some, change others, etc. A few key changes would give the game a Roman flavor. Other 'flavors' could include: Western town, Space colony, Military base, Modern city, Renaissance city state, Oriental town, Arabian city, Industrial Era town, etc.

The resource categories may be changed as well to suit the milieu. The above card list is not strictly medieval. There are anachronisms, fantasy elements, and cross-cultural references. You may want to clean it up to make it historically accurate.

Inspiring Response

Hello! My name is Aaron Dalton, I am a High School English Teacher in Evanston, Wyoming. I am also an avid gamer, and stumbled across your site from the ed games newsletter. Wow! What a resource. I had an opportunity to create about 75% of the cards for your game "Guildmaster". We were able to play a modified version, each student allotted 3 cards, plus a few random students with 4 or 5. We played two rounds, and it went really well. Our "Guildmaster" had 16 points in one resource, but ended up owing many favors for cards given to her. I designed the cards with roads. As the students built their holdings, they had to match up the roads, and tape them to the chalkboard. The resulting city was very chaotic, and went along well with our non-fiction reading "The Labyrinthine City of Fez" by Anais Nin. It served as a take-off point for our discussion of the story.

Thank you very much! It is always fun to meet a fellow gamer, and to try something new. Please send any replies to redbaronaaron@yahoo.com.

Sincerely, Aaron Dalton

Link

Guild Master has been published in the

Academic Gaming Review

Increased Player Interaction Variant

by Marcelo Paschoalin (fermmoylle@ig.com.br) The changes on the original rules are on ALL CAPS. The major changes on the game are below. Everything else is the same as the original.

1. First Draw Phase
2. GUILDMASTER PHASE
3. First Trade Phase

Location Name	Resources	Bonus
Laundry	PP	Aqueduct +P
Jousting Pavilion	AM	Fairgrounds +A
Archery Range	AM	Fletcher +M
Arena	AM	
Toymaker	AI	
Beekeeper	FI	

4. Discard Phase
5. Second Draw Phase
6. Second Trade Phase
7. Build Phase

Draw Phases

ALL PLAYERS may draw up to 5 cards. If you already have 5 or more cards in your hand you can't draw anymore cards.

Guildmaster Phase

Using his hand of cards, each player makes a hidden bid to achieve the title of Guildmaster. After all the players have decided on the amount of cards they will bid, they must tell to the other players the amount chosen. If there's a draw, the players not involved on the draw must choose by open vote who will be the Guildmaster. If there's no agreement on that, chance will dictate who will be the Guildmaster (coin toss, dice roll, lottery numbers...).

Trade Phases

ALL PLAYERS may trade cards with other willing players. THERE'S NO LIMIT ON

Trades.

Trades cannot be forced. A player never has to show his cards or do a trade. Trades do not have to be equal. For example: Two for one.

Discard Phase

ALL PLAYERS may discard from zero to three cards into the discard pile.

Build Phase

THE GUILDMASTER picks one resource category out of the 10 available. If the PLAYERS HAVE any cards of that resource in his hand THEY may 'build' them. 'Built' cards are placed face up in front of the player.

A player 'owns' all the location cards he builds. These cards count towards the players' victory calculation at the end of the game.

Victory Calculation

When the game ends each player adds up all the points they've accumulated in each of the 10 resource categories. Players may want to keep a running total during play. Each location put in play provides two resource points in one category or one resource point in two categories.

Example: TT = Two resource points in the Trade/Transportation resource category. Many cards give a bonus resource point if you own another specific card. Example: You get an extra T for the Trade Route card if you also own the Cross Roads card. Each player gains points equal to the amount of resource points on his "worst" category, plus one point on each category he has more resource points than the other players.

If more than one player leads a category with the same amount of resource points as another player, both gain the bonus point.

Example: On the end of a game with 5 players, the resource points on the 10 categories (F, T, C, R, G, M, P, A, L, I) are below:

- Sue: 10, 4, 4, 4, 0, 3, 6, 3, 0, 12
- Tom: 5, 8, 2, 2, 2, 5, 6, 6, 6, 4
- Jeff: 6, 9, 4, 0, 5, 1, 5, 8, 1, 7
- Bill: 7, 10, 1, 2, 2, 4, 3, 4, 2, 9
- Jane: 5, 7, 2, 1, 2, 4, 1, 5, 5, 12
- Sue ends the game with 5 points (0 on the worst category; leads on F, C, R, P, I)
- Tom ends the game with 5 points (2 on the worst category; leads on M, P, L)
- Jeff ends the game with 3 points (0 on the worst category; leads on C, G, A)
- Bill ends the game with 2 points (1 on the worst category; leads on T)
- Jane ends the game with 2 points (1 on the worst category; leads on I)





Gundam Wing

by Emil Srdoc

Introduction

Variant of Mekatac incorporating Mobile Suit Gundam background material.

Disclaimer

Mobile Suit Gundam is a licensed, copyrighted property. This is merely a fan site.

Pieces

Use Miniatures. Dice required. Paper and pencil required.

Setup

One player designs the scenario. The other player picks which side he wants to control.

Turn Sequence

1. Initiative Phase
2. Movement Phase

SUIT	MOVE	-	SIZE
SIZE	POINTS	HITS	CLASS
2	8	10	Small
3	8	10	Small
4	7	10	Small
5	7	15	Medium
6	6	15	Medium

Notes: One move point can be used to move the suit forward one inch or for one turn of up to 60 degrees. Cost is equal to suit's size. Gundams cost is size*3, but their size and hits are doubled, while all other values remain unchanged.

Attacks

Ranged attacks hit on a roll of 6+ on 1D10. HTH attacks hit on a roll of 3+ on 1D10. If target is Small, -1 to hit, if Large, +1.

If suit moved this turn: -1 to hit with ranged weapons. The ranges listed are long range. Attacks at half this distance (rounded up) are +1 to hit.

Firing at point blank (quarter long range, rounded

Initiative Phase

If 6 or less mobile suits are fighting, roll 1D10 for each Mobile suit in Play. Add move points to the roll. Highest roll moves first, lowest roll moves last. All the rest are in between, based on their roll. If there are two or more suits with same initiative, roll their dice again. If more suits are involved, roll 1D10 for each side, and add slowest unit's move points. Suits are then moved starting with the side that rolled highest, and moving alternately until all Suits have had opportunity to move. In addition to this, you can make an activation roll for each Suit you wish to move. This is done by rolling a 1D6, and if the roll is equal to or less than Pilot's quality, you get to move the suit. Pilot's quality can go from 2 for Green to 5 for Elites. (6 is reserved for ZERO system users)

Movement Phase

Each suit can attack with each of its Weapons once per turn. Suit can attack at any point during its move phase. Unless punch/kick attack is made, in which case no other weapon may be used.

SUIT	MOVE	-	SIZE
7	6	20	Medium
8	5	20	Medium
9	5	25	Large
10	4	25	Large
11	4	30	Large
12	3	30	Large

down) are +2 to hit. If in HTH combat, add speed difference between attacking and defending suit. Plasma weapons & Flamethrowers are +1 to hit.

The Bomb is a self destruct mechanism. All suits within 1 inch take 4D10 Damage. Polearms attack all targets within range and in weapons attack arc. Any HTH weapon used against hand weapons has -4 to hit, against polearms only -2.

HTH weapons ignore all sorts of protection. All weapons attack into a 180 degree arc. The arc is determined by the suits weapon configuration.

Arcs include: (F)orward, (L)eft, (R)ight, and (B)ack. The arcs overlap. Only 1 class of weapon may attack into an arc during 1 turn.

Critical Damage Table

D10	System Damaged	Notes:
1	Leg Destroyed	Suit cannot move or change facing but can still attack
2	Pilot Shaken	Pilot takes 1D6 hits
3	Jets destroyed	No move bonus & Fall if flying. If none available treat as Leg hit.
4-5	Weapon	1 Random system destroyed
6	Reactor Core	Suit will explode as bomb if 1-3 rolled on 1D6. Roll after hit, and at the beginning of next turns.
7	Computers	Suit has -2 to hit on all attacks
8	System Shock	Suit can do nothing on its next move
9	Topple	Suit spends next turn getting up. No move or attack
10	Electrical Fire	Take 1D4 Damage at the beginning of every turn

Notes: Roll on the hit table for each 5 damage (rounded down) a hit inflicted after penetrating defences for ordinary suits. That is, 5-9 damage points penetrated give 1 roll, 10-14 gives 2 rolls, etc. Gundams roll on hit table once for each 10 points of damage that manage to get through. Pilots have 6 hits

each.

A Flying suit that falls loses 2D6 X 10% of its full Hits.

Weapon Systems

All ranges are in inches.

Laser Weapons:	SIZE	DAMAGE	RANGE	AMMO	COST
Lasgun	1	1D8	8	U	1
Lascannon	2	2D8	12	U	2.5
Particle Accelerator	3	3D8	16	U	4

Missile Launchers:	SIZE	DAMAGE	RANGE	AMMO	COST
Small	1	1D10	8	6	1
Medium	1	2D10	12	3	1.5
Large	1	3D10	16	2	2
X-Large	1	4D10	20	1	1.5

Ballistic Weapons:	SIZE	DAMAGE	RANGE	AMMO	COST
Rail Gun	1	1D10	8	12	1.5
Rail Cannon	2	2D10	12	8	3
Siege Gun	3	3D10	16	6	4.5

Plasma Weapons:	SIZE	DAMAGE	RANGE	AMMO	COST
Plasgun	1	1D10	6	10	1
Plasma Rifle	2	2D10	8	8	2
Plasma Cannon	3	4D10	10	6	4
Mega Cannon	3	5D10	12	4	4

Flamethrowers:	SIZE	DAMAGE	RANGE	AMMO	COST
Small	1	2D10	2	10	.5
Medium	2	4D10	3	8	1.5
Large	3	6D10	4	6	2.5

Mortars:	SIZE	DAMAGE	RANGE	AMMO	COST
Small	1	1D8	18	10	2.5
Medium	2	2D8	24	8	5
Large	3	3D8	30	6	7.5

Machineguns:	SIZE	DAMAGE	RANGE	AMMO	COST
Vulcan	.5	1D6	4	12	.5
Machine Gun	1	2D6	6	8	1
Chain Gun	2	4D6	8	6	2
Gatling Gun	3	8D6	10	5	4

OTHER SYSTEMS	SIZE	COST	NOTES
Armor	1	1	60/hits (round down) gives damage reduction from
	-	-	ranged weapons. Gundams double dam. red.
Shield	1	1	-4 to opponent's HTH hit roll from assigned arc.
Jammer	1	1	-1 to opponent's ranged hit roll
Defender	.5	1	Reduces ranged damage at max. -4. Each forms a
	-	-	protective barrier 1 to 1/4 inch wide.
Bomb	1	1	Self destruct
Sidearms	1	1	Claws, Jaws, etc.
Thrown Weapon	-	1	Upgrade for shields, sidearms or Hand wpn.
	-	-	Range: 2 inch. Can be used only once.
ReThrown Wpn.	1	2	Same as Thrown, but can be used Unlimited
	-	-	number of times.
Hand Weapon	1	1	Swords, sabres, etc. Range: .5 inch
Polearm	1	2	Spears, Scythes, etc. Range: 1 inch
Targeter	1	1	+2 to hit with one ranged attack
Power boost	1	1	+2 damage per Damage Dice rolled by Laser,
	-	-	Plasma, Hand Wpn. or Polearm
Jets	1	2	30/hits (round down) gives move bonus.
	-	-	Gundams double move bonus.
ZERO system	-	5	-2 to opponenent's ranged hit, -4 to opponent's
	-	-	HTH hit roll, +4 to initiative.
AI control	-	2	size *1.5 while all other values (basic cost, too)
	-	-	remain unchanged. -8 to initiative.

If Defenders barrier is 1" wide, dam. red. is -1. If the barrier is 1/4" then dam. red. is -4 for each barrier. When barrier width is stated, add all damage reductions together. Nearest part of the barrier cannot be more than 1" away from the suit.

Hand To Hand Damage Table

WEAPON CLASS	DAMAGE
PUNCH/KICK	1D6
SIDEARM	2D6
HAND/POLEARM	2D10

In Punch/kick attack add/subtract 1 damage per size difference between Attacker and Defender.

MISSILE & BALLISTIC ROUNDS (only one can be used at the same time)

Type:	Weapons using:	Notes:
Armor Piercing	Machineguns, Missiles, Ballistics	+1 damage per Damage Dice rolled
AI Guided	Missiles	To Hit +1
High Explosive	Mortars, Missiles	Area of Affect = 1 inch wide circle
Nuke shell	XL missiles	Destroys everything in 10" circle. Costs additional 2.5

Gundam 2000

Factions:

- Gundams (Good guys)
- Earth Sphere Alliance (Connection with previous seasons of GW)
- OZ/Romefeller Foundation (Bad guys)
- Sanc Kingdom (Peacecrafts' home)

- Mariemaia's Army (OZ's remnants in Endless Waltz)
- White Fang (Ultra-nationalistic Colonials)
- Maganac Corps (Quatre's family troops)

Mobile Suits

Early Gundams:

NAME	SIZE	COST	EQUIPMENT
Wing	8(16)	44	3 Jets, Mega cannon(R), 2 Machine gun(F), Hand Wpn.(R), Shield(L), 5 Armor, Targeter
Shenlong	8(16)	41	Jets, Polearm(R), ReThr. 2xSidearm(R), 2 Med. Flame(R), 2 Vulcan(F), Shield(L), 5 Armor
Deathscythe	8(16)	44	3 Jets, Machine gun(L), Polearm(R), 2 Vulcan(F), Thr. Shield+H Wpn.(L), 3 Jammer, 5 Armor
Sandrock	8(16)	42	Jets, 2 2xSidearm(L&R), 2 Vulcan(F), Thr. Shield+H.wpn.(L), 7 Armor
Heavyarms	8(16)	42	Jets, Gatling gun(R), 2 Machine gun(F), 2 Vulcan(F), Sidearm(L), 7 Armor, Targeter

Late Gundams:

NAME	SIZE	COST	EQUIPMENT
Wing ZERO	12(24)	74	7 Jets, 2 Mega cannon(R), 2 Vulcan(F), Hand Weapon(R), Shield(L), 8 Armor, ZERO
Altron	10(20)	60	2 Jets, Polearm(R), 2 ReThr. 2xSdarm(L&R), 2 Med. Flame(L&R), 2 Vulcan(F), 6 Armor
Deathcythe Hell	10(20)	58	5 Jets, 2xPolearm(R), 2 Vulcan(F), Thr. Shield+H.Wpn.(L), 3 Jammer, 7 Armor
Sandrock Kai	10(20)	52	2 Jets, 2 2xSidearm(L&R), 2 Plasma rifle(L&R), 10 Armor
Heavyarms Kai	12(24)	65	3 Jets, 2 Gatling gun(L), 4 Machine Gun(F), 2 Vulcan(F), 9 Armor, Targeter

EW Gundams:

NAME	SIZE	COST	EQUIPMENT
Wing Z Custom	12(24)	74	7 Jets, 2 Mega cannon(R), 2 Vulcan(F), 2 Hand weapon(L&R), 8 Armor, ZERO
Nataku	10(20)	54	2 Jets, 2 ReThr. 3xSidearm(L&R), 2 Vulcan(F), 7 Armor, 2 Shield(L&R)
Deathcythe Cst.	10(20)	57	5 Jets, 2xpolearm(R), 2 Machine gun(F), 4 Jammer, 7 Armor
Sandrock Cst.	10(20)	53	3 Jets, 2 3xSidearm(L&R), 2 Vulcan(F), 10 Armor
Heavyarms Cst.	12(24)	65	3 Jets, 2 Gatling gun(L), 4 Machine gun(F), 10 Armor, Targeter

Early OZ forces:

NAME	SIZE	COST	EQUIPMENT
Tallgeese	10	24	3 Jets, Plasma rifle(R), Hand Weapon(R), Shield(L), 3 Armor
Aries	4	9	Jets, Plasma Rifle(R), Armor
Leo	5	10+1/2	Rail Cannon(R), 2 Armor Optional: Hand weapon(L) or L miss.(L)
Taurus	7	16	2 Jets, Plasma Rifle(R), 3 Armor
Tragos	8	16	2 Plasma Rifle(L&R), 4 Armor

Late OZ forces:

NAME	SIZE	COST	EQUIPMENT
Tallgeese3	10	25	3 Jets, Mega cannon(L), Hand Weapon(R), 3 Armor
Virgo	4(6)	16	Jets, Plasma cannon(R), 4 Defender, AI
Mercurius Gnd.	4(8)	26	Jets, Hand Weapon(R), Plasgun(L), 10 Defender
Vayeate Gundam	4(8)	22	Jets, Plasma cannon(R), 2 Armor, Shield(L), Targeter

Also used: All of the early models

Mariemaia's Army(EW):

NAME	SIZE	COST	EQUIPMENT
Serpent	10	16+4/6	2 S miss.(L), 4 Armor Optional: 2 Chain gun(R) or Plasma cannon(R), L miss(R)

Also used: Leo, Taurus, Nataku Gundam

White Fang:

NAME	SIZE	COST	EQUIPMENT
Epyon Z Gundam	10(20)	62	5 Jets, 2xHand weapon(R), Shield(L), 2 Polearm(B), 9 Armor, power boost, ZERO
Virgo2	6(9)	24	2 Jets, Plasma Cannon(R), 8 Defender, AI

Also used: Taurus

Maganac Corps:

NAME	SIZE	COST	EQUIPMENT
Maganac	6	12	Plasma Rifle(R), 2 Armor, Sidearm(L), Targeter
Oliphant	6	12	Plasma Rifle(R), Chain gun(L), 2 Armor

Old Gundam

Federal mass produced suits:

Factions:

Earth Federation Duchy of Zeon

NAME	SIZE	COST	EQUIPMENT
GM	6	12	2 Vulcan(F), Hand weapon(R), Plasma rifle(L), 2 Armor
GM2	8	17	Jets, 2 Vulcan(F), Hand weapon(R), Plasma rifle(L), 3 Armor
GM Sniper	6	13.5	Siege gun(R), 2 Armor, Targeter
GM Cannon	6	15	Med. Mortar(F), 2 Vulcan(F), 3 Armor

Zeon mass produced suits:

NAME	SIZE	COST	EQUIPMENT
Zaku	6	14	Rail cannon(R), Hand weapon(R), L miss.(L), 2 Armor
Zaku2	8	19	Jets, Rail cannon(R), Hand weapon(R), L miss.(L), 3 Armor
Zaku Cannon	6	16	Med. Mortar(F), L miss.(R), 3 Armor
Dom	6	13	Plasgun(L), 2 M miss.(F), Hand weapon(R), 2 Armor
Rock-dom	8	18	Jets, Plasgun(L), 2 M miss.(F), Hand weapon(R), 3 Armor
Rock-dom2	10	23	2 Jets, Plasgun(L), 2 M miss.(F), Hand weapon(R), 4 Armor
Gelgoog	8	18	2 Jets, Plasma Rifle(L), Hand weapon(R), 3 Armor
Gelgoog2	10	22	2 Jets, 2 Plasma rifle(L&R), 4 Armor
Gouf	8	14	Chain gun(L), 4 Armor Optional: Shield(L), Hand wpn.(R) or Rail cannon(R)

Federal Gundams:

NAME	SIZE	COST	EQUIPMENT
Gundam	5(10)	24+3/2	Jets, 2 Vulcan(F), Hand weapon(L), Beam rifle(R), 3 Armor Opt: 2 L miss.(L) or 2xSdarm(L)
Alex Gundam	6(12)	32	2 Jets, Hand wpn.(R), 2 Machine gun(L&R), Shield(L), Beam rifle(R), 4 Armor
Zephirantes G.	6(12)	33	3 Jets, 2 Hand wpn.(L&R), 2 Vulcan(F), Beam rifle(R), 4 Armor

Zeon's responses:

NAME	SIZE	COST	EQUIPMENT
Tetra Gundam	5(10)	27	2 Jets, 2 Hand weapon(L&R), Chain gun(R), 4 Armor
Zaku Kai	8	19	2 Jets, Hand weapon(L), Rail cannon(R), 3 Armor
Physalis Gundam	6(12)	35	2 Jets, 2 Vulcan(F), 2 H. Wpn.(L&R), 1 shield(L), 1 XL missiles + nuke shell(R), 5 Armor

Links

<http://www.gundam.com/> Gundam.com.

<http://www.gundamofficial.com/of/index.cfm> Official Gundam.





Gunfight At The O.k. Corral

Introduction

Skirmish Board and Card Game for 2 Players. October 26, 1881 Arizona. One player is the Earps.

The other player is the Cowboys.

Winning

Kill 3 opposing gunmen.

The Board

Fremont Street in the town of Tombstone. Use an 8x8 square grid chessboard. Each Square is 6 feet across.

The Cowboys

Name:	Notes:
Frank McLaury	Good Shot; Horse and Rifle
Tom McLaury	Horse and Rifle
Billy Clanton	-

The Earps

Name:	Notes:
Wyatt Earp	Good Shot
Virgil Earp	-
Morgan Earp	-
Doc Holiday	Shotgun

The Decks

There are 2 Decks:

1. The Action Deck
2. The Wound Deck

Setup

Set up your men on your back 4 rows, up to one man per row, with none of your men touching or sharing a column or on the farthest left or right columns.

Action Deck Card List

Name:	#	Type	Range	Notes
Move into Street	2	M	K	-
Cross Street	3	M	2	-
Walk Slowly	4	M	1	-

Each player starts with a hand of 5 cards. Flip a coin to see who goes first.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Draw Phase
2. Move Phase
3. Shoot Phase

Draw Phase

Fill your hand to 5 Action cards. For each of your men killed, draw 1 less card.

Move Phase

You may play move cards to move your men. Each man may move only once per turn. Move the man the exact number of spaces written on the card.

Shoot Phase

You may play a card to have a man shoot. Each man may shoot a max of once per turn. The shot is fired at an exact range as written on the card.

The Shot will automatically "Hit" unless your opponent plays a Defense card to negate it. If a shot is not negated draw 1 wound card from the Wound Deck and Apply its effects to the target. At the end of Shoot phase you may discard any cards from your hand you No longer want.

Card List Notation

- S** Shoot
- M** Move
- D** Defense
- X** Special
- K** Like a Knight in Chess
- W** Wounded
- N** Not Wounded
- A** Any Range you want up to 4
- #** Copies of that card in the deck

Name:	#	Type	Range	Notes
Walk at Good Pace	2	M	3	Not if Wounded
Run	2	M	4	Not if Wounded
Shotgun Blast	1	S	1	Doc Holiday Only
Nickel-Plated Revolver	1	S	K	Doc Holiday Only
Hide Behind Horse	1	D	-	Frank or Tom Only
Rifle	1	S	4	Frank or Tom Only
Six Shooter	1	S	2	Orthogonal Only
Single Action Revolvers	1	S	2	Diagonal Only
Draw & Cock	1	D	-	Only vs a Man's first Shot
Out of Bullets	1	D	-	Only vs Man who has Fired
Couple of Steps Back	1	M	1	Only directly Backwards
First Shot	1	S	3	Only if it is the first or second shot of the fight
Go for your Revolver	1	S	3	Only for a Man's first shot of the fight
Level your Pistol	1	S	K	-
Ike Begs for Mercy	1	D	-	Cowboys Only. Use during first 3 turns Only
Stand and Shoot	1	S	3	Only if Shooter did not Move this Turn
Continue to Fire	1	S	3	Draw 2 Wound Cards
Rapid Succession	1	S	2	Draw 2 Wound Cards. Cannot Shoot next turn
Cool as a Cucumber	1	X	-	Draw 2 Cards. Earps Only
Black Powder Smoke	1	D	-	Not on Opponent's first 2 turns
Confusion	1	D	-	Opponent Discards 1 Random Card
Trip	1	D	-	Shooter cannot move next turn
Long Coats	1	D	-	Earps Only
Wounds	1	D	-	Only vs Shooter that is wounded
Exchange Shots	1	S	A	Only vs Man who shot at you last turn
Narrow Space	1	X	-	Draw 2 Cards
Nice Shot	1	S	A	Frank or Wyatt Only
Colt SA Army Revolver	1	S	2	Billy or Frank Only
Point Blank	2	S	1	Orthogonal Only
Short Range	2	S	1	Diagonal Only
Take Aim	1	S	4	-
Conflicting Stories	1	X	-	Negate a Card just played

Wound Deck Card List

Name:	#	Type	Notes:
Head Shot	1	W	Killed
Ribcage	1	W	Killed
Lung Puncture	1	W	Killed
Navel	1	W	Killed
Beneath Right Ear	1	W	Killed
Under the Arm	1	W	Killed
Shot through the Calf	1	W	Max move = 1 for remainder of fight
Shoulder Blades	1	W	Cannot Move or Shoot next 2 turns
Stunned	1	W	Cannot Move or Shoot next turn
Hip Grazed	1	W	Cannot Move next turn
Wrist Wound	1	W	Cannot Shoot next turn
Abdomen	1	W	Draw 1 less card (As if killed)
Bruised by a Bullet	1	W	Draw 1 less card next turn
Graze	2	W	-

Name:	#	Type	Notes:
Near Miss	5	N	Draw 1 less card next turn
Wide Miss	5	N	-

Links
OK Corral Must See. Cool Birds Eye View Animation





Gunslingers

Introduction

Board, dice, & card game for 2+ players. Wild West Theme. Battle between gunslingers.

Abstract skirmish level combat. Each figure represents a single man (unit).

Victory

You win if you kill all enemy gunslingers.

The Map

Use an 8x8 chessboard.

Map Features

Use chits to indicate terrain features:

- Fence
- Building
- Tree
- Canyon
- Water
- Clear (Unmarked spaces)

Dice

Six sided dice (Shooters) are needed.

Gunslinger Deck

Use pawns, chits or miniatures to represent gunslingers on the map. The gunslinger deck contains one card representing each gunslinger.

Action Hands

Each gunslinger has his own hand of action cards. If you are controlling more than one gunslinger, you will have a hand for each one.

Gunslinger Deck Card List Notation

- C** Cowboy
- O** Outlaw
- I** Indian
- L** Lawman
- S** Soldier
- P** Pistol
- R** Rifle

Gunslinger Deck Card List

Name	Type	Gun	Guts	Legs	Smarts	Cool	Arms	Eyes	Hands
Sheriff	L	P	3	3	5	3	3	3	3
Deputy	L	P	2	4	3	2	3	3	2
Texas Ranger	L	R	3	4	6	3	3	4	3
Bounty Hunter	L	R	4	4	5	4	3	4	3
Preacher	L	P	2	2	3	3	2	2	1
Shootist	O	R	3	4	5	3	3	4	3
Pistoleer	O	P	3	4	5	4	3	4	4
Renegade	O	P	3	5	6	4	3	3	3
Gambler	O	P	2	4	6	4	2	3	4
Mexican Bandit	O	P	4	3	4	3	4	3	2
Mountain Man	O	R	4	3	6	4	4	3	2
Hired Gun	C	P	2	4	2	2	3	2	1
Miner	C	P	2	3	4	3	2	2	2
Saloon Girl	C	P	2	3	3	3	2	2	1
Homesteader	C	R	2	3	3	1	2	2	1
Drifter	C	R	2	4	4	3	2	4	2
Trapper	C	R	4	4	5	3	4	3	2
The Kid	C	P	2	5	4	2	2	2	2
Rangehand	C	R	2	4	3	2	3	3	2
Prospector	C	P	3	3	5	3	4	2	2

Name	Type	Gun	Guts	Legs	Smarts	Cool	Arms	Eyes	Hands
Apache Warrior	I	R	3	5	5	2	4	3	3
Blackfoot Scout	I	R	2	5	6	3	3	4	3
Yankee	S	R	3	4	5	2	3	3	2
Confederate	S	R	3	4	4	3	3	4	2

Gunslinger Attributes

- Each gunslinger has 7 numerical attributes:
- Guts: Number of hits he can take before dying.
- Smarts: Maximum action card hand size.
- Cool: Number of action cards he can draw in Draw Phase
- Legs: Max number of spaces he can move in one turn.
- Arms: Ability in HTH combat (Allows use of certain cards)
- Eyes: Weapon Accuracy (Allows use of certain cards)
- Hands: Max number of attacks the gunslinger can make per turn.

Setup

Set up the board with terrain feature chits. Determine how many gunslingers each player will control. Each player places his gunslingers on squares of his back two rows.

Each Gunslinger starts with a full hand of cards.

The Action Card Deck

Gunslingers share a common deck of action cards. The Deck has 2 copies of each Move card and 1 copy of all other cards.

Turn Sequence

gunslingers take turns. Each turn has 3 phases:

1. Draw Phase
2. Move Phase
3. Shoot Phase

Draw Phase

Draw a number of action cards equal to the gunslingers Cool attribute. Max hand size = Smarts At-

tribute. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move your gunslinger. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. A man can only use one move card per turn. Men may not stack.

Shoot Phase

Play (discard) an Attack card to have the gunslinger attack. The attack card has a number. This is the MAXIMUM range of the attack.

Next roll 1D6. This is the Attack Roll. If the Attack roll is equal to or less than the Shooter's Eyes Trait the Attack hits. (At Range = 1 Shooters eyes are +1; At Range = 4+ eyes are -1) Attacks do one wound (Hit of damage) to the target.

Use Chits or coins to record damage. A man reduced to 0 Hits (Guts) is killed and removed from the board. Each hit reduces the value of all attributes by one.

Your opponent may play Defense cards to negate your attack.

Card List Notation

- M** Movement
A Attack
D Defense
X Special
W Wound (Attack must hit first)
K as a Knight would move in Chess
Type Purpose of card

Card List

Card Name:	Range	Type	Notes:
Sprint	5	M	Only gunslingers with legs attribute 5+
Run	4	M	Only gunslingers with legs attribute 4+
Scurry	3	M	Only gunslingers with legs attribute 4+
Hurry	3	M	-
Break Away	3	M	-
Strut	2	M	-
Walk	2	M	-
Creep	1	M	-

Card Name:	Range	Type	Notes:
Sneak	1	M	-
Dodge	-	D	Negate attack if you moved last turn
Duck	-	D	Negate attack: Only gunslingers w legs attribute 4+
Sun in your Eyes	-	D	Negate attack if you are in a Clear Space
Cover	-	D	Negate attack if you are in a Building Space
Prone	-	D	Negate attack if you did not move last turn
Out of Sight	-	D	Negate attack if you are in a Non-clear Space
Behind Rocks	-	D	Negate attack if you are in a Canyon Space
Wild Shot	-	D	Negate attack if shooter moved this turn
Behind Tree	-	D	Negate attack if you are in a Tree Space
Surrender Terms	-	D	Negate attack by a Lawman
Low on Ammo	-	D	Negate attack if opponent attacked already this turn
Loss of Blood	-	D	Negate attack by wounded man
Metal Plate	-	D	Negate attack on an Outlaw
Bible	-	D	Negate attack on a Lawman
Ten Gallon Hat	-	D	Negate attack by a Rifle
Sombrero	-	D	Negate attack by a Pistol
Misfire	-	D	Negate attack of range 2+
Stampede	-	D	Negate attack if you are in a Fence Space
Planned Shot	6	A	Only gunslingers with a rifle & eyes attribute 4+
Careful Aim	5	A	Rifle only
Sharp shot	5	A	Only gunslingers with a rifle & eyes attribute 4+
Line up Target	4	A	Only gunslingers with a rifle & eyes attribute 4+
Long Barrel	4	A	Rifle only
Brace Rifle	4	A	Rifle only
Trick Shot	3	A	Only gunslingers with a rifle & eyes attribute 4+
Dead shot	3	A	Only gunslingers with pistols & eyes attribute 4+
Guns Blazing	3	A	-
Fanfiring	2	A	Pistol only
Six Shooter	2	A	Pistol only
Two-fisted Shooter	2	A	Pistol only
Easy Target	3	A	Rifle only
Out in the Open	3	A	Only vs target in a clear space
Short Range	2	A	-
Shoot from the Hip	2	A	-
Shot in the Back	3	A	Only vs surrounded Target
Ricochet	3	A	-
Ambush	3	A	Only if you are in a building
Quick Draw	2	A	Only gunslingers with hands attribute 4+
Cause Avalanche	3	A	Only vs Target in Canyon
Rifle butt	1	A	Rifle only
Bang	2	A	-
Bowie Knife	1	A	Cowboys only
Pistol Whipped	1	A	Pistols only
Derringer	1	A	Pistols only
Set Fire	1	A	Only vs gunslingers in buildings
Saber Cut	1	A	Soldiers only
Strangle	1	A	Only vs gunslingers with lower Arms attribute
Fisticuffs	1	A	Only gunslingers with Arms attribute 4+
Tomahawk	1	A	Indians only
Head Shot	-	W	Target Attack does +1 Damage
Limp	-	W	Target of Target Attack gets Legs -1
Reload	-	X	Draw 3 cards

Card Name:	Range	Type	Notes:
Cock	-	X	Draw 2 cards
Whiskey	-	X	Gunslinger regains 1 lost hit but is Eyes -1
Bite the Bullet	-	X	Gunslinger regains 1 lost hit but is Legs -1
Way Blocked	-	X	Negate a Move Card just played
Difficult Footing	-	X	Negate a Move Card just played
Pinned Down	-	X	Negate a Move Card just played
Mexican Standoff	-	X	All players discard their hands & draw 3 cards

Optional Rule – Horses

Gunslingers on Horses have a legs attribute = 6, and may play 2 Move cards per turn. Gunslingers on Horses have a eyes attribute modifier of -1. Discard any card from the gunslingers hand to mount/dismount.

If you are hit flip a coin. If tails your horse is shot out from under you.

Optional Rule – Shotguns

Treat Shotguns like Rifles except: Maximum range = 4 Treat range = 5 cards as range = 3 cards.

Optional Rule – Rifle & Pistol

Some gunslingers may carry both a rifle and a pistol. Only one can be used to attack in a turn. Discard any card from the gunslingers hand to switch weapons.

4 Way Showdown

4 players each with one gunslinger. Gunslingers start in the corner squares.





Hack & Slash

Introduction

You are a Barbarian Warrior surrounded by enemies. Kill them all before they kill you. Solo card game.

The Barbarian

You have 10 hit points. If you are reduced to zero Hit points you lose.

Victory

The game ends when you go to draw a card and there are none left. If you go through the whole deck without dying you win (Your Foes Flee). Your score is equal to the number of hits you have left plus the number of attackers you killed.

Turn Sequence

1. Draw Phase
2. Wits Phase
3. Slay Phase
4. Foes Phase

Draw Phase

Flip over three cards. Put Attacker Cards face up in front of you. Keep Defense and Kill cards in your hand.

Max hand size = 6 cards. Discard excess cards.

Card List

Card Name	Type	Value
Shield Bash	K	1
Gutted	K	2
Impale	K	3
Skewer	K	4
Run-Through	K	5
Hilt Punch	K	1
Sliced	K	2
Disemboweled	K	3
Beheaded	K	4
Cut in Half	K	5
Lop off Arm	K	1
Split Open	K	2
Crush Skull	K	3
Cut Jugular	K	4

Wits Phase

You may discard 1 card from your hand to activate its special Ability: Value 1: All your other Kill & Defense cards you play this turn are at +1 Value 2: Look at next 3 cards in deck and put 1 in your hand (Kill or Defense only) Value 3: Kill 1 random Attacker Value 4: Flip over 2 more cards (like in Draw Phase) and heal 1 Damage Value 5: Kill 2 Attackers with total Value 4 or less

Slay Phase

Discard Kill cards with a total Attack value equal to or greater than the Force value of an Attacker to cause that Attacker to be killed (Discarded).

Foes Phase

Each Attacker does one hit point of damage to you. Discard Defense cards with a Defense value equal to or greater than the Force value of an attacker to negate the point of damage done by that attacker. You can suffer a max of 4 points of damage per turn.

Card List Notation

- K** Kill
D Defense
A Attacker

Card Name	Type	Value
Grapple	D	4
Trip	D	5
Deflection	D	1
Reflexes	D	2
Cunning	D	3
Back to Wall	D	4
Withdraw	D	5
Jump	D	1
Dumb Luck	D	2
Crossed Swords	D	3
Sword Breaker	D	4
Strength Contest	D	5
Spearman	A	1
Swordsman	A	2

Card Name	Type	Value
Stabbed in the Heart	K	5
Thrown Sword	K	1
Back Breaker	K	2
Thrown Body	K	3
Neck Breaker	K	4
Crush Windpipe	K	5
Thrown Dagger	K	1
Strangulation	K	2
Skewered	K	3
Cut Down the Middle	K	4
Toss off Cliff	K	5
Sword Parry	D	1
Dodge Blow	D	2
Shield Block	D	3
Side Step Blow	D	4
Leap to Safety	D	5
Duck	D	1
Weapon Catch	D	2
Intimidation	D	3
Protected By Armor	D	4
Speed	D	5
Animal Instincts	D	1
Danger Sense	D	2
Prowess	D	3

Card Name	Type	Value
Rider with Lance	A	3
Knife Fighter	A	4
Warrior with Battleaxe	A	5
Fighter with Falchion	A	1
Halberdier	A	2
Torturer with Axe	A	3
Chef with Cleaver	A	4
Archer with Shortbow	A	5
Footman	A	1
Crossbowman	A	2
Saber Wielding Warrior	A	3
Watchman with Dirk	A	4
Brute with Warhammer	A	5
Spear Chucker	A	1
Fanatic with Scimitar	A	2
Guard with Poleaxe	A	3
Taskmaster with Whip	A	4
Knight with Claymore	A	5
Celt with Throwing Axes	A	1
Soldier with Broadsword	A	2
Mercenary with Mace	A	3
Champion with Flail	A	4
Pit Fighter with Trident	A	5





Halo Missions

Introduction

Card game for 2-4+ players. Set in the HALO Universe.

Disclaimer

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Victory

Be the first player to accumulate 100 Mission Points. Winner gets to keep the title of Master Chief.

The Deck

Players share a common deck. There are 6 basic types of cards:

- S** Spartan
- M** Mission
- W** Weapon
- E** Enemy
- V** Vehicle
- X** Special

Each card has a Mission Point Value (MPV) ranging from 1 to 5. Some of the types have sub-types. Example: There are Flood and Covenant Enemy cards. There are 15 cards each for Spartan, Mission, Vehicle, and Special.

There are 30 cards each for Weapon and Enemy card types.

Shield Points

Each player has 10 Shield Points (SP). If a player ever has less than Zero Shield Points, he immediately discards 3 cards and loses 5 Mission Points. He then immediately goes back up to 10 SP. 10 SP is the Max, you cannot go over this.

Setup

Each player starts with 100 Mission Points (MP). Each player is dealt 10 cards from the deck. One player is randomly determined to be Master Chief.

Turn Sequence

Players take turns. Master Chief goes first. Play proceeds clockwise. Each turn has 5 Phases:

1. Insertion Phase
2. Action Phase
3. Attack Phase
4. Objective Phase

5. Extraction Phase

1. INSERTION PHASE

Fill your hand to 10 cards. If the deck ever runs out, shuffle the discard and draw from it.

2. ACTION PHASE

You may play (discard) one of your cards to activate its special ability. Each Card type has 1 Special Ability associated with it. . . Enlisted Spartan SA: Draw 5 cards; Keep 1 and Discard the rest. Officer Spartan SA: Look at next 5 cards in the deck and keep 1 of them.

Covenant SA: Target opponent discards 1 random card. Flood SA: Target opponent discards 2 cards and draws 1 card. Human Weapon SA: Discard in Attack Phase to negate an Attack made against you.

Alien Weapon SA: Trade with the top card of the discard pile. Human Vehicle SA: Draw 2 cards OR Draw 3 cards and discard any 2 cards from your hand. Alien Vehicle: May be used as any other card type in Meld Phase.

Recon Special SA: Gain 2 Mission Points and draw 1 card OR Steal 2 MP from target opponent. Defense Special SA: Gain 2 Shield Points (Max 10). Mission SA: Steal 1 Random card from target opponent. Opponent draws 1 card.

Multi Mission SA: Target opponent must give you 1 card of his choice.

3. ATTACK PHASE

You may play (discard) one card to attack 1 Target opponent. The card must be either an Enemy card or an Alien Weapon or Alien Vehicle. The target player loses shield points equal to the MPV of the Attack card.

You cannot pick the same target the player immediately before you picked.

4. OBJECTIVE PHASE

If possible, you may make one or more Melds in this Phase. There are 30 types of Melds:

1. Spartan: 4+ Spartan Cards
2. Covenant: 4+ Covenant Enemy Cards
3. Flood: 4+ Flood Enemy Cards
4. Campaign: 4+ Mission Cards
5. Traveling: 4+ Vehicle Cards
6. Weapon Locker: 4+ Human Weapon Cards
7. Weapon Pod: 4+ Alien Weapon Cards
8. Super Combo: 1 Spartan, 1 Mission, 1 Special, 1 Vehicle, 1 Weapon, 1 Enemy
9. Double Trouble: 3+ cards of 1 type and 3+ cards of another type
10. Grenade Stick: Stick type Grenade and 1 Enemy or Alien Vehicle
11. Headshot: 1 Enemy and 1 Precision Weapon card
12. Assassination: 1 Enemy and 1 Melee and 1 Spartan card
13. Splatter: 1 Enemy and 1 Ground Vehicle card

14. Checkpoint: 1 Mission and 1 Spartan and 1 Vehicle card
15. Dual Wield: 2 Pistols and 1 Spartan
16. Brute Kill: 1 Plasma Weapon, 1 Precision Weapon, and 1 Brute card
17. Spray and Pray: 2 Enemies and 1 Auto Weapon
18. Needler Supercombine: 1 Needler and 1 Enemy
19. Multi-Kill: 1 Weapon and 3 Covenant or 3 Flood enemy cards
20. Stopping Power: 1 Stop Weapon and 1 Enemy
21. Take Down: 1 Alien Vehicle and 1 Anti Vehicle Weapon
22. Guerilla: 1 Spiker or Bubble Shield, 2 Covenant, 1 Ally, Sierra 117
23. Demon: 2 Specials, 1 Brute, 1 SMG or Spike Grenade, Crow's Nest
24. Cavalier: 2 Vehicles, Fuel Rod Gun or Trip Mine, 1 Covenant, Tsavo Highway
25. Askar: 1 Anti Vehicle Weapon, Hunter or Scarab, 1 Vehicle, The Storm
26. Exterminator: Energy Sword or Flamethrower, 3 Flood, Floodgate
27. Ranger: 2 Vehicles, 1 Special, Sentinel Beam or Incendiary Grenade, The Ark
28. Vanguard: Spartan Laser or Hornet, 3 Spartan cards, The Covenant
29. Orpheus: 3 Flood, 2 Spartans, 1 Stop or Melee Weapon, Cortana
30. Reclaimer: Auto Turret or Arbiter, 3 Flood, 1

Spartan, Halo

Meld Notes

Discard the Melded Cards. Score Mission Points equal to the Combined MPV of all of the cards in the Meld. Except for the Super Combo, each Meld can be used only once per game per player.

To play a Super Combo, the combined value of the Spartan, Special, Weapon, and Vehicle cards must be greater than the combined value of the Mission and Enemy cards.

5. EXTRACTION PHASE

Regain 2 Shield Points. Discard down to 9 Cards.

Card List Notation

- S** Spartan
- M** Mission
- Z** Multi-Mission
- W** Human Weapon
- A** Alien Weapon
- C** Covenant Enemy
- F** Flood Enemy
- V** Human Vehicle
- B** Alien Vehicle
- D** Special Defense
- R** Special Recon
- X** Special Ally
- #** Copies of that card in the Deck

Common Deck Card List

Name:	#	Type	MPV	Notes:
Magnum	1	W	1	Precision; Pistol; Stop
Assault Rifle	2	W	2	Precision
Carbine	1	W	1	Precision
Battle Rifle	1	W	3	Precision
Fuel Rod Gun	1	W	4	Anti Vehicle
Rocket Launcher	1	W	5	Anti Vehicle
Shotgun	1	W	3	Stop
SMG	1	W	2	Auto
Sniper Rifle	1	W	4	Precision
Spartan Laser	1	W	5	Precision
MG Turret	1	W	5	Turret
Flamethower	1	W	4	Turret
Frag Grenade	1	W	1	Grenade
Incendiary Grenade	1	W	3	Grenade
Beam Rifle	1	A	2	Precision
Brute Shot	1	A	3	Stop
Energy Sword	1	A	4	Melee
Gravity Hammer	1	A	5	Melee; Stop
Needler	1	A	2	Precision; Pistol
Mauler	1	A	3	Pistol; Stop
Plasma Pistol	1	A	1	Pistol; Plasma
Plasma Rifle	1	A	4	Plasma

Name:	#	Type	MPV	Notes:
Sentinel Beam	1	A	4	Precision
Spiker	1	A	3	Pistol; Melee
Missile Pod	1	A	5	Turret; Anti Vehicle
Plasma Turret	1	A	5	Turret; Plasma
Plasma Grenade	2	A	1	Grenade, Plasma; Stick
Spike Grenade	1	A	2	Grenade; Stick
Warthog	2	V	2	Ground
Mongoose	1	V	1	Ground
Banshee	2	V	1	Ground
Ghost	1	B	2	Ground
Wraith	2	B	5	Ground
Scarab	1	B	4	Ground
Scorpion	1	V	5	Ground
Hornet	2	V	3	Air
Chopper	1	B	4	Ground
Prowler	1	B	3	Air
Elephant	1	B	4	Ground
Drones	3	C	1	No Head
Grunts	2	C	2	Grunt
Kamikazee Grunt	1	C	2	Grunt
Shield Jackals	2	C	3	Jackal
Sniper Jackal	1	C	3	Jackal
Brutes	1	C	4	Brute
Jump Pack Brute	1	C	4	Brute
Brute Captain	1	C	5	Brute
Brute Stalker	1	C	4	Brute
Hunters	1	C	5	Covenant
Shade Fixed Turret	1	C	5	Covenant
Infection Forms	3	F	1	No Heads
Carrier Forms	3	F	2	No Heads
Combat Forms	3	F	3	No Heads
Stalker	3	F	4	Flood
Pure Forms	3	F	5	Flood
Motion Tracker	1	R	2	Recon
Marine Allies	1	X	4	Ally
AI Companion	1	X	5	Ally
Arbiter	1	X	5	Ally
Overshield	1	D	3	Defense
Bubble Shield	1	D	4	Defense
Grav Lift	1	R	2	Recon
Power Drain	1	D	4	Defense
Regenerator	1	D	1	Defense
Flare	1	R	1	Recon
Radar Jammer	1	D	1	Defense
Trip Mine	1	D	2	Defense
Cloaking Unit	1	R	3	Recon
Auto Turret	1	D	3	Defense
Elite Landing Party	1	X	5	Ally
Slayer	1	Z	1	Multi
Oddball	1	Z	1	Multi
Capture the Flag	1	Z	1	Multi
Assault	1	Z	2	Multi
Juggernaut	1	Z	2	Multi

Name:	#	Type	MPV	Notes:
King of the Hill	1	M	2	Mission
Sierra 117	1	M	3	Mission
Crow's Nest	1	M	3	Mission
Tsavo Highway	1	M	3	Mission
The Storm	1	M	4	Mission
Floodgate	1	M	4	Mission
The Ark	1	M	4	Mission
The Covenant	1	M	5	Mission
Cortana	1	M	5	Mission
Halo	1	M	5	Mission
Recruit	2	S	1	Enlisted
Apprentice	1	S	1	Enlisted
Private	2	S	2	Enlisted
Corporal	1	S	2	Enlisted
Sergeant	1	S	3	Enlisted
Gunnery Sergeant	1	S	3	Enlisted
Lieutenant	1	S	3	Officer
Captain	1	S	4	Officer
Major	1	S	4	Officer
Commander	1	S	4	Officer
Colonel	1	S	5	Officer
Brigadier	1	S	5	Officer
General	1	S	5	Officer

Optional Rules: Skill Deck

At the beginning of the game, each player draws 2 Skill Cards. Whenever a player completes a Meld of 5 or more Cards he gains One random Skill Card. Maximum 7 Skill cards per player.

List Notation

EA Extra Action
AP Action Phase

Skill Card Deck List

Skill:	Notes:
Wetwork	As an EA in AP you may play a Human Weapon card
Assassination	Human Weapon cards are worth +2 in your Melds
Accuracy	You may use Special cards as Human Weapon cards in Melds
Sniper	You may use Spartan cards as Human Weapon cards in AP
Rogue	You may use Covenant Enemy cards as Spartan cards in AP
Fast Track	Spartan cards are worth +2 in your Melds
Specialist	As an EA in AP you may play a Spartan card
Power Armor	You may use Alien Weapon cards as Spartan cards in Melds
Pathfinder	You may use Spartan cards as Mission cards in Melds
Pioneer	Mission cards are worth +2 in your Melds
Engineer	You may use Vehicle cards as Mission cards in AP
Recon	As an EA in AP you may play a Mission card
Stealth	As an EA in AP you may play a Special card
Requisition	You may use Human Weapon cards as Special cards in AP
Shadowing	You may use Mission cards as Special cards in Melds
Technician	Special cards are worth +2 in your Melds
Tactics	As an EA in AP you may play an Alien Weapon card
Stalker	You may use Vehicle cards as an Alien Weapon cards in AP

Skill:	Notes:
Stability	You may use Covenant cards as an Alien Weapon cards in Melds
Hand to Hand	Alien Weapon Cards are worth +2 in your Melds
Subversion	As an EA in AP you may play a Covenant Enemy card
Suppressor	Covenant cards are worth +2 in your Melds
Gunner	You may use Flood cards as Covenant cards in AP
Heavy Weapons	You may use Alien Weapon cards as Covenant cards in Melds
Speed	As an EA in AP you may play a Flood Enemy card
Security	Flood cards are worth +2 in your Melds
Escort	You may use Spartan cards as Flood cards in Melds
Support	You may use Covenant cards as Flood cards in AP
Operator	As an EA in AP you may play a Vehicle card
Repair	You may use Human Weapon cards as Vehicle cards in Melds
Piloting	Vehicle cards are worth +2 in your Melds
Tracker	You may use Spartan cards as Vehicle cards in AP
Strategy	You may discard 1 extra card in Extraction Phase
Intelligence	You may discard 1 extra card in Extraction Phase

Links

HALO Wikia





Harry Potter Ccg

Introduction

Common deck Variant Rules for the HP Collectible Card Game.

Your Wizards

Choose one Wizard card to be your persona. It starts in play.

The Decks

There are 8 Common decks:

- Put all Wizard cards in a single deck.
- Put all Lesson cards in a single deck.
- Put all Adventure cards in a single deck.
- Put all Red (Transformation) Spell cards in a Red spell deck.
- Put all Blue (Charm) Spell cards in a Blue spell deck.
- Put all Green (Potions) Spell cards in a Green spell deck.
- Put all Yellow (Quidditch) Spell cards in a Yellow spell deck.
- Put all Brown Creature/Spell cards in a Brown spell deck.

Starting Lessons

Each player starts with five lesson cards in play, one for each color: Red, Blue, Green, Brown, and Yellow.

Play

On your turn, draw 1 card from the lesson deck & put it into play. Draw 5 Spell cards, one from each of

the 5 Spell Decks. Spell cards are played as normal.

Max hand size is 7 cards: At the end of your turn discard down to 7.

Adventures

Each player starts the game with 1 randomly drawn Adventure in play. If this is solved, the player draws a new Adventure card at the beginning of his next turn.

Hits & Healing

Instead of losing by going through your deck, you get 20 Hit Points. If you are reduced to zero hit points you loose. When you are damaged, you loose Hit Points instead of losing cards from the top of your deck.

Healing cards make you regain lost Hits instead of shuffling cards back into your deck.

Other Abilities

Search your deck: Search an appropriate deck.

Card Modifications

Some Wizard powers go out-of-wack like the Lee Jordan Character. In this case, limit the Power use to once per game. Some Adventure cards adapt poorly to this scheme.

Your group will have to make house rules for each.

Deck Construction

For the Adventure and Spell decks, you may want to make a limit of one copy of each card. (10 or so copies for the Lesson Deck)





Harry Potters First Year Adventure

Introduction

Board game for 2-4 players. Help Harry recover the Sorcerers Stone.

Disclaimer

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Victory

The player with the most house points at the end of the game wins. The game ends when someone defeats Voldemort in the last space of the dungeon.

The Board

The board is composed of 3 parts: The first straight run: Dagon Alley The Center Loop: Hogwarts The last straight run: The Dungeon (Diagram Format):

.		
	Invitation to Hogwarts {Start}	
	V	
	Gringotts Bank	
	V	
	Ollivanders Wand Makers	
	V	
	Familiar Shoppes	
	V	
	Platform 9 ³ / ₄	
	V	
Mirror of Aricept	—————>Great Hall —————>	.Hall Ways
/	.	V
Herbology Class	.	Dorm Rooms
/	.	V
Wizards Chess	.	Transformations
	.	Class
/	.	V
Dark Woods	Hogwarts	Library
/	.	V
Defense Against the	.	Quidditch
Dark Arts Class	.	Field
/	.	V
Hagrids Cottage	.	Hospital
/	.	V
Charms Class	<————— 3rd Floor <—————	Potions Class
	V	
	Fluffy	
	V	
	Devils Root	
	V	
	Flying Keys	
	V	
	Live Chess Match	
	V	
	Sorcerers Stone	

The Pieces

Each player gets one pawn representing their young Wizard (& Friends).

Setup

Players put their pawns on the Invitation to Hogwarts Starting space. Roll high on 1D6 to see who goes first. Reroll ties.

Record Keeping

Each player has several Attributes (skills, abilities) to keep track of: - House Affiliation - Magic skill - Flying skill - Study skill - Chess skill - House Points - Clues - Wealth - Wand Type - Familiar Type - Chocolate Frogs - All Flavor Beans - Other Possessions

Turn Sequence

Players take turns. On your turn move your pawn. Follow the direction of the arrows.

On the straight runs, move one space per turn. You automatically move forward one space unless otherwise directed. While on the center loop move 1 space or roll 1D6 and move that many spaces.

You move counterclockwise on the loop. Each space has its own special rules to follow when you enter it.

1D6	Result:	Notes:
1-2	Early admissions	Move forward one space now
3-4	Standard admissions	No effect: Move forward next turn
5-6	Letter hidden by Muggles	Do not move. Roll again on this table next turn.

Gringotts Bank Space

Roll 1D6 to determine how much wealth you have:

1D6	Wealth:	Wealth Modifier:
1-2	Poor	-1
3-4	Modest	0
5-6	Rich	+1

Roll 1D6 to determine other circumstances of your visit to the bank:

1D6	Result:
1-3	Escorted by Hagrid: Gain 1 Clue.
4-6	Uneventful

1D6	Familiar
1	Toad
2	Rat
3	Cat

PLATFORM 9 $\frac{3}{4}$ SPACE Roll 1D6 to determine what happens: Add 1 if you were raised by Wizards. Sub-

Invitation To Hogwarts Space

Starting space.

Roll 1D6 to determine your early childhood:

1D6	Result:
1-2	Raised by nice Wizards
3	Raised by mean Wizards
4	Raised by nice Muggles
5-6	Raised by mean Muggles

Roll 1D6 to determine your Magical talents:

1D6	Result:	Notes:
1	Inept	Magic skill -1
2-3	Mediocre	
4-5	Gifted	Magic skill +1
6	Wizards Mark	Automatically defeat Voldemort

Roll 1D6 to determine additional talents:

1D6	Result:	Notes:
1-2	Studious	Study skill +1
3-4	Natural Flyer	Flying skill +1
5-6	Chess player	Chess skill +1

Roll 1D6 to see how soon you get in:

Ollivanders Wand Makers Space

Roll 1D6 to determine the quality of the Wand you get: Add your Wealth Modifier to the roll.

1D6	Wand	Notes
1	Hand me down	Magic skill -1
2-4	Oak wood	
5-6	Phoenix Tail	Magic skill +1

Familiar Shoppes Space

Roll 1D6 to determine what familiar you get: Add your Wealth Modifier to the roll.

1D6	Familiar
4-5	Barn Owl
6	Snow Owl

tract one if Muggles raised you.

1D6	Event:	Notes:
1-2	Miss the Train	Do not move forward: Roll again next turn
3-4	Enjoy the Ride	No effect: Move forward beginning of next turn
5-6	Catch the Express	Cain extra turn: Move forward one space now

Also gain 1D6 Chocolate Frogs & 2D6 All Flavor Beans.

The Great Hall Space

If it is your first time landing on the Great Hall space, you must undergo the sorting ceremony: Roll to determine what House you belong to:

1D6	House:
1	Gryphendor
2	Hufflepuff
3	Ravenclaw

1D6	House:
4	Slytheryn
5-6	Pick one

If you roll a House someone already has roll again. All players should belong to different Houses. This space is considered to part of the center loop.

Second and later times you land on this space roll to see what happens:

1D6	Event:
1-2	Holiday Dinner: Miss your Next turn.
3	Troll in the Dungeon: Roll on the Troll Incident Table.
4-5	Common Meal: Nothing
6	Mail Call: Roll on the Mail Table.

Troll Incident Table Add your Magic Skill to the roll.

2D6	Outcome:
1-7	Mauled by Troll: Go to Hospital and miss next 2 turns & Lose 10 House Points.
8+	Defeat Troll: Gain 10 House Points.

Mail Table Add 1 if you have a Barn Owl Add 2 if you have a Snow Owl

Package Table Roll to determine the contents of the package:

1D6	Mail:
1	No Mail
2-3	Letters
4	Newspaper: Gain 1 clue
5-6	Get a Package: Roll on the package table

1D6	Contents:
1	Sweater from Home
2	1D6 Chocolate Frogs
3	Rememberall: Reroll one roll in the future
4	2D6 All Flavor Beans
5	Cloak of Invisibility (roll again if you have one)
6	Nimbus 2000: Flying Skill +1 (roll again if you have one)

Hallways Space

Roll to determine what happens: Add 1 if you have a cloak of Invisibility.

1D6	Event
1	Caught after hours by the grounds keeper: Lose 5 House Points
2	Lost: Miss your next turn.
3	No Event

1D6	Event
4	Moving Staircases: Immediately move 1D6 spaces.
5	Waylaid by Peeves: Miss your next turn.
6	Secret Passage: Immediately go to any other space in the loop
7	Observe altercation between Snape & Quirrel: Gain 1 Clue.

Dorm Rooms Space

Roll to determine what happens:

1D6	Result:
1-3	Get a good nights sleep.
4-5	Midnight jaunt: Go immediately to the Hallways Space.
6	Go home for Break: Miss next 2 turns

Transformations Class Space

Roll to determine what happens: Add Study Skill to roll.

1D6	Result
1	Late to class: Lose 5 House points from Professor McGonigill.
2-3	Daydreaming
4-5	Complete Assignments: Gain 1D6 House points
6+	Study hard: Magic Skill +1

Library Space

Roll to determine what happens: Add Study Skill to roll.

1D6	Result
1	Get Tutored: Study Skill +1
2	Daydream
3-4	Cram: Get +1 to next Study skill roll.
5	Caught in the forbidden book section: Lose 5 House points
6+	Research: Gain 1 Clue

Quidditch Field Space

Roll on the Flying Lessons Table: Add your flying skill to the roll.

1D6	Result:
1	Broken Wrist: Go to Hospital and miss next 2 turns
2	Miss Hooch catches you flying without permission: Lose 5 House points
3-4	Flying Skill +1
5-6	Remedial Lessons
7+	Get accepted on the Quidditch Team

If you get on the team roll on the Quidditch Team Table instead of the Flying Table. If you join the team you get a -1 to your Study Skill. You may decline to go

on the team. If so, treat the accept result as: Remedial Lessons.

Quidditch Team Table

1D6	Schedule:
1	Minor Injury: Go to Hospital and miss next turn
2	Good workout
3-4	Practice: Flying Skill +1
5	Quidditch Match: Roll on the Quidditch Match Table

1D6 Schedule:

- 6 Quidditch Match: Roll on the Quidditch Match Table.
Plus someone casts a spell
on your broomstick during play (Gain 1 clue one time only)

Quidditch Match Table Add your flying skill to the roll.

Roll to see if you were injured during the Match: Add one to the roll if your broom was bewitched.

1D6 Results

- 1-5 You lose
6 You win: Gain 50 House Points

1D6 Results

- 1-3 No Injury
4-5 Minor Injury: Go to Hospital and miss next turn
6 Grievous Injury: Go to Hospital and miss next 2 turns

Hospital Space

The end result of many a misadventure.

Potions Class Space

Roll to determine what happens: Add Study Skill to roll.

1D6 Result

- 1 Not paying attention in Class: Lose 5 House points from Professor Snape.
2 Lab Mishap: Go to Hospital and miss next turn
3-4 Lab work
5 Complete Assignments: Gain 1D6 House points
6+ Brew Potion: Get +1 to one future Dice Roll

3rd Floor Space

Roll to determine what happens:

1D6 Event

- 1 Caught by the grounds keeper: Lose 5 House Points
2-4 Chased away by the grounds keeper's cat
5-6 Scared off by Fluffy (Gain 1 clue one time only)

If you have 5 or more clues, instead of rolling to move, you may immediately go to this space from any other space on the loop. If you are on the 3rd floor space and have 5 or more clues, instead of rolling to move, you may enter the dungeon part of the board. When moving through the dungeon move one space

per turn, so you must first get past Fluffy, and then the Devils Root, and so on.

Charms Class Space

Roll to determine what happens: Add Study Skill to roll.

1D6 Result

- 1-3 Practice Wand Technique & Levitation with Professor Flitwick.
4-5 Pass Test: Gain 1D6 House points
6 Study hard: Magic Skill +1

Hagrids Cottage Space

Roll to determine what happens:

1D6 Result:

- 1 Watch Baby Dragon hatch: Miss next turn
2-3 "I Shouldn't have told you that": Gain 1 Clue
4 Fluffy's Secret: Automatically get past Fluffy

1D6	Result:
5	Hagrids Home Cooking
6	Malfoy snitches on you. Get Detention: go to Dark Woods and lose 50 House points.

Defense Against The Dark Arts Class Space

Roll to determine what happens:

1D6	Result:
1-3	Popular Demonstrations by Stuttering Professor Quirrel.
4-5	Pass Test: Gain 1D6 House points
6	Study hard: Magic Skill +1

Dark Woods Space

Roll to determine what happens:

1D6	Result:
1	Attacked by Voldemort: Go to Hospital and miss next 2 turns
2-3	Saved from Voldemort by a Centaur. (Gain 1 Clue one time only)
4	Meet a Unicorn
5	Avoid Werewolves
6	Lost in the Woods: Miss next turn.

Wizards Chess Space

Roll to determine what happens:

1D6	Result:
1-3	Friendly Game
4	Long Game: Miss next turn
5-6	Study Strategy: Chess Skills +1

Herbology Class Space

Roll to determine what happens:

1D6	Result:
1-3	Collections
4	Plant Lore: Automatically get past Devils Root
5	Pass Exam: Gain 1D6 House points
6	Pick Herbs: Get +1 to one future Dice Roll

Mirror Of Aricept Space

Roll to determine what happens: Subtract 2 if you have previously been obsessed. Add 1 if you were raised by a mean family.

1D6	Result:	Notes:
1-2	Glance	
3-5	Linger	Miss next turn
6	Obsessed	Stay in this space for 1D6 turns.

Fluffy Space

Try to get past the giant three headed dog. Roll to determine what happens: Add your Magic skill to the roll. (You automatically get past Fluffy if Hagrid told you the secret.)

2D6	Result:
2-8	Get Bitten: Go to Hospital and miss next 2 turns
9+	Get past Fluffy: You may continue.

Devils Root Space

Find the weakness of this dangerous plant. Roll to determine what happens: Add your Magic skill to

the roll. (You automatically get past the roots if you learned your plant lore in Herbology class)

2D6 Result:

2-8 Left Hanging: Go to Hospital and miss next 2 turns

9+ Get past the Roots: You may continue.

Flying Keys Space

Try to capture the correct key. Roll to determine what happens: Add your flying skill to the roll.

1D6 Result:

1-5 Multiple puncture wounds: Go to Hospital and miss next 2 turns

6 Get past the Keys: You may continue.

Live Chess Match Space

Try to outmaneuver the White side Roll to determine what happens: Add your chess skill to the roll.

1D6 Result:

1-3 Cut down by the White Queen: Go to Hospital and miss next 2 turns

4-6 Checkmate the White King: You may continue.

Sorcerers Stone Space

You must face Voldemort and keep him from getting the Stone. Roll to determine what happens: Add

your Magic skill to the roll. (You automatically defeat Voldemort if you have a Wizards Mark)

2D6 Result:

2-11 Voldemort overpowers you: Go to Hospital and miss next 2 turns

12 Defeat Voldemort: Everyone goes to the Great Hall.

If you defeat Voldemort, Dumbledorff awards you 170 House points & Game Ends.





Hastings

Introduction

Card game for 2 Players. Simulation of the Battle of Hastings 1066 AD. William, Duke of Normandy has invaded England, defended by The Anglo-Saxon King, Harold Godwin.

Victory

The First player to accumulate 5 Victory markers at any one Front wins.

The Decks

Each player has their own unique 63 card deck. There is a Norman deck and an Anglo-Saxon deck. Each deck has 4 types of cards: Units, Leaders, Strategy, and Weapons.

Each card has a numerical force value between 2 and 7.

The Playing Field

There are 3 Fronts between the players: Left Flank, Center Front, and Right Flank.

Turn Sequence

Each turn is divided into 4 phases: Players act simultaneously in each phase. Draw Phase Strategy Phase Deploy Phase Melee Phase

Draw Phase

Each player draws 10 cards from their own deck. If your deck runs out, shuffle the discard, and draw

from it.

Strategy Phase

Each player may discard up to 5 cards and draw replacement cards.

Deploy Phase

Players play cards facedown to each of the three Fronts. The cards played to a Front may include: 1 Unit card, 1 Leader card, 1 Strategy card, and 1 Weapon card. Certain cards can only be played at the Flanks or the Center.

Melee Phase

Players reveal (turn face-up) their cards at each Front. Add up the Force value of all of your cards at a Front. The player with the highest value at a Front gains a Victory marker for that Front.

Discard all cards in play and in hands after all 3 Fronts have been resolved.

Card Type Notation

- C Center
- F Flanks (Left & Right Fronts)
- A Any Front
- S Strategy (Also Morale & Terrain Advantages)
- W Weapons (And Armor)
- L Leader
- U Units

Anglo-saxon Deck Card List

Card Name	#	Type	Front	Force
King Harold	1	L	C	7
Gyrth Godwin	1	L	A	6
Leofwine Godwin	1	L	A	5
Housecarls	3	U	C	7
Fyrdmen	3	U	F	3
Elite Troops	3	U	C	6
Heavy Infantry	4	U	A	4
Militia	4	U	F	2
Heavily Armed Soldiers	3	U	C	5
Shields	4	W	A	5
Spears	3	W	F	3

Card Name	#	Type	Front	Force
Clubs	3	W	F	2
Broad Swords	3	W	A	4
Axes	4	W	A	6
Large Battle Axes	3	W	C	7
Narrow Front	2	S	A	5
Steep Slopes	1	S	F	4
Gullies	1	S	F	4
Asten Stream	1	S	A	2
Crest of Senlac Hill	1	S	A	6
Defensive Position	1	S	A	5
Compact Phalanx	1	S	A	4
Repulse Attackers	2	S	A	6
Solid Wall of Shields	2	S	A	5
Grim Hand-to-Hand Fighting	2	S	A	4
Cutting & Hacking	2	S	A	4
Stabbing & Bludgeoning	2	S	A	3
Melee	1	S	A	5
Hold Your Ground	1	S	A	7

Norman Deck Card List

Card Name	#	Type	Front	Force
Duke William of Normandy	1	L	C	7
Count Eustace of Boulogne	1	L	F	6
Count Alan of Brittany	1	L	F	5
Men-at-Arms	4	U	F	4
Mounted Knights	4	U	A	7
Breton Contingent	3	U	F	2
French Formation	3	U	F	3
Mercenaries	3	U	F	5
Norman Formation	3	U	C	6
Rain of Arrows	3	W	A	4
Chain Mail	4	W	A	5
Swords	4	W	A	3
Axes	3	W	A	2
Lances	3	W	C	7
Strong Horses	3	W	A	6
Rally Troops	1	S	A	6
Dispell Rumor of Williams Death	1	S	A	5
Encircle & Destroy Pursuers	1	S	F	6
William the Veteran	1	S	A	5
Well Rested Force	1	S	A	3
Archers Fire with Impunity	1	S	F	4
Archers Empty their Quivers	1	S	A	3
Archers Aim high in the Air	1	S	A	4
Day of Ceaseless Combat	1	S	A	4
Draw them off the Ridge	1	S	A	5
False Retreat	1	S	A	5
Ruse de guerre	1	S	A	6
Surround Undisciplined Troops	1	S	A	5

Card Name	#	Type	Front	Force
Attack after Attack	2	S	A	4
Close Combat	1	S	A	3
Fray the Anglo-Saxon Ranks	1	S	A	5
Cavalry Charge	2	S	A	4
Cut them Down	1	S	A	5

Links

1066 Malmesbury Synopsis Gaming Local History
UK.com

Bbc

Dba

Junior General Online Game





He-man Skirmish

Introduction

Board & card game for 2 players. Choose your side: He-Man or Skeletor Takes place in the Masters of the Universe setting. Each figure represents one Fighter.

Disclaimer

'He-Man & Masters of the Universe' is a copyrighted/trademarked property. This is just a fan site.

Victory

Destroy your opponents Leader.

The Map

Use an 8x8 chessboard.

Fighters

Use action figures, chits, or miniatures to represent Fighters and vehicles.

Units Table Notation

- L** Leader
- S** Spellcaster
- W** Warrior
- F** Flying Warrior
- V** Vehicle
- FV** Flying Vehicle

He-man Unit Table

Name	Hits	Type	Description
He-Man	3	L	Most Powerful Man in the Universe
Man-At-Arms 2	W	Master of Weapons	
Teela	2	S	Goddess of Magic
Orco	1	S	Court Magician
Ram-Man	1	W	Human Battering Ram
Fisto	1	W	Heroic Hand-to-Hand Warrior
Mekaneck	1	W	Human Periscope
Stratos	1	F	Heroic Winged Warrior
Moss Man	1	W	Master of Camouflage
Sy-Klone	1	F	Heroic Fist-Flinging Tornado
Man-E-Faces	1	W	Heroic human ... robot ... monster
Rio Blast	1	W	Heroic Transforming Gunslinger
Extendar	1	W	Warrior Machine
Roboto	1	W	Heroic Mechanical Warrior
Clamp Champ	1	W	Master of Capture
Zodac	1	W	Cosmic Enforcer
Battle Cat/Cringer	1	V	Heroic Fighting Tiger
Battle Ram	1	FV	Sky Sled with Missile Launcher
Blaster Hawk	1	FV	Flyer with Disk Launcher
Laser Bolt	1	V	Heroic Road Rocket with Lasers
Road Ripper	1	V	Heroic Warrior Carrier
Stridor	1	V	Armored War-Horse with Guns
Wind Raider	1	FV	Assault Lander with Grappling Hook
Zoar	1	FV	Heroic Flying Falcon

He-man Unit Special Ability Table

Unit	Special Ability Card Effect:
He-Man	Thunder Punch (Attack range = 1)
Man-At-Arms	Draw 3 cards. Keep Attacks & discard others
Teela	Magic Staff (Attack range = 1)
Ram-Man	Battering Ram (Move range = 3 and then Attack range =1)
Orco	Disappear (Defense)
Fisto	Flying Fists (Attack range = 1)
Mekaneck	Look at opponents hand
Stratos	Fly (Move range = 4)
Moss Man	Camouflage (Defend)
Sy-Klone	Tornado Punch (Attack range = 1)
Man-E-Faces	Confuse (Defense)
Rio Blast	Gunslinging (Attack range = 3)
Extendar	Extension (Attack range = 2)
Roboto	Metal Hull (Defense)
Clamp Champ	Capture (Range =2) Negate Move
Zodac	Laser Pistol (Attack range = 3)
Battle Cat/Cringer	Tiger Bite (Attack range = 1)
Battle Ram	Missile Launcher (Attack range = 4)
Blaster Hawk	Disk Launcher (Attack range = 3)
Laser Bolt	Lasers (Attack range = 3)
Road Ripper	Peel Out (Move range = 3)
Stridor	Guns (Attack range = 2)
Wind Raider	Grappling Hook (Attack range = 2)
Zoar	Swoop (Move range = 3)

Skeletor Unit Table

Name	Hits	Type	Description
Skeletor	3	LS	Evil Lord of Destruction
Evil-Lyn	2	S	Evil Warrior Goddess
Beast Man	2	W	Evil Henchman
Blade	1	W	Evil Master of Swords
Trap Jaw	1	W	Otherworldly criminal
Stinkor	1	W	Evil Master of Odors
Clawful	1	W	Warrior with the Grip of Evil
Mer-Man	1	W	Evil Ocean Warlord
Two Bad	1	W	Double-Headed Evil Strategist
Spikor	1	W	Untouchable Master of Evil Combat
Ninjur	1	W	Evil Ninja Warrior
Tri-Klops	1	W	Evil and Sees Everything
Faker	1	W	Evil Robotic He-Man Imposter
Webstor	1	W	Evil Master of Escape
Whiplash	1	W	Evil Tail-Thrashing Warrior
Jitsu	1	W	Evil Master of Martial Arts
Fright Fighter	1	VF	Evil Dragonfly Attack Vehicle
Screeech	1	VF	Evil Barbarian Bird
Land Shark	1	V	Jaws & 2 Large Cannons
Night Stalker	1	V	Evil Armored War-Horse
Panthor	1	V	Evil Savage Cat
Spydor	1	V	Evil Stalker with 6 legs & Guns

Notes: There are 2 Fright Fighters and 2 Spydors

He-man Unit Special Ability Table

Unit	Special Ability Card Effect:
Skeletor	Disappear in a Mist (Defense)
Evil-Lyn	Crystal Ball: Look at next 10 cards in any deck
Beast Man	Beast Strength (Attack range = 1)
Blade	Swords (Attack range = 1)
Trap Jaw	Bite (Attack range = 1)
Stinkor	Odors (Defense)
Clawful	Grip of Evil (Range =2) Negate Move
Mer-Man	Watery Escape (Defense)
Two Bad	Draw 3 cards. Keep Moves & discard others
Spikor	Untouchable (Defense)
Ninjur	Ninja Stars (Attack range = 2)
Tri-Klops	Look at opponents hand
Faker	Mistaken Identity (Defense)
Webstor	Escape (Defense)
Whiplash	Tail-Thrashing (Attack range = 1)
Jitsu	Martial Arts (Attack range = 1)
Fright Fighter	Rotating Cannons (Attack range = 3)
Land Shark	Large Cannons (Attack range = 4)
Night Stalker	Armored (Defense)
Panthor	Savage Bite (Attack range = 1)
Screeech	Swoop (Move range = 3)
Spydor	Guns (Attack range = 3)

Setup

Each player places one Fighter on each square of his back two rows. You may stack 8 vehicles with any 8 of your fighters. A Fighter may only stack with 1 vehicle.

A vehicle may only stack with 1 fighter. Fighters may not stack with other fighters. Vehicles may not stack with other vehicles.

A Fighter and his vehicle move together as a unit.

The Cards

Players each have their own deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Move Phase
3. Battle Phase

Orders Phase

Draw 3 cards from your deck. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for flyers. The move card has a number.

This is the number of spaces the unit moves. Moves are diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

A non-flying Fighter without a vehicle can move a maximum of 2 spaces. A Fighter with a non-flying vehicle can move a maximum of 3 spaces. A flying Fighter without a vehicle can move a maximum of 4 spaces.

A Fighter with a flying vehicle can move a maximum of 5 spaces.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes one point of damage. A unit with a vehicle that is hit takes no damage but must discard the vehicle.

A Fighter reduced to 0 hit points is removed from the map. Units cannot attack through other units.

Special Ability Cards

Every Fighter and Vehicle has a Special Ability that can be activated when Its owner plays (discards) a Special Ability card.

Card List Notation

M Movement

A Attack
D Defense
X Special
K As a Knight would move in chess
Type Purpose of card
Number of that type of card in the deck

He-man Card List

Card Name:	#	Range	Type	Notes
Special Ability	7	-	X	
Walk	6	1	M	
Trot	5	2	M	
Jog	5	3	M	
Run	3	4	M	
Sprint	2	5	M	
Reflecting Shield	2	-	D	
Battle Armor	2	-	D	
Power Sword	2	1	A	Can only be played on He-Man
Sword	2	1	A	
Battle Axe	2	1	A	
Mace	2	1	A	
Magic Spell	3	K	A	Spellcasters only
Blast Pistol	2	3	A	
Laser Rifle	2	4	A	
MegaLaser	1	5	A	
Cosmic Key	1	-	X	Discard to draw 3 cards

Skeletor Card List

Card Name:	#	Range	Type	Notes
Special Ability	7	-	X	
Creep	6	1	M	
Stalk	5	2	M	
Rush	5	3	M	
Hustle	3	4	M	
Charge	2	5	M	
Dragon Armor	2	-	D	
Havok Staff	2	1	A	Can only be played on Skeletor
Terror Claws	2	1	A	
Spiked Club	2	1	A	
Whip	2	2	A	
Ball & Chain	2	2	A	
Crossbow	2	3	A	
Magic Spell	3	K	A	Spellcasters only
Artillery	1	5	A	





Heart Patient

Introduction

Each player takes the role of a Heart patient.

Object

Be the patient to live the longest.

The Deck

Players share a common deck. The deck contains 6 types of cards:

1. Medical Interventions
2. Lifestyle Modifications
3. Surgery
4. Pathological Events
5. Drug Therapies
6. Heart Attack Cards

All the types of cards are shuffled together into a single deck.

Setup

Each player rolls up a character or patient. For each patient roll for the 17 Risk Factors. Shuffle the deck.

Turn Sequence

Players take turns. The player with the most real life risk factors goes first. On your turn draw one card from the deck.

If the deck runs out shuffle the discard and draw from it. If the draw is a Medical Interventions or Surgery card, put it into your hand to be used later. If the draw is a Lifestyles Modifications card play it immediately (face down to the table in front of you).

The effects of a Lifestyles Modification card lasts for the rest of the game. If the draw is a Pathological Events card play it immediately (face down to the table in front of you). The effects of a Pathological Events card lasts for the rest of the game.

If the draw is a Drug Therapy card put it in your hand or play it immediately (face down to the table in front of you). The effects of a played Drug Therapy card lasts for the rest of the game. If the draw is a Heart Attack Card see the Heart Attack Rolls Section.

Heart Attack Rolls Section

Heart attack cards indicate conditions that may precipitate a Heart Attack or MI (Myocardial Infarction) When a player draws a Heart Attack card he must make a Heart Attack Roll: Roll the ten sided die once (1D10). Add all modifiers. Some are positive (Bad), some are negative (Good). Modifiers come from: The patients original Risk Factors.

Drug Therapy, Pathological Events, and Lifestyle Modifications in play. Drug Therapy, Medical Interventions, and Surgery cards played from the players hand. Every Bad Risk factor adds +1 to your heart attack roll.

Every Very Bad Risk factor adds +2 to your heart attack roll. Every Very Very Bad Risk factor adds +3 to your heart attack roll. If your modified Heart Attack Roll is 10 or greater, then you die.

A player may discard drug therapy cards, and intervention cards to further modify the roll. A player may discard a Heart Attack card before the roll is made by discarding a Monitoring card. As soon as a player survives his first Heart Attack roll he is considered to have Coronary Heart Disease (CHD) The terms Coronary Heart Disease (CHD) and Ischemic Heart Disease (IHD) are synonymous.

If you survive you also gain the trait s/p MI. (Status Post MI, meaning you've had a heart attack) Players with s/p MI (CHD) get a +1 to all future heart attack rolls. The terms Heart Attack and Myocardial Infarction (MI) are synonymous.

DOC Drugs of Choice. If you have a DOC for a condition get -1 to your heart attack roll.

For Heart Attacks the DOCs are Diuretics & Beta Blockers. Medical Intervention Cards and Surgery Cards are discarded after being used.

Risk Factors

1. SEX

1D6	Sex
1-3	Male (Bad)
4-6	Female (OK)

2. RACE

1D6	Race
1-3	White (DOC: Beta Blockers, ACE Inhibitors)
4-6	Black (DOC: Calcium Channel Blockers, Diuretics)

3. AGE

1D6	Age
1-2	Younger
3-4	Middle age >45 Males, >55 Females (Bad)
5-6	Older >55 Males, >65 Females (Very Bad)

4. FAMILY HISTORY

1D6	Family History of Cardiovascular Disease
1-4	No Incidence (OK)
5-6	Yes (Bad)

1D10	Blood Pressure (Systolic/Diastolic)
0	<120/80 Optimal
1	<130/85 Normal
2	>130/85 High Normal

5. SMOKING

1D6	Smoking
1-4	None (OK)
5	1 Pack per Day (Bad)
6	2 PPD (Very Bad)

6. BLOOD PRESSURE

1D10	Blood Pressure (Systolic/Diastolic)
3-7	140/90+ Stage 1 Hypertension (Bad)
8-9	160/100+ Stage 2 (Very Bad)
10	180/110+ Stage 3 (Very Very Bad)

7. ALCOHOL

1D6	Alcoholism
1-5	None
6	Heavy Drinker (Bad) +1 to roll on following table

8. CLINICAL HISTORY

1D6	History of Cardiovascular Accidents/Disease
1-5	None
6	Yes. Roll on the Major Complications Table

9. MAJOR COMPLICATIONS TABLE

1D10	Complication (all are Very Bad Risk Factors)
1	Hypothyroidism
2	Renal Disease
3	Liver Disease
4	Non-Insulin-Dependent Diabetes (DOC: ACE Inhibitors)
5	Pulmonary Disease
6	Familial Hypercholesterolemia
7	Gout (DC Diuretics)
8-10	Previous MI

10. LDL

1D6	Low Density Lipoproteins {Lipids}
1-3	Low (OK) Actual numbers depend on presence of CHD and number of other risk factors
4-6	High (Bad) Initiate Drug Therapy

11. HDL

1D6	High Density Lipoproteins {Lipids}
1-2	<35 (Bad) Initiate Drug Therapy
3-5	35-60 (OK)
6	<60 (Good) Negative Risk Factor (Heart Attack Roll Modifier -1)

12. TG

1D6	Triglycerides {Lipids}
1-2	Below 250
3-4	251-400 (OK)
5-6	Above 400 (Bad) Initiate Drug Therapy

1D6	Total Cholesterol {Lipids}
1	Below 200
2-3	200-240 (OK)
4-6	Above 240 (Bad) Initiate Drug Therapy

13. TOTAL CHOLESTEROL

14. DIABETES

1D6 Diabetes

1-4 No

5-6 Yes (Very Bad), DC Beta Blockers & Diuretics, DOC: ACE Inhibitors

15. PHYSICAL ACTIVITY

1D6 Physical Activity

1-5 Sedentary (Bad)

6 Active

16. WEIGHT

1D6 Weight

1-3 Normal

4-6 Overweight (Obese) Bad

17. SALT SENSITIVITY

1D6 Salt Sensitivity

1-3 Normal

4-6 Sensitive (Bad)

Card List: Medical Interventions

Physical Examination	Monitoring
Clinical Evaluation	Monitoring
Laboratory Tests	Monitoring
Patient Education	Monitoring
Follow-up Visits	Monitoring
ECG (Electrocardiogram)	Monitoring
Exercise Tolerance Testing	Monitoring (The Treadmill)
Cardiac Imaging	Monitoring
Ambulatory Holter Monitor	Monitoring
Stress Thallium Scan	Monitoring (Invasive)
Cardiac Catheterization	Monitoring (Invasive)
SL NTG	Sublingual Nitroglycerin. Heart Attack Roll Modifier -2
IV NTG	Intra-Venous Nitroglycerin. Heart Attack Roll Modifier -3
Oxygen	Heart Attack Roll Modifier -1
IV Morphine	Heart Attack Roll Modifier -1
Unfractionated Heparin	Heart Attack Roll Modifier -4
Enoxaparin	Heart Attack Roll Modifier -4 (Low MW Heparin)
Dalteparin	Heart Attack Roll Modifier -4 (Low MW Heparin)
Glycoprotein IIb/IIIaInhibitors	Heart Attack Roll Modifier -2
Streptokinase	Thrombolytic. Heart Attack Roll Modifier -4
Retepase	Thrombolytic. Heart Attack Roll Modifier -5
Tenecteplase	Thrombolytic. Heart Attack Roll Modifier -5
Lidocaine	Anti-arrhythmic. Heart Attack Roll Modifier -3

Card List: Surgeries

Stent	Heart Attack Roll Modifier -6
Angioplasty	Heart Attack Roll Modifier -5
Coronary Artery Bypass Graft	Heart Attack Roll Modifier -7 (CABG)
Heart Transplant	Heart Attack Roll Modifier -10 (Very Rare)
Artificial Heart	Heart Attack Roll Modifier -9 (Very Rare)
Pace Maker	Heart Attack Roll Modifier -8

Card List: Lifestyle Modifications

Smoking Cessation Program	Smoking Risk Factor becomes none.
Dietary Therapy Step I	Weight becomes normal
Dietary Therapy Step II	Weight becomes normal
Registered Dietician	Negate 1 Lipid Risk Factor or weight becomes normal
Aerobic Exercise Program	Physical Activity Risk Factor becomes Active
Alcoholics Anonymous	Alcohol Risk Factor becomes None.
Noncompliant	Discard any one of an opponent's Drug Therapies.
Sodium Salt Restriction	Heart Attack Roll Modifier -1.
Mineral Supplements	Heart Attack Roll Modifier -1. (Potassium, Ca, & Mg)

Card List: Pathological Events

Myalgia/ Arthralgia	Effect
	Discontinue (DC) all Hmg CoA reductase Inhibitors.
Flushing, Itching, GI Upset	-
	Discontinue Niacin and Niaspan.
Constipation, Bloating	-
	Discontinue Verapamil, Gemfibrozil, Fenofibrate, and Bile Acid Resins.
Liver Function Test is High	-
	Discontinue all lipid lowering drugs except Bile Acid Resins.
Congestive Heart Failure (CHF)	-
	Only if patient is s/p MI.
Very Bad Risk Factor. (Heart Failure)	-
Chronic Obstructive Pulmonary Disease(COPD)	-
	Only if patient is s/p MI. Very Bad Risk Factor.
	DC Beta Blockers. (Heart Failure)
Left Ventricular Hypertrophy	-
	Only if patient is s/p MI. Very Bad Risk Factor. (Heart Failure)
Myocardial Necrosis	-
	Only if patient is s/p MI. Very Bad Risk Factor. (Heart Failure)
Ventricular Remodeling	-
	Only if patient is s/p MI. Very Bad Risk Factor. (Heart Failure)
Cardiogenic Shock	-
	Only if patient is s/p MI. Very Bad Risk Factor. (Heart Failure)
Coronary Atherosclerosis	-
	If the patient has any bad lipid levels.
	Increase Blood Pressure one step.
Atherosclerotic Plaques	-
	If the patient has any bad lipid levels.
	Increase Blood Pressure one step.
Homocystinemia	-
	Bad Risk Factor
Arteriolosclerosis	-
	Bad Risk Factor
Essential Hypertension	-
	Increase Blood Pressure one step.
Secondary Hypertension	-
	Increase Blood Pressure one step.
Malignant Hypertension	-
	Increase Blood Pressure one step. (Diastolic >120)
Second Degree Heart Block	-

Myalgia/ Arthralgia	Effect
	Discontinue Beta Blockers
Renal Insufficiency	-
	Very Bad Risk Factor. DOC: ACE Inhibitors
Dry Cough	-
	Discontinue ACE Inhibitors & Angiotensin II Receptor Blockers
Bradycardia	-
	Discontinue Beta Blockers, CCBs
Isolated Systolic Hypertension	-
	Increase Blood Pressure one step.
Bleeding	-
	Discontinue Blood Thinners
Dyslipidemia	-
	LDL levels go up one step.
Endocarditis	-
	Bad Risk Factor
Mitrostenosis	-
	Bad Risk Factor

For Heart Failure the Drugs of Choice (DOC) are: ACE Inhibitors & Diuretics.

Card List: Drug Therapies

Zocor	Hmg CoA reductase Inhibitor. Negate 1 Lipid Risk Factor
Lipitor	Hmg CoA reductase Inhibitor. Negate 1 Lipid Risk Factor
Baycol	Hmg CoA reductase Inhibitor. Negate 1 Lipid Risk Factor
Mevacor	Hmg CoA reductase Inhibitor. Negate 1 Lipid Risk Factor
Pravachol	Hmg CoA reductase Inhibitor. Negate 1 Lipid Risk Factor
Lescol	Hmg CoA reductase Inhibitor. Negate 1 Lipid Risk Factor
Niacin	Lipid Lowering Vitamin. Negate 1 Lipid Risk Factor except LDL
Niaspan	Lipid Lowering Vitamin. Negate 1 Lipid Risk Factor except LDL
Cholestyramine	Bile Acid Resin. Negate 1 Lipid Risk Factor except LDL
Colestipol	Bile Acid Resin. Negate 1 Lipid Risk Factor except LDL
Gemfibrozil	Uptakes lipids into tissues. Negate 1 Lipid Risk Factor except LDL
Fenofibrate	Uptakes lipids into tissues. Negate 1 Lipid Risk Factor except LDL
Aspirin	Blood Thinner. Heart Attack Roll Modifier -1
Plavix	Blood Thinner. Heart Attack Roll Modifier -1
Coumadin	Blood Thinner. Heart Attack Roll Modifier -1
Warfarin	Blood Thinner. Heart Attack Roll Modifier -1
Transdermal Patch	NTG vasodilator. Heart Attack Roll Modifier -1
Isosorbide Dinitrate	NTG vasodilator. Heart Attack Roll Modifier -1
Imdur	NTG vasodilator. Heart Attack Roll Modifier -1
Atenolol	Beta Blocker. Slows Heart Rate. Decrease Blood Pressure one step.
Metoprolol	Beta Blocker. Slows Heart Rate. Decrease Blood Pressure one step.
Tenormin	Beta Blocker. Slows Heart Rate. Decrease Blood Pressure one step.
Lopressor	Beta Blocker. Slows Heart Rate. Decrease Blood Pressure one step.
Nifedipine	Calcium Channel Blocker (CCB). Decrease Blood Pressure one step.
Verapamil	Calcium Channel Blocker. Decrease Blood Pressure one step.
Diltiazem	Calcium Channel Blocker. Decrease Blood Pressure one step.
Hydrochlorothiazide	Diuretic. Decrease Blood Pressure one step.
Triamterene	Potassium Sparing Diuretic. Decrease BP one step.
Maxide	Combination Diuretic. Decrease BP one step.

Zocor	Hmg CoA reductase Inhibitor. Negate 1 Lipid Risk Factor
Clonidine Patch	Central Alpha Agonist. Decrease Blood Pressure one step.
Captopril	ACE Inhibitor. Decrease Blood Pressure one step.
Lisinopril	ACE Inhibitor. Decrease Blood Pressure one step.
Enalapril	ACE Inhibitor. Decrease Blood Pressure one step.
Losartan	Angiotensin II Receptor Blocker. Decrease Blood Pressure one step.

Notes: A patient can only be on one Drug of a class at a time. For example a patient can only be on one

Beta Blocker. Treat Losartan like an ACE I.

Card List: Events: Heart Attack Cards

Sign or Symptom of MI (Myocardial Infarction):	Heart Attack Roll Modifier:
Effort Induced Angina	+1
Unstable (Rest) Angina	+2
Anxiety, Nausea, dizziness, SOB, dyspnea	+1
Vasospastic Angina	+0
Increased Myocardial Oxygen Demand	+1
Silent MI	+0
Exacerbating Factor: Cold	+0
Exacerbating Factor: Physical Activity	+0
Exacerbating Factor: Sex	+0
Exacerbating Factor: Stress	+0
Exacerbating Factor: Sympathomimetic Drug	+1
Exacerbating Factor: Anticholinergic Drug	+1
Hypertensive Urgency	+3
Hypertensive Emergency	+5
Stroke (Not MI)	+4
Aneurysm(Not MI)	+4
Cerebral Hemorrhage(Not MI)	+6
Cerebrovascular Accident	+5
Pulmonary Embolism (Not MI)	+3
Deep Vein Thrombosis	+5
Acute Coronary Syndrome	+1
Ventricular Rupture & Cardiac Tamponade	+8 Only if patient is s/p MI
Saddle Embolus	+6
ST-Segment Elevation	+4
Non-Q-Wave Infarction	+5
Q-Wave Infarction	+7
Coronary Artery Thrombosis	+3
Plaque Rupture	+2
Cardiac Arrest	+3
Elevated Cardiac Enzymes	+3 (CK, CK-MB, Troponin I, LDH)
Virchow's Triad	+3 (Venous Stasis, Vascular Injury, Hypercoagulability)

Game Designers Notes

My apologies to anyone who might be offended by the subject matter. The goal is to be educational, not

morbid. Expect additional cards and minor rules alterations.

When I'm not writing games, I'm a second year Pharmacy Student.





Hearthstone Meta

Introduction

Card game based on the Meta of a Card game. Card game for 2+ players.

Disclaimer

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Victory

Each player plays 7 hands. A Hand is a match between 2 players. The player who wins the most hands wins the game.

The Common Deck

Players share a common deck. The Common Deck has 2 types of cards:

1. Deck Cards
2. Strategy Cards

Dice

Six sided dice are needed.

Setup

Shuffle the Deck.

Turn Sequence

Two Random players will face each other in a Match. If a player is behind the others in number of Matches

played, he will automatically be selected for the current Match. Each player draws 7 cards. Each player may Mulligan once.

To Mulligan, discard up to 4 cards and draw replacements. If a player has no Deck cards in his hand, he automatically loses the Match. The player with the most wins (or random if tied) plays the first card.

The first card a player plays must be a Deck card. Players take turns playing cards. Played cards are placed face up on the table visible to all.

Every time you play a Deck card (not a Strategy card), you must discard all the other cards you played previously this Match. Following a players first turn, he may play a card or pass. If he passes, he can play no more cards for the rest of the Match.

When both players have passed, each adds up the point value of all Of the cards he has played and adds 1 to get a Point Value Sum (PVS). Each player rolls a number of six sided dice equal to their PVS and adds the rolls together to get a Dice Total (DT). The player with the higher DT is the winner of the Match.

At the end of the Match all cards are discarded.

Common Deck Card List Notation

- # Number of copies of this card in the Deck.
- A Aggro Deck Card
- T Tempo Deck Card
- C Control Deck Card
- X Combo
- S Strategy Card

Common Deck Card List

Card Name:	#	Type	Notes:
Aggro Druid	2	A	+3 vs Tempo
Jade Druid	1	CX	+2 vs Aggro
Beast Druid	1	TX	+2 vs Control
Ramp Druid	1	TX	+2 vs Control
Taunt Druid	1	CX	+2 vs Aggro
C'Thun Druid	1	TX	+2 vs Control
Mill Druid	1	CX	+2 vs Control
Hand Druid	1	CX	+2 vs Aggro
Face Hunter	5	A	+3 vs Tempo
Midrange Hunter	1	T	+3 vs Control
Quest Hunter	1	TX	+2 vs Control
Secret Hunter	1	TX	+2 vs Control

Card Name:	#	Type	Notes:
Spell Hunter	1	CX	+2 vs Aggro
Freeze Mage	1	CX	+2 vs Aggro
Control Mage	1	C	+3 vs Aggro
Mech Mage	1	TX	+2 vs Control
Tempo Mage	1	T	+3 vs Control
Secret Mage	1	TX	+2 vs Control
Elemental Mage	1	TX	+2 vs Control
Exodia Mage	1	CX	+2 vs Aggro
Reno Mage	1	CX	+2 vs Aggro
Kazakus Mage	1	CX	+2 vs Aggro
Secret Paladin	1	TX	+2 vs Control
Midrange Paladin	1	T	+3 vs Control
Hand Buff Paladin	1	TX	+2 vs Control
Holy Wrath Paladin	1	CX	+2 vs Aggro
Control Paladin	1	C	+3 vs Aggro
Murloc Paladin	1	AX	+2 vs Tempo
Aggro Paladin	1	A	+3 vs Tempo
Shield Paladin	1	A	+2 vs Tempo
Silver Hand Paladin	1	AX	+2 vs Tempo
Dragon Priest	1	TX	+2 vs Control
Silence Priest	1	AX	+2 vs Tempo
Control Priest	1	C	+3 vs Aggro
N'Zoth Priest	1	CX	+2 vs Aggro
Highlander Priest	1	CX	+2 vs Aggro
Summoner Priest	1	TX	+2 vs Control
Spiteful Priest	1	TX	+2 vs Control
Heal Priest	1	TX	+2 vs Control
Buff Priest	1	CX	+2 vs Aggro
Deathrattle Rogue	1	TX	+2 vs Control
Miracle Rogue	1	CX	+2 vs Aggro
Tempo Rogue	1	T	+3 vs Control
Water Rogue	1	AX	+2 vs Tempo
Quest Rogue	1	AX	+2 vs Tempo
Jade Rogue	1	TX	+2 vs Control
Mill Rogue	1	CX	+2 vs Control
Aggro Rogue	1	A	+3 vs Tempo
Kingsbane Rogue	1	TX	+2 vs Control
Overload Shaman	2	AX	+2 vs Tempo
Token Shaman	1	AX	+2 vs Tempo
Murloc Shaman	2	AX	+2 vs Tempo
Malygos Shaman	1	CX	+2 vs Aggro
Mech Shaman	1	AX	+2 vs Tempo
Evolve Shaman	1	CX	+2 vs Aggro
Elemental Shaman	1	TX	+2 vs Control
Shudder Shaman	1	CX	+2 vs Aggro
Control Warlock	1	CX	+2 vs Aggro
Discardlock	1	AX	+2 vs Tempo
Zoolock	3	AX	+2 vs Tempo
Reno Warlock	1	CX	+2 vs Aggro
Handlock	1	CX	+2 vs Aggro
Demonlock	1	CX	+2 vs Aggro
Cubelock	1	TX	+2 vs Control
Control Warrior	1	CX	+2 vs Aggro

Card Name:	#	Type	Notes:
Quest Warrior	1	CX	+2 vs Aggro
Patron Warrior	1	TX	+2 vs Control
Pirate Warrior	2	AX	+2 vs Tempo
Dragon Warrior	1	TX	+2 vs Control
Tempo Warrior	1	T	+3 vs Control
Fatigue Warrior	1	CX	+2 vs Aggro
Weapon Warrior	1	TX	+2 vs Control
Mirror Match	1	-	Copy Opponents Deck
Board Control	1	S	Aggro or Tempo +1
Cheap Activators	1	S	Combo +1
Win Condition	1	S	Combo +1
Well Timed Effect	1	S	All +1
Logarithmic Effect	1	S	All +1
Key Class Mechanic	1	S	All +1
Nerf	1	S	Negate last Card Played
One Turn Kill	1	S	Combo +2
Greedy Deck	1	S	Steal 1 random card from Opponent's hand
Direct Damage	1	S	Mage or Shaman or Hunter +1
Efficient Trading	1	S	All +1
Play on Curve	1	S	Tempo +1
Efficient Removal	1	S	Tempo or Control +1
Burst Damage	1	S	Aggro or Control +1
Lethal Burst	1	S	Aggro or Control +1
Area of Effect	1	S	Control +1
Tier 1 Deck	1	S	All +1
Big Minions	1	S	Tempo or Control +1
Big Spell Synergy	1	S	Mage or Priest or Druid +1
Build Around	1	S	Combo +1
Buff	1	S	Paladin or Priest or Druid +1
Card Advantage	1	S	Combo +1
Standard Rotation	1	S	Negate last Card Played
Mulligan	1	S	Draw 2 Cards
Overpowered	1	S	Combo +2
Reach	1	S	Aggro or Mage +1
Tech Card	1	S	Negate last Card Played
High Win Rate	1	S	All +1
Fatigue Damage	1	S	Control +1
Constant Pressure	1	S	Tempo +1
Force Overdraw	1	S	Combo +1
Shifting Meta	1	S	Draw 2 Cards
Experimental Deck	1	S	Combo +1
Dominant Archetype	1	S	All +1
Hero Power Synergy	1	S	Combo +1
Taunt Synergy	1	S	Control or Warrior or Druid +1
Dragon Synergy	1	S	Warrior or Priest +1
Armor Synergy	1	S	Warrior or Druid +1
Weapon Synergy	1	S	Warrior or Rogue or Paladin or Shaman +1
Secret Synergy	1	S	Paladin or Hunter or Mage +1
Elemental Synergy	1	S	Mage or Shaman +1
Jade Synergy	1	S	Druid or Rogue or Shaman +1
Pirate Synergy	1	S	Warrior or Rogue +1
Murloc Synergy	1	S	Shaman or Paladin +1
Deathrattle Synergy	1	S	Priest or Rogue or Warlock +1

Card Name:	#	Type	Notes:
Battlecry Synergy	1	S	Shaman or Paladin +1
Beast Synergy	1	S	Druid or Hunter +1
Odd Synergy	1	S	All +1
Even Synergy	1	S	All +1
Healing	1	S	Control or Priest +1
Spell Damage	1	S	Mage or Rogue or Shaman +1
Board Flood	1	S	Aggro +1
New Expansion	1	S	Draw 2 Cards
Tempo Swing	1	S	Combo +1
Aggressive Deck	1	S	Aggro +1





Heavy Metal Heroes

Introduction

Board game for 2-6 Players. Heavy Metal & Epic Magazine Theme.

Disclaimer

Heavy Metal and Epic Magazines are licensed, copyrighted properties. This is merely a fan site.

Players

Each player is trying to control as many Locations as Possible for as long as possible. This control can be through the actions both Heroes and Villains. During the course of the game each player will control many different Heroes and Villains.

Victory

The game ends when any one player has accumulated 300+ Victory points. That player is the winner.

Victory Points

Players earn Victory Points (VP) by controlling Locations. Keep track of VP by using Victory Tokens (VT). VT come in denominations of 1, 5, 10, 25, 50, and 100. Use Change or poker chips as VT.

The Map

The Map has 15 Location Points. Locations are connected to the nearest other Locations by Travel Lines. Some Travel Lines have one or more Travel points.

Travel Points increase the distance between Locations. At the beginning of the game Location Tiles are randomly placed onto the Location Points.

Common Decks

There 2 Common Decks Shared by all players: The Location Tile Deck The Power Deck

The Location Tile Deck

This deck has 16 Location Tiles.

The Power Deck

Players share a common deck. There are 4 Types of Power Cards:

1. Hero Cards
2. Villain Cards
3. Aid Cards
4. Special Cards

Heroes & Villains are collectively called Characters. There are 4 Types of Aid Cards:

1. Action
2. Army
3. Attribute
4. Artifact

During a Battle a Character can use a max of 1 of each type of Aid card. Some Aid cards are Evil and Some are Good. Good Aid Cards can only be used by Heroes. Evil Aid cards can only be used by Villains.

Fate Decks

Each player gets his own Fate Deck. Keep your Fate cards face up in front of you. Each Fate Deck has 6 Cards:

1. Draw 1 Power Card & Then Move Loc-Nar 6 Points this Turn
2. Draw 2 Power Cards & Then Move Loc-Nar 5 Points this Turn
3. Draw 3 Power Cards & Then Move Loc-Nar 4 Points this Turn
4. Draw 4 Power Cards & Then Move Loc-Nar 3 Points this Turn
5. Draw 5 Power Cards & Then Move Loc-Nar 2 Points this Turn
6. Move 7 Points and all of your Characters get +2 BT this Turn

When a Fate Card is played place it face Down. When all your Face cards have placed face Down, flip them all back face-up.

The Loc-nar

Use a Pawn to represent the Loc-Nar. It moves from location to location allowing the current player to play recruit cards at its current location.

Control Markers

Each player gets a set of control markers (CM) of a unique color. Glass Stones or wood cubes work well for this. These are used to show control of Characters.

Control Markers are placed on Character Cards in play on the Map. When a Character first comes out place 1 CM on it. Each full turn a Character is in play he gets another CM placed on him.

Players at the end of each turn earn VT = the number of CM they have in play. The max number of CM a Character can have is 10. A Character in play controls the Location he is at or he is defending.

When you steal a Character (take control of a character) owned by another player remove all of his CM and place 1 of your own on the card.

Dice

Six sided dice (D6) are needed.

Setup

Each player gets a set of control markers. Each player is dealt a hand of 4 cards. The 15 Location Tiles are randomly assigned to the 15 Location Points on the Map.

The Loc-Nar Pawn starts on Nexus Earth. Players roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Fate Phase
2. Control Phase
3. Scoring Phase
4. Action Phase
5. End Phase

Fate Phase

Play one of your Fate Cards. When a Fate Card is played place it face Down. When all your Face cards have placed face Down, flip them all back face-up.

If the Fate card allows you to draw Power cards, do it now.

Control Phase

Place one Control Counter onto each Character you have on the Map. The max number of CM a Character can have is 10.

Scoring Phase

Gain 1 Victory Token for each Control Marker you have on the Map.

Action Phase

You may move the Loc-Nar a number points as allowed by the Fate card you played in Fate Phase. Every

time you land on a point, including your starting point, you may play one or more Power Cards depending on what is at that point: I. — If it is an empty Location Point, you may play a Villain Card. Place the card next to the Location Tile.

Place a Control Counter on the Villain Card. II. — If it is a Location already occupied by an opponents Villain, you may play a Hero Card. Place the Hero Card Next to the Villain card and place a Control Counter on your Hero Card. The Hero and Villain will now have a Duel.

The owner of the Hero may play 1 or more Good Aid Cards. The owner of the Villain may play 1 or more Evil Aid Cards. Each player rolls 3 Dice plus 1 Die for each Aid Card they played.

If it is a tie, both Characters are discarded. The Location becomes empty. The Character with the lower Battle Total is discarded. The other Character remains in play in control of the Location.

III. — If it is a Location already occupied by an opponents Hero, you may play a Villain Card. Place the Villain Card Next to the Hero card and place a Control Counter on your Villain Card. The Hero and Villain will now have a Duel as described above. At the End of Action Phase there can never be more than 1 Character at a Location.

End Phase

Max hand size is 5. Discard excess cards.

Location Tile List Notation

E Earth Location

S SF Location

F Fantasy Location

COTL Controller of this Location

V Victory: COTL earns +2 VT per Turn in Scoring Phase

K Knowledge: COTL draws 1 extra Power card per Turn

W Wisdom: COTL has max hand size +2

T Travel: COTL can move 1 extra Point per Turn

P Power: COTL adds 2 to all his Battle Totals

Location Deck Tile List

Name:	Type	Boon
Nexus Earth	E	V
Dystopian Earth	E	P
Alternate Earth	E	K
Future Earth	E	T
Lost Earth	E	W
Generation Ship	S	V
Space Station	S	T
Geomatrix	S	K

Name:	Type	Boon
Ketogenic Killzone	S	P
Alien Landscape	S	W
Wierdworld	F	K
Nowhere	F	T
Psychedelic Plane	F	W
Aftermath Wasteland	F	P
Ancient Ruins	F	V

Power Deck Card List Notation

H Hero

V Villain

E Evil Aid Card

G Good Aid Card
S Special
BT Battle Total
PC Power Card
LT Location Tile
Loc Location
CM Control Markers

CP Control Phase
WCW When Combined With
 RTCFG = Remove this Card from Game
OYT On Your Turn
TCW This Character When in Battle Can
ABO At Beginning of Battle with this Character
 Reborn = If Defeated place Card back in your hand

Power Deck Card List

Name:	Type	Notes:
Ranx	H	+3 BT per Card you Discard
Druuna	H	+1 VT per Turn in Scoring Phase
Nikopol	H	When Played from Hand draw 3 PC
Den	H	+3 BT at Fantasy Locations
Dreadstar	H	+2 BT when Defending
Julie	H	+1 BT for each Aid Card you play
Taarna	H	Reborn
Lone Sloane	H	Can use Evil Aid Cards Also
Arzach	H	+3 BT WCW Action Aid Card
Exterminator 17	H	+2 BT when Attacking
Marda the She-Wolf	H	+3 BT at Fantasy Locations
Cobalt 60	H	+3 BT at SF Locations
Dr Watchstop	H	ABO Draw 1 PC
The Earthman	H	+3 BT WCW Attribute Aid Card
Veteran of the Psychic Wars	H	+3 BT at SF Locations
Salamambo	H	+3 BT WCW Army Aid Card
Harry Canyon	H	+3 BT at Earth Locations
Power Hungry Dictator	V	+1 BT
Ard the Immortal	V	Can Only be Defeated using an Action Card
Horus	V	Hand Size +1
Red Queen	V	+3 BT at Fantasy Locations
Sorcerer	V	+3 BT WCW Attribute Aid Card
Warlord	V	+3 BT WCW Army Aid Card
Captain Sternn	V	ABO steal 1 Random PC from Opponent
Crime Boss	V	+3 BT at Earth Locations
Mad Scientist	V	+3 BT at SF Locations
Corrupted Computer	V	+6 BT when Defending at SF Locations
Interstellar Corporation	V	+3 BT per Card you Discard
The Kraken	V	+4 BT but cannot use Aid Cards
Rotwang	V	OYT you may Move this Character to any Loc
Evil Emperor	V	TCW play multiple Aid cards of Same Type
Cold God	V	He can Hold 20 CM. Cannot be Stolen
Demon Lord	V	+3 BT at Fantasy Locations
Groo the Wanderer	V	+2 BT when Attacking
Metamorphosis	G	Action
Odyssey	G	Action
Rebels	G	Army
Legend	G	Attribute
Quest	G	Action
Colonists	G	Army
Amazons	G	Army
Human Spirit	G	Attribute

Name:	Type	Notes:
Salvation	G	Action
Glorious City	G	Army
Close Companions	G	Army
Journey	G	Action
Solve Mystery	G	Action
Find Clues	G	Action
Veteran Troops	G	Army
Discover Secret	G	Action
Uncover Dark Plot	G	Action
Revenge	G	Action
Battle Gear	G	Artifact
Energy Sword	G	Artifact
Healing	G	Action
Training	G	Attribute
Purification	G	Attribute
Noble Steed	G	Army
Triumphant	G	Attribute
Courageous	G	Attribute
Warriors	G	Army
Martyrdom	G	Attribute
Virtue	G	Attribute
Heroism	G	Attribute
Pursuit of Justice	G	Action
Fembots	G	Army
Magic Scepter	E	Artifact
Obsession	E	Attribute
Torture	E	Action
Nanobots	E	Army
Thugs	E	Army
Gangs	E	Army
Mercenaries	E	Army
Psychoplague	E	Army
Zombies	E	Army
Mutants	E	Army
Monster	E	Army
Viral Infection	E	Attribute
Siege	E	Action
Treachery	E	Action
War	E	Action
Anarchy	E	Attribute
Conspiracy	E	Action
Summoning Ritual	E	Action
Alien Assassin	E	Army
Death & Destruction	E	Action
Humanoids	E	Army
Transformation	E	Action
Horror	E	Attribute
Cataclysm	E	Action
Lizard Men	E	Army
Relic	E	Artifact
Great Weapon	E	Artifact
Power Source	E	Artifact
Bestial Mount	E	Army

Name:	Type	Notes:
Bloodthirsty	E	Attribute
Double Dealing	E	Attribute
Massacre	E	Action
Sucker Play	S	Steal 2 Random PC from Opponent
Planet Eater Ship	S	Destroy target LT then RTCFG
Dimension Travel	S	OYT Move Loc-Nar to any Location
Space-Time Continuum Rift	S	OYT Move Loc-Nar to any Location
Planar Shift	S	OYT Move Loc-Nar to any Location
Chess Game of the Gods	S	Draw 3 PC
Plutonium Nyborg	S	Switch Hands with Opponent
Beautiful Girl	S	Steal Target Hero
Gratuitous Sex	S	Steal Target Hero
Gratuitous Violence	S	Steal Target Villain
Betrayal	S	Steal Target Villain
Liberation	S	Place 3 CM on Hero
Cruel Dominion	S	Place 3 CM on Villain
Loc-Nar Visions	S	Look at Next 10 cards in Power Deck
Brain Sucker	S	Target Opponent must Discard his Hand
Disintegration	S	Destroy (discard) Target Villain
Retirement	S	Destroy (discard) Target Hero
Mind Link	S	Look at Opponents Hand. Steal 1 Target Card
Final Destiny	S	Negate Fate Card. It goes Facedown. Opt Picks Another
New Beginning	S	Flip all your Fate cards Face-up
Twist of Fate	S	Opponent gets -3 Move Points this turn
Swirling Universe	S	Switch 2 LT and attached Characters in CP
Star Gate	S	Move Character you own to Target Location
Portal to Alternate Universe	S	Move Character you own to Target Location
Reincarnation	S	Put Character in Discard into your Hand
Looking Glass	S	Switch Location of 2 target Characters in CP
Hell of a Tip	S	Steal 2D6 VT from Opponent
Rebellion	S	Remove all CM but 1 from target Character
Galactic Warfare	S	All your Characters get +2BT this Turn
End to Madness	S	Negate a Fate Card just played
Planetary Shield	S	Target SF Loc cannot be attacked this Turn
Time of Peace	S	Villain cannot be placed at target Loc this Turn
Heavy Metal	S	Gain 5 VT. Shuffle the Discard into the Deck

Links

Magazine Fanpage





Heavy Metal Mayhem

Introduction

Poker type game with a Heavy Metal Theme.

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Victory

First player to make 5 melds is the all time winner.

The Deck

Players share a common deck.

Turn Sequence

Each turn has 4 phases:

1. Deal Phase
2. Action Phase
3. Meld Phase
4. End Phase

Deal Phase

Fill your hand to 7 cards. If the deck runs out, shuffle the discard & draw from it.

Card List

Card Name:	Type:
Agent	H
Regular Joe	H
Avenger	H
Barbarian	H
Star Warrior	H
Explorer	H
Con Artist	H
Fem Fatale	H
Nymphomaniac	H
Survivor	H
Dimensional Rift	T
Star Portal	T
Caravan	T
Fantastic Steed	T
Alien Vessel	T
Space Hog	T
Gateway	T

Action Phase

You may play (discard) 1 card to get its special effect: Hero Card: Draw 3 Cards. Foe Card: Opponent must discard 2 random Cards. Location Card: Look at next 7 cards in deck and keep one of them.

Travel Card: Discard X cards and draw X+1 cards. Special Card: Steal 1 random card from Opponents Hand.

Meld Phase

You may play a meld. A meld consists of the following types of cards: 1 Hero (Heroine) card 2 Foe cards 2 Location cards 1 Travel card 1 Special card Discard all Melded cards.

End Phase

You may discard any cards from your hand you don't want.

Card Type Notation

- H** Hero (Heroine) card
- F** Foe cards
- L** Location cards
- T** Travel card
- S** Special card

Card Name:	Type:
Alien Monk Fanatics	F
Evil Doctor	F
Psychopathic Torturers	F
Mutants	F
Deranged Robots	F
Beast Men	F
Void Demon	F
Ancient Alien Shapeshifter	F
Cyborgs	F
Undead Horde	F
Barroom Brawl	F
Space Dogfight	F
Hostile Natives	F
Desert Siren	F
Nameless Horror	F
Ancient Ruins	L
Mining Colony	L

Card Name:	Type:
Astral Guide	T
Cosmic Whale	T
Space Convertible	T
Gratuitous Violence	S
Gratuitous Sex	S
Full Frontal Nudity	S
Psychedelic Landscapes	S
Gore Fest	S
Epic Adventure	S
Torture Scene	S
Carnage & Mayhem	S
Erotica	S
Sex, Drugs, & Rock-n-Roll	S
Corporate Mercs	F
Giant Lizard	F
Sea of Tentacles	F
Giant Simian	F
Space Pirates	F

Card Name:	Type:
Edge of the Universe	L
Plague Ship	L
Giant Space Station	L
Barren World	L
Deadly Jungle	L
Frigid Waste	L
Asteroid	L
Dead Moon	L
Dreamscape	L
Alien Hulk	L
Megalopolis	L
Research Station	L
Ghost World	L
Nightmare World	L
Alternate Earth	L
Virtual Reality	L
Industrial Wasteland	L
War Zone	L





Heist

Introduction

Card game for 2-4+ players. Players assemble teams of specialized Heist men and Compete to pull off the most and best Capers.

Victory

The player with the most Heist points at the end of the game wins. The game ends when all but 1 of the Job cards have been Captured and/or discarded. For a shorter game, players can remove random Job cards from the Job deck.

Dice

Six sided dice are needed. (Casino style preferably)

The Decks

There are 3 decks: The Job Deck The Security Deck The Heist Deck

The Job Deck

The Job deck contains the Job cards that are the ultimate goals of the Players to possess. Each Job card has a Security Number and a Heist Point value.

The Security Deck

These cards represent the obstacles that must be overcome in order To complete a Job.

Heist Deck

There are 7 types of cards in the Heist Deck:

1. Personnel
2. Complications
3. Cons
4. Crisis
5. Event
6. Reaction
7. Secondary Job

Personnel can be reused from Job to job and are pre-requisites to play Con cards. Con cards give added skill levels towards overcoming Security cards, Jobs, and Complications. Complications are events played on an opponent that make a Job harder to finish.

Crisis cards are complications that occur while a Job is being executed. Event cards (play in Event phase) often provide a Benefit to the player who plays them. Reaction cards are like Event cards, except that they are played at certain specific times (as indicated in the card text) and not in Event phase.

Secondary Jobs are attached to a target Job like complications.

Skills

Skills are needed to overcome Security and Complication cards. Skills are provided by Personnel and Con cards. The 6 Skills Include: Info Sleight Acrobat Engineering Tech Confidence

Setup

Each player draws 7 cards from the Heist Deck and puts them in their hand. For each player draw 1 Job card and place it face up in the middle of the table facing them. Each Job has a Security number listed on it. Draw that many Security cards and place them in a line face-up next to the Job card.

Players roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. Each turn has 7 phases:

1. Planning Phase
2. Recruit Phase
3. Contacts Phase
4. Event Phase
5. Complications Phase
6. Execution Phase
7. Job Phase

Planning Phase

Draw 1 card from the Heist deck and put it in your hand. If the deck ever runs out, shuffle the discard and draw from it.

Recruit Phase

Place Personnel cards from your hand face up onto the Table in front of you. You may have a maximum of 11 personnel cards in play. You may have only 1 Leader card in play.

Contacts Phase

Players may freely trade Personnel cards in play and Con cards in their hands.

Event Phase

You may play 1 Event card. These have a variety of Effects. Some of these cause extra Security cards to be drawn and added to a target Job.

Some cause a target Personnel to be affected in some way. Some affect a target players hand.

Complications Phase

You may play 1 Complications or Secondary Job card: Attach it to a Target Job. These are treated exactly like Security cards and are directly added to the Line of Security cards attached to a Job. Secondary Jobs provide additional Heist points; For this reason, you may wish to Attach them to your own Job.

Execution

Declare whether or not you are going to execute a Job. If not, skip this phase. It is important not to attempt an Execution until you are sure you have enough Personnel cards in play and Con cards in hand to meet all the skill requirements Needed to finish the Job plus all complications and crises.

Each Security card has one or more skills associated with it. A player must use a skill from his Personnel and con cards to overcome it. When overcome, the Security card is discarded. If a Con card was used, It is discarded. If a personnel card was used, place a "Spent" Token on the Personnel card: It can not be used again during this phase unless another Card action removes the Token.

Note: In order to use a Con card, you must have at least one personnel that Has that same skill (The personnel may be spent or unspent). At the beginning of the Job, randomly select one opposing player to be the Thwarter. After each Security card is overcome, roll 1D6.

On a roll of "6" the Thwarter may play 1 Crisis card. If you meet all Security, Complication, and Crisis challenges the Job is a Success: Keep the Job card and gain the indicated number Heist points. If you are unable to meet any Security, Complication, or Crisis challenge, the Job is a failure: Discard the Job card.

Succeed or fail, roll 1D6 for each of your personnel: On a roll of 6 discard them. Succeed or fail, discard all cards attached to the Job card, and all con and Reaction cards played.

Job Phase

If you made an execution last phase, you go through a period of lying low. Roll 1D6 to see how many turns you spend lying low. At the end of this time draw a new Job card (and Security cards).

If the Security Deck runs out, shuffle the discard and draw from it. During the lying low period you still draw cards and recruit personnel. Max hand size is 11 cards. Discard excess cards.

Remove Spent Tokens from your personnel.

Job Card Deck

Card Name:	Security	Heist Points
Casino Vault	15	15
Bankrupt Casino	14	14
Worlds Oldest Stock Certificate	11	11
Coronation Egg	13	13
Museum Break In	12	12
Bank Job	13	13
Ocean Liner	12	12
Art Gallery	9	9
Personal Collection	10	10

Security Deck Card List

Card Name:	Notes:
Security Cameras	Tech =1
Surveillance Video	Tech =1
High Tech Security	Tech =1
Voice Recognition System	Tech =1
Retinal Scan	Tech =1
Thumbprint Identification	Tech =1
Lie Detection Software	Tech =1
Underground	Info =1
Secrets	Info =1
AI Security System	Info =1

Card Name:	Notes:
Police	Confidence =1
Vault Guard	Confidence =1
Receptionist	Confidence =1
Manager	Confidence =1
Worker	Confidence =1
Night Watchman	Confidence =1
Owner	Confidence =1
Boss	Confidence =1
Acquire Key	Sleight =1
Acquire Codes	Sleight =1

Card Name:	Notes:
Rival Thief	Info =1
Double Cross	Info =1
Elevator Shaft	Acrobat =1
Laser Sensors	Acrobat =1
Floor Plates	Acrobat =1
Air Conditioning Ducts	Acrobat =1
Narrow Ledge	Acrobat =1
Guards	Confidence =1
Security Detail	Confidence =1

Card Name:	Notes:
Steal Swipe Card	Sleight =1
Plant Fakes	Sleight =1
Make Switch	Sleight =1
Thick Floors	Engineering =1
Vault Doors	Engineering =1
Safe	Engineering =1
Impregnable Room	Engineering =1
Remove Roof	Engineering =1
Exit Strategy	Engineering =1

Heist Deck Card Notation

P Personnel
C Complications
Z Cons

X Crisis
E Event
R Reaction
S Secondary Job
PL Personnel Leader

Heist Deck Card List

Card Name:	Type:	Notes:
Ringleader	PL	Max Personnel +2; Info =1
Mastermind	PL	Max Personnel +2; Info =1
Gang Leader	PL	Max Personnel +2; Info =1
Brains	PL	Max Personnel +2; Info =1
Contortionist	P	Acrobat =1
Second Story Man	P	Acrobat =1; Engineering=1
Grease Man	P	Acrobat =1
Cat Burglar	P	Acrobat =1; Info =1
Accomplished Thief	P	Acrobat =1; Sleight =1
The Pro	P	Confidence =1; Info =1
High Roller	P	Confidence =1
Master of Disguise	P	Confidence =1
Inside Man	P	Confidence =1; Info =1
Dame	P	Confidence =1
Flim Flam Man	P	Confidence =1
Hustler	P	Confidence =1; Info =1
Con Artist	P	Confidence =1
The Rookie	P	Confidence =1; Sleight =1
Pick Pocket	P	Sleight =1
Sneak Thief	P	Sleight =1
Filcher	P	Sleight =1
The Fuse	P	Engineering =1
Handy Man	P	Engineering =1
Demolitions Expert	P	Engineering =1
Safe Cracker	P	Engineering =1; Tech =1
Mechanic	P	Engineering =1; Tech =1
Jack of All Trades	P	Engineering =1; Tech =1
Electronics Expert	P	Tech =1
Eye in the Sky	P	Tech =1; Info =1
Gifted Programmer	P	Tech =1
Getaway Man	P	Max Hand size +1
Extra Muscle	P	Max Hand size +1
Seduction	Z	Confidence =1

Card Name:	Type:	Notes:
Deception	Z	Confidence =1
Disguise	Z	Confidence =1
Elaborate Con	Z	Confidence =1
Uniforms	Z	Confidence =1
Imposters	Z	Confidence =1
Fake Death	Z	Confidence =1
Sporting Event	Z	Confidence =1
Fake SWAT Team	Z	Confidence =1
Staged Scuffle	Z	Confidence =1
Pose as Government Official	Z	Confidence =1
The Gilroy	Z	Confidence =1
Infiltration	Z	Acrobat =1
Fit in Small Container	Z	Acrobat =1
Rappel	Z	Acrobat =1
Back Flip	Z	Acrobat =1
Perfect Timing	Z	Acrobat =1
Balancing Act	Z	Acrobat =1
Misdirection	Z	Sleight =1
Hands Quicker than Eyes	Z	Sleight =1
Distraction	Z	Sleight =1
Dexterity	Z	Sleight =1
Simple Con	Z	Sleight =1
Explosive Charge	Z	Engineering =1
Drill Tunnel	Z	Engineering =1
Move Structure	Z	Engineering =1
Helicopter	Z	Engineering =1
Duplicate Room	Z	Engineering =1
Magnetron	Z	Engineering =1
Blueprints	Z	Info =1
Plant	Z	Info =1
Bribery	Z	Info =1
Favors	Z	Info =1
Reconnaissance	Z	Info =1
Contacts	Z	Info =1
Cut Power	Z	Tech =1
Pre-recorded Footage	Z	Tech =1
Disruption	Z	Tech =1
Redirect Phone Calls	Z	Tech =1
Rigged Game	Z	Tech =1
Modify Computer Data	Z	Tech =1
Tap into system	Z	Tech =1
Sabotage	Z	Tech =1
Override Cameras	Z	Tech =1
Bankroll	E	Draw 3 cards
Money Man	E	Draw 3 cards
Patron	E	Draw 3 cards
Lender	E	Draw 3 cards
Financier	E	Draw 3 cards
Investor	E	Draw 3 cards
Arrested	E	Discard Target Personnel card
Prior Commitment	E	Steal Target Personnel card
Cover Blown	E	Discard target Job card & Attached cards
Get There First	E	Execute on Opponents Job this turn

Card Name:	Type:	Notes:
See it Coming	E	Look at Opponents Hand
Plan B	E	Discard X cards and draw X cards
Somebody Screwed Up	E	Opponent must Discard 3 random cards
Revenge Job	S	Security =3; Heist =3
Ultior Motive	S	Security =1; Heist =1
Reunite with Girlfriend	S	Security =2; Heist =2
Pay Off Debt	S	Security =3; Heist =3
Steal Jewels	S	Security =2; Heist =2
Humiliate Nemesis	S	Security =1; Heist =1
Challenge	S	Security =2; Heist =2
Quick Thinking	R	Remove 1 Target Spent Marker
Contingency Plan	R	Remove 1 Target Spent Marker
Caught Red Handed	X	Put a Spent Token on a Random Person
Delay	X	Put a Spent Token on a Random Person
Hand Caught	X	Acrobat =1
Approaching Guard	X	Tech =1
Raise Suspensions	C	Confidence =1
Extra Security	C	Acrobat =1
Being Followed	C	Info =1
Technical Difficulties	C	Tech =1
Extra Precaution	C	Sleight =1
Not in the Plans	C	Engineering =1

Faq

Q> I must be missing something in the rules. It is possible to have 15 security obstacles to overcome, but you can't have that many cards in your hand. A> Each

crewmember can also overcome 1 obstacle!!! (remember to place a spent token on them) so 12 (11 Max plus 1 draw) cards in hand + 9-11 crew should be enough to pull off any job.





Hell On Wheels

Introduction

Card game for 2-6+ players. Theme: Small Vice Towns that would pop up and move with the Men working on the Union Pacific Railroad in the 1860's. Players build Vice Establishments to earn profits.

Victory

The Player with the most Money at the end of the game wins.

Game End

The game ends when the Town Mini-deck has run out and there is no Town card to place in the Future Town Position.

Money

The smallest denomination of money is \$1000 or 1K. Use Poker chips to keep track of Money.

Town Mini-deck Card List

Town	Type
Julesberg	Spontaneous
Benton	Spontaneous
Corinne	Existing
Laramie	Spontaneous
Cheyenne	Planned

Control Markers

Each player has a set of a unique color. These are placed on Establishment and Civilized Cards to show Ownership.

Town Card Mini-deck

There is a Mini-deck of 10 Town cards. Towns are of 3 Types: Spontaneous, Planned, and Existing. Spontaneous means the Hangers on build the town on their own from nothing.

Planned means the railroad company invests in building the town from nothing. Existing means the Town was already there and the RR is running through it. Spontaneous Towns have 1 extra level of Mayhem.

Existing Towns have 1 less level of Mayhem.

Town	Type
Grand Island	Planned
North Platte	Existing
Sidney	Spontaneous
Rawlins	Planned
Omaha	Existing

The Game Board

The Game board has 3 Positions: Past Town Present Town Future Town

Railroad Deck

Also called the RR Deck. This has 6 Types of Cards: Establishments, Civilized, Customers, Mayhem, Raids, Opportunist Establishment cards come in 3 Types: Saloons, Gambling Houses, Brothels

Setup

Shuffle the Decks. Each player starts with \$20,000 (20K). Draw the top card of the Town Deck and place it in the Present Town Position.

Draw another card from the Town Deck and place it in the Future Town Position.

Supervisor Token

One player will be in possession of the Supervisor Token (ST). They are known as the Supervisor. This determines player turn order within Phases.

Depending on the Phase rules the Supervisor either goes first and play proceeds clockwise or the player to the Supervisors right goes first and play proceeds counterclockwise.

Turn Sequence

Each Turn has 10 Basic Phases:

1. Supervisor Phase
2. Railroad Phase
3. Civilized Phase
4. Taxes Phase
5. Establishment Phase
6. Customer Phase
7. Past Town Phase
8. Present Town Phase
9. Future Town Phase
10. End of The Line Phase

Opportunist Phases

Before and after every Phase in the Turn Sequence there is an Opportunist Phase. In Supervisor Order Players may play Raid or Opportunist cards one at a time during these Phases. Continue playing cards until all players pass. Raid Cards can be used to discard a target Mayhem card, or to discard a target Establishment card if the Town contains a number of Mayhem cards equal to or in excess of the number of players +1.

Supervisor Phase

Players Bid to see who is the Supervisor. Bids are simultaneous. Players open their Palms to reveal Money Chips. If tied players roll high on 1D6.

Only the winner pays the Bid Money. The Winner takes the Supervisor Token.

Railroad Phase

Each player draws 6 RR cards. If the RR Deck is empty shuffle the discard and draw from it. Players may pay to draw up to 3 additional RR Cards: 2K for the First Card. 4K for the Second. 6K for the Third.

Civilized Phase

In Reverse Order, players may play one or more Civilized cards onto: The town currently in the Past Town Position, or A planned Town in the Future Position, or onto any Existing Town regardless of position. Place the card onto the Position with a control Marker on it. A player may pass. If he passes, he can play (Build) nothing this Phase.

It costs 1K to play a Civilized Card. A Town can't have 2 Civilized Cards of the Same Type.

Taxes Phase

Do this for each of the 3 Positions: The player with the most Civilized cards in a Town is the Mayor. If tied, go in Supervisor Order to determine who the Mayor is. Each other player must pay the Mayor 5K for each Establishment they have in the town.

Establishment Phase

In Reverse Order, players may play one or more Establishment cards onto any Town or combination of Towns. Place the card onto the Position with a control Marker on it. A player may pass. If he passes, he can play (Build) nothing this Phase.

It costs 1K to play an Establishment Card.

Customers Phase

In Reverse Order, players may play one or more Customer and Mayhem cards onto any Town or combination of Towns. A player may pass. If he passes, he can play nothing this Phase.

Past Town Phase

The Past Town will generate Money for its Saloons:

\$ $10K + 5K(X) + 5K(Y)$

X The number of Customer cards in the Town.

Y The number of Mayhem cards in the Town.

Each saloon present gets an even share of the Total Rounding Down. Example: The Town has 3 Customers and 3 Mayhem cards so

\$ $40K = 10K + 5K(3) + 5K(3) = 10K + 15K + 15K$

The Town has 3 Saloons so each Saloon earns $13K = 40K/3$. Repeat this process for the Gambling Houses and then the Brothels.

Present Town Phase

The Present Town will generate Money for its Saloons:

\$ $20K + 5K(X) + 5K(Y)$

X The number of Customer cards in the Town.

Y The number of Mayhem cards in the Town.

Each saloon present gets an even share of the Total Rounding Down. Repeat this process for the Gambling Houses and then the Brothels.

Future Town Phase

The Future Town will generate Money for its Saloons:

\$ $10K + 5K(X) + 5K(Y)$

X The number of Customer cards in the Town.

Y The number of Mayhem cards in the Town.

Each saloon present gets an even share of the Total Rounding Down. Repeat this process for the Gambling Houses and then the Brothels.

End Of The Line Phase

Discard the Town Card and all attached cards in the Past Position. Move the Town Card and attached cards from the Present to the Past Position. Move the Town Card and attached cards from the Future to the Present Position.

Draw a new Town card from the Mini-Deck and place it in the Future Card Spot. Max hand size is 3 cards. Discard excess cards.

Railroad Deck Notation

C Civilized

W Customers

M Mayhem

R Raids

O Opportunist

S Saloons

G Gambling Houses

B Brothels

Copies of that card in deck

OPT Opponent

Rr Deck Card List

Card	Type	#	Notes:
Saloons	S	7	-
Gambling House	G	6	-
Brothels	B	5	-
Church	C	2	-
School	C	2	-
Jail	C	2	-
Post Office	C	2	-
Town Hall	C	2	-
Tracklayers	W	1	-
Irish	W	1	-
Construction Crews	W	1	-
Workers	W	1	-
Scots	W	1	-
Mexicans	W	1	-
Civil War Vets	W	1	-
Blacks	W	1	-
Scandinavians	W	1	-
Railroaders	W	1	-
Miners	W	1	-
Traders	W	1	-
Migrants	W	1	-
Young Men	W	1	-
Townsfolk	W	1	-
Prostitution	M	1	-
Rowdiness	M	1	-
Depravity	M	1	-
Drunkenness	M	1	-
Murders	M	1	-
Rampant Crime	M	1	-
Drinking	M	1	-
Gambling	M	1	-
Shootings	M	1	-
Anarchy	M	1	-
Boomtown	M	1	-
Lawlessness	M	1	-
Vice	M	1	-
Rough & Tumble	M	1	-
Alcohol	M	1	-
Ungovernable	M	1	-
Harass Settlers	M	1	-
Supervisor	R	1	-
General Dodge	R	1	-
Jack Casement	R	1	-
Vigilantes	R	1	-
Law & Order	R	1	-
Lawmen	R	1	-
Lynching's	R	1	-
RR Boss	R	1	-
Marshall	R	1	-
Vile Men	O	1	OPT must discard 2 Random Cards
Indian Attack	O	1	Discard target Customer Card
Arsonist	O	1	Discard target Establishment/Civilized Card

Card	Type	#	Notes:
Con Men	O	1	Steal 2 Random Card from OPT Hand
Desperados	O	1	Move up to 3 Mayhem Cards to another Town
Outlaws	O	1	Target OPT loses 5K
Ladies of the Evening	O	1	Move up to 3 Customer Cards to another Town
Gamblers	O	1	Steal 3K from OPT
Entrepreneur	O	1	Gain 5K
Hangers On	O	1	Move up to 2 Establishments forward 1 Town
Scoundrels	O	1	Draw 3 cards
Claim Jumpers	O	1	Steal ownership of one Target Establishment
Blackmail	O	1	This card worth 7K for Supervisor Bid

Links

Hell on Wheels Building the Union Pacific





Hellboy Hands

Introduction

Card game for 2+ players. Theme: Hellboy Each player is trying to help Hellboy complete Quests on their own turn and preventing their opponents from completing quests on their turns.

Disclaimer

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Victory

The first Player with 6 Quest Tokens wins the Game.

Quest Tokens

Gain 1 Quest Token every time you complete a Meld.

The Deck

Players share a common deck. There are 6 Suites of cards: Hellboy Cards Friend Cards Aid Cards Location Cards Opposition Cards Enemy Cards

Setup

Each player is dealt a hand of 6 cards. The most demonic player goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Fate Phase
2. Adventure Phase
3. Quest Phase
4. Journey Phase

Fate Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

Card List

Name	Type
Crown of Fire	H
Right Hand of Doom	H
Lonely Hero	H
Stone Hand	H

Adventure Phase

You may play (discard) 1 card from your Hand: Hellboy Card: Take the top card of the discard and put it in your hand Friend Card: Draw 2 cards from the deck Aid Card: Look at next 7 cards in the deck Location Card: Look at target Opponents Hand Opposition Card: Target Opponent must discard 1 random card Enemy Card: Steal 1 Random card from target opponents hand

Quest Phase

You may play a Meld from your hand. A Meld is a combination of cards. There are 6 types of Melds:

1. Hell Meld: 6 cards from 1 Suite.
2. Spot Meld: 5 cards from 1 Suite and 1 card from any other Suite.
3. Major Meld: 4 cards from 1 Suite and 2 cards from any other 1 Suite.
4. Full Meld: 1 card from every Suite.
5. Half Meld: 3 cards from 2 Suites.

Third Meld: 2 cards from 3 Suites. By playing a Meld, you gain 1 Quest Token. A player can only play 1 of each type of meld each game.

Journey Phase

Max hand size is 6 cards. Discard excess cards.

Card List Notation

- H** Hellboy Cards
- F** Friend Cards
- A** Aid Cards
- L** Location Cards
- O** Opposition Cards
- E** Enemy Cards

Name	Type
Swallowed Alive	O
Catacombs	L
Subway	L
Festival	L

Name	Type	Name	Type
Silver Bullets	H	Sewer System	L
Good Samaritan Gun	H	Forgotten Shrine	L
Big Red	H	Museum	L
Big Temper	H	Headquarters	L
Just Doin My Job	H	Demon Lair	L
Demonic Strength	H	Ancient Ruins	L
B.P.R.D. Agent	H	Troll Market	L
Public Sighting	H	Cemetery	L
Immune to Fire	H	Unknown Island	L
Hell Hound	E	Pandemonium	L
Nazi Ninja	E	Fire Starter	F
Demon Brood	E	Agent Escort	F
Grigori Rasputin	E	Commando Team	F
Chaos Demon	E	The Professor	F
Elf Lord	E	Doctor Krauss	F
Demon Swarm	E	Sparky	F
Awakened God	E	Rookie Agent	F
Evil Sorcerer	E	Abe Sapien	F
Undead Assassin	E	Liz Sherman	F
Infernal Machines	E	Roger the Homunculus	F
Elemental Giant	E	Spirit Medium	F
Sinister Sea Hag	E	Captain Occultist	F
Armageddon	O	Raise the Dead	A
Dimensional Gate	O	Destiny	A
Nefarious Plot	O	Solve Puzzle	A
Regeneration	O	Thermal Grenades	A
Magic Spell	O	Grimoire	A
Mortal Wound	O	Telepathy	A
Acid Attack	O	Angel of Death	A
Hostage	O	Pyrokinesis	A
Demon Eggs Hatch	O	African Witch Doctor	A
Bound by Name	O	Goblin Guide	A
Ancient Artifact	O	Resurrection	A
Apocalypse	O	Ancient Mystic	A





Hercules & Xena

Introduction

Card game for 2+ players. Score points for creating adventures featuring your Favorite TV Heroes.

Disclaimer

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The Decks

There are 2 decks: The Hero Deck & the Foe Deck. The respective card types are called Hero cards & Foe cards. Note that all cards have a Point value.

Hands

Each player keeps 2 Hands: A Foe Hand & a Hero Hand.

End Of The Game

The game ends the turn after either deck runs out.

Victory

The player with the most Adventure points at the end of the game wins.

Setup

Each player is dealt 3 cards from both decks. The most Heroic player goes first.

Turn Sequence

- Players take turns.
- Each turn has 5 Phases:
- Fate Phase
- Destiny Phase
- Adventure Phase
- Boon Phase
- End Phase

Heroes Deck

Card Name:	#	Type	Points	Notes:
Hercules	8	L	8	Son of Zeus
Xena	8	L	7	Warrior Princess
Iolaus	4**	A	6	Warrior; Archer
Gabrielle	4*	A	5	Bard

Fate Phase

Draw 1 card from each deck.

Destiny Phase

You may discard 1 card & draw a replacement card (from 1 deck only).

Adventure Phase

You may make a Meld if you are able. A Meld must consist of:

- 1 or more Plot cards (Foe card)
- 1-3 Men or Monster cards (Foe card)
- 1 Legend card (Hero Card)
- 1 or more Cheese cards (Hero cards)
- Any number of Aid cards (Hero cards) Meld cards are played face up to the table. For a Meld to be legal, the point value total (PVT) of the Hero cards must be equal to or greater than the PVT of the Foe cards.

Boon Phase

Score Adventure points if you made a Meld last phase. Adventure points earned = PVT of the Foe cards played. Discard all melded cards.

End Phase

If you made a Meld this turn draw 1 card from both decks. Max hand size is 5 cards (5 Hero cards & 5 Foe cards). Discard excess cards.

Card Type Notation

- L** Legend
- A** Aid Card
- C** Cheese Card
- P** Plot Card
- M** Men & Monsters
- #** Number of copies of that card in the deck

Card Name:	#	Type	Points	Notes:
Salmoneus	1	A	3	Entrepreneur
Autolycus	1	A	4	King of Thieves
Joxer	1*	A	2	Inept Warrior
Chakram	1*	A	3	Throwing Disk
The Pinch	1	A	3	Special Fighting Moves
Charm	1	A	3	Personality
Whoop Ass	1	A	3	
Quick Thinking	1	A	3	Wit
Bravery	1	A	3	Courage & Sacrifice
Great Strength	1**	A	3	
Fighter for Justice	1	A	3	
Trickery	1	A	3	Silver Tongue
Flying Kick	1	A	3	or Kick to the Groin
Special Effects	1	C	1	
Tender Moment	1	C	1	
Sexual Tension	1	C	1	
Lesbian Overtones	1*	C	1	
Biting Sarcasm	1	C	1	
Bad Puns	1	C	1	
Glaring Anachronism	1	C	1	
Out of Character	1	C	1	
Song & Dance Number	1	C	1	
Witty Repartee	1	C	1	
Melodrama	1	C	1	
Titillation & Innuendo	1	C	1	
Modern Sensibilities	1	C	1	
Inspid Dialogue	1	C	1	
Break SOD	1	C	1	Suspension of Disbelief

* Xena must be in play to use

** Hercules must be in play to use

Note: Only 1 copy of Gabby or Iolaus can be used in a meld.

Foes Deck

Card Name:	#	Type	Points
Plot of Aphrodite	1	P	1
Plot of Apollo	1	P	1
Plot of Ares	1	P	1
Plot of Hades	1	P	1
Plot of Zeus	1	P	1
Plot of Hera	1	P	1
Plot of Artemis	1	P	1
Plot of Athena	1	P	1
Plot of Poseidon	1	P	1
Plot of Bacchus	1	P	1
Save the Village	1	P	1
Test of Friendship	1	P	1
Rescue Sidekick	1	P	1
Character Growth	1	P	1
Fulfill Prophecy	1	P	1
Titan	1	M	10

Card Name:	#	Type	Points
Giant	1	M	7
Warlord	3	M	6
Harpies	1	M	5
Hydra	1	M	7
Minotaur	1	M	6
Centaurs	1	M	5
Sea Serpent	1	M	8
Skeletons	2	M	2
Barbarians	1	M	4
Soldiers	2	M	3
Bandits	3	M	3
Amazonians	1	M	4
Pirates	1	M	3
Maze	1	M	4
Ogre	1	M	6
Doppelganger	1	M	7

Card Name:	#	Type	Points
Sorcerer	1	M	9
Dream Self	1	M	8
Cyclops	1	M	7

Card Name:	#	Type	Points
Backstabber	1	M	5
Evil Warriors	3	M	4





Heroes And Quests

Rules Set

QL Quest Length

Var Variations

Introduction

Fantasy Game for 2-4+ players. Each player controls a Group of Heroes and tries to be the first to Complete multiple Quests. Each Quest requires the destruction of a Major Foe.

Victory

- Short Game: Be the first to Complete 3 Quests.
- Mid Game: Be the first to complete 5 Quests.
- Long Game: Be the first to complete 7 Quests.

Component List

- Dice: Six, Eight, and Twenty Sided.
- Multicolored Pawns (1 for each Player)
- Trap Deck
- Hero Deck
- Relic Deck
- Action Deck
- Quest Deck
- Terrain Tile Set (100 Tiles)
- Game Board (Map) 10 X 10 Grid
- Gold Tokens
- Experience (XP) Tokens
- Level Tokens
- Quest Markers

Quests

Quest Deck

Quest Cards contain more information than the other types of Cards. In the Manufacture of the cards you may want to only include the Name of the Final Foe and the Terrain Location. This page can then be Used as a Reference. Typical data needed for a Quest includes: Final Foe: Name of the Foe and its Tags Location: Terrain Tile the Quest is located on Fight: The Fight Level of the Final Foe (15 - 30) Lives: The number of lives of the Final Foe (2 or 3) Lesser Minions: Their Name and Tags Minor Minions: Their Name and Tags Greater Minions: Their Name and Tags Rewards: Number of Relics, Gold, and Heroes earned by defeating the Final Foe Quest Length: Number of rolls to be made on the Encounter Table Variations: Modifications to the Encounter Table

Nomenclature

Loc Location

Quest Deck Card List

Foe Red Dragon (Dragon, Fire) Loc = Lair

- QL = 4 Fight = 25 Lives = 2
- Lesser = Kobolds (Humanoids, Ambush)
- Minor = Whelps (Dragons, Fire)
- Greater = Consort (Dragon)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Gold ==> Dragons Hoard: Gain 2 Gold
- Var = Nothing ==> Dragon Eggs: Gain 3 Gold

Foe Pharaoh (Undead, Mage, Priest) Loc = Pyramid

- QL = 7 Fight = 20 Lives = 2
- Lesser = Scarabs (Swarm)
- Minor = Mummy Guards (Undead)
- Greater = Living Statues (Animated)
- Rewards = 2 Relics, 2 Gold
- Var = Captive ==> Trap

Foe Demon General (Demon, Fighter) Loc = Barrens

- QL = 6 Fight = 20 Lives = 2
- Lesser = Demon Horde (Demons)
- Minor = Hell Hounds (Demon, Beast)
- Greater = Bone Devils (Demon, Giant)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Gold and Trap ==> Lesser Minion: Black Flies (Swarm)

Foe Fire Giant King (Giant, Fire, Fighter) Loc = Volcano

- QL = 6 Fight = 25 Lives = 2
- Lesser = Fire Sprites (Fey, Fire)
- Minor = Magma Monster (Fire, Animated)
- Greater = Fire Giants (Giant, Fire)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Nothing ==> Lava Trap (Fire)

Foe Necromancer (Mage) Loc = Necropolis

- QL = 6 Fight = 15 Lives = 2
- Lesser = Walking Dead (Undead)
- Minor = Coffin Corpse (Undead, Ambush)
- Greater = Giant Skeleton (Giant, Undead)
- Rewards = 1 Relic, 1 Gold
- Var = Nothing == > Tomb: Gain 1 Relic

Foe Zombie Master (Mage, Priest) Loc = Swamp

- QL = 6 Fight = 15 Lives = 2
- Lesser = Plague Rats (Swarm, Poison)
- Minor = Cockatrice (Beast, Gaze)
- Greater = Zombie Horde (Undead)
- Rewards = 1 Relic, 1 Gold, 1 Hero
- Var = Traps == > Trap: Swamp Gas (Poison)
- Var = Gold == > Trap: Voodoo (Curse)
- Var = Nothing == > Lesser Minion: Snake (Beast, Poison)

Foe Demi-Lich (Undead, Mage) Loc = Mounds

- QL = 6 Fight = 25 Lives = 2
- Lesser = Dancing Swords (Animated)
- Minor = Green Slime (Slime, Ambush)
- Greater = Vulture Headed Guardians (Demons)
- Rewards = 2 Relics, 2 Gold
- Var = Nothing == > Trap
- Var = Captive == > Trap
- Foe = Skeleton Lord (Undead, Fighter) Loc = Ruins
- QL = 6 Fight = 20 Lives = 2
- Lesser = Skeletal Legion (Undead)
- Minor = Specter (Spirit)
- Greater = Skeletal Dragon (Undead, Dragon)
- Rewards = 1 Relic, 3 Gold
- Var = Captive == > Lesser Minion: Skeletal Archers (Undead)

Foe Master Artificer (Mage) Loc = Workshops

- QL = 6 Fight = 20 Lives = 2
- Lesser = Clockwork Gnomes (Animated)
- Minor = Clay Golems (Animated, Earth)
- Greater = Dragon Engines (Animated, Dragon)
- Rewards = 3 Relics
- Var = Nothing == > Lesser Minion: Tin Men (Animated)

Foe Biomancer (Mage) Loc = Labs

- QL = 6 Fight = 15 Lives = 2
- Lesser = Beast Men (Men, Beasts)
- Minor = Chimera (Beasts, Monsters)
- Greater = Gibbering Moulder (Monster, Slime)
- Rewards = 1 Relic, 2 Heroes
- Var = Nothing == > Vats: Gain 1 Random Potion

Foe Evil High Priest (Priest) Loc = Hidden Temple

- QL = 6 Fight = 25 Lives = 2
- Lesser = Cultist Fanatics (Men)
- Minor = Wyvern (Dragon, Poison)
- Greater = Horned Demon (Demon)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Nothing == > Interrupt Ceremony: Gain 2 XP

Foe Balrog (Fire, Giant, Demon) Loc = Abandoned Mines

- QL = 6 Fight = 30 Lives = 2
- Lesser = Degenerate Orc Tribe (Humanoids)
- Minor = Piercers (Monster)
- Greater = Cave Troll (Giant)
- Rewards = 1 Relic, 2 Gold
- Var = Captive == > Trap: Collapsing Staircase (Fall)

Foe Kobold Overlord (Humanoid, Fighter) Loc = Keep

- QL = 7 Fight = 15 Lives = 2
- Lesser = Kobold Skirmishers (Humanoid)
- Minor = Kobold Commandos (Humanoid, Ambush)
- Greater = Xorn Rock Eater (Monster)
- Rewards = 2 Gold, 1 Hero
- Var = Relic == > Trap

Foe Goblin King (Humanoid, Fighter) Loc = Caves

- QL = 7 Fight = 15 Lives = 2
- Lesser = Slave Miners (Humanoid)
- Minor = Goblin Mob (Humanoid)

- Greater = Two Headed Ettin (Giant)

- Rewards = 1 Relic, 2 Gold, 1 Hero

- Var = Relic == > Lesser Minion: Squig Herder (Monsters, Swarm)

Foe Father Dagon (Monster, Water) Loc = Submerged Temple

- QL = 6 Fight = 20 Lives = 2
- Lesser = Mutated Cultists (Men)
- Minor = Deep Ones (Humanoid, Water)
- Greater = Starspawn (Monster, Water)
- Rewards = 1 Relic, 1 Gold, 1 Hero
- Var = Gold == > Free Captives: Gain 2 XP

Foe Vampire Lord (Undead, Fighter) Loc = Cursed Castle

- QL = 7 Fight = 20 Lives = 2
- Lesser = Bat Swarm (Swarm)
- Minor = Gargoyles (Earth, Animated)
- Greater = Vampire Brood (Undead)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Nothing == > Bless Boneyard: Gain 2 XP

Foe Master of the Hunt (Spirit, Fighter) Loc = Forest

- QL = 6 Fight = 20 Lives = 2
- Lesser = Hunting Hounds (Spirits, Beasts)
- Minor = Man Eating Bear (Beast)
- Greater = Haunted Trees (Spirits, Plants)
- Rewards = 1 Relic, 3 XP
- Var = Trap == > Trap: Fear: Separated

Foe Efreeti Sultan (Fire, Spirit, Mage) Loc = Palace

- QL = 5 Fight = 25 Lives = 2
- Lesser = Sand Dao (Earth, Spirit)
- Minor = Wind Djinn (Air, Spirit)
- Greater = Sea Marid (Water, Spirit)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Nothing == > Get a Wish: Gain 3 Gold

Foe Fairy Queen (Fey, Mage) Loc = Sylvan Forest

- QL = 6 Fight = 15 Lives = 2
- Lesser = Pixies (Fey, Swarm)
- Minor = Sprites (Fey, Ambush)
- Greater = Treant (Plant)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Traps == > Trap: Fairy Tricks: Delay
- Var = Nothing == > Trap: Fairy Trickery: Separated
- Var = Gold == > Leprechaun: Gain 2 Gold

Foe Cerebus (Beast, Monster) Loc = Labyrinth

- QL = 6 Fight = 25 Lives = 2
- Lesser = Angry Bull (Beast)
- Minor = Minotaur (Humanoid, Beast)
- Greater = Gorgon (Monster, Gaze)
- Rewards = 1 Relic, 1 Gold, 1 Hero
- Var = Relic == > Trap: Lost in Maze: Delay

Foe Horrible Hydra (Monster) Loc = Greek Wilderness

- QL = 6 Fight = 20 Lives = 3
- Lesser = Satyrs (Fey)
- Minor = Harpies (Monster)
- Greater = Cyclops (Giant)
- Rewards = 1 Relic, 1 Gold, 1 Hero
- Var = Traps == > Trap: Captured: Separated

Foe Ice Queen (Mage, Cold) Loc = Frozen Fortress

- QL = 6 Fight = 20 Lives = 2
- Lesser = Ice Toads (Beasts)

- Minor = Ice Elemental (Animated, Cold)
- Greater = White Dragon (Dragon, Cold)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Traps == > Trap: Chilled to the Bone (Cold)
- Foe** Orc Warlord (Humanoid, Fighter) Loc = War Camp
 - QL = 6 Fight = 20 Lives = 2
 - Lesser = Orc Warband (Humanoids)
 - Minor = Warg Riders (Humanoids, Beasts)
 - Greater = Ogre (Giant)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Nothing == > Set Prisoners Free: Gain 2 XP
- Foe** Pale Sphinx (Monster) Loc = Desert Ruins
 - QL = 6 Fight = 20 Lives = 2
 - Lesser = Crocodiles (Beasts)
 - Minor = Scorpion Men (Humanoids, Poison)
 - Greater = Sand Giant (Earth, Giant)
 - Rewards = 2 Relics, 2 Gold
 - Var = Nothing == > Trap: Quicksand (Earth)
- Foe** Moss Monster (Monster, Plant) Loc = Fungal Forest
 - QL = 6 Fight = 15 Lives = 3
 - Lesser = Mushroom Men (Humanoids, Slime)
 - Minor = Giant Crab (Beast)
 - Greater = Fungosaur (Monster, Slime)
 - Rewards = 3 Potions
 - Var = Trap == > Trap: Spore Cloud (Separate)
 - Var = Trap == > Trap: Toadstools (Poison)
- Foe** Lizard King (Humanoid, Fighter) Loc = Marsh
 - QL = 6 Fight = 20 Lives = 2
 - Lesser = Bullywugs (Humanoid, Ambush)
 - Minor = Raptor Riders (Humanoid, Beasts)
 - Greater = Dragon Turtle (Dragon, Beast)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Gold == > Lesser Minion: Leaping Lizards (Beasts)
 - Var = Relic == > Trap: Mud Pits (Water)
- Foe** Blue Dragon (Dragon, Energy) Loc = Mountain
 - QL = 6 Fight = 20 Lives = 2
 - Lesser = Rams (Beasts)
 - Minor = Storm Crows (Swarm)
 - Greater = Stone Giant (Earth, Giant)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Trap == > Dangerous Climb (Fall)
- Foe** Giant Gorilla (Beast, Giant) Loc = Jungle
 - QL = 6 Fight = 25 Lives = 2
 - Lesser = Pygmies (Men, Poison, Ambush)
 - Minor = Ape Men (Humanoids)
 - Greater = Giant Snake (Beast, Poison)
 - Rewards = 1 Relic, 1 Gold, 2 Heroes
 - Var = Nothing == > Minor Minion: Piranhas (Swarm)
- Foe** Hellion (Monster, Fire) Loc = Fire Pits
 - QL = 6 Fight = 20 Lives = 2
 - Lesser = Fire Newts (Humanoids, Fire)
 - Minor = Fire Drakes (Dragons, Fire)
 - Greater = Salamander (Monster, Fire)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Nothing == > Trap: Cinder and Ash (Poison)
- Foe** Insane Beholder (Monster, Mage) Loc = Underworld
 - QL = 6 Fight = 25 Lives = 2
 - Lesser = Lurker Above (Monster, Ambush)
 - Minor = Roper (Monster)
 - Greater = Grey Ooze (Slime)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Nothing == > Trap: Rust Monster (Removal)
- Foe** Mad Mage (Mage) Loc = Tower
 - QL = 6 Fight = 20 Lives = 2
 - Lesser = Water Weird (Animated, Water)
 - Minor = Flesh Golem (Undead)
 - Greater = Manticore (Monster)
 - Rewards = 2 Relics, 1 Gold, 1 Hero
 - Var = Nothing == > Read Scrolls: XP +2
- Foe** Unholy Revenant (Spirit, Fighter) Loc = Cemetery
 - QL = 5 Fight = 15 Lives = 3
 - Lesser = Ghouls (Humanoid, Ambush)
 - Minor = Barrow Wight (Undead)
 - Greater = Spriggan (Giant, Plant)
 - Rewards = 1 Relic
 - Var = Nothing == > Trap: Cursed Ground (Curse)
- Foe** Rampaging Behemoth (Monster) Loc = Badlands
 - QL = 6 Fight = 30 Lives = 2
 - Lesser = Mountain Lions (Beasts)
 - Minor = Bugbears (Humanoids, Ambush)
 - Greater = Formorian Giants (Giants)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Nothing == > Minor Minion: Scorpions (Swarm, Poison)
- Foe** River Dragon (Dragon, Water) Loc = River
 - QL = 6 Fight = 20 Lives = 2
 - Lesser = Black Knight (Fighter)
 - Minor = Bathing Nymphs (Fey)
 - Greater = Bridge Troll (Giant)
 - Rewards = 2 Relics, 2 Gold
 - Var = Trap == > Trap: Washed Away (Separated)
 - Var = Relic == > Trap: Far Shore (Delay)
 - Var = Gold == > Trap: Rapids (Water)
- Foe** Ghost Ship (Spirits) Loc = Pirate Coast
 - QL = 6 Fight = 20 Lives = 2
 - Lesser = Buccaneers (Men)
 - Minor = Drowned (Undead)
 - Greater = Siren (Monster)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Trap == > Trap: Whirlpool (Water)
 - Var = Relic == > trap: Riptide (Separated)
 - Var = Gold == > Buried Treasure: Gain 2 Gold
- Foe** Dungeon Keeper (Demon, Fighter) Loc = Dungeon
 - QL = 8 Fight = 15 Lives = 2
 - Lesser = Imp Workers (Demons)
 - Minor = Assorted Minions (Random Type)
 - Greater = Assorted Minions (Random Type)
 - Rewards = 1 Relic, 3 Gold
 - Var = Nothing == > Trap
- Foe** Prince of Chaos (Demon, Giant) Loc = Chaos Lands
 - QL = 6 Fight = 25 Lives = 2
 - Lesser = Chaos Warriors (Men)
 - Minor = Warpspawn (Demons)
 - Greater = Abomination (Monster)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Nothing == > Trap: Chaos Magic (Curse)

Foe Cosmic Horror (Spirit, Monster) Loc = Crater

- QL = 6 Fight = 30 Lives = 2
- Lesser = Night Gaunts (Demons)
- Minor = Alien Space Fungi (Plant)
- Greater = Flying Polyp (Monster, Giant)
- Rewards = 2 Relics, 2 Heroes
- Var = Trap == > Trap: Insane Dreams (Illusions)
- Var = Gold == > Trap: Loss of Sanity (Curse)

Foe Bronze Colossus (Giant, Animated) Loc = Greek Coast

- QL = 6 Fight = 30 Lives = 2
- Lesser = Cretans (Men)
- Minor = Drunken Centaurs (Men, Beasts)
- Greater = Medusa (Monster, Gaze)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Trap == > Statues and Giant Footprints: Nothing

Foe Soaring Roc (Beast, Giant) Loc = Peaks

- QL = 6 Fight = 25 Lives = 2
- Lesser = Cave Bear (Beast)
- Minor = Griffons (Monster, Beast)
- Greater = Yeti (Giant, Ambush)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Traps == > Trap: Great Height (Fall)

Foe Fearsome Grendel (Giant) Loc = Taiga

- QL = 6 Fight = 20 Lives = 2
- Lesser = Barbarians (Men)
- Minor = Dire Wolves (Beasts)
- Greater = Frozen Shade (Spirit, Cold)
- Rewards = 1 Relic, 2 Gold
- Var = Nothing == > Tribute from Barbarian King: Gain 1 Gold

Foe Witch Queen (Mage) Loc = Fen

- QL = 6 Fight = 20 Lives = 2
- Lesser = Insect Swarm (Swarm)
- Minor = Witches Coven (Men, Mages)
- Greater = Night Hag (Monster)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Trap == > Trap: Witchcraft (Curse)

Foe Celestial Dragon (Dragon, Spirit) Loc = Dojo

- QL = 6 Fight = 30 Lives = 2
- Lesser = Warrior Monks (Men)
- Minor = Foo Dogs (Beasts)
- Greater = Jade Warriors (Earth, Animated)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Nothing == > Lesser Minion: Hungry Ghost (Spirit)

Foe Ghost of the Shogun (Spirit, Fighter) Loc = Pagoda

- QL = 6 Fight = 20 Lives = 2
- Lesser = Hopping Zombies (Undead)
- Minor = Samurai (Men, Fighters)
- Greater = Oni (Demons)
- Rewards = 2 Relic, 2 Gold
- Var = Nothing == > Minor Minion: Ninjas (Men, Rogues)

Foe Massive Kaiju (Monster) Loc = Sea Cliffs

- QL = 6 Fight = 30 Lives = 2
- Lesser = Kappa Turtle Men (Humanoids)
- Minor = Kitsune Fox Spirit (Spirit)
- Greater = Ogre Magi (Giant, Mage)

- Rewards = 1 Relic, 2 Gold, 1 Hero

- Var = Trap == > Minor Minion: Tengu Crow Men (Humanoids)

Foe Terrible Tarrasque (Dragon, Monster) Loc = Wastelands

- QL = 6 Fight = 30 Lives = 2
- Lesser = Gnoll Hunters (Humanoids)
- Minor = Owlbear (Beast)
- Greater = Landshark (Monster)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Traps == > Trap: Gnoll Pitfalls (Fall)

Foe Black Dragon (Dragon, Acid) Loc = Moor

- QL = 6 Fight = 20 Lives = 2
- Lesser = Giant Frog (Beast)
- Minor = Axe Beak (Monster)
- Greater = Giant Snail (Beast)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Trap == > Lesser Minion: Rot Grubs (Swarm)

Foe Tentacle Lake Monster (Monster, Water) Loc = Lake

- QL = 6 Fight = 20 Lives = 2
- Lesser = Giant Gar (Beast, Water)
- Minor = Kelpie (Fey, Beast, Water)
- Greater = Morkoth (Humanoid, Water)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Trap == > Trap: Strangling Kelp (Water)

Foe Enchantress (Mage) Loc = Valley

- QL = 6 Fight = 15 Lives = 2
- Lesser = Dryads (Fey, Plant)
- Minor = Doppelganger (Humanoid)
- Greater = Unicorn (Fey, Beast)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Trap == > Trap: Enchantments (Curse)

Foe Green Dragon (Dragon, Poison) Loc = Bog

- QL = 6 Fight = 20 Lives = 2
- Lesser = Stirges (Swarm)
- Minor = Slithering Tracker (Monster, Ambush)
- Greater = Shambling Mound (Monster, Plant)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Trap == > Trap: Will-o-Wisp (Delay)
- Var = Nothing == > Greater Minion: Bog Wraith (Spirit)

Foe Ferocious Remorhaz (Monster) Loc = Ravine

- QL = 6 Fight = 20 Lives = 2
- Lesser = Bombadier Beetles (Swarm)
- Minor = Giant Lynx (Beast)
- Greater = Giant Lizard (Beast)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Traps == > Trap: Land Slide (Earth)

Foe Craw Wyrms (Dragon) Loc = Woods

- QL = 6 Fight = 25 Lives = 2
- Lesser = Giant Skunk (Beast)
- Minor = Giant Porcupine (Beast)
- Greater = Giant Corrupted Boar (Beast, Demon)
- Rewards = 1 Relic, 2 Gold, 1 Hero
- Var = Trap == > Trap: Falling Trees (Plant)
- Var = Gold == > Lesser Minion: Giant Bees (Swarm, Poison)
- Var = Relic == > Minor Minion: Giant Stag (Beast, Fey)

- Foe** Thunderbird (Beast, Energy) Loc = Ziggurat
- QL = 6 Fight = 20 Lives = 2
 - Lesser = Blink Dogs (Swarm)
 - Minor = Displacer Beast (Beast)
 - Greater = Giant Python (Beast)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
- Foe** Giant Octopus (Beast) Loc = Flooded Caves
- QL = 6 Fight = 20 Lives = 2
 - Lesser = Troglodytes (Humanoids)
 - Minor = Electric Eels (Swarm, Energy)
 - Greater = Giant Crayfish (Beast)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
- Foe** Purple Worm (Monster) Loc = Caverns
- QL = 6 Fight = 20 Lives = 2
 - Lesser = Giant Centipede (Monster)
 - Minor = Phase Spiders (Swarm, Poison)
 - Greater = Gelatinous Cube (Slime)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Trap == > Trap: Falling Stalagmites (Earth)
- Foe** Hobgoblin Khan (Humanoid, Fighter) Loc = Steppes
- QL = 6 Fight = 20 Lives = 2
 - Lesser = Pegasus Herd (Beast)
 - Minor = Mastodon Herd (Beast)
 - Greater = Hobgoblin Heavy Cavalry (Humanoids)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Traps == > Trap: Grass Fires (Fire)
- Foe** Storm Giant (Giant, Energy) Loc = Crag
- QL = 6 Fight = 25 Lives = 2
 - Lesser = Giant Wasps (Swarm, Poison)
 - Minor = Perytons (Beasts)
 - Greater = Rock Monster (Monster)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Trap == > Trap: Falling Rocks (Earth)
 - Var = Relic == > Lesser Minion: Wolverine (Beast)
- Foe** Cloud Giant (Giant, Mage) Loc = Cloud Castle
- QL = 6 Fight = 25 Lives = 2
 - Lesser = Hawkmen (Humanoids)
 - Minor = Giant Eagles (Beasts)
 - Greater = Iron Golem (Animated)
 - Rewards = 2 Relics, 2 Gold, 1 Hero
- Foe** Tyrannosaurus Rex (Beast) Loc = Jungle Basin
- QL = 6 Fight = 20 Lives = 2
 - Lesser = Microraptors (Swarm)
 - Minor = Triceratops (Beast)
 - Greater = Dinosaur Stampede (Beasts)
 - Rewards = 3 Heroes
 - Var = Traps == > Lesser Minion: Carnivorous Plants (Plant)
 - Var = Relic == > Minor Minion: Stegosaurus (Beast)
 - Var = Gold == > Greater Minion: Carnosaur (Beast)
- Foe** Lamia (Beast, Monster) Loc = Desert
- QL = 6 Fight = 20 Lives = 2
 - Lesser = Nomads (Men)
 - Minor = Whirling Dervishes (Men, Blades)
 - Greater = Rakshasa (Humanoid, Mage)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Relic == > Trap: Sand Storm (Separated)
 - Var = Trap == > Trap: Thirst (Fire)

- Var = Gold == > Minor Minion: Bandits (Men, Ambush)
- Foe** Master of Illusion (Mage) Loc = Oracle
- QL = 6 Fight = 15 Lives = 2
 - Lesser = Phantasmal Forces (Monster, Illusion)
 - Minor = Nightmare (Demon, Beast)
 - Greater = Invisible Stalker (Monster)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Nothing == > Minor Minion: Mimic (Monster)
- Foe** Kraken (Monster, Water) Loc = Bleak Shore
- QL = 6 Fight = 30 Lives = 2
 - Lesser = Crabmen (Humanoids, Water)
 - Minor = Giant Manta Ray (Beast, Water)
 - Greater = Sea Hag (Mage, Water)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Trap == > Trap: High Tide (Water)
- Foe** Phoenix (Beast, Fire) Loc = Rain Forest
- QL = 6 Fight = 15 Lives = 3
 - Lesser = Jaguar (Beast, Ambush)
 - Minor = Naga (Humanoids, Poison)
 - Greater = Basilisk (Monster, Gaze)
 - Rewards = 2 Relics, 2 Gold
- Foe** Hill Giant Chieftain (Giant) Loc = Hills
- QL = 6 Fight = 20 Lives = 2
 - Lesser = Mole Men (Humanoids)
 - Minor = Banshee (Spirit)
 - Greater = Hill Giants (Giants)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Relics == > Lesser Minion: Giant Stag Beetle (Beast)
- Foe** Frost Giant King (Giant, Cold) Loc = Tundra
- QL = 6 Fight = 25 Lives = 2
 - Lesser = Winter Wolves (Beast)
 - Minor = Mammoth Herd (Beasts)
 - Greater = Frost Giants (Giant, Cold)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Traps == > Trap: Freezing Temperatures (Cold)
 - Var = Gold == > Trap: Blizzard (Separated)
 - Var = Relics == > Lesser Minion: Snow Goblins (Humanoids)
- Foe** Jabberwocky (Dragon) Loc = Tulgey Wood
- QL = 6 Fight = 20 Lives = 2
 - Lesser = Slithy Toves (Plant)
 - Minor = Jub Jub Bird (Beast)
 - Greater = Bandersnatch (Monster)
 - Rewards = 1 Relic, 2 Gold, 1 Hero
 - Var = Gold == > Lesser Minion: Snark (Beast)
 - Var = Relic == > Lesser Minion: Mome (Spirit)
 - Var = Trap == > Trap: Oppressive Heat (Fire)

Traps

Traps

Traps can be particularly deadly. You cannot Fight them. If they are not Auto-Defeated (AD) they will kill 1D3 Heroes.

Trap Tags

Every Trap has a Tag, such as Cold, or Fall, or Poison. These are Targets of AD abilities.

Delay, Wits, And Illusion Type Traps

Instead of killing, Delay, Wits, and Illusion traps add 2 to the Quest Length.

Trap Deck Card List

Trap:	Notes:
Pit Trap	Fall
Spiked Pit	Fall
Bottomless Pit	Fall
Crevasse	Fall
Poison Gas	Poison
Poison Darts	Poison
Toxic Fumes	Poison
Rolling Boulder	Earth
Collapsing Ceiling	Earth
Crushing Wall	Earth
Rock Slide	Earth
Spear Trap	Blade
Scythe Trap	Blade
Endless Stairs	Illusion
Captivating Wonders	Illusion
Flooding Chamber	Water
Submerged Tunnel	Water
Exploding Runes	Energy
Disintegration	Energy
Lightning Trap	Energy
Bomb Trap	Energy
Doomed Archway	Curse
Polymorph Glyph	Curse

Separate Type Traps

Heroes are not actually Killed by separate Traps. Instead, they Rejoin the Party after the Quest is completed. Note that they Keep their Relics with them.

Removal Type Traps

Instead of Killing Heroes, Removal Traps cause 1D3 random Relics to be Permanently Destroyed/Lost.

Trap:	Notes:
Sigil of Shrinking	Curse
Fire Trap	Fire
Lava Pit	Fire
Flaming Oil	Fire
Freezing Trap	Cold
Ice Blast	Cold
Corrosive Mist	Acid
Acid Splash	Acid
Teleport Platform	Separate
Cage Trap	Separate
Slide Trap	Separate
Lowering Door	Separate
Puzzle	Wits
Riddle	Wits
Trick	Wits
Chasm	Delay
Locked Door	Delay
Iron Gate	Delay
Blocked Corridor	Delay
Theft	Removal
Drain Magic	Removal
Rust Magic	Removal

Hero Deck List And Rules

Heroes

Heroes are of level 1, 2, or 3. For each Level they get 1 Special Ability. These are included in the Heroes Description in the Card List.

Hero Types

Every Hero has at least 1 Basic Type or Tag. These Include: Fighter, Mage, Priest, Rogue. Only certain

Hero Types can use particular Relics and Action Cards.

Notation

- Ftr Fighter
- HS Hand Size
- PS Party Size
- ** Once per Quest

Hero Deck Card List

Level:	Title:	Type:	Abilities:
1	Warrior	Ftr	Fight +1
1	Knight	Ftr	Save
1	Ranger	Ftr	Party gets Move +1

Level:	Title:	Type:	Abilities:
1	Thief	Rogue	AD Trap**
1	Bard	Rogue	PS +1
1	Druid	Priest	Also a Mage
2	Wizard	Mage	HS +1. PS +1
2	Battle Mage	Mage	Also Fighter. Fight +1
1	Dwarf	Ftr	Fight +3 vs Humanoids
1	Elf	Mage	Also a Fighter
1	Halfling	Rogue	Save
1	Gnome	Rogue	Also a Mage
1	Cleric	Priest	Also Fighter
2	Paladin	Ftr	Also Priest. Fight +1
2	Barbarian	Ftr	Fight +2
1	Healer	Priest	Heal**
2	Mystic	Mage	Also Priest. HS +1
1	Half Orc	Ftr	Also Rogue
2	Assassin	Ftr	Also Rogue. Fight +1
1	Friar	Priest	PS +1
1	Amazon	Ftr	HS +1
1	Berserker	Ftr	AD Minor Minion**
3	Arch Mage	Mage	AD Minion**
3	High Priest	Priest	Fight +3 vs Undead. HS +1. Heal**
3	Battle Master	Ftr	HS +1. Fight +2
3	Trickster	Rogue	HS +1. Also Mage. Save
2	Swashbuckler	Rogue	Save. Fight +1
1	Zealot	Priest	Fight +1
1	Gypsy	Rogue	HS +1
1	Explorer	Rogue	Party gets Move +1
3	Pit Fighter	Ftr	Fight +3
2	Rune Master	Mage	HS +1. Fight +1
2	Elementalist	Mage	Fight +2
2	Adventurer	Rogue	Save. AD Trap**
1	Beast Tamer	Ftr	AD Beast**
1	Mariner	Rogue	AD Water**
1	Tinkerer	Mage	AD Animated**

Relics

Most Relics have a Hero Type Requirement. For instance a Relic might only be useable by a Mage or a Rogue.

Potions

Potions are Single Use. There are 3 Copies of each listed Potion in the Relic Deck.

Relic Deck Card List

Nomenclature

- Req** Requirement
- Ftr** Fighter
- FR** Fighter or Rogue
- RM** Rogue or Mage
- PF** Fighter or Priest
- PM** Priest or Mage
- Any** Any Hero Type
- HS** Hand Size
- PS** Party Size
- AD** Auto-Defeat
- **** Once per Quest

Req:	Relic:	Notes:
Rogue	Cloak of Invisibility	Save. Fight +2
Ftr	Vorpall Blade	AD** Monster or Giant. Fight +1
Rogue	Flying Carpet	AD Falls. Move +1
Mage	Staff of Power	Fight +3
Mage	Staff of Wizardry	HS +1. Fight +1
Rogue	Dagger of Venom	AD** Rogue or Mage or Priest or Fighter
Mage	Wand of Paralyzing	AD** Greater Minion
Any	Potion of Healing	Potion. Heal or AD Acid or Poison
PM	Bracers of Defense	Save. Fight +1
Any	Ring of Protection	Save
Ftr	Demon Sword	Fight +3
FR	Blade of Warning	Fight +4 vs Ambush Minion. Fight +1
PM	Staff of Fire	AD** Cold Trap or Enemy. Fight +1
PM	Staff of Freezing	AD** Fire Trap or Enemy. Fight +1
Priest	Holy Symbol	AD** Undead or Spirit or Demon
Any	Holy Water	Potion. AD Undead or Demon or Slime
PF	Mace of Disruption	Fight +5 vs Undead or Demon
FT	Elder Bow	Fight +2
Ftr	Titan Shield	AD Energy. Save. Fight +3 vs Final Foes
PF	Mithril Mail	Save. Fight +1. AD Blade
RM	Gem of True Seeing	AD** Trap
RM	Deck of Many Things	Draw 2 Action Cards**
Mage	Wand of Illusions	AD** Men or Humanoids
Priest	Staff of Healing	Heal** or AD** Poison or Acid
Any	Ring of Fire Resistance	AD** Fire Trap or Enemy
Any	Ring of Cold Resistance	AD** Cold Trap or Enemy
Priest	Holy Hand Grenade	AD Any Enemy. Single Use
Ftr	Flaming Sword	AD** Cold Trap or Enemy. Fight +2
Ftr	Cold Brand Blade	AD** Fire Trap or Enemy. Fight +2
Any	Coral Helm	AD** Water Trap or Enemy
Ftr	Trident	AD** Water Trap or Enemy. Fight +2
PM	Rod of Blasting	AD** Earth Trap or Enemy. Fight +1
Mage	Ring of Levitation	AD** Falls. Fight +1
Any	Spirit Jar	AD Spirit or Curse. Single Use
PM	Dragon Orb	AD** Dragon
Ftr	Rune Sword	Fight +4 vs Greater Minions and Final Foes
Mage	Crystal Ball	Look** at top 5 cards of any Deck
Mage	Philosophers Stone	AD** Slime or Acid. Gain 1 Gold in End Phase
Mage	Magic Hour Glass	Reroll** 1 Target Die Roll
Any	Acid Flask	Potion. Fight +3
Ftr	Bright Shield	AD Gaze and Blade. Fight +1. Save
Ftr	Holy Sword	Fight +4 vs Undead and Demons. Fight +2
PF	Holy Armor	Save. Fight +3 vs Undead and Demons and Fey
Ftr	Magic Shovel	AD** Delay or Earth Trap or Enemy.
Rogue	Enchanted Lute	AD** Beast or Swarm or Fey or Curse
Ftr	Rod of Rulership	PS +1
Ftr	Goblin Bane Sword	Fight +4 vs Humanoids and Fey. Fight +1
Ftr	Dragon Lance	AD** Dragons. Fight +1
Rogue	Sling of Seeking	AD** Giants. Fight +1
Mage	Tome of Wisdom	HS +1. AD** Wits or Curse or Spirit

Req:	Relic:	Notes:
Ftr	Eldritch Blade	AD** Spirit or Fey or Plants. Fight +2
Mage	Lightning Rod	AD** Energy or Animated. Fight +2
Ftr	Sword of Slaying	AD** Monster or Beast. Fight +1
Mage	Spell Book	Draw 2 Mage Spells from the Action Deck**

Terrain Tiles

There are 100 Terrain Tiles. The Terrain Table lists them all as well as what Terrain Actions are Available

at them. It can also be used to select a Random Terrain. In parenthesis are the Quests that can appear at that Terrain)

Terrain Table

1D00	Terrain:	Notes:
1	Marsh	Explore (Lizard King)
2	Fungal Forest	Explore (Moss Monster)
3	Desert Ruins	Explore (Pale Sphinx)
4	War Camp	Train, Guide, Rest (Orc Warlord)
5	Frozen Fortress	Explore (Ice Queen)
6	Greek Wilderness	Explore (Horrible Hydra)
7	Labyrinth	Explore (Cerebus)
8	Sylvan Forest	Explore (Fairy Queen)
9	Palace	Quest, Gift, Intrigue, Rest, Train, Study (Efreeti Sultan)
10	Forest	Explore (Master of the Hunt)
11	Cursed Castle	Explore (Vampire Lord)
12	Submerged Temple	Coastal, Explore (Father Dagon)
13	Caves	Explore (Goblin King)
14	Keep	Gift, Guide, Rest, Train (Kobold Overlord)
15	Labs	Alchemist, Study (Biomancer)
16	Hidden Temple	Explore, Pray (Evil High Priest)
17	Abandoned Mines	Gift, Explore (Balrog)
18	Mounds	Explore (Demi-Lich)
19	Ruins	Explore (Skeleton Lord)
20	Workshops	Buy Relic, Study (Master Artificer)
21	Barrens	Explore (Demon General)
22	Necropolis	Explore (Nefarious Necromancer)
23	Swamp	Explore (Zombie Master)
24	Volcano	Explore (Fire Giant King)
25	Pyramid	Explore (Pharaoh)
26	Ziggurat	Fortune, Explore (Thunderbird)
27	Badlands	Explore (Behemoth)
28	Savannah	Explore
29	Jungle	Explore (Giant Gorilla)
30	Oracle	Fortune (Master of Illusion)
31	Lagoon	Coastal, Explore
32	City	Recruit, Buy Relic, Alchemist, Rest, Ship
33	Town	Recruit, Rest
34	Village	Guide, Rest
35	Woods	Explore (Craw Wyrn)
36	Mountains	Explore (Blue Dragon)
37	Wastelands	Explore (Terrible Tarrasque)
38	Shire	Guide, Rest
39	Dwarven Mines	Gift, Recruit, Rest
40	Elven Woods	Guide, Rest, Recruit

1D00	Terrain:	Notes:
41	Desert	Explore (Lamia)
42	Crags	Explore (Storm Giant)
43	Bog	Explore (Green Dragon)
44	Hamlet	Guide, Rest
45	Pagan Temple	Pray
46	Port	Coastal, Ship, Recruit, Rest
47	Hills	Explore (Hill Giant Chief)
48	Caverns	Explore (Purple Worm)
49	Tower	Study, Recruit, Guide (Mad Mage)
50	Underworld	Explore (Insane Beholder)

1D00	Terrain:	Notes:
51	Outpost	Guide, Rest, Recruit
52	Fire Pits	Explore (Hellion)
53	Lair	Explore (Red Dragon)
54	Citadel	Train, Recruit, Gift, Rest, Guide (Elder Mind Flayer)
55	Cemetery	Explore (Unholy Revenant)
56	River	Ship, Explore (River Dragon)
57	Pirate Coast	Coastal, Ship, Explore (Ghost Ship)
58	Underdark	Explore (Drow Queen)
59	Dungeon	Explore (Dungeon Keeper)
60	Chaos Lands	Explore (Prince of Chaos)
61	Crater	Explore (Cosmic Horror)
62	Greek Coast	Coastal, Ship, Explore (Bronze Colossus)
63	Peaks	Explore (Soaring Roc)
64	Taiga	Explore (Grendel)
65	Fen	Explore (Witch Queen)
66	Dojo	Train, Rest (Celestial Dragon)
67	Pagoda	Pray, Fortune (Ghost of the Shogun)
68	Sea Cliffs	Coastal, Ship, Explore (Kaiju)
69	Monastery	Pray, Study, Rest
70	Church	Pray, Rest, Recruit
71	Monolith	Fortune, Pray, Rest
72	Library	Study, Rest
73	Lake	Explore (Lake Monster)
74	Tundra	Explore (Frost Giant King)
75	Flooded Caves	Coastal, Explore (Giant Octopus)
76	Steppes	Explore (Hobgoblin Khan)
77	Rain Forest	Explore (Phoenix)
78	Valley	Explore (Enchantress)
79	Cloud Castle	Explore (Cloud Giant)
80	Canyon	Explore
81	Ravine	Explore (Remorhaz)
82	Cliffs	Explore
83	Shrine	Pray, Fortune, Rest
84	Jungle Basin	Explore (T. Rex)
85	Borderlands	Explore
86	Heath	Explore
87	Castle	Quest, Train, Recruit, Intrigue, Rest
88	Farmland	Guide, Rest
89	Terraces	Explore

1D00	Terrain:	Notes:
90	Bleak Shore	Coastal, Explore (Kraken)
91	Salt Flats	Coastal, Explore
92	Geyser	Explore
93	Oasis	Explore
94	Tulgey Woods	Explore (Jabberwocky)
95	Everglades	Explore
96	Snowfields	Explore
98	Scrubland	Explore
99	Bluffs	Explore
00	Moor	Explore (Black Dragon)

Action Cards

Each player keeps a Hand of Action Cards. Each Action Card has a Hero Type Requirement. Only certain Heroes are able to use certain Actions.

Some Action Cards have the Additional Tag of Spell usually in the Card Title. All Action cards are single use. They are discarded as soon as they are used. Note that Most Cards are used during Quests, however some can be used At other times such as those that

give your Party Move +1.

Nomenclature

Req Requirement

Ftr Fighter

Any Any type of Hero

AD Auto-Defeat

Returning = 50% to get this Card Back Immediately.

Action Deck Card List

Req:	Title:	Notes:
Mage	Fireball Spell	AD Cold Enemy or Fight +4
Mage	Blizzard Spell	AD Fire Enemy or Fight +3
Mage	Lightning Bolt Spell	AD Greater Minion or Fight +4
Mage	Magic Missile Spell	Fight +2. Returning
Mage	Invisibility Spell	AD Minor Minion or Fight +4
Mage	Haste Spell	Move +1. Fight +4
Mage	Fly Spell	Move +1. AD Fall
Mage	Scry Spell	Look at next 5 cards in any Deck
Mage	Alter Reality Spell	Reroll Target Die Roll
Priest	Resurrection Spell	Heal or AD Undead
Rogue	Backstab	AD Fighter or Rogue or Mage or Priest
Ftr	Dragon Slayer	AD Dragon
Ftr	Giant Slayer	AD Giant
Ftr	Goblin Slayer	AD Humanoid
Rogue	Detect Traps	AD Trap
Rogue	Disable Trap	AD Trap
Ftr	Witch Hunter	AD Mage or Priest
Ftr	Vampire Hunter	AD Undead
Ftr	Beast Slayer	AD Beast
Ftr	Monster Slayer	AD Monster
Ftr	Archer	Fight +3. Returning
Rogue	Stealth	Save or Fight +4
Priest	Turn Undead	AD Undead
Priest	Exorcism Spell	AD Spirits
Priest	Banish Spell	AD Demons
Priest	Summon Champion	Gain 1 Hero
Rogue	Pick Pockets	Gain 1 Gold in End Phase
Mage	Mirage	Target Opponent misses Next Turn

Req:	Title:	Notes:
Mage	Artificer	AD Animated or Gain 1 Relic in End Phase
Mage	Alchemy	AD Poison or Gain 1 Potion in End Phase
Mage	Sleep Spell	AD Humanoids or Men or Beasts
Mage	Charm Spell	AD Men or Beasts or Monster
Priest	Command Spell	AD Men or Demons or Beasts
Mage	Death Spell	AD Greater or Minor Minion
Mage	Petrification Spell	AD Greater Minion or Final Foe
Mage	Illusion Spells	Fight +4 and Draw 1 Action Card
Priest	Cure Spell	AD Poison. Heal
Priest	Restore Spell	AD Curse. Heal
Mage	True Sight Spell	AD Trap or Ambush
Rogue	Bluff	Save or Draw 2 Action Cards
Rogue	Trap Master	AD Trap. Fight +3
Rogue	Pick Locks	Quest Length -1 or AD Delay
Rogue	Find Secret Passage	Quest Length -1 or AD Separate
Mage	Lore	Quest Length -1 or AD Wits
Ftr	Mighty Deed	AD Greater Minion or Delay
Ftr	Prowess	Fight +4
Ftr	Feat of Strength	AD Earth or Giant or Delay
Rogue	Acrobatics	Fight +2. Returning
Ftr	Heavy Armor	Save or Fight +3
Ftr	Shield Bash	Fight +3 and Draw 1 Action Card
Priest	Prayer Spell	Heal or Draw 2 Action Cards
Priest	Miracle Spell	Heal or AD Enemy
Mage	Wish Spell	Search Action Deck for Any 1 Card
Ftr	Tactics	Fight +2 and Draw 2 Action Cards
Rogue	Steal	Take 1 Random Relic from Opponent in End Phase
Any	Riding Horses	Move +1 or AD Beasts
Any	Wilderness Guide	Move +1 or AD Fey
Any	Caravan Trader	You may buy a Relic for 3 Gold in End Phase
Any	Short Rest	Discard 3 Action Cards and Draw Replacements
Any	Allies	Fight +3 for the rest of this Quest
Rogue	Poison Master	AD Poison or Beast
Mage	Cloud Kill Spell	AD Humanoids or Men or Beast or Plants
Mage	Summon Monster Spell	Fight +5 or AD Monster
Ftr	Hack and Slash	All Fighters get Fight +2
Priest	Convert	Take 1 Random Hero from Opponent in End Phase
Priest	Insect Swarm Spell	Fight +5 or AD Swarm
Mage	Polymorph Spell	AD Greater Minion
Priest	Raise Dead Spell	Heal or Fight +4
Rogue	Cut Purse	Take 1 Gold from Opponent in End Phase
Priest	Purification Spell	AD Acid or Poison or Slime
Mage	Ward Spells	AD Removal or Ambush
Mage	Earth to Mud Spell	AD Animated or Earth
Mage	Gust of Wind Spell	AD Swarm or Fight +2
Mage	Water Breathing Spell	AD Water
Mage	Fire Shield Spell	AD Cold or Fight +2
Mage	Wall of Ice Spell	AD Fire or Fight +2
Mage	Force Field Spell	AD Energy or Blade or Fight +3
Priest	Wither Spell	AD Plant or Fey or Fight +2

Game Setup

Distribute the 100 Terrain Tiles randomly to the Map. The Blank Map Board has 100 Spaces (It is 10 X 10). One Terrain Tile per Space.

All Tiles touching the edge of the Map are considered to be Coastal. Note: There are a few Tiles that are required to be Coastal. When drawn, Place them on a Coastal space, or even switch with another Tile if necessary. Shuffle each of the 5 Decks. Keep them separate.

Each player picks a Pawn of a different color. A Pawn represents a player's Party of Heroes and is used to indicate the Parties position on the Map. Players roll high on the 1D20 to determine Turn Order. Draw 1 Quest Card equal to the number of players. Set active Quest cards next to the Map and place a Quest Marker on the Quest's designated Terrain Tile.

Player Pawns must start in the City, Town, Castle, Village, Outpost or Hamlet. Each player Draws 6 Hero Cards. This is their Starting Party. Each player Draws a Hand of 5 Action Cards. This is their Starting Hand.

Party Size Limit

A party may contain up to 6 Heroes. Dismiss extra Heroes. Keep your Hero cards face up on the table in front of you. Party Size may be increased by certain card abilities.

In no case can Party size ever be greater than 8.

Relic Limits

Each Hero can have up to 2 Relics. Only one of those Relics may be a Staff or a Weapon. Discard excess Relics. Potions do not count against this limit. A party may have any number of Potions.

Relic Cards are kept stacked under the owning Heroes Card. If killed, a Heroes Relics may be redistributed to other Heroes, unless the Hero was separated in which case the Relics are lost too.

Encounter Table

1D8	Encounter:	Notes:
1	Nothing	Nothing Happens
2	Lesser Minion	As Described on Quest Card
3	Minor Minion	As Described on Quest Card
4	Greater Minion	As Described on Quest Card
5	Trap	Draw 1 Trap Card and Resolve it
6	Captive	Gain 1 Hero (Draw 1 from top of Deck)
7	Relic	Gain 1 Relic (Draw 1 from top of Deck)
8	Gold	Gain 1 Gold Token

Hand Size Limit

Max Hand size is 5 Cards. Discard excess cards at the end of your turn. Hand size Limit may be increased by certain card abilities. In no case can Hand Size ever be greater than 10.

Quest Limits

The Map should always have a minimum number of Quests equal to the Number of Players. There may be a Max = the Number of Players +2. If there are excess Quests, discard extra Quests at random.

Deck Cycling

If a Deck ever runs out, shuffle the Discard and draw from it.

Turn Sequence

- Players take turns. Each turn has 4 Phases:
1. Move Phase
 2. Quest Phase
 3. Terrain Phase
 4. End Phase

Move Phase

Move your Pawn 1 Space on the Map. Moves must be orthogonal not diagonal. If you hired a Guide last turn you may move 1 extra Space.

Some Heroes, Relics, and Actions allow you to move extra Spaces. If you bought passage on a Ship last turn you may move to any Coastal Space. More than one Pawn can occupy a Space at the same time.

Some Action Cards are used in this Phase. If so fill your Action Hand back to its Normal Hand Size.

Quest Phase

If your Party enters a Space occupied by a Quest, they must undertake that Quest. Each Quest has a number of encounters equal to the Quest Length (As stated on the Quest Card). For each Encounter roll 1D8 on the Encounter Table:

Minion Encounters

Lesser Minions always have a Fight Value of 5. Minor Minions always have a Fight Value of 10. Greater Minions always have a Fight Value of 15.

Some Card abilities allow you to Auto-Defeat (AD) certain types of Minions. If you do not have this ability you must fight the Minion: Roll 1D20. Add the Total Levels of all of your Heroes. Add all your applicable Fight Bonuses. Next Subtract the Fight Value of the Minion. If the total is 15 or more, you take no Casualties. If it is 14 or less, then 1D3 Random Heroes are killed.

Trap Encounters

If you are unable to Auto-Defeat (AD) a Trap, then 1D3 Random Heroes are killed.

Final Foe

After completing all Encounters in a Quest, you must face the Final Foe. The Foe is a Large Enemy with a Fight Value of 15, 20, 25, or 30. The Foe must also has 2 or 3 Lives and must be defeated that many times.

Otherwise resolve the Foe battle just as you would with any Minion. After Defeating the Final Foe receive the Quest Rewards which will Include a Combination of Gold, Heroes, and Relics.

Encounter Resolution

After each Encounter fill your Action Hand back to its Normal Hand Size.

Retreat Rule

At any time during a Quest the player may have his Party retreat. Go immediately to End Phase.

Random Minion Encounter Table

1D20	Type (Tag):
1	Men
2	Humanoid
3	Monster
4	Beast
5	Dragon
6	Giant
7	Animated
8	Fighter or Rogue
9	Demon
10	Undead

End Phase

Some Action cards are used in this Phase. Replenish Quest Cards. Discard excess Action Cards or fill your Action Hand back to its Normal Hand Size.

Terrain Phase

If you enter a Space that does not have a Quest, you may take a Terrain Action. There are 15 types of Actions available. These are explained below. However, any given Terrain will only have a few of these Actions available. The Actions available in a Terrain are listed on the Terrain Tile List.

Terrain Actions

- Nothing - Always available at all Terrains
- Recruit - Gain 1 Hero (Costs 3 Gold)
- Gift - Gain 1 Gold Token
- Guide - Party gets Move +1 Next Turn (Costs 1 Gold)
- Buy Relic - Gain 1 Relic (Costs 4 Gold) You may Ignore Potions
- Intrigue - Gain 2 XP Tokens
- Ship - Move to any Coastal Space next turn (Costs 2 Gold)
- Rest - Discard Action Hand and Draw new Hand
- Fortune - Look at next 5 Cards in Any Deck (Costs 1 Gold)
- Mission - Play top Quest Card to the Map
- Pray - Search Action Deck for a Card and put it in your Hand
- Alchemist - Search Relic Deck for Potion (Costs 1 Gold)
- Train - Hero Gains 1 Level Token (Costs 2 Gold)
- Study - Gain 1 XP Token and Draw 2 Action Cards
- Explore - Roll once on the Encounter Table. See Notes below

Explore Action

Minions encountered will be of a Random Type. Roll on the Random Minion Encounter Table:

1D20	Type (Tag):
11	Spirit
12	Plant
13	Slime
14	Fey
15	Swarm
16	Cold
17	Fire
18	Earth
19	Water
20	Mage or Priest

Earning Experience (xp) Tokens

Encountering Traps and Enemies will earn you XP Tokens:

XP	Encounter:
1	Trap
1	Lesser Minion
2	Minor Minion

XP	Encounter:
3	Greater Minion
5	Final Foe

Using Xp Tokens

Experience Tokens can be used 3 ways:

XP	Use:
2	Reroll Target Die Roll (That you made)
1	Get Fight +1 (One Encounter)
7	Hero gains 1 Level Token

Level Tokens

These can be earned by spending XP Tokens or paying Gold with the Train Terrain Action. Place the token on a Target Hero. The Hero gains 1 Level and Fight +1.

Gold Tokens

Your Party may carry any number of Gold Tokens. Gold is used to pay for Various Terrain Actions.

Special Abilities

These are found on Hero, Relic, and Action Cards. A partial list is given below:

Random Party Starting Location

1D6	Location:
1	City
2	Town
3	Village

1D6	Location:
4	Hamlet
5	Port
6	Castle

Terminology

Opponent - Opposing Player Enemy - Minions and Final Foes Encounters - Usually refers to any result

Heal

Bring a Target Hero that was just killed back to life.

Save

If a Hero with this ability is killed he actually survives if he is able to roll a 5 or 6 on a 1D6.

Auto-defeat (ad)

Defeat a Trap or Minion or 1 Life of a Final Foe. These are usually specific to certain Tags such as Cold or Dragon.

Hero Death

Roll 1D6 or 1D8 to determine random Hero Deaths. Reroll as necessary. When a Hero is killed discard his card. Redistribute his Relics. If no one can use them or there are too many discard these too.

If the party is completely wiped out, skip your next turn and start over with 6 new Heroes. Move your Pawn to a random starting location:

an the Encounter Table





Heroes Of The Hinterlands

Introduction

Solo card game. Fantasy theme. Protect your town from raiders. Recruit Heroes and construct buildings. Clear out the monsters inhabiting all the surrounding territories.

Disclaimer

Loosely based on the PC game Hinterlands. Hinterlands is a copyrighted, licensed property. This is merely a fan site.

Victory

You win if you capture all the territories. Your ending Fame score is a measure of how well you've done. If your fame ever drops to zero or less, you automatically lose.

Dice

6 and 10 sided dice are needed.

Record Keeping

Use paper and pencil to keep track of the following running totals: Fame

.
.	9	-	9	-	9	-	9	-	9
.	6	-	6	-	6	-	6	-	9
.	3	-	3	-	3	-	6	-	9

Setup

Shuffle the decks. Randomly place one Land card in each of the 24 Territory spaces. Pick one Hero card from the Town deck to be the Town Leader. Your Town Leader has no upkeep requirements. Start with the Outpost card as the first Building in your town. Draw a hand of 6 cards from the Town deck. You start with 10 Fame.

Turn Sequence

Each turn has 8 Phases:

1. Scout Phase
2. Visitors Phase
3. Build Phase
4. Recruit Phase
5. Raiders Phase
6. Conquest Phase
7. Equip Phase

- Food Support
- Gold Support
- Board Support
- Magic Support
- Holy Support
- Death Support
- Rogue Support
- Nature Support
- Town Defense

Decks

- There are 4 decks:
- Land Deck- The 24 territories outside the town
 - Town Deck- Buildings and Heroes and Shipments
 - Item Deck- Useful and Magical Items
 - Foe Deck- The Monsters occupying the territories

The Board

The Board is a 5 x 5 Grid. Each square is big enough to hold 1 stack of cards. The bottom left square is your town. Every other square is a territory. Each territory has a Danger rating according to the chart:

.
.	0	-	0	-	3	-	6	-	9
.	T	-	0	-	3	-	6	-	9

8. Logistics Phase

Scout Phase

If a territory is adjacent (sharing a side) to your town, or to a territory you control, and it does not already contain a Foe card, draw a Foe card and place it into that territory.

Visitors Phase

Draw 2 cards from the Town deck and put them in your hand. For each Visitors +1 bonus you have draw an extra card. If any deck runs out, shuffle the discard and draw from it.

Build Phase

You may put 1 Building into play from your hand. Or you may put 1 Shipping card into play from your

hand. To pay the cost of Shipping, you must discard 6 cards from your hand.

If you build or ship this turn skip recruit phase.

Recruit Phase

You may put 1 Hero from your hand into play. To do this, you must be able to support the hero. Each hero requires: 1 Food 1 Board 1 Gold Support for each type of attribute the Hero has.

So for example, if your town is only producing 2 Gold, it can only support 2 Heroes. Ex. - If your Town provides Holy support but not Armor, you cannot recruit a Cleric.

Roll	Result:
1-2	One random Building is destroyed
3-4	One random Hero is killed
5-6	Looting: Lose 2 Fame Points and the Raiders leave

If the Raiders won fight another round. Continue fighting until they lose a round, or loot and leave. If the town was raided this turn, skip conquest phase. Discard the Foe card, and all destroyed buildings and killed Heroes.

Items from killed heroes, destroyed buildings go back to your hand.

Conquest Phase

You may attack a target Territory adjacent to your town or to a Territory you control. Decide first which of your Heroes are attacking, and with what items. A Maximum of 6 Heroes may attack.

Each Hero may use no more than 1 item. Add the Danger Rating of the territory to the Base strength of the Foe card there to get that Foes total strength. Add 2D10 to their total Strength to get their fighting strength. To get the Heroes fighting strength add 2D10 to the number of Heroes plus item bonuses.

Check the Weakness of the Foe. The Heroes gain 1 point for each level they have in that attribute. If the Heroes fighting total is higher, you gain control of the territory and you get 3 Fame points. If the Foes total is higher, One random Hero is killed and the Heroes

Raiders Phase

Roll 1D6. On a roll of 6, raiders attack. Draw 1 random card from the Foe Deck. Add 1D6 to their Base Strength to get their total strength.

Add 1D10 to their total Strength to get their fighting strength. To get the Town fighting strength add 1D10 to the number of Heroes plus town defense bonuses from buildings, plus item bonuses. Check the Weakness of the Foe. The Heroes gain 1 point for each level they have in that attribute.

If the Towns fighting total is higher, the Raiders are driven off and you get 1D6 Fame points. If the Raiders total is higher roll 1D6:

retreat and do not attack again this turn. Discard the Foe card only if the Foe is defeated.

Killed Heroes and attached items are discarded. Clearings are captured without a fight, but do not provide an Item reward in Equip phase.

Equip Phase

If you conquered a Territory this turn draw 1 card from the Item deck. Attach it to an appropriate Hero or building in play. If the Item is currently unusable, add it to your hand.

Logistics Phase

Discard 1 Random card from your hand. Max hand is 6 cards. Discard excess cards.

If you did not capture a territory this or last turn, lose 1 Fame point.

End Of Game Scoring

To your running total add the number of Heroes and Buildings you have plus bonuses from certain items and buildings.

The Town Deck

Card Name:	Type:	Notes:
Outpost	B	Town Defense +3; Fight Support
Vegetable Farm	B	Food +2
Oat Farmer	B	Food +2; All Herders Food +1
Wheat Farm	B	Food +3
Trapper	B	Food +1; Nature Support; Requires Woods
Hunting Lodge	B	Food +2; Nature Support, Requires Hunting Grounds
Sheep Herder	B	Food +2
Hog Herder	B	Food +3

Card Name:	Type:	Notes:
Cattle Herder	B	Food +4
Hostel	B	Board +2; Visitors +1
Inn	B	Board +1; Gold +1; Visitors +1
Brewer	B	Food +2; Gold +2; Requires Clean Water
Tavern	B	Food +1; Gold +1; Music Support
Merchant	B	Gold +2
Market Place	B	Gold +2; Music Support
Smithy	B	Gold +2; Requires Iron
Workshop	B	Gold +1; Armor Support
Weapon Smith	B	Gold +1; Fight Support; Requires Iron
Armorer	B	Gold +1; Armor Support; Requires Iron
Brothel	B	Gold +1; Rogue Support
Gambling Den	B	Gold +1; Rogue Support
Fortune Teller	B	Requires Crystal Ball; See Notes
Library	B	Fame +1; Magic Support
Wizards Tower	B	Fame +2; Magic Support; Requires Stone
Alchemist	B	Gold +1; Potions +1; Requires Mandrake
Herbalist	B	Potions +1; Requires Herbs
Bowyer	B	Gold +1; Bow Support
Fletcher	B	Gold +1; Bow Support
Undertaker	B	Death Support; Gain 2 Fame every time a Hero is killed
Barracks	B	Board +1; Town Defense +2
Ballista Tower	B	Town Defense +3; Requires Bow
Stone Wall	B	Town Defense +4; Requires Stone
Manor	B	Board +1; Fame +1; Max hand size +1
Estate	B	Board +2; Fame +2; Visitors +1; Requires Stone
Monastery	B	Board +1; Fame +1; Holy Support
Church	B	Fame +2; Holy Support; Requires Stone
Keep	B	Town Defense +3; Board +1; Requires Stone
Stone Shipment	S	Source of Stone
Iron Shipment	S	Source of Iron
Warrior	H	Fight x3
Wizard	H	Magic x3
Priest	H	Holy x3
Cleric	H	Holy x2, Armor x1
Ranger	H	Nature x1, Fight x1, Bow x1
Hunter	H	Nature x2, Bow x1
Woodsman	H	Nature x3
Druid	H	Nature x1, Holy x1, Magic x1; Requires Druids Grove
Elf	H	Nature x1, Magic x1, Bow x1; Requires Elf Village
Dwarf	H	Armor x2, Fight x1; Requires Dwarf Village
Knight	H	Fight x2, Armor x1
Magician	H	Magic x2; Rogue x1
Hedge Wizard	H	Magic x2; Nature x1
Battle Mage	H	Magic x2; Fight x1
Paladin	H	Fight x1, Armor x1, Holy x1
Monk	H	Fight x1, Holy x2
Archer	H	Bow x3
Barbarian	H	Nature x1, Fight x2
Assassin	H	Fight x1, Rogue x2
Thief	H	Rogue x3
Mercenary	H	Fight x1, Armor x1, Rogue x1
Necromancer	H	Death x2, Magic x1

Card Name:	Type:	Notes:
Fallen Hero	H	Death x1, Armor x1, Fight x1
Minstrel	H	Music x2, Visitors +1
Spell Singer	H	Music x1 Magic x2
Bard	H	Music x1, Rogue x1, Fame +2

B Building
S Shipment
H Hero

Land Deck

Card Name:	Notes:
Iron Mine	Source of Iron
Stone Quarry	Source of Stone
Herb Garden	Source of Herbs
Mandrake Grove	Source of Mandrake

Fairy Circle Ring Nature Support

Mystic Stones	Magic Support
Ruins	Death Support
Spire	Fame +5
Graveyard	Death Support
Holy Ground	Holy Support
Elf Village	Required for Elf Hero
Dwarf Village	Required for Dwarf Hero
Natural Spring	Clean Water Support
Druids Grove	Required for Druid
Hunting Grounds	Food +1
Fertilizer Deposit	All Farms Food +1
Swamp	Heroes cannot enter this Territory
Lair	2 in Deck; Foes here get +5 Strength
Woods	3 in Deck
Clearing	2 in Deck; No Foes at this Location

Item Deck

Card Name:	Notes:
Treasure	5 in Deck; Fame +1; Attach to any Building
Potion	5 in Deck; Hero +1; One use only**
Crystal Ball	Required for Fortune Teller*
Steel Trap	Attach to Trapper: Food +1
Dragons Egg	Attach to Herder: See Notes
Elm Bow	Bow Hero +2
Great Helm	Armor Hero +2
Staff of Power	Magic Hero +2
Staff of Healing	Holy Hero +2
Strong Spear	Nature Hero +2
Rune Sword	Fight Hero +2
Vorpal Blade	Fight Hero +2
Holy Symbol	Holy Hero +2
Dagger of Venom	Rogue Hero +2
Axe of Hewing	Nature or Fight Hero +1
Spell Book	Magic Hero +2

Arrows of Slaying Bow Hero +3; One use only***

Magic Scroll	Magic Hero +3; One use only***
Holy Water	Holy Hero +3; One use only***
Mace of Stunning	Armor or Fight Hero +1
Blessed Shield	Armor Hero +2
Seven League Boots	Nature Hero +2
Bone Crown	Death Hero +2
Mithril Hauberk	Armor Hero +2
Bull Horn	Attach to Merchant: Gold +1
Magic Seeds	Attach to Farmer: Food +1
Enchanted Hammer	Armor Hero +1 or Attach to Smith: Fame +2
Cloak of Shadows	Rogue or Nature Hero +1
Mandolin	Music Hero +1 and Fame +1
Pan Flute	Music Hero +2
Golden Egg Goose	Gold +1; Attach to any Building
Cornucopia	Food +1; Attach to any Building

* keep it in your hand until you play the Fortune Teller, then attach it to the fortune teller.

** Keep these in your hand. Discard to use in Fights.

*** You may attach these to an appropriate hero or keep

them in your hand and discard to use in a Fight.

Foe Deck

Card Name:	Strength:	Weakness:
Spiders	1	Nature
Giant Rats	2	Music
Insect Swarm	3	Magic
Snakes	3	Nature
Dire Wolves	4	Nature
Fairies	3	Music
Kobolds	1	Rogue
Goblins	2	Armor
Orcs	3	Fight
Sorceress	3	Magic
Gnolls	4	Fight
Harpies	5	Bow
Bandits	4	Death

Card Name:	Strength:	Weakness:
Skeletons	2	Holy
Zombies	4	Holy
Dwarves	5	Armor
Bugbears	5	Rogue
Elves	6	Bow
Wraith	6	Holy
Cerberus	6	Music
Cyclops	7	Bow
Trolls	7	Magic
Barbarians	5	Death
Giant	8	Rogue
Dragon	9	Fight

Potions

The Herbalist and Alchemist each gives your party +1 to your total fighting strength in raid and conquest phases. Potions from the item deck can be used once for a +1 bonus and are then discarded.

Dragon Egg

If you have the dragon egg, draw 5 cards in Logistics phase. If one of them is the Dragon, it joins you as a Hero (with strength = 9). Discard the egg. After each time the Dragon fights a round of battle roll 1D6. on a roll of 4-6 it flies away, discard it.

Fortune Teller

If you have the Fortune Teller, you may once during your turn look at the next 1D6 cards in any target deck.

Leader Hero

If your leader hero is killed lose 2 Fame Points. Next pick a surviving hero to be the new Leader. If there are no surviving heroes, the next hero you recruit becomes the Leader.





Hidalgo

Introduction

Scenario for Warp Quest. for the [Warpquest Core Rules](#) Warp Quest Core Rules. Based on the Movie Hidalgo.

Horse Race across the Arabian Desert. Each player (Pawn) represents a Rider & Horse.

Disclaimer

Hidalgo is a copyrighted Property. This is merely a Fan Site.

Attribute Table

1D6:	Attribute:
1	Endurance +2
2	Fighting +2
3	Survival +2

The Scenario

The map spaces represent distance and time. There is only one Module (card list). The track is 50 spaces long.

The first player to reach the end wins the race.

Rider Attributes

Each rider starts with: Endurance = 10 Horse (Pick Breed) 6 rolls on the Attribute Table:

1D6:	Attribute:
4	Will +2
5	Speed +1
6	Agility +2

Speed

Add your Speed Bonus to your Movement Roll.

Horse Breed

Pick a Breed: Hot Blood Desert Horse (Arabian, Barb): Survival +2 Cold Blood Racing Horse (Thoroughbred): Speed +1 Warm Blood Mixed Breed (Anglo-Arab, Mustang): Endurance +2

Challenges

If you fail a Survival or Fighting challenge you lose 1D3 Endurance and miss your next turn. If you are

ever reduced to zero Endurance you automatically lose.

Fighting

If you land on an opponents pawn there will be a fight. Both players roll 1D6 & add their Fighting Bonus. The lower total loses the Challenge.

Card List Notation

FC Fighting Challenge

SC Survival Challenge

WC Will Challenge

AC Agility Challenge

Card List

Name:	Challenge:
Bandits	FC x2
Nomads	FC
Arab Tribesmen	FC x2 DM+1
Bedouins	FC X2 DM+2
Berber Tribesmen	FC DM+1
Ambush	FC DM+2
Trap	FC
Scorpion	FC or AC
Poison Asp	FC & AC
Quicksand	AC DM+1
Heat	SC x2

Name:	Challenge:
Ocean of Fire	SC x2
Sharp Rocks	AC DM+2
Endless Dunes	WC & AC
Desert	SC & AC & WC
Injury	SC & AC DM+1
Shifting Sands	SC or AC
Madness	WC x2
Lost	SC & WC
Exhaustion	WC x2 DM+1
Sun Stroke	SC DM+2
Sand Storm	SC
Lameness	WC or AC
Chafing Tack	WC DM+1
Horsemanship	AC
Dehydration	SC DM+2
Sun Poisoning	SC DM+1
Mirage	WC
Sun Burn	SC DM+1
Gun	Aid: Fight +2
Spear	Aid: Fight +1 or Agility +1
Pistol	Aid: Fight +2
Revolver	Aid: Fight +3
Tulwar	Aid: Fight +2
Lasso	Aid: Agility +2
Camel Butter	Aid: Survival +2
Dates	Aid: Survival +2
Locust Swarm	Aid: Survival +1 (Food)
Water Conservation	Aid: Survival +3
Waterskin	Aid: Survival +2
Fitness	Aid: Survival +1 or Agility +1 or Will +1
Canteen	Aid: Survival +1
Willpower	Aid: Will +3
First Aid	Restore 3 lost Endurance
Checkpoint	Restore 4 lost Endurance
Oasis	Restore 3 lost Endurance
Well	Restore 2 lost Endurance
Rifle	Aid: Survival +1 or Fight +2
Courage	Aid: Survival +1 or Will +1
Hawk	Aid: Survival +1 or Fight +1
Knife	Aid: Survival +1 or Fight +1
Fellow Rider	Aid: Any +1
Equestrian Skill	Aid: Agility +2 or Fight +1

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish maraud-

ing bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her

group of Units (adventuring party, fleet, etc.) on the board.

- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.

D6	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.





High Seas Fleet

Introduction

Simple World War I Naval Combat rules. Map, counters, and dice game.

Ship Stats

Cost Cost in Build points for balancing scenarios and creating custom forces.

Speed = Maximum number of spaces the ship can move per turn. Armor = Based on Thickest Armor (usually amidships belt).

Hull Equivalent to displacement in tons (rounding up).

If Hull is reduced to 0 the ship is sunk.

HG Heavy Gun Batteries (Gun size in inches)

LG Light Gun Batteries (Gun size in inches)

General Notes

Number of guns is based on broadside maximum. Guns do not include Machine guns and AA guns. Depot ships sometimes have one or more light guns.

All Warships except Gun and Mine boats have Torpedoes (1 Attack/turn). U-boat speeds are for above/below surface. Shore batteries are located on land.

A Mine Field contains about 30 mines.

Sample German Ship Stats

Ship Type:	Cost	Speed	Armor	Hull	HG	LG
Bayern Class(1915): Bayden	-	-	-	-	-	-
Dreadnaught	30	4	5	28	8(15)	8(6)
Lutzow Class(1913):	-	-	-	-	-	-
Derfflinger, Hindenburg	-	-	-	-	-	-
Battle Cruiser	20	5	3	25	8(12)	6(6)
Blucher Class(1908)	-	-	-	-	-	-
Armored Cruiser	12	5	2	16	8(8)	4(6)
Deutschland Class(1904):	-	-	-	-	-	-
Pommern, Schlesien, Hannover	-	-	-	-	-	-
Old Battleship	10	3	4	13	4(11)	7(7)
Konigsberg Class(1915):	-	-	-	-	-	-
Nurnberg, Emden	-	-	-	-	-	-
Light Cruiser	5	6	1	5	0	6(6)
Vulkan Class(1915)	-	-	-	-	-	-
Destroyer	2	7	1	1	0	4(4)
A 1-95 Class(1915)	-	-	-	-	-	-
Torpedo Boat	1	5	0	1	0	2(3)
Delphin(1906)	-	-	-	-	-	-
Gun Boat	0.5	2	0	1	0	2(4)
Nautilus(1906)	-	-	-	-	-	-
Mine Layer	1	4	0	1	0	8(3)
M28-30 Class(1915)	-	-	-	-	-	-
Mine Sweeper	1	3	0	1	0	2(4)
93 & U96 Classes(1917)	-	-	-	-	-	-
U-Boat(Patrol Sub)	3	4/2	0	1	0	1(4)
Depot Ship	X	3	0	5+	0	0
Shore Battery	7	0	5	1	1	0
Mine Field	1	0	0	-	0	0

Notes: The Nautilus carries 200 mines. M28-30

Class ships carry 30 mines.

Sample British Ship Stats

Ship Type:	Cost	Speed	Armor	Hull	HG	LG
Royal Sovereign Class(1913):	-	-	-	-	-	-
Resolution, Revenge	-	-	-	-	-	-
Dreadnaught	30	5	4	26	8(15)	7(6)
Renown Class(1915):	-	-	-	-	-	-
Repulse	-	-	-	-	-	-
Battle Cruiser	25	6	2	27	6(15)	8(4)
Lord Nelson Class(1904):	-	-	-	-	-	-
Agamemnon	-	-	-	-	-	-
Old Battleship	15	4	4	17	4(12)	5(9)
Courageous Clas(1916):	-	-	-	-	-	-
Glorious	-	-	-	-	-	-
Cruiser	20	7	2	19	4(15)	9(4)
Vindictive(1918)	-	-	-	-	-	-
Aircraft Carrier	10	6	1	10	4(8)	0
Carlisle Class(1917):	-	-	-	-	-	-
Cairo, Calcutta, Capetown	-	-	-	-	-	-
Light Cruiser	5	6	1	5	5(6)	2(3)
Erebus, Terror(1916)	-	-	-	-	-	-
Monitor	10	3	2	8	2(15)	8(4)
Admiralty Class(1918):	-	-	-	-	-	-
Bruce, Cambell, Stuart	-	-	-	-	-	-
Flotilla Leader	3	8	0	2	0	5(5)
Yarrow Class(1918):	-	-	-	-	-	-
Tomahawk, Torch, Tumult	-	-	-	-	-	-
Destroyer	2	7	0	1	0	3(4)
Torpedo Boat	1	5	0	1	0	2(3)
Gun Boat	0.5	2	0	1	0	2(4)
Mine Layer	1	3	0	1	0	2(4)
Mine Sweeper(Sloops)	1	3	0	1	0	2(4)
Submarine	3	4/2	0	1	0	1(3)
Depot Ship	X	3	0	5+	0	0
Shore Battery	7	0	5	1	1	0
Mine Field	1	0	0	-	0	0

Notes: The Vindictive can carry 6 Aeroplanes.

The Map

Use a hex Map. Scale: Each hex = 600 feet. 1 Nautical mile = 10 hexes.

The 2 basic terrain types are land and sea.

Dice

Six, ten, and twenty sided dice are needed.

Counters

One counter per ship. Indicate ship facing on counter.

Turn Sequence

Players take turns moving one ship at a time. The player with more ships goes first. A player may have any of his ships fire some or all of its guns at any time.

A Gun battery can only be fired once per turn. Record which guns have fired. When all players have moved once this is called a round.

One round is equal to 1 minute of game time.

Moving

Ships cannot stack (1 Submerged U-Boat and 1 Surface ship is allowable). A ship may move some, none, or all of its movement allowance. A ship can rotate 1 hex face for free before each move of 1 space forward.

A ship can rotate additional hex faces at a cost of 1

point per face. Ships may move in reverse during the turn at speed -1. U-Boat movement is hidden: write moves on a piece of paper.

A ship detects a U-Boat within 4 spaces on a roll of 5-6 on 1D6. (+2 if the U-Boat attacks)

Range Table

Battery Type:	Long	Medium	Short
Heavy	15-11	10-5	5-1
Light	-	-	5-1
Torpedo	-	-	2-1

-1	Long Range
+1	Short Range
-1	Indirect Fire
-1	Rough Seas
-2	Moonless Night
-1	Night
-2	Storm
-1	U-Boat attacking
-2	Attacking Submerged U-Boat

-1	Long Range
-1	Attacking small boat (Destroyer or Smaller)
-2	Smoke Screen
-1	Green Crew
+1	Veteran Crew
-1	Ship has been hit
-1	Ship at half speed or less
-2	Ship is sinking

If a Gun attack hits roll on the Gun Damage Table.
If a Torpedo attack hits roll on the Torpedo & Mine

A Heavy Gun has a maximum range of 15 spaces.
A Light Gun has a maximum range of 5 spaces.

Gunnery

A gun will hit on a roll of 17-20+ on 1D20. Modifiers to this roll:

Damage Table. A natural roll of 20 always hits.

Heavy Gun Table

Size	Damage	ROF
15"	+4	1
14"	+3	1
13"	+2	1
12"	+1	2

Size	Damage	ROF
11"	+0	2
10"	-1	3
9"	-2	4
8"	-3	5

Light Gun Table

Size	Damage	ROF
7"	+1	6
6"	+0	7
5"	-1	8

Size	Damage	ROF
4"	-2	12
3"	-3	15

Damage = Modifier to roll on Gun Damage Table.
ROF Shots per turn: For playability every gun only shoots once per turn.

The higher ROF is already factored into the Damage modifier.

Gun Damage Table

1DX	Result:
0-1	No effect
2-5	Minor Damage: A Destroyer or smaller is 'damaged'
6-10	Reduce Hull score by 1 points
11-14	Reduce Hull score by 2 points
15-16	Reduce Hull score by 3 points

1DX	Result:
17	Reduce Hull score by 4 points
18	Reduce Hull score by 5 points
19	Reduce Hull score by 6 points
20+	Reduce Hull score by 2D6 points

Roll 1D20 for a Heavy Gun. Roll 1D10 for a Light Gun. Medium Range gets -2 Long Range gets -5 Subtract targets armor value from above roll.

Hit Location

Every time a ship takes damage roll 1D20:

1-4	Turret is destroyed: 2 HG or 2 LGs.
5-6	Funnel damaged: Speed reduced by 1 point permanently
7-8	Tower damaged: All attacks at -1
9-20	Hull damaged only

If a turret is destroyed there is a 1 in 6 chance the Magazine Blows (Lose 2D6 Hull points) A ship at 0 or less Hull points will sink in 1D3 turns. If crippled or

at one-quarter hull points a ships' Speed is reduced by half.

Torpedo & Mine Damage Table

1D6	Result:
1	Reduce Hull score by 1 point
2	Speed reduced by half current total permanently
3	Speed reduced by 1 point permanently
4-5	Sink in 1D6 turns
6	Explode: Sink Immediately

Anti-submarine Warfare

Only Light Gun batteries can attack U-Boats. The U-Boat must be detected first. The U-Boat must be within 4 spaces.

Mines

Mine locations are secretly written down in setup or by the controller of Mine Layers during play. A ship moving into a mined hex will hit a mine on a roll of 6 on 1D6. A Destroyer or Gunboat may sweep a hex of mines before entering it.

Sweeping costs 4 Move Points.

Aeroplanes

These fly at a speed of about 50 hexes per minute. They can carry one bomb. To make a bomb attack they must be over the target.

The bomb hits on a roll of 17+ on 1D20. Roll 1D20 on the Gun Damage table. A warship can destroy an enemy plane within 2 hexes with AA fire on a roll of 17+ on 1D20.

Links

Old Photos & Specs





Hippomania

Introduction

Card game for 4 players. Chariot Racing in the Roman Circus Maximus circa 50 AD. Each player controls one Chariot.

A game represents a single race.

Rules

4 Chariots in a race. Each Chariot has 4 Horses & 1 Charioteer. The race is 7 Laps around the central Spine (rail).

Victory

Control the lead Chariot at the end of 7 Laps. You automatically win if all the other Teams Crash (Wreck). The Winning Charioteer gets 1D6 X \$1000 Sesterces.

Dice

Six sided dice are needed.

Place Markers

Use 4 Markers to denote first to last place. During play, these Markers will keep changing hands as players Pull ahead or fall behind.

The Decks

Players share 2 common decks: The Team Deck
The Event Deck

The Team Deck

This deck contains 5 types of cards:

- Chariots
- Drivers
- Horses
- Hitch
- Rumors

Stats

Each Team has 6 Stats:

- Cut
- Turn
- Speed
- Block
- Cool
- Endurance

Factions

Each player picks a Faction: Red, Blue, White, or Green

Game Sequence

The game proceeds in 10 Turns in the following order:

Turn	Title
I	Team Selection
II	Stall Assignment
III	Starting Gate
IV-X	Laps 1-7

Team Selection

Each player is dealt 7 cards from the Team Deck. Each player may keep up to 1 Chariot, 1 Driver, 1 Hitch, 1 Rumor, and 4 Horses. If a player has fewer than what is allowed, he is considered to Have a generic version of the type with no Stat modifiers.

Team Cards give bonuses and sometimes penalties to your stats. After all players pick their Chariot, Driver, Hitch, and Horses, Rumors are played. In Order Red, White, Blue, Green, players assign rumors that target opponents.

Example: Red has the Rumor Sabotage. He targets the Green player to get the penalty.

Save Rolls

- To make a save roll vs a Stat, a player:
1. Rolls 1D6 & adds his Stat modifiers (Save Roll)
 2. An opponent rolls 1D6 (Difficulty Roll)
- If the Save roll is equal to or greater than the Difficulty roll, he makes the save, if less he fails.

Stall Assignments

Put 4 papers numbered 1-4 into a bowl Players pick papers to see which number Stall they start in.

Starting Gate

This is the most dangerous part of the Race. A player may decide to play it safe, or make a mad dash to the rail. Those who dash roll 1D6 and add their Speed Stat (Dash Roll).

- The player in Stall 1 gets +3 to the roll.
- The player in Stall 2 gets +2 to the roll.
- The player in Stall 3 gets +1 to the roll.

If any dashing players tie, they collide. Any player involved in a collision must save vs Cool or Wreck. The player with the highest Dash roll is in first place.

(and gets the first place marker) The player with the second highest Dash roll is in second place and so on. If more than one player decides to play it safe, they roll high on 1D6 to determine who gets the next highest place marker.

Wrecks

In a Wreck the Chariot is automatically destroyed. The Driver and each individual Horse must save vs Cool or be killed.

Wreckage

During the Laps, when a Chariot Wrecks the Team behind it must Save vs Turn or it Hits the Wreck. If the Team hits the Wreck, it must save vs Cool or Wreck itself. If the survivors of the original Wreck are hit from behind, they Must save vs Cool, or be Trampled to death.

Laps

Each Lap is divided into 5 Phases:

- Event Phase
- First Run Phase
- First Turn Phase
- Second Run Phase
- Second Turn Phase

Event Phase

Each player draws 2 Event cards. Max hand size is 5 cards. Discard excess cards.

If the deck runs out, shuffle the discard & draw from it.

Run Phases

Players take turns. The player in last place goes first. Play proceeds clockwise around the table.

On his turn, a player may attempt to pass the Team ahead of him. The Player attempting to pass rolls 1D6 and adds his Speed Modifier. The Player ahead rolls 1D6 and adds his Block Modifier.

The Higher roll wins. If the leader wins, things stay as is. If the follower wins, the players trade place markers.

Team Deck Card List

Card Name:	Type	Notes
Passerinus	H	Cool +1 Speed +1 Turn +1
Tuscus	H	End +1 Cool +1

If they tie, the Chariots Hook (Wheels Lock). In a Hook, each Player rolls 1D6 (Hook Roll) and adds his Turn Modifier. The loser must save vs Cool or Wreck.

If the Hook rolls tie, both Teams must save vs Cool or Wreck.

Turn Phases

Players take turns. The player in last place goes first. Play proceeds counter-clockwise around the table.

On his turn, a player may attempt to pass the Team ahead of him. The Player attempting to pass rolls 1D6 and adds his Cut Modifier. The Player ahead rolls 1D6 and adds his Turn Modifier.

The Higher roll wins. If the leader wins, things stay as is. If the follower wins, the players trade place markers.

If they tie, the Chariots collide. In a Collision, each Player rolls 1D6 and adds his Turn Modifier. The loser must save vs Cool or Wreck.

If the Collision ties, both Teams must save vs Cool or Wreck.

Exhaustion & Endurance

- On Laps 4-5 all players get a -1 Exhaustion Modifier to all their rolls.
- On Laps 6-7 all players get a -2 Exhaustion Modifier to all their rolls. The Exhaustion Modifier is reduced by the Teams Endurance Bonus. Example: A Team with Endurance +1 suffers no exhaustion on Turns 4-5 and only -1 on turns 6-7. A Team with an Endurance Penalty has their Exhaustion Mod increased.

Event Cards

Event cards are used to modify a single roll and are discarded immediately after. Cards must be played before making rolls. In contesting rolls both players may pass on the opportunity to play a card or one or both may play a card or cards. Players may react to opponent's card plays by playing additional cards.

Team Deck Card Type Notation

- D** Driver
- C** Chariot
- H** Horse
- T** Hitch
- R** Rumor

Card Name:	Type	Notes
Victor	H	Speed +1 Turn +1
Volucris	H	Turn +1 Cool +1
Borysthenes	H	Cool +1 Speed +1
Incitatus	H	Speed +1 End +1
Centenarii	H	Speed +1
Pomperanus	H	Cool +1
Tigris	H	Turn +1
Raptore	H	End +1
Sicilian	H	Speed +1 Cool -1
Iberian	H	Speed +1 End -1
Libyan	H	End +1 Speed -1
Orynx	H	Turn +1 Speed -1
Diocles	D	Turn + 1 Cool +1 Cut +1
Fortunatus	D	Cut +1 Cool +1
Gulta	D	Block +1 Turn +1
Lucius Veres	D	Cut +1 Turn +1
Scorpus	D	Cool +1
Eutychus	D	Cool +1 Turn +1
Crescens	D	Cool +1 Block +1
Fuscus	D	Cut +1
Felix	D	Block +1
Narrow	C	Cut +1
Low	C	Turn +1
Wide	C	Block +1
Sturdy	C	Cool +1
Light	C	Speed +1
Center Yoke	T	Turn +1
Left Trace	T	End +1
All Traces	T	Cut +1
Drugged Horse	R	Target Opponent's Horse is Speed -1
Sabotage	R	Target Opponent's Chariot is Cool -1
Bribes	R	Target Opponent's Driver is Speed -1
Emperors Favorite	R	Restart Race if Green player Wrecks at Start
Crooked Pick	R	Target Team is assigned Stall #4
Sacred Oath	R	Your Hook rolls vs Target Team at +1

Event Deck Card List

Card Name	Notes	Card Name	Notes
Tight Turn	Turn +2	Cut it Close	Cut +2
Whip	Turn +2	Pass	Cut +2
Inside Track	Turn +2	Magnificent Driving	Cut +2
Spin Around	Turn +2	Avoid Accident	Cool +2
Make the Swing	Turn +2	Swerve	Cool +2
Slacken the Reign	Turn +2	Jump	Cool +2
Intentional Hook	Hook +2	Recover	Cool +2
Skillful Blocking	Block +2	Pull up on Reigns	Cool +2
Keep Distance	Block +2	Stop Short	Cool +2
Maintain Lead	Block +2	Burst of Speed	Speed +2

Card Name	Notes
Remain Ahead	Block +2
Block In	Block +2
Take the Inside	Cut +2
Pull Alongside	Cut +2
Cut Off	Cut +2

Card Name	Notes
Level Out	Speed +2
Rush	Speed +2
Breakneck Dash	Speed +2
Come From Behind	Speed +2
Urge Horses On	Speed +2

Cardset Available

From alecrespi.





Hitchhiker's Quest For The Galaxy

Introduction

Card game for 2-4+ players. Hitch-Hiker's Guide to the Galaxy Theme.

Disclaimer

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Victory

The First player to complete the requirements on a Quest card in play wins the game.

The Decks

There are 2 Decks: The Quest Deck and the Common Deck.

Setup

Each player is dealt a hand of 7 cards. The most Depressed player goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Improbability Phase
2. Ultimate Phase
3. Normality Phase
4. Universe Phase

Improbability Phase

Draw 2 cards from the common deck. If the deck runs out, shuffle the discard and draw from it.

Ultimate Phase

You may put one card into play. Cards put into play are placed face up on the table in front of the player who played it.

Normality Phase

Max hand size is 7 cards. Discard excess cards.

Universe Phase

If it is not the most depressed players turn, skip this phase. Flip over the top card of the Quest Deck face up. It is now in play.

Quest Cards

There may be multiple Quest card in play at a time. If a player has cards in play that satisfy the requirements of any Quest card in play at the end of any phase, that player win the game. Keep the Quest cards in the middle of the table.

Special Abilities

Most cards have a Special Ability.

*Reveal Powers are cards that produce an effect when they are first put into play from a players hand (They become inert after this).

*Continuous Powers produce a constant effect as long as the card remain in play.

*Event Powers produce an effect that goes off at the beginning of each of your Normality Phases. Note: you may choose not to have an Event power go off.

*Discard Powers produce an effect if you voluntarily discard them from your hand.

*Sacrifice Powers produce an effect if you voluntarily discard the card from play. (Sacrifice and discard powers don't count against your limit of how many cards you can put in play on your turn. You can use these powers anytime)

*Alignment Powers: You may play one extra card of the indicated type in each of your Ultimate Phases. This is in addition to the one card you normally get to play. Example: You have Ford Perfect in play. You draw Heart of Gold and Trusty Towel. You get to play both cards... Heart because you always get to play one, and Towel because the Ford card lets you.

Stealing Cards

When you steal a card in play, it remains in play but comes under your control. Stealing a card in play does not allow you to reuse a Reveal power if it has one. Cards may also be stolen directly from a players hand.

Negating Powers

Some card effects will negate the special ability of other cards. The negated cards are not discarded.

Main Characters

5 Characters are described as Main Characters. There are 2 copies of each of these cards in the deck. Only 1 copy of a character can be in play at a time.

Any power that effects a Character can also effect Main Characters.

Card List Notation

Q Quest
M Main Character
C Character
P Planet
V Vogon
E Earth
Z Zaphod
U Ultimate
H Hitch-Hiker
R Robot
F Fish
S Ship
T Thing
L Location
K Kavula

B Builder
A Advice
N Condition
RX Reveal Power
CX Continuous Power
EX Event Power
DX Discard Power
SX Sacrifice Power
AX Alignment Power
SD Search Deck for indicated type of card and put it in your hand
DH Discard hand & draw equal number of replacement cards
Place cards = Planets & Locations
FC Flip top card of the deck. If it matches the indicated type keep it. If not, discard it.
LOH Look at Opponents hand

Common Deck Card List

Card Name:	Type	Notes:
Arthur Dent	ME	EX: FC Earth cards
Ford Perfect	MH	AX: Hitchhiker cards
Trillian	ME	AX: Character cards
Zaphod Beeblebrox	MZ	AX: Zaphod cards
Marvin the Depressed Robot	MR	CX: Opponent's Hand Sizes -1
Heart of Gold	S	RX: Steal Target Planet/Loc card
Hitchhikers Guide to the Galaxy	TH	EX: FC Advice card
Mostly Harmless	EA	RX: Take control of Earth card
Infinite Improbability Drive	T	EX: DH
Things are not always what they Seem	A	RX: DH
A Brain the Size of a Planet	RT	CX: Hand Size +1
President of the Galaxy	ZK	EX: Draw 1 card & discard 1 card
The Vicinity of Betelgeuse	P	RX: SD Character
Restaurant at the End of the Universe	L	RX: Draw 2 cards
Don't Panic	AH	DX: Negate a Power targeting a Character
Prostetnic Vogon Jeltz	CV	RX: Target Opponent skips his next turn
Deep Thought	CRU	RX: SD Ultimate card
So Long & Thanks for all the Fish	AF	RX: LOH and steal one card
Life, the Universe & Everything	U	RX: Steal an Ultimate card
Humma Kavula	CK	RX: Steal a Thing card
Great Green Arkleseizure	K	RX: Steal a Character card
A Nice Cup of Tea	TE	SX: Draw 2 cards
Trusty Towel	TH	SX: Negate a Power targeting a Character
Viltvodle	PK	RX: Opponent discards 1 random card
He's Just this Guy, You Know?	AZ	RX: SD Character
Hyperspace Express Route	L	RX: Steal a Planet card
Earth	PEB	AX: Earth cards
Babel Fish	THF	EX: FC Hitchhiker cards
Dolphins	FE	SX: LOH and steal one card
Plumeting Sperm Whale	CF	RX: Play 2 extra cards this turn
Hitchin a Ride	H	RX: SD Ship card
I'm so Depressed	NR	RX: Discard target Character
Stowaway	NH	RX: Steal a Character card

Card Name:	Type	Notes:
Vogon Poetry	V	RX: Discard target Character
Vogsphere	VP	AX: Vogon cards
Vogon Constructor Fleet	VS	RX: Discard target Planet
Resistance is Useless	VA	RX: Steal a Character card
Third Arm	Z	RX: Draw 1 card
Second Head	Z	RX: Draw 1 card
Eddie the Computer	CR	CX: Hand size +1
Sirius Cybernetic Company	LR	RX: Steal a Robot card
Commander Kwaltz	VC	RX: Steal a Vogon card
Vice President Questular	ZC	EX: FC Zaphod cards
Magrathea	PUB	AX: Ultimate cards
The Ultimate Question	U	RX: DH
The Ultimate Answer	U	RX: DH
Fook & Lunkwill	CU	EX: FC Ultimate cards
Best Laid Plans of Mice	UB	RX: Play an extra card this turn
Traal	P	RX: Opponent discards 1 random card
Arcturian Megafreighter	S	CX: Hand size +1
Pan Galactic Gargleblaster	T	RX: All players must DH
Thinking Cap	T	EX: Draw 1 card & discard 1 card
Point of View Gun	TK	RX: Steal a Character card
Vogon Bureaucracy	VL	RX: Opponent must discard 3 cards
Ravenous Bug Blatter Beast of Traal	T	RX: Discard target Character
Ancient Defense System	T	RX: Discard target Ship
Brain Retriever	TU	RX: Steal a Character card
Hyperspatial Engineers	TB	AX: Planet cards
Slartibartfast	CB	RX: SD Planet card
Earth Mark II	PEB	RX: Play an extra card this turn

Quest Deck Card List

Hitchhikers Quest	Q	Have 5 Hitchhiker cards in play
Salt of the Earth	Q	Have 4 Earth cards in play
Ultimate Quest	Q	Have 5 Ultimate cards in play
Fate of the Earth	Q	Have 4 Builder cards in play
Good Companions	Q	Have 5 Main Characters in play
Vogon Supremacy	Q	Have 4 Vogon cards in play
Travel the Universe	Q	Have 5 Planets/Locations in play
Zaphod Fan Club	Q	Have 4 Zaphod cards in play
Robot Universe	Q	Have 4 Robot cards in play
Huma Kavula Power Trip	Q	Have 4 Kavula cards in play
Something Fishy	Q	Have 3 Fish cards in play

Cardset Available!!!

Thanks Ron! [Click Here](#)





Hogwarts

Introduction

Card game for 2 or more players. Based on the Harry Potter Universe.

Disclaimer

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Victory

The player with the most House points at the end of the game is the winner. The game ends when all Challenge cards have been overcome. For a shorter game cut the Challenge deck and use only part of it.

The Decks

There are 2 decks: the Common deck and the Challenge deck. Each deck contains one copy of each card on its respective card list.

Dice

A 10 sided die is needed.

Common Card Types

All common cards are either permanent or temporal. Temporal cards are discarded when played. Permanent cards stay in play from turn to turn.

Temporal cards include most Spells, Professors, Ghosts, Familiars, Events and Items. Permanent cards include Students and some others.

Challenge Card Types

Challenge cards will have one or more traits: Monster, Wizard, Stealth, Mystery, Voldemort, Quidditch

Setup

Each player begins with 3 cards in play: Harry, Hermione, and Ron. (From the Starting Character card list) The youngest player goes first.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Time Phase
2. Draw Phase
3. Recruit Phase
4. Magic Phase

5. Challenge Phase

6. Action Phase

Time Phase

Remove one wound or detention counter from any student card that has one. A student card with any wound or detention counters is considered to be inactive.

Draw Phase

Draw 2 cards from the Common deck. Max hand size is 7 cards. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Recruit Phase

You may put any permanent type cards in your hand into play. Attach permanent items & familiars to specific students.

Magic Phase

Certain common cards are used/played in this phase.

Challenge Phase

Put the top card of the Challenge deck onto the middle of the table face-up. Skip this phase if there is already 3+ Challenge cards face up.

Action Phase

You may attempt to overcome any one Face-up Challenge card. To attempt, at least one of your main characters must be active. If there is Challenge worth zero House points available, you must choose it.

Roll 1D10. This is the Challenge roll. Add bonuses to the roll from any active cards you have in play. You may play (discard) Temporal cards for additional bonuses.

Your opponent may play certain Temporal cards to decrease your roll. If your roll is equal to or greater than the Difficulty level of the Challenge card, you overcome the challenge and get to put it in your Victory pile. If you fail, put 3 detention or 3 wound counters (the Challenge Card will say which) on one of your active student cards.

A student card with any wound or detention counters is considered to be inactive.

Starting Character Card List

Card Name:	Type	Type	Notes
Harry Potter	S	P	+5 to Quidditch & Voldemort Challenges
Hermione Granger	S	P	+4 to Mystery & Class Challenges
Ron Weasley	S	P	+3 to Chess Challenges

Common Deck Card List

Card Name:	Type	Type	Notes
Aid of McGonagall	P	T*	Draw 3 Common Cards
Outwit Crabbe & Goyle	E	T*	Look at Opponents Hand
Aid of Dumbledore	P	T	+5 vs Voldemort & Wizard Challenges
Nearly Headless Nick	G	T*	Look at next 2 cards in Challenge Deck
Hedwig the Owl	F	P*	Discard 2 Common cards to draw 1 card
Phoenix Wand	I	P	+1 vs Monster Challenges
Sorting Hat	I	T*	Take any one card from the Common deck
Fred & George	S	T	+5 to Stealth Challenge
Neville Longbottom	S	P	-1 to Wizard Challenges
Madam Pomfrey	W	T*	Remove all Wound Counters from Student
Mandrake Root	I	T*	Remove all Wound Counters from Student
Secret Passage	I	T*	Remove all Detention Counters from Student
Mr & Mrs Weasley	W	T*	Draw 3 Common cards
Moaning Myrtle	G	T	+5 to Mystery Challenge
Scabbers	F	P	Useless: Does nothing
Magical Mishap	E	T	-3 to Class Challenge
Magic Harp	C	T	+5 vs Monster Challenge
Oliver Wood	S	T	+3 to Quidditch Challenge
Lightning Scar	I	T	+5 vs Voldemort Challenge
Broom Ensnorcelled	C	T	-3 to Quidditch Challenge
Visit Gringotts	E	T	+3 vs Mystery Challenge
Invisibility Cloak	I	T	+5 to Stealth Challenge
Nimbus 2000	I	T	+5 to Quidditch Challenge
Catch Golden Snitch	I	T	+5 to Quidditch Challenge
Hit by Bludger	I	T	-3 to Quidditch Challenge
Dark Wood Centaurs	W	T	+5 vs Voldemort Challenge
Rumor Mill	E	T*	Look at next 3 cards in Challenge Deck
Hagrid's Secrets	W	T*	Look at next 5 cards in Challenge Deck
Divination Class	W	T*	Look at next 7 cards in Challenge Deck
Polyjuice Potion	I	T*	Look at opponent's hand
Owl Mail	E	T*	Draw 2 Common cards
Chocolate Frogs	I	T	Worth 1 HP in your hand at end of game
Every Flavor Beans	I	T	Worth 1 HP in your hand at end of game
Knuts & Galleons	I	T	Worth 1 HP in your hand at end of game
Petrificus Totalus	C	T	+5 vs Wizard Challenge
Wingardium Leviosa	C	T	+5 vs Monster Challenge
A History of Magic	I	T	+3 vs Mystery Challenge (Book)
Herbology Class	E	T	+9 vs Plant Challenges
Platform 9 $\frac{3}{4}$	E	T*	Look at next 7 cards in Common Deck
Hogwarts Express	E	T	Take another turn
Diagon Alley	E	T*	Draw 3 Common cards
Remembrall	I	T*	Look at next 5 cards in Common Deck

Card Name:	Type	Type	Notes
Willow Wand	I	P	+1 vs Wizard Challenges
Mahogany Wand	I	P	+1 vs Stealth Challenges
Gryffindor's Sword	I	T	+5 vs Monster Challenges

P Permanent**T** Temporal**S** Student**I** Item**E** Event**C** Charm (Spell, Enchantment)**W** Wizard**G** Ghost**F** Familiar***** In Magic Phase

Challenge Deck Card List

Card Name:	DL	HP	CD	Type
Destroy Tom Riddle	9	50	W	V
Escape Voldemort	9	40	W	V
Bypass Fluffy	8	10*	W	M
Defeat the Mountain Troll	6	10	W	M
Outwit Lucius Malfoy	7	Z	D	W
Free Dobby the House Elf	6	(+3)	D	W
Quidditch Cup Match	9	50	W	Q
Defeat Professor Quirrell	9	50	W	V
Recover the Sorcerer's Stone	9	50	W	V
High Marks on Exams	8	30	(-2)	C
Quidditch vs Slytherin	8	25	W	Q
Quidditch vs Ravenclaw	7	25	W	Q
Quidditch vs Hufflepuff	6	25	W	Q
Escape Whomping Willow	8	Z	(-20)	Plant
Caught out at Night	7	(+2)*	D	S
The Secret of Nicholas Flannel	7	(+3)	(-2)	Y
Hide Norbert	7	Z	(-20)	S
Reveal Lockhart's Mischief	6	40	D	Y
Capture Cornish Pixies	5	5	None	M
Library Restricted Section	6	L	D	S
Defeat the Basilisk	9	50	W	M
Life-sized Wizard's Chess	7	10*	W	Chess
Mirror of Erised	9	(+1)	D	Enchantment
Avoid Filch & Mrs Norris	6	(+2)	D	S
Escape the Wrath of Snape	8	Z	(-10)	W
Secret of the Basilisk	8	30	W	Y
Potions Class	8	(+1)	(-10)	C
Transmutations Class	5	10	None	C
Charms Class	6	10	None	C
Defense vs Dark Arts Class	6	10	D	C
Find the Chamber of Secrets	9	50	(-2)	Y
Winged Keys Challenge	8	10*	W	Q
Devils Snare Challenge	7	10*	W	Plant
Late to Class	6	(+1)*	(-5)	C
Escape the Spiders	9	L	W	M
Wizard Duel vs Draco	7	5	W	W
Draco's Trickery	7	Z	D	W
Peeves Disturbance	7	Z*	D	G
Trouble with the Dursleys	6	(+2)	(-3)	S

DL Difficulty Level

HP House Points

CD Cost of Defeat

W Wounds

D Detention

Z Opponent discards 3 random cards

L Look at the next 5 cards in the Challenge Deck

(-X) Lose X House Points if you fail the Challenge

(+X) Draw X Common Cards if you overcome the Challenge

(-X) Discard X Common Cards if you fail the Challenge

C Class

S Stealth

W Wizard

M Monster

Y Mystery

Q Quidditch

* You may immediately attempt another Challenge if you succeed.





Holmes

Introduction

Card game for 2-4+ players. Sherlock Holmes Theme.

Victory

Be the first player to accumulate 5 Case Tokens.

Case Tokens

Players share a common set of Case Tokens.

The Deck

Players share a common deck.

The Board

The Board has 7 spots for cards, one spot for each suite. These are called the "Suite Spots".

Setup

Create 7 mini-decks, one for each suite. For each suite, randomly select one card; keep its identity hidden from all players, and place it in its corresponding Suite Spot on the board. Shuffle the remaining cards of the mini-decks together to form the common deck.

Special Ability Table

Card Type:	Ability:
Mystery	Draw 2 cards
Sherlock	Look at the next 5 cards in the deck
Help	Draw 1 card and target opponent discards 1 random card
Action	Opponent discards 2 cards from his hand of his choice
Method	Look at target opponent's hand
Clue	Steal 1 random card from opponents hand
Locale	Draw 3 cards. Keep 1 and discard the other 2

Sleuth Phase

You may solve a Case. To do this, you must play, all at once, seven cards, one of each of the seven card types. No two cards in the Case may have the same Rank number.

If you solve a case Gain a Case Token, and discard the Case Cards.

Deduction Phase

You may guess the rank of a specific card on the Board (one of the 7 Suites). Look at the card secretly. If you are wrong, discard your hand and you may not

Each player is dealt 5 cards. The player with the highest IQ goes first.

Deduction Notes

Players will want to have paper and pencil on hand to keep track of which cards of what Rank they have seen for each suite, to deduce the remaining cards in the Suite Spots.

Turn Sequence

Players take turns. Each turn has 5 Phases: Investigate Phase Action Phase Sleuth Phase Deduction Phase Retire Phase

Investigate Phase

Draw 2 cards from the deck and put them in your hand. If the deck runs out, shuffle the discard and draw from it. If you have 4 or less cards in your hand (before drawing) draw 1 extra card.

Action Phase

You may play (discard) one card from your hand to activate its special Ability

at a later time attempt to "guess" that card. If you are right, show the card to all players and then put it in the discard. Gain 1 Case point for guessing correctly. (Now there is one less Suite card for players to guess). You may choose not to guess, if so, draw 1 card and discard any 1 card from your hand, OR you may, for 15 seconds look at the cards in the discard.

Retire Phase

Max hand is 9 cards. Discard excess cards. Important Note: The discard (and deck) is kept face down.

Card List Notation

X Mystery
S Sherlock
H Help

A Action
M Method
C Clue
L Locale

Elementary Deck Card List

Card Name:	Type	Rank
Adventure of the Empty House	X	1
The Hound of the Baskervilles	X	2
A Study in Scarlet	X	3
The Sign of the Four	X	4
The Blanched Soldier	X	5
The Man with the Twisted Lip	X	6
Adventure of the Copper Beeches	X	7
A Scandal in Bohemia	X	8
The Lions Mane	X	9
The Mazarin Stone	X	10
The Musgrave Ritual	X	11
The Gloria Scott	X	12
The Valley of Fear	X	13
Legendary Sleuth	S	1
Powers of Deduction	S	2
Consulting Detective	S	3
Cambridge Man	S	4
Cold Exterior	S	5
Intellectual	S	6
Eccentric Bohemian	S	7
Arrogant	S	8
Patriot	S	9
Tobacco & Cocaine	S	10
Scientific Savvy	S	11
Powers of Observation	S	12
Manic Depressive	S	13
Fisticuffs	A	1
Carriage Chase	A	2
Sword Fight	A	3
Pistol Shots	A	4
Race against Time	A	5
Rescue Damsel	A	6
Explosion	A	7
Accident	A	8
Storm	A	9
Fox Hunt	A	10
Break into House	A	11
Conceal Evidence	A	12
Hand to Hand Combat	A	13
Doctor Watson	H	1
Scotland Yard	H	2
English Bobbies	H	3
Blood Hound	H	4
Informants	H	5
Baker Street Irregulars	H	6

Card Name:	Type	Rank
Decoy	H	8
Messenger	H	9
Document	H	10
Irene Adler	H	11
Inspector Lestrade	H	12
Witness	H	13
Forensic Science	M	1
Logical Reasoning	M	2
Acting & Disguise	M	3
Exact Science	M	4
Methodical Thought	M	5
Elaborate Trap	M	6
Autopsy	M	7
Induction	M	8
Inference	M	9
Analytical Chemistry	M	10
Hand Writing Analysis	M	11
Ballistics	M	12
Crime Scene Examination	M	13
Baker Street	L	1
Morgue	L	2
Mansion	L	3
Great Estate	L	4
House of Lords	L	5
Piccadilly Square	L	6
Tower of London	L	7
Pub	L	8
Theatre	L	9
English Countryside	L	10
Docks	L	11
Whitechapel	L	12
East End	L	13
Small Details	C	1
Ticket Stub	C	2
Motive	C	3
Alibi	C	4
Red Herring	C	5
Pawn Shop Receipt	C	6
Blood Stain	C	7
Footprints	C	8
Ledger Book	C	9
Trace of Poison	C	10
Newspaper	C	11
Fingerprints	C	12
Question Suspect	C	13

Card Name:	Type	Rank
Mycroft Holmes	H	7

Card Name:	Type	Rank





Holyquest

By C Gerard Luft

Introduction

This one player game was originally used as a solo adventure system for HOLYQUEST Fantasy RPG (which uses FUDGE). But it is simple enough for any-

one to pick up and play as a solo card and dice game. You play a group of four adventurers fighting evil in dungeons and wilderness settings. This game was designed using four fudge dice for attack/ defense and skill resolutions. Below is a chart for using ordinary six sided dice:

Fudge Dice Conversion Table

1D6	1DF
1	-1
2	-1
3	0

1D6	1DF
4	0
5	+1
6	+1

Example: If you roll 4DF with 4D6 and get 1 (-1), 5(+1), 4 (0) and 6 (+1) your roll result would be +1 (-1+0+1+1=+1)

The Noble Adventurers

You begin the game with one of each Character Card:

- knight power 4
- scout power 2,
- detect traps skill
- minister power 1 (may only defend)
- healing skill
- prophet power 0
- guided missile skill
- hide skill

Power

Power is the number that character adds to his attack or defense rolls in combat.

Skills

One skill may be used each turn. To succeed at a skill roll 4DF. On a 0 or +1 and better, the skill is successful.

Detect Traps Skill

If successful, the Scout detects a trap card played, and the party avoids it

Healing Skill

If successful, the injured character being healed is relieved of one hit

Guided Missile Skill

If successful, one target receives 1 Hit

Hide Skill

If Successful, the entire party goes unnoticed by opponents. When the Knight and Scout go to attack, they become visible, and can be attacked. But the Minister and Prophet remains unnoticed until they use a skill during that combat turn.

The Turn

Draw Phase

The player draws 4 cards from the MONSTER DECK. All 4 cards are brought into play.

Dungeon/ Wilderness Phase

If a Dungeon or Wilderness card is drawn it is played onto the table, and remains there until another dungeon or wilderness card is drawn in the following turns. If more than one dungeon or wilderness is drawn in the same turn, only the first card is played. The other cards are discarded.

Trap Phase

If any traps are drawn, make a Detect Traps Skill Roll for the Scout for each trap present. If a trap is detected, it is discarded. If it is not, then each player takes one hit, and that card is then discarded. (See Damage below).

Monster Combat Round Phase

All monsters drawn that turn must be combated at the same time. The good guys go first.

Attack And Defense:

The attacker rolls 4DF and adds their POWER to the roll. The defender then rolls 4DF and adds his POWER to the roll. If the attacker's modified roll is greater than the defender's modified roll, then he scores a Hit (see DAMAGE below). If the defenders are not yet defeated, they may now attack, repeating the process above.

Damage:

When a creature takes a hit, the card is SIDED (tilted 90 degrees). Until healed that character has a -1 to its power. If that character takes another hit, the card is then rotated upside down. Until healed,

it has -2 to its Power. If it then takes a third hit, it is defeated (defeated adventurers are removed from the game, and defeated monsters are discarded). The MONSTER COMBAT ROUND repeats itself until one side is defeated. Once combat is concluded the turn begins again. If the MOSTER DECK runs out of cards, reshuffle.

Monster Deck

Number in Deck

M Monster

T Trap

D Dungeon

W Wilderness

CARD NAME	#	TYPE	POWER	NOTES
GOBLINS	4	M	2	
DWARF	4	M	2	
SKELETON	4	M	2	
ELF	4	M	3	
ZOMBIE	4	M	3	
GHOUL	4	M	3	
WRAITH	4	M	4	
WEREWOLF	2	M	5	
OGRE	2	M	5	
TROLL	2	M	6	
WYVERN	2	M	6	
COCKATRICE	2	M	6	
GIANT	2	M	7	
CHIMERA	2	M	7	
BASILISK	2	M	7	
DRAGON	1	M	8	
TRAP	4	T	1	HIT
HIGH WALL	1	D	-1	EXCEPT FOR GIANTS AND FLYING CREATURES
LOW WALL	1	D	-1	ELF, GOBLIN AND DWARF
HUT	1	D	+1	WEREWOLF
MAUSOLEUM	1	D	+1	UNDEAD
QUAGMIRE	1	D	-1	ALL CREATURES
STAKE BARRIER	1	D	-2	ALL CREATURES
BRIARS	1	W	-1	EXCEPT ELF AND FLYING CREATURES
HEDGE ROW	1	W	-1	DWARF AND GOBLIN
HILL	1	W	+1	DWARF
FOREST	1	W	+1	ELF

Victory Deck

For each single combat you win, you may draw one card from the victory deck.

The Experience Points (ep) are collected as one party. They are required for certain skill prerequisites, but they are not used to purchase skills (example, if the group has 30 ep, they may attach to the appropriate group member skills with a prerequisite of 30 ep). Skill Cards and blessed arms and armor cards

are attached to one character and remains with him (providing he makes the prerequisites) until he may be defeated in combat.

- number of cards in the deck Pr - Prerequisite
#ep - This is the number of experience points the group must currently have to use this card K, S, M, P - This card is applied to this character: Knight, Scout, Minister, or Prophet respectfully Notes - What the card imbues to the character it is attached to

CARD NAME	#	Pr	Notes
2 Experience Points	40	-	-
Blessed Arms and Armor +1	2	K, S	+1 Power
Blessed Arms and Armor +2	2	K, S	+2 Power
Blessed Arms and Armor +3	2	K, S	+3 Power
Blessed Arms and Armor +4	2	K, S	+4 Power
Blessed Arms and Armor +5	1	K, S	+5 Power
Healing Draught	10	K, S	Removes 1 hit
Light Skill	1	10 ep	M Blinds 1 opponent: -4 Power
Sneak Attack Skill	1	20 ep	S Instantly kills 1 creature*
Advanced Healing Skill	1	20 ep	M Heals 2 hits
Call Down Fire Skill	1	20 ep	P Inflicts 1 hit on all opponents in battle
Deadly Hail Skill	1	40 ep	P Inflicts 2 hits to all opponents in battle
Word of Authority Skill	1	40 ep	M Causes 1 creature to surrender
Advanced Combat	1	20 ep	K Power: 5
Weapons Master	1	40 ep	K Power: 6
Raise Dead	1	60 ep	M Raises 1 Character from the Dead
Pronounce Death	1	60 ep	P If Successful, 1 opponent is instantly defeated

* can only be used on the 1st turn of combat

Short Game - Slay The Dragon:

When the Dragon is dead the game is won.

Campaign -

Play like an on going chess game: when you have to break, try to leave the cards in the position they were at, so you can return to it later. This is ideal if you use the THOTH PROGRAM, which has a save function.

Card Images are available at: [this page](#)

Winning

LONG GAME: When the group acquires 80 ep they win
SHORT GAME - EP: Set a ep amount of a lower value





Hong Kong Phooey

Introduction

Trump taking Card game for 2 or 4 players. Based on the Hanna Barbara Cartoon Honk Kong Phooey.

Disclaimer

Hong Kong Phooey is a copyrighted, licensed product. This is merely a fan site.

Winning

The player with the lowest score after 4 Rounds wins the game.

The Deck

Players share a common deck. The deck has 4 suites: Hong Kong Phooey Friends Villains Extras There are 10 cards in each suite numbered 1 to 10.

Setup

Deal out the entire deck. In a 2 player game, each player gets a hand of 20 cards. In a 4 player game each player gets a hand of 10 cards.

Before any hands are played each player takes 3 cards and gives them to the player on his right.

Card List

Card Name	Suite	Number
Penrod Pooch Undercover	H	1
Mild Mannered Janitor	H	2
Alter Ego Penry	H	3
Anthropomorphic Dog	H	4
Crime Fighter	H	5
Masked Martial Artist	H	6
Master of Kung Fu	H	7
Super Tough	H	8
Quicker than the Human Eye	H	9
Number One Super Guy	H	10
Telephone Operator	F	1
Sergeant Flint	F	2
Rosemary	F	3
Sarge	F	4
The Mystery Maverick	F	5
Posse Impossible	F	6
Honcho	F	7

Turn Sequence

The player with the Penrod Pooch Undercover card plays it first. Play proceeds clockwise. Cards must be played to the same suite if possible.

(If not possible, any card can be played) When all players have played a card, it is considered a phase. The player who played the highest Card in suite captures all the cards in the phase and plays the first card in the next phase. When all players have no cards left in their hand, it is considered a round.

Players score at the end of the round. A player gets 1 point for each villain they captured. The player who captured the Hong Kong Phooey Chop card gets 10 points.

The Green Pagoda Rule

If a player captures the Honk Kong Phooey Chop card, and all of the Villain cards, He scores no points and all of his opponents score 20 points.

Card List Suite Notation

- H** Hong Kong Phooey
- F** Friends
- V** Villains
- X** Extras

Card Name	Suite	Number
The Gumdrops Kid	V	1
The Giggler	V	2
The Incredible Mr. Shrink	V	3
Green Thumb	V	4
Grandma Goody	V	5
Dr Disguiso	V	6
Professor Presto	V	7
Goldfisher	V	8
The Voltage Villain	V	9
Mr. Tornado	V	10
Filing Cabinet Exposition	V	1
Bumbling Antics	V	2
Police Department	V	3
Rink Dinky Doo	V	4
Phooey Mobile	V	5
Bong of the Gong	V	6
Accidental Hero	V	7

Card Name	Suite	Number
Spot the Pet Cat	F	8
Loyal Cat	F	9
Feline Sidekick	F	10

Card Set Available

Thanks Ron! [Click Here](#)

Card Name	Suite	Number
Hong Kong Phooey Chop	V	8
Book of Kung Fu	V	9
Spot Saves the Day	V	10

Links

[Wikipedia](#)





Horcrux Hunters

Introduction

Card game for 2+ players based on the Harry Potter Universe. Voldemort has created 7 Horcruxes, each one containing a piece of his soul. In order to defeat him, you must destroy all his Horcruxes first.

Victory

Kill Voldemort after all 7 Horcruxes are destroyed. If you killed Voldemort but did not destroy the most Horcruxes, You must share the victory with player who did.

Disclaimer

Harry Potter is a licensed, copyrighted property. This is merely a fan site.

The Deck

Players share a Common Deck. There are 4 Types of Cards:

- H** Horcrux
- A** Action
- C** Character
- S** Special

Setup

Shuffle the Deck. Each player is dealt 5 cards. The most magical player goes first.

Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Destruction Phase
2. Horcrux Phase
3. Action Phase
4. Draw Phase

Destruction Phase

If you have a Horcrux in play, you may play the cards needed to Destroy it. The Horcrux card then goes into your Victory Pile. The non-Horcrux cards used do not produce their other effects

Horcrux Phase

You may play a Horcrux card from your hand. Place it on the table face-up in front of you. It is in your possession.

Action Phase

You may play up to 3 Action cards from your hand. Note: Some Special cards and Character cards can be used like Action cards in this phase.

Draw Phase

Fill your hand to 5 cards if it contains less than 5. Max hand size is 7 cards. Discard excess cards. If the deck ever runs out, shuffle the discard and draw from it.

Tom Riddle's Diary

To destroy this Horcrux you must play:

1. Harry Potter
2. Basilisk Fang

Ravenclaw's Diadem

To destroy this Horcrux you must play:

1. Fiendfyre or Fang
2. Harry Potter
3. Ron Weasley

Lightning Scar

To destroy this Horcrux you must play:

1. Killing Curse
2. Harry Potter
3. Voldemort
4. Phoenix Tears

Nagini The Snake

To destroy this Horcrux you must play:

1. Gryffindor's Sword or Killing Curse or Fiendfyre
2. Neville Longbottom

Marvolo Gaunt's Ring

To destroy this Horcrux you must play:

1. Gryffindor's Sword
2. Albus Dumbledore

Slytherin's Locket

To destroy this Horcrux you must play:

1. Gryffindor's Sword
2. Ron Weasley
3. Harry Potter

Hufflepuff's Cup

To destroy this Horcrux you must play:

1. Hermonie Granger
2. Basilisk Fang

Death Of Voldemort

To kill Voldemort all 7 Horcruxes must first be destroyed, Then you must play:

1. Harry Potter
2. Voldemort
3. Elder Wand
4. Killing Curse

The Common Deck

Card:	Type:	Copies	Notes:
Tom Riddle's Diary	H	1	
Marvolo Gaunt's Ring	H	1	
Ravenclaw's Diadem	H	1	
Helga Hufflepuff's Cup	H	1	
Slytherin's Locket	H	1	
Lightning Scar	H	1	Living
Nagini the Snake	H	1	Living
Basilisk Fang	S	2	Venom
Killing Curse	S	2	Spell
Fiendfyre	S	1	Spell
Gryffindor's Sword	S	3	
Albus Dumbledore	C	2	Search Discard for any 1 Card
Harry Potter	C	3	Draw 3 Cards and Keep 2
Voldemort	C	2	Draw 2 Cards. Opponent Discards 2 Cards
Hermonie Granger	C	2	Draw 5 cards and Keep 1
Ron Weasley	C	2	Shuffle the Discard into the Deck
Neville Longbottom	C	2	Draw 1 Card
Phoenix Tears	S	2	Search Discard for 1 Character
The Elder Wand	S	2	Opponent must discard 1 random card
Chamber of Secrets	A	1	Search Deck for Fang or Harry or Diary
Ginny Weasley	A	1	Search Deck for Harry or Diary or Ron
Corruption	A	1	Opponent Discards 2 Random Cards
Possession	A	1	Steal 2 random cards from opponent's hand
Soul Drain	A	1	Steal 1 random cards from opponent's hand
Soul Fragment	A	1	Opponent Shows Hand. Discards 1 Horcrux
Stolen	A	1	Steal a Horcrux in Play
Soul Manifestation	A	1	Shuffle a Horcrux in play back into the Deck
Taunting Illusions	A	1	Discard a Horcrux in Play
Isolated	A	1	Negate an Action Card
Defend Itself	A	1	Place Horcrux in Play on top of Deck
Deadly Curse	A	1	Opponent Shows Hand. Discards 1 Character
Unbreakable	A	1	Place Horcrux back in owners Hand
Powerful Enchantments	A	1	Place Horcrux in Play into your Hand
Felix Felicis	A	1	Search the Discard for Voldemort or 1 Horcrux
Mundungus	A	1	Search Deck for Albus or Ring or Sword
Gringott's Bank	A	1	Search Deck for Cup or Hermonie or Fang
Battle of Hogwarts	A	1	Search Deck for Diadem or Nagini or Cup or Wand
Room of Requirement	A	1	Search Deck for Diadem or Fiendfyre or Fang
Draco Malfoy	A	1	Search Deck or for Fiendfyre or Albus or Wand
Snape	A	1	Search Deck or Discard for Albus or Voldemort
Quirinus Quirrell	A	1	Search Deck or Discard for Voldemort or Harry
Hogwarts	A	1	All Players draw 2 cards

Card:	Type:	Copies	Notes:
Ministry of Magic	A	1	All Players discard 2 cards
Order of the Phoenix	A	1	Draw 2 Cards
Pensieve	A	1	Take 2 Random cards from the Discard
Deathly Hallows	A	1	Search Deck for Wand or Cloak or Stone
Forbidden Forrest	A	1	Search Deck for 1 Character
Visions	A	1	Search Deck for 1 Horcrux
Invisibility Cloak	A	1	Draw 1 Card. Opponent Shows Hand
Resurrection Stone	A	1	Search Deck for Ring or Harry or Albus
True Master	A	1	Search Deck for Wand or Albus or Harry
False Vision	A	1	Opponent discards 2 Random Cards
Occlumency	A	1	Play to prevent a Steal or Discard
Death Eaters	A	1	Opponent discards 2 Random Cards
Mission	A	1	Opponent Shows Hand. Steal 1 Card
Prophecy	A	1	Draw 1 Card. Look at next 10 cards in Deck





Horrible Hordes

Introduction

Fantasy Board game for 1-6 Players.

Game End

The game ends after 20 Rounds.

Victory

At the end of the game, the player with the most Units (Settlements, Armies, and Castles) plus Victory Tokens wins. Players share a common set of Victory Tokens.

Cooperative Play

You cannot attack your opponents units.

Turns & Rounds

A round is complete when each player has had 1 turn.

The Board

The Board is a 10 x 10 Grid of squares (Also called Spaces).

Terrain Tiles

There are 50 Terrain Tiles. There are 10 Tiles for each of the 5 Types:

- Mountain (Stone)
- Forest (Wood)
- Farms (Food)
- Hills (Metal)
- Swamp (Magic)

Board Setup

At the beginning of the game place the Tiles on to the map randomly in a checkerboard pattern.

Horde & Hit Counters

There is a pool of Horde Counters. Each is unique. The list is at the end of the ruleset. Each Counter has the name of the Horde plus 4 Traits:

1. Type (Humanoid, Undead, or Monster)
2. Attack (Target roll this Horde needs to get or higher to hit)
3. Defense (Subtracted from player attack rolls vs this Horde)
4. Hits (Number of Hit Counters placed under this Horde)

When a Horde is first placed on the map the indicated number of Hit Counters are stacked underneath it. The Horde Counter is discarded back to the pool when it has no more Hit Counters left.

Player Settlements And Armies

Each player has a set of Army Tokens and Settlement Markers of a Unique color.

Castles

Players share a common set of Castle Markers.

Dice

Six and Ten Sided Dice are Needed.

Time Track

There should be a Time Track of 20 Spaces and a Time Marker to keep track of what round it is.

Resource Chits

Players share a common set of Resource Chits:

- Stone (Grey)
- Wood (Brown)
- Food (White)
- Metal (Blue)
- Magic (Red)
- Gold (Yellow)

Player Sheets

Each player gets a Player Sheet. The Sheet should include: — The Kingdom List — The Ability List Players should mark off what Kingdom they are and what Abilities they have when they get them.

Adjacency Rules

Spaces that share a line (orthogonal) are Adjacent. Spaces connected by a point (diagonal) are not Adjacent.

Setup Locations

Players roll high on 1D10 to see who goes first. Each player rolls 1D10 x 1D10 (X & Y Coordinates) to see where they put their first Settlement. If playing solo put your settlement in the middle of the board.

Settlements cannot be within 2 spaces of each other. If so Reroll (and if necessary select an available spot). In reverse order players pick which Kingdom they are and mark it on their player Sheets.

For each player place 1 Horde: First Draw 1 Horde Counter from the Horde Pool. Second Roll for coordinates. Third place the Horde counter there with the indicated number of Hit Counters stacked under it.

These starting Hordes cannot be placed on or adjacent to a Settlement and not on another Horde. Reroll coordinates if it would.

Setup Resources

Shuffle the Event Deck. Players pick their Colors (Army & Settlement Sets). Each player gets 1 Chit for each of the 5 Resource Types.

Each player gets a Castle and 2 Armies. These are placed in the same space as his first Settlement.

Turn Sequence

Players take turns. Each turn has 11 Phases:

- Event Phase
- Resource Phase
- Trade Phase
- Settle Phase
- Fortify Phase
- Train Phase
- Move Phase
- Attack Phase
- Research Phase
- Spawn Phase
- End Phase At the end of a Round (all Players have taken 1 turn) there will be a Horde Segment and a Raid Segment.

Event Phase

Roll once (1D10) on the Event Table.

Resource Phase

First, Gain 3 Free Resources of any type. For each Terrain occupied by one of your settlements gain 1 extra Resource of the type produced by that terrain. For instance if you occupied 2 Swamps and a Mountain, you would get a 1 extra Stone and 2 Magic Resource Chits.

If a Settlement is in a Clear Space it gains 1 Gold as its resource.

Trade Phase

You may convert 2 Gold into 1 Resource of any other type. You may Trade/Gift Resources with other players who have settlements adjacent to yours.

Settlement Phase

You may build 1 Settlement. The settlement must be in a space adjacent to one of your other settlements. The space may not be occupied by any Hordes or Units controlled by your opponents.

Max 1 settlement per space. The cost to build the Settlement is 2 Food and 3 Wood.

Fortify Phase

You may build 1 Castle. It must be on one of your settlements. Max of 1 Castle per space.

The cost to build the Castle is 4 Stone.

Train Phase

You may build Armies. Armies start on one of your Castles. Each castle can train a max of 1 Army per turn.

The cost to train an Army is 1 Food, 2 Metal, and 1 Wood.

Move Phase

You may move your Armies. It costs 1 Food to move all the Armies in 1 Stack. An Army can move to an Adjacent space.

An Army can be moved only once per turn. Stacking Limit: You may stack a max of 4 Armies in 1 Space. You cannot move into a space occupied by units of another player.

You may move into a space occupied by a Horde.

Attack Phase

If your armies and a Horde occupy the same space, there will be a Battle: Roll 1D10 for each Army Token and each Hit Counter the Horde has. On a roll of 6+ an Army will kill 1 opposing Hit Counter of the Horde. Subtract the Monsters Defense Rating from your roll.

Hordes will kill an Army on a roll of X+ where X is the Hordes Attack Rating as Listed on the counter. If after all rolls are made, units from both sides remain, all survivors roll to attack again. Gain a Victory Token every time you destroy a Horde Stack.

Research Phase

Pick one Ability from the Research List. You may gain an extra Ability for the cost of 10 Resources. A player cannot have multiple copies of an ability.

Spawn Phase

A New Horde Appears on the Map: First- Draw 1 Horde Counter from the Horde Pool. Second- Roll for coordinates. Third- place the Horde counter there with the indicated number of Hit Counters stacked under it.

The Horde cannot be placed on a Space occupied by a Player unit or Horde. If it would, no Horde is placed. After turn 10 two Hordes appear on the map!

End Phase

Max Resource Chits you can hold is 7. Discard excess Chits.

Horde Segment

This takes place at the end of a Round. Each Horde will Move under the following rules: Check for each Horde in turn starting with the one with the fewest Hit Counters and so on. If there are ties roll high on 1D10 to resolve. Hordes will not move into spaces containing other Hordes.

A Horde will first try move into an adjacent space containing an undefended Settlement. Next the Horde will pick a Space containing a Settlement & Armies.

Next the Horde will pick a Space containing just Armies.

Next the Horde will pick a Space containing a Castle with no Armies.

Next the Horde will pick a Space containing a Castle & Armies.

If no Player Units are available, it will go for a space that is adjacent to as many player occupied spaces as possible. Hordes will move once, except for Monster Hordes who will move a second time if they don't immediately encounter a player unit.

Raid Segment

Played immediately after Horde Segment. This is Handled exactly like Attack Phase except that now Castles and Settlements are involved in the Battles. They function similar to Armies except that Settlements hit on a roll of 8+ and Castles hit on a roll of 7+. Hordes must attack Castles first, Armies second, and Settlements third.

Castles must be Hit twice before they are destroyed. Gain a Victory Token every time you destroy a Horde

Event Table

#	Name:	Notes:
1	Heroes	Gain 1 Army
2	Expansion	Gain 1 Settlement
3	Lore	Gain 1 Ability
4	Awaken Horde	Spawn 1 Horde
5	Stockpile	Gain 1D6 Wood

Research List Notation

AMP Army must be present in target space

LRA Long Range Attack: One Attack into an adjacent space by an

Army or a Castle: Hits on a roll of 7+

DBA During Battle in which you have an army present

TSOA Target Stack of Armies

Ability Research List

Stack.

Undead Horde Special Rules

If an Undead Horde fights in a battle and is not destroyed completely, it will gain a number of Hit Counters equal to the number of player units it destroyed.

Humanoid Horde Special Rules

Humanoids in Swamps or Hills get +1 to Attack rolls and +1 to their Defense.

Wiped Out

If your last settlement gets wiped out, you may start over in any unoccupied space with a new Kingdom. Lose any remaining units you may have. Lose any Abilities you had previously gained.

Start with units and resources as if it was the beginning of the game.

Ability Usage Limits

Some Abilities like "Mythic Saga" give a one time Benefit only.

Some Abilities like "Holy Water" give a constant permanent bonus.

Some Abilities like "Green Thumb" go off only once per round.

Some Abilities like "Roads" can be used whenever needed/desired.

Conversion Abilities like "Druids" may be used up to their stated limit each round.

Spells and Abilities that have a activation cost everytime they are used can only be used a max of once per round.

#	Name:	Notes:
6	Harvest	Gain 1D6 Food
7	Quarry	Gain 1D6 Stone
8	Rich Vein	Gain 1D6 Metal
9	Mana Crystals	Gain 1D6 Magic
0	Treasure Trove	Gain 1D6 Gold

TSTR Target Space this Round

MOSP Max One Use per Stack per Phase

OPB Once per Battle

OTO One Time Only (Can't be used again)

XX You still have to pay the regular build cost for them

ZZ Instead of its programmed move

* Spell

Ability:	Notes:
Green Thumb	Gain 1 extra Food per Turn
Trade Routes	Gain 1 extra Gold per Turn
Furnaces	Gain 1 extra Metal per Turn
Sawmills	Gain 1 extra Wood per Turn
Pulleys	Gain 1 extra Stone Per Turn
Astrology	Gain 1 extra Magic per Turn
Druids	Convert up to 3 Wood into Magic per Turn
Alchemy*	Convert 2 Metal into 3 Gold
Stoicism	Costs no Food to train Armies
Great Bows	Armies get Attack +1 but cost 1 extra Wood
Skirmishers	Army Stack gets 1 extra Attack at start of Battle
Holy Water	Armies Attack +1 vs. Undead
Nets	Armies Attack +1 vs. Monsters
Veteran Soldiers	Armies Attack +1 vs. Humanoids
Vaulted Arches	Castles cost 1 less Stone
Fine Swords	Armies get Attack +1 but cost 1 extra Metal
Mercenaries	Buy up to 1 Army per turn for 5 Gold
Cavalry	Armies can move 1 extra Space
Forced March	Cost 1 Food: Stack can Move and Attack again
Fighting Withdrawal	Beginning of Horde Segment you may Move 1 Army Stack
Scouts	Armies can move Diagonally
Shield Wall	Armies Defense +1 vs. Humanoids
Pikes	Armies Defense +1 vs. Monsters
Clerics	Armies Defense +1 vs. Undead
Berserkers	Armies Attack +1 but Defense -1
Heavy Armor	Armies get Defense +1 but cost 1 extra Metal
Roads	Armies can move through settlements without stopping
Bridges	Armies can move 1 extra Space
Outposts	Build Castle without a underlying settlement AMP
Earthworks	Castles get +1 Hits each
Decoys	Cost 1 Wood: Negate 1 Hit on Army Stack OPB
Field Fortifications	Cost 1 Stone: Negate 1 Hit on Army Stack OPB
Illusions*	Cost 1 Magic: Negate 1 Hit on Army Stack OPB
Priests	Convert up to 3 Food into Magic per Turn
Craftsmen	Cost 3 Wood or Stone: Gain 1 Victory Token
Mythic Saga	Gain 5 Victory Tokens OTO
Bards & Minstrels	Gain 1 VT every Round you lose an Army or Castle
Militias	Settlements get Attack +1
Marketplace	Convert up to 1 Resource per turn into any other type
Storehouses	Resource Hand Size +1
Friends	Gain 1 Army, Settlement, or Castle OTO
Great Caravan	Gain 10 Gold OTO
Garrisons	Castles get Attack +1
Barracks	You can build Armies in Settlements without Castles
Urbanization	May build 2 Settlements in a single space
Colonies	May build Settlements any empty space AMP
Logistics	Army Stacking Limit +1
Legions	Army Stacking Limit +1
Pioneers	Build 1 extra Settlement per turn*
Catapults	Cost 1 Stone: LRA

Ability:	Notes:
Ballistae	Cost 1 Wood: LRA
Bombards	Cost 1 Metal: LRA
Builders	Cost 1 Gold: Build 1 extra Settlement or Castle per turn XX
Migration	Cost 1 Food: Move 1 Settlement to an adj unoccupied Space
Sages	Second Ability Researched per turn costs 2 less
Rally Troops	After a Victory a stack regains 1 Army it lost during Battle
Medicine	At the end of a Round gain back 1 Army you lost that Round
Raiders	Armies get Attack +1 in Attack Phase
Traps	Armies get Attack +1 in Raid Phase
Mountaineers	Armies get Attack +1 and Defense +1 in Mountains
Major Fortifications	A space may contain 2 Castles
Rangers	Armies in Forests get Attack and Defense +1
Divination*	Cost 1 Magic: Reroll Target Dieroll
Twister*	Cost 1 Magic: LRA
Earthquake*	Cost 1 Magic: Attack 9+ vs. all Units in Target Stack LRA
Lightning Strike*	Cost 1 Magic: DBA One attack of 5+
Fireball*	Cost 1 Magic: DBA Two attacks of 8+
Golems*	Buy 1 Army per turn for 3 Stone and 2 Magic
Battle Mages	Armies get Attack +1 but cost 1 extra Magic
Blizzard*	Cost 3 Magic: Target Horde cannot Move this Round
Gate*	Cost 1 Magic: Move 1 Army to any Space
Haste*	Cost 1 Magic: TSOA can move 2 extra Spaces this Round
Bless*	Cost 1 Magic: TSOA get Attack +1 this Turn MOSP
Protection*	Cost 1 Magic: TSOA get Defense +1 this Turn MOSP
Holy Ground*	Cost 2 Magic: Target Settlement cannot be entered this turn
Control*	Cost 4 Magic: Move Target Horde Stack in Horde Segment ZZ
Holy Word*	Cost 1 Magic: LRA vs Undead only. Get +2 to Roll
Poison Cloud*	Cost 1 Magic: LRA vs Humanoids only. Get +3 to Roll
Bannish*	Cost 1 Magic: LRA vs Monsters only. Get +1 to Roll
Destruction*	Kill 1 Target Horde Stack OTO
Oracles*	Cost 1 Magic: Target Dieroll gets +1 or -1
Diplomacy	Pay Opponent 3 Gold: Opponent may not move/build into TSTR
Wizardry	Spells can be used twice per Round
Leadership	Use Non-spell Abilities with Activation cost twice per Round

Kingdom List

Kingdom:	Start with these Abilities:
Dwarves	Mountaineers & Furnaces
Elves	Druids & Rangers
Imperial Men	Roads & Logistics
Feudal Men	Heavy Armor & Clerics
Legendary Men	Oracles & Colonies
Northern Men	Berserkers & Raiders
Tribes Men	Migrations & Militias
Desert Men	Trade Routes & Marketplace

Kingdom:	Start with these Abilities:
Gothic Men	Storehouses & Vaulted Arches
Warrior Men	Fine Swords & Scouts
Eastern Men	Major Fortifications & Sages
Ancient Men	Green Thumb & Priests
Horse Men	Cavalry & Great Bows
Women Warriors	Skirmishers & Stoicism
Renaissance Men	Bombards & Urbanization

Horde Counter List Notation

H Humanoid
U Undead
M Monster

HITS Number of Hit Counters this Horde starts with
ATK Horde Hits on this roll or higher
DEF Modifier SUBTRACTED from Attack rolls against this Horde

Horde Counter List

Horde of the:	Type	HITS	DEF	ATK
Kobold Commander	H	8	-2	8
Goblin Night Raiders	H	8	-1	8
Orc War Boss	H	7	-2	7
Goblin Witch Doctor	H	8	-2	7
Orc Shaman	H	7	-1	6
Hobgoblin Warlord	H	6	0	6
Ogre Magi	H	4	2	5
Lizard Man Tribes	H	7	1	7
Bullywug King	H	8	-2	9
Troglodyte Mother	H	5	2	8
King Crab of the Crab Men	H	5	1	8
Gnoll Chieftain	H	7	0	7
Bugbear King	H	6	1	6
Barbarian War Chief	H	6	0	8
Amazon Queen	H	6	0	7
Nomad Khan	H	7	0	6
Troll King	H	4	2	5
Gythanki Witch King	H	5	1	5
Drow Sorceress	H	5	1	6
Rat King	H	7	-2	9

Horde of the:	Type	HITS	DEF	ATK
Skeleton King	U	6	-2	9
Zombie Master	U	6	1	9
Ghoul General	U	5	-1	8
Lich King	U	4	0	5
Necromancer	U	5	-2	8
Vampire Lord	U	3	2	6
Wraith Lord	U	2	2	7
Werewolf Pack Leader	U	3	1	6
Pit Fiend Demons	U	2	0	5
Barbed Devils	U	4	-1	7
Winged Ape Army	M	4	1	6
Red Dragons	M	2	2	5
Blue Dragons	M	3	0	7
Gremlin Mob	M	5	-1	8
Emperor Penguin	M	6	-2	9
Giant Spider Swarm	M	6	-2	6
Clockwork Legion	M	5	-1	9
Stone Giant Clan	M	4	2	8
Frost Giant Family	M	3	0	7
Fire Giant Chief	M	2	1	5

Optional Rotation Horde Counter List

Horde of the:	Type	HITS	DEF	ATK
Gryphon Lord	M	3	0	6
Efreeti Fire Sultan	M	2	2	5
Pokemon Master	M	6	-1	8
Centaur Herd Master	M	4	0	7
Master of the Wild Hunt	U	3	2	6
Giant Killer Queen Bee	M	6	-1	9
Naga Queen	M	3	1	5
Dinosaur Lord	M	3	1	7
Gargoyle Lord	M	4	2	8
Mushroom Men	M	6	-2	8
Grandmaster Ninja	H	5	2	5
Storm Giant Lord	M	1	3	4
Hill Giant Chief	M	3	0	7
Cloud Giant Lord	M	1	1	6
Harpy Queen	M	4	-1	8
Death Knight	U	4	1	7
Caveman Chief	H	7	-1	8
Mummy Pharaoh	U	5	1	6
Treant Elder	M	2	2	6
Creeping Kudzu	M	6	-2	9
Beastmen War Chief	H	7	0	8
Tarasque	M	1	4	4
Scorpion Men	M	5	0	7
Minotaur Head Bull	M	4	1	6
Chaos Cultists	U	6	-1	9

Horde of the:	Type	HITS	DEF	ATK
Harbinger of Doom	U	1	3	3
Death Priestess Fanatics	U	4	-2	7
Deathknell Warlock	U	2	1	6
Dark Acolyte	U	5	0	8
Skull Lord	U	3	2	7
Apocalypse Horsemen	U	1	4	5

Optional Rule – Players At War

Players may attack each other in their Attack Phases. You may move your Armies into spaces occupied by other Players units.

Optional Rule – Horde Master

One Player controls the Hordes instead of a Kingdom. He rolls for them and determines how they move in Horde Segment instead of following the programmed

movement rules. When drawing a new Horde draw 3, pick 1 and discard the other 2.

Optional Extra Terrain Tiles

Aside from the basic 50 Tiles there is room for 50 more. This list includes 10 new types. Use 5 of each and distribute these randomly after the Basic Tiles have been placed.

Settlements built in these new types produce 1 Gold in Resource phase as per the regular rules.

Tile	Notes:
Friendly Village	First player to build a Settlement here gets 1 Free Army Natural Defensive Position – Player units here get Defense +1
Chasm	No Units or Hordes may enter or be in this Space
Barrens	Settlements here produce nothing
Trade Route	Settlements here produce 1 extra Gold in Resource Phase
Heath	No Special Rules
Ancient Ruins	First player to build a Settlement here gets 1 Free Ability
Desolate Moor	Any Horde that spawns here gets 1 extra Hit Counter
Desert	Any Army that enters this space must end its move here
Plains	Any Army or Horde that starts or moves into this space gets to move 1 extra space this round

Optional Wizard Tower Rule

Instead of building a Castle in a Space, you may build a Wizards Tower. This requires a new common

Wizard Tower unit Counter. The Tower costs 5 Stone.

The Tower produces 1 extra Magic in Resource Phase. You cannot build Towers in Adjacent Spaces.





House Of Habsburg

Introduction

Card game for 3-6 players. Each player represents a branch of the Royal Habsburg Dynasty. Players try to make and steal the most and best Holdings.

Game End

The game ends when there are no cards left in the deck and no player has any cards left in their hand that they can or will play.

Victory

The player with the most Victory Tokens and Victory Points worth of Melded Holding cards they control at the end of the game wins.

Victory Points & Tokens

Each Melded Holding card is worth from 1 to 5 Victory Points. Each Victory Token is worth 1 VP. Use Coins to represent Victory Tokens.

The Deck

Players share a common deck. The deck has 1 copy of each card in the card list. There are 5 types of Cards: Person Cards Holding Cards Claim Cards Succession Cards Disaster Cards

Setup

Each player is dealt 3 cards. The most inbred player goes first. Play proceeds clockwise.

Turn Sequence

- Players take turns. Each turn has 4 Phases:
1. Draw Phase
 2. Meld Phase
 3. Event Phase

Card List

Name	Type	Value
Holy Roman Empire	H	5
Austria	H	5
Spain	H	5
Hungary	H	5
Bohemia	H	4

4. End Phase

Draw Phase

Draw 1 card from the deck and put it in your hand.

Meld Phase

You may make 1 or more Melds. A Meld consists of exactly 3 cards from your hand: 1 Person Card, 1 Holding Card, and 1 Claim Card. Place the Meld face up in front of you.

If the top card of the discard pile is a Holding card, you may use that instead of a Holding card from your hand. Every time you make a Meld, gain 1 Victory Tokens equal to the value of the Person card.

Event Phase

You may play (discard) 1 Succession card or 1 Disaster card or 1 Claim card or 1 Person card. If you play a Succession, steal a target Meld with a Claim Value equal to or less than the value of the Succession card. If you play a Disaster, discard a target Meld with a Person card equal to or less than the value of the Disaster card.

If you play a Person card, draw 2 cards from the deck. If you play a Claim card, steal 1 random card from target players hand.

End Phase

Max hand size is 5 cards. Discard excess cards.

Card List Notation

- P** Person Cards
H Holding Cards
C Claim Cards
S Succession Cards
D Disaster Cards

Name	Type	Value
Marriage	C	3
Marry Well	C	4
Intermarriage	C	3
Duke	C	4
Conquest	C	4

Name	Type	Value
Netherlands	H	4
Mexico	H	4
Peru	H	4
Portugal	H	3
Swabia	H	3
England & Ireland	H	3
Tuscany	H	3
Lorraine	H	2
Lombardy	H	2
Transylvania	H	2
Burgundy	H	2
Croatia	H	1
Slavonia	H	1
Dalmatia	H	1
Galicja	H	1
Maria Theresa	P	5
Maximilian	P	5
Otto	P	5
Charles	P	5
Francis	P	5
Rudolph	P	4
Leopold	P	4
Frederick	P	4
Phillip	P	4
Ferdinand	P	4
Albert	P	3
Franz	P	3
Karl	P	3
Sigismund	P	3
Josef	P	3
Heinrich	P	2
Ladislav	P	2
William	P	2
Ernest	P	2
Carlos	P	2
Balthasar	P	1
Matthias	P	1
Lorenz	P	1
Gottfried	P	1
Peter	P	1

Name	Type	Value
Wage War	C	2
Battle	C	2
Heiress	C	3
Archduke	C	5
Emperor	C	5
King	C	5
Occupation	C	1
Reconquered	C	2
Elected	C	1
Possessions	C	1
Inbreeding	C	1
Uncle & Niece	C	2
First Cousins	C	2
Grand Prince	C	5
Margrave	C	4
Happy Austria	C	5
Alliance	C	3
Royal Wedding	C	3
Grand Duke	C	4
Queen Consort	C	1
Ottoman Turks	D	5
War with France	D	2
War with Prussia	D	5
Extinction	D	4
Compromise	D	1
Dutch Revolt	D	3
Thirty Years War	D	3
Dethroned	D	1
War of Succession	D	2
Line Dies Out	D	4
Second	S	5
Third	S	4
Fourth	S	3
Fifth	S	2
Sixth	S	1
Lineage	S	1
Inheritance	S	3
Dynasty	S	4
Hereditary Lands	S	2
Branch Division	S	5

Links

Wikipeda





Hundred Years War

Introduction

2 Player card & dice game. Simulation of the Hundred Years War 1337-1453 One player is the English, the other is the French.

Game Length

The game lasts 50 turns (It was a long war) Each turn represents 2-3 years.

Territory Tokens

There are 10 Territory Tokens (TT). Each player starts the game with 5 Territory Tokens.

Victory

If you ever control all 10 Territory Tokens, you automatically win. At the end of the game, if you control more TT than your opponent, you win.

The Decks

There are 2 common decks: The Event Deck The Resource Deck

Dice

Six sided dice are needed.

Setup

Each player draws 5 cards from the Resource Deck. The English Player goes first.

Turn Sequence

Players take turns. The current player is also called the Active player or the Attacker. The other player is the defender.

Each Turn has 7 Phases: Resource Phase Recruit Phase Hostility Phase Sea Battle Phase Land Battle Phase Victory Phase Passage Phase

Resource Phase

Each player draws 1 card from the Resource Deck and puts them in their hand. If the deck ever runs out, shuffle the discard and draw from it.

Recruit Phase

Players may put Armies, Fleets, and Leader cards face-up into play. A Player may have a maximum of 2 Leaders in play at a time.

Hostility Phase

The current player draws 1 Event card. Follow the instructions on the card. If the card is a "Negate" card skip to Passage Phase.

If the card is a "Hostility" card go to Sea Battle Phase. If the deck ever runs out, shuffle the discard and draw from it.

Sea Battle Phase

Skip this Phase (go to Land Battle Phase) if each player does not have 5 Territory Tokens. The active player is invading by sea. Each player rolls 2D6 and adds 1 for each Leader and Fleet card they have in play.

Players may also add 1 for each Strategy card they play (discard). The winner is the player with the highest total. Defender wins ties. The loser discards all his Fleet cards.

If the Defender wins, skip to Passage Phase. If the attacker wins, go to Land Phase.

Land Battle Phase

Each player rolls 2D6 and adds 1 for each Leader and Army card they have in play. Players may also add 1 for each Strategy card they play (discard). The winner is the player with the highest total.

Defender wins ties. The loser discards all his Army cards. If the Defender wins, skip to Passage Phase. If the attacker wins, go to Victory Phase.

Victory Phase

If the Attacker won in Land Battle Phase, he may take a Territory Token from his opponent. If the attacker plays (discards) a Great Victory card, he may take an Additional TT.

Passage Phase

Mark that a turn has ended. The game ends at turn 50. Resource Hand max = 5 cards. Discard excess cards.

Event Deck Notation

H Hostility (The Active player may attack this turn)
N Negate (The active player may not attack this turn)

Event Deck Card List

Card Name:	Type	Notes:
Large Scale Raids	H	Draw a Resource Card
Dysentary	H	Discard one of your Armies
Starvation	H	Discard one of your Armies
Flemish Allies	H	English Player draws a Resource card
Rebellious Scots	H	French Player draws a Resource card
Killed in Battle	H	Opponent must discard a Leader
Overlords	H	Opponent may draw a Resource card
Heavy Taxation	H	Opponent may draw a Resource card
Invasion	H	
Summer Campaign	H	
Grand Chevauchee	H	Draw a Resource Card
Renew the War	H	
Resume Hostilities	H	
Failure of Negotiations	H	
Confiscate Duchy	H	Give a Terrain Token to your opponent
Systematic Conquest	H	Take a Terrain Token from your opponent
Weakened by Rebellion	H	Opponent must discard an Army
Disputes over Holdings	H	
Claim to the Throne	H	
Break Treaty	H	
Papal Disputes	H	
Assumption of Title	H	
Provoke War	H	
Burned in Raid	N	Discard one of your Fleets
Mutiny	N	Discard one of your Fleets
Storm at Sea	N	Discard one of your Fleets
Delays	N	
Stalemate	N	
Fiscal Setbacks	N	Discard all of your Fleets
Medieval Economy	N	
Succession	N	Discard one of your Leaders
Black Death	N	Both players Discard all Armies
Bankruptcy	N	Discard all of your Fleets
Plague	N	Both players Discard all Armies
Popular Revolts	N	Discard one of your Armies
Usurpation	N	Discard one of your Leaders
Treason	N	
Spanish Conflict	N	Both players Discard 1 Army
Long Truce	N	
Death of the King	N	Discard one of your Leaders
Uneasy Peace	N	Both players draw 1 card
Civil War	N	Discard one of your Armies
Minors as Kings	N	
Insanity	N	Discard one of your Leaders

Resource Deck Notation

L Leader
A Army
N Naval Fleet

S Strategy
G Great Victory
F French
E English
B Both

Resource Deck

Card Name:	Use	Type	Note:
Edward III	E	L	Start game with this card in play
Philip VI	F	L	Start game with this card in play
The Black Prince	E	L	
Henry IV	E	L	
King Henry V	E	L	
Henry VI	E	L	
Richard II	E	L	
Bertrand du Guesclin	F	L	
John II	F	L	
Charles d'Albret	F	L	
Joan of Arc	F	L	
Charles V	F	L	
Charles VI	F	L	
Charles VII	F	L	
Professional Soldiers	B	A	
Peasant Militia	F	A	
Cannon	B	A	
Bombards & Culverins	B	A	
Artillery Train	F	A	
Feudal Companies	B	A	
Footsoldiers	B	A	
Bills & Pikes	B	A	
Garrisons	B	A	
Burgundians	E	A	
French Nobility	F	A	
Archers	E	A	
Yeomen	E	A	
Mercenaries	B	A	
Allied Troops	B	A	
Men-at-Arms	B	A	
Mounted Knights	F	A	
Crossbowmen	F	A	
Freemen	E	A	
Infantry	B	A	
Sailing Ships	B	N	
Royal Galleys	B	N	
Oared Barges	B	N	
Impressed Ships	E	N	
Genoese Galleys	B	N	
Castillian Navy	B	N	
Transports	B	N	
Merchant Vessels	B	N	
Cogs	B	N	
Roundships	B	N	
Venitian Galleys	B	N	
Great Army of the Sea	F	N	
Peace Treaty	B	G	
Kings Ransom	B	G	
Major Concessions	B	G	
Cavalry Charge	F	S	Land
Combined Arms	E	S	
Rally	B	S	

Card Name:	Use	Type	Note:
Major Siege	B	S	Land, Attacker only
Raise Siege	B	S	Land, Defender only
Fortifications	B	S	Land, Defender only
Narrow Front	E	S	
Massacre	B	S	
Intelligent Command	B	S	
Longbow	E	S	

SOLO RULES per Ron Pehr have one side drawing/discarding randomly (probably the French) or even according to some sort of formula (E.g. "Draw one resource for each token over 5 you have"); or for that matter just play both sides, leaving the other's cards

face down as you pick for the active side.

Cardlist Available!!!

Thanks Alex! Search on the site.





Hunt The Wumpus

A board game for 2-4 players

Components:

- Play Deck
- 49 terrain squares (10 Clear, 10 Forest, 10 Swamp, 10 Rocky, 5 Lair, 4 Camps of red, green, yellow and blue.)
- A playing piece for each Hunter in green, red, blue and yellow
- A playing Piece for the Wumpus
- 1D6

Set Up

The terrain pieces are set up in a 7x7 square, with one lair in the centre, a camp in each corner, and the remaining pieces set up randomly. The Wumpus is set

up in the central Lair. Each player chooses one of the hunters and places them in the corresponding camp.

Roll 1d6 to determine who goes first in the hunt phase, play proceeding clockwise around the board. Decide which board edge is North Each player draws 5 cards

The aim of the game is to kill the Wumpus whilst trying to stop the other players from doing so

Rules

The game is divided into 3 phases:

- Wumpus Phase
- Hunt Phase
- Reconcile Phase

Wumpus Phase

Roll 1d6 and refer to the Wumpus Movement table:

#	Result
1	Move 1 space North
2	Move 1 space East
3	Move 1 space South
4	Move 1 space West
5	Wumpus does nothing this turn
6	Wumpus moves immediately to the nearest Lair space

If the Wumpus ends its move on the same space as a hunter, then that hunter is attacked. They must discard all cards in their hand and move immediately to their respective Camp. A hunter's hand size is reduced by 1 each time that they are attacked by the Wumpus. If their hand size reaches zero, they are out of the game. If all other players are removed from the game in this manner, then the remaining player wins. If more than one player is in the space The Wumpus moves to, then they all suffer the attack. A Wumpus cannot enter a Camp space nor can they leave the board. If the Wumpus is unable to move in a certain direction, then it moves in the next clockwise compass direction.

The Wumpus cannot move diagonally.

Hunt Phase

Each player performs their actions in turn order. Each Hunter may move 1 space per turn in any direction. Hunters may not leave the board. If a Hunter ends its turn on the same space as the Wumpus, they may try to kill it. They may play any number of attack cards from their hand. All other players, clockwise around the board, take turns to play any number of

evade cards. Calculate the total values for attack and evade. Each hunter has a bonus when using a particular attack. Each type of evade card has a bonus in a particular terrain. All evade cards count double in a Lair space.

If the Evade total is higher, the Wumpus retreats to the nearest unoccupied lair, and the hunter suffers as if they were attacked by the Wumpus. If the Attack total was higher, then the Wumpus is killed and the killing player wins.

Reconcile Phase

Each player in turn order may discard 1 card from their hand and draw up to their full hand. Starting hand size is 5, minus 1 for each time they have been attacked by the Wumpus. If a hunter is on a Camp space, then they may discard and redraw their entire hand.

Hunters

- Ulf (Red): +1 to the value of Traps and Snares cards played by this hunter
- Bear Claw (Blue): +1 to the value of Bow cards played by this hunter

- Actaeon (Yellow): +1 to the value of Net cards played by this hunter
- Ningawe (Green): +1 to the value of Spear cards

Cards

Card	#	Description
Attack: Bow	4	Attack Value: 1
Attack: Nets	4	Attack Value: 1
Attack: Spear	4	Attack Value: 1
Attack: Traps and Snares	4	Attack Value: 1
Evade: Run	4	Evade Value: 1 (+1 in Clear terrain)
Evade: Submerge	4	Evade Value: 1 (+1 in Swamp terrain)
Evade: Camouflage	4	Evade Value: 1 (+1 in Forest terrain)
Evade: Cover	4	Evade Value: 1 (+1 in Rocky terrain)
Ambush	2	Play after you move your Hunter. They may move another 2 spaces
Scent in the Air	2	Play before the Wumpus' movement is rolled.
	-	Move Wumpus 2 spaces in any direction, obeying normal
	-	move restrictions, instead of rolling.
Retreat	2	Move target player to their respective camp.
	-	May be played before or after movement.
	-	Alternately, a player may use this card to avoid the Wumpus' attack.
	-	Play when you are attacked, but only retreat to your camp,
	-	do not discard your hand or reduce your hand size.
Hazards	2	Play before target player acts. Target player may not act this
	-	turn and does not draw during the Reconcile Phase.

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Huscarl

Introduction

Board & card game for 2 players. Battle between two Norse Tribes. Abstract skirmish level combat. Each figure represents a single man (unit).

Victory

You win if you kill the opposing Chieftain.

Tribe Table

#	Type	Hits
1	Chieftain	3
3	Huscarl	2
2	Berserker	2

Number of that type of man you start the game with.

Hits Number of Hits that type of unit has.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck. The deck contains 3 copies of each card in the Card list.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Fate Phase
2. Move Phase
3. Fight Phase

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it. Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a man to move like a knight in chess.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent men. There are 5 types of men: Chieftains, Huscarls, Berserkers, Warriors, & Pathfinders.

#	Type	Hits
8	Warrior	1
2	Pathfinder	1

Instead of moving just one man in any direction, you have the option of moving one or more men forward the indicated number of spaces using a single move card.

The Pathfinder can be moved up twice per turn.

Fire Phase

Play (discard) an Attack card to have a man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Berserkers may make 2 attacks per turn (using two different cards) Berserkers may not make Bow attacks.

Pathfinders may make 2 attacks per turn using Bows (two different bow cards) Pathfinders may not use Battle Axe cards. Attacks do one Hit of damage to the target. Battle Axes do 2 Hits damage.

Use Chits or coins to record damage. A man reduced to 0 Hits is killed and removed from the board. Your opponent may play Defense cards to negate your attack.

Berserkers & Pathfinders cannot use Shield or Armor cards.

Card List Notation

- M** Movement
A Attack
D Defense
K as a Knight would move in Chess
Type Purpose of card

Card List

Card Name:	Range	Type	Notes:
Dagger	1	A	
Broad Sword	1	A	
Battle Axe	1	A	2 Damage
Spear	2	A	
Thrown Spear	3	A	
Thrown Axe	K	A	
Hunting Bow	4	A	
Crossbow	5	A	
Scout	K	M	
Sprint	5	M	
Charge	4	M	
Run	3	M	
Jog	2	M	
Walk	1	M	
Dodge	-	D	Negate attack of range 3-5
Parry	-	D	Negate attack of range 1-2
Shield	-	D	Negate attack
Armor	-	D	Negate attack





Hyborian Gates Empires

Introduction

Board Game of Dimensional Conquest for 2-6 players. Based on the card game Hyborian Gates.

Victory

In a 2 player game the first player to control 4 Pyramids wins. With 2+ players the first player to control 3 Pyramids wins.

The Universe

There are 6 Dimensions: Atlantis, Hyboria, Asgard, Chaos, Gaea, Osiris The Dimensions are not directly connected. The only way to get from one dimension to another is by the use of Gates.

Atlantis

- Endless Oceans
- Stalwart Companions

Hyboria

- Mountainous Wastes
- Tough Heroes

Asgard

- Rifts of Space
- Incredible Vehicles

Chaos

- Dense Jungle
- Fierce Monsters

Gaea

- Enchanted Forest
- Strong Magic

Osiris

- Desolate Landscape
- Advanced Technologies

Units

Each Dimension has a set of unit counters (chits/markers). Each unit has a Force Rating. There are 4 types of units: Troopers, Companions, Monsters, and Vehicles.

Troopers

In battle, if your stack has a Trooper, and your opponent does not, you get a +6 bonus to your Force Total

Companions

For each Companion in your stack, your non-companion Units in the Stack get Force +1

Monsters

Monsters have a built in +2 Force bonus.

Vehicles

For every Vehicle in the Stack the Move Rate of the Stack is +1.

Atlantean Unit Counter List

Name	#	Force
Trooper	6	3
Companion	6	4
Monster	6	4
Vehicle	6	3

Gaeon Unit Counter List

Name	#	Force
Trooper	8	3
Companion	8	3
Monster	8	5

Asgard Unit Counter List

Name	#	Force
Trooper	8	2
Companion	8	3
Vehicle	8	4

Chaos Unit Counter List

Name	#	Force
Companion	12	2
Monster	12	6

Hyborian Unit Counter List

Name	#	Force
Trooper	8	4
Companion	8	3
Monster	8	4

Osirian Unit Counter List

Name	#	Force
Trooper	8	5
Companion	8	2
Vehicle	8	3

The Deck

Players share a common action deck. The deck contains 2 copies of each card in the list.

Dice

Six & Ten sided dice are needed.

Control Markers

Each player has a set of counters of a unique color & symbol. These are used to denote ownership of Stacks.

Stacks

You may only have 1 Stack in a Space. You may have a maximum of 6 units in a stack. The Units can have different dimensional origins.

Stacks have a basic movement rate = 2. You may only have 1 stack in a space. Place a Control Marker on the top of your stacks to show ownership.

The Map

Each dimension is represented by a separate 7 x 7 Grid Board. In the center square of each dimension is a Pyramid. The Terrain in each non-Pyramid space is determined Randomly during setup:

1D10	Terrain:
1-4	Clear
5-8	Blocked
9	City
10	Gate

Connections Table

1D6	Dimension:
1	Atlantis
2	Hyboria
3	Asgard

1D6	Dimension:
4	Chaos
5	Gaea
6	Osiris

Gate Names

Use Dimension Specific "Named" counters to denote Gates on the Map:

Use Counters to denote non-Clear terrains.

Automatic Map Generator!!!

Much thanks to Peter Cobcroft for this time saver.

Clear Terrain

Any unit may enter/occupy clear terrain

Blocked Terrain

No unit may enter or occupy blocked terrain. Use counters with Mountain symbols to denote Blocked terrain.

Cities

Any unit may enter/occupy a City If one of your units/stacks occupies a city, you control it. Use counters with a city skyline to denote Cities. Cities are named after the closest Gate.

Any City completely isolated by Blocked Terrain is a "Shang-Ri-La" City. Units can still get to it by Dimension Walking. A Stack defending a City gets Force +5.

Gates

Any unit may enter/occupy a Gate space. Gates connect to certain other Gates. During setup roll 3 times for each Gate on the Connections Table: The Gate is connected to these 3 dimensions.

(Or less if you rolled any doubles) 2 Gates are connected if they connect to each other's dimensions. (For example: A gate in Atlantis is connected to Asgard, Atlantis & Chaos, A gate in Chaos is connected to Atlantis & Gaea (Gaea was rolled twice) These 2 gates are connected & stacks may travel between them. A third Gate in Atlantis is connected to Osiris, Atlantis & Chaos. All 3 Gates Are connected. A fourth Gate in Atlantis is connected to Hyboria & Chaos. Stacks at this fourth gate can go to the Chaos gate but not the other 2 Atlantis gates.)

- Asgard Gates: Bor's Gate, Fregja's Gate, Garm's Gate, Hel's Gate, Loki's Gate, Odin's Gate, The Norn's Gate

- Atlantean Gates: Cleito's Gate, Doris' Gate, Nereus' Gate, Oceanus' Gate, Pontus' Gate, Scylla's Gate
- Chaos Gates: Annwn's Gate, Cerberus' Gate, Chimaera's Gate, Gorgons' Gate, Grendel's Gate, Kraken's Gate, Pazuzu's Gate, The Hydra's Gate, Typhon's Gate
- Gaeian Gates: Apollo's Gate, Cronus' Gate, Demeter's Gate, Europa's Gate, Hade's Gate, Hera's Gate, Hespera's Gate, Hestia's Gate, Io's Gate, Styx's Gate, Zagreus' Gate, Zeus' Gate
- Hyborian Gates: Brigit's Gate, Crom Cruach's Gate, Dagda's Gate, Lugh's Gate, The Firbolg's Gate
- Osiran Gates: Amunet's Gate, Anubis' Gate, Atum's Gate, Hathor's Gate, Horus' Gate, Niut's Gate, Ptah's Gate, Re's Gate, Sekmet's Gate, Shu's Gate, Thoth's Gate

Note: You may need more names.

Setup

Each player starts in control of any 1 City. Players must pick cities in different dimensions. A player starts with a Stack of 6 randomly drawn Units native to that dimension.

Each player starts with 5 Action cards.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Recruit Phase
2. Power Surge Phase
3. Move Phase
4. Battle Phase
5. Vortex Phase

Recruit Phase

Each Dimension has its own Unit Counter pile. Draw 1 Unit Counter at every City you control. The Unit starts in the City or an adjacent space.

A city can only recruit units of the Dimension it is in. If the unit pile for a Dimension is empty, no more

units From that Dimension may be recruited.

Power Surge Phase

Draw 3 cards from the Action Deck.

Move Phase

There are 2 types of movement: Moving in a dimension & moving between dimensions. A stack can move up to a number of spaces = 2 + # of vehicles in the stack. Units may move diagonally or orthogonally.

A Stack on a Gate space can use 1 move point to move to another Gate (same or different dimension) that it is connected to. See rule sections on Stacks & Gates.

Battle Phase

When 2 opposing stacks occupy the same space, there will be a battle. Add up the total Force of each side including cards played. The Stack with less Force is destroyed completely.

The Winning stack loses 1D6 units but not more units than were in the losing Stack.

Vortex Phase

Max hand size is 7 cards. Discard excess Cards. Max 1 Stack per space. Discard excess Stacks. Max stack size is 6 Units. Discard excess Units.

Action Deck Notation

- UR** Unit Required in Stack to play card
- GR** Gaeian Unit required in Stack to play card
- OR** Osirian Unit required in Stack to play card
- AR** Atlantean Unit required in Stack to play card
- HR** Hyborian Unit required in Stack to play card
- SR** Asgard Unit required in Stack to play card
- CR** Chaos Unit required in Stack to play card
- X** This card not played in Battle Phase
- XX** This card may be played any time

Action Deck Card List

Cards:	UR	Notes:
Gaeian Magic	GR	All Units get Force +1
Osirian Tech	OR	All Units get Force +1
Boon Companions	GR	All Units get Force +1
Chaos Monster	CR	Chaos Unit gets Force +6
Hyborian Hero	HR	Hyborian Unit gets Force +6
Nebula Cruiser	SR	Asgard Unit gets Force +6
Web Spinner	CR	All Chaos Units get Force +1
Brotherhood	AR	All Companions get Force +2
Bionics	OR	All Osirian Units get Force +1

Cards:	UR	Notes:
Vortex Tactics	–	All your Units get Force +1
Bold Ones	HR	All Hyborian Units get Force +1
Power Surge	X	Draw 3 cards
Immunity	–	Negate Target Card
Field of Force	–	Negate 1 Casualty
Dark Lightning	–	Inflict 1 Extra Casualty
Dimension Walk	CR	Move Stack to any Space in any Dimension
Moon Rider	SR	Stack gets Move +3
Mercenaries	X	Draw 1 extra Unit at Target City you Control
Gate Master	–	Move Stack at Gate to any other Gate
Sea Challenger	SR	Destroy Atlantean Unit
Mythical Beast	AR	Destroy Osirian Unit
Were Creature	CR	Destroy Hyborian Unit
Crash Landing	–	Destroy target Vehicle
Mist Dwellers	GR	Destroy target Companion
Peace Bringer	X	Opponent cannot Move Stacks into Battle this turn
Dragon Slayer	HR	Destroy target Monster
Rampage	–	Target Monster gets Force +5
Monster Friendship	GR	Take control of Target Monster
Mer Lass	AR	Take control of Target Trooper
Mind Jewel	XX	Look at opponents Hand
Red Field of Force	X	Target Stack may not move this turn
Doom Suit	OR	Destroys all units in Battle
Mentalists	–	Opponent must discard 3 cards

Game Designers Notes

I liked the whole Gate/Dimension concept. Interesting mix of fantasy & SF.





Hydaspes

Introduction

Warp Skirmish Format. Last Major Battle of Alexander the Great 326 BC. One player is Alexander. The other is King Porus of the Hindu Paurava Kingdom.

Victory

Destroy 50% of the Enemy force, or the Opposing Main Leader.

-	-	-	-	-	-	-	-	-	-	-	-	-
-	H	H	H	H	H	H	H	H	H	H	H	H
-	F	A	F	F	C	F	F	F	F	F	F	F
-	R	R	R	R	R	R	R	R	R	R	R	R
-	F	P	F	F	F	C	F	F	C	F	F	R

Stacking Rules

Units may stack. There is no Stacking Limits of Friendly Units. Alexander is part of a unit of Companion Cavalry. Porus is part of a unit of War Elephants.

Facing

Unit counters must include an arrow to determine facing. A unit may end a move facing in any direction (even diagonal) All units in a Stack must be facing the same way.

Dice

Six sided Dice are needed.

The Deck

Players share a common deck.

Units

Use stackable Counters/Chits to represent Units.

Setup

Determine who is Alexander and who is Porus. Set up the board as indicated. Each player is dealt 5 cards. Alexander goes first.

Turn Sequence

Players take turns. Each turn has 5 Phases: Tactics Phase Deception Phase Maneuver Phase Attack Phase End Phase

The Map

- Use a 12x7 Grid
- H** Hills
 - R** River
 - F** Forest
 - C** Clear
 - A** The Greeks in Clear start stacked just North of the river Hydaspes.
 - P** The Indians in Clear start stacked facing them on the South bank of the river.

-	-	-	-	-	-	-	-	-	-	-	-	-
-	C	C	C	C	F	C	C	F	C	C	C	F
-	C	C	C	C	C	C	C	C	C	C	C	C
-	F	H	F	C	C	C	C	C	C	C	C	H

Tactics Phase

Draw X cards from the deck and put them in your hand. For Alexander X = 4 For Porus X = 3 If the deck runs out, shuffle the discard and draw from it.

Deception Phase

Alexander may play (discard) 1 Deception card in this Phase.

Maneuver Phase

You get 1 free Move of 1 Unit or Stack 1 space. You may play additional Move cards to move more of your Units. A single Unit can move only once per turn.

A Move card can be used to move a single unit or a single Stack. The value of the Move card determines the furthest distance the moving units may go. Some units will have a lower maximum allowable move limit. All Units taking part in a single move must stick together, they cannot break off or be left behind. However, stacks can be broken up or built back up. The opposing player may play a Negate card to negate a target move.

A Unit or Stack must stop upon entering the river unless it is a river crossing card in which case they start on one bank and move to the opposite bank all in one move without having to stop in the water. Units in the river cannot move upstream or downstream. They can only cross or retreat.

Units must stop upon entering Hills. Units that enter 1 or more Forest spaces have their Maximum Move Limit for the turn reduced by 1. Note that a move can be less than the value of the Move card and moves

do not have to be in straight lines. Change in direction and Diagonal moves are allowed.

Discard all played cards.

Attack Phase

Play an Attack card to have a Unit attack an adjacent target enemy unit. The attacker and defender both roll 2D6 (Battle Rolls). The side with the bigger stack gets +1.

A stack with Elephants gets +1. A stack with a Leader gets +1. A stack with Greek Cavalry and/or Phalanxes gets +1.

If the Attacker attacks into the flank he gets +1. If the Attacker attacks into the rear he gets +2. Attacking a Stack in the River is at +3.

A Stack defending in Hills is at +1. Either player (before rolling) may play (discard) an Attack card to get +1. Higher roll wins. The loser discards 1 Unit.

If tied the combat immediately ends. Continue until the attacker breaks off or one side is eliminated. Each continuation is called a round.

The side that won the previous round gets +1. the player inflicting casualties determines which unit is killed. A Defense card played by the Defender will immediately end the combat.

Discard played cards.

End Phase

Maximum hand size is 5 for Porus and 7 for Alexander. Discard excess cards.

Unit Notation

Number of this Unit in Army

MM Maximum Move

L Leader

Macedonian Unit Counters

Unit	#	MM	Notes
Alexander the Great	1L	6	Alexander & Companion Cavalry
Coenus Cavalry	1L	5	Greek Cavalry
Companion Cavalry	1	5	Greek Cavalry
Craterus Phalanx	1L	3	-
Macedonian Phalanx	2	3	-
Greek Peltasts	2	4	-
Persian & Indian Allies	4	3	-

Indian Unit Counters

Unit	#	MM	Notes
King Porus	1L	3	Porus and War Elephants
Prince	1L	4	Son of Porus with Cavalry & Chariots
War Elephants	2	3	-
Cavalry	2	4	-
Chariots	2	3	-
Punjab Infantry	8	2	-

Card List Notation

M Movement

R River crossing Movement

N Negate Move

A Attack

D Defense

NAD Use Card as Negate or Attack or Defense

MA Unit or Stack Moves 1 space then attacks into adjacent space

DA Use card for Defense or Attack

S Special

L Leader: Card can be used for Movement, Attack, or Defense

X Deception (Look at opponents hand and discard 1 target Card)

I Indian Player Only

G Greek Player Only

B Both Players

OUSWI = Or/and Units Stacked With It

The Battle Deck

Name	#	Type	Use	Value	Notes:
Frequent Feints	1	X	G	-	
Demonstration	1	N	G	-	
Deception	1	X	G	-	
Patrol	1	M	I	4	
Decoy	1	X	G	-	
Night Movements	1	X	G	-	
Shadow	1	M	I	3	
Screening Force	1	M	I	2	
Tactics	1	S	B	-	Discard to draw 2 cards
Unopposed Crossing	1	R	G	2	Must be used to cross River
Suitable Crossing	1	S	G	-	Cancel a Negate Move Card
Alternate Ford	1	R	G	2	Must be used to cross River
Floats & Boats	1	R	G	2	Must be used to cross River
Overflowing	1	N	I	-	Target unit entering or leaving River
Monsoon	1	N	I	-	Target unit entering or leaving River
Move Upstream	1	M	B	4	Move must follow the River
Alexander	1	L	G	6	Only the Alexander Unit OUSWI
Craterus	1	L	G	4	Only the Craterus Unit OUSWI
Coenus	1	L	G	5	Only the Coenus Unit OUSWI
Porus	1	L	G	3	Only the Porus Unit OUSWI
Prince	1	L	G	5	Only the Prince Unit OUSWI
Mud	1	NAD	G	1	Only vs. Chariot Unit
Routed	1	A	B	1	
Haste	1	M	B	4	
Disrupt Landing	1	A	I	1	Only vs. Units in River
Prevent Crossing	1	A	I	1	Only vs. Units in River
Detachment	1	M	B	1-2	Only 1 Unit not Stack
Repulsed	1	D	G	-	
Out of Control	1	A	G	1	Vs Elephant & stacked Units
Wreak Havoc	1	A	G	1	Vs Elephant & stacked Units
Discipline	1	D	G	1	Phalanx only
Cavalry Charge	1	MA	G	1	Greek Cavalry only
Mounted Archers	1	A	G	2	Greek Cavalry only
Dense Pikes	1	DA	G	1	Phalanx only
Towering Elephants	1	A	I	1	Use by Elephants only
Trample, Club, & Gore	1	A	I	1	Use by Elephants only
Panic Horses	1	A	I	1	Use by Elephants vs. Cavalry only
Weaken Wing	1	A	B	1	Use vs. Unit with exposed Flank only
Complicated Maneuver	1	D	G	-	
Confusion	1	A	B	1	
Advance	1	MA	B	1	
Lock Shields	1	D	G	-	Phalanx only
Flee	1	A	B	1	
Break	1	A	B	1	
Retreat	1	A	B	1	
Exhausted	1	A	B	1	
War Skills	1	DA	N	1	
Brave Fight	1	DA	B	1	
Surrender	1	A	B	1	
Challenge	1	A	B	1	Only by 1 Leader vs. Another

Name	#	Type	Use	Value	Notes:
Duel	1	A	B	1	Only by 1 Leader vs. Another
Captured	1	A	B	1	
Prisoners	1	A	B	1	
Outflank	2	MA	G	1	Cavalry Only
Outmaneuver	2	M	G	6	
Evasion	1	D	B	-	
March	6	M	B	1	
Maneuver	5	M	B	2	
Advance	4	M	B	3	
Rush	3	M	B	4	
Gallop	2	M	B	5	Cavalry only

Links

Wikipedia





Ice Lords

Introduction

Wargame for 2 or more players. Fantasy Northern theme.

Victory

Destroy all enemy units.

Dice, Chits, Tiles, & Cards

Tiles are used to make the Map. Chits are used to represent Units. Cards are used for Spells.

Tile, chit, and card sets are common to all players. Six and eight sided dice are needed to play.

Terrain Tile List

There are 4 terrain types:

Type:	#	Cost	Recruit:
Tundra	14	1	-
Glacier	6	2	-
Water	9	(1)	-
Villages	6	1	Norsemen & Barbarians & Ships
Forest	4	2	Wolves & Bears & Sprites
Mountains	4	3	Dwarves & Giants
Peaks	2	3	Dragons
Hills	4	2	Witches & Yetis
Sea	-	(1)	-

Number of Tiles in Terrain Tile Set

Cost Cost in Move Points to enter

Recruit = What type of units can be recruited there

ter squares.

The Map

Use a Chessboard. All border spaces are Sea spaces. Randomly distribute the 49 Terrain Tiles to the 49 cen-

Setup

Each Player starts with one Hero unit located in a Village Space. Randomly determine who goes first.

Unit Chit List

Unit Name:	#	Force	Move	Notes:
Norsemen	4	2	2	Army
Barbarians	4	3	2	Army
Viking Ships	4	1	4	Army, Ship
Drakkar	2	2	4	Army, Ship
Northern Dwarves	4	2	2	Army, Mountain Walk
White Dragon	4	5	5	Flying
Frost Giant	4	4	3	Mountain Walk
Winter Wolves	4	2	4	-
Polar Bears	4	3	2	-
Ice Witch	4	2	2	Magic
Snow Sprites	4	1	3	Magic, Flying
Hero	A	4	3	-
Yeti	4	3	3	Mountain Walk
Ice Elemental	A	4	-	Summoned Unit
Ice Demon	A	5	-	Summoned Unit

Unit Name:	#	Force	Move	Notes:
Banner	2	+1	-	Relic: Attach to Army
Magic Axe	2	+1	-	Relic: Attach to Hero or Giant
Druids Staff	2	+2	-	Relic: Attach to Witch or Sprite

Move Move points per turn

A As Needed

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Recruit Phase
2. Magic Phase
3. Blizzard Phase
4. Move Phase
5. Battle Phase
6. End Phase

Recruit Phase

Draw 1 Unit Chit from the common pile. Keep your Chits in a pile. Units are recruited from specific Territories.

If you have a Unit in an appropriate Territory, or adjacent to an empty appropriate territory, you may put a Unit Chit from your pile into play on that territory or in an adjacent territory that is empty or occupied by a unit you control.

Adjacency Rule

Units or spaces must share a common border to be adjacent. Diagonal spaces and units are not adjacent.

Stacking Rule

You may stack up to 4 of your units in a single space. Summoned units and Relics do not count against this limit.

Magic Phase

If you control any Witches or Sprites, draw 2 Spell cards. Max hand size is 5 cards. Discard excess cards.

Blizzard Phase

Remove tokens from board from last turn. Use Tokens to represent Blizzards. Roll 1D6 to see how many blizzards will be put on the map this turn.

Magic Spell Deck

Spell:	#	Notes:
Summon Ice Elemental	4	Add an Ice Elemental Unit to the Stack
Summon Ice Demon	2	Add an Ice Demon Unit to the Stack
Ice Shield	4	All enemy units get Force -1 this Battle
Snow Storm	4	Place or Remove a Blizzard Token on the Map*

Roll 2D8 to determine coordinates of each blizzard. Units cannot move into, out of, or through a blizzard. Units cannot attack into or out of a blizzard.

Move Phase

Each unit has a number of Move Points (MP). Different Terrain types have different Move costs to enter. For Flying units, the Move cost of all Terrains is one.

Flying units may not end their turn in a Sea or water space. Units with Mountain Walk pay only 1 MP to enter Mountains or Peaks. Ships can only move in Sea and Water spaces.

Non-Flying units cannot move on Sea or Water spaces. Heroes, witches, and armies may travel on sea & water spaces if stacked with a Ship. The stacking limit must be strictly enforced.

You cannot enter or move through a space containing enemy units.

Battle Phase

You may attack adjacent enemy stacks with your own stacks. Resolve conflict between two opposing stacks, one at a time. A turn may have multiple battles between multiple stacks.

Battles are fought in Rounds. During each round, each unit in turn in both opposing stacks gets to attack once. Start with the Active player (Player whose turn it is) Pick which of your units is attacking and Roll 1D6.

If the roll is equal to or less than the attacking units Force, one casualty is inflicted. If there is a casualty, the defender picks and discards one of his units from the battle. The other player then attacks and so on.

This repeats until one side is completely eliminated. A witch or sprite instead of attacking may cast a Spell.

End Phase

Remove Summoned and Charmed Units from play.

Spell:	#	Notes:
Freeze	4	Target Unit cannot attack this Battle
Ice Shards	4	Force 2 vs Attack all Enemy units this round
Blood Lust	4	All your units get Force +1 this Battle
Healing Powers	4	Put Unit just destroyed in Battle back into play
Charm	2	Take control of target Non-Hero Unit

copies of this card in the deck.

* Play during any Blizzard Phase





Illuminati: New World Order Ccg

CCG by Steve Jackson Solitaire Rules

Introduction

For those who like the power structure building aspect of the INWO CCG.

The Deck

The deck should contain 1 of each of the Group cards. Plot cards are not used. (Hopefully you bought one of the 450 card factory sets.) No dice or counters are needed.

Setup

Pick any one Illuminati card. Play it to the table. Use a large table.

Victory

If your power structure ever contains 20+ cards you win. You have achieved world domination. Admire your handiwork.

Ignore the special abilities of the Illuminati.

Turn Sequence

Each turn has 3 phases:

1. Draw Phase
2. Build Phase

3. Reserve Phase

Draw Phase

Draw 1 card.

Build Phase

Add the card you just drew to your power structure. Attach according to the available control arrows. The group it is attached to must have at least 1 attribute or 1 alignment the same, or be the Illuminati.

You must attach a group if it is possible. The attachment is always automatic, no attack rolls are made. If it is not possible to attach the group, the group goes into your Reserve pile.

Power, Resistance, and special abilities are not used.

Reserve Phase

If possible attach card(s) in your reserve pile to your power structure. If you ever have 3 or more cards in your reserve pile at the end of the reserve phase you automatically lose.

Optional Rules

Make the capacity of the reserve pile 5 cards. Once per game you may switch a card in your power structure with one in your reserve pile.





Immortality

Introduction

Game where players compete to be the one who contributes the most to the numerous lines of Research needed to eventually achieve the goal of medical immortality.

Victory

At the end of the game, the player with the highest scores in the most Research lines wins. The game ends when there are no cards left in the deck.

The Deck

Players share a common deck. The Deck has 3 main Card Types:

1. Resources
2. Techniques
3. Research

Every card has a point value from 1 to 4.

Resource Cards

These cards represent the things necessary to do the research Such as funding, scientists, and institutions.

Technique Cards

These cards represent both the progress of the research and The way it is designed. So for instance, it could be Basic Research that leads to a Breakthrough.

Research Cards

There are 7 Lines of Research. Each line of Research is represented by 4 Research cards.

Research Lines

To achieve immortality we need to make considerable progress in 7 separate lines of Research:

#. Research Line:	Abbreviation	Notes:
1. Cell Loss	Loss	Cell Death / Atrophy
2. Cell Senescence	Sen	Death Resistant Cells
3. Nuclear Mutations	Nuc	Epi-mutations
4. Mitochondrial Mutations	Mito	mtDNA
5. Protein Crosslinks	PCL	Collagen and Elastin
6. Intracellular Waste	Int	Junk inside cells
7. Extracellular Waste	Ext	Junk outside cells

Setup

Each player needs pen and paper. Shuffle the deck. Deal 6 cards to each player.

The oldest player goes first. Play proceeds clockwise.

Turn Sequence

Players take turns. On a players turn, he draws 1 card and discards 1 card. If possible he makes a Meld.

A Meld consists of 5 cards: 1 Research card 1 or more Technique cards 1 or more Resource cards If you made a Meld, reveal it, score it, then discard your hand. To score it, add up the value of your Technique and Resource cards. Multiply the sum of your Technique cards times the sum of your Resource cards times the value of your Research card.

Record this Score and the line of research it was made in. After making a Meld, draw 6 new cards.

Common Deck Card List

Card Name:	Type	Value
Key Advance	Tech	4
Breakthrough	Tech	4
Therapy	Tech	3
Intervention	Tech	2
Basic Research	Tech	3

Card Name:	Type	Value
Start-Ups	Res	3
Research Programs	Res	1
Industry	Res	4
Grants	Res	2
Key Players	Res	4

Card Name:	Type	Value
Isolation	Tech	2
Survey	Tech	1
Experimental	Tech	1
Clinical Study	Tech	4
Molecular	Tech	2
Structural	Tech	1
Animal Testing	Tech	2
Adoption	Tech	2
Implementation	Tech	2
Transplantation	Tech	3
Process	Tech	1
Technology Transfer	Tech	4
Paradigm	Tech	4
Translational Research	Tech	3
Proof of Concept	Tech	4
Fine Tuning	Tech	1
Engineering	Tech	1
Reach Critical Mass	Tech	4
Human Testing	Tech	3
Production	Tech	1
Screening	Tech	2
Identification	Tech	3
Insights	Tech	3
Funding	Res	4
Donors	Res	4
Conferences	Res	2
Community	Res	1
Collaborations	Res	2
Advocates	Res	1
Education	Res	1
Outreach	Res	1
Institutions	Res	4
Advisory Boards	Res	1
Foundation	Res	4
Supporters	Res	2
Investors	Res	4
Entrepreneurs	Res	3

Card Name:	Type	Value
Philanthropists	Res	3
Opportunities	Res	1
Clinical Infrastructure	Res	3
Regulatory Pathways	Res	3
Underlying Tools	Res	3
Shared Knowledge	Res	2
Core Research Groups	Res	3
Projects	Res	2
Science Teams	Res	2
Induced Stem Cells	Loss	4
Therapeutic Cloning	Loss	3
Somatic Gene Therapy	Loss	2
Tissue Repair	Loss	1
Senolytics	Sen	4
Apoptosis Inducers	Sen	3
SASP Neutralization	Sen	2
Apigenin	Sen	1
Cure for Cancer	Nuc	4
Immunotherapy	Nuc	3
Telomerase Inhibitors	Nuc	2
Chemotherapeutics	Nuc	1
Gene Relocation	Mito	4
Gene Modification	Mito	3
Mitochondrial Apoptosis	Mito	2
Free Radical Elimination	Mito	1
Glucosepane Antibodies	PCL	4
Tissue Patches	PCL	3
Restoring Elasticity	PCL	2
Alagebrium	PCL	1
Gene Therapy	Int	4
Enzyme Replacement	Int	3
Lysosomal Restoration	Int	2
Macrophage Rehabilitation	Int	1
Amyloid Antibodies	Ext	4
Catalytic Antibodies	Ext	3
Active Vaccines	Ext	2
Passive Vaccines	Ext	1

Links

SENS Research Foundation





Immortals

Introduction

Each player recruits a group of immortals seeking to gain power over other such groups. Based on the Dungeons & Dragons RPG rule set "Wrath of the Immortals". These associations of Immortals are variously known as Groups, Cliques (informal), and Councils (formal).

Victory

Be the first player to control 100 power points worth of Immortals & Resource cards or Reduce all of your opponents to zero power.

Alignment

Each player at the start of the game picks an Alignment: Neutral, Lawful, or Chaotic Neutral players can recruit Immortals of any alignment. Lawful players can only recruit Lawful or neutral Immortals. A Lawful player may recruit one Lawful Immortal in recruit phase (as an event) without expending a plot counter. Chaotic players can only recruit Chaotic or neutral Immortals. An Chaotic player may recruit one Chaotic Immortal in recruit phase (as an event) without expending a plot counter.

Tokens & Dice Needed

Plot Tokens Neutralization Tokens Twenty Sided Die

Setup

Each player starts with a hand of 5 random cards. Players cut the deck and compare power values of

Level	Title	Base Power Points
1	Initiate	1
2	Temporal	2
3	Celestial	4

Resources

Represented by cards. These represent things that give the Immortal extra power such as: Followers, Worshipers, Priests, Pet Monsters, Adventurers, Artifacts, etc.

Power Cards

This type of card represents abilities of an Immortal or Resource that give a Boost to a sides power levels during a Foil Plot Attempt.

cards. High value goes first.

Each player starts with one Hierarch Immortal in play of their respective alignment.

The Deck

Players share a common deck. The Deck has 4 types of cards mixed in:

- 1. Immortals
- 2. Plots
- 3. Powers
- 4. Resources

Immortals

Represented by cards. These are the 'Gods' each player controls. Each Immortal has 6 Characteristics:

- 1. Name
- 2. Alignment
- 3. Sphere
- 4. Form (Race)
- 5. Level/Title
- 6. Power Points

There are 3 Alignments: Neutral, Lawful, and Chaotic
There are 5 Spheres:

- 1. Matter (Earth, Polymaths, Monsters)
- 2. Energy (Fire, Paragons, Magic, Wizards, Elves)
- 3. Time (Water, Dynasts, Clerics, Druids, Paladins, Avengers, Dwarves)
- 4. Thought (Air, Epic Heroes, Fighters, Halflings, Mystics, Thieves)
- 5. Entropy (Void, Undead)

Forms are many and varied. There are 6 Levels:

Level	Title	Base Power Points
4	Empyreal	7
5	Eternal	10
6	Hierarch	16

Plot Cards

Not to be confused with Plot Tokens. These represent actions or events that may have a variety of results. These do require the expenditure of a Plot Token to play.

Plot cards are played in Destiny phase unless the card specifies otherwise.

Turn Sequence

Players take turns. Each turn has 4 phases: Plot Phase Recruit Phase Fate Phase Destiny Phase

Plot Phase

Put a Plot Token on each of your Immortals that does not have one already. (An Immortal may never have more than one plot token at a time)

Fate Phase

Draw one card & put it in your hand. You may discard a Plot Token from one of your Immortals to draw an extra card. (this is called Plotting) Maximum hand size is 7 cards. Discard excess cards. If the deck runs out, shuffle the discard and draw from it.

Recruit Phase

You may discard a Plot Token from one of your Immortals to put an Immortal card or a Resource card into play. (This is called Recruiting) Immortals and Resource cards are played face up on the table in front of you. Resource cards are 'attached' to (placed partially under) the Immortal that used up the Plot Token to

gain the resource. If you have no Immortals in play (Neutralized Immortals do not count) you may recruit an immortal from your hand for free.

Destiny Phase

You may discard a Plot Token from one of your Immortals to play a Plot card. (This is called a Stroke, or Striking)

Foil Plot Attempt

Whenever an opposing Immortal discards a plot token to perform an action, (Plotting, Recruiting, Striking) you may attempt to foil the action. To attempt a Foil, one of your Immortals must discard a Plot Token. Both players must then determine their own Power Total.

Power Total = 1D20 + the Power of the Immortal + the power of all Resources attached to that Immortal + The power of any Power cards played. (play Power cards before the dice roll is made) The side with the highest power total wins. (Reroll ties) If the Foiler wins, the action is negated and any card that was to be played is discarded. If the target of the foil wins, the action succeeds.

Card List: Immortals

Name	Align	Sphere	Form	Level	Power	Notes
Al-Kalim	Law	Time	Man	1	1	Patron of Ylaruam
Alphaks	Chaos	Entropy	Demon	4	7	Prone to Tantrums
Alphatia	Law	Energy	Woman	3	4	Defender of Alphatia
Asterius	Chaos	Thought	Man	5	10	Lord of Thieves
Atruaghin	Law	Matter	Man	6	16	Protector of the Azcans
Atzanteotl	Chaos	Entropy	Serpent	6	16	The Corruptor
Benekander	Law	Energy	Man	1	1	Protector of Mortals
CalithaStarbrow	Neut	Time	Sea-elf	3	4	The Sea Maiden
Diamond	Law	Matter	Dragon	3	4	The Star Dragon
Diulanna	Law	Thought	Amazon	3	4	Patroness of Will
Djaea	Law	Matter	Woman	6	16	Earth Lover
Eiryndul	Chaos	Energy	Elf	4	7	Prankster
Faunus	Chaos	Matter	Satyr	2	2	Ancient protector of Forests
Frey & Freyja	Law	Thought	Pair	4	7	Brother & Sister Warriors
The Great One	Neut	Matter	Dragon	5	10	Ruler of all Dragonkind
Halav	Law	Thought	Man	3	4	Patron of Warriors
Ilsundal	Law	Energy	Old Elf	6	16	The Wise One
Ixion	Neut	Energy	Any	6	16	The Sun Prince
Ka thePreserver	Law	Matter	Dinosar	6	16	The Amber Serpent
Kagyar	Neut	Matter	Old Man	5	10	The Artisan
Karaash	Chaos	Thought	OrcKing	1	1	Patron of Humanoids
Khoronus	Neut	Time	Man	6	16	Father Time
Korotiku	Neut	Thought	Spider	6	16	The Trickster
Koryis	Law	Thought	Man	2	2	Patron of Peace
Loki	Chaos	Entropy	Man	5	10	Prince of Deceit
Masauwa	Chaos	Entropy	Man	5	10	The Spokesman

Name	Align	Sphere	Form	Level	Power	Notes
Mealiden	Law	Energy	Elfmaid	3	4	The Red Arrow
Nyx	Neut	Entropy	Woman	6	16	The Dark Queen
Odin	Law	Thought	Old Man	6	16	The Grey Wanderer
Opal	Neut	Matter	Dragon	3	4	The Sun Dragon
Orcus	Chaos	Entropy	Goatman	5	10	The Black Prince
Ordana	Neut	Time	Treant	6	16	Forest Mother
Pearl	Chaos	Matter	Dragon	2	2	Moon Dragon
Petra	Law	Time	Woman	3	4	Patron of Defenders
Pflarr	Neut	Energy	Jackal	5	10	The Jackal Head
Protius	Neut	Time	Merman	5	10	Old Man of the Sea
Rad	Law	Energy	Old Man	4	7	The Magician
Rafiel	Neut	Energy	Man	4	7	Patron of Shadow Elves
Rathanos	Chaos	Energy	Fire	5	10	Master of Fire
Razud	Neut	Energy	Man	6	16	Patron of Survivors
Talitha	Chaos	Entropy	Woman	5	10	The Spiteful Thief
Tarastia	Law	Energy	Woman	5	10	Patron of Justice & Revenge
Terra	Law	Matter	Woman	6	16	Mother Earth
Thantos	Chaos	Entropy	Mummy	6	16	The Grim Reaper
Thor	Law	Energy	Man	5	10	The Thunderer
Valerias	Chaos	Matter	Female	6	16	Patron of Love
Vanya	Neut	Time	Woman	4	7	Patron of War
Zirchev	Neut	Energy	Man	3	4	The Huntsman

Card List: Resources

Card Name	#	Power	Type	Notes
Followers	3	1	F	
Worshippers	2	1	F	
Religious Sect	2	1	F	
Priesthood	2	2	F	
Armies	2	1	F	
Create Species	1	3	F	
Fanatics	2	1	F	
Clerics	3	2	H	
Avenger	1	8	H	
Adventurers	3	2	H	
Heroes	2	4	H	
Child of Immortal	1	5	H	
Favored Mortals	3	3	H	
Minor Artifact	4	3	A	
Lesser Artifact	3	6	A	
Greater Artifact	2	9	A	
Major Artifact	1	10	A	
Nightmare Diabolus	1	3	M	
Lesser Fiends	1	2	M	
Flicker	1	7	M	Energy only
Jumper	1	7	M	Time only
Notion	1	7	M	Thought only
Baak Guardians	1	7	M	Matter only
Undead Hordes	1	7	M	Entropy only

Card Name	#	Power	Type	Notes
Servitor Constructs	1	2	M	
Monster Ruler	1	4	M	
Titans	1	8	M	
Dragons	1	5	M	
Exalted Monster	1	9	M	

M Monsters**A** Artifact**H** Hero**F** Followers**Card List: Plots**

Card Name	#	Notes:
Steal Followers	2	Take control of Follower
Kill Followers	2	Discard Follower
Steal Monsters	2	Take control of Monster
Kill Monsters	2	Discard Monster
Steal Heroes	2	Take control of Hero
Kill Heroes	2	Discard Hero
Steal Artifact	2	Take control of Artifact
Destroy Artifact	2	Discard Artifact
Steal Power	2	Take 2 random cards from opponent from hand
Destroy Power	2	Opponent must discard 3 random cards from hand
Investigate	2	Look at Opponents Hand
Divine	2	Look at top 7 cards of deck
Master Stroke	2	Draw 4 cards
Capture Immortal	2	Immortal Neutralized (cannot get/use action tokens)
Persuade Immortal	2	Take control of Immortal
Send Immortal to Home Plane	2	Put Immortal back in opponents hand
Kill Immortal	2	Discard Immortal
Free Immortal	2	Immortal loses Neutralized status
Raise Immortal	2	Take Immortal from discard & put in play
Fight Immortal	2	Target gets to Foil. Loser of attempt is killed
Banish Immortal	2	Immortal Neutralized (cannot get/use action tokens)
Explore the Multiverse	2	Immortal gains 1 Level (cannot be Foiled) Use Marker
Delay Immortal	2	Immortal Neutralized for 2 turns
Curse Immortal	2	Immortal Neutralized (cannot get/use action tokens)
Heal Immortal	2	Immortal loses Neutralized status
Poison Immortal	2	Immortal Neutralized (cannot get/use action tokens)
Embarass Immortal	2	Immortal Neutralized (cannot get/use action tokens)

Card List: Powers

Card Name	Power	Notes
Mortal Identity	3	5 For Time
Provide Guidance to Mortals	1	5 for Thought
Provide Power to Mortals	2	
Wizard Spells	2	5 for Energy
Cleric Spells	2	
Druid Spells	2	
Anti-magic Protection	4	

Card Name	Power	Notes
Manifestation Form	1	
Immortal Strength	3	5 for Matter
Immortal Intelligence	3	5 for Thought
Immortal Charisma	3	
Immortal Wisdom	3	5 For Time
Immortal Constitution	3	
Immortal Speed	3	
Create Magic Items	2	5 for Matter
Immortal Saving Throw	6	
Aura Attacks	5	7 for Energy
Speak all Languages	1	
Immunity to Mortal Attacks	2	
Incorporeal Form	4	
Cast any Mortal Spell	5	7 for Energy
Regeneration	2	
Fly	1	
Bestow	2	
Conceal Magical Nature	1	
Detect Immortal Magic	3	
Hear Supplicants	1	
Immortal Eye	2	
Power Attack	3	4 for Energy
Probe	1	
Shape Reality	7	9 for Matter
Transformation	6	9 for Matter
Call Other	2	
Leech	1	
Fiendish Powers	2	
Abilities of any Class	1	
Avatars	8	
Rumors & Lies	1	5 for Entropy
Multi-Planar Travel	4	
Friendly Dimension	5	
Home Plane Advantage	9	
Backing of the Council	7	
Pocket Universe Refuge	4	
Immortal Influence	5	
Immortal Combat	6	
Destroy Heavenly Body	2	7 for Entropy
Direct Action	6	(in the Prime Plane)
Fulfill Prophecy	9	9 For Time
Create an Omen	1	5 For Time
Expose Secret Plot	8	9 for Entropy
Persuasion	2	5 for Thought
Trickery	4	7 for Thought
Immortal Intervention	5	7 for Entropy
Gates, Vortices & Portals	2	





Imperial Powers

Introduction

Board Game for 3-5 players. Theme: Imperial Expansion of European Powers circa 1600-1750.

Victory

The game ends after 10 Turns. The player with the most Victory Point (VP) Chips at the end of the game wins. If tied, the player who is Leader in the most Regions wins.

If still tied, let it remain a tie.

Components

Central Region Map Player Bidding Strips Influence Deck (Small cards) Development Deck (Medium Cards) Development Counters Power Counters Event Deck (Big Cards) Ten Sided Dice Six Sided Dice Instigator Token Player Influence Tokens Victory Point Chips

Central Region Map

The Region Board is divided into 10 Areas (Regions):

1. Europe
2. Africa
3. Orient
4. India
5. South East Asia
6. Middle East
7. North America
8. South America
9. Central America
10. Caribbean

Each Region must be big enough to contain Power and Development counters and stacks of Player Influence Tokens.

Player Bidding Strip

Each player gets a strip. Each strip is divided into 10 Regions corresponding to the 10 Areas on the Central region Board. Each Region must be big enough to conceal a stack of Influence cards.

Imperial Powers

Influence Deck

This is a 50 Card deck. Influence cards are used by players to assign influence points to various regions.

Development Deck

This is a 50 card deck. Development cards increase the value of various regions. Some cards are Power cards, most are Resource Cards.

Power cards allow the Regional Leader to draw extra Influence cards. Resource cards award from 1-4 Victory points to the Leader.

Development And Power Counters

These are shared in common by all players. They are placed on Regions on the Central Region map to represent Economic Development.

Event Deck

This is a deck of 10 cards. These are used to alter Influence Totals on specific regions.

Instigator Token

The player with the Instigator Token goes first in the current Phase.

Player Influence Tokens

Each player has a set of Tokens of a unique color. Tokens should have denominations of 1, 5, and 10.

Victory Point Chips

Players share a common set of VP Chips. Use denominations of 1, 5, and 10.

Setup

Each Region on the Map starts with 2 Resource Counters. Each player rolls 1D10. High Roll gets the Instigator Token.

Then going clockwise, each player picks 1 Imperial Power as their identity. Each player gets a set of Player Influence Tokens.

Name	Special Ability
Britain	Draw 1 Extra Influence Card in Draw Phase
France	May move an extra card in Tactics Phase
Spain	Earns 3 Extra VP in Score Phase for each Region he is Leader in
Dutch	Draws 1 extra Development card and keeps his Dev cards face down
Portuguese	Starts game with 20 extra VP and 2 extra Influence Cards

Turn Sequence

Each turn is divided into 8 Phases:

1. Draw Phase
2. Bid Phase
3. Develop Phase
4. Tactics Phase
5. Reveal Phase
6. Score Phase
7. Event Phase
8. End Phase

Draw Phase

Each player is dealt 5 random cards from the Influence Deck. If a player is the Leader of a Region that has a Power counter, he draws one extra Influence card per power counter present. Each player also draws 2 Random cards from the Development Deck.

If a deck ever runs out, shuffle the discard and draw from it. Influence cards are kept hidden in players hands. Development cards are kept face up so everyone may see.

Bid Phase

Each player assigns each of his Influence cards to different Regions. One Influence card can only be assigned to one Region, but it can be any of the 10 Regions. A player may assign multiple cards to a single Region.

A player may chose to assign a region zero cards. A player must assign all of his cards. Assigned cards are placed stacked under their assigned region on a players Bidding Strip.

Thus all assignments (Bids) are hidden (secret).

Develop Phase

Each player plays 1 Development card and discards his others. The indicated region gains Resource or

Power Counters. Then discard played cards.

Tactics Phase

Each player may move 1 of their Influence cards to different region.

Reveal Phase

Player slide their Bidding strips forward to reveal what Influence cards they assigned to each region. Players then place an equal value of their Influence Tokens onto the corresponding areas of the Central Region Map. Then all players discard all Influence cards.

Score Phase

The player with the most Influence in a Region gets Victory Point Tokens equal to the number of Resource and Power Tokens in that Region. The player with the second most Influence in a Region gets Victory Point Tokens equal to half the number of Resource and Power Tokens in that Region rounding down. The player with the third most Influence in a Region gets 1 Victory Point Token.

Event Phase

Shuffle the Event deck. Starting with the Instigator and going clockwise, each player in turn draws the top card of the Event deck and assigns it to a Region that has not yet been assigned an Event card this turn. This continues until all Event cards have been assigned.

End Phase

The Instigator gives the Instigator Token to the player on his left.

The Event Deck

Name:	Notes:
Status Quo	Influence Levels remain the same
Conquest	The player with lowest Influence is reduced to zero Influence
Exploitation	The Region Scores again. Then Leader reduced to half Influence
Great Game	All players Influence in Region reduced by 1D6 each
Rebellion	Leader reduced to half Influence
Revolution	All Influence of all Players removed

Name:	Notes:
Balance of Power	This players influence increased by 1D6
Nation Building	Region gains 1 Resource Point
Domination	All but Leader reduced to zero Influence
Small Wars	Reduce all players Influence by half

Influence Deck

Name	Influence	Name	Influence
Settlers	5	Factories	6
Colonists	4	Trade Route	8
Royal Troops	6	Native Troops	4
Fleet	7	Native Allies	4
Missionaries	3	Treaty	4
Diplomats	3	Agents	2
Spies	1	Expedition	2
Armies	8	Forts	5
Merchants	4	Navy	9
Trading Company	7	Gunboats	5
Charter	4	Governor	5
Investors	5	Garrisons	3
Explorers	1		

Note: The deck contains 2 copies of each card

Development Deck Notation

P Power
R Resource

Development Deck

Region:	Name:	Bonus:	Region:	Name:	Bonus:
Europe	Weapons	4R	Middle East	Rugs	3R
Europe	Shipbuilding	1P	Middle East	Wine	2R
Europe	Manufactured Goods	3R	Middle East	Opium	1P
Europe	Fine Art	2R	Middle East	Spices	4R
Europe	Science	1R	Middle East	Incense	1R
Africa	Slaves	4R	N America	Furs	3R
Africa	Diamonds	3R	N America	Timber	2R
Africa	Ivory	1R	N America	Cotton	1P
Africa	Gold	2R	N America	Tobacco	4R
Africa	Grain	1P	N America	Rice	1R
Orient	Silk	4R	S America	Cocoa	2R
Orient	Jade	3R	S America	Coffee	3R
Orient	Tea	1P	S America	Gold	4R
Orient	Porcelain	2R	S America	Silver	1P
Orient	Pearls	1R	S America	Rubber	1R
India	Gems	1P	C America	Silver	1P
India	Spices	4R	C America	Peppers	3R
India	Rugs	2R	C America	Corn	1R
India	Ivory	1R	C America	Gold	4R
India	Seed Oil	3R	C America	Potatoes	2R
SE Asia	Spices	4R	Caribbean	Lumber	3R
SE Asia	Vanilla	1R	Caribbean	Fish	1R

Region:	Name:	Bonus:
SE Asia	Rubber	1P
SE Asia	Palm Products	2R
SE Asia	Coconut Oil	3R

Region:	Name:	Bonus:
Caribbean	Rum	4R
Caribbean	Sugar	1P
Caribbean	Indigo	2R

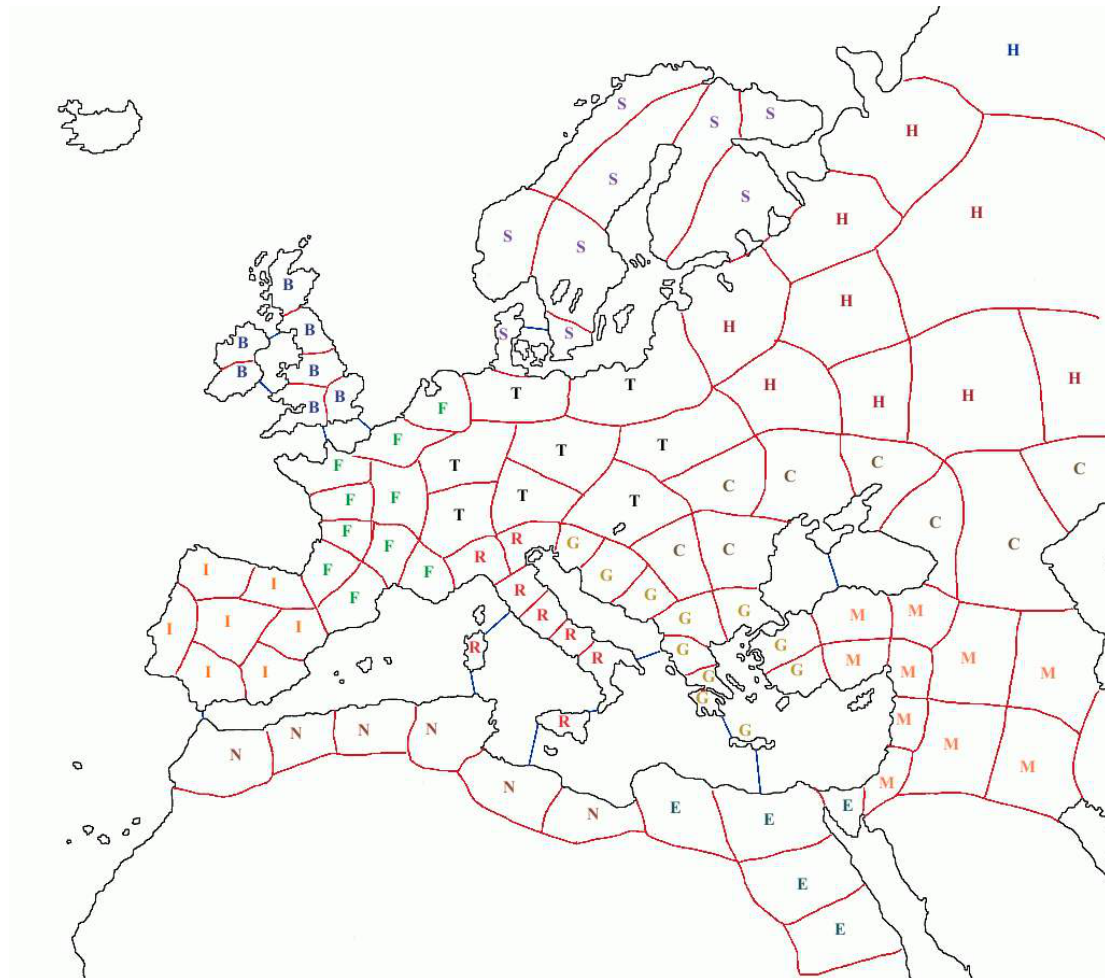




Imperious

Introduction

Board game for 4-8 players. Players control ancient civilizations.



Board & Pieces

A map of the Mediterranean is provided. The map is divided into spaces or territories. Blue lines connect territories separated by water.

Territories are grouped into larger units called regions. Players share a common set of Victory Tokens. Each player has a set of uniquely colored 'population' chits. (No limit) Some of a players chits should be marked with a "C" to indicate that they represent cities.

Cards

Play requires construction of a unique deck of cards. The backs of all cards are identical. The front of the

card contains the name of the card.

See the card list for the 7 types of cards.

Setup

Randomly determine turn order. Each player picks a starting territory at least 5 spaces from all other players starting territories. A player places ten population chits in his starting territory.

Victory

The game ends when 1 or more players has 100 or more Victory Tokens. The player with the most Victory Tokens at the end of the game wins.

Turn Sequence

1. Draw Phase
2. Trade Phase
3. Action Phases
4. Scoring Phase
5. End Phase
1. DRAW PHASE

Each player draws 5 cards. If the deck runs out, shuffle the discard and draw from it.

2. TRADE PHASE

Players may freely trade cards.

3. ACTION PHASES

A player may pass or make one or more actions. If you pass, you may draw a card. There are 8 types of actions: Destroy, Disperse, Convert, Colonize, Grow, Build, Glory, and Advance.

Each action play requires a combination of cards to be played. A player may play more than one combo per turn if he has the cards. The cards in the Combo are discarded after the action is resolved.

Destroy Action: The destroy combo requires any combination of 5+ culture, war, and/or technology cards. Destroy X of an opponents chits (1 city counts as 5 chits) that are in the same territory as one of your chits, or in territories adjacent to a territory occupied by one or more of your chits.

X number of War or Tech cards you play.

Grow Action: The grow combo requires any combination of 5+ population, trade, and/or technology cards. Gain X population chits (of your color). Place these in any territories you already occupy.

X number of Pop and Tech cards you play.

You cannot grow in a space that already has more than 10 total Chits or 1 City and 5 Chits.

Convert Action: The convert combo requires any combination of 5+ culture, war, and/or religion cards. Replace up to X-1 of an opponents chits (1 city = 5 chits) with your own. These chits must be in the same territory as one of your chits, or in territories adjacent to a territory occupied by one of your chits.

Alternatively, a convert combo can be used to Gain X-1 population chits of your color in any empty territories adjacent to territories occupied by your chits.

X number of Cult and Relig cards you play.

Disperse Action: The disperse combo requires any combination of 3+ government, trade, and/or religion cards. Move up to X+1 of your population chits to ADJACENT spaces on the board. Each chit may be moved to a different territory.

They may be moved into territories occupied by opponents chits. X = number of Relig and Trade cards you play.

Colonize Action: The Colonize combo requires any combination of 5+ government, war, and/or population cards. Move up to X of your population chits to ANY 1 empty space on the board.

X number of Gov and Pop cards you play.

Build Action: The build combo requires one of each of the 7 types of cards. Place a city counter of your color in any territory occupied by only chits of your colors. Only one city per territory.

Glory Action: The Glory combo requires 3+ cards of any 1 Type. Immediately gain X-2 VT and draw X-2 cards.

X number of cards you play.

Advance Action The Advance combo requires 5+X cards of any 1 Type.

If you play a War combo gain +1 to all future Destroy Actions.

If you play a Religion combo gain +1 to all future Convert Actions.

If you play a Culture combo gain +1 to all future Glory Actions.

If you play a Population combo gain +1 to all future Grow Actions.

If you play a Government combo gain +1 to all future Colonize Actions.

If you play a Trade combo gain +1 to all future Disperse Actions.

If you play a Technology combo draw an extra card in your Draw Phases.

X zero the first time you make a combo.

X 1 the second time you make the same combo.

X 2 the third time you make the same combo and so on.

Movement & Stacking

Multiple chits from different players may occupy the same territory. Cities cannot move. Cities and population chits may occupy a territory at the same time.

4. SCORING PHASE

You only score. For each Region: If you have at least 1 population chit in a Region gain 1 Victory Token (VT).

If you have the most territories in a region gain 1 more VT.

If you have all the territories in a region gain 1 more VT. A player gets 1 VT for each city he owns.

5. END PHASE

A player may have a maximum of 3 + X cards in his hand.

X number of cities you have.

Discard excess cards.

Card List

Type:	# Actions:
War	15 Destroy, Disperse, Convert

Type:	# Actions:
Technology	15 Grow, Destroy

Type:	# Actions:
Culture	15 Convert, Destroy
Population	15 Grow, Disperse
Religion	15 Colonize, Convert

Type:	# Actions:
Government	15 Disperse, Colonize
Trade	15 Colonize, Grow

number of these cards in the deck

your choice.

Optional New Empire Rule

If you are wiped out, lose 10 VT. You can start again with 5 cards and 10 chits in any non-city territory of

Card & Counter Sets Available

Thanks Eric!!!





Imperium Of Man

Introduction

Solo card and dice game. Theme: Galactic Scale WH40K. You are the Human Empire surrounded on all sides by terrible Foes.

Victory

You win if at the end of your turn, there are no enemy units in play. Your score is the number of turns it took to accomplish this. A lower score is better.

Defeat

If you are ever reduced to zero Empire Points you automatically lose.

Empire Points

Use tokens to represent Empire Points (EP). This is a measure of territory controlled by the Human Empire. You start the game with 20 EP.

You gain 1 EP per turn. Your total can be higher than 20. If you lose all your EP you lose the game.

Random Alien Foe Table

1D6	Foe:
1	Chaos
2	Eldar
3	Orks

Foes

There are 6 Alien Foes: Chaos, Eldar, Tyranids, Orks, Necrons, and Tau. There is also 1 Internal Foe: Rebel Worlds.

Foe Sector Cards

There is one Large Sector card for each of the 7 Foes. The card should have a picture of the Foe plus its name and special ability information. During play an enemies units are kept on its Sector card.

Foe Special Abilities List

Foe: Ability: Notes: Chaos: Corruption: When Chaos kills an Empire unit, Chaos gains 1D6 units* Eldar: Skilled: The Eldar get a +2 Modifier to all Battle Dice rolls. Orks: Numerous: Space Orks get a +2 Mod to Spawn rolls. Tyranids: Infiltration: Genestealers get Double Battle rolls.

Necrons: Tough: Battle rolls against them are at -2. Tau: Shooting: Tau are Ranged Specialists, they get First Strike. Rebels: Traitors: No Special Ability

* This is called the Corruption Roll

1D6	Foe:
4	Tyranids
5	Necrons
6	Tau

Enemy Units

There is a common pool (bank) of enemy units. Use counters or wooden cubes as Enemy Units. Each Enemy Unit has a Strength of 1.

If you want to get fancy, each foe can have his own color cubes.

Strength Ratings

A Units Strength is how many Battle Dice it rolls in combat plus how many hits it takes to kill that unit.

Dice

Lots and lots of six and ten sided dice are needed.

Empire Unit Cards

These represent Units of the Human Empire. There are six types. Each has a strength rating. There are 10 copies of each of the 6 card types in the Empire Unit Deck.

Empire Unit Deck Card List

Name:	Strength	Abbreviation	Notes
Planetary Defenses	1	PD	-
Imperial Guard Army	2	IGA	-

Name:	Strength	Abbreviation	Notes
Space Marine Chapter	3	SMC	-
Armored Core	4	AC	Heavy
Titan Legion	5	TL	Heavy
Battle Fleet	6	BF	Heavy

Damage Markers

These are placed on Empire Unit cards. If the number of markers on a card is equal to or greater than the modified Strength of the Unit, the Unit is destroyed (discarded).

Terminology

Foes Interchangeable with the term Enemies.

Units = Troops: Represented by Cubes for Foes and Cards for Humans. First Strike = This unit makes its battle rolls before opponents do. This could eliminate opposing units before they get to attack. If units with First strike oppose each other, their attacks will be simultaneous. Fronts = Empire Unit cards are individually assigned to specific Sector cards.

So for example there is a Tyranid Front, a Rebel Front, etc.

Empire Technology Deck

The empire starts out at a disadvantage, but if it can hold on it will gain enough technologies with which to overpower its Foes. These mostly give bonuses to

certain Unit types. The Empire gains one Tech per turn.

The Tech Deck contains 1 copy of each card listed.

Setup

Shuffle the Decks. Place the 7 Foe Sector Cards out in the middle of the table. Draw 2 Tech Cards.

Turn Sequence

Each turn has 10 Phases: 1 Spawn Phase 2 Event Phase 3 Tech Phase 4 Recruit Phase 5 Implement Phase 6 Reserve Phase 7 Deploy Phase 8 Battle Phase 9 Rebuild Phase 10 End Phase

Spawn Phase

Each Foe gains 1D6 Units. This is the Spawn Roll. Roll separately for each Foe.

Place the Units on the Sector Cards.

Event Phase

Roll once on the Event Table.

Event Table

1D10	Event:	Notes:
1	Chaos	Roll on the Chaos Event Table
2	Ork Waaarg!	Orks gain 1D6 extra Units
3	Tyranid Swarm	Tyranids gain 1D6 extra Units
4	Hold Back	One Random Alien Foe does not attack you this Turn
5	Truce	Eldar or Tau do not attack you this turn. Your Choice
6	Alien War	2 Random Alien Foes attack each other this turn and not you
7	Research	Draw 1 extra Tech card this Turn
8	Surplus	Draw 1 extra Unit card this Turn
9	Warp Storms	Chaos cannot attack you this Turn
10	Rare Event	Roll on the Rare Event Table

Rare Event Table

1D10	Event:	Notes:
1	Necron Awakening	Necrons gain 1D10 extra Units
2	Allies	Like Alien War, but you pick Foes. 1 must be Eldar or Tau
3	Eldar Craftworld	Eldar Gain 1D6 extra Units
4	Experimentation	Put 1 extra Tech card into play this turn
5	Dark Eldar Raids	Put 1 Damage Marker on all your Units
6	Mutant Psyker Cult	Rebels gain 1D6 extra Units

1D10	Event:	Notes:
7	Pax Imperium	Rebels cannot attack you this turn
8	Webways	Eldar get First Strike this Turn
9	Minor Race Allies	Tau gain 1D6 extra Units
10	Emperors Psykic Shield	2D6 Chaos Tokens cannot Attack this Turn

Chaos Event Table

1D10	Event:	Notes:
1	Eye of Terror	Chaos gains 1D6 extra Units
2	Black Crusade	Chaos gains 2D6 extra Units
3	Daemon Prince	Chaos gains 1D10 extra Units
4	Heresy	Discard a SMC or Heavy Unit card in play
5	Khorne	Chaos Units get +2 to rolls on Battle Dice this turn
6	Nurgle	Discard 1 random Unit Card opposing Chaos
7	Slaanesh	Chaos gets +3 to Corruption Rolls this turn
8	Tzeentch	Attack rolls vs. Chaos Units are at -2 this turn
9	Lost & Damned	Discard a IGA card in play
10	WarpSpace	Lose 2 EP

Tech Phase

Roll once on the Tech Table. If the Tech deck runs out, shuffle the discard and draw from it.

Tech Table

1D10	Result:
1-3	Draw no Tech cards
4-6	Draw 1 Tech card
7-9	Draw 2 Tech cards
10+	Draw 3 Tech cards

Recruit Phase

Roll once on the Recruit Table. If the Unit deck runs out, shuffle the discard and draw from it. If you have less than 10 EP get a -1 to the roll.

If you have more than 24 EP get a +1 to the roll.

Recruit Table

1D10	Result:
1-2	Draw 5 Unit cards
3-6	Draw 6 Unit cards
7-9	Draw 7 Unit cards
10+	Draw 8 Unit cards

Implement Phase

Put one Tech card into play. Its effects are permanent.

Reserve Phase

You may move 1 Unit card from any 1 Front to any other Front.

Deploy Phase

Assign each of the Unit cards you drew this turn to a Front. Each Foe has their own front next to their Sector card. Each Unit goes to one Front of your choice.

A Front may have Multiple Unit cards stationed there.

Battle Phase

Resolve each of the 7 Fronts in any order you like. Each unit gets a number of Battle rolls equal to its modified strength. A Battle roll is 1D10. A modified roll of 6+ will cause a Hit.

All Foe Units have 1 Hit so 1 Hit will destroy 1 Foe Unit. Empire Unit Cards have Multiple Hits equal to their Modified Strength. Every time a Unit is hit place a Damage Marker (DM) on it.

A Unit with more DM than Hits is destroyed (discarded). DM cannot be spread out evenly; they must be assigned to just one unit at a time. If all the Defending Empire Unit cards at a Front are wiped out and there is still damage remaining, it will spill into the Imperium: For every such DM lose 1 Empire Point.

Attacks are simultaneous: All units get to make their attacks and apply their damage. The exception is Units with First Strike. First Strike units make their attacks first and apply the damage before the other side gets to respond. After making the Battle rolls it is possible the Front will be empty or still occupied by units from one or both sides.

Rebuild Phase

Remove 1 DM from one Unit on each Front. Gain 1 Empire Point.

End Phase

Keep track of Turn number. Max hand size is 5
Tech cards. Discard excess cards.

Cannot Attack Rule

If a Foe or Foes cannot Attack you this turn, you
cannot attack them.

Tech Deck Card List

Card Name:	Notes:
Hive Worlds	Get +1 to Recruit Table Rolls
Forge Worlds	Get +1 to Recruit Table Rolls
Agri Worlds	Get +1 to Recruit Table Rolls
Rogue Traders	Get +1 to Tech Table Rolls
Grey Knights	1 SMC each turn gets +3 to Battle Rolls vs. Chaos
Blood Angels	1 SMC each turn gets Double Battle Rolls
Space Wolves	1 SMC each turn gets +2 to Battle Rolls
Raven Guards	1 SMC each turn gets First Strike
Ultramarines	SMC get +2 to Battle Rolls vs. Tyranids
Cadia Gate	PD and IGA get +1 Hits vs. Chaos
Shield Worlds	PD get +1 Hits
Librarians	SMC get +1 to Hit on Battle Rolls
Primarch Returns	Use as a Strength 7 SMC Unit. Discard if Killed
Astronomican	Gain 1 extra Reserve Move per turn
Navis Nobilite	Gain 1 extra Reserve Move per turn
Inquisition	Rebels get -1 to Spawn Rolls
Emperors Tarot	Reroll 1 target Dieroll per turn
Adeptus Mechanicus	Remove 1 extra Damage Marker per turn from 1 Unit
Imperial Assassins	Gain 2 First Strike Attacks per turn
Adeptus Telepathica	Gain 1 extra Reserve Move per turn
Imperial Cult	Subtract 2 from your final Score
Adeptus Arbites	Rebels get -1 to Spawn Rolls
Sisters of Battle	1 IGA each turn gets +3 to Battle Rolls vs Rebels
Imperial Saboteurs	1 Target Spawn roll per turn is at -1
Drop Ships	SMC get First Strike
Commissars	IGA get +1 to Hit on Battle Rolls
Endless Regiments	IGA get +1 Hits
Storm Troopers	IGA get First Strike
Ogryns	IGA get +1 Battle Roll each per turn
Artillery	AC get First Strike
Exterminatus	Destroy all units at 1 Front then discard
Battleships	BF get +1 Battle Roll each per turn
Cruisers	BF get +1 to Hit on Battle Rolls
Escorts	BF get +1 Hits
Squats	IGA get +2 to Battle Rolls vs. Orks
Imperial Aircraft	One non-BF unit per turn gets First Strike
Deathwatch	Get +1 to Tech Table Rolls
Emperor Titans	TL get +1 Battle Roll each per turn
Warlord Titans	TL get +1 Hits
Scout Titans	TL get First Strike
APC Support	IGA & SMC get +1 Hits if at same front as an AC
Void Shields	Negate 1 Hit per turn on up to 2 Heavy Units
Super Heavy Tanks	AC get +1 Hit
Terminator Marines	SMC get +1 Hit
Dreadnaughts	One SMC per Front gets +1 Strength
Chaplains	SMC get +1 Battle Roll each per turn

Card Name:	Notes:
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Apothecaries Remove 1 extra DM per turn from 1 SMC per Front

Multiplayer Variants

One Tech - Player each have their own alternate universe Imperium, however, they all share the same tech deck. Many Generals - Each General is in charge of one or more Fronts. They must compromise on

picking Techs and sharing Unit cards.

Links

Lexicanum





In Nomine

Introduction

Two player card game based on the RPG In Nomine. One player controls a choir of Angels. The other player controls a band of Demons.

Disclaimer

In Nomine is a licensed, copyrighted, trademarked property. This is merely a fan site.

The Decks

Each player has a unique deck. Each deck has 66 cards.

Victory

There are 3 ways to win:

1. Run your opponents deck out of cards.
2. Have in play a human with 7+ Prophecy tokens.
3. Have in play 1 Celestial of each of the 7 types available in your deck.

Bits & Pieces

2 types of Tokens (counters) are needed: Prophecy Tokens
Essence Tokens

Event Cards

Event cards are discarded as soon as they are played. Event cards are played at whatever time it is appropriate. Depending on the Event, this can be in any phase, or even during an opponents turn. Song Cards are a type of Event card.

To play a Song card, you must remove an Essence counter from one of your Celestials. Archangel Events & Demon Prince Events are types of Event Cards.

Setup

Each player draws 7 cards. The Demon player goes first.

Turn Sequence

Players take turns.

- Each turn is divided into 5 phases:
- Essence Phase
- Fates Phase
- Recruit Phase
- Struggle Phase
- End Phase

Essence Phase

Dawn for Angels & Dusk for Demons. Place an Essence counter on each persona card that doesn't already have one. Definition: Persona cards = Humans & Celestials
Definition: Celestials = Angels & Demons
Place a Prophecy token on each human.

Fates Phase

Draw 1 card from your deck.

Recruit Phase

Put 1 persona card from your hand into play. A card in play is face up in front of you. Cards in play stay in play until they are destroyed (discarded).

Some cards may allow you to recruit more than one Persona per turn. Modifier cards may be played in this phase. A Modifier card is attached to an appropriate target persona.

(some attach to your opponents personas) The Modifier card stays in play with the Persona. Artifacts are a type of Modifier card.

Struggle Phase

You may use your Persona cards to attack your opponent. To have a persona attack, remove the essence counter from the card. (Personas without Essence counters cannot attack) Celestials have a base Force = 2.

Humans have a base Force = 1. If the attacking persona is unblocked, the target defending player must discard a number of cards from the top of his deck equal to the Force of the Persona. Certain Event cards can be played to increase the Force of the Persona.

The Defender may block the attacking persona with one of his own. To have a persona block, remove the essence counter from the card. (Personas without Essence counters cannot block) Compare the Forces of the Attacker & Blocker.

The persona with the smaller Force is destroyed (discarded). If it is a tie, both personas are destroyed. Instead of Attacking the opposing deck, you may target a Persona.

Others Personas may block the attack on the target Persona.

End Phase

Max hand size is 7 cards. Discard excess cards.

Activation Powers

Certain Celestials have Activation powers. To activate a power (cause it to happen) you must remove an Essence counter from that Celestial.

Card Type Notation

- H** Human (Persona)
A Angel (Celestial Persona)
D Demon (Celestial Persona)

- E** Event
S Song (Event)
G Archangel Event
P Demon Prince Event
M Modifier
R Artifact (Modifier)

Atk + X = Persona gets Force + X when attacking
 Def + X = Persona gets Force + X when blocking

Number of that card type in the deck

Angel Deck Card List

Card Name	#	Type	Notes
Seraphim (Most Holy)	2	A	Activate: Look at Opponents hand
Cherubim (Guardians)	2	A	Def + 2
Ofanim (The Wheels)	2	A	Cannot be blocked when attacking the deck
Elohim (The Powers)	2	A	Activate: Draw 1 card from the deck
Malakim (The Virtues)	2	A	Atk + 2
Kyriotate (Dominations)	2	A	Force + 1
Mercurian (Friends of Man)	2	A	Activate: Recruit 1 Persona
Humans	9	H	
Blandine (Dreams)	1	G	Look at next 7 cards in any Deck
David (Stone)	1	G	Def + 3
Dominic (Judgment)	1	G	Opponent discards 3 cards from hand
Eli (Creation)	1	G	Recruit any number of Personas this turn
Gabriel (Fire)	1	G	Force + 2
Janus (Wind)	1	G	Cannot be blocked when attacking the deck
Jean (Lightning)	1	G	Destroy target Persona
Jordi (Animals)	1	G	Negate Target Attack
Laurence (Sword)	1	G	Atk + 3
Marc (Trade)	1	G	Draw 3 cards
Michael (War)	1	G	All your Personas get Atk + 1
Novalis (Flowers)	1	G	Negate all attacks this turn
Yves (Destiny)	1	G	Put 1 Prophecy token on target Human
Child of the Grigori	1	M	Human gets 1 extra Prophecy token
Soldier of God	1	M	Human gets Force + 1
Gods Grace	1	M	Force + 1
Blessing	1	M	Force + 1
Relic	1	A	Def + 1
Fiery Sword	1	A	Force + 1
Divine Intervention	1	E	Negate a Prince card as it is Played
Reincarnation	1	E	Put Persona in discard into your hand
Renegade	1	E	Shuffle target demon back into his deck
Remnant	1	E	Draw 2 cards
Reviver	1	E	Put Persona in discard into your hand
Celestial Forces	1	E	Def + 2
Miracle	1	E	Def + 3
Smite	1	E	Atk + 2
See the Light	1	E	Control Target Human
Celestial Symphony	1	E	Draw 2 cards
Sacrifice	1	E	Destroy Attacker & Blocker
Resonance	1	E	Look at opponents hand
Redemption	1	E	Control target Demon

Card Name	#	Type	Notes
Complete Task	1	E	Put 1 Prophecy token on target Human
Attunement	1	E	Angel gets Def + 1
Banish	1	E	Send Demon back to owners hand
Divine Rite	1	E	Draw 2 cards
Tether to Heaven	1	E	All Personas get Def + 1
Song of Attraction	1	S	Take 1 card from deck & put it in your hand
Song of Harmony	1	S	Negate all attacks this turn
Song of Healing	1	S	Put Persona in discard into your hand
Song of Light	1	S	Negate target Attack
Song of Shields	1	S	Target gets Def + 2
Song of Thunder	1	S	Destroy Target Attacker

Demon Deck Card List

Card Name	#	Type	Notes
Balseraph (The Liars)	2	D	Activate: Negate target Block
Djinn (Stalkers)	2	D	Atk + 2
Calabim (Destroyers)	2	D	Force + 1
Habbalah (Punishers)	2	D	Activate: Target gets Force - 1
Lilim (The Tempters)	2	D	Activate: Recruit 1 Persona
Shedim (Corruptors)	2	D	Activate: Opponent discards 1 card
Impudites (The Takers)	2	D	Activate: Draw 1 card from the deck
Humans	9	H	
Andrealphus (Lust)	1	P	Control Target Human
Asmodeus (The Game)	1	P	Look at next 3 cards in both decks
Baal (War)	1	P	All Personas get Atk + 1
Beleth (Nightmares)	1	P	Target cannot Attack or Block
Belial (Fire)	1	P	Atk + 3
Haagenti (Gluttony)	1	P	Target cannot Attack or Block
Kobal (Dark Humor)	1	P	Target cannot Attack or Block
Kronos (Fate)	1	P	Look at next 7 cards in target deck
Malphas (Factions)	1	P	Negate all attacks this turn
Nybbas (Media)	1	P	Put 1 Prophecy token on target Human
Saminga (Death)	1	P	Target Human becomes Undead (Force + 1)
Valefor (Theft)	1	P	Take control of target Artifact
Vapula (Technology)	1	P	Force + 1
Soldier of Hell	1	M	Human gets Force + 1
Dissonance	1	M	Force -1 (Attach to angel)
Diabolical	1	M	Force + 1
Geas	1	M	Atk + 1
Stigmata	1	M	Force -1
Blindness	1	M	Force -1
Talisman	1	A	Atk + 1
Unholy Shotgun	1	A	Force + 1
Imbroglia	1	E	All personas have Def -1
Summon Demon	1	E	Put Demon in discard into your hand
Numinous Corpus	1	E	Force + 1
Imps & Gremlins	1	E	Opponent must discard 2 cards from hand
Road to Hell	1	E	Put 1 Prophecy token on target Human
Outcast	1	E	Shuffle target angel back into his deck
Corporeal Forces	1	E	Atk + 2

Card Name	#	Type	Notes
Corruption	1	E	Remove 2 Prophecy tokens from Human
Kiss of Death	1	E	Atk + 3
Discord	1	E	Opponent must discard 2 cards from hand
Fallen Angel	1	E	Control target Angel
Deal with the Devil	1	E	Put 1 Prophecy token on target Human
Infernal Rite	1	E	Draw 2 cards
Demonic Tutor	1	E	Take 1 card from deck & put it in your hand
Song of Charm	1	S	Recruit any number of Personas this turn
Song of Dreams	1	S	Look at next 5 cards in target deck
Song of Entropy	1	S	Target cannot be Blocked
Song of Form	1	S	Target gets Force + 1
Song of Motion	1	S	Target cannot be blocked
Song of Possession	1	S	Take control of Target for 1 Turn
Song of Projection	1	S	Target cannot Attack or Block
Song of Tongues	1	S	Draw 2 cards

Links

Official Page





In The Nam

Introduction

Scenario for WarpQuest: Vietnam War. for the [Warpquest Core Rules](#)WarpQuest Core Rules. Your platoon has been de-assed in the bush.

You must patrol the area and meet at a new pick-up point.

The Scenario

The map spaces represent abstract time and distance. There is only one Module. There is no "Artifact". The Scenario is a one way trip. When your Platoon (Pawn) reaches the End Space (Landing Zone) it is

airlifted out.

The winner is the Platoon with the most confirmed Kill points.

Failure

If you ever have less than 20 men left in the platoon, the survivors are airlifted out and your game ends.

The Platoon

Each player has a platoon of 42 men. The platoon has 12 rolls on the skill table.

Skills Table

1D6	Skill:	Notes:
1	Jungle Warfare +1	Ability to set-up & detect Booby Traps & Ambushes
2	Fire Support +1	Ability to call in Artillery Strikes & Close Air Support
3	Firepower +1	Ability to achieve small arms fire superiority
4	Diplomacy +1	Ability to communicate with villagers
5	Leadership +1	Ability to avoid strife within the platoon
6	Medical +1	First Aid (Maximum of +2)

Foes

If you encounter a Foe, you have to make several challenge Test Rolls:

1. Make a test vs Jungle Warfare x2. If successful add one to your next roll. . .
2. Make a test vs Firepower x2. If successful, you kill the Foe. Discard it. If not. . .
3. Make a test vs Fire Support x2. If successful, you call in Artillery or Air support that kills the Foe. Discard it. If not. . .
4. Make a test vs Leadership x2. If successful, you are able to make an orderly retreat. Discard the Foe card.
5. Roll 1D6 to determine casualties:

Subtract your Medical Skill roll. Subtract 1D6 if you passed the Jungle Warfare Test. Add 1D6 if you failed

the Firepower test.

Add 1D6 if you failed the Navigation test. Add 1D6 if you failed the Leadership test. Casualties are airlifted out on a medevac chopper.

If you passed your Firepower test get a confirmed kill point.

Booby Traps

If you fail a Jungle Warfare x2 test roll 1D6 to determine casualties: Subtract your Medical Skill.

Leadership & Diplomacy Tests

If you fail a Non-Foe Leadership test all future challenge rolls are at -1. If you fail a Non-Foe Diplomacy test go back 2D6 spaces.

Module Card List

Card Name:	Challenge:
Victor Charlie	(Foe)
Heavy Contact	(Foe) DM +1 (Worth 2 confirmed Kill Points)
Dinks in the Bush	(Foe)
Viet Cong	(Foe)

Card Name:	Challenge:
Hot Landing Zone	(Foe)
NVA Assault	(Foe) DM +1 (Worth 2 confirmed Kill Points)
Fire Zone	(Foe)
Ambushed	(Foe) DM +1
Village Warfare	(Foe) Replace Jungle Warfare with Diplomacy
Guerilla Warfare	(Foe)
Sniper	(Foe) DM +1
Charlie Owns the Night	(Foe)
Search & Destroy	(Foe) DM -1 for Fire Support Roll
Set up Ambush	(Foe) DM -1
Tunnel Complex	(Foe) DM +1 (Worth 2 confirmed Kill Points)
Bunker	(Foe)
Toe Popper	(Booby Trap) Max 1 Casualty
Punji Stakes	(Booby Trap)
Trench foot & Snakebites	(Booby Trap)
Friendly Fire	(Treat as Booby Trap)
HE Shell & Tripwire	(Booby Trap) Casualty roll +1D6
Tripwire Grenade	(Booby Trap)
Mortar Attack	(Treat as Booby Trap)
Child with Grenades	(Treat as Booby Trap)
Landmine	(Booby Trap)
Chinese Claymore	(Booby Trap) Casualty roll +1D6
Navigation Errors	Jungle Warfare x2. If failed go back 1D6 spaces
Protected by the People	Diplomacy x2
Pacification	Diplomacy x2
Winning Hearts & Minds	Diplomacy x2
Relocation	Diplomacy x2 (Counts as a Confirmed Kill)
Destroy VC Stockpile	Diplomacy x2 (Counts as a Confirmed Kill)
Interrogations	Diplomacy x2
Fragging	Leadership x2 (If failed take 1 casualty)
Torch Village	Leadership x2
Dead Marines	Leadership x2
Communist Propaganda	Leadership x2 DM -1
Short Timers	Leadership x2
Live Bait	Leadership x2
Drug Addiction	Leadership x2
Civilian Deaths	Leadership x2
1000 Yard Stare	Aid: Jungle Warfare +1
Avoid Trails	Aid: Jungle Warfare +1
Special Forces	Aid: Jungle Warfare +1
Point Squad	Aid: Jungle Warfare +1
Stay Alert	Aid: Jungle Warfare +1
Intelligence Report	Aid: Leadership +1
Chocolate Bars	Aid: Diplomacy +1
ARVN Interrogator	Aid: Diplomacy +1
Medic	Aid: Medical +1
Field Dressings	Aid: Medical +1
Fire Superiority	Aid: Firepower +1
Grenade Launchers	Aid: Firepower +1
M60 GP Machineguns	Aid: Firepower +1
M16 Rifles	Aid: Firepower +1
Defensive Perimeter	Aid: Firepower +1
Blast the Gooks	Aid: Firepower +1

Card Name:	Challenge:
Helicopter Gunship	Aid: Fire Support +1
Map Reading	Aid: Fire Support +1
Forward Observer	Aid: Fire Support +1
Artillery Barrage	Aid: Fire Support +1
Radio Contact	Aid: Fire Support +1
Napalm Strike	Aid: Fire Support +1





Incal

Introduction

Card game for 2 players. Based on the Graphic Novel "The Incal" by Moebius.

Disclaimer

"The Incal" is a copyrighted property. This is merely a fan site.

The Decks

There are two decks. One player uses the Light side deck. The other uses the Dark side deck.

Each deck contains 1 copy of each card in the card list.

Victory

There are 2 ways to win: Run opponent out of cards, or Play the Win card in your deck.

Plot Points

Use tokens or coins to keep track of PP (plot points).

Setup

Each side starts with a hand of 7 cards. The light side starts with John Difool in play. The Dark side goes first.

Turn Sequence

Players take turns. Each turn has 7 phases.

- Fate Phase
- Plot Phase
- Action Phase
- Recruit Phase
- Event Phase
- Attack Phase
- End Phase

Fate Phase

Draw 1 card.

Plot Phase

Gain Plot points from cards that have this ability.

Action Phase

Cards that activate may use their special ability at this time.

Recruit Phase

Put unit cards into play from your hand. (Hero, Villain, Troop, Ship, Fortress, & Creature cards) These cards stay in play until destroyed. Political cards are also played, but they are not unit cards.

Modifier cards are also played. Modifier cards are attached to a unit of the appropriate type. Only one Necro unit can be in play at a time.

Note that many cards require you to have amassed a minimum number of Plot points before you can play them.

Event Phase

Play Event cards & up to 1 Location card. Your opponent may play event cards that negate the cards you play. For example: Escape cards are used to nullify certain event cards.

Event & Location cards are always discarded at the end of the turn. When forced to discard, you may discard from your deck or hand.

Attack Phase

Attack with your units that have a Force value. An unblocked unit causes the defender to discard a number of cards from his Deck equal to the force of the attacking unit. The defender may block with his unit cards.

Compare the Force of the attacker & blocker. The card with the lower Force is discarded. Discard both units if there is a Force tie.

Event cards that increase Force may be played during combat. Fortress units can only defend not attack.

End Phase

Max hand size is 7 cards. Discard excess cards. Discard any cards you don't want

Card Type Notation

- E** Event
- H** Hero
- L** Location
- V** Villain
- X** Escape
- M** Modifier
- P** Political
- S** Spaceship
- T** Troops
- C** Creature
- R** Robot
- F** Fortress

Light Side Card List

Card Name	Type	Force	Notes:
John DiFool	H	1	Gain 1 Plot point per Turn
Incal	M	+3	Activate to attach to target Hero
Metabaron	H	3	Destroy any block(ed/ing) non-creature unit
Animah	H	1	All Heroes get Force +1
Sunmoon	H	2	+2 with Incal
Wolf Head	H	1	Force +1 with Tanatah
Deepo	H	1	Force +1 with John DiFool
Tanatah	H	1	Requires 6 PP
Kamar Raimo	H	2	Draw 2 cards when played
Mythical Inner Earth	L	-	Draw 2 cards & 1 PP
Reach the Planets Core	L	-	Draw 2 cards & 1 PP
The Sun Core	L	-	Draw 2 cards & 1 PP
Two Incals Combined	E	-	Destroy target Creature or Robot
Find Shelter	X	-	Escape
Float on Wreckage	X	-	Escape
Lucky Fall	X	-	Escape
Caught in Mid-Air	X	-	Escape
Incal Regeneration	X	-	Put discarded Hero into your hand
Leap to Safety	E	-	Hero gets +2 Force if defending
Warriors Ways	E	-	All Heroes get +1 Force
Telepathic Flight	X	-	Escape
The Perfect Androgyne	M	-	Attach to Sunmoon: +1 Force
Merge with the Incal	E	-	Hero gets +3 Force
Unified Peace	E	-	All Heroes get +1 Force
Beam Transport	X	-	Escape
Starship Hope	E	-	Draw 2 cards
Stabilized Psycho Rats	E	-	Draw 2 cards
Emperoratrix	H	-	Gain 1 Plot point per Turn
Galactic Holovid Broadcasts	P	-	Gain 1 Plot point per Turn
Colonials	P	-	Gain 1 Plot point per Turn
Legendary Guardians	E	-	Gain 3 Plot Points
Cross the Mirror	E	-	Draw 2 cards & 1 PP
Rite of Passage	E	-	Gain 3 Plot Points
Portal of Transfiguration	L	-	Draw 2 cards & 1 PP
Pyramid Island	L	-	Draw 2 cards & 1 PP
The Star Vessel	S	5	Requires 15 PP
Meld with the Medusa	X	-	Escape
Mental Probe	E	-	Look at Opponents hand
Imperial Citadel Vitavil	E	-	Negate all attacks this turn
Miracle	E	-	Draw 2 cards & 1 PP
Nuptual Games	E	-	Draw 2 cards & 1 PP
Robot Trainer	M	-	Hero gets Force +1
Auto-Medic	E	-	Put discarded Hero into your hand
Rebellion	E	-	Destroy Political Target
Impregnate the Protoqueen	E	-	Draw 2 cards & 1 PP
Imperial Broadcast Net	E	-	Put any 1 card in your deck into your hand
Metabolism Boost	E	-	Hero gets Force +2
Miniaturization	X	-	Escape
Levitation	X	-	Escape
Medusae	C	3	Activate to destroy target Shadow card

Card Name	Type	Force	Notes:
Berg Fleet Allies	S	6	Negate Psychic Barrier. Requires 15 PP
Reincarnation	E	-	Put discarded Hero into your hand
Class-2C Riots	E	-	Opponent must discard 2 cards
Reveal Plot	E	-	Look at Opponents hand
Ventilation Shaft	X	-	Escape
Stun Beams	E	-	Discard target Troop unit
Structural Damage	E	-	Discard target Robot
Berg in Disguise	E	-	Gain 3 Plot Points
Directions of the Incal	E	-	Look at the next 10 cards in your deck
Factional Fighting	X	-	Escape
Steal Aircar	X	-	Escape
Rebels	T	1	
AMOK Army	T	1	Requires 10 PP
Vid Star Diavaloo	H	1	Gain 1 PP per Turn
Tonto the Robot	H	0	Meta cards get +1 Force
Metabunker	F	3	
Colonial Fleet	S	4	Requires 20 PP
Meta-Skiff	S	3	Requires Metabaron. Cannot be blocked
Saved by the Incal	X	-	Escape
Deepo to the Rescue	X	-	Escape
Incal Eye Beams	E	-	Discard target unit
Nucleo-Tacticals	E	-	Destroy Fortress
Suction Lines	E	-	Hero or Troop cannot be blocked
Polarity Inversor Generators	E	-	Negate a Force Bonus Event card
Ultrasonic Bazooka	E	-	Unit gets Force +2
Cranial Biocomputer	M	-	Unit gets Force +1
Sub-Space Rematerialization	E	-	Unit gets Force +2 if Attacking
Microscopic Hole	X	-	Escape
Destroy Central Computer	E	-	Destroy Fortification
Theta Dream	E	-	Win in 7 turns. Requires 50 PP
Berg Golden Age	E	-	Gain 3 PP
Inner Transformation	E	-	Gain an extra turn
Channel of the Incal	E	-	Negate any card just played
Sacrifice	E	-	Discard X Heroes. Opponent discards 2X cards
Banish the Darkness	E	-	Opponent discards 7 cards. Requires 30 PP
The Eternal Witness	E	-	Gain 7 PP. Requires John Difool

Dark Side Side Card List

Card Name	Type	Force	Notes:
The Crystal Forest	L	-	Neutralize all target Heroes for 2 turns
The War Star	F	8	
Psycho Rats	C	1	Gain +1 Force per turn
Acid Whirlpool	L	-	Escape or Hero killed
Gorgo the Filthy	V	2	
The Garbage Eaters	T	1	Force +1 with Gorgo in play
Flying Leeches	C	1	
Necro Probe	R	6	
Force Field	E	-	Unit gets +2 Force if defending

Card Name	Type	Force	Notes:
Debris Storm	L	-	Escape or Hero killed
Crash Landing	E	-	Escape or Hero killed
Slime Nets	E	-	One Troop unit gets +2 Force
Presidential Pursuit	E	-	Opponent must discard 2 cards
The Tower Maze	L	-	Neutralize all target Heroes for 1 Turn
Necro-Robot	R	5	
The Planet of Gold	L	-	Draw 2 cards
Berg Empire Armada	S	5	Discard if Berg Fleet Allies in Play
Technos	P	-	Gain 1 Plot point per Turn
Bursar Guild	P	-	Gain 1 Plot point per Turn
Magnates	P	-	Gain 1 Plot point per Turn
Purple Endoguard	T	3	
Techno Pope	V	1	Gain 1 PP per Turn
Shadow Eggs	C	5	Gain +1 Force per turn
Iman Horlog	V	1	Activate to look at Opponents hand
Hunchbacks	T	1	
Greyfield the Mentrek	T	1	Gain 1 PP per Turn
Betrayal	E	-	Destroy Political Target
Banishment to Aquaend	L	-	Escape or Hero killed
Necro-Panzer	R	4	
Homeosluts	E	-	Neutralize John DiFool for 1 Turn
Shadow Swarm	S	5	Requires 7 PP
Psychic Barrier	M	-	Fortress gets +3 Force
Technogea	F	5	
Technocentror	V	4	Gain 3 PP if Killed
Subspatial Spy Beam	E	-	Look at Opponents hand
Cryogenor	E	-	Gain 3 PP
AMOK Killers	T	1	Discard if Tanatah in play
Robocop Androids	T	1	
Accelerate Program	E	-	Draw 2 cards
Psycho-Virus Implant	E	-	Destroy target Hero
The Buried City	L	-	Opponent misses next turn
Disintegration	E	-	Destroy target Hero
The Great Darkness	C	9	Gain 1 PP per Turn. Requires 30 PP
Suicide Alley	L	-	Escape or Hero killed
Cogan 45	E	-	Troop unit gets Force +2
Berg Commandos	T	2	Discard if Berg Fleet Allies in Play
Presidential Cloning	E	-	Put discarded Villain into your hand
Capture	E	-	Escape or Hero neutralized for 2 turns
Fighter Squad	S	1	
High Ophidity	V	1	Gain 1 PP per Turn
Techno City	L	-	Escape or Hero killed
Kidnap	E	-	Gain 3 PP
Techno Dismemberment	E	-	Escape or Hero killed
The Cardioclax	R	5	Can only Defend
Hyper Halo	E	-	Opponent must discard 2 cards
Flying Palace	F	3	
Imperial Fleet	S	4	Discard if Colonial Fleet in play
Covered by Dark Plasma	E	-	Escape or Hero killed
Break the Barrier	E	-	Win in 3 turns. Requires 50 PP
Inner Monsters	E	-	All Heroes neutralized for 2 turns

Links

Moebius Quenched Consciousness





Incredible Cards

Introduction

Card game for 2-4+ players based on the Incredibles Animated Movies.

Disclaimer

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Victory

The Game ends when all Villains have been captured. The player who has captured the most Villains wins.

The Deck

Players share a common deck. The deck has 7 suites:

1. Supers (Super Heroes)
2. Powers (Super Powers)
3. Action (Foes and Situations)
4. Locale (Locations)
5. Issues (Psychological and Social)
6. Detail (Pro or Con)
7. Thwarts (Complications and Foe Tactics)

Each suite has 30 cards. Each card has a value of 1 to 5.

The Villain Deck

The Villain Deck has 7 Cards. One of these is always in play. Each has a unique complication that makes them more difficult to capture.

#. Villain:	Complication in Order to Defeat:
1. Syndrome	Meld must include Super card of Rank 4 or 5
2. Screenslaver	Meld must include Action card of Rank 4 or 5
3. Baron Von Ruthless	All Players Discard 1 Random card in their End Phase
4. Bomb Voyage	Meld must include Power card of Rank 4 or 5
5. Nemesis	Meld must include all Ranks 1-5
6. Evil Mastermind	Rank of all cards in Meld must be Odd
7. Underminer	No Rank 1 Cards in Meld

Setup

Shuffle the Deck. Pick a random player to go first. Play proceeds clockwise.

Place 1 Random Villain card face-up in the middle of the table. Deal 7 cards to each player.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Draw Phase
2. Action Phase
3. Meld Phase
4. End Phase

Draw Phase

Fill your hand to 7 cards. If the deck ever runs out, shuffle the discard and draw from it.

Action Phase

Play (discard) 1 card from your hand. It will cause a special effect depending on its suite:

1. Supers = Draw 2 cards.
2. Powers = Draw 3 cards and discard 2 cards.

3. Action = Opponent must discard 2 random cards.
4. Locale = Draw 1 card. Look at next 5 cards in deck.
5. Issues = Steal 1 random card from opponent.
6. Detail = Draw 1 card. Look at opponent's hand.
7. Thwarts = Draw 1 card. Opponent must discard 1 card.

Meld Phase

You may play a Meld. A Meld must contain 1 card from each of the 7 Suites. When you make a Meld discard your hand and Capture the current Villain Card.

Keep your captured Villain Cards next to you. Replace the Villain card with a new one from the Villain Deck.

End Phase

Discard down to 7 cards.

Common Deck Card Notation

S Supers

P Powers
A Action
L Locale

I Issues
D Detail
T Thwarts

Common Deck Card List

Card Name:	Points:	Type:
Mister Incredible	5	S
Elastigirl	5	S
Violet	4	S
Dash	4	S
Jack Jack	3	S
Frozone	4	S
Incredible Family	5	S
Incredible Kids	5	S
Team Up	5	S
Voyd	1	S
Krushauer	1	S
Helectrix	1	S
Reflux	1	S
Brick	1	S
Screech	1	S
Vigilante	3	S
Super Agent	4	S
Bob and Helen	5	S
Lucius	4	S
Gazerbeam	3	S
Dynaguy	2	S
Thunderhead	2	S
Strato Gal	2	S
Meta Man	2	S
Splashdown	2	S
Kronos	2	S
Fironic	3	S
Quick Thinking Hero	4	S
Courageous Hero	3	S
Bold Hero	3	S
Telekinesis	1	P
Electric Shock	1	P
Demon Form	1	P
Dimensional Rifts	3	P
Fire Form	1	P
Vanishing	2	P
Ice Barrier	3	P
Parachute Form	2	P
Trampoline Form	2	P
Flying	1	P
Laser Eyes	2	P
Multiple Bodies	1	P
Devtech Super Bike	3	P
Incredible Car	3	P
Super Suit	3	P
New Feature	2	P

Card Name:	Points:	Type:
Traction Avenue	2	L
Downtown	5	L
City Hall	4	L
Open Ocean	4	L
Underground	4	L
City Streets	5	L
Apartment Building	3	L
Rooftops	4	L
Station	2	L
Office Building	2	L
Crime Scene	3	L
Rail Line	4	L
Mega Yacht	5	L
Stairwell	3	L
Hideout	3	L
Hypno-Goggles	2	T
Manifesto	1	T
Mind Control	5	T
Mystery	3	T
Inventions	3	T
Captured	4	T
Technology	3	T
Revenge	5	T
Betrayal	4	T
Death Ray	4	T
Hostages	5	T
Bystanders	3	T
Cloaking Device	2	T
Artificial Intelligence	4	T
Cape Malfunction	4	T
Biggest Fan	1	T
Probe	2	T
Evil Laughter	1	T
Confirmed Hit	2	T
Call Your Bluff	4	T
Intruder Alert	1	T
Master Plan	5	T
Guns	2	T
Cage	3	T
Trap	3	T
Propaganda	1	T
Confusion	5	T
Threats	2	T
Surprise	5	T
Arrest	5	D
Babysitting	5	D

Card Name:	Points:	Type:
Break Through Walls	4	P
Super Strength	5	P
Invisibility	4	P
Super Stretch	5	P
Invulnerability	4	P
Force Field	5	P
Super Speed	5	P
Ice Formation	5	P
Flexible	3	P
Unique Abilities	4	P
Bulletproof	4	P
Indestructible	5	P
Run On Water	2	P
Edna Mode	4	P
Runaway Bullet Train	5	A
Runaway Driller	5	A
Runaway Hydrofoil	5	A
Hypnotized Heroes	4	A
Helicopter Dogfight	4	A
Giant Killer Robot	5	A
Omnidroid	5	A
Mugging	1	A
Kidnapping	3	A
Ambush	2	A
Rocky the Raccoon	1	A
Bank Robbery	3	A
Missiles	4	A
Infiltration Assignment	4	A
Escape	3	A
Guards Attack	2	A
Save the World	5	A
Hijacking	4	A
Brainwashing	3	A
Rescue Mission	4	A
High Speed Pursuit	3	A
Armed Gunmen	2	A
Cat Up Tree	1	A
Tour Bus Robbery	1	A
Battle Royale	2	A
Ledge Jumper	1	A
Purse Snatcher	1	A
Evacuation	2	A
Vortex	2	A
Attack Hovercraft	3	A
Burning Building	5	L
Collapsing Building	5	L
Remote Island	2	L
Metroville City	1	L
New Urbem	1	L
Municiberg	1	L
Testing Facility	2	L
Jungle	4	L
Volcano	3	L

Card Name:	Points:	Type:
Crime Fighting	5	D
Power Source	5	D
Crash Landing	4	D
Mirage	4	D
Remote Control	5	D
Trick	4	D
Private Plane	2	D
Beacon	2	D
Giant Rocket	5	D
Catch Phrase	1	D
Sidekick	3	D
Police Radio	1	D
Public Service	1	D
Self Destruct	1	D
Secret Message	2	D
Deception	3	D
Prototype	3	D
Air Drop	1	D
Patch Job	1	D
Homing Device	3	D
Abort	2	D
Weakness	3	D
Disengage	2	D
Gamble	3	D
Throw Car	2	D
Stow Aways	4	D
Monologue	4	D
Distraction	4	D
Suburban Life	1	I
Family Dynamic	2	I
Renunciation	1	I
Perception	5	I
Collateral Damage	4	I
Relocation Program	4	I
Memory Wipe	2	I
Tear in the Suit	1	I
Secret Identity	3	I
Rick Dicker	2	I
Midlife Crisis	5	I
Marital Dysfunction	5	I
Child Neglect	3	I
Impotence Fears	3	I
Fashion Faux Pas	3	I
Existential Angst	4	I
Identity Crisis	5	I
Exceptionalism	1	I
Mediocrity	2	I
Responsibility	2	I
High Achievement	1	I
Domesticity	4	I
Public Trust	2	I
Lawsuits	4	I
Problems at School	5	I

Card Name:	Points:	Type:
Nomanisan	1	L
Precise Location	3	L
Containment Unit	5	L
Mainland	1	L
Aircraft Hangar	2	L
Financial District	1	L

Card Name:	Points:	Type:
Blow Cover	4	I
Relocation	3	I
Frustrating Job	5	I
Retired	1	I
Moonlighting	3	I





Indian Territory

Introduction

Each player controls one North American Indian Tribe. Players use their people to gather food and to raid each other and the white men.

Victory

The game ends after 6 Turns. The player with the Most Victory Points (VP) at the end of the game wins. If you ever lose all your PT or LT you automatically lose.

Nations

Each player picks one of the Nations listed in the Nation List as their identity.

Population Tokens (red)

These are used to conduct actions such as raiding and hunting. Each Population Token (PT) represents about 50 People.

Land Tokens (blue)

Extra Land Tokens (LT) give more access to food and resources.

Food Tokens (brown)

Food Tokens (FT) are used to feed your people. They are gained by claiming certain cards.

Horse Tokens (white)

Horse Tokens (HT) give advantages to Raids.

Weapon Tokens (black)

Weapon Tokens (WT) give advantages to Raids.

Spirit Tokens (yellow)

Spirit Tokens (ST) have a variety of uses.

Trade Tokens (orange)

Trade Tokens (TT) represent things like Furs and skins or crafted items that are Used to trade with whites for things like Guns and Horses.

Craft Tokens (green)

Craft Tokens (CT) represent an accumulation of skilled labor.

Player Mats

Each player should have his own Mat with spaces for:

1. Unactivated PT
2. Activated PT
3. PT reserved for Raiding
4. PT reserved for Trading
5. All other Tokens

Spirit Deck

Players share a common deck. Cards are of 2 basic types: Resource Cards and Bonus Cards. Resource cards provide Tokens and are then Discarded.

Bonus Cards are placed face-up in front of the owner and Provide either a continuous benefit or are discarded for a one-time benefit.

Dice

Six sided Dice are needed. Dice are used to resolve Raids and Events.

Eagle Feather

Possessor of the Eagle Feather goes first in the Hunt and Raid Phases. Play then proceeds clockwise.

Setup

Each player gets 10 PT and 10 LT and 10 ST. Players roll high on 1D6 to see who gets the Eagle Feather.

Turn Sequence

Each turn has 9 Phases:

1. Season Phase
2. Braves Phase
3. Hunt Phase
4. Territory Phase
5. Food Phase
6. Raid Phase
7. Trade Phase
8. Encroachment Phase
9. Spirit Phase

Season Phase

Place 7X cards from the top of the spirit deck face up.

X the number of players.

If the deck runs out, shuffle the discard and draw from it.

Hunt Phase

Players take turns activating Population Tokens one at a time starting with The Eagle Feather holder and then going clockwise. An activated PT can claim a face up spirit card or go on a raid or go Trading. Resolve Spirit card purchases and conversions as soon as they are claimed.

Some Spirit Cards have a purchase cost in Tokens. This must be paid immediately. If the purchase cost cannot be paid, the card cannot be claimed. If the Spirit card is a resource card, immediately gain the indicated type of Tokens and then discard the card.

Raids are resolved in Raid Phase. Trades are resolved in Trade Phase. Use the Player Mats to keep track of status of PT. Gathering Option: Activate a PT to gain 1 FT (Plant variety).

Prayer Option: Activate a PT to gain 1 ST. Work Option: Activate a PT to gain 1 CT.

Territory Phase

If you have more LT than PT, gain FT equal to the difference. If you have less LT than PT, lose FT equal to the difference.

Raid Opponent Table

2D6	Result
2-3	Ambushed: lose 1 PT
4	Battle: Both Sides lose 1 PT
5	Standoff: Nothing
6	Thievery: Steal 1D6 FT
7	Counting Coup: Gain 1D6 ST

2D6	Result
8	Horse Raid: Steal 1D6 HT
9	Scalps: Opponent loses 1PT. You gain 1D6 ST
10	Captives: Steal 1 PT
11+	Overrun: Steal 1 LT

Raid Non Player Indian Table

2D6	Result
2-3	Fighting: lose 1 PT
4-5	Standoff: Nothing
6	Thievery: Gain 1D6 FT
7	Counting Coup: Gain 1D6 ST

2D6	Result
8	Horse Raid: Steal 1D6 HT
9	Scalps: Gain 1D6 ST
10	Captives: Gain 1 PT
11+	Overrun: Gain 1 LT

Raid White Men Table

2D6	Result
2-3	Soldiers: lose 1 PT
5	Standoff: Nothing
6	Thievery: Gain 1D6 FT
7	Counting Coup: Gain 1D6 ST

2D6	Result
8	Horse Raid: Gain 1D6 HT
9	Scalps: Gain 1D6 ST
10	Kidnapping: Gain 1 PT
11+	Gun Stash: Gain 1D6 WT

Trade Phase

Players may trade Tokens with each other. Players may trade with white men at the following Conversion Rates: 4 TT for 1 HT 7 TT for 1 WT 2 TT for 1 FT A

Food Phase

Each player discards FT equal to their PT. If they are short roll once on the Starvation Table for each FT they are short.

Starvation Table

1D6	Result:
1-2	Lose 1 PT
3-4	Lose 1D6 HT or 1 PT
5-6	Lose 1D6 ST or 1PT

Raid Phase

Players take turns conducting Raids. Start with the Eagle Feather holder and then go clockwise. Each PT held in reserve conducts its own raid.

When making a Raid, declare the target of the Raid: Target Opponent, Non-player Tribe, or White Men. The max number of Raids you can conduct against a single opponent in a turn is two. Roll once on the Indicated Table for each raiding party: When raiding an opponent, add 1 if you have more weapons.

When raiding an opponent, add 1 if you have more horses. Every time you go on a Raid, lose 1 WT after the raid is resolved.

player may buy (from the whites) up to 3 Tokens per PT they put in reserve for Trading.

Encroachment Phase

Each player rolls once on the Encroachment Table. Add one to the roll if you raided the white men this

turn. If you did not raid the white men and you did trade with them this turn, get -1 to the roll.

Encroachment Table

2D6	Result:
1-3	Peace: Gain 1 WT or 2 HT or 3 FT
4	Government Treaty: Nothing
5	Small Pox: Lose 1 PT
6	Lose the Old Ways: Lose 1 random Bonus Card
7	Whiskey: lose 1D6 TT

2D6	Result:
8	Settlers: Lose 1 LT
9	Railroads: Lose 1 LT
10	Sent to Reservations: Lose 1 PT and 1 LT
11	Army Fort: Lose LT
12+	Massacre: Lose 1 PT

Spirit Phase

Discard all Unclaimed Face-Up Spirit Cards. The Eagle Feather is passed one player clockwise.

X Bonus Card

P Plants

H Hide Animals

F Fish

RR Raid Roll

TO Target Opponent

Spirit Deck Card List Notation

R Resource Card

Spirit Deck Card List

Name:	Type	Cost	Notes:
Buffalo	RH	-	4 FT and 3 TT
Bison	RH	-	4 FT and 3 TT
Corn	RP	-	5 FT
Maize	RP	-	5 FT
Squash	RP	-	3 FT
Berries	RP	-	2 FT
Salmon	RF	-	5 FT
Melons	RP	-	2 FT
Crops	RP	-	3 FT
Tools	R	-	2 CT
Skilled Work	R	-	3 CT
Woodcraft	R	-	4 CT
Group Activity	R	-	5 CT
Craftsman	X	-	Gain 1 CT in TP
Harvest	RP	-	3 FT
Pemmican	RA	1 CT	4 FT
Rain Dance	RP	-	2 FT and 2 ST
Spear Fishing	RF	-	3 FT
Net Fishing	RF	2 CT	4 FT
Jewelry	R	2 CT	2 TT and 3 ST
Moccasins	R	1 CT	2 TT and 2 ST
Shell Fish	RF	-	3 FT and 1 TT
Elk	RH	-	3 FT and 2 TT
Antelope	RH	-	3 FT and 2 TT
Deer	RH	-	2 FT and 2 TT
Beavers	RH	-	1 FT and 2 TT
Bear	RH	-	2 FT and 3 ST and 3 TT
Wolves	RH	-	1 FT and 1 ST and 2 TT
Hunting Dogs	X	-	Gain 1 FT in TP
Irrigation Trenches	X	1 CT	Plant cards earn +1 FT

Name:	Type	Cost	Notes:
Weddings	R	9 FT	1 PT
Feast	R	2 FT	6 ST
Pottery	X	5 CT	Gain 1 ST or TT in TP
Horse Herds	R	-	3 HT
Hand Made	R	-	2 CT
Artistry	R	-	3 CT
Horse Breeding	X	5 CT	Gain 1 HT in TP
Wild Stallions	R	-	1 HT
Fowl	R	-	2 FT
Mares & Foals	R	-	2 HT
War Bonnet	R	1 CT	1 WT and 2 ST
Mustangs	R	-	2 HT
Trappers	R	3 TT	2 WT
Trading Post	R	4 TT	2 WT
Gifts	R	-	2 FT or 2 ST or 2 TT
Trade Rifles	R	5 TT	3 WT
Knives	R	-	1 WT and 1 CT
Carvings	R	4 CT	7 TT and 3 ST
Ghost Dance	R	-	5 ST
Sweat Lodge	X	3 CT	Gain 1 ST in TP
Mound Building	X	4 CT	Gain 1 ST in TP
Shaman	R	-	3 ST
War Chief	X	7 ST	Get +1 to RR
War Party	X	-	Discard to get +3 to RR
Revenge Raid	X	-	Discard to get +3 to RR
Surprise Attack	X	-	Discard for +2 or -2 RR
Trap	X	-	Discard to give -3 to RR
Palisade	X	4 CT	Opponents -1 to RR against you
Alliance	X	2 ST	Discard to get 2 extra Raids this turn
Federation	R	9 ST	1 PT
Peace Pipe	X	1 ST	Discard: You and TO may not raid each other this turn
Weaving	X	4 CT	Gain 1 TT in TP
Families	R	9 FT	1 PT
Tipis	R	9 FT	1 PT
Eagle Trapping	R	1 CT	Get control of Eagle Feather
Tracker	X	-	Gain 1 FT in TP
Scouts	X	3 FT	Get +1 to RR
Warriors	X	3 ST	Get +1 to RR
Totem Poles	X	3 CT	Gain 1 ST in TP
Medicine Bag	R	-	2 ST
Canoes	X	4 CT	Fish cards earn +1 FT
Tomahawks	R	2 CT	1 WT
Prairie	R	-	2 FT and 1 HT
Forest	R	-	1 FT and 1 CT and 1 TT
Mountains	R	-	1 CT and 1 ST and 1 TT
Plains	R	-	1 HT and 1 FT and 1 TT
Rivers	RF	-	2 FT and 1 TT
Desert	R	-	1 CT and 2 ST
Great Spirit	R	-	4 ST
Beans	RP	-	4 FT
Migration	R	9 FT	1 LT
Cotton Textiles	X	3 CT	Gain 1 TT or 1 ST in TP
War Clubs	R	2 CT	1 WT

Name:	Type	Cost	Notes:
Bows & Arrows	X	4 CT	Animal Hide Cards earn +1 FT
Religious Ceremony	R	-	4 ST
Purification Ritual	R	-	3 ST
Vision Quest	X	1 ST	Discard to cause die roll to be rerolled
Dream Catcher	R	-	1 ST and Look at next 7 cards in deck
Animal Spirit Guides	R	-	2 ST and 1 FT

End Game Scoring

Player with most LT gets 10 VT Player with most PT gets 9 VT Player with most HT gets 8 VT Player with most WT gets 7 VT Player with most ST gets 6

VT Player with most CT gets 5 VT Player with most TT gets 3 VT Player with most FT gets 2 VT Player with the most Bonus Cards get 4 VT If tied in a category, all tied players get the points -1.

Nations List

Tribe:	Notes:
Pueblo	Plant Cards earn +1 FT
Shoshoni	May use Bonus cards as Resource cards instead: Zero Cost: Gain 2 Food
Chinook	Gain +1 CT in TP
Sioux	Hide Animal Cards earn +1 FT
Delaware	Raid Rolls against them are at -1
Iroquois	Get +1 to Raid Rolls
Natchez	Gain +1 ST in TP
Creeks	Start with +1 PT
Apache	Start with +1 LT
Fox	Steal 1 TT from 1 Target player in TP
Commanche	Start game with 5 HT

Extra Scoring Optional Rules

Have a scoring round after the third turn. OR play 7 turns and score after the 3rd, 5th, and 7th.





Indian Wars

Introduction

Card game for 2 Players. Theme: American Indian Wars in the Post Civil War Years. One player is the Whites.

The other player is the Indians.

Victory

Reduce your opponent to zero Blood Chips. Note: If both players are reduced to zero at the end of a Turn, the player with the least negative total wins. A White win indicates an early end of the Indian Wars in The White Mans favor.

An Indian win indicates additional Resistance and a Continuation of the Indian Wars. (By 1870 there were more Whites in Kansas than Indians in the entire US)

Blood Chips

Each player starts with 20 Blood Chips.

The Deck

Players share a common deck. There are 7 types of cards: Initiative, White Combatant, Indian Combatant, Firepower, Aftermath, Special, and Historical Except for Special cards and some Historical Cards, all cards have a numerical Score. Most cards can be played by both players. Some can only be played by one.

Turn Sequence

Each turn has 6 Phases:

1. Resources Phase
2. Initiative Phase
3. Combatants Phase
4. Firepower Phase
5. Aftermath Phase
6. Endings Phase

Resources Phase

Each Player draws 7 cards. A player may discard up to 4 cards and draw replacements. If the deck ever runs out, shuffle the discard and draw from it.

Initiative Phase

Players lay down their Initiative cards from their hands. The player with the highest total Initiative score wins the Initiative contest. (The winner of the Initiative is fighting on his terms) The loser of the contest loses 1 Blood Chip.

If the loser played no Initiative cards, he loses 2 Blood Chips. In a tie, neither player loses a Blood Chip.

Combatants Phase

The White Player may lay down White Combatant cards from his hand. The Indian Player may lay down Indian Combatant cards from his hand. The player with the highest total Combatant score wins the combatant contest.

(The winner has the most or the best forces) The loser of the contest loses 1 Blood Chip. If the loser played no Combatant cards, he loses 2 Blood Chips. In a tie, neither player loses a Blood Chip.

Firepower Phase

Players lay down their Firepower cards from their hands. The player with the highest total Firepower score wins the Firepower contest. (The winner has an advantage in guns and ammunition) The loser of the contest loses 1 Blood Chip.

If the loser played no Firepower cards, he loses 2 Blood Chips. In a tie, neither player loses a Blood Chip.

Aftermath Phase

The player who won the Initiative contest plus the most contests overall may play Aftermath cards. (Remember there are 3 contests: Initiative, Combatants, and Firepower) Note: In a Tie neither player may play Aftermath cards. For every Aftermath card you play, your opponent must discard 1 Blood chip.

Every time you play an Aftermath card, your opponent may draw 1 extra Card in the next turn's Resource Phase.

Endings Phase

Players discard their hands.

Card List Notation

- I** Initiative
- W** White Combatant
- X** Indian Combatant
- F** Firepower
- A** Aftermath
- S** Special
- H** Historical
- US** White player only may use this card
- RM** Indian player only may use this card

B Either player may use card
D Card can only be played if you lost the Initiative
Y White player may use this as an Aftermath card

Z Indian player may use this as an Aftermath card
RP Resource Phase

Card List

Card Name:	Type	Use	Score	Notes:
Raid	I	B	2	-
Ruse	I	B	3	-
Ambush	I	RM	5	-
Patrol	I	US	1	-
Surprise	I	B	5	-
Cavalry Charge	I	US	4	-
Pursuit	I	B	3	-
Trap	I	B	4	-
Pitched Battle	I	US	1	-
Surrounded	I	B	4	-
Hit & Run	I	RM	4	-
Guerilla Tactics	I	RM	4	-
Skirmish	I	B	1	-
Texas Rangers	W	US	4	-
US Cavalry	W	US	4	-
Soldiers	W	US	2	-
Homesteaders	W	US	1	-
Settlers	W	US	1	-
Cowboys	W	US	2	-
Indian Recruits	W	US	5	-
Horse Soldiers	W	US	3	-
Fort	W	US	4	D
Wagon Train	W	US	2	D/Z
Buffalo Soldiers	W	US	5	-
Troopers	W	US	3	-
Yellow Legs	W	US	3	-
Warriors	X	RM	4	-
Braves	X	RM	4	-
Camp	X	RM	1	D/Y
Village	X	RM	1	D/Y
War Party	X	RM	5	-
Scouts	X	RM	2	-
Hunters	X	RM	3	-
Plains Indians	X	RM	2	-
Chief	X	RM	5	-
Raiders	X	RM	3	-
Redskins	X	RM	4	-
Tribesmen	X	RM	3	-
Renegades	X	RM	3	-
Pistols	F	US	3	-
Firearms	F	B	4	-
Long Arms	F	US	5	-
Revolvers	F	B	3	-
Knives	F	B	1	-
Rifles	F	B	5	-
Clubs & Shields	F	RM	1	-

Card Name:	Type	Use	Score	Notes:
Bows & Arrows	F	RM	3	-
Lances	F	RM	2	-
Tomahawks	F	RM	2	-
Six-Shooters	F	US	3	-
Carbines	F	US	4	-
Bullets	F	B	3	-
Massacre	A	B	-	-
Atrocities	A	B	-	-
Slaughter	A	B	-	-
Scalping	A	B	-	-
Captives	A	B	-	-
Revenge	A	B	-	-
Surrender	A	US	-	-
Relocation	A	US	-	-
Warpath	A	RM	-	-
Rampage	A	RM	-	-
Butchered	A	B	-	-
Reservation	A	US	-	-
Murder	A	B	-	-
Confederation	S	RM	-	Draw 2 Cards in RP
Uprising	S	RM	-	Draw 2 Cards in RP
War Cry	S	RM	-	Draw 2 Cards in RP
Bugle Call	S	US	-	Draw 2 Cards in RP
Indian Fighters	S	US	-	Draw 2 Cards in RP
Offensive	S	US	-	Draw 2 Cards in RP
Pony Express	S	US	-	Draw 2 Cards in RP
Last Stand	S	B	2	Use as Initiative or Combatant card
Wounded Knee	H	US	-	Use as a Double Aftermath card
Armstrong Custer	H	US	3	Use for Combatant & Aftermath
Philip Sheridan	H	US	-	Draw 3 Cards in RP
George Crook	H	US	4	Use for Initiative & Combatant
Kit Carson	H	US	5	Use for Initiative
Little Big Horn	H	RM	5	Use for Initiative & Combatant
Geronimo	H	RM	5	Use for Initiative
Red Cloud	H	RM	4	Use for Initiative & Combatant
Crazy Horse	H	RM	5	Use for Combatant
Sitting Bull	H	RM	-	Draw 3 Cards in RP
Ghost Dancers	H	RM	-	Draw 2 Cards in RP

Links

Indian Wars Wikipedia

Card Set Available

Thanks Ron! Card Set





Indus Valley

Introduction

Card game for 2-7 players. Each player represents a city of the Bronze Age Indus Valley Civilization (IVC). Also known as the Harappan Culture.

Game End

The game ends after 10 turns. Each turn represents 200 years. The IVC flourished (present day Pakistan) 3300 - 1300 BCE.

Victory

At the end of the game each player looks at his 7 point categories. A players final score is equal to his score in his lowest scoring category. The player with the highest Final Score Wins.

Point Categories

Players accumulate points in 7 Point (Scoring) Categories:

1. Farming
2. Animals
3. Materials
4. Products
5. Trade
6. Building
7. Culture

Players use paper and pencil to keep track of their scores.

The Deck

Players share a common deck. Each card has the trait of one or more scoring categories.

Cities

Before play each player picks one of the following Cities as their own:

# City:	Special Ability:
1. Harappa	Draw 1 extra card per turn in Draw phase
2. Mohenjo Daro	Hand size +2
3. Lothal	All Melds score +3 points
4. Dholavira	Draw 1 card every time you make a Meld
5. Ganweriwala	Starts game with 7 points in every Category
6. Kalibanga	May make melds of just 2 cards each
7. Rakhigarhi	Can use Culture cards as wild cards

Turn Sequence

Each turn has 4 Phases:

1. Draw Phase
2. Trade Phase
3. Meld Phase
4. End Phase

Draw Phase

Each player draws 3 cards OR fills their hand to 7 cards. If the deck runs out, shuffle the discard and draw from it.

Trade Phase

Players may trade Cards and Points with each other. Trades do not have to be equal. Players should keep their point totals secret, however they can trade points. Players are of course on the honor system.

Limit this phase to 5 minutes.

Meld Phase

Each player may make 1 or more melds in this phase. A Meld must consist of 3 or more cards in the same Category. A Meld score points in that category equal to the Square of the number of cards in the meld. For example: A Meld of 5 Farming cards would earn 25 points in the Farming category score.

End Phase

Max hand size is 5. Discard excess cards.

Card List Notation

- F** Farming
- A** Animals
- M** Materials
- P** Products
- T** Trade
- B** Building
- C** Culture

Common Deck Card List

Name:	Type:
Agriculture	F
Pottery	P
Trade Network	T
Great Bath	B
Citadel	B
Multistory Houses	B
Merchants	T
Grain	F
Gold Jewelry	P
Cloth	P
Precious Metals	M
Metallurgy	M
Handicraft	P
Copper	M
Lead	M
Tin	M
Lapis Lazuli	M
Urban Culture	C
Religious Ritual	C
Municipal Government	C
Urban Planning	C
Wells	B
Sanitation System	B
Engineering	C or B
Granaries	B or F
Courtyards	B
Flood Control	C
Burials	C
Proto-Hinduism	C
Harbors	T or B
Maritime Trade	T
Ornaments	P
Caravans	T or A
Dredged Canals	T or B
Sail Boats	T
Bread	F
Rice	F
Flint	M
Tools	P
Barley	F
Peas	F
Wheat	F
Adobe Bricks	M or B
Sheep	A

Name:	Type:
Goats	A
Cows	A
Water Buffalo	A
Beads	P
Shell Buttons	P
Bronze	M
Metals	M
Shops	T
Grand Marketplace	T
Mustard	F
Script	C
Fishing	A
Melons	F
Ploughs	F or A
Bullock Carts	T or A
Cremation Urns	C
Musical Instruments	C or P
Agate	M
Ceramics	P
Dance	C
Furnaces	C
Jungle Hunting	A or C
Ivory	P or A
Zebu Cattle	A
Terracotta Figurines	P
Metal Statues	P
Dentistry	C
Covered Drains	B
Weights & Measures	C
Arithmetic	C
Sesame Seeds	F
Dates	F
Cotton	P or F
Chickens	A
Dogs	A
Cats	A
Camels	A
Pigs	A
Elephants	A
Architecture	C or B
City Walls	B
Dockyards	T or B
Warehouses	T or B
Steatite Seals	T or P

Links**Ivc**

wikipedia Harappa





Interstellar Pig

Introduction

Card & Board game for 2-4 players. Find the Interstellar Pig or your entire race is doomed.

Disclaimer

This game is based on an imaginary game of the same name described in a Novel of the same name written by William Sleator. 'Interstellar Pig' is a copyrighted/trademarked property. This is just a fan site.

Objective

If you are in possession (the card is in your hand) of the Interstellar Pig when the game ends, you win.

Game End

The game ends at the end of round 16. A round is when each player has had a turn.

Character Deck Card List

#	Description:
1	Pseudo-Sentient Fungus
2	Large Cranial Spider
3	Flying Clawed Octopus
4	Bipedial Mammal & Symbiote

The Decks

There are three decks: The Character Deck The Attribute Deck The Event Deck

Characters

There are 8 Characters. Each Character is a member of a different race. Before play starts you will have to make a Character deck.

Each Character has 3 Attributes: Favored Temperature Favored Atmosphere Favored Gravity Each Character also gets 3 rolls on the Special Ability Table. Use the determination tables to determine the attributes for each character Name each Character. Names and Attributes are to be marked directly on the Character Card.

#	Description:
5	Many Tentacled Worm
6	Reptilian Shelled Herbivore
7	Floating Gelatinous Polyp
8	Amphibious Gilled Hopper

Special Ability Table

1D6	Ability	Effect
1	Infravision	Unaffected by Darkness
2	Natural Weapons	Ground Combat +1D6
3	Intelligence	When rolling dice, roll one extra and discard any one
4	Agility	Unaffected by Difficult Topography
5	Resistant	Unaffected by Radiation
6	Super Metabolism	Gain one additional favored Atmosphere or Temperature

The Board

There are 16 planets marked on the board. Draw lines from a planet to its 3-4 nearest neighbor planets. Mark the lines with evenly spaced dots.

The average distance between planets should be 7 dots. Make one dot on each line a Star. A Star is the signal to draw an Event card.

The Planets

Before play starts you will have to determine planetary attributes. Each Planet has 4 Attributes: Temperature Atmosphere Gravity Terrain Use the determination

tables to determine the 4 attributes for each planet. Name each planet.

Names and Attributes are to be marked directly on the board next to each planet.

Temperature Determination Table

1D6	Temperature:
1-2	Hot(H)
3-4	Cold(C)
5-6	Temperate(T)

Atmosphere Determination Table

1D6	Atmosphere:
1-2	Oxidizing(O)
3-4	Reducing(R)
5-6	Inert(I)

Gravity Determination Table

1D6	Gravity:
1-2	Light(L)
3-4	Moderate(M)
5-6	Heavy(V)

Terrain Determination Table

1D6	Terrain:
1	Darkness
2	Radiation
3	Difficult Topography
4-6	Nothing Special

Dice & Pawns

Each player gets a pawn of a different color. Six-sided dice are needed to play.

The Envelopes

There is a marked corresponding envelope for each planet.

Setup

Each player gets dealt one random character card. The identity of players' characters is not a secret. Next, players take turns choosing which Planets they want.

(These are called a players' starting planets) (Players roll high on 1D6 to determine who goes first. Reroll ties.) Each player gets to pick 4 planets. When you pick a planet you get the corresponding envelope. Deal out the Attribute Cards randomly to the players.

In a two-player game each player gets 24 Cards. In a three-player game each player gets 16 Cards. In a four-player game each player gets 12 Cards.

A Player may keep 6 Attribute cards in his hand. The remaining cards he must put into his envelopes. There is no limit on which or how many cards go into any particular envelope.

The identity of Attribute cards in hands & envelopes is kept hidden. Once all players finish filling their envelopes they are all put together to the side. One player will receive the Interstellar Pig as part of the Attribute card deal.

He may keep it in his hand or place it in an envelope. Next, players take the pawn of their character

and place it on any of their Starting planets their Character can survive on. (If the Character cannot survive on any, you loose) Players roll high on 1D6 to determine who gets first turn. Reroll ties.

Turn Sequence

Players take turns. On your turn choose a direction (Line) you want to move along. Roll 1D6 or 2D6 and move that many spaces.

(Characters are in Spaceships) You may automatically stop and land on any Planet you pass. (And are able to survive on) For movement purposes, treat Planets as Dots. If you land exactly on a Planet you may choose not to "land" on the surface and instead stay in "orbit".

A land on a Star, draw an Event card. If you are the only character on a Planet (and on its surface) you May open the Envelope and Look at the Attribute cards inside. You may put any of these cards into your hand, however, max Hand size is six cards, so you may have to leave some behind (in the envelope)

Combat

If you land on another characters pawn there will be combat. If both Characters are in Space, it will be a Space Battle. Each player rolls 3D6 and adds any bonus dice from Abilities and Attribute Cards.

(One-use attribute cards are discarded when used) High score wins. The Winner kills his opponent. If you are killed you are out of the game.

If tied, no one gets killed. If you kill an opponent you take all the attribute cards in his hand. (Excess cards in space are discarded.

(Note: all discards are placed face up.) (Note: The Interstellar Pig may never be put in the discard, at worst it floats in space and may be picked up by a passing ship) If both Characters are on the Surface of a planet, there will be Ground Combat which Is handled exactly like Space combat.

Gravity & Combat

A Character that Favors Heavy Gravity gets +1D6 in Ground Combat and -1D6 in Space Combat. A Character that Favors Light Gravity gets -1D6 in Ground Combat and +1D6 in Space Combat.

Survival

A Character cannot survive (Land) on a planet with a different Atmosphere or Temperature attribute than his own, unless he has the appropriate survival gear (Attribute card) in his hand (The card must be revealed). This also goes for Darkness, Radiation, and Difficult Topography. Note Gravity only effects combat not survival.

The Attribute Deck Card List

Card Name	#	Notes:
Interstellar Pig	1	Required to win game.
Thermal Suit	2	You can Survive on a Temperate or Cold World
Heat Pump	1	You can Survive on a Temperate or Cold World
Cooling Unit	2	You can Survive on a Temperate or Hot World
Dissipator	1	You can Survive on a Temperate or Hot World
Neural Whip	1	Ground Combat +1D6
Grenade	2	Ground Combat +2D6 (One Use)
Laser Gun	1	Combat +1D6
Force Field	1	Space Combat +1D6
Missiles	2	Space Combat +2D6 (One Use)
Euphoric Gas	1	No one dies as a result of this Ground combat (One Use)
Breathing Apparatus	3	You can Survive in an Reducing Atmosphere
Rebreather	3	You can Survive in an Oxidizing Atmosphere
Air Converter	3	You can Survive in an Inert Atmosphere
Portable Access	1	Use as a Hyperspace Tunnel (One Use)
Repair Kit	2	Instantly make required repairs (One Use)
Temporal Vault	1	Put discarded One Use Attribute card into your hand
Virulent Bacteria	1	Kills first character who lands on this planet (One Use)
Vaccine	1	You are immune to Virulent Bacteria
Radiation Suit	3	You are unaffected by Radiation
Spectrum Visor	1	You are unaffected by Darkness
Search Light	2	You are unaffected by Darkness
Hover Sled	1	You are unaffected by Difficult Topography
Climbing Gear	2	You are unaffected by Difficult Topography
Disguise Kit	1	Prevents Ground combat from occurring (One Use)
Guardian Robot	2	Attacks opposing Characters in Ground combat
Trap	2	First character that lands cannot move for 2 turns (One Use)
Dehydrated Food	2	Discard to gain an extra turn (One Use)
Scanner	2	Look (only) in any envelope (One Use)

Number of that card in the deck.

The Event Deck Card List

Card Name:	#	Effect:
Meteor Swarm	1	Miss Next turn making repairs
Malfunction	1	Miss Next 2 turns making repairs
Solar Flare	1	Miss Next 2 turns
Lost in Space	1	Go back 1D6 Spaces
Black Hole	1	Discard your Hand
Worm Hole	1	Go to any other Star Location
Gravity Well	1	Go to nearest Planet in your direction of Travel
Navigation Error	1	Move Forward 1D6 Spaces
Lost in Nebula	1	Miss next turn
Space Monster	1	Fight a Space Combat
Sensors	4	Look at any players hand
Hyperspace Tunnel	10	Go to any Location on Board

Reshuffle the deck when it is used up.

Strategy Musings

Why not carry the Pig... It makes you a target, better to leave it on a planet you can land on but they can't.





Interzone

Introduction

Card game for 2+ players. Based on the novel "Naked Lunch" by William S. Burroughs. Each player is a "junkie writer" living in the Interzone.

The Interzone is a fantasy underworld city of addiction, intrigue, drugs, Monsters, homosexuality, hedonism, control, humor, despair, and violence. Writers compete to be the first to finish their book. Game play: Writers convert Junk (drug) cards into pages (of their book).

Writers make contacts (Junkies, Doctors, Monsters, etc) that they can Use to attack (& defend themselves from) their opponents.

Disclaimer

"Naked Lunch" by William S. Burroughs is a copyrighted property. This is merely a fan site.

Victory

The first player to write 213 (or more) pages wins.

The Deck

Players share a common deck. Each player has 1 unique card to represent their writer. Writer cards are always kept separate from the common deck

Tokens

Token types required: Junk Tokens Withdrawal Tokens Page Tokens (each worth 5 pages)

Setup

Each player has 1 unique card to represent their writer. This card starts in play face up in front of the player. Your writer starts with 5 Junk tokens on him.

Each player is dealt a hand of 7 cards from the deck. The player with the longest history of drug abuse goes first.

Turn Sequence

Players take turns. Each turn has 6 Phases. Scrounge Phase Score Phase User Phase Action Phase Contacts Phase Writing Phase

Scrounge Phase

Draw 2 cards from the deck & put them in your hand. If the deck runs out, shuffle the discard & draw from it.

Score Phase

Each drug card is worth a number of Junk points. Junk points are represented by tokens. Discard Junk cards to get Junk tokens.

Place the Junk tokens on any of your Junkies (Including your Writer) If you place Junk tokens on a Junkie with Withdrawal tokens, remove all of the Withdrawal tokens.

User Phase

Remove 1 Junk token from each of your Junkies. If a Junkie has no Junk tokens to remove, put a Withdrawal token on him. If a Junkie ever gets 4 Withdrawal tokens he is clean, discard him.

If your writer ever goes clean, you automatically lose the game.

Action Phase

Certain cards are called action cards. To play an action card you must satisfy its requirements and have an appropriate target. For Example: the card "Unnecessary Surgery" - to play it you must have a Doctor in play you control. The card will kill (discard) a target enemy contact.

Some action cards don't have any requirements or targets. Some action cards are used in other phases or in response to actions by your opponent. A "Control" action lets you take control of the target card.

Note that your writer can be attacked like any other contact. If your writer is ever killed or controlled, you automatically lose the game. Your writer is always the last to be attacked.

Your opponent must kill or capture one of your contacts if at all possible, before he can target your writer. Contacts with Withdrawal tokens cannot perform actions.

Contacts Phase

Put Contact cards in your hand into play (face up on the table) under your control.

Writing Phase

You may remove Junk tokens from your writer. Each token so removed is converted into 5 written pages. Max hand size is 7 cards. Discard excess cards.

Card Type Notation

number of copies of that card in the deck.
D Drugs
J Junkie (Drug Addict)
K Doctor (Members of the Medical profession)
A Action
M Monster

KG Doctor & Agent
MJ Monster & Junkie
GJ Agent & Junkie
G Agent (Government or Political professionals)
A Action that requires a Junkie
AK Action that requires a Doctor
AM Action that requires a Monster
AG Action that requires an Agent

Card List

Card Name	#	Type	Notes
Junkie	8	J	
Doctor Benway	1	KG	Draw +1 card per turn
Doctor Doodles	1	K	
The Lobotomy Kid	1	K	
Autopsy Ahmed	1	K	
Mugwump	1	M	
Talking Asshole	1	M	
Bradley the Buyer	1	MJ	
Black Centipede	1	M	
The Exterminator	1	G	
The Sailor	1	GJ	
Dream Police	1	G	
District Supervisor	1	G	
Unnecessary Surgery	1	AK	Kill target contact
Experimental Surgery	1	AK	Kill target contact
Toilet Plunger Heart Surgery	1	AK	Kill target contact
Ritual Sex Hanging	1	AM	Kill target Junkie
Overdose	1	A	Kill target Junkie
Conditioned to Shit on Sight	1	AK	Control target Junkie
Total Demoralization	1	AG	Control target contact
Extermination	1	AG	Kill target contact
Stash Stolen	1	AJ	Remove all Junk Tokens from Junkie
Flush Stash	1	AJ	Remove all Junk Tokens from Junkie
Undifferentiated Tissue	1	A	Convert target Junkie into a Monster
Brain Washing	1	AG	Control target contact
Imprison	1	AG	Control target contact
Strangled by own Penis	1	A	Kill target contact
Assimilation	1	AM	Kill target contact
Flamethrower	1	A	Kill target Monster
Easy Score	1	AJ	Draw 2 cards
Dealer	1	AJ	Draw 2 cards
Cold Burn	1	A	Kill Junkie with Withdrawal Tokens
Telepathic Pictographs	1	AM	Control target contact
Hooked	1	AJ	Control target contact
Pusher	1	AJ	Control target contact
Junk	2	D	Worth 7 Junk Tokens
Horse	2	D	Worth 7 Junk Tokens
Coke	2	D	Worth 5 Junk Tokens
Morphine	2	D	Worth 6 Junk Tokens
Opium	2	D	Worth 6 Junk Tokens
Eukodol	2	D	Worth 6 Junk Tokens
Dropper & Needle	2	D	Worth 2 Junk Tokens

Card Name	#	Type	Notes
Black Meat	2	D	Worth 4 Junk Tokens
Hashish	2	D	Worth 3 Junk Tokens
Yage	2	D	Worth 3 Junk Tokens
Mugwump Gism	2	D	Worth 4 Junk Tokens

Game Designers Notes

The rules & card list is a little thin. As I find time to reread the book I will add material from it to flesh out

the game. Deck construction: there has to be a balance between the number of Junkies and Drug tokens available (and accessible).





Into The Valley Of Death

Introduction

Scenario for WarpQuest. for the [Warpquest Core Rules](#) WarpQuest Core Rules. Simulation of the Charge of the Light Brigade, the final phase of battle of Balaclava in 1854.

Conversion of the "Charge of the Light Brigade" game in the Solo section.

Troop Skill Table

1D6	Skill Type:
1	Speed +1
2	Ride +1
3	Morale +1

Dragoons get an additional Speed +1 Hussars get an additional Morale +1 Lancers get an additional Fight +1

Riding Skill

Add your Speed score to your Movement Roll.

Losses

Every time you fail a challenge you lose one man, unless the Card directions include the instruction

Module 1 "charge"

Card Name:	Notes:
Spur	Aid: Ride +1 or Fight +1
Horsemanship	Aid: Ride +1
Steady Pace	Aid: Ride +1
Discipline	Aid: Morale +1
Rally	Aid: Morale +1
Trumpeter	Aid: Morale +1
Captain	Aid: Morale +1
Stiff Upper Lip	Aid: Tough +1
Merely a Flesh Wound	Aid: Tough +1
Momentum	Aid: Tough +1
Leadership	Aid: Morale +1
Close Up Files	Aid: Ride +1
Blown Horse	Ride x2

Your Men

The player controls a British cavalry group of 12 men known as a 'Troop'. All men are mounted on horses. All men are armed with a sword. One of the men is the Captain, the leader of the troop.

Another man is the Trumpeter. The other 10 men are referred to as riders. There are 3 types of Troops: Dragoons, Hussars, and Lancers.

Pick which type you want your troop to be. Your Troop has 6 random skills. Roll on the Troop Skill Table:

1D6	Skill Type:
4	Trooper +1
5	Fight +1
6	Tough +1

(safe) or otherwise instructed. Lost includes: Killed, routed, stopped, wounded, lost horse, run ahead, fall behind, etc.

Modules

There are two Modules: The First is the "Charge". The Second is the "Russian Gun Battery". There is no 'Artifact'.

When you reach the end space, you must turn around and make the return trip.

Card Name:	Notes:
Flat & Level	Ride x2(safe). If successful Move forward 1D6
Flat & Even	Ride x2(safe). If successful Move forward 1D6
Trot	Ride x2(safe). If successful Move forward 1D6
Gallop	Ride x2(safe). If successful Move forward 1D6
Panicked Horses	Ride x2. If you fail go back 1D6 spaces, DM +1
Riderless Mount	Ride x2(safe). If successful gain 1 Trooper
Morale Test	Morale x2
Break Morale	Morale x2
Heavy Casualties	Morale x2
Gaps in the Line	Morale x2
Carnage	Morale x2
Officer Down	Morale x2
Stragglers	Morale x2. (safe) If successful gain one Trooper
Survivors	Morale x2. (safe) If successful gain one Trooper
Charge Falters	Morale x2. If you fail go back 1D6 spaces
Retreat	Morale x2. If you fail go back 1D6 spaces
Hesitate	Morale x2. If you fail go back 1D6 spaces
Hurried	Morale x2
Wounded Man	Ride x2. If you fail go back 1D6 spaces
Dead Horse	Ride x2. If you fail go back 1D6 spaces
Uneven Ground	Ride x2. If you fail go back 1D6 spaces
Corpse	Ride x2. If you fail go back 1D6 spaces, DM -1

Running the Gauntlet Ride x2. If you fail go back 1D6 spaces, DM -1

Smoke & Dust	Ride x2. If you fail go back 1D6 spaces, DM -1
Cannon Fire	Tough & Morale
Double Canister	Tough x2, DM +2
Canister	Tough x2, DM +2
Round Shot	Tough x2
Cannon Ball	Tough x2
Exploding Shell	Tough & Morale, DM -2
Shrapnel	Tough x2, DM -2
Musket Fire	Tough & Morale
Shot, Shell & Grape	Tough & Morale
Musket Volley	Tough x2, DM +1
Fusillade	Tough x2, DM +1
Musketry	Tough x2
Fire at Will	Tough x2
Salvo at Point Blank Range	Tough x2
Concentrated Crossfire	Tough x2
Unhorsed	Ride x2
Murderous Fire	Tough x2
Musket Balls	Tough x2
Rifle Shot	Tough x2
Wounded	Tough & Morale
Horse Shot from under him	Tough & Morale

Module 2 "russian Gun Battery"

Card Name:	Notes:
Officer with Saber	Fighting x2, DM +1
Cossacks	Fighting & Horsemanship, DM +2
Russian Cavalry	Fighting x2
Lancers	Fighting & Horsemanship
Greatcoats	Fighting x2
Brave Artilleryman	Fighting x2, DM -1
Cowering Gunner	Fighting x2, DM -2
Infantry	Fighting x2
Exhaustion	Tough x2
Fear	Morale x2
Russian Reserves	Fighting x2, DM -1
Surrender Offer	Morale x2
Complete Confusion	Morale x2
Take Prisoners	Morale x2
Melee	Fighting & Tough
Line of Bayonets	Fighting & Morale
Hopelessly Outnumbered	Fighting & Morale
Bravery	Aid: Morale +1
Charge	Aid: Fighting +1
Steadfast	Aid: Morale +1
Hold them Back	Aid: Morale +1
Scatter the Russians	Aid: Fighting +1
Sabres	Aid: Fighting +1
Pistols	Aid: Fighting +1
Lances	Aid: Fighting +1

Scoring

Get 2 points for every man that makes it back. Get 1 point for every Challenge successfully overcome.

History

Of the 673 men who went into action 113 were killed and 247 wounded.

Variant Rules

For a variant of this game click here: [Charge Of The Light Brigade: Into The Valley Of Death](#) Charge of the Light Brigade

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.

D6	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.





Invasions Of The Horse Peoples

Introduction

Card game for 2+ players. Theme: Migrations/Conquests of Asiatic Nomads.

Victory

The first player to accumulate 12 Loot Points is the winner.

Loot Points

Use coins to keep track of Loot.

Khan & Nomads

The winner of the card contest in Invasion Phase is the Khan. The remaining players are called Nomads. During a turn, The Khan and Nomads have different goals.

On the first turn of the game, all players are Nomads.

Turn Sequence

Each turn has 4 phases:

1. Migration Phase
2. Tribute Phase
3. Invasion Phase
4. Steppes Phase

Migration Phase

Each player is dealt 7 cards. Players may discard up to 4 cards and draw replacements. If the deck runs out, shuffle the discard and draw from it.

Card List

Name:	Type
Europe	C5
Middle East	C5
China	C5
Plunder	L5
Pillage	L5
Rape	L5
Assimilation	W5

Tribute Phase

There are 3 types of Loot cards: Pillage, Plunder, and Rape. There are 3 types of Conquest cards: Europe, Middle East, and China. The player who earned the title "Khan" in the previous turn may play up to one Loot card of each of the three types and any number of Conquest cards.

The Khan player earns Loot points equal to the card values of the Loot cards he plays, but not in excess of the card values of the Conquest cards he plays.

Invasion Phase

Players reveal their hands simultaneously. Nomads may only play Strength & Weakness & Tribe cards: - Any number of Weakness cards. - Only 1 card from each of the 3 types of Strength cards.

- Exactly 1 Tribe card. If collectively, the Nomad players play Weakness cards with a Combined score greater than the Conquest cards played by the Khan player, the Khan player becomes a Nomad, otherwise he Remains the Khan and the phase ends. If all players are Nomads, the Nomad who played a Tribe card and has the highest value of Strength cards becomes the new Khan.

If there is a tie, all players remain Nomads.

Steppes Phase

Players discard their hands.

Card List Terminology

C Conquest

L Loot

W Weakness

S Strength

T Tribe

5 The deck has 5 cards with values 1-5.

Name:	Type
Mongols	T
Scythians	T
White Huns	T
Golden Horde	T
Sarmatians	T
Turks	T
Magyars	T

Name:	Type
Succession	W5
Resistance	W5
Great Leader	S5
Horse Archers	S5
Horde	S5
Huns	T
Cimmerians	T

Name:	Type
Parthians	T
Jurchen	T
Avars	T
Khazars	T
Tatars	T
Bulgars	T

Links

Wikipedia





Iran-iraq War

Introduction

Card game for 2 players. Simulates the Iran- Iraq War of 1980-88. One player uses the Iraq deck.

The other player uses the Iran deck.

Victory

A game lasts 16 turns. The player with the most Victory Points at the end of the game wins. If a player is ever able to win 3 victory points in 3 consecutive turns, he automatically wins.

Set Up

Players pick sides. The Iraqi player starts the game with the Initiative. The Iranian player starts on the Defense.

Turn Sequence

Each turn has 5 phases: Recruit Phase Maneuver Phase Offensive Phase Actions Phase Battle Phase

Recruit Phase

Each player draws 10 cards (from their own deck).

Maneuver Phase

Each player may discard up to 3 cards and draw replacements.

Offensive Phase

Players reveal their hands face up onto the table..

Actions Phase

Certain cards have the ability to take an action. Players take turns taking actions with their cards able to do so. The player with the initiative takes the first action.

The player with the initiative cannot use defense card actions. A single card may only use its action once. A card that is destroyed by an action is discarded immediately.

Battle Phase

Each player adds up the Force of his remaining cards. The player with the higher force total wins the turn. The player with the initiative cannot gain Force from defensive cards.

The winner gains the initiative, if he didn't already have it. If the winner already had the initiative, he gains a victory point. Discard all cards played this turn.

Card Notation

- O** Offensive Card (Card can only be used if you have the initiative)
- D** Defense Card (Card can only be used if opponent has the initiative)
- A** Air Raid Card
- L** Leadership Card
- I** Intelligence Card
- B** Blunder Card (Defects in the enemies Forces)
- E** Economic Advantage Card
- M** Military/Morale Advantage Card
- P** Political Advantage Card
- U** Military Unit Card
- W** Weapon Card
- F** Fighting Card

Iraq Card List

Card Name:	Type	Force	Action:
Combat Engineers	D	3	
Saddam Hussein	L	5	
Baath leadership	L	1	
Iraqi intelligence officers	I	1	Look at next 7 cards in enemy deck
Kurdish rebellion	B	3	
Lack cohesive leadership	B	1	
Lack spare parts	B	1	All enemy Air Raid cards get Force-1
Fully equipped and trained forces	M	1	All Unit cards get Force +1

Card Name:	Type	Force	Action:
Mechanized divisions	U	3	
Latest Soviet materiel	W	3	
Military buildup	E	1	Draw an extra card next turn
River-crossing equipment	A	3	
Iraqi intelligence sources	I	1	Look at next 7 cards in enemy deck
Poorly maintained equipment	B	1	All enemy Unit cards get Force +1
Massive preemptive air strike	A	1	Enemy draws 1 less card next turn
Deep bombing raids	A	1	Enemy draws 1 less card next turn
Exchange of artillery fire	F	2	
Iraqi MiG-23s and MiG21s	A	2	
Attack Iran's air bases	A	1	Enemy draws 1 less card next turn
Destroy fuel & ammunition depots	A	1	Enemy draws 1 less card next turn
Surprise Iranian defenses	A	1	Enemy draws 1 less card next turn
Bombs designed to destroy runways	A	1	Enemy draws 1 less card next turn
Surprise attack	A	1	Enemy draws 1 less card next turn
Multiple Fronts	O	4	
Diversionsary move	O	3	
Mechanized mountain infantry division	U	3	
Main attack thrust	O	4	
Siege and occupation	O	4	
Iraqi armored units	U	5	
Prevent reinforcement	F	4	
Supported by heavy artillery fire	F	3	
Rapid and significant advance	O	4	
Blitz-like assaults	O	4	
Attack scattered & demoralized forces	O	3	
Inadequate armor support	B	2	Use only on Defense
Dig in along their line of advance	D	2	
Militarily superior Iraqi force	M	3	
Premature attack	B	4	Use only on Defense
Surrounded on three sides	B	5	Use only on Defense
Limited military stocks	B	2	
T-22 and Il-28 bombers	A	1	Enemy draws 1 less card next turn
Antiaircraft guns	W	1	Destroy target Air Raid Card
Man-portable missiles	W	1	Destroy target Air Raid Card
SA-2 and SA-3 antiaircraft missiles	W	1	Destroy target Air Raid Card
Iraqi SA-6s	W	1	Destroy target Air Raid Card
High casualties	B	2	
T-55 tanks	U	4	
T-62 tanks	U	5	
BM-21 Stalin Organ rocket launchers	W	3	
Mi-24 helicopter gunships	A	1	Destroy target enemy Ground unit
Soviet-type three-line defense	D	4	
Obstacles	D	2	
Minefields	D	3	
Fortified positions	D	4	
Flood lowland areas	D	4	
Dig in tanks	F	1	
Attack helicopters	A	1	Destroy target enemy Ground unit
Massive air attacks	F	5	
Infantry divisions	U	2	
Fierce fighting	F	1	All Unit cards get Force +1
Killing zones	D	4	

Card Name:	Type	Force	Action:
Attack economic centers	A	1	Enemy draws 1 less card next turn
Attack Iranian shipping	A	1	Enemy draws 1 less card next turn
Mirage F-1 fighters	A	1	Enemy draws 1 less card next turn
Anti-ship Exocet missiles	A	1	Enemy draws 1 less card next turn
Attack without armor and air support	B	3	
Surface-to-surface missiles	A	1	Enemy draws 1 less card next turn
Long-range artillery attacks	F	1	Enemy draws 1 less card next turn
Attack Tehran	A	1	Enemy draws 1 less card next turn
Air raids and missile attacks	A	1	Enemy draws 1 less card next turn
Mustard gas	W	1	Destroy target enemy Ground unit
Nerve gas	W	1	Destroy target enemy Ground unit
Chemical warfare	W	1	Destroy target enemy Ground unit
Hit-and-run attacks	F	1	
Concerted air-strike campaign	A	1	Enemy draws 1 less card next turn
Concrete-roofed bunkers	D	3	
Barbed wire	D	2	
Impressive fortifications	D	4	
Static defensive strategy	D	4	
Exploit failed Iranian assaults	F	4	
Relieve forces under pressure	F	3	
Maturing of Iraqi military capabilities	M	1	All Unit cards get Force +1
Tanker War	A	1	Enemy draws 1 less card next turn
Chemical warheads	W	1	Destroy target enemy Ground unit
Republican Guard	U	4	
Regular Army units	U	2	
Low-level fixed-wing attack sorties	A	3	
Attack command and control facilities	A	1	Enemy draws 1 less card next turn
Attack artillery positions	A	3	
Attack logistics points	A	1	Enemy draws 1 less card next turn
Heliborne and amphibious landings	O	4	
Capture armor and artillery	O	4	
Extended range Scud missiles	A	1	Enemy draws 1 less card next turn

Iranian Card List

Card Name:	Type	Force	Action:
American Arms Shipments	E	3	
Iraqi Kurdish rebels	U	2	
Well-disguised diversion assaults	O	3	
Hit-and-run attacks	F	1	
Final offensive	O	4	
Surprise amphibious assault	O	4	
Entrenched	D	3	
Air raids and missile attacks	A	1	Enemy draws 1 less card next turn
Child soldiers roped together	O	1	
Open passages through minefields	O	2	Destroy target Fortification card
Capture oil fields	O	1	Enemy draws 1 less card next turn
War of attrition	F	4	
Air, armor, and artillery support	F	3	
Major humanwave offensives	O	4	

Card Name:	Type	Force	Action:
Dig in tanks	F	1	
Helicopters for close air support	A	1	Destroy target enemy Ground unit
Helicopters gunships	A	1	Destroy target enemy Ground unit
Operation Karbala Five	O	3	
Large-scale helicopter-borne operations	O	3	
Chinooks and Bell helicopters	A	2	
Sea Cobra choppers	A	2	
Operation Undeniable Victory	O	3	
Penetrate Iraq's "impenetrable" lines	O	4	
Split Iraq's forces	O	4	
Force the Iraqis to retreat	O	4	
Break the Iraqi line	O	4	
Biggest land battles since 1945	O	3	
Low-flying groups of F-4s	A	1	Enemy draws 1 less card next turn
Western-made air defense system	D	1	
Hawk, Rapier, and Tigercat missiles	D	1	
Antiaircraft guns	W	1	Destroy target Air Raid Card
Man-portable missiles	W	1	Destroy target Air Raid Card
Helicopter troop carriers	A	2	
Helicopter emergency supply transports	A	2	
Maverick missiles	A	1	Destroy target enemy Ground unit
Attack Iraqi oil field complex	A	1	Enemy draws 1 less card next turn
Well-coordinated assault	O	1	All Units get +1 Force
Iranian pilots	A	1	Air Raid cards get Force +1
Refuel in midair	A	1	Enemy draws 1 less card next turn
Unwilling to sustain high casualty rate	B	3	Use only on Defense
Refusal to initiate a new offensive	B	3	Use only on Defense
Lift Siege	D	4	
Iranian air force prevails	A	2	Enemy draws 1 less card next turn
Bombs & rockets	A	1	Enemy draws 1 less card next turn
Destroy supply and support systems	A	1	Enemy draws 1 less card next turn
Attack Baghdad	A	1	Enemy draws 1 less card next turn
Attack key Iraqi air bases	A	1	Enemy draws 1 less card next turn
Series of counteroffensives	D	3	
Refuse to accept defeat	M	3	
Eager to fight	M	3	
Fail to follow up with another attack	B	2	
Human wave assaults	O	3	
Basij volunteers	U	2	
Popular Mobilization Army	U	2	
People's Army	U	2	
Attack the northern pipeline	A	1	Enemy draws 1 less card next turn
Persuade Syria to close Iraqi pipeline	P	1	Enemy draws 1 less card next turn
Untiring resistance in Khuzestan	D	4	
Assault on Iraqi oil export terminals	A	1	Enemy draws 1 less card next turn
Carry their own shrouds	M	3	
Commando units	U	3	
Fight bravely	M	3	
People's Militia	U	2	
Pasdaran forces	U	2	
Ideologically committed troops	U	2	
Revolutionary regime	L	3	
Veterans of the old imperial army	M	3	

Card Name:	Type	Force	Action:
Rapid mobilization of volunteers	E	3	
Stiff resistance	D	3	
Border garrison	D	1	
Air support	A	1	Destroy target enemy Ground unit
Attack strategically important targets	A	1	Enemy draws 1 less card next turn
Iranian F-4 Phantoms	A	1	Enemy draws 1 less card next turn
Specially strengthened hangars	D	2	
Ayatollah Khomeini	L	5	
Religious mullahs	L	4	
Imperial Iranian Army	U	3	
American-made equipment	W	4	
Pasdaran troops	U	2	
Revolutionary Guard	U	3	
Ill-equipped battalion-sized formations	U	2	
Company-sized tank units	U	2	
Iranian air force	A	1	Enemy draws 1 less card next turn
Islamic militants	U	2	
Assassination	P	1	
Exchange of artillery fire	F	2	
Deep bombing raids	A	1	Enemy draws 1 less card next turn
Arab minority remains loyal	M	3	

Links

Military Analysis Network





Iraqi Conflict

Introduction

Card game for 2-5 players. Theme: Post-Invasion Insurgency Phase of the Iraqi Reconstruction

Factions

There are 5 Factions:

1. US Backed Government (USBG or US)
2. Sunnis
3. Shiites (Shia)
4. Kurds
5. Insurgents

Each player picks 1 Faction to represent. The Sunnis, Shia, and Kurds are collectively known as the Ethnic Groups. The Ethnic Groups and the Insurgents are collectively called the Minorities.

Two Player Game

Insurgency Only Scenario: One player is the USBG. The other player is the Insurgents Special Card Use Rules: Remove all Ethnic cards from the deck.

Three Player Game

Civil War Only Scenario: Each player is one of the 3 Ethnic Groups. Special Card Use Rules: During a given turn, you can use US cards or Insurgent cards but not both.

Four Player Game

Isolated North Scenario: All factions except the Kurds. Special Card Use Rules: Remove the Kurd Specific cards from the deck.

Five Player Game

Full Scale Conflict Scenario: All Five Factions are represented.

The Conflicts

There are 2 main simultaneous parallel conflicts: The Insurgency and the Civil War. The Insurgency is between the US and the Insurgents. The Civil War is between the 3 Ethnic Factions.

Game Length

The game lasts 10 Turns (= 10 Hands). Each turn is equivalent to 1 year.

Victory

Separate Victories are determined for the Insurgency and the Civil War. Players score Victory Points (VP) at the End of each turn. Players keep a running total of their accumulated VP.

(Use coins to keep track of VP) The Ethnic group with the highest total VP at the End of the game wins the Civil War. The victor in the Insurgency is either the US or the Insurgent player, whichever has the highest VP total.

The Deck

Players share a common deck. Every card has a Force Value (FV). FV's are used to determine the winner of a Hand.

Certain cards can only be used by certain Factions. The deck contains 1 copy of each card in the card list.

Turn Sequence

Each turn has 5 Phases:

- Situation Phase
- Commitment Phase
- Negotiations Phase
- Ground Phase
- Score Phase

Situation Phase

Each player is dealt a random hand of 10 cards. If the deck ever runs out, shuffle the discard and draw from it.

Commitment Phase

Players may discard up to 5 cards and draw replacements.

Negotiations Phase

Players may trade cards with each other and make and break secret deals. Players may want to put a time limit on this phase.

Ground Phase

Players reveal their hands. Each player adds up the total FV from all cards in his hand he can use.

Score Phase

The player with the highest total FV gets 5 Victory Points The second highest total FV gets 4 VP Third highest total FV gets 3 VP Fourth highest total FV gets 2 VP Lowest total VP gets 0 VP In case of a Tie, all tied get the indicated VP: For example both players tied for first place get 5 VP. All players tied for last place get 0 VP.

Card List

Card Name:	Use	FV
Terrorist Attacks	I	4
Iraqi Resistance	I	2
Jihadists	I	2
Criminal Insurgents	I	1
Foreign Fighters	I	1
Infiltration	I	5
Suicide Bombings	I	3
Roadside Bombs	I	4
Sabotage Oil Industry	I	1
Hostages & Beheadings	I	5
Attack Police Stations	I	4
Anti-Occupation Sentiment	I	5
Ratlines	I	3
Mujaheddin	I	2
Al Queda	I	3
Air Supremacy	U	2
Coalition Troops	U	1
Interim Government	U	1
Control Oil Supply	U	2
Iraqi Government	U	1
US Occupation	U	2
Iraqi Police	U	1
Iraqi Defense Forces	U	3
UN Support	U	3
Reconstruction	U	3
Moderate Iraqi Politicians	U	4
Counter Terrorism	U	5
Halliburton	U	3
Patrols & Sweeps	U	4
Security Contractors	U	1
Blackwater	U	2
Private Contractors	U	4
Government Controlled Media	U	3
Counter Insurgency Operations	U	5
US Special Forces	U	5
Intelligence Operations	U	5
Pacification	U	3
Open Elections	U	2
Negotiations	U	2

Card Notation

FV Force Value

Use Which players can use this card.

U US Backed Government

K Kurd

H Shiite

N Sunni

I Insurgents

E Ethnic Groups (Sunni, Shia, and Kurds)

M Minorities (Ethnic Groups & Insurgents)

A All (Any player may use this card)

Card Name:	Use	FV
Hard Line Clerics	M	3
Executions	M	2
Kidnappings	M	2
Ambushes	M	2
Mines & IUD's	M	1
Sniper Tactics	M	1
Mortar & Rocket Strikes	M	1
Civilian Targets	M	4
Political Strife	M	4
Anarchy	M	5
Sectarian Violence	E	3
Gain Parliament Seats	E	1
Religious Schism	E	4
Civil War	E	5
Vigilante Justice	E	1
Massacre	E	4
Attack Mosque	E	2
Reprisal Attacks	E	3
Refugees	E	2
Ethnic Cleansing	E	5
Old Regime Supporters	N	2
Iraqi Nationalists	N	4
Ba'athists	N	1
Islamists	N	3
Sunni Triangle	N	5
Militant Shia	H	3
Shiite Militias	H	4
Mahdi Army	H	2
Iranian Support	H	1
Large Population	H	5
Autonomous Region	K	4
No Fly Zones	K	1
Self Determination	K	2
Control Kirkuk	K	5
Independence	K	3
Civilian Deaths	A	1
Ethnic Minorities	A	1
Checkpoints	A	2
Battle for Baghdad	A	5

Card Name:	Use	FV
Join Political Process	U	5
Cease Fire	U	4
Reconciliation	U	5
Economic Aid	U	4
Nation Building	U	1
Cordon & Search Operations	U	4
Assassinations	M	5
Death Squads	M	4
Religious Extremists	M	5
Militant Attacks	M	3
Guerrilla Groups	M	3

Card Name:	Use	FV
Trial of Saddam	A	4
Pakistani Influence	A	2
Propaganda	A	5
Allegations of Torture	A	4
Alienated Citizens	A	3
Asymmetric Warfare	A	1
Divide & Conquer	A	4
Islamic Media Coverage	A	5
Iraqi Politics	A	3
American Politics	A	3
World Politics	A	2

Game Designers Notes

The Negotiations Phase should be the core of this game. There is plenty of room for backstabbing and the like. The Deck has 100 cards.

Each Faction has exactly 45 cards in the deck it can use. I am considering giving cards special abilities. One easy variant is to alter the number of turns in a game.





Iron Bridge Gorge

Introduction

Card game for 2-4+ players. Based on the growth of Industry in the Severn Gorge in England at The beginning of the 1700's. The Birthplace of the Industrial Revolution.

Each player is an Ironmaster who controls a company in the region.

Victory

The player with the most Victory Points at the end of the game wins.

Game End

The game ends after 25 Rounds.

Rounds

Each player gets one turn during a Round. A Round is equivalent to 4 years.

The Deck

Players share a common deck. Each card represents a mine, workshop, patent, or infrastructure improvement. Cards are also referred to as resources.

Dice

Six sided dice are needed.

Victory Points

Use Tokens to represent Victory Points (VP) As you earn them, you put them in your victory pile.

Event Table

Roll	Event:	Notes:
1	Nothing	Nothing noteworthy occurs this Round
2	Worker Shortage	All Revenues reduced by half this Round
3	Drought or Freeze	Water Power Reduced; Blast Furnace generates no Revenue
4	Charcoal Shortage	All Resources requiring Charcoal generate no Revenue
5	Flooding	All Mines generate no Revenue
6	Innovation	Roll on Innovation Table

Innovation Table

Money

Use coins to represent money.

The Bank

A pile of coins not owned by any player.

Setup

Each player starts with 10 coins.

Round Sequence

Each round is divided up into 7 steps:

1. Development Step
2. Event Step
3. Revenue Step
4. Initiative Step
5. Turn Step
6. Scoring Step
7. End Step

Development Step

Flip over the top $X + 1D6$ cards of the deck.

X the number of players.

These are placed lined up, where everyone can see them. These are called Opportunity cards. If the deck runs out, shuffle the discard and draw from it.

Event Step

Roll 1D6 once on the Event Table. Events last the entire Round and affect all players. Innovations last the remainder of the game and affect all players.

Roll	Innovation:	Notes:
1-2	Steam Pumping Engines	Iron Mines +1 Revenue; Ignore Flooding Events
3-4	Reverberatory Furnace	Works requiring Charcoal can now use Coke instead
5-6	Long Wall Mining	Iron Mines +1 Revenue

If you reroll an Innovation already in existence, nothing happens.

5. Bank Phase
6. End Phase

Revenue Step

Each Resource produces a number of coins (from the Bank) equal to its Revenue value. If you do not own a Requirement of a resource, you must pay an opponent that controls That requirement 1 coin, or the Bank if no one owns it. Example: You own a Pig Iron Blast Furnace. It produces 4 coin.

It requires Charcoal Maker, an Iron Ore Mine, and a Limestone Quarry. You own a Charcoal Maker too, so you get to keep that coin. You don't, but both your opponents own Iron Ore Mines: You give one of them 1 coin.

No one owns a Limestone Quarry so you give the Bank 1 coin.

Initiative Step

Each player bids coins to see who goes first. Highest bid gets the first turn in the Turn Step. Other players get to go clockwise.

If tied, roll high on 1D6 to see who goes first. All Bid money is lost.

Turn Step

Each player gets a Turn in this Step. See the Turn Sequence Section.

Scoring Step

The player with the most Fuel Resources in play gets 2 VP The player with the most Iron Resources in play gets 2 VP The player with the most Transportation Resources in play gets 2 VP The player with the most Clay Resources in play gets 1 VP The player with the most Limestone Resources in play gets 1 VP

End Step

Discard all remaining Opportunity cards.

Turn Sequence

This describes a single players turn during Turn Step. Each player gets a turn. A turn has 6 phases:

1. Decision Phase
2. Expansion Phase
3. Trade Phase
4. Build Phase

Card List

Decision Phase

Take any one card from the Opportunity Row, and put it in your hand.

Expansion Phase

You may pay 10 coin to draw 1 card from the deck and put it in your hand You may do this multiple times.

Trade Phase

You may trade with your opponents. You may trade coins, cards in hand, resources in play, VP's, and non-binding promises. You may make multiple trades.

Build Phase

You may pay 5 coin to put a card into play face-up in front of you. Unskilled resources cost 3 coin. Skilled resources cost 7 coin.

The card is now a resource and will generate revenue and other benefits. You may do this multiple times. If you have a Land Lease resource in play other resources cost 1 less to play.

Bank Phase

If you have a Loan, you must pay the Bank 1 coin interest. You may take a loan from the Bank for 10 coin. (You may only have one such loan at a time) You may pay back your loan.

You may sell Cards and Resources to the Bank for 5 coins each.

End Phase

Max hand size is 5 cards. Discard excess cards.

Card List Notation

F Fuel
I Iron
C Clay
L Limestone
T Transportation
O Other Industry
U Unskilled Industry
S Skilled Industry
Rev Revenue

Card Name:	#	Type	Rev	Requirements:
Coal Mine	4	F	1	None
Iron Ore Mine	4	I	1	None
Clay Mine	3U	C	1	None
Limestone Quarry	4	L	1	None
Timber Yard	3	F	1	None
Charcoal Maker	4U	F	2	Timber
Coke Maker	3U	F	2	Coal
Pig Iron Blast Furnace	4	I	4	Charcoal, Iron Ore, Limestone
Quicklime Kilns	2U	L	3	Limestone, Coal
Fertilizer Stockpiles	1U	L	2	Quicklime
Stone Cutters	1	L	2	Limestone
Brick Works	2	C	3	Coal, Clay
Tile Works	1	C	3	Coal, Clay
Jackfield Pottery Works	2	C	3	Clay
Porcelain Works	2S	C	4	Clay
Cast Iron Foundry	2	I	3	Pig Iron, Charcoal
Wrought Iron Forge	2S	I	4	Pig Iron, Charcoal
Boring Mill	1S	I	3	Pig Iron
Nail Maker	1U	I	2	Wrought Iron
Chain Maker	1	I	3	Wrought Iron
Steam Engine Maker	1S	O	4	Wrought Iron
Lead Smelter	1	O	2	Coal
Rope Maker	1S	O	1	None
Bitumen Well	1U	O	1	None
Farmland	3	O	1	None
Grain Mill	1	O	2	Farmland
Brewery	1	O	3	Farmland, Coke
Land Lease	2	O	1	None
Worker Cottages	2	O	1	None
Patents	2	O	1	None
Roads	1U	T	1	None
Wagon Ways	1	T	1	None
Canals	1	T	1	None
River Trows	1	T	1	None
Iron Tub Boats	1	T	1	None
Inclined Planes	1	T	1	None
Tunnels	1S	T	1	None
Iron Bridge	1	T	2	See Notes

Notes

To build the Iron Bridge, you must have Wrought Iron Forge in play. The Bridge costs 20 Coin and gives a one time award of 5 VP. A Patents Resource gives you a one time award of 3 VP.

If you own a Workers Cottage, you are unaffected by Worker Shortages.

Links

Wikipedia





Iron Fantasy Chef

Introduction

Gastronomic Fantasy for 2 or more. Players try to prepare the best menu given a random set of fantastical ingredients.

Rules

Any number can play. Roll 4 times on the ingredients table to see what ingredients the players must use. Players must design a menu with each dish using one or more of these ingredients.

The menu can be multiple courses including aperi-

tifs and desserts. A dish can be made anyway you like. For example: On the Spit, Roast, Flambé, Mousse, Tartar, Stewed, Pan-Fried, Fillet, etc. Other ingredients can be added to each dish. For example: Flour, Sherry, vegetables, rice, truffles, chocolate, butter, nuts, scalions, bananas, etc.

Players should give a detailed description of each dish including the Steps to making it, how it tastes, and a description of the final presentation. Players have one hour to create their menus. At the end of this time each player reads his menu out loud.

Players then vote on who made the best menu.

Ingredients Table

1D50	Ingredient:	Notes:
01	Red Dragon Tail	Spicy
02	Illithid Brain Pod	Brain Food
03	Troll Hide	Regenerates
04	Pound of Ogre Flesh	Fatty
05	Medusa Head	Un-petrified
06	Cockatrice	Tastes like Chicken
07	Shrieker	Dungeon Mushroom
08	Green Slime	Live
09	Giant Ant Legs	Crunchy
10	Black Pudding	Dissolves Wood & Metal
11	Beholder Eyes	Includes Stalks
12	Pixie Morsels	Includes Wings
13	Bugbear	Gamey
14	Carrion Crawler	Chunks
15	Choice Cut Demon	Hot
16	Side of Devil	Red Hot
17	Stegosaurus Steak	With Plates
18	Gorgon Flank	Hard as a Rock
19	Blue Dragon	Sparks
20	Brass Dragon Balls	Metallic Taste
21	White Dragon	Cold
22	Gelatinous Cube	Transparent
23	Zombie Parts	Crawl out of the Bowl
24	Gray Ooze	Slimy
25	Breasts of Harpy	Tastes like Chicken
26	Hell Hound	Burnt Taste
27	Hippocampus	Salty
26	Bottle Imp	Pickled
29	Kobold	Smells like Dog
30	Larva from Hades	Large Worms
31	Werewolf	Tough

1D50	Ingredient:	Notes:
32	Haunch of Minotaur	Very Tough
33	Naga Tail	Reptilian
34	Sea Serpent	With Spines
35	Orc Chops	Tastes like Pork
36	Purple Worm	Pungent
37	Roc Eggs	Good for Omelets
38	Pegasus	Horse Meat
39	Rust Monster	Guess
40	Mermaid Tail	Fishy
41	Satyr	Tastes like Goat
42	Phoenix	On Fire Literally
43	Sphinx	Questionable Taste
44	Strangle Weed	Don't Choke on it
45	Stirge Blood	Nutritious
46	Treant Apples	Good for Baking
47	Unicorn	Tastes Great
48	Will-O-Wisp	Less Filling
49	Healing Potion	Medicine Taste
50	Ice Elemental	Frozen Solid

Notes

Players are encouraged to add more ingredients to the list.





Italian City States

Introduction

Card game for 3-5 players. Theme: Italian Renaissance 15th Century. Each player controls an Italian City State.

Victory

Your Final Score at the end of the game is equal to your lowest score out of each of the 6 Scoring Categories. The 6 Scoring Categories are: Politics, Economics, Military, Humanities, Religion, and Buildings. So if your individual scores were 90, 110, 89, 102, and 95, your Final score would be 89.

If tied, the highest score in Humanities wins. If still tied, the highest score in Buildings and then Economics and then Politics wins. The game ends when the deck is used up and there are no cards left in any players hands except disasters.

Components

Players share a Common Deck. Player Score Sheets. Turn Order Markers.

Score Sheets

Each player will need one of these to keep track of their cumulative score in each of the 5 Categories.

Turn Order Markers

These should be numbered 1-5. One goes first in the turn, Two goes second, and so on. These will change ownership during play.

A player may only be in possession of 1 of these at a time. In a 3 player game only use the first three. In a 4 player game only use the first four.

Possession will be determined in Initiative Phase, in order of ranking in the Politics Category; The highest score getting the first Turn Marker and so on.

The Common Deck

There are 9 types of cards in the Deck: Humanities Economics Politics Military Religion Buildings Disasters Action Leaders

Humanities Cards

These cards when played increase your Humanities Score

Economics Cards

These cards when played increase your Economics Score

Politics Cards

These cards when played increase your Politics Score

Military Cards

These cards when played increase your Military Score

Religion Cards

These cards when played increase your Religion Score

Buildings Cards

These cards when played increase your Buildings Score

Disaster Cards

These cards when picked or drawn immediately penalize you They are discarded immediately after being picked or drawn.

Action Cards

These cards when picked or drawn immediately penalize an opposing player of your choice. They are discarded immediately after being picked or drawn.

Leader Cards

These are personalities from a variety of fields. When played they improve 1 or 2 of your Categories and may allow you to draw an extra card directly from the deck

Setup

Shuffle the deck. Each player chooses one of the 5 city States.

City States

There are Five: Republic of Florence Republic of Venice Duchy of Milan Kingdom of Naples Papal States

Republic Of Florence

Politics cards played by the Florence player get +1.
Florence starts with 10 Political Points.

Republic Of Venice

Economics cards played by the Venice player get +1.
Venice starts with 10 Economic Points

Duchy Of Milan

Military cards played by the Milan player get +1.
Milan starts with 10 Military Points

Kingdom Of Naples

Hand Size +1. Naples starts with 2 randomly drawn cards.

Papal States

Religion cards played by the Papal player get +1.
The Papal States start with 10 Religious Points

Turn Sequence

Each turn has 9 Phases: Fate Phase Initiative Phase
Commission Phase Vitality Phase Trade Phase Destiny
Phase War Phase Score Phase End Phase

Fate Phase

Draw the top 4X cards of the deck.
X the number of players
These are called the Bid cards. Place the bid cards
face-up, spread-out in the middle of the table. In Fate
Phase the player with the highest Religion Score may
choose to discard 1 target Bid card: Flip over a replace-
ment.

Initiative Phase

On the first turn of the game Florence gets the first
Turn Order Marker. Randomly distribute the remain-
ing Turn Order Markers. On all consecutive turns: The
player with the highest Political Score gets the First
Marker.

The player with the second highest score gets the
second Marker and so on. If 2 or more players are tied,
the highest Military and then Economics scores decide
it. The player with the highest undisputed Economics
score may look at the next 10 cards in the deck.

Commission Phase

In turn order each player selects a Bid card and
places it in his hand. This continues until all Bid cards
are selected. Note: each player will get 4 cards.

Vitality Phase

The player with the highest undisputed Humanities
score may draw 1 card from the top of the deck and put
it in his hand. The player with the highest undisputed
Politics card make look at each other players hand.

Trade Phase

Players may trade cards from their hands with each
other. Trades of cards are done face down and you
don't have to give what you promised. Let the buyer
beware.

Destiny Phase

Players may play Melds. A Meld may consist of up
to: 1 Humanities Card 1 Building Card 1 Politics Card
1 Military Card 1 Religion Card 1 Economics Card 1
Leader Card may be substituted for any of the above 5
card types. Less than 6 cards may be played in a Meld
if that is all a player can manage.

Disaster cards are not played in Melds. The player
with the highest undisputed Economics score may play
one extra card of any non-Leader type. Meld cards are
placed face up in front of the owning player.

War Phase

The player who played the most Military points this
turn may decrease the Total Military or Political score
of any target player by an equal number of points. If
tied the player with the highest Total Military Score
wins.

Score Phase

Players record on their Score sheets the points they
earned in each Category. Players must keep a running
total for each of the 6 Categories. Scores can never go
below zero.

End Phase

Players must discard their hands down to 3 cards.
The player with the highest undisputed Building Score
discards down to 6 cards.

Common Deck Card List Notation

H Humanities
E Economics
P Politics
R Religion
M Military
B Buildings
D Disasters
A Action
L Leaders
DC Draw 1 card when Played
TP Target Player

Common Deck Card List

Card Name:	Type	Value	Notes:
Peasant Revolt	D	0	You lose 5 Political Points
Corruption	D	0	You lose 5 Economic Points
Plague	D	0	You lose 5 Economic Points
Famine	D	0	You lose 5 Economic Points
Ottoman Incursion	D	0	You lose 10 Military Points
Factionalism	D	0	You lose 5 Political Points
Internal Strife	D	0	You lose 5 Political Points
Civil War	D	0	You lose 5 Political Points
Unpaid Mercenaries	D	0	You lose 5 Military Points
Invite France to Invade	A	0	TP loses 10 Military Points
Assassination	A	0	Discard a Leader in Play
Exile	A	0	Steal a Leader in Play
Censorship	A	0	TP loses 7 Humanity Points
Heresy	A	0	TP loses 7 Religious Points
Intervention	A	0	TP loses 7 Political Points
Foment Rebellion	A	0	TP loses 5 Military & Political Points
Poisoning	A	0	TP must discard 2 random cards from hand
Betrayal	A	0	Steal 5 Political Points from TP
Bribe Mercenaries	A	0	Steal 5 Military Points from TP
Commerce	E	6	
Merchants	E	6	
Trade Routes	E	9	
Banking	E	7	
Urbanization	E	5	Also B+3
Industry	E	5	
Taxation	E	2	
Spice Trade	E	5	
Printing	E	5	
Capitalism	E	9	
Loans & Credit	E	6	DC
Textiles & Glass	E	3	
Amass Great Wealth	E	8	
Silk Trade	E	7	
Manufacturing Guilds	E	3	
Luxuries	E	4	
Rich Oligarchs	E	8	Also P+5
Highly Skilled Craftsmen	E	4	
Byzantine Trade	E	6	
Growing Middle Class	E	2	
Bell Towers	B	6	Also P+3
Museums & Galleries	B	5	Also H+3
Libraries	B	5	Also H+3
Churches	B	6	Also R+5
Cathedrals	B	8	Also R+7
Baptistry	B	5	Also R+4
Palazzos	B	8	
Academy	B	2	DC
Hospital	B	5	
Castles	B	7	Also W+3
Bridges & Roads	B	6	
Villas	B	4	
Piazzas	B	4	

Card Name:	Type	Value	Notes:
Shrines & Chapels	B	3	Also R+3
Markets	B	3	Also E+4
Town Hall	B	6	Also P+4
Modernization	B	2	DC
Arsenal	B	9	Also W+5
Port	B	9	Also E+5
University	B	7	Also H+3
Mediation	P	6	
Peace Treaty	P	6	
Pact	P	7	
Ally	P	8	
Balance of Power	P	9	
Agreement	P	6	
Gain Favor	P	3	
Influence	P	3	
Intrigue	P	4	
Promises	P	2	
Renunciation	P	6	
Reconciliation	P	5	
Marriage	P	7	
Status Quo	P	5	
Appeal	P	2	
Compromise	P	5	
Coalition	P	8	
Accord	P	9	
Alliance with Spain	W	5	
Ally Holy Roman Empire	W	7	
Invasion	W	8	
Army	W	4	
Pitched Battle	W	3	
Condottiere	W	4	
Treachery	W	6	
Conquest	W	7	
Siege	W	5	
Artillery	W	5	
Occupation	W	7	
Encroachment	W	6	
Fighting	W	2	
Fleet	W	5	
Glorious Victory	W	9	
Capture	W	6	
Mercenaries	W	2	
Inflict Crushing Defeat	W	9	
Triumph	W	8	
Reversal	W	5	
Strong Position	W	6	Also W+3
Galleys	W	3	Also E+3
Paintings & Portraits	H	9	
Frescos & Mosaics	H	5	
Literature	H	7	
Poetry	H	5	
New Musical Instruments	H	2	
Song & Chamber Music	H	4	

Card Name:	Type	Value	Notes:
Sculpture	H	8	
Neo-Classical Architecture	H	6	Also B+5
Patronage	H	8	
Astrology & Numerology	H	2	DC
Alchemy & Kabbalah	H	2	DC
Mathematics & Astronomy	H	3	
Perspective & Proportion	H	7	
Neo-Platonic Philosophy	H	6	
Scientific Inquiry	H	4	
Greek & Latin Scholarship	H	9	
Invention	H	3	
Civic Culture	H	6	Also P+5
Engineering	H	5	Also B+5
Study of Antiquity	H	6	
Devotional Art	H	5	Also R+5
Schism	R	6	
Theology	R	4	
Inquisition	R	5	
Collect Indulgences	R	5	
New Religious Attitudes	R	6	
Fears for Salvation	R	8	
Support Monasteries	R	7	Also B+3
Franciscans	R	5	
Popular Preaching	R	4	
Cardinals	R	5	
Competing Popes	R	6	
Praise the Saints	R	2	
Spiritual Revival	R	3	
Religious Themes in Art	R	9	Also H+5
Fight the Turks	R	8	Also W+5
Reformation	R	7	
Counter Reformation	R	9	
Church Orthodoxy	R	3	
Christian Piety	R	2	
Cosimo the Elder	L	-	P = 9 E = 9 (Prince)
Ghiberti	L	-	B = 7 (Architect)
Brunelleschi	L	-	B = 8 (Architect)
Verrocchio	L	-	H = 5 DC (Sculptor)
Botticelli	L	-	H = 8 (Painter)
Giovanni Bellini	L	-	H = 7 (Painter)
Leonardo da Vinci	L	-	H = 10 DC (Polymath)
Donatello	L	-	H = 9 (Artist)
Pope Nicholas	L	-	B = 5 R = 5 DC (Patron)
Francesco Sforza	L	-	M = 5 P = 5 (Condotierre)
Giovanni Pico	L	-	H = 5 DC (Philosopher)
Rodrigo Borgia	L	-	P = 5 R = 5 DC (Pope)
Machiavelli	L	-	P = 3 M = 3 DC (Writer)
Leon Battista Alberti	L	-	H = 4 DC (Polymath)
Bartolomeo Colleoni	L	-	M = 8 (Condotierre)
Lorenzo de Medici	L	-	E = 10 (Prince)
Toscanelli	L	-	H = 5 (Mathematician)
Federico da Montefeltro	L	-	M = 9 (Condotierre)
Michelangelo	L	-	H = 10 (Artist)

Card Name:	Type	Value	Notes:
Titian	L	-	H = 8 (Painter)
Raphael	L	-	H = 9 (Painter)
Niccollo Nicolli	L	-	H = 5 DC (Book Collector)





Italian Wars

Introduction

Card game for 2 players. The Italian Wars 1512-25. French vs an alliance of the Spaniards and the Holy Roman Empire.

An International War for control of Italy. Italians from rival city states fought on Both sides. Both sides made extensive use of Mercenaries from all over Europe.

Open Battles were usually the result of the need to raise a siege.

Victory

The first player to win 8 total hands or 3 hands in a row, wins the battle.

The Deck

Players share a common deck. The deck contains 1 copy of each card on the card list.

Turn Sequence

Each turn has 3 phases:

- Tactics Phase
- Deployment Phase
- Battle Phase

Tactics Phase

Each player draws 8 cards. (The player who won the previous hand draws 9 cards) Players may discard up to 4 cards and draw replacements. (The player who lost the previous hand may discard 5 cards) If the deck runs out, shuffle the discard and draw from it.

Deployment Phase

Players reveal their hands face up on the table. Each Player can play a max of 1 Leader card. The player who won the previous hand cannot play Defense cards.

Some cards can only be used by either the French or Italian player. Cards that cannot be used are immediately discarded.

Battle Phase

Players take turns using card Negate Effects if they have any. Flip a coin to see who goes first. Negated cards are discarded.

Players add up the Force value of all their remaining cards, including Bonuses given by one card to other cards of a certain type. The player with the highest Force value wins the Hand. All cards are discarded at the end of the turn.

Card List Notation

A Artillery

I Infantry

C Cavalry

D Defenses

L Leader

M Missile

K Shock

F French Only

S Spanish Only

X Morale

T Tactics

LOST Play only if you lost last hand

WON Play only if you won last hand

Common Deck Card List

Card Name	Force	Type	Notes
Ditch	5	D	Enemy Cavalry gets -3
Parapet	6	D	IM get +3
Goad Enemies to Attack	6	A	
Excellent Artillery	7F	A	
Brilliant General	8	L	Tactics get +3
Impetuous Commander	6	L	
Enfilading Fire	6	A	Artillery gets +3
Entrenchments	5	D	
Fire at Unprotected Cavalry	6	A	Negate Cavalry card
Uneven Terrain	3	D	Enemy Cavalry gets -3

Card Name	Force	Type	Notes
French Horsemen	7F	C	
Countercharge	5	C	Cavalry gets +3
Crossbowmen	6	IM	
German Landsknecht	6	IK	
Drive Them Off	5	C	Negate Cavalry card
Call Forward Troops	5	T	
Scale the Parapet	4	IK	Negate Defense card
Cross thru Fire	4	IK	IK gets +3
Pass Thru Gaps	4	C	Negate Defense card
Charge Thru Gap	5	C	Cavalry gets +3
Field Fortifications	7	D	Defenses get +3
Lie Prone	3	IT	Negate Artillery card
Fire at Massed Troops	7	A	Negate IK card
Spanish Heavy Cavalry	6S	C	
Arquebus Fire	5	IM	
Spanish Heavy Infantry	6S	IK	
Spanish Swordsmen	4S	IK	Negate an IS card
Close-Quarter Advantage	4	IK	IK gets +3
Tight Formation	4	IK	IK gets +3
Discipline & Drill	4	IK	IK gets +3
Resist Cavalry	6	IK	Negate Cavalry card
Swiss Pikemen	8	IK	
Swiss Halberdiers	7	IK	
Swiss Square	8	IK	Enemy Cavalry gets -3
Wooden Palisades	5	D	
Pursuit	6	C	WON Cavalry get +3
Hand Gunners	5	IM	
Hill	4	D	Artillery get +3
Good Position	5	D	Defenses get +3
Rolling Fire	6	IM	IM get +3
Attack Rear	8	C	Cavalry get +3
Ill-formed & Unready	5	T	Negate an IK card
Falcons & Sakers	5	A	
Use Captured Artillery	8	A	WON
Prolonged Fire	7	A	Artillery gets +3
All Around Defense	5	IK	Enemy Cavalry gets -3
Acute Adversary	8	L	Enemy Leader gets -3
Sunken Road	5	D	
Earthworks	7	D	
Light Cavalry	4	C	
Bastions	6	D	Artillery gets +3
Bronze Cannons	7	A	
Volley Fire	6	IM	IM get +3
Form Lines	6	IM	
Countermarch	5	IM	IM get +3
Line of Contravallation	6	D	Negate Tactics card
Hold the Field	6	IK	
Rallying Point	5	IK	LOST Cavalry get +3
Take Refuge	3	IK	LOST IM get +3
Deep Formation	5	IK	IK get +3
Steady Fire	5	IM	IM get +3
Surrounded	5	T	Negate Leader card
Skirmishing	6	IM	IM get +3

Card Name	Force	Type	Notes
Prestige	6	X	Leader gets +3
Confidence	7	X	Tactics get +3
Belligerent	7	X	WON
Stubborn	5	X	Defenses get +3
Hatreds	8	X	
Drummers	5	T	Morale gets +3
Great Ferocity	8	X	
Wrought Iron Cannons	4	A	
Flank Attack	7	T	WON
Battlefield Mobility	6	T	
Hedges & Trees	2	D	IM get +4
Courageous Commander	7	L	Morale gets +3
Matchlocks	5	IM	
Vigorous Captain	6	L	Negate Tactics Card
Capture Leader	4	T	Negate Leader Card
Enemies Allies Flee	4	X	Negate IK card
Rout Enemy Cavalry	5	X	Negate Cavalry card
Disordered	6	T	WON Enemy IK gets -3
Cross Stream	6	T	Negate Defense card
Trench	5	D	
Famous Captain	7	L	Negate Morale card
Men-at-Arms	6	C	
Vanguard	7	C	WON
Great Captain	8	L	
Cavalry Charge	6	C	Cavalry get +3
Culverins	6	A	
Rearguard	5	C	LOST
Footsoldiers	6	IK	
War Wagons	6	D	
Sortie	5	C	Cavalry get +3
Lancers	7	C	
Block of Infantry	7	IK	
Careful Soldier	8	L	Defenses get +3

Links

Handgonnes and Matchlocks





Jail Break

Introduction

Scenario for WarpQuest. for the [Warpquest Core Rules](#) WarpQuest Core Rules. Each player takes the role of a prisoner in Dick J. Pitt Correctional Facility Medium Security Prison looking to escape through a tunnel the prisoner is digging from his cell to freedom and then driving to Mexico.

Variant Rules

There are two Modules. Both modules are 30 spaces long. Between the Modules, the player rolls for a Get-away Car. There is no Artifact, the goal is to get to Mexico (space 80) before getting caught or killed. The journey on the board is a one way trip.

Spaces on the board represent time not distance in the first module, distance in the second. Each player starts with 6 skills. If you fail the challenge you return to space #1 unless the card says something different.

If you win the challenge, advance. The player with the most cards in the most challenge types wins. If you win a "fight" with an opponent, the opponent must go back six spaces.

Skill Table

1D6 Skill 1 Cunning 2 Smooth Talking 3 Stealing 4 Fighting 5 Shooting (if you have a gun) 6 Driving 7 Toughness 8 Agility 9 Charisma (to gain respect) 10 Stealth

Module 1: The Prison Card Name: Notes:

1. Prison Thugs, Ricky & Lee in the Cafeteria Charisma x2 or Fighting x2
2. Collapsing Tunnel Agility x2
3. Brutal Guard Mike Procton Toughness x2
4. Race Riot Cunning x2

(if successful, you can dig your tunnel twice as fast, because the guards are calming down the Riot, advance 1d6 spaces)

5. Kitchen Duty Stealing x2

(if successful, you steal a spoon and dig with double speed, advance 1d6 spaces)

6. New Inmate Paulie With Cash Cunning x2 or Fighting x2

(if successful, you get the cash and by a knife, fighting +1)

6. The Aryan Gang Leader has a crush on you Fighting x2

(if successful, you get boxing lessons, Fighting +1)

8. Cell Raid Cunning x2

(if unsuccessful, your tunnel is found, goto space #1)

9. Change of Escape with the Laundry Truck Agility & Stealth

(if successful, goto space #31)

10. Sarah Molina, the Female Social Worker Smooth Talking x2

(if successful, you get a library privilege, a good place to hide the removed earth, advance 1d6 spaces)

11. Fighting in the Shower Room Charisma x2

(if successful, you can keep yourself out of the fight, advance 1d6 spaces)

12. Cell Mate Martin gets a LSD flash back Fighting x2

13. Prison Pastor Rev. McGinnes Smooth Talking & Cunning

(if successful, you get a prayer book inside of which you can smuggle the digged earth out of your cell, advance 1d6 spaces)

14. Warden J.W.Douglass Wants to Have a Chat Charisma & Smooth Talking

15. Undercover Cop Cunning x2

16. Drug Lord Al Wants You to Pay Your Debts Smooth Talking x2

17. Fat Mike Says He Loves You Fighting x2

18. Fat Mike Sends JJ.Sleez to Beat You Up Fighting x2

19. Misunderstanding in the Gym with Jesús Charisma x2

20. Tyrone Doesn't Like You Fighting x2

21. Leonard Says He Knows What You Are Up To Cunning x2

22. Thin Leo Wants You to Beat Sleazy Allan Fighting x2

(if successful, Thin Leo arranges a gun to you as soon as you get out)

23. Laundry Duty Stealth x2

(if successful, you smuggle out lots of earth from the tunnel)

24. Drug Lord Al Wants His Money Back Smooth Talking x2

25. Drug Lord Al Is Upset About the Money Smooth Talking x2

26. Fire in the Cell Block Agility & Toughness

Space #30

You got out! Now you have to find yourself a set of wheels. Roll on the Getaway Car Table: 1d6 Notes: 1 '76 Mustang Driving +1 2 '95 Red Corvette Driving +2, Stealth -2 3 '91 Lincoln Towncar 4 '89 Toyota Camry Driving -1 5 '94 Dodge Ram 4x4 6 '93 Ford 18-Wheeler Driving -1

Now you hit the road. It's 600 miles to Mexico, you have a full tank of gas, half a packet of cigarettes, it's

dark and you are wearing sun glasses. It would be wise to drive straight to the boarder but you decide to stop to at every chance to get drunk on the way.

Module 2: The Road Card Name Notes:

1. You find a gun under the driver's seat No challenge,
now you have a gun.
2. Cute Hippie Hitch Hiker Girl Smooth Talking x2
(if succesfull, you have great time with the girl, advance 1d6, if unsucessfull, nothing happenes)
3. You Decide to Rob a Grocery Store Charisma x2
(if succesfull, advance 1d6)
4. You Rob a Store but the owner has a gun Shooting x2 or Agility x2
(if unsuccesfull, the Gas Station Owner shoots your brain out and you die)
5. Police Road Block Stealh & Cunning
6. Lone Highway Patrol Man Cunning x2 or Shooting x2
7. Road Side Café with Tough Truckers Fighting x2
8. '76 Mustand Parked in front of a McDonald's Stealing x2
(if succesfull, you can (you don't have to) take this car, if unsuccesfull, nothing happenes)
9. Roadside Café with a Bunch of Bikers Charisma x2 or Fighting x2
10. Harley Davidson parked in front of a bar Stealing x2
(if succesfull, you can (you don't have to) take this bike (Driving +1), if unsuccesfull, nothing happenes)
11. High Way Patrol Car Spots You Driving x2
12. Local Sheriff Spots You Driving By Driving x2
13. Drug Lord Al's Friends Find You in a Bar Fighting x2

14. Bear in the Air, A Cop Helicopter Driving x2
15. You Decide to Pay a Visit to an Old Lover Smooth Talking x2
(if succesfull, she hides you till the Police stops searching you, advance 1d6)
16. You Pay a Visit to a Local Arms Dealer Smooth Talking x2
(if succesfull, you get a gun)
17. Inmate Jésus' Brother Sells You a Gun No Challenge
you have a gun now.
18. You Decide to Rob a Small Town Bank Shooting x2
19. Cute Girl on the Side Walk Smooth Talking x2
(if succesfull, the girl hides you for a week. Advance 1d6)
20. Boozed Up College Students in a Bar Fighting x2
21. US Marshall Service Agents Chasing You Driving x2
22. A US Marshall Spots You in A Bar Agility x2
(if succesfull, you manage to escape though a window)
23. FBI Agents Spot You on Side Walk Agility x2
(if succesfull, you manage to escape over a fence)
24. Some Local Boys Want to Whoop Your Ass Fighting x2
25. Road Block Cunning & Stealth
26. Bar Fight Fighting x2

When you reach space #60, you are safe in Mexico. Now you have to keep a low profile and take it easy not to get caught. Of course you won't do it and you are caught within a week and returned to your cell in Dick J. Pitt Correctional Facility.





Japanese Swords

Introduction

Board game of warfare in Feudal Japan.

The Cards

The deck contains 100+ cards as described in the card list. The backs of all cards are identical. The

face should contain the name of the card and its Force value.

The Map

The map is a 10 X 10 grid. There are 7 terrain types:

TERRAIN	MOVE	DEFENSE	NOTES
Clear	1	0	Plains
Fortress	1	10	Ancestral Clan Home
Keep	1	5	Minor Castles
Difficult	2	0	Desert
Covered	2	3	Forest, Hills
Treacherous	2	-5	Rivers, swamps
Impassable	X	X	Water, Mountains

Move- This is the number of movement points required to enter the space. Defense- This is the Force modifier applied to a defending army occupying the space. When designing the map, place fortresses on opposite sides of the map.

There should be a number of fortresses equal to the number of players. Include examples of all the terrain types. There should be 2 or 3 Keeps per player, spread evenly around the map.

The Keeps start the game as neutral, undefended spaces. Players determine turn order by rock-paper-scissors.

Object

Capture the fortresses of your opponents. If a player loses his fortress he is out of the game, and all of his armies are removed from the board. Another way to win is to be the first to acquire 50 Honor points.

The Pieces

Each player has a set of counters or chits of a unique color. These pieces are marked with a 'C' or an 'A' or an 'H' or a 'G'. C-counters are control markers. They are placed on Keeps and Fortresses you control.

A-counters represent an entire army each. H-counters are Honor counters. G-counters represent gold.

Alternately, players may use painted miniatures to represent the army pieces.

Turn Sequence

Players take turns. Each turn consists of the following six phases played in order:

1. Revenue Phase
2. Expense Phase
3. Draw Phase
4. Honor Phase
5. Travel Phase
6. Battle Phase

Fortresses, Keeps & Traits

For each Fortress roll 3 times on the Trait Table. For each Keep roll once on the Trait Table. Your clan gains the traits of every Keep & Fortress you control.

Combat bonuses apply to your armies during every battle.

Revenue Phase

Your Fortresses generate 3 gold in this phase. Your Keeps generate 1 gold in this phase. Fortresses and keeps are near settlements, ports, trade routes, farmland, and mines, from which they derive their income.

Certain traits of keeps & Fortresses will provide additional gold. Gold may be saved from turn to turn.

Setup

Each player starts the game controlling one fortress and two armies. One army is located in the fortress, the other is adjacent. Players start with 0 honor and gold.

Expense Phase

Pay 1 gold per army to supply your armies. Armies that are not supplied are immediately disbanded and

are removed from play. You may raise a new army at a cost of 4 gold.

A new army starts in or next to its owners fortress.

Draw Phase

You may draw 1 card from the deck. You may repeatedly pay two gold to draw one extra card. If the deck runs out, reshuffle the discard pile and continue.

Honor Phase

You may pay two gold to gain one honor. Up to 2D6 times. This Honor award is derived from skilled and beautiful efforts in the arts, literature, dance, theatre, poetry, craftsmanship, tea ceremonies, courtly etiquette, and the like. Certain traits of keeps & Fortresses will generate additional Honor.

Travel Phase

Each of your armies may move. Each army has 2 movement points it may use per turn. See the terrain list for the number of movement points required to enter each type of terrain.

Only one army may occupy a space at a time. If you move your army into a fortress or a keep, you gain control of it. Place a control marker on keeps and fortresses you control.

Battle Phase

You may have your armies attack adjacent enemy armies. Only two armies are involved in each battle.

Each player in the battle draws 5 cards.

Each player sets aside 1 to 7 cards face down. Up to 5 of these cards may be peasant, soldier, or samurai cards. These cards are then revealed simultaneously.

Each player adds up the Force value of all of his revealed cards. Cards have force values ranging from 1 to 8+. The defender also gets a Force modifier from the type of terrain he occupies.

The side with the higher force total wins. The defender wins all ties. The losing player removes his army from the board.

All revealed cards are discarded and go to the discard pile. After each battle, the winner must discard down to 8 cards or less. The loser must discard down to 3 cards or less.

If the loser occupied a keep or fortress the winning army immediately moves in to occupy it. The winner gains 3 honor points. The loser loses 1 honor point.

Note that battles are either at a fortification siege, or are on open ground. The current active player is considered to be the attacker.

Trading

Players, at any time, may trade promises, gold, cards, armies, keeps, and honor.

Army Experience

Each time an army defeats another army it gets one experience point. In battle, an army gets a force bonus equal to its experience. Place counters marked with an 'E' under the army counter to keep track of experience.

Card List

#	Card Name	Force	Notes
6	Yari Ashigaru	3	Infantry/ Spears/ Peasant. +1 if Defending
6	Bushi Naginata	4	Infantry/ Soldier. +1 if Defending
6	Warrior Monks	5	Infantry/ Monk.
6	Ashigaru Arquebusiers	5	Guns/ Peasant. +2 at siege
6	Bushi Musketeers	6	Guns/ Soldier. +2 at siege
5	Yari Samurai	6	Samurai/ Infantry/ Spears. +1 if Defending
5	No-Dachi Swordsmen	7	Samurai/ Infantry/ Swords. +1 if Attacking
5	Cavalry Archers	6	Samurai/ Horses/ Bows. +1 in open ground
5	Yari Cavalry	4	Samurai/ Horses. +3 in open ground
5	Samurai Archers	7	Samurai/ Bows. +1 at siege
5	Heavy Cavalry	8	Samurai/ Horses/ Swords. +2 in open ground
10	Superior Tactics	7	Battle Action.
3	Treachery	10	Battle Action. Lose 7 honor.
1	Prosperity	0	Gain 3 gold. Play in revenue phase.
1	Much Honor	0	Gain 4 honor. Play in honor phase.
5	Diplomacy	0	Neither side wins the battle.
5	Shinobi Spies	0	Look at opponents hand.
5	Forced March	0	Target army gets a second travel and
-	-	-	battle phase this turn.

#	Card Name	Force	Notes
5	Intrigue	0	Opponent must lose 3 cards or 3 honor.
-	-	-	Play in honor phase.
5	Ninja	0	Remove all Experience counters from target Army.
-	-	-	Play in Honor Phase. Lose 3 Honor.

number of such cards in the deck.

A player may play multiple superior tactics cards in a battle. If a diplomacy card is played, neither army

is lost, no honor is lost or gained, and each side must discard down to 5 cards. All revealed cards are still discarded.

Trait Table

D6D6	Trait	Effect
11	Shinto Temple	Gain 1 Honor per turn
12	Trading Posts	Gain 1 Tribute per turn
13	Ports	Gain 1 Tribute per turn
14	Trade Route	Gain 1 Tribute per turn
15	Horses	Gain 1 Tribute per turn
16	Geisha House	Gain 1 Tribute per turn
21	Tranquil Gardens	Gain 1 Honor per turn
22	Buddhist Temple	Gain 1 Honor per turn
23	Tea House	Gain 1 Honor per turn
24	Art of War	Add 1 to your Force total
25	Fortifications	Add 3 to your Force total if defending at a Fort/Keep
26	Siegecraft	Add 3 to your Force total if attacking a Fort/Keep
31	Sword Dojo	Swordsmen get +1 Force
32	Monk Dojo	Monks get +3 Force
33	Armory	Samurai get +1 Force
34	Ninja House	Draw an extra card each turn. Keep it if its a Ninja.
35	Large Populace	Ashigaru get +2 Force
36	Archery Dojo	Bowmen get +2 Force
41	Spear Dojo	Spearmen get +2 Force
42	Bushi Dojo	Bushi get +2 Force
43	Gunsmiths	Gun troops get +2 Force
44	Stables	Horsemen get +1 Force
45	Barracks	Infantry get +1 Force
46	Copper Mines	Gain 1 Tribute per turn
51	Iron Mines	Gain 1 Tribute per turn
52	Silver Mines	Gain 1 Tribute per turn
53	Gold Mines	Gain 1 Tribute per turn
54	Jade Works	Gain 1 Tribute per turn
55	Pearl Beds	Gain 1 Tribute per turn
56	Saki House	Gain 1 Tribute per turn
61	Ying	Add 2 to your Force total if defending
62	Yang	Add 2 to your Force total if attacking
63	Silk Farmers	Gain 1 Tribute per turn
64	Farms	Gain 1 Tribute per turn
65	Much Honor	Gain 1 Honor per turn
66	Palace	Gain 1 Honor per turn

Component Rules Variant

Written by Frederic Moll (fmoll@geocities.com) To avoid repetitions of games, the boardgame could be made with tiles (squared or hexagonal) representing

all types of terrain.. And placement of tiles would be made by each player one tile at a time (cf the making of the board for "Kings and Things" game for an example)... After all tiles are laid down each player will put in sequence his fortress on one tile... then

each player will place his first keep then his second keep... the restriction is that keep can only be placed adjacent to the fortress or one tile away... To allow

more possibilities, have 4 or 6 more tiles than the total required ...





Javelin

Introduction

Track & Field Series card game. Simulation of the Javelin Throw for 2 or more players.

The Deck

Players share a common deck. There are 5 basic suites of cards. The suites are the stages of a Throw.

In proper order they are:

1. Start
2. Run Up
3. Run to Plant
4. Plant
5. Release

There is an additional special suite of Wild cards:

6. Training

The Cards

The deck contains 1 copy of each card listed in the Card list. There are 36 cards in the deck. Each card has a numerical value between 9 and 20.

This is the number in meters the card contributes to the distance of a throw.

Cardset Available

From Alcrespi

Card List

Card Name:	Suite	Meters
Relax Arm	S	18
Relax Shoulder	S	16
Visualize Movement	S	20
Chest Muscles Stretched	S	14
2 Finger Grip	S	12
Place Marker	S	10
10 TO 12 Quick Strides	RU	18
7 Meters per Second	RU	20
Accelerating	RU	12
Concentrate Energy	RU	16
Look Straight Ahead	RU	10
Gain Momentum	RU	14
Stressed Step	RTP	12
5 Strides	RTP	14
Turn to the Side	RTP	16
Legs Cross	RTP	18
Maximum Amplitude	RTP	20

Winning

Play 6 hands. Each player gets 6 'attempts'. The player with the longest single throw in 6 attempts is the winner.

Turn Sequence

A turn is also referred to as a hand, a round, or an attempt.

- Each player is dealt a hand of 7 cards
- Each player may discard up to 5 cards and draw replacements
- Players reveal their cards and score their hands.

Scoring Hands

You may score 5 cards from your hand. You may score 1 card from each of the 5 basic Suites. If you don't have a card from a suite you may substitute a Training card.

If you still don't have a card for a suite, you get a consolation 5m for that suite. To Score, Add up the values from each of your 5 suites. This is the distance in meters of your Throw.

Card Name:	Suite	Meters
Last 2 Strides	P	14
Tense Body	P	16
Javelin Behind Shoulder	P	18
Flexible Arm	P	20
Run Up Track	P	10
Both Feet on the Ground	P	12
Stop Suddenly	R	10
Explosive Movement	R	14
Powerful Throw	R	16
Optimal Throwing Angle	R	20
25 to 40 Degrees	R	12
31 Meters per Second	R	18
Muscle Building	T	9
Flexibility Exercises	T	9
Elastic Resistance	T	9
Throwing Weighted Balls	T	9
Running & Jumping	T	9

Card Name:	Suite	Meters
Midway Marker	RTP	10

Card Name:	Suite	Meters
Coordination & Balance	T	9





Jaws

Introduction

Card Game for 2 players.

Decks

One player gets the Shark Deck. The other player gets the Shark Hunter Deck.

Hunters

The Hunters have a fishing boat. The boat has 5 Hull points. There are 5 people in the boat.

The Shark

The shark has 10 life points.

Winninng

A game of survival: If all five people are eaten, the Shark player wins. If the Shark is reduced to zero life points the Hunter player wins.

Turn Sequence

Alternate Hunter Turns & Shark Turns. Hunters go first.

Hunter Turn Sequence

Fishing Phase Trawling Phase Catch Phase

Fishing Phase

Draw 1 card. Max hand size is 5 cards. Discard excess cards. If your deck runs out, shuffle the discard and draw from it.

Trawling Phase

You may play one Find Card.

Catch Phase

If you played a Find card, or the Shark attacked you last turn you may attack. To attack, play one weapon card. You may play a second weapon card if you have 3+ crew members alive.

Hunter Deck Card List

All weapons do one point of damage to the shark. (Some Equipment cards are played along with an appropriate weapon for extra damage) Discard all played cards except automatic Find Cards.

Shark Turn Sequence

Circling Phase Hunting Phase Feeding Phase

Circling Phase

Draw 1 card. Max hand size is 5 cards. Discard excess cards. If your deck runs out, shuffle the discard and draw from it.

Hunting Phase

You may play one Hunting Card.

Feeding Phase

If you played a Hunting card this turn you may attack the hunters. If the boat is not already sunk, you may then:

1. Play a Sink card to do one damage to the boat, or
2. Play an Attack card and then a Bite card to kill 1 crew member.

(At zero hull points the boat sinks & the crew members are floating in the water.) If the boat has been sunk, you may:

1. Play a Bite or an Attack card to kill 1 crew member.

Discard all played cards.

Card List Type Abbreviations

- # Number of that type of card in the deck.
- W** Weapon
- F** Find
- E** Equipment
- H** Hunt
- S** Sink
- A** Attack
- B** Bite
- X** Special

Card Name:	#	Type	Notes
Harpoon	3	W	
Spear Gun	3	W	
Pistol	2	W	
Rifle	2	W	
Flare Gun	1	W	
Knife	2	W	Use only if Shark attacked last turn.
Propeller	1	W	Use only if Shark attacked last turn.
Axe	1	W	Use only if Shark attacked last turn.
Pike	1	W	
Dart Gun	1	W	
Crane	1	W	Use only if Boat is not sunk
Grappling Hook	1	W	
Impale with Mast	1	W	Use only if Boat is sunk
Chum Buckets	2	F	
Human Bait	2	F	
Sonar	2	F	Use only if Boat is not sunk
Binoculars	2	F	
First Watch	1	F	
Spot Dorsal Fin	1	F	
Second Watch	1	F	
Net	1	F	
Buoys	1	F	
Scuba Gear	3	F/E	Find Shark or Negate one Attack Card
Lines	1	E	Automatic Find. Play with Hook, Harpoon or Spear
Poison	1	E	2 Dam to Shark. Play with Dart, Harpoon or Spear
Swallow Air Tank	1	E	If played with Rifle or Pistol Shark is killed
Shark Cage	2	E	Negate one Bite card
Tool Kit	1	E	Negate one Sink Card
First Aid Kit	1	E	Negate one Bite card
Life Saver	1	E	Negate one Attack Card

Shark Deck Card List

Card Name:	#	Type	Notes
Circle	5	H	
Dun dun. . . Dun dun. . .	5	H	
Feeding Frenzy	5	H	
The Smell of Blood	5	H	
Smash Boat	4	S	Do 1 damage to boat
Ram Boat	3	S	Do 1 damage to boat
Bite Boat	3	S	Do 1 damage to boat
Too Close to the Side	4	A	Attack person if boat still afloat
Swim with the Sharks	3	A	Attack person if boat still afloat
Man Overboard	3	A	Attack person if boat still afloat
Bite in Half	2	B	Kill Person
Head First	2	B	Kill Person
Feet First	2	B	Kill Person
Bite off Head	2	B	Kill Person
Bite off Limb	2	B	Kill Person
Eat 'em Up Yum	2	B	Kill Person

Card Name:	#	Type	Notes
Smash Cage	1	X	Negate Cage card
Sever Line	2	X	Negate Line or Net Card
Dive	2	X	Negate one Weapon card
Spit out	1	X	Discard Air Tank card
Thrash about	2	X	Negate Line or Net Card

Game Designers Notes

Happy Hunting!





Jedi Warp Duel

Introduction

Card game for 2+ players. Each player controls a Jedi with a light saber. Takes place in the Star Wars Universe Each figure represents a Jedi knight.

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Victory

Reduce your opponent to zero force points.

The Map

Use a 5x5 chessboard.

Figures

Use chits or miniatures to represent units.

Jedi Ranks

Jedi have 3 ranks:

Rank	Title	FP	Draw	Size	Init
1.	Apprentice	3	2	6	0
2.	Jedi	4	2	7	+1
3.	Master	5	3	8	+2

FP Force Points.

Draw Number of cards the Jedi can draw per turn.

Size Maximum hand size.

Init Bonus to the Initiative roll.

Setup

Each player picks a different Jedi from the Jedi List. Players place their Jedi in opposite corners. Players draw a full hand of cards.

Terrain

Some spaces may contain obstacles. Units cannot move or attack through obstacles.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Draw Phase Initiative Phase Fight Phase

Draw Phase

Draw X cards. If the deck runs out, shuffle the discard and draw from it. Discard excess cards.

Initiative Phase

Each player rolls 1D10. Highest roll goes first in fight phase.

Fight Phase

Players play move & attack cards.

Move Cards

Play (discard) a Move card to move your Jedi. Units cannot move through other units. The move card has a number.

This is the number of spaces the unit moves. Moves are diagonal or orthogonal.

Attack Cards

Play (discard) an Attack card to have a Jedi attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. A Jedi may play a Defense card to negate an attack made against him. The enemy unit that is the target of the attack loses 1 Force point.

Units cannot attack through other units.

Ability Cards

There are 2 types of generic ability cards in the deck: Heroic Ability & Jedi Ability. Each character can use these cards in a unique way as described in the Jedi list.

Card List Notation

- Type** Purpose of card
- #** Number of that type of card in the deck
- K** as a Knight would move in Chess
- User** What type of units can use the card
- M** Movement
- A** Attack
- D** Defense
- X** Special card
- J** Jedi & Masters only
- Z** Masters only

Card List

Card Name:	#	Range	Type	Notes
Telekinetic Attack	1	4	A	J
Electrical Attack	1	3	A	Z
Sweep	2	1	A	
Lunge	1	2	A	
Force Block	1	-	D	
Parry	1	-	D	
Duck	1	-	D	
Dodge	1	-	D	
Disarm	1	1	X	Opponent cannot attack next turn.
Approach	2	1	M	
Maneuver	2	2	M	
Run	1	3	M	
Knock Down	1	1	A	Opponent must discard a card.
Levitate	1	K	M	
Jedi Speed	1	-	X	Get +7 to initiative roll.
Meditate	1	-	X	Discard hand & Draw 4 cards.
Force Mastery	1	-	X	J. Draw 2 cards
Mind Trick	1	-	X	J. Opponent must discard 2 cards.
Counterattack	1	-	X	Defend & Attack = 1
Withdraw	1	-	X	Defend & Move = 1
Surge	1	-	X	Attack = 1 and Move = 2
Force Drain	1	2	A	Z
Force Push	1	1	A	Z. Move opponent back one space.
Calm	1	-	X	Gain back one Force Point.
Jedi Ability	2	-	X	Unique for each character.
Heroic Ability	2	-	X	Unique for each character.

Jedi List

Anakin

Rank:	Apprentice
Jedi Ability	Two Light Sabers: Attack = 1 Twice
Heroic Ability	Impetuous: Attack = 1 & Draw a card

Darth Maul

Rank:	Jedi
Jedi Ability	Double Light Saber: Move = 2 & Attack = 1
Heroic Ability	Athletic Prowess: Defend & Attack = 1

Qui-Gon

Obi Wan Kenobi

Rank:	Jedi
Jedi Ability	Protect: Defend & Draw a card
Heroic Ability	Meditate: Draw 3 cards

Rank:	Jedi
Jedi Ability	Force Defense: Defend & Draw a card
Heroic Ability	Flip: Move = 2 & Attack = 1

Darth Sidious

Yoda

Rank:	Master
Jedi Ability	Force Lightning: Attack = 3 or 4
Heroic Ability	Imperial Command: Opponent discards 3 cards

Luke

Rank:	Master
Jedi Ability	Force Insight: Defend & Draw a card
Heroic Ability	Leap: Move = 2 & Attack = 1

Darth Vader

Rank:	Apprentice
Jedi Ability	Use the Force: Draw 3 cards
Heroic Ability	Self Control: Defend & Draw a card

Mace Windu

Rank:	Jedi
Jedi Ability	Throw Debris: Attack = 4 or Choke: Attack = 3
Heroic Ability	Negate Defense: Negate a 'Defend' action by opponent

Count Dooku

Rank:	Master
Jedi Ability	Battle Wisdom: Defend & Attack = 1
Heroic Ability	Force Attack: Move = 2 & Attack = 1

Rank:	Master
Jedi Ability	Finesse: Attack = 1 & Draw a card
Heroic Ability	Retreat: Defend & Draw a card





Jerusalem 70 Ad

Introduction

Jewish Revolt of in the Roman Province of Judea. Siege of Jerusalem by the Romans. Two player card game.

The Decks

Each player has his own unique deck.

Periods

The game length is divided into 6 Assault Periods, each lasting 1-3 hands. If the Romans win a hand, the Period is automatically over, and the next period starts. If the Rebels ever win 3 hands in a row they win the game.

If the Romans win a total of 6 hands, they win the game.

First Assault Period

Judean surprise attacks on the Roman camps. Neither player can use Siege cards.

Second Assault Period

First penetration of the city. The Romans are pushed back.

Third Assault Period

Additional Breaches. Romans capture & raze the Tyropean Quarter.

Fourth Assault Period

Roman capture of the Temple.

Fifth Assault Period

Romans capture Jerusalem. Surviving Rebels flee.

Sixth Assault Period

20,000 Romans defeat 900 Zealots at the Masada desert Fortress.

Roman Card List

Turn Sequence

Each turn or Hand has 4 phases:

1. Draw Phase
2. Reinforce Phase
3. Reveal Phase
4. Discard Phase

Draw Phase

Each Player fills their hand to 9 cards from their own deck. If the deck runs out, shuffle the discard and draw from it.

Reinforce Phase

Both players discard up to 3 cards and draw replacements. If the deck runs out, shuffle the discard and draw from it.

Reveal Phase

Both players reveal their hands except for cards they want to or must keep in reserve. Each player may play:

- One Leader card.
- Up to 3 Unit cards.
- Up to 2 Morale cards.
- Up to 3 Siege cards. Each player totals the score of their revealed cards. Players add up the force of their individual cards revealed to get their total score. The player with the highest score wins the hand. If tied, no one wins, replay the hand.

Discard Phase

All cards revealed in Reveal Phase are discarded. Players may discard any reserve cards they don't want or can't keep. A player may only keep a maximum of 3 cards in reserve.

Card List Notation

- L** Leader
S Siege
U Unit
M Morale
Number of that card in the deck.

Card Name	#	Type	Force	Note
Flavius Titus	4	L	12	
Tiberius Alexander	4	L	8	
Hellenic Auxiliaries	2	U	3	
Velitae Light Infantry	3	U	3	+1 if played with Legionnaires
Foederatti Light Infantry	3	U	3	
Syrian Archers	2	U	4	
Cavalry	2	U	4	
Vth Legion	3	U	5	+1 if played with other Vth Legion
Xth Legion	3	U	5	+1 if played with other Xth Legion
XIIth Legion	3	U	5	+1 if played with other XIIth Legion
XVth Legion	3	U	5	+1 if played with other XVth Legion
Siege Works	1	S	4	
Undermine Walls	2	S	5	
Battering Rams	2	S	4	
Secure a Breach	2	S	5	
Blockade	1	S	3	
Catapults	1	S	3	
Ballistae	1	S	3	
Onagers	1	S	3	
Siege Wall	1	S	4	
Overrun Positions	2	S	5	
Direct Assault	2	S	3	
Siege Towers	1	S	4	
Testudo Formation	1	S	3	
Armored Towers	1	S	6	
Escalade Ladders	1	S	2	
Battle of Attrition	1	S	5	
Earthen Ramp	1	S	4	
Set Fires	1	S	4	
Engineers	1	S	4	
Stirring Oration	1	M	6	
Rebel Factional Strife	2	M	8	
Rebel Disunity	1	M	7	
Relieve Tired Troops	2	M	7	
Rebel Famine	2	M	7	
Emboldened	2	M	6	
Cohort Discipline	2	M	7	
Cohort Cohesion	2	M	7	
Rebel Starvation	2	M	8	

Jewish Card List

Card Name	#	Type	Force	Notes
Eliezer ben Yair	3	L	11	
Shimon ben Giora	3	L	10	
Joseph ben Gurion	3	L	9	
Yair Zealots	3	U	4	+2 if played with Yair
Giora Zealots	3	U	4	+2 if played with Giora
Gurion Zealots	3	U	4	+2 if played with Gurion

Card Name	#	Type	Force	Notes
Judean Freedom Fighters	2	U	4	
Archers & Slingers	4	U	4	
Reserves		2	U	3
Babylonian Volunteers	2	U	3	
Militia	4	U	2	
Powerful Fortifications	2	S	5	
Judean Sortie	1	S	4	
Captured Artillery	2	S	3	
Cauldrons	1	S	3	
Counterattack	2	S	4	
Maze of Narrow Streets	1	S	3	
Towers	1	S	6	
Fortresses	1	S	4	
Man the Walls	2	S	3	
Missile Fire	2	S	4	
Firepower Advantage	2	S	4	
Counter Mining Tunnels	1	S	4	
Interior Walls	2	S	5	
Drop Rocks	2	S	4	
Repulse Attack	2	S	4	
Roman Morale Low		4	M	7
Inflict Heavy Casualties	4	M	6	
Fanatical Defense	4	M	8	
Rally the Populace	4	M	7	

Cardset & Rules In Italian

Alecrespi An Italian Warspawn fansite





Johnny Mnemonic

Introduction

Dystopian Card, Dice, and Board game for 1-4+ players. Based on the 1995 Cult Movie of the same name.

Disclaimer

Johnny Mnemonic is a licensed property. This is merely a fan site.

Victory

Be the first player to get to Heaven and upload the PharmaCon Data Package (Major Win) or be the last player alive (Minor Win).

The Game Board

The board is a single track 70 spaces long. The first space is the Beijing Hotel starting space The seventieth

space is Heaven, the Lo-Tek Headquarters built on the underside of the Brooklyn Bridge.

Dice

6, 10 and 20 Sided Dice are needed.

Pawns

Each player is a Mnemonic Courier carrying PharmaCon Data to the Lo-Teks. Each player gets 1 pawn of a unique color to represent their Courier.

Courier Traits

Each courier starts with several beneficial Traits randomly determined. Each courier rolls 10 times on the Courier Trait Table.

Courier Trait Table

1D10	Trait:	Notes:
1	Storage Upgrade	+1 to Negating Data Overload Wounds
2	Combat	+1 to Combat Tests
3	Quick Wits	+1 to Evasion Tests
4	Toughness	+2 Hits
5	Net Savvy	+1 to Net Tests
6	Transport	+1 to Movement Rolls
7	Charisma	+1 to Contact Tests
8	Reflexes	+1 to Negating Combat Wounds
9	Intelligence	Maximum Hand Size +1
10	Custom	Pick One

Hits

Each player starts with 10 Hits. Use Tokens to keep track of Hits.

Aid Deck

These cards aid Couriers in a variety of ways. The deck has 1 copy of each card listed. Discard them when appropriate to modify dice Rolls or gain other benefits. For example: getting +2 to Net Savvy would apply to the current Net Test only.

Cards that modify dice rolls may be played after the roll is made or before. (if used before, the give an additional +1 bonus) You cannot by Healing gain Hits above your starting total.

Setup

Each player selects a Pawn. Roll up your Courier Traits. Shuffle the Aid Deck.

Each player draws 2 cards from the Aid Deck. Distribute Hit Tokens. Players roll high on 1D6 to see who goes first.

(Add your Transport & Intelligence Bonus to the Roll) Reroll Ties for first. Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 4 Phases: Draw Phase Move Phase Encounter Phase End Phase

Draw Phase

Draw 1 Aid card and put it in your hand. If the deck runs out, shuffle the discard and draw from it.

Move Phase

Roll 1D6 and move forward that many number of spaces. Add your Transport Bonus to the Roll. If you land on an opponent, steal 1 random card from his

Wound Table

1D10	Result:
1 or Less	No Hits lost
2-5	Lose 1 Hit
6-8	Lose 2 Hits

1D10	Result:
9-10	Lose 3 Hits
11+	Spectacular Death/Decapitation

Encounter Table

1D20	Encounter:
1-2	Friends
3-4	Nothing
5	PharmaCon Mercenaries
6	Yakuza Thugs
7	Shinji
8	Takahashi

hand.

Encounter Phase

Roll on the Encounter Table. Resolve the Encounter.

End Phase

Max hand size is 5 cards. Discard excess cards.

1D20	Encounter:
9	Yakuza Commandos
10	Ralfi and Bodyguards
11-14	Data Overload
15-18	Net Connection
19-20	Karl the Street Preacher

Friends Encounter

Make a Contact Test: Roll 1D10. Add your Charisma Bonus to the Roll. If your Total is 7+ draw 3 Aid Cards.

Reroll for a new Encounter if you are at Heaven.

Nothing Encounter

You may discard 1 Aid card and draw a replacement or you may Heal 1 Hit. Reroll for a new Encounter if you are at Heaven.

Pharmacon Mercenaries Encounter

PharmaCon Megacorporation Hired Guns and Bounty Hunters. Make an Evasion Test: Roll 1D10. Add your Quick Wits Bonus to the Roll.

If your Total is 7+ you evade them and the encounter ends. If not make a Combat Test: Roll 1D10. Add your Combat Bonus to the Roll.

If your Total is 6+ you defeat them and the encounter ends. If not, roll on the Wound Table and the encounter ends. Subtract your Reflex Bonus from Wound Table Rolls.

Yakuza Thugs Encounter

Gun Toting Henchmen. Make an Evasion Test: Roll 1D10. Add your Quick Wits Bonus to the Roll.

If your Total is 8+ you evade them and the encounter ends. If not make a Combat Test: Roll 1D10.

Add your Combat Bonus to the Roll.

If your Total is 6+ you defeat them and the encounter ends. If not, roll on the Wound Table and the Encounter ends. Subtract your Reflex Bonus from Wound Table Rolls.

Encounter Shinji

Ruthless Yakuza Leader. His favored Weapon is a Monofilament Plasma Wire Whip. Make an Evasion Test: Roll 1D10.

Add your Quick Wits Bonus to the Roll. If your Total is 9+ you evade him and the encounter ends. If not make a Combat Test: Roll 1D10.

Add your Combat Bonus to the Roll. If your Total is 8+ you defeat him and the encounter ends. If not, roll on the Wound Table and the encounter ends.

Add 2 to the Wound Table Roll. Subtract your Reflex Bonus from Wound Table Rolls.

Encounter Takahashi

Conflicted PharmaCon Executive. Favored Weapon is a Samurai Sword. Make an Evasion Test: Roll 1D10.

Add your Quick Wits Bonus to the Roll. If your Total is 8+ you evade him and the encounter ends. If not make a Combat Test: Roll 1D10.

Add your Combat Bonus to the Roll. If your Total is 7+ you defeat him and the encounter ends. If not, roll on the Wound Table and the encounter ends.

Add 1 to the Wound Table Roll. Subtract your Reflex Bonus from Wound Table Rolls. If you defeat him get +1 to your Net Tests in Heaven and if you encounter him again, treat it as a Shinji Encounter.

Yakuza Commandos Encounter

Armed with Rocket and Grappling Hook Launchers. Make an Evasion Test: Roll 1D10. Add your Quick Wits Bonus to the Roll.

If your Total is 8+ you evade them and the encounter ends. If not make a Combat Test: Roll 1D10. Add your Combat Bonus to the Roll.

If your Total is 8+ you defeat them and the encounter ends. If not, roll on the Wound Table and the encounter ends. Subtract your Reflex Bonus from Wound Table Rolls.

Encounter Ralfi And Bodyguards

Courier Handler and his Cybernetic Bodyguards the Dog Sisters. Make a Contact Test: Roll 1D10. Add your Charisma Bonus to the Roll.

If your Total is 6+ you scare them and the encounter ends. If not make a Combat Test: Roll 1D10. Add your Combat Bonus to the Roll.

If your Total is 6+ you defeat them and the encounter ends. If not, roll on the Wound Table and the encounter ends. Subtract your Reflex Bonus from Wound Table Rolls.

Reroll for a new Encounter if you are at Heaven.

Data Overload Encounter

Data Seepage from your Brain Implant is killing you. Roll on the Wound Table and subtract your Storage

Upgrade Bonus. (Do not subtract your Reflex Bonus)

Net Connection Encounter

You gain access to the Cyberspace Net. Make a Net Test: Roll 1D10. Add your Net Savvy to the Roll.

If your Total is 7+ move forward 1D6 Spaces. If not, go back 1D6 Spaces (Do not roll for another Encounter and if you land on an opponent do not steal a card) Reroll for a new Encounter if you are at Heaven.

Encounter Karl The Street Preacher

Incredibly Tough Cybernetic Assassin. Favored Weapon is a Crucifixion Dagger. Make an Evasion Test: Roll 1D10.

Add your Quick Wits Bonus to the Roll. If your Total is 8+ you evade him and the encounter ends. If not make a Combat Test: Roll 1D10.

Add your Combat Bonus to the Roll. If your Total is 9+ you defeat him and the encounter ends. If not, roll on the Wound Table and the encounter ends.

Add 3 to the Wound Table Roll. Subtract your Reflex Bonus from Wound Table Rolls.

Heaven

When you arrive in Heaven (The End Space) you move no further. Roll on the Encounter as normal each turn you are there. After the random encounter, make a Net Test: Roll 1D10.

Add your Net Savvy to the Roll. On a roll of 6+ gain 1 Upload Token. When you have 3 Upload Tokens, you have successfully decrypted and uploaded the NAS Cure to the Net and you win.

Aid Deck Card List

Name:	Notes:
Scientists	+2 to Net Savvy
Compression	+2 to Storage Upgrade
Tai Chi	+2 to Storage Upgrade or Combat
Sleep	Miss Next turn. Heal 3 Hits
Childhood Memory	Target Opponent misses his next turn
Escape	+2 to Quick Wits or Reflexes
Lo-Tek Fighters	+3 to Combat in Heaven only
Standoff	+2 to Quick Wits
Pistol	+2 to Combat
Makeshift Club	+1 to Combat
Hide	+2 to Quick Wits
Hostage	+2 to Quick Wits
Grenade	+2 to Quick Wits or Combat
Jones the Dolphin	+3 to Net Savvy in Heaven only
Hand to Hand	+2 to Combat or Reflexes
Dodge	+2 to Reflexes
Underground	+2 to Transport

Name:	Notes:
Spider	+2 to Net Savvy or Charisma
Street Doctor	Heal 2 Hits or +2 to Charisma
Street Vehicle	+2 to Transport
Good Deed	+2 to Charisma
Guide	+2 to Transport or Charisma
Street Samurai Jane	+2 to Combat or Charisma
J-Bone	+2 to Net Savvy or Quick Wits
Thrown Knife	+2 to Combat
On the Same Side	+2 to Charisma
Cyborg Bodyguard	+2 to Combat
NAS Clinic	+1 to Transport or Heal 1 Hit
Surprise	+2 to Combat
Decryption	+2 to Net Savvy
Password	+2 to Net Savvy
Run	+2 to Quick Wits or Reflexes
Muscle Grafts	+2 to Combat
Ghost in the Machine	+2 to Net Savvy or Charisma
Brain Hack	+2 to Net Savvy or Storage Upgrade
Find Cover	+2 to Reflexes
Cyberpunk	+2 to Net Savvy
Diversion	+2 to Quick Wits
VR Gloves & Visor	+2 to Net Savvy
Memory Doubler	+2 to Storage Upgrade
NAS Attack	Target Opponent discards 2 Random Cards

Solo Play Rule Mods

Minor Win not possible. Childhood Memory card does nothing. Apply NAS Attack on yourself immediately when drawn.

Links

Wired Wikipedia





Johnny Racer Storyteller

by Casey Brooks
yodelinghound@hotmail.com

Theme

Johnny Racer

Action:

- Oil Slick
- Road Block
- Out of Gas
- Jump or Crash
- Hairpin Turn
- Stop I need Help
- Tire Attack
- Bump from Rear
- Bump from the side
- Helicopter!
- Radio Call

Rewards:

- Secret Files
- Map!
- Power Fuel
- Computer Chip!
- CD Rom
- Clue!
- Key!
- Public Recognition
- Chief of Police
- New Gadget

Discovery!

- Secret Hideout
- Secret Tunnel
- Secret Underground road
- Fingerprints
- Evidence
- Footprints
- Tire tracks
- Message machine
- Computer Files
- Abandoned Car
- Gadget!

Challenge:

- Speed Boost
- Power Punch
- Tackle!
- Armed Defense

- Escape
- Capture

Mystery Cards:

coded and used at players discretion!

Character Cards

Black Bandit: Stealing, disguise demolition derby

Player Cards:

- Solve Puzzle
- Race Break
- Special Clue
- Win challenge
- Good Samaritan
- Police Info
- Speed plus 1
- 2, 3, 4
- Flight
- vision
- Strength
- Etc.

Levels:

Awarded after missions: 5pts, after solving a challenging puzzle: 1pt.

- 1** 5 cards
- 2** 7 cards
- 3** 10 cards

Story:

- Robbery
- Crime Ring
- Tipped Race
- Evil Mayor
- Evil Police Chief
- Computer Hacker
- Evil Inventor
- City Emergency
- Mystery Man
- Mystery Woman
- Treasure Hunt
- Cross Country Trek
- Trek into the Unknown
- Travel in Time
- Fame and Fortune?
- Tricked by a stranger

Puzzle Cards:

- electronic sensors/lock
- missing piece
- partial map
- small maze
- secret hatch
- hieroglyphic
- missing item
- coded message

Turn Sequence:

1. PC draws a card: challenge and player cards.
2. GM draws 1 challenge and 1 action card.
3. GM story telling, PC describes actions.
4. PC rewards if discovery, challenge or puzzle situ-

ation solved!

Game Set Up:

1. PC picks cards according to level.
2. GM picks 1 character, 1 story, and 3 cards from the GM deck: discovery, challenge, action, puzzle, or reward cards.
3. PC picks a cliché, items etc.
4. ****Use the story card to invent a title, name each chapter from one of the GM's action, or puzzle cards.

+If you need to take a break, then tell the player that the key to get back in the adventure is to remember the last thing that happened.

Enjoy it!





Jorune

Introduction

Board & card game for 2+ players. Takes place in the "Jorune" RPG universe. Each player controls a young human (Tauther) from the realm of Burdoth, wishing to become a Citizen (Drenn).

This requires a quest (Tothis). During the quest the Tauther will acquire marks on their Tablet (& Challisk) called Copra.

Disclaimer

Jorune is a licensed, copyrighted product. This is merely a fan site.

Victory

Be the first player to accumulate 20 Copra. A maximum of 10 Copra may be gained from Territories within the Realm of Burdoth. A maximum of 3 Copra may be gained from any Specific Territory.

The Deck

Players share a common deck. Card types include:

- Encounters
- Companions
- Events
- Aids

Setup

The oldest character goes first.

Turn Sequence

- Draw Phase
- Aid Phase
- Travel Phase
- Encounter Phase
- Adventure Phase
- Healing Phase

Draw Phase

Players take turns Draw 2 cards from the deck If the deck runs out, shuffle the discard & draw from it. Hand size is 10 cards. Discard excess cards.

Danger Table

Aid Phase

You may put Companion cards from your hand into play: Companions stay in play until they are killed. Weapon and Equipment (W/C) cards may also be played. W/C must be attached to your Tauther or a Companion.

A Character can only have 1 Weapon and 1 Armor attached. You can have a max of 4 Companions in play at one time.

Travel Phase

All Players start the game in Burdoth in the province of Ardis Players will need to consult the Map. A player may move from one province to an Adjacent province on a roll of 4-6+ on 1D6. (The Travel Roll) (A low roll indicates failure to find guides, mounts, ships, etc. or slow-going, bad weather, getting lost, etc.) Playing a Travel card modifies this roll. When heading to an Island (or back to the continent) you Must travel to the Sea first (The Sea counts as a "destination").

From the "Sea" you can go to any location on the Map that borders the sea. All Burdoth Provinces are considered to be adjacent to each other.

Encounter Phase

Your leftmost opponent may play an Encounter card on you. Encounter cards are of 2 types:

- Sentient Races
- Natural Perils A Natural Peril can be played in any Territory. A Sentient Race can only be played if it is listed in the Territories Adventure Table. Any Water encounter card can be played if at Sea. Roll 3D6 (The Fight Roll) Add the Force of your Companions, Weapons & Armor. Subtract the Force of the Encounter card. Event cards can modify the roll. Event cards are always discarded as soon as they are played If the result is 11+ the Encounter is defeated. If the result is 10 or less, one Companion is killed. If no Companions are left, the Tauther must roll on the Danger Table:

1D6	Result:
1-2	Tauther gets away but loses all attached cards
3-4	Tauther loses all cards and misses next 1D6 turns in captivity
5-6	Tauther Killed

The Player instead of fighting may attempt Diplomacy or Evasion. Roll on the Diplomacy or Evasion

Table. You cannot use diplomacy with Natural Perils.

Diplomacy Table

2D6	Result:
1-7	They Attack Anyway. The Encounter gets Force +2
8-9	You talk your way out of it somehow. They let you go.
10+	They like you and offer assistance: Draw 1 card

Note: Woffen, Bronth roll +1 Note: Crugar, Cleash, Ramian roll -1

Evasion Table

2D6	Result:
1-8	They catch up to you. The Encounter gets Force +1
9+	You hide or run away successfully

Note: Woffen, Crugar roll -1

which adventure you get, or play an Adventure card. Then Roll on the Master Adventure Table (The Adventure Roll) When rolling Subtract the Copra level of the adventure & Add the number of your Companions.

Adventure Phase

Every Territory has an Adventure Table. Roll on the Adventure table for the Territory you are in to find out

Master Adventure Table

3D6	Result:
1-6	You fail the adventure- Gain no Copra & lose a Companion
7-10	You fail the Adventure- gain no Copra
11-15	You Succeed- Gain the Indicated number of Copra
16+	Great Success- Gain Copra and draw 2 cards

Healing Phase

If you lost a Companion this turn, roll on the Healing Table.

Healing Table

2D6	Result:
1-8	Healing does not help - Discard Companion card
9+	Companion is fully restored

Territory Adventure Tables

Heridoth

Encounters: Human (+1 Force) Adjacent: Burdoth, Sea, Dobre, Anasan Adventure List

1D6	Copra	Adventure
1	1	Visit the City of Dowsen to hear Political rumors
2	2	Contact & learn secrets of a SkyRealm

1D6	Copra	Adventure
3	3	Capture Petty Warlord
4	2	Serve on Burdoth Diplomacy Mission
5	2	Get Involved in Factional Power Politics
6	3	Hire out as Mercenary for Warring City State

Anasan

Encounters: Human, Woffen, Wild Humans Adjacent: Sea, Heridoth Adventure List

1D6	Copra	Adventure
1	2	Guard Trade Caravan
2	2	Bodyguard for Merchant
3	1	Deliver Goods to Rhodu

1D6	Copra	Adventure
4	3	Apprehend Bandits
5	2	Accompany Settlers
6	3	Hunt Fugitive

East Trinnu Jungle Lands

Encounters: Cleash Adjacent: Burdoth Adventure List

1D6	Copra	Adventure
1-2	3	Defend Village from Cleash Raids
3-4	2	Gather Crystals
5-6	1	Gather Limilates

1D6	Copra	Adventure
1-3	2	Trade Shirm-eh Herbs for Daij Meat
4-5	3	Defend Border from Raiman Attacks
6	3	Enter the Capitol city of Vinteer

Lundere

Encounters: Woffen (+1), Shanthas, Salu Adjacent: Sea, Dobre Adventure List

1D6	Copra	Adventure
1-2	1	Visit the Port City of Yobreh
3-4	3	Contact & learn from the Shanthas
5	2	Mission across the Desert
6	2	Mission across the Mountains

Thantier

Encounters: Human (+1 Force), Cleash Adjacent: Burdoth, Sea, Doben-Al Adventure List

1D6	Copra	Adventure
1-2	1	Trade Goods
3-4	2	Diplomacy Mission
5-6	3	Sell-Sword

Dobre

Encounters: Bronth, Ramian Adjacent: Lundere, Burdoth, Heridoth, Sea Adventure List

1D6	Copra	Adventure
1-2	3	Help defend against a Ramian Invasion
3-4	1	Trade Mission in the City of Tlon
5-6	2	Serve on Burdoth Diplomacy Mission

Tan-iricid, Mountain Crown

Encounters: Thriddle Adjacent: Sea Adventure List

1D6	Copra	Adventure
1-2	2	Employed by the Thriddle
3-4	1	Study Ancient Knowledge
5-6	2	Acquire Giddyne

Ice Fields Of Gilthaw

Encounters: Cleash (+2 Force) Adjacent: Sea, Voligere Adventure List

1D6	Copra	Adventure
1-2	1	Accompany Scientific Expedition
3-4	3	Protect Settlement from the Cleash
5-6	2	Reconnaissance Mission

Voligire

Encounters: Ramian (+2) Adjacent: Sea, Gilthaw, Sharden, Sillipus (Water Warp) Adventure List

Doben-al

Encounters: Wild Humans, Cleash, Crugar Adjacent: Thantier, Burdoth, Ros Crendor, Khodre, Temauntro Adventure List

1D6	Copra	Adventure
1-2	3	Patrol the Wasteland
3-4	1	Help Wanderer
5-6	2	Escort Travelers

Jasp

Encounters: Human Adjacent: All Locations (Take a ride on a Crystal Schooner) Adventure List

1D6	Copra	Adventure
1-3	1	Crystal Collecting
4-5	2	Work on Crystal Schooner
6	1	Trade Mission in the City of Aylon

Delsha

Note: Island Encounters: Human, Wild Humans, Shantha Adjacent: Sea Adventure List

1D6	Copra	Adventure
1-2	3	Coronondon Hunting Expedition
3-4	1	Harvest Incupods
5-6	2	Bio-Tec Trade Mission

Temauntro

Encounters: Crugar (+2 Force) Adjacent: Jasp, Khodre, Sea, Doben-Al Adventure List

1D6	Copra	Adventure
1-3	1	Trade for Crystals & Limilates
4-6	3	Defend Border from Crugar Raids

Sillipus

Note: Island Note: Sea, Voligire (Water Warp) Encounters: All Races Adventure List

1D6	Copra	Adventure
1	3	Work as Enforcer
2	2	Work as Mineral Miner
3	2	Accompany Dharsage Emissary
4	2	Trade for Coleel Gems with Lake Acubon
5	3	Street Fighting in Carissey
6	3	Pursue Fugitive

Sharden

Encounters: Tologra (Force +2) Adjacent: Voligere, Sea Adventure List

1D6	Copra	Adventure
1-3	2	Visit Tologra City
4-6	1	Trade with Tologra

1D6	Copra	Adventure
1	1	Learn Earth-Tec at the Armories of Ardoth
2	1	Government Internship in Ardoth
3	2	Fight Beagre Infestation in Mar
4	3	Relief Mission to Essanja
5	2	Mandare Hunting in the Glounda Forest
6	3	Military Training at Glounda City

Burdoth (the Gauss Valley)

Encounters: Human, Crugar Adjacent: Sea, Doben-Al, Heridoth, Thantier Adventure List

1D6	Copra	Adventure
1	1	Harvest Durlig in the Gauss Valley
2	2	Study at the Lab of Gauss
3	1	Work the Piers of Salam'arine
4	2	Join pilgrimage to the Valley of Iscin
5	2	Help Rebuild Khaun Gauss
6	3	Employed by Thriddle of Cosahmi

1D6	Copra	Adventure
1-3	2	Buy Black Market Goods
4-6	3	Pursue Fugitive

Ros Crendor

Encounters: Human (Boccord), Wild Humans Adjacent: Doben-Al, Khodre, Sea Adventure List

1D6	Copra	Adventure
1-3	1	Trade for Brynk Hardwood
4-6	2	Deliver Message to the Boccord

North & South Khodre

Encounters: Human, Wild Humans, Crugar Adjacent: Ros Krendor, Jasp, Doben-Al, Temauntro, Sea Adventure List

Burdoth (ardis Province)

Encounters: Human Adjacent: Sea, Doben-Al, Heridoth, Thantier Adventure List

Burdoth (lusail)

Encounters: Human, Ramian Adjacent: Sea,
Doben-Al, Heridoth, Thantier Adventure List

1D6	Copra	Adventure
1	3	Aid Defense against Ramian Raid
2	1	Harvest Incupods
3	1	Accompany Silk Traders in Lelligere
4	1	Visit the Pyramid at Sydra
5	2	Collect Insects in the Cushindell Marshes
6	2	Byrnk Hardwood Trade Mission

Burdoth (sobayid)

List

Encounters: Human, Cleash, Crugar Adjacent: Sea,
Doben-Al, Heridoth, Thantier, East Trinnu Adventure

1D6	Copra	Adventure
1	3	Desert Patrol for Crugar Raiders
2	2	Guard Wealthy Merchant in Miedrinth
3	2	Garrison Duty in Coise
4	2	Accompany Cavis Crystal Miners
5	3	Hunt Giggit in the Jungles
6	2	Study Dyshas with the Maudra of Baysis

Card Type Nomenclature

E Encounter

N Natural Peril Encounter

C Companion

9 Equipment

V Event

W Weapon

I Isho (Events- Use only if you have an Isho capable Companion)

T Travel

Encounter Deck Card List

Card Name	Type	Force	Notes
Human Assassins	E	4	
Human Thugs	E	1	
Human Fanatics	E	3	
Human Spy	E	2	
Human Mercenaries	E	4	
Human Secret Agents	E	5	
Human Soldiers	E	4	
Human Yords	E	2	Police
Human Dyte Punks	E	1	Maudra
Human Constables	E	2	
Human Criminals	E	2	
Human Thieves	E	2	
Daijic Enforcers	E	3	Police the Maudra
Human Warriors	E	4	Wild
Human Poachers	E	2	Wild
Human Hunters	E	3	Wild
Human Bandits	E	3	Wild
Human Nomads	E	3	Wild
Human Tribesmen	E	3	Wild
Human Brigands	E	3	Wild
Human Pirates	E	3	Water

Card Name	Type	Force	Notes
Human Guards	E	2	
Woffen Pack	E	2	Wolf men
Woffen Hunting Party	E	2	
Woffen Juveniles	E	1	
Woffen Defenders	E	3	
Woffen Searchers	E	2	Water
Cleash Band	E	3	Insidious Insect Men
Cleash Hive	E	3	
Cleash Scouting Party	E	2	
Cleash Collectors	E	1	
Cleash Slavers	E	3	
Cleash Marauders	E	4	
Cleash Scarmis Herd	E	4	
Cleash K'crikss ships	E	4	Water
Ramian Attackers	E	4	Isholess Man like beings
Ramian Pirates	E	4	Water
Ramian Sea Devils	E	5	Water
Scourge Ramian Gire	E	6	Water; Pirates
Ramian Raiders	E	5	
Ramian Chiveer	E	4	Madness Phase
Bronth Fighting Ship	E	6	Water
Bronth Patrol	E	5	Bear Men
Crugar Warriors	E	5	Cougar Men
Crugar Raiding Party	E	4	
Crugar Tormenters	E	3	
Crugar Pack	E	4	
Crugar Fighters	E	5	
Tologra Family Group	E	4	Lion Men
Tologra Guardians	E	6	Wield 2 Swords
Shantha Protectors	E	7	Wield Shanthic Blades
Shantha Ancients	E	5	Native Race
Acubon Fanatics	E	2	Water: Aquatic Race
Warp Walker	N	15	Great Monstrosity
Wild Croid	N	6	
Mandrake	N	7	Long Necked Terror
Scragger Pack	N	3	Small Poisonous Biters
Ferocious Farg	N	5	Enormous Swamp Dweller
Flying Duradon	N	4	Carry off Prey
Dreglamon	N	6	Multi Mouthed Worms
Trarch	N	2	Huge Sub-Humans
Dichandra	N	4	Clawed Lobster Bipeds
Thriddle	C	1	Diplomacy Rolls +1
Woffen	C	1	Evasion Rolls +1
Dyte Maudra	C	1	Isho-Capable
Boccord	C	2	Strong Human Variant
Crugar	C	2	Wolf-man
Bronth	C	2	Bear-man
Thrike Fighter	C	2	Gladiator
Shadow Warrior	C	2	Commando Ranger
Caji Maudra	C	1	Isho-Capable
Seytra Maudra	C	1	Isho-Capable
Shantha Wanderer	C	2	Isho-Capable
Ca-Tra Shantha	C	2	Isho-Capable

Card Name	Type	Force	Notes
Militia Man	C	1	Does not count against Companion Limit
Infantry Man	C	1	Burdothian Military
Jungle Runner	C	1	Evasion Rolls +1
Merchant	C	1	Diplomacy Rolls +1
Healer	C	1	Healing Rolls +1
Translator	C	1	Diplomacy Rolls +1
Condrij Mercenary	C	2	
Corastin Bodyguard	C	3	Travel Rolls -1
Beaster	C	1	Fight +2 vs Natural Perils
Thromboc Trainer	C	1	Travel Rolls +1 on Land
Eseejean Sailor	C	1	Travel Rolls +1 on Water
Thoth	C	1	Discard to draw 2 cards
Shast Inkeeper	C	1	Diplomacy Rolls +1
Ahdis Orator	C	1	Diplomacy Rolls +1
Private Detective	C	1	Adventure Roll +1
Querrid	C	1	Adventure Roll +1
Researcher	C	1	Adventure Roll +1
Field Scientist	C	1	Adventure Roll +1
Yord Policeman	C	1	Adventure Roll +1
Githerin Thief	C	1	Evasion Rolls +1
Croid Companion	C	3	Cannot Attach Cards
Skittish Thrombo Mounts	T	-	Land Travel Roll +2
Horses	T	-	Land Travel Roll +2
Giant Bochigon Mount	T	-	Land Travel Roll +2
Huge Lothern Mount	T	-	Land Travel Roll +2
Flying Talmaron Mounts	T	-	Travel Roll +2
Cith Winter	T	-	Travel Roll -2
Isho Storm	T	-	Travel Roll -2
Hilc Digestive Aid	T	-	Travel Roll +1
Salu Chausis	T	-	Water Travel Roll +2
Shanthic Blade	W	1	
Plasma Blaster	W	1	Earth-Tec
Pulse Laser	W	1	Earth-Tec
Sonic Field Ram	W	1	Earth-Tec
Electrostatic Stunner	W	1	Earth-Tec
Boc Rod	W	1	Isho Character only
Sis-ganj Throwing Knife	W	1	
Crendorian Longbow	W	1	
Spiked Gauntlet	W	1	Thike
Thailiarian Plate Armor	Q	1	Corondon Carapace
Leather Armor	Q	1	Thrombo
Deflector Armor	Q	1	Earth-Tec
Mobile Active Suit	Q	2	Earth-Tec
Locurian Grunder Armor	Q	1	Armadillo Shell
Isho Bolt	I	3	
Isho Orb	I	3	
Isho Shield	I	3	
Isho Dysha	I	3	
Isho Wall	I	-	Escape Roll +2
Isho Blast	I	3	
Isho Weave	I	-	Draw 3 cards
Isho Heal	I	-	Healing Roll +2
Isho Calm	I	-	Diplomacy Roll +2

Card Name	Type	Force	Notes
Isho Warp	I	-	Travel Roll +2
Tra-Sense	I	-	Escape Roll +2
Caji Entropy	I	-	Opponent must discard 3 cards
Scedri Cloth	V	-	Healing Roll +1
Enclep Hospital	V	-	Healing Roll +1
Arrigish Root	V	-	Healing Roll +1
Reco Rejuvenator	V	-	Healing Roll +1
Reco Volunteer	V	-	Fight +1 or Escape +1
Cleash Capsules	V	-	Cleash get Fight +3
Ramian Bolas	V	-	Ramian get Fight +3
Blount Mathin	V	-	Escape Roll +2 (Stink Bomb)
Thivin Merchant	V	-	Search deck for Item & put it in your hand
Sarceen Isho Sculpture	V	-	Adventure Roll +1
Power Shield	V	3	Earth-Tec Force Wall
Throw Explodes	V	3	Earth-Tec Hand Grenades
Return Shantha Artifact	A	-	3 Copra
Giggitt Hunting	A	-	3 Copra
Testify before Council	A	-	2 Copra
Rescue Thriddle	A	-	3 Copra
Consult Sholari Priest	A	-	2 Copra
Aid Yordeh in Trial	A	-	2 Copra
Discover Shantha Ruins	A	-	3 Copra
Chawgis Battle School	A	-	1 Copra & Permanent Fight +1
Find Stable Warp	A	-	3 Copra
Explore SkyRealm	A	-	3 Copra
Divert Combaton Robot	A	-	3 Copra
Gather Slutch Shells	A	-	1 Copra





Journey To The West

Introduction

Card game for 2-4+ players based on the Chinese Legend "Journey to the West".

Journey To The West Background

Please check out this site: [Wikipedia](#)

Victory

Have the most Victory points when the game ends.

Victory Points

Each obstacle card you capture has a Victory Point (VP) value. Keep your captured cards in your Victory Pile.

The Decks

There are 2 Decks: The Obstacle Deck and the Journey Deck.

The Obstacle Deck

Obstacle cards represent the various demons, monsters, foes, and Impediments to the group's progress. The game ends when all of the Obstacle cards have been captured.

The Journey Deck

Journey cards are of 2 types: Strength cards and Weakness cards. Strength cards build up your own hand. Weakness cards are used to interfere with your opponent's hand.

Journey cards are also divided into 5 suites: Monkey, Pigsy, Sandy, Tripitaka, and Aid cards.

Setup

Each player is dealt a hand of 7 cards. Take the top card of the Obstacle deck and flip it face up.

Obstacle Deck

Card Name	Strength	VP
Dragon King of the East	6	1**
Flaming Mountain	8	2*
Jade Emperor	10	3
Disguised Demon	7	2*

Turn Sequence

Players take turns. Each turn has 3 turns:

1. Fate Phase
2. Obstacle Phase
3. Journey Phase

Fate Phase

Draw 2 cards from the Journey Deck. You may draw 3 cards if you did not capture an Obstacle card last turn. (Does not apply to first turn of game) If the deck runs out, shuffle the discard and draw from it.

Obstacle Phase

Play Journey cards from your hand with a total Strength that is Equal to or greater than the Strength of the Obstacle card to Capture the Obstacle card and put it in your Victory Pile. Flip over the Top card of Obstacle pile to replace the captured one. If you succeed, discard the Journey cards you played.

The Journey cards you play must all belong to different Suites. Your opponents may play (discard) Weakness cards to cause you To discard a played Journey card of a specific suite. You may play extra Journey cards from your hand to replace those Eliminated by Weakness cards.

If after all Weakness cards are played, the Journey cards that remain Have less Strength than the Obstacle card, the Obstacle card Stays in play and the Journey cards go back to your hand. You may capture additional Obstacle cards in the same turn if possible.

Journey Phase

Maximum hand size is 8 cards. Discard excess cards.

Card Name	Strength	VP
Ogres	5	1**
Animal Spirits	6	1**
Impassable River	7	2*
Seductive Spider Spirits	9	3

Card Name	Strength	VP
White Bone Demon	8	2*
Celestial Bureaucracy	5	1**
River of Quicksand	9	3
Yellow Wind Demon	7	2*
Black Bear Demon	6	1**
Monster	5	1**
Disaster	8	2*
Adventure	7	2*
Flesh Eating Demons	8	2*
Predicament	10	3
Captured	7	2*
Goblins	6	1**

Card Name	Strength	VP
Kingdom of Women	8	2*
Evil Magician	5	1**
Calamity	6	1**
Danger	5	1**
Red Boy	10	3
Carp Demon	7	2*
Green Lion Demon	8	2*
Scorpion Demon	6	1**
Jade Faced Princess	10	3
Dream Demon	9	3
Nine Headed Bird Demon	7	2*

Card List Notation

M Monkey
P Pigsy
S Sandy
T Tripitaka

A Aid

W Weakness

* If you capture this Obstacle immediately draw 1 card

** If you capture this Obstacle immediately draw 2 cards

Journey Deck

Card Name	Suite	Strength
Rebelliousness	W	M
Hubris	W	M
Playfulness	W	M
Discord	W	M
Unsteady Mind	W	M
Magic Gold Headband	W	M
Lust	W	P
Greed	W	P
Gluttony	W	P
Laziness	W	P
Insatiable Appetite	W	P
Fear	W	T
Gullible	W	T
Indecisive	W	T
Helpless	W	T
Carelessness	W	T
Complacency	W	S
Humorlessness	W	S
Stubbornness	W	S
Attached to Everyday Notions	W	S
Prankster	M	2
Fiery Crystal Eyes	M	2
Fixing Spells	M	3
Courage	M	2
Wit & Guile	M	2
Become Tiny	M	3
Perseverance	M	1
Iron Body	M	2
Hair Clones	M	2

Card Name	Suite	Strength
Good Deeds	P	1
Nine Tooth Iron Rake	P	1
36 Transformations	P	3
Fighting Skill	P	2
Cloud Travel	P	2
Dependable	S	1
Celestial General	S	2
River Ogre	S	2
Breathe Underwater	S	1
Enlargement Spell	S	3
Monks Spade	S	1
18 Transformations	S	2
Extremely Strong	S	2
Skilled Alchemist	S	1
Patient Service	S	1
Handsome	T	1
Pilgrimage	T	1
Protectors	T	2
Zen Disciples	T	3
Golden Cicada	T	2
Quest	T	1
Favorite of the Buddha	T	3
Sacred Mission	T	1
The Cultivator	T	1
Golden Begging Bowl	T	1
Spell of Elemental Resistance	A	2
Dragon Prince	A	2
Princess of the Moon	A	2
Holy Man	A	1

Card Name	Suite	Strength
72 Transformations	M	3
Great Yu Iron Bar	M	3
Cloud Somersaults	M	2
Humor	P	1
Brave	P	2
Atonement	P	1
Heavenly Admiral	P	2

Card Name	Suite	Strength
Sleeping Spell	A	2
Hidden Monastery	A	1
Ingenious Solution	A	3
Golden Armor	A	2
Gift of the Iron Fan	A	2
Celestial Eye	A	2
Goddess of Mercy	A	3

Links

Pure Insight





Joust

Introduction

Two player card game simulating a joust between two competing knights.

Victory

Be the first player to win 3 passes.

The Deck

Players share a common deck.

The Cards

There are four suites:

- 1. Speed
- 2. Aim
- 3. Armor
- 4. Courage

Each card belongs to one Suite and has a force value from 1 to 10.

Cardset Available

by Totola [Click Here!](#)

Turn Sequence

The turn is divided into 3 phases: Dress Phase
Charge Phase Clash of Arms Phase

Dress Phase

Each player is dealt a hand of 4 cards face up and 8 cards face down. If the deck runs out, shuffle the discard and draw from it.

Charge Phase

Players discard 4 of their facedown cards.

Clash Of Arms Phase

Players reveal their face down hands. Each player totals their score in each of the 4 suites. Players compare their totals in each suite.

If players tie in a suite, then neither player wins the suite (It remains a tie). The player that wins the most suites wins the turn (hand/pass). If both players win equal numbers of suites, then the turn is draw (neither wins).

Card List Notation

- S** Speed
- A** Aim
- R** Armor
- C** Courage

Common Deck Card List

Card Name:	Type:	Force:
Canter	S	1
Trot	S	2
Spur	S	3
Gallop	S	4
Stallion	S	5
Warhorse	S	6
Rush Forth	S	7
Charge	S	8
Lightning Speed	S	9
Furious Assault	S	10
Lance	A	1
Lunge	A	2
Clash of Arms	A	3
Puissant Skill	A	4
Fierce Stroke	A	5
Smite	A	6

Card Name:	Type:	Force:
Padding	R	1
Barding	R	2
Visor	R	3
Hauberk	R	4
Cantels	R	5
Breast Plate	R	6
Plate Mail	R	7
Great Helm	R	8
Parry	R	9
Shield	R	10
Foolhardy	C	1
Spirit of Youth	C	2
Eagerness	C	3
Bravery	C	4
Glory	C	5
Ale	C	6

Card Name:	Type:	Force:
Great Strength	A	7
Prowess	A	8
True Aim	A	9
Mighty Blow	A	10

Card Name:	Type:	Force:
Chivalry	C	7
Lady's Favor	C	8
Honor	C	9
Battle Fury	C	10





Joust Sim

Introduction

Card game based on the 1982 Arcade game. 1-2 players.

Disclaimer

Joust is a licensed property. This is merely a fan site.

Victory

The player with the highest score at the end of the game wins.

Game End

The game ends when all players have lost all of their Life counters.

Life Counters

Each player starts with 3 Life counters.

Getting Killed

If you lose a life counter, you discard your hand and your turn ends immediately. You continue playing on your next turn. You start at an altitude of 1D6.

Deed:	Points Scored
Kill Enemy Knight Bounder	5
Kill Enemy Knight Hunter	10
Kill Enemy Knight Shadow Lord	15
Kill Opponent's Knight	10
Kill Pterodactyl	20
Claim Gladiator Wave Card	10
Surviving a Wave	5
Surviving a Wave without being Killed	20

Spawn Points

Cards from the Foe Deck come into play face-up at 4 spawn points. There can only be 4 Foe cards in play at a time. The Spawn points are numbered 1 to 4.

Wave:	X:
1	4
2	5
3	6
4	7

Player Knights

Both players are Knights. One player rides an Emu. One player rides an Ostrich.

Enemies And Opponents

Minor distinction: Player Knights are Opponents. Knights from the Foe Deck are Enemies. Knights from the Foe deck are also called Buzzard Knights.

The Decks

There are 2 common decks: The Foe Deck and the Player Deck.

Player Deck

There are 3 types of cards: Altitude cards: These immediately put you at the new indicated altitude. Modifier cards: These alter up or down your current altitude. Special cards: These have some other effect.

Dice

A Six Sided Die is needed.

Scoring

Each player scores points as Follows:

Waves

Every time you kill X Buzzard knights, a Wave ends. Immediately discard all Foe cards in play X is determined by the Wave Number.

Wave:	X:
6	9
7	10
8	11
9	12

Wave:	X:
5	8

You retain your current altitude from one Wave to the next.

Record Keeping

Use paper and pencil to keep track of: Wave Number Buzzard Knights killed in a Wave Scores

Reduced Record Keeping Variants

Play without the concept of Waves, or Have all waves be X = 4.

Altitude

All Foe cards have an Altitude rating. Altitudes can range from zero (lowest) to ten (highest).

Fall Tokens

This indicates your current altitude has dropped one level.

Lava Rule

If your altitude ever goes to zero or less, you fall into the Lava and lose 1 Life Counter.

Mortal Danger Dodge Rule

If you are about to be killed by an opponents knight in Joust phase, you may play a Modifier card to adjust your height in order to evade.

Setup

Roll high on 1D6 to see who goes first. Each player rolls 1D6 to see what altitude they start out at.

Turn Sequence

Players take turns. Each turn has 6 Phases: Foe Phase Knight Phase Fly Phase Joust Phase Score Phase Enemy Phase End Phase

Foe Deck Card List

Name:	Altitude:
Bounder Knight	1
Bounder Knight	2
Bounder Knight	3
Bounder Knight	4
Bounder Knight	5
Bounder Knight	6
Bounder Knight	7
Bounder Knight	8
Bounder Knight	9

Wave:	X:

Foe Phase

Flip cards from the top of the deck so that there is a Foe card at each of the 4 Spawn Sites. If the deck runs out, shuffle the discard and draw from it.

Knight Phase

Fill your hand to 4 cards from the Player Deck. If the deck runs out, shuffle the discard and draw from it.

Fly Phase

Play an Altitude card or a Modify card or gain a Fall Token. If you play an Altitude card, discard all other Altitude cards, Modify cards, or Tokens you have in play.

Joust Phase

If you are one altitude level over an enemy or opponent Knight, you may kill it. A killed Opponent's Knight loses a Life counter. If you are at the same altitude as a pterodactyl, you may kill it.

Discard Killed Foe cards. You may only kill one Foe or opponent in this phase.

Score Phase

Keep track of points scored in this phase.

Enemy Phase

If any Foe or opponent is exactly one Altitude level above you, you are killed and Lose one life counter.

End Phase

You may discard one Player card from your hand.

Name:	Altitude:
Shadow Lord	2
Shadow Lord	3
Shadow Lord	4
Shadow Lord	5
Shadow Lord	6
Shadow Lord	7
Shadow Lord	8
Shadow Lord	9
Pterodactyl	1

Name:	Altitude:
Hunter Knight	1
Hunter Knight	2
Hunter Knight	3
Hunter Knight	4
Hunter Knight	5
Hunter Knight	6
Hunter Knight	7
Hunter Knight	8
Hunter Knight	9
Shadow Lord	1

Name:	Altitude:
Pterodactyl	2
Pterodactyl	3
Pterodactyl	4
Pterodactyl	5
Pterodactyl	6
Pterodactyl	7
Pterodactyl	8
Pterodactyl	9
Gladiator Wave	Claim when you kill your opponent

Player Deck Card List

Name:	Altitude	Notes
Altitude	1	
Altitude	2	
Altitude	3	
Altitude	4	
Altitude	5	
Altitude	6	
Altitude	7	
Altitude	8	
Altitude	9	
Altitude	10	
Altitude	1	
Altitude	2	
Altitude	3	
Altitude	4	
Altitude	5	
Altitude	6	
Altitude	7	
Altitude	8	
Altitude	9	
Altitude	10	
Flap Flap Flap	+2	
Flap Flap Flap	+2	
Altitude Adjustment	+1	
Altitude Adjustment	+1	
Drop	-1	
Drop	-1	
Dive	-2	
Dive	-2	
Maneuver	-	Discard to Draw 2 cards
Maneuver	-	Discard to Draw 2 cards
Run Away	-	Negate getting Killed
Run Away	-	Negate getting Killed

Card Set Available!

Links

Thanks Ron! Click Here

Joust Simulator Play For Real!!! Wikipedia Joust History

Commentary

Am a little confused by the rules though. It isn't clear how/when you encounter the foes. Extrapolating from the arcade game, each player would start from opposite end of the "board" (which would be the four "spawn" points) and each turn each would encounter the next foe. For example, Player A moves left-to-right, and in the Joust Phase would encounter the left-most foe, while Player B encounters the right-most foe; they'd score (or not), get killed if that foe is 1 altitude higher (or not), each discard a card (or not), then the foes they'd encountered would be replaced if killed, the players would then each draw to 4 cards, play altitude/modify, Player A would encounter the second-to-left foe, while Player B would encounter the second-to-right foe. Presume the next turn they'd encounter each other? When a player had encountered

all 4 foes in line (and the opposing player if there is one), his knight starts over at the side of the "board" he started from (or turns around), simulating continual flight across infinite spawn points until the Wave is over?

As a variation, have there be a "space" between spawning points in which the knights don't encounter a foe (no Joust Phase) that turn but can adjust altitude; upon which if it's a two player game the opponent can play one of his own player cards on a Foe to adjust the Foe's altitude. Alternately, or in addition, in a two-player game, in the Joust phase your opponent can adjust a Foe's altitude using his own player cards, and you can counter with additional cards from your hand - would have to be judicious about doing this since you'd not be able to count on the cards you had for your next encounter.





Jugger

Preface

Warp Play = Warpspawn Roleplaying. Roleplaying universe. Work in progress.

Readers are encouraged to submit material.

Introduction

Fantasy Setting. Mighty Juggernauts do battle.

Miniatures Rules

Click [Juggerball: Juggernaut Design & Conflict; Several Races](#) here for the tactical rules.

Origins Of The Jugger Age

In the year 4835 A.F. two Orc tribes, the Gurak Blood Spitters and the Hurga Snaggle Toothy joined forces to lay siege to the Meddian city of Findel. Reinforcements for Findel were at least two weeks away. The city was defended by only a stone wall and a small garrison. The orcs had excellent engineers in both camps. The war chiefs decided to attack using a combination of mining, sapping, artillery, and siege towers. Within days the walls were breached in several places and plans were made for the final assault. Things looked hopeless for the Meddians. The orc chiefs then began to argue over who should get to keep the city when the siege was over. Both tribes were nomadic and they originally agreed to help each other capture a city. Orcs often use trial by combat to resolve disputes. Champions were selected but Saggor, an engineer suggested they use siege towers instead. This proposal was met with great enthusiasm. Two siege towers were dragged away from the walls and brought to face each other. Within minutes both were reduced to large piles of firewood. A tie being unacceptable, both sides agreed to a rematch. Two days later each side revealed their new champions which were twice as large as the original siege towers. The Gurak construction was filled with battering rams.

The Hurgas model had a multitude of arms with spiked fists. The titans traded great shattering blows to the cheers of watching orcs and Meddians. Both hulks were smashed to pieces. The shamans made burnt offerings to the war gods and the chiefs agreed to yet another challenge. During the third day of construction an unexpected relief force from Bonheim arrived and drove the Orcs all the way back to Garu Gak. All over the continent everyone was talking about the battle between these so called juggernauts. During the following months the surviving Guracks marched on Findel with seven 'juggers' and crushed it flat. The

Hurga launched a similar attack against the elves. These initial armies of juggers were defeated at great cost. By the end of the conflict known as the first jugger war all of the major races were building their own prototype war machines.

Excerpted from: "Modern Jugger Tactics" by Ulmon Ironshanks, Retired captain & dwarven loremaster.

Chronicles Of The Jugger Wars

The new orcish monstrosities have been churning up the forest. Many tree homes have been crushed under their giant wheels. It makes an elf look back fondly on the days when the orcs merely tried to burn the forest down. After all, its easy enough to summon a good size rainstorm. It took four mages but we were finally able to bring down one of the hulks. Lorith hit the control chamber with a fireball and the whole thing exploded. I myself have only enough strength left to cast another spell or two today. Korvis was the most weakened so we teleported him to the city state of Ibion to warn them. The rest of us will try to delay the cohort for as long as possible before they find a shallow place to ford the river. Dorah grabbed my arm. "I hear another one coming." The ground started to shake. I could hear trees splintering. I readied my runestaff. Over the top of the treeline I could make out a set of great sails. Lorith was first able to speak. "I don't believe it!" Before us was an Ibion sailing ship set on wheels. Aboard was Korvis grinning like a mad elf. "Ho wizards! Do you think this will make a fine surprise for our orc friends?!" "That was quick" said Lorith. Korvis's demeanor darkened a little. "The archmage is unconscious" he said. I felt a catch in my breath.

The effort to get the Ibion vessel here as quickly as possible meant that the archmage had risked a huge teleportation - at considerable personal cost. "So Ibion is defenseless? whispered Dorah. No-one replied. With the archmage recovering, with the orcs becoming bolder and with their unprecedented use of machines we all knew that within weeks the Ibion Council would fall. Korvis was suddenly backlit by a powerful explosion. Another orc machine burned with sinister green flame. I felt a sickening certainty that one of our own had been seriously injured in this small victory. Lorith and Dorah began climbing the rope ladder into the vessel. Korvis was watching me as I knew he would. Would I fail him again, as he believed I had the first time we had attempted to enter the orc lands?

Juggernaughts

Juggers or Jugs are giant war machines constructed with medieval technology. They are built out of wood and iron. Jugs require large crews to operate them. Historically, juggers are an evolution of the siege tower.

History Of Propulsion

The earliest juggers used men and horses to propel them. The various races of Lantasia quickly developed

more sophisticated means of propulsion. The men of Meddia use wood burning engines. The Garu Gak orcs burn coal. The Shadudanese goblins use special mixtures of marsh gas produced by their alchemists as fuel. The Durngard dwarf engines use coal heated steam. The gnomes of Undell fuel their machines with alcohol. The desert men of Zuranti use a black oil they find under the sands. The elves of Eliwyn use a combination of sails and strong elemental magic. The Voorlock use the muscle power of chained demons to drive their fearsome constructs.





Juggerball

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Introduction

Fantasy tactical rule system. Juggers or Jugs are giant war machines constructed with medieval technology.

Playing Pieces

Players will need a hex map, D6 and D10 dice, counters to represent juggernaughts.

The Map

Jugger is played on a hex map. The maps can represent playing fields, racing traps, mazes, or battlefields depending on the scenario. Each side of a hex is called an arc. A jugger faces out of its forward arc.

Counters

Players will have to make their own counters. Use bank cardboard chits. Opponents should have counters of different colors. The counter should have written on it an arrow indicating which way the jug is facing and a number or name identifying the jug.

Record Keeping

For each jug a player will have to keep track of its current velocity and hit total. Other things that need to be recorded include fire damage, loss of boarders, time between cauldron attacks, and wizard spells

Jugger Traits

Size Class

Size class, or SC, measures the size of a jug. Each point of SC gives the jug a base of 20 Hits and space for 1 piece of equipment. A 3 SC jug would have 60 Hits and room for 3 improvements.

Acceleration Rate

All jugs can accelerate at a base rate of 1 hex per turn. This can be improved by adding gears, sails, or magic.

Critical Damage Table

Deceleration Rate

Like Acceleration, All jugs can decelerate at a base rate of 1 hex per round. This can be improved by adding brakes, sails, legs, or magic.

Turn Rate

All jugs have a base turn rate of one 60 degree turn per round. This can be improved by adding steering equipment, legs, or magic.

Ramming

If a jug runs into another jug it is called a ram attack. The rammed jug takes damage from the ram.

Damage done by ramming to a side arc = $(D6 + \text{rammers SC}) \times (\text{Velocity of the rammer})$.

The D6 is called the Ram Roll. Both jugs will be reduced to 0 velocity but first the rammer will push the rammed jug = the remainder of its move - the targets SC.

Damage done by ramming the rear arc = $(D6 + \text{rammers SC}) \times (\text{Velocity of the rammer} - \text{Velocity of target})$. The rammed jug will be bounced forward 1D3 hexes. The rammers velocity will be reduced to the hexes it moved during the round to reach its target. Damage done by head on collisions: Treat as a side ram if the target doesn't have a ram. If both have rams then each takes damage as if hit by a side ram. Both jugs are reduced to 0 velocity unless one is destroyed, then the other drives through it at -1 velocity.

Collisions

If a jug hits an obstacle or a wall it will take damage as if hit by a side ram.

Terrain

Some hexes may contain forests, rubble, houses, or wreckage. These decrease velocity by 1 or more points every time they are entered.

Damage

Damage is recorded as lost hits. If a jugger is reduced to 0 hits it is destroyed. For every 20 points of damage a jug has lost roll on the:

1D6	Result
1	1 piece of equipment destroyed: attackers choice
2	1 piece of equipment destroyed: defenders choice
3-6	No effect

Turn Sequence

1- Initiative Phase 2- Movement Segments 3- End Phase

Initiative Phase

All players roll 1D10. Reroll all ties. The player with the highest roll has the highest initiative score. If it is a small battle each jugger may roll for initiative.

Movement Segments

The player with the highest initiative roll moves all of his juggers first. This is the first movement segment. The player with the next highest initiative moves his juggers second. This is the second movement segment. This continues until all players have moved all of their units. There are as many segments in a turn as there

are players or sides. Players may declare attacks any time during their move or another players move.

Immediately stop movement and roll all attack rolls. When all players are done making attacks roll for damage, grab, fire, and topple effects for all attacks just made. The player may then continue moving the unit. Basically, a player should, during every hex that one of his units moves, count the number of mps the unit has used totally so far and ask if anyone wishes to make an attack. A weapon can only be used to attack once during a turn.

End Phase

This is basically a bookkeeping and rest phase. Start the round over at the initiative phase. If a goal was scored start the round over at the deployment phase.

Standard Weapon Table

D10	Weapon	Range	To Hit	Damage	Notes
1	Catapult	10	2	2D6	All arcs
2	Ballista	5	4	1D6	All arcs
3	Jaws	1	3	2D6	Forward arc. Also pincers and
-	-	-	-	-	mandibles. Grab attack.
4	Wheel Spikes	1	4	1D6	Attacks all units in adjacent side
-	-	-	-	-	hexes.
5	Battering Ram	1	4	2D6	Forward arc. Also Screw rams. These
-	-	-	-	-	are in addition to the main ram
6	Claw Arm	1	3	1D6	All arcs. Also Jaw arms, pincer
-	-	-	-	-	arms, tentacles, and catchers.
-	-	-	-	-	Grab Attack.
7	Saw Arm	1	4	1D6	All arcs. Also Screw arms and
-	-	-	-	-	Scissor Arms.
8	Flail	1	2	3D6	All arcs. Also Droppers, and
-	-	-	-	-	Wrecking Balls
9	Mace Arm	1	3	2D6	All arcs. Also Hammer arms,
-	-	-	-	-	Sword arms, and Axe arms.
10	Shield Arm	1	3	1D6	All arcs. The jug gains 10 hits
-	-	-	-	-	worth of armor

Grab Attacks

If a claw arm or a jaw hits the target jug the jugs become attached. The attacker can break the hold automatically. The target can break the hold on a roll of 1-3 on D6 at the start of its Move Phase. The bigger jug can drag or push the smaller jug on following turns at a maximum velocity of 2 hexes per turn. Weapons that have grabbed on do damage every turn automatically.

Juggers At War

Juggers are the mainstay of all modern fantasy armies. Extra weapons not allowed in regulation juggerball are available during wartime. Some weapons are built and used by only certain races; these are listed in the exotic weapons table.

Wartime Weapon Table

D6	Weapon	Range	To Hit	Damage	Notes
1	Trebuchet	15	1	3D6	All arcs
2	Boarders	1	10	All arcs. On a successful hit the	
-	-	-	-	crew is killed and the target jug comes under your control. On an	
-	-	-	-	attack roll of 4-6 the boarders are killed and cannot be used again.	
3	Fire Pump	1	3	1	All arcs. Does damage for
4	Cauldron	1	4	1D6	All arcs. Does damage for
-	-	-	-	Can only be used once every 3 turns.	
5	Scythe	1	3	1D6	Forward arc. Any damage
-	-	-	-	will cut the jug in half and destroy it.	
6	Lever	1	1	-	Topple Forward arc. On
-	-	-	-	hit the jug is toppled and destroyed. Also jacks and push poles.	
7	Winch:	-	-	-	Attached to a ballista. If
-	-	-	-	of 1 the target topples. On 4-6 the rope snaps. On 2-3 roll again	
-	-	-	-	next turn.	

Exotic Weapon Table

Weapon	Range	To Hit	Damage	Notes
*Mirrors	10	4	1	All arcs. Does damage for 1D6 turns.

Sails: Each sail gives the jug acceleration and deceleration +1. Sails cannot be combined with legs.

Weapon	Range	To Hit	Damage	Notes
*Demon Eye	5	1	Death	Forward arc. On a successful hit
-	-	-	-	the whole crew is killed. Voorlock
Acid Spitter	10	3	1	Forward arc. Does damage for 1D6
-	-	-	-	turns. Voorlock
Tongue	2	3	1D6	Forward arc. Voorlock
*Sling Shot	10	3	1D6	All arcs. Goblin
Fang	1	1	Death	Forward arc. If the fang hits the
-	-	-	-	crew is killed by an injection of poison gas. Goblin and Voorlock.

Oversize Weapons

A single weapon can take up more than one equipment space. Damage done by the weapon is multiplied by the size of the weapon. For example a size 3 trebuchet does 3 x 1D6 Damage. A size 4 Fire pump does 4 points of damage for 1D6 rounds.

Captains

Every Juggernaut has a captain to command it. All captains have at least 1 special ability. Captains with more than 1 special ability are known as legendary captains. A juggernaut does not need a captain to operate. Captain Special Abilities Table

1D10	Ability
1	Speed Demon: Jug gets +1 Acceleration
2	Cornering: Jug gets +1 Turn Rate
3	Balance: Jug avoids Topple on a roll of 1-3 on D6 and gets Decelerate+1
4	Tactics: Player gets +1 to initiative rolls
5	Artillerist: Jug gets +1 to hit with 1 missile attack per turn
6	Meleer: Jug gets +1 to hit with 1 close combat attack per turn
7	Evasion: Jug dodges 1 attack per turn on a roll of 1-2 on D6. If this is a ram attack move the jug 1 hex out of the way in any direction.
8	Damage Control: Put out 1 fire or reduce damage of 1 attack per turn by half on a roll of 1-3 on D6.
9	Mechanic: Repair 1D3 damage per round.
10	Luck: Player may reroll any 1 die roll affecting jug this turn.

Sample Legendary Captains

Morg Orgus Abilities: Speed, Meleer, Damage Control, Tactics, Evasion Morg is the chieftain of the Black Fang tribe in southern Garu Gak. His cunning and ferocity has resulted in the enslavement of many other tribes. His raids into elvish territory have all been successful. His tribe may soon be in position to capture HurGak.

Ballard Trevon Abilities: Balance, Luck, Artillerist, Tactics Ballard is a baron of the Meddian noble house of Trevon. This dashing fellow has earned himself a reputation as a duelist, a fornicator, and a field commander. He has led the Trevons to several victories against the orcs and the rival house of Eston.

Gavis Greybeard Abilities: Cornering, Mechanic, Evasion. Gavis is a veteran Battlemaster captain. He fought bravely during the Goblin wars. He is an honored guest in any clan hall.

Set Battles

Set battles are rules and suggestions for designing military engagements. **Army Sizes:** Each player gets X number of SC's to spend on an army per side. In a medium size battle each side gets 20 SC. A side may contain units from several different races.

Victory Conditions

The typical victory conditions of a set battle is the total destruction or rout of the enemy force. Other victory conditions might include: Occupying a strategic location on the map; Destroying a particular unit; Rescuing a unit; Breaking through enemy lines; Delaying the enemy; Escaping; Harassing or misleading the enemy.

Set Up

Usually, opposing armies will begin at opposite ends of a map. The set up can be changed to simulate ambushes, sieges, pursuits, encirclements, or other situations. The winner of the strategic roll may receive a sleight advantage in set up.

Leagues

Several players may wish to get together to form a league. Each player plays his army in set battles against all the other players at least once. League tournaments should include hierarchal rankings, titles, newsletters, referees, and prizes. Players may wish to resolve any rules ambiguities before serious competition begins.

Military Jug Designs

Jug Class	SC	Hits	Weapons
ALL RACES	-	-	-
Warbuggy	1SC	20	Any size 1 Weapon
MEDDIANS	-	-	-
Boarder	4SC	80	4 Boarders
Swordsman	5SC	120	Legs, Size 2 Sword arm, Size 2 Shield Arm
Archer	3SC	60	Size 2 Ballista, Winch
Axer	8SC	160	Legs, Size 2 Axe arm, Size 2 Axe arm,
	-	-	Push pole, 2 Ballistas
DWARVES	-	-	-
Lobber	2SC	40	Size 2 Trebuchet
Warmachine	5SC	120	1x Armor, 2 Levers, 2 Claw arms
Landship	6SC	160	2x Armor, Size 2 Battering Ram, 2 Catapults
Battlemaster	8SC	220	2x Armor, Main Ram+2, 2 Catapults, 2 Boarders
ORCS	-	-	-
Warbah	4SC	80	2 Claw Arms, 2 Boarders
Gorger	6SC	160	+2 Gears, 2x Armor, Main Ram +2
Cutter	3SC	60	Legs, 2 Axe Arms
Crusher	10SC	200	2 Mace Arms, 2 Droppers, 2 Boarders,
	-	-	2 Fire pumps, 2 Scissor Arms

Notes: Whole tribes often live in their Crushers.

Jug Class	SC	Hits	Weapons
GOBLINS	-	-	-
Backbiter	3SC	60	3 Fangs
Sniper	2SC	40	Size 2 Slingshot

Jug Class	SC	Hits	Weapons
Thrasher	5SC	120	Two Size 2 Flails, Armor x1
Hydra	8SC	160	8 Jaw Arms

Notes: Goblins are very fond of Warbuggies.

Jug Class	SC	Hits	Weapons
GNOME	-	-	-
Lumberjack	3SC	60	2 Saw Arms, Jack
Tug	5SC	100	2 Ballistas, 2 Claws, 1 Winch
Miner	2SC	40	Size 2 Screw Ram
Walker	7SC	140	Legs, Gears +1, Wrecking Ball, 2 Droppers,
	-	-	2 Catchers

Notes: Gnome Jugs have a primary role as construction equipment during peacetime.

Jug Class	SC	Hits	Weapons
ELF	-	-	-
Windrammer	5SC	100	2 Sails, Main Ram +2, Wizard
Mirror Ship	2SC	40	Size 2 Mirror
Fire Avatar	5SC	100	Legs, 2 Fire Pumps, Cauldron, Wizard
Tower of Death	7SC	140	2 Droppers, 4 Scythes, Wizard
VOORLOCK	-	-	-
Horny Toad	4SC	80	Legs, Size 2 Tongue, Wizard
Demon Eye	5SC	100	4 Tentacles, Demon Eye
Dragon Face	8SC	160	Size 3 Jaw, Size 2 Fire Pump, 2 Fangs, Wizard
Gekko Spitter	2SC	40	Size 2 Acid Spitter

Notes: The Voorlock are a race of reptilian, humanoid, demon worshipers.

Jug Class	SC	Hits	Weapons
KURDASHI	-	-	-
Desert Rat	3SC	60	Legs, 2 Catapults
Wild Ass	5SC	100	Legs, 2 Catapults, 2 Flails
Yahoot	7SC	140	Legs, 2 Trebuchets, 2 Flails, 2 Battering Rams

Notes: The Kurdashi are a race of humans that live in the desert. They use a 3 legged design.

Wizards

All races have wizards. However, only the elves and the voorlock have an abundant supply of them. Wizards will have 2D6 spells prepared for the battle. Roll on the spell table to see which ones.

Wizard Spell Table

D6	Spell	Range	To Hit	Damage	Note
1	Fireball	5	5	3D6	
2	Lightning Bolt	10	4	2D6	
3	Shield:	-	-	-	Negate 1 attack after it hits the jug but before it does damage.
4	Haste:	-	-	-	Acceleration, Deceleration, & Turn Rate +1 for 1D3 turns.
5	Restoration:	-	-	-	Repair 3D10 hits to jug.
6	Fate:	-	-	-	Cause any die roll to be rerolled.

Juggerball

Juggerball is a game played using Juggers and a very large ball. Playing fields vary according to the stadium. Almost all include some obstacles which cannot be moved through. A regulation juggerball team has 7 jugs on the field at a time. Regulation juggers are

3 SC. The winner is the first team to score 3 goals. Juggers starting locations are marked by X's on the map. Jugs cannot stop within 3 hexes of their own goal. After a goal the jugs automatically return to their starting locations and 1 jug may be replaced with a fresh undamaged jug. The game is similar to soccer.

Each team has a goal on its side of the field. The goal is a single hex.

The ball can only enter the hex through the 3 arcs facing the opponents goal.

The Bounce Table

D6	Direction of bounce:
1	180 degrees back the way it came
2	90 degrees to the right
3	90 degrees to the left

The Ball

The ball occupies one hex. When the ball is hit by a moving jug it will bounce in the direction hit a number of spaces equal to the velocity of the jug hitting it. When a moving ball hits an object it will bounce in a random direction, determined by the bounce table, to finish its move.

D6	Direction of bounce:
4	120 degrees to the right
5	120 degrees to the left
6	Caught: Dead stop

Pushing The Ball

If a jug that was at 0 velocity last turn moves toward an adjacent ball in front of the jugger this turn, the ball will be pushed and remain in the hex in front of the jug even when the jug turns. If the jug decelerates, the ball will not and will roll ahead 1D6 spaces.

Collisions

If a jug hits an obstacle or a wall it will take damage as if hit by a side ram. If a jug does a head on with a jug pushing the ball the ball will bounce out of a random side arc. Stone walls have 10D10 hits and can be destroyed.

Deployment Phase

This phase takes place at the start of battles and after goals. All players roll D10. Reroll all ties. The player with the lowest score sets his units up on the map first. The player with the next lowest score deploys his units next and so on. The scenario will specify areas where units can be placed. The term round is interchangeable with turn.

Equipment

Roll on the random improvement table for jugs on juggerball teams to see how they are equipped. Juggerball jugs are SC=3 so they can only have 3 improvements. Armor does not increase a jugs size class, only its number of hits. Legs, deflectors, and catchers can only get one improvement.

Random Improvement Table

D10	Improvement
1	Gears: Acceleration +1
2	Brakes: Deceleration +1
3	Steering: Turn Rate +1

D10	Improvement
4	Armor: Hits +20
5	Reinforced Ram: +1 to Ram roll
6	Legs: Deceleration +1 and Turn Rate +1.

The jug cannot ram but can kick in a forward arc for damage = 1D10 + the kickers SC. The maximum velocity of a legged jug is 5 hexes per turn. The jug can kick the ball an additional D6 spaces farther than it would normally go. The jug can kick the ball at a 30 degree angle. The jug can catch the ball in its facing

hex and push it. 7-Deflector: The jug can bounce the ball at a 30 degree angle. Cannot be combined with legs. 8-Catcher: The jug can catch the ball in its facing hex and push it. Cannot be combined with legs.

9-10-Weapon: Roll on Standard weapon table.





Jump Wars

Introduction

Space Empire Game. 3-5+ Players. Simultaneous Movement per Written Orders.

Victory

Occupy all opponents Homeworlds at the end of the turn. Note that occupation does not mean elimination: If you've lost it you can still get your Homeworld back

System Counter List

Name	#	Notes:
Void	30	-
Star Field	20	Generates 1 Resource Token per Turn
Cluster	10	Generates 2 Resource Tokens per Turn
Black Hole	20	May not be entered or moved through
Nebula	20	Defender gets +1I and +1A and +1D

Resource Tokens

Players share a common set of Resource Tokens.

Fleet Counters

Each player gets a set of counters of a unique color, plus one unique counter that designates their Homeworld.

Basic Technology List

Tech	Code
Initiative	I
Attack	A
Defense	D
Jump	J
Command	C
Logistics	L

The Map

Use a 10 X 10 Grid. (Square or Hex) The X and Y coordinates must be marked!

System Counters

There are 100 counters; one for each space on the map.

The Tech Deck

Players share a Common Deck. There are 2 types of Cards: Basic Technologies Special Technologies

Basic Technologies

There are 12 Basic Technologies. Each player starts with a level of 1 in each of the 12 Techs.

Tech	Code
Research	R
Manufacturing	M
Miniaturization	Z
Espionage	E
Trade	T
Diplomacy	Y

Special Technologies

Unlike Basic Techs, these do not have levels, either you have it or you don't.

- Ram Scoops = Gain 1 RT from every Nebula you occupy.
- Event Skimming = You may move through Black Hole Spaces.
- Nova Bombs = Instead of its normal attack, Sacrifice a Ship to have it do X damage to every Fleet (yours and enemies) in that space. X = your Attack Level.
- Cloaking = You get +2 Initiative on the first combat round in Fight Phase

- Space Raiding = If you have a Fleet adjacent to an opponents Cluster, that cluster generates 1 less RT.
- Assimilation = At end of a battle gain 1 Fleet for every 2 Fleets you destroy.
- Leadership = Once per turn you may increase the level of any 1 of your basic Techs by 1 for the duration of the Turn.
- Genesis = Gain 2 RT from every Star Field you occupy.
- Star Docks = You may build Fleets in any Star Field or Cluster you occupy.
- Time Jump = You may discard a card to Negate 1 order made by 1 target player this turn. You may

do this a max of once per turn.

- Planet Jump = Your Homeworld has a Jump Level of 1. It can only be moved into adjacent Void Spaces.
- Progenitor Ruins = Discard this card in Draw Phase to draw 2 additional cards. You may use this card multiple times per game.
- Sabotage = Discard 1 Card from your hand to Discard 1 Target Fleet anywhere at the end of Build Phase.
- Positronic Brains = Once in Draw Phase you may pay 10 RT to draw 1 extra card.

Recording Tech

Players will need pen and paper to keep track of their levels in the Basic Techs as well as which Special Techs they have.

Setup

Each player picks a counter set. Players place their Homeworld counters onto the Map. A Homeworld occupies 1 space.

Players should space these as far apart from each other as possible. Next, randomly seed the remaining spaces with the System Counters. One System Counter per space.

(You may remove the Void Counters) The player who won the last game is the Start player. Each player starts with 5 Fleet Counters on their Homeworld.

Phase Order

Within a Phase, the Start player goes first and play proceeds clockwise.

Turn Sequence

Each turn has 8 Phases:

1. Draw Phase
2. Trade Phase
3. Tech Phase
4. Mine Phase
5. Build Phase
6. Jump Phase
7. Fight Phase
8. Final Phase

Draw Phase

Each player draws 2 cards from the Tech Deck. Draw an extra card if you have the highest Research Level. If the deck runs out, shuffle the discard and draw from it.

Trade Phase

Players may trade/gift Tech cards and Resource Tokens, as well as make promises and alliances. The player with the highest Trade level may steal a random card from any target opponents hand. The player with

the Highest Diplomacy level may declare one target player as an ally. The Ally may not Jump Fleets onto the Diplomats currently occupied spaces.

Note: In all cases if 2 or more players tie for highest level then no one gets it.

Tech Phase

First: Each player discards one Tech Card from their Hand and increases their level in that tech by one. Alternatively, a player may discard one Special Tech Card from their Hand and gain that Special Ability. Second: Any player may discard 2 cards of the same type to increase their level in that tech by one. You cannot take a Special Tech if it would reduce the level of any of your Basic Techs to less than 1.

Mine Phase

Each player gains Resource Tokens (RT).

Gain 1 RT for each Star Field you occupy.

Gain 2 RT for each Cluster you occupy.

Gain 5 RT if you occupy your own Homeworld.

Gain 2 RT for each enemy Homeworld you occupy.

Gain 2 RT for every Tech card you discard.

Multiply the above Sum by your Manufacturing Level to get the total number of RT you gain. (For example: You occupy your Homeworld plus 3 Star Fields and you have a Manufacturing Level of 2. You would gain $2(5+3)$ RT = 16 RT)

Build Phase

Players may buy Fleets. A Fleet costs 4 plus your Attack and Defense Levels minus your Miniaturization Level. All Fleets start stacked on your Homeworld.

Jump Phase

All Movement is simultaneous. All players must write movement (Jump) orders. The orders are revealed at the same time.

An order moves 1 Fleet or a stack of fleets you control from one space to another space. You must include beginning and ending coordinates as well as the number of Fleets jumping in the Jump Order. A Fleet can only make one Jump per turn.

A player can only write a number of orders equal to 1+ his Command Level. A Fleet can only Jump a number of spaces equal to 1+ its Jump Level. The max number of Fleets in a stack that can jump together in one Jump is 5+ your Logistics level.

Jumps may be diagonal when using a square hex grid. You cannot Jump through or into a Black Hole. Orders that are nonsensical are negated.

The player with the highest Espionage level may cancel one of his orders and rewrite it after all other orders have been revealed. There are no stacking limits.

Fight Phase

If 2 or more opposing Fleets occupy the same space, there will be combat until only one side remains. The player with the highest Initiative assigns his damage first. If initiative levels are equal assignments will be simultaneous.

Damage is equal to the number of your Fleets present X your Attack Level. The attacker distributes the damage to enemy Fleets as he sees fit. A Fleet must be assigned damage equal to its Defense Level to destroy it.

If after all assignments have been made, fleets from 2 or more sides still remain, do an additional round of damage assignments. Damage is cumulative so after enough combat rounds, even Fleets with high Defense

Levels can be destroyed. Note a side is only considered to be the Defender if it already occupied the space in the previous turn.

When fighting at your own Homeworld your fleets get +2A and +2D.

Final Phase

Max hand size is 3 + your Research Level. All players discard excess cards.

Cutting Edge Tech Bonus Rule

At any time you may discard a Basic Tech card to increase your level in that Tech by 1 for the remainder of the Turn.

Tech Deck Card List

Tech	#	Type
Initiative	5	B
Attack	5	B
Defense	5	B
Jump	5	B
Command	5	B
Logistics	5	B
Research	5	B
Manufacturing	5	B
Miniaturization	5	B
Espionage	5	B
Trade	5	B
Diplomacy	5	B
Ram Scoops	1	S

Tech	#	Type
Event Skimming	1	S
Nova Bombs	1	S
Cloaking	1	S
Space Raiding	1	S
Assimilation	1	S
Leadership	1	S
Genesis	1	S
Star Docks	1	S
Time Jump	1	S
Planet Jump	1	S
Progenitor Ruins	1	S
Sabotage	1	S
Positronic Brains	1	S

Number of copies of that card in the deck

B Basic Tech

S Special Tech

Old Empire Variant

Place a Homeworld in the middle of the map. No player owns it. It starts with 3 Fleets. Anybody able to occupy this system for 3 consecutive turns automatically wins.





Jungle Skirmish

Introduction

Two Player Board & Card Game of Modern Infantry Combat.

Victory

Destroy or Rout all enemy Squads or take and hold 3 Objectives.

Squad Quality Rules

Squad Types:	NS	CD
Rambo	1	6
Elite	2	6
Veterans	3	5

NS Number of Squads that player starts the game with.

CD Number of cards that player draws each turn. Rambo Squads can make multiple attacks per turn.

Setup

Players pick whether they are Rebels or Government Troops. Each player picks one Squad type. Each player places one unit on each square of his back two rows.

Terrain Types List

Type:	Cover:	Movement:
Buildings	Hard	-
Mountain	Hard	Difficult
Swamp	Soft	Difficult
Jungle	Soft	-

Terrain Cover

Hard and soft cover are collectively referred to as Protected Terrain. None and Exposed terrain are collectively referred to as Open Terrain. Certain cards can be used by or can target units in certain terrain types.

A squad entering Difficult Terrain must stop when entering and Cannot make any further moves.

Dice

Six sided dice are needed.

The Deck

Players share a common Deck.

Units

Use unique Miniatures, counters, or tokens to represent Squads. Each Squad starts with 10 men (or 10 men equivalents). A Squad is destroyed when no men remain.

Players will have to keep records of how many men remain in each individual squad.

Squad Types:	NS	CD
Regulars	4	4
Sub-Standard	5	3
Green	6	2

Units may not stack. Flip a coin to see who goes first. Deal 3 cards to the loser of the coin toss.

The Map

The basic map is an 8x8 square grid. Map sizes can be larger or smaller. The rules will also work with hex grids and irregular grids.

Give each space a terrain type according to the Terrain type list. Mark 3 or more spaces as being objectives.

Type:	Cover:	Movement:
River	None	Difficult
Fields	None	-
Clearing	Exposed	-
Road	Exposed	Double while on road

Turn Sequence

Players take turns. Each turn has 5 phases: Orders Phase Move Phase Defensive Fire Phase Offensive Fire Phase Logistics Phase

Orders Phase

Draw a number of cards as determined by your Squad type. If the deck runs out, shuffle the discard and draw from it.

Move Phase

Each of your units gets 1 free move to 1 adjacent space per turn. Play (discard) a Move card to move one of your units the extra distance indicated on the card. Moves can be to any space within range.

Your opponent may play Negate cards to negate the (Free or Card driven) Move of a single unit.

Defensive Fire Phase

Your opponent may play (discard) an Defensive Attack card to have one of his units attack. A Squad can make a maximum of 1 Attack per turn. All Attacks have a range of 1 or more spaces.

The enemy unit that is the target squad of the attack loses 1D6 Men. If it is a half strength attack there are only 1D3 casualties. You may play Protection cards to negate the Attack.

Offensive Fire Phase

You may play (discard) an Attack card to have one of your units attack. A Squad can make a maximum of 1 Attack per turn. All Attacks have a range of 1 or more spaces.

The enemy unit that is the target squad of the attack loses 1D6 Men. If it is a half strength attack there are only 1D3 casualties. Your opponent may play Protection cards to negate your Attack.

Logistics Phase

Max hand size = 3 cards. Discard excess cards.

Government & Rebel Forces

Certain cards can only be used by either Government troops or Rebel troops. It is possible for both players to be of the same type.

Card Notation

A Attack

M Move

MA Move first then Attack

N Negate Move

P Protection: Negates an Attack

PN Can be used as a Protection or Negate card

PD Protects from Fire in Defensive Phase only

D Defensive Fire Only

O Offensive Fire Only

H Half Strength Attack

G Government Troops only

R Rebel Troops only

Y Special

Z This Squad may make an additional attack this turn

X Attack that cannot be used at Range 1 but only farther

XX Attack that cannot be used at Range 1 or 2 but only farther

S Suppression: Opponent must discard 1 random card

Range = Farthest allowed range of a Move or Attack

Common Deck Card List

Card Name:	Type	Range	Notes
Covering Fire	PD	-	S
Grenade	A	1	Z
Pistol Fire	A	1	H
Machetes	A	1	HR
Close Combat	A	1	-
Bayonets	A	1	HG
Infiltration	MA	1	O
Claymore Mine	A	2	D
Ambush	A	1	ZD
Opportunity Fire	A	2	DH
Surprise Attack	A	1	ZO
Forced March	M	1	-
Double Time	M	1	-
Crossfire	A	2	Z
Suppression Fire	PN	-	S
Mortar	A	3	X
Recoilless Rifle	A	4	X
Artillery Strike	A	4	SXX
Air Strike	A	5	SXXG
Helicopter Gunship	A	5	XG
Smokescreen	P	-	-
Helicopter Insertion	M	5	G (Ignore Terrain)

Card Name:	Type	Range	Notes
Trucks	M	4	-
Lay of the Land	M	1	R
Know the Terrain	M	1	R
Carefully Picked Position	P	-	R
Home Ground	P	-	R
Fire Superiority	A	3	Z
Assault Rifles	A	2	-
Small Arms Fire	A	2	H
Automatic Weapons	A	2	-
Light Machine Gun	A	3	H
Heavy Machine Gun	A	3	S
Grenade Launcher	A	2	-
RPG	A	3	X
Shotgun	A	1	H
Obstructions	P	-	Use by Unit in Hard Cover
Concealment	P	-	Use by Unit in Soft Cover
Find Cover	P	-	Use by unit in Protected Terrain
Easy Pickings	A	3	Vs Unit in Exposed Terrain
Out in the Open	A	2	Vs Unit in Open Terrain
Camouflage	P	-	-
Recon	M	1	Look at Opponents Hand
Pinned	N	-	S
Ammunition Shortage	P	-	-
Sniper	A	3	-
Exhaustion	N	-	-
Lost	N	-	-
Tough Going	N	-	-
Radio Contact	Y	-	Draw 3 cards
Tactics	Y	-	Draw 2 cards
Firefight	A	2	-
Body Armor	P	-	G
Patrol	M	1	Look at Opponents Hand

Booby Traps & Minefields

Players may optionally designate secretly picked spaces to be Booby traps and/or Minefields. These

cause Half Strength Attacks when an enemy squad enters them. They cannot be defended against.





Jurassic Park Rescue

Introduction

Board Game for 2-4 + Players. Warp Quest Style Play. Based on the Jurassic Park Universe.

Disclaimer

Jurassic Park is a licensed, copyrighted property. This is merely a fan site.

Victory

Be the first Team to bring the kids Token back to the Visitor Center Without first being killed off.

The Board

The board is a map of the Island. Use a Chessboard, or make up a map. In one corner is the Visitor Center (Safe Start and End Zone).

In the opposite corner is the Kids Token. There will be 4 randomly placed Lakes. (Recommendation:

Place all 4 Lakes in the Middle 4 spaces) There will be 4 randomly placed Mountains.

There will be 4 randomly placed Valleys. Use Tiles to represent Lakes, Mountains, and Valleys.

The Kids Token

A player's Team will take possession of the Token when they Enter the same space as it.

Team Pawns

Each player has a pawn of a unique color to represent the Location of their Team on the map.

Dinosaur Figures

Six very small plastic Dinosaur Toys are needed. They must be able to fit nicely within the map Spaces. The six Figures represent the six results on the Random Dinosaur Table.

Random Dinosaur Table

1D6	Dinosaur:	Immunity:
1.	Velociraptor Pack	Run
2.	Lone Tyrannosaurus Rex	Block
3.	Spinosaur Pair	Hide

1D6	Dinosaur:	Immunity:
4.	Mini-Raptor Swarm	Shoot
5.	Pteradon Flight	Trap
6.	Herbivore Stampede	Distract

Dinosaur Immunities

Certain Escape Tactics will not work on certain types of Dinosaurs. These are noted on the Random Dinosaur Table. For instance, you cannot outrun the Velociraptors or block the T-Rex.

The Deck

Players share a Common Deck. The Deck has 7 types of cards: Hide, Run, Block, Trap, Shoot, Distract, and Special.

Teams

Each player starts with an 8 Member Team. Roll 8 times on the Team Table to get the composition of your team. Record your results and changes with paper and pencil.

During the game, you will lose and gain Team members.

Dice

Six sided dice are needed.

Team Table

1D6	Team Member:	Notes:
1	Soldier	Shoot +1
2	Hunter	Trap +1
3	Ranger	Block +1

1D6	Team Member:	Notes:
4	Athlete	Run +1
5	Scientist	Hide +1
6	Tourist	Distract +1

Setup

Players each pick a Pawn and roll up their teams. Determine location of Lakes, Mountains, and Valleys on map. Determine Location of Visitor Center (VC).

Place the Kids Token opposite the VC. All Team Pawns begin at the VC. Place the 6 Dinosaur Figures randomly about the Map.

Do not place Dinosaurs adjacent to the VC. Shuffle the deck. Each player is dealt 5 random cards. Players roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases.

1. Equip Phase
2. Special Phase
3. Dinosaur Phase
4. Move Phase

Random Movement Table

1D6	Movement
1	Move 1 Space towards the nearest Team (Your choice if tied)
2	Move 2 Spaces towards the nearest Team (Your choice if tied)
3	Move 1 Space towards the Kids Token
4	Move 1 Space towards the VC
5	Move 1 Space (Your Choice)
6	Move 2 Spaces (Your Choice)

Dinosaur Movement Restrictions

Movement must be orthogonal not diagonal. Only the Pteradons can enter Mountain spaces. Dinosaurs must stop upon entering Valleys.

Dinosaurs cannot enter Lakes. The Pteradon may fly over a Lake. Dinosaurs may not enter the VC.

Dinosaurs may not enter spaces occupied by other Dinosaurs. A Dinosaur may move into a space containing the Kid Token. If it does move the Kid Token to the nearest adjacent empty space.

When Dinosaurs And Teams Collide

If a Dinosaur enters the same space as a Team, the Team will be attacked. The Team must attempt to escape. An Escape attempt must use 1 Tactic. There are 6 Tactics to choose from: Shoot, Run, Hide, Trap, Block, and Distract.

The attacked player must choose 1 Tactic. Next, the player must make an Escape Roll using 2 Six-sided dice. Add up the total of the 2 Dice rolls.

Add to this the number of teammates with the matching tactic. Next, play (discard) up to 2 Tactics cards and add their bonuses. At least 1 of the Tactics

Equip Phase

Draw 1 Card from the deck and add it to your hand. If the deck ever runs out, shuffle the discard and draw from it. Max hand size is 5 cards.

Special Phase

Special cards not meant to be used in other Phases may be Played (discarded) for their effects in this Phase.

Dinosaur Phase

Pick 1 Dinosaur by Random using the Random Dinosaur Table. Roll once on the Random Movement Table to determine how it moves.

cards played must match the chosen Tactic.

If the Total (Roll + Team bonuses + Card bonuses) is equal to or Greater than 12, then the Team escapes with no casualties. If the total is less, the Team loses a number of random Team members equal to the difference. If a team loses all its members, that player is out of the game.

After the Attack, the Team must retreat: Another player (Not the Team's owner) must move the Team's Pawn 1 space away. If you are attacked and you control the Kids Token roll 1D6: On a roll of 4+ you lose the Token. Place it in an empty space, 2 spaces away from your Team.

Move Phase

Move your Team Pawn 1 Space. Moves must be Orthogonal. You may play (discard) 1 special card to move the Team farther per The cards instructions. Normally teams cannot enter Mountains or Lakes.

Teams must stop upon entering Valleys. Teams cannot enter spaces occupied by Dinosaurs or other Teams. If you enter the space containing the Kids you take possession of it.

The Kids Token moves along with your Team Pawn.

Common Deck Card List

Card:	Notes:
Stand Very Still	Hide +1
Good Hiding Spot	Hide +2
Move Silently	Hide +2
Mask Scent	Hide +1
Mud Bath	Hide +1
Remain Motionless	Hide +1
Camouflage	Hide +2
Submerged	Hide +2
Climb Tree	Run +1
Jump Rooftops	Run +1
Sprint	Run +1
Narrow Escape	Run +2
Chase	Run +1
Need for Speed	Run +2
Run for your Life	Run +2
Dangerous Leap	Run +2
Barricade	Block +1
Ravine	Block +2
Electric Fence	Block +1
Cement Wall	Block +1
River	Block +2
Dense Foliage	Block +1
Rope Bridge	Block +2
Cliff Face	Block +2
Tar Pit	Trap +2
Gulley	Trap +1
Steel Cage	Trap +2
Rockslide	Trap +1
Start Fire	Trap +1
Explosives	Trap +2
Electrocution	Trap +1
Construction Equipment	Trap +2
Machine Gun	Shoot +2
Hunting Rifle	Shoot +2
Stun Gun	Shoot +1
Dart Gun	Shoot +1
Assault Rifle	Shoot +2
Shotgun	Shoot +2
Handgun	Shoot +1
Net Launcher	Shoot +1
Innocent Bystander	Distract +2
Lured by Prey	Distract +2
Quick Meal	Distract +1
Hear Noises	Distract +1
Something Shiny	Distract +1
Fight another Dinosaur	Distract +2
Detect Movement	Distract +1
Flee another Dinosaur	Distract +2
Jeep	Move Team 2 Spaces
Helicopter	Move Team 3 Spaces

Card:	Notes:
Shortcut	Move Team Diagonally
Spitting Lizard	Team in or adj to Valley loses 1 Member
Poison Antidote	Negate Spitting Lizard Card
Find Survivor	Gain 1 Random Team Member
Rendezvous	Gain 1 Random Team Member
Leadership	Draw 2 Cards
Pandemonium	All players discard their hands and draw 5 cards
Find Boat	Move team across 1 Lake Space
Hiking Trail	Move Team into adjacent Mountain Space
Air Drop	Draw 3 Cards
Liopleurodon	Team adjacent to a Lake is attacked
Migration	Move a Dinosaur 2 Spaces to an empty space





Justice League Unlimited Adventures

Introduction

Card game for 2-4+ players.

- 2. Minor Heroes
- 3. Villains
- 4. Complications

Disclaimer

Justice League Unlimited is a licensed copyrighted product. This is merely a fan site.

Victory

Be the first player to complete 3 Missions.

The Deck

Players share a common deck. There are 4 card types:

- 1. Primary Heroes

Missions

A Mission is a hand of 7 cards that contains: 2 Primary Heroes 2 Minor Heroes 1 Villain 2 Complications Note: Your Mission cannot contain 2 copies of the same card. (for example: You can't have 2 Batman Cards) Note: You may substitute 1 Minor Hero with 1 Primary Hero.

The Board

The board is a Circular track of 24 Spaces:

Space	Name:	Notes:
1	Watchtower	Starting Space; Draw 1 Card or play 1 Hero
2	Decision Point	Move Again
3	Battle	Target player Discards 1 Card from Hand
4	Turn the Tide	Steal 1 Complication
5	Major Menace	Play 1 Villain
6	Unstoppable Foe	Discard 1 Primary Hero
7	Investigation	Look at next 7 cards in Deck
8	Big Guns	Play 1 Primary Hero or Villain
9	Leadership	Gain 1 Hero Token
10	Escalation	Steal 1 Villain Card
11	Distraction	Discard 1 Minor Hero
12	Behind the Scenes	Play 1 Complication
13	What's the Plan?	Move Again
14	Nefarious Deeds	Play 1 Villain or Complication
15	Research	Look at target player's Hand
16	Defend the Earth	Steal 1 Minor Hero
17	Heroic Entrance	Play 1 Primary Hero
18	Revelation	Discard 1 Complication
19	Look for Trouble	Draw 1 Card
20	Plot Twist	Play 1 Minor Hero or Complication
21	Recklessness	Gain 1 Hero Token
22	Find Weakness	Discard 1 Villain
23	Recruit	Play 1 Minor Hero
24	Give Aid	Steal 1 Primary Hero

Pawns & Dice

A six sided die is needed. Each player gets a pawn of a different color.

Setup

Shuffle the Deck. Each player draws a hand of 3 cards. Players pawns start on the Watchtower.

Roll high on 1D6 to see who goes first. Play proceeds clockwise.

Turn Sequence

Players take turns. First draw 1 card from the top of the deck and add it to your hand. On your turn roll 1 six sided die, and move your pawn that many spaces clockwise on the track.

If you land on an opponent's pawn, steal 1 card from his hand and add it to your own. If you land on a space that instructs you to play a card, place a card of the indicated Type on the table face up in front of you: These are your Mission cards. If you don't have the indicated card type, draw a card instead.

If you already have 2 cards of that type Out (or 1 of a Villain) do nothing. If the space instructs you to discard a card, target an opponent's mission card of that type. If there are none, target your own. If you have none, do nothing.

If the space instructs you to steal a card, move an opponent's mission card of that type Over to your mission cards unless you already have enough, in which case do nothing. Other board space results are self-explanatory.

Hero Tokens

You can spend these to change a move die roll by one.

Card Type Notation

P Primary Hero

C Complication

M Minor Hero

V Villain

First Season Common Deck Card List

Card	Type	Copies	Notes:
Batman	P	5	Black Knight
Superman	P	5	Caped Crusader
Wonder Woman	P	5	Amazonian Goddess
Green Lantern	P	2	Wields Alien Super Technology
Green Arrow	P	2	Legendary Archer
Hawk Girl	P	2	Winged Combatant
Martian Manhunter	P	2	Alien Psychic
Aquaman	P	2	King of the Sea
Flash	P	1	Fastest Man Alive
Super Girl	M	2	Superman's Cousin
The Atom	M	2	Shrinking Scientist
B'wana Beast	M	2	Talks to animals
Booster Gold	M	2	Hero from the Future
Hawk and Dove	M	2	Scrappy Hero Brothers
Zatanna	M	2	Magical Trickster
The Question	M	2	Faceless Investigator
Dr Fate	M	2	Philosophical Wizard
Black Canary	M	2	Martial Artist
Vixen	M	2	Spirit Warrior
Static	M	2	Electricity Manipulator
Long Shadow	M	2	Ultimen Indian Brave
Warhawk	M	2	Future Flying Hero
Giant Defense Robot	V	1	Nuclear and Out of Control
Mongul	V	1	Vengeful Alien Warlord
Ultimen	V	1	Short-lived Superhero Clones
Self-Replicating Robots	V	1	Alien Weapon System
Mordred	V	1	Spoiled Son of Morgan Le Fey
Annihilator	V	1	God Forged War Machine
Circe	V	1	Ancient Greek Enchantress
Galatea	V	1	Mature Supergirl Clone
Black Hole	V	1	Infused into Unlucky Scientist
Amazo	V	1	Increasingly Powerful Android
Solomon Grundy	V	1	Super Strong Zombie
Chronos	V	1	Master of Time

Card	Type	Copies	Notes:
Jokerz	V	1	Future Psychotic Super Thugs
Mega Laser	C	1	Watchtower Upgrade
Psychic Link	C	1	In Clones and across Dimensions
Rescue	C	2	Innocents and Allies
Crowd Control	C	2	Common Superhero Duty
Interrogation	C	2	Common Crime Fighting Technique
Lava Men	C	1	Disturbed by Deep Water Drilling
Black Mercy Plant	C	1	Puts Victim in Dream State
Dinosaurs	C	1	Raptors and Pterodactyls
Robotic Arsenal	C	1	Tanks, Androids, and Mechs
Mordru	C	1	Lord of Chaos
Project Cadmus	C	1	Secret Government Organization
Morgan Le Fey	C	1	Medieval Sorceress
Ares God of War	C	1	Meddling Deity
Transformation	C	1	Magical or Otherwise
Romantic Entanglement	C	1	And other Shenanigans
Experiment	C	1	Gone Wrong
Nanotechnology	C	1	The New Threat
Magic Ritual	C	1	The Old Threat
Time Travel	C	1	What could go wrong?
Old West	C	1	Favorite Time Travel Destination
Stolen Future Tech	C	1	Rayguns and Robots
Conspiracy	C	1	Not just Paranoid
Mystery	C	1	Wrapped in an Enigma





Jutland

Introduction

WWI card game for 2 players. The indecisive battle of Jutland, May 31-Jun 1, 1916 (called Skagerrak by the Germans) involved more than 250 ships, and was the last great battle to be fought exclusively by surface ships.

The Deck

The common deck contains 52 cards. Both the British and German card lists are shuffled together. Cards must include the card name, fleet identification, and Force value.

Victory

Historically, both sides had reason to claim victory. The British lost 117,025 tons of ships. The Germans lost 61,180 tons of ships. The smaller German fleet proved superior in guns and armor.

However, the German fleet never set out to sea again to seek open battle. The player that sinks the greatest number of enemy big and small ships is the winner.

Turn Sequence

The game is played in 6 turns. Each turn is divided into 4 phases:

1. Sight Phase
2. Sail Phase
3. Strike Phase
4. Sink Phase

Sight Phase

Both players may discard some, none or all of their cards. Both players may draw replacement cards to fill their hands to 7 cards. If the deck runs out, shuffle the discard and draw from it.

Sail Phase

Both players may discard some, none or all of their cards. Both players may draw replacement cards to fill their hands to 7 cards.

Strike Phase

Both players simultaneously reveal the cards they are deploying this turn. Deployed cards are placed on the table face up. Players may deploy some, none, or all of their cards.

The turn number will determine which cards each player can deploy. The German player adds up the total force value of all the cards he deploys. The British player adds up the total force value of all the cards he deploys.

Players compare their force values. The higher force value wins. The British win ties.

All cards deployed are discarded into the discard pile.

Sink Phase

The turn number will determine the casualties suffered by each side. Record casualties. Big ships include Battleships and Battle Cruisers.

Small ships include Light Cruisers and Destroyers. Ship losses do not affect the composition of the deck, or players hands.

Turn 1: First Blood

Hipper, traveling north along the coast of Jutland, encounters Beatty, traveling south. The German player can only deploy Hipper or Fleet cards. The British player can only deploy Beatty cards.

The winner loses one small ship. The loser loses one big ship and 3 small ships. Historically, the Germans won this part of the battle.

Turn 2: Pursuit

Hipper is reinforced by Scheer. Beatty retreats to the north, pursued by the Germans. Only play the sight phase this turn.

Skip all the other phases.

Turn 3: Main Engagement

Beatty is reinforced by Jellicoe, traveling east. The British fleets cross the German van. The main engagement involves all 4 fleets.

The German player can deploy any German card. The British player can deploy any British card. The winner loses one big ship and two small ships.

The loser loses two big ships and 3 small ships. Historically, the British won this part of the battle.

Turn 4: Smoke

Under cover of smoke screens and destroyer torpedo attacks, the German Fleet moves southwest. The Germans are cut off from their ports. The German player can deploy any German card.

The British player can deploy any British card. The winner suffers no casualties. The loser loses 3 small ships.

Historically, the British won this part of the battle.

Turn 5: Darkness

The Germans force their way through the light forces at the rear of Jellicoe's line during a confused 4 hour night battle. The German player can deploy any German card. The British player can only deploy Jellicoe cards.

The winner loses one small ship. The loser loses one big ship and 4 small ships. Historically, the Germans won this part of the battle.

Turn 6: Escape

The Germans break through and head for home. Neither side can play Admirals or Battleships. The winner loses one small ship.

The loser loses 2 small ships. Historically, the Germans won this part of the battle.

German High Seas Fleet Card List

#	Card Name	Force	Fleet	Real	Sunk
1	Admiral Von Hipper	5	Hipper	-	-
2	Battle Cruisers	3	Hipper	5	1
1	Light Cruisers	2	Hipper	6	0
4	Destroyers	1	Hipper	33	0
1	Admiral Reinhard Scheer	5	Scheer	-	-
4	New Battleships	4	Scheer	16	0
2	Old Battleships	4	Scheer	8	1
1	Light Cruisers	2	Scheer	5	4
3	Destroyers	1	Scheer	30	5
4	German Gunnery	2	Fleet	-	-
3	German Armor	1	Fleet	-	-

Number of that type of card in the deck.

Real The actual number of these ships in the real battle.

Sunk The actual number of these ships sunk in the real battle.

British Grand Fleet Card List

#	Card Name	Force	Fleet	Real	Sunk
1	Admiral Sir David Beatty	5	Beatty	-	-
2	Battle Cruisers	3	Beatty	6	2
1	Battleships	4	Beatty	4	0
3	Light Cruisers	2	Beatty	17	0
4	Destroyers	1	Beatty	40	0
1	Admiral Sir John Jellicoe	5	Jellicoe	-	-
1	Battle Cruisers	3	Jellicoe	3	1
6	Battleships	4	Jellicoe	24	0
1	Armored Cruisers	2	Jellicoe	8	0
2	Light Cruisers	2	Jellicoe	9	3
4	Destroyers	1	Jellicoe	40	8

Cardset

Janne Thorne's Site Thoth Module





Key Konquest!

Introduction

Fantasy board game for 2-6 players by Jason Newell.

Map & Cards

[Click here for files.](#)

The Story

Another boring day at the Heroes Guildhall. There's only so much pointless killing, looting and drinking one can do before it becomes boring. What's the solution? Find a reason to kill, loot and debauch! So you have decided to quest for the legendary Keys of Fate which will open the Door of Fate in the Tower of Fate (are we sensing a theme here?), which holds the wondrous Sceptre of... you guessed it, FATE! With this Sceptre you will be able to rule the kingdom, which will stave off the boredom for a while at least. Unfortunately, some of your "workmates" have had the same idea (talk about coincidence), so it is a race against each other to find the keys and rule your own destiny...

Muscle:	a measure of physical power
Whack:	ability and skill at arms
Magic:	mystical power
Guts:	strength of heart

Heroes, villains and some monsters also have Hits. These represent how much damage a they can take before they are killed.

Starting The Game

Each player is dealt 1 hero from the hero deck, the rest of the deck becomes the henchman deck. They then take the listed number of hit tokens, 1 gold token, and any listed equipment or spells from the respective decks. Each player then takes it in turn to place their hero on any of the Town spaces, 1 hero per space. Each player then draws 1 card from the quest deck, determining the dungeon they must reach to have their first quest. Then the game begins.

The Turn

The turn is divided into four segments:
Initiative Draw Quests Movement Encounter

or at least kill a few hours in the most violent ways possible.

Components

The map board (a hexmap of the continent) 2 six sided dice 20 card Hero Deck 28 card Spell Deck 25 card Artifact Deck 44 card Dungeon Deck 50 card Equipment Deck 15 card Villain Deck 12 card Quest Deck 114 card Adventure Deck 60 Hit tokens 60 Experience tokens 60 Gold tokens 20 tokens for each statistic. A playing piece for each player.

Winning

There are six magical keys in the artifact deck. In order to win the game, a player must find at least four out of the six keys and are on the Tower of Fate space at the beginning of the turn. If they achieve this, they have unlocked the power of the tower and win the game.

Statistics

All Heroes, monsters and villains have six statistics:

Muscle:	a measure of physical power
Sneak:	stealth and subterfuge
Luck:	plain fortune

Initiative

Each player rolls 1 dice and adds their Luck value. This determines in which order the players carry out their actions in the other two segments. It proceeds in descending order, rolling a dice to determine any ties.

Draw Quests

each player may draw a Quest card if they do not possess one.

Movement

In descending order, players move their pieces around the board. They roll 1 dice to determine the number of hex spaces they can move. they can move into any adjacent hex, and do not have to move their full allowance. Each space has a different move value, depending on what is in it:

SPACE	SYMBOL	VALUE
Plains	None	1
Forest	Trees	2
Mountains	Black mountains	2
Swamp	Weeds and marsh	2
Snow	White mountains	2

the value is the number of allowance points it takes to enter that space. If you don't have sufficient points remaining, you cannot enter the space. You may move into and/or through a space occupied by another player.

Encounter

This segment is divided into four phases: Territory, Questing, Battle, and Resolution. Each player resolves the encounter segment in initiative order.

Territory Phase

Unless a player choses to encounter another player in the same space, they must roll 1 dice on the specific territory table to see what they must do.

Plains

- 1-3 Draw an Adventure card
- 4-6 Nothing happens

Forest

- 1 Lost. Miss next turn
- 2-4 Draw an Adventure card
- 5-6 Nothing happens

Mountains

- 1 Landslide. Lose 1 Hit or miss next turn
- 2-4 Draw an Adventure card
- 5-6 Nothing happens

Swamp

- 1 Gasses. Lose 1 Hit
- 2 Bog. Miss next turn
- 3-5 Draw an Adventure card
- 6 Nothing happens

River/lake

- 1 Flooding. Miss next turn
- 2-4 Draw an Adventure card
- 5-6 Nothing happens

SPACE	SYMBOL	VALUE
Desert	Cacti	1
River/Lake	Has a river or lake within its borders	1
Town	House	1
Dungeon	X and a name	1

Snow

- 1 Blizzard. Lose 1 Hit AND miss next turn
- 2 Heavy snows. Miss next turn
- 3-5 Draw an Adventure card
- 6 Nothing happens

Desert

- 1 Scorching heat. Lose 1 Hit
- 2 Slavers. Lose 1 henchman
- 3-5 Draw an Adventure card
- 6 Nothing happens

Dungeon spaces are dealt with in the Questing phase. Towns are dealt with in the Resolution phase.

Once the roll has been made, apply the effects. Drawn monsters are dealt with in the battle phase, events are resolved immediately, and all other cards are dealt with in the Resolution phase.

Questing Phase

If a player ends their movement on the dungeon listed on their Quest card, they must, in this phase, draw a Dungeon card. They now count as Questing. A questing hero must, each turn in the Questing phase, draw a Dungeon card. If this card is a Confront Villain, they must fight them in the battle phase and, if successful, take an artifact card. Once this occurs, the hero is no longer questing, discard Quest card and hero may no longer draw dungeon cards until they reach the listed dungeon for their new quest. If they lose to the villain, the hero takes damage and is ejected from the dungeon, discard quest card. Cards are resolved as follows: Monsters and villains are fought in the battle phase, events and hazards are resolved immediately, all others are resolved in the resolution phase.

Hazards Compare the hero's relevant stat, plus any modifiers for equipment, spells or events to the listed requirement for the hazard. If the total is equal or greater, the hero passes without ill effect. If it is lower, apply the listed effects. Some Hazards have a special descriptor: Trap, Lock, or Passage. There are some cards and abilities that can affect such hazards if they have the corresponding descriptor.

Players only draw 1 dungeon card in this phase.

Battle Phase

A player fighting a monster, villain or other hero, conducts battle in this phase. Battle is fought in the

following sequence: Roll for Stat Battle Rolls Resolve Fight

1	Muscle
2	Whack
3	Magic
4	Guts

Battle Rolls Roll a dice for the hero and the opponent. The Hero adds the roll to their relevant stat, plus any modifiers for equipment, spells or other effects. The opponent does the same.

A limit of three items can be used in a battle, only

Roll For Stat roll 1 dice to determine which stat will be used for the battle:

1	Muscle
5	Sneak
6	Luck

one of these can be a weapon, and only one can be armour. The highest score winning the battle.

Some monster and villains may receive additional modifiers

Modifier	Bonus
Terrain Bonus	If the monster has a listed terrain, they receive a +1 to their score when battling in that terrain.
Dweller	+1 to score if encountered in a dungeon
Deadly	Causes 2 Hits if victorious.
Tough	Monster has 2 hits
Spellcaster	May draw 1 spell card and apply its effects immediately if applicable.

Resolve Fight If a monster loses a fight, it is destroyed, and the hero gains the listed experience and 1 Gold token. Take that many experience tokens. A player may never have more than 10 such tokens. If a villain loses a fight, it loses 1 hit, and if this is enough to kill them, then the hero takes 5 experience and an Artifact card. If not, they must repeat the battle phase until the villain is dead. If a hero loses, they lose 1 hit and the battle is over.

If a hero defeats another hero, they may elect to take an item or gold from them instead of making them lose a Hit. In any event, once a battle is over, discard the monster or villain.

Resolution Phase

All cards that have not been resolved in this phase. Apply relevant effects. Heroes may, if they are on a Town space, visit the town. Here they may do one of the following:

Hire Henchman: they may draw 1 random henchman card at the cost of 5 Gold tokens Buy Spells: Hero may draw spell cards at a cost of 2 gold each. Heal: May heal hits at a cost of 1 gold each. Buy Equipment: Hero may buy any pieces of equipment in the equipment deck at the

cost listed on the card.

Train: A hero may hand in 10 experience tokens to gain an increase in one of their

stats. Take a relevant token as a reminder. A stat may not be increased more than three times.

Carousing: roll a dice

1: Beaten up. Lose 1 Hit
2: Drunken Stupor. Miss next turn
3: Fun Night Out. Enjoyable, but nothing happens.
4: Gamble. Roll again; 1-3 lose 1 gold, 4-6, gain 1 gold.
5: Yoink! Draw 1 Equipment card.
6: You're My Best Friend! Draw 1 henchman.

At the end of the last player's resolution phase, play returns to the Initiative segment, and if a player has 4 keys and is on the tower of fate, then the game is over and they win. Otherwise play continues as normal.

Henchmen

Henchmen are drawn from the remaining Hero Cards. They function like a hero, except their stats cannot be increased and they only have 1 hit. They may not carry any equipment of their own, but they increase a hero's carrying capacity by 1. A hero may substitute a henchman for themselves in battle, who may

use any equipment the hero possesses, and may apply any modifiers listed on their hero card. Only 1 experience is gained from a henchman fight, regardless of the normal value, and henchmen may never fight villains. If they lose, then discard the henchman. If the hero is called upon to lose a Hit due to a territory roll or a hazard, they may elect to lose a henchman instead.

SWpells owned by a henchman may be used by the hero as normal, but they may not gain additional spells for the henchman (with the exception of the wizard, who may draw his spell as normal).

Equipment And Carrying Capacity

Equipment cards give heros the listed bonus(es) to the stat(s) on the card. They may combine any number of cards that they are carrying in this way. Heroes may only carry 6 items, and may only use 1 weapon and 1 armour card at a time, but any number of other cards.

Adventure Deck

Monsters	#	Muscle	Whack	Magic	Guts	Sneak	Luck	Special
Goblin	3	1	1	2	1	4	3	-
Troll	2	5	4	1	3	1	2	-
Cretin	2	4	2	1	3	1	1	-
Man Eating Mushroom	2	2	3	3	2	3	3	Deadly
Banditos	2	2	2	2	2	2	2	-
Punk Centaur	2	3	4	1	3	2	3	Plains
Donkey Riders	1	3	3	2	3	3	2	Plains
Crazed Lemming	3	2	2	2	2	2	2	-
Guh-noll	2	3	4	1	1	2	1	Plains
Ogre	2	6	3	1	3	1	2	Mountains
Giant With No Shoes	1	7	2	2	5	2	2	Tough, Mountains
Unimpressed Dragon	1	5	4	4	3	3	3	Tough, Spellcaster, Deadly
Bog Octopus	1	6	2	3	3	4	2	Swamp, Water
Big Damn Leech	1	2	2	2	3	4	3	Swamp
Eyeballer	1	3	3	6	3	3	3	Spellcaster, Dweller
Malodourous Barbarian	2	4	3	1	5	1	2	Snow
Frothing Loony	1	2	7	1	4	1	1	Deadly
Skellington	2	1	2	3	3	2	1	Dweller
Dancin' Zombie	2	4	1	1	3	1	2	Dweller
Chibi Spider	1	2	5	1	1	5	2	Dweller
Killer Cactus	1	1	2	3	2	6	2	Desert
Bored Mammoth	1	6	3	1	4	1	4	Snow, Tough
Banjo Devil	1	2	4	5	1	3	2	-
Dopey Lizard	1	4	1	1	2	2	6	Mountains
Big Fat Demon	1	5	4	6	2	1	2	Tough, Spellcaster
Cheese Devil	1	2	2	3	2	4	3	-
Gorlab	1	5	4	5	4	1	1	Tough, Deadly, Dweller
Killer Hippy	1	1	1	3	4	2	5	Forest
Chubby Pixie	2	1	1	4	1	1	4	Forest
Gun Bunny	2	1	4	1	2	2	2	Deadly
Brain Muncher	1	2	2	6	1	3	6	Dweller

They may carry as many artifacts as they like, unless that artifact is a weapon or armour, where it takes up an equipment space as normal.

Items and artifacts may be dropped at any time. Place them in their respective discard piles.

Spells

A player may have spells only if their Magic score is sufficient for them to do so. You must have a Magic value of at least 3 to be able to have spells, and you may have a number of spell cards equal to half your magic value, rounding down. Spell cards list when a spell may be cast. Spells cast in battle stay in effect until the end of the battle. Spells are discarded after use.

Card Lists

Monsters	#	Muscle	Whack	Magic	Guts	Sneak	Luck	Special
Kung Fu Monkey	1	2	4	2	2	3	3	-
Pi-Rats	2	2	3	1	2	4	4	Water

Events	#	Effect
Thieves	2	Lose 1 item
Disillusioned	2	Lose 1 Henchman
Robbed!	1	Lose all gold
Thunderstorm	1	All players move 1 next turn
Anti-Hero Protesters	1	Player must move instantly to a town
Wandering Villain	2	Player must draw a Villain card and Battle them in the

Battle phase

Other Cards

Loot	#	Take 1 random Equipment card
Hidden Cache	3	Take 2 random equipment cards
Swag	12	Take 1 gold
Treasure	6	Take 2 gold
Hoard	2	Take 3 gold
Lost	3	Miss next turn
Traders	3	You may buy items this turn as if you were in a town
Mercenary Camp	2	You may hire henchmen this turn as if you were in a town
Sorcerer	2	Gain 1 spell
Real Old Wizard	1	Gain your full allowance of spells
Healer	2	Heal all damage you have suffered
You Rock!	4	Gain +1 to a future Battle roll. Keep this card until you choose to use it.
You Suck!	4	-1 to your next battle roll. Keep this card until your next battle as a reminder
Rescue	1	Draw 1 random free henchman
Artifact	3	Take 1 artifact card

Equipment Deck

Item	#	Cost	Type	Bonuses
Bommyknocker	2	2	Weapon	+2 Muscle, +1 Whack
Sword	3	2	Weapon	+2 Whack, +1 Muscle
Stabbin' Knife	3	2	Weapon	+2 Sneak, +1 Whack
Big Ol' Cleaver	1	3	Weapon	+2 Muscle, +2 Guts
Prissy Wand	2	1	Weapon	+2 Magic
Lucky Charm	2	2	Object	+2 Luck, +1 Magic
Rope	3	2	Object	+2 Sneak, +1 Luck. Discard Rope to pass a Passage Hazard.
Flashlight	3	1	Object	+2 Guts
Leather Jacket	2	2	Armour	+2 Muscle, +1 Sneak
Chainmail Dressingown	2	2	Armour	+2 Muscle, +1 Guts
Tin Siut	1	4	Armour	+2 Muscle, +2 Guts, +1 Luck
Slingshot	3	2	Weapon	+2 Sneak, +1 Luck
Bow	2	2	Weapon	+2 Whack, +1 Sneak
Potato Peeler	2	1	Weapon	+2 Whack
Shield	2	1	Armour	+2 Guts
Soda	3	1	Object	+2 Luck. Portects you from Intense Heat
Furry Jacket	2	2	Object	+2 Guts, +1 Luck. Protects you from Blizzard
Cloak	3	1	Object	+2 Sneak

Item	#	Cost	Type	Bonuses
Spellbook	1	3	Object	+2 Magic, +2 Luck
Crowbar	3	1	Object	+2 Sneak. Discard Crowbar to pass any Trap or Lock Hazard.
Potion of Healing	2	2	Object	Heal to full Hits. Discard after use
Potion of Might	1	3	Object	+3 to Muscle for 1 turn. Discard after use
Potion of Skill	1	3	Object	+3 to Whack for 1 turn. Discard after use
Potion of Bravery	1	3	Object	+3 to Guts for 1 turn. Discard after use
Wizard Stick	2	2	Weapon	+2 Magic, +1 Whack

Dungeon Deck

Hazards	#	Value	Fail
Mushies	1	Magic 3+	Aaargh! Poisonous spores! Take 1 Hit damage
Freaky Totem Pole	1	Magic 4+	Cursed. Just my luck. Miss next turn
Funny Glyphy Writing	1	Magic 5+	Damn, rune trap. Roll a 5-6 to continue.
Trapped Ghost Dude	1	Magic 6+	Should not have let him out. Take 2 Hits damage
Rapid Water	1	Muscle 3+	Glub! Miss next turn. Passage
Portcullis	1	Muscle 4+	My hernia! Roll 4-6 to continue. Lock
Big Stone Door	1	Muscle 5+	Can't move it. Miss next 2 turns. Lock
Collapse	1	Muscle 6+	Ouch... Take 2 Hits damage. Trap
Spear Trap	1	Whack 3+	Thunk! Take 1 hit damage. Trap
Hole Full o' Snakes	1	Whack 4+	Owie owie owie! Take 1 hit damage
Clockwork Guardian	1	Whack5+	Pummelled. Take 2 Hits damage
Extensive Battle Scene	1	Whack 6+	Should have used a stuntman. Take 2 Hits damage.
Dark, Dark Tunnel	1	Guts 3+	Too scary. Miss next turn
Poisoned Well?	1	Guts 4+	Yup, poisoned! Take 1 hit damage
Spooky Tomb of Death!	1	Guts 5+	Chock full of traps! Take 2 hits damage. Trap
Boiling Hot Magma	1	Guts 6+	You should watch where you are going! Take 2 hits damage. Passage
Talkative Stone Head	1	Sneak 3+	Misdirected. Stupid Head. Miss next turn
Poison Dart	1	Sneak 4+	Zot! Take 1 hit damage. Trap
Sleeping Beast	1	Sneak 5+	Set off alarm clock. Take 2 hits damage
Maze	1	sneak6+	Which way was it? Roll a 5-6 to continue. Passage
Collapsed Bridge	1	Luck 3+	No, you can't walk on thin air. Take 1 hit damage. Passage
Hidden Path	1	Luck 4+	Leads to dead end. Miss next turn
Riddle Door	1	Luck 5+	No, its not "to get to the other side". Miss next 2 turns. Lock
Game Show of the Damned	1	Luck 6+	What is the population of Guadeloupe? Roll a 6 to continue?

Other cards	#	Effect
Adventure card	10	Draw an Adventure Card
Confront Villain	10	Draw a Villain card to fight this turn

Artifact Deck

Artifact	#	Effect
Key Of Cheese	1	One of the six Keys of Fate
Skeleton Key	1	One of the six Keys of Fate
Tree Key	1	One of the six Keys of Fate
Really, Really Big Key	1	One of the six Keys of Fate
Bendy Key	1	One of the six Keys of Fate

Artifact	#	Effect
Fuzzy Key	1	One of the six Keys of Fate
Sword of Burnyness	1	+2 Whack, +2 Magic. Weapon
Sword of Freezyness	1	+2 Whack, +2 Magic. Weapon
Shield of Klankyness	1	+2 Muscle, +2 Guts, +2 Luck. Armour
Amulet of Niceness	3	+1 to all stats.
Bow of Shootyness	1	+2 Whack, +2 Sneak. Weapon
The Sword of F'tang	1	+4 Whack. Weapon
Magic Ninja Outfit	1	+4 Sneak. Armour
Boomstick	1	+4 Magic. Weapon
The Scary Face Helmet	1	+4 Guts. Armour
Sledgehammer of Pow!	1	+4 Muscle. Weapon
Lucky Codpiece	1	+4 Luck. Armour
Ring of Magicalness	1	You always have at least 1 spell. When you cast your last spell, draw another.
The Flying Tricycle	2	You may add 1 to your movement roll.
Charm of Protectyness	3	The charm will negate 3 Hits you suffer. Once - three hits are reached, discard the charm.

Spell Deck

Spell	#	Effect
Passwall	2	Pass any Lock Hazard
Horrible Burning Death	2	Kill 1 Monster, not Villain, instantly, regardless of

Hits.

Bampf!	2	Move to a Town
That's Better	4	Restore Hits to full
Denied!	2	Counter any 1 spell just cast. Denied cannot be countered
Charge Up	1	Double any stat for this turn
Machoness	1	Double Muscle stat for this turn
Mad Mojo	1	Double Magic stat for this turn
You Ain't Seen Me	1	Double Sneak stat for this turn
Smacky-Choppy	1	Double Whack stat for this turn
Smarmy Bastard	1	Double Luck stat for this turn
Bigger Than Them	1	Double Guts stat for this turn
Loopy Time	1	Player may take another turn at the end of the Resolution Phase
Distract	2	Avoid 1 battle
Whoosh!	2	Ignore terrain restrictions this turn or pass a passage Hazard.
Lookout!	2	Look at next card in any deck or pass a Trap Hazard
Filch	1	Take 1 Equipment or Artifact card from another player

Hero Deck

There is only one of each hero card

MU Muscle
WH Whack

MG Magic
GU Guts
SN Sneak
LK Luck
HT Hits

Hero	MU	WH	MG	GU	SN	LK	HT	Abilities
Warrior	3	3	1	3	2	3	5	+1 to Whack in Battles, Does 2 Hits damage if using a weapon
Wizard	1	2	4	3	3	3	4	May draw 1 spell card if you have none at the start of your turn. Begin the game with a spell

Hero	MU	WH	MG	GU	SN	LK	HT	Abilities
Thief	2	3	1	2	4	3	5	May steal 1 item or artifact from another player in the same space during the Resolution Phase.
	-	-	-	-	-	-	-	Must roll less than Sneak to do so.
Bishop	2	3	3	3	2	2	5	May miss their turn to heal 1 Hit. Begin the Game with 1 spell
Minstrel	2	2	2	3	3	4	4	May avoid a Battle by rolling less than their luck.
	-	-	-	-	-	-	-	May have 3 Henchman.
Archer	1	4	1	3	1	2	5	Start the game with a bow. In Battle, may roll 2 dice, taking the highest one, when using a bow
	-	-	-	-	-	-	-	+1 to move rolls. +1 to Battle rolls in Plains
Centaur	3	3	2	3	2	2	5	+1 to Battle rolls when using Guts. +1 to Territory rolls in Snow. Snow has a Move value of 1 for
Barbarian	4	3	1	3	1	2	6	Barbarian
	-	-	-	-	-	-	-	+2 to Battle rolls when using Muscle.
Nice Troll	5	3	1	3	1	1	6	+1 to Battle rolls when using Sneak. +1 to Territory rolls in Mountains. Mountains have a Move value of 1
Goblin Sneak	1	2	3	1	4	4	5	for Goblin Sneak
	-	-	-	-	-	-	-	+1 to Battle rolls when using Magic. +1 to Territory rolls in Forest. Forests have a Move value of 1
Faerie	2	2	4	2	3	3	4	for Faerie. Begin the game with 1 spell
	-	-	-	-	-	-	-	Must be beaten in Battle by at least 2, otherwise it counts as a draw
Sir Knight	4	3	1	3	2	2	5	May have 3 Henchmen. Gains +1 to battle rolls for each henchman they possess
	-	-	-	-	-	-	-	+1 to battle rolls when using Luck. May modify any 1 roll they make by 1 up or down, once per turn.
Happy Warlord	3	3	1	4	1	3	5	May reroll territory rolls.
Jester	1	3	3	2	3	4	4	Start the game with a sword. In Battle, may roll 2 dice, taking the highest one, when using a sword
	-	-	-	-	-	-	-	May add 1 to any stat once per turn until the end of turn if he rolls less than his Magic stat. Begin the game with 1 spell.
Uber Amazon	3	4	1	3	1	3	5	May roll 2 dice in battle, choosing the highest. May not use weapons
Swordmeister	3	4	1	2	2	3	5	May discard (KILL) a henchman to restore Hits to full. Begin the game with 1 spell
	-	-	-	-	-	-	-	May use 2 weapons in a Battle. Is not affected by the monster ability.
Witchdoctor	1	1	4	3	3	3	5	
	-	-	-	-	-	-	-	
	-	-	-	-	-	-	-	
Werechicken	4	3	1	4	1	2	5	
	-	-	-	-	-	-	-	
Wampire	3	3	3	2	3	1	5	
	-	-	-	-	-	-	-	
Gladiator	3	4	1	3	2	2	5	
	-	-	-	-	-	-	-	

Villain Deck

There is only 1 of each villain Card

Villain	MU	WH	MG	GU	SN	LK	HT	Abilities
Axeface Mousepuncher, Berserker	6	4	2	6	4	3	2	-
Izzy Zap, Sorcerer	2	4	6	4	5	4	1	Spellcaster
Ken the Necromancer	2	3	6	5	6	4	1	Spellcaster
Donk, Troll Bashinator	7	4	3	6	5	5	3	Discard 1 armour due to severe denting
	-	-	-	-	-	-	-	
Snikkit, Goblin Backstabba	3	4	4	3	6	6	1	-
Hortenz von Pratt	5	5	3	4	4	4	2	-
Wiggles, Bunny of Doom	5	4	6	3	6	3	1	Roll a dice when killed. On a 4-6,

Villain	MU	WH	MG	GU	SN	LK	HT	Abilities
	-	-	-	-	-	-	-	Wiggles explodes, causing 2 Hits damage.
Schnookums, the Dragon King	8	3	7	6	5	3	3	Spellcaster, Deadly
Big Dennis, Giant Chieftain	8	3	2	6	3	3	2	Deadly
Colin the Corpse Knight	7	5	3	7	6	3	2	-
Mr Slappy	3	3	5	5	5	4	2	Cannot use items against Mr Slappy
Nor'tee Baz-taard, Demon Lord	6	5	7	4	7	4	2	Spellcaster
Pietro, Evil Lord of the Dance	4	5	3	5	6	3	1	Annoying: -1 to hero's Battle roll
Alfie Stabbenmeir, Assassin	4	6	3	3	6	3	2	Roll a dice. Take 1 hit damage before the battle on a 5-6
Count Wally, Wampire Lord	5	5	5	5	6	5	2	Wegenerate: roll a dice each time he takes damage. on a 5-6 it heals instantly

Quest Deck

One of each card.

W'heel Barrow The Bowling Caves King Boris' Tomb

City of the Lost Wallet Monkey Castle Castle of Sharp

Objects Bob's Den The Tapioca Tower Palace of Puns
Sparkley Spire The Ruins of Creepy Stuff Crypt of
Crawlies

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Kid Stuff

Introduction

Don't know what to do next with the kids? Grab your Kideck (Kid- Deck) draw a card & get on with it. . . The list below is specific (in no particular order) to my house-hold. You will have to customize the deck to suit your own situation. Show the cards to your kids and read them together.

Card List

- Magnets
- Lite-Brite
- Kung-Fu Practice
- Darts
- Cooking
- Magna-Doodle
- Chalk Drawing
- Matching Game
- Electronic Books
- Sword Fighting
- Musical Instruments
- Frisbee
- Yo-Yos
- Wooden Train Set
- K-Nex
- Spaceship Toys
- Superheroes
- Legos
- Painting
- Drawing
- 20 Questions
- Baseball
- Marbles
- Hot Wheels Cars
- Watch Movie
- Thumb Wrestling
- Take a Walk
- Plastic Army Men
- Nak-Naks
- Lincoln Logs
- Internet Kid Site
- Play Dough
- Reading
- Playing Cards (Casino)
- Fantasy Miniatures
- Monopoly (Variants)
- Jigsaw Puzzle
- Chess
- Gameboy
- Catch
- Leapster
- Eyetoy
- Play Station
- Local Park
- PC Video Game
- Hockey
- Pirates
- Dinosaurs
- Coloring Books
- Action Figures
- Slaps
- Fishing
- Build Fort
- Sock-bombs
- Dress Up
- Bubbles
- Sticker Books
- Building Blocks
- Board Games
- Simon Says
- Bike Riding
- Sing Songs
- RC Models





Kill Gwen Stacy

Introduction

Card game for 2-4+ players. Gwen Stacy was Peter Parker's true love. In order to jack up the sales of their funny books Marvel decided it was a good idea to kill her off.

Sales did go up, as did fan outrage. Now heres a chance to redo comic book history but with a twist.

Note: This is not an original work; this is a reworking of the Warpspawn game "Kill Rasputin".

Disclaimer

Marvel Comics and its characters, as well as DC comics and it characters are a copyrighted, licensed property. This is merely a fan site.

Winning

Be the first player to kill Gwen.

The Deck

Players share a Common Deck. There are 5 card Types:

- Method
- Conspiracy
- Location
- Save
- Fate

Setup

Shuffle the Deck. The Deck is kept face down. Each player is dealt a hand of 5 cards.

The player who reads the most Spider-man comics goes first.

Turn Sequence

Players take turns. Each turn has 6 phases:

- Fate Phase
- Meld Phase
- Foil Phase
- Kill Phase
- Event Phase
- End Phase

Fate Phase

Draw 1 card from the deck and put it in your hand. If the deck runs out, shuffle the discard and draw from it.

Meld Phase

If you have 2 or more of the same card in your hand you may make a Meld. Place the Meld cards face-up in front of you. For Example 2 Poison cards would be a Meld or 3 Palace cards would be a Meld.

You can only have 1 Meld of Method type cards in play. You can only have 1 Meld of Conspiracy type cards in play. You can only have 1 Meld of Location type cards in play.

If you later gain another card of a Meld you have in play, you may Add it to the Meld in this Phase.

Foil Phase

Other players may play Foil cards from their hands. A Foil card is a card that matches a card in one of your Melds. The Foil card and the matching Meld are discarded.

Any opponent may play (discard) a Save card. A Save card causes the target indicated Meld to be discarded. The Active player may play (discard) the Fate card to negate a Foil or Save card.

Kill Phase

If you have 3 Melds in play (1 each for Method, Conspiracy, and Location) you may Roll 3 six-sided dice (This is called the Assassination Attempt). If all 3 rolls are different numbers, you have killed Gwen Stacy and win the game. If 2 of the numbers match, you must discard 1 of your Melds of your choice.

If all 3 numbers match, you must discard all of your Melds.

Event Phase

Roll 1D6 if you did not play any cards in Meld Phase.

1D6	Result:	Notes:
1	Henchman captured	Look at target Opponent's hand (roll on superhero table!)
2	Clones	Trade Hands with Target Opponent
3	Spiderman attacks	Target Opponent must discard 1 Random card
4	Evil Plans	Draw 1 Card

1D6	Result:	Notes:
5	Superhero attacks	Steal 1 Random card from Opponent's Hand (roll on superhero table!)
6	Raid a rival	Look at top 5 cards of the deck

Superhero Table Roll 2D6, this is the superhero(s) involved.

2D6	Result
2	Fantastic 4
3	Thor
4	Avengers
5	X-men
6	Captain America
7	Hulk

2D6	Result
8	Superman
9	Batman (and Robin!)
10	Flash
11	Green Lantern
12	Wonder Woman

End Phase

Max hand size is 5 cards. Discard excess cards.

Common Deck Card Notation

M Method

C Conspiracy
L Location
S Save
F Fate
Copies of that card in the deck

Common Deck Card List

Card Name	#	Type	Note
Long fall, dropped. (SPLAT!)	4	M	
Killed in superhero combat. (Thud!)	4	M	
Killed by evil hero gadget. (Zap!)	4	M	
Killed by hi-tech weapon.(Skrrkk!)	4	M	
Green Goblin	4	C	
Electro	4	C	
Doc Ock	4	C	
Scorpion	4	C	
Secret Lab	4	L	
Cathedral	4	L	
Down Town	4	L	
Bridge over Hudson River	4	L	
Method Fails, she survives	1	S	Negate a Method Meld
Superhero saves her, for now	1	S	Negate a Conspiracy Meld, roll on Superhero table!
Wrong Location, she aint there.	1	S	Negate a Location Meld
Destiny	1	F	Gotcha!

The character Gwen Stacy was killed, cloned, brought back, redone, retconned, retouched, rewrote, and generally misused by Marvel for several decades. To some of the fans, and I'm one, all they've managed to do was ruin something we liked very much

and make comic books more like the Pulp Hero crime-fighters books they evolved from. Until the death of Gwen Stacy, the hero in the comics always rescued the damsel in distress. In one issue, 121, I think, he didn't. And comics were never the same again.





Kill Hitler

Introduction

Card game for 2-4+ players. 1940-45. Players represent various elements of the German Resistance trying to assassinate Hitler.

Winning

Be the first player to Assassinate Hitler. If Hitler is not killed after the players have gone through the deck twice then Hitler survives, the German Resistance is crushed, and all the players lose.

The Deck

Players share a Common Deck. There are 6 card Types: Method (Plot Card. Weapons used in an attempt) Conspirator (Plot Card. Key Personnel involved) Venue (Plot Card. Exact Building or Location the Fuhrer is currently in) Locale (Plot Card. City or Region the Fuhrer is currently in) Save (Events that Prevent an assassination) Action (Events with Special effects)

Dice

Six sided dice (D6) are needed.

Setup

Shuffle the Deck. The Deck is kept face down. Each player is dealt a hand of 5 cards. Roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Fate Phase
2. Plot Phase
3. Foil Phase
4. Kill Phase
5. End Phase

Common Deck Card List

Card Name:	Type	#	Notes:
Time Bomb	M	2	
Pistol	M	1	
Poison Gas	M	1	

Fate Phase

Draw 1 card from the deck and put it in your hand. If the deck runs out, shuffle the discard and draw from it.

Plot Phase

You may put 1 or more Plot cards into play. Place these face up in front of you. A Complete Plot consists of 1 of each of the 4 different types of Plot Cards: Method, Conspirator, Venue, Locale.

You may have a maximum of 1 of each type of Plot card in play.

Foil Phase

Any opponent may play (discard) 1 or more Save cards. A Save card causes the target indicated Plot card to be discarded. You may immediately play a Plot card from your hand to replace the card eliminated by the Save Card.

Kill Phase

If you have Complete Plot in play, roll 1 die for each of the 4 Plot cards. (This is called the Assassination Attempt). For each odd number you roll, discard 1 Plot card.

If all the rolls are even, the Attempt is a success, you have killed Hitler, and you win the game.

End Phase

Max hand size is 7 cards. Discard excess cards.

Common Deck Card Notation

- M** Method (Plot)
- C** Conspirator (Plot)
- V** Venue (Plot)
- L** Locale (Plot)
- S** Save
- A** Action
- #** Copies of Card in the Deck

Card Name:	Type	#	Notes:
Sub-Machine Gun	M	1	
Brandy Bottle Bomb	M	1	
Briefcase Bomb	M	1	
Sniper Rifle	M	1	
Ambush	M	1	
Fatal Accident	M	1	
Overcoat Bomb	M	1	
Plastic Explosives	M	1	
General	C	1	
Resistance	C	1	
Intelligence Officer	C	1	
Staff Officer	C	1	
Minister	C	1	
Cavalry Captain	C	1	
Infantry Captain	C	1	
Count	C	1	
Colonel	C	1	
Coup	C	1	
Operation	C	1	
Field Marshall	C	1	
Villa	V	1	
Conference Room	V	1	
Reviewing Stand	V	1	
Headquarters	V	1	
Mess Hall	V	1	
Motorcade	V	1	
Plane for Berlin	V	1	
Visit Fortifications	V	1	
Military Parade	V	1	
Private Meeting	V	1	
Wolf's Den Bunker	V	1	
Podium	V	1	
Munich	L	1	
Berlin	L	2	
The Berghof	L	2	
Rastenburg	L	2	
Paris	L	2	
Siegfried Line	L	1	
Poltava	L	1	
Smolensk	L	1	
Air Raid	S	1	Venue
Bodyguards	S	1	Venue
SS Guards	S	1	Venue
Missed Appointment	S	1	Venue
Himmler Absent	S	1	Locale
Goering Absent	S	1	Locale
Abrupt Cancellation	S	1	Locale
Change Travel Plans	S	1	Locale
Arrests	S	1	Conspirator
Interrogations	S	1	Conspirator
Gestapo	S	1	Conspirator
Firing Squad	S	1	Conspirator
Malfunction	S	1	Method

Card Name:	Type	#	Notes:
Wounded	S	1	Method
Heavy Oak Table	S	1	Method
Hesitation	S	1	Method
Conspiracy	A	2	Draw 2 Cards
Double Cross	A	2	Steal 1 Random Card from Opponent
Access to Fuhrer	LV	1	Use as Locale or Venue
Suicide Mission	MC	1	Use as Method or Conspirator

Links

Assassination Attempts Killing Hitler





Kill Rasputin

Introduction

Card game for 2-4+ players.

Winning

Be the first player to kill Rasputin.

The Deck

Players share a Common Deck. There are 5 card Types: Method Conspiracy Location Save Fate

Card Set Available

[Click Here Thanks Ron!](#)

Setup

Shuffle the Deck. The Deck is kept face down. Each player is dealt a hand of 5 cards.

The player most closely related to Russian Nobility goes first.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Fate Phase
2. Meld Phase
3. Foil Phase
4. Kill Phase
5. Event Phase
6. End Phase

Fate Phase

Draw 1 card from the deck and put it in your hand. If the deck runs out, shuffle the discard and draw from it.

Meld Phase

If you have 2 or more of the same card in your hand you may make a Meld. Place the Meld cards face-up in front of you. For Example 2 Poison cards would be a Meld or 3 Palace cards would be a Meld.

You can only have 1 Meld of Method type cards in play. You can only have 1 Meld of Conspiracy type cards in play. You can only have 1 Meld of Location type cards in play.

If you later gain another card of a Meld you have in play, you may Add it to the Meld in this Phase.

Foil Phase

Any opponent may play (discard) a Save card. A Save card causes the target indicated Meld to be discarded. The Active player may play (discard) the Fate card to negate a Save card.

Any opponent may play (discard) a card that matches one of your Melds. If they do so, they may put those meld cards into their hand.

Kill Phase

If you have 3 Melds in play (1 each for Method, Conspiracy, and Location) you may Roll 3 six-sided dice (This is called the Assassination Attempt). If all 3 rolls are different numbers, you have killed Rasputin and win the game. If 2 of the numbers match, you must discard 1 of your Melds of your choice.

If all 3 numbers match, you must discard all of your Melds.

Event Phase

Roll 1D6 if you did not play any cards in Meld Phase.

1D6	Result:	Notes:
1	Spies	Look at target Opponent's hand
2	Revolution	Trade Hands with Target Opponent
3	Sabotage	Target Opponent must discard 1 Random card
4	Plot	Draw 1 Card
5	Betrayal	Steal 1 Random card from Opponent's Hand
6	Prophecy	Look at top 5 cards of the deck

End Phase

Max hand size is 5 cards. Discard excess cards.

Common Deck Card Notation

M Method

C Conspiracy

L Location

S Save

F Fate

Copies of that card in the deck

Common Deck Card List

Card Name	#	Type	Notes
Poison	4	M	
Club	4	M	
Revolver	4	M	
Knife	4	M	
Peasants	4	C	
Nobles	4	C	
British Officers	4	C	
Prostitutes	4	C	
Palace	4	L	
Church	4	L	
Village	4	L	
River	4	L	
Method Fails	1	S	Negate a Method Meld
Conspiracy Flounders	1	S	Negate a Conspiracy Meld
Wrong Location	1	S	Negate a Location Meld
Destiny	1	F	

Links

Wikipedia

VARIANT GAME SPOOF (Better than the Original)
Kill Gwen Stacy by Kap Cardset by Ron





Kilts & Claymores

Introduction

Board & card game for 2 players. Skirmish between two feuding Scottish Highland Clans. Abstract skirmish level combat.

Each figure represents a single man (unit).

Victory

You win if you kill 6 or more opposing units.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent men (units).

Clan Unit Type Table

#	Type	Hits
1	Chieftain	3
5	Champion	2
10	Clansman	1

Number of that type of man you start the game with.

Hits Number of Hits that type of unit has.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Fate Phase
2. Move Phase

3. Fight Phase

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. Instead of moving just one man in any direction, you have the option of moving up to 3 men forward the indicated number of spaces using a single move card.

Fight Phase

Play (discard) an Attack card to have a man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. Attacks do one Hit of damage to the target. Use Chits or coins to record damage.

A man reduced to zero Hits is killed and removed from the board. Your opponent may play Defense cards to negate your attack.

Card List Notation

M Movement

A Attack

D Defense

X Special Card

K as a Knight would move in Chess

C Champion or Chieftain only

L Clansman only

Copies of that card in the deck

Type Purpose of card

Card List

Card Name:	#	Range	Type	Notes
Black Dagger	1	1	A	
Sgian Dubh	1	1	A	
Dirk	2	1	A	

Card Name:	#	Range	Type	Notes
Claymore	2	1	A	C
Basket Hilt Claymore	1	1	A	C
Hand Axe	2	1	A	
Spear	2	1	A	
Club	1	1	A	L
Pole Axe	1	1	A	
Thrown Axe	2	2	A	
Thrown Rock	1	2	A	
Thrown Spear	2	3	A	
Sling	2	3	A	L
Keep Distance	1	-	D	
Dodge	1	-	D	
Parry	1	-	D	
Wooden Shield	1	-	D	
Buckler Shield	1	-	D	
Target Shield	1	-	D	
Heavy Wool Tartan	1	-	D	
Quilted Aketon	1	-	D	
Leather Jerkin	1	-	D	
Scale Armor Shirt	1	-	D	C
Run Crossways	4	K	M	
Highland Charge	4	4	M	
Quick Pace	4	3	M	
Maneuver	4	2	M	
Walk	4	1	M	
Mountainous Terrain	1	-	X	Negate Target Move
Disordered	1	-	X	Opponent must discard 2 cards
Undisciplined Rabble	1	-	X	Opponent must discard 2 cards
Insults	1	-	X	Opponent must discard 2 cards
Surprise	1	-	X	Draw 2 cards
Bagpipes	1	-	X	Draw 2 cards
Battle Cry	1	-	X	Draw 2 cards
Ferocious Fighters	1	-	X	Draw 2 cards
Prowess & Courage	1	-	X	Draw 2 cards
Lead by Example	1	-	X	Draw 2 cards





Kingdom Tech

Introduction

Board and Card game for 2-4+ players.

Game End

The game ends when players have gone through the deck 3 times. (2 times for a short game or 4 times for a long game) Alternatively, the Game ends when all the Land spaces on the Map are occupied.

Victory

When the game ends, the player with the most Tokens on the Board + Gold + Victory Points is the winner.

Gold

Use coins to represent Gold. Unowned coins are kept in a common pile. Each player has their own Stash of Gold Coins.

Tokens

Each player has a set of Clear Tokens of a unique color. Tokens are used to designate ownership of Counters.

Counters

Players share a common set of Counters. Counters represent Units on the Board such as Armies and Cities. Unowned Counters are kept in a common Bowl.

Each player has a set of counters that they have drawn but not played yet. This is called their Reserve.

Cards

Players share a Common Deck. Cards allow you to gain Gold, Draw and Play extra Counters, Move Counters, and Steal or Destroy enemy Counters. Each player maintains a hand of cards.

The Map

The Map is divided into spaces (irregular or regular squares or hexes). Each space contains 1 Terrain Type. There are 8 Terrain Types: Plains (Fields, Plateau) Yellow Forest (Woods, Jungle, Oasis) Green Mountains (Craggs, Peaks, Cliffs, Volcano) Grey Hills (Broken Lands) Brown Swamp (Marsh, Bog, Fen) Aquamarine Water (Sea, Rivers, Lakes) Blue Desert (Bad Lands) Orange Tundra (Frozen Wastes) White

Adjacency And Control Rules

Any 2 spaces that share a border are adjacent. If you have a Token on a Counter you own that Counter. A Counter may only have one Token on it.

Counters in adjacent spaces are adjacent. Whenever you place a Counter on the Board place one of your Tokens on top of it to indicate ownership. Counters may not Stack. Only 1 Counter per Space.

You Control (Own) any space Occupied with a Counter with One of your Tokens on it.

Placement Rules

Villages and Cities are collectively referred to as Settlements. Villages and Temples can be placed on all Terrains except Water. Cities can be placed on Plains and Hills.

Mines can be placed on Mountains, Deserts, and Hills. Castles can be placed on Mountains, Hills, Forests, and Plains. Armies, Caravans, and Priests are collectively referred to as Ground Units.

Ground Units cannot be played into or end their moves on Water Spaces. Ships must be played into Water Spaces and Remain in Water Spaces.

Setup

Put all the Counters in a Bowl. Have all the Gold available in a Pile. Shuffle the Deck.

Each player gets a set of Tokens of a unique color. Deal each player a hand of 5 cards. Players randomly determine who goes first.

Each player gets one Village Counter. Players take turns placing their Village Counters onto the Board (with one of your Tokens on it) You cannot place your starting Village within 3 spaces of an Opponent's village.

Turn Sequence

Players take turns. Turn order proceeds clockwise. Each Turn has 6 Phases:

1. Supply Phase
2. Draw Phase
3. Build Phase
4. Action Phase
5. Gold Phase
6. End Phase

Supply Phase

Draw 2 Counters from the Common Bowl. Add them to your Reserve.

Draw Phase

Draw 2 Cards from the top of the Deck. Add them to your Hand. If the Deck runs out, shuffle the discard and draw from it.

Keep track of how many times the Deck has run out for this Signals the Game End.

Build Phase

Play 1 Counter from your Reserve onto the Board. It must be placed in a Space adjacent to a Space you control. Place one of your Tokens onto the Counter you just placed.

Action Phase

You may play cards from your hand. These have a variety of effects depending on the exact card text. Place Played cards into a common Discard pile.

When a Card makes Gold, only you make Gold, not your Opponents. Destroyed Counters are placed back into the Bowl and the owning Player takes back his Token. When a card says to take Control of an oppo-

nent's counter, remove his Token and replace it with one of your own.

When moving a Unit, it may move to any adjacent space it can Normally occupy. When Moving Units they may not go out of contact with your other Counters. They must stay adjacent. When you Steal Gold (not make it) take it directly from the targeted Opponent's stash.

Gold Phase

You may use Gold for the following effects: Pay 2 Gold to draw one random Counter from the Pile. Pay 4 Gold to Put 1 Counter from your Reserve into Play. Pay 1 Gold to Discard 1 Counter from your Reserve and Draw another.

Pay 2 Gold to Draw 1 card from the Deck and add it to your Hand. Pay 3 Gold to gain 5 Victory Points

End Phase

Max Reserve Size is 5 Counters. Discard excess Counters. Max Hand Size is 5 Cards. Discard excess Cards.

Common Counter Mix List

#	Type	#	Type
100	Village	20	Caravan
20	City	20	Temple
20	Castle	20	Priest
20	Mine	40	Ship
20	Army		

Common Card Deck List

#	Card	Notes:
2	Battle	Destroy 1 Army Adjacent to one of your Armies
2	Gold Mines	Mines in Mountains make 3 Gold
2	Iron Mines	Mines in Hills make 2 Gold
2	Copper Mines	Mines make 1 Gold
2	Port of Call	Ships next to Opponent Settlements make 3 Gold
2	Merchants	Caravans next to Opponent Settlements make 3 Gold
2	Sea Battle	Destroy Ship Adjacent to one of your Ships
4	Raid	Armies adjacent to Opponent non-ship counters steal 1 Gold
2	Siege	Control 1 City or Castle adjacent to your Army
2	March	Move any number of Armies
4	Sail	Move any number of Ships
2	Safe Passage	Move 1 Ground Unit
2	Trawlers	Ships adjacent to Land Spaces make 2 Gold
4	Harvest	Villages in Plains make 1 Gold
2	Pilgrimage	Move any number of Priests
2	Trade Route	Move any number of Caravans
2	Convert	Control 1 Counter adjacent to a Priest or Temple

#	Card	Notes:
2	Indulgences	Temples and Priests make 1 Gold per adjacent Village
2	Tithes	Temples make 1 Gold per Castle you own
2	Taxes	Castles make 1 Gold per adjacent Village
2	Tariffs	Settlements adjacent to opponent counters make 1 Gold
2	Raze	Destroy Settlement adjacent to 1 of your Armies
2	Piracy	Ships adjacent to opponent counters Steal 1 Gold
2	Markets	Settlements make 1 Gold
2	Commerce	Ships and Caravans make 1 Gold
2	Fishing	Villages adjacent to Water make 1 Gold
2	Lumber	Villages in Forests make 2 Gold
2	Conquest	Control 1 non-ship Counter Adjacent to your Army or Castle
1	Disaster	Destroy 1 Target non-village Counter
2	Bazaars	Cities make 1 Gold per Caravan you own
2	Culture	Cities make 5 Victory Points
2	Religion	Temples make 5 Victory Points
2	Gems	Mines make 5 Victory Points
2	History	Castles make 5 Victory Points
2	Victory	Armies Steal 1 Victory Point
2	Trapping	Villages make 2 Gold per adjacent Tundra
2	Herding	Villages make 1 Gold per adjacent Hills
2	Salt Mining	Mines in Deserts make 1 Gold per City you own
2	Quarries	Villages in Mountains make 2 Gold





Kings Gambit

Introduction

Chess Variant.

Equipment

Standard Chessboard and pieces. Standard Deck of 52 playing cards.

Objective

Same as in regular chess: Capture your opponents King.

Turn Sequence

At the beginning of every turn both players play a hand of Draw Poker. The winner of the Poker hand gets to move one of their Chessmen. The loser does not get to move.





Kings Hand

Introduction

Card game.

Rules

Play like 5 card stud poker or Rummy.

The Suites

1	Knight (N)
2	Dragon (D)
3	King (K)
4	Castle (C)
5	Magic (M)
6	Army (A)
7	Princess (P)

The Deck

The deck has 52 cards. There are 13 suites each with 4 cards. Cards are not numbered.

1	Knight (N)
8	Treasure (T)
9	Knave(V)
10	Ship (S)
11	Sword (Z)
12	Steed (H)
13	Cross (X)

Combos

A combo will consist of two pairs. Possible combinations include:

Necromancers Army	MMAA
Excalibur	ZZMM
Royal Palace	KKCC
Dragons Lair	DDCC
Warrior Princess	PPZZ
Coronation	KKXX
Sorcerers Apprentice	VVMM
The Joust	NNHH
Holy Crusade	XXAA
Dragons Hoard	DDTT
Tax Collector	VVTT
The Royal Wedding	PPKK
Poisoned Dagger	VVZZ
The Enchantress	PPMM
Ship of Fools	VVSS
The Armada	SSAA

Necromancers Army	MMAA
The Dowry	PPTT
The Messenger	VVHH
The Royal Carriage	KKHH
Questing Beast	MMHH
The Green Knight	NNMM
The Paladin	NNXX
Dragon Ship	DDSS
Lancelot	NNNN
King Arthur	KKKK
Guenivere	PPPP
Merlin	MMMM
Camelot	CCCC
The Holy Grail	MMXX
Knights of the Round Table	NNCC
Wizards Tower	MMCC

Victory

The player with the most non-repeat combos in 7 hands is the winner.





Kings Men Backgammon

Introduction

Backgammon Variant. Wargaming Elements. Medieval Theme.

Victory

Destroy the opposing King.

The Board

Use a Regular Backgammon Board.

Dice

Six sided dice are used.

The Men

Pieces or Men are Unique. See the unit list. Use Miniatures or counters for Men.

Damage

Use counters to keep track of damage. Stack counters underneath a wounded unit.

Setup

Each player starts with 12 Men: 1 King, 2 Knights, and 9 other Men. You have 40 points to spend on the 9 other Men. Place 5 of your men on the last point of your Home Board.

Place 4 of your men on the second to last point of your Home Board. Place 3 of your men on the third to last point of your Home Board. Roll high on 1D6 to see who goes first.

Unit List

Unit Name	Cost	Hits	Attack	Special Ability:
King	*	5	2	None
Knight	(8)	4	3	Move Far
Archer	5	2	1	Shoot Twice
Powder Keg	3	1	5	Bomb
Crossbowman	5	2	2	Shoot
Yeoman	5	2	1	Shoot Far
Bowman	4	2	1	Shoot

Rules Of Play

(Rules that directly contradict regular Backgammon rules are in brackets) Players take turns. On your turn roll 2 dice. A player must use both numbers.

Units always move towards the opponent's home board by way of the outer boards as in Regular backgammon. (When a man reaches the end he does not bear off, instead he moves back into his own Home board (pieces continually circle the board)) (A Man can move using only one die roll not two (unless it has the 'Move Far' ability)) A Piece may land on a point containing one (or more) enemy units. (Units do not get sent to the Bar.) When a unit lands on a point with enemy units it does damage equal to its attack rating.

The defender distributes this damage to his units. Use counters to indicate damage. A unit with more damage counters than hits is destroyed (captured) A destroyed unit is removed from play.

Note that defenders do not inflict damage. A Unit may move if it shares a point with enemy units. If a double is rolled, roll again and use all rolls this turn.

Special Abilities

Some units will have special abilities: Move Far: the unit may combine 2 dice rolls into a single move (not 2 moves) Shoot: instead of moving the unit with the die-roll, the unit shoots a missile that distance. The missile does damage equal to the unit's Attack rating. Shooting is always in the same direction as the unit moves.

Units that shoot do no damage when moving, only when shooting. Shoot Far: combine 2 dice roll into a single shooting attack. Shoot Twice: The unit may shoot twice per turn using two dice.

Bomb: the unit destroys itself when it attacks. Shoot Fast: The Unit can move & shoot in the same turn.

Unit Name	Cost	Hits	Attack	Special Ability:
Slinger	3	1	1	Shoot
Footman	2	1	1	None
Shieldman	5	4	1	None
Swordsman	5	3	2	None
Guard	3	2	1	None
Axeman	6	3	3	None
Berserker	4	1	3	None
Spearman	4	2	2	None
Pikeman	5	2	3	None
Catapult	5	1	2	Shoot Far
Horseman	5	2	2	Move Far
Lancer	6	3	2	Move Far
Scout	3	1	1	Move Far
Horse Archer	4	1	1	Shoot Fast
Rogue	3	1	2	None

Notes

Other special abilities (& units) possible: Move twice, Move Backwards, Shoot Backwards, Defender does damage, Attacker distributes damage, etc. Magic

using units & Spells possible.

Links

[Backgammon Rules](#)





Kings Of Hyboria

Introduction

Live and fight as a King of Hyboria!

The Map

Many Conan Novels have a Complete Map of Hyboria after the Table of contents. In this game each country is also referred to as a territory or region. You may want to divide large territories into two or more smaller regions.

Individual cities may also be counted as being their own region. Areas of Water may also be divided into lesser regions. Map of Hyboria

Unit Name	Move	Init.	Attack	Chits	Notes
Army	1	1	8	30	
Elite	1	2	6	20	
Hero	2	5	4	10	
Wizard	2	4	4	10	
Monster	2	3	5	5	Attack twice per Battle Phase
Ships	2	3	6	10	
King	2	5	4	1	
Fortifications	0	0	0	15	

Move Maximum number of regions unit can move in Move Phase

Initiative = Determines order of attack Attack = Minimum number that must be rolled to destroy a unit in Battle Chits = Number of counters in a set. A player can recruit no more.

Set Up

Thumb wrestle to determine turn order. Each player starts with 1 King and 1 Army in any region on the Map. Place 1 neutral army on every unoccupied territory.

Neutral armies do not move. A Neutral army must be destroyed to gain control of a territory.

Turn Sequence

Players take turns. Each turn has 7 Phases:

- Fate Phase
- Hero Phase
- Wizard Phase
- Recruit Phase
- Move Phase

Pieces

Use cardboard counters for pieces or as tokens. Each player needs a set of counters of a unique color. Each counter set must include the following 8 Unit Types: Army, Elite, Hero, Wizard, Monster, Ships, King, Fortification Generic (non-player specific) Counters are also needed to represent: Gold, Divinations, Storms, Curses, and Relics.

A set of Neutral Armies are needed.

Dice

Dice of several sizes are required.

Unit Types

There are only several unit types:

- Battle Phase
- Plunder Phase

Fate Phase

If a territory has Storm tokens on it, discard one. If a territory has Curse tokens on it, discard one.

Hero Phase

Each Hero rolls once on the Heroic Actions Table Max three rolls per region.

Wizard Phase

Each Wizard rolls once on the Wizard Magic Table. Max three rolls per region.

Recruit Phase

You control any region one of your units occupies and no enemy unit occupies. For each country you completely control, roll once on the corresponding Recruit Table. A Gold Token may be discarded to get an extra roll in a territory you control.

3 rolls max per region per turn. Regions with storm or curse tokens may not recruit.

Move Phase

There are no stacking limits. Your units may move into but not through spaces occupied by opponents. Units may not move into, out of or through a space with a storm token.

Only Ships may move in Water. Each Ship may carry one Army, Elite, Hero, or Wizard.

Battle Phase

If opposing units occupy the same region they will fight. A battle is divided into rounds. Rounds are further divided into Segments: Hero Battle Action Segment Wizard Battle Spell Segment Attack Segment

Hero Battle Action Segment

Each hero present may roll once on the Battle Action Table. The King for all purposes is considered a Hero.

Wizard Battle Spell Segment

Each Wizard present may roll once on the Battle Spell Table.

Attack Segment

Units from all sides may attack. The unit with the highest Initiative Rating may attack first and so on. Attacks by units with the same Initiative rating are simultaneous.

For each attack roll 1D10. If the roll is equal to or higher than the Attack Rating of the unit attacking, one casualty is inflicted. The defender chooses which of his units are destroyed.

Fortifications are lost first. After all surviving units have attacked, the round ends. One of the sides may chose to retreat to an adjacent territory they control or a new round starts.

Rounds continue until only one side occupies the region.

Plunder Phase

If the Defender is driven out or destroyed, the attacker gains 1 Gold. If your King is killed, one of your other Heroes becomes the new king. Except for the new King and the units stacked with it, all your other units are discarded, or if they are Armies, they become neutral.

Heroic Actions Table

1D20	Effect	Notes:
1	Training	Turn up to 2 fellow armies into elite units
2	Assassination	Kill Hero or Wizard in adjacent Territory
3	Forced March	Stack gains Move Rating +1
4	Recruit	Make an extra recruit roll in this Territory
5	Adventure	Kill Monster in adjacent Territory or Gain 1 Gold
6	Long Journey	Hero gets Move Rating +2
7	Foment Rebellion	Put Army in adjacent Territory
8	Convert	Gain control of adjacent unit
9	Raiding	Adjacent Territory may not recruit this turn
10	Fortify	Place Fortification Token in this space
11	Piracy/Banditry	Gain 1 Gold or steal one of opponents Gold Tokens
12	Battle Plan	Hero may make 1 extra roll on the Battle Action Table
13	Untimely End	Hero Killed
14-20	Carousing	Nothing

Wizard Magic Table

1D20	Effect	Notes:
1	Consumed by Demons	The Wizard is destroyed by his own Demons
2	Hunter Killer Demon	Kill Hero or Wizard in adjacent Territory
3	Forge/Discover Artifact	Wizard gets Relic Token
4	Great Curse	Put 1D6 Curse Tokens on adjacent Territory

1D20	Effect	Notes:
5	Bind Monster	Recruit 1 Monster Unit
6	Summon Greater Demon	Recruit 1 Hero Unit
7	Demon Horde	Recruit 1 Elite Unit
8	Plague	Destroy adjacent Army or Elite unit
9	Transmutation	Convert fellow unit into a Monster
10	Demonic Steeds	Stack gains Move Rating +2
11	Prophecy	Gain 1D3 Divination Tokens
12	Necromancy	Recruit 1 Army Unit
13	Mind Control	Gain control of adjacent unit
14	Magical Riches	Gain 1 Gold
15	Storms	Put Storm Token on adjacent Territory
16	Earthquake	Destroy adjacent Army or Fortifications
17	Sacrifice	Roll again and destroy a fellow unit
18	Insanity	The Wizard is destroyed
19	Frivolous Pursuits	Nothing
20	Ancient Lore	Pick one

Notes: Insanity and Consumed by Demons cannot be negated by Divination Tokens. Discard a Divination

Token to cause any Dieroll to be rerolled. A Wizard with a Relic Token may roll an extra time on this table.

Heroic Battle Actions Table

1D6	Effect	Notes:
1	Slay	Kill target unit
2	Ambush	All your units get +5 Initiative this round
3	Rally	Gain back one army or elite unit 'killed' this battle
4	Direct Forces	All your units get +1 Init & +1 to their attack rolls this round
5	Outflank	All enemy units get -1 to their attack rolls this round
6	Lead Charge	All your armies & elites get +2 to their attack rolls this round

Wizard Battle Spell Table

1D20	Effect	Notes:
1	Illusions	All your units get +5 Initiative this round
2	Terror	Opponent Must retreat immediately
3	Restoration	Gain back one unit 'killed' this battle
4	Weakness	All enemy units get -2 to their attack rolls this round
5	Strength	All your units get +1 to their attack rolls this round
6	Confusion	Cause one other dieroll to be rerolled this round
7	Death	Kill target unit
8	Possession	Gain control of target unit for this round
9	Summon Demon	Gain 1 Hero for this battle
10	Raise Dead	Gain 1 Army for this battle
11	Transmute	Gain 1 Monster for this battle
12	Immobilize	Target unit may not attack this turn.
13-20	Preparations	Nothing

Aquilonia Recruit Table

Recruit:	D12	Notes
Army	1	Bossonian Archers
Army	2	Gunderman Spearmen
Elite	3	Thandaran Rangers
Elite	4	Black Dragon Elite Troops
Elite	5	Black Legion Bodyguards
Hero	6	General

Recruit:	D12	Notes
Wizard	7	Priest of Mitra
Fortification	8	Outposts & Walled Cities
Gold	9	Rich Agriculture
Gold	10	Organized Trade & Currency
Nothing	11-12	Internal Disputes

Notes: Includes the Provinces of Gunderland, Poitan, Bossonian Marches, Westernmark, Tauran

Argos Recruit Table

Recruit:	D12	Notes
Army	1	Peltasts
Army	2	Marines
Elite	3	Hoplites
Elite	4	Phalanx
Hero	5	Warrior

Recruit:	D12	Notes
Wizard	6	Oracle
Ships	7-8	Triremes
Gold	9	Wine & Olives
Gold	10	Sea Trade
Nothing	11-12	Ghoul-haunted Forests

Asgard Recruit Table

Recruit:	D12	Notes
Army	1-3	Hunters
Elite	4-6	Blonde Haired Fighters
Hero	7	Berserker

Recruit:	D12	Notes
Wizard	8	Ice Witch
Nothing	9-12	Winter Wasteland

Baracha Islands Recruit Table

Recruit:	D12	Notes
Army	1-2	Pirates
Elite	3	Buccaneers
Hero	4	Pirate Captain
Wizard	5	Sea Hag

Recruit:	D12	Notes
Ships	6-8	Pirate Ships
Gold	9	Piracy
Nothing	10-12	Treacherous Waters

Notes: Also Lemuria

Black Kingdoms Recruit Table

Recruit:	D12	Notes
Army	1-4	Savages
Elite	5-6	Noble Savages
Hero	7	War Chief
Wizard	8	Witchman

Recruit:	D12	Notes
Ships	9	Corsairs
Gold	10	Slavery
Nothing	11-12	Jungle

Notes: Also the Land of no Return Including Suba, Atlata, Amazon, Kordafa, Wadai, Komara

Border Kingdom Recruit Table

Recruit:	D12	Notes
Army	1-2	Nemedian Tribes
Army	3-4	Virunian Tribes
Elite	5-6	Cimmerian Tribes

Recruit:	D12	Notes
Hero	7	Rogue Hero
Wizard	8	Warlock
Nothing	9-12	Bogs & Marshes

Brythunia Recruit Table

Recruit:	D12	Notes
Army	1-6	Levied Troops
Elite	7	Heavy Cavalry
Hero	8	Horseman

Recruit:	D12	Notes
Wizard	9	Elementalist
Gold	10	Slave Girls
Nothing	11-12	Open Plains

Cimmeria Recruit Table

Recruit:	D12	Notes
Army	1-3	Raiders
Elite	4-5	War Party
Hero	6-7	Barbarian

Recruit:	D12	Notes
Wizard	8	Shaman of Crom
Nothing	9-12	Mountains

Corinthia Recruit Table

Recruit:	D12	Notes
Army	1-3	City Watch
Elite	4	City Guard
Hero	5	Captain of the Guard
Wizard	6	Sorcerer

Recruit:	D12	Notes
Fortifications	7	City States
Gold	8	Road of Kings
Gold	9	Trade & Craftsmen
Nothing	10-12	Rugged & Mountainous

Darfar Recruit Table

Recruit:	D12	Notes
Army	1-5	Cannibals
Elite	6-7	Demon Worshipers
Hero	8	Chaos Warrior

Recruit:	D12	Notes
Wizard	9	Diabolist
Nothing	10-12	Primitive

Himelian Mountains Recruit Table

Recruit:	D12	Notes
Army	1-2	Monks
Elite	3-4	Afghulis Rebels
Hero	5	Leader

Recruit:	D12	Notes
Wizard	6	Black Seer
Nothing	7-12	Sheer Cliffs

Notes: also Talakma Mountains (Meru Peoples)

Hyperborea Recruit Table

Recruit:	D12	Notes
Army	1-3	Guards
Elite	4-5	Slave Raiders
Hero	6	Assassin
Wizard	7	White Hand Wizard

Recruit:	D12	Notes
Fortification	8	Ancient Stone Keeps
Gold	9	Slavery
Nothing	10-12	Cold Tundra

Hyrkania Recruit Table

Recruit:	D12	Notes
Army	1-4	Kuagir Nomads
Elite	5-6	Horse Warriors
Hero	7	Khan
Wizard	8	Priest of Erlik the Yellow God of Death
Gold	9	Plunder
Nothing	10-12	Barren Steppes

Notes: Also the Great Desert & the Eastern Desert

Iranistan Recruit Table

Recruit:	D12	Notes
Army	1-4	Foot Soldiers
Elite	5-6	Camel Riders
Hero	7	Yezmite Assassin
Wizard	8	Son of Yezm Cultist

Recruit:	D12	Notes
Gold	9	Exotic Delicacies
Ship	10	Galleys
Nothing	11-12	Deserts

Notes: Also Kosala

Keshan Recruit Table

Recruit:	D12	Notes
Army	1-5	Lesser Caste
Elite	6	Servants of Bit-Yakin
Hero	7	Overlord

Recruit:	D12	Notes
Wizard	8	Priest of the Oracle
Nothing	9-12	Primitive

Khauran Recruit Table

Recruit:	D12	Notes
Army	1-4	Aboriginal Militia
Elite	5	Nobles
Hero	6	Steward

Recruit:	D12	Notes
Wizard	7	Red Crescent Witch
Gold	8	Prosperous Agriculture
Nothing	9-12	Small Country

Khoraja Recruit Table

Recruit:	D12	Notes
Army	1-4	Standing Army
Elite	5	Zaheemi Tribe
Hero	6	Guardian

Recruit:	D12	Notes
Wizard	7	Archmagi
Gold	8	Taxation of Caravans
Nothing	9-12	Small Country

Khitai Recruit Table

Recruit:	D12	Notes
Army	1-3	Archers
Ship	4	Junks
Elite	5-6	Giant Sabermen
Hero	7	Warrior Monk

Recruit:	D12	Notes
Wizard	8	Priest of Yag-Kosha
Gold	9	Exquisite Artisanhip
Fortification	10	Great Wall
Nothing	11-12	Isolationist

Koth Recruit Table

Recruit:	D12	Notes
Army	1-4	Infantry
Elite	5-6	Cavalry
Hero	7	Champion
Wizard	8	Priest of Ishtar

Recruit:	D12	Notes
Fortifications	9	Tunnels & Citadels
Gold	10	Central Location
Nothing	11-12	Active Volcanoes

Kozaki Recruit Table

Recruit:	D12	Notes
Army	1-4	Rogue Horsemen
Elite	5-6	Raider Band
Hero	7	Hetman

Recruit:	D12	Notes
Ships	8	Pirates of the Vilayet Sea
Nothing	9-12	Turanian Steppes Outlaws

Kambuja Recruit Table

Recruit:	D12	Notes
Army	1-4	Spearmen
Elite	5-6	Armored Warriors
Hero	7	Sword Master
Wizard	8	Spirit Master

Recruit:	D12	Notes
Gold	9	Silks & Precious Metals
Ship	10	Junks
Nothing	11-12	Internal Warfare

Notes: Also Uttara Kuru

Kush Recruit Table

Recruit:	D12	Notes
Army	1-4	Regiments
Elite	5-6	Black Spearmen
Hero	7	Commander
Wizard	8	Witchfinder

Recruit:	D12	Notes
Ships	9	Corsairs
Gold	10	Craftsmen & Trademen
Nothing	11-12	Dry Grasslands

Nemedia Recruit Table

Recruit:	D12	Notes
Army	1-4	Feudal Troops
Elite	5-6	Free Companies
Hero	7	Adventurer
Wizard	8	Scholar

Recruit:	D12	Notes
Gold	9	Great Kingdom
Gold	10	Treasure Houses
Nothing	11-12	Harsh Laws

Ophir Recruit Table

Recruit:	D12	Notes
Army	1-3	Bows & Pikes
Elite	4-5	Shock Troops
Fortification	6	Strong Keeps
Hero	7	Myrmidon

Recruit:	D12	Notes
Wizard	8	Magician
Gold	9-10	Mines of Gold & Gemstones
Nothing	11-12	Many Wars

Pictland Recruit Table

Recruit:	D12	Notes
Army	1-3	Naked Warriors
Elite	4-6	Warband
Hero	7	Strong Leader
Wizard	8	Ligurean Mystic

Recruit:	D12	Notes
Ship	9	Marauders
Nothing	10-11	Untracked Wilderness
Nothing	12	Kill Strangers

Punt Recruit Table

Recruit:	D12	Notes
Army	1-3	Arms Bearers
Elite	4-5	Emperors Guard
Hero	6	Slayer

Recruit:	D12	Notes
Wizard	7	Fire Wizard
Gold	8-9	River Gold
Nothing	10-12	Deserts

Shem Recruit Table

Recruit:	D12	Notes
Army	1	Zuagir Nomads
Army	2	Bandits
Army	3	Dervishes
Elite	4	Desert Raiders
Elite	5	Asshuri Mercenary Cavalry

Recruit:	D12	Notes
Hero	6	Scourge
Wizard	7	Black Ring Cultist
Ship	8	Sea Robbers
Gold	9	Caravans
Nothing	10-12	Independent Areas

Stygia Recruit Table

Recruit:	D12	Notes
Army	1-3	Heavy Infantry
Elite	4-5	Scythed Chariots
Hero	6	Serpentine General
Wizard	7	Black Circle Wizard

Recruit:	D12	Notes
Wizard	8	Children of Set
Ships	9	Styx Barge
Gold	10	Gray Lotus
Nothing	11-12	Great Evil & Decadence

Turan Recruit Table

Recruit:	D12	Notes
Army	1-4	Soldiers
Elite	5-6	Imperial Guards
Hero	7	Zealot
Wizard	8	Alchemist

Recruit:	D12	Notes
Ships	9	Purpled Sailed Ships
Gold	10	Great Kingdom
Nothing	11-12	Internal Intrigues

Vanaheim Recruit Table

Recruit:	D12	Notes
Army	1-3	Hunters
Elite	4-5	Red Bearded Warriors
Hero	6	Pathfinder

Recruit:	D12	Notes
Wizard	7	Shaman of Ymir the Frost Giant
Gold	8	Slavers
Nothing	9-12	Tundra

Vendhya Recruit Table

Recruit:	D12	Notes
Army	1-4	War Host
Elite	5-6	War Elephants
Hero	7	Armsman
Wizard	8	Hermit of Jelai

Recruit:	D12	Notes
Gold	9	Good Agriculture
Ship	10	Skiffs
Nothing	11-12	Bureaucracy

Zamora Recruit Table

Recruit:	D12	Notes
Army	1-4	Cut-Throats
Elite	5-6	Fanatics
Hero	7	Rogue

Recruit:	D12	Notes
Wizard	8	Priests of Yezud
Gold	9	Crime & Vices
Nothing	10-12	Intrigue & Despotism

Zembabwei Recruit Table

Recruit:	D12	Notes
Army	1-5	Tribesmen
Elite	6-7	Veterans
Hero	8	Warlord

Recruit:	D12	Notes
Wizard	9	Priest of Dagon
Nothing	10-12	Primitive

Zingara Recruit Table

Recruit:	D12	Notes
Army	1-3	Soldiers
Elite	4-5	Swordsmen
Hero	6	Duelist
Wizard	7	Enchanter

Recruit:	D12	Notes
Ships	8-9	Freebooters
Gold	10	Sea Trade
Nothing	11-12	Feuds & Civil Wars

Great Heroes Of Hyboria

Name:	Notes:
Conan, The Barbarian	Cimmerian, Born on a Battlefield
Belit, Queen of the Black Coast	Shemite Princess
Kull the Conquerer	Emperor of the Pre-cataclysmic Age
Red Sonja	Hyrkanian Wanderer & Sell Sword
Tranicos	Greatest of the Barachan Sea Pirates
Valeria	Aquilonian Red Brotherhood Pirate

Counter Set Included

Thanks Zak! Click [here](#) for counter set. 24 counters: 3 sets of 8 each.

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Kings Of The Hittites

Introduction

Bidding Game for 3-6+ players. Theme: The Hittite Kingdom circa 1750 - 1180 BC.

Victory

The player with the most Victory Points (VP) at the end of the game wins. The Game ends at the end of the turn the 10th King card is played.

The Decks

Players share 2 common decks: The Power Deck
The Empire Deck

The Power Deck

These are the cards you bid with.

The Empire Deck

These are the cards you bid for.

Victory Points

Use Coins to keep track of Victory Points (VP).

The Kings Seal

This determines Bidding Order.

Setup

Each player is dealt 3 Power cards. Randomly give one player the Kings Seal. That player must discard 1 Power card.

Turn Sequence

Each turn has 5 Phases:

1. Gold Phase
2. Flip Phase
3. Bid Phase
4. Event Phase
5. King Phase

Gold Phase

Each player draws 1 Power card. If the Power deck ever runs out, shuffle the discard and draw from it.

Flip Phase

Flip over the Top card of the Empire Deck. Place it face up in the Middle of the Table. It is now a Treasure card.

Bid Phase

If the Empire card flipped over was a War or a King card there will be a Bid. There will also be a Bid if there are no more cards left in the deck. Starting with the Player to the left of the player with the Kings Seal and going clockwise, players bid 1 or more Power Cards. Each total bid must be higher in total Gold value than the last, or the player must pass.

When all players have passed but one, that player wins the Bid. The Winner gets all the Face up Treasure cards on the Table. He moves them in front of himself. They are now his Permanent Cards.

The Winner must discard all Power cards he used to win the Bid. All other players keep their power cards. The winner of a King Bid takes possession of the Kings Seal.

If the highest Bid for a War is less than 15 Gold no one wins the Bid. The Hittites lose the War and the player with the Kings Seal loses 1 City. The Treasure cards remain in play. If no one bids on a King Bid all Treasure cards are discarded. If a King or War card did not come up, and there are at least 3 Treasure cards in play, any player may declare a Rebellion. A Rebellion starts a Bid. The Player who called for the Rebellion must begin the bidding with a minimum bid of 10 Gold.

Military cards are worth +2 Gold in War Bids. Politics cards are worth +2 Gold in King Bids. Get +2 to your War Bids for each Vassal you control.

Event Phase

Discard a Rebellion card. Target opponent must discard 1 Military card or 1 Vassal card. Discard a Raid card. Target player must discard 1 Military card or 1 Economics Card or 1 City card. Discard 2 Economics cards to gain Control of 1 discarded City card.

Discard 2 Religion cards to take a Culture Treasure card and move it to your Permanents. Discard 2 Diplomacy cards to take a Vassal Treasure card and move it to your Permanents. Discard a Plague card to make all other players discard 1 Economics card or 1 City card.

Discard a Famine card to cause all Treasure cards (not Permanents) to be discarded.

King Phase

Gain 1 Victory Point if you have the Kings Seal.

End Phase

Max hand size is 7 Power cards. Discard excess cards. Max hand size is increased by 1 for each city you control.

End Of Age Scoring

The game is divided into 3 Periods: Old Kingdom, Middle Kingdom, New Kingdom. The Old Kingdom ends when the 4th King card is played. The Middle Kingdom ends when the 7th King card is played. The New Kingdom ends when the 10th King card is played.

Score as follows at the end of each period: Each War card is worth 50 Victory Points. The player with the most Kings gets 25 VP. Each City is worth 20 VP. Each Vassal is worth 10 VP. The player with the most Vassals gets 20 VP. Your first Culture card is worth 5 VP. Your second Culture card is worth 10 VP. Your third Culture card is worth 15 VP. Your fourth and Culture

card is worth 20 VP and so on. Each pair of Copper & Tin cards is worth 10 VP. At the beginning of Middle and New Kingdom all players discard all of their War, Copper & Tin cards.

Power Card List Notation

M Military

P Politics

D Diplomacy

R Religion

E Economics

X Disaster

Number of copies of that card in the deck

Power Deck Card List

Name:	#	Gold	Type:
Famine	2	1	X
Plague	2	1	X
Rebellion	2	1	X
Gasgas Raids	2	1	X
Agriculture	1	2	E
Pottery	1	3	E
Metal Working	1	4	E
Mines	1	5	E
Stonemasons	1	6	E
Livestock	1	7	E
Wheat	1	2	E
Trade Route	1	3	E
Tin Trade	1	4	E
Tribute	1	5	E
Chariots	1	7	M
Infantry	1	6	M
Spears	1	5	M
Bows & Arrows	1	4	M
Swords & Axes	1	3	M
Shields & Armor	1	2	M
Fortifications	1	2	M
Skirmishing	1	3	M
Armies	1	4	M
Punitive Campaign	1	5	M
Invasion	1	6	M
Conquests	1	7	M
Treaty	1	7	D
Contract	1	6	D
Marriage	1	5	D

Name:	#	Gold	Type:
Alliance	1	4	D
Formal Agreements	1	3	D
Claims	1	2	D
Arrangement	1	2	D
Promises	1	3	D
Reconciliation	1	4	D
Requests	1	5	D
Exile	1	2	P
Deposed	1	3	P
Usurper	1	4	P
Murder	1	5	P
Succession	1	6	P
Civil War	1	7	P
Quarrel	1	2	P
Court Intrigue	1	3	P
Appointment	1	4	P
Plots	1	5	P
Polytheism	1	7	R
Anatolian Pantheon	1	6	R
Temples	1	5	R
Storm God	1	4	R
State Cult	1	3	R
Mythology	1	2	R
Indo-European	1	7	R
Spring Festival	1	6	R
Sun Goddess	1	5	R
Sacred Springs	1	4	R
Huwasi Stones	1	3	R

Empire Card List Notation

K King

W War

C City

U Culture

V Vassal

B Bronze

Number of copies of that card in the deck

Empire Deck Card List

Name:	#	Type:
Copper	12	B
Tin	12	B
Labarna	1	K
Hattusili	1	K
Tudhaliya	1	K
Mursili	1	K
Suppiluliuma	1	K
Arnuwanda	1	K
Muwatalli	1	K
Ammuna	1	K
Zidanta	1	K
Hantili	1	K
Egyptians	1	W
Arzawans	1	W
Hurrians	1	W
Assyrians	1	W
Babylonians	1	W
Kaskians	1	W
Hattusas	1	C
Halpa	1	C
Carchemish	1	C
Ugarit	1	C
Kanesh	1	C
Adaniya	1	C
Tegarama	1	C
Nerik	1	C

Name:	#	Type:
Samuha	1	C
Gaziura	1	C
Millawanda	1	V
Ahhiyawa	1	V
Isuwa	1	V
Seha River Lands	1	V
Mira	1	V
Mitanni	1	V
Hapalla	1	V
Azz-Hayasa	1	V
Kizzuwadna	1	V
Urshu	1	V
Bronze Age	1	U
Art	1	U
Architecture	1	U
Administration	1	U
Laws	1	U
Monarchy	1	U
Citadels	1	U
Metallurgy	1	U
Sculpture	1	U
Literature	1	U
Cuneiform	1	U
Hieroglyphics	1	U
Scribes & Historians	1	U

Links

Wikipedia





Kit Carson

The KIT CARSON card game. Rev 10.23.04

Introduction

A strategic solo card game in the life & times of the legendary Kit Carson. A multi-player version of the game is described in appendix D.

Victory

I: Live long enough to own 25 beaver pelts.

II: or Play for high score (fewest turns to victory)

Pelts cached, traded, stolen, or lost do not count towards your victory total.

Components

- 1-standard deck of playing cards (frontier expansion deck), discard jokers
- 1-standard deck of playing cards (frontier adventure deck), keep 1 joker

#	Cat
1	Mountain-Men
2	Trappers, Prospectors, Soldiers
3	Guns, Powder, Ammo
4	Food & Water

Category 2 will be either all trappers, prospectors, or soldiers you can not mix them. Categories 1 through 6 have a maximum value of eight (8), excess points are discarded. When mountain-men drops below zero (0) you start over with a new character.

Turn Sheet

The turn sheet records weeks 1-52 and indicates the time of year.

Lives	Trappers	Horses	Mules	Guns	Food	Movement
-	5	5	-	5	5	-

War

Use the following chart to determine attack strength (number of dice to roll): Do not include injured horses or injured men when determining attack strength. If there are fewer horses than men then use the numbers in the chart below to prioritize who fights on horseback and who fights on-foot. Apply the multiplier to each man of each type:

- 1-roll of pennies (or tokens)
 - 6-nickles
 - 2-dimes
 - 1-pawn
 - 1-player sheet
 - 1-turn sheet
 - 2-standard 6-sided dice (preferably red & white)
- This game requires a large playing surface!

Player Sheets

The value of a box with no tokens is zero (0). Beaver pelts are recorded in the pelt box using assorted coins (dimes, nickels, pennies). Injured trappers, prospectors, soldiers, horses & mules are recorded with a 2nd token.

A 2nd token is often required to record distance travelled (distance=sum of both tokens) Otherwise all information on the player sheet is recorded using 1 token per category:

#	Cat
5	Horses
6	Mules (pack animals)
7,8	Distance Travelled

Setup

The frontier starts out with 1-row and 6-columns of expansion cards. Draw six (6) cards from the expansion deck and arrange them face-down as follows:

d d d d d d

Place your pawn above column one (1). Place a token on week 1 on the turn sheet. Record the following starting values on your player sheet:

#		HORSEBACK	ON-FOOT
1	SOLDIER	x3	x2
2	MOUNTAIN-MAN	x3	x3
3	TRAPPER	x2	x1
4	PROSPECTOR	x1	x1

Roll the attack dice, every one (1) rolled indicates your men killed one (1) enemy. Attacks are simultaneous... Roll the attack dice using one (1) die per enemy existing prior to your attack.

Every one (1) indicates that one of your horses or men was hit, roll a die for damage:

D6	Result
1	horse injured
2	mountain-man injured
3	trapper/pro prospector/soldier injured

If there are no men or horses left and you rolled a five (5), you are dead. Otherwise if you roll a category without a token reroll until you can apply damage. If the enemy had more men than you did and no one was killed add or advance a coin other than a penny to record +1 mountain men to maximum of eight (this extra mountain-man can not be used until after the battle is over).

If you wish to continue the fight: Reduce ammo by 1 (one) if you are not travelling with soldiers. Continue to fight, repeat the above steps.

Flee

If there are still enemies out there you can flee and move to the last expansion you occupied and draw another event card. Place coins on the top of the expansion card to represent the original number of enemies you encountered.

Recruit

Kit Carson's legend grows, mountain-men added during the battle are officially recorded.

Turn Sequence

Players take turns

1. Scout (Explore New Frontier)
2. Move (Blaze-Trail; Western Expansion)
3. Cache (Hide pelts)
4. Indians (Hostile Indian Territory)
5. Events (Soldiers, Trappers, Indians, Horse Thieves)
6. Trap (Beaver, Fox, Mink)
7. Hunt (Bison, Bear, Antelope, Elk, Deer)
8. Trade (Barter for food, mules, horses & guns)
9. Seasons (Advance the turn marker through spring, summer, fall, & winter)
1. SCOUT

Any card face-down and adjacent to the player's pawn is turned up. Draw two (2) expansion cards the 1st face-down, the 2nd face-up. Roll a red die for the 1st card and a white die for the 2nd card.

The value on each die determines the column number for each expansion card. Compare the # cards in the column rolled to the # of cards in the adjacent column(s). Place the new expansion card in the column rolled and adjacent to the last card in the column with the most cards (see Appendix A for an example).

2. MOVE

Each player starts each turn with 10 MOVES. Subtract 1 MOVE point for every injured trapper. Subtract 1 MOVE point for every trapper without a healthy horse.

D6	Result
4	horse killed
5	mountain-man killed
6	trapper/pro prospector/soldier killed

Expansion Card Movement Costs

The number of MOVES required to pass through an expansion card is equal to the value of the card itself (Aces=1, Face cards=10) multiplied by number(s) in the chart below: Use the highest compared value:

- If you own mules compare the FOOT column.
 - If you do not own horses compare the FOOT column.
 - If you own horses compare the HORSE column.
- LAND HORSES FOOT WINTER - DIAMONDS x1 x2 x2 (prairie) SPADES x1 x2 x1 (desert) CLUBS x5 x4 x2 (mountains) HEARTS x2 x3 x1 (rivers/lakes) If you are traveling with PROSPECTORS (supply wagons) multiply the result by 2. If it is WINTER multiply the result by the winter multiplier. If you have enough MOVES to pass through then you can advance to any adjacent card. If you advance to an adjacent card remove any tokens in the distance travelled box. You can continue moving from card to card as long as you have MOVES remaining. Otherwise use your player sheet to record how far you travelled into the expansion card.

Uncharted Territory (face-down)

If you move into an expansion card that is face-down you must use at least 1 MOVE, but you have the option of turning around and returning to the expansion card from which you just came. Although you will have to use the full number of MOVES again to pass back through that card.

Featured Expansion Cards (aces)

Aces in the expansion deck follow the rules above, but have additional characteristics: DIAMONDS Trading Post SPADES Taos (Kit's home town) CLUBS Fort Hall HEARTS Summer Rendezvous (just an ordinary card any other season)

Staying At Featured Expansion Card (aces)

If you are on an ace expansion card and did not move this turn you may:

Increase food by one (1) if it is below five (5).

Increase ammo by one (1) if it is below five (5). Recover from one (1) injury.

3. CACHE

You may hide (bury) your pelts for later retrieval. Pelts cached do not count toward your victory total, however, if you retrieve them they do. Place coins representing the number of pelts you wish to cache under the expansion card.

When you wish to retrieve your pelts roll: 1,2 Pelts are missing (stolen) 3-6 You find all your pelts intact.

4. INDIANS

If you move into hostile Indian territory (coins at the top of a land card): Roll 2 dice, if the total is less than or equal to the number of Indians then fight. See the

CARD	Descr
ACES	Hostile Indians
HEARTS	Friendly Indians
DIAMONDS	Horse Thieves
BLACK JACKS	Trappers (fur company)

Hostile Indians

Draw the next card in the deck. If it is an ace or face-card discard it and continue to draw until you get a number card. The number value on the card represents the number of Indians.

Fight (see WAR section).

Friendly Indians

See TRADE section.

#	Result
1	Horse thieves got away.
2,3	Retrieve your horses without incident (stealth).
4-6	Fight (see WAR section)

Trappers

Roll 1d6 this is the number of trappers encountered. You may join the new group and discard any trappers, prospectors or soldiers. Your current group of trappers (if you have any) may join the new group.

You may go out on your own.

Prospectors

Roll 1d6 this is the number of prospectors encountered. You may join the new group. You may go out on your own.

Soldiers

Roll 1d6 this is the number of soldiers encountered. You may join the new group. Your current group of soldiers (if you have any) may join the new group.

LAND	FALL/SPRING	SUMMER	WINTER	-
DIAMONDS	0	0	-2	(prairie)
SPADES	-4	-6	-4	(desert)
CLUBS	+1	+1	-3	(mountains)
HEARTS	+2	+2	-2	(rivers/lakes)

Roll the hunt dice, every one (1) indicates you found sufficient food & water this turn. Otherwise reduce your food/water by one (1).

If food/water is reduced below zero a trapper/pro prospector/soldier is injured.

If all trappers/prospectors/soldiers are already injured then a mountain man is injured.

If all of you men are already injured then a trap-

per/pro prospector/soldier is dead.

5. EVENT

Draw a card from the event deck, if you draw an ace or a face-card an event has occurred:

CARD	Descr
BLACK QUEENS	Prospectors (supply company)
BLACK KINGS	Soldiers (U.S. Army)
JOKER	Captain Shunan (French bully)

Horse Thieves

Roll 1d6 this is the number of horses stolen. Draw the next card in the deck. If it is an ace or face-card discard it and continue to draw until you get a number card.

The number value on the card represents the number of horse thieves. You may pursue the horse thieves:

You may go out on your own.

Captain Shunan

If you have mountain men one (1) becomes injured in fight with Captain Shunan. If you do not have mountain men one (1) of your trappers/prospectors/soldiers is injured. Increase your mountain man category by one (1).

Once used remove the Joker from play.

6. HUNT

If you are in Taos, at a fort, a trading trading post, meeting with friendly Indians or at the rendezvous in the summer you can skip the hunt phase. Otherwise the number of hunt dice equals the number of healthy men in your group. Modify the number of hunt dice using the chart below:

per/pro prospector/soldier is dead.

If all of your trappers/prospectors/soldiers are already dead then a mountain man is dead.

If all of your mountain men are already dead then Kit is dead, start with a new character.

7. TRAP

If you are on a HEART (river/lake) expansion card and did not move this turn you may trap. A beaver tail (a

penny tails-up) at the bottom of a HEART expansion card indicates that the area has been trapped before. Beaver population=(card value)-(beaver tails) Number of available pelts=(beaver population)-(number of trappers in your group) Roll 1d6 for every trapper.

One (1) indicates success, add a beaver tail to the card and a pelt to your player sheet. You may carry

1 pelt per trapper, 2 pelts per horse, and 4 pelts per mule. Excess pelts are discarded.

8. TRADE

You may trade pelts for horses, mules, guns and/or food. The following table shows how many of each type of item you can get per pelt.

	GUNS	FOOD	HORSES	MULES
RENDEZVOUS	3	3	3	3 (only active in the summer)
TRADING POST	2	2	2	2
SUPPLY COMPANY	2	2	1	1
FORT	2	0	1	0
TAOS	1	1	0	1
INDIANS (friendly)	0	1	1	0

9. SEASONS

Advance the turn token 1 square.

Appendix A

Example of frontier expansion: Assume you start your turn with the following land map:

uuuddd

. u

. d

You roll 5 on the red die (add a card face-down under the last card in column 5):

uuuddd

. u

. d

. d

You roll 4 on the white die Since column 5 has more cards than column 4... the card is placed face-up in

column 4 adjacent to the last card in column 5:

uuuddd

. u

. d

. ud

Appendix B

In these rules the word adjacent does not include diagonal.

Appendix C

Descriptions of expansion cards are provided for effect only (not required)

A Ace

J Jack

Q Queen

K King

Card	Descr
Ah	Blackfeet
2h	San Pedro
3h	Platte River
4h	Laramie River
5h	White River
6h	Wind River
7h	Green River
8h	Snake River
9h	Rio Grande
10h	Colorado
Jh	Mohave
Qh	Arapahoe
Kh	Cheyenne
Ad	Sioux
2d	Sacramento Valley
3d	Brown's Hole
4d	Bear River Valley
5d	New Park
6d	Big Timbers
7d	Pipestone

Card	Descr
Ac	Creek Indians
2c	Cascade Mountains
3c	Tejon Pass
4c	Sierra Madre Mountains
5c	Grand Tetons
6c	Sierra Nevada Mountains
7c	Fremont's Pass
8c	Yellowstone
9c	Big Horn Mountains
10c	Rocky Mountains
Jc	Bent & St. Vrain Supply Company
Qc	Arapahoe
Kc	General Kearney
As	Crow Indians
2s	Smoke Creek Desert
3s	Yuha Desert
4s	Painted Desert
5s	Trans-Pecos Desert
6s	Sonoran Desert
7s	Chihuahuan Desert

Card	Descr
8d	Black Hills
9d	Buffalo Grasslands
10d	Great Basin
Jd	Hudson Bay Company
Qd	American Fur Company
Kd	Northwest Fur Company

Appendix D Rule changes for the multiplayer version of the game

Victory

The first player to stay alive and retain 25 beaver pelts wins.

Components

- 1-extra frontier expansion deck for every additional 2 players.
- 1-pawn for each player
- 1-player sheet per person

Card	Descr
8s	Great Basin
9s	Sevier Desert
10s	Mohave Desert
Js	Supply Company
Qs	Pawnee
Ks	General John "Pathfinder" Fremont

Additional coins and tokens are required. A larger playing surface is required when using extra expansion decks.

Setup

Each player is assigned a player number (player #1, 2, etc.) Draw six (6) cards from the land deck and arrange them as follows:

1 2 3 4 5 6

d d d d d d

d Card Face Down

Each players pawn is placed above the column corresponding to their player number.





Knaves & Knights

Introduction

Fantasy Chess where dice determine moves and cards determine capture.

Object

Destroy, Capture, or Control all of your opponents Pawns.

Dice

Six sided dice are needed.

The Deck

Players share a common deck.

The Board

Use a standard 8 x 8 chessboard.

Pawns

Each Player begins play with a set of 16 Pawns. There are 8 types of pawns. A set has 2 of each type of pawn.

The 8 types of pawns include: Knave, Beauty, Royalty, Knight, Sorcerer, Monster, Army, and Castle. Use counters or figurines to represent pawns.

Setup

Place your pawns on your back 2 rows anyway you like. The two starting Castles must be placed in the corners. White goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases: Escape Phase Action Phase Draw Phase Move Phase

Escape Phase

Roll one six sided die for every one of your captured pawns. On a roll of 1 the pawn is freed and is no longer captured.

Card List

Card Name:	User:	Target & Effect:
Seduction	Beauty	Control Man
Betrayal	Beauty	Destroy Man

Action Phase

You may play cards during this phase. All cards played are discarded. Cards can only be used by the appropriate type of Pawn.

The target of a card must be orthogonally adjacent to the pawn using the card. Cards produce several types of effects: Destroy = The target is removed from play. Capture = The target cannot move or use cards.

Indicate capture by flipping over the pawn or laying it on its side, or marking it. Control = You take control of opponents pawn. Indicate new ownership by switching the pawn with one of yours of the same type.

Convert = One pawn type into another.

Spy Look at opponents hand.

Gain You gain an extra pawn of the indicated type. Place the new pawn next to the pawn that used the gain card. A new castle may not be placed next to another castle. Transport = Place the pawn using the card on any open space on the board.

Draw Phase

Draw 3 cards. Maximum hand size is 5 cards. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Move Phase

Roll one six sided die. The result is the number of Move Points you get for this phase. You may move a pawn one space at a cost of one move point.

Moves may be orthogonal or diagonal. You may move a single pawn multiple times in this phase. You may move more than one pawn in this phase.

Move Points cannot be saved from turn to turn. Castles may not move.

Man Pawns

For purposes of card targeting some pawns are considered to be Man pawns: Knights, Knaves, Royalty, and Sorcerers.

Card Name:	User:	Target & Effect:
Personal Favor	Beauty	Control Knight
Witch	Beauty	Convert self into Sorcerer
Don Armor	Beauty	Convert self into Knight
Fine Son	Beauty	Gain Knight
Fair Daughter	Beauty	Gain Beauty
Royal Birth	Beauty	Gain Royalty
Man Child	Beauty	Gain Man
Inspire Lust	Beauty	Control Man
Marriage	Beauty	Control Royalty
Sweet Singing	Beauty	Control Monster
Kiss	Beauty	Convert Monster into Man
Overhear Secrets	Beauty	Spy if next to opposing Royalty
Poison	Knave	Destroy Knight
Backstab	Knave	Destroy Man
Treachery	Knave	Destroy Man
Take up Arms	Knave	Convert self into Knight
Intrigue	Knave	Gain Knave
Cloak & Dagger	Knave	Spy if next to opposing Royalty
Mission	Knave	Transport
Kidnap	Knave	Capture Beauty
The Kings Ear	Knave	Control Royalty
Bribery	Knave	Control Army
Rabble Rouser	Knave	Destroy Army
Usurper	Knave	Convert self into Royalty
Rebels	Knave	Gain Army
Jealousy	Royalty	Capture Knave
Envy	Royalty	Capture Knave
Imprison	Royalty	Capture Knight or Knave
Raise Army	Royalty	Gain Army
Build Castle	Royalty	Gain Castle
Knighting	Royalty	Gain Knight
Gilded Cage	Royalty	Capture Man
Send to Nunnery	Royalty Capture Beauty	
Send Agents	Royalty	Spy if next to opposing Royalty
Birthright	Royalty	Control Castle
Paid Man	Royalty	Control Knave
Treaty	Royalty	Capture Royalty
Alliance	Royalty	Control Royalty
Land Grant	Royalty	Convert Knight into Royalty
Pure Heart	Knight	Destroy Sorcerer
Slay Dragon	Knight	Destroy Monster
Slay Serpent	Knight	Destroy Monster
Dragon Hunt	Knight	Destroy Monster
Duel	Knight	Destroy Knight
Trial by Combat	Knight	Destroy Knight
Joust	Knight	Destroy Knight
True Love	Knight	Control Beauty
Rescue	Knight	Pawn is no longer Captured
Free	Knight	Pawn is no longer Captured
Quest	Knight	Transport
Journey	Knight	Transport
Camaraderie	Knight	Control Man
Conquest	Army	Control Castle

Card Name:	User:	Target & Effect:
Raze	Army	Destroy Castle
Pillage	Army	Destroy Castle
Siege	Army	Capture Castle
March	Army	Transport
Encircle	Army	Destroy Army
Surprise Attack	Army	Destroy Army
Pitched Battle	Army	Destroy Army
Take Prisoners	Army	Capture Man or Beauty
Ransoms	Army	Capture Man or Beauty
Slaughter	Army	Destroy Man
Pressed into Service	Army	Capture Knave
Scouts	Army	Spy if next to opposing Army
Earthquake	Sorcerer	Destroy Castle
Plague	Sorcerer	Destroy Army
Wizards Portal	Sorcerer	Transport
Enchantment	Sorcerer	Control Man
Love Potion	Sorcerer	Control Beauty
Cursed Sleep	Sorcerer	Capture Beauty
Summoning	Sorcerer	Gain Monster
Transformation	Sorcerer	Convert any Pawn into Monster
Turn into Pigs	Sorcerer	Destroy Army
Army of Darkness	Sorcerer	Gain Army
Binding Ritual	Sorcerer	Control Monster
Mesmerize	Sorcerer	Control Army
Divination	Sorcerer	Spy if next to opposing Royalty
Turn into Frog	Sorcerer	Capture Man
Rampage	Monster	Destroy Castle
Ferocity	Monster	Destroy Army
Guard	Monster	Capture Beauty
Winged	Monster	Transport
Ravage Countryside	Monster	Capture Castle
Questing Beast	Monster	Capture Knight
Foolish Knight	Monster	Destroy Knight
Treasure Hoard	Monster	Control Monster
Hatchlings	Monster	Gain Monster
Death from Above	Monster	Destroy Army
Fire Breath	Monster	Destroy Knight
Lock in Tower	Monster	Capture Beauty

Four Player Game

Each player starts with his pawns in a 4 x 4 corner. Pawns cannot move until some space is cleared up units being destroyed. Or. . . Each player starts with 8 pawns (1 of each type) in a 3 x 3 corner.

Draw Phase Variants

In Draw Phase only: Draw 2 cards, or Draw 1 card, or Fill hand to 5 cards, or Draw cards = 1 + The number of Castles you control





Knd Missions

Introduction

KND Kids Next Door

Card game for 2+ players. Based on the cartoon series Kids Next Door

Disclaimer

Kids Next Door is a copyrighted, licensed, trademarked property. This is merely a fan site.

Victory

Be the first to accumulate 100 Mission Points.

The Decks

There are 2 Common Decks: The Mission Deck & The Kids Deck. The Kids deck contains 4 Card Types: Basic Agents, Allies, Events, and Tech Cards.

Mission Cards

Each Mission card has a point value (PV). This PV is a measure of both how difficult the Mission is to accomplish and How much the Mission is worth in determining Victory.

Basic Agents

These are the 5 main Characters of the show, Numbuh 1 to Numbuh 5.

Setup

Each player is dealt 4 cards. Flip over the top card of the Mission Deck: This is the first Mission. The goofiest looking player goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

- Draw Phase
- Action Phase
- Mission Phase
- Threat Phase

Draw Phase

Draw 2 cards from the Kids Deck & put them in your hand. Next Discard 1 card from your hand. If the Kids Deck ever runs out, shuffle the discard and draw from it.

Action Phase

You may play Event cards in this Phase.

Mission Phase

You may play cards from your hand to complete the current Mission. The cards played must have a total point value equal to or greater than the Point value of the Mission card. The cards played are referred to as the Mission Team.

A Mission Team can only have one copy of each of the 5 Basic Agents. (For example, the Team cannot have 2 copies of Numbuh 1) Note that a Team must contain at least one Basic Agent. Set the completed Mission aside in your Mission Accomplished Pile.

Discard all Mission Team cards at the end of the phase.

Threat Phase

If you completed a Mission this turn, flip the next card over in the Mission deck. This becomes the current Mission. If you completed a Mission this turn, draw a reward of 2 cards. Max hand size is 10 cards. Discard excess cards.

Card List Notation

PV Point Value

B Basic Agent (Operative)

T Tech

A Allies

E Event

APIIYH = and put it in your hand Weakness = The Mission Team gets +5 if this card is on the Team Full Team = A Mission Team containing all 5 Basic Agents

Kids Deck Card List

Card Name	Type	PV	Notes
#1 Numbuh One	B	5	
#1 Nigel Uno	B	5	
#1 Team Leader	B	4	All other Basic Agents get +2

Card Name	Type	PV	Notes
#1 Master Tactician	B	2	+1 for every card in your hand
#1 Elaborate Planner	B	3	+1 for every card in your hand
#1 Inspiring Speeches	B	3	All other Basic Agents get +2
#2 Numbah Two	B	4	
#2 Hoagie Gilligan	B	3	
#2 Genius Inventor	B	3	Tech cards get +2
#2 Expert Pilot	B	4	Vehicle card gets +3
#2 Skilled Detective	B	3	When played look at opponents Hand
#2 The Doofus	B	2	
#3 Numbah Three	B	3	
#3 Kuki Sanban	B	2	
#3 Enraged Outburst	B	3	+2 for every card you discard
#3 The Flirt	B	2	All other Basic Agents get +2
#3 Distraction Tactics	B	2	+1 for every card in your hand
#3 The Girlie One	B	1	All Allies get +2
#4 Numbah Four	B	4	
#4 Wallabe Beatles	B	4	
#4 Combat Specialist	B	3	+1 for every card in your hand
#4 The Tough Kid	B	3	+2 for every card you discard
#4 Over Zealous	B	2	
#4 Master of Disaster	B	2	
#5 Numbah Five	B	5	
#5 Abigail Lincoln	B	4	
#5 Attitude	B	4	
#5 The Cool One	B	4	
#5 Stealth	B	3	+1 for every card in your hand
#5 Team Spy	B	3	When played look at opponents Hand
Gumball Gun	T	2	Numbah Four gets +2
Rainbow Monkey Dolls	T	2	Numbah Three gets +4
Super Underwater Boat	T	3	Vehicle
Tapioca Jet Pack	T	3	Vehicle
Mustard Gun	T	3	
Cheese Grenade	T	4	
Snow Ball Gun	T	3	
Cool Spaceship	T	5	Vehicle
Weird Robot Thingy	T	4	Vehicle
Magnet Shoes	T	3	
Ninja Hamsters	A	2	
Replacement Hamster	A	4	All Basic Agents get +1
Lasso Lass	A	3	
Legendary #274	A	5	
Team Up with Foes	A	2	
The Tommy	A	4	+2 for every card you discard
Bumblin' #13	A	1	
KND Fanboy	A	1	+1 for every card in your hand
Mushi Sanban	A	3	
Numbah Zero	A	5	Numbah 1 gets +2
Tree House HQ	E	-	Draw 3 cards
Moon Base HQ	E	-	Draw 5 cards and discard 3
Shanghaied	E	-	Steal a Random Card from Opponents Hand
Mishap	E	-	Opponent must discard 3 random cards
Plot Twist	E	-	Discard Current Mission and draw new one
Nefarious Plot	E	-	All players must discard their hands

Card Name	Type	PV	Notes
Reinforcements	E	-	All players fill their hands up to 6 cards
Solo Mission	E	7	Play only if there is only 1 Agent on Team
Back-Up	E	-	Search Deck for Ally Card APIIYH
Distress Signal	E	-	Search Deck for Basic Agent Card APIIYH
2x4 Technology	E	-	Search Deck for Tech Card APIIYH

Mission Deck

PV	Name	Weakness
20	Delightful Children From Down the Lane	Full Team
15	Knightbrace: Enforcer of Oral Hygiene	-
25	Gramma Stufuum & Army of Living Food	Full Team
15	Villainous Ice Cream Men	-
25	Stickybeard and his Grizzled Crew of Candy Pirates	Numbah 5
20	Monster Turnip Moving Up the Food Chain	-
15	Numbah One's Secret Girlfriend	Numbah 1
15	Summer Camp Rescue Mission	Numbah 1
25	Mega Mom and Destructo Dad	-
20	Captured by Demented Zoo Lady	Full Team
15	Crazy Old Cat Lady & Eleventy Billion Cats	Numbah 4
15	Mr Wink & Mr Fibb Take Over the Public Pool	Numbah 1
15	Count Spankulot on the Rampage	-
20	Teenager Girls in Battle-Ready-Armor	Numbah 5
15	Tapioca Mystery	-
20	Experiment Gone Horribly Wrong	Numbah 2
20	Breakout on Bully Island	-
15	Decommission Fugitive KND Operative	Numbah 1
15	Defeat the Toilenator	-
15	Rainbow Monkey Sugar Coated Castle of Love	Numbah 3
15	Recover Stolen Candy	Numbah 5
25	Unstoppable Plan of the Sinister Father	Full Team
20	Security Detail for Class President on School Bus One	-
20	Compete in Annual Toobathon River Race	Numbah 2
20	Supernatural Dodge Ball Wizard	Numbah 4
25	Evil Cree Teen Gone Wild	Numbah 5

Links

Cartoon Network ??Wikipedia KNDpedia





Knight Hawks Skirmish

Introduction

Skirmish Game based on the Star Frontiers Space Combat system Knight Hawks.

Disclaimer

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Victory

Objectives are scenario dependent.

Factions

There are 2 main Factions:

1. UPF = United Planetary Federation (Alliance of 4 Races).

Ship List

Name:	Hits	SDP	Notes:
Fighter	1	1	Fighter
Assault Scout	2	2	Small
Frigate	3	3	Small
Destroyer	4	4	Medium
Light Cruiser	5	5	Medium
Heavy Cruiser	6	6	Large

SDP Scenario Design Points

Stacking Limits

There is no limit to the number of ships that may stack in the same space.

Formations

Some or all of your ships in a single space may be moved together using A single Move card.

Fighters

- Fighters have no star drives and require a base such as a Carrier or Space Station.
- All fighters have only one weapon system: Assault Rockets.
- To attack with assault rockets the fighter must be stacked with the Target enemy ship, then discard ANY attack card to make the attack.
- The fighter is then automatically returned to its base and cannot move or make another attack on its next turn.

2. Sathar Empire

Other Factions are Possible:

3. Mercenaries
4. Pirates
5. Home Defense Fleets

The Map

Use an 8 X 8 square grid (chess board)

The Deck

Players share a common deck.

Units

Use counters or miniatures to represent ships.

Name:	Hits	SDP	Notes:
Assault Carrier	7	5	Large
Battleship	8	8	Large
Dreadnaught	10	10	Huge
Space Station	12	7	Huge
Civilian Ships	1-6	0-2	Small - Large

- Assault rockets are considered to be of the explosive type.

Assault Scouts

Sathar do not have Assault Scouts. Small ships can make a max of 1 attack per turn. Assault scouts cannot use Cannon Attacks.

A favorite of explorers and adventurers.

Frigates

Small ships can make a max of 1 attack per turn. A favorite of Pirates.

Destroyers

Destroyers are a favorite of the Sathar. Medium ships can make a max of 2 attacks per turn.

Light Cruisers

Medium ships can make a max of 2 attacks per turn. Common in Home Defense Fleets.

Heavy Cruisers

Heavy cruisers are a favorite of the Sathar. Large Ships can make a max of 3 attacks per turn.

Battleships

Sathar do not have Battleships. Large Ships can make a max of 3 attacks per turn. Popular as Flag-ships for the UPF.

Assault Carriers

Assault Carriers can only make 1 attack per turn, and they Do not equip cannons. Each carrier can support up to 10 Fighters.

Dreadnaughts

Huge Ships can make a max of 4 attacks per turn. Very rare ship type.

Space Stations

This refers to military stations. Space stations do not move. Huge Ships can make a max of 4 attacks per turn.

A space station can repair 1 point of damage to 1 ship Stacked with it each turn in end phase. A space station can support up to 50 fighters.

Civilian Ships

These are included in some scenarios. They typically carry no weapons and have no defenses.

Scenario Design

Each side should have a fleet composed of an equal number of SDP (Scenario Design Points)

Scenario One: Sathar Sortie

UPF vs Sathar UPF Fleet:

- 2 Assault Scouts, 2 Frigates, 2 Light Cruisers, 1 Battleship 1 Carrier, 6 Fighters Sathar Fleet:
- 4 Destroyers, 2 Heavy Cruisers, 1 Carrier, 6 Fighters

Each Fleet is spread out evenly on opposite back rows of the board. Fighters are stacked with carriers. Sathar go first.

If a side loses all of its Large ships, it is defeated.

Setup

Shuffle the Deck. Each player is dealt 5 cards. Place ships according to scenario Scenario determines who goes first.

Card List

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Tactics Phase
2. Action Phase
3. End Phase

Tactics Phase

Draw 5 cards. If the deck runs out shuffle the discard and draw from it.

Action Phase

You may play cards from your hand. Use move cards to move a ship the indicated number of spaces. Each ship can move a max of once per turn.

The number on attack cards indicate range. Attacks and moves are orthogonal or diagonal. All attacks do 1 point of damage.

Use defense cards to negate a target attack. Played cards are discarded.

End Phase

Max hand size is 7 cards. Discard excess cards.

Damage

Each ship has a number of Hits. Use counters to keep track of Damage. If a ship has more damage on it than it has hits, it is destroyed.

Troop Attacks

The targeted ship comes under control of the attacker. The attacking ship must be the same current size (Hull Points) or larger.

Point Blank Range Rule

If enemy ships are in the same space, any attack card may be used to Attack them getting a range = 0 for that purpose.

Card List Notation

- A** Attack
- D** Defense
- M** Movement
- S** Special
- K** Like a Knight Chess
- #** copies of that card in the deck

Name:	#	Type	Range	Notes:
Maneuver	5	M	1	Move up to 3 ships
Vector	5	M	2	Move up to 3 ships
Deploy	4	M	3	Move up to 3 ships
Reposition	3	M	K	Move up to 3 ships
Full Burn	3	M	4	Move up to 3 ships
Fast	2	M	3	Up to 3 Fighters/Small Ships only
Laser Battery	4	A	1	Laser
Laser Cannon	2	A	2	Laser
Rocket Battery	2	A	3	Explosive
Torpedo	2	A	4	Explosive
Seeker Missile	2	A	K	Explosive
Mine	2	A	6	Explosive
Proton Battery	2	A	4	Beam
Electron Battery	2	A	3	Beam
Disruptor Cannon	2	A	5	Beam
Strafe	1	A	0	Explosive. Fighter Only
Hit and Run	1	A	1	Laser. Small Ship only. Also Move = 2
Stand Off	1	A	2	Explosive. Medium Ship only
Barrage	1	A	3	Beam. Large and Huge Ship only
Boarding Action	2	A	0	Troop
Space Troopers	2	A	0	Troop
Interceptor Missiles	2	D	-	Negate Explosive
Jamming	2	D	-	Negate Explosive
Reflective Hull	1	D	-	Negate Laser
Masking Screen	1	D	-	Negate Laser
Range Diffusion	1	D	-	Negate Laser
Proton Screen	1	D	-	Negate Beam
Electron Screen	1	D	-	Negate Beam
Stasis Screen	1	D	-	Negate Beam
Repulse	1	D	-	Negate Troop
Security	1	D	-	Negate Troop
Dodge	1	D	-	Negate attack on Fighter or Scout
Evasion	1	D	-	Negate attack on Small or Medium Ship
Armor Plating	1	D	-	Negate attack on Large or Huge Ship
Acceleration	1	S	-	Ship can move a second time this turn
Hull Breach	1	S	-	Explosive does 2 extra damage
Electrical Fire	1	S	-	Beam does 2 extra damage
Critical Hit	1	S	-	Laser does 1 extra damage
Broadsides	1	S	-	Battery does 1 extra damage
Heavy Weapon	1	S	-	Cannon or Torpedo does 2 extra Damage
Damage Control	1	S	-	Repair 1 damage in end phase
System Loss	1	S	-	Opponent discards 2 random cards
Strategy	1	S	-	Draw 2 cards
Intelligence	1	S	-	Look at opponents hand
Tactics	1	S	-	Search deck for card and put it in your hand
Ace Pilot	1	S	-	Use as Defense or Move = K for Fighter
Daring Captain	1	S	-	Non-Fighter may make extra Attack and Move

Terrain

- Asteroid Fields: Ships must stop upon entering asteroid fields. Any defense card can be used to negate any attack in an asteroid field. Asteroids occupy 1 or more spaces
- Nebulas: Any defense card can be used to negate any attack in a Nebula. Nebulas occupy 1 or more spaces
- Planets: Ships must stop upon entering Planetary

Orbits. Any defense card can be used to negate any attack on a ship in Orbit. Small planets and moons occupy a single space. Larger planets occupy a square block of 4 spaces.

Scenario Two: Pirate Attack

Pirates vs Home Defense Fleet. Pirate Fleet:

- 4 Assault Scouts and 4 Frigates Home Defense Fleet:
- 1 Destroyer, 2 Light Cruisers, and 1 Heavy Cruiser Terrain: Asteroids

Scenario Three: Defense Of Space Station Alpha

Mercenaries vs Alpha Station Mercenary Fleet:

- 2 Assault Scouts, 2 Frigates, 2 Destroyers, 1 Heavy Cruiser Alpha Station:
- Space Station, 2 Light Cruisers, 7 Fighters Terrain: Nebulas

Scenario Four: Alien Dreadnaught

Unknown Aliens vs UPF Alien Fleet:

- Dreadnaught, 6 Light Cruisers, 10 Troop Transports (2 Hits each) UPF Fleet:
- 1 Battleship, 2 Assault Carriers, 10 Fighters, 4 Destroyers, 2 Assault Scouts Terrain: Small World on UPF side. Treat Troop Transports like civilian Ships. If 6 or more transports make it to planetary Orbit the Aliens win.

Scenario Five: Convoy Escort

UPF Convoy vs Satahar Raiders Sathar Raider Fleet:

- 4 Frigates and 2 Destroyers UPF Convoy Fleet
- 4 Assault Scouts, 2 Light Cruisers, 10 Medium (2 Hit) Civilian Transports Scenario lasts 10 turns: If the Sathar destroy 6 or more Transports, they win.





Knights & Castles

Introduction

Card game for 2-6 players.

End Of The Game

The game ends when the last card is drawn from the deck.

Victory

Have the most gold in your treasury when the game ends.

Gold

Use change to represent gold. 1 cent = 1 gold.

The Deck

Players share a common deck of all the card types mixed together. The deck has one of each type of card in the card list except for certain Resource cards.

Card Types

There are 6 types of cards in the deck: Disaster cards Resource cards Advance cards Invasion cards Leader cards Event cards

Dice

Six sided dice (D6) are required to play.

Setup

Each player starts with a hand of seven cards. Players start with 0 gold. Determine turn order: Roll high on 1D6.

Turn Sequence

Players take turns. Each turn has 7 Phases:

1. Draw Phase
2. Tax Phase
3. Build Phase
4. Research Phase
5. Event Phase
6. Trade Phase
7. End Phase

Draw Phase

Draw 1 card. You may draw additional cards for 5 gold each.

Tax Phase

Gain gold from each of your resource cards that have a revenue value.

Build Phase

In this phase you may build (put into play) Resource and Leader cards. You do not have to build if you do not want to. You may put any village cards in your hand into play under your control.

Cards in play are placed face up on the table. Cards in play stay in play until they are destroyed by the action of another card. Other non-village resource cards have support requirements.

Towns, Mines, and Castles require 1 supporting village each. A village can only support one other resource card. 1 town can support 1 city.

A castle can support up to 2 Knights. A city can support up to 2 Ships, and one Leader. Any number of resource cards may be built as long as they are supported.

If a resource is ever unsupported in this phase it is immediately discarded unless its owner pays 1 gold.

Research Phase

Advances represent improvements in science and technology. Advance cards require no support. Advance cards cost 5 gold to put into play.

The player with the advance gets the benefit of the card for the rest of the game. If another player has an advance you want, pay 10 gold at any time to also gain the benefit of the advance for the rest of the game.

Event Phase

You may play one Event, Disaster, or Invasion card. Non-advance event cards are discarded at the end of the phase. You target yourself for good events.

Target one of your opponents for bad events. Most bad events such as disasters and invasions cause the target opponent to lose 1D6 Defense points (DP) worth of resource cards. Each resource card has 1 or more DPs.

The target player must discard resource cards in play with enough combined DPs to cover the loss. You may discard one of your Knight cards in play as an act of war: Treat the discarded knight card as an invasion card.

Trade Phase

Players may trade gold, cards, and favors.

End Phase

Max hand is 7 cards. Discard excess cards.

Resource Card List

Card Name:	#	Revenue	DP	Support:
Village	30	0	1	none
Town	9	1	2	village
Mine	6	2	1	village
Castle	9	0	3	village

number of that card in the deck.

Revenue = amount of gold this resource produces per turn in tax phase.

Card Name:	#	Revenue	DP	Support:
City	6	3	3	town
Knights	9	0	3	castle
Ships	6	1	3	city
Trade Route	4	4	1	ship

DP Defense Points

Support = Resource type required to support this card.

Leader Card List

Card Name:	Revenue	DP
Bishop	2	0
Prince	2	1
Duke	1	2

Card Name:	Revenue	DP
Artist	1	0
Inventor	1	1

Advance Card List

Card Name	Notes
Crop Rotation	In tax phase gain 1 gold per 2 villages you control
Cartography	Ships get Revenue +1
Printing Press	Draw 1 extra card per turn
Gun Powder	Knights and ships get +1 DP
Masonry	Castles and cities get +1 DP
Irrigation	Every 2 villages can support 3 resources
Scholastics	When drawing a card, draw 2 cards and discard one

Invasion Card List

Card Name: Mongols Vikings Saracens Moors Celts
All Invaders loot and pillage 1D6 worth of DP.

Disaster Card List

Card Name: Plague Pestilence Famine Epidemic
Volcanic Eruption All disasters cause a loss of 1D6 DP.

Event Cards

Card Name	Notes
Caravan	Gain 1D6 gold
Storm at Sea	Discard 1 Ships card
Untimely End	Discard 1 Leader card

Card Name	Notes
Crusades	Discard 1 Knights card
Mined Out	Discard 1 Mine card

Feedback

by Brian Peterson. The game is great, it beats the pants off of most of the games you'd have to pay \$20-\$30 for here in the U.S. It moves along quickly and plays very well. My 9-year old son at first really didn't want to play some "stupid paper game". Why heck that would require an imagination and some basic math/money skills. Once he started playing though he was absolutely hooked. It was fun to see. He helped come up with new rules and loved being the banker (handing out the gold and making change). He even plays solo on occasion now when I'm not around. Here

are a couple of game notes and variations we would like to make public. Frequently one player gets off to a good start and then totally dominates the game while his opponent plays only to postpone their inevitable doom. The other game note is that until you are able to generate revenue and get a few good resources (i.e. towns & cities) there is not much to do except hope & pray until you draw a good resource. In order to combat the above issues and spice up the game me and my son came up with a few K&C variations:

- If a player collects less revenue than his opponent during a turn then he is entitled to draw

one extra card. This actually produced an unexpected strategy element to the game. . . When do you build? Is it better to hold off building and draw an extra card or build and begin collecting the extra revenue? It also frequently makes for an entertaining cat & mouse style game and can be a nail-biter when you get close to the end.

- Do not allow players to purchase extra cards (once an opponent gets rich and starts buying up extra cards each turn it is nearly impossible to catch up).
- Knights are allowed to attack an opponent regardless of whether they have been played on the

game board or are still in your hand. No castle is required for them to attack, just to defend your kingdom. The purpose of this variation is to keep a player from twiddling their thumbs until they get a castle (which requires a town by-the-way). It makes the game slightly more combative and less defensive.

NOTE: The above variations are for a two-player game only.

Links

Cardset by Eric (Blackwatch) Wiki Discussion & Adds





Knights Templar

Introduction

Card game for 2-4 players. Each player is a faction of the Knights Templar. Players try to build the best Legacy for the Templars possible.

Game End

The game ends when one player has 5 or more Downfall cards, or When there are no more cards in the deck.

Victory

When the game ends the player with the most Victory points wins.

The Deck

Players share a common deck. The deck has 9 types of cards: Legacy, Allies, County, Treasures, Mission Power, Battles, Enemies, Downfall

Setup

To determine which Player is the First Grand Master: Each player draws 10 cards. The player with the most Mission cards becomes Grand Master. If there is a tie, the tied players draw again.

Players discard all cards and shuffle them into the deck.

Turn Sequence

- Each turn has 3 Phases:
1. Draw Phase
 2. Select Phase
 3. End Phase

Draw Phase

Flip over the top X cards of the deck. Have them be face-up in the middle of the table visible to all players. These are called the Fate cards.

X is determined by the number of players:

Players	X
2 or 3 or 6	7
4 or 8	9
5	6
7	8

Select Phase

The Grand Master selects (picks/chooses) one Fate card. He then selects another player to pick the next card and so on until all Players have selected a card. This is called a Round. If there are Fate cards remaining, a new round starts.

This continues until all Fate cards have been claimed. When a card is selected, it is immediately played. Each card type has its own special effect when played.

End Phase

Determine who the Grand Master is for next turn. Determine who gets the 1 VP for having the most County cards. Determine if the game has ended.

Legacy Cards

When you pick a Legacy card, put it face up in front of you. The player with the most Legacy cards at the end of the game gets 5 Victory points. If there is a tie, each tied player gets 3 VP.

County Cards

When you pick a County card, put it face up in front of you. The player with the most County cards in each End Phase gets 1 VP. If there is a tie, no one gets any VP.

Treasure Cards

When you pick a Treasure card, put it face up in front of you. At the end of the game, get 1 VP for each Treasure card you control.

Mission Cards

When you pick a Mission card, put it face up in front of you. The player with the most Mission cards becomes the Grand Master. If tied, the previous Grand Master retains his position.

Power Cards

When you pick a Power card, put it face up in front of you. The player with the most power cards must draw and play one card from the Deck at the end of Select phase. If there is a tie for power, all tied players will draw a card.

Enemy Cards

When you pick an Enemy card, discard it. Choose a card in play controlled by another player: That card is discarded.

Battle Cards

When you pick a Battle card, discard it. Choose a card in play controlled by another player: Steal it: Put it in play under your control.

Ally Cards

When you pick an Ally card, discard it. Draw 2 cards from the deck: Discard one and play the other.

Common Deck Card List

Type	Card Name:
L	Myth
L	Legend
L	Mysteries
L	Speculation
L	Secrecy
L	Templar Architecture
L	Enigmas
L	Innovations
L	Freemasonry
L	Temple of Solomon
A	Crusaders
A	Saint Bernard
A	King of France
A	The Pope
A	Teutonic Knights
A	King of Jerusalem
A	Richard the Lionheart
A	Peter the Hermit
A	Knights Hospitaller
A	Benefactor
C	County of Odessa
C	Kingdom of Jerusalem
C	Principality of Antioch
C	Outremer
C	County of Tripoli
C	Cyprus
C	Armenia
C	Crusader Kingdom
T	Skull of Sidon
T	Holy Grail
T	Ark of the Covenant
T	True Cross
T	Turnin Shroud

Downfall Cards

When you pick a Downfall card, put it face up in front of you. At the end of the game, get -1 VP (negative!) for each Downfall card you own. If any player has 5 Downfall cards, the game ends.

Common Deck Card List Notation

L Legacy
A Allies
C County
T Treasures
M Mission
P Power
B Battles
E Enemy
D Downfall

Type	Card Name:
M	Vows
M	Pious Soldiers
M	Humble Knights
P	Politics
P	International Banking
P	Diplomacy
P	Recognition & Confidence
P	Industry & Agriculture
P	Respected
P	Collect Taxes
P	Business Enterprises
P	Great Wealth
P	Influence
P	Military Professionalism
P	Elite Warriors
P	Knowledge
P	Papal Privileges
P	Crusader Castles
P	Fleets & Shipyards
B	Montgisard
B	Ascalon
B	Arsuf
B	Damietta
B	Hattin
B	Mansura
B	Siege
E	Turks
E	Arabs
E	Saracens
E	Infidels
E	Muslims
E	Saladin
E	Mamluks

Type	Card Name:
T	Lance of Longinus
T	Stone of Scone
M	Take the Cross
M	Oath of Allegiance
M	Discipline
M	Protect Pilgrims
M	Poverty
M	Chastity
M	Obedience
M	Bravery
M	Monastic Order
M	Fight Infidels
M	Brotherhood
M	Order of the Temple
M	Champions of Christianity

Type	Card Name:
E	Mongols
D	Scapegoats
D	Pride & Greed
D	Inquisition
D	Envy
D	Persecution
D	Arrests & Trials
D	Condemnation
D	Bloody Repression
D	Fall From Grace
D	Occultism
D	Accusations
D	Criticism
D	Blasphemy

Faq

Q) In the Select Phase, when every player has picked a card that concludes a Round. If there are any more cards to pick then that's another Round.

A) Yes

Q) After each Round do you then go on to the End Phase, or wait until all 7 cards have been picked?

A) Continue with further rounds (all within the select phase) until all cards are picked.

Q) There are more cards than players.

A) Yes, some players will get to pick more cards.

Q) Since 6/7 of the cards are beneficial isn't there an incredible advantage to whoever picks earlier because they'll get more cards?

A) Possibly. It also could make them more of a target for enemy and Battle cards. The Master would also have to keep picking Mission cards to maintain his position. Plus he is the most likely to have to pick a Downfall card.

Q) Am I understanding correctly that "strategy" in this game is as much kissing-up to the Grand Master, so he'll let you pick earlier, as figuring out what card(s) you want to pick?

A) I figure treachery and "Take That!" will also play a role in addition to but-kissing.

Links

Wikipedia





Koggen

Introduction

Board Game for 2-4+ players. From the 12th to the 16th century trade in the Baltic Sea was controlled by an organization of German merchants known as the Hanseatic League. Each player takes the role of a Hansa Captain of a single Merchant ship (Cog).

Victory

The first player to accumulate 100 Gold wins the game.

The Board

The board depicts Northern Europe including Scandinavia and parts of England and Russia. 13 Cities are marked on the map. These are the main cities where the Hanseatic League conducted business.

The cities are connected by lines called trade routes.

Terminology

Hanseatic League = Hansa = Hanse Koggen = Cogs = Ships = Boats = Pawns Trade Cards = Trade Goods = Goods = Cargo = Load Locations = Cities = Kontores = Counting Houses

Gold Coins

Level = Rank = Number = Score = Value Counters = Tokens = Markers = Cubes = Chits

Gold Coins

Use coins to keep track of gold. Gold not owned by anyone is kept in the Bank. The bank never runs out of coins.

The Decks

There are 2 Decks: The Captain Deck The Hanse Deck

Ships

Ships are also referred to as Cogs. Koggen is German for Cog. Each player gets 1 ship pawn and 1 random Captain card. Use Pawns to represent ships on the map.

Each player gets a pawn of a unique color. The captain card represents that ship off the map. Each Captain card may stack 4 Trade Good cards under it as cargo.

Any number of ships may stack at the same location.

Captain Deck

Each player has 1 Captain. There are 6 different Captains: Sailor Captain, Pirate Captain, Merchant Captain Diplomat Captain, Shipper Captain, Smuggler Captain

Sailor Captains

The Sailor Captain is immune to storms. In a single turn, if he is simply moving (and not buying or selling), he may move 1 extra time.

Pirate Captain

The Pirate Captain is immune to piracy cards. If the Pirate captain has no cargo he may spend the turn pirating: Draw 4 cards: Keep trade good cards and discard all Event cards. The Trade good cards immediately become cargo and are put in your hold.

When Pirating the player must skip his action phase. Note: Hanseatic pirates would target Danish, Dutch, and English ships and not Hanse ships.

Merchant Captain

The Merchant captain gets 1 extra gold every time he sells a good.

Diplomat Captain

The Diplomat captain can ignore Boycotts. The max hand size of the Diplomat captain is one greater.

Shipper Captain

The Shipper Captain can hold extra goods on his oversize ship: He can carry 5 goods instead of 4.

Smuggler Captain

The Smuggler Captain is immune to tariff cards. The Smuggler captain draws 1 extra card per turn. The cargo capacity and max hand size of the smuggler captain are 1 less.

The Hanse Deck

The Trade deck has 2 types of cards mixed together: Trade Good Cards and Event Cards There are 18 types of Trade goods. Each Trade Good Card contains the following information:

1. Good Type (Cod, Grain, Wax, etc.)
2. Supply Locations (Places where you can get the good)

3. Demand Locations (Places where you can sell the good)

4. Selling Price (in Gold)

Some Demand Locations are marked with a +1. These locations will pay an Extra 1 gold for that good.

Setup

Each player starts with 1 Ship pawn in Lubek. Each player starts with 1 Captain card randomly drawn from the Captain deck. Each player starts with 5 Gold.

Shuffle the Hanse deck. Each player is dealt 3 cards. Players cut the deck (Highest selling price) to determine who goes first. Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Draw Phase
2. Action Phase
3. End Phase

Draw Phase

Draw 2 cards from the Hanse deck and put them in your hand. If the deck ever runs out, shuffle the discard and draw from it.

Action Phase

A player may do the following in Action phase:

1. Move (1 Free move per turn)
2. Pick up cargo in the current city (Unlimited)
3. Sell cargo in the current city (Unlimited)
4. Play an Event card (Unlimited)
5. Dump unwanted cargo in Lubek or Visby (Unlimited)
6. Trade with another player at the same city (Unlimited)

End Phase

Max hand size is 5 cards. Discard excess cards.

Moving

On your turn you get 1 Free Move. You may use a move to move your ship on the Map from one City to another City it is directly connected to by a Trade Route. A player may play a Koggen card to get an extra move.

You may load and sell without limit at each City you move to.

Picking Up Cargo

If your ship is at a city that produces a good that you have a Trade good card of in your hand, you may load it onto your ship. The Trade good card is now considered to be a Cargo card. Stack the Cargo card face-up and staggered under your Captain card.

A ship may hold a max of 4 Cargo cards. A single ship can load multiple goods from a single city it is at during the turn. Other players may see your Cargo cards.

Selling Goods

If you have a ship at a location that will buy a cargo good that is in the ships hold, you may sell it for the selling price listed on the card. Certain locations will pay an additional premium of +X gold. A single ship can sell multiple goods at a single city during the turn.

Goods can only be sold at cities listed as having a demand for it on the Trade card.

Trade Centers

Lubek and Visby are Trade Centers. Players can discard cargo they do not want only if their ship is at one of these cities.

Trade Among Players

If 2 players have their ships at the same city, they may trade cards, cargo, and gold Without limit by mutual agreement.

Event Cards

Event cards are discarded as soon as they are played. You may play multiple Event cards in a turn.

Boycott Event

Pick a target City. The City is boycotted by the League due to war or to enforce its monopolies. Ships may not load or sell Cargo at this City.

Mark the location with an Event Counter. The City remains Boycotted until any player plays a Contact card.

Monopoly Event

Pick a Target City and a Trade Good produced by that City. Write this information down. For the rest of the game, anytime any player loads that Good at that city, you gain 2 Gold from the Bank.

Accord Event

Pick a Target Trade Route. (Trade route = The line connecting 2 adjacent cities) Write this information down. For the rest of the game, anytime any player moves their ship along that Route, they must pay you 1 Gold.

Kontore Event

Pick a Target City. Write this information down. For the rest of the game, anytime any player sells a Cargo card at this City, they must pay you 1 Gold.

Hanse Deck Card Notation

LO London
BU Bruges
CO Cologne
HB Hamburg
BN Bergen
LU Lubek
SK Skane
SH Stockholm
VS Visby

DZ Danzig
RG Riga
RV Reval
NV Novgorod
Copies of that card in the deck
 Produce = Cities that produce the Trade Good Demand
 = Cities that buy the Trade Good
Sell Price in Gold cities that demand the Good will pay for it.
SDID Shuffle Discard into Deck

Hanse Deck Trade Good Card List

Name:	#	Sell	Produce	Demand
SALT	4	3	LU/HM	SK+1/BN
RESIN	3	3	RV/RG	SK+1/LO/BU/LU
FLAX	4	3	RG/NV	LU+1/LO/BU
COAL	3	3	LO/BU	SH+1/LU/HB/CO
WOOL	4	4	LO	DZ+1/RG/RV/NV
GRAIN	4	4	DZ/RG	BN+1/SK/SH/VS
TIMBER	4	4	RV/NV	LO+1/LU/BU
FURS	3	4	NV/SH	HB+1/LO/BU/CO
BEER	4	5	HB/CO	NV+1/SK/BN/SH

Name:	#	Sell	Produce	Demand
COD	4	5	BN	CO+1/HB/LU/DZ
BUTTER	3	5	SK/RG	LU+1/HB/VS
METAL	3	5	SH/CO	RG+1/LO/DZ/LU
WINE	3	6	BU	VS+1/NV/RG/SH
WAX	2	6	NV/RV	LO+1/BN/VS/SK
CLOTH	3	6	BU/LO	RV+1/NV/DZ/RG
HERRING	3	6	SK/VS	CO+1/HB/LU/DZ
AMBER	2	7	DZ	BU+1/LO/CO
EASTERN WARES	2	7	RV	VS+1/LU/CO/HB

Hanse Deck Event Card List

Name:	#	Notes:
HANSE DIET	1	All Ships are immediately moved to Lubek
CONTACTS	4	Draw 2 cards
ACCORD	1	Target Trade Route. See Rules
MONOPOLY	1	Target City and Trade Good. See Rules
BOYCOTT	1	Target City. See Rules
KONTORE	1	Target City. See Rules
LIGHT HOUSE	4	Negate Piracy, Plague, or Storm Card just played
PIRACY	2	Target Player losses all Cargo. SDID
STORM	3	Target Player cannot Move next turn
KOGGEN	10	Get 1 Extra Move this Turn
PLAGUE	2	Target player discards his hand. SDID
SYNDIC	1	Trade Ships and Cargos with Target Player
GUILD MASTER	1	Trade Hand with Target Player
TARIFFS	3	Target Player loses 2 Gold
TRADE FAIR	1	Discard Hand and draw 5 cards. SDID

Game Board Showing Cities And Trade Routes

WOOL Used to make cloth. CLOTH The Dutch were masters at producing quality finished cloth, textiles, and linens. COAL Valuable fuel first used in England and the Low Countries.

WINE From France. BEER Brewed in Germany. COD North Sea fisheries. This includes whaling.

HERRING Baltic Sea Fisheries. Fish was an obligatory food for the medieval Christian. SALT Necessary for the preservation of fish. METAL Iron, copper, tin, and silver.

BUTTER Includes dairy products and tallow. GRAIN Corn, Wheat. TIMBER Used for shipbuilding, major industries in Lubek and England RESIN Mostly timber products, including tar, pitch, turpentine, and potash.

FLAX Used to make sails. This good also represents hemp, used for making rope. WAX Used for candles. This good also includes honey. AMBER Fossil resin used for jewelry.

FURS This also includes skins, hides, and leather products. EASTERN WARES Fruits, spices, silks, brocades, carpets, tapestries.

Links

[Hanseatic League Wikipedia](#)

Pic Of Older Version Of Game

Board and Components made by my good friend Darrell.





Krull Quest

Introduction

Board & Dice game for 2 players. Based on the Fantasy Film Krull. One player is the Good Prince Colwyn.

The other player is the Evil Beast in his teleporting Black Fortress.

Disclaimer

Krull is a copyrighted, licensed, trademarked property. This is merely a fan site.

The Board

The board is a circular track divided into 32 spaces. Every 4th square is a Village (there are 8 villages) For aesthetics you can divide the board into 4 sections: Mountains, Forest, Swamp, Plains

Pawns

Each player has two pawns. The Good player has a white pawn representing Prince Colwyn and his Companions. The Evil player has a black pawn representing the Beast in his Black Fortress.

Setup

The Prince player places his pawn on any village (The Castle). The Beast player places his pawn on an empty space on the opposite side of the board. The Prince player starts the game with 10 men.

Dice

A six sided die is needed.

Coins

The Beast uses coins to represent Slayers and Changelings. Use pennies for Changelings & nickels for Slayers.

Special Table

1D6	Result:	Notes:
1	The Magician	Aid: Reroll any one target roll per turn
2	The Cyclops	Aid: Get +1 to rolls on the Changeling Table

Markers

The Beast uses markers to represent Cursed Earth.

Tokens

The Prince uses tokens to represent Men. The Beast uses Raze Tokens to mark Villages he has destroyed. There are also Lore Tokens.

Victory

Destroy your opponent. The Beast can only be killed in Fortress phase. The Prince is killed if he is ever reduced to zero or less men.

The Prince can also be killed by a Changeling attack. The Beast can also win by razing all 8 villages.

Turn Sequence

Each turn has 6 phases:

- Prince Phase
- Beast Phase
- Black Magic Phase
- Slayer Phase
- Changeling Phase
- Fortress Phase

Prince Phase

The Prince rolls 1 die and moves that many spaces in either direction. If the Prince lands on a Slayer or a Changeling coin, it is Destroyed, remove the coin from play. If the prince lands on a Cursed Land Marker, the Prince loses 1D6 Men and remove the marker from play.

If the Prince lands on the Black Pawn go to Fortress Phase. If the Prince lands on a village without a Raze token, roll on the Village Table.

Village Table

1D6	Result:
1-3	Gain 1D6 Men
4-6	Roll on the Special Table:

1D6	Result:	Notes:
3	The Glaive	Aid: Get +1 to rolls on the Final Duel Table
4	Widow of the Web	Aid: Gain 1 Lore Token (& Lose 1 Man)
5	The Emerald Seer	Aid: Gain 1 Lore Token
6+	Fire Mares	Go immediately to any Space on the Board

Except for Fire Mares, The Prince can only get each special once. If you roll a result you already have, take the next listed result instead. Aid results give a benefit to the Prince for the rest of the game.

White Pawn go to Fortress Phase. If the Beast lands on a village put a Raze token on the Village.

Beast Phase

The Beast rolls 1 die and moves his pawn many spaces in either direction. If the Beast lands on the

Black Magic Phase

The Beast rolls on the Black Magic Table:

Black Magic Table

1D6	Result:	Notes:
1-2	Slayers	Put a Slayer coin into play (in the same space as your pawn)
3-4	Changeling	Put a Changeling coin into play (in the same space as your pawn)
5	Cursed Earth	Put a Cursed Earth Token on any target empty space on the Board
6	Vanish	Move your pawn to any empty space on the board

Slayer Phase

The Beast rolls 1 die for each Slayer and moves them along the track. If a Slayer coin lands on the Prince pawn the Prince loses 1D6 men and The coin is removed from play. Subtract 1 from the roll if the Prince has the Glaive.

Subtract 1 from the roll if the Prince has the Cy-

clops.

Changeling Phase

The Beast rolls 1 die for each Changeling and moves them along the track. If a Changeling coin lands on the Prince roll on the Changeling Table.

Changeling Table

1D6	Result:
1	The Prince is killed: The Beast Wins the Game.
2-4	One of the Princes Men is killed. Roll again.
5+	The Changeling is discovered and killed.

Fortress Phase

Skip this phase unless both pawns occupy the same space and the the Prince has 2 or more Lore Tokens.

Roll on the Final Duel Table:

Final Duel Table

1D6	Result:
1	The Prince loses 5 men & roll again
2	The Prince loses 4 men & roll again
3	The Prince loses 3 men & roll again
4	The Prince loses 2 men & roll again
5	The Prince loses 1 man & roll again
6+	The Beast is killed: The Prince saves Princess Lyssa & wins the Game.





Kung Fusion

Introduction

2 player Card game of Martial Arts combat. Role-playing elements.

The Action Deck

The Deck contains 8 of each of the following 7 card types:

- Punch
- Kick
- Block
- Grab
- Move
- Zen
- Combo

Turn Sequence

Players take turns. Each turn has 3 Phases:

- Maneuver Phase
- Out-Maneuver Phase
- Action Phase

Maneuver Phase

Both players fill their hands to 8 cards. If the deck runs out, shuffle the discard and draw from it. If an attack effect says: Opponent discards X cards next turn, then discard the cards at end of this phase.

Out-maneuver Phase

Players may discard up to half their current cards and draw replacements.

Action Phase

The Active player may only make Attack Maneuvers. The Defending player may only make Defense Maneuvers. The Active player may play 1 Punch card to make a Simple Punch.

Master Maneuver Table

1D10	Result
1	Roll on the Minor Punch special maneuver table
2	Roll on the Minor Kick special maneuver table
3	Roll on the Minor Block special maneuver table
4	Roll on the Minor Grab special maneuver table

The Active player may play 1 Kick card to make a Simple Kick. The Active player may play 1 Grab card to make a Simple Grab. Simple Attacks do one point of damage.

The Defending player may play a Block card to negate 1 point of damage from a Punch or Block Attack. The Defending player may play a Move card to negate 1 point of damage from a Kick or Move Attack. The Defending player may play a Zen card to negate 1 point of damage from a Grab or Zen Attack.

Instead of making a simple attack, the attacker may make a Power Attack. Power Attacks require a combination of 2 or more cards to be discarded. A Power Attack will do 2+ points of damage, as indicated in the Maneuver Lists.

Likewise, the defender can make power defenses that can negate 2+ damage of any type, unless otherwise specified. A combatant can only make a special Attack or Defense he knows as determined in Character generation. A player may only make 1 attack or defense per turn.

A player may discard a Combo card to make an extra attack or defense during the phase. (A player may make multiple Combos in a single turn) All played cards are discarded. Simple one card defenses CAN be used to negate 1 point of damage from a Power Attack of the proper type.

A Power Defense can be used against a simple attack if you lack the correct simple defense (or simply choose to use the bigger hammer).

Object

Reduce your opponent to 0 or fewer Hit Points.

Combatant Character Generation

Before fighting, each player must create a fighter. All fighters have a base 10 hit points. To create a fighter roll 10 times on the Master Maneuver Table.

Record what Maneuvers the fighter knows. Reroll duplicate Maneuvers.

1D10	Result
5	Roll on the Minor Move special maneuver table
6	Roll on the Minor Zen special maneuver table or reroll
7	Gain 2 Hit points or reroll
8-10	Roll on any Major special maneuver table* or reroll

* You must have at least one Minor special maneuver before you get a Major one of the same type. For example: You must know a Minor Punch Maneuver before you can get a Major Punch Maneuver.

Notation

P Punch

M Move

G Grab

Z Zen

K Kick

CX Causes X Points of Damage (Attack Maneuver)

NX Negate X Points of damage (Defense Maneuver)

ODX Opponent discards X cards next turn (Attack Maneuver)

Negate = (Defense Maneuver)

Minor Punch Special Maneuver Table

1D12	Ability	Cost	Notes
1	Upper Cut	2P	C2
2	Fast Punch	1P 2M	C2 & Combo
3	Karate Chop	1P 1Z	C2
4	Right Cross	2P 1G	C3
5	Knife Hand	1P 2Z	C3
6	Left Hook	2P 1Z	C3
7	Open Palm	3P	C2 or N2
8	Hammer Fist	3P	C3
9	Spear Hand	1P 1M 1Z	C3
10	Reverse Punch	1P 1M	C2
11	Drop Jab	1P 1K	C2
12	Elbow Smash	2P 1M	C3

Major Punch Special Maneuver Table

1D12	Ability	Cost	Notes
1	Spinning Backfist	2P 2M	C4
2	Mighty Slap	4P	C4
3	Death Touch	3P 2Z	C5
4	Dragon Punch	5P	C5
5	Nerve Strike	2P 2Z	OD4
6	Righteous Demon Fist	4P 2Z	C6

1D12	Ability	Cost	Notes
8	Fists of Fury	4P C1	D6
9	Ear Pop	3P 1M	C4
10	Iron Fist	3P 1Z	C4
11	Tiger Claw	3P 1G	C4
12	Reroll	-	-

Minor Kick Special Maneuver Table

1D12	Ability	Cost	Notes
1	Foot Sweep	1K 1G	C2
2	Knee Thrust	1K 1G 1B	C3
3	Heel Stomp	2K	C2
4	Leaping Kick	1K 2M	C3
5	Circle Kick	2K 1M	C3
6	Double-Hit Kick	3K	C3
7	Trip	2K	OD2

1D12	Ability	Cost	Notes
8	Spinning Round Kick	1K 1Z 1M	C3
9	Side Kick	1K 1M	C2
10	Front Kick	1K 1B	C2
11	Back Kick	1K 1Z	C2
12	Reroll	-	-

Major Kick Special Maneuver Table

1D11	Ability	Cost	Notes
1	Back Flip Kick	2K 2M	C4
2	Whirlwind Kick	4K	C4
3	Hurricane Kick	3K 1M 1Z	C5
4	Dragon Kick	5K	C5
5	Beijing Blitz	2K 2P 1M	C4 & Combo
6	Crusher's Wheel	3K 1M	C4

1D11	Ability	Cost	Notes
7	Jump Hook Kick	2K 1M 1Z	C4
8	Drop Spin Kick	3K 1M	C2 & OD2
9	Leaping Ax Kick	4K 1M	C5
10	Crescent Kick	3K 1Z	C4
11	Flying Scissors	2K 2M	C3 & Combo
12	Reroll	-	-

Minor Block Special Maneuver Table

1D10	Ability	Cost	Notes
1	Parry	2B	N2
2	Cross Block	2B 1M	N3
3	Break	2B 1G	Negate any Grab attack
4	Counterpunch	2B 1P	C2 (Attack) or N2 (Defense)
5	Leg Catch	2B 1G	Negate any Kick attack
6	Clinch	1B 1G	N2
7	Hammer Block	3B	N3
8	Inside Block	1B 1Z	N2
9	Outside Block	1B 1P	N2
10	Knife Hand Block	1B 1G	N2

Major Block Special Maneuver Table

1D10	Ability	Cost	Notes
1	Reflection	6B	Redirect attack back at attacker (Defense)
2	Steel Skin	4B	N4
3	Invulnerability	4B 1Z	N5
4	Wall of Motion	5B	N4 (Defense) or OD4 (Attack)
5	Mountain Block	3B 1G	N4
6	Turtle Shell	5B	N5
7	Guillotine Bloc	2B 2P	N2 & C2 (Defense that does Damage!)
8-10	Reroll	-	-

Minor Grab Special Maneuver Table

1D12	Ability	Cost	Notes
1	Grapple	2G	C2
2	Judo Throw	1G 1P	C2

1D12	Ability	Cost	Notes
7	Bite	3G	C1D6-1
8	Arm Lock	2G 1P	C3

1D12	Ability	Cost	Notes
3	Leg Lock	1G 1K	C2
4	Thigh Press	1G 1K 1M	C2 & OD1
5	Back Flip	2G 1M	C3
6	Bear Hug	3G	C3

1D12	Ability	Cost	Notes
8	Wrist Lock	1G 1M 1P	C3
10	Hair Grab	1G 2P	C3
11	Head Lock	1G 1M	C2
12	Tackle	2G 1K	C2 & OD1

Major Grab Special Maneuver Table

1D10	Ability	Cost	Notes
1	Finger Lock	3G 1Z	C4
2	Choke Hold	3G 1P	C4
3	Suplex	4G 1P	C5
4	Pile Driver	5G	C5
5	Death Grip	3G 2P	C5
6	Figure 4 Lock	3G 2P	OD5
7	Barrel Roll	2G 2M	C4
8	Full Nelson	2G 2P	C2 & OD2
9	Atlas Body Throw	2G 2P	C2
10	Reroll	-	-

Minor Move Special Maneuver Table

1D10	Ability	Cost	Notes
1	Feint	2M	Draw +1 card next turn (Attack)
2	Dodge	1M 1Z	N2
3	Jump	1M 1K	N2
4	Duck	2M 1G	N3
5	Slip	3M	N3
6	Roll	2M 1K	N3
7	Withdraw	3M	N1D6-1
8	Toss	2M	C2
9	Katas	2M	Same as Combo card
10	Push	2M 1B	OD3

Major Move Special Maneuver Table

1D6	Ability	Cost	Notes
1	Tumble	4M	N4
2	Back Flip	2M 2K	N4
3	Somersault	5M	N5

1D6	Ability	Cost	Notes
4	Wall Spring	4M 1K	N5
5	Body Slam	2M 1K 1G	C4
6	Reroll	-	-

Minor Zen Special Maneuver Table

1D10	Ability	Cost	Notes
1	Fighting Spirit	2Z	Gain back 1 lost Hit Point (Defense)
2	Read Minds	1Z	Look at opponents Hand (Attack)
3	Kai!	2Z	+2 Damage to another attack (Attack)
4	Mesmerize	3Z	OD4

1D10	Ability	Cost	Notes
5	Ying Defense	XZ	NX-1
6	Fighting Trance	XZ	Draw X-1 cards (Attack)
7	Intimidation	2Z	OD3
8	Yang Attack	XZ	CX-1
9	Head Butt	1Z 1B	C2
10	Reroll	-	-

Major Zen Special Maneuver Table

1D10	Ability	Cost	Effect
1	I Ching Hexagram	4Z	C4
2	Great Leap	3Z 1M	N4
3	Zen No Mind	5Z	Draw 5 cards (Attack)
4	Spirit Form	5Z	Negate all attacks this phase (Defense)
5	Mystic Fireball	5Z	C5
6	Wire-Fu	2Z 2M	C3 (Attack) or N3 (Defense)
7	I Ching Trigram	6Z	C1D10
8	Extending Limbs	1Z 1P	Same as Combo card
9-10	Reroll	-	-

Martial Art Rankings

Rank:	Hand Size:	Hits:	Maneuvers:	Notes:
Noncombatant	3	5	0	
White Belt	4	5	1	
Yellow Belt	4	6	2	
Green Belt	5	6	3	
Blue Belt	5	7	4	
Brown Belt	6	7	5	
1st Degree BB	6	8	6	Major Maneuvers Allowed
Second Degree BB	7	8	7	Zen Maneuvers Allowed
Third Degree BB	7	9	8	
Fourth Degree BB	8	9	9	Major Zen Maneuvers Allowed
Fifth Degree BB	8	10	10	Basic Characters in Kung Fusion
Sixth Degree BB	9	10	11	
Seventh Degree BB	9	11	12	
Grand Master	10	12	13	Secret Special Maneuvers

Martial Arts Styles

Style:	Minimum Maneuvers known at Fifth degree Black Belt level:
Karate	4 Punch, 2 Kick, 4 others
Tae Kwon Do	4 Kick, 2 Move, 4 others
Jujitsu	4 Grab, 2 Block, 4 others
Akido	2 Grab, 2 Block, 2 Move, 4 others
Shaolin Kung Fu	2 Block, 2 Punch, 2 Kick, 4 others
Jeet Kune Do	2 Punch, 2 Kick, 2 Move, 4 others

Kung Fusion Card Set

Bruce Lee Pics! Thanks Zak, they really kick ass.
Click here for card set.

Faq Section

- How is it decided who gets to be the active player on the first turn? (We assumed that the passive player on one turn is always the active player the next.)

- What happens when a power attack/defense goes below 2 points? Bite (C1d6-1) is an example where this can happen. Does it still cause 2 points? Or is it a reroll? Or does the rule that says that all power maneuvers score 2 minimum refer to the average?

- Do Zen special maneuvers always count as defenses, or does that depend on their application? In the former case, the Kai! (typo for "Kiai!", I assume) maneuver makes very little sense. In the latter, the correct application should be clearly indicated for each maneuver. If Zen maneuvers can be used as attacks, does that mean that simple defenses are useless against them?

- In the Master Maneuver Table, is the 8-10 reroll an option or does it apply only when a Major special maneuver roll is not possible?

- When a combo attack is made, does the score of a single defense apply to both attacks combined, or only to one of them? On a similar note, can a combo defense be made to a single attack, or must each maneuver in the combo defense be directed towards a specific maneuver in a combo attack? Suppose that the active player makes a combo simple kick and power grab and the defensive player reacts with a combo of two simple move defenses. Could the score from the defense apply to the damage from the grab as well, even though simple moves are normally not applicable to grabs?

(I do not actually expect you to answer any of these questions. I just want to point out where the rules may need to be clarified.)

Once we got past the rule ambiguities, we found that there was just one major problem with the game. It is way too slow. The card design is one reason for that. Another is all the cards that have to be discarded all the time. We made a house rule that players may opt to keep cards at the end of the action phase. I would now like to amend that to read thus: "Players

may not discard any cards at the end of action phase." I would further like to suggest that only two cards may be discarded in the out-maneuver phase. This means that the deck will have to be reshuffled much more rarely. It also means that more strategy must be used when the cards are played in the action phase.

Another way we found to speed up the game was to allow one attack and one counter-attack during each action phase. The active player goes first with his attack and the passive player (after having defended himself) may optionally follow up with an attack using whatever cards he/she has left.

The rolling of new characters also took too long. An easy way to solve this would be to provide a number of pre-rolled characters as an option to get started more quickly. These should not be randomised, but should be carefully constructed to be well balanced and should of course have some cool names and each a special profile.

As a minor quibble, I also found that some attacks are unbalanced with regard to card cost and effect. In particular, maneuvers which cost 5 or 6 cards of the same type are almost impossible to carry out, even when you are allowed to retain cards after the action phase. As an example, Hurricane Kick and Dragon Kick both cost 5 cards and both cause 5 damage, but Hurricane is much easier to score, since gathering five Kick cards is very unlikely. Even at four similar cards, this effect starts to show. I have no ready solution to this problem. Extensive play testing or advanced probability calculations may be necessary to balance the game properly.

Kung Fu Heroes

Here's another free Kung Fu card game: Kung Fu Heroes





Labyrinth Quest

Introduction

Two Player card game. Based on the Labyrinth Movie.

Disclaimer

This is merely a fansite. Labyrinth is a trademarked, copyrighted property.

Victory

The first player to win 7 hands wins the game. Use glass beads or other keepsakes to keep track of won hands.

The Decks

- There are 2 decks, one for each player:
1. The Sarah Deck
 2. The Goblin King Deck

Card Attributes

Each card has a Strength value from 3 to 7. Each card will have 1 or 2 Traits. If a card has 2 trait's the player must decide which one to use.

Setup

Determine who is Sarah and who is Jareth the Goblin King. Shuffle the Decks.

Turn Sequence

- Each turn has 4 Phases:
- Magic Phase
 - Memory Phase
 - Meld Phase
 - Mettle Phase

Sarah Deck Card List

Name:	Type	Strength:
Sarah	C	7
Hoggle	C	7
Ludo	C	6
Sir Didymus	C	5
Ambrosious	C	4
The Wiseman	C	3
Worm	C	3
Helping Hands	C	3

Magic Phase

Each player fills their hand to 7 cards from their own deck. If a deck runs out, shuffle the discard and draw from it.

Memory Phase

Each player may discard up to 4 cards and draw replacements.

Meld Phase

Each player makes a Meld. For the Sarah player the Meld can have:

- Up to 2 Companion cards
- Up to 2 Help cards
- Up to 2 Action cards

For the Goblin King the Meld can have:

- Up to 1 Location card
- Up to 3 Foe cards
- Up to 3 Trick cards

Players add up the Strengths of their Meld cards. The player with the higher Total Strength wins the hand. The Goblin King wins ties.

Mettle Phase

Discard all cards in play.

Card Notation

- C** Companion
H Help
A Action
L Location
F Foe
T Trick

Name:	Type	Strength:
Three Way Door	H	3
Rope	H	3
Outsmart	H	6
Summon Stones	H	3
Run	A	6
Fight	A	6
Narrow Escape	A	7
Battle of Might	A	4

Name:	Type	Strength:
Grumpy Dwarf	C	6
Gentle Giant	C	5
Fox Knight	C	4
Army of Stones	C	4
Good Companions	C	5
Cleverness	H	7
The Right Question	H	7
Easy as Cake	H	6
The Right Door	H	6
Remember Toby	H	4
Realization	H	5
Determination	H	5
Words of Power	H	4
Remember Poem	H	4
Show the Way	H	5

Name:	Type	Strength:
Hide	A	5
Flee	A	6
Duel	A	3
Battle of Wits	A	4
Quick Thinking	A	7
Chase	A	3
Search	A	3
Climb	A	4
Venture Forth	A	5
Wake Up	A	5
Friendship	HC	3
Courage	HC	3
Rescue	HA	3
Bribe	HA	3

Goblin King Deck Card List

Name:	Type	Strength:
City Walls	L	4
Tunnels	L	5
Bog of Eternal Stench	L	7
The Castle	L	3
Great Maze	L	7
Endless Corridor	L	5
Oubliette	L	6
Masquerade Ball	L	5
Junkyard	L	6
Floating Ruins	L	3
Garden Paths	L	4
Goblin City	L	4
Jareth	F	7
The Goblin King	F	7
Barn Owl	F	4
Goblin Guards	F	4
Tunnel Cleaners	F	6
Fire Gang Game	F	6
Metal Gate Guardian	F	6
False Alarm Statues	F	3
Knights & Knaves	F	5
Bothersome Brownies	F	3
Goblin Cannons	F	4
Goblin Knights	F	5
Biting Faeries	F	3

Name:	Type	Strength:
Masked Dancers	F	5
Junk Lady	F	7
Goblin Brigade	F	4
Enchantment	T	5
Threats	T	3
Distraction	T	3
Riddle	T	4
Treachery	T	7
Illusions	T	5
Turn Time Forward	T	7
Forget	T	6
Appeal to Give Up	T	4
Invisible Passage	T	5
Poisoned Peach	T	6
Change Marks	T	3
Certain Death	T	6
Change the Rules	T	7
Logic Puzzle	T	4
Just Out of Reach	T	4
Offer Magical Gift	T	3
Door Knockers	FT	3
Impossible Stairways	LT	3
Bridge Guardian	LF	3
Transformation	FT	3





Lancaster & York

Introduction

Card game for 2 players. Simulation of the War of the Roses 1455-1485. One player is the Lancastrians (Red Roses).

The other player is the Yorkists (Whites Roses).

Victory

Eliminate all your opponent's Heirs or Remain King for 5 turns in a Row.

The Decks

Players share 2 Common Decks: The Heir Deck The Resource Deck

The Heir Deck

This contains 16 Heir cards.

The Deck

The deck contains 6 card types: Supporters Troops Intrigue Rebellion Battle Killing

Rebel And King

One player is the King. The other player is the Rebel. Use possession of a Marker to indicate who the current King is.

Lords

Heir cards and Supporter cards are collectively referred to as Lords.

Setup

Each player is dealt 5 random Heir cards to form their Heir Pile. The cards in ones Heir pile are kept stacked face-down. Flip over the top card of your Heir Hand to be your first Heir in play.

The Lancaster player starts out as King. Both players are dealt a hand of 4 Resource cards. The Lancaster player goes first.

Turn Sequence

Players take turns. Each turn has 9 Phases:

1. Heir Phase
2. Draw Phase
3. Recruit Phase
4. Intrigue Phase
5. Rebellion Phase
6. Battle Phase

7. Claim Phase
8. Killings Phase
9. End Phase

Heir Phase

If you do not have an Heir in play, flip over the top card of your Heir Pile. If you have no Heirs left, you automatically lose.

Draw Phase

Both players draw 2 cards from the Resource Deck. If the deck runs out, shuffle the discard and draw from it.

Recruit Phase

You may put Supporter and Troop cards face-up into play.

Intrigue Phase

You may play (discard) Intrigue cards. For each Intrigue card played you may take control of one random opposing Supporter Card.

Rebellion Phase

Both players may play rebellion cards. Each card has a Force value. The player with the highest total Force value wins the Phase.

The Rebel wins ties. If the King wins, skip Battle Phase.

Battle Phase

If the Rebel won Rebellion Phase there will be a Battle. Both Players may play (discard) Battle cards. Each player adds up the total Force value of their Heirs, Supporters, Troops, and any Battle cards they play.

The player with the highest total point value wins the Battle. The King wins ties. Both players must discard all their Troop cards at the end of the battle.

Claim Phase

If the King won Rebellion or Battle phase he remains the King. If the Rebel won in Battle phase, he becomes the new King and The old King becomes the Rebel.

Killings Phase

The current King may play (discard) Killing cards if he won a Battle this turn. For each Killing card played the Rebel player must discard one random Lord.

End Phase

Max resource hand size is 4 cards. Discard excess cards.

Heir Deck Card List

Card Name	Force
Prince	2
Boy King	1
Regent	3
Protector	4
Heir Apparent	1
Successor	1
Queen	3
Baron	4

Card List Notation

H Heir
S Supporter
T Troops
I Intrigue
R Rebellion
B Battle
K Killing

Card Name	Force
Claimant	2
Candidate	2
Challenger	4
Guardian	3
Pretender	1
Imposter	2
Usurper	3
Faction Leader	4

Resource Deck Card List

Card Name	Type	Force	Notes:
Duke	S	4	6 in deck
Earl	S	3	6 in deck
Great Lord	S	2	6 in deck
Noble Magnate	S	1	6 in deck
Companies	T	3	
Partisans	T	1	
Levied Troops	T	1	
Foot Soldiers	T	1	
Knights	T	4	
Men-at-Arms	T	4	
Commoners	T	1	
Veterans	T	4	
Yeomen	T	4	
Calais Garrison	T	4	
Halberdiers	T	2	
Retainers	T	3	
Archers	T	3	
Field Artillery	T	2	
Town Militia	T	1	
Hand Gunners	T	2	
Pikemen	T	2	
Foreign Mercenaries	T	3	
Crossbowmen	T	2	
Contingents	T	3	
Popularity	I	-	
Shifting Loyalties	I	-	
Marriage	I	-	

Card Name	Type	Force	Notes:
Revolt	R	3	
Uprising	R	3	
Demands	R	1	
Reforms	R	1	
Tyranny	R	2	
Mutiny	R	2	
Accusations	R	1	
Extortion	R	2	
Guilty Men	R	1	
Medieval Crisis	R	4	
Claim the Throne	R	3	
Usurpation	R	4	
Lack of Governance	R	2	
Heavy Taxation	R	2	
Madness	R	3	
Powerful Nobles	R	4	
Private Armies	R	4	
Weak King	R	4	
Civil War	R	4	
Blood Feud	R	4	
Killed in Battle	K	-	
Murder	K	-	
Exile	K	-	
Take Prisoner	K	-	
Locked in Tower	K	-	
Captivity	K	-	
Removal of Traitors	K	-	

Card Name	Type	Force	Notes:
Diplomacy	I	-	
Treachery	I	-	
Negotiations	I	-	
Reconciliation	I	-	
Plot	I	-	
Kingmaker	I	-	
Influence	I	-	
Collusion	I	-	
Counsel	I	-	
Alliance	I	-	
Change Sides	I	-	
Bribes	I	-	
Betrayal	I	-	
Challenge	R	2	
Repression	R	1	
Resentment	R	3	
Strife	R	1	
Factionalism	R	3	
Hereditary Rights	R	3	
Propaganda	R	2	
Anarchy	R	2	
Dynastic War	R	4	
Threats	R	1	
Corruption	R	1	
Restoration	R	3	

Card Set Available

Thanks Ron! Click Here

Three Player Variant

Make the third player the Tudors.

Card Name	Type	Force	Notes:
Notable Casualties	K	-	
Hunted Down	K	-	
Go into Hiding	K	-	
Trial	K	-	
Beheading	K	-	
Mortally Wounded	K	-	
Hasty Executions	K	-	
Punishments	K	-	
Butchered	K	-	
Frontal Attack	B	3	
Thick Fog	B	1	
Favorable Ground	B	4	
Bloody Fight	B	2	
Short & Sharp	B	2	
Long & Hard	B	2	
Confused Melee	B	2	
Reckless Charge	B	1	
Intercept	B	3	
Skirmish	B	1	
Fresh Troops	B	3	
Counter Attack	B	3	
Make Camp	B	1	
Outmaneuvered	B	4	
Brilliant Campaign	B	4	
Divide Enemies	B	4	

Four Player Team Variant

2 Players are Yorkists and 2 are Lancastrians. Each player has 4 Heirs.

Links

Wikipedia ??WaroftheRoses.com ??Answers.com





Land Of Industry

Introduction

Board game for 2-6 players. Theme: Industrial growth in the 19th to early 20th Centuries.

Victory

The player with the most Victory Points at the end of the game wins. The game ends the turn the last card is drawn from the deck.

Victory Points

Use Tokens to keep track of Victory Points.

Money

Money is units of \$1 Million, \$5 Million, and \$10 Million. Use play bills or coins to keep track of Money.

Dice

10 sided Dice (D10) are needed.

Income Level

This is how much Money you make each turn. Use Poker Chips as Income Chips to keep track of Income Level.

Route Markers

Each player has a set of rectangular (brick) markers of a unique color. These are used to mark ownership of Railways and Shipping Routes. A Route with a Marker on it is considered to be "Built Out".

Development Markers

These are circular disks all of the same color used in common by all players. These are used to keep track of how many resources have been built on a city. A City can have a maximum of 4 Development Markers (DM).

When a City is at its Max it is considered to be "Built Out".

The Basic Map

The Basic Map has 15 numbered Cities.

- Cities (Black Lined Squares with Red Numbers) are connected to each other by:
- Railways (Black lines)
- Rivers (Thick dark blue lines)
- Canals (Dotted blue lines)
- The areas adjacent to cities include the following Terrain Types:

- Coastal (Light Blue Border)
- Lakes (Medium Blue Blob)
- Forest (Green Irregular Shape)
- Plains (Thick Green Lines)
- Mountains (Grey Angles)
- Hills (Brown Hemi-Circles)
- Deserts (Thick Yellow Lines)

Export Markets are indicated by an "X" symbol. Cities are connected to other Cities and Exports by Railways (Black Lines) or Shipping Lines (Thin dark blue lines). Note some Railways are double (Two thin black lines).

Un-built Railways, Canals, Rivers, and Sea Shipping Lines are collectively referred to as Routes.

Adjacency Rules

Cities are adjacent to all areas they touch. For example: City 5 is adjacent to 3 Plains, 1 Forest, and 1 Desert. City 2 is adjacent to the Coast, 2 Deserts and 1 Plains.

City 13 is adjacent to 1 Plains, 1 Mountains, and 1 Hills. City 1 is adjacent to the Coast, 1 Forest, and 1 Plains.

The Basic Development Deck

The Basic Deck has 100 Development Cards: 60 Sites, 30 Railways, and 10 Shipping Lines. The deck also contains 10 Action Cards.

Setup

Shuffle the deck. Determine First Player Randomly.

- Each player starts with \$10.
- Each player starts with 10 VT (Victory Tokens).
- Each player is dealt 2 cards.

Turn Sequence

Players take turns. Each turn has 8 Phases:

1. Event Phase
2. Revenue Phase
3. Planning Phase
4. Build Phase
5. Shipping Phase
6. Mayor Phase
7. Magnate Phase
8. Waste Phase

Event Phase

Skip this phase each players first 5 turns of the game. Roll 1D10 on the Event Table:

1D10	Event:	Notes:
1	Used-Up	Discard 1 Resource Site. Lose 1 IC
2	Labor Strike	Lose \$1 and 1 VT
3	Oppprtunity	Draw 1 Card
4	Obsolescence	Discard 1 Processing Site. Lose 1 IC
5	Taxes	Lose \$2
6-10	Nothing	

Revenue Phase

Gain \$1 for free. Also gain \$1 for every 2 Income Chips you own. The number of income chips you own = Income Level.

Loans

You may take a Loan in Revenue Phase: Gain \$5 and discard 1 Income Chip and lose 1 Victory Token. You can take a max of 2 Loans per turn (your turn).

Planning Phase

Keep the top 5 cards of the deck face-up. These are called the Draft cards. You may take 1 of the Draft cards or draw the top card of the deck.

Every time a Draft card is drawn immediately replace it with the top card of the deck. You get 1 Free card draw. You may buy extra cards for \$5 each.

Build Phase

You may build one or more cards from your hand. It costs \$X to build a Development card. X is specified on the card.

Place the Card face-up in front of you. You now "own" it, and the card is referred to as a "Development". Not all locations are immediately available to be built upon. In the basic scenario City #1 is at the beginning of the game the starting point and is considered to be "Available".

Sites can only be built in Available Cities. Lines and Rails can only be built on Routes that are connecting to Available Cities.

A City becomes available as soon as a connecting railway or Shipping Line (via water) is built to it. When you build a site, place a Development Marker on the Target Available City. When you build on a Route, place a Route marker of your color on it.

A single line Route can have 1 Route Marker on it. A double line Railway Route can have 2 Route Markers on it from the same or different players.

Action Cards

Stocks and Bonds are used in Build Phase. The previous owner is paid the Cost and loses 1 IC. Scandal cards are worth \$7 in a Mayoral Bid (one time use).

Buy a Charter in Build Phase and pick a target city with no Development Tokens: Only you can build Sites in that City. Play a Used-Up card in Build Phase: Discard a Target Mine or Oil Field. The Owner loses

1C. Action Cards are discarded immediately after being used.

Note: The scandal card is discarded even if you don't win the Race.

Site Building Limit Rules

Certain Sites can only be built at a City if that city is adjacent to certain Terrain Types or connected to certain Route Types. For Instance, a Fishery can only be built in a city if the City is adjacent to the Coast or a Lake, or connected to a River. An Oil Field can only be built in a city adjacent to a desert.

Shipping Phase

This only applies to Development cards you built this Turn, not previous turns. If you built a Railway gain 1 Income Chip. If you built a Shipping Line gain 1 Income Chip.

If you built a Site gain 1 Income Level Chip and 1 Victory Token and Trace a Path from the Site to the nearest connected Export Market. All Routes on the way must be Built Out. This is called the "Transport Path".

Each owner of a Route along the Transport Path earns \$1. If unable to connect to an Export Market, nothing further happens. If you are able to connect to an Export, gain Special Scoring Bonuses as indicated by the Card text.

Mayor Phase

A City is Built-Out when it has its full allotment of 4 Development Markers. For each City built-out this turn, there will be a separate Mayoral Race. (Each City will have 1 Race during the Game) For each race all players make a secret Monetary bid.

Bids are revealed simultaneously. The Highest Bid wins. The winner is The Mayor and receives 1 Income Level Chip and 5 VT. If tied, flip a coin to see who wins.

All money bid by all players is lost.

Magnate Phase

If all the Routes connecting a City are built this turn, the player who owns the most of those Routes gains 3 VT. (This will happen 1 time for each city during the game) If tied, each tied player gets 1 VT.

Waste Phase

Maximum hand size is 8 cards. Discard excess cards.

Trading

In between turns, players may trade ownership of cards, developments, Victory Tokens (VT), money (\$), Income Chips, and promises.

End Game Scoring

Convert Money into VT: Every \$10 is worth 1 VT

- The player with the most Energy (Oil and Coal) Developments gets 6 VT.
- The player with the most Food (Farms, Ranches, Fisheries) Developments gets 4 VT.
- The player with the most Transport (Railways and Shipping) Developments gets 7 VT.
- The player with the most Material (Wood, Stone, and Metals) Developments gets 5 VT

Development Deck Card List Notation

- RS** Resource Site
PS Processing Site
OS Other Site
SSB Special Scoring Bonus
RW Railways
SL Shipping Lines

SBL Site Building Limits: (Terrain the City must be Adjacent to)

- C** Coastal
L Lakes
R Rivers
K Canals
F Forest
P Plains
M Mountains
H Hills
D Deserts
IC Income Chip
YO You Own
CM Coal Mine
OR Oil Refinery
SM Steel Mill
PP Power Plant
LM Lumber Mill
VF Vegetable Farm
AC Action Card
Cost Cost in \$ to Build
TCOT Take Control of Target
COP Controlled by Opposing Player
 * Connection to Export not Required for SSB
 # Number of Copies of that card in the deck

Development Deck Card List

Name	#	Cost	Type	SBL	SSB
Railway	30	5	RW	-	(Cost 7 if adjacent to Mountains)
Shipping Line	10	5	SL	-	(Cost 8 for Canals)
Ranch	4	5	RS	P/H/D	-
Pig Farm	2	4	RS	F/H	-
Tannery	1	6	PS	Any	+1 IC per Ranch YO
Meat Packing Plant	1	7	PS	Any	+3 VT per Ranch & Pig Farm YO
Coal Mine	4	5	RS	M/H	-
Oil Field	4	5	RS	D/H	-
Oil Refinery	2	6	PS	Any	+1 IC per Oil Field YO
Power Plant	2	8	PS	Any	+2 VT per CM & OR YO
Logging Camp	3	4	RS	F	-
Lumber Mill	1	5	PS	F	+1 IC per Logging Camp YO
Paper Mill	1	6	PS	F/H	+3 VT per Logging Camp YO
Gold Mine	1	7	RS	M	+1 IC
Iron Mine	5	5	RS	M/H	-
Steel Mill	2	7	PS	Any	+1 IC per Coal & Iron Mine YO
Engine Factory	1	7	PS	Any	+2 VT per SM YO
Tool Factory	1	6	PS	Any	+1 IC per Steel Mill YO
Fishery	4	5	RS	L/C/R	-
Port	2	6	OS	C/R	+5 VT if built in Coastal City
Shipyards	1	8	PS	C/R	+2 VT per SM, LM & SL YO
State Capital	1	8	OS	Any	+3 to all Mayoral Races*
Rail Terminal	1	8	OS	Any	+1 VT per RW YO*
Furniture Factory	1	6	PS	Any	+1 IC per Tannery & LM YO
University	1	7	OS	Any	+2 Max Hand Size*
State Park	1	4	OS	M/F	+2 VT*

Name	#	Cost	Type	SBL	SSB
Cannery	2	6	PS	Any	+1 IC per Fishery or VF YO
Industrial Bakery	1	5	PS	Any	+1 IC per Grain Farm YO
Dairy Farm	1	5	RS	P/H	+2 VT
Grain Farm	6	5	RS	P	-
Vegetable Farm	1	4	RS	P/H	-
Brewery	2	6	PS	Any	+3 VT per Grain Farm YO
Stocks	2	5	AC	-	TCOT Site COP
Bonds	2	5	AC	-	TCOT RW or SL COP
Scandal	2	1	AC	-	Worth \$7 in Mayoral Races
Upgrades	2	2	AC	-	Negate an Obsolescence roll on Event Table
Dig Deeper	2	2	AC	-	Negate a Used-Up roll on the Event Table

Coast. Cities will be named.

Optional Rules

Non-basic Maps & Decks

Create Maps & Decks specific to a Historical Time & Place. For Example: Texas, Mississippi Valley, East

Variable Build Out Limits

Cities can hold different max number of Development Markers (DM). For the Basic Map: Cities 1, 4, 7, 10, and 13 can have 5 DM.

Cities 2, 5, 8, 11, and 14 can have 4 DM.

Cities 3, 6, 9, 12, and 15 can have 3 DM.

Optional Sample Development Cards

Name	Cost	Type	SBL	SSB
Passenger Route	3	PR	-	Max 1 per RM you have on the Board
Tobacco Plantation	5	RS	P	-
Whaling Industry	7	PS	C	+1 IC & +1 VT
Cotton Fields	4	RS	P	-
Sheep Pastures	4	RS	H	-
Textile Mill	6	PS	Any	+1 IC per Cotton & Sheep YO
Charcoal Maker	4	PS	Any	+1 IC per Logging Camp YO
Coke Maker	5	PS	Any	+1 IC per Coal Mine YO
Copper Mine	5	RS	M/H	-
Tin Mine	5	RS	M/H	+1 VT per Copper Mine YO
Smelter	6	PS	Any	+1 IC per Metal Mine YO
Blast Furnace	6	PS	Any	+1 IC per Iron & Coal Mine YO
Cast Iron Foundry	6	PS	Any	+1 IC per Furnace YO
Wrought Iron Forge	7	PS	Any	+3 VT per Furnace TO
Quarry	5	RS	M/H	All Your Sites cost -1 to build*
Concrete Maker	4	PS	Any	+1 IC per Quarry YO
Clay Pit	4	RS	C/H	-
Brick Works	5	PS	Any	+1 IC per Clay Pit & Coal Mine YO
Tile Works	4	PS	Any	+1 IC per Quarry & Clay Pit YO
Pottery Works	6	PS	Any	+2 VT per Clay Pit YO
Cement Maker	4	PS	Any	+1 IC per Clay Pit YO
Glass Factory	5	PS	Any	+1 IC per Coal Mine YO
State Hospital	7	OS	Any	+3 VT
Hotels	6	OS	Any	+1 VT per Park YO
Theme Park	8	OS	Any	+4 VT
Airport	8	OS	Any	Treat City as an Export Market. OPP
Stockyard	7	PS	Any	+1 IC per MPP, Pig Farm, & Ranch YO
Printer	6	PS	Any	+1 IC per Paper Mill YO

Name	Cost	Type	SBL	SSB
Shoe Factory	6	PS	Any	+1 IC per Tanner YO
Patents	0	AC	-	Gain 1 IC
Land Leases	0	AC	-	Gain \$10
Union Strikes	0	AC	-	Target opponent loses \$10
Panic	0	AC	-	All Players lose all their Money
Merger	2	AC	-	Steal 1 Site from Opponent. Give him 1 of yours
Philanthropy	3	AC	-	Gain 5 VT
High Operating Costs	0	AC	-	Target opponent loses 1 IC
War Time Economy	0	AC	-	All Developments cost + \$1 & score +1 VT FN8T
Dust Bowl	0	AC	-	All Players discard their Hands
Land Of Opportunity	0	AC	-	Draw 3 Cards from the top of the deck
New Regulations	1	AC	-	Opponents pay + \$1 to buy extra cards FN5T
Prospector	1	AC	-	Search6: Mines
Surveyor	1	AC	-	Search6: Railways
Charter	6	AC	-	Only you can build in Target City
Hydroelectric Dam	10	RS	R	+2 IC
Canal Lock	9	SL	K	+1 IC & +2 VT

Notation:

RM Route Marker; PR = Passenger Route

Note: A PR does not cause the placement of a RM or Development Marker. Treat Charcoal & Coke Makers as Coal Mines for the SSB of other Sites.

OPP Other players pay you \$1 to use.

FNXT For next X Turns.

SearchX: = Look at next X cards in the deck. If any of them are of the indicated type, put them in your hand.

Highway Option

In addition to rivers/sea routes, canal routes, and Railway routes, there are also Highway Routes. Use thin Brown lines to indicate these on the map. These use Highway (or Road) cards to build on and use Route Markers. Highway Card: Cost = 5. Similiar to other Routes in all other respects.

Bridges

Railways and Highways can cross over rivers and canals.

- Canals cost an extra \$1 to build across.
- Rivers cost an extra \$2 to build across.

Lakes

You may build a Shipping Lane in a Lake adjacent to an Available City. Simply place one of your route Markers into the Lake. The Shipping lane will automatically connect all Cities adj to the Lake.

Severn Gorge Event Table

Terrain Development Limits

Everytime you build a Resource Site (RS) in a city in addition to placing a Development Marker (DM) on the city, also place a DM on the adjacent terrain the RS is requiring (If several are available pick one). A Terrain can hold a maximum of 4 DM. Example: You build a Ranch on City 5. It requires a Plains. Also place a DM one of the 3 Plains City 5 is adjacent to.

This only applies to Land Terrains. Water type Terrains (Coastal, Lake, River) ignore this. This rule does not apply to Processing Sites (PS) and Other Sites (OS).

Mulligan Rule

At the beginning of planning phase, If you have not taken or bought a card yet this turn, you may call a Mulligan: Place the current 5 Draft Cards on the bottom of the deck. Draw 5 New Draft Cards. You may do this a max of once per turn.

Severn Gorge Scenario

Birthplace of the Industrial Revolution circa 1800.

Severn Gorge Map

There are only 2 types of Routes: Toll Roads and Waterways. Roads are Black Lines. The River is dark blue. Canals are light Blue. The settlements are Towns (not Cities) and can each hold 3 Development Markers.

Starting Available Town is Calcutts.

1D10	Event	Notes:
1	Worker Shortage	Reduce Revenue by Half this Turn
2	Drought or Freeze	Reduce Revenue by # of PS you own this turn
3	Charcoal Shortage	Reduce Revenue to # of CM you own this turn
4	Flooding	Reduce Revenue by # of RS you own this turn
5	Patent	Gain 2 VT
6-10	Nothing	

Severn Gorge Scenario

ABR Abbreviation

TR Transport Route

* Located in Town connected to River

Development card notation

Severn Gorge Scenario Development Card List

Name	#	Cost	Type	SBL	ABR	SSB
Toll Roads	20	5	TR	-	-	-
Waterway	15	5	TR	-	-	(Cost 8 for Canals)
Farmland	4	4	RS	P/H	FL	-
Grain Mill	1	5	PS	Any	-	+1 IC per FL YO
Brewery	1	6	PS	Any	-	+2 VT per FL & CM YO
Inn	1	5	OS	Any	-	+1 VT
Workers Cottages	3	4	OS	Any	-	Immune to Worker Shortage
Limestone Quarry	4	5	RS	M	LQ	-
Quicklime Kiln	2	5	PS	Any	-	+1 IC per LQ YO
Stone Cutter	1	5	PS	Any	-	+3 VT per LQ YO
Timber Yard	4	5	RS	F/H	TY	-
Charcoal Maker	2	5	PS	Any	CM	+1 IC per TY YO
Coal Mine	4	5	RS	M/H	CM	-
Coke Maker	2	5	PS	Any	CM	+1 IC per Coal Mine YO
Clay Pit	4	4	RS	R/H	CP	-
Brick Works	1	5	PS	Any	-	+1 IC per CP & CM YO
Tile Works	1	5	PS	Any	-	+1 VT per CP & CM YO
Pottery Works	1	6	PS	Any	-	+2 VT per CP YO
Porcelain Works	1	7	PS	Any	-	+3 VT per CP YO
Iron Mine	5	5	RS	M/H	IM	-
Blast Furnace	3	6	PS	Any	BF	+1 IC per IM & CM YO
Cast Iron Foundry	2	6	PS	Any	-	+1 IC per BF & CM YO
Wrought Iron Forge	4	7	PS	Any	IF	+2 VT per BF & CM YO
Boring Mill	1	5	PS	Any	-	+1 IC per BF YO
Nail Maker	1	5	PS	Any	-	+1 IC per IF YO
Chain Maker	1	6	PS	Any	-	+1 VT per IF YO
Steam Engine Maker	1	8	PS	Any	-	+3 VT per IF YO
Iron Bridge	1	10	OS	R*	-	+5 VT per IF YO
Warehouses	1	5	OS	R*	-	+2 VT
Lead Smelter	1	5	PS	Any	-	+1 VT per Coal Mine YO
Bitumen Well	1	4	RS	H	-	-
Rope Maker	1	5	PS	Any	-	-

Florida Scenario

Florida Map

Note there are no terrain types. Cities are either Coastal (red) or Landlocked (Green Dot). Cities are further distinguished by being North, South, or Central.

No distinction is made between route cards for railroads, shipping lanes, etc. All Routes are of the same type. At the beginning of the game the following cities are accessible: Key West, Jacksonville, Tallahassee
City DM Limits = 3

Florida Event Table

1D10	Event:	Notes:
1	Boom	Gain 1 IC
2	Bust	Lose 1
3	Depletion	Lose 1 Timber, Cattle, Mine, or Fishery
4	Immigrants	Draw 1 Card from the Deck
5	Freeze	Revenue TT -\$1 per Citrus/Veg. Site YO
6	Canal Drainage	Pay \$5 to gain 3 VT
7	Hurricane	Lose \$5
8	Red Tide	Revenue TT -\$1 per Fishery Site YO
9-10	Nothing	

TT This Turn

Card List Notation

C Coastal

L Landlocked

X Central

N North

S South

A Any

SL Sea Lane = Water Routes connecting to export Locations

Development Decks

There are 2 decks: Phase I and Phase II. After Phase I is used up, draw from the Phase II deck. At phase II city DM Limits increase to 5. (Redo Mayoral Bids)

Florida Phase I Scenario Development Card List

Name	#	Cost	Type	SBL	ABR	SSB
Rail and Shipping	30	5	TR	-	-	-
State Capital	1	6	OS	A	-	Hand Size +1
Cotton: Plantations	2	5	RS	N	-	-
Cigars: Factories	2	5	PS	C	-	-
Citrus: Oranges	4	4	RS	A	OJ	-
Citrus: Grapefruit	1	5	RS	A	GF	-
Citrus: Packing Plants	2	6	PS	A	-	+1 IC per OJ+GF YO
Timber: Naval Stores	1	5	RS	NX	-	+1 IC per Fishery YO
Timber: Pine Forests	1	4	RS	NX	-	-
Timber: Paper Mills	1	6	PS	NX	-	+2 VT per Timber YO
Timber: Pulp Mills	1	5	PS	NX	-	+1 VT per Timber YO
Timber: Saw Mills	1	5	PS	NX	-	+1 IC per Timber YO
Timber: Logging Camps	1	4	RS	NX	-	-
Sugar: Cane Fields	4	4	RS	SX	CF	-
Sugar: Sugar Mill	2	6	PS	A	-	+1 IC per CF YO
Vegetables: Tomatoes	1	3	RS	A	-	-
Vegetables: Celery	1	3	RS	A	-	-
Vegetables: Peppers	1	3	RS	A	-	-
Vegetables: Potatoes	1	3	RS	A	-	-
Salvage	1	4	OS	C	-	+1 VT
Shipbuilding	1	7	PS	C	-	+3 VT per Timber YO
Fish: Shrimping	1	5	RS	C	-	-
Fish: Sponges	1	4	RS	C	-	-
Fish: Oyster/Clam	1	4	RS	C	-	-
Fish: Lobster/Crab	1	4	RS	C	-	-
Fish: Mullet/Menhaden	1	5	RS	C	-	-
Fish: Grouper/Snapper	1	5	RS	C	-	-
Fish: SeaTrout/Tarpon	1	5	RS	C	-	-
Cattle: Herds	6	5	RS	NX	-	+1 VT per Herd YO

Name	#	Cost	Type	SBL	ABR	SSB
Tourism: Grand Hotels	1	7	OS	A	-	+1 VT per 3 TR YO
Tourism: Beach Resorts	1	6	OS	C	-	-
Tourism: Golfing	1	6	OS	A	-	-
Tourism: Sport Fishing	1	5	OS	C	-	+1 VT per Fishery YO
Tourism: Race Tracks	1	6	OS	A	-	-
Tourism: Theme Parks	1	8	OS	A	-	-
Mines: Limestone	1	5	RS	A	-	-
Mines: Phosphate	1	5	RS	X	-	-
Mines: Peat & Salt	1	5	RS	X	-	-
Mines: Sand & Shell	1	5	RS	X	-	-
Mines: Clay & Fill	1	5	RS	X	-	-
Land Speculation	2	2	AC	X	-	Gain \$1D6

Phase II Florida Scenario Development Card List

Mines: Heavy Metals	1	6	RS	NX	-	-
Mines: Sulfur	1	5	RS	NX	-	-
Tourism: Hotel Chains	2	6	OS	A	-	+2 VT per Tourism YO
International Airport	2	7	OS	A	Air	Counts as export Location
International Banking	1	6	OS	X	-	+1 VT per link to Export YO
Real Estate	2	5	AC	X	-	Gain \$3D6
Interstate Highway	5	2X	AC	X	-	Gain X VT
Tourism: Cruise Ships	1	8	OS	C	-	+2 VT per SL YO
Major University	4	7	OS	X	-	+3 VT
Electronics	1	6	PS	X	-	-
Plastics	1	6	PS	X	-	-
Aerospace Industry	1	8	OS	X	Air	+1 IC per Air YO
Space Center	1	9	OS	X	Air	+5 VT
Naval Air Base	1	6	OS	X	Air	-
Air Force Base	1	7	OS	X	Air	-
Prof. Sports Team	3	5	OS	X	-	+2 VT*
Construction	2	7	AC	X	-	+2 VT and draw 2 Cards





Land War In Asia

Introduction

War in Ancient China Module for the [Warp Empires: Basic Rules System And Campaigns](#) Warp Empires system. You must use the Warp Empires system to play this game.

Map

Map of China. Territory types:

- Mountain- No income. Units must stop upon entering Mountain spaces.
- Defending units in Mountain spaces get +1 Force each.
- Forest- No income
- Infantry in Forest spaces get +1 Force each.
- Plains- No income
- Cavalry in Plains spaces get +1 Force each.
- Hills- No income
- Archers & Artillery in Hill spaces get +1 Force each.
- Farmland- Generate 1 income
- Rich Farmland- Generate 2 income
- City- Generate 3 income
- Fortress- Generates 1 income. Has a Force = 10 in battle.
- Defending units in Fortress spaces get +1 Force each.
- Rivers & Walls- It takes a units entire move to cross one of these barriers.
- Units that just crossed a river or wall generate -1 Force each.

Chou Unit Deck

Name	Move	#	F(C)	Type	Notes
General	5	10	5	L	
Heavy Chariots	3	10	5	C	4-Horse
Light Chariots	4	10	2(4)	CA	
Armored Infantry	2	10	2	I	Swords or Battle Axes
Infantry of Wei	1	5	3	I	Pikes & Rhino Hide Armor
Elite Guards	2	5	3(4)	IA	Swords & Crossbows
Unarmored Infantry	2	30	1	I	Halberds, Spears & Javelins
Archers	2	30	2	A	Bows or Crossbows

Ch'in Unit Deck

Victory

Capture all territories and eliminate all opposing units to found the next dynasty.

Setup

Each player picks one Unit List. Each player starts in his own territory with: 3 Generals (Leaders) and 12 other random units. Starting territories should be near their historical counterparts.

Action Deck

Players share a common Action deck.

Unit List Abbreviations

- L** Leaders (Generals)
- I** Infantry
- C** Cavalry (& Chariots)
- A** Archers (& Artillery)
- F(C)** Force and (Cost) if not equal to Force

Movement Rules

Stacks without leaders cannot move.

Battle Rules

Leaders generate no Force unless matched with troops of equal or greater force value.

Historical Note

All of the Armies listed below existed before 100 BC.

Name	Move	#	F(C)	Type	Notes
General	5	10	5	L	
Charioteers	3	5	4	C	
Horse Archers	5	60	2(4)	CA	
Crossbowmen	2	15	2	A	
Armored Infantry	2	10	2	I	Battle Axes
Unarmored Infantry	2	10	1	I	

Han Unit Deck

Name	Move	#	F(C)	Type	Notes
General	5	10	5	L	
Elite Troops	2	10	4	I	"Gallants from the Three Rivers"
Yung-kan Archers	2	5	3	A	Volunteer Expert Marksmen
Noble Cavalry	4	5	4(5)	C	Armored
Orphan Infantry	2	5	3	I	Ringmail & 2-handed Swords
Convict Troops	2	5	2	I	Amnestied. Spears
Crossbowmen	2	20	2	A	
Charioteers	3	5	4	C	
Artillerists	1	5	4	A	Large Crossbows
Armored Infantry	2	10	2	I	Shields & Ringmail
Unarmored Infantry	2	10	1	I	Swords or Spears
Armored Cavalry	4	10	3(4)	C	
Unarmored Cavalry	5	10	2(4)	CA	Auxiliary

Central Asian Unit Deck (bactria, Fergana, Sogdiana)

Name	Move	#	F(C)	Type	Notes
General	5	10	5	L	
Charioteers	3	5	4	C	
Horse Archers	5	70	2(4)	CA	
Cameleers	4	25	1(3)	CA	

Hsiung-nu Unit Deck (tartars, Huns)

Name	Move	#	F(C)	Type	Notes
General	5	10	5	L	
Light Cavalry	5	70	2(4)	CA	
Light Infantry	2	20	1	I	
Picked Units	5	10	3(5)	CA	

Korean Unit Deck

Name	Move	#	F(C)	Type	Notes
General	5	10	5	L	
Horse Archers	5	10	2(4)	CA	
Bowmen	2	40	1	A	
Armored Infantry	2	20	2	I	Spears
Unarmored Infantry	2	30	1	I	Spears

Action Card Deck

Card Name	#	Notes:
Direct March	8	Move 1 stack
Combined March	6	Move 2 stacks
Planned March	4	Move 3 stacks
Gongs & Drums	2	Battle: All your units get Force +1
Banners & Flags	2	Battle: All your units get Force +1
Concentrate your Forces	2	Battle: All your units get Force +1

Card Name	#	Notes:
Cornered Tiger	2	Battle: Defending units get +2 Force each
Overrun his Flank	2	Battle: Stack gets Force +5
Strike Suddenly into his Rear	2	Battle: Stack gets Force +10
Feigned Rout	2	Battle: All enemy units get Force -1
Determine his Dispositions	2	Look at target stack
Mobilize the People	2	Gain 5 Income
Know your Enemy	2	Look at opponents hand
Close Quarters	2	Battle: All your Infantry get Force +2
Pursuit Force	2	Battle: Opponents Archers get Force -1
Shock Assault	2	Battle: All your Cavalry get Force +1
Long Range Attacks	2	Battle: All your Archers get Force +1
Art of War	2	Battle: Draw 3 cards
Unexpected Attack	2	Battle: Opponent discards 3 cards
Avoid his Strength	2	Battle: Your stack takes one less casualty
Speed is the Essence of War	2	Move 1 stack twice
Divide his Forces	2	Battle: Stack gets Force +9
Take Key position	2	Battle: Stack gets Force +7
Attach where he is Unprepared	2	Battle: Stack gets Force +8
Confuse & Deceive Opponent	2	Battle: Stack gets Force +6
Hit & Run Tactics	2	Battle: Your stack takes one less casualty
Divert with Bait	2	Move opposing Stack
Art of Maneuver	2	Move 2 or 3 stacks
Devious Route	2	Move 1 Stack & Draw 1 card
March Quickly on Lax Enemy	2	Move 1 Stack into battle
Lost Baggage	2	Opponent loses 5 income
Stragglers	2	Negate target Move
Opponents Forces Dispersed	2	Battle: All enemy units get Force -1
March at Double Time	2	Move 1 stack twice
Assemble the Troops	2	Gain 5 Income
Difficult Terrain	2	Negate target Move
Cut Lines of Communication	2	Negate target Move
Local Guides	2	Move 1 or 2 Stacks
Conceal your Forces	2	Battle: All your units get Force +1
Raiding & Plundering	2	Opponent loses 5 income
Instill Fear in the Enemy	2	Battle: All enemy units get Force -1
Enemy Exhausted	2	Battle: All enemy units get Force -1
Counter Attack	2	Move 1 Stack into battle
Quick Tempered General	1	Move opposing Stack
Reckless General	1	Move opposing Stack
Cowardly General	1	Negate target Move
Compassionate General	1	Negate target Move
Honor Bound General	1	Move opposing Stack
Fortified Camp	2	Battle: Defending units get +1 Force each





Last Men Standing

Introduction

Solo Card Game. This game is a tribute to the genre of Squad Level, Suicide Mission, Ensemble Cast, Survival, War Movies such as: Sahara, Saving Private Ryan, The Big Red One, The Dirty Dozen, The Desert Rats, The Guns of Navarone, Inglorious Bastards.

The Formula

Most of these type Movies included several common themes:

1. A very Dangerous (Commando) Mission.
2. Lots of casualties. Usually only 2 or 3 Members of the Squad survive.
3. Characters with different national and racial backgrounds working together.

Disclaimer

The game does not try to perfectly simulate any one Movie but instead, you Create your own band of Misfits and lead them to their Glorious ends.

Themes Not Used

Some of these movies have a period where the recruits are trained together, Where they learn to work together. This piece is left out. Some of these Movies have a very detailed step by step mission plan. This is Not simulated, rather the game works as a series of encounters.

Victory

Play 30 Turns, complete the last Mission, and have at least 1 Soldier survive.

The Decks

There are 4 Decks:

1. Soldier Deck
2. Mission Deck
3. Encounter Deck
4. Aid Deck

Soldier Deck

These are the Soldiers you start with and some you acquire along the way.

Mission Deck

This is the one main objective you are trying to achieve in the last game turn.

Encounter Deck

These are the Foes and Difficulties you encounter along the way.

Aid Deck

These are Help and Friends you acquire during the game.

Skills

Encounters and Missions require certain skills to overcome them. Soldiers and Aid cards provide those skills. Most Soldiers provide 1 to 3 Skills.

Most Aid cards provide 1 to 2 Skills. Most Encounters require 1 to 3 Skills. Most Missions require 4 Skills to complete.

There are 18 Skills.

Skill List

1. Courage
2. Leader
3. Martyr
4. Tactics
5. Stealth
6. Disguise
7. Mechanic
8. Medic
9. Sniper
10. Firepower
11. Anti-Tank
12. Demolitions
13. Cover
14. Grenades
15. Speed
16. Intelligence
17. Interrogation
18. Diplomacy

Setup

Shuffle the decks Draw 12 Soldiers. You may discard up to 4 Soldiers and draw replacements. Note: You can have a max of 2 Leaders in your squad.

Soldier cards are kept face up in front of you. Draw 4 Aid Cards and put them in your hand. Draw 1 Mission Card and place it face up.

Draw 14 Encounter cards. Place these face down in a row leading Up to the Mission card. This is called the Encounter Row.

Turn Sequence

Each turn has 3 Phases:

1. Aid Phase
2. Encounter Phase
3. End Phase

Aid Phase

Draw 1 Aid card and put it in your hand. If the Aid deck ever runs out, shuffle the discard and draw from it.

Encounter Phase

Flip over the next card in the Encounter row. See what skills it requires. Check your Soldiers and Aid cards to see if you have those skills.

If you are missing one or more skills, a random Soldier is killed. Martyrs are killed first. Leaders are killed last. If you needed to use one or more Aid cards discard them.

If you completed the encounter successfully roll 1D6: on a roll of 5 or 6 a Random Soldier is killed anyway (these are dangerous missions). This is called the Danger Roll. If all the encounters are finished, the squad faces the final Mission.

When facing the final mission you may draw an extra 2 Aid cards. You only win the game if the final Mission is completed successfully.

End Phase

Max hand size is 5 Aid cards. Discard excess cards.

Special Rules

1. If you used the Interrogation Skill during an encounter, you may Look at the next 2 Encounters.
2. If you have the Medic Skill roll 6 on 1D6 to prevent a casualty.
3. If you used the Intelligence Skill during an encounter, draw 2 Aid cards.

Soldier Deck Card List

Soldier:	Skills:
Yank Sergeant	Leadership, Diplomacy, Interrogation
British Doctor	Leadership, Medic
Commonwealth Soldier	Firepower, Martyr
Lovesick Doughboy	Martyr
Free French Corporal	Courage, Martyr
British Soldier	Grenades, Firepower
British Commando	Stealth, Tactics
Sudanese Sergeant Major	Courage, Speed
Brit Intelligence Officer	Intelligence, Leadership, Diplomacy
Rescued POW	Stealth, Martyr
French Commando	Demolitions, Stealth
British Explosives Expert	Demolitions, Intelligence
Black Yank	Anti-Tank, Stealth
Kentucky Marksman	Sniper, Martyr
Happy Go Lucky	Firepower, Speed
Fearless Lieutenant	Courage, Leadership, Speed
Coward	Martyr, Grenades
Sneaky Bastard	Speed, Stealth
Aussie Desert Rat	Tactics, Speed
Yank Medic	Martyr, Medic
Convict Soldier	Stealth, Interrogation
Jewish GI	Martyr, Tactics
Scottish Grenadier	Grenades, Tactics
Irish Bastard	Stealth, Courage
Reluctant Sergeant	Leadership, Tactics
Tank Driver	Mechanic, Anti-Tank
Sniper Commando	Sniper, Tactics
Secret Agent	Disguise, Intelligence
Combat Engineer	Demolitions, Mechanic

Soldier:	Skills:
Foreign Contact	Intelligence, Stealth
Heavy Weapons Expert	Firepower, Anti-Tank

Mission Deck Card List

Mission:	Skills Required:
Defend Well	Cover, Firepower, Tactics, Leadership
Defend Town	Tactics, Firepower, Sniper, Grenades
Find Soldier	Intelligence, Leadership, Tactics, Courage
Kill German Officers	Stealth, Grenades, Disguise, Mechanic
Blow Up Bridge	Demolitions, Sniper, Courage, Stealth
Blow Up Dam	Demolitions, Disguise, Stealth, Mechanic
Destroy Shore Battery	Demolitions, Intelligence, Speed, Cover
Blow Up Ammo Dump	Demolitions, Firepower, Grenades, Stealth

Aid Deck Card List

Aid:	Skills:
M3 Tank	Cover, Firepower, Anti-Tank
Radio Report	Intelligence
Offer Water	Interrogation
Impersonation	Disguise
Speak German Fluently	Disguise, Intelligence, Interrogation
Set Up Ambush	Tactics
Rush Position	Speed
Vickers Machine Gun	Firepower
Italian Prisoner	Courage
Pick up Straggler	Discard to Draw 1 Soldier
Bazooka	Anti-Tank
Demolition Charges	Demolitions
Morphine	Medic
Scoped Rifle	Sniper
Anti-Tank Gun	Firepower, Anti-Tank
Camouflage	Cover
Slit Trenches	Cover
Ropes & Hooks	Stealth
Friendly Civilians	Cover
Italian Trucks	Disguise, Speed
Night Operation	Stealth
Fem Fatale Contact	Intelligence
Urban Combat	Cover, Tactics
Offer Surrender Terms	Diplomacy
Enemy Vehicle	Disguise
Officer Uniforms	Disguise
Sub-Machine Guns	Firepower
Infiltration	Stealth
Friendly Squad	Firepower, Tactics

Encounter Deck Card List

Encounter:	Skills Required:
Captured Scouts	Interrogation
Luftwaffe Pilot Prisoner	Interrogation, Courage, Speed
Half-Track	Anti-Tank
German Scouts	Tactics
Mechanized Battalion	Firepower, Cover
German Sniper	Cover
Mortar Team	Tactics, Speed
Machinegun Nest	Speed, Grenades
Pill Box	Grenades, Tactics
Uncover Traitor	Interrogation, Leadership
Low Morale	Leadership, Courage
White Flag Parlay	Diplomacy, Cover, Speed
Take Out the Guards	Stealth
German Assault	Firepower, Cover, Sniper
Minefield	Demolitions
Operate Lift	Mechanic
Create Diversion	Grenades
Germans Playing Dead	Tactics, Stealth
Shot in the Back	Speed, Cover
Strafed by Fighter	Cover, Firepower
Parachute Accident	Medic
Enemy Territory	Intelligence
Information Gathering	Disguise
Overwhelming Odds	Courage
Sudden Standoff	Firepower, Tactics
Panzer Tank	Anti-Tank, Tactics
Overrun	Sniper, Cover
Kill Escaped Prisoner	Sniper
Open Ground	Speed
Evade Patrols	Cover, Stealth
German Headquarters	Disguise, Intelligence
Repair Getaway Vehicle	Mechanic

Two Player Variant

There are enough cards for 2 players to play simultaneously.

Awesome Cardset

[Click Here English](#)
[Click Here Spanish](#)

Card Variants

Feel free to tinker: Add, remove, alter cards and rules.

Links

[Telegraph](#)





Latin Intervention

by Alex Kremer

Latin Intervention - One Page Wars (C)

By Alex Kremer For 2 players
Latin Intervention is about cold war influence.

- Place the Panama canal in Panama. (This can not be moved!)
- Russia goes first.
- Each turn a player may move or play one of their pieces. (Place an Aid counter on Nicaragua for example.)
- At the end of each turn a contest of political wills occurs for every nation which has been influenced by a major power. Thus when you put aid in Nicaragua you will now roll.
- Each side (That has a piece in the nation) rolls 1d6. If the 1d6 = 6 or greater then the nation is now under your influence. (Place an influence counter.) If both sides get 6 or greater then no one gains the influence.
- Who ever gains the influence of 5 nations wins the game.
- Each time you play a piece you must move up the 'Threat Level.' If the threat level reaches WARNING. Then the game ends (With the one who triggered the warning losing the game. Consider this a situation of brinkmanship.)
- If you do not move or play a piece then you move down by 1 green each turn.
- If there is a green circle, then move the threat level up 1 green. A red = move +1 red one. The number above the star is the amount you add too an influence roll.
- Any time a nation gains an influence they can be challenged only if there is another piece from another nation in the nation.

Panama Canal

Aid (+1)

Aircraft Carrier Group (+5)

Aid (+1)

CIA Agent (+2)

Aid (+1)

Aid (+1)

CIA Agent (+2)

Aid (+1)

KGB Agent (+2)

Aid (+1)

Marxist Revolutionaries (+3)

Aid (+1)

Missile Agreement (+5)

Marxist Revolutionaries (+1)

Aid (+1)

KGB Agent (+2)

Aid (+1)

Threat Meter

WARNING!!

Taking a piece off the board will reduce the threat meter by that amount. (You can not play a piece if you remove a piece.)

When a nation successfully challenges and takes a position remove all opponets pieces from that nation. (Do not reduce threat!)

A superpower wins at the end of the conflict resolve phase (After the dice are rolled)

U.S. Influenced

USSR Influenced

U.S. Influenced

USSR Influenced

U.S. Influenced

USSR Influenced

U.S. Influenced

USSR Influenced

U.S. Influenced

USSR Influenced

WARNING!!





Laugh-a-lympics

Introduction

Card game for 3 Players. 3 Teams of Cartoon Characters compete in Sporting Events. Based on the Hanna-Barbara cartoon of the same name.

Disclaimer

Laff-a-Lympics is a licensed, copyrighted property. This is merely a fan site.

Summary Of Play & Victory

Each hand = 1 Episode.

Each Episode will have 4 Sports events.

Players use Team & Antics cards to bid on Events.

- First place in an event = 25 Points.
 - Second place in an event = 15 Points
 - Third place in an event = 10 Points The Team with the most points in 4 events wins the Episode.
- There are 8 Episodes in a Season.

Teams

There are 3 Teams:

SD Scooby-Doobeys

YY Yogi Yahooveys

RR Really Rottens

Each player picks one team to control.

Team Decks

Each Team has its own Unique Team Deck.

Antics Deck

Players share a common Antics Deck.

Turn Sequence

Flip over the Top 4 cards of the Event Deck. Note: Each Event has a number of Contestants Each player draws X+2 cards from their Team Deck.

X Total Number of Contestants required by each Event.

Each player also draws X Antics cards. Each player assigns the appropriate number of Team cards to each Event face down. After all Team cards are placed, they are revealed face up.

The Scooby Doobeys

Players then take turns playing Antics cards 1 at a time face up. (In order: RR then YY then SD) Each Team Member has a Laugh Track Value (LTV) Antics increase or decrease a Characters LTV. Tally up the total LTV for each event.

Highest score gets first place, and so on. In Ties, all the tied teams get the points. (For example: 2 first place & 1 Third place, or 3 First Place)

- First place in an event = 25 Victory Points
- Second place in an event = 15 Victory Points
- Third place in an event = 10 Victory Points The Team with the most VP in all 4 events wins the Episode. At the end of the turn discard all cards and reshuffle the team & Antics decks.

Bonus Points Card

Card found in the Event Deck. Draw an extra Event & place it on top of this one. Whoever wins that event gets an extra 25 VP.

Extra Event Card

Card found in the Event Deck. Discard this card & Draw 2 extra Event Cards.

Joining

If a Team member is used in an Event with another Team member that can join him, the Joiner gets +5.

Team Deck Card List Notation

LTR Laugh Track Rating

CS Comedy Styling

S Straight Man

F Foolishness

W Wit

X Feminine Wiles

C Cute

B Bumbling

L Born Loser

Swimmer = Character is +5 in swimming events

Driver = Character is +5 in car racing events

Runner = Character is +5 in running events

Strong = Character gets +5 in strength events

Climber = Character gets +5 in climbing events

Character	LTR	CS	Notes
Scooby-Doo	10	F	Dog
Shaggy	7	F	Join Scooby; Runner
Tinker	4	S	Join Speed Buggy; Driver
Speed Buggy	7	C	Vehicle; Driver
Dynomutt	8	B	Super; Dog; Robot
Blue Falcon	9	S	Super; Gadgets; Join Dynomutt
Hong Kong Phooey	6	F	Super; Dog
Scooby-Dum	5	F	Dog
Jeannie	5	X	Magic
Babu	3	B	Magic; Join Jeannie
Captain Caveman	8	F	Strong
The Teen Angels	5	X	Join Captain Caveman

The Yogi Yahooeys

Character	LTR	CS	Notes
Yogi	7	W	Bear; Hillbilly
Boo Boo	5	S	Bear; Join Yogi
Huckleberry Hound	8	W	Dog; Hillbilly
Snooper	4	S	Detective; Cat
Blabber	4	S	Detective; Mouse; Join Snooper
Wally Gator	7	W	Alligator; Swimmer; Hillbilly
Quick Draw McGraw	5	B	Lawman; Dog; Cowboy
Mr Jinks	3	L	Cat; Join Pixie & Dixie
Pixie and Dixie	6	C	Mice; Climbers
Augie Doggie	5	C	Dog
Doggie Daddy	4	S	Dog; Join Augie Doggie
Grape Ape	10	F	Gorilla; Strong; Climber
Yakky Doodle	6	F	Duck
Cindy Bear	7	X	Bear; Join Yogi

The Really Rottens

Character	LTR	CS	Notes:
Mumbley	9	W	Dog; Joins Dred
Dastardly Dalton	4	F	Cowboy; Join Dalton
Dinky Dalton	6	F	Strong; Cowboy; Join Dalton
Dirty Dalton	3	F	Cowboy; Join Dalton
Daisy Mayhem	5	X	Hillbilly
Sooeey Pig	2	C	Join Daisy
The Great Fondoo	4	B	Magic; Join Brak
Brak, the Magic Rabbit	5	W	Magic
Dred Barron	10	L	Gadgets; Driver
Orful Octopus	8	F	Octopus; Swimmer
Mr. Creepley	4	S	Join Creepley
Mrs. Creepley	3	X	Join Creepley
Jr. Creepley	5	B	Join Creepley

Antics Deck Card Notation

C Cheat
R Referee
B Bonus (to LTV)

P Penalty (to LTV)
S Special
G Guest Star
A Announcer

Antics Deck

Card Name:	#	Type	Notes:
Puppy Power	2	B	Dog card gets +5
Wrong Way	2	P	Loser, Fool or Bumbler gets -5
Really Rotten Trick	3	C	Really Rotten Character gets +8
Misdirection	3	C	Really Rotten Character gets +7
Sabotage	3	C	Really Rotten Character gets +6
Catch Cheating	4	R	Negate Cheat card: Cheater gets -5
Compensation	2	R	Negate Cheat card: Target gets +5
Illegal Equipment	2	R	Negate Cheat card: Cheater gets -4
Feminine Wiles	2	B	Female Character gets +5
Magic Trick	2	B	Character with Magic gets +5
Dumb Luck	4	B	Loser, Fool or Bumbler gets +5
Too Cute	2	B	Cute Character gets +5
Suave	2	B	Character with Wit gets +5
Nifty Device	2	B	Robot, Vehicle, or Gadget gets +5
Sleuthing	2	B	Super, Lawman, or Detective gets +5
Ornery	2	B	Cowboy or Hillbilly gets +5
Break Stuff	2	B	Strong Character gets +5
Brains	2	B	Witty Character gets +5
Funny Animal	2	B	Animal Character gets +5
Slap Stick	2	P	Loser, Fool or Bumbler gets -5 or +5
Jabberjaw	2	G	Draw 2 Antics cards
Fred Flintstone	2	G	Draw 2 Antics cards
Snagglepuss	1	A	Discard Event & Draw new one
Mildew Wolf	1	A	Discard Event & Draw new one
Backfire	2	S	Negate Antics card
Assist	2	S	Add extra Character from hand to Event
Disqualification	2	S	Discard target Character & draw another

Event Deck

Event	Contestants	Notes
Bonus Round	X	8 in deck
Extra Event	X	4 in deck
Downhill Ski Race	1	
Ice Skating	1	
Toboggan Race	3	Driving
Sumo Wrestling	1	Strength
One Point Tennis	1	
Baseball Batting Contest	2	
Underwater Relay	3	Swimming
Cliff Diving	1	Swimming
Speed Boat Race	3	
Big Ben Tower Climb	1	
Fox Hunt	2	
Skateboard Polo	4	
Swamp Buggy Race	1	Driving
Water-Ski Contest	2	
Track Race	2	Running
Rickshaw Race	2	Running

Event	Contestants	Notes
Ping Pong	1	
Gymnastics	2	
Dune Buggy Race	2	Driving
Fill Up The Oasis Race	2	
Loch Ness Photograph Race	3	Swimming
Three Legged Kilt Race	2	Running
Tour De France Bicycle Race	1	
Eiffel Tower Climb	1	
Boomerang Throw	1	
Kangaroo Race	1	
Pole Vault	1	Running
Disco Throw (Discus)	1	Strength
Rail Cart Race	2	Driving
Rapid River Keelboat Race	2	

Notes

For more events please see this comprehensive Site





Lawrence Of Arabia

Introduction

Card Game for 2+ players. Each player represents an incarnation of Lawrence of Arabia. Players recruit Arab allies and use them to attack the Turks.

Victory

The first player to have Mission cards in his Victory pile with A total Force Rating of 40 or more wins.

The Deck

Players share a common deck.

The Cards

There are 5 types of cards: Events, Leaders, Tribesmen, Missions, Defenses

Dice

Six-sided dice are needed.

Setup

Most well traveled player goes first. Each player is dealt a hand of 5 cards.

Turn Sequence

Players take turns. The current player is called the active player. Each turn has 6 Phases:

1. Fate Phase
2. Recruit Phase
3. Mission Phase
4. Attack Phase
5. Loot Phase
6. End Phase

Fate Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

Recruit Phase

Put 1 Leader face-up into play from your hand. You may attach face-up any number of Tribesmen cards from your hand to this new leader. If you did not play a

leader, you may attach one Tribesmen card from your Hand to one of your Leaders in play.

A Leader cannot attach more Tribesmen than his Force Rating.

Mission Phase

You may put 1 Mission card face-up into play. Designate 1 of your Leaders to attack it. The player to your left may attach Defense cards from his hand to the Mission.

Attack Phase

Mission cards and Defense cards have Defense Point Values. For every Defense Point roll one six sided Die (Defense Rolls): On a roll of 4-6+ Active player must discard 1 Tribesman attached to attacking Leader. All Leaders, Tribesmen, Missions, and Defense cards have a Force Rating Add up the Force Rating of all you Leader and Remaining Tribesmen (Arab Total).

Compare this to the total Force of the Mission and attached Defenses (Turk Total). If the Arab Total is greater than the Turk Total, the Attack succeeds. If the attack succeeds, the active player puts the Mission card into his Victory pile.

If the Attack fails, the Mission stays in play, with attached defenses, and The other players on their turns may attack it.

Loot Phase

After an Attack, win or loose, roll 1D6 (The Loot roll): On a roll of 4-6+ the Leader is discarded (In Shame or with Honorable Loot) If the Leader is discarded, also discard all attached Tribesmen.

End Phase

Max hand size is 7 cards. Discard excess cards.

Card List Notation

E Event
L Leader
T Tribesmen
M Mission
D Defense
Number of copies of that card in deck.
F(D) Force Rating (Defensive Points)

Common Deck Card List

Card Name	#	Type	F(D)	Notes:
Prince	4	L	5	Tribesmen get Force +2
Chieftain	4	L	4	Tribesmen get Force +1
Sharif	4	L	3	-
Alliance	4	E	-	1 extra Leader may join Attack
Bedouins	8	T	4	Discard in Loot Phase if Attack fails
Nomads	8	T	4	Discard in Loot Phase if Attack succeeds
Arabs	8	T	3	-
Howeit	8	T	5	May not Attach with Rualla
Rualla	8	T	5	May not Attach with Howeit
Guide	2	E	-	Search Deck for card & put it in your hand
Bribes	2	E	-	Draw 2 Cards
Nothing is Written	2	E	-	Draw 3 Cards and discard 2
Shifting Sands	2	E	-	Take control of Target Leader
Old Men Talk	2	E	-	Opponent Discards 2 Cards from hand
Long Ears	4	E	-	Look at opponent's hand
Surprise	4	E	-	Discard a Defense when Attacking
Cavalry Charge	4	E	-	All Tribesmen get Force +3
Cross the Desert	4	E	-	You get an extra Mission & Attack Phase
Lost in the Desert	4	E	-	Opponent skips his Mission & Attack Phase
Unprofitable Raid	4	E	-	+2 to target Loot Roll
Great Loyalty	4	E	-	-2 to target Loot Roll
Lawrence Captured	2	E	-	Opponent skips his next turn
Tribal Divisions	2	E	-	Discard target Leader in End Phase
Strafed by Planes	2	E	-	Discard target Tribesman in End Phase
Desertions	2	E	-	Discard target Tribesman in Loot Phase
Armored Car	2	E	-	Force Rating +3
Explosives	2	E	-	Force Rating +5
British Machine Guns	2	E	-	Force Rating +4
Train	6	M	6(1)	May not attach Fortifications
Outpost	2	M	8(2)	
Town	2	M	10(2)	
Coastal Fort	2	M	12(3)	
Damascus	1	M	20(4)	
Garrison	4	D	2(1)	
Turkish Infantry	4	D	3(1)	
Machine Guns	4	D	4(2)	
German Troops	2	D	5(2)	
Fortifications	3	D	6(1)	
Artillery	3	D	7(2)	





Legend Of The Five Rings Skirmish

Introduction

Board & card game for 2 players. Based on the Legend of the Five Rings Games. Each figure represents a Hero or a company or unit of men.

Disclaimer

Legend of the Five Rings is a copyrighted property. This is merely a fan site.

Victory

You win if you kill your opponents Warlord.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units. Each player starts with 16 units: 4 Infantry 4 Cavalry 4 Archers 1 Warlord 1 Champion 1 Shugenja 1 Special Unit (Depends on Clan) Infantry, Cavalry, and Archers are bushi. Other units are Heroes.

Setup

Each player picks one Clan. Each player places one unit on each square of his back two rows. Units may not stack.

Hits

A unit reduced to 0 Hits is killed. Bushi have one hit each. Warlords and Champions have 3 Hits. Shugenja and Special units have 2 Hits.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

- Orders Phase
- Move Phase
- Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards. Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Cavalry and Heroes may use Fast type movement cards. Units cannot move through other units.

The move card has a number. This is the number of spaces the unit moves. Moves are diagonal or orthogonal.

"Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving up to 3 units forward the indicated number of spaces using a single move card. A unit can only make one move per turn.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. The enemy unit that is the target of the attack takes 1 hit of damage.

Units cannot attack through other units except for Archers and Spells. Your opponent may play certain Defense cards to negate your attack. A unit can only make one attack per turn.

Champions can make two attacks per turn (using two attack cards)

Power Cards

Each clan can use Power cards to different effects.

Card List Notation

M Movement

A Attack

D Defense

X Special Card

P Power Card (effect depends on unit & clan identity)

K as a Knight would move in Chess

N Negate target Move card

Type Purpose of card

Only cavalry and Heroes can use Cavalry cards Archers can only attack using Archer cards. Only Warlords, Champions and Archers can use Archer cards. Only Shugenja can use spells.

OMD1RC = Opponent must discard 1 random card from hand.

Card List

Card Name:	#	Range	Type	Notes:
March	7	1	M	Use by All
Double Time	6	2	M	Use by All
Charge	5	3	M	Use by All
Maneuver	4	K	M	Use by All
Canter	3	4	M	Use by Cavalry
Gallop	2	5	M	Use by Cavalry
Difficult Ground	1	-	N	
Superior Tactics	1	-	X	Discard to draw 3 cards
Katana	4	1	A	All except Archers & Shugenja
No Dachi	4	1	A	All except Archers & Shugenja
Yari	4	2	A	All except Archers & Shugenja
Naginata	4	2	A	All except Archers & Shugenja
Bows	4	3	A	Use by Archers
Arrows	4	4	A	Use by Archers
Armor	3	-	D	All except Archers & Shugenja
Hold Ground	3	-	D	All except Archers & Shugenja
Ying Power Card	4	-	P	
Yang Power Card	4	-	P	
Mists of Illusion	1	-	D	Spell; Target any friendly unit
Wind-Borne Speed	1	4	M	Spell; Target any friendly unit
Earthquake	1	4	A	Spell; Attack originates from caster
Fires of Purity	1	1	A	Spell; Attack originates from caster
Castle of Water	1	-	D	Spell; Target any friendly unit
Iajutsu Challenge	2	1	A	Hero vs Hero
Higher Ground	1	5	A	Use by Archers
Rally	1	-	D	Bushi Adjacent to friendly Hero
Fist of the Earth	1	3	A	Spell; Attack originates from caster
Brilliant Victory	1	-	X	Draw 3 cards if you just killed a Hero
Contentious Terrain	1	-	N	
Shield Wall	1	-	D	vs Archer attack
Dispersive Terrain	1	-	N	
Diversionary Tactics	1	-	X	Opponent discards 2 cards
Wheel of Fate	1	-	X	Spell: Draw 3 cards
Charge	1	1	A	Use by Cavalry & Infantry
Jade Arrow	1	3	A	Use by Hero
Strength of Purity	1	-	D	Use by Hero
Unexpected Allies	1	K	M	Plus draw 1 card
Another Time	1	-	D	Hero vs Hero
Reserve Movement	1	3	M	Use by Bushi
Traversable Terrain	1	4	M	Plus draw 1 card
Call Upon the Wind	1	-	X	Spell: Look at opponent's hand
Look into the Void	1	-	X	Spell: Look at next 7 cards in deck
Fiery Wrath	1	5	A	Spell: Originates from caster
Deadly Ground	1	-	D	Negate Defense card
Treacherous Terrain	1	-	N	OMD1RC
Blazing Arrows	1	3	A	Use by Archers
Shriken of Serpents	1	2	A	Spell: Originates from caster
The Fire from Within	1	3	A	Spell: Originates from caster
Biting Steel	1	1	A	Spell: Use by any Hero
Block Supply Lines	1	-	X	Opponent skips draw phase
The Arrow Knows the Way	1	4	A	Hero vs Hero
Disharmony	1	-	X	Spell: Negate target Spell

Card Name:	#	Range	Type	Notes:
Walking the Way	1	-	X	Spell: Search deck for card & keep it
Entrapping Terrain	1	-	N	OMD1RC
Accessible Terrain	1	3	M	Plus Draw 1 card
Encircled Terrain	1	K	M	OMD1RC
The Armor of Sun Tao	1	-	D	Use by Hero
Scout	1	-	X	Look at opponents hand. OMD1RC
The Fury of Osano Wo	1	3	A	Spell: Originates from caster
Final Breath	1	1	A	Use by Hero just killed
Strike with No Thought	1	1	A	Use by Hero only
Strike at the Roots	1	-	X	Spell: Opponent discards 3 cards
Careful Planning	1	-	X	Draw 3 cards
Occupied Terrain	1	-	N	Plus Draw 1 card
Arrows from the Woods	1	1	A	Use by Archers
Way of Deception	1	-	X	Switch location of 2 of your units
Meditation	1	-	X	Draw 2 cards

Clan Lists

Clan lists describe:

- Variations to the basic army unit type composition.
- How units of that clan can use Power cards.
- Special powers of Special units.

Crab Clan

Power cards can be used 2 ways:

- Ying: Berserk: Attack = 1
- Yang: Armor of the Crab: Defense

The special unit is the Task Master. The Task Master can discard a power card to: Move any adjacent friendly bushi 2 or 3 spaces or Whip: Attack = 2

Crane Clan

Power cards can be used 2 ways:

- Ying: Ijatsu Attack: Attack = 1 as a second attack made by one unit on the same or a different target.
- Yang: Sudden Strike: Defense plus you may immediately play an attack card by any unit.

The special unit is the Magistrate. The Magistrate can discard a power card for: Defense vs any attack made against self or a Crane unit within 3 spaces.

Dragon Clan

Power cards can be used 2 ways:

- Ying: Two Swords: Attack = 1 as a second attack made by one unit on the same or a different target.
- Yang: Dragon Magic: Defense

The special unit is the Tattooed Man. The Tattooed Man can discard a power card for: Move = 1 or Attack = 1.

Lion Clan

Power cards can be used 2 ways:

- Ying: Strength of Purity: Move =1 and then Attack = 1.
- Yang: Hand of Destiny: Negate a defense card or power card used by opponent.

The special unit is the Tactician. The Tactician can discard a power card to: Move 1-3 friendly units 1-2 spaces.

Naga Clan

Power cards can be used 2 ways:

- Ying: Weaving Movements: Defense vs Range = 1 Attacks
- Yang: Polearms: Attack = 2

The special unit is the Slayer. The Slayer can discard a power card for: Attack = 1 as a second attack made by self on the same or a different target. Naga have no Cavalry, they have 6 Archers & 6 Infantry.

All Naga can use the Canter Movement card.

Phoenix Clan

Power cards can be used 2 ways:

- Ying: Master Archers: Archer Attack = 3
- Yang: Elemental Magic: Attack = 2

The special unit is the Elemental Master. All Phoenix Heroes can cast spells.

Scorpion Clan

Power cards can be used 2 ways:

- Ying: Ninja Ways: Move = K
- Yang: Scorpion Strike: Attack = 1

The special unit is the Saboteur. The Saboteur can discard a power card to: Cause opponent to discard a random card.

Unicorn Clan

Power cards can be used 2 ways:

- Ying: Riders: Move = 4
- Yang: Charge: Move = 3 and then Attack = 1

The special unit is the Scout. The Scout can discard a power card to: Move = K or Defense of Self
All Unicorn bushi are mounted and can use cavalry

movement cards. All Unicorn Heroes can use up to 2 move cards per turn.





Legends Of Rome

Introduction

Card Game for 2-6 Players. Theme: History of Rome from earliest Origins to the Fall of the West. Each player in turn takes control of the History of Rome.

Victory

The Game ends after the 6th Deck is used up. Final Scoring takes place and the player with the most Victory Points wins.

The Decks

There are 6 Decks. They Represent 6 Consecutive Ages each played in turn:

1. Early Rome
2. Early Republic
3. Middle Republic
4. Late Republic
5. Empire
6. Decline

The decks must have different backs to distinguish them.

The Playing Field

The Field must have Spaces for Card Piles as Follows:

- Decks not in Use
- Current Deck
- Current Deck Discard
- Leader Cards Available
- Threat Cards Available
- Conquest Cards Available
- Disaster Cards Available
- Politics Cards Available
- Build Cards Available
- Religion Cards Available
- Culture Cards Available

Each Players Collection of Cards he Controls

Battle Cards

As opposed to other cards, Battle cards go into a players hand. They are discarded when played.

Dice

Six sided Dice are needed.

Coins, Tokens, And Markers

Players share common sets of:

- Gold Coins

- Ambition Tokens
- Legion Markers
- Fate Tokens
- Faction Tokens
- Threat Markers
- Victory Tokens (Synonymous with Victory Points or VP)
- Two Power Tokens

Setup At Start Of Game

Each player starts with: 1 Legion 1 Fate 2 Gold 5 Ambition 2 Faction

10 Vp

Setup For Each Age

Shuffle the Deck. Roll high on 1D6 to see who goes first. Reroll Ties.

Turn Sequence

Players take turns. Each turn has 19 Phases:

- Destiny Phase
- Fate Phase
- Ambition Phase
- Taxes Phase
- Disaster Phase
- Leader Phase
- Senate Phase
- Legion Phase
- Threat Phase
- Conquest Phase
- Politics Phase
- Power Phase
- Build Phase
- Religion Phase
- Culture Phase
- Games Phase
- Scoring Phase
- Corruption Phase
- End Phase

Destiny Phase

Gain 1 Fate Token. You may discard a Religion card you control to gain 1 extra Fate Token.

Fate Phase

Flip over the Top 2 Cards from the Current Deck. Place them Face-up in their respective Available Card Piles. If a Card is a Action Card, place it in your hand.

You may draw extra cards for 2 Ambition Tokens or 1 Fate Token each.

Ambition Phase

Gain 2 Ambition Tokens. Gain an extra Ambition Token if you control more Faction Tokens than anyone else.

1D6	Lose:
1	1 Legion Marker
2	2 Faction Tokens
3	3 Ambition Tokens

If there is a Defect card available in the Disaster Phase cause a Target Player to roll once on the Disaster Table. Discard the Disaster or Defect card immediately after inflicting the loss.

Leader Phase

If a Leader card is available you may take it for 1 Fate Token. If you take a Leader immediately gain 1D6 +1 Ambition Tokens and 2 VP. You may gain a maximum of one Leader per turn.

Senate Phase

Discard a Politics Card to Gain one of the Following:

- 1 Legion
- 2 Temporary Legions (Discard them at end of turn if still around) Steal a Conquest card from an opponent
- 2 Faction Tokens
- 3 Gold Coins
- 2 Ambition Tokens

Legion Phase

Pay 1 Gold per Legion you Control. You may raise extra Legions for 4 Gold each.

Threat Phase

If there is a card in the Threat Pile roll 1D6:

D6	Result
1-5	Discard one of your Legions
6+	You defeat the Threat

Discard a Battle Card to increase your roll by 1. Get +1 if you have a Living Leader in Play. The first roll is required as a delaying action.

After that, you may continue rolling until:

- All Threats are resolved
- You run out of Legions
- You decide to stop

If you defeat a Threat gain 10 VP If you decide to stop or run out of Legions, place a Threat Marker on the Threat Card. If a Threat Card ever has 3 Markers, discard it and roll 3 times on the Disaster Table.

Taxes Phase

Gain 1D6 Gold plus 1 Gold per Conquest Card you Control.

Disaster Phase

If there is a Major Disaster card available in the Disaster Phase cause a Target Player to roll 3 times on the following Disaster Table:

1D6	Lose:
4	4 Gold Coins
5	5 VP
6	1 Conquest Card

Conquest Phase

If there are no cards in the Threat Pile and there are One or more cards in the Conquest Pile you may go Conquering: Pay 1 Ambition Token and 1 Gold Coin to attack one target Conquest Card in the Conquest Pile. Roll 1D6:

D6	Result
1-4	Discard one of your Legions
5+	You successfully Conquer the Conquest Card

Discard a Battle Card to increase your roll by 1. Get +1 if you have a Living Leader in Play. Continue Rolling until:

- The card is Conquered
- You run out of Legions
- You decide to stop

Gain 7 VP for a successful Conquest. Place the Conquest card in your collection under your control. Lose 1 VP if you decide to stop.

If you have a successful Conquest and there are more conquest cards remaining and you still have Legions, you may attack another Conquest card (Pay the 1 Gold and 1 Ambition to do so) For every Conquest you succeed at gain 1D6 Gold in Slaves & Plunder. If the Conquest is a "Destroyed City" Discard it and gain an additional 1D6 Gold.

Politics Phase

If there are any Politics Cards available, you may take all of them for 1 Fate Token. Immediately Gain 1 Ambition Token and 1 VP for each. Some Politics cards have the Death Symbol. If you take control of such a card, one target leader is immediately discarded.

Power Phase

A Leader that is a King (Early Rome), a Consul (Republic), or Emperor (Empire and Decline Decks) is said to be in Power. If you have a Leader that is not already in Power, you may have him attempt to seize power. Spend 3 Ambition Tokens and Roll 1D6:

D6	Result
1-2	Failure: Leader making attempt is discarded
3	Civil War: You lose 1 Legion then roll again
4	Civil War: Current Leader in power loses 1 Legion then roll again
5+	Success: Old target Leader is discarded. The Leader who just succeeded gains control of a Power Token (Place it on the Leader Card).

Add 1 to your roll for every Faction Token you or an ally discards. If due to a Civil War one side completely runs out of Legions, the other side automatically wins (Keep the Power Token; Other Leader Discarded) In Early Rome only 1 Power Token is Available (1 King). In the Republic Age there are 2 Power Tokens Available (2 Consuls).

In the Empire Age there is only 1 Power Token available (1 Emperor). In the Decline Age after the "Division of the Empire" card becomes available there are 2 Power Tokens available (East and West) Success is automatic if there is a power vacuum, that is, if a Power Token is available and no Leader controls it.

Build Phase

If there are any Build cards available, you may purchase them for 1 Ambition Token and 4 Gold each:

1D6	Gain:
1	Nothing
2	Gain 1 VP
3	Gain 1 VP

Add +1 to the roll if you defeated a Threat or made a Conquest this turn. After 3 rolls in one turn the price to roll again that turn is 2 Gold per roll.

Scoring Phase

Any player who has a Leader with a Power Token gets 1 VP and 1 Gold. The Player with the most Religion Cards gets 1 VP.

Corruption Phase

- Discard Gold in excess of 20.
- Discard Ambition in excess of 12.
- Discard Legions in excess of 10.
- Discard Fate in excess of 7.
- Discard Action cards in excess of 5.

End Phase

Roll 1D6 for each of your Leaders. On a roll of 6 a Leader is discarded. Get a +1 to this roll during the Republic Age Decks, because the position of Consul was temporary by Law.

End Of Age Scoring

An Age Ends when a turn starts and there are no cards left in the Deck. All Leader and Origin cards

Immediately gain 5VP. You cannot buy more Builds in a turn than you currently have Legions.

Religion Phase

If there are any Religion cards available, you may buy them for 1 Gold each. Immediately gain 2 VP for each.

Culture

If there are any Culture or Origin cards available, you may buy them for 1 Fate Token each. Immediately gain 1 VP for each Culture Card. Immediately gain 3 VP for each Origin Card.

Games Phase

Spend 1 Gold to roll on the Games Table:

1D6	Gain:
4	Gain 1 Ambition Token
5	Gain 1 Fate Token
6+	Gain 1 Faction Token

controlled by players are discarded. All Available cards are discarded. Break out the deck for the next Age.

Each player scores 1 VP for each Build card they control. The Player with the most Culture Cards gets 10 VP. The Player (3+ player game) with the least Culture cards loses 5 VP.

Special Rules

In the Decline Age in Threat Phase if you run out of Legions or decide to stop fighting the Threat on your turn, you must immediately discard one of your Conquest Cards and lose an extra 2 VP.

Card Type Notation

- L Leader
- T Threat
- C Conquest
- P Politics
- U Culture
- B Build
- R Religion
- D Disaster
- F Defect
- O Origin
- X Battle
- * Death
- ** Destroyed City/Foe

Early Rome Deck (before 509 Bc)

Name = Type	Name = Type
Rome = B	Traditional Founding = O
Romulus = O	Sewers = B
Remus = O	City Walls = B
Etruscan King = L	Numa Pompilius = L
Servius Tullius = L	Vesta = R
First Assembly = P	Vestal Virgins = R
Tarquinius Superbus = L	Mars = R
Temple = B	Vault & Arch = B
Capitoline Hill = B	Volscians = C
Forum = B	Luceres = C
Tarquinius Priscus = L	Jupiter = R
Patricians = P	Saturn = R
Centuries = P	Ceres = R
Servius Tullius = L	Minerva = R
Ostia = C	Flora = R
Tiber Bridge = B	Liber = R
Trojan Prince Aeneas = O	Tellus = R
Sabine Women = O	Quintus = R
Piety = U	Agriculture = U
Fidelity = U	Alba Longa = C
Virtus = X	Horatii = O
Latin Language = U	Roman Calendar = U
Etruscan Vivacity = U	Latin Tribes = C
Sculpture = U	Janus = R
Ancestor Worship = R	Sabines = C
Household Gods = R	Drain the Swamps = B
Diana = R	Murder = P*
Syibylline Books = R	Haruspices = R
Juno = R	Circus Maximus = B
Chariot Racing = U	Plebeians = P
Equites & Pedites = P	Latin League = C
Public Works = B	Ager Romanus = C

Early Republic Deck (509-266 Bc)

Name = Type	Name = Type
Roman Virtue = U	Horatius Cocles = L
Patriotism = P	Sylvanus = R
Veii = C	Lars Porsenna = T
Brutus = L	Dictator = P
Condemnation = P*	Castor & Pollex = R
Heroism = X	Latin Revolt = T
Quaestors = P	Limits on Consular Power = P
Cincinnatus = L	Aequians = C
Pass Under the Yoke = D	Rights of Citizenship = U
Honores & Suffrage = U	Conubium & Commercial = U
Tribunes = P	Censors = P
Generous Deeds = P	Daggers = P*

Name = Type	Name = Type
Etruria = C	Camillus = L
Triumph = U	Gauls = T
Sack of Rome = D	Restoration = B
Sacred Geese = R	Marcus Manlius = L
Gallic Invasion = T	Military Colonies = B
Latinum = C	Etruscans = C
Friend of the People = P	Licinian Laws = U
Praetor = P	Aediles = P
Equality of the Orders = U	The Twelve Tables = U
Secession of the Plebs = P	Plebian Revolt = P
Spurius Cassius = L	Samnite War = T
Samnium = C	Campania = C
Mutiny = F	Decisive Battle = X
New Allies = X	Subdual = X
Turn of Fortune = X	Discipline = X
Incorporation = X	Pacification = X
Pontius = T	Caudine Forks = D
Uprising = T	Greek Cities = C
Umbria = C	Italian Coalition = T
Hostile Armies Scattered = X	Devotion = X
Lucanians = C	Subject Allies = C
Garrisons = X	Bruttians = C
Tarentum = C	War Fleet = X
Declare War = X	King Pyrrhus = T
Valerius Laevinus = L	Heraclea = D
Pyrrhic Victory = X	Siege = X
Servian Wall = B	Via Appia = B
Aqueducts = B	Engineering = B

Middle Republic Deck (266-133 Bc)

Name = Type	Name = Type
Carthage = C**	Punic War = T
Macedonia = C	Sicily = C
Syracuse = C	Cato the Elder = U
Organization = X	Appius Claudius = L
Efficiency = X	Treachery = X
Quinquiremes = X	Duilius = L
Regulus = L	Xanthippus = T
Africa = C	Long Series of Disasters = D
Honor = R	Hamilcar Barca = T
Auguries = R	Fortitude = X
Lutatius Catullus = L	Enemies Sue for Peace = X
Roman Provinces = U	Sardinia & Corsica = C
Illyrian Pirates = C	Cisalpine Gaul = C
Hasdrubal = T	Spain = C
Treaty = X	Hannibal = T
Steadfast = X	Courage = X
Scipio Africanus = L	Cross the Alps = D
Sempronius = L	Flaminius = L

Name = Type	Name = Type
Fabius Cunctator = L	Harassment = X
Battle of Cannae = D	Marcellus = L
Turn the Tide = X	Slavery = U
Claudius Nero = L	Livius Salinator = L
Unanimous Election = P	Annihilation = X
Egypt = C	Antiochus III = T
Philip V = T	Diversion = X
Appeal for Protection = P	Bequest of Pergamum = C
Rhodes = C	Aetolians = C
Tributes = P	Perseus = T
Aemilius Paullus = L	Laurels = U
Polybius = U	Jupiter Capitolinus = R
Achaean Cities = C	Corinth = C**
Supremacy = P	Governors = P
Authority = P	Lusitanians = C
Numantia = C**	Servile War = T
Sulpicius Galba = L	Concord = R
Loyalty = R	Hope = R
Cult of Cybele = R	Andronicus = U
Gnaeus Naevius = U	Quintus Ennius = U
Plautus = U	Terentius = U
Hellenism = U	Civilization = U
Stoicism = U	Epicureans = U
Foreign Policy = P	Administration = P
Legislation = P	Demagogues = P
Lack of Representation = F	Slave Labor = F
Aemilian Bridge = B	Gladiatorial Shows = P

Late Republic Deck (133 - 27 Bc)

Name = Type	Name = Type
Optimates = P	Nobles = P
Wealth & Influence = P	Misconduct = P*
Proconsul = P	Law of Nations = U
Avarice = F	Decay of Patriotism = F
Large Estates = F	Tiberius Gracchus = P
Political Reforms = P	Agrarian Laws = P
Populares = P	Gaius Gracchus = P
Riots = F	Civil Strife = F
Incompetence = F	Corrupt Aristocracy = F
Gaius Marius = L	Caecilius Metellus = L
Cimbri = C	Teutones = C
Cimbric War = T	Reorganize the Army = P
The Social War = T	Livius Drusus = P
Sulla = L	Strabo = L
Jugurtha = C	Mithridates = T
Pontus = C	Appeal to the Army = P
March on Rome = D	Exile = P*
Reign of Terror = F	Cinna = L
Pompey = L	Proscriptions = F

Name = Type	Name = Type
Perpetual Dictator = P	Criminal Courts = U
Constitution = P	Civil War = T
Sertorian War = T	Metellus Pius = L
Spartacus Slave Revolt = T	Crassus = L
Victorious = X	Cicero = L
Cilician Pirates = C	Lucullus = L
Judea = C	Syria = C
Crete = C	Julius Caesar = L
Triumvirate = P	Helvetii = C
Germans = T	Nervii = C
Veneti = C	Aquitania = C
Vercingetorix = T	Invade Parthia = D
Cross the Rubicon = P	Romans Fighting Romans = D
Cleopatra = P	Veni, vidi, vici = X
Numidia = C	Pharnaces = T
Pontifex Maximus = R	Agricultural Colonies = B
Economic Reforms = P	Provincial Reforms = P
Ides of March = P*	Plutarch = U
Mark Antony = L	Fortune = R
Basilica Julia = B	Concrete = B
Triumphal Arches = B	Sallust = U
Lucretius = U	Catullus = U
Religion Diluted = F	Oriental Superstitions = R
Power Struggle = D	Suicide = P*

Empire Deck (27 Bc - 180 Ad)

Name = Type	Name = Type
Augustus = L	Imperialism = P
Agricola = X	Thrace = C
Tiberius = L	Maurentia = C
Ovid = U	Annexation = X
Pannonian Revolt = T	Imperial Civil Service = P
Teutoberg Forest = D	Britain = C
Germanicus = L	Claudius = L
Mutiny = F	Dalmatian Rebellion = F
Retirement = P*	Caratacus = T
Early Christians = R	Boudicca = T
Conspiracy = P	Iceni Revolt = D
Caligula = L	Depravities = F
Nero = L	Extravagance = F
Assassination = P*	Armenia = C
Great Fire of Rome = D	Golden Palace = B
Vespasian = L	Titus = L
Jewish Revolt = T	Galba = L
Year of Four Emperors = P*	Vesuvius Eruption = F
Colosseum = B	Domitian = L
Nerva = L	Trajan = L
Dacia = C	Arabia Petaea = C
Campaign = X	Trajans Column = B

Name = Type	Name = Type
Parthian War = T	Assyria = C
Mesopotamia = C	Hadrian = L
Pantheon = B	Hadrians Wall = B
Bar Kochba = T	Antoninus Pius = L
Marcus Aurelius = L	Lucius Verus = L
Marcomanni = T	Quadi = T
Germanic Raids = F	Virgil = U
Conciliation = P	Praetorian Guard = P
Appointments = P	Pax Romana = U
City of Marble = B	Forum Augustus = B
Apollo = R	Patronage = U
Horace = U	Livy = U
Divine Julius = R	Vices = F
Tyrannical = F	Delatores = P
Prosperity = P	Insanity = P*
Sejanus = F	Scandals = F
Proclaimed by the Army = P*	Seneca = U
Persecution of Christians = F	Favorite General = P*
Treasury = P	Magnificent Spectacles = P
Pliny the Younger = U	Tacitus = U
Suetonius = U	Cappadocia = C
Public Baths = B	Perpetual Edict = U
Pannonia = C	Moesia = C
Bread & Circuses = P	Roman Mob = P

Cult of Isis = R

Decline Deck (180 - 476 AD)

Name = Type	Name = Type
Commodus = L	Aurelian = L
Military Despotism = F	Diocletian = L
Civil War = T	Tetrarchy = P
Septimius Severus = L	Accession = P*
Caracalla = L	Carausius = T
Parthian Campaigns = T	Persian War = C
Constitutio Antoniniana = U	Maximian = L
Assassination = P*	Constantine = L
Elagabalus = L	Edict of Milan = R
Cult of Mithras = R	Scourge of God = T
Anarchy = P*	Constantinople = B
Alexander Severus = L	Julian = L
Killed in Battle = P*	Pagan Restoration = R
Plague = D	Valens = L
Valentinian = L	Decay of Morality = F
Valerian = L	Invading Goths = T
Gallienus = L	Theodosius = L
Captured in Battle = P*	Fedeorates = X
Gallic Empire = T	Defeat Rivals = P*
Milan as Capitol = P	Division of the Empire = P
Queen Zenobia = T	Honorius = L

Name = Type	Name = Type
Arcadius = L	Ravenna as Capitol = P
Frozen Rhine = D	Visigoths = T
Sack of Rome = D	Attila the Hun = T
Vandals = T	Groans of the Britons = F
Aetius = L	Pope Leo I = R
Murder = P*	Romulus Augustulus = L
Odoacer = T	War of Succession = F
Manpower Shortage = F	Military Appointment = P*
Franks = T	Alemanni = T
Decius = L	Usurper Tetricus = T
Famine & Pestilence = D	Claudius Gothicus = L
Silent Invasion = F	Tacitus = L
Probus = L	Carus = L
Coloni = P	Orientalism = P
Baths of Diocletian = B	Abdication = P*
Conversion = R	Centralized Power = U
Adoption of Christianity = R	Reorganization = P
Orthodoxy = R	Reunification = C
General Stilicho = X	Burgundians = T
Suevi & Alani = T	Inflation = F
Soldier Emperors = P*	Sassanids = T

Links

Roman History





Legions Of Korrok

Introduction

Card game for 2 Players. One player is Good. The other is Evil. Based on the David Wong Book "John Dies at the End".

Disclaimer

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Notation

Several groups of terms are basically interchangeable: Good Guys = Humans = Earthlings = Heroes = Characters

Bad Guys = Evil Player = Korrok = Monsters

Portal Locations = Portals = Locations

Other Worlds = Other Dimensions = Parallel Universes

Destroy = Discard

Victory

Good Guy Win: Destroy all the Portal Locations.
Korrok Win: Destroy all the Good Guy Characters.

The Decks

Each Player starts with a unique deck. There are 2 Decks:

1. The Good Guy Deck
2. The Korrok Deck

Good Guy Deck

The Good Guy Deck have 3 types of cards: Characters, Items, and Special cards.

- Character Cards: People (Humans and otherwise) such as David, John, and Molly. Item Cards include sub-categories such as Weapons, Music, Fire, and Holy.
- Weapon Item Cards: Things like Guns, Axes, and Tasers.
- Music Item Cards: Music or things that produce Music: Songs, Boom Boxes.
- Fire Item Cards: Things like Flame Throwers, Molotov Cocktails, Blow Torch.
- Holy Item Cards: Things or states like Holy Water, Faith, Innocence, Belief, Crucifixes.
- Special Cards: Events and Actions.

Korrok Deck

The Korrok Deck such as 3 types of Cards: Monsters, Locations, and Horror cards.

- Monster: Monstrosities such as Shitload, Korrok, Wig Monsters, and Shadow People.
- Location Cards: Places (Here or in other Dimensions) where Portals are Located.
- Horror Cards: Events and Actions

Setup

The Good Guy starts with 3 Characters in play: David, John, and Molly. The Bad Guy starts with 2 Portal Locations in play: The Mall and The Trailer Park

Turn Sequence

Each turn is divided into 8 Phases.

1. Draw Phase
2. Recruit Phase
3. Equip Phase
4. Portal Phase
5. Summon Phase
6. Attack Phase
7. Mission Phase
8. End Phase

Draw Phase

Each player draws 3 cards from the top of his own deck. If a deck runs out, shuffle the discard and draw from it.

Recruit Phase

The Good player may put 1 Character card into play. If the Good player has an expendable character, he must play it.

Equip Phase

The Good player may equip one Character with one Equipment card. He may also put 1 Equipment card back into his hand. He may also let 1 Character give 1 Piece of Equipment to another Character.

A Character can attach a max of 1 Weapon, 1 Fire, 1 Music, and 1 Holy.

Portal Phase

The Evil Player may put 1 Portal card into play.

Summon Phase

The Evil Player may put 1 Monster card into play.

Attack Phase

The Evil player may attack 1 target Character. Pick a Monster card in play. The Good player may immediately attach 1 Equipment card from his hand.

The Good player rolls dice equal to 1 + the number of Equipment cards the Character has. The Monster rolls 3 Dice. The side that rolls the most 6's wins.

The losing Character or Monster and all attached equipment is discarded. If tied, no one is discarded.

Mission Phase

The Good player may attack 1 target Portal. The Good player may attack with one, some, or all of his characters. The Evil player may pick up to 2 Monsters to defend the portal.

Monsters that attacked last phase cannot defend in this phase. The Good player rolls dice equal to the number of Equipment cards and Characters that are on the mission. The Evil Character rolls 1 Die plus 2 for each defending Monster.

If the Portal is undefended, the Character gets to roll 3 extra dice. The side that rolls the most 6's wins. If the Good Character wins, the Portal and all defending monsters are discarded.

If the Evil Character wins, all the Characters and Equipment on the mission are discarded. If tied 1 random Monster and 1 random Character are discarded.

End Phase

Max hand size is 5 cards. Discard excess cards. Expendable Characters are put into play instead of

being discarded.

Card Terminology

- **Hero:** If killed, put this card on top of your deck. Also a Hero may intercept on a roll of 5+
- **Recruit:** When this card is first played Search deck for card and play it immediately
- **Fetch:** Once per turn on your turn on a roll of 5+ you may recruit 1 Item
- **Martyr:** Discard this Character instead of target Character
- **Ghost Hand:** Roll 1 extra die when on Missions
- **Isolated:** Character cannot go on Missions
- **Scry:** Look at opponent's hand
- **Faith:** Cannot be turned into a Monster
- **Retaliate:** When played the Good player may make a second mission this turn
- **Threaten:** When played the Evil player may make a second attack this turn
- **Intercept:** When a Character is attacked, another target Character may add his Dice to the defenders Discard after Mission: Any attached Items go to Good Players Hand

Card List Notation

- C** Character
I Item
S Special
M Monster
L Location
H Horror

Good Guy Deck Card List

Card Name:	Type:	Notes:
David Wong	C	Hero
John	C	Hero
Molly	C	Dog; Cannot Attach Items; Fetch
Robert Marley	C	Recruit 1 Character
Big Jim Sullivan	C	Faith; Scry
Detective Appleton	C	Expendable; Recruit 1 Weapon
Jennifer	C	Discard after Mission
Fred Chu	C	Expendable
Todd	C	Expendable; Martyr
Uncle Drake	C	Expendable; Scry
Krissy Lovelace	C	Faith; Discard after Mission
Danny Wexler	C	Expendable; Draw 1 Card
Amy Sullivan	C	Ghost Hand
Generic Teenagers	C	Expendable; Discard after Mission
Rock and Roll	I	Music Card
Boom Box	I	Music Card
Ghetto Blaster	I	Music Card
Electric Guitar	I	Music Card
Camel Holocaust	I	Music Card; Roll 2 Dice and Discard

Card Name:	Type:	Notes:
Molotov Cocktails	I	Fire Card
Toy Flamethrower	I	Fire Card
Spray Can and Lighter	I	Fire Card
Can of Gasoline	I	Fire Card; Roll 2 Dice and Discard
Holy Water	I	Holy Card
Testamints	I	Holy Card
Bible and Bat	I	Holy Card
Crucifix	I	Holy Card
Exorcism	I	Holy Card; Roll 2 Dice and Discard
Replacement Axe	I	Weapon Card
Hand Gun	I	Weapon Card
Chainsaw	I	Weapon Card
Shotgun	I	Weapon Card
Bomb	I	Weapon Card; Roll 3 Dice and Discard
Soy Sauce	S	Play 1 extra Character this turn
Beheading	S	Destroy Monster
Impossible Phone Call	S	Draw 1 card and Scry
Rescue	S	Negate Isolation or Intercept
Rush to Help	S	Draw 1 card and Intercept
Investigation	S	Scry and Intercept
Toolshed	S	Recruit 2 Items
Ghostvision	S	Scry and Character rolls 2 extra dice
Fight Back	S	Recruit 1 Item and Retaliate
Exact Copy	S	Recruit 1 Character from the Discard
Soy Sauce High	S	Draw 1 card and Character rolls 3 extra dice
Inadvertent Time Travel	S	Prevent a Character from being killed
Dr Albert Marconi	S	Destroy all Monsters in Play
Arnie the Reporter	S	Draw 2 Cards
Angelic Protection	S	Opponent Discards 2 random Cards
Robert North	S	Draw 2 Cards and Retaliate

Korrok Deck Card List

Card Name:	Type:	Notes:
Shitload	M	Expendables he kills become Monsters you control
Wig Monster	M	Discard Music to kill
Dead Boyfriend	M	Discard Weapon to kill
Beastments	M	Can only Defend; Roll 1 extra Die when Defending
Corrupted Human	M	Cannot Defend
Police Impersonator	M	If Attacking Defender cannot use Weapons
Alien Slug	M	Only rolls 1 Die when Attacking or Defending
Roach Man	M	Discard Fire to Kill
Meat Poltergeist	M	Discard Holy to Kill
Mutant Wolf	M	If killed opponent draws 1 card
Shadow Men	M	If killed draw 2 cards
Spiders Bred for War	M	Can only Attack; Roll 1 extra Die when Attacking
Monkey Crab	M	Always gets 1 extra Die
Body Factory Bazaar	L	Play 1 Extra Monster per Turn
Shit Narnia	L	Draw 1 extra card on a roll of 5+ on your turn
Luxor Hotel	L	Attacking Characters are killed on a roll of 5+

Card Name:	Type:	Notes:
Abandoned Mall	L	Can defend with 1 extra Monster
Post Apocalypse World	L	Characters get +1 Dieroll each vs this Location
Trailer Park	L	When this card is destroyed draw 2 cards
Dead Batteries	S	Discard a Music Card
Break	S	Discard a Weapon Card
Malfunction	S	Discard a Music or Weapon Card
White Fly Hive	S	Expendable becomes a Monster you control
Possession	S	Character becomes a Monster you control this turn
Astral Form	S	Expendable is discarded
Spontaneous Combustion	S	Expendable is discarded
Observers in the TV	S	Draw 1 card and Scry
The Chosen Ones	S	All players draw 2 cards
Erased from Memory	S	This card and Expendable is removed from game
Kidnapped	S	Random Character Isolated for 3 Turns
Imprisonment	S	Random Character Isolated for 3 Turns
Disappearance	S	Random Character Isolated for 3 Turns
Every Moment is Forever	S	Recruit 1 Card from Discard
Alter Reality	S	Both players discard their hands and draw 3 cards
Haunt Mind	S	Opponent must discard 2 random Cards from hand
Awful Secret	S	Recruit 1 Monster
Blue Eye of Korrok	S	Look at Opponents Hand and discard 1 card from it





Lensman

By C. Gerard Luft

Introduction

Lensman for Rebel Space. Uses the same rules as [Rebel Space: Evil Empire Vs Rebel Heroes. Card Set Included!](#) Rebel Space, only the names of some cards have changed.

Galactic Patrol Of The First (milky Way) Galaxy Card List

Card Name	Type	#	Grnd	Space	Dam	Cost	Notes
Kimball Kinnison*	hero	1	7	7	2	3	psi, captain
Clarrisa Kinnison	hero	1	3	3	2	3	psi
Captain Craig	hero	1	4	6	2	3	capt
Sergeant van Buskirk	hero	1	2	2	1	2	pilot
Lensman Worsel	hero	1	2	2	1	2	psi pilot
Artisian Mentor	hero	1	2	2	0	2	psi
Port Adm. Haynes	hero	1	4	4	2	3	capt
Chief Pilot Henderson	hero	1	0	5	1	3	capt, pilot
Space marines	ground	15	1	0	0	1	
Speedster	G/S	8	2	1	1	1	fighter
Scout	space	6	0	2	2	2	
Prime base	ground	1	1	0	0	2	defense**
Primary beam	G/S	1	1	1	0	2	destroy 1 ship
Cruisers	space	10	0	3	1	1	ship
Battleship	space	5	0	4	1	2	ship
Mauler	space	4	0	5	1	2	ship
Dreadnaught Dauntless	space	1	0	7	1	3	ship
Telepath	psi	1	0	3	0	-	
Read minds	psi	1	0	0	3	-	
Mind blast	psi	1	3	0	0	-	
Surgeon-marshal Lacy	act	1	-	-	-	-	take hero from discard and put in hand
Recruit	act	1	-	-	-	-	take any hero from discard and put in hand
Lensman Spy	act	1	-	-	-	-	look at opponents hand

* The Grey Lensman

** Facility: draw 1 extra Card each turn

Baskonian Pirates Of The Second (andromeda) Galaxy Card List

Card Name	Type	#	Grnd	Space	Dam	Cost	Notes
Eichmil Eighth*	hero	1	7	7	2	3	captain
Jalte	hero	1	8	6	2	3	captain
Helmuth	hero	1	1	5	2	3	capt
Overlord of Delgon	hero	1	3	4	1	3	capt
Colonial	hero	1	4	4	2	3	capt
Captain	hero	1	2	2	1	2	capt
Lieutenant	hero	1	1	1	1	1	pilot
Baskonian raiders	ground	20	1	0	0	1	

Card Name	Type	#	Grnd	Space	Dam	Cost	Notes
Drug lord	hero	1	6	4	1	3	pilot
Crime lord	hero	1	5	2	2	3	capt
Speedster	G/S	8	2	1	1	1	fighter
Scout	space	5	0	2	1	2	ship
Cruiser	space	10	0	3	1	1	ship
Battleship	space	5	0	4	1	2	ship
Planetship	space	3	0	10	2	3	Ship
Grand base	space	1	0	12	3	3	def facility
Baskonian spy	act	1	-	-	-	-	look at opponents hand
Drug thionite	act	1	-	-	-	-	take control of an opponent hero

* of Baskone





Lepanto

Introduction

Card game for 2 players. Simulation of the Naval Battle of Lepanto 1571. Ottoman Turks vs The Holy League.

The Deck

Players share a common deck.

Strength

Each player starts with 100 Strength Points.

Victory

You win if at the end of a turn you have twice as many Strength points as your opponent.

Setup

Each player is dealt a hand of 9 cards.

Turn Sequence

Players take turns. Each turn is divided into 4 Phases: Sailing Phase Strategy Phase Battle Phase End Phase

Sailing Phase

Fill hand to 9 cards. Use Scout cards in this phase.

Strategy Phase

Discard up to 5 cards and draw replacements.

Common Deck List

Unit Type	#	Type	Force	Use	Notes
Real Don John	1	L	6	C	Allied
Capitana Don Alvaro	1	L	6	C	Spaniard
Capitana Bragadino	1	L	5	C	Venetian
Capitana Doria	1	L	6	C	Allied
Venetian Galleass	2	S	8	C	
Christian Lantern Galleys	2	S	7	C	
Spanish Galleys	2	S	6	C	
Allied Galleys	2	S	6	C	
Venetian Galleys	4	S	5	C	
Sultana Ali Pasha	1	L	6	I	
Sultana Mehmet Suluk	1	L	6	I	
Sultana Uluch Ali	1	L	5	I	

Battle Phase

Players reveal their hands (those cards they wish to use). A players hand may contain up to: 1 Leader Card 4 Ship Cards 2 Attack Cards 2 Movement Cards Each card has a Force value. Total the Force value of your hand The player with the highest Force value wins the hand.

Each player loses Strength Points equal to the Total Force of the Opponents hand. The loser of the hand also loses Strength points equal to the difference of the Force Total of both players.

End Phase

Discard any unwanted cards from your hand. Discard cards in excess of 7.

Card List Notation

- # Number of cards of that type
- L Leader
- S Ship
- A Attack
- M Movement
- A/M Use for Attack or Movement
- R Scout: Discard to Look at Opponents Hand
- X Discard to draw 2 cards
- Use Which units can use this card
- I Muslim
- C Christian
- B Both Muslim and Christian

Unit Type	#	Type	Force	Use	Notes
Muslim Lantern Galleys	3	S	7	I	
Muslim Galleys	9	S	5	I	
Muslim Galiots	4	S	4	I	
Center Line Bow Guns	2	A	6	B	
Flanking Pieces	2	A	4	B	
Cast Iron Cannon Balls	2	A	5	B	
Cut Stone Cannon Balls	2	A	4	B	
Head on Boarding Fight	4	A	5	B	
Heavy Guns	2	A	6	C	Galleass
Turret Guns	2	A	5	C	Galleass
Swivel Guns	1	A	2	B	
Ships Low in the Water	2	A	4	C	Muslim Weakness
Archers	2	A	3	I	
Composite Recurved Bows	2	A	3	I	
Janissaries	2	A	3	I	
Melee	2	A	3	I	
Spurs	1	A	3	I	
Crossbowmen	1	A	2	C	
Arquebusiers	1	A	3	C	
Spanish Infantry	2	A	4	C	Spanish & Allied
Fighting Platforms	1	A	3	C	Spanish & Allied
Size Advantage	2	A	4	B	Larger vs Smaller Ships
Tactical Advantage	2	X	-	B	
Outflank	2	A	5	B	
Venetian Artillery	2	A	4	C	Venetian
Fighting Oarsmen	1	A	3	C	Venetian
Free Oarsmen	2	M	3	B	Muslims & Venetians
Light Ships	3	M	2	I	
Muslim Sails	2	M	4	I	
Maneuverability	2	M	3	I	
Shallow Draft	2	M	2	I	
Turn the Flanks	2	A/M	4	I	
Fast Galiots	2	M	2	I	
Oarsmen	3	M	3	B	
Dash Speed	2	M	4	B	
Rowing Crew	3	M	3	B	
Retrograde Movement	1	M	3	B	Move Backwards
Slow Ships	2	M	2	I	Christian Weakness
Slave Oarsmen	1	M	2	I	Christian Weakness
Large Hull	2	A	5	C	
Ramparts	1	A	4	C	
Hold Formation	1	A/M	2	C	
Well Ordered Line	1	A/M	2	C	
Bergantin Scouts	2	R	-	B	
Disrupt Formation	2	A/M	3	B	





Levantine Crusades

Introduction

Card game for 2 Players. Simulation of the Crusades during the 11th to 13th Centuries. One player is the Christian Crusaders.
The other player is the Muslims.

Game Length

The game is played in 18 hands. Every 2 Hands represent a Crusade and then the Muslim Reaction.

Geography

Levantine = Holy Land The resource base of the Muslims is Egypt and the Turks. The resource base of the Crusaders is Europe. The Muslims had ready access to the Levantine.
The Crusaders required expensive/difficult journeys to reach the Holy Land.

Territory Tokens

There are 3 Territory Tokens (TT).

Territory Chart

TT	Possessions:	Draw
0	None	10
1	Syria	8
2	Jerusalem	6
3	Extensive	4

TT Number of Territory Tokens you Control.
Possessions = How much of the Holy Land you Control.
Draw How many cards you draw in your Support Phase.

Victory

At the end of the game (The Ninth Crusade), the player with the most TT wins.

The Deck

Players share a common deck.

Setup

The Muslim player starts the game with all 3 TT. The Crusader player goes first.

Turn Sequence

Players take turns. The current player is the Attacker. The other player is the Defender. Each turn has 6 Phases: Support Phase Recruit Phase Battle Phase Siege Phase Conquest Phase End Phase

Support Phase

Both Players draw a number of cards according to the Territory Chart.

Recruit Phase

The Attacker may put Leader and Army cards into play. The Crusader player as Attacker may put a max of 1 Leader and 1 Army in play. For every Transport card the Crusader plays, he may put an Additional Leader and Army card into play.
The Crusader player may have a max of 3 Leaders in play at a time. The Muslim player as Attacker may only put 1 Leader into play, but may put Any number of Armies into play. The Muslim player may have a max of 1 Leader in play at a time.

Defender Phase

The Defender may put up to 1 Fortification card, 1 Leader, and 1 Army card into play.

Battle Phase

Skip to End phase if the Attacker does not have at least 1 Leader & 1 Army in play. Both players roll 1D6 for each Leader and Army card they have in play. Players may roll an extra 1D6 for each Battle card they play (discard) from their hand.
Totals are called Battle Totals (BT). Higher BT wins. Defender wins ties. For every natural roll of 6, your opponent must discard 1 Army card.
If the Attacker loses battle Phase, skip to End Phase.

Siege Phase

Skip to End phase if the Attacker does not have at least 1 Leader & 1 Army in play. Both players roll 1D6 for each Leader and Army card they have in play. The Defender rolls 1D6 for each Fortification card in play. Players may roll an extra 1D6 for each Siege card they play (discard) from their hand. Totals are called Siege Totals (ST). Higher ST wins. Defender wins ties.
For every natural roll of 6, your opponent must discard 1 Army card of his choice. If the attacker wins, the defender must discard half (round up) of

his fortification cards and Give the other half to the attacker.

Conquest Phase

If the Attacker won both Battle and Siege Phase, and he has at least 1 Leader and 1 Army in play, he may take a TT from his opponent. The victorious Attacker may then continue his conquest by playing an Extra Battle and Siege Phase. This is called an Extended Conquest. An Attacker may capture a maximum of 2 TT in one Turn.

End Phase

Roll 1D6 for each Leader and Army in Play. (The Age Roll) On a roll of 1-3 on 1D6 discard the card. Leaders are automatically discarded after 2 crusades (old Age). Max hand size is 7 cards; discard excess

cards.

Card List Notation

L Leader

AL Attacking Leader = Can only be played in Recruit Phase

DL Defending Leader = Can only be played in Defender Phase

A Army

E Event

T Transport

F Fortification

S Siege

C Crusader player only may use this card

M Muslim player only may use this card

Z Either player can use this card

X Special

B/S Battle or Siege

Common Deck Card List

Card Name:	Type	Use	Notes:
Richard the Lionhearted	AL	C	Rolls an extra 1D6 for Battles
Baldwin IV	DL	C	Draw 2 cards when played
King Guy	DL	C	
St Louis IX	AL	C	Recruit Phase: Transport 1 extra Army
Fredrick II	AL	C	When Played Opponent discards 2 cards
Theobald of Champagne	AL	C	
King Philip	AL	C	
King Edward	AL	C	
Amalric	L	C	
Land Hungry Barons	AL	C	Rolls an extra 1D6 for Sieges if Attacker
Nobility	X	C	Counts as Leader or Army
Knights Templar	A	C	+2 to Age & Battle Rolls
Knights Hospitaller	A	C	+2 to Age & Battle Rolls
Men-at-Arms	A	C	
English Knights	A	C	
Latin Crusaders	A	C	
French Knights	A	C	
German Knights	A	C	
Teutonic Knights	A	C	
Heavy Infantry	A	C	
Turcoples	A	C	(Light Cavalry)
Crossbowmen	A	C	
Footsoldiers	A	C	
Fortifications	F	Z	
Crusader Fortress	F	C	
Siege Engines	S	Z	
Pilgrims	E	C	Draw 2 cards
Children's Crusade	E	M	Draw 2 cards
Templar Financing	X	C	Use as Transport card or Draw 2 cards
Massacre	E	Z	Loser in B/S must discard all Armies
Slaughter	E	Z	Loser in B/S must discard all Armies

Card Name:	Type	Use	Notes:
Pillage	E	Z	Winner of Siege draws 2 cards
Sell into Slavery	E	Z	Winner of Siege draws 2 cards
Alliances	E	Z	Draw 2 cards opponent discards 1 card
Raiding	E	Z	Draw 1 card opponent discards 2 cards
Indulgences	E	C	Draw 2 cards
Papal Support	T	C	
Armenian Allies	A	Z	
Byzantine Allies	A	Z	
Sea Power	T	C	
Leaders Quarrel	E	M	Enemy Leaders get -2 to Battle Rolls
Cross Asia Minor	T	C	
Holy War	X	C	Use as Transport or Battle card
The True Cross	B	C	
Religious Fervor	X	C	Use as Transport or Battle card
Martial Glory	X	C	Use as Battle card or Draw 2 cards
True Believers	T	C	
Promise of Eternal Salvation	X	C	Use as Transport card or Draw 2 cards
Hope of Material Gain	X	C	Use as Transport card or Draw 2 cards
Earthly Plunder	X	C	Use as Transport card or Draw 2 cards
The Will of God	E	Z	Negate Event card or reroll Die Roll
The Holy Lance	B	C	
Fight the Infidel	X	Z	Use as Transport card or Draw 2 cards
Saladin	L	M	Rolls an extra 1D6 for Battles & Sieges
Kilij Arslan	L	M	
Yagi Siyan	L	M	
Nur al-Din	L	M	
Emir Kerboga	L	M	
Baibars	L	M	Rolls an extra 1D6 for Sieges if Attacker
Zengi of Mosul	L	M	
Al-Ashraf Khalil	L	M	
Poisoned Wells	S	Z	Defender Only
Heat & Thirst	E	M	Opposing Armies get -2 to Battle Roll
Starvation	S	Z	
Disease	E	M	Opponent must discard an Army
Counter Attacks	X	M	Use as Battle card or Draw 2 cards
Hit & Run Attacks	B	M	
Negotiations	E	Z	Opponent may not attack this Phase
Ambush	B	M	
Foolish Attack	E	M	Opposing Armies get -2 to Battle Roll
Factionalism	E	Z	Opponent must discard 2 random cards
Treaty	E	Z	Opponent may not attack this Phase
Diverted to Constantinople	E	M	Crusaders may not attack this Turn
Unification	E	M	Draw 3 cards
Expel the Invaders	X	M	Use as Battle card or Draw 2 cards
Avenge Atrocities	X	M	Use as Battle card or Draw 2 cards
Jihad	X	M	Use as Battle card or Draw 2 cards
Consolidate Power	E	M	Draw 3 cards
Seljuk Turks	A	M	
Horse Archers	A	M	
Light Cavalry	A	M	
Heavy Cavalry	A	Z	
Muslim Archers	A	M	
Turkish Cavalry	A	M	

Card Name:	Type	Use	Notes:
Fatimids	A	M	
Ayyubids	A	M	
Mamelukes	A	M	
Saracens	A	M	
Bedouins	A	M	
Arabs	A	M	
Khwarizamian Horsemen	A	M	
Egyptian Armies	A	M	
Scythians	A	M	
Relief Force	S	Z	Defender Only
Greek Fire	S	Z	
Sappers	S	Z	
Siege Towers	S	Z	Attacker Only
Boiling Oil	S	Z	Defender Only
Battering Rams	S	Z	Attacker Only
Force a Breach	S	Z	Attacker Only
Sorties	B/S	Z	
Frankish Charge	B	C	
Discipline	B	C	
Bastion	F	Z	
Garrison	S	Z	Defender Only
Royal Fleet	T	C	
Kingdom of Cyprus	T	C	
Catapults	S	Z	
Political Strife	E	Z	Opponent must discard 2 cards
Petty Warfare	E	Z	Opponent must discard 2 cards
Supply by Sea	T	C	
Surrender Terms	S	Z	Attacker Only
Dungeon	E	Z	Loser in B/S must discard a Leader
Ransom Prisoners	E	Z	Draw 1 card opponent discards 2 cards
Combined Forces	A	C	
Walled City	F	Z	
Illness	E	Z	Opponent must discard a Leader
Logistics	X	Z	Use as Transport card or Draw 2 cards
Pay Tribute	E	Z	Draw 1 card opponent discards 2 cards
Assassin Sect	E	M	Opponent must discard a Leader
Fanaticism	X	Z	Use as Battle card or Draw 2 cards
Grand Masters	L	C	
Venetian Fleet	T	C	
Genoese Shipping	T	C	
Great Fleet	T	C	
Italian Fleets	T	C	
Revolt	E	Z	Opponent discards 2 Random cards
Weak Crusader States	E	M	Opponent discards 2 Random cards
Antioch Mercenaries	A	Z	
Pikemen	A	C	
Islamic Spirit	E	M	Draw 2 Cards
Mongol Invasions	E	C	Opponent discards 2 Random cards
Fabian Tactics	S	C	Defender Only

Optional Rules

Strike At Egypt

Egypt is represented by a fourth unique Territory Token. The Muslims start in control of Egypt. The crusaders may always choose to attack Egypt instead of the regular TT's.

If Egypt is attacked, the Muslim player immediately

draws 6 cards. If the Crusaders conquer Egypt, the Muslim player always draws 2 less cards in Support Phase, until it is won back.

Links

[wikipedia](#)





Librarium

Introduction

Game for 2 or more players.

Winning

Players play for as long as they collectively wish. At the end of this time the player with the most correct guesses wins. A tie is a tie.

Setup

This game requires the players to be sitting together in a small library. The Host goes first.

How To Play

Players take turns. The current player is the Reader. The other players are the Listeners. At the beginning

of your turn the Listeners must close their eyes.

They may talk amongst themselves. On your turn select one book from the library. This should be done quickly, within a fraction of a minute. The reader asks the other players to be quiet.

Read a passage from the book out loud so everyone can hear. Place the book where it was back on the shelf as silently as possible. The Listeners may open their eyes.

There may be some discussion. Listeners may pose questions to the Reader. Going clockwise each Listener may in turn try to guess what book it was. If a player guesses correctly he gets a point and the turn ends.

If no Listener is able to guess correctly the Reader gets a point.





Light Saber Duel

Introduction

Two player game of Manual strength and dexterity.

Rules

Players sit across from each other at a table. Each player gets a pencil. Pencils are of equal length. Pencils must have erasers.

With one hand players hold their pencil by the tip between their thumb and forefinger. Players rest their elbows at the edge of the table, arms bent toward Each other at a 45 degree angle. Players hands should be at the same height about a pencil length apart.

Players may only move their wrists. If you knock your opponents pencil out of his hand with Your pencil you win. With your other hand you can toss bits of tinfoil at your opponent.

(To simulate telekinetic debris attacks)

Safety Rules

Play nice. You must wear safety goggles. Absolutely no stabbing.

Do not play if you are stupid or intoxicated.

Theatrical Rules

Play Star Wars Music in the background. One player must wear a Darth Vader mask if you have one. This player must say "Luke I am your Father" as much as possible.

Always talk in Character. Use the Force. Make light saber sound effects.

Place Star Wars toys and Action figures strategically around the table.

Game Designers Notes

After experimenting with multiple complex card systems I decided this Would be the most fun.





Lighter Than Air Warfare

by Dale Poole

A modified version of Lloyd Krassner's ZEPPELIN BATTLES of the GREAT WAR, Adapted for Play-by-E-Mail

Introduction

Imagine if Orville and Wilbur Wright did not successfully fly their powered airplane in 1903, but instead ten years later. In such an alternate history there would be no effective combat airplanes. Commitments in military research and industrial production might have instead, focused on the Zeppelin as a weapon carrier. This game provides a tactical simulation of such Zeppelin warfare.

Zeppelin Unit Types Table

Airship	Cargo	Move	Hydrogen	Cost in
Class	Slots	Points	Gas	Resource Points
–	–	–	–	–
Scout	2	5	10	17
Escort	3	4	20	27
Destroyer	4	4	30	38
Frigate	5	3	40	48
Cruiser	6	3	50	59
Battleship	7	2	60	69

Weapons Cargo Table

	Cargo	-	-	To hit	Cost in
Weapons	Slots	Range	Ammo	on 1D6	Resource Points
–	–	–	–	–	–
Large Cannon	2	15	5	1-3	18
Small Cannon	1	10	10	1-4	14
Machine Gun	1	6	20	1-5	11
Flame Thrower	1	3	5	1-3	6
Small Arms*	0	4	Unlimited	1-3	7

*every Zeppelin can be equipped with one Small Arms, an no Cargo Slot cost

	Cargo	-
Other Cargo	Slots	Notes
–	–	–
Engine	1	Increase Base Speed +1
Ammo	1	10 Large or 20 Small Cannon Shots.
Patch Crew	1	Repair Punctures and put out fires.

The Ships

Zeppelins as depicted in this game, have three statistics; Movement Points, Cargo Slots and an amount of Gas, all measured in arbitrary units.

Movement Points are outlined below. They determine the maximum distance a Zeppelin can travel in a turn.

Cargo Slots hold Weapons, Ammunition, Personnel and possibly other items as may be required by a given scenario.

Gas determines your Zeppelin's buoyancy - if you lose all of your Gas, you plummet to the ground!

Each Zeppelin in your fleet requires the expenditure of Resource Points, and must be further equipped with various items at a further cost in Resource Points.

Cargo -		
Gas Tanks	1	10 Gas
Bombs	1	May be dropped on Zeps.
	-	Target destroyed on roll of 1-3 on 1D6.
Passengers	1	May function as 'Small Arms' weapon
Bulk Cargo	1	May apply to scenario victory conditions

Basic Turn Sequence

1. Determine Initiative
2. Submit Movement Orders
3. Map Update
4. Submit Combat Orders
5. Wind Randomization
6. Map Update
7. Resolve Combat and Damage
8. Make Repairs

Initiative

- initiative is determined by a simple die with the highest roll winning the initiative. All ties are re-rolled.
- initiative is determined for all players before movement occurs.
- the player with initiative chooses whether he will move first or last.
- if he chooses to move last, then initiative takes place in the reverse order of the rolls, with the lowest roller playing first, then the next lower and so on.
- if he choose to move first, then initiative takes place with the initiative winner moving first, then the next highest roll moving and so forth.
- on subsequent turns, a die roll is made as usual,

however the winner of initiative in the previous turn determines if initiative will take place high to low or low to high.

Movement

- in each turn a Zeppelin can increase or decrease speed, changing facing (direction) gain or lose altitude
- Zeppelins have a maximum number of Movement Points, which determines how many hexes the Zeppelin can move.
- a Zeppelin can never move more than it's maximum Movement Points in "Orders" (see 'Winds' below)
- a Zeppelin may be ordered to move zero in which case it will remain in place
- 1 Movement Point is expended to change direction my one hex face; Zeppelins will always face a hex side
- 1 Movement Point is expended for each step of altitude gained or lost
- there are 10 steps of altitude, with '0' being ground level
- Zeppelins will also lose altitude when they start losing Gas
- after Combat Orders are received, all Zeppelins are subjected to a randomized Wind Effect

Winds Table

1D12	Wind Direction
1	NW
2	N
3	NE
4	SE
5	S
6	SW
7	W
8	E
9	Zep rotates to left 60 degrees. Do not roll Wind speed.
10	Zep rotates to right 60 degrees. Do not roll Wind speed.
11	Zep pushed up 1 Altitude step. Do not roll Wind speed.
12	Zep pushed down 1 Altitude step. Do not roll Wind speed.

1D6	Wind Speed
1	0
2	0

1D6	Wind Speed
4	1
5	2

1D6	Wind Speed
3	1

1D6	Wind Speed
6	2

COMBAT and DAMAGE

- each weapon on your Zeppelin may fire once per turn
- each weapon fires out of one set 90 degree Arc of Fire; Forward, Aft, Starboard, or Port

- small arms fire can take place in any Arc of Fire and may change from Turn to Turn
- targets must be at the same altitude or up to 2 altitude steps below
- all Combat is simultaneous as per Orders

Damage Table

Damage Result	Flamethrw	Small	Machine Gun	-
on 1D20	L.Cannon	Cannon	Small Arms	Notes
-	-	-	-	-
Cargo Hit	1	1	1	1 random cargo destroyed
Steering Hit	2	2	2	Zep cannot turn
Engine Hit	3	3	3	Base Speed -1
Cabin Hit	4	4	4	Spark- Zep catches on fire
Minor Puncture	5-7	5-14	5-20	-1 Gas per turn until patched
Major Puncture	8-12	15-19	-	-2 Gas per turn until patched
Crit Puncture	13-18	20	-	-3 Gas per turn until patched
Blowout	19-20	-	-	Zeppelin Destroyed

- if Ammo, Gas Tanks, or Bombs are hit, the Zep suffers Blowout.
- a Zeppelin hit by a flamethrower is considered to be 'in flames' and must roll on the flamethrower damage column once each subsequent turn until a patch crew puts the flames out.
- each turn a Zeppelin is at 50% or less Gas, it loses 1 altitude step
- each turn a Zeppelin is at 25% or less Gas, it loses 2 altitude steps

turn:

- * extinguish a fire
- * patch a Critical Puncture to a Major Puncture
- * patch a Major Puncture to a Minor Puncture
- * patch a Minor Puncture, preventing further Gas loss

Building Your Fleet

Here are some example Zeppelins:

Escort:	The Blitzkrieger:	L.Cannon - Forward
-	-	S.Cannon - Forward
-	-	Machine Gun - Aft
Total -		70 Resource Points

Repairs

- Patch Crews can repair Gas Leaks and Punctures
- a Patch Crew can do one of the following, each

Battleship:	The Bismark:	Flamethrower- Forward
-	-	S.Cannon - Starboard
-	-	S.Cannon - Port
-	-	L.Cannon - Aft
-	-	Patch Crew
-	-	Engine
-	-	Bomb
Total -		139 Resource points

Cruiser:	The Victoria:	L.Cannon - Forward
-	-	Machine Gun - Forward
-	-	S.Cannon - Aft
-	-	L.Cannon Ammo

Cruiser:	The Victoria:	L.Cannon - Forward
-	-	2 Patch Crews
Total -		132 Resource points

Destroyer:	The Liverpool:	S.Cannon - Forward
-		S.Cannon - Forward
-		Machine Gun
-		S.Cannon Ammo

Destroyer:	The Liverpool:	S.Cannon - Forward
-		Engine
Total -		90 Resources Points

Play-by-e-mail Notes

Die Rolls

In order to smooth game play and keep the randomization afforded by Die Rolls, each player is required to submit a list of die rolls to the Referee, prior to the start of the game.

The Referee will provide the details of which Die Roll Server to use, as well as which and how many of each Die Roll is required. When the Die Rolls for each player are received, Initiative will be determined.

For those who are interested, the Die Roll Server will create the list with your Player Name on it and the list will be e-mailed to the Referee. This prevents a player from stacking their rolls.

At the end of each game the Referee can mail the list of rolls received and used so far, to any player who makes the request. This allows the Player the opportunity to double check the Referee's work.

At the end of the game, the complete list of Rolls submitted to each player, will be mailed to each player, showing the complete list and each roll used on their behalf.

Note that your opponent's rolls will **never** be revealed to you - Die Rolls are a matter strictly reserved between each individual Player and the Referee.

Map Updates

Turn Sequence 3 and 6 are 'Map Updates', provided to allow the player some opportunity to exercise his own brand of tactics. These Map Updates will be provided on the game website, as soon as Movement Orders are received (in the case of Turn Sequence 3), and Combat Orders are received (in the case of Turn Sequence 6). Please feel free to check the site as often as you like.

Adaptations

Lloyd Krassner's ZEPPELIN BATTLES of the GREAT WAR was originally conceived as a table top game, designed to be played on a physical map with figures or counters to represent your Zeppelins and other support props such as dice.

Some obvious modification were required to fit the game into the PBEM format.

Most notably are the introduction of the 'Map Update' Turn impulses and the elimination of random dice throws for things like Damage, Patch Crew Repairs, and Altitude Loss due to Gas Loss.

Initiative was significantly changed, to allow some tactical decision making on the part of the players. Initiative is usually regarding as the luck of the dice, something the player can't influence. Now there is a reason to hope to get the initiative and important decisions to make if you do. That decision may not always be to your benefit. Along with Wind Effects, the Initiative system simulates the inaccuracies of positioning and firing from a highly vulnerable platform.

Finally, a point system was introduced in an effort to achieve some sort of game balance while maintaining the players' ability to exercise their own decision making. This is my first attempt at a point system, and all point values were assigned in a highly arbitrary manner! I would be interested in hearing what changes you think would improve the game.

Please give Lloyd the honour he deserves for this game by visiting his website if you haven't already done so. Send him your comments and while you're there, check out some of the myriad other games Lloyd has created - he has a fabulous mind and as a game designer I know he craves feedback of almost any type on his work!





Linear Progression

Rules

1. Linear Progression is a two player abstract strategy game played on a regular chess or checkers board.
2. One player gets a set of black tokens. The other player gets a set of white tokens. Plastic winks work great.
3. Players begin by dropping one of their tokens onto the board. The square it lands on is their starting location.
4. Players take turns moving. White moves first.
5. Tokens move like queens in chess.
6. Every space your token moves into or through put a token of your color into that square.
7. If an opponent had tokens in spaces you moved into or through, remove them and replace them with your tokens.
8. A player moves only one token per turn but it can be any of their tokens.
9. A token cannot move into or through an opponent's last remaining token on the board.
10. For a move to be legal you must enter at least one empty space on your turn.
11. If you move into a space occupied by one of your own tokens you must stop moving and your turn ends.
12. The game ends when the last empty space becomes occupied. The winner is the player with the most spaces of their color on the board.
13. The corner spaces of the board are not used and cannot be entered.

Optional Rules

Equal Number of Moves: Black always moves last even if white occupied the last empty space.

Blockers:

Use rooks for blockers. Tokens cannot move into or through blockers. Blockers move like queens: They can move onto or through spaces that are empty or occupied by tokens.

Blockers cannot move into: The last unoccupied space on the board or Onto a player's last remaining token on the board or Into the last space your opponent moved into last turn. Players can move one blocker per turn in addition to one token. If a blocker is on top of a token that token cannot be moved.

Tokens a blocker moves through or onto are not removed. Players start the game with one blocker. This blocker starts in any unoccupied corner space.

Variant Boards

Try using boards of different shapes and sizes. This may include "islands" in the middle that cannot be moved into or thru.

Faq

Q....Rule 10) So you can finish a turn in an occupied cell? *YES* In the case of your own colour you are required to stop (rule 11), *YES* in the case of the opposing colour, you replace it with a token of your own? *YES*





Lions & Gladiators

Introduction

Abstract Board & Dice Strategy game for 2 players.
Roman Coliseum Theme. One player is the Gladiators.
The other player is the Lions.

Victory

There are 2 ways to win:

1. Capture both of your enemies pawns
2. Capture the most prisoner Tokens.

The game ends when both of one players pawns are captured, or When all Prisoner Tokens have been captured.

The Board

Use an 8 X 8 Chessboard.

	E	E	E	L	L	E	E	E
	P	P	P	P	P	P	P	P
	P	P	P	P	P	P	P	P
	P	P	P	P	P	P	P	P

- Notation:
- L** Lion Pawn
 - G** Gladiator Pawn
 - P** Prisoner Token
 - E** Empty Space

Turn Sequence

Both players roll 1D6. High roll goes first. Players take turns. On your turn roll 1D6.

Move one of your pawns that many spaces. Moves may be orthogonal or diagonal. If you move into or through a space containing a Prisoner Token, keep it.

You may not move through another pawn (or onto

Dice

Two six sided dice are needed.

Pieces

Each player gets 2 Pawns. 48 Prisoner Tokens are needed.

Counterset Available!

Alecrespi

Board Setup

Setup the board like so:

	P	P	P	P	P	P	P	P
	P	P	P	P	P	P	P	P
	P	P	P	P	P	P	P	P
	G	E	E	E	E	E	E	G

your own). If you land exactly on an opponent's pawn, you capture it. If you are blocked and cannot move, skip your turn.

Optional Rules

Columns

Add Column Spaces that cannot be moved through.

Jump Six

If you roll a six, you may move your Pawn like a knight in chess. (Jumping the intervening pieces)





Lo Pan Poker

Introduction

Card game for 2-4+ players based on the Big Trouble in Little China Movie.

Disclaimer

Big Trouble in Little China is a licensed copyrighted property. This is merely a fan site.

Victory

The first player to reach 100+ points is the winner. Points are scored by making combos.

The Deck

Players share a common Deck. The Deck has 6 Suites:

1. Jack Burton
2. Wang Chi
3. Egg Shen
4. Allies
5. Foes
6. Locales

Each Suite has 13 cards Each card has a rank of 1 to 13.

Setup

Shuffle the Deck. Each player is dealt 7 cards. The player who has seen the Movie the most goes first.

Turn Sequence

Players take turns. A turn has 4 Phases:

1. Draw Phase
2. Action Phase
3. Meld Phase
4. End Phase

Draw Phase

Draw Cards from the Deck until you have 7 cards in your hand. One of these cards may be the top card of the Discard Pile. If the deck ever runs out, shuffle the discard and draw from it.

Actionphase

Discard 1 card. Depending on the Suite of the card you discarded, this produces a Special effect:

Suite:	Effect
Jack	Draw 2 Cards
Wang	Draw 3 Cards then discard 2 Cards from your hand
Egg	Draw 1 Card then Look at next 5 cards in Deck
Ally	Draw 1 Card then Look at Opponent's hand
Foes	Draw 1 Card then Opponent must discard 1 Card of his choice
Locale	Steal 1 random card from opponent's hand

Meld Phase

You may make a Meld. There are 6 types of Melds:

1. Huge Buzz: A Flush of 5 cards of the same Suite
2. Pillars of Heaven: 3 Cards of the same Number or Suite and four Cards of the same Number or Suite
3. Six Demon Bag: Six cards of 6 different Suites
4. Pork Chop Express: A Straight of 7 consecutive numbers in a Row
5. Chinese Standoff: A Flush of 5 cards of the same

Suite forming a Straight of 5 consecutive Numbers. Double Score!!

6. Fighting Tong Funeral Procession: Six cards of 6 different Suites forming a Straight of 6 consecutive Numbers. Double Score!!

A Meld is worth points equal to sum Rank of all cards in the Meld. Discard all cards in the Meld.

End Phase

Discard down to 6 cards.

Common Deck Card List

Card Name:	Rank:	Suite:
Pork Chop Express	1	Jack
Haulin Ass	2	Jack
Tough Guy	3	Jack
It's all in the Reflexes	4	Jack
Boot Knife	5	Jack
Machine Pistol	6	Jack
Give me your Best Shot Pal	7	Jack

Card Name:	Rank:	Suite:
Shake the Pillars of Heaven	8	Jack
Have you Paid your Dues?	9	Jack
I was Born Ready	10	Jack
What the Hell	11	Jack
Son of a Bitch Must Pay!	12	Jack
Everybody Relax I'm Here	13	Jack

Just a Poor Chinese Boy	1	Wang
Chinese Standoff	2	Wang
Fast Attack	3	Wang
Superior Skill	4	Wang
Kung Fu Fighting	5	Wang
Martial Artist	6	Wang
Total Concentration	7	Wang

Just a Poor Chinese Boy	1	Wang
Giant Leap	8	Wang
Run Up Wall	9	Wang
Flying Attack	10	Wang
Sword Play	11	Wang
Wang Fu	12	Wang
Mind and Spirit as One	13	Wang

Tour Bus Driver	1	Egg
China is Here	2	Egg
Divination	3	Egg
Deflection	4	Egg
Huge Buzz Flask	5	Egg
Silver Fan	6	Egg
You Will Come Out No More	7	Egg

Tour Bus Driver	1	Egg
Ego Attack	8	Egg
Exploding Eggs	9	Egg
Crystal Rocket	10	Egg
Six Demon Bag	11	Egg
Sorcery	12	Egg
Chinese Black Magic	13	Egg

Miao Yin	1	Ally
Margo	2	Ally
Investigative Reporter	3	Ally
Green Eyed Girl	4	Ally
Chang Sing Fighters	5	Ally
Fighting Tong	6	Ally
Eddie Lee	7	Ally

Miao Yin	1	Ally
Eddie with Pistol	8	Ally
Lawyer	9	Ally
Gracie Law	10	Ally
Gracie with Bat	11	Ally
Gracie with Spear	12	Ally
Disguises	13	Ally

Floating Guardian Eye	1	Foe
Lords of Death	2	Foe
Wing Kong Fighters	3	Foe
Hatchet Man	4	Foe
Security Guards	5	Foe
Six Shooter	6	Foe
Hollow Armor	7	Foe

Floating Guardian Eye	1	Foe
Chinese Ogre	8	Foe
Rain Demon	9	Foe
Thunder Demon	10	Foe
Lightning Demon	11	Foe
Ghost Lo Pan	12	Foe
Living Lo Pan	13	Foe

China Town	1	Locale
National Orient Bank	2	Locale
Elevator	3	Locale
Wang's Restaurant	4	Locale
Alleyway	5	Locale
White Tiger Brothel	6	Locale
Bog of the Dead Trees	7	Locale

China Town	1	Locale
Wing Kong Exchange	8	Locale
Hell of Being Cut to Pieces	9	Locale
Hell of Upside-down Sinners	10	Locale
Dungeon	11	Locale
Black Blood of the Earth	12	Locale
Throne Room	13	Locale





Lord Of The Abyss

A module for the Warp Empires system For 2-9 players.

The players take the role of a Demon Lord, vying for control of the infernal realm of Hell. They marshal their forces and march forth to conquer and subjugate all opposition.

Units & Action Deck

There are 10 unit chit piles, 1 general unit pile and 1 for each level of hell. Players share a common action deck

Map

The map depicts the nine layers of hell:

- The Domain of Fire
- The Domain of Ice
- The Domain of Blood
- The Domain of Bone
- The Domain of Hate
- The Domain of Pain
- The Domain of Steel
- The Domain of Rot

- The Domain of Void Each Domain has 10 Territories, set up in a circular formation (6 on the outside, 4 on the inside). Also, 4 of the outer territories have Portals, which allow Units to move into another Domain. The Domain portals are as follows:

Fire: Pain, Blood, Steel, Void
Ice: Hate, Bone, Steel, Rot
Blood: Fire, Bone, Pain, Hate
Bone: Ice, Blood, Rot, Void
Hate: Ice, Blood, Steel, Void
Pain: Fire, Blood, Rot, Void Steel: Fire, Ice, Hate, Rot

Victory

A player wins if all enemies are vanquished (ie: have no units in their Home Domain), or they control 5 Domains (ie: control every territory in 5 domains)

Setup

Each player chooses a Demon Lord. Each Demon Lord is attached to a particular Domain, as follows:

The Domain of Fire:	Mephiston, the Burning Lord
The Domain of Ice:	Asmodan, He of the Frozen Heart
The Domain of Blood:	Lilliath, Countess of the Flesh
The Domain of Bone:	Orcus, the Dead Lord
The Domain of Hate:	Diabolus, the Spiteful one
The Domain of Pain:	Tiamat, the Queen of Agony
The Domain of Steel:	Bhaal, the Cleaver
The Domain of Rot:	Beezabul, Lord of Entrpoy
The Domain of Void:	Luciphon, the Faceless One

All Demon Lords are Force 6, move Fast, are attuned to their particular Domain, and possess the special attributes of Leader, Flying and Magic (3).

Each player sets up their Demon Lord, 5 random general units and 5 random Domain units, in the Domain of their particular Demon Lord.

Action Deck

Players share a common Action deck (at bottom of page).

Movement Phase

Stacks move at the speed of the slowest unit in the stack When moving through a Portal, any units that do so forego their normal movement. They just move

from one Portal territory to the connecting one.

Revenue Phase

Revenue is counted in units called Souls. Each territory generates 1 Souls per turn. If a player controls all the territories in a Domain, then those territories produce 2 Souls per turn.

Recruitment Phase

A player may draw 5 random unit chits in their phase from the general pile, or any Domain pile that they control a territory in. Units of a particular Domain can only be recruited into a territory in that Domain. If a Demon Lord is killed, then he may be recruited again as a normal unit. If a player does this, however,

they do not draw any unit chits that turn.

Battle Phase

Units of a particular Domain receive -1 to their force if they are battling in an opposing Domain. This also affects Demon Lords. The opposing Domains are as follows:

- Fire-Ice
- Blood-Rot
- Bone-Steel
- Hate-Pain

Void has no opposing Domain.

Special Attributes Unit chits may have the following special attributes that may effect their Force in battle, or have other effects:

Force	Effect
Missile:	Unit has +1 Force if they are Defending
Brute:	Unit has +1 Force if they are Attacking
Horde:	For each unit more than one in the stack, add +1 to the stack's Force total for that battle (Maximum: +5)
Flying:	Unit may move through territories occupied by enemy units
Magic (x):	A unit with this ability may cast a number of spells per combat equal to (x).

Units

Name	#	F	M	Realm	Attributes
Lost Ones	30	2	M	General	
Damned Mystics	10	3	M	General	Magic (1)
Terrors	10	2	F	General	Flying
Bastion	20	6	-	General	Must remain in the territory it is recruited in.
	-	-	-	-	Only 1 Bastion per territory
Burning Ones	10	3	M	Fire	Missile
Hellhounds	15	2	F	Fire	Horde
Magmagoth	5	4	M	Fire	
Ice Demons	10	3	M	Ice	Flying
Chill Hearts	15	2	M	Ice	Missile
Frost Lord	5	5	M	Ice	Magic (1)
Skull Keepers	10	3	M	Bone	
Reapers	10	4	M	Bone	Magic (1)
Bone Imps	10	2	F	Bone	Horde
Flayed Ones	15	3	F	Blood	
Disciple of	10	3	M	Blood	Missile, Magic (1), Flesh
Blood Wyrms	5	5	M	Blood	Brute
Blights	15	3	M	Hate	
Succubi	10	3	F	Hate	Flying
Fiends	5	4	M	Hate	Flying, Magic (1)
Sword Devils	10	3	M	Steel	
Bladelings	15	2	M	Steel	Horde
Juggernaught	5	5	S	Steel	Brute
Barbed Demons	10	3	M	Pain	
Ravagers	10	3	M	Pain	Missile
Violators	10	4	M	Pain	Magic (1)
Corpse Eaters	10	3	M	Rot	
Shamblers	10	4	S	Rot	Brute
Corruptors	10	4	S	Rot	Magic (1)
Soul Wraiths	10	2	F	Void	Flying
Banes	10	3	M	Void	Flying
Empty Ones	10	4	M	Void	Flying

Action Deck

Card	#	Effect
March	10	Move 1 stack or 3 Units
Advance	6	Move 2 stacks or 6 units
Onslaught	3	Move 3 stacks or 9 units
Ruination	1	Target enemy must discard 1 Bastion of your choice
Scout	2	Look at target stack
Spying	1	Look at target opponent's hand
Enslavement	2	Recruit 1 non-leader unit for free.
Soul Harvest	1	All friendly territories produce +1 Souls this turn
Abyssal Ravages	1	Target enemy stack must discard 1 unit of their choice
Hell Storms	2	Target stack cannot move in its controller's next move phase
Merciless	1	Battle: Losing stack loses 1 extra unit this battle
Bombard	1	Battle: +1 Force to all your Missile units this battle
Assail	1	Battle: +1 Force to all your Flying units this battle
Sorcery	1	Battle: +1 Force to all your Magic units this battle
Crush	1	Battle: +1 Force to all your Brute units this battle
Overwhelm	1	Battle: +1 Force to all your Horde units this battle
Dominate	1	Battle: +1 Force to all your Leader units this battle
Blaze	1	Battle: +1 Force to all your Fire units this battle
Freeze	1	Battle: +1 Force to all your Ice units this battle
Carnage	1	Battle: +1 Force to all your Blood units this battle
Corrupt	1	Battle: +1 Force to all your Rot units this battle
Spite	1	Battle: +1 Force to all your Hate units this battle
Agonize	1	Battle: +1 Force to all your Pain units this battle
Relentless	1	Battle: +1 Force to all your Bone units this battle
Forged	1	Battle: +1 Force to all your Steel units this battle
Emptyness	1	Battle: +1 Force to all your Void units this battle
Doom	1	Spell: Battle: Destroy 1 non-leader, non-Bastion unit in opposing stack
Immobilize	2	Spell: Battle: Target non-leader unit does not add to the force total this battle
Hellfire	2	Spell: Battle: +3 force to stack this battle
Desecration	1	Spell: Battle: +4 force to stack this battle
Violation	1	Spell: Battle: +5 force to stack this battle
Enrapture	1	Spell: Battle: Take 1 unit from enemy stack and add it to your own for this battle
Empower	1	Spell: Battle: +1 force to all friendly units in this battle
Havok	1	Spell: Demon Lord Only: Battle: +6 force to stack this battle
Scry	2	Spell: Look at target player's hand
Blight	2	Spell: Target adjacent territory produces no Souls in its controller's next Revenue phase
Destruction	1	Spell: Destroy 1 target non-leader unit in an adjacent territory
Minor Portal	2	Spell: Stack can move to any territory in the same Domain that is not controlled by an opponent
Rift	1	Spell: Demon Lord Only: Move 1 enemy stack out of your Demon Lord's home Domain
	-	into thier controller's home Domain. Place stack in a territory controlled by that opponent.

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Lost Continent Of Atlantis

Introduction

Module 1 represents Deep Sea travel by Submarine.
Module 2 represents Exploration of the Lost Continent

using Diving Suits. The Artifact is the Pearl Trident of Atlantis.

Module 1 Submarine Card List

Card Name:	Notes:
Undersea Pirates	Combat X 2
Undersea Eruption	Science X 2 or Agility X 2
Air Leak	Sailing & Mechanics
Submersible Floods	Sailing X 2 or Mechanics X 2
Stale Air	Science & Sailing
The Bends	Science X 2
Nitrogen Narcosis	Personality X 2
Dive too Deep	Science & Survival
Crushing Pressure	Science & Mechanics
Giant Squid	Combat X 2
Abyss	Sailing X 2: If Failed Miss 1 Turn
Giant Octopus	Combat X 2
Seaweed	Agility X 2 or Science X 2: If Failed Miss 1 Turn
Lost at Sea	Sailing & Survival or Science X 2: If Failed Miss 1 Turn
Great Storm	Sailing X 2: If Failed Miss 1 Turn
Benthic Vortex	Sailing & Agility
Sperm Whales	Combat X 2
Depth Charges	Agility X 2
Dolphin Pod	Linguistics & Personality: If successful move forward 1D6 spaces
Sea Mines	Agility X 2
Boarded by Warship	Personality X 2
Sonar	Aid: Agility +1 in this Module only
Torpedo	Aid: Combat +1 in this Module only
Ancient Texts	Linguistics X 2: If successful move forward 1D6 spaces
Equipment Failure	Survival X 2 or Mechanics X 2
Red Tide	Science X 2: If Failed Miss 1 Turn
Steering Jammed	Sailing X 2 or Mechanics X 2

Module 1 Sunken City Card List

Card Name:	Notes:
Diving Suit Torn	Survival X 2
Run out of Air	Survival X 2
Giant Clam	Strength X 2
Giant Crab	Combat & Strength
Killer Whale	Combat X 2
Dolphin Guide	Linguistics & Personality: If successful move forward 1D6 spaces

Card Name:	Notes:
Great White Shark	Combat X 2
Hammerhead Sharks	Combat X 2
Harpoon	Aid: Combat +1
Sirens Song	Strength X 2
Mermaids	Personality X 2
Coral Labyrinth	Survival X 2: If Failed Miss 1 Turn
Merfolk	Combat X 2 or Personality X 2
Moray Eels	Agility X 2
Manta Rays	Agility X 2
Barracuda	Agility & Combat
Giant Man-o-War	Combat X 2 or Agility X 2
Rune Stones	Linguistics X 2
Falling Pillars	Agility X 2 or Strength X 2
Lost Tools	Survival X 2 or Mechanics X 2
Mutiny	Personality X 2
Discovery	Linguistics X 2: If successful move forward 1D6 spaces
Recovery	Recover one random lost party member
Hydrothermal Vent	Science X 2

Sample Adventuring Party

Leader: Dr Nemus, Visionary scientist and utopian
Skills: Personality, Science, Mechanical, Sailing, Linguistics

Companion: Crew of the Nautaloid Skills: Combat, Survival, Strength

Lesser Companion: Ensign Francesco Skills: Per-

sonality

Companion: Bancroft, the first Mate Skills: Agility, Combat

Companion: Phelps, English Sailor Skills: Sailing, Combat, Strength

Lesser Companion: Morris, Chief Engineer Skills: Mechanics





Lost Girl Quest

Introduction

Board game for 2 -4+ players based on the TV show. Players move their pawns around a circular track collecting tokens Needed to solve a central Mystery and its complications.

Disclaimer

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Carousing

In the spirit of the show, there should be drinking (and kissing).

Victory

Be the first player to solve 3 Mysteries.

The Board

The Board is a circular track with 12 spaces:

#	Space (Notes)
1	Bo (Gain 2 Tokens of any type except Lore)
2	Weapon or Disguise (Gain 1 Guile or Fight Token)
3	Kenzi (Gain 2 Guile or Heart Tokens or 1 Fight or Search Token)
4	Complication (Draw 1 Card from the Complication Deck)
5	Dyson (Gain 1 Token of any type or 2 Fight Tokens)
6	The Dal (Have a Drink and or a Kiss)
7	Hale (Gain 1 Token of Lore, Search, Magic, Fight, or Guile)
8	Relic or Story (Gain 1 Lore or Magic Token)
9	Trick (Gain 2 Lore Tokens or 1 Guile, Magic, Search, or Heart Token)
10	Assistance (Draw 1 Card from the Assistance Deck)
11	Lauren (Gain 2 Search Tokens or 1 Heart, Lore, or Guile Token)
12	Victim or Investigation (Gain 1 Heart or 1 Search Token)

Pawns & Dice

Each player gets 1 pawn of a unique color. Pawns start on the "Bo" space and move clockwise. One six sided die is needed.

Traits & Tokens

There are six types of Tokens, one type for each of the six traits.

Trait:	Toke Color:	Notes:
Guile	Yellow	Trickery, Cons, Persuasion, Wit, Sleight of Hand
Lore	Green	Contacts, Knowledge of Fae Biology and History
Search	Blue	Investigation Techniques, Analysis, Interrogation
Heart	Red	Family, Friends, Sacrifice, Courage, Willpower
Fight	Orange	Weapons, Strength, Fighting Ability
Magic	Purple	Magic Powers, Potions, Spells, Relics

Or assign colors according to whatever Tokens you have.

Decks

There are 3 common decks of cards:

1. Mystery Deck
2. Complication Deck
3. Assistance Deck

If any deck is used up, shuffle its discard and draw from it.

Mystery Deck & Solving Mysteries

Each card represents a Mystery that must be solved or resolved. Much like how there is one or more "cases" to each episode. To solve a Mystery a player must collect 3 of each Token type, plus Extra Tokens required by individual Mysteries and complications.

An individual Mystery card lists any extra Tokens required in addition to the 3 of each type. When a Mystery is solved, the solving player keeps the card and A new card is drawn from the Mystery Deck to be the new Mystery.

Complication Deck

When a player lands on the Complication space, they draw a Complication card. This card is placed face up next to the board. This card lists extra Tokens that need to be gained to solve the current Mystery.

This additional burden applies to all players. When the current Mystery is solved, these cards are discarded.

Assistance Deck

When a player lands on the Assistance space, they draw an Assistance card. This card gives that player one or more extra Tokens. The Assistance card is then discarded.

Setup

Shuffle the 3 decks. The Top Mystery Card is placed face up in the middle of the movement track. Each player selects a Pawn.

Pawns are placed on the "Bo" space. Players roll high on 1D6 to see who goes first. Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Move Phase
2. Action Phase
3. End Phase

Move Phase

Roll 1 die and move that many spaces clockwise along the track.

Action Phase

Most spaces when you land on them give you 1 or more Tokens. If you land on a Deck space, draw a card from the indicated deck.

End Phase

If you have enough of the right Tokens to solve the Mystery and all of its Complications, declare your intent. Keep the Mystery card. Discard all complications. All players discard all of their Tokens.

Landing On An Opponent's Pawn

If you land on an opponent's Pawn, steal 1 Token of your choice from him. Skip all other actions you would take at that space.

Mystery Deck

Name:	Notes:
Kappa	Fight +1 (Japanese Turtle Under Fae)
The Glaive	Guile +1 (Fae District Attorney)
Duppy	Lore +2 (100 year returning Murdering Spirit)
Stag Hunt	Guile +2 (Choose new Ash)
Amazons	Search +1 Guile +1 (Prison Guards)
Garuda	Lore +2 Magic +4 (Demon that Feeds on Fae)
Gama-Senin	Heart +1 Search +1 (Fae Frog Juice)
Una Mens	Lore +1 Guile +2 Fight +2 (Fae Inquisition)
Noble Feud	Search +1 (Light Dark Rift in a Noble Family)
Krampus	Heart +2 (Ancient Anti-Christmas Fae)
Wanderer	Guile +2 Lore +2 Search +2 (Forgotten Warrior)
Kitsune	Heart +3 (Japanese Fox Doppelganger)
Framed for Murder	Guile +1 Search +1 (Typical Shenanigans)
Human Serial Killer	Search +1 (Fae Killer)
Coin of Jahayla	Lore +1 Guile +1 (Gives good Luck)
Alabaster	Lore +1 Search +1 (Sexual Shame)
The Lich	Magic +2 (Keeps a Menagerie of Humans)
Aife	Heart +1 Fight +1 (Powerful Succubus)
Basilisk Poisoning	Search +1 Magic +1 (In Answang Stew)
Djieiene Spider	Lore +1 Search +1 Fight +1 (Bite causes Madness)
Land Wight	Search +1 Lore +1 Guile +1 (Lucky Country Club)
Mermaids	Search +1 Guile +1 (Stealing Legs)
Hell Train	Heart +1 Search +1 Lore +1 (Prison of the Wanderer)
Monstrous Massimo	Magic +2 Guile +2 (After ingesting the Origin Seed)

Name:	Notes:
Pyrippus	Heart +4 Fight +2 Lore +2 (At the Gates of Hell)
Revenants	Fight +1 Lore +1 (Walking Dead)
Baba Yaga	Guile +2 (Ancient Russian Witch)

Complication Deck

Name:	Notes:
Bad Vex	Fight +1 Heart +1 (Mesmer Powers)
Bad Tamsin	Guile +1 (Dark Fae Valkyrie Cop Spy)
The Morrigan	Guile +2 (Leader of the Dark Fae)
Ogre	Fight +1 (Strong)
Goblin Assassin	Fight +1 (Fae Hit Men)
Blackthorn	Guile +1 (Old World Envoy)
Druid	Heart +1 (Greedy Human Alchemist)
Banshee	Lore +1 (Screams to warn of Death)
La Shoshain	Lore +2 (Holiday to Celebrate Fae Law)
Sexual Diversion	Heart +1 (Major Distraction)
High Council	Guile +1 (Political Intrigue)
The Norn	Heart +2 (Ancient Tree that makes costly trades)
Morragh	Fight +1 (Killer Rage Fae)
Kenzi as Hostage	Fight +1 (Humans are Weak)
Fury on Rampage	Fight +1 (Angry Fae whose Stare causes Insanity)
Lightning Bird	Guile +1 (Lays Eggs of Knowledge)
Crows	Fight +1 Guile +1 (Servants of the Wanderer)
Leviathan	Guile +2 (Riddle loving keeper of the Netherworld)

Assistance Deck

Name:	Notes:
Good Vex	1 Heart
Good Tamsin	1 Search
Science	1 Lore or 1 Search
Healing Sex	1 Magic
Gratuitous Sex	1 Magic
Twig of Zamora	2 Magic (Serious Protection)
Vampire Informer	1 Search
The Ash	1 Lore (Leader of the Light Fae)
Siracon	1 Fight (Unicorn Horn Sword)
Luck Fae	1 Search
Succubus Touch	1 Magic (Calming)
Chi Transfer	1 Magic (Succubus Kiss)
Magic Egg	1 Search
Koushang Amulet	1 Magic (Protects Chi)
Abath Horn	1 Magic (Healing Properties)
Lab Analysis	1 Search
Luduan	1 Search (Chinese Truthsayer Fae)
Book of Blood	2 Tokens of Any Type (Belonging to the Blood King)
Sirens Song	1 Magic

Designers Notes

Almost done with season 4. I plan on adding and updating cards.





Lotr Warrior Dice

Introduction

Dice game for 2 players. Each player is a Warrior represented by a single die.

Dice & Bits

Each player needs one Ten-sided die. Use spare change to keep track of Hits. Note: This is a very portable game. (Keep Battle tables written on Index cards)

Victory

Reduce your opponent to zero hits.

Anatomy Of A Die

One Face (1) is the Adder. If you roll the Adder, Roll again and add 10 to the Force of the roll. One Face (2) is the Doubler.

If you roll the Doubler, Roll again twice and keep one of the rolls. The other eight faces are a combination of Attack and Defense results. An Attack or Defense Face has a Force value.

A Force value is always a number that is a multiple of 10.

Setup

Choose which Warrior you want to be. Each basic Warrior starts with 100 Hits. Players roll high to see who goes first.

Turn Sequence

Each turn is divided into 3 phases:

- Attack Phase
- Defend Phase

- Damage Phase
- ATTACK PHASE The attacker (the current player whose turn it is) rolls his die.
- If you roll the Adder, Roll again and add 10 to the Force of the roll.
- If you roll the Doubler, Roll again twice and keep one of the rolls.
- If you roll a Defense result the turn ends.
- If you roll an Attack face proceed to the Defend phase.

Defend Phase

The defender (the other player) rolls his die. If you roll the Adder, Roll again and add 10 to the Force of the roll. If you roll the Doubler, Roll again twice and keep one of the rolls.

Damage Phase

The Attacker does damage (in Hits) to the defender equal to the Force of his Attack result. If the defender rolled a Defense result in Defend phase, he subtracts the Force of The Defense result from the Damage he receives. (Treat a negative result as zero)

Special Results

Neutralize: this is a type of Attack result: Your opponent skips his next 2 attack phases. All Out: this is a type of Attack result: If ATTACKING, roll again and double the Force of the result.

Basic Warrior Battle Table Lists

- A** Attack
D Defense

Fighter

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Sword	A	30	
4	Dagger	A	20	
5	Hilt Punch	A	10	

1D10	Result	Type	Force	Notes
6	Hack & Slash	A	40	
7	Shield	D	30	
8	Dodge	D	40	
9	Parry	D	20	
0	Chain Mail	D	10	

Knight

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Lance	A	30	
4	Broad Sword	A	30	
5	Armor	D	20	

1D10	Result	Type	Force	Notes
6	Kite Shield	D	30	
7	Great Helm	D	20	
8	Furious Assault	A	30	
9	Charge	A	-	All Out
0	Plate	D	30	

Thief

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Thrown Dagger	A	30	
4	Dagger	A	20	
5	Sap	A	10	

1D10	Result	Type	Force	Notes
6	Leather Armor	D	10	
7	Dexterity	D	30	
8	Back Stab	A	40	
9	Run	D	30	
0	Hide	D	30	

Barbarian

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Battle Axe	A	30	
4	Kick	A	10	
5	Overhead Smash	A	40	

1D10	Result	Type	Force	Notes
6	Leap	D	40	
7	Throw Axe	A	10	
8	Berserk	A	-	All Out
9	Reflexes	D	40	
0	Feel no Pain	D	20	

Elf

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Long Sword	A	30	
4	Bow	A	30	
5	Elven Chain	D	20	

1D10	Result	Type	Force	Notes
6	Fleet of Foot	D	20	
7	Arrow	A	40	
8	Dodge	D	20	
9	Parry	D	20	
0	Agility	D	20	

Dwarf

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	War Hammer	A	30	
4	Armor	D	20	
5	Shield	D	20	

1D10	Result	Type	Force	Notes
6	Axe	A	30	
7	Sturdy	D	20	
8	Crossbow	A	30	
9	Shield Bash	A	10	
0	Grim Determination	D	40	

Wizard

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	

1D10	Result	Type	Force	Notes
3	Staff	D	10	
4	Magic Missile	A	10	
5	Fireball	A	40	
6	Lightning Bolt	A	30	
7	Charm	A	-	Neutralize
8	Circle of Protection	D	40	
9	Magic Shield	D	30	
0	Blur	D	20	

Cleric

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Armor	D	20	
4	Prayer	D	20	
5	Shield	D	20	
6	Blessing	D	20	
7	Mace	A	20	
8	Crushing Blow	A	40	
9	Heal	-	-	Regain 10 Lost Hits
0	Smite	A	40	

Orc

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Scimitar	A	30	
4	Tough Hide	D	20	
5	Stab	A	20	

1D10	Result	Type	Force	Notes
6	Disembowel	A	40	
7	Helm	D	20	
8	Spiky Armor	A	10	
9	Shield	D	30	
0	Piecemeal Armor	D	30	

Troll

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Maul	A	30	
4	Great Strength	A	40	
5	Barrel Attack	A	20	
6	Rampage	A	-	All Out
7	Regenerate	-	-	Regain 10 Lost Hits
8	Thick Hide	D	30	
9	Immune to Pain	D	30	
0	Great Bulk	D	20	

Greek Hoplite

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Spear	A	30	
4	Round Shield	D	30	
5	Thrown Spear	A	30	

1D10	Result	Type	Force	Notes
6	Short Sword	A	30	
7	Breast Plate	D	30	
8	Wrestle	A	10	
9	Greaves	D	10	
0	Dodge	D	30	

Gladiator

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Trident	A	40	
4	Net	A	-	Neutralize
5	Dagger	A	20	

1D10	Result	Type	Force	Notes
6	Feint	A	-	Neutralize
7	Dodge	D	40	
8	Skill	D	10	
9	Evade	D	40	
0	Toughness	D	10	

Roman Legionaire

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Short Sword	A	30	
4	Thrust	A	40	
5	Pilum	A	30	

1D10	Result	Type	Force	Notes
6	Tunic	D	20	
7	Helmet	D	10	
8	Shield	D	30	
9	Discipline	D	10	
0	Defend	D	30	

Duelist

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Foil	A	10	
4	Disarm	A	-	Neutralize
5	Sword Breaker	A	-	Neutralize

1D10	Result	Type	Force	Notes
6	Lunge	A	20	
7	Parry	D	40	
8	Block	D	30	
9	Run Through	A	30	
0	Guard	D	30	

Pirate

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Knockdown	A	10	
4	Cutlass	A	30	
5	Sword Play	D	20	

1D10	Result	Type	Force	Notes
6	Knife	A	20	
7	Jump	D	30	
8	Duck	D	30	
9	Sidestep	D	20	
0	Low Blow	A	40	

Arab

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	

1D10	Result	Type	Force	Notes
6	Dagger	A	10	
7	Cut Throat	A	30	

1D10	Result	Type	Force	Notes
3	Tulwar	A	20	
4	Parry	D	40	
5	Slashing Steel	A	20	

1D10	Result	Type	Force	Notes
8	Whirling	D	20	
9	Catch	D	40	
0	Throw Sand	A	-	Neutralize

Assassin

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Poisoned Blade	A	30	
4	Stiletto	A	10	
5	Garrote	A	10	

1D10	Result	Type	Force	Notes
6	Stealth	D	30	
7	Surprise	A	-	Neutralize
8	Retreat	D	40	
9	Deathblow	A	30	
0	Shadows	D	30	

Samurai

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Vertical Cut	A	30	
4	Horizontal Cut	A	30	
5	Katana	A	30	

1D10	Result	Type	Force	Notes
6	Kai	A	-	All Out
7	Armor	D	10	
8	Parry	D	30	
9	Speed	D	30	
0	Force of Will	D	30	

Pan & Hook

Peter Pan

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Knife	A	30	
4	Lost Boys	A	10	
5	Alligator	A	50	

1D10	Result	Type	Force	Notes
6	Indians	A	10	
7	Fly away	D	30	
8	Quick	D	20	
9	Nimble	D	20	
0	Tinkerbell	D	30	

Captain Hook

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Hook	A	20	
4	Rapier	A	20	
5	Cannon	A	30	
6	Pirates	A	20	
7	Set Trap	-	-	All Out
8	Hostages	D	50	
9	Parry	D	20	
0	Stubborness	D	30	

Design Your Own Warriors

Basic Warriors are 300 points: 100 Hit points 100 points distributed to Attacks 100 points distributed to

Defenses "All Out" Attacks are worth 10 points "Regain 10 Lost Hits" Defenses are worth 20 points "Neutralize" Attacks are worth 20 points

Experience

XP Experience Points

Every time you defeat a lesser warrior get 1 XP. Every time you defeat an equal warrior get 5 XP. Every time you defeat a greater warrior get 10 XP.

Each 10 XP allows you to do one of the following:

1. Add 10 to one of your Attacks
2. Add 10 to one of your Defenses
3. Gain 10 Hit Points
4. Create a new Attack or Defense with a Force = 10.

The new Attack or Defense shares a Die roll Indicator (1-10) with one of your existing results and can be used instead of the original at your discretion during combat. For Example: The Samurai turns in 10XP to gain a new Attack he calls Wakizashi (Short sword) with a Force = 10. He assigns this new attack to his #7 slot which already has the Defense of "Armor" (Force = 10). So from now on, every time he rolls a #7 he can choose to have it mean either Armor or Wakizashi.

FAQ's

1. Situation: I roll the Adder, then the Doubler. How is that

handled? We have been using a spot ruling that only the last one rolled is applied. A. You get +10 (from the Adder) then roll again twice (from the Doubler) and pick one of the results.

2. What if I roll the Doubler then an All Out Attack? Made

basically the same ruling as #1, above. A. In this case you picked the "All Out Attack" which then allows you to make another roll.

3. Does Neutralize automatically affect the target? We've been

reading it as 'Yes'. A. Good point. Some defense against "Neutralize" attacks should be allowed. I rule that a defense of 20+ Force should negate a Neutralize Attack.

4. Can you Double a Neutralize to 4 turns? We read that as 'No'.

A. I would agree that Neutralize Attacks cannot be doubled.

Lord Of The Rings Warrior Dice

Most of the below entries were submitted by Curufe

BLACK ORC / URUK-HAI (Submitted by Zak)

21D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Lance Charge	A	30	
4	Combat Frenzy	A	-	No damage
5	Stab	A	10	
6	Disembowel	A	30	
7	Iron Bow	A	30	
8	Full Armor	D	40	
9	Shield	D	40	
0	Helm	D	20	

Cave Troll / Olog Hai

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Club	A	40	
4	Great Strength	A	50	
5	Frenzy	A	-	No damage
6	Rampage	A	-	All Out
7	Regenerate	-	-	Regain 10 Lost Hits
8	Thick Hide	D	30	
9	Immune to Pain	D	30	
0	Great Bulk	D	20	

Moria Orcs

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Adder	-	-	Overwhelming numbers
4	Tough Hide	D	20	
5	Scimitar	A	20	
6	Disembowel	A	20	
7	Helm	D	20	
8	Shortbow	A	20	
9	Shield	D	30	
0	Piecemeal Armor	D	30	

Notes: I've equated the extra Adder to be equivalent to an Attack 40

Legolas

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Doubler	-	-	Inhuman reflexes
4	Bow	A	30	
5	Arrow	A	20	
6	Fleet of Foot	D	20	
7	Shortswords	A	30	
8	Dodge	D	20	
9	Parry	D	20	
0	Agility	D	20	

I've equated the extra Doubler to be equivalent to an Attack 20 and Defense 20

Gimli

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	War Hammer	A	30	
4	Armor	D	30	
5	Shield	D	20	
6	Axe	A	30	
7	Shrug it off	D	-	All Out
8	Throwing Hammer	A	30	
9	Shield Bash	A	-	All Out
0	Grim Determination	D	40	

Gimli has both an all out attack and an all out defense that behaves similarly.

Gandalf

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Staff Parry	D	10	

1D10	Result	Type	Force	Notes
4	Kinetic Blow	A	10	
5	Glamdring	A	40	
6	Staff Strike	A	20	
7	Entrance	A	-	Neutralize
8	Sphere of Protection	D	40	
9	Shadowfax	A	-	All Out
0	Experience	D	20	

Boromir

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Slash	A	40	
4	Kick	A	20	
5	Overhead Smash	A	50	
6	Leap	D	40	
7	Tempted by Ring	A	-	Neutralize Self
8	Berserk	A	-	All Out
9	Reflexes	D	40	
0	Feel no Pain	D	20	

Neutralize Self - as neutralize, but to Boromir (hence he gets +20 A)

Aragorn / Elessar

1D10	Result	Type	Force	Notes
1	Adder	-	-	Becomes Doubler
2	Doubler	-	-	
3	Narsil	A	30	Can become Anduril
4	Dagger	A	20	
5	Hilt Punch	A	10	
6	Hack & Slash	A	40	
7	Shield	D	30	
8	Endurance	-	-	Regain 10 Lost Hits
9	Parry	D	40	
0	Chain Mail	D	10	

Special rule - Once per battle, Narsil can be reforged into Anduril. As Anduril it is worth 50, but the Adder

changes to a Doubler. Announce before rolling attack, and the changes are permanent from then on.

Samwise Gamgee

1D10	Result	Type	Force	Notes
1	Doubler	-	-	
2	Doubler	-	-	Hobbit Luck
3	Thrown Pan	A	30	
4	Dagger	A	20	
5	Kick	A	10	
6	Short	D	10	

1D10	Result	Type	Force	Notes
7	Agile	D	30	
8	Sting	A	40	
9	Run	D	30	
0	Hide	D	30	

Peregrin Took

1D10	Result	Type	Force	Notes
1	Doubler	-	-	
2	Doubler	-	-	Hobbit Luck
3	Shortsword	A	40	
4	Dagger	A	30	
5	Kick	A	20	
6	Short	D	10	
7	Defend Gondor	A	-	All Out
8	Ent Drought	-	-	Regain 10 Lost Hits
9	Run	D	40	
0	Hide	D	30	

Meriadoc Brandybuck

1D10	Result	Type	Force	Notes
1	Doubler	-	-	
2	Doubler	-	-	Hobbit Luck
3	Shortsword	A	40	
4	Dagger	A	30	
5	Kick	A	20	
6	Short	D	10	
7	Backstab	A	-	All Out
8	Ent Drought	-	-	Regain 10 Lost Hits
9	Run	D	40	
0	Hide	D	30	

Frodo Baggins

1D10	Result	Type	Force	Notes
1	Doubler	-	-	
2	Doubler	-	-	Hobbit Luck
3	Doubler	-	-	Invisibility
4	Sting	A	50	
5	Kick	A	30	
6	Short	D	10	
7	Wear Ring	A	-	Neutralize
8	The Old Wound	A	-	Neutralize Self
9	Run	D	30	
0	Hide	D	40	

Neutralize Self - as neutralize, but to Frodo (hence he gets +20 A)

FARAMIR (Submitted by Ward Davenport)

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Bow & Arrow	A	20	
4	Stealth	D	30	
5	Longsword	A	40	

1D10	Result	Type	Force	Notes
6	Agility	D	40	
7	Dagger	A	10	
8	Sharp Vision	D	10	
9	Endurance	A	30	
0	Shield	D	20	

Warhammer Fantasy Dice

Submitted by Brian Rayburn

Gotrek Gurnisson

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Rune Axe	A	40	
4	Punch	A	20	
5	Dwarven Resilience	D	30	
6	Berserker Rage	-	-	All-Out
7	Dodge	D	30	
8	Block	D	20	
9	Ignore Pain	D	20	
0	Head Butt	A	30	

Felix Jaeger

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Chain Mail	D	40	
4	Dagger	A	20	
5	Parry	D	20	
6	Dragon Sword	A	40	
7	Shoulder Bash	A	20	
8	Disarm	-	-	Neutralize
9	Dodge	D	10	
0	Step Back	D	30	

Slayer Dice

Submitted by Brian Rayburn

Vampire Slayer (350 Pts) Hits: 120

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Stake	A	30	
4	Acrobatics	D	30	
5	Slayer-Fu	A	40	
6	Scent of the kill	A	-	All Out
7	Parry	D	30	

1D10	Result	Type	Force	Notes
8	Healing Factor	D	-	Regain 10 Hits
9	Tough	D	30	
0	Slayer Strength	A	40	

Companion (300 Pts) Hits: 100

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Duck	D	30	
4	Axe	A	40	
5	Spirits & Charms	D	-	Regain 10 Hits
6	Kung-Fu	A	20	
7	Stake	A	30	
8	Parry	D	30	
9	Incantation	A	10	
0	Defensive Stance	D	20	

Lesser Vampire (350 Pts) Hits: 130

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Drop Fang	A	30	
4	Undead	D	40	
5	Vamp-Fu	A	40	
6	Claws	A	30	
7	Regenerate	D	-	Regain 10 Hits
8	Block	D	30	
9	Scent of blood	A	-	All Out
0	Resilient	D	20	

Master Vampire (450 Pts) Hits: 150

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3a	Drop Fang	A	30	
3b	Mist Form	D	30	
4	Talons	A	30	
5a	Undead	D	50	
5b	Rending Blow	A	20	
6	Vamp-Fu	A	40	
7	Regenerate	D	-	Regain 10 Hits
8	Block	D	50	
9	Mesmerize	A	-	Neutralize
0	Scent of blood	A	-	All Out

WEREWOLF (350 pts) HITS: 140

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Regenerate	D	-	Regain 10 Hits
4	Claw Swipe	A	30	
5	Fangs	A	40	
6	Leap	D	30	
7	Battle Frenzy	A	-	All Out
8	Dodge	D	30	
9	Regenerate	D	-	Regain 10 Hits
0	Wolf-Fu	A	30	

Minor Demon (350 Pts) Hits: 120

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Spiky Bits	A	30	
4	Rough Hide	D	30	
5	Dodge	D	30	

1D10	Result	Type	Force	Notes
6	Demon-Fu	A	40	
7	Bony Plates	D	30	
8	Fangs	A	20	
9	Energy Bolt	A	30	
0	Block	D	20	

Demon Lord (500 Pts) Hits: 200

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Doubler	-	-	Infernal Power
4a	Rune Blade	A	40	
4b	Parry	D	20	
5a	Bloodstone Armor	D	30	
5b	Spiked Gauntlets	A	20	
6	Mighty Punch	A	40	
7	Demon-Fu	A	30	
8	Regenerate	D	-	Regain 10 Hits
9	Dodge	D	40	
0	Stunning Roar	D	-	Neutralize

Risen Dead (300 Pts) Hits: 100

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Claw	A	20	
4	Bite	A	30	
5	Block	D	30	

1D10	Result	Type	Force	Notes
6	Grapple	A	10	
7	Dead Man Walkin'	D	30	
8	No Pain	D	20	
9	Chomp!	A	40	
0	Relentless	D	20	

Witch (300 Pts) Hits: 100

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Confusion	A	-	Neutralize
4	Call Lightning	A	30	
5	Mystic Wall	D	40	
6	Telekinetic Daggers	A	20	
7	Invoke the Goddess	D	-	Regain 10 Hits
8	Athame	A	30	
9	Witch-Fu	D	20	
0	Spirits & Charms	D	20	

Witch (450 Pts) Hits: 200

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3a	Witch-Fu	A	20	
3b	Spell Shield	D	20	
4	Soul Blast	A	40	
5	Invoke the Goddess	D	-	Regain 10 Hits
6a	Tempus Fugit	A	-	All Out
6b	Witch-Fu	D	30	
7	Hex	A	-	Neutralize
8	Athame	A	40	
9	Call the Elements	D	30	
0	Block	D	20	

Demon Hunter (300 Pts) Hits: 100

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Crossbow	A	30	
4	Sword	A	20	
5	Mesh Shirt	D	30	
6	Charm	D	-	Regain 10 Hits
7	Kung-Fu	A	40	
8	Daggers & Stakes	A	10	
9	Kung-Fu	D	10	
0	Talisman	D	40	

Creep-of-the-week (400 Pts) Hits: 150

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Claws	A	40	
4	Mucous Spit	A	-	Neutralize

1D10	Result	Type	Force	Notes
5	Scaly Hide	D	40	
6	Bite	A	30	
7	Energy Blast	A	30	
8	Dark Secrets	D	40	
9	Evil Magic	D	30	
0	Creep-Fu	D	20	

Warrior Dice

Shadow Warriors By Brian Rayburn (scarecrowking@unclebear.com)

Shadow Warriors is a background setting for on-going games. Each character is a being that exists beyond the boundaries of the mortal sphere. Most can become younger or older at will, but each being of Shadow can recognize another on sight. Most have long-reaching schemes that they wish to see to fruition. However, with immortality and power comes arrogance, and they see each other as obstacles in their power plays. Therefore, most attack each other on sight, or at the earliest opportunity. Most have an unseen (in normal games, at least) mentor, another creature who has been on Earth for centuries amassing power. This simply gives a background for the character to be and have what he does.

One important difference from the warriors described in the basic rules is that Shadow beings can never truly die, at least not in a way understandable to mortals. Truly powerful majicks would be needed to permanently banish even one from our plane of existence, and sorcerers of that caliber are unique, if not extinct. To reflect this in game terms, each time a character is brought to 1/10 of their starting Hits, they may yield, and no Shadow being can pass the opportunity to know, if even for only a while, that they held the upper hand. Of course, if a blow brings a character to 0 Hits, the victim is dead.

For a while. See, Shadow creatures can reform. At a cost. Each time this happens, subtract 10 from the Force of one Attack or Defense, or 10 Hits permanently. The point value of a character reforming this way should be adjusted down as well. The lost points can be bought again with XP as normal, but if the character dies again, 10 more points have to be subtracted again. If a character insists on fighting until they are reduced to below 30 points, then that character's life force is banished back to the Shadow Realms, to work it's way back up the ranks of the dark masses to again wield the power to manifest in our realm.

Another difference is that a character actually inhabits a mortal body, even if that body was crafted by the creature's force of will. As such, a character is limited to one 'supernatural' attack form, such as manifesting claws or spitting a stream of venom. Many times these traits resemble animal abilities, in a twisted way. Although characters begin with only one supernatural ability, more can be obtained. Each time you force another Shadow being to reform, you may absorb some of his essence. After tallying the XP for the

battle, if the winner has enough XP to purchase a new Attack or Defense, she may decide to make it the same type as the defeated character's supernatural trait. If a defeated character has more than one already, the winner may choose one. Here's some examples:

Miranda Thorne and Gregor Kaprov have met in battle in the main building of her mentor's corporate empire. Both being beginning characters, each has one supernatural trait. Miranda designated one Attack as 'Claws', which she took at Force 30. Gregor can transform his face during combat, and manifest an Attack as 'Fanged Bite', which he allotted 40 Attack Force to. Miranda gains the upper hand, and rips Gregor's throat out. Since they were of equal point value, Miranda gains 5 XP. Since she also made Jasmine yield a few months ago, that brings her to 10XP. She decides to spend the XP immediately, and take on Gregor's trait. She decides to keep with the theme set by her Claws, and decides hers will manifest as a more feline appearance. She places it as the second option of her #4 slot, as 'Fanged Bite 10', and is now a 310 pt character. In a few weeks Gregor will be back. He will have lost 10 points from the Force of one Attack or Defence, or his Hits, but will still have the trait 'Fanged Bite 40', assuming he didn't subtract the 10 points from that trait. Gregor is now a 290 pt character.

Existing abilities can be improved upon, and even expanded. For example, if a character took 'Winged Retreat Defense 20' as their #6 slot, she could buy 'Wing Slap Attack 10' as a new ability at any time she has the XP.

Before a Battle, roll on the chart below to see where your encounter takes place.

1. Beach Uneven footing gives all Attacks -10 Force
2. Alley Roll 1d10 at the beginning of each turn. Someone stumbles upon you and the battle ends if a 1 is rolled.
3. Warehouse Shelves and crates give all Defenses +10 Force
4. Corporate Boardroom Desks, tables, and chairs prevent All Out attacks, treat as a lost attack
5. Place of Darkness Mystic vibes give all Attacks +10 Force
6. Unholy Site Once per Battle, each Immortal may choose to trade any single Defense roll of 40 or higher to heal up to 20 lost Hits
7. Opera House Smooth stage gives all Defenses -10 Force
8. Rocky Ground All Force scores are at -10
9. Parking Garage Roll 1d10 at the beginning of each turn. Someone stumbles upon you and the battle ends if a 1 is rolled.

0. Nexus to the Shadow Realm All Force scores doubled

Shadow Warriors

Miranda Thorne (300 Pts) Hits: 100

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Dodge	D	30	
4	Tiger Stance	A	20	
5	Claws	A	30	
6	Acrobatic	D	40	
7	Boot Knife	A	20	
8	Roll With It	D	10	
9	Mental Discipline	D	-	Regain 10 Hits
0	Sleeve Pistol	A	30	

Gregor Kaprov (300 Pts) Hits: 100

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Big Fist	A	20	
4	Bigger Boot	A	30	
5	Knock Away	D	10	

1D10	Result	Type	Force	Notes
6	Dodge	D	30	
7	Fanged Bite	A	40	
8	Padded Overcoat	D	30	
9	Choke	A	10	
0	Block	D	30	

Jasmine (300 Pts) Hits: 100

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Wicked Little Knife	A	10	
4	Leaping Kick	A	30	
5	Nimble Little Minx	D	30	
6	Winged Retreat	D	20	
7	Eye Rake	A	20	
8	Wicked Big Knife	A	40	
9	Parry	D	30	
0	Slide Roll	D	20	

Darian Cross (300 Pts) Hits: 100

1D10	Result	Type	Force	Notes
1	Adder	-	-	
2	Doubler	-	-	
3	Back Flip	D	20	
4	Venom Spit	A	30	
5	Silver-Headed Cane	A	10	
6	Parry	D	20	

1D10	Result	Type	Force	Notes
7	Serpent Stance	A	30	
8	Custom Trench Coat	D	30	
9	Spinning Leap	D	30	
0	.45 Magnum	A	30	





Lunar Conquest

Introduction

Sci-Fi Themed Card game. Lunar Warfare between 3 main Factions.

The Factions

- The Humans
- The Lunarians
- The Silexians

Human Faction

Humans have just started settling the Moon and have established 3 main Bases on it. Human Strengths include:

- The Ability to get supplies and reinforcements from Earth
- Nuclear & Long Range Weapons Human Weaknesses include:
- Weak Bases & poor Defenses

Lunarian Faction

Lunarians are native to the Moon. They are a long-lived, meditative, peaceful race. Lunarian Strengths include:

- Many Underground Bases that are hard to destroy
- Psychic Powers their opponents have no defense against Lunarian Weaknesses include:
- Little Technology

Silexian Faction

Silexians are an Advanced race that have just arrived on the Moon from a distant solar system Silexians are Cyborgs. Silexian Strengths include:

- Advanced Nano-Technology
- Quick expansion and Base-Building Silexian Weaknesses include:
- Start with few Resources

History Of Conflict

The Lunarians live underground and were not even aware of the Humans presence. Likewise the Humans did not know about the Lunarians. When the Silexians arrived, in a single colony ship, they immediately detected and Proceeded to Attack the colonies of both other races.

All sides have been openly hostile to each other in the ensuing confusion & carnage.

The Decks

Each Player has his own unique deck.

Victory

Eliminate all enemy Bases.

Setup

All players draw 7 cards. Silex go first. Lunarians second. Humans third. Lunarians start with 6 Bases each of Force =6 Humans start with 4 Bases each of Force = 4 Silexians start with 2 Bases each of Force = 5

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Draw Phase
2. Deploy Phase
3. Attack Phase

Draw Phase

Draw 1 card from your deck. If your deck runs out, shuffle your discard & draw from it. Max hand size is 10 cards. Discard excess cards.

Deploy Phase

Put unit cards from your hand into play. Attach Modifier card to target units (Max 1 per unit).

Attack Phase

Each of your units may attack. Declare attackers. Bases cannot attack and they inflict no damage. Unblocked attackers do damage to a target base.

Opponent declares blockers. Blockers may not combine. Blocking/blocked units do damage to each other.

Use counters to mark damage done to Bases & Units. A Unit or Base with more Damage points than Force is destroyed. Event cards are discarded after being played.

Card Type Notation

Number of Copies of that card in the deck

U Unit

E Event

M Modifier

Scan Look at Opponents hand & Draw 1 card

Stun Target Unit Neutralized for 3 turns

Fix Remove all damage Counters from Target Unit

Human Faction Deck

Card Name	#/Type	Notes
Moon Base	2/U	Base Force =4
Scientists on Rovers	2/U	Ground Force =2
Colony Militia in Crawlers	4/U	Ground Force =1 (F+1 if Defending)
Miners in Drill Machines	4/U	Ground Force =2 (F+1 if Attacking)
Lunar Skimmer	6/U	Flyer Force =1
Space Marine Drop Troops	4/U	Ground Force =4
Supplies from Earth	2/E	Draw 3 cards
Reinforcements from L5	2/E	Draw 3 cards
Reinforcements from L4	2/E	Draw 3 cards
Orbital Nuclear Strike	4/E	Do 5 Damage to Target
Tac-Nukes	4/E	Unit does 4 Damage to Target
Cluster Bombs	4/E	Flyer does 4 Damage to Target
Electro Magnetic Pulse	4/E	Stun
Unmanned Scout Flyers	4/E	Scan
Field Repairs	2/E	Fix
Concerted Assault	3/E	All Attacking Units get F+1
Perimeter Defense	3/E	All Defending Ground Units get F+2
Rail Guns	2/M	Ground or Flyer Unit gets F+2
High Energy Lasers	2/M	Ground or Flyer Unit gets F+2

Lunarian Faction Deck

Card Name	#/Type	Notes
Underground Complex	4/U	Base Force =6
Psychic Shield	6/E	Negate Target Attack
Psychic Stun	5/E	Stun
Psychic Blast	5/E	Do 5 Damage to Target
Psychic Visions	6/E	Scan
Psychic Summons	4/E	Draw 3 cards
Psychic Healing	4/E	Fix
Psychic Flare	4/E	Ground Unit gets F+4
Psychic Control	2/E	Take Control of Target Ground Unit
Lunarian Defenders	8/U	Ground Force =1
Lunarian Guardians	6/U	Ground Force = 2
Lunarian Avatar	2/U	Ground Force = 5
Psionic Amplifiers	4/U	Ground Unit gets F+2

Silexian Faction Deck

Card Name	#/Type	Notes
Modular Base	6/U	Base Force =5
Molecutronic Construction	6/E	Draw 3 cards
Bioengineered Virus	6/E	Do 5 Damage to Target
Nano-Reconnaissance Bots	6/E	Scan
Plasma Weapons	4/M	Unit gets F+2
Molecular Reformation	4/E	Fix
Neural Control Parasite	4/E	Take control of Target Ground Unit
Nano-Bot Swarm	6/U	Ground Force =2

Card Name	#/Type	Notes
Cyborg Commandos	4/U	Ground Force =4
Cyborg Monstrosity	2/U	Ground Force =6
Pod Fighters	6/U	Flyer Force =1
Infiltration Tactics	4/E	Ground Unit gets F+4





Lunatech

Preface

Warp Play = Warpspawn Roleplaying. Roleplaying universe. Work in progress.

Readers are encouraged to submit material.

Introduction

Sciencefiction Setting. Moonbase gone Mad.

The Moonbase

Very large, complex, miles of underground tunnels and levels.

Characters

Characters belong to one of several enclaves.

Enclaves

Survivalists Militants Cannibals Robots Androids
Cyborgs Mutants

Adventures

Conflict between enclaves. Finding Water, Food, Oxygen, Energy, Spare Parts, etc.





Lupin

Introduction

Card Game for 2+ Players. Based on the Animated Series Lupin the Third. Each player is a version of Lupin and his companions.

Players race to complete Escapades.

Background Link

[Wikipedia](#)

Disclaimer

Lupin III is a licensed, copyrighted property. This is merely a Fan site.

Victory

Be the first player to complete 4 Escapades.

The Deck

Players share a common Deck The deck contains 5 basic types of cards:

1. Escapade
2. Complication
3. Nemesis
4. Character
5. Help

Traits

There are 2 basic traits:

1. Combat
2. Con

Escapades

There are 3 types of Escapades: Heists (10/30), Rescues (20/20), and Showdowns (30/10).

Setup

Each player is dealt 5 cards from the Character deck. Flip a coin to see who goes first.

Turn Sequence

Players take turns. Each turn has 6 phases:

- Draw Phase
- Escapade Phase
- Complications Phase
- Action Phase
- Score Phase
- End Phase

Draw Phase

Draw 2 cards from the deck. If the deck runs out, shuffle the discard and draw from it.

Escapade Phase

You may put one Escapade card face up into play. You may only have one Escapade card in play at a time.

Complications Phase

Your opponents may attach up to one Nemesis card and Two Complication cards to your Escapade card. (An Escapade card may have a maximum of 1 Nemesis card and 2 Complication cards attached) An Escapade card in play with or without cards attached is referred to as an Adventure.

Action Phase

You may play cards from your hand face up into a Meld. You may add cards to a Meld. You can only have one meld in play at a time.

A Meld may contain up to 4 Character cards (max 1 from each of the 4 Main Characters) and 3 Help cards.

Score Phase

Each Adventure and each Meld have total combined scores for The traits of Combat and Con. If either of your meld trait scores are equal to or greater than the scores of any Adventure in play, you may capture that Adventure. Keep the captured Escapade card (it counts for Victory) If you capture, discard your Meld, and all cards attached to the Escapade card.

End Phase

Discard cards in your hand in excess of 7. You may exchange Character & Help cards in your Meld with ones in your hand.

Card List Notation

E Escapade

X Complication

N Nemesis

C Character

H Help

M Mixed: Can be used as a Help or Complication card

Y Use as either a Character or Nemesis card

Z Play in Complications Phase: Discard target Character in Meld

- I** Investigate: Play in draw phase to draw 2 extra cards
- S** Play in draw phase to take a random card from your opponent's hand

- T** Play in Action Phase to discard target Nemesis card in play
- Cbt** Combat

Card List

Card Name:	Type	Cbt	Con
Lupin the Master Criminal	C	5	10
Lupin the Master of Disguise	C	5	10
Lupin the Charming	C	5	10
Lupin the Escape Artist	C	5	10
Fujiko the Beautiful	C	6	8
Fujiko the Love Interest	C	6	8
Fujiko the Con Artist	C	6	8
Fujiko the Treacherous	C	6	8
Jigen the Expert Marksman	C	8	4
Jigen the Gadgeteer	C	8	4
Jigen the Hard Boiled	C	8	4
Jigen the Enigmatic Mobster	C	8	4
Goemon the Rogue Samurai	C	9	3
Goemon the Zen Master	C	9	3
Goemon the Sword Master	C	9	3
Goemon the Wise	C	9	3
Luxury Cruise Ship Death Trap	E	30	10
Heist in Rio	E	10	30
Loch Ness Rescue	E	20	20
Switzerland Bank Job	E	10	30
Ultimatum in Italy	E	30	10
Arabian Shakedown	E	20	20
Machine Gun	M	7	-
Handcuffed	M	2	5
Row Boat	M	1	6
Lockpicking	M	-	7
Trap	M	4	3
Homing Device	M	3	4
Pops Zenigata to the Rescue	C	4	5
Zenigata Collaboration	Y	5	4
Inspector Zenigata in Full Pursuit	N	3	6
Palo the Inventor	N	5	7
Bionic Supervillain	N	8	8
Local Police Chief	N	2	4
Professor Oz	N	3	6
Crooked Bank Manager	N	-	8
Wild Car Chase	X	7	3
Police	X	3	5
Guards	X	2	7
Thugs	X	6	4
Trained Assassin	X	8	6
Hot Pursuit	X	5	5
Mechanical Monster	X	5	5
Man Eating Sharks	X	6	2
Impossible Odds	X	6	6

Card Name:	Type	Cbt	Con
Mad Scheme	X	-	9
Advanced Security System	X	-	10
Exploding Beartrap in the Ass	Z	-	-
Elaborate Plan	H	3	9
Luck	H	5	5
Expert Driving	H	8	2
Hide	H	4	7
Spying Equipment	H	-	10
Skill	H	7	4
Fast Disguise	H	-	8
Quick Thinking	H	8	6
Fast Reflexes	H	9	1
Foolproof Plan	H	-	9
Find Weakness	H	8	4
Research	I	-	-
Steal	S	-	-
Caught in Own Trap	T	-	-

Rotation Cards

If you get tired of the original card list, or want to tweak it, here are Some more cards you can rotate

in. . .

Rotation Card List

Card Name:	Type	Cbt	Con
Billionaire Playboy	N	3	5
Vengeful Witchdoctor	N	6	7
Obsessed Aristocrat	N	1	10
Fujiko the Competition	N	3	9
Steal Microfilm	E	20	20
Giant Ruby Eye	E	20	20
Obligatory Dirigible Episode	E	10	40
Steal Ransom	E	20	20
Black Magic	X	6	6
Double Cross	X	1	9
Zenigata the Persistent	X	4	6
Secret Passage	X	5	5
Security Cameras	X	-	9
Objective in Plain Sight	X	3	7
Well Hidden Object	X	-	9
Utterly Preposterous Premise	X	-	10
Secret Passcode	X	-	10
Go For a Swim	H	8	2
Sniper Rifle	H	9	-
Impersonation	H	2	8
Jump to Freedom	H	10	-
Helicopter	H	5	5
Plastique	H	7	3
The Lights Go Off for a Second	H	5	5
Subterfuge	H	4	7

Card Name:	Type	Cbt	Con
Blow Stuff Up	H	9	-
Inspector Zenigata on the Case	M	3	7
Framed	M	-	8
Con a Con	M	-	7
Set Up	M	-	7
Motion Picture Projector	M	-	9
Lies	M	-	6
Rubber Mask	M	-	9
Take the Bait	M	-	8
Decoy	M	2	8
Easily Fooled	M	3	7
Perfect Timing	M	6	4
Distraction	M	6	4
Cunning	M	5	5
Dropoff Point	M	5	5
Biplane Attack	M	5	-
False Identity	M	4	6
Lupin the Gentleman Thief	C	3	12
Lupin the Cat Burglar	C	6	9
Fujiko the She Devil	C	7	7
Fujiko the Greedy	C	7	7
Jigen the Information Gatherer	C	6	6
Goemon the Swift	C	8	4
Curse Induced Delirium	Z	-	-

Faq Section

Q) Each Player has a separate Escapade? That is "you may only have one Escapade card in play at a time." Doesn't mean only one, period, but one for each player can be in play? A) Each player may have one Escapade in play.

Q) You need not capture an Adventure in a given turn? That is, you play an Escapade, opponent(s) reinforce it with nemesis/complications, then when you play your Meld you simply don't have enough characters/help to capture it. You can add characters/help,

in subsequent turns as many turns as it takes, until you have enough to capture it in that turn's Action phase? A) Yes to all. Remember, you can also capture opponent's escapades too.

Q) What if, after laying out 4 characters + 3 help you simply don't have enough points to capture the Adventure? You can trade out Characters, but except for trading a major character for "Pops Zenigata to the Rescue" you can't build up your Meld thereafter. My guess is that this will seldom if ever happen. A) Rules change: You can trade out Help cards too. This makes an "Impossible to complete" Adventure even less likely.





Mad Max

Introduction

Card game for 2-4+ players.

Disclaimer

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Victory

Be the first player to make 3 Melds.

The Deck

Players share a common deck. There are 7 card Types:

- M** Max
- L** Leadership
- F** Foe
- V** Vehicle
- A** Aid
- S** Survivor
- X** Location

The Setup

Shuffle the Deck. Each player is dealt 7 cards. Toughest player goes first.

Common Deck Card List

Name	Type:
Mad Max	M
Road Warrior	M
Ex-Cop	M
Revenge	M
Ultimate Survivor	M

Name	Type:
Loner	M
Maximillian Rockatansky	M
Hero	M
Renegade	M
Raggedy Man	M

Natural Leader	L
Commanding Presence	L
Charisma	L
Truth be Told	L
Run or Fight	L
Forwards or Back	L

Natural Leader	L
Have a Plan	L
Lost Hope	L
Persuasion	L
Make A Deal	L

Immortan Joe	F
The Bullet Farmer	F

Immortan Joe	F
Wez	F

Turn Sequence

Players take turns. Each turn has 3 phases:

- Dive Phase
- Fight Phase
- Survive Phase

Drive Phase

Fill your hand to 8 cards. If the deck ever runs out, shuffle the discard and draw from it.

Fight Phase

Discard 1 card. This produces an effect depending on the type of card:

- Max = Look at Opponent's Hand
- Leadership = Look at next 7 cards in Deck
- Foe = Opponent must discard 1 random card
- Vehicle = Search discard for 1 card
- Aid = Steal 1 random card from opponent's hand
- Survivor = Draw 2 cards
- Location = Draw 3 cards and discard 2 cards

Survive Phase

Discard down to 7 cards. If you have 1 card of each type this is a Meld. Discard a Meld. Get 3 Melds to win.

Immortan Joe	F
The People Eater	F
Master Blaster	F
Rictus Erectus	F
War Boys	F

Immortan Joe	F
Toecutter	F
Lord Humongous	F
Aunty Entity	F

V8 Interceptor	V
Hot Rods	V
Gyrocopter	V
Pursuit Special	V
Oil Rig	V
War Rig	V

V8 Interceptor	V
Motorcycles	V
Dune Buggies	V
Porcupine Car	V
Giga Horse	V

Sawed Off Shotgun	A
Nitro	A
Harpoon Gun	A
Pneumatic Dart Guns	A
Polecats	A
Revolver	A

Sawed Off Shotgun	A
Flame Thrower	A
Escape	A
Rescue	A
Decoy	A

Furiosa	S
Children	S
Five Wives	S
Nux	S
Pilot	S
Dog	S

Furiosa	S
Feral Kid	S
Settlers	S
Many Mothers	S
Warrior Woman	S

Thunderdome	X
Outback	X
Canyon	X
Desert	X
Empty Road	X
Burned Out City	X

Thunderdome	X
Oil Refinery	X
Wastelands	X
Barter Town	X
The Citadel	X





Mad Scientists

Introduction

Board game for 2+ players. Science Fiction theme. Players are Rival Mad Scientists bent on World Domination.

Victory

Destroy all Enemy Bases.

The Map

Use an 8x8 chessboard.

Units

Use chits (Counters) to represent units. Chits are mixed together in a common pool used by all players. There are 4 basic types of chits: Bases(B), Units(U), Modifiers(M), and Specials(S).

Unit & Base Attributes

Each unit or base has 3 Attributes or Traits: *Move: the number of spaces the unit can move per turn. *Range: the maximum number of spaces distant the unit can apply damage. *Defense: the amount of damage the unit can take at one time before having to retreat.

Some units have additional special abilities.

Special Chits

Players hold onto Special Chits until they want to use them. Special Chits are discarded to produce an effect.

Unit Special Abilities

Setup

Each player places one Base on one square of his back row. Determine who goes first in a non-random manner.

Turn Sequence

Players take turns. Each turn has 4 phases: Invention Phase Deploy Phase Move Phase Attack Phase

Invention Phase

Each player draws 2 random chits from the common pile.

Deploy Phase

Play a unit chit onto the board into an empty space on your back row or Adjacent to any of your bases. You may play a Base adjacent to a friendly unit but not adjacent to Another of your bases or an enemy unit. Modification Chits are attached (placed under) units and bases.

Modification Chits alter the Traits of the attached unit or base.

Move Phase

You can move some, none, or all of your units in move phase. Units can move orthogonally or diagonally. Units can move up to a number of spaces equal to their Move Trait.

Units cannot stack. Units cannot move through other units or bases.

Fire Phase

Each of your units can attack one target enemy unit in Fire Phase. Different units may attack different targets. Each unit has a Range Trait (number of spaces out it can attack into) A unit can only attack a target that is within its range.

Units with ranges 2+ can attack over other units. An attack does 1 point of damage unless otherwise stated. As soon as a unit takes damage in a single turn equal to its Defense Trait, it must retreat.

A retreating unit must move laterally or back towards its side of the board 1 space. A retreating unit unable to move is destroyed and is removed from the board. Units that retreat off the board are destroyed.

A unit cannot move laterally if it will come in contact with an enemy unit. Bases cannot move, so they are destroyed if they must retreat.

Double Whammy Rule

If you can force a unit to retreat a second time in the same phase, it is automatically destroyed.

Chit List Notation

Immobilization: Target Unit cannot Move or Attack for 3 turns. Interrupt: Target Opponent skips his next Invention Phase. Stealth: Unit can Move through other units.

Think: Base Modifier only. For every 2 Think cards draw an extra Chit in Event Phase. A Base may have a maximum of 1 Think card attached. Note: Units can be either Troops or Guns.

Chit Master List

Unit Name:	Type	Move	Range	Defense	Notes
Home Base	B	0	1	8	Starting Base
Super Agents	U	3	1	3	Stealth Troops
Bionic Men	U	3	1	3	Troops
Mutants	U	2	1	3	Troops
Cyborgs	U	2	1	3	Troops
Temporal Stasis Field	S	-	-	-	Immobilization
Time Machine	S	-	-	-	Take another Turn
Flux Capacitor	M	-	+1	-	
Robots	U	2	1	4	
Clones	U	2	1	2	Troops
Androids	U	2	1	3	Troops
Death Ray	U	1	3	2	Gun
Force Field	M	-	-	+1	
Teleportation Pods	S	-	-	-	Move Unit Anywhere
Nuclear Bombs	S	-	-	-	Destroy Unit
Neutron Bombs	S	-	-	-	Destroy Unit
Anti-Matter Bombs	S	-	-	-	Destroy Unit
Gamma Ray Laser	U	1	3	2	Gun
Power Armor	M	-	-	+1	Troops only
Antigravity Pods	M	+2	-	-	
Force Beams	U	1	2	2	Gun
Inertia Field	M	-	-	+1	
Damper Field	M	-	-	+1	
Dinosaurs	U	3	1	3	
Giant Monster	U	3	1	4	Damage +1
Zombies	U	1	1	3	Troops
Mind Control Device	S	-	-	-	Take control of Unit
Plasma Cannon	U	1	2	2	Gun Damage +1
Alien Technology	M	+3	-	-	
Atlantean Technology	M	+1	+1	+1	
Thinking Machine	M	-	-	-	Think
Shrink Ray	U	1	2	2	Immobilization
Super Computer	M	-	-	-	Think
Super Fortress	B	0	-	10	
Virtual Reality	S	-	-	-	Immobilization
Giant Drill	U	4	1	3	Stealth
Intelligent Dolphins	U	2	1	3	Troops
Smart Bombs	S	-	-	-	Destroy Unit
Guided Bullets	M	-	-	-	Troops only Damage +1
Eureka!	S	-	-	-	Draw 2 Chits
Psi Beam	U	1	5	2	Gun
TGC	U	1	4	2	Gun(Theoretical Gravity Catapult)
Childs Play	S	-	-	-	Draw 2 Chits
OOT	M	+2	-	-	(Oscillation Overthruster)
Repulsor Field	M	-	-	+1	
Hallucinogenic Gas	S	-	-	-	Immobilization
Sleep Gas	S	-	-	-	Immobilization
Hypno Ray	S	-	-	-	Take control of Unit
Space Station	B	1	-	6	
Lab Accident	S	-	-	-	Interrupt

Unit Name:	Type	Move	Range	Defense	Notes
Computer Virus	S	-	-	-	Interrupt
Super Soldiers	U	2	1	4	Troops
Code Breaker	S	-	-	-	Negate Special Card
Enigma Machine	S	-	-	-	Negate Special Card
Planned Obsolescence	S	-	-	-	Destroy Modifier
Power Failure	S	-	-	-	Immobilization
Disembodied Brains	M	-	-	-	Think
Replicator Machine	M	-	-	-	Think
Perpetl Motn Machine	M	-	-	-	Gun only Damage +1
Impossible Machine	M	-	-	-	Think
Better Mousetrap	S	-	-	-	Destroy Unit
Nanobots	U	1	1	4	Stealth & Damage +1
Mechas	U	3	2	4	Damage +1
Tissue Regenerator	M	-	-	+1	
Temporal Anomaly	S	-	-	-	Take another Turn
Nova Cannon	U	1	4	2	Gun Damage +1
Kung Fu Disciples	U	2	1	3	Troops
Underground Base	B	0	-	7	
Underwater Base	B	0	-	7	
Steal Technology	S	-	-	-	Take control of Unit
Time Bomb	S	-	-	-	Destroy Unit
Super Collider	M	-	+1	-	Gun only
Fusion Reactor	M	-	-	-	Gun only Damage +1
Exoskeletons	M	+1	-	+1	Troops only
Corrosion Gas	S	-	-	-	Destroy Unit





Magery

Introduction

Chess Variant. Fantasy Theme. 2-Player. Worker Placement. Minion Pieces can be used as Workers or Chessmen.

Victory

Eliminate all of your opponent's Minions from the chessboard or capture 5 Greater Minions (any combination of types) or capture 3 Greater Minions of 1 type.

The Boards

- There are 2 Boards:
1. A regular 8 x 8 Chessboard. The Chessboard is also called the Arena.
 2. A special Mage Tower board.

The Chaos Mage Deck

This is a deck of 12 Cards.

Minion Recognition Table

Type	Rank	Movement
Dragon	Greater	Queen
Myrmidon	Minor	Two Space King
Undead	Pawn	Orthogonal King
Fey	Minor	Knight

Dragon Minions

On the chessboard the Dragon moves like a Queen.

Myrmidon

On the chessboard the Myrmidon jumps in any direction exactly 2 spaces.

Undead

On the chessboard the Undead can move orthogonally 1 space. It can move backwards.

Fey

On the chessboard the Fey jumps exactly like a knight in regular Chess.

Elemental

On the chessboard the Elemental moves like a Bishop.

The Orb

Use a small trinket or piece of jewelry to represent the Orb. Possession of the Orb determines turn order during the Round.

Minions

There are 8 types of minions. Each player has a set of 24 Minions, 3 of each type. Sets should be differentiated by color.

Minion Usage

At any given time, a minion can be in one of three places:

- In the Arena (in play on the Chessboard).
- In the players Reserve Area. Minions in the Reserve can be played onto Chambers of the Mage Tower or be Summoned to the Arena.
- Destroyed (Captured, out of play): Keep these in a separate Dead Pile. Dead Minions do nothing and cannot be returned to play.

Type	Rank	Movement
Elemental	Greater	Bishop
Beast	Pawn	Diagonal King
Construct	Greater	Rook
Spirit	Minor	Far Knight

Beast

On the chessboard the Beast can move diagonally 1 space. It can move backwards.

Construct

On the chessboard the Construct moves like a Rook.

Spirit

On the chessboard the Spirit jumps like a modified Knight: Instead of moving two spaces and over one like a regular Knight, it moves three spaces and then over one.

The All Important Backrow Rule

A Greater Minion on its own Backrow cannot in a single move enter a Space on his opponents Backrow!

The Mage Tower Board

This represents a tower with 16 floors. Each floor has 1 Chamber occupied by 1 Mage. When designing

a Mage tower Board, each space has to big enough to Hold 1 Minion and 1 Card.

Mage Tower

Floor	Mage:	Power:
16	Fourth Chaos Mage	Per Card
15	Third Chaos Mage	Per Card
14	Second Chaos Mage	Per Card
13	First Chaos Mage	Per Card
12	Magician	Remove a Minion from the Mage Tower
11	Oracle	Gain Possession of the Orb
10	Mystic	Move 1 of your Minions to any Empty space in the Arena
9	Animist	Move any 1 of your Minions in the Arena
8	Dragon Lord	Move or Summon one of your Dragon Minions
7	Elemental Master	Move or Summon one of your Elemental Minions
6	Artificer	Move or Summon one of your Construct Minions
5	Druid	Move or Summon one of your Fey Minions
4	Warlock	Move or Summon one of your Spirit Minions
3	Wizard	Move or Summon one of your Myrmidon Minions
2	Sorcerer	Move or Summon one of your Beast Minions
1	Necromancer	Move or Summon one of your Undead Minions

Setup

Shuffle the Chaos Mage Deck. Decide who is white and who is black. Each player gets a set of 24 Minions.

Place 1 Minion of each type on your backrow in any configuration. White starts in possession of the Orb. White sets up first. White goes first in the first Round.

Randomly place 1 Chaos Mage card in each of the top 4 chambers of the tower.

Round Sequence

The Round is divided into 2 Phases:

1. Decision Phase
2. Action Phase

Decision Phase

Starting with the Orb holder, players take turns placing one Minion from their reserve on one Chamber of the Tower. A Chamber may contain a max of 1 Minion. Continue until all Chambers are occupied, or both players pass. (Players usually pass because of a shortage of remaining Minions) Note that any minion from your reserve can be placed in a Chamber.

No chamber requires a specific type of Minion to occupy it.

Action Phase

Starting with the Orb Holder, players take turns removing their Minions from the Tower... one minion at a time. As a Minion is Removed, the special power of the Mage the minion was occupying is Activated. Resolve these actions immediately. Some Mages give you a choice of Actions.

Important Note: Minions in the Arena do not move unless you activate a Mage Action that allows them to! Note: sometimes you cannot or don't want to take the a Mage action when you Remove the Minion. In this case no action occurs (you still remove the Minion) and Then it goes on to your opponents turn. In general when you remove a Minion from a Tower Chamber it goes back to your Reserve. However some Chaos Mages cause the particular Minion that was on them to go to elsewhere, instead of the Reserve.

Summoning Rules

When you summon a Minion you take the appropriate minion type from your reserve and place it onto a space in the Arena. When you summon a Greater Minion, it must be placed on an empty space in your back row. When you summon a Minor Minion, it must be placed on an empty space on your side of the board.

When you summon a Pawn Minion it must be placed on an empty space.

Chaos Mage Deck Card List

Mage: Power

- Seer: You or your Opponent (your choice) must take the next 2 turns in a row.
- Magus: Place this Minion on any empty Mage Camber.
- Alchemist: Replace 1 of your Minions in the Arena with one from your Reserve.
- Mentalist: Move an Opponent's Minion (It may not Capture).
- Enchanter: Replace an opponent's Minion in the Arena with one of yours from your reserve of the

same type.

- Dream Lord: Use the power of any Chaos Mage not in the Tower.
- Force Mage: Target Minion in arena cannot move or be captured for the rest of the round.
- Illusionist: Switch the Location of any 2 Minions in the Arena.
- Shadow Mage: Target Minion Adjacent (Sharing a side) to one of your Minions is sent to its reserve.
- Rune Master: All your Minions may move like Knights for the rest of this round.
- Conjuror: Summon this Minion.

Optional Rules

Rotating Chaos Lords Option

In the regular game, the 4 Chaos Mages you get are fixed. In this Variant, remove the fourth Chaos Mage

and move the other 3 up one Floor. Then draw a new card and place it on the First Chaos Mage Chamber. If the Deck runs out, shuffle the discard And draw from it.

Archmage Option

Each player draws 1 Chaos Mage at the beginning of the game. This card acts as a private Mage Chamber. Only that player may Place a Minion on it. floor 16 of the Tower is empty.

Ultimate Archmage Option

Like Archmage, but you get 3 Chaos Mage cards, and floors 14-16 of the Tower are left empty.





Magic Encounters

Introduction

Fantasy Strategy Wargame for 2 or more players. Lead your race and their allies to ultimate victory.

Victory

Eliminate all enemy Tokens from Play.

The Board

The Board is a 5 x 5 grid. 25 total spaces. Each space is of one Territory type. Randomly distribute 5 of each of the 5 territory types: Plains, Mountains, Swamps, Water, Forest.

Tokens

Each player has an army of 40 Tokens of a unique color. You cannot have more than 40 Tokens on the Board at one time.

Dice

Six sided dice are needed.

The Deck

Players share a common deck. The deck is referred to as the Ally Deck.

Setup

Players start in opposite corners or as far apart as possible. Each player draws 1 random card from the Ally deck to see what their Race is. The player & all his Tokens will henceforth be referred to as members of that race.

The player and his Tokens will always have the Special Ability of that race as it is described on the card. Each player starts with a Stack of 10 Tokens. Roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Ally Phase

2. Recruit Phase

3. Move Phase

4. Battle Phase

Ally Phase

Draw 2 cards from the Ally Deck. Max hand size is 7 cards. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it. Some Ally cards can be played to affect the drawing of Ally cards.

Recruit Phase

Gain 1D6 Tokens. Stack these with one of your already existing stacks. Get +1 Token if you control all 5 Territories of a single type.

Some Ally cards can be played to affect Recruitment. Max tokens in one stack = 20. Discard excess Tokens.

Move Phase

Roll 1D6. You may move that many of your Stacks (Armies) one space each. You may also move parts of your stacks to break them up.

A single token cannot move more than one space. You must combine all your tokens in a single space into one stack. Some Ally cards can be played to affect Movement

Battle Phase

The current player is the attacker. The other player is the defender. If opposing stacks occupy the same space, they will battle. There may be multiple battles in a single turn.

Each player rolls 5D6. These are called Battle Dice and the results Battle Rolls. Each of your Tokens has a base Force = 1. Your sides Battle Total = Force of Tokens + Battle Rolls.

Players may play Ally cards from their hands to increase their Battle Total. The side with the higher total wins. The attacker wins ties. The losing stack is discarded. The winner draws 2 cards.

Ally Deck Card List

Card Name	Special Power	Explanation.
Knights	Armor	Opponent must discard all Battle rolls of 6.
Mountain Dwarves	Miners	Tokens are force +3 if in or Adjacent to a Mountain space.
Goblin Horde	Breeders	Roll 2D6 in Recruit Phase.
Gnomes	Tinkers	Reroll 1 of your Battle Dice.
Stone Giants	Throw Boulder	Discard an Ally Card to get Force +1D6
Wood Elves	Forest Ways	On Battle rolls =1 opponent must discard 1 card from hand.
Red Dragons	Large	Recruit only 1 Token in Recruit Phase. It has a Force = 7.
Dark Elves	Cunning	Reroll all your Battle Dice Rolls of 1.
Kobolds	Ambush	Tokens are Force = 3 if Defending.
Shapeshifters	Polymorph	Discard 1 Token to draw 1 Ally card.
Vampires	Dark Gift	If you win battle gain Tokens = Enemy Tokens Lost.
Zombies	Raise Dead	Tokens you lost last turn are regained in recruit phase.
Warriors	Skill	Your Tokens get +1 Force each.
War Machines	Pointy Things	Gain 1 extra Battle Die.
Barbarians	Berserkers	Discard a Token to give your Force Total +4.
Ogres	Ferocity	Your Tokens are Force = 3 if Attacking.
Samurai	Way of the Sword	All your Battle Rolls of 2 become 5.
Assassins	Kill	In battle opponent must discard a Token for every Battle roll = 1.
Druids	Nature Magic	Battle Total +2 for every Ally card you play.
Eagles	Fly	Stacks may move multiple times in Move Phase.
Rangers	Riders	Roll 2D6 in Move Phase.
Doppelgangers	Copy	Duplicate special ability of any opponent in battle.
Conjurer	Summon	Move up to 4 of your Tokens to this battle from other spaces.
Treants	Forest Protectors	Tokens are force +3 if in or Adjacent to a Forest space.
Wizard	Lore	Draw +1 card in Ally Phase. (+2 cards if played as any Ally card)
Devils	Bedevil	Switch 1 Battle Roll with opponent.
Enchanter	Charm	In Battle 1 opposing Token joins your side.
Mystic	Visions	Look at opponent's hand at any time.
Alchemist	Transmogrify	Discard X cards to gain XD6 Tokens.
Wraiths	Ghosts	Gain 3 Phantom Tokens in Battle. They are removed at end of battle.
Demons	Torture	Opposing Tokens are Force = 0.
Orcs	–	Discard a Token to give your other Tokens +1 Force each.
Witch	Curses	Opponent rolls 1 less Battle Die.
Pixies	Fairy Magic	Negate first Ally card played by opponent in battle.
Huns	Plains Riders	Tokens are force +3 if in or Adjacent to a Plains space.
Zealots	Fanatics	In Battle Discard X Tokens to Discard X opposing Tokens.





Magicians

Introduction

Card game for 2-4+ players. Players are rival Stage Magicians circa 1890-1914. Players try to put on the best performances and outdo each other.

Victory

The first player to accumulate 100 Prestige Points wins.

Prestige Points

Use paper and pencil to keep track of Prestige Points (MP).

The Decks

There are 2 Common Decks:

1. The Magicians Deck
2. The Trick Deck

Magicians Deck

Each card represents one Magician and describes his special ability.

The Trick Deck

There are 3 types of cards in the Trick Deck:

1. Support cards (Assistants, Helpers, Stages, Props, Traits)
2. Tricks
3. Sabotage

Setup

Shuffle the Decks. At the beginning of the game pick a random card from the Magicians Deck to determine your Identity. Players reveal their identities.

Each player is dealt a hand of 5 cards from the Trick Deck. The player who is the most accomplished magician goes first.

Mulligan Rule

If you do not get a level 1 Trick in your Initial draw, you may discard and draw again.

Turn Sequence

Players take turns. Each turn has 7 Phases:

1. Draw Phase
2. Management Phase
3. Dirty Trick Phase
4. New Trick Phase

5. Intermission Phase
6. Prestige Phase
7. Finale Phase

Draw Phase

Draw 1 card and put it in your hand. If the deck runs out, shuffle the discard and draw from it.

Management Phase

Do one of the following:

1. Put an Assistant card into play (1 Max)
2. Put a Helper card into play (3 Max)
3. Put a Stage card into play (1 Max)
4. Put a Prop card into play (No Limit)
5. Put a Trait card into play (No Limit)

Collectively these types of cards are referred to as Support cards. Support cards stay in play face-up in front of you until the end of the game or a Sabotage card causes them to be stolen or discarded. If you are at your Max, you may discard a Support card in play to play a replacement.

You may not play a Stage card unless you have a Trick of equal or greater Level. If your highest Trick Level is ever decreased, discard the Stage card. To play a Trait card, you must have 5 Tricks in play.

You cannot have more Helpers & Assistants in play than Tricks. You cannot have more Props in play than Tricks.

Dirty Trick Phase

Skip this phase if you played a card in Management Phase. You may play one Sabotage card. Discard the Sabotage card once it is played.

New Trick Phase

Skip this phase if you played a card in Management or Dirty Trick Phase. You may put one Trick card into play. Trick cards stay in play face-up in front of you until the end of the game or a Sabotage card causes them to be stolen or discarded.

Tricks are ranked levels 1 through 5. You may always play a level 1 Trick. To play a level 2 Trick you must have at least one Level 1 Trick in play.

To play a level 3 Trick you must have at least one Level 2 Trick in play and so on. You may have more than one Trick of the same level in play. If at the end of this phase you have more than 5 Tricks in play, you must Discard down to 5 Tricks (or whatever your modified Maximum is)

Intermission Phase

If you did not play a card in Management or Dirty Trick or New Trick Phase, you may draw an extra card.

Prestige Phase

You score Prestige Points (PP) in this Phase. Each Trick you have in play earns PP equal to its level. Each

of your Support cards earns PP equal to its level.

Certain cards will earn you extra PP according to the card text.

Finale Phase

Max hand size is 7 cards. Discard excess cards.

Magicians Deck

Name:	Notes:
The Mentalist	May use Trait cards as Tricks
The Professor	May Have 1 Extra Trick in Play
The Prestidigitator	Level 1 Tricks earn +1 Prestige
The Chinese Sorcerer	Level 2 Tricks earn +2 Prestige
The Magician	Level 3 Tricks earn +3 Prestige
The Escapologist	Level 4 Tricks earn +4 Prestige
The Illusionist	Level 5 Tricks earn +5 Prestige

Trick Deck Notation

U Support
A Assistant
H Helper

G Stage
P Prop
R Trait
T Trick
S Sabotage

Trick Deck

Card:	Type	Level	Notes:
Gorgeous Assistant	A	5	
Beautiful Assistant	A	4	
Stunning Assistant	A	3	
Lovely Assistant	A	2	
Glamorous Assistant	A	1	
Inventor	H	4	You may play a Trick of 1 Level Higher
Mentor	H	3	Max Number of Tricks +1
Engineer	H	3	You may play a Trick of 1 Level Higher
Look Alike Actor	H	3	
Old Timer	H	2	
Stage Manager	H	2	
Audience Plant	H	1	
Backstage Hand	H	1	
Tesla Machine	P	5	
Antique Trick Box	P	4	
Novel Contraption	P	3	
Trap Doors	P	2	
Straightjacket	P	2	
Smoke & Mirrors	P	1	
Grand Stage	G	5	
Great Hall	G	4	
Theatre	G	3	
Cabaret	G	2	
Parlor	G	1	
Showmanship	R	5	

Card:	Type	Level	Notes:
Sacrifice	R	4	
Obsession	R	3	
Stagecraft	R	2	
Mysterious	R	1	
Secrecy	R	1	
Flourish	R	1	
Style	R	1	
Linking Rings	T	1	
Balls & Cups	T	1	
Penetration	T	1	
Card Tricks	T	1	
Sleight of Hand	T	1	
Legerdemain	T	1	
Simple Misdirection	T	1	
Out of Thin Air	T	1	
Hat Trick	T	1	
Old Standby	T	1	
Goldfish Bowl Trick	T	2	
Disappearing Canary	T	2	
Mind Reading Trick	T	2	
Transformation	T	2	
Cabinet Escape	T	2	
Restoration	T	2	
Floating Lady	T	3	
Growing Orange Tree	T	3	
Levitation	T	3	
Sword Box	T	3	
Pepper's Ghost	T	3	
Saw a Lady in Half	T	4	
Bullet Catch	T	4	
Shock Magic	T	4	
Water Tank	T	4	
Transposition	T	5	
Teleporting Man	T	5	
Vanishing Elephant	T	5	
One-Up Manship	S	-	Draw 2 Cards from Deck
Exposed	S	-	Discard Target Trick
Steal Secret	S	-	Steal Target Trick
Steal Notebook	S	-	Steal 2 Random cards from Opponent's Hand
Scandal	S	-	Discard Target Stage
Seduction	S	-	Steal Target Assistant
Sabotage	S	-	Opponent loses 10 PP
Permanent Injury	S	-	Opponent loses 10 PP
Fatality	S	-	Discard Target Helper or assistant
Betrayal	S	-	Steal Target Helper
Embarrassment	S	-	Steal Target Trait
Make a Deal	S	-	Steal Target Stage
Public Disturbance	S	-	Opponent earns no PP on his next turn
Send Spy	S	-	Look at Opponent's Hand: Steal 1 Target Card
Hurt Reputation	S	-	Discard Target Trait
Ruin Performance	S	-	Opponent loses 10 PP
Double Cross	S	-	Opponent must discard 2 Random cards from Hand

Links

??The Prestige ??Magic





Magicians Of Fillory

Introduction

Card game based on the first season of the TV Series "Magicians".

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Victory

Be the first player to score 100 Victory Points.

The Deck

Players share a common deck. During play the deck is kept face-down. The Deck has 1 copy of each card described in the card list.

Discard Pile

Discarded and Banished cards are placed here. These cards are kept face-up.

Hands

Each player maintains a Hand of cards

Neutral Zone

A region in the center of the table where there are Face-up Cards in play not Controlled by any player.

Control Zones

A region in front of each player containing Face-up Cards controlled by that Player (Cards played from hand or summoned by that player).

Victory Points

100 Points to win. Keep track of points with paper and pencil.

Traits

Every card will have 2 or more Traits. There are 27 separate Traits: Character, Female, Student, Teacher, Place, Artifact, Fillory, God, Magic, Traveler, Hedge, Sex, Knowledge, Spell, Religion, Creature, Plot, Time, Psychic, Light, Drugs, Threat, Transform, Defense, Heal, Telekinetics, Plover

Special Abilities

Each card will have a Special Ability. (SA) SA are activated when a card is played from a players hand. Common special Abilities include: Summon and Banish.

Summon

A Special Ability. The indicated card is removed from wherever it is (Deck, Discard, Neutral Zone, Opponent's Zone, or Hand) and placed In your hand or Control Zone. Note: If placed in your control Zone, its SA does not activate.

Banish

A Special Ability. The indicated card is removed from your Opponent's Control Zone or the Neutral Zone and placed in the Discard pile.

Setup

Place the following cards in the Neutral Zone: The Beast, Quentin, Julia, Alice, Penny, Kady, Brakebills, Fillory & Further, Dean Fogg, Eliza, Elliot, Margo, and Jane Chatwin. Shuffle the deck. Each player draws a hand of 3 cards. The most magical player goes first.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Draw Phase
2. Action Phase
3. Card Trick Phase
4. Score Phase
5. End Phase

Draw Phase

Draw the top card of the Deck and put it in your hand. If the Deck ever runs out, shuffle the discard and draw from it.

Action Phase

Put one card from your hand into play into your Control Zone. It's Special Ability is activated.

Card Trick Phase

You may discard 1 card from your hand to generate a card trick effect. The effect is based on one of the Traits of the card. (Note that many Traits do not produce an effect)

- Knowledge: Look at the next 10 cards in the Deck
- Psychic: Look at Opponent's Hand
- Defense: Move a Creature in a Control Zone into the Neutral Zone
- Transform: Switch places of 2 Characters in Neutral or Control Zones
- Traveler: Look at next 5 cards in deck and put 1 in your hand
- Heal: Move Character in Discard to your Control Zone
- Time: Get an extra Action Phase immediately
- Spell: Draw 1 card and Place a card from your Hand into your
- Control Zone (SA not activated)
- Fillory: Score 1 VP
- Religion: Steal 1 Random card from Opponents hand
- Plot: Move a Character in a Control Zone into the

Neutral Zone

- Character: Draw 2 Cards from the Deck: Put 1 in your hand and 1 in your Control Zone
- Hedge: Take 1 Random card from the Discard and put it in your hand or Control Zone
- Threat: Opponent must discard 1 random card from their hand

Score Phase

You may score 1 Trait of your choice. For every card in your Control Zone that has that Trait, score X Victory Points. X is the square of the number of cards scored, so. . . 1 Card scores 1 VP; 2 Cards score 4 VP; 3 Cards score 9 VP; 4 Cards score 16 VP, and so on.

Once you score a particular Trait, you may not score that trait again for the Rest of the game. Use paper and pencil to keep track of VP and scored Traits. Note: The Character Trait may not be scored.

End Phase

Max hand size is 5 cards. Discard excess cards.

Common Deck Card List

Card	Traits	Special Ability
Quentin	Character, Student, Telekinetics, Fillory	Summon Julia, Alice, Penny or Elliot
Julia	Character, Hedge, Religion, Female	Summon Quentin or Hedge
Alice	Character, Student, Female, Light	Summon Spell
Fillory & Further	Artifact, Fillory	Summon Fillory
Brakebills	Place, Teacher, Student	Summon Student or Teacher
Penny	Character, Student, Traveler, Psychic	Summon Place
Kady	Character, Student, Female, Hedge, Religion	Summon Artifact
The Beast	Character, Plot, Threat, Creature, Fillory	Banish Character
Elliot	Character, Student, Drugs	Summon Drugs or Margo
Margo	Character, Student, Female	Summon Elliot or Sex
Dean Fogg	Character, Teacher, Knowledge, Defense	Summon Eliza, Student or Defense
Eliza	Character, Female, Time, Traveler	Summon Quentin, Time or Plot
Jane Chatwin	Character, Fillory, Plover, Female	Summon Fillory or Quentin
Moonstone Knife	Artifact, Fillory	Banish the Beast
Time Loop	Time, Plot, Knowledge	Summon or Banish Plot
Romance	Sex, Plot	Summon Student or Hedge
Battle Magic	Magic, Spell, Telekinetics, Light, Defense	Banish Threat
Magic Missile	Spell, Telekinetics, Defense	Summon Alice
Shoot Flames	Spell, Light, Defense	Summon Penny
Levitation	Spell, Telekinetics, Religion	Summon Julia or Kady
Death	Plot, Threat	Banish Character
Neitherlands	Place, Traveler	Summon Traveler
Sex Magic	Magic, Sex	Summon Student
Time Magic	Magic, Time	Summon Time
God Semen	Artifact, God	Summon Female
Ember	God, Fillory, Knowledge	Summon Quentin, Julia or God Semen
Trickster God	God, Threat	Summon Julia or Banish Religion
Djinn	Creature, Magic	Summon Julia or Todd

Card	Traits	Special Ability
Psychic Magic	Magic, Psychic	Summon Psychic
The Sixth Book	Knowledge, Fillory, Artifact	Summon Quentin, Eliza, or Penny
Light Magic	Magic, Light	Summon Light or Alice
Mentors	Teacher, Knowledge, Magic	Summon Magic
Marina	Character, Hedge, Female, Threat	Summon or Banish Hedge
Transplantation Spell	Spell, Hedge, Traveler	Summon Artifact
Joe	Character, Creature, Traveler, Sex	Summon Sex
Pete	Character, Hedge	Summon Hedge
Stop Time	Spell, Time	Summon the Beast
Animate Dead	Spell, Hedge, Telekinetics	Summon Pete
Hospital	Place, Heal	Summon Julia, Quentin, Dean Fogg, or Penny
Stanley	Character, Traveler, Teacher	Summon Traveler
Astral Projection	Spell, Traveler, Psychic	Summon Penny
Richard	Character, Religion, Heal	Summon Religion
Healing Magic	Magic, Heal	Summon Heal
Professor Lipson	Character, Female, Teacher, Heal	Summon Heal
Persephone	God, Female, Religion	Summon Julia
Josh Hoberman	Character, Student, Drugs	Summon Victoria or Neitherlands
Todd	Character, Student	Summon Djinn or Margo
The Librarian	Character, Knowledge, Female	Summon Fillory, Knowledge or Penny
Magical Test	Magic, Plot	Summon Student or Julia
Memory Wipe	Plot, Spell	Banish Student or Julia
Arcane Sigil	Knowledge, Fillory	Summon Jane, Alice or Quentin
Magical Ritual	Plot, Magic, Traveler	Summon Creature
Niffin	Creature, Magic, Transform, Threat	Summon Alice
Talking Animal	Fillory, Creature	Summon Fillory
Binding Spell	Spell, Defense	Banish Creature
Safe House	Hedge, Place	Summon Hedge
Demon Bug	Artifact, Creature, Heal	Summon Quentin
Box of Memories	Artifact, Knowledge	Summon Marina
Protective Amulet	Artifact, Defense	Banish Magic
Delusion Spell	Spell, Psychic	Banish Quentin
Victoria	Student, Female, Traveler	Summon Penny or Josh
The Trials	Plot, Student	Summon Student
Transformation Magic	Magic, Transform	Summon Transform
Kady's Mother	Character, Hedge, Female	Summon Kady or Julia
Professor Mayakovsky	Teacher, Plot	Summon Student
Mike	Character, Plot, Threat	Summon Elliot or Banish Eliza
Cursed Blade	Artifact, Fillory	Banish Penny
Religious Magic	Magic, Religion	Summon Religion
Christopher Plover	Character, Plot, Fillory, Plover	Summon Fillory
Plover Estate	Place, Plover	Summon Plover
Martin Chatwin	Character, Fillory, Plover	Summon the Beast
Magic Button	Artifact, Traveler, Fillory, Plover	Summon Fillory
Beacon Spell	Spell, Sex, Light	Summon Penny
Golem	Creature, Sex	Summon Margo
Cancer Puppy	Creature, Heal	Summon Quentin or Elliot
Game of Welters	Student, Magic, Spell	Summon Student
Guardian	Knowledge, Religion, God	Summon Religion
Probability Magic	Magic, Knowledge	Summon or Banish Plot
Bottled Emotions	Artifact, Psychic	Summon Sex or Battle Magic
Infidelity	Plot, Sex	Banish Alice or Quentin
Physical Kids	Magic, Telekinetics, Student	Summon Alice, Quentin, Margo or Elliot

Card	Traits	Special Ability
Psychic Blocker	Psychic, Artifact, Defense	Banish Psychic
Threesome	Plot, Sex	Summon Quentin, Elliot or Margo
Mercenaries	Threat, Creatures	Summon Neitherlands
Time Travel Device	Artifact, Time	Summon Jane or Martin
Watcher Woman	Female, Fillory, Time	Summon Quentin or Eliza
Blade Maker	Character, Fillory	Summon Moonstone Knife
Source of Magic	Fillory, Magic, Place	Summon Martin or the Beast
Flight of Geese	Transform, Spell	Summon Mayakowski
Arctic Foxes	Transform, Spell, Sex	Summon Quentin or Alice
Hammer Spell	Spell, Student	Summon Student
Invisibility Spell	Light, Defense, Spell	Summon Alice
Neverending Flask	Artifact, Drugs	Summon Elliot or Margo
Magic Carrot	Artifact, Drugs	Summon Elliot or Josh
Cocaine	Drugs	Summon or Banish Penny
Amphetamines	Drugs	Summon Julia
Card Tricks	Spell, Telekinetics	Summon Quentin
Psychic Wards	Psychic, Defense, Spell	Banish Psychic
Ibriza	Place, Drugs, Sex	Summon Margo
Suicide	Healing, Psychic, Religion	Banish Character
Prayer Circle	Spell, Religion	Summon God
Glass Horses	Spell, Light, Transform	Summon Alice
Dungeon	Place, Fillory	Summon Victoria or Christopher Plover
Insanity	Threat, Psychic	Banish Traveler
Neitherlands Library	Knowledge, Place	Summon Knowledge
Convalescence	Heal, Time	Summon Character
Tattoo Magic	Traveler, Magic, Hedge	Summon Traveler
Ghosts of Plover	Creature, Plover, Threat	Summon Plot
Witch in a Coma	Heal, Female, Time	Summon Julia or Richard
Roman Orgy	Sex, Place	Summon Alice, Quentin or Joe





Magus

Introduction

Fantasy-Board-Wargame. 2-4 players. Lots of Recruiting.

Armies

Each player has seven Army tokens. Different players should have different color tokens.

The Board

The board is a 13 x 13 square track. Each corner square of the outer track contains a Tower. The spaces closest to the Towers are Black spaces.

Next to the Black spaces are Blue spaces. Next to the Blue spaces are White spaces. Next to the White spaces are Green spaces.

Next to the Green spaces are Red spaces. The center (7th) space of each side is a Gold space. Spaces must be large enough to hold a stack of cards.

Victory

You win if you have an army on all four Tower spaces.

Setup

Each player places one Army Banner Token in one of the Towers. Draw 4 creature cards and place them under the token. Each player draws 2 random artifacts.

Artifacts

Artifacts stay with the player for the entire game. Artifacts are placed face-up next to the player.

Decks

There are 7 decks: Magic Card Deck Black Recruit Deck Blue Recruit Deck White Recruit Deck Green Recruit Deck Red Recruit Deck Artifact Deck The decks and discard piles are placed in the center of the board. The Magic & Artifact decks contain 1 of each card in the list. Recruit decks contain 3 of each card in the list.

The Recruit decks are face-up. The Magic & Artifact decks are face-down.

Turn Sequence

Players take turns. Each turn has 5 phases. Magic Phase Travel Phase Recruit Phase Split Phase Battle Phase

Magic Phase

Draw 1 card from the magic deck. Maximum hand size is 7 cards. Discard excess cards.

Travel Phase

Roll 2 six sided dice. If you only have one army you must move it a number of spaces equal to one of the dice of your choice. You may move either direction, but you must move the whole amount.

If you have 2 or more armies you must move one of your armies a number of spaces equal to one of the dice and another one of your armies a number of spaces equal to the other die. If an army lands on an enemy army they will fight in Battle Phase. An army may not land on a friendly army of the same player.

The army includes the army token and the cards stacked under the token. You may look at the cards under your army tokens any time. You may not look at the cards of opponents armies.

Recruit Phase

If a moving army lands in an empty (no armies) space, you may draw the top card from the indicated Recruit deck and put the creature card face down under the token of that army. For example, if you land on a Black space draw a card from the Black recruit deck. If an army lands on a Gold space you get to draw one Magic Card.

Split Phase

If an army contains more than 5 cards it may split in two. There must be an empty space adjacent to the full army. Put another token into the adjacent space and put 2 of the cards from the old army under the new army.

A player can have a maximum of 7 armies.

Battle Phase

The active player is the attacker. The other player is the defender. Reveal the cards of the two opposing armies. Each creature card has a force value and spell points.

If an army has 2 creatures of the same color (Black for instance) it gets a +1 Force bonus. If an army has 3 creatures of the same color it gets a +3 Force bonus. If an army has 4 creatures of the same color it gets a +6 Force bonus and so on.

If an army has 5 creatures of the same color it gets a +10 Force bonus. The side with the most Arrow

units get a +3 Force bonus. The side with the most Regeneration units get a +3 Force bonus.

The side with the most Flying units get a +3 Force bonus. Players may play Magic cards to increase the value of their side. A player may play as many Magic cards as his army has spell points.

Magic Cards and creature special abilities may

cause opposing creatures to be destroyed (discarded) All creature special abilities can only be used during battles. Get the total for each side. The side with the lower total is destroyed completely.

The winning side loses no creature cards except for those that were destroyed by Magic & special abilities

White Recruit Deck Card List

Unit Name	Force	Spells	Notes
Knight	4	0	White creatures get +1
Priest	1	2	Negate one spell cast by opponent
Cleric	3	1	Destroy 1 black creature
Paladin	4	0	Destroy 1 red creature
Cherubs	2	1	Arrows, Flying
Archers	3	0	Arrows
Pikemen	3	0	+2 if Defending
Griffins	5	0	Flying
Guardian Angel	6	1	Flying, +3 if opponent has red creatures
Archangel	7	2	Flying, +3 if opponent has black creatures

Red Recruit Deck Card List

Unit Name	Force	Spells	Notes
Cyclops	6	0	Destroy 1 blue creature
Chaos Warrior	4	0	Destroy 1 white creature
Shaman	1	2	Red creatures get +1
Goblins	2	1	Discard a card to get +3
Barbarians	3	0	Arrows, +2 if Attacking
Dwarves	2	0	+3 if opponent has blue creatures
Trolls	4	0	Regenerate
Minotaur	5	0	+3 if opponent has white creatures
Hydra	5	0	Regenerate
Dragon	7	1	Flying

Green Recruit Deck Card List

Unit Name	Force	Spells	Notes
Pixies	1	1	Flying
Elves	2	1	Arrows
Wolves	3	0	+1 if Attacking
Centaur	4	0	Arrows, +1 per other green creature in your army
Unicorns	5	2	Green creatures get +1
Druid	3	2	Destroy 1 blue creature
Ranger	4	0	Arrows, Destroy 1 black creature
Enchantress	2	1	Negate the Force of one opposing creature
Treant	6	1	+3 if opponent has blue creatures
Pheonix	7	0	Flying, Regenerate

Blue Recruit Deck Card List

Unit Name	Force	Spells	Notes
Wizard	1	3	Draw a Magic card
Sorcerer	2	2	Blue creatures get +1
Pirate	3	0	Steal one random card from opponents hand
Siren	1	0	Negate the Force of one opposing creature
Doppelganger	X	0	Gain Force & Ability of 1 opposing creature
Phantasms	3	1	Flying, +3 if opponent has green creatures
Ice Golems	4	0	Regenerate, Destroy 1 green creature
Djinn	5	3	Flying
Storm Giant	6	1	Arrows, Destroy 1 red creature
Titan	7	2	+3 if opponent has red creatures

Black Recruit Deck Card List

Unit Name	Force	Spells	Notes
Warlock	3	2	Destroy 1 green creature during battle
Necromancer	2	2	Black creatures get +1
Lich	5	3	Flying
Gargoyle	4	0	Flying
Skeletons	1	0	Regenerate
Zombies	2	0	Regenerate
Wraiths	4	1	+3 if opponent has green creatures
Vampire	4	1	Flying, +3 if opponent has white creatures
Pit Demon	6	2	Destroy 1 white creature during battle
Cosmic Horror	7	1	Regenerate, Flying

Magic Deck Card List

Spell Name:	Timing	Effect:
Spell Lore	M	Draw 3 Magic Cards
Blue Blast	B	Destroy one Blue creature
Black Blast	B	Destroy one Black creature
White Blast	B	Destroy one White creature
Green Blast	B	Destroy one Green creature
Red Blast	B	Destroy one Red creature
Haste	T	Target Army can move one space
Magic Steeds	T	Target Army can move two spaces
Wind Walk	T	Target Army can move three spaces
Fly	T	Target Army can move four spaces
Teleport	T	Target Army can move five spaces
Magic Gate	T	Target Army can move six spaces
Time Shift	T	Target Army can move 1D6 spaces
Red Summons	R	Draw a creature from the Red deck and put it on target Army
Black Summons	R	Draw a creature from the Black deck and put it on target Army
White Summons	R	Draw a creature from the White deck and put it on target Army
Green Summons	R	Draw a creature from the Green deck and put it on target Army
Black Summons	R	Draw a creature from the Blue deck and put it on target Army
Red Power	B	Red creatures in target army get +3 Force each
Blue Power	B	Blue creatures in target army get +3 Force each
White Power	B	White creatures in target army get +3 Force each

Spell Name:	Timing	Effect:
Green Power	B	Green creatures in target army get +3 Force each
Black Power	B	Black creatures in target army get +3 Force each
Forget	M	Opponent discards 2 Magic Cards
Death Spell	M	Cause one random card to be discarded from target Army
Land Shift	T	Switch position of two armies you control
Creature Switch	T	Switch places of two creatures in two armies you control
Control Red	B	Target Red creature joins your army permanently
Control Blue	B	Target Blue creature joins your army permanently
Control White	B	Target White creature joins your army permanently
Control Black	B	Target Black creature joins your army permanently
Control Green	B	Target Green creature joins your army permanently
Creature Kill	B	Destroy target Creature
Control	B	Target creature joins your army permanently
Metamorphosis	R	Discard creature and draw a new one of any color
Scrye	M	Look at opponents hand
Divination	M	Look at the top 10 cards in any deck
Commune	M	Look at the cards in any 3 armies
Spell Blast	C	Negate spell cast by opponent
Nullify	C	Negate special ability of one creature

Timing Notes: B = Battle phase, M = Magic Phase,
T = Travel Phase, R = Recruit Phase
C Counter Spell

Artifact Card List

Relic Name: Notes: Helm of Command Each of your
Armies gets to hold one extra creature

Celestial Sword All your creatures get +1 when attacking

Titans Armor All your creatures get +1 when de- fending

Ring of the Magi	Draw 1 extra Magic Card per Turn
Crown of Kings	You get one extra Army Banner
Wand of Orcus	All your Black Creatures get +3 Force
Orb of Illusions	All your Blue Creatures get +3 Force
Eternal Flame	All your Red Creatures get +3 Force
Holy Shroud	All your White Creatures get +3 Force
Oaken Shield	All your Green Creatures get +3 Force





Making Plays

Introduction

2 player card game. Simulation of an American Football game.

Victory

As in regular football, the player with the most points at The end of the game wins.

Rules

Assume regular football rules are in effect, however, Game simplifications may abstract some of these away. Common Sense should in all cases prevail.

Tokens	Field Position
0	Own End Zone Line
1	Own Red Zone
2	Own Territory
3	Midline

Upon Conversion (players, switching Of- fense/Defense Roles) all Tokens are discarded.

Down Tokens

As the offensive player (OP), you accumulate Down Tokens (DT) If the OP accumulates 5 DT, possession immediately goes to the opposing team. Upon Con- version (players, switching Offense/Defense Roles) all Tokens are discarded. Every time the OP gains 1 or more FPT the OP discards all DT except 1.

Setup

One player gets to be the Home Team. Toss a Coin. The winner gets to be the Offensive player (OP) first. The other player is the Defensive Player (DP) Both play- ers are dealt 5 cards.

Turn Sequence

Each Play (Turn) is divided up into 9 phases:

- New Down Phase
- Huddle Phase
- Blitz Phase
- Play Phase
- Touchdown Phase
- Extra Point Phase
- Field Goal Phase
- Punt Phase
- Kick Off Phase

The Deck

Players share a common deck.

Dice

Six sided dice are needed.

Field Position Tokens

Field position is abstracted in this game. As the offensive player (OP), you accumulate Field Position Tokens (FPT)

Tokens	Field Position
4	Enemy Territory
5	Enemy Red Zone
6	Enemy End Zone Line
7	Touchdown

New Down Phase

Skip this phase if a Kick Off is being conducted, in Which case go directly to Kick Off Phase The OP gains 1 DT.

Huddle Phase

Each player draws 3 cards. If the deck runs out, shuffle the discard and draw from it. The OP declares: Regular Play, Punt, or Field Goal Attempt.

OP may Punt only if he has less than 4 FPT. If Punt, go directly to Punt Phase. OP may make a Field Goal Attempt only if he has more than 3 FPT.

If Field Goal go directly to Field Goal Phase.

Blitz Phase

The DP may play a Blitz Card. If it is not countered by the OP using a card that Negates Blitz Cards, the play is over.

Play Phase

If the OP declared a Regular play in Huddle Phase, he must now Declare either a Running Play or a Pass Play. The OP may discard any 1 card to act as either:

1. Short Pass: (Pass Card): Gain 1 FPT
2. Rush: (Run Card): Gain 1FPT

If the Card is not countered by the DP, the OP may then play 1 additional Pass card (Pass Play only) and 1 Run card (either play) to further increase the FPT gained.

Touchdown Phase

If the OP accumulates 7+ FPT he gets a Touchdown = 6 Points, and May then go for the Extra Point.

1D6	FPT
1-2	1
3-5	2
6	3

Extra Point Phase

Roll 1D6: On 4+ the OP gets +1 point. The Play is over and next turn starts with a Kickoff.

The Receiver may run it back by playing a Run card. The Kicker may block the run back with a suitable card.

Field Goal Phase

Roll 1D6:

- 4 FPT: Long Shot: Field Goal successful on a roll of 5+
- 5 FPT: Field Goal successful on a roll of 4+
- 6 FPT: Chip Shot: Field Goal successful on a roll of 3+

A successful Field Goal is worth 3 Points. The Play is over and next turn starts with a Kickoff.

Runback Rule

If the DP gains possession by an Intercept or Fumble card, he Immediately gains FPT = 7 - the FPT the other team had and may Run it back by playing a Run card, which may be countered by an Appropriate Defense card.

Conversion Rule

If the OP accumulated 5 DT the DP becomes the new OP with a starting

FPT 7 - the FPT the other team had.

Punt Phase

The OP kicks to the DP. Roll 1D6 to determine starting position of Receiving Team:

1D6	FPT
1	1
2-3	2
4-5	3
6	4

The Receiver may run it back by playing a Run card. The Kicker may block the run back with a suitable card.

Common Deck Card List Notation

- X** Special
R Run (Running Play or Run after Catch)
P Pass
K Kick (Extra Point or Kick Off or Punt or Field Goal Attempt)
B Blitz
O Offense
D Defense
OP Offensive Player
DP Defensive Player
DT Down Token
FPT Field Position Token
FD First Down
PORC Pass or Run Card
 Conversion: DP gains control of ball and becomes OP next turn
 # Copies of that card in the deck

Kick Off Phase

This is conducted as the first play of each quarter, and the turn after a team has Scored a Touchdown or made a Field Goal. Roll 1D6 to determine starting position of Receiving Team:

Common Deck Card List

Card Name:	#	Type	Notes:
Penalty	1	X	OP gains 1 FPT (Max 6)
Foul	1	X	OP loses 1 FPT
Block Kick	2	D	Negate a Kick Card
Pass Coverage	2	D	Negate a Pass Card
Incomplete	2	D	Negate a Pass Card
Man-to-Man Coverage	2	D	Negate PORC
Zone Coverage	2	D	Negate PORC if FPT is 5 or less
Tackle	2	D	Negate Run Card
Hold the Line	2	D	Negate PORC if OP has 6 FPT
Pass Rush	2	B	Negate PORC
Sack	2	B	Negate PORC

Card Name:	#	Type	Notes:
Scramble	1	O	Negate a Blitz Card
Pass Protection	1	O	Negate a Blitz Card
Play Action	1	O	Negate a Blitz Card
Roll Out	1	O	Negate a Blitz Card
Pocket	1	O	Negate a Blitz Card
2 Point Conversion	1	R	OP gain 2 Points in Extra Point Phase
Safety	1	R	OP gain 2 Points in Extra Point Phase
Home Field Advantage	2	X	The Home Team draws 3 cards
Time Out	2	X	Draw 3 cards
Hand Off	2	R	Negate a Defense Card
Quarterback Sneak	2	R	Negate a Defense Card used vs a Running Play
Ground Game	2	R	Gain 1 FPT
Rushing	2	R	Gain 2 FPT
Drive	2	R	Gain 3 FPT
Sweep	1	R	Gain 4 FPT
Fancy Footwork	1	R	Gain 5 FPT
Blazing Speed	1	R	Gain 6 FPT
Go the Distance	1	R	Gain 7 FPT
Lateral	2	P	Negate a Defense Card used vs a Pass Play
Screen Pass	2	P	Gain 1 FPT
Down the Middle	2	P	Gain 2 FPT
Shotgun	2	P	Gain 3 FPT
Bomb	1	P	Only if 2 FPT or Less: Gain 4 FPT
Hail Mary	1	P	Only if 2 FPT or Less: Gain 5 FPT
Pressure	1	X	OP must discard 2 cards
Play Option	1	X	DP must discard 2 cards
Intimidation	1	X	Opponent must discard 2 cards
Spirits Up	1	X	Draw 3 cards if you are winning
Resignation	1	X	Opponent must discard 2 cards if he is losing
Underdog	1	X	Draw 3 cards if you are losing
Onside Kick	2	K	Only with 4 DT and less than 5 FPT: Gain 1 FPT
Fumble	2	D	Negate Run: Conversion
Interception	2	D	Negate Pass: Conversion
Interference	1	X	Negate Card just played by OP
Disrupt Timing	1	X	Negate Card just played by OP
Team Card	4	X	See Team Card Rules

Team Card Rules

Roll twice for each team in Setup:

1D6	Team Strength	Notes:
1	Passing	Use a Team Card as a Down the Middle card
2	Running	Use a Team Card as a Rushing card
3	Offense	Use a Team Card as a Play Option card
4	Defense	Use a Team Card as a Pressure card
5	Gumption	Use a Team Card to draw 2 cards
6	Kicking	Use a Team Card to get +1 to a Kick Roll





Malta Convoy

Introduction

Solo dice game. WWII Simulation of the Allied relief convoy to the British Island Stronghold of Malta August 3rd, 1942. Also known as Operation Pedestal.

Convoy Composition

Ship Type:	Number of Ships:	Notes:
Cargo Ships	3D6	Merchant Men
Oil Tankers	1D6	-
Aircraft Carriers	1D3	-
Cruisers	1D6 + 6	Warship
Destroyers	3D6 + 20	Warship

Record how many of each type of ship you have.

Length Of Journey

The game will last 20 + 1D6 Turns Make a column of that many boxes on a piece of paper. Number the boxes.

Friendly Waters

The convoy will not be attacked for the first 1D6 turns.

Materials

Paper, pencil, 1-2 six sided dice, nobody to play with.

Covering Force Returns

When you are halfway through the trip roll 1D6 for each of your remaining Aircraft Carriers. On a roll of 4-6 they return to their bases with 3 +1D6 warships each.

Contact

Every turn make one contact roll.

1D6	Contact:	Notes:
1	Dumb Luck	-1 to this roll next turn
2-3	No Contact	Turn Ends
4	Reconnaissance Plane	+2 to this roll next turn
5	Surprise Contact	Force Size -1
6	Contact	Force Size No Change
7	Sortie	Force Size +1
8	Attack Force	Force Size +2

Enemy Force

If contact is made roll to see what type:

1D6	Type:	Notes:
1	U-boats	Force Size -1
2-3	Italian Air force	Attack Rolls -1
4-5	German Air Force	Attack Rolls +1
6	Combined Air Force	Force Size +1

Force Size

Roll 1D6. The result of this roll is the Force Size of the enemy force. The Force size is a minimum of 1 with Modifications.

Interception

Make 3 Interception Rolls. Make one additional roll for every Aircraft Carrier you have. Make one less roll if all of your cruisers are destroyed.

Make one less roll if all of your destroyers are destroyed. For every roll of 1 on 1D6 the size of the attacking enemy force is reduced by one.

Enemy Attacks

(Attack Rolls) Roll a number of times equal to the enemy force size:

1D6	Damage:
1-2	Miss
3-4	Ship Damaged
5-6	Ship Destroyed

1D6	Type:
1	Tanker
2	Cargo Ship
3-4	Aircraft Carrier

If there are no Aircraft carriers left treat the result as a Cargo Ship. If you already have a damaged ship of a certain type and you get another 'Ship damaged or destroyed' result for that type there is a 1-3 in 1D6 chance that the damaged ship is hit again and sunk.

Options

You may take an option at the very beginning of your turn. You cannot take another option if you are currently using one.

Decoy Option

Once during the trip you may send out a dummy convoy. Target rolls +2 for 1D6 turns. Get 1 less intercept roll.

Split Option

Once during the trip you may split up the fleet (Every ship for himself). Force Size -1 for 1D6 turns. Contact rolls are at +1.

Targets

(Target Rolls) If a ship is damaged or destroyed make a Target roll to see which type:

1D6	Type:
5	Cruiser
6	Destroyer

Evade Option

Once during the trip you may take an evasive route. Contact rolls at -2 for 1D6 turns. Game length increases by 1D3 turns.

Screen Option

Once during the trip you may set up a screen of warships to face the enemy routes of advance. Get two additional Intercept rolls for 1D6 turns. Attack rolls are at +1.

Scoring

Start with 100 points. Lose 2 points for every cargo ship lost. Lose 1 point for every cruiser lost.

Lose 3 points for every tanker lost. Lose 5 points for every aircraft carrier lost. Gain 1 point for every Interception.

Lose 10 points if all of your Tankers are destroyed. Lose 10 points if all of your Cargo ships are destroyed.

Support Page





Man-kzin Wars

Introduction

Solo card game based on the stories in Known Space by Larry Niven. The player is playing to defeat the Kzinti and save the Human Race.

The Situation

The Warlike Kzinti are attacking human Space. The Pacifist Humans at this time have inferior technology, however, the Kzin have a Large Empire to control & their military traditions of Honor result in Hasty attacks by overconfident, small forces in search of personal glory. If the Humans can hold out, they can improve their technology and gain the advantage.

Space	Location:	Space:
1	Earth	Human
2	Jinx	Human
3	We Made It	Human
4	Down	Human
5	Plateau	Human
6	Home	Human

Setup

Place the Kzinti Expansion Marker on Space 9.

Turn Sequence

1. Draw Phase
2. Invasion Phase
3. Technology Phase
4. Deployment Phase
5. Tactics Phase
6. Conquest Phase
7. Liberation Phase

Draw Phase

Draw the top card of the deck.

Invasion Phase

If the top card is a Kzin Fleet card, the Kzin Attack. You may defend or fall back. If you fall back, move the Expansion marker one space towards Earth.

If you defend, there will be a battle: The Attacking Kzin Fleet has a Force = $1D10 + 10$ + the Force of all Conquest cards in play. To Defend, you must commit at least 1 Fleet card. The Defenders may also commit 1 or more Tactics cards.

The Defending Human Fleet has a Force = $1D10 +$ The Force of the committed Fleets + The Force of all committed Tactics cards. Roll dice after commitments

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Victory

If the Kzinti Expansion Marker (KEM) ever reaches earth, the Kzinti win. If the KEM reaches the Home Worlds, the Humans win.

The Board

The Board consists of a tract of 12 spaces:

Space	Location:	Space:
7	Canyon	Human
8	Wunderland	Human
9	Frontier	Kzinti
10	Fringe Worlds	Kzinti
11	Core Worlds	Kzinti
12	Home Worlds	Kzinti

are made. The higher Force wins (Humans win ties) If the Kzinti win, move the Expansion marker one space towards Earth.

If the Humans win the Expansion card does not move. All Kzinti cards and all committed Human cards are discarded.

Technology Phase

If the top card is a Technology card, put it face up into play. For every Technology card in play, each Human Fleet gets Force +1.

Deployment Phase

If the top card is a Human Fleet card, put it face up into play.

Tactics Phase

If the top card is a Human Tactics card, put it face up into play.

Conquest Phase

If the top card is a Kzinti Conquest card, put it face up into play.

Liberation Phase

If there was no invasion this turn, the Humans may attack: The Defending Kzin Fleet has a Force = $1D10 + 10$ + the Force of all Conquest cards in play. To Attack, you must commit at least 1 Fleet card. The Humans may also commit 1 or more Tactics cards.

The Attacking Human Fleet has a Force = $1D10 +$ The Force of the committed Fleets + The Force of all committed Tactics cards. Roll dice after commitments are made. The higher Force wins (Humans win ties) If the Humans win, move the Expansion marker one space towards the Kzin Homeworlds.

If the Kzinti win the Expansion card does not move. All Kzinti cards and all committed Human cards are discarded.

Card List Notation

H Human Fleets
R Human Technology
T Human Tactics
K Kzin Fleets
C Kzin Conquest
4X 4 copies in Deck
2X 2 copies in Deck

Card List

Card Name	Type	Force	Notes
Kzinti Armada	K	+2	4X
Kzinti Horde	K	+1	4X
Kzinti Pride	K	+0	4X
Kzinti Strike Force	K	-1	4X
Kzinti Vanguard	K	-2	4X
Stasis Fields	C	+5	+2 in Liberation Phase
Kzinti Scouts	C	+1D10	
Expansionism	C	+1D10	
Suicide Attacks	C	+5	
Ferocity & Aggression	C	+3	
Feint & Pounce	C	+3	
Gravity Polarizers	C	+5	
Fighting Spirit	C	+5	
Interceptor Packs	C	+7	
Fast, Maneuverable Ships	C	+7	
Induction Projectors	C	+3	
Heavy Armaments	C	+7	
Kzin Warriors	C	+5	
Hero's Tongue	C	+3	
Formidable Warships	C	+6	
Revenge	C	+4	
Imperial Dreadnaught	C	+7	
Military Outposts	C	+5	+2 in Liberation Phase
Surprise Attack	C	+1D10	
Telepathy	C	+1D10	
ARM Defense Force	H	+3	2X
Rag Tag Fleet	H	+1	2X
Militia Home Fleet	H	+1	2X; +1 in Invasion Phase
Fusion Ramships	H	+1	2X
Converted Slowboats	H	+1	2X
New Battle Cruisers	H	+3	2X
Pirate Fleet	H	+2	2X
Clonial Squadron	H	+2	2X
Belter Ships	H	+3	2X
Free Wunderland Navy	H	+2	2X
Merchant Marine	H	+1	2X
Slave Revolt	T	+1D10	

Card Name	Type	Force	Notes
Reinforcements	T	+X	X = Human controlled Spaces
Giant Launch Lasers	T	+2D10	Invasion Phase only
Pak Protectors	T	+1D10	
Wunderland Treaty Maker	T	+2D10	Liberation Phase only
Human Luck	T	+1D10	
Human Aptitude for War	T	+10	
Photon Solar Sails	T	+5	
Galactic Grenades	T	+3	
ARM Agents	T	+1D10	
Picket Ships	T	+6	
Laser Propulsion Drives	T	+7	
Marines	T	+5	
Unexpected Resistance	T	+1D10	
Kzinti Attack Unprepared	T	+1D10	
Psionics		T	+1D10
Lines of Defense	T	+7	Invasion Phase only
Kzinti Disbelief	T	+4	
Exploit Kzinti Honor Code	T	+10	
Superior Tactics	T	+1D10	
Interstellar Trade	R	—	
Hyperdrive Engines	R	—	
Outsider Technology Trade	R	—	
Human Ingenuity	R	—	
Earth's Historical War Archives	R	—	
Reactionless Thrusters	R	—	
Institute of Knowledge	R	—	
Inertialess Drives	R	—	
Puppeteer Technology Gifts	R	—	
Human Resourcefulness	R	—	
Copy Kzinti Technology	R	—	
General Purpose Hulls	R	—	
Slaver Disintegrators	R	—	





Man-o-war

Introduction

Card game based on the Games Workshop Game called Man O'War.

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Fleet Construction

Each player chooses Ships from one list. A Fleet will have 20 points worth of Ships. Record your ships on a scrap paper.

A Fleet will get 5 draws from the Improvements deck. Each Improvement card can modify one ship. A ship can only be improved twice.

Victory

Sink all of your opponent's Ships.

Turn Sequence

Play proceeds in Rounds. During a Round each Ship gets its own Phase. Players take turns giving one of their ships a phase.

The player with the most ships goes first. For Example: Player X has ships A, B, and C. Player Z has Ships D and E. Player X goes first. He uses Ship B. Player Z goes next with ship E. Player X then goes with ship A, and so on.

A ship whose turn it is, is called the Active ship. A Phase has 4 Segments: Draw Segment Move Segment Attack Segment End Segment

Draw Segment

First discard any cards from your hand you don't want. Next, fill your hand to 7 cards. If the deck runs out, shuffle the discard and draw from it.

Move Segment

Pick an enemy Ship to be the target of your attack. Your opponent may discard a Row or a Sail card to

force you to pick another target. You may play Row cards or Sail cards.

Your Ship has stats for Rowing and Sailing. Multiply the number of Row or Sail Cards you play by the corresponding stat. The total you get is called your Speed Score.

Your opponent does the same for his target ship. The target ship cannot play any cards if it rammed or boarded in its last phase. If your Speed score is higher than his, you may attack the target this phase.

Discard played cards.

Attack Segment

Play one Attack Card. There are 4 types of attack cards: Broadside, Fire-Forward, Ram, and Boarding Action Your ship has a stat for each type of attack. The value of the stat that corresponds to the played card is called the Attack Score.

Roll a number of six sided dice equal to your attack score. Every roll of 4-6 on a six sided die does one point of damage to the target ship. Subtract one from the roll for Indirect fire.

Record damage for all ships. Any time a ship has damage equal to or greater than its Hull stat it sinks. If you made a Fire-Forward attack the target may simultaneously play a Fire-Forward.

A ship cannot automatically return fire against a ship with Indirect fire unless it also has indirect fire. If you made a broadside attack the target may simultaneously play a broadside. If your ship made a broadside attack it may attack a second ship using the same attack card.

The second broadside attack must first repeat Move Segment with the new target. If the attack is a boarding action the target may play a broadside first. If the attack is a boarding action the target may simultaneously play a boarding action.

A ship cannot ram if it was rammed since its last phase. Discard played cards.

End Segment

Fill your hand to 7 cards.

Action Deck

Card Name:	Number in Deck
Fire-Forward	8
Broadsides	8
Ram	8

Card Name:	Number in Deck
Boarding Action	8
Row	16
Sail	16

Bretonnian List

Ship Type	Cost	Hull	Row	Sail	Broad	Fire	Ram	Board
Buccaneer	2	2	0	5	2	0	0	1
Corsair	4	4	0	5	3	0	0	3
Galleon	6	6	0	5	5	0	0	5

Empire List

Ship Type	Cost	Hull	Row	Sail	Broad	Fire	Ram	Board
Greatship	6	7	0	3	4	0	0	6
Wargalley	3	3	2	3	2	0	3	3
Wolfship	2	2	3	4	0	2	2	2
Hellhammer	3	3	2	3	0	1*	0	2
Ironfist	3	3	2	3	0	1*	0	2

Notes: If the attack hits with a Hellhammer or Ironfist, it automatically does 1D6 points of damage. The

Ironfist and Wolfships have indirect fire.

Dwarf List

Ship Type	Cost	Hull	Row	Sail	Broad	Fire	Ram	Board
Nautilus	3	2	3	3	1	2	4	1
Monitor	3	4	3	3	2	1	2	1
Ironclad	4	6	3	3	3	2	3	2
Dreadnaught	6	8	3	3	4	2	4	3

Notes: All ships use Steam Powered Paddlewheels or Screws The Nautilus is also using Torpedoes when Firing Forward Dwarf ships cannot be boarded unless they already have at least one point of damage. A

Dwarf ship in its End Segment may make a repair roll: On a roll of 1 on 1D6 the ship engineers repair 1 point of damage

High Elf List

Ship Type	Cost	Hull	Row	Sail	Broad	Fire	Ram	Board
Eagleship	2	1	0	8	2	2	0	1
Hawkship	3	2	0	6	4	4	0	2
Dragonship	4	3	0	6	0	0	6	3

Notes: Targets cannot automatically return Broad-sides and Fire-Forward attacks. If the Dragonship

sinks a Ship by ramming it may attack again that phase (like broadsides rule)

Orc List

Ship Type	Cost	Hull	Row	Sail	Broad	Fire	Ram	Board
Big Chukka	2	3	2	2	0	2	2	2
Drilla Killa	3	4	2	2	0	0	5	4

Ship Type	Cost	Hull	Row	Sail	Broad	Fire	Ram	Board
Hulk	6	8	2	2	3	2	4	7

Notes: The Big chukka has indirect fire.

allows you to draw 1D6 cards from the action deck.

If you are fighting against Dwarves subtract one from your roll.

Magic

Every Fleet except Dwarves has 1 Wizard. During each Round, your Wizard may cast one spell. A spell

Improvements Deck

Card Name:	Improvement:
Inspired Seamanship	Sail or Row +2
Reinforced Bulkheads	Hull +2
Chain Grapples	Board +2
Long Range Guns	Broad or Fire +2
Fire Strike	Broad or Fire +2
Dreaded Captain	Board +2
Heavy Cannon	Broad or Fire +2
Divine Icon of Wrath	Fire +2
Ships Surgeon	Board +2
Master Gunner	Broad or Fire +2
Streamlined Hull	Sail or Row +2
Boarding Nets	Board +2
War Banner	Board +2
Volley Fire	Broad or Board +2
Rogue Captain	Sail or Row +2

Card Name:	Improvement:
Shield Wall	Board +2 or Hull +2
Fire Pumps	Hull +2
War Leader	Board +2
Inspired Gunnery	Broad or Fire +2
Warrior Priests	Board +2
Bow Chasers	Broad or Fire +2
Heavy Timbering	Hull +2
Swivel Guns	Broad or Fire +2
Berserkers	Board +2
Armor Plating	Hull +2
Magic Standard	Sail or Row +2
Villainous Crew	Board +2
Crows Nest Guns	Broad or Fire +2
Magic Figurehead	Hull +2
Massive Hull	Hull +2





Manifest Destiny

Introduction

US History Card game based on Western Expansion during the period between the War of 1812 and the American Civil War.

Victory

The game ends after each player has had 10 turns. The player with the most Victory Tokens wins.

The Deck

The Deck has 8 Suites:

- W** Warfare
- G** Government
- P** Population
- T** Transport
- E** Economics
- M** Motivation
- L** Land
- D** Discouragement

Setup

Shuffle the Deck. Each player is dealt 7 cards.

Turn Sequence

- Players take turns. Each turn has 4 phases:
1. Draw Phase
 2. Action Phase
 3. Meld Phase
 4. End Phase

Draw Phase

Draw 3 cards from the Deck and put them in your hand. If the deck ever runs out, shuffle the discard and draw from it.

Action Phase

Discard 1 card to gain the benefit according to its type:

Type:	Effect:
Warfare	Gain 2 Victory Tokens.
Government	Steal 1 Random card from opponent's hand.
Population	Draw 3 cards then discard any 2 cards from your hand.
Transport	Look at next 5 cards in deck and put 1 in your hand.
Economics	Look at opponent's hand. Take 1 card and give him 1 card.
Motivation	Draw 2 cards.
Land	Draw 1 card and gain 1 Victory Token.
Discouragement	Opponent must discard 1 Random card from his hand

Meld Phase

- You may Make 1 or more Melds or Super Melds this turn.
 - A Meld has 3 or more cards of a single type.
 - A Meld of 3 cards earns 5 Victory Tokens.
 - A Meld of 4 cards earns 10 Victory Tokens.
 - A Meld of 5 cards earns 15 Victory Tokens and so on.
- Discouragement cards cannot be used in any type of Meld.
- A Super Meld has 5 or more cards of all different Types:
 - A Super Meld of 5 cards earns 15 Victory Tokens.
 - A Super Meld of 6 cards earns 20 Victory Tokens.
 - A Super Meld of 7 cards earns 25 Victory Tokens.
- Immediately discard all melded cards. Every time you make a Meld draw 2 replacement cards.

End Phase

Max hand size is 10 cards. Discard excess cards.

Manifest Destiny Deck Card Lists:

Warfare Suite Cards

Mexican American War, Conquest, Filibusterism, Indian Removal, Indian Wars, Indian Fighting, Texas Revolution, Creek War, Seminole Wars, US Cavalry, Forts, Federal Army, Reservations, Massacres, Indian Uprisings, Scouts, Peace Talks, Trail of Tears, Black Hawk War, Battles on the Plains, Skirmishes

Government Suite Cards

Louisiana Purchase, Oregon Treaty, Purchase of Florida, Andrew Jackson Mexican Cession, Homestead Acts, Monroe Doctrine, Preemption Act, Surveys, Public Domain, Land Offices, Statehood, Territorial Gover-

nors, James Polk, Immigration Commissioners, Young States, Broken Treaties, Utah Affair

Population Suite Cards

English Natives, Frontiersmen, Pioneers, Irish, Squatters, Old World Immigrants, Agrarian Army, Homesteaders, European Travelers, Germans, Southerners, New Englanders, Chinese, Scotch Irish, Prospectors, Farmers, Blacks, French, Great Migration, Mormons, Mountain Men, Spaniards, Mexicans

Transportation Suite Cards

Wagon Train, Pony Express, Flat Boats, Steam Boats, Railroads, Great Lakes, Erie Canal, Newspapers, Explorers, Trailblazers, Oregon Trail, Prairie Schooners, Ohio River, Mississippi River, Stage Coach, Santa Fe Trail, Freight Ox Trains, Sailing Ships, Packhorse, Caravans, Cumberland Road

Economics Suite Cards

Fur Trade, Exploitation, Mining, Agriculture, Cattle Barons, Corn and Wheat, Land Speculation, Industrialization, New Markets, Hucksters, Pork, Gold Rush, New Orleans, Boom Towns, Oil, San Francisco,

Ranches, Plantations, Cincinnati, Big Business, Farm Surpluses

Motivation Suite Cards

Manifest Destiny, American Exceptionalism, Imperialism, Continentalism, Nationalism, Progress, Land Hunger, Providence, Westward Expansion, Cheap Land, Land of Opportunity, Democratic Freedoms, Publicity, Religious Missions, Oregon Fever, Christian Utopians

Land Suite Cards

Frontier Line, Big Land Rush, Ohio River Valley, Mississippi River Valley, Beyond the Appalachians, Midwest, Far West, California, Prairies, Forests, Great Salt Lake, Unorganized Territories, Kansas, Nebraska, Utah, Washington, Annexation of Texas, From Sea to Sea

Discouragement Suite Cards

Indian Resistance, Lawlessness, Financial Panics, Inflation, Boom and Bust, Isolation, Subsistence Farming, Great American Desert, Spread of Slavery, Whig Opposition, Lack of Roads, Dispossessed Indians, Antiwar Sentiment, Hardships, Contested Land Claims





Manifesto

Introduction

Players represent ideologies in conflict in the 20th century.

Ideologies

Each player picks one Ideology: Democracy Communism Fascism Socialism Imperialism If there are more than 5 players also use the following: Totalitarianism Parliamentarianism Dictatorship Monarchy Fundamentalism

#	Region	Influence
1	North America	3
2	Russia	3
3	Germany	2
4	South America	1
5	Central America	1
6	Balkans	1
7	West Europe	1
8	United Kingdom	2
9	East Europe	1
10	North Africa	1

Influence is the number of Influence Tokens (ITS) the Region generates per turn. Minor regions have an influence = 1. Major regions have an influence = 2+.

Playing Pieces

Use cardboard counters (chits). Each player has a set of control counters of a unique color. All players share a set of Influence Tokens (ITS).

ITS can be represented by coins. Dice are also needed.

The Deck

Players draw from a common deck. The deck includes 42 conflict cards and 23 influence cards.

Setup

Each player starts with a hand of 2 cards. Each player begins in control of adjacent Regions with a combined Influence of 3. For example: North America (3) by itself; or Japan (2) and SE Asia (1) Alternatively, a player could start with an Influence of 2 and 2 extra cards. Each player starts with a reserve of 1D6 Influence tokens.

A player places one of his chits on a region he controls. All regions not controlled by a player are

Object

Control the most countries by the end of the century. Ties are resolved by bidding. Each round represents 5 years.

The game starts in 1900 and ends in 2000. There are 20 game rounds.

The Map

The map is divided into 20 Regions:

#	Region	Influence
11	South Africa	1
12	Australia	1
13	China	2
14	Japan	2
15	Mediterranean	1
16	India	1
17	South East Asia	1
18	Scandinavia	1
19	Middle East	1
20	Pacific Islands	1

considered to be neutral. Neutral regions are denoted by the absence of a control marker.

Bidding Rules

Bidding is the mechanism for resolving all conflicts. All bids are secret. Players are bidding Influence tokens (ITS).

A player may bid none, some, or all of his ITS. A player cannot bid more ITS then he has. Bids are written on pieces of paper and are then revealed simultaneously.

Include on the note any influence cards you are using. The value of the cards is added to the ITS you bid. All bids must be paid, even if you lose.

Break ties by rolling high on 1D6. Players must write on their bid what they are bidding for. Used Influence cards are discarded.

Turn Sequence

Each round is composed of 6 phases.

1. Production Phase
2. Draw Phase
3. Initiative Phase
4. Peace Phase
5. War Phase
6. Conflict Phase

Production Phase

Gain 1D6 Influence tokens (ITS). Also gain ITS equal to the influence of all of your regions. ITS may be saved from round to round.

Draw Phase

Each player draws 1 card. A player may draw extra cards for 3 ITS each. A player may have a maximum of 7 cards in his hand.

Excess cards are discarded.

Initiative Phase

All players bid to determine turn order in all the other phases for The rest of the round. The winner gets to choose whether he wants to go first or last in each phase.

Peace Phase

A player may target 1 opponent and play one of the following peace cards: Treaty or Trade Agreements. If a peace card is played, neither player may play military conflict cards against each other, or Bid in military conflicts against each other for 1D6 rounds.

War Phase

A player that controls a Major Region may target 1 opponent that also controls a Major Region and play

one of the following war cards: World War, Cold War. The player that started the war is the leader of the axis side. The target opponent is the leader of the allies side. The 2 players resolve the War by bidding.

Other players may bid to help one of the two sides. The losing side has 1D6 of their controlled regions become neutral. The winner picks which regions.

Conflict Phase

Players, in turn order, may play conflict cards other than war and peace cards. To target a Major country with a conflict card costs 3 ITS. (It costs nothing to target a Minor country) The player that plays the card is the active player.

Each conflict is resolved in turn by bidding. Other players may bid for or against the outcome of the card. For example: John the Fascist plays Diplomacy against Neutral India.

If he wins he gains control of India. If he loses nothing happens. John plays Military Coup on South America controlled by Ray the Socialist. If John wins, S. America becomes neutral. If he loses nothing happens.

Controlled regions that become neutral lose a control marker. Regions that come under control gain a control marker. A player may play more than one conflict on his turn.

Conflict Card List

Card Name	Target	Result	Type	#
World War	D	Z	XM*	2
Cold War	D	Z	XE*	2
Treaty	D	T	XP	2
Trade Agreements	D	T	XE	2
Superpower Operation	O	B	XM*	2
Limited War	O	B	XM	2
Insurgency	O	B	XM**	2
Rebellion	O	B	IM	2
Military Coup	O	B	IM	2
Civil War	O	B	IM	2
Revolution	O	B	IM	2
Insurrection	O	B	IM	2
Coup d'etat	O	B	IP	2
Depression	O	B	IE	2
Economic Collapse	O	B	IE	2

Card Name	Target	Result	Type	#
Economic Boycott	O	B	IE	2
Terrorism	O	B	XP**	2
Trade War	O	B	XE	2
Incursion	OA	C	XM	2
Power Vacuum	N	C	IP	2
Regional War	N	C	XM	2
Colonialism	N	C	XE	2
Occupation	NA	C	XM	2
Police Action	N	C	IP	2
Cultural Revolution	N	C	IP	2
Alliance	N	C	XP	2
Annexation	NA	C	XM	2
Puppet State	NA	C	XM*	2
Counter Revolution	NL	C	IM	2
Purge	NL	C	IP	2

Number of that card in the deck

* Can only be played by a player with a Major Region

** Can only be played by a player without a Major Region

O Region controlled by opponent

N Neutral Region

D Opposing Ideology

C You gain control of target region

B Target region becomes neutral

A Target must be adjacent to a region you control

M Military

P Political

E Economic

L Must target region you just lost control of

I Internal

X External

- Z** 1D6 controlled regions of Loser become neutral
T Neither Ideology may play Military conflicts against

each other for 1D6 rounds.

Influence Card List

Card Name	#	Inf	Notes
Appeasement	2	3	+1M
Isolationism	2	2	+2I
Foreign Aid	2	2	+1E
Guerilla Warfare	2	2	+1M
War Crimes Tribunal	2	1	+1P
Charismatic Leader	4	5	+1P
Iron Curtain	1	3	+1E
League of Nations	1	2	+1X

Card Name	#	Inf	Notes
United Nations	1	3	+1X
Diplomacy	2	2	+1P
Espionage	2	1	+2 for Initiative
Propaganda	2	2	+2I
National Will	2	4	+1X
Manifesto	2	3	+1P
Industrial Buildup	2	0	*

* Permanently increase Influence of target region by +1

Additional bonus Influence is received in the appropriate type of conflict:

M Military, **P** = Political, **E** = Economic, **I** = Internal, **X** = External

Inf Influence that may be added to the conflict bid.

Number of that card in the deck.

Game Designers Notes

Remember you are an Ideology, not a nation. Don't get too attached to any particular country. Russia was a Tsarist Empire, then communist, now a democracy.

Even the USA could have switched governments several times this Century: the Great Depression, McCarthyism, The 60's. A humanists wish: May objective truth triumph over all doctrines.

Manifesto Destiny

A More Historically Constrained Variant For "Manifesto" By Michael Callahan Achtung!!! Read ??MANIFESTO DESTINY Now!!!

Faq

Questions by Michael Andre-Driussi...

Q: About writing out the bids, it seems like you intended it to be verbose "Police State in South America, Against, 2 ITS." But we tended to just write Y for yes or N for no and the number of coins, if any. (Less a question than a statement—but here's the question: was there a reason for a verbose bid?) **A:** The simpler you can make it the better. I'll take the short version over the doctoral thesis.

Q: The "die roll of 1 to 3 means target a minor country" thing. I took this to mean that first a player would select a card, playing it down (perhaps face down?); then roll; then apply the card accordingly. One player thought that it went another way—first one rolls, then if the die forces an action against a minor country the player selects the most appropriate card and plays it. I still think I'm right but I wanted to alert you to this. **A:** The 1-3 rule was an inelegant fudge rule to prevent the big guys from directly duking it out. More problems than its worth. New rule: To target a Major country with a conflict card costs 3 ITS.

I think that might work better.

Q: Bidding for initiative. If no bids, then we resolved with dice. But we didn't do a complete scramble, we simplified it and said whoever wins gets the choice of first or last to move, and play moves clockwise from that player. (Another statement.) **A:** Works for me.





Mankind

Introduction

Civilization game for 2-6 players. Each player controls one Civilization.

Outline

The Game has 4 Eras:
1. Ancient (10,000 BC - 500 AD)
2. Medieval (500 AD - 1600 AD)
3. Revolution (1600 AD - 1900 AD)
4. Modern (1900AD +)
Each Era has 6 Event Sub-Tables and a Build List.

Victory

The player with the most Victory Points at the end of the game wins.

The Build Table

1D10	Result:
1-2	Infrastructure
3-4	Military Unit
5	Leader
6	Wonder
7-8	Technology
9	Government
10	Pick One of Above or gain 1D6 IP or RP or VP.

Builds

Every Build increases (or decreases) a civilizations levels in one or more traits. To put into play, Builds usually cost a number of Resource Points and/or Idea Points. When you gain a Build, pick one off the Available list and record it on your Personal list.
If you cannot afford to do the build it, or just don't want to, you may skip it.

Infrastructure Builds

These include a system of buildings and natural and technological resources. They increase Trait Levels. Infrastructure builds are not unique.

Military Unit Builds

These increase your Warfare level. They are sacrificed as payment for conquests or as punishment for engaging in wars. Military Units are not unique.

Dice

6, 8, and 10 sided Dice are used.

Traits

Each Civilization is described by levels in 9 Traits:
1. Food
2. Materials
3. Research
4. Government
5. Culture
6. Stability
7. Warfare
8. Trade
9. Health

Wonder Builds

These have high Point costs, but do not count against food or Stability Limits. Upon Building a Wonder immediately gain 3X Victory Points where X is equal to the current Era (Ancient = 1, etc.) Wonders are Unique. If you go to build a Wonder and none are left, the Era ends.

Leader Builds

These have no costs. When you play a leader gain 2X Victory Points where X is equal to the current Era (Ancient = 1, Medieval = 2, etc.) All Leaders are Unique. If you gain a Leader and none are left, the Era ends.
Leaders do not count against food or Stability Limits. All your Leaders die at the start of the next Era.

Government Builds

Each player starts out with a King (Chieftain, or Tyrant) Government for free. You can only have one Government in play at a time. The new one replaces the old one.

They are costly in Ideas, but one of the few ways to gain points in the Government Trait. When you play a new Government gain 2X Victory Points where X is equal to the current Era (Ancient = 1, etc.) Governments are not unique.

Anarchy

If somehow, you ever lose your current Government, it is 'replaced' by Anarchy, which provides a Government Level = 2 and a Stability & Culture Levels of -1 each.

Technology Builds

These have slightly higher costs, but do not count against Food or Stability Limits. Technologies are not unique.

Personal Civilization Build List

A players written record of all his builds for his own civilization. Players also record all of their levels in their 9 Traits: Food, Materials, Research, Government, Culture, Stability, Warfare, Trade, and Health. Players also use these to keep track of their Victory Points, Idea points, and Resource Points, as well as Food and Stability Limits.

Events are recorded as well. These are kept face up in front of you visible to all players.

1D10	Result:
1	Conquest
2	Raids
3	War
4	Boon

Next roll on the Event sub-table for that Era. Each Event will specify whom is effected by the Event: –One or more random Players –All Players –All players except one specific player. –Current Player Only –The current player and one player of his choice.

–Target Players(s) as chosen by the current player. –Player with lowest/highest Warfare Level. –Player with Least/Most Victory Tokens.

(As you can see, there are many possibilities) In all cases of ties, break them by rolling high on 1D6.

Conquest Events

The player with the highest current Warfare Level wins the conquest. He records it among his card spread. The Conquest awards the indicated benefit, usually the increase in a trait, but sometimes a one time benefit of points. To claim the Conquest, the player must eliminate one of his Military Units or a Military or Religious Leader. If the player does not have a build to sacrifice or he does not want to sacrifice one, he may pass the conquest option on to the player with

Spread

This refers to all a players Builds.

Setup

Have List, Tables, and rules for all Eras available for all players. Use the Event and Build Decks of the Ancient Era first. Each player starts with 2 each of Victory, Resource, and Idea points.

Each player starts with a Basic List of Tribal Builds. Note these builds do have build costs, but these only apply if they need to be rebuilt. Players roll high on 1D10 to see who goes first.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Gains Phase
2. Event Phase
3. Build Phase
4. Trade Phase
5. Limit Phase

Gains Phase

Gain Idea Points equal to your Research Level. Gain Resource Points equal to your Materials Level.

Event Phase

Skip the Event Phase on each players very first turn of the game. Roll 1D10 on the Event Table:

1D10	Result:
5	Disaster
6	Incursion
7+	Nothing

the next highest level of warfare, and so on. If no one wants it, it is ignored. A non-leader Unit "sacrificed" for a conquest may immediately be rebuilt for half cost rounding up.

Raid Events

The current player if he has a military unit may target any other player of his choice. The Raider rolls 1D6 (Raid roll) and steals that many Resource Points from the defender. The target player MAY retaliate in kind.

This continues until one player chooses not to raid or cannot raid due to lack of Units. An individual Unit may only raid once per turn. Note: the role of "Defender" will flop back and forth with each exchange.

War Events

Both involved players roll 1D6. This is called a War roll. The player with the higher Warfare Level (WL) adds 1 to his roll. (Reroll ties) The player with the lower roll loses 1 Military Unit. This repeats until

both players call a ceasefire or one player is reduced to zero Military Units, at which time the other player is crowned the victor.

The victor steals 1D6 Victory Points and 1D6 Resource Points from the Loser. Note: With each unit loss you have to recalculate your WL. Note: Both players in a War get to use their DEF bonuses if they have any.

Incursion Events

Targeted player is attacked 1D6 times by an uncivilized non-player Horde with a WL = 2D6. The Target player rolls 1D6 (Defense Roll) and the Horde rolls 1D6 (Incursion Roll). Higher WL gets +1 to his roll. (Barbarians win automatically if the player has no Military units).

Higher Roll wins. Player wins ties. If the Horde wins the player must lose a military unit and then go on to the next Incursion Roll. (If units are gone, discard 1 Infrastructure or Conquest from your Spread instead) If the player wins a roll, gain 1 Victory Point and go onto the next Incursion Roll.

Boon Events

These provide positive benefits such as one time Point gains, or Builds.

Disaster Events

These have negative effects: Loss of builds from your Spread, or Permanent Negative Trait Modifiers.

Build Phase

Roll on the Build Table to see what one thing you may Build this Phase.

RP Resource Points

IP Idea Points

X is equal to the current Era (Ancient = 1, Medieval = 2, etc.) Infrastructure builds cost 2X RP. Military Units cost RP = their WL bonus (You may Discard an older unit and pay the difference). Leaders cost 1X IP.

Wonders cost 4X RP. Technologies cost 2X IP. Governments cost 4X IP (and you cannot buy anything else during the turn).

You may make additional rolls on the Build Table at the cost of 3 IP each.

Tribal Build List

Name:	Type	Notes:
King	G	GL +3
Farms	I	FL +2
Hunting	I	FL +2
Warriors	M	WL +1

Trade Phase

For every 2 Levels of Trade you have, you may gain 1 IP or 1 RP or 1 VP.

Limit Phase

—Food Limit: The maximum number of builds you can have in your Civilization is equal to 7 plus your Food Level. If you exceed it, lose 1D6 Resource Points and 1 Food consuming Build or a Conquest of your choice due to starvation.

—Stability Limit: The maximum number of builds you can have in your Civ is equal to 10 plus 2X your Stability Level. If you exceed it, lose 2D6 VP and lose 1 Infrastructure or MU or a Conquest of your choice due to social unrest.

—Health Limit: If your Resource Level is greater than 10x your Health level you lose 1D6 VP due to pollution.

—Governance Limit: The maximum number of builds you can have in your Civ is equal to 4X your Government Level. If you exceed it, lose 1D6 RP due to corruption.

End Of An Era

If you gain a Leader or Wonder (both unique) and none are left, the Era ends.

Card List Type Notation

L Leader

W Wonder

I Infrastructure

M Military Unit

O Technology

G Government

IC Idea Token Cost

RC Resource Token Cost

TL Trade Level

FL Food Level

ML Materials Level

RL Research Level

GL Government Level

CL Culture Level

SL Stability Level

HL Health Level

WL Warfare Level

DF WL applied only when you are the Defender (War, Incursion, Raid)

Name:	Type	Notes:
Stone & Wood	I	ML +2
Writing	T	RL +1
Herbalism	T	HL +1

Ancient Era Build List (era 1)

Name:	Type	Notes:
Aristotle	L	RL +1 ML +1
Hammurabi	L	GL +1 SL +1
Caesar	L	WL +1 GL +1 Military Leader
Hannibal	L	WL +2 Military Leader
Leonidas	L	WL +1 DF +3 Military Leader
Sun Tzu	L	WL +1 RL +1 Military Leader
Alexander the Great	L	WL +1 ML +1 Military Leader
Jesus	L	SL +1 Religious Leader
Buddha	L	CL +1 Religious Leader
Gilgamesh	L	ML +1 WL +1
Cyrus the Great	L	FL +1 WL +1
Cleopatra	L	CL +1 TL +1
Stonehenge	W	RL +1 ML +1
The Sphinx	W	CL +1 SL +1
Great Wall	W	DF +3 SL +1 CL +1
Great Pyramids	W	GL +1 SL +1 CL +1
Hanging Gardens	W	FL +2 CL +1 SL +1
Colossus	W	TL +1 ML +1 CL +1
Library of Alexandria	W	RL +2 CL +1
Terracotta Army	W	WL +2 GL +1 SL +1
Great Lighthouse	W	TL +2 CL +1
Dynasty	G	GL +4 ML +1
Empire	G	GL +4 WL +2
Democracy	G	GL +4 CL +1
Republic	G	GL +4 FL +2
Oligarchy	G	GL +4 SL +1
Phalanx	M	WL +2
Legions	M	WL +3
Light Cavalry	M	WL +2
Mounted Archers	M	WL +3
Heavy Cavalry	M	WL +3
Cataphracts	M	WL +3
Light Chariots	M	WL +2
Heavy Chariots	M	WL +3
Peltasts	M	WL +1
Siege Artillery	M	WL +3
Elephants	M	WL +3
Hoplites	M	WL +3
Slingers	M	WL +2
Archers	M	WL +3
Spearmen	M	WL +3
Biremes	M	WL +2
Triremes	M	WL +3
Fishing Boats	I	FL +2
Trading Boats	I	TL +1
Marketplaces	I	TL +1 FL +1
Trade Routes	I	TL +1
Artisans	I	ML +1 CL +1
Scribes	I	RL +1
Scroll Libraries	I	RL +1

Name:	Type	Notes:
Irrigation	I	FL +2
Masonry	I	ML +1
Wine Making	I	FL +2 CL +1
Fermenting	I	FL +2 SL +1
Grain Crops	I	FL +2
Road Building	I	TL +1 WL +2
Metal Working	I	ML +1 WL +2
Bronze	I	ML +1 WL +2
Carpenters	I	ML +1
Granaries	I	FL +2
Glass Blowing	I	ML +1 CL +1
Drama	I	CL +1
Temples	I	SL +1 CL +1
Courts of Laws	I	SL +1
Stone Cutters	I	ML +2
Cloth Making	I	SL +1 CL +1
Philosophy	I	RL +1
Gladiatorial Arenas	I	SL +1 WL +2
Aqueducts	I	FL +2 HL +1
City Walls	I	DF +3
Taxation	I	TL +1
Schools	I	RL +2
Monotheism	I	CL +1 SL +1
Sails	O	TL +1 FL +2
Astronomy	O	TL +1 RL +1
Mathematics	O	RL +1
Animal Domestication	O	FL +2
Pottery	O	FL +2 CL +1
Medicine	O	HL +1
Sculpture	O	CL +1
Parchment	O	RL +1
Music	O	CL +1
Architecture	O	CL +1 ML +1
Mysticism	O	SL +1
Poetry	O	CL +1
Pantheism	O	SL +1
Mythology	O	CL +1
Coinage	O	TL +2
Engineering	O	ML +1 RL +1
Plows	O	FL +2

Event Deck Card List Notation

C Conquest
R Raids

W War
I Incursion
B Boon
D Disaster

Ancient Era Event Conquest Subtable

Name:	1D10	Notes:
Rich Land	1	TL +1
Wealthy Land	2	ML +1

Name:	1D10	Notes:
Strange Land	6	TL +1
Northern Lands	7	CL +1

Name:	1D10	Notes:
Exotic Land	3	CL +1
Desert Land	4	SL +1
City State	5	WL +2

Name:	1D10	Notes:
Southern Lands	8	FL +2
Western Lands	9	RL +1
Eastern Lands	10	ML +1

Ancient Era Event War Subtable

Name:	1D8	Notes:
Invasion	1	You versus player to your left
Annexation	2	You versus player to your right
Political War	3	You vs. Random Opponent
Occupation	4	You vs. Weakest Player
Domination	5	You vs. Strongest Player
Attack	6	Two Random players
Expansion	7	Player of your choice and random player
Conflict	8	Two players of your choice

Ancient Era Event Incursion Subtable

Name:	1D6	Notes:
Sea Peoples	1	Targets You
Huns	2	Targets Weakest Player
Horse Tribes	3	Targets Random Player

Name:	1D6	Notes:
Barbarians	4-5	Targets player of your Choice
Migrations	6	Targets Strongest player

Ancient Era Event Raid Subtable

Name:	1D6	Notes:
Piracy	1	Raid Rolls -1
Banditry	2	-
Cattle Raids	3	Raid Rolls +1

Name:	1D6	Notes:
Tribal Raids	4	Raid Rolls +2
Population Pressure	5	Raid Rolls +3
Border Raids	6	Raid Rolls +4

Ancient Era Event Boon Subtable

Name:	1D10	Notes:
Eureka	1	Gain 2D6 Idea Points
Dissemination	2	Gain 1 Technology known by opponent
Trade Networks	3	Gain 1D6 IP and 1D6 RP
Civilization	4	All players get 1D6 IP
Strategy	5	WL +1
Works of Art	6	Gain 2D6 Victory Points
Rich Vein	7	Gain 2D6 RP
Golden Age	8	Gain 1D6 IP, VP, and RP
Ideal Site	9	Gain 1 Wonder
Assimilation	10	ML +1 Opponent ML -1

Ancient Era Event Disaster Subtable

Name:	1D10	Notes:
Flood	D	Lose 1 Infrastructure
Earthquake	D	Put 1 Wonder
Disease	D	Put 1 Military Unit
Volcano	D	Lose 1 IS and 1 MU
Civil War	D	Your Government becomes Anarchy
Usurpation	D	Your Government becomes Chieftain
Corruption	D	Opponent gets ML -1
Early Death	D	Lose Leader
Sickness	D	Lose Leader

Medieval Era Build List (era 2)

Name:	Type	Notes:
Martin Luther	L	CL +1 Religious Leader
Charlemagne	L	WL +1 SL +1 Military Leader
Ivan the Great	L	WL +1 FL +1
Kublai Khan	L	CL +1 ML +1
Mohammed	L	WL +1 CL +1 Religious Leader
Marco Polo	L	CL +1 RL +1
Christopher Columbus	L	CL +1 TL +1
Leonardo da Vinci	L	CL +1 RL +1
William the Conqueror	L	WL +1 GL +1 Military Leader
Cortez	L	WL +2 Military Leader
Shakespeare	L	CL +1 SL +1
Joan of Arc	L	WL +1 DEF +2 Military Leader
Roger Bacon	L	RL +2
Machiavelli	L	GL +1 WL +1
The Medici	L	TL +1 CL +1
Sistine Chapel	W	SL +1 CL +2
Dome of the Rock W	SL +1 GL +1 CL +1	
Notre Dame	W	SL +2 CL +1
Tower of London	W	GL +1 WL +4
Hagia Sophia	W	CL +3
Red Square	W	SL +2 GL +1
Forbidden City	W	GL +1 SL +1 CL +1
Trade League	G	GL +5 TL +1 ML +1
Electoral Empire G	GL +5 DF +3 RL +1	
Theocracy	G	GL +5 CL +1 SL +1
Feudalism	G	GL +5 FL +1 WL +2
Monarchy	G	GL +5 WL +2 ML +1
Knights	M	WL +4
Men at Arms	M	WL +4
Lancers	M	WL +4
Archers	M	WL +2
Crossbowmen	M	WL +4
Condotieri	M	WL +3
Footmen	M	WL +2
Longbowmen	M	WL +4
Pikemen	M	WL +3
Landsknechts	M	WL +3
Halberdiers	M	WL +3

Name:	Type	Notes:
Crusaders	M	WL +3
Harquebusiers	M	WL +3
Siege Cannons	M	WL +4
Artillerists	M	WL +4
Mounted Archers	M	WL +4
Tercio	M	WL +4
Galleys	M	WL +3
Galleons	M	WL +3
Armada	M	WL +4
Flotilla	M	WL +4
Conquistadors	M	WL +3
Feudal Levy	M	WL +2
Printing Press	I	RL +2
Scholarship	I	RL +2
Painting	I	CL +2
Crop Rotation	I	FL +4
Windmills	I	FL +4
Watermills	I	FL +4
Cathedrals	I	SL +2
Chivalry	O	WL +2 CL +1
Universities	I	RL +2
Banking	I	TL +2
Monasteries	I	CL +1 SL +1
Bazaars	I	TL +2
Optics	O	RL +1
New Crop Types	I	FL +4
Illuminated Scripts	O	RL +2
Caravans	I	TL +2
Theatres	I	CL +1 SL +1
Gothic Style	I	DF +2 CL +1
Gunpowder	O	WL +4
Steel	O	ML +2
Brass Casting	I	ML +2
Forges	I	ML +2
Anatomy	O	HL +1
Caravels	I	TL +2
Paper Manufacture	I	ML +1 RL +1
Alchemy	O	RL +2
Magnetic Compass	O	TL +1
Navigation	O	TL +1
Cartography	O	TL +1

Medieval Era Event Conquest Subtables

Name:	1D10	Notes:
New World	1	RL +2
Sub-Continent	2	Gain 10 VP
Silk Road	3	TL +2
Africa	4	ML +2

Name:	1D10	Notes:
Vassal State	6	RL +2
New Continent	7	ML +2
Imperialist Conquest	8	CL +2
West Indies	9	FL +4

Name:	1D10	Notes:
Savage Lands	5	WL +4

Name:	1D10	Notes:
East Indies	10	SL +2

Medieval Era Event Warfare Subtables

Name:	1D8	Notes:
Crusade	1	You versus player to your left
Great Siege	2	You versus player to your right
Reformation	3	You vs. Random Opponent
Colonization	4	You vs. Weakest Player
Reconquest	5	You vs. Strongest Player
Holy War	6	Two Random players
Territorial Dispute	7	Player of your choice and random player
Rivalry	8	Two players of your choice

Medieval Era Event Incursion Subtables

Name:	1D6	Notes:
Vikings	1	Targets You
Mongols	2	Targets Weakest Player
Tartars	3	Targets Random Player
Cossacks	4-5	Targets player of your Choice
Pirates	6	Targets Strongest player

Medieval Era Event Raid Subtables

Name:	1D6	Notes:
Pirate Fleets	1	Raid Rolls -1
Bandits	2	Raid
Long Distance Raids	3	Raid Rolls +1

Name:	1D6	Notes:
Feud	4	Raid Rolls +2
Campaign Season	5	Raid Rolls +3
Border Raids	6	Raid Rolls +4

Medieval Era Event Boon Subtables

Name:	1D10	Notes:
Discovery	1	Gain 1 Technology
Renaissance	2	Gain 1D6 IP, RP, and VP
Sea Trade	3	Gain 1D6 IP and RP
Urbanization	4	Gain 1 Infrastructure
Magellan's Journey	5	Gain 1D6 VP
Renaissance Master	6	Gain 2D6 VP
Rich Bankers	7	Gain 2D6 RP
Cities	8	Gain 1D6 RP
Ideal Location	9	Gain 1 Wonder
Visionary	10	Gain 1 Leader

Medieval Era Event Disaster Subtables

Name:	1D10	Notes:
Sands of Time	1	Lose 1 Ancient Wonder
Harsh Winter	2	Lose 1D6 RP
Black Plague	3	Lose 2D6 RP
Famine	4	Lose 2D6 RP
Schism	5	Lose 1D6 VP
Peasant Revolt	6	Lose 1D6 VP
Dark Ages	7	Lose 1 Technology
Nobles	8	Opponent gets ML -1 and CL +1
Excommunication	9	Lose Leader
Illness	10	Lose Military Unit

Revolution Era Build List (era 3)

Name:	Type	Notes:
Napoleon Bonaparte	L	WL +2 Military Leader
Mozart	L	CL +1 SL +1
Rembrandt	L	CL +2
Newton	L	RL +2
Galileo Galilei	L	RL +1 ML +1
Voltaire	L	RL +1 CL +1
Frederic the Great	L	WL +1 GL +1 Milit Ldr
Bismark	L	WL +1 ML +1 Milit Ldr
Abraham Lincoln	L	GL +1 WL +2
Ben Franklin	L	RL +1 GL +1
Darwin	L	RL +1 FL +1
Queen Victoria	L	SL +1 GL +1
Taj Mahal	W	CL +3 SL +1
Suez Canal	W	TL +2 ML +2
Transcontinental Railroad	W	TL +1 FL +2 ML +2
Statue of Liberty	W	SL +2 GL +1 TL +1
Versailles	W	SL +1 GL +1 CL +2
Kew Gardens	W	FL +4 CL +1 RL +1
Eiffel Tower	W	CL +2 SL +1 ML +1
Representative Democracy	G	GL +6 RL +1 FL +2
Dynastic Regime	G	GL +6 SL +1 WL +2
Colonial Empire	G	GL +6 FL +2 ML +1
Constitutional Monarchy	G	GL +6 ML +1 WL +2
New Republic	G	GL +6 WL +2 RL +1
Muskets & Bayonets	M	WL +4
Infantry	M	WL +4
Ships of the Line	M	WL +6
Frigates	M	WL +5
Colonial Troops	M	WL +4
Riflemen	M	WL +5
Ironclads	M	WL +6
Reiters	M	WL +4
Grenadiers	M	WL +6
Heavy Cavalry	M	WL +6
Imperial Guards	M	WL +6
Hussars	M	WL +5

Name:	Type	Notes:
Uhlands	M	WL +6
Dragoons	M	WL +5
Field Artillery	M	WL +6
Horse Artillery	M	WL +5
Gun Ships	M	WL +5
Steam Ships	I	TL +1 FL +2 ML +1
Railways	I	TL +1 FL +2 ML +1
Trading Companies	I	TL +2
Slave Trade	I	ML +2 TL +1
Baroque Era	I	CL +2
Opera	I	CL +2
Sanitation	I	HL +2
Nationalism	O	GL +1
Stockyards	I	FL +4
Canning	I	FL +4
Machinery	I	ML +2
Microscopy	O	RL +1 HL +1
Telescopes	O	RL +1
Clippers	I	TL +2
Cash Crops	I	TL +1 FL +2
Factories	I	ML +3 HL -1
Refineries	I	ML +3 HL -1
Bourgeoisie	I	CL +1 SL +1
Coal Mines	I	ML +3 HL -1
Sea Power	I	WL +4 TL +1
Hot Air Balloons	O	WL +2 CL +1
Scientific Method	O	RL +2
Pendulum Clock	O	ML +1
Distilled Liquor	I	FL +2 CL +1
Colonial Trade	I	TL +2
Phonograph	O	CL +1
Missionaries	I	CL +2
Photography	O	CL +1 RL +1
Telegraph	I	TL +1 ML +2
Anesthetics & Antiseptics	O	HL +2
Light Bulb	O	RL +2
Romanticism	I	CL +1
Bicycles	O	RL +1
Orchestras	I	CL +2
The Novel	O	CL +1
Impressionism	I	CL +2
Dynamite	O	ML +2
Reforms	O	GL +1 HL +1
Plantations	I	FL +4 ML +1

Revolution Era Event Conquest Subtable

Name:	1D10	Notes:
Silver Mines	1	ML +3

Name:	1D10	Notes:
Commonwealth	6	TL +1

Name:	1D10	Notes:
White Mans Burden 2	CL +3	
Spice Trade	3	TL +3
Deepest Darkest Africa	4	FL +6
Distant Lands	5	RL +3

Name:	1D10	Notes:
Unification	7	SL +3
Overseas Possession	8	ML +3
Strategic Territory	9	WL +6
Split Up Old Empire	10	Gain 13 VP

Revolution Era Event Warfare Subtable

Name:	1D8	Notes:
Continental War	1	You versus player to your left
Great Game	2	You versus player to your right
New Imperialism	3	You vs. Random Opponent
Colonialism	4	You vs. Weakest Player
Dynastic Rivalries	5	You vs. Strongest Player
Room to Grow	6	Two Random players
Gunboat Diplomacy 7	Player of your choice and random player	
Balance of Power	8	Two players of your choice

Revolution Era Event Incursion Subtable

Name:	1D6	Notes:
Little Wars	1-2	Targets You
Natives Revolt	3	Targets Weakest Player
Golden Age of Piracy	4	Targets Random Player
Boxer Rebellion	5	Targets player of your Choice
War for Independence	6	Targets Strongest player

Revolution Era Event Raid Subtable

Name:	1D10	Notes:
Privateering	1	Raid Rolls -1
Daring Raid	2	Raid
Long Standing Feud	3	Raid Rolls +1

Name:	1D10	Notes:
Campaign Season	4	Raid Rolls +2
Border Clash	5	Raid Rolls +3
Punitive Expedition	6	Raid Rolls +4

Revolution Era Event Boon Subtable

Name:	1D10	Notes:
Invention	1	Gain 1 Technology
Enlightenment	2	Gain 1D6 IP and VP
Industrial Revolution	3	Gain 1 Military Unit
Modernization	4	Gain 1 Infrastructure
Age of Reason	5	Gain 2D6 IP
Tycoons	6	Gain 2D6 RP
Gilded Age	7	Gain 1D6 RP and VP
Ideal Locale	8	Gain 1 Wonder
Modern Thinker	9	Gain 1 Leader
Negotiations	10	Skip the next War, Incursion, or Raid Event that Targets You

Revolution Era Event Disaster Subtable

Name:	1D10	Notes:
Emancipation	1	Opponents lose 1D6 VP and RP each
Reign of Terror	2	Lose 1D6 IP
Great Blizzard	3	Lose 1D6 RP
Epidemic	4	Lose 2D6 RP
Poverty	5	Lose 2D6 VP
Revolution	6	Change Government to anything
Civil War	7	Change Government to Anarchy
Progress	8	Gain 1D6 IP
Mutiny	9	Discard Target Military Unit
Aristocracy	10	Opponent gets ML -1 and CL +1

Modern Era Build List (era 4)

Name:	Type	Notes:
Albert Einstein L	RL +2	
Hitler	L	WL +2 CL +1 Military Leader
Stalin	L	WL +2 GL +1 Military Leader
Churchill	L	WL +2 SL +1 Military Leader
Roosevelt	L	WL +2 ML +1 Military Leader
John F Kennedy	L	SL +1 GL +1
Freud	L	RL +1 CL +1
Gandhi	L	CL +1 GL +1
Picasso	L	CL +2
Chairman Mao	L	GL +1 DF +3 Military Leader
Manhattan Project W	WL +10	
Panama Canal	W	TL +2 ML +2 FL +2
Hoover Dam	W	ML +4 FL +2
Moon Landing	W	RL +2 WL +2 CL +2
Pentagon	W	WL +4 SL +2 GL +1
Empire State Building	W	TL +2 RL +1 CL +2
Internet	W	RL +3 CL +2
Fascism	G	GL +7 WL +4 ML +2
Communism	G	GL +7 FL +2 ML +2 WL +2
Parliamentarianism	G	GL +7 SL +2 RL +2
Modern Democracy	G	GL +7 TL +1 RL +1 CL +2
Dictatorship	G	GL +7 WL +4 FL +2
Socialism	G	GL +7 SL +2 CL +1 RL +1
Howitzers	M	WL +8
Modern Infantry	M	WL +7
Special Forces	M	WL +7
Tank Warfare	M	WL +8
Mechanized Infantry	M	WL +7
Air Superiority	M	WL +8
Massed Armor	M	WL +8
Machine Guns	M	WL +7
Fighter Planes	M	WL +8
Carpet Bombing	M	WL +8
Long Range Bombers	M	WL +8
Battleships	M	WL +8
Aircraft Carriers	M	WL +9

Name:	Type	Notes:
Guided Missiles	M	WL +7
Air Cavalry	M	WL +7
Submarines	M	WL +7
Combined Arms	M	WL +8
Blitzkrieg	M	WL +8
Rocket Science	O	WL +6 RL +1
Corporations	I	TL +2 SL +1 ML +1
Internal Combustion	I	ML +4
Flight	I	TL +2 WL +2
Oil Wells	I	ML +4
Fertilizers	I	FL +8
Radio	O	CL +2 WL +4
Radar	O	RL +2 WL +4
Electronics	I	RL +1 CL +2 SL +1
Computers	I	RL +3 TL +1
Antibiotics	O	SL +1 HL +2 CL +2
Plastics	I	ML +4
Mass Production	I	ML +4
Robotics	I	ML +2 WL +4
Television	I	CL +2 SL +2
Movies	I	CL +3 SL +1
Fast Food	I	FL +4 CL +2
Automobiles	I	TL +1 CL +2 SL +1
Food Processing	I	FL +6 CL +1
Space Satellites	I	RL +2 CL +2
Packaging	I	FL +4 ML +2
Hospitals	I	HL +2
Stock Markets	I	TL +2 ML +2
Combine Harvesters	I	FL +6
Container Ships	I	TL +2 ML +2
Rock & Roll	O	SL +1 CL +2
Sexual Revolution	O	SL +1 CL +1
Modern Medicine	O	HL +2
Civil Rights	O	SL +1 CL +1
Professional Sports	I	SL +2 CL +2
Abstract Art	O	CL +2
Pop Culture	O	SL +1 CL +1

Modern Era Event Conquest Subtable

Name:	1D10	Notes:
Buffer States	1	WL +8
Hearts & Minds	2	Gain 16 VP
Third World	3	TL +4
Pact Country	4	RL +4
Banana Republic	5	FL +8

Name:	1D10	Notes:
Prop Up Dictator	6	WL +8
Hegemony	7	SL +4
Power Vacuum	8	ML +4
Oil Rich Country	9	ML +4
Crisis State	10	CL +4

Modern Era Event War Subtable

Name:	1D8	Notes:
World War	1	You versus player to your left
Great War	2	You versus player to your right
Imperialism	3	You vs. Random Opponent
Occupation	4	You vs. Weakest Player
Cold War	5	You vs. Strongest Player
Regional War	6	Two Random players
Proxy War	7	Player of your choice and random player
New World Order	8	Two players of your choice

Modern Era Event Incursion Subtable

Name:	1D6	Notes:
Insurgency	1-2	Targets You
Ethnic Cleansing	3	Targets Weakest Player
Modern Piracy	4	Targets Random Player
Internal Rebellion	5	Targets player of your Choice
Minority Strife	6	Targets Strongest player

Modern Era Event Raid Subtables

Name:	1D6	Notes:
Border Dispute	1	Raid Rolls -1
Tariffs	2	Raid
Trade Embargo	3	Raid Rolls +1

Name:	1D6	Notes:
Industrial Espionage	4	Raid Rolls +2
Unfair Trade Practices	5	Raid Rolls +3
Trade War	6	Raid Rolls +4

Modern Era Event Boon Subtable

Name:	1D10	Notes:
Social Revolution 1	Gain 2D6 VP	
Scientific Literature	2	Gain 1D6 IP
Globalization	3	Gain 1D6 RP and IP
Building Boom	4	Gain 1 Infrastructure
Government Research	5	Gain 1 Technology
Cultural Revolution	6	Gain 2D6 VP
New Markets	7	Gain 2D6 RP
New Paradigm	8	Gain 1D6 IP & VP
Space Age	9	Gain 1 Wonder
Information Age	10	Gain 2D6 IP

Modern Era Event Disaster Subtable

Name:	1D10	Notes:
Pandemic	1	Lose 1D6 RP and VP
Financial Crisis	2	Lose 2D6 RP
Revolution	3	Change Government to Anarchy
Civil Unrest	4	Lose 1D6 VP
War on Terror	5	Lose 1 MU

Name:	1D10	Notes:
Revolution	6	Change Government to Anything
Organized Crime	7	Lose 1D6 RP and VP
Great Depression	8	Lose 2D6 RP
United Nations	9	Negate next War
Hurricane	10	Lose 1 Infrastructure

End Of Game Scoring Bonuses

Achievement:	Notes:	VP
Empire	Most Conquests	20
Monuments	Most Wonders	25
Commerce	Highest Trade Level	10
Warriors	Highest Warfare Level	10
Thinkers	Highest Research Level	10

Achievement:	Notes:	VP
Manufacturing	Highest Materials Level	10
Agriculture	Highest Food Level	10
Humanities	Highest Culture Level	30
Peace Prize	Highest Stability Level	15
Medical Arts	Highest Health Level	5





Maori Wars

Introduction

Card game for 2 players. Theme: New Zealand Maori Wars 1840-1872. One player is the Pakehas (White Men).

The other player is the Native Maori.

Victory

The first player to accumulate 10 Land Tokens is the winner.

The Decks

There are 2 Decks: The Maori Deck and the Pakehas Deck. Each deck contains cards from 9 Suites. Each card has a Strength value.

Land Tokens

Players need a set of common Tokens.

Terminology

Pa Traditional Maori Fort.

Setup

Determine who is who (Maori and Pakehas) Each player gets their respective deck.

Turn Sequence

Each turn has 3 Phases:

1. Fate Phase

2. Strategy Phase

3. Conflict Phase

Fate Phase

Each player draws 9 cards from their own deck.

Strategy Phase

Each player may discard up to 4 cards and draw replacements.

Conflict Phase

Players reveal their hands. Each card has a Strength Value. Each player adds up the Strength values of all his Useable cards.

A player may only use 1 card from each suite. The player with the highest total Strength is the winner. The Winner gains 1 Land Token.

If tied, neither player gains a Token. All cards are discarded at the end of the phase.

Card List Notation

- L** Leader
- T** Tactics
- F** Fighters
- D** Defenses
- M** Morale
- W** Weapons
- G** Grievances
- P** Politics
- B** Blunder

Maori Deck Card List

Card Name:	Suite:	Strength:
Shrunken Heads	M	3
Ceremonial Cannibalism	M	3
Protective Mysticism	M	3
Maori Tribes	F	3
Insults	G	3
Mountain Refuge	D	4
Head Hunting	M	4
Ngapuhi Warriors	F	3
Diversionsary Attack	T	3
Ambush	T	5
Surprise Attack	T	5
Hide in Thick Bush	T	3

Card Name:	Suite:	Strength:
Senior Chief	L	4
Maori King	L	5
Land Wars	G	5
Flagstaff War	G	3
Strong Pa Garrison	F	4
War Party	F	4
Rifles	W	5
Fight Bravely	M	5
Supporters	F	3
Sniping	T	2
Central Citadel	D	4
Outer Defensive Lines	D	3

Card Name:	Suite:	Strength:
Canoes	T	3
Attack Township	T	2
Sporadic Fighting	T	2
Burn & Loot	T	2
Savage Fighting	T	4
Traditional Fort	D	4
Stockaded Earthwork	D	3
Counter Attack	T	4
Muskets	W	3
Shotguns	W	4
Tomahawks	W	2
Fighting Clubs	W	2
Formidable Pa	D	5
Brief Melee	T	2
Repulse Assault	T	5
Maze of Trenches	D	4
Palisades	D	3
Battle Chants	M	2
Chieftain	L	2
Tribal Chief	L	3

Card Name:	Suite:	Strength:
Rearguard	F	2
Slip Through Lines	T	3
Minor Actions	T	2
Skirmishes	T	2
Tribesmen	F	3
Confused Battle	T	5
Hauhaus Warriors	F	3
Crops Destroyed	G	2
Stolen Land	G	4
Fire on Camp	T	2
No Sentinels	B	3
British Withdrawals	B	4
Guerilla war	T	4
Mass Escape	F	2
Religious Leader	L	4
Bush Country	T	5
Instill Fear	M	4
Inflict Heavy Losses	M	4
Leader Killed	B	4
Leader Resigns	B	5

Pakehas Deck Card List

Card Name:	Suite:	Strength:
British Troops	F	5
Colonial Militia	F	3
Volunteer Units	F	3
Pakehas	F	2
Demand for Land	G	5
Land Speculation	G	4
Occupation	G	3
Handful of Soldiers	F	2
Reinforcements	F	2
Meet with Chiefs	P	4
6 Pounder Guns	W	4
Officers	L	2
Foot Regiment	F	3
Sailors	F	2
Ships Guns	W	4
Blockhouse	D	2
Evacuate	T	2
Marines	F	4
Treaty	P	5
Kupapas	F	3
Congreve Rockets	W	2
Bayonet Assault	W	4
Maori Fight Each Other	B	5
Auckland Militia	F	3
12 Pounder Cannons	W	4
Barrage	T	4

Card Name:	Suite:	Strength:
Settlers Killed	G	3
Colonel	L	4
Victoria Cross	M	4
Warships	W	4
Clear Out Pa	T	4
Military Camp	D	2
General	L	5
Long Sap	T	5
Fixed Bayonets	W	4
Cut Off Escape Route	T	4
Short Fuse Grenades	W	5
Discover Gold	G	5
Overrun Entrenchment	T	4
Maori Ammunition Shortage	B	3
Patrols	T	2
Cut off Water Supply	B	4
Besieging Force	F	4
Flying Columns	F	5
Major	L	3
Accord	P	3
Regular Troops	F	4
Confiscate Land	G	4
Mounted Troops	F	4
Capture Villages	T	3
Pursuit	T	4
Forest Rangers	F	5

Card Name:	Suite:	Strength:
Captain	L	3
Governor	L	4
Hand to Hand Fighting	T	3
Undefended Pa	B	4
White Mans Anger	G	5
Mortar Bombardment	W	3

Card Name:	Suite:	Strength:
Conquest	T	4
Settlements Attacked	G	4
Farms Attacked	G	2
Capture Strongpoints	T	4
March	T	2
Tribal Allies	F	3

Links

First Maori War Wikipedia





March On Rome

Introduction

Players take the role of Roman senators trying to acquire control of provinces, tribute, and fame.

Victory

At the end of the tenth turn, the player with the most accumulated Fame points wins. If a player loses his last province, he loses the game.

Pieces

Use black counters to represent Roman Legions. Each player gets a set of counters of a different color. These are control markers.

6, 10, and 20 sided Dice are needed

The Map

Before playing, players will have to draw a map. The map encompasses the 10 provinces of the Roman empire:

- Britain, Spain, Gaul, North Italy, Rome, Baltics, Greece, Byzantium, Middle East, and Egypt.
- Britain is connected by sea to Spain to the east.
- Spain is bordered by Gaul to the east.
- Gaul is bordered by North Italy to the east.
- North Italy is bordered by the Baltics to the east.
- North Italy is bordered by Rome to the south.
- The Baltics are bordered by Greece to the east.
- Greece is connected by sea to Byzantium to the east.
- Byzantium is bordered by the Middle East to the south.
- The Middle East is bordered by Egypt to the south.
- Rome is connected to Byzantium and Egypt by sea.
- In addition to the Imperial provinces there are also several Barbarian regions:
- The Picts are north of Britain.
- The Celts border Spain & Gaul to the north.

PROVINCE	TRIBUTE
Britain	4
Spain	6
Gaul	6
North Italy	6
Rome	10

- The Vikings are north of the Celts.
- The Franks and Saxons are north of Gaul.
- The Goths and Visigoths are north of North Italy.
- The Ostrogoths are north of the Baltics.
- The Huns are north of Greece.
- The Persians are east of Byzantium and the Middle East.
- The Nabateans are east of the Middle East.
- The Abyssinians are east of Egypt.
- Carthage is west of Egypt.

Setup

Each player starts with control of one random province. Indicate ownership by using control markers. No player may start in control of Rome.

All other provinces are neutral. Each province starts with 3 Legions.

Turn Sequence

- Draw phase
- Tribute Phase
- Bid for Rome Phase
- Pay Legions Phase
- Raise Legions Phase
- Initiative Phase
- Move Legions Phase
- Control Phase
- Diplomacy Phase
- Event Phase
- Fame Phase

Draw Phase

Each player may draw one card from the Republic deck.

Tribute Phase

The monetary unit is the 'tribute' Use change to represent tributes. Tributes not owned by players are kept in a pile called the treasury. Each player receives tribute from each province he controls.

PROVINCE	TRIBUTE
Baltics	6
Greece	6
Byzantium	6
Middle East	4
Egypt	6

Bid For Rome Phase

Skip this phase if Rome is a 'lost' province (Overrun by rebels or invaders) but not if it is neutral. All players secretly bid 0 or more tributes. Write bids on scraps of paper.

This represents money spent on bribes, assassins, and politicking. The player with the highest bid gains control of the province of Rome and becomes the new Caesar. The old Caesar wins all ties.

If two non-Caesars tie, the players roll D10. High roll wins. All bids go to the treasury.

Pay Legions Phase

Each player must pay one tribute to each legion in a province he controls. Any legion not paid disbands, and is removed from the map.

Raise Legions Phase

You may pay 2 tributes to recruit a legion into a province you control.

Initiative Phase

All players secretly bid 0 or more tributes. Write bids on scraps of paper. The player with the highest bid may choose to move his legions first or last in Move Legion Phase.

The player with the second highest bid may move legions second and so on. Ties are resolved by rolling high on the 1D10.

1D10	EVENT
1-4	Barbarians- Roll on Invasion Table.
5-6	Rebellion- One Random Province is attacked by 1D6 Enemy armies.
7	Natural Disaster- One Random Province produces no tribute next turn.
8	Epidemic- One Random Province loses 1 Legion.
9	Prosperity- One Random Province produces 1D6 tribute.
10	Opportunity- Draw an extra card.

If the last legion in a province is lost to epidemic or natural disaster, the player still retains control. Disasters include fires, floods, earthquakes, draught, pestilence, and volcanoes. Provinces hit by epidemics cannot raise Legions next turn.

Rebels include slaves, gladiators, religious zealots, nationalists, and subjugated barbarian tribes.

Random Province Table

1D10	PROVINCE
1	Britain
2	Spain
3	Gaul

Move Legion Phase

Players take turns as described in Initiative phase. Players may move a legion in a province they control to a connected province. If the province is a 'lost' province, one captured by rebels or invaders, there will be a fight.

The player must first move at least 3 legions into the lost province, then roll:

1D6	ENEMY ARMIES PRESENT
1-3	1D6
4-5	2D6
6	3D6

After the battle, if the player has any legions left, he gains control of the province. Place a control marker of your color in a province you control. If you move legions into an opponents province he gains control of them.

Diplomacy Phase

In order of initiative, players may take control of neutral provinces for 10 tributes each. Some cards are played during this phase.

Event Phase

Roll 2D6 times on the Event Table. Events are resolved immediately.

Battles

All Roman Legions and Enemy Armies present roll 1D6 each simultaneously.

- On a roll of 1-4 a Roman Legion destroys one Enemy Army.
- On a roll of 1-3 an Enemy army destroys one Roman Legion.
- On a roll of 1-4 an army of Hannibal destroys one Roman Legion. Continue rolling until one side is completely destroyed.

1D10	PROVINCE
4	North Italy
5	Rome

1D10	PROVINCE
9	Middle East
10	Egypt

Invasion Table

D20	INVADER	ATTACKS	ATTACKING ARMIES
1	Picts	Britain	1D6
2	Celts	Spain	1D6
3	Celts	Gaul	1D6
4	Vikings	Britain	1D6
5	Vikings	Spain	1D6
6	Franks	Gaul	1D6
7	Saxons	Gaul	1D6
8	Goths	North Italy	1D6
9	Visigoths	North Italy	1D6
10	Ostrogoths	Baltics	1D6
11	Huns	Greece	2D6
12	Persia	Middle East	2D6
12	Persia	Byzantium	2D6
13	Nabateans	Middle East	1D6
14	Abyssinians	Egypt	1D6
15	Carthage	Egypt	2D6
16	Carthage	Spain	2D6
17	Carthage	Spain	3D6 (Hannibal)
18	Religious Revolt	Random	1D6
19	Slave Revolt	Rome	1D6
20	Gladiator Rvlt	Rome	2D6 (Spartacus)

If gions remain in the province, the province is lost.
If Spain is lost, invaders instead march on Gaul.
If Gaul is lost, invaders instead march on North Italy.
If North Italy is lost, invaders instead march on Rome. (All roads lead to Rome).
If Egypt is lost, invaders instead march on the Middle East.
If the Middle East is lost, invaders instead march on Byzantium.

If Byzantium is lost, invaders instead march on Greece.
If Greece is lost, invaders instead march on the Baltics.
If the Baltics are lost, invaders instead march on North Italy.

Fame Phase

Each player gains Fame points.

FAME	ACHIEVEMENT
+3	Controlling Rome- You are Caesar
+1	Controlling any other Province- You are Governor
-1	Lose control of a Province- All legions killed by rebels or invaders
+1	You gained control of a lost or neutral Province this turn

At the end of the tenth turn, the player with the most accumulated Fame points is the winner.

Cards

The deck is known as the Republic Deck. Before playing, the cards have to be made.

#	CARD NAME	NOTES
10	Treaty	Play in Diplomacy Phase. Place a control marker on an adjacent
-		barbarian nation. Discard marker to ignore the next invasion by that nation.
-		Costs 1 tribute to play.

#	CARD NAME	NOTES
7	Spies	Use any time. Look at opponents hand or look at opponents bid.
-	-	If used to look at bid you may rewrite your bid and opponent may not.
3	Assassination	Worth 4 tributes in Bid for Rome.
-	-	Write on bid that you are using it. Cannot be used by current Caesar.
4	March on Rome	In Move Phase you may attack Rome with your Legions.
-	-	If you win the battle you become the new Caesar.
5	Support of the Senate	Worth 3 tributes in Bid for Rome. Write on bid
-	-	that you are using it.
5	Forced March	Worth 3 tributes in Bid for Initiative. Write on bid that
-	-	you are using it.
4	Taxation	In tribute phase collect 2 extra tribute from every province
-	-	you control.
-	-	There is a 1 in 6 chance of a rebellion in each of your provinces.
6	Provincial Politics	Play in Diplomacy phase. All players immediately bid
-	-	for control of target non Rome province. Current governor gets +4 tributes to his bid.
5	Bread & Circuses	Play in Tribute Phase. Current Caesar must pay 1D6
-	-	tributes to the treasury.
2	Emperors Madness	Play in Diplomacy phase. Rome becomes neutral.
5	Barbarian Allies	Gain 1D3 free Legions in one of your provinces in Raise Legion Phase.

Fall Of Rome Timeline

- Turn 5 Due to decreasing population, Legions cost 3 tributes to raise.
- Turn 5-7 One extra Rebellion per turn
- Turns 8-9 Two extra Rebellions per turn
- Turn 10 Three extra Rebellions.
- Turn 5-7 One extra Invasion per turn
- Turns 8-9 Two extra Invasions per turn
- Turn 10 Three extra Invasions.





Martian Cloudships

Introduction

Board & card game for 2 players. Battle between a Band of Martian Cloudships and a British (Victorian) Expeditionary Force. Alternate Fantasy Universe circa late 1800's.

Abstract skirmish level aerial combat. Each figure represents a single Ship (unit). Note: Vessels achieve weightlessness by carrying Quantities of distilled Essence of Ether.

Victory

You win if you Destroy the opposing Flagship.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Ships. Each Player has 3 types of Ships.

Victorian Fleet Table

#	Type	Hits	Notes
1	Frigate	3	Flagship
2	Monitor	2	-
5	Gunship	1	-

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

Martian Fleet Table

#	Type	Hits	Notes
1	Warbarge	3	Flagship
2	Galley	2	-
5	Cog	1	-

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

Setup

Each player places one Ship on each square of his back row. Ships may not stack.

The Cards

Each Player has their own unique deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Maneuver Phase
3. Fire Phase

Orders Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.

The Fleet Tables list what type of Move cards each unit can use. Moves can be diagonal or orthogonal. Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Each attack does one point of damage.

Use Chits or coins to record damage. A ship reduced to 0 Hits is destroyed and removed from the board. Your opponent may play (discard) Defense cards to negate your attack.

Card List Notation

M Movement

A Attack

D Defense

X Special

K as a Knight would move in Chess

Type Purpose of card

Number of that card in the Deck.

Victorian Card List

Card Name:	#	Range	Type	Notes
Marines	1	1	A	Swords & Bayonets
Rifles & Pistols	1	2	A	
Gattling Gun	1	2	A	
Grapeshot	1	3	A	
Cannon Ball	1	4	A	Solid Shot
Ether Torpedo	1	6	A	
Bomb	1	1	A	Dropped from Above
Mortar	1	K	A	
Canister	1	2	A	
Shrapnel	1	5	A	Shells
Rockets	1	5	A	
Broadsides	1	4	A	
Turrets	1	-	D	Armored
Steel Hull	1	-	D	
Men of Iron	1	-	D	
Steam Powered	2	1	M	
Coal Burning	2	2	M	
Propellers	2	3	M	
Pick up Speed	2	4	M	
Stoke the Fires	2	5	M	
Full Steam Ahead	2	6	M	

Martian Card List

Card Name:	#	Range	Type	Notes
Ram	1	1	A	Piercing
Warriors	1	1	A	Spears & Whips
Needlers	1	2	A	Air Guns
Fire Belcher	1	3	A	Flame Thrower
Lightning Projector	1	K	A	Tessla Coils
Rock Lobber	1	5	A	Catapult
Death Gliders	1	6	A	With Incendiary Bombs
Web Caster	1	2	A	Weighted Sticky Nets
Heat Ray	1	4	A	Mirrors
Spear Chucker	1	4	A	Giant Ballistae
Gasser	1	2	A	Poison Gas
Acid Sprayer	1	3	A	
Hide in the Clouds	1	-	D	
Crystal Hull	1	-	D	
Swift Evasion	1	-	D	
Etheral Oars	2	1	M	
Unfurl	2	2	M	
Glide	2	3	M	
Sails	2	4	M	
Wind Borne	2	5	M	
Gale	2	6	M	

Inspirational Links

Landship Game Check this game out by Rabbidger-bil.





Martian Invasion

Introduction

Run for your lives! The Martians are coming!! The Martians are coming!!! Card game. One player is the menacing Martians. The other player is the hapless Humans.

The Decks

There are 2 unique decks: the Martian deck, and the Human deck. Each deck has 52 cards containing 4 of each of the 13 cards in a list.

Object

Be the first to acquire 3 Victory Points.

Card Traits

All cards have a numerical force value of 0-9. All cards have one or more of the following traits:

- S** Space
- A** Air
- G** Ground
- B** Bonus
- X** Special

Turn Sequence

Each turn has 7 phases:

1. Deploy Phase
2. Reserves Phase
3. Abduction Phase
4. Space Phase
5. Air Phase
6. Ground Phase
7. Regroup Phase

Deploy Phase

Each player fills their hand to 7 cards from their own deck.

Reserves Phase

Each player may discard and redraw up to 2 cards.

Abduction Phase

The Martian player may discard an abduction card to cause the Human player to discard one random card.

Space Phase

Each player may reveal none, some, or all of their cards with the Space trait. If the Martian player played at least one such card, he may also play Bonus cards. Bonus cards must be attached to other non-bonus cards. Players reveal all their cards simultaneously.

The Human player may discard an 'Ambush' card to cause one target Martian card and its bonus cards to be discarded. Both sides add up the forces of the remaining played cards to get Force Totals. The side with highest Force Total gains a Strategy Point.

If tied, the side with the most cards wins. If still tied, both sides gains a SP.

Air Phase

Each player may reveal none, some, or all of their cards with the Air trait. If the Martian player played at least one such card, he may also play Bonus cards. Bonus cards must be attached to other non-bonus cards. Players reveal all their cards simultaneously.

The Martian player may discard a 'Mind Control Devices' card to cause One target Human card to switch sides. The Human player may discard an 'Ambush' card to cause one target Martian card and its bonus cards to be discarded. Both sides add up the forces of the remaining played cards to get Force Totals.

The side with highest Force Total gains a Strategy Point. If tied, the side with the most cards wins. If still tied, both sides gains a SP.

Ground Phase

Each player may reveal none, some, or all of their cards with the Ground trait. If the Martian player played at least one such card, he may also play Bonus cards. Bonus cards must be attached to other non-bonus cards. Players reveal all their cards simultaneously.

The Martian player may discard a 'Mind Control Devices' card to cause One target Human card to switch sides. The Human player may discard an 'Ambush' card to cause one target Martian card and its bonus cards to be discarded. Both sides add up the forces of the remaining played cards to get Force Totals.

The side with highest Force Total gains a Strategy Point. If tied, the side with the most cards wins. If still tied, both sides gains a SP.

Regroup Phase

If a player gained 2 Strategy points this turn he gains one Victory Point. If a player gained 3 Strategy

points this turn he gains two Victory Points. 0 or 1 SPs earn no VPs All players must discard down to 4 or less cards.

Cards remaining in a players hand are carried over to next turn.

Human Card List

Card Name	Type	Force
Army	G	2
Tanks	G	3
Artillery	G	4
Helicopters	A	4
Jet Fighters	A	5
Bombers	A	6
Missiles	AS	7

Card Name	Type	Force
Navy	G	5
Militias	G	1
Nukes	AS	9
Common Cold	SAG	10
Defense Satellites	S	8
Ambush	X	0

Martian Card List

Card Name	Type	Force
Mothership	S	9
Saucers	SA	8
Giant Robots	G	6
Landing Pods	SAG	1
Infantry	G	5
Jump Troops	AG	4
Force Fields	B	+3

Card Name	Type	Force
Antigravity Beams	B	+2
Ray Guns	B	+1
Antimatter Cannons	G	7
Poison Gas	AG	10
Mind Control Devices	X	0
Abduction	X	0

Mind Control Devices Rule

The 'Mind Control Devices' card can only be used against Human cards that do not have the Space Trait.

Game Designers Notes

For a longer game, play to 4 or more Victory Points.





Marvel Civil War Skirmish

Introduction

Miniatures and card game style war game played on an 8 x 8 board Fight between Superhero teams of the Marvel Universe. Recreates the epic cinematic battle at the Airport.

Disclaimer

Marvel is a licensed copyrighted product. This is merely a fan site.

Team Iron

- Iron Man
- Iron Patriot
- Black Widow
- Spiderman
- Vision
- Black Panther

Team Cap

- Captain America
- Bucky
- Falcon
- Scarlet Witch
- Hawkeye
- Ant Man

Victory

At the end of turn 12 if both Cap and Bucky are still in play, team Cap wins, Otherwise team Iron Wins.

Events

Ant Man arrives on turn 2. (Place him in any empty space) Vision arrives on turn 5. (Place him in any empty space) Betrayal: On turns 10-12 Team Cap takes control of Black Widow. Friendly Fire: On turn 11 Team Cap takes control of Vision.

The Board

Use an 8 X 8 chessboard.

Figurines

Use miniatures or small toys to represent the heroes. They need to easily fit on the board.

The Deck

Use a regular 52 card playing deck.

Hit Points

Each hero has 5 Hit Points (HP). Every time a hero gets attacked and does not defend, it loses 1 Hit point. If a Hero is reduced to zero HP that Hero is Knocked Out and Removed from play

Setup

Shuffle the Deck. Place your Heroes on your back rows. Team Iron goes first.

Turn Sequence

First, each player fills their hand to 6 cards. If the deck runs out, shuffle the discard and draw from it. Players take turns (Team Iron first) playing 1 card at a time to cause their heroes to: Move, Attack, and Defend.

Played cards are discarded. A Hero can only move and attack once in a turn. A Hero can defend multiple times in a turn.

If a player has no cards left, or nothing he wants to do, he may pass. A player who passes may play no other cards this turn except Defense cards. When both players have passed the turn ends.

Heroes may not end their turns in the same space as another hero. Heroes however, may move or attack through (past) other Heroes.

King Cards

A King card can be used to have a friendly Hero attack an adjacent enemy Hero.

Queen Cards

A Queen card can be used to move a friendly Hero 1 or 2 spaces.

Jack Cards

Black Jack cards can be used for Witty Repartee: A Friendly Hero and an enemy Hero Within 2 spaces of each other may neither move nor attack the rest of this turn. Red Jack cards can be used to Taunt: A Friendly Hero causes an enemy Hero Within 2 spaces to want to attack him or her. That Hero can attack no other Heroes the rest of this or next turn.

Ace Cards

These are considered to be number ones.

Number Cards

Each Hero has his own Action Table. A Number card can be used to cause a friendly Hero to take the action on his Table corresponding to the number of the card.

Action Tables

Each Hero has his own Action Table. Each table describes 10 numbered actions that Hero can take. Attack values indicate the range of the attack emanating from that Hero.

Movement values indicate how far the Hero will move. A Defense Action will negate an attack just made by an enemy Hero against this Hero Special actions are described in the notes.

Stun Attacks

Some attacks have the Stun Description. A Hero hit by one cannot perform any more actions for the rest of the turn.

Iron Man Action Table

#	Action	Type	Value	Notes:
1	Armor	D	-	
2	Suit Defenses	D	-	
3	Missiles	A	4	
4	Palm Beam	A	2	Stun
5	Scanners	X	-	Look at opponents Hand
6	Strafe	M	2	Then A = 2
7	Point Defense	D	-	
8	Punch	A	1	
9	Fly	M	3-5	
10	Hover	M	2-3	

Iron Patriot Action Table

#	Action	Type	Value	Notes:
1	Stun Baton	A	1	Stun
2	Firepower	A	2	
3	Flight Path	M	3	
4	Guns Blazing	A	3	
5	Pursuit	M	4	
6	Sonic Beam	A	2	Stun
7	Slam	M	1	Then A = 1 Knockback
8	Dodge	D	-	
9	Armor	D	-	
10	Soar	M	3-4	

Web Attacks

Some attacks have the web Description. These do not cause any Hit point loss, however the Hero hit by one cannot Perform any more actions until the end of next turn unless a Face card is played To break the Webbing.

Knockback Attacks

Some attacks have the Knockback Description. In addition to causing Hit Point loss the target is moved 1 Space away according to The attackers wishes.

Hold Action

Same as Black Jack but with a Range of 1.

Table Nomenclature

- A** Attack
- D** Defense
- M** Movement
- N** Negate
- X** Special
- K** Like a Knight in Chess

Black Widow Action Table

#	Action	Type	Value	Notes:
1	Strategist	X	-	Draw 2 Cards & Discard 1
2	Stun Gun	A	2	Stun
3	Martial Arts	X	-	Hold
4	Crotch Shot	A	1	Stun
5	Whirling Kick	A	1	
6	Infiltrate	M	K	
7	Flip Opponent	A	1	Knockback
8	Spy	X	-	Look at Opponent's Hand
9	Dodge	D	-	
10	Run	M	3	

Spiderman Action Table

#	Action	Type	Value	Notes:
1	Wall Crawling	M	K	
2	Web Slinging	A	2	Web
3	Web Swinging	M	3	
4	Entangle	A	1	Web
5	Flying Kick	M	2	Then A = 1 Knockback
6	Backflips	D	-	Then M = 2
7	Web Balls	A	3	Web
8	Ground Roll	D	-	Then M = 1
9	Retreat	D	-	Then M = 3
10	Disarm	X	-	Hold

Vision Action Table

#	Action	Type	Value	Notes:
1	Energy Beam	A	4-5	Does 2 Hit Points of Damage
2	Impact	M	1	Then A = 1
3	Topple Building	A	3-4	
4	Intervene	X	-	Hold
5	Phase Out	D	-	
6	Approach	M	1	
7	Hover	M	2	
8	Glide	M	3	
9	Withdraw	D	-	Then M = 2
10	Observe	X	-	Look at next 5 cards in Deck

Black Panther Action Table

#	Action	Type	Value	Notes:
1	Claws	A	1	
2	Super Leap	M	3	
3	Flurry of Kicks	A	1	
4	Whoop Ass	A	1	Stun
5	Jump Kick	M	1	Then A = 1

#	Action	Type	Value	Notes:
6	Slam	M	2	Then A = 1 Knockback
7	Duck	D	-	
8	Knee	A	1	
9	Run Like Hell	M	K	
10	Shred	A	1	

Captain America Action Table

#	Action	Type	Value	Notes:
1	Shield Bash	A	1	Stun
2	Elbow Strike	A	1	
3	Shield Block	D	-	
4	Throw Shield	A	2-3	
5	Deflect	D	-	
6	Run Down	M	3-K	
7	Rally Team	X	-	Draw 2 Cards and Discard 1
8	Dodge	D	-	
9	Front Kick	A	1	Knockback
10	Unbalance	X	-	Hold

Hawkeye Action Table

#	Action	Type	Value	Notes:
1	Straight Shot	A	3-4	
2	Hand to Hand	A	1	
3	Trick Shot	A	K	
4	Distract	X	-	Hold
5	Run Away	D	-	Then M = 2-3
6	Take Cover	D	-	
7	Grapple	X	-	Hold
8	Arrow Salvo	A	2-3	
9	Interfere	X	-	Negate Hold or Web on any Hero
10	Tactics	M	K	

Scarlet Witch Action Table

#	Action	Type	Value	Notes:
1	Force Push	A	2	Knockback
2	Fling Foe	A	3	Knockback
3	Toss Cars	A	4	
4	Stop Blow	D	-	Versus any Friendly within 3 Spaces
5	Kinetic Blow	A	3	
6	Run Away	D	-	Then M = 2
7	Take Cover	D	-	
8	Force Grab	A	2	Stun
9	Reposition	M	3	
10	Twist Foe	A	2	

Ant Man Action Table

#	Action	Type	Value	Notes:
1	Teamwork	X	-	Draw 2 Cards and Discard 1
2	Sabotage	X	-	(As Ant Man) Hold
3	Miniaturize	D	-	(As Ant Man)
4	Surprise	A	1	(As Ant Man)
5	Swat	A	1-2	(As Giant Man)
6	Crush	A	2	(As Giant Man)
7	Smack	A	2	(As Giant Man) Knockback
8	Throw Truck	A	3	Stun
9	Super Size	D	-	Or use as Red Jack
10	Get Around	M	2-3	-

Bucky The Winter Soldier Action Table

#	Action	Type	Value	Notes:
1	Metal Arm	A	1	Or Defense
2	Run	M	3	
3	Dodge	D	-	
4	Duck	D	-	
5	Slam	M	1	Then A = 1 Knockback
6	Sprint	M	K-4	
7	Punch	A	1	
8	Lock	X	-	Hold
9	Block	D	1	
10	Surgical Strike	A	1	Stun

Falcon Action Table

#	Action	Type	Value	Notes:
1	Wings	M	3-5	
2	Swoop	M	3	Then A = 1
3	Hover	M	1-3	
4	Evasion	D	-	Then M = 2-3
5	Wing Block	D	-	

#	Action	Type	Value	Notes:
6	Charge	M	2	Then A = 1 Stun
7	Drone Impact	A	2-3	
8	Drone Drag	A	3	Knockback
9	Chase	M	K	
10	Flyby	M	4	Then A = 1





Mass Warfare

Mass Warfare

WWII Technology. Generic countries. Production and strategic combat.

Terrain

TYPE	NOTES
Water	Ships only. This may represent oceans, lakes, or rivers
Bridge	Ships & Ground units may enter. This also represents ferrys
Barren	Bases can be built on this terrain. Also hills

Desert

Forest	Defense +1
Mountains	Defense +1, Only Infantry may enter this terrain
Mountain Pass	Defense +1
Marshland	Defense +1, Only Infantry may enter this terrain. Also Jungle
Mines	1 Metal
Agriculture	1-3 Food
City	1-6 Population; Defense +1
Oil Fields	1 Oil

Military Units

UNIT	POP	TYPE	METAL	MOVE	OIL	ATTK	RANGE	DEF	NOTES
Infantry	1	Ground	1	1	0	1	1	2	
Mechanized Inf.	1	Ground	2	2	1	1	1	2	
Tanks	1	Ground	3	2	1	2	1	2	
Artillery	1	Ground	3	1	1	2	2	1	
Anti-Aircraft	1	Ground	2	1	1	1	1	1	Can be used against nonair units
Fighters	1	Air	3	4	1	1	0	1	
Bombers	1	Air	3	8	1	2	0	1	Cannot attack other planes
Transports	1	Sea	3	2	1	0	0	1	Carry 2 Ground units
Warships	1	Sea	5	3	1	2	2	2	
Carrier	1	Sea	5	2	1	1	1	1	Carry 4 planes
Subs	1	Sea	3	2	1	1	1	1	Can only be attacked by Warships
Fortification	0	Base	3	0	0	0	0	+1	
Airfield	1	Base	3	0	0	0	0	0	
Port	1	Base	3	0	0	0	0	0	Build adjacent to water hex
Factory	1	Base	3	0	0	0	0	0	

The Map

Use a hex map. Assign each city a population value of 1-6. Write this in on the map. This maximum level does not change. Likewise, assign a value of 1-3 to all agricultural lands.

All mines & Oil fields have a level of one. Large

cities are represented by several adjacent city hexes.

Setup

Each player should begin by controlling a corner of the map that contains several cities (Population of around 15) and enough agricultural land to feed them.

They should also have access to nearby mines & oil fields. Each player starts with reserves of 30 oil and 30 metal. Each side starts with 1 Factory and 5 Infantry units positioned adjacent to the city hexes.

Stacking

Only one unit per hex. The exceptions include planes, and units carrying other units.

Victory Conditions

Control all cities on the map.

Turn Sequence:

1. INITIATIVE
2. AIR STRIKE DECLARATIONS
3. FIGHTER DEFENSE
4. FLAK DEFENSE
5. AIR STRIKE RESOLUTIONS
6. GROUND RETURN FIRE
7. AIR TRANSFERS
8. SEA MOVE
9. SEA ATTACK
10. GROUND MOVE
11. ARTILLERY ATTACKS
12. GROUND ATTACK
13. FREE ADVANCE
14. FOOD PRODUCTION
15. METAL PRODUCTION
16. OIL PRODUCTION
17. UNIT PRODUCTION
18. CLAIM TERRITORY
19. BUILD BASES
20. REPAIR & REINFORCEMENTS

Initiative

Each player roll 1D6. High roll wins. The Initiative winner goes first in each of the following phases.

Air Strike Declarations

Bombers and fighters may declare sortie attacks against targets within range of their airfield or carrier. Planes can attack any ground or sea unit except subs. Planes can also attack infrastructure: Cities, mines, factories, oil fields, airfields, and ports. If a carrier or transport is destroyed all units on board are also destroyed.

Fuel Rule

Every time a noninfantry unit moves, it uses up one oil from your oil reserves. This is 1 oil per turn, not one oil per hex.

Attack Rule

The attacking unit rolls its Attack dice and the defending unit rolls its defense dice. If the attackers

roll is higher than the defenders total, the defender is destroyed. Put a fire counter on any unit that was attacked but not destroyed. A unit gets -1 on its dice rolls for every fire counter on it. Terrain, fortification, and fire counter modifiers add pips not dice. For example: defending Infantry (2D6) in fortified (+1) mountains (+1) with one fire counter (-1) would have a roll of 2D6 +2 to defend.

Fighter Defense

If the target is in range of a fighter squad, the squads may scramble and attack. If the sortie units survive, they get to return fire with one attack die each.

Flak Defense

If an Anti-aircraft unit is the target, is in the same hex as the target, or is adjacent to the target, it may attack the plane. Warships and carriers function as Anti-aircraft units having one attack die.

Air Strike Resolutions

If the planes get past the fighter and flak defenses they may attack their targets. Infrastructures do not have Defense dice. Instead when the attacking plane rolls attack dice, the infrastructure receives one fire counter for every roll of 1-2 on D6. If an airbase receives a fire counter, all planes stationed there are destroyed.

Ground Return Fire

If a nonartillery ground unit survives an attack by a fighter, it may counterattack with small arms fire for one attack die.

Air Transfers

Planes that have not attacked may move to other airfields or carriers in range. An airbase may hold 10 planes. A carrier may hold 4 planes.

Sea Move

Transports can carry 2 ground units.

Sea Attack

Warships and subs may attack. Warships can attack subs with depth charges for one attack die if the sub is adjacent. No other units may attack subs.

Ground Move

A ground unit may use its move to board an adjacent transport or to disembark. Tanks & Mechanized infantry use up their move entering or leaving a forest, desert, fortification, mine, or city. Ground units cannot enter bridge spaces if the bridge has sustained fire counters.

Artillery Attacks

Artillery units get to attack. Attacks may target infrastructure inflicting 1D3 Fire counters. Artillery cannot attack if they moved this turn.

Ground Attack

Tanks, infantry, and mechanized infantry may attack. A ground unit may attack the infrastructure it occupies inflicting 1D6 Fire counters.

Free Advance

If a defender is destroyed the attacking nonartillery ground unit may enter the hex it occupied.

Food Production

Food is not saved from turn to turn. Compare the amount of food you produce to your city populations. The smaller number is your Unit Limit. Agricultural lands with fire counters do not produce anything. Cities with fire counters have their population score reduced by that amount to a minimum level of 0.

Metal Production

Extra metal is saved from turn to turn in your metal reserves. Each turn in this phase increase your metal reserves by the number of mines you control. Mines with fire counters do not produce anything.

Oil Production

Extra oil is saved from turn to turn in your oil reserves. Each turn in this phase increase your oil

reserves by the number of mines you control. Oilfields with fire counters do not produce anything.

Unit Production

If you have more units than your Unit Limit (This value determined in food production phase) you may not build units this turn. Expend the required amount of metal from your metal reserves to build the unit. Place the unit in a production site space: A factory for ground units, a port for ships, or an airfield for planes. A production site can only build one unit per turn. Production sites with fire counters do not produce anything.

Claim Territory

Gain control of any terrain you have infantry or mechanized infantry in. Recieve production from this hex starting next turn.

Build Bases

These can be built on any barren hex occupied by an infantry unit you control not adjacent to an enemy unit.

Repair & Reinforcements

Each unit and infrastructure may remove one Fire counter. The maximum number of fire counters a unit or infrastructure can have is six. Bridges will only be repaired if a player has an adjacent infantry unit and says he is repairing it.





Master & Commander

Far Side of the World

Introduction

A strategic 2-player simulation of naval combat in the Napoleonic era.

Victory

The player with the most captured ships at the end of the game wins. If tied the player who sunk the most ships wins.

End Of Game

The game ends when there are no ships left to capture or sink.

Components

- 16 Ship Tiles* (2 sets of colored tiles indexed from 1 to 8)
• 4 Quarters
• 8 Dimes
• 12 Nickles
• 1 Roll of Pennies or 50 double-sided tokens
• 1 Ship Position & Engagement Log*
• 2 Ship Skill & Damage Logs*
• 2 Pending Damage Logs*
• 1 8x8 Chess Board (or 8x8.doc)**
• 1 Red 6-sided die
• 1 White 6-sided die (more is better) GAME BOARD
SETUP Ships are represented by a numbered Ship Tile with a coin on top.

1q 2q 3d 4d 5n 6n 7p 8p

.. .. .
.. .. .
.. .. .
.. .. .
.. .. .
.. .. .

1q 2q 3d 4d 5n 6n 7n 8n
The numbers 1 to 8 are Ship Tiles.

- Q Quarter
D Dime
N Nickle
P Penny

Capital letters indicate heads (British) Lower-case letters indicate tails (French)

Ship Class

Ships are divided into (4) classes numbered 1 to 4. Ship Class determines how far the cannons fire. Ship Class determines the strength of the hull.

Ship Class determines the number of masts (limited to 3 per ship). Ship Class is represented by the color of the underlying Ship Tile.

- RED 4
GRN 3
BLU 2
YEL 1

Hull Strength

Hull Strength is a ship's primary attribute. Hull Strength can never be greater than the ship class. Hull Strength is represented by the type of the coin on top of the ship's tile.

- Quarter = 4
Nickle = 3
Dime = 2
Penny = 1

When Hull Strength is reduced replace the coin with one that represents the new value. Hull Strength is reduced by hull damage. Hull Strength never goes negative, excess hull damage is ignored.

Hull Strength of zero (0) indicates that a ship is taking on water.

Rigging (rig)

RIG tokens (pennies) represent broken masts. The RIG boxes on the damage log sheets are used to record broken masts. Broken masts can not exceed the number of masts, excess RIG damage is ignored.

Broken masts reduce the ship's movement. When broken masts equals the number of masts the ship can not sail.

Skill Table

Each ship has six (6) skill types. Use tokens (pennies) & ship log sheets to record changes in skill level. Heads = positive level, Tails = negative level.

- 1. (S)EA: Seamanship
2. (G)UN: Gunnery
3. (C)MD: Command Authority/Discipline
4. (M)OR: Morale/Courage/Health/Stamina
5. (A)IM: Marksmanship/Snipers/Muskets
6. (B)RD: Boarding/Swashbuckling/Hand-to-Hand Combat/Marines/Crew Size

All skills start at zero (0), skill boxes on log sheets are empty. Add or remove tokens as required so that

tokens in a square are all heads or all tails. No Skill Level may go above 3 (excess levels are lost).

No Skill Level may go below -3 (further reductions are ignored).

Initiative

The youngest player goes first.

Turn Sequence

Players take turns.

1. Drift & Tides
2. Wind
 - * Skill Roll
 - * Gusts & Shifting Winds
 - * Repairs & Storm Damage
4. Movement
 - * Anchor
 - * Kedge
 - * Sail
 - * Tow
 - * Ram
 - * Dock
5. Range in All Guns
6. Windward Position
7. Repairs & Damage Control
 - * Man the Pumps
 - * Unfoul Spars & Rigging
 - * Transfer Command

Red	DIRECTION
1,2	Up
3,4	No Change
5,6	Down
White	DIRECTION

Direction is determined from the perspective of the person rolling the die. If the adjacent square in the direction of drift is unoccupied the ship moves there. If the square in the direction of drift is off the map or occupied ignore the roll.

2 Wind

Roll a white die, the enemy rolls a red die. MOVE starts at zero (0)

Wind	MOVE
1,2	0
3,4	+1
5,6	+2

Add the resulting MOVE from each wind die (red & white).

3 Event

If the numbers on both wind dice (red & white) are even (2,4,6) goto step 4 Wind Event

1. Skill Roll

- * Extinguis Fires
 - 8. Burn Damage
 - 9. Sinking Ships
 - 10. Sunk Ships
 - * Rescue Operations
 - 11. Raise the Ensign (rules of engagement)
 - 12. Weather Gage
 - 13. Simultaneous Attacks
 - 14. Tactical Advantage
 - 15. Bow Chasers
 - 16. Combat Charts
 - 17. Heavy Broadships
 - 18. Fire! Chasers, Long Guns, and Carronades
 - 19. Accuracy
 - 20. Muskets on the Fighting Top
 - 21. Inexperienced/Inept Gun Crews
 - 22. Blunders
 - 23. Damage Distribution
 - 24. Heated Shot
 - 25. Grapeshot & Cannister
 - 26. Grapple
 - 27. Repel Attack
 - 28. Board
- Goto step 1. Begin a new turn.

1 Drift & Tides

Drift only applies while engagement tokens are in play. The enemy may elect to ignore drift, goto step 2. The enemy may instead select one of your ships.

Roll a white die, the enemy rolls a red die.

Red	DIRECTION
1,2	Left
3,4	No Change
5,6	Right

3. Gusts & Shifting Winds
5. Repairs/Storm Damage

Skill Roll

Wind	Result
White=1	+1 Skill Level
Red=1	-1 Skill Level

Roll a die to determine which skill is affected (see SKILL TABLE)

Gusts & Shifting Winds

Repeat the following roll for every MOVE you expend during this turn. GUST starts at zero (0)

Wind	GUST
Wht=3	+1
Red=3	+1

Roll a die for every GUST and add or subtract SEAMANSHIP.

Gust	MOVE
< 0:	-2
1,2:	-1
3,4:	0

Determine the result of each Gust roll and modify MOVE accordingly.

Repairs & Storm Damage

Wind	Result
Wht=5	+1 Hull Strength (limited to ship class)
Red=5	+1 DAMAGE (see DAMAGE DISTRIBUTION)

Kedge	Result
1-3	Failed
4+	Move to any unoccupied adjacent square (docking is not permitted)

Sail

You select any one (and only one) ship to sail. The MOVE determined by the wind dice indicates how many squares a ship must sail. Subtract 1 MOVE for every broken mast.

Add 1 MOVE for every positive level of SEAMANSHIP. Roll for Gusts & Shifting winds (if applicable) and adjust MOVE accordingly. The ship can not return to the last square from which it just sailed.

The ship can sail into any other unoccupied adjacent square (including diagonal).

Tow

If another of your ships is adjacent to your sailing ship you may elect to tow. Each time the ship sails the ship being towed follows. TOW equals the lead ship's class minus the towed ship's class.

Consult the table below and modify MOVE accordingly.

TOW	MOVE
-3,-2	-3
-1, 0	-2
1+	-1

If another of your ships is adjacent to the last ship in line being towed you may tow it. 1) Provided you have movement remaining. 2) Provided the ship's class is less than the class of the ship in front of it.

Consult the table again with the last ship being the towed ship.

Ram

If there is an adjacent enemy ship and you have movement left you may ram it. Ramming will absorb all remaining movement (remain in your current square). Ramming is treated like regular combat (simultaneous attacks).

See COMBAT CHARTS for Attack Dice & Damage Allocation.

Gust	MOVE
5,6:	+1
6+:	+2

4 Movement

Anchor

You may elect not to move any ships this turn.

Kedge/warp

You may forfeit the wind roll and elect to kedge. Roll a die and add any positive SEAMANSHIP & MORALE skill levels to the roll.

Dock

Once a ship docks it is out of the game and may not return (remove the ship tile from play) Docking requires that you have enough movement to sail off your side of the game board. You can NOT kedge into a dock. You can NOT dock while your ship is engaged.

5 Range In All Guns

Determine all targets within range of your guns. Range is the number of squares between a ship and its target (including diagonal). Short range is a range of zero (0) Long range is a range greater than zero, but less than or equal to the ship's class.

For multiple targets at multiple ranges decide whether to attack at short or long range. Once you commit to a range you can not alter it until next turn. If there are no targets within range of your sailing ship goto step 7.

6 Windward Position

If you did not sail this turn or there are engagement tokens currently in play goto step 7. Select a target even if you don't intend to attack. Windward Position equals White MOVE (wind table) minus Red MOVE (wind table) Subtract 1 point for each BROKEN MAST.

Add one point for each positive level of COMMAND AUTHORITY Add one point for each of the target ship's negative levels of SEAMANSHIP & COMMAND AUTHORITY. If Windward Position is greater than plus four (+4) the sailing ship has the weather gage. A ship with the weather gage gains 1 optional MOVE.

7 Repairs & Damage Control

Repair tokens are any coin except pennies in the skills section of the pending damage log. Repair tokens left over from the previous turn are removed. You may temporarily reduce one or more skills & allocate them to repair & damage control.

The only skills that can not be allocated are COMMAND AUTHORITY & MORALE. Record the temporary reduction in skill level(s) with the repair tokens. For each new repair token select one of the four (4) categories below:

Man The Pumps

For every repair & damage control point you designate for manning the pumps roll:

D6	Result
1,2	Ship is kept afloat.
3-6	Keep pumping, ship is still sinking.

Unfoul Spars & Rigging

For every repair & damage control point you designate to rigging roll:

D6	Result
1,2	Remove 1 broken mast.
3-6	Keep working at it, rigging is a mess.

D6	Result
1,2	Fire is extinguished, remove fire token.
2-4	Controlled fire is extinguished, uncontrolled fires is controlled (flip fire token)
5,6	Fire rages on, No Change.

8 Burn Damage

Controlled fires do not do any damage as long as you made an attempt to extinguish each one. Any con-

Transfer Command

Transfer tokens are any coins other than pennies in the CMD boxes of the damage log. If you have transfer tokens from the previous turn you may transfer command at this time. You may only transfer command authority skill levels to a single adjacent ship.

To transfer neither ship can have moved this turn & neither will be able to move next turn. One repair token is required for every level of command authority transferred. To indicate a pending transfer replace the CMD level tokens with transfer tokens.

The transfer will take place next turn.

Extinguish Fires

Fires are represented by fire tokens (pennies) in the fire box on the pending damage log. Heads-up fire tokens are uncontrolled fires and tails-up tokens are controlled fires. For every repair & damage control point you allocate to extinguishing fires roll:

trolled fires that were not allocated a damage control point become uncontrolled. Uncontrolled fires require a burn roll:

D6	Result
1	Fire spreads, add a token (penny) to the fire box on the pending damage log sheet.
2,3	Fire ignites powder keg or magazine, +1 DAMAGE (see DAMAGE DISTRIBUTION)
4-6	No fire damage sustained this turn.

9 Sinking Ships

Sinking ship tokens are pennies in the sinking boxes of the pending damage log. All ships with hull

strength of zero (0) that did not successfully pump water:

D6	Result
1-3	Ship remains afloat (add a sinking ship token if it doesn't already have one)
4-6	Ship Sinks

10 Sunk Ships

Remove all of the ship's pending damage tokens from play. Remove all of the ship's negative skill level tokens from play. Remove all of the ship's broken mast tokens from play.

Place a token heads-up in the sunk/captured box on the position & engagement log. If no ships are adja-

cent (including diagonal) to the sunk ship remove the ship tile.

Rescue Operations

Each ship adjacent to the sunk ship may roll a rescue die for each remaining skill level.

D6	Result
1,2	Crew member rescued, transfer the skill level token to your ship.
3-6	Crew member drowned or captured, skill level token is removed from play

11 Raise The Ensign (rules Of Engagement)

Engagement tokens are pennies in the LONG, SHORT, or GRAPPLE boxes of the engagement log. Turn all engagement tokens heads-up to indicate that the ships have not fired this round. After a ship fires on a target the engagement token is flipped over to the tails side.

Any ship with an engagement token is fair game for any other ship in range (engaged or not). Any non-engaged ship that attacks becomes engaged (place a token on long or short) If an engaged ship begins turn out of range of all engaged enemy ships remove engagement token. No ship may ever attack more than one target in a single combat round.

12. WEATHER GAGE

A ship can only have the weather gage when there are no engagement tokens in play. Only a ship with weather gage can attack a ship that does not have an engagement token. A ship with weather gage attacks 1st & damage is assessed before the target returns fire.

After a ship with weather gage attacks, both attacker and target become engaged. Weather gage is only in effect in the 1st round of combat.

13. SIMULTANEOUS ATTACK

Other than weather gage all attacks are simultaneous. Each ship can only attack one target. Damage for simultaneous attacks is recorded on the pending damage log.

Damage on the pending damage log does not take

POSITION Result

Bows-On You & the enemy can only fire bow-chasers

Rake the Bow The enemy can only fire bow-chasers To fire bow-chasers ignore all skill levels and roll a single attack die (see COMBAT CHARTS)

16. COMBAT CHARTS

skill:	s	g	c	m	a	b	-	a	g	c	m	a	b
RANGE:	+S	+G	+C	+M	.	.	-	-S	.	-C	.	.	.
CLOSE:	.	+G	+C	+M	+A	.	-	.	.	-C	-M	-A	.
BOARD:	.	.	.	+M	+A	+B	-	.	.	.	-M	-A	-B
RAM:	-

Skills:

s SEA
g GUN
c CMD
m MOR
a AIM
b BRD

+ Add attacker's positive skill level
- Add target's negative skill level
. Ignore this skill level

If the number of attack dice results in zero (0) then use 1 attack die.

17. HEAVY BROADSIDE

Same as a broadside except add 1 additional attack die.

effect until all ships have attacked. Start from top to bottom and work from left to right on the engagement log conducting attacks. After a ship attacks flip the engagement token over tails-up to indicate that it has fired.

After all attacks are completed transfer the damage from the pending log to the damage log.

14 Tactical Advantage

Roll a white die, the enemy rolls a red die. Adjust the roll either positive or negative by adding the following skill levels: Add or subtract your SEAMANSHIP & COMMAND AUTHORITY levels to the white die. Add or subtract the enemy's SEAMANSHIP & COMMAND AUTHORITY levels to the red die.

Subtract 1 for every broken mast from the white die. Subtract 1 for every enemy broken mast from the red die. To determine TACT subtract the resulting red die total from the resulting white die total.

TACT	POSITION
-	Broadside
0	Bows-On
1-4	Heavy Broadside
5+	Rake the Bow

15. BOW-CHASERS

Applies only when POSITION is Bows-On or Rake the Bow.

Number Of Attack Dice

Starting Number of Attack Dice = Ship Class Modify Number of Attack Dice According to the Chart below: Attacker vs Target

18. FIRE! Chasers, Long Guns & Carronades

HIT starts out at zero (0) Roll the number of attack dice.

Attack	Result
1	+1 HIT
2-6	Miss

Add the results of all attack rolls, and modify HIT accordingly.

19. ACCURACY

Applies to long range attacks only. The number of accuracy dice is determined by the range. Reduce the number of accuracy dice required by the attacker's GUNNERY skill level.

If the number of accuracy dice is less than one (1) then use a single accuracy die. Accuracy Result

D6	Result
1,2	Missed Target (-1 HIT)
4-6	Accuracy OK, No Change.

20. MUSKETS ON THE FIGHTING TOP (poor aim)
Applies to short range attacks only and when AIM is less than zero (0) For every negative AIM level on your ship your enemy rolls a die for you:

D6	Result
1	Missed Target (-1 HIT)
5-6	Aim OK, No Change.

D6	Result
1,2	Went as Planned , No Change
3,4	-1 GUN skill level
5,6	-1 Skill level, roll for skill (see SKILL TABLE)

23. DAMAGE DISTRIBUTION
All remaining HIT points are converted to DAMAGE.

	1	2	3	4	5	6
LONG:	H	H	S	S	R	x
SHORT:	H	H	S	S	R	R
BOARD:	S	S	S	S	R	R (defender)

H HULL DAMAGE, **S**=SKILL ROLL (-1 LEVEL), **R**=RIG (BROKEN MASTS), **x** = MISSED (NO DAMAGE)
24. HEATED SHOT

D6	Result
1	Ignites Fire (place a fire token on the target ship)
2-6	No fire started, No Change.

25. GRAPESHOT & CANNISTER
For every point of DAMAGE that reduced one of your

D6	Result
1	Lose another skill level
2-6	Grapeshot & Cannister had no secondary effects.

26. GRAPPLING (boarding nets & pikes)
If you are already grappled goto step 27. Grapple tokens are pennies in the grapple boxes on the engagement & position log. Neither ship can have moved this

D6	Result
1-4	Successful (add a grapple token to the target ship)
5,6	Failed to Grapple, No Change.

27. REPEL ATTACK/UN-GRAPPLE (muskets, axes & grapeshot)

D6	Result
1,2	Successful (remove the grapple token)
3-6	Failed

21. INEXPERIENCED & INEPT GUN CREWS (mis-loaded guns, overloaded grapeshot)

For every negative GUN level on your ship your enemy rolls a die for you: 1,2 Crew manages to render its own gun ineffective (-1 HIT) 4-6 Gun Crew Performed Adequately, No Change.

22. BLUNDERS (locks fail, naval bolt breaks, canon bursts)

Roll a single die for each ship that fires a shot.

D6	Result
1	Blunder (-1 HIT & roll a blunder die)
5-6	No Blunders, No Change

Blunder Result

Damage Die

	1	2	3	4	5	6
BOARD:	S	S	S	S	S	S (attacker)
RAM:	H	H	S	S	S	S
BURN:	H	H	S	S	S	R

When either side's ship #1 cannons fire roll a fire die per DAMAGE point.

skill levels roll:

turn.

Your ship must be engaged with the target at short range.

28. BOARD (pistols, cutlasses & knives)

Boarding occurs if a ship that was grappled at the start of the turn fails to ungrapple. Players continue to attack each other simultaneously using boarding COMBAT CHARTS. Fight until a ship's BOARDING skill is as negative as its ship class is positive (limit 3).

If the target ship lost it is captured. If the attacker lost, hand-to-hand combat is now over. Remove all grapple tokens.

29. CAPTURED SHIPS

If any ships were captured: Remove all tokens & the ship tile. Add a token (penny) tails-up in

Sunk/Captured box on the position & engagement log.

End Of Turn Sequence

Goto step 1... begin a new turn.





Master Of Venice

Introduction

Card game for 2-4 players. Players take the roles of rival powerful Families in circa 15th century Venice.

The Deck

Players share a common deck.

Cardset

[Click here for this amazing cardset by Zak.](#)

Victory

The player with the most gold at the end of the game wins. The Game ends when players have gone through the deck twice.

Bits & Pieces

Use change to represent gold (zecchino or ducato d'oro). Six sided dice are needed.

1D6	Result:	Notes:
1	Unprofitable Trip	No Gold earned
2-3	Profitable Trip	Earn 1 Gold
4-5	Fine Profit	Earn 2 Gold

Cogs and caravans attached to Trade Routes get a bonus +1 or +2 to the Roll. (A Cog or caravan can only be attached to one trade route) If you control the Pope gain 5 gold per turn If you control the Doge gain 3 gold per turn If you control the Office of Council Head gain 2 gold per turn If you control the Office of General gain 2 gold per turn If you control the Office of Admiral gain 2 gold per turn If you control the Office of Construction gain 1 gold per turn Note: Trade routes do not generate gold, they increase the income of attached Cogs/Caravans. Gain one Gold for every Cog/caravan attached to one of your Trade routes, that is owned by another player.

Diplomacy Phase

Players may make (secret) deals, alliances, and trades in this phase. In the true Machiavellian spirit, nothing is binding.

Turn Sequence

Each turn is divided into 8 phases: Draw Phase Revenue Phase Diplomacy Phase Expansion Phase Event Phase War Phase Pope Phase Doge Phase

Cards In Play

A card "put into play" is placed face up in front of its owner and stays in play until some other card or rule causes it to be discarded. A player derives benefits every turn from the cards he has in play. Other cards (not put into play) produce an effect and are then discarded.

Note: Many cards have a cost in gold to be played or put into play.

Draw Phase

Each player draws 1 card. If the deck runs out, shuffle the discard and draw from it.

Revenue Phase

Each player automatically gains 3 Gold. Players derive additional income (gold) from their possessions. Roll 1D6 for each Cog or Caravan:

1D6	Result:	Notes:
6	Worthy Profit	Earn 3 Gold
7	Great Profit	Earn 4 Gold
8+	Fabulous Wealth	Earn 5 Gold

Expansion Phase

Players may put Army, navy, cog, caravan, trade routes, and patronage cards into play. These cards remain in play. Popularity cards may be played. Popularity cards are discarded at the end of the turn.

A player may build a Villa if he doesn't already have one. A Villa costs 10 Gold to Build. (7 Gold if you hold the Office of Construction) Patronage, Pageant, Feast, Masquerade cards can only be played if you control a Villa. Note: Caravans and Cogs can be played with no trade route attached.

A Trade Route may have up to 3 Cogs/Caravans attached. You may attach Cogs/Caravans to Trade routes controlled by opponents. Some Trade Routes can only attach either Cogs or Caravans.

Event Phase

Players may play event and crime cards in this phase. If you negate a crime card with a caught card, the player who played the crime card loses 1D6 Gold

and automatically loses the next election. You may discard (from play or hand) a Guard or Mercenary card to negate a Brigands card.

You may discard (from play or hand) a War Galley card to negate a Pirates card. Only the controller of the Pope can play Excommunicate or Call Crusade cards. Only the controller of the Office of Council Head can play accusation cards.

War Phase

Players may play War or Army cards in this phase. If you play a War card, the current controller the Office of General must pay 2D6 (minus the number of Armies he controls) gold or lose the game. If you play a War card, the current controller the Office of Admiral must pay 2D6 (minus the number of Navies he controls) gold or lose the game.

You may discard (from play or hand) a Mercenary or Condotierri card to take control of a target Caravan or Trade Route. Your opponent may discard (from play or hand) a Guard or Mercenary card to negate your play. You may discard (from play or hand) a War Galley card or privateer, to take control of a target Cog or Trade Route.

Your opponent may discard (from play or hand) a War Galley card to negate your play.

Pope Phase

(The highest Church Official is the Pope) Roll 1D6. On a roll of 6 the Pope dies and a new Pope must be elected. Players vote for the new Pope. To vote, you must control at least one Cardinal. Each player makes a secret bid. A bid consists of a number of Votes.

Gain 1 vote for each Cardinal you control. Gain 1 vote for each Gold you bid (Bribes). Gain votes for Popularity cards you have in play this turn.

Gain Votes for Intrigue cards you play. The player with the most votes wins the election and gains control of the Pope. If there is a tie, those players roll high on 1D6 to see who wins.

One cardinal of the winning player becomes the new Pope.

Card List

Card Name	#	Type	Cost	Gold	Notes
Cardinal	12	C	3	1	
Senator	12	S	3	1	
Cogs	15	G	3	2	
Caravan	10	V	3	2	
Assassination	1	R	2	-	Discard target person
Arson	1	R	2	-	Destroy target Villa
Slander	2	R	2	-	Discard target person
Caught	1	R	1	-	Negate a Crime Card
Intrigue	4	I	2	-	Worth 4 Votes

Doge Phase

(The highest Venetian Government Official is the Doge) Roll 1D6. On a roll of 6 the Doge dies and a new Doge must be elected. Players vote for the new Doge. To vote, you must control at least one Senator. Each player makes a secret bid. A bid consists of a number of Votes.

Gain 1 vote for each Senator you control. Gain 1 vote for each Gold you bid (Bribes). Gain votes for Popularity cards you have in play this turn.

Gain Votes for Intrigue cards you play. The player with the most votes wins the election and gains control of the Doge. If there is a tie, those players roll high on 1D6 to see who wins.

One senator of the winning player becomes the new Doge. The player who controls the Doge must immediately appoint to each player, including himself, control of 1 of 4 Offices: Office of Council Head, Office of General, Office of Admiral, and Office of Construction. These appointments last until the next election.

Card Type Notation

Number of that card in the deck

Cost Amount of Gold it costs to put this card into play

Gold Amount of Gold this card generates in Revenue phase

C Cardinal

S Senator

G Cogs (Fleet of Sailing ships used for trade)

V Caravan

W War

E Event

A Army

I Intrigue (Play and pay for during votes)

N Navy

R Crimes

T Trade Route

P Popularity

U Artists & Scientists

Card Name	#	Type	Cost	Gold	Notes
Patronage	3	U	3	1	Worth 1 Vote
Pageant	1	P	2	-	Worth 5 Votes in Doge Phase
Feast	1	P	1	-	Worth 3 Votes in Doge Phase
Masquerade	1	P	3	-	Worth 7 Votes in Doge Phase
Benifice	1	P	1	-	Worth 3 Votes in Pope Phase
Act of Devotion	1	P	2	-	Worth 5 Votes in Pope Phase
Build Church	1	P	3	-	Worth 7 Votes in Pope Phase
Explorer	2	E	3	-	Draw 3 cards
The Turks	1	W	-	-	
The Geonese	1	W	-	-	
The Golden Horde	1	W	-	-	
League of Cambri	1	W	-	-	
Antioch	1	T	2	+1	
Rome	1	T	2	+1	
Aegean Sea	1	T	2	+2	Attach Cogs only
Byzantium	1	T	2	+1	
Ottoman Empire	1	T	2	+1	
Hanseatic League	1	T	2	+1	
Timbuktu	1	T	2	+1	
Mamluks	1	T	2	+1	
Mughal Empire	1	T	2	+1	
The Silk Road	1	T	2	+2	Attach Caravans only
Mercenaries	2	A	3	-	
Guards	2	A	2	-	Defense only
Condottieri	2	A	2	-	Attack only
War Galleys	2	N	3	-	
Privateers	2	N	2	-	Attack only
Call Crusade	3	E	4	-	Draw 5 cards
Excommunicate	2	E	2	-	Discard target card
Indulgences	2	E	-	-	Gain 1 Gold per Cardinal you control
Taxes	2	E	-	-	Gain 1 Gold per Senator you control
Black Death	1	E	-	-	Discard target Trade Route
The Reformation	1	E	-	-	Discard target Trade Route
Storm	1	E	-	-	Destroy target Cog or Caravan
Pirates	2	E	-	-	Destroy target Cog
Brigands	2	E	-	-	Destroy target Caravan
The Pope Dies	1	E	-	-	Play in Pope Phase
The Doge Dies	1	E	-	-	Play in Doge Phase
Accusation	3	E	2	-	Discard target Senator
Senator Dies	1	E	-	-	Discard target Senator
Cardinal Dies	1	E	-	-	Discard target Cardinal

Faq's

- When the Pope/Doge dies, i assume that the relative senator/cardinal card is eliminated - is that right ? Yes
- Caravans and Cogs can be played with no trade

route attached ? Yes

Game Designers Notes

Thanks for the suggestions Zak.





Masters Of Europe

Introduction

Board game for 3-6+ players. Theme: Balance of Power in Early Modern Europe.

Victory

The game ends when 1 or more players goes over 100 Victory Chips. The winner is the player with the

Country:	Notes:
England	Major
France	Major
Spain	Major
Prussia	Major
Austria	Major
Italy	Major
Netherlands	Major
Russia	Minor

Each Country must be large enough to hold several stacks of Tokens and Cubes.

Control Tokens

Each player has a set of Control Tokens (CT) of a unique Color.

Victory Chips

Players share a common set of Victory Chips. Use Poker Chips.

Industry Cubes

Players share a common set of Industry Cubes. The cubes are all the same color.

The Master Deck

Players share a common deck. There are 3 types of cards: Country Cards Number Cards Action Cards

Leader Token

The player in possession of the Leader Token goes first each turn. Play proceeds clockwise. This is referred to as Initiative Order.

Setup

Players roll high on 1D6 to determine who gets the Leader Token. Each Player places 10 of his Control

most Victory Chips. If tied, the tied player who controls the most Countries wins.

If still tied settle it by Arm Wrestling.

The Map

A Map is required showing the following countries:

Country:	Notes:
Sweden	Minor
Norway	Minor
Denmark	Minor
Belgium	Minor
Portugal	Minor
Poland	Minor
Hungary	Minor

Tokens onto Countries on the Map. In Initiative Order players take turns placing one Token at a Time.

A player cannot place more than 5 Tokens in a single Country.

Round Sequence

Each Round has 5 Phases:

1. Draw Phase
2. Trade Phase
3. Action Phase
4. Score Phase
5. End Phase

Draw Phase

Each player draws 6 Cards from the Master deck. If the deck runs out, shuffle the discard and draw from it.

Trade Phase

Players may freely trade Cards and Victory Chips.

Action Phase

In Initiative Order Players take turns. Each player gets 1 Turn during this phase. During his turn a player may make 1 or more Melds.

A Meld must contain 1 Country Card, 1 Action Card, and 1 Number Card. The effect of the Meld is based on the Action Card: In all cases X = the value of the Number Card. Control Tokens = CT If you have the most CT on a Country you are said to control it.

If there is a tie for most, no one controls it. All Meld cards are discarded.

War Meld

Remove X enemy CT from that Country. Put X of your own CT onto that Country.

Marriage Meld

Add X CT onto that Country. It must be a Country you do not control. Immediately earn X Victory Chips.

Royalty Meld

Add X CT to that Country. Draw 1 Card.

Industry Meld

Add X Industry Cubes onto that Country. Immediately earn X Victory Chips.

Treaty Meld

Move up to X CT to or from that Country to or from any other Country. After Moving Tokens, you may draw 2 Cards and discard 1 Card.

Revolution Meld

Remove X CT from that Country. The CT must be from the player that controls that Country. Steal X Victory Chips from that Player.

Master Deck Card List

Name:	Type	#	Notes:
England	M	3	
France	M	3	
Spain	M	3	
Prussia	M	3	
Austria	M	3	
Italy	M	3	
Netherlands	M	3	
Major Power	M	2	Any Major Country
Minor Power	O	1	Any Minor Country
Russia	O	1	
Sweden	O	1	
Norway	O	1	
Denmark	O	1	
Belgium	O	1	
Portugal	O	1	

Absolutism Meld

Remove X CT from that Country. The CT must be from a player that does not control that Country. That player loses X Victory Chips.

Alliance Meld

Play 2 Country Cards. You must already have CT in at least one of those Countries. Put X CT onto Both Countries.

Score Phase

Go through all the Countries one at a time. The player that controls the country gets Victory Chips equal to X + the number of Industry Cubes in that Country.

X 5 for a Major Country

X 2 for a Minor Country

End Phase

Max hand size is 4 cards. Discard excess cards. The Leader passes the Leader Token to the player on his left.

Master Card List Notation

M Major Country Cards

O Minor Country Cards

N Number Cards

A Action Cards

Copies of that card in the Deck

Name:	Type	#	Notes:
Poland	O	1	
Hungary	O	1	
War	A	4	
Marriage	A	4	
Treaty	A	4	
Royalty	A	4	
Industry	A	4	
Revolution	A	4	
Absolutism	A	4	
Alliance	A	4	
One	N	8	
Two	N	8	
Three	N	8	
Four	N	8	





Masters Of India

Introduction

Card game for 2-4 players. India circa 1700's Each player controls a European power that has Colonial ambitions in India.

The Colonial Powers

Each player must pick as his identity one of the 4 Powers: Portuguese, Dutch, English, French All players must be of a different power.

Victory

The player with the most Raj Tokens at the end of the game wins.

End Of Game

The game ends after 10 rounds.

Rounds

During a Round , each player gets 1 turn. Players take turns in the following order within a round:

1. Portuguese
2. Dutch
3. English
4. French

Raj Tokens

Players share a common set of Raj Tokens. There are an unlimited number of Raj Tokens.

Province Tokens

Players share a common set of Province Tokens. There are exactly 12 Province Tokens. Province Tokens can be either owned by a player or they can be Neutral, not owned by any player.

A player may have zero Province Tokens and still be in the game.

The Empire Deck

Players share a common deck.

Setup

Players select their Nationalities. Each player starts with zero Province Tokens.

Turn Sequence

Players take turns as described in the "Rounds" Section. Each turn has 7 Phases:

1. Opportunity Phase
2. Uprising Phase
3. Expansion Phase
4. Submission Phase
5. Contest Phase
6. Trade Phase
7. Colonial Phase

Opportunity Phase

Each player fills their hand to 7 cards. If the deck ever runs out, shuffle the discard and draw from it.

Uprising Phase

Each of your opponents in turn may play (discard) an Uprising card. To negate an uprising card you must discard a Leader, Diplomacy, Native Ally, or Colonial Army card. If you do not negate an uprising, one of your Provinces becomes Neutral.

Expansion Phase

You may discard Empire cards from your hand. For each such card you discard, draw 2 cards from the deck.

Submission Phase

You may capture a Neutral Territory by playing (discarding) 1 Sea Power card and either 1 Colonial Army or Diplomacy or Leader card.

Contest Phase

You may attempt to capture a Territory controlled by an Opponent. Declare your target Opponent. Your opponent may negate your attempt by playing a Diplomacy card.

If not negated the attempt continues: First both players starting with the current player must take turns Playing Sea Power Cards. If the current player plays more cards, the Attempt may continue to the next phase, otherwise the attempt fails. Second (if the current player had greater Sea Power), both players Starting with the current player, may play Colonial Army and Native Ally cards. The player who plays the most cards wins.

If one side plays a Colonial Army card, and the other side does not, the side that played the Army card automatically wins. If the current player wins, he may

take 1 Province card from his opponent Discard all played cards.

Trade Phase

Gain 1 Raj Token for each Province Token you control. Play (Discard) Trade cards for 1 Raj Token each. You cannot discard more Trade cards than Provinces you own.

Colonial Phase

The current player may discard up to 2 cards from his hand. Max hand size is 7 cards. Discard excess

cards.

Card List Notation

S Sea Power
C Colonial Army
L Leader
D Diplomacy
E Empire
N Native Ally
T Trade
U Uprising

The Empire Deck

Card Name:	#	Type	Note
Navy	5	S	
Fleet	5	S	
European Troops	5	C	
Sepoys	5	C/N	
General	1	L/C	
Admiral	1	L/S	
Governor	1	L/D	
Explorer	1	L/E	
Balance of Power	1	D	
Nabobism	1	D	
Treaties	1	D	
Threats	1	D	
Promises	1	D	
Strategy	1	E	
European Wars	1	E	
Arrogance	1	E	
Ambition	1	E	
Native Ally	5	N	
Muslim Revolts	1	U	

Card Name:	#	Type	Note
Mughal Armies	1	U	
Hindu Guerillas	1	U	
Maratha Raids	1	U	
Nawab Rebellion	1	U	
Albuquerque	1	L/E	Portuguese Only
Clive	1	L/C	English Only
Dupliex	1	L/D	French Only
Spice Trade	1	T	Dutch Only
Bay of Bengal	1	T/S	
Arabian Sea	1	T/S	
Indian Ocean	1	T/S	
Triangular Trade	1	T	
Trading Company	1	T	
Merchants	1	T	
Greed	1	T/E	
Plunder	1	T/E	
Trade Route	1	T	
Factories	1	T	

Optional Colonial Powers Special Abilities

Each European Power has its own special power:

Portuguese

The Portuguese start the game controlling 3 Provinces.

Dutch

The Dutch can discard as many cards as they like in their Colonial Phase. The Dutch get 2 Raj Tokens

for every Trade card they discard in Trade Phase.

English

The English draw 2 extra cards on their turn in Opportunity Phase.

French

The French earn 1 Raj Token immediately every time they Capture a Province Token.





Masters Of The Universe

Introduction

Help He-Man defeat Evil Skeletor and his Minions.

Decks

One player uses a Good Deck. The other player uses an Evil Deck. Each deck has 2 discard piles: A Reserve pile and a Casualty pile.

Turn Sequence

Each turn has 4 phases: Draw Phase Redraw Phase Battle Phase Discard Phase

Draw Phase

Each player fills his hand to 10 cards. If a players deck runs out, shuffle the reserve pile and draw from it.

Redraw Phase

Players may discard up to 5 cards and refill hand to 10 cards.

Battle Phase

Each player may play up to 4 Heroes/Creatures from their hand face up to the table. You cannot play 2 or more cards of the same hero. Each hero may attach 1 weapon card and 1 vehicle card.

Creatures may not attach weapons or vehicles. Each Player can also play one Special card and one Plot Device Card. Each player calculates the battle total for his hand: Add up the Force value of all your cards.

The side with the most Flying cards adds 5 to his Battle Total. The side with the most Spy cards adds 5 to his Battle Total. The side with the most Vehicle cards adds 5 to his Battle Total.

The side with the most Creature cards adds 5 to his Battle Total. The side with the most Hero cards adds 5 to his Battle Total. The side with the most Spell Caster cards adds 5 to his Battle Total.

The side with the most Weapon cards adds 5 to his Battle Total.

Discard Phase

Compare the players Battle Totals. The player with the higher total wins the hand. The winner discards his played cards to his Reserve pile.

The loser discards his hand & cards to his Casualty pile. (Not his Reserve pile) If the players tie, both hands go to their Reserve piles.

Object

A player loses when all of his Leader cards are in his Casualty pile. The other player wins the game.

Card List Notation

Number of that card in the deck.

H Hero

W Weapon

C Creature

V Vehicle (or Steed)

F Unit can Fly (Heroes that Fly cannot attach Vehicles)

S Special Card

P Plot Device

Heroic Warriors Of Eternia Deck Card List

Card Name:	#	Type	Force	Notes
He-Man (Leader)	6	H	10	The Most Powerful Man in the Universe
Prince Adam (Leader)	1	H	3	
She-Ra (Leader)	1	H	9	He-Man's Sister
King Randor (Leader)	1	H	8	Heroic Ruler of Eternia
Sorceress	1	H	4	Guardian of Grayskull (Spell Caster)
Man-At-Arms	1	H	7	Master of Weapons (May have 2 Weapons)
Teela	1	H	6	Goddess of Magic (Spell Caster)
Ram-Man	1	H	8	Human Battering Ram
Orco	1	C	5	Court Magician (Spell Caster)
Fisto	1	H	9	Heroic Hand-to-Hand Warrior

Card Name:	#	Type	Force	Notes
Granamyr	1	C	9	Ancient Dragon (Spellcaster)
Buzz-Off	1	HF	5	Warrior Bee
Mekaneck	1	H	4	Human Periscope (Spy)
Stratos	1	HF	4	Heroic Winged Warrior
Moss Man	1	H	6	Heroic (Spy) and Master of Camouflage
Gwildor	1	H	3	Creator of the Cosmic Key (Spell Caster)
Sy-Klone	1	HF	9	Heroic Fist-Flinging Tornado
Man-E-Faces	1	H	7	Heroic human ... robot ... monster
Rio Blast	1	H	6	Heroic Transforming Gunslinger
Extendar	1	H	6	Warrior Machine
Roboto	1	H	8	Heroic Mechanical Warrior
Rotar	1	H	6	Energy Zoid
Snout Spout	1	H	5	Heroic Water-Blasting Firefighter
Clamp Champ	1	H	8	Master of Capture
Stondar	1	H	7	Heroic Rock People Leader
Rokkon	1	H	6	Young Brave Battling Boulder
Tytus	1	C	9	Heroic Giant Warrior
MegaLaser	1	W	8	
Laser Rifle	1	W	6	
Battle Armor	1	W	7	
Blast Pistol	1	W	5	
Power Sword	1	W	10	(Can only be Attached to He-Man)
Sword	1	W	4	
Battle Axe	1	W	4	
Reflecting Shield	1	W	3	
Mace	1	W	2	
Cosmic Key	1	W	9	Counts as Spell Caster
Thunder Punch power	1	S	10	(Can only be Attached to He-Man)
Atak Trak	1	V	4	Cycle with Treads and Guns
Battle Cat/Cringer	1	V	8	Heroic Fighting Tiger
Battle Ram	1	VF	8	Sky Sled with Missile Launcher
Blaster Hawk	1	VF	7	Flyer with Disk Launcher
Laser Bolt	1	V	6	Heroic Road Rocket with Lasers
Road Ripper	1	V	4	Heroic Warrior Carrier
Stridor	1	V	5	Heroic Armored War-Horse with Guns
Wind Raider	1	VF	4	Assault Lander with Grappling Hook
Zoar	1	VF	5	Heroic Flying Falcon
Bashasaurus	1	V	8	Boulder Arm
Team Up with Enemies	1	P	10	
Creation	1	P	9	Man-At-Arm's Latest
Defend Castle Grayskull	1	P	10	
Rescue Mission	1	P	10	
Teamwork	1	P	10	
Teleportation	1	P	10	
Enemies Fight	1	P	10	amongst themselves
Mysterious Figure	1	P	10	with Powerful Magic
Trick Opponents	1	P	10	
Return to Normal	1	P	10	

Skeletor Deck Card List

Card Name:	#	Type	Force	Notes
Skeletor (Leader)	6	H	9	Evil Lord of Destruction (Spell Caster)
Scare Glow (Leader)	1	H	8	Skeletor's Future Ghost (Spell Caster)
Beast Man	1	H	8	Evil Henchman
Blade	1	H	8	Evil Master of Swords
Trap Jaw	1	H	6	Otherworldly criminal
Stinkor	1	H	5	Evil Master of Odors
Clawful	1	H	6	Warrior with the Grip of Evil
Mer-Man	1	H	5	Evil Ocean Warlord
Two Bad	1	H	6	Double-Headed Evil Strategist
Spikor	1	H	7	Untouchable Master of Evil Combat
Ninjor	1	H	7	Evil Ninja Warrior (Spy)
Tri-Klops	1	H	8	Evil and Sees Everything (Spy)
Faker	1	H	6	Evil Robotic He-Man Imposter
Webstor	1	H	5	Evil Master of Escape
Whiplash	1	H	7	Evil Tail-Thrashing Warrior
Evil-Lyn	1	H	6	Evil Warrior Goddess (Spell Caster)
Jitsu	1	H	8	Evil Master of Martial Arts
Saurod	1	H	8	Evil Reptile
Karg	1	H	7	
Twistoid	1	H	7	Evil Energy Zoid
Strongarm	1	H	7	
Minions	5	C	4	Robots, Spiders, & Goblins
Battle Bones	1	C	9	Last Dinosaur of Eternia
Artilleray	1	W	8	
Havok Staff	1	W	2	Force = 9 with Skeletor
Whip	1	W	2	Opposing hero must discard a Weapon
Crossbow	2	W	5	
Spiked Club	1	W	3	
Ball & Chain	1	W	4	
Magic Amulet	1	W	7	Counts as Spell Caster
Dragon Armor	1	W	6	
Terror Claws	1	W	3	
Fright Fighter	4	VF	7	Evil Dragonfly Attack Vehicle
Land Shark	2	V	8	Jaws & 2 Large Cannons
Night Stalker	1	V	6	Evil Armored War-Horse
Panthor	1	V	7	Evil Savage Cat
Screech	1	VF	5	Evil Barbarian Bird
Spydor	1	V	8	Evil Stalker with 6 legs & Guns
Harness the Power	1	P	10	of Greyskull
Disappear in a Mist	1	P	9	
The Arena of Doom	1	P	10	
The Evil Cloud	1	P	10	
Storm-bringer Device	1	P	9	
Take Control of Hero	1	P	10	
Mystic Crystal	1	P	10	of the Caverns
Machine	1	P	10	to steal Eternia's magic
Temple of Darkness	1	P	10	Resurrect it
Steal Magical Artifact	1	P	10	

Horde Deck Card List

Card Name:	#	Type	Force	Notes
Hordak (Leader)	6	H	9	Leader of the Evil Horde (Spell caster)
Grizzlor	1	H	8	Hairy Henchman of the Evil Horde
Leech	1	H	7	Evil Master of Power Suction
Mantenna	1	H	4	Evil (Spy)
Modulok	1	C	9	Evil Beast of a Thousand Bodies
Multi-Bot	1	C	9	+5 if played with Modulok
Monstroid	1	C	10	Ancient Monster
Catra	1	H	5	Jealous Beauty (Spy)
Entrapta	1	H	6	Tricky Golden Beauty
Shadow Weaver	1	H	7	(Spell caster)
Horde Troopers	10	C	5	Robots (+2 for every other trooper)
Scorpia	1	H	6	Poison Sting
Imp	1	HF	4	(Spy)
Dragstor	1	H	5	Evil Transforming Warrior
Mosquitor	1	HF	5	Evil Energy-Draining Insectoid
Twinix	1	H	6	
Hurricane Mace	1	W	4	Force = 9 with Hordak
Buzz-Saw	4	W	3	
Spiked Mace	4	W	2	
Forbidden Weapons	1	W	8	
Mantisaur	1	V	6	Evil Insectoid Steed
Roton	9	VF	5	Spinning Blades & Guns
Dimensional gate	1	P	10	
Mystical Cage	1	P	9	
Betrayal	1	P	10	
Summon Insect Swarms	1	P	9	
Slime Pit	1	P	10	Conversion to Evil
Trojan Horse Ploy	1	P	10	
Transform Innocents	1	P	10	
Kidnapping	1	P	9	
Capture Vehicle	1	P	9	
Invisibility	1	P	10	

Snake Men Deck Card List

Card Name:	#	Type	Force	Notes
King Hiss (Leader)	6	H	9	Leader of the Snake Men (Spell caster)
Rattlor	1	H	8	Quick Strike Poison Bite
Tung-Lasher	1	H	7	Coats Opponents in Venom Shell
Snake Face	1	H	7	Can turn Opponents to Stone
Viper	1	H	6	
Spittor	1	H	6	
Sssqueeze	1	H	8	Evil Long-Armed Constrictor
Blast-Attak	1	H	6	Robot Henchman
Kobra Khan	1	H	7	Master of Snakes with Poison Breath
Fangz	1	H	6	Poisonous Bite
Megator	1	C	10	Evil Giant Destroyer
Tyrantisaurus Rex	1	C	9	Terrifying Dinosaur
Plamydon	1	C	8	Slimy Teleporting Worm
Gorman	1	C	7	Bipedal Lizard

Card Name:	#	Type	Force	Notes
Snakemen	5	C	4	
Snake Staff	1	W	3	Force = 7 with King Hiss
Stone Axe	1	W	3	
Spear	1	W	2	
Spiky Shield	1	W	2	
Snake Gun	1	W	4	
Dragonfly Crossbow	1	W	4	
Venom Pistol	1	W	4	
Bone Club	1	W	2	
Weighted Net	1	W	3	
Turbodactyl	5	VF	5	Reptile with "Jet" Wings
Bionatops	5	V	7	Bionic Triceratops with Horn Cannons
Energy Pool	1	P	10	Under Snake Mountain
Hypnotize	1	P	10	
Time Travel	1	P	10	
Towers of Eternia	1	P	10	
Take Hostages	1	P	10	
Diversion	1	P	9	
Summon New Foe	1	P	10	
Treachery	1	P	9	
Steal He-Man's Sword	1	P	10	

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Masters Of The Universe Links

[Goto He-Man.org](#) [Goto Mattel](#) [Goto The History of He-Man and the Masters of the Universe](#)





Matrix Conquest

Introduction

The Matrix: Movie theme. Board game for 4 players.

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The Factions

Each player picks as their identity 1 of the 4 Factions:

1. The Architect
2. Mister Smith
3. The Merovingian
4. Zion & the Oracle

The Board

Use a Chessboard (8 x 8 = 64 Space grid). This Board represents the whole of the Matrix.

The Deck

A standard set of playing cards is also needed.

Victory

To win Eliminate all Opposing Agents

Agent Tokens

Each player has a set of Stackable Tokens of a Unique color. These Tokens are referred to as Agents.

Dice

Six sided dice are needed.

Special Abilities

Each Faction has its own Special Ability:

The Architect

The Architect has the Special Abilities of: Agent Drop and Control the Blueprints

Agent Drop

The Architect chooses the results of his Transport rolls in Mission Phase.

Control The Blueprints

The hand size of the Architect is 9 not 7.

Mister Smith

Mister Smith has the Special Abilities of: Viral Replication and Singleness of Purpose

Viral Replication

Once in Recruit Phase Mr. Smith may discard a card to Recruit one extra Agent.

Singleness Of Purpose

In Mission Phase, Mr. Smith may discard a pair to Draw 3 new cards.

The Merovingian

The Merovingian has the Special Abilities of: Manipulation and Insight

Manipulation

The Merovingian gets an extra 2 Transport rolls in Transport Phase. He can use these rolls to Move other players Agents as well as his own.

Insight

The Merovingian player at the end of every turn, may look at The cards in one of his opponent's hands.

Zion & The Oracle

Zion & the Oracle have the Special Abilities of: Escape & Prophecy

Escape

Individual Zion Agents are more concerned with Self preservation than those of the other Factions. If Zion Agents lose a Combat, roll 1D6 for each Agent. On a roll of 5 or 6 move the Agent to a friendly Stack.

Prophecy

Sacrifice (Discard) a Zion Agent to draw 1 card. Whenever drawing a card from the deck draw 2 cards: keep 1 & discard 1. The Oracle may discard a card to look at the next 7 cards in the deck.

Setup

Players claim opposite corners. Each player is dealt 1 card. Deal 5 cards into the discard pile.

Each player stacks 4 of his Agent Tokens in his own Corner. Players roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases: Recruit Phase Transport Phase Combat Phase Mission Phase

Recruit Phase

Gain 1 Agent. Place him on top of any other Agent you control.

Transport Phase

Roll 2 Dice. These are Transportation Rolls. Use each roll to move one of your Agents, a stack of Agents, or a Partial Stack of Agents that many Spaces orthogonally or diagonally. Your Agents may move through, and land on other Stacks of yours or other players Agents.

While moving a Stack, you may drop Agents into the spaces you move through. You may play (discard) a King card to get an extra transport roll. Kings used this way are placed on the bottom of the deck.

If your agents occupy the most spaces on the board at the beginning of this phase, you get one extra Transportation Roll.

Combat Phase

All Enemy Stacks in the Same Space will fight. Roll 2 Dice (Combat Dice) for each Agent in the Fight. The side that rolls the most 6's wins.

You may also play 6's and Queens from your hand to count as rolls of 6. Cards used for Sixes are put on the bottom of the discard pile. The losing side has all its Agents in the Space destroyed.

Mission Phase

Draw 1 card from the top of the deck or take the top card of the discard pile. If the deck runs out, shuffle the discard and make a new deck from it. Before drawing from the new deck, deal 5 cards into the discard.

If you are able to make a 5 card Straight Flush or Royal Flush from the cards in Your hand, you may play it immediately to create a Matrix Revolution Effect. Max hand size is 7 cards. Discard excess cards. You may discard 3 of a Kind to draw 3 new cards.

If you are the player with the most rows (or columns or diagonals) completely occupied with Agents (in all 8 spaces) you get to draw 1 extra card from the deck.

Matrix Revolution Effect

Automatically eliminate one player of your choice from the game. All their tokens and cards are discarded. The target player automatically loses.





Matrix Replay

Introduction

The Matrix: Movie theme. Card game for 2 players.
One player is the Humans.
The other player is the Machines.

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Objective

The Human player wins if he accumulates 20 Mission Points. (Neo hacks the Mainframe & makes a truce with the Machines) The Computer player can win in 3 ways:

1. Kill Neo
2. Destroy the Nebuchadnezzar with Extermination Units.
3. Destroy Zion with Robot Army (Accumulate 20 Time Counters)

The Decks

Players have unique decks. Decks have 3 types of cards: Mission cards, Event cards & Character cards.

Event Cards

Discard Event cards after they are played. Most Event cards are used to modify a designated type of Die roll.

Character Cards

Character cards stay in play (face up on the table) until they are killed. Characters of the Human player include:

1. Humans born in and escaped from the Matrix (Can be in the Real World or the Matrix)
2. Natural Zion born Humans (They cannot enter the Matrix - No Plug)
3. Rogue (Exiled) Programs (in the Matrix) on the side of the humans

Characters of the Machine player include:

1. Agents (Virtual Reality constructs of the Matrix)
2. Robots (Exist in the Real World)

A neutralized character cannot be used to modify rolls.

Mission Cards

Mission cards are only found in the Human Players deck.

Dice

10 sided dice (D10's) are needed to play.

Counters

3 types of Counters (Chits, Tokens) are needed: Matrix Counters (Green) - Used to indicate if a character is in the Matrix Mission Counters (Blue) - Victory Condition for the Human Player Time Counters (Red) - Victory Condition for the Machines

Setup

The Human Player begins with Morpheus & Trinity in play. The Machine player starts with Agent Smith & Agent Jones in play. Both players start with a hand of 8 cards.

Turn Sequence

Each turn is divided into 6 phases:

1. Time Phase
2. Zion Phase
3. Zero-One Phase
4. Switch Phase
5. Matrix Phase
6. Reality Phase

Time Phase

The Machine player gets 1 Time Counter. Max hand size is 10 cards. Discard excess cards.

Zion Phase

The Human player may either take any 1 card from his deck, or draw the top 2 cards from his deck. Shuffle the deck afterwards. If the deck runs out, shuffle the discard & draw from it.

Zero One Phase

The Machine player may either take any 1 card from his deck, or draw the top 2 cards from his deck, or put a Character card in the discard into his hand. Shuffle the deck afterwards. If the deck runs out, shuffle the discard & draw from it.

Switch Phase

The Human player can place or remove a Matrix counter from any Human cards. A Human with a Matrix counter is considered to be plugged into and

Functioning in the Matrix. A Human without a counter is awake and functioning in the real world.

Note that natural born humans can never be given a Matrix counter.

Matrix Phase

The Matrix Phase is divided into 4 segments:

1. Interception Segment
2. Combat Segment
3. Mission Segment
4. Escape Segment

If the Human player does have a character in the Matrix, skip Matrix phase

Interception Segment

Both players roll 1D10. This is the Interception Roll Contest. Players may play (discard) Event cards to add to their Interception Roll Total. Character cards in the Matrix may also modify Interception Roll Totals.

If the Human players roll was higher, skip combat & escape segments this phase.

Combat Segment

Both players roll 1D10. This is the Combat Roll Contest. Players may play (discard) Event cards to add to their Combat Roll Total. Character cards in the Matrix may also modify Combat Roll Totals.

The player with the lower total must discard the card of a character in the Matrix (The Character is killed)

Mission Segment

The Human player must play a Mission card or choose the Basic Mission. The Basic Mission (Find Potential, Information Gathering, Insert Contacts, etc.) will Award 1 MP (Mission Point) if it is successfully completed. Both players roll 1D10. This is the Mission Roll Contest.

Players may play (discard) Event cards to add to their Mission Roll Total. Character cards in the Matrix may also modify Mission Roll Totals. If the Human players roll was higher, the Mission was a success and The Human player earns the indicated number of MP's.

If a Mission card was completed, remove it from play. If a Mission failed put the card back in the players hand. Keep track of MP's with counters.

When playing a Mission card, Neo must go on the mission.

Humans Card List

Escape Segment

Both players roll 1D10. This is the Escape Roll Contest. Players may play (discard) Event cards to add to their Escape Roll Total. Character cards in the Matrix may also modify Escape Roll Totals.

If the Machine players roll was higher, play another Combat Segment followed by another Escape Segment. If the Human players roll was higher, the Matrix Phase ends and the Human player may remove Matrix counters from his Human Characters.

Reality Phase

Reality Phase is divided into 3 Segments:

1. Detection Segment
2. Pursuit Segment
3. Battle Segment

Detection Segment

Both players roll 1D10. This is the Detection Roll Contest. Players may play (discard) Event cards to add to their Detection Roll Total. Character cards not in the Matrix may also modify Detection Roll Totals.

If the Human players roll was higher, Reality Phase ends.

Pursuit Segment

Both players roll 1D10. This is the Pursuit Roll Contest. Players may play (discard) Event cards to add to their Pursuit Roll Total. Character cards not in the Matrix may also modify Pursuit Roll Totals.

If the Human players roll was higher, Reality Phase ends.

Battle Segment

Both players roll 1D10. This is the Battle Roll Contest. Players may play (discard) Event cards to add to their Battle Roll Total. Character cards not in the Matrix may also modify Battle Roll Totals.

If the Machine players roll was higher, the Nebuchadnezzar and all aboard are Destroyed and the Machine Player wins the game.

Card List Notation

- E** Event
- M** Mission (Number adjacent = MP earned if mission successful)
- H** Human (Born in the Matrix - Freed of the Matrix)
- HB** Human (Born Free - No plug - Cannot enter the matrix)
- RP** Rogue Program
- A** Agent Program
- B** Robot (Machine, Android)

Card Name:	Type	Notes:
Neo	H	Operative. Combat +2.
Morpheus	H	Captain. Mission +1. Combat +1
Trinity	H	Operative. Combat +2. Escape +1
Tank	HB	Operator. Escape +1
Apoc & Switch	H	Bodyguards. Combat +1
Cypher	H	Operator. Interception +1
Mouse	H	Programmer. Mission +1
Dozer	HB	Pilot. Pursuit +1
Cable	H	Bodyguard. Combat +1
Choi	H	Operative. Combat +1
Visit Oracle	RP	Mission +2
The Red Pill	E	Mission +2
Insider	E	Mission +2
Plasma Generator	E	Battle +2
We Need an Exit	E	Escape +2
Run up Walls	E	Escape or Combat +1
Guns, Lots of Guns	E	Combat +2
Bullet Time	E	Combat +2
Cellular Phone	E	Escape +2
Prophecy	E	Mission +2
The One	E	Neo gets Combat +6
EMP	E	Battle +6 (plus discard all robots in play)
Return to Zion	E	Draw 3 cards & skip Matrix Phase
Trace Program	E	Mission +3
The Other Side	E	Escape +2
Do Exactly What I Say	E	Escape +2
Black Leather	E	Interception +2
Roundhouse Kick	E	Combat +2
Telephone Booth	E	Escape +2
Follow the White Rabbit	E	Mission +2
Chop Shop Gizmo	E	Mission +2
Surgical Debugging	M3	Opponent must discard 2 cards
Training	E	Combat +2
I Know Kung Fu	E	Combat +2
Sparring Program	E	Combat +2
Jumping Program	E	Escape +2
Somersaults	E	Escape or Combat +1
Temple of Zion	E	Interception +2
Spoon Boy	M3	Potential
Structural Drawing	E	Escape or Mission +1
Déjà vu	E	Escape or Interception +1
Escape in Sewers	E	Pursuit +2
Jump Rooftops	E	Escape +2
Sacrifice	E	Escape +7 (Discard 1 of your Characters)
Spinning Back Fist	E	Combat +1
Throwing Stars	E	Combat +2
Plastique Bomb	E	Combat +2
There is no Spoon	E	Neo gets Combat +1 for the rest of the game
Rescue Mission	M4	Put character in discard into your hand
Narrow Escape	E	Escape +2

Card Name:	Type	Notes:
Download Pilot Program	E	Escape +2
Hovercraft Turrets	E	Battle +2 (plus discard 1 robot in play)
Scans	E	Detection +2
Great Leap	E	Escape +2
The Keymaker	RP	Access Program. Mission +2
Convert Machine	E	Battle +2
Link	HB	Operator. Escape +1
Captain Thaddius	E	Pursuit +1 or Mission +1
Captain Niobe	E	Pursuit +3
Stand By to Broadcast	E	Interception or Escape +1
Last Transmission	M4	Look at next 7 cards in Opponents Deck
The Logos	E	Detection +1 or Pursuit +1
Perimeter Defense	E	Remove 1 counter from the Time Pile
3 Captains 3 Ships	E	Mission +2
Captain Ballard	E	Mission +1 or Interception +1
Corrupt & Wurm	H	Bodyguards. Combat +1
Superman Thing	E	Neo gets Combat +4
Zion Virtual Control Operator	E	Draw 3 cards
Commander Lock	E	Battle +2
Seraph	RP	Security Program. Mission +1 and Combat +1
Keys to Back Doors	E	Escape +2
Programmer Access	M3	Look at opponents hand & draw a card
Programs hacking Programs	E	Opponent must discard 3 cards
Enter the Source	M3	Requires the Keymaker to be in play
Dream Visions	E	Look at next 7 cards in opponents deck
Confront the Merovingian	M3	Put any card in the deck into your hand
Persephone	E	Mission +2
Skill	E	Combat +2
Counterattack Position	E	Battle +2
Room with Many Doors	E	Put any Mission card into your hand
Destroy Power station	E	Mission +2
Inside the Portal	E	Interception +2
Confront the Architect	M4	Must complete Enter the Source First
Ugly Hack	E	Interception +2
Anomaly	E	Neo gets Mission +4
Psychic EMP	E	Neo gets Battle +4
Travel to Zero-One	M2	See Notes
Showdown with Agent Smith	M5	See Notes

Notes: Travel to Zero-One Mission: Characters must not be in the Matrix. Treat as a Battle roll. Must complete Confront the Architect Mission first. Show-

down Mission: Neo only. Treat as a Combat roll with the Machine player getting Combat +4. Must complete Travel to Zero-One Mission first.

Machines Card List

Card Name	Type	Notes
Agent Smith	A	Combat +2. Interception +1. Escape +1
Agent Jones	A	Combat +2
Agent Brown	A	Combat +2
Agent Thompson	A	Combat +2

Card Name	Type	Notes
Nameless Agent	A	Combat +1 (4 in deck)
Traitor (Cypher)	E	Opponent must discard 2 Humans in the Matrix
Dodge Bullets	E	Combat +2
They are Everyone	E	Escape +2
Insanely Fast	E	Combat +2
Go Viral	E	Agent Smith gets Combat +1 for rest of game
Assemble Army	E	Add 1 counter to Time Pile
Artificial Intelligence	E	Look at Opponents Hand & Draw a card
Secret Service Earphones	E	Escape +2
Trace Link	E	Interception +2
Unnatural Grace	E	Combat +2
Information Search	E	Interception +2
Gestapo Crap	E	Mission +2
Wire Tap Implant	E	Mission +2
The Architect	A	Design Program. Mission +1
The Merovingian	RP	Information Collection Program. Mission +1
Cops	E	Combat +2
Sentinels	B	Pursuit +1 (4 in deck)
Scouts	B	Detection +1 (4 in deck)
Access Codes to Zion	E	Add 1 counter to Time Pile
Sentient Programs	E	Put Agent in discard into your hand
Change the Program	E	Escape +2
Trap	E	Escape +2
Cut the Hard Line	E	Escape +2
Helicopter	E	Escape +2
Swat Team	E	Combat +2
Brick Up Windows	E	Escape +2
Track Phone Call	E	Interception +2
Nerve Gas	E	Combat +2
Capture	E	Escape +2
Locate Position	E	Interception +2
Extermination Unit	E	Battle +2
Virus Serums	E	Look at next 7 cards in opponents deck
Mind Crack	E	Look at next 7 cards in opponents deck
Marines	E	Combat +2
Security Guards	E	Combat +2
Police Units	E	Combat +2
Heavily Armed Men	E	Combat +2
Freeway Chase	E	Combat +2
Coma	E	Target Character neutralized for 2 turns
Surface Seeker	E	Detection +2
Upgrades	E	All Agents get Combat +1
Encryption	E	Escape or Interception +1
Patrol the Mainlines	E	Pursuit or Detection +1
Occupy Broadcast Sites	E	Detection +2
Mind Control Operative	E	Every Roll this turn +1 (Bane)
Choice is an Illusion	E	Opponent must discard 3 cards
Cain & Abel	E	Combat +3 (Werewolves)
Merovingian's Minions	E	Combat +3 (Supernatural Beings)
The Twins	E	Combat +4 (Ghosts)
Wrong Door	E	Escape +2
No Way Out	E	Escape +2
Inside the Core Network	E	Escape +2

Card Name	Type	Notes
Cryptic Dialogue	E	Mission +2
Delete Exile	E	Mission +2
System of Controls	E	Mission +2
Robot Bomb	E	Battle +2
Break Through	E	Battle or Pursuit +1
Inscrutable Purpose	E	Any Roll +1
Trapped by the Train Man	E	Target Character in Matrix neutralized for 2 turns

Game Designers Notes

Design & the game mechanics holds up.

Revolutions comes out in a few days. I'm sure I'll add a few cards, but I'm hoping the premise of the





Mayan Metropolis

Introduction

Tile Laying game for 2+ players. Mayan City Building Theme.

Victory

Score the most points by the end of the game. The game ends when all pieces (tiles) are placed or discarded.

Cards & Pieces

Players share a common deck of cards and set of pieces (tiles). For every card there is a corresponding piece. Pieces are placed on the board, cards are not.

The Board

Use an 8 x 8 grid (Chessboard)

Downloads

Thanks to Peter Cobcroft (curufea@yahoo.com)
[Click Here for Board & Tile Pieces](#)

Setup

Randomly determine who picks first.

Turn Sequence

The turn is divided into 3 phases: Draw Phase Place Phase

Draw Phase

Put the top 3X cards of the deck face up on the table. X is the number of players. Players take turns picking face up cards, one at a time.

(Each player will have picked 3 of the face up cards)
The player who picked second last turn picks first. Pick order goes clockwise. Players gather the pieces that correspond to the cards they picked.

Card/tile Set

Name:	#	Size & Shape of Tile:
Causeway	3	1 x 3 Linear
Acropolis	2	2 x 3 Rectangle
Reservoir	3	3 Space L-shape
Temple	4	1 x 2

The cards are then discarded.

Place Phase

Players take turns placing the pieces onto the board. Note that each piece will occupy 1 or more spaces. The player who picked last this turn places first.

Placing proceeds counterclockwise. If you are blocked from placing, you must discard a piece. The turn ends when all 3X pieces are placed or discarded.

Adjacency Defined

Spaces that share a border are adjacent. Spaces that touch only at the corners are not.

Placing Rules

Pieces may not overlap (share the same space). A piece may not be placed adjacent to another piece of the same type.

Zones

The center 4 spaces are referred to as Zone 1. The 12 spaces that surround Zone 1 are referred to as Zone 2. The 20 spaces that surround Zone 2 are referred to as Zone 3.

Scoring

Scoring is done during Place Phase. When you place a piece, you score points equal the number of Occupied spaces the piece is adjacent to. If you finish filling in Zone 2, you get 4 points.

If you finish filling in Zone 3, you get 6 points. Every Piece you place adjacent to a causeway gets 1 extra point. Every Piece you place adjacent to a plaza gets 1 extra point.

If you finish off completely surrounding another piece, get 1 extra point.

Name:	#	Size & Shape of Tile:
Plaza	4	1 x 2
Market	1	2 x 2 Square
Palace	4	1 x 1 Single Space
Pyramid	2	2 x 2 Square

Name:	#	Size & Shape of Tile:
Ball Court	1	1 x 2

Name:	#	Size & Shape of Tile:
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Medicine Show

Introduction

Card game for 2-4+ players. Players are Snake Oil Salesmen (USA circa late 1800's) selling their wares.

Victory

The player with the most Victory Points at the end of the game wins. The game ends when all players have passed. A player must pass at the end of their turn if there are no cards left in the deck.

The Deck

Players share a common deck. There is one copy of each card described in the card list. There are 5 types of cards:

- N** Name Cards
- G** Gimmick Cards
- C** Claim Cards
- F** Formulation Cards
- I** Ingredient Cards
- B** Bonus Cards
- S** Special Cards
- P** Poison Cards

Setup

Shuffle the deck. Each player is dealt 7 cards. The most convincing player goes first.

The deck is kept face-down. The discard is face-up.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Draw Phase
2. Action Phase
3. Meld Phase
4. End Phase

Common Deck Card List

Name:	Type	VP	Notes:
Dr Galvins	N	3	
Dr Kings	N	3	
Dr Younces	N	4	
Dr McMullin	N	3	
Mrs Winslows	N	4	

Draw Phase

Draw 1 card from the top of the deck and put it in your hand.

Action Phase

Discard 1 Special card to activate its special effect. Poison cards are a type of special card. Discard a Poison card to cause a target opponent to discard 1 random card from his Victory Pile.

Players may trade cards.

Meld Phase

You may make a Meld. A Meld must contain: Exactly 1 Name Card Exactly 1 Formulation Card 1 or 2 Gimmick Cards 1 or 2 Ingredient Cards 1 or more Claim Cards Zero or 1 Bonus Cards Each card has a Victory Point (VP) value. Place these Meld cards into your Score Pile.

The total VP in your score pile is your Score at the end of the game. You do not have to use all the cards in your hand to make a Meld; If there are cards remaining keep them. Double cards: Some cards list 2 Types. A player may use one or the other type for his meld.

End Phase

Max hand size is 7 cards. Discard excess cards.

Common Deck Card List Notation

- N** Name Cards (Maker/Product)
- G** Gimmick Cards
- C** Claim Cards (Cure)
- F** Formulation Cards
- I** Ingredient Cards
- B** Bonus Cards
- S** Special Cards
- P** Poison Cards

Name:	Type	VP	Notes:
Hadacol	N	4	
Cactico	N	3	
Foleys	N	4	
Toxinol	N	4	
Gesslers	N	3	
Hamkins	N	3	
Dr Bulls	N	3	
Billy Black Hawks	N	4	
Fitchs	N	3	
Tutts	N	3	
Metcalfs	N	3	
Hazards	N	4	
Sloans	N	3	
Dr Kilmers	N	3	
Dr Weeks	N	3	
Hostetters	N	4	
Munyons	N	3	
Kickapoo	N	4	
William Radams	N	3	
Bonnores	N	3	
Dr Sibleys	N	3	
Stanleys	N	3	
Baileys	N	4	
Brinkleys	N	4	
Dr Morses	N	3	
Grand Invigorator	G	4	
New Discovery	G	4	
Man & Beast	G	4	
Indian Cure	G	4	
Remedy	G	3	
Original	G	4	
Magic	G	3	
Improved	G	3	
Safe	G	3	
Popular	G	3	
French	G	3	
Marvelous	G	4	
Delicious	G	3	
Delightful	G	4	
Healthful	G	3	
Natures Gift	G	4	
Celebrated	G	3	
National	G	3	
Favorite	G	3	
Harmless	G	3	
Fast Acting	G	3	
Genuine	G	4	
Certificate of Purity	G	4	
Kills Pain	GC	2	
Vitality	GC	2	
Vim & Vigor	GC	2	
Panacea	GC	2	
Cure All	GC	2	

Name:	Type	VP	Notes:
Quick Cure	GC	2	
Strengtheners	GC	2	
Fortifies	GC	2	
Refreshes	GC	2	
Body & Brain	GC	2	
Restorer	GC	2	
Blood Builder	GC	2	
Heart Corrector	GC	2	
Distilled	GI	2	
Root	GI	2	
Herbal	GI	2	
Bitters	GI	2	
Homeopathic	GI	2	
Secret Ingredient	GI	2	
Botanic	GI	2	
Vegetable Tonic	GI	2	
Testimonials	GB	2	
Endorsements	GB	2	
Trademark	GB	2	
Formula	FG	2	
Supplement	FG	2	
Nostrum	FG	2	
Compound	FG	2	
Concoction	FG	2	
Snake Oil	FG	2	
Potion	FG	2	
Preparation	FG	2	
Salve	FG	2	
Temperance Tonic	FG	2	
Balm	FG	2	
Opium	I	4	
Cocaine	I	4	
Ethanol	I	4	
Senna	I	3	
Pepsin	I	3	
Nitrous Ether	I	4	
Camphor	I	3	
Procaine	I	3	
Chloroform	I	4	
Honey	I	3	
Vitamins	I	4	
Quinine	I	4	
Aspirin	I	4	
Sarsaparilla	I	4	
Oil of Wintergreen	I	3	
Heroin	I	4	
Caffeine	I	3	
Cascara	I	3	
Sulphur	I	4	
Sagwa	I	4	
Iron	I	4	
Narcotics	I	4	
Laudanum	IP	4	

Name:	Type	VP	Notes:
Radium	IP	2	
Grain Alcohol	IP	2	
Acetanilid	IP	2	
Emetic	IC	2	
Rubefacient	IC	2	
Analgesic	IC	2	
Antipyretic	IC	2	
Stimulant	IC	2	
Sedative	IC	2	
Expectorant	IC	2	
Laxative	IC	2	
Antacid	IC	2	
Diuretic	IC	2	
Abortifacient	IC	2	
Spirits	IF	2	
Extract	IF	2	
Infusion	IF	2	
Oil	IF	2	
Nerve Tonic	FC	2	
Brain Tonic	FC	2	
Tablets	F	3	
Caps	F	4	
Syrup	F	3	
Elixir	F	4	
Suspension	F	3	
Tincture	F	4	
Snuff	F	4	
Solution	F	3	
Fluid	F	3	
Enema	F	3	
Lotion	F	3	
Cream	F	3	
Ointment	F	3	
Suppository	F	3	
Inhaler	F	3	
Pills	F	3	
Douche	F	3	
Liniment	F	4	
Wafers	F	4	
Candy	F	4	
Wine	F	4	
Powder	F	4	
Drops	F	4	
Draught	F	3	
Croup	C	3	
Sudden Death	C	4	
Cough & Cold	C	3	
Hoarseness	C	3	
Nervous Debility	C	4	
Abscesses	C	4	
Neuralgia	C	3	
Sleeplessness	C	3	
Headache	C	3	

Name:	Type	VP	Notes:
Melancholia	C	3	
Dyspepsia	C	3	
Constipation	C	3	
Numbness	C	3	
Rheumatism	C	4	
Cancer	C	4	
Hysteria	C	4	
Arthritis	C	4	
Teething	C	4	
Exhaustion	C	3	
Kidney Trouble	C	3	
Diabetes	C	3	
Obesity	C	3	
Frigidity	C	4	
Gas	C	3	
Hair Growth	C	4	
Lumbago	C	4	
Gout	C	3	
Gonorrhea	C	4	
Diarrhea	C	3	
Female Complaints	C	4	
Liver Ailments	C	4	
Asthma	C	3	
Jaundice	C	3	
Syphilis	C	4	
Anemia	C	4	
Loss of Appetite	C	3	
Catarrh	C	4	
Malaria	C	4	
Scarlet Fever	C	3	
Consumption	C	4	
Biliousness	C	4	
Despondency	C	3	
Shills	B	3	
Advertising	B	3	
Placebo Effect	B	3	
Pitchman	B	3	
Medicine Show	B	3	
Shake Well	S	-	Discard Hand & Draw 7 cards
Advertising	S	-	Draw 2 cards
Addiction	S	-	Draw 2 cards
Fishy Tasting	S	-	Opponent discards 2 Random cards from Hand
Foul Smelling	S	-	Opponent discards 2 Random cards from Hand
Druggists	S	-	Steal 1 Random card from Opponents Hand
Muckrakers	S	-	All players discard their Hands
Quackery	S	-	All opponents discard 1 random card from Hand

Links

Patent Medicines Wikipedia





Medieval Keep

Introduction

Multiplayer card game or Solo rules. "Historical" version of Borderkeep. Each player controls a small town in a medieval setting.

Every turn players build structures and hire defenders to protect their town. Some cards are used to send invaders and disasters to destroy your opponent's towns.

The Deck

The deck has 1 of each of the cards listed. These will have to be constructed before play is possible.

Defenders

Defenders are not represented by cards. Use paper and pencil to record what type and how many defenders you control.

Setup

Six sided dice (D6) are needed. Roll high on 1D6 to determine turn order. Players start with a hand of 7 cards.

Each player starts with 30 gold. Each player starts with 2 guards. Each player's town starts with a castle with 4 walls, and an income = 3 gold.

Gold can be used to substitute for any other commodity on a one to one basis.

Object

Have the most defenders and structures at the end of the game. Each defender and structure is worth 1 victory point. The game ends when the last card is drawn from the deck.

In a multiplayer game, the game ends if all but one player's town is destroyed.

Defender List

Card Name:	Cost	Init	AD	Hits	Notes
Guards	5	1	2	2	
Swordsmen	7	2	3	2	
Shieldmen	6	1	2	3	
Halberdiers	9	3	4	2	
Archers	8	6	1	1	Missile
Crossbowmen	9	5	3	1	Missile

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Draw Phase
2. Upkeep Phase
3. Production Phase
4. Build Phase
5. Attack Phase
6. Heal Phase

The Golden Rule

In all situations, Gold can be used to substitute for any other commodity on a one to one basis.

Draw Phase

Draw one card. Max hand size = 7. Discard excess cards.

Upkeep Phase

All defenders have an upkeep = 1 food or weapon. If the upkeep is not paid the defender deserts.

Revenue Phase

Collect revenue from all structures and defenders that produce revenue. Revenue comes in different forms: Gold, food, etc. Keep track of each form of revenue.

Build Phase

Put structures and defenders into play by paying their cost. Defenders must be paid for in food and/or weapons. Structures must be paid for in half wood and half stone.

All players can recruit guards. Other types of defenders require the appropriate structure type for them to be available for recruitment.

Card Name:	Cost	Init	AD	Hits	Notes
Handgunners	8	4	3	1	Missile
Longbowmen	10	7	2	1	Missile
Light Horsemen	7	3	2	2	Mounted
Medium Cavalry	9	3	3	3	Mounted
Knights	11	3	4	4	Mounted

Attack Phase

Players cannot play attack cards until turn 3. Attack cards include Disasters & Invaders. Play one Attack card on the opponent to your left.

If you have more than one attack card, you may play the additional card on the next player, and so on. Resolve disasters according to the card text. Resolution of battles with invaders may take several segments.

The invader and all defenders attack once during the segment. Attack order is determined by each cards initiative. Initiative = 10 attacks before Init = 9, and so on.

All cards of the same initiative level attack simultaneously. An attacking card rolls a number of six sided dice equal to its Attack Dice (AD). Each roll of 1 causes the other side to lose 1 hit.

The attacker decides where hits are inflicted. Each card has a number of hits. If this hit total is reduced

to 0 the unit is destroyed.

The Invader will keep attacking until destroyed. If the Invader destroys all the defenders, the Invader is discarded and the defender must discard 1D6 structures. If there are no structures left, then castle walls are destroyed.

If all a players castle walls are destroyed, the player is eliminated.

Heal Phase

All surviving defenders recover all lost hits. Walls may be rebuilt for 3 stone or wood each. Structure cards destroyed this turn may be put back in your hand for 2 gold each.

Guards

Each player starts the game with one.

Structure Card List

Card Name:	Cost	Notes
Farm	2	Revenue = 2 food
Brewery	8	Revenue = 5 food
Bakery	4	Revenue = 3 food
Butcher	6	Revenue = 4 food
Market Place	4	Convert 3 of any commodity into 1 gold
Church	8	Maximum hand size = +1
Guild Hall	10	Pay 7 gold to draw 1 card
Tavern	6	Revenue = 1 gold per 3 defenders (round up)
Inn	8	Revenue = 2 gold, Upkeep = 1 food
Barracks	6	Recruit Crossbowmen
Armorer	8	Revenue = 3 weapons; Recruit Knights
Shield Smith	6	Revenue = 2 weapons; Recruit Shieldmen
Fletcher	6	Revenue = 1 weapon; Recruit Archers
Bowyer	8	Revenue = 1 weapon; Recruit Yeomen
Blacksmith	4	Revenue = 1 weapon; Recruit Swordsmen
Defensive Wall	4	In addition to original 4 walls
Guard House	6	Recruit Halberdiers
Gun Maker	6	Revenue = 1 weapon; Recruit Handgunners
Moat	8	Attacker is - 1 AD
Catapult	8	Initiative = 10, Attack Dice = 2
Ballista	6	Initiative = 8, Attack Dice = 3
Bombard	10	Initiative = 12, Attack Dice = 4
Stables	8	Revenue = 1 gold, Recruit Medium Cavalry
Hunting Lodge	6	Revenue = 1 gold, Recruit Light Horsemen
Quarry	8	Revenue = 3 stone
Mason	6	Revenue = 2 stone
Woodmill	8	Revenue = 3 wood
Logging Camp	6	Revenue = 2 wood
Mine	8	Revenue = 2 gold

Invaders Card List

Card Name:	Init	AD	Hits
Mongols	6	5	4
Vikings	3	5	5
Moors	5	4	3
Saracens	5	3	3
Celts	4	3	4

Card Name:	Init	AD	Hits
Norse	3	4	5
Bandits	5	2	3
Barbarians	3	4	6
Warlord	5	5	5
Nomads	5	3	3

Disasters Card List

Card Name:	Notes:
Earthquake	Roll 1D6 for every structure. On a roll of 1 it is destroyed
Plague	Roll 1D6 for every defender. On a roll of 1 it is destroyed
Blizzard	Opponent produces no food next turn
Drought	Opponent produces no food next turn
Thieves	Any Opponent loses 2D6 gold from his treasury.
Assassin	Kill one of any opponent's defenders
Spies	Look at any opponent's hand; Draw 1 card from the deck
Prosperity	You gain 2D6 Gold.
Caravan	You gain 2D6 Gold.
War	You may attack any opponent with one or more of your defenders

Solo Rules

Do not draw extra cards. You are the target of all attack cards. Resolve attack cards the turn they are drawn.

You win if you get through the deck.

Instead of drawing cards roll on the following table:

Event Table

1D10	Event Notes
------	-------------

Noncard Version

Paper & pencil required. You have to write down what units you own. The game is over after 5 Invasions.

1-8 Construction Roll on the Structure table. You may build the indicated structure. 9 Disaster Roll on the Disaster Table. 10 Invasion Roll on the Invader Table.

Structure Table

ID	Name
01-03	Farm
04-06	Brewery
07-09	Bakery
10-12	Butcher
13-15	Market Place
16-18	Church
19-21	Guild Hall
22-24	Tavern
25-27	Inn
28-30	Bowyer
31-33	Gun Maker
34-36	Hunting Lodge
37-39	Roll again
40-42	Barracks
43-45	Armorer
46-48	Shield Smith

ID	Name
49-51	Fletcher
52-54	Blacksmith
55-57	Defensive Wall
58-60	Guard House
61-63	Moat
64-66	Catapult
67-69	Ballista
70-72	Bombard
73-75	Stables
76-78	Quarry
79-81	Mason
82-84	Woodmill
85-87	Logging Camp
88-90	Mine
91-00	Pick one

Invaders Table

1D10	Attacker	1D10	Attacker
1	Mongols	6	Saxons
2	Vikings	7	Bands of Outlaws
3	Moors	8	Huns
4	Saracens	9	Turks
5	Celts	10	Nomads

Disasters Table

1D10	Event	1D10	Event
1	Earthquake	6	Thieves
2	Plague	7	Assassin
3	Blizzard	8	Spies
4	Draught	9	Prosperity
5	Caravan	0	Reroll

Borderkeep: Defend Your Settlement From Rampag- ing MonstersGo to Border Keep





Medieval Manor

Introduction

Board game for 2-4+ players. Players are the inhabitants of a small European fiefdom in the middle ages. Players use their Peasants to gather goods and score Victory Tokens.

Victory

The game ends the end of the turn in which any player accumulates 15 or more Victory Tokens (VT). The winner is the player with the most VT at the end of the game. Note: Some cards do not score until the game ends.

If tied at the end, the player with the most Upgrades wins. If still tied, the player with the most Gold wins.

The Decks

There are 2 common decks: The Land Deck and the Play deck.

The Map

Use the Land cards to make a Map. As part of the Map, these cards are also referred to as Spaces. For a 2-3 player game use the 12 basic lands to make a 3x4 grid.

For 4+ players also use the extra lands to make a 4x4 grid. The Basic Lands: River, Fertile Fields, Good Fields, Poor Fields, Woods, Pasture, Hills, Road, Village, Market, Church, Castle The Extra Lands: Irrigated Fields, Hunting Grounds, Mountains, Forest. For purposes of play card placement treat the Irrigated Fields like other Fields, Treat the Mountains as Hills, and the Forest and Hunting Grounds as Woods.

The Road and River must be placed on a Map edge.

Setting Up The Map

The owner of the game decides how the map is set up.

The Play Deck

There are 3 types of cards: Bounty Cards, Upgrade Cards, and Hardship Cards.

Goods & Peasant Tokens

There are 6 Types of Tokens: Peasants = White = P
Victory = Purple = V (also VT or VP) Crops = Green = C
Animals = Red = A

Gold Yellow = G

Resources = Blue = R Manor = 1 Pawn held by the current Lord Crops and Animals are collectively called Food. Gold and Resources are collectively called Money. Food and Money are collectively called Goods.

Setup

Shuffle the deck. Each player starts with: 2 Peasants, 4 Crops, and 3 randomly dealt Non-Hardship Cards. Pick one player to be the starting Lord of the Manor.

Turn Sequence

Each turn has 6 Phases:

1. Draw Phase
2. Trade Phase
3. Work Phase
4. Upgrade Phase
5. Feeding Phase
6. End Phase

Draw Phase

- Each player is dealt $X+1$ cards from the top of the deck. X = Number of Peasants they have. – Players may next pay 3 Goods to draw 3 cards AND immediately discard 2 (including Hardship cards) — Lastly, players may discard 2 cards to draw 1 replacement card. If the deck ever runs out, shuffle the discard and draw from it.

Hardship Cards

Hardship cards take effect immediately in Draw Phase as soon as they are dealt (except when discarded as a result of paying 3 goods) and are then REMOVED from the game.

Trade Phase

Players always keep their hands face up visible to all. Players may inspect each others hands. Players may freely make deals and trade Tokens and Cards with each other.

Work Phase

Each player gets a number of actions equal to the number of Peasants they control. Players take turns using 1 action at a time starting with the lord of the Manor and going clockwise. There are 2 things you can do with an action:

1. Take 1 of your hand cards and place it on the map on a Land card allowed by the card text. You cannot place a play card in a space that is already occupied by a card.
2. Discard 2 cards from your hand to gain 1 Good of any type.

Bounty Cards

As soon as you play a Bounty card in Work phase you reap its benefits: Gain the tokens described in its card text. Certain spaces will provide additional tokens if you are gaining tokens of the same type. For example: The Wheat card gives you 4 Crops.

If the wheat card was placed on a Fertile Field (+1C), you would gain a total of 5 Crops. If placed on a Poor Field (-1) you would get 3 Crops. Played Bounty cards are discarded at the end of Work Phase.

Some Bounty cards allow you to do a conversion where you may turn any Number of one kind of token into another type of token. This conversion can only be done exactly when the card is played. Any time a card is played on the Castle, that player becomes the New Lord of the Manor.

Upgrade Cards

To play an Upgrade card you must pay 3+X Money Tokens.

X The number of Upgrade cards you already own. At the End of Work phase remove upgrade cards you just purchased from the board and place them Face-up next to you in their own separate section where they remain in play. Upgrade cards provide a bonus every turn they are in play in Upgrade Phase.

Upgrade Phase

Each of you upgrade cards in play produces a Token (or card) and may be used to make a conversion

Land Deck Card List

Card Name:	Type:	Notes:
River	B	G+1
Fertile Fields	B	C+1
Good Fields	B	-
Poor Fields	B	C-1
Pasture	B	A+1
Woods	B	-
Hills	B	-
Road	B	-

Play Deck Card List Notation

B Bounty
U Upgrade
Rv River
Fl Fields
Pa Pasture

according to its text. For Example: The Cathedral Upgrade would give you 1 Victory Token. The Mine Upgrade would give you a simple gain of 1 Gold Token and would allow you to (multiple times if you want to and can) discard 1 card from your hand to gain 1 Gold Token.

When gaining a card as a result of a Conversion, draw the top card of the deck and add it to your hand. Note: The simple gain of an upgrade is automatic and occurs only once per turn, whereas Conversions are optional and can be done multiple times.

Feeding Phase

Discard one Food token for each Peasant you control minus 1. If you cannot feed all your peasants fully, discard one of them and lose 2 VT. You cannot lose your last remaining Peasant.

If all of your Peasants are fed, you may discard 5 Food Tokens to Gain 1 Peasant Token.

End Phase

Max hand size is 3 cards. Discard excess cards.

Manure & Fodder

Bounty Crop cards placed orthogonally adjacent to a Compost, Cultivar, Manure or Pollination card get +1C. Bounty Animal cards orthogonally adjacent to a Fodder card get +1A. These bonuses are not retroactive.

Land Deck Card List Notation

B Basic Land
E Extra Land
G Gold
C Crops
A Animals
R Resources

Card Name:	Type:	Notes:
Village	B	-
Market	B	-
Church	B	-
Castle	B	-
Irrigated Fields	E	C+2
Hunting Grounds	E	A+1
Mountains	E	R+1
Forest	E	R+1

Wo Woods
Hi Hills
Ro Road
Vi Village
Mk Market
Ch Church

Ca Castle
P Peasant
VP Victory Point
R Resources
G Gold
C Crops
A Animals
H Hardship
HS Hand Size

D2X Draw 2 extra cards next turn
C2L This Upgrade costs 2 less to build
C2M This Upgrade costs 2 more to build
FO From Opponent
End At the End of the Game this card is worth ...
NPM No Player may...
TT The Rest of This Turn
TP This Player
AP All Players

Play Deck Card List

Card Name:	Type:	Locations	Effect
Pilgrimage	B	Church	1VP also Convert P → 2VP
Levy Troops	B	Castle	1VP also Convert P → 2VP
Crafts Fair	B	ViCaMk	1R also Convert R → VP
Feast Day	B	ViMkCaCh	1A also Convert A → VP
Harvest	B	ViMkFl	1C also Convert C → VP
Caravan	B	RoMk	1G also Convert G → VP
Tournament	B	Castle	2VP
Feudal Dues	B	Castle	1VP & Steal 1 Card FO
Feudal Obligations	B	Castle	1 VP & Steal 1 Good FO
Minstrel Troupe	B	ViMkRo	1G & 1VP
Cloth Trade	B	RoMkRv	2G & 1R
Slaughter Livestock	B	FlPa	4A
Fallow Field	B	Fields	D2X
Clover & Rape	B	Fields	D2X & Compost, Fodder
Turnips	B	Fields	2C & Fodder
Pigs	B	WoFl	3A & Manure
Stone	B	Hills	3R
Honey & Wax	B	WoFl	1A & 1R & Pollination
Corn	B	Fields	4C & Compost, Fodder
Beans	B	Fields	3C
Herbs	B	FlViWo	1C & 1G
Small Game	B	Woods	1A & Draw 1 Card
Rye	B	Fields	3C
Resin, Tar, Pitch	B	Woods	2R
Apples	B	Fields	2C & Compost, Fodder
Millet	B	Fields	2C
Taxes	B	MkVi	2G
Stag Hunt	B	Woods	2A
Iron Ore	B	Hills	3R
Wheat	B	Fields	4C & Compost, Fodder
Flax	B	Fields	1C & 1R
Oysters & Crabs	B	River	2A
Plow Team	B	Fields	3C & Cultivar
Banditry	B	RoRvHi	Steal 2 Goods from Opponent
Berries, Acorns, Nuts	B	Woods	1C & Draw 1 Card
Barley	B	Fields	3C & Fodder
Goats	B	FlHiPa	2A
Settlers	B	RvRo	1P
Poultry	B	MkVi	2A
Marriage	B	ChViCa	1P
Sheep	B	FlPa	2A & Manure

Card Name:	Type:	Locations	Effect
Spice Trade	B	RoMkRv	2G & 1C
Cob, Straw, Reeds	B	Fields	2R & Fodder
Indulgences	B	Church	2G
Collect Tolls	B	Road	2G
Midwife	B	Village	1P
Fur Trapper	B	Woods	1A & 1R
Wild Boar	B	Woods	2A
Cabbage	B	ViFl	2C & Compost
Money Lender	B	Market	4G & lose 1 VP
Tithe	B	ChVi	2G
Horticulture	B	ViMkFl	1C & 1G
Wool	B	FlPa	2R
Oats	B	Fields	2C & Fodder
Gold & Silver	B	Hills	3G
Timber	B	Woods	3R
Potatoes	B	Fields	3C
Herring & Cod	B	River	3A & Compost
Salt Trade	B	RoMkRv	2G & 1A
Orchard	U	Fields	1C. C2L
Woodcutters	U	Woods	1R. C2L
Tavern	U	Village	1G. C2L
Stables	U	ViMkCa	1A. C2L
Watermill	U	River	1C also Convert 1 Card → 1C
Quarry	U	Hills	1R also Convert 1 Card → 1R
Royal Hunting Grounds	U	Woods	1A also Convert 1 Card → 1A
Mine	U	Hills	1G also Convert 1 Card → 1G
Warehouse	U	MkVi	HS +1 also Convert G → R
Weaver	U	Village	1G also Convert C → R
Tannery	U	MkVi	1R also Convert A → R
Bazaar	U	Market	1G also Convert G → C
Cattle Enclosures	U	Pasture	1A also Convert C → A
Docks	U	River	1G also Convert G → A
Fishing Boats	U	River	1A also Convert A → G
Vineyard	U	Fields	1C also Convert C → G
Cheese Maker	U	ViMk	1G also Convert 2A → 1 Card
Brewery	U	ViMk	1C also Convert 2G → 1 Card
Carpenter Workshop	U	MkViCa	1R also Convert 2R → 1 Card
Printing Press	U	ViMk	HS +1 also Convert 2C → 1 Card
Brick Maker	U	FlHi	End 1VP. Upgrades cost 3 Less
Wind Mill	U	Fields	1C & End 2VP
University	U	Village	End 1VP per Upgrade you own
Bakery	U	ViMk	Convert 2C → 1VP
Inn	U	MkViRo	Convert 2G → 1VP
Smithy	U	ViCaMk	Convert 2R → 1VP
Butcher	U	MkVi	Convert 2A → 1VP
Guild Hall	U	Market	Convert 1R + 1G → 1VP
Abbey	U	Hills	Convert 1A + 1C → 1VP
Renaissance Master	U	ViMkCaCh	Convert 2 Cards → 1VP
Fortress	U	Castle	1VP. C2M
Cathedral	U	Church	1VP. C2M
Blight	H	-	NPM gain Crops TT
Peasant Rebellion	H	-	NPM play cards TT
Fire	H	-	TP loses 1 Random Upgrade

Card Name:	Type:	Locations	Effect
Thieves	H	-	TP loses all Resource Tokens
Scandal	H	-	TP loses 2VP
Heresy	H	-	AP discard their Hands
Plague	H	-	AP lose 1 Peasant
Foraging Army	H	-	AP lose all Food Tokens
Kings Tax Collector	H	-	AP lose all Gold Tokens
Pestilence	H	-	AP lose all Animal Tokens

Land Tiles, Tokens, Cards Available

Thanks Peter. These Look Great!!! Click Here

Faq

Q> Marriage/midwife - does the new peasant become available for placement once acquired? A – Peasants are not placed per say, rather they increase the number of cards you draw and the number of cards you can play per turn. The new peasant immediately improves your abilities in these areas.

Q> Brickmaker - Is he an automatic 3 subsidy to all future upgrades, or do you have to play the brickmaker to get the 3 subsidy to another upgrade that phase? Same with Printing Press/Warehouse. Once bought, do you have to play them to get the benefit of the increased hand size for just that phase? A – Brickmaker is 3 off for all upgrades you play for the rest of the game. The hand size increase of the PP & WH is also for the rest of the game. Note that all your upgrades are permanent acquisitions that provide you benefits every turn.

Q> Feudal Dues - Steal 1 card from another player. We assume this means a card from the hand, not an already purchased upgrade? A – Yes, from the hand.

Q> Peasant Rebellion - We assume this means there is a feeding phase but otherwise just an empty round? A – Actually there is still a Work Phase. You cannot place cards, but you can still take the option where

you discard 2 cards from your hand to gain 1 Good of any type.

Q> Fortress - Though expensive, it seems unfair that one player could buy this upgrade, then place it on the castle every turn first thing and lock up the Lord of the Manor for the whole game (an an easy VP per turn). A – Upgrades are only placed once when they are first played, then they are kept next to their owner off board where they still have their effects but no longer interact directly with the map.

Links

Bgg

Variants

1. Remove some or all of the Hardship cards from the deck.
2. Increase/decrease the number of VP needed to win.
3. Players get more/less goodies in setup.
4. Increase/decrease max hand size.
5. Play without the map (all cards are always playable).
6. Players share a common hand (draw = number of peasants in play)
7. Keep out the Hardship cards as a seperate deck. At the beginning of each Draw phase roll 2D6: On a roll of 11 a random player draws 1 Hardship card.





Medieval Meals

Introduction

Card game about Food in England in the Middle ages.

Victory

The first player with 100 Meal Points is the winner.

Meal Points

Use Poker Chips to keep track of Meal Points (MP).

The Food Deck

Players share a common deck. The deck is kept Face-down. The discard is kept Face-up.

There are 10 Types of Cards: Meat Fowl Fish Bread Cheese Spice Herbs Fruit Drink Event

Definition Of Terms

The Cheese Suite also covers other types of dairy. The Bread Suite also covers any Grain type foodstuff. Fowl can always substitute for Meat unless a rule specifically forbids it.

The older term Herbs is synonymous with the newer term Vegetables.

Setup

Shuffle the deck. The oldest Player goes first. Each player is dealt 5 cards

The Recept List

Recipe:	MP	Notes:
Butcher Shop	16	4 Meats
Bakers Dozen	16	4 Breads
Cheese Maker	16	4 Cheeses
Soup	9	1 Fish, 2 Herbs
Stew	9C	1 Meat, 2 Herbs
Pottage	16C	1 Meat or Fish, 1 Bread, 1 Herb, 1 Herb or Fruit
Sallat	16	4 Herbs
Ploughman's Lunch	4C	1 Bread, 1 Cheese
Supper	25	1 Drink, 1 Meat, 1 Bread, 2 Any
Monks Meal	16C	1 Bread, 2 Herbs, 1 Drink
Common Meal	16C	1 Bread, 1 Herb, 1 Meat or Fish, 1 Drink
Royal Banquet	36N	1 Drink, 1 Spice, 2 Meats, 1 Fish, 1 Bread
Fruit Pies	16	2 Fruits, 2 Breads
Fisherman's Catch	16	4 Fish

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Cooking Phase
2. Event Phase
3. Meal Phase
4. Spoilage Phase

Cooking Phase

Draw 1 card from the deck or the discard. If the deck runs out, shuffle the discard and draw from it.

Event Phase

You may Play 1 Event card from your Hand.

Meal Phase

You may cook one recipe. Discard cards from your hand that satisfy 1 of the Recipes on the Recipe list. Gain Meal Points according to the Recipe List entry.

You cannot use the same recipe more than once per game (keep track). A recipe may not contain both Common and Noble cards. A recipe using Unwholesome ingredients score -2 MP.

Spoilage Phase

Max hand size is 7 cards. Discard excess cards.

Recipe:	MP	Notes:
Spice Shipment	16N	4 Spices
Staple Diet	9	1 Bread, 1 Meat, 1 Fish
Harvest Festival	25	2 Bread, 2 Herbs, 1 Fruit
Drinking Hall	16	4 Drinks
Hunters Feast	25N	2 Fowl, 2 Meat, 1 Drink
Pease Porridge	4C	1 Meat, 1 Herb

MP Meal Points
C Common Only
N Noble Only

Card Notation

N Noble ingredient
C Common ingredient
B Can be used as either a Noble OR a Common ingredient

Food Deck Card List

Card Title:	Type:	Use	Notes:
Lentils & Cucumbers	Herb	C	Unwholesome
Long & Broad Beans	Herb	C	
Asparagus & Artichokes	Herb	C	
Nuts & Pistachios	Herb	B	
Onions & Leeks	Herb	B	
Rape & Garlic	Herb	B	
Parsnips & Peas	Herb	C	
Fennel & Parsley	Herb	C	
Endive & Lettuce	Herb	C	
Shallot & Watercress	Herb	C	
Carrots, Turnips, Beetroot	Herb	C	
Olives & Oil	Herb	B	
Cabbages: Roman, Easter, White	Herb	C	
Cabbage of Senlis	Herb	B	
Vinegar	Herb	C	
Sugar	Herb	N	
Twice Baked Biscuits	Bread	C	
Yeast Pastries	Bread	N	
Brown & Black Bread	Bread	B	
Manchet & Fine White Bread	Bread	N	
Ravelled & Cheat Bread	Bread	B	
Court Loaf & Popes Loaf	Bread	N	
Knights Loaf & Squires Loaf	Bread	N	
Varlets Loaf & Table Loaves	Bread	N	
Trenchers: Thin Bread Plates	Bread	B	
Unleavened Bread	Bread	B	
Common Bread & Coarse Bread	Bread	C	
Barley Bread	Bread	C	
Porridges & Gruel	Bread	C	
Buck Wheat & Rye Breads	Bread	C	
Millet & Oat Breads	Bread	C	
Public Ovens	Bread	C	
Wild Raspberries	Fruit	C	
Wood Strawberries	Fruit	C	
Red Currants	Fruit	C	
Cultivated Apples	Fruit	B	

Card Title:	Type:	Use	Notes:
Quinces	Fruit	B	
Dates & Figs	Fruit	N	
Marmalade	Fruit	C	
Pears & Pomegranates	Fruit	N	
Lemons & Melons	Fruit	N	
Peaches & Plums	Fruit	N	
Oranges & Apricots	Fruit	N	
Salt	Spice	N	
Pepper	Spice	N	
Mustard	Spice	N	
Cinnamon	Spice	N	
Cloves	Spice	N	
Nutmeg	Spice	N	
Ginger	Spice	N	
Saffron & Caraway	Spice	N	
Cardamon & Coriander	Spice	N	
Cumin & Turmeric	Spice	N	
Mace & Anise	Spice	N	
Water	Drink	C	Unwholesome
Milk	Drink	C	
Spiced Ale	Drink	C	
Honey Mead	Drink	C	
Fermented Apple Cider	Drink	C	
Beer: Malt & Hops	Drink	C	
Godale & Perry	Drink	C	
Small Beer	Drink	C	
Fruit Wine & Sour Wine	Drink	B	
Cherry Water & Apricot Syrup	Drink	B	
Apple Wine & Milk of Almonds	Drink	B	
Spanish & Cypress Wines	Drink	N	
Malmsey, Madeiran, & Muscatel	Drink	N	
Bordeaux & Rosette Wines	Drink	N	
White Wines & Rhine Wines	Drink	N	
Nectar & Honey Wine	Drink	N	
Pickled Herring	Fish	B	
Smoked Salmon	Fish	B	
Conger Eel	Fish	B	
Whiting	Fish	B	
Plaice	Fish	B	
Salted Cod	Fish	B	
Mackerel	Fish	B	
Freshwater Trout	Fish	B	
Shad & Carp	Fish	B	
Skate, Sole & Turbot	Fish	N	
Pike & Perch	Fish	C	
Tench & Crayfish	Fish	C	
Fish Eggs	Fish	B	
Crabs & Cockles	Fish	B	
Mussels & Oysters	Fish	B	
Salted Whale	Fish	C	
Butter	Cheese	B	
Fresh Cream	Cheese	B	
Smoked Cheese	Cheese	B	

Card Title:	Type:	Use	Notes:
Wheel Cheese	Cheese	B	
Cottage Cheese	Cheese	C	
Soft Cheese	Cheese	B	
Semi-Soft Cheese	Cheese	B	
Hard Cheese	Cheese	B	
Farmers Cheese	Cheese	C	
Green Cheese	Cheese	C	
Herb Cheese	Cheese	C	
Goat Cheese	Cheese	C	
Mountain Cheese	Cheese	C	
Bird Eggs	Fowl	B	
Swans & Cranes	Fowl	N	
Storks, Crows, & Cormorants	Fowl	N	
Plovers, Turtle-Doves & Larks	Fowl	N	
Quail, Partridges, & Cuckoos	Fowl	N	
Thrushes, Starlings, Blackbirds	Fowl	N	
Jellied Peacocks	Fowl	N	
Poultry	Fowl	B	
Chickens	Fowl	B	
Game Birds	Fowl	B	
Fattened Geese	Fowl	B	
Ducks	Fowl	B	
Turkey	Fowl	B	
Pheasants & Capons	Fowl	B	
Poaching	Meat	C	
Venison	Meat	N	
Beef	Meat	B	
Pork	Meat	B	
Veal	Meat	N	
Goat	Meat	B	
Milk Fed Lamb	Meat	N	
Rabbit & Hare	Meat	N	
Mutton	Meat	B	
Bones	Meat	C	
Red & Roe Deer	Meat	N	
Boar	Meat	N	
Hams & Sausages	Meat	B	
Suet & Black Puddings	Meat	B	
Black Bears	Meat	B	
Hedge Hogs & Squirrels	Meat	B	
Crusaders	Event	Draw 3 Cards from Deck	
Cookery Book	Event	Draw 3 Cards from Deck	
Harvest	Event	Draw 3 Cards from Deck	
Exotic Imports	Event	Draw 3 Cards from Deck	
Famine	Event	Opponent Discards 2 Cards	
Blight	Event	Opponent Discards 2 Cards	
Lent	Event	Opponent Discards 2 Cards	
Fasting	Event	Opponent Discards 2 Cards	

Links

Medieval Food





Medieval Microcosm

Introduction

Card game for 2-4 players. General Medieval Historical Theme. Tit-for-Tat Card-combo mechanisms.

Victory

Have the most points at the end of the game. If tied, just argue about it. . . forever.

The Deck

Players share a common deck of 60 cards.

Card Types

There are 4 card types:

- C** Character
- H** Holding
- G** Group
- E** Event

Card Descriptions

The top left corner states the card type. The top right corner is the card's point value. The upper half is an illustration.

In the middle is the card name. At the bottom is the card combo/ability notes.

Card Abilities

Cards have 1 of 2 types of abilities: When played: These activate as soon as the card is played. Combo: These cards are worth more points if you have the indicated cards in your Fief at the end of the game.

Setup

Shuffle the deck. Each player draws 2 cards. The oldest person goes first.

Play proceeds clockwise.

Turn Sequence

Players take turns. On your turn, draw 1 card from the deck and play 1 card from your hand. When you play a card place it face up in front of you on the table.

If the card has a non-combo ability this gets used immediately. All the cards in front of you are known as your Fief.

Hand Size

At the beginning and end of your turn, you will normally have just 2 cards in your hand. However several cards have as their ability: Draw 1 Card. (Do this immediately when played) This effectively increases your hand size by 1 for the rest of the game until the End game when you will play all the remaining cards in your hand.

End Game

When the last card is drawn shuffle the discard and draw from it. When there is no deck or discard left, players continue taking turns, playing one card at a time from their hands until all cards are played.

Discard Pile

Cards only ever go into the discard pile when another card sends them there. These cards eventually return to play in the end game.

Steal Ability

When played take the indicated type card from your opponent's Fief and put in your Fief. Important note: When you steal a card, you don't get to use its "when played" ability. You do however still get to make combos with it.

Discard Ability

When played take the indicated type card from your opponent's Fief and put in the discard.

Basic Combo Cards

These give a bonus if you have both cards in your Fief. Place them adjacent so you don't miss any in end game scoring. Note that all Basic combos give the card stating the combo a final score of five.

Super Combo Cards

These are the ones that give you 1 extra point for every 2 cards you have of an indicated type. Round up for this. The most points you can receive from one of these cards is 10.

Most Of Combo Cards

These require you to compare numbers of types of cards between you and your opponents. If you are tied for most, you get the bonus.

End Game Scoring

It is recommended you use tokens or markers to help tally for final scores. Final scores are based on all the cards in your Fief and the combos they make.

Links: Card List Here!!!!

?? for Card Images





Medieval Monastery

Introduction

Card game for 2-4+ players. Theme: Monks in the Middle Ages.

The Deck

Players share a common deck.

Suites

There are 8 Suites:

1. Prayer
2. Work
3. Study
4. Rules
5. Saints
6. Orders
7. Abbey
8. Monks

Each Suite has 9 cards ranked from 1 to 9.

Game Length

The game lasts 10 Turns.

Victory

Each player gains points in each of the 8 Suites. Your final score is equal to your lowest score out of all the Suites.

The Cross

Exactly one cross or crucifix is needed. The current possessor of the cross has the title of Abbot.

Score Keeping

Each player will need paper and pencil. Each player must keep track of their own scores in each of the 8 Suites.

Setup

Shuffle the deck. The oldest player is the Abbot. Give him or her the cross.

Turn Sequence

Each turn has 4 phases:

1. Ascetic Phase
2. Eremitical Phase
3. Cenobitic Phase
4. Salvation Phase

Ascetic Phase

Each player draws 10 cards. If the deck runs out, shuffle the discard and draw from it.

Eremitical Phase

Starting with the Abbot and going clockwise, each player must play 1 card. The effect of the card depends on its Suite.

- Prayer Action: Draw 2 cards. Discard any 2 cards.
- Work Action: Discard your hand and draw 9 cards.
- Study Action: All players may trade cards. Limit 3 minutes.
- Rules Action: $X = \text{number of players}$. X cards are revealed from the deck, and are placed face-up, side by side in the middle of the table. Starting with you and going clockwise, each player selects one of these

Cards and puts it into their hand.

- Saints Action: Each player draws a card. Draw 1 card and place it face-up in the center of the table. All Players bid on this card. Each player reveals simultaneously 1 card. The revealed card with the Highest rank is the winner. The winner takes the center card. All cards used for bid are discarded. If there is a tie, those tied must bid again.
- Orders Action: Each player must give 1 card to the player to their right.
- Abbey Action: Trade hands with target player.
- Monks Action: Each player must give you 1 card. You must then give each other player 1 card.

Cenobitic Phase

Each player may make 1 or more combos:

- Two Card Flush: Earn 4 points in that Suite.
- Three Card Flush: Earn 9 points in that Suite.
- Four Card Flush: Earn 16 points in that Suite.
- Five Card Flush: Earn 25 points in that Suite.
- Six Card Flush: Earn 36 points in that Suite and draw 1 card.
- Seven Card Flush: Earn 49 points in that Suite and draw 2 cards.
- Eight Card Flush: Earn 64 points in that Suite and draw 3 cards.
- Nine Card Straight-Flush: Automatically and immediately win the game.
- One of Each of the 8 Suites: Gain 8 Points in each Suite.

- Two of a Kind: Earn 3 points in each Suite present.
- Three of a Kind: Earn 5 points in each Suite present.
- Four of a Kind: Earn 7 points in each Suite present.
- Five of a Kind: Earn 9 points in that Suite present.
- Six of a Kind: Earn 11 points in each Suite present.
- Seven of a Kind: Earn 13 points in each Suite present.
- Eight of a Kind: Earn 15 points in each Suite present.
- Three Card Straight: Earn 3 points in each Suite present.
- Four Card Straight: Earn 4 points in each Suite present.
- Five Card Straight: Earn 5 points in each Suite present.
- Six Card Straight: Earn 6 points in each Suite present.

- Seven Card Straight: Earn 7 points in each Suite present and draw 1 card.
- Eight Card Straight: Earn 8 points in each Suite present and draw 2 cards.
- Nine Card Straight: Earn 9 points in each Suite present and draw 3 cards.

Salvation Phase

Players discard all cards. The cross is given to a new abbot: It goes 1 person clockwise.

Card List Nomenclature

P Prayer
W Work
S Study
R Rules
Z Saints
O Orders
A Abbey
M Monks

Monastic Community Deck Card List

Name	Suite	Rank
Vespers	P	1
Psalms	P	2
Mass	P	3
Chants	P	4
Contemplation	P	5
Worship	P	6
Rosary Beads	P	7
Song	P	8
Hymns	P	9
Daily Chores	W	1
Manual Labor	W	2
Farming	W	3
Fish Ponds	W	4
Mills	W	5
Tanneries	W	6
Missionary Work	W	7
Quarries	W	8
Breweries	W	9
Scriptorium	S	1
Scholarship	S	2
Literacy	S	3
Greek and Latin	S	4
Classical Writings	S	5
Library	S	6
Copy Religious Texts	S	7
Illuminated Manuscripts	S	8
Preserve Knowledge	S	9
Poverty	R	1
Silence	R	2

Name	Suite	Rank
Anthony	Z	1
Pachomius	Z	2
Brigit	Z	3
Honoratus	Z	4
Benedict	Z	5
John	Z	6
Bernard	Z	7
Francis	Z	8
Dominic	Z	9
Benedictine	O	1
Augustinian	O	2
Cluniac	O	3
Cistercian	O	4
Templar	O	5
Franciscan	O	6
Dominican	O	7
Carmelite	O	8
Jesuit	O	9
Church	A	1
Gardens	A	2
Cellar	A	3
Cloister	A	4
Chapter House	A	5
Infirmmary	A	6
Refectory	A	7
Kitchen	A	8
Dormitory	A	9
Oblate	M	1
Novice	M	2

Name	Suite	Rank
Devotion	R	3
Charity	R	4
Routine	R	5
Service	R	6
Sacrifice	R	7
Humility	R	8
Obedience	R	9

Name	Suite	Rank
Pilgrim	M	3
Disciple	M	4
Brethren	M	5
Hermit	M	6
Mendicant	M	7
Friar	M	8
Holy Man	M	9





Meditation Cards

Introduction

Solo Activity. Shuffle the Deck. Draw 2 Random cards.

For 5 minutes meditate on the Ideas presented on the Cards and the connections between those Ideas.

Card List

Card Name:

- Democracy
- Conservatism
- Liberalism
- Socialism
- Marxism
- Imperialism
- Totalitarianism
- Internationalism
- Terrorism
- Revolution
- Nationalism
- The Enlightenment
- Romanticism
- Idealism
- Moral Philosophy
- God
- Analytic Philosophy

- Philosophy of Mind
- Existentialism
- Post Structuralism
- Religion
- Spirituality
- Anthropology
- Psychology
- Sociology
- Economics
- Industrialization
- War
- Neoclassicism
- Romanticism
- Realism
- Impressionism
- Post-Impressionism
- New Art
- Modernism
- Abstract Art
- Popular Culture
- Physical Sciences
- The Scientific Method
- Evolution
- Medicine
- Computers
- Ecology





Mega Tank

Introduction

Solo Science Fiction Card game with two decks. You control the Mega Tank trying to wipe out the defenders more conventional forces.

Victory & Defeat

If the Mega Tank Deck has no cards left then the Tank is destroyed and you lose. If all of the Command Post cards have been destroyed you win. If you reach the Target Zone you win (Have 15+ cards in the Transit Pile).

Armor Points

The Mega Tank starts with 40 Armor Points (AP).

Taking Damage

If the Mega Tank is ever reduced to zero AP then every additional point of damage done causes the top card of the Mega Tank deck to be removed from the game.

Notation

MTD Mega Tank Deck
DFD Defense Force Deck
DF Defense Force
MT Mega Tank
AP Armor Points

Dice

Six sided dice are needed.

Transit Pile

If you ever have 15 or more cards in the Transit pile, you have reached the Target Zone and you win.

Turn Sequence

Each turn has 6 phases:

1. Deploy Defenders Phase
2. Reload Phase
3. Attack Phase
4. Counter Attack Phase
5. Movement Phase
6. End Phase

Deploy Defenders Phase

Draw 1D6 Defender cards from the DFD and place them face up on the table. This is called the Deployment Roll. If the DFD is ever out of cards, shuffle the Defender Reserve Pile and draw from it.

If a command post is already out, draw and place an extra card. If a post is already out and you draw another discard it to the Defender Reserve pile.

Reload Phase

Draw 5 cards from the Megatank Deck. If there are no cards left in the deck shuffle the discard and draw from it.

Attack Phase

Discard Megatank cards from your hand to destroy deployed Defender cards of the appropriate type. Defender units roll saving throws in response: Roll 1D6: If this is equal to or less than the Units Save value it survives. (Saves are based on having protective armor and the ability to find shelter, evade attacks, and stay out of sight) Destroyed defender cards go to the Defender Casualty pile.

Counter Attack Phase

Remaining Deployed Defenders attack. Discard Armor cards and Anti-Missile System cards to negate attacks. Subtract the damage inflicted from the Mega Tank Armor Value.

Defender cards may remain in play unless the card description says to discard: Roll 1D6 for each such Unit: (This is called the Resupply Roll) On a roll of 1-3 the Unit stays in play and continues to fight. On a roll of 4-6+ the unit runs out of fuel or ammo and is forced to retreat: place it on the bottom of the DFD.

Movement Phase

Place one card from the Casualty pile into your Transit Pile. If there are no cards in the Casualty pile, use the top card of the DFD.

End Phase

Max hand size is 5 cards. Discard excess cards.

Radar Card Options

After you look at the next 10 cards in the DFD you may do one of the following:

1. Search the MTD for 1 card and put it in your hand. Shuffle the deck afterwards.
2. Draw 2 cards from the top of the MTD.
3. Cause any 2 of the DF cards you looked at to be placed on the bottom of the DFD.

Main Gun Card Options

Indirect Fire Option: You may discard a Main Gun card to cause 1D6-3 cards from the top of the DFD deck to be put in the Casualty pile. (If the result is zero or negative no defending cards are destroyed)

Missiles Card Options

These can be used against non-Air Defenders as well but roll 1D6: on 1-3 the missiles miss. On 4-6+ they hit.

Gun Battery Card Options

Rolling Barrage Option: Use to attack ALL Ground Defenders in play. Roll 1D6 for each: On a roll of 4 or better they are destroyed. Bombardment Option: Flip over the top card of the DFD. If it is a Ground unit it is destroyed.

Flak Attack Option: Use to attack ALL Air Defenders in play. Roll 1D6 for each: On a roll of 5 or better they are destroyed.

Antipersonnel System Card Options

When used this card targets ALL Infantry in play. Damage Control Systems Option: Repair 1 point of

Damage.

Armor Card Options

Deflection Option: Reduce the Damage from any Non-Energy Attack by 1D6 Points. Internal Protection: When discarded from the deck as a result of damage past 40 AP, no further damage is done to the tank from that particular Attack. Merely a Scratch: When used to negate a Light attack, draw 1 card from the MTD.

Move Card Options

Crush Underneath Option: Destroy 1 Ground Unit on a roll of 3 or more on 1D6. Evasive Maneuver Option: Negate any 1 attack on a roll of 3 or more on 1D6. Veer Off Option: Defenders get +1 to their Resupply rolls this turn.

Steer Clear Option: Negate a Minefield. Remove a card from the Transit Pile. Acceleration Option: Add a card to the Transit Pile.

Anti-missile Systems Card Options

Targeting Analysis Option: Draw 3 cards from the MTD. Keep 2 and discard 1. Battle Computer Option: Modify any target roll by +1 or -1.

Energy Absorption Grid Card Options

Recharge Option: Put a card from your discard into your hand. Disrupt Communications: Next Turns Deployment roll is at -1. Inertia Screen: All Defender Attacks do one less damage this turn.

Megatank Deck Card List

Card:	Num#	Notes:
Main Gun	5	Kill Far Away Ground Unit or Command Post
Missiles	10	Kill Air Unit
Gun Battery	10	Kill Ground Unit or Command Post
Antipersonnel System	10	Kill Infantry Unit
Armor	5	Negate 1 Light Attack
Move	10	Cause 1 Defender card to be discarded to the reserve pile
Anti-Missile System	5	Negate 1 Missile Attack
Energy Absorption Grid	5	Negate 1 Energy Attack
Radar	5	Look at next 10 cards in Defense Force Deck

Num# = Number of that card in the deck.

Defence Force Deck Card List

Card:	Num#	Type	Dam	Save	Use	Notes
Power Infantry	10	G	1	2	-	L
Tac-Air Raider	6	A	4	2	-	M
Drone Cluster Bomber	4	A	8	-	R	M
Heavy Laser Tank	4	G	4	2	-	E

Card:	Num#	Type	Dam	Save	Use	Notes
Plasma Tank	2	G	5	1	-	E
Selfpropelled Rail Gun	2	G	3	1	-	
Howitzer Battery	4	G	5	1	-	F
Missile Launchers	2	G	7	-	R	FM
Light Attack Vehicle	4	G	2	1	-	L
Command Post	3	G	-	-	-	
Mine Field	2	-	1D6	-	R	X

- Save** If unit attacked it is not destroyed on a roll of this or less on 1D6.
- G** Ground Unit
- A** Air Unit
- F** Far Away
- L** Light Attack
- M** Missile
- E** Energy Attack
- R** Unit goes to reserve pile after attacking in Counter Attack Phase.

X Discard to Casualty pile after attacking

End Game Scoring

Add up: + Number of cards in the Transit Pile + Number of cards in the Casualty Pile + Number of AP you have remaining - Cards removed from the MTD as Damage

Links





Megazilla

Introduction

Megazilla attacks Tokyo!!!!!! One player is Megazilla, the other is the Japanese military trying to defend the city.

Victory

The JDF (Japanese Defense Force) wins if Megazilla is ever at 75 or more points of damage. Megazilla wins if he makes it to the opposite end of the map and reduces at least half of the city blocks to rubble.

The Map

The map of Tokyo is divided into spaces called blocks. There are 3 types of blocks: Water, City, & Rural. There should be around 50 city blocks.

The city is surrounded by water & rural blocks.

Counters

One counter or figure is used to represent Megazilla. The JDF has 80 counters to represent its various units available. A set of 12 Artillery Attack counters are needed.

A set of 50 Rubble counters are needed.

Cards

The deck contains 60 special cards used by the Megazilla player. The deck contains 5 of each of the 12 cards listed.

Setup

The JDF player draws 20 random counters from his pile. Police counters may be placed anywhere in the city. Navy ships & Coast guard boats may be placed in any water blocks.

Army units may be placed in any rural blocks. The player holds onto helicopters, jets, nukes, and cruise missiles. After the JDF sets up, Megazilla starts in any water block on the edge of the map.

Turn Sequence

The turn is divided into 9 phases:

1. Megazilla Orders Phase
2. JDF Move Phase
3. Artillery Declaration Phase
4. Missile Declaration Phase
5. Reveal Megazilla Phase
6. Damage Phase
7. Destroy Phase

8. JDF Recruit Phase

9. Megazilla Draw Phase

Megazilla Orders Phase

Take the Megazilla counter off of the map. The Megazilla player secretly writes down, on a piece of scrap paper, which block Megazilla is moving into, and which blocks he is moving through to get there. Megazilla can move up to 2 blocks per turn.

If Megazilla has taken 50+ points of damage, he can only move a base of 1 block/turn.

Jdf Move Phase

All non-missile units have a movement allowance. The JDF unit may move some, all, or none of these units. Water units can only move in water blocks.

Ground units can only move in ground blocks. Air units & hovercraft may move over any block. There is no limit to unit stacking.

Jets must move at least 4 blocks away from their starting position.

Artillery Declaration Phase

All long range units declare their attacks in this phase. Navy ships may attack. Ground artillery that did not move this turn may attack.

Place one Artillery attack counter on a block that is in range of the unit.

Missile Declaration Phase

The JDF player may place some, all, or none of his cruise missile counters and nuke counters directly onto map blocks.

Reveal Megazilla Phase

The secret message is revealed. Place the Megazilla counter back onto the map on the indicated block.

Damage Phase

If there are any artillery attack counters in the same block as Megazilla, then Megazilla suffers 3 points of damage per counter. If there are any cruise missile counters in the same block as Megazilla, then Megazilla suffers 5 points of damage per counter. If there are any Nuke counters in the same block as Megazilla, then Megazilla suffers 10 points of damage per counter.

If there are any Nuke counters in a block adjacent to Megazilla, then Megazilla suffers 5 points of damage

per counter. If there are any non-missile unit counters in the same block, or a block adjacent to Megazilla, then Megazilla suffers damage equal to the damage rating of the unit as shown in the counter list. Place a rubble counter on all blocks that were hit by artillery and cruise missiles.

Place a rubble counter on all blocks that were hit by a Nuke or were adjacent to a block hit by a nuke. All missile units on the map are removed from play. All artillery attack counters are removed from the map to be used again.

If Megazilla has 100+ accumulated damage, he is killed. Megazilla may play certain cards to avoid damage.

Destroy Phase

All units in the same space as Megazilla are automatically destroyed. Megazilla may play certain cards to destroy specific types of adjacent units. Place a rubble counter on all blocks that Megazilla has moved into or through.

Jdf Counter List

Unit Name	Nmbr	Move	Range	Dam	Type
Police	10	1	1	1	G
Army Soldiers	18	1	1	2	G
Tanks	10	2	1	3	G
Hovecraft	2	2	1	1	GW
Artillery	8	1	8	3	GL
Navy Ships	4	2	8	3	WL
Coast Guard Boats	6	2	1	1	W
Helicopter	7	4	1	3	A
Jet	6	4-8	1	3	A
Cruise Missile	6	X	X	5	M
Nuke	2	X	X	10/5	M
The Scientist	1	2	1	X	G

Nmbr the number of that type of chit

G Ground unit

L Long range unit

Jdf Recruit Phase

The JDF player draws no new counters on the first 2 turns. The JDF player draws 1 new counter on the next 2 turns. The JDF player draws 2 new counters on the next 2 turns.

The JDF player draws 3 new counters on the next 2 turns. The JDF player draws 4 new counters on the remaining turns. Missile units must be held onto.

New non-missile units may be held onto or deployed. Deployed units are placed onto any block at the edge of the map that is not within 4 spaces of Megazilla. Ground units must be placed on ground, and water units in water.

Megazilla Draw Phase

Megazilla may draw up to 4 cards. Megazilla may keep a maximum of 6 cards in his hand. Excess cards are discarded.

If the deck runs out, shuffle the discard and draw from it.

W Water unit

A Air unit

M Missile unit

Megazilla Card List

Card Name:	Effect:
Tough Hide	Avoid any one attack this turn.
Energy Breath	Destroy any 1 adjacent stack of units.
Stomp	Destroy 1 adjacent ground unit.
Tail Sweep	Destroy all soldiers & police in 1 adjacent stack.
Dodge	Avoid one cruise missile or Air attack this turn.
Regeneration	Play in Orders Phase to heal 3 damage.
Swat	Destroy 1 adjacent Air unit.
Topple Building	Destroy 1 stack of ground units 2 blocks away.
Tidal Wave	Destroy 1 stack of adjacent water units.

Card Name:	Effect:
Skyscrapers	Avoid any one long range attack this turn.
Megahustle	Megazilla may move 1 extra space this turn.
Domino Effect	Triple the effect of another card just played.

Surprise Factor

The JDF cannot deploy helicopters until turn 2. The JDF cannot deploy Jets until turn 3. The JDF cannot attack with missiles or nukes until turn 3.

The Scientist

If the scientist is within 2 spaces of Megazilla, he may look at the Megazilla players hand and the next 3 cards in the deck during Recruit phase.





Megiddo 1918

Introduction

WWI card game for 2 players. Recreate the last great cavalry campaign in history. One player is the British.

The other player is the Turks.

The Decks

Each player has his own deck. Each player keeps two discard piles: The Reserve pile, and the Casualty pile.

Victory

The British win with 5 Victory points. This indicates that they have overrun the Turks, and that they have captured Damascus before their Arab allies led by Colonel Thomas Edward Lawrence, also known as Lawrence of Arabia. The Turks win with 3 Victory points.

This indicates that the Turks have made a successful fighting withdrawal and that they have retreated back to Turkey without being overrun.

Turn Sequence

1. Maneuver Phase
2. Reserve Phase
3. Order of Battle Phase
4. Air Strike Phase
5. Cavalry Exploitation Phase
6. Artillery Phase
7. Machine Gun Phase
8. Infantry Phase

Maneuver Phase

Players fill their hands to 10 cards. If a player's deck runs out, shuffle the reserve pile and draw from it.

Reserve Phase

Players may discard up to 5 cards to their reserve pile, and draw an equal number of replacement cards. If a player's deck runs out, shuffle the reserve pile and draw from it.

Order Of Battle Phase

Players place all cards they want to commit to the Battle face down in a stack. Players may play any number of Infantry, Cavalry, Artillery, And Supply cards. The Turkish player may play only one Terrain Card.

After both players have put down their stacks, Both turn their stacks face up. These stacks are referred to as the Orders of Battle.

Air Strike Phase

Starting with the British player, discard a Plane card to do one of the following:

1. Destroy a card with a Force less than the Plane's Force.
2. Disrupt a card with a Force equal to or greater than the Plane's Force.

Target cards in opponents Order of Battle. Leader cards cannot be targeted. Destroyed cards go to the owners Casualty pile.

Disrupted cards have half force in Infantry phase. Units disrupted twice are destroyed. The Plane card is discarded to its owners reserve pile.

Cavalry Exploitation Phase

Starting with the British player, discard a Cavalry card to: Destroy a card with a Force equal to or less than the Cavalry unit's Force. Target cards in opponents Order of Battle. Target Infantry get double Force.

The target card must be a Supply card if possible. Leader cards cannot be targeted. Destroyed cards go to the owners Casualty pile.

The Cavalry card is discarded to its owners reserve pile. The Lawrence of Arabia card may be used as a Force = 3 Cavalry card by the British this phase.

Artillery Phase

Starting with the Turkish player, discard an Artillery card to do one of the following:

1. Destroy a card with a Force less than the Artillery unit's Force.
2. Disrupt a card with a Force equal or greater than the Artillery unit's Force.

Target cards in opponents Order of Battle. Leader cards cannot be targeted. Destroyed cards go to the owners Casualty pile.

Disrupted cards have half force in Infantry phase. Units disrupted twice are destroyed. The Artillery card remains in the battle.

Machine Gun Phase

Starting with the Turkish player, discard a Machine gun card to do one of the following:

1. Destroy a card with a Force equal or less than the MG unit's Force.

2. Disrupt a card with a Force greater than the MG unit's Force.

Target cards in opponents Order of Battle. Leader, Artillery and Machine guns cannot be targeted. Destroyed cards go to the owners Casualty pile.

Disrupted cards have half force in Infantry phase. Units disrupted twice are destroyed. The MG card remains in the battle.

Infantry Phase

Each side adds up all the remaining Force in its Order of Battle (OB). This includes Artillery, MGs, Cavalry, Leaders, and Infantry cards. For each supply card in your OB all of your Non-Leader cards get Force +1.

Each non-Leader card of the Turks gets the Force bonus indicated on the Terrain card if the Turk played a terrain card. If the Turk did not play a terrain card, the battle is assumed to take place in the open desert.

British Card List

Name	#	Type	Force
General Allenby	1	L	+5
Armored Patrol Cars	1	C	1
Australian Mounted Division	1	C	5
New Zealand Mounted Div.	1	C	4
Desert Mounted Corps	1	A	3
Egyptian Camel Corps	1	C	2
Sherifian Camel Corps	1	C	1
Lawrence of Arabia	1	L/C	+5
Howeitat Tribe	1	C	1
Palestine Brigade	1	I	1
Rualla Tribe	1	C	2
Arab Irregulars	1	C	1
French Detachment	1	I	3
Royal Air Force	2	P	2
British Infantry	11	I	6
British Artillery	3	A	4
HMS Druid/HMS Forester	1	A	4
British Machineguns	1	M	3
British Cavalry	2	C	4
Engineer	1	I	1
Supply Trains	3	S	+1
Roads	3	S	+1
Escort Prisoners	1	N	0
Forage	1	N	0
Dysentery	1	N	0

Number of that card type in the deck

C Cavalry

I Infantry

A Artillery

P Planes

Each Leader card must be attached to a non-leader card.

A non-leader card may only have one leader attached. An unattached Leader generates no Force. Disrupted cards have half force.

The side with the higher Force total wins.

The British win ties.

The cards of the OB of the loser go into the Casualty pile.

The cards of the OB of the winner go into the Reserve pile.

The winner gets 1 Victory point.

The Naval bombardment card always goes into the Reserve pile. If Lawrence goes to the Casualty pile, the British automatically lose.

Nuisance Cards

These have no Force value, and are there to represent missed opportunities.

M Machineguns

S Supply

L Leader

N Nuisance

Turkish Card List

Name	#	Type	Force
Bedouins	1	C	1
Turkish Air Force	1	P	1
German Railway Artillery	1	A	3
German Pasha Contingent	2	I	3
German Machineguns	1	M	2
Corps Headquarters	2	L	+1
Amman Division	1	I	3
Anatolian Division	1	I	3
Von Oppen	1	L	+4
Tiller	1	L	+3
Liman Von Sanders	1	L	+5
General Army Reserve	3	I	1
Asienkorps	1	I	1
Caucasus Cavalry	1	C	2
Composite Division	1	I	2
Depot Regiment	1	I	3
Garrison Troops	3	I	1
Turkish Infantry	9	I	4

Name	#	Type	Force
Turkish Artillery	2	A	3
Turkish Machine Guns	2	M	2
Supply Wagons	3	S	+1
Kemal	1	L	+5
Rail lines	3	S	+1
Trenchlines	1	T	+2
Wadi El Fara Line	1	T	+2
Jordan Crossings	1	T	+2
Mountains	1	T	+1
Rough Ground	1	T	+1
Towns	1	T	+1
Spread Thin	1	N	0
Poor Morale	1	N	0
Arab Uprising	1	N	0
Supply Problems	1	N	0
Command Problems	1	N	0
Rail Cuts	1	N	0

T Terrain



Mek Leader

Introduction

Solo or Multiplayer card game. Each player is a mercenary commander leading a Squad of Meks.

Meks Giant robotic war machines with a human pilot. Some crossover with the Mekatac game.

Decks

There are 4 separate common decks (each with its own discard):

- Mission Deck
- Foe Deck
- Event Deck
- Build Deck

Players keep a Hand of Event cards.

Victory

Be the first player to accumulate 500 Megacredits (MC).

Squad Composition

At any given time, you may have up to 4 Meks, and 4 pilots in your squad max. You may not have more attachments than your meks can carry.

The Build Deck

The Build deck has 4 card types:

- Pilots
- Meks
- Weapons
- Equipment

Weapons and Equipment are referred to as Attachments. Weapons may be further classified as: Energy, Ballistic, Hand-to-Hand, or Missile.

Dice

Six and 10 sided dice are needed (D6/D10).

Setup

Each player starts with 100 MC and a hand of 4 Event cards. Players roll high on 1D10 to see who goes first.

Turn Sequence

- Players take turns.
- Each turn has 8 phases:
- Event Phase
- Subsidy Phase

- Build Phase
- Mission Phase
- Foe Phase
- Engagement Phase
- Debriefing Phase
- Repair Phase

Event Phase

Draw 1 Event card. If a deck runs out, shuffle the discard & draw from it.

Subsidy Phase

Gain 10 MC. Use coins to represent Megacredits (MC).

Build Phase

Flip face up the top 8 cards of the Build deck. You may purchase some, all, or none of these with your MC. You may also at this time sell Build cards from your Squad.

You get full price when selling to the discard. At the end of build phase discard all cards you did not purchase. Small Meks cost 10 MC Medium Meks cost 20 MC Large Meks cost 30 MC Small Attachments cost 5 MC Medium Attachments cost 10 MC Large Attachments cost 15 MC Pilots cost 5 MC plus 5 MC per skill they have.

Pilot skills are determined randomly and must be recorded.

Attachments Rules

Weapons, Armor, and Equipment are referred to as Attachments. Meks are small, medium, or large.

Attachments are small, medium, or large.

Small Meks can hold 2 small attachments.

Medium Meks can hold 4 small attachments.

Large Meks can hold 6 small attachments.

A medium sized attachment = 2 small attachments.

A large sized attachment = 3 small attachments.

Mission Phase

Flip face up the top 3 cards of the Mission deck. You may choose to go on one of these missions or Not go on any mission at all. Discard unused Missions.

If you go on a mission decide which of Meks are going and what Pilot & Attachments each Mek will have. Each Mek must have exactly one pilot. Green Pilots cannot pilot large Meks.

There are 3 types of Missions: Assault, Defense, and Patrol. Certain Event cards may affect certain Mission types.

Foe Phase

The Mission will have a Threat Level = X. Flip face up the top X cards of the Foe deck. These are the enemies your squad must defeat in battle.

Engagement Phase

The engagement ends when one side is destroyed, or you retreat your squad. The engagement is resolved after one or more Rounds. Each round has 4 Steps:

1. Long Range: Weapons/ Foes with LR capability may attack.
2. Medium Range: Weapons/ Foes with MR capability may attack.
3. Short Range: Weapons/ Foes with SR capability may attack.
4. Point Blank Range: Weapons/ Foes with PB capability may attack.

All attacks within a Step are simultaneous except for Indirect attacks which occur before other attacks. To make an attack, pick a target & roll 1D10 (The To-Hit roll): Each Foe will attack one of your Mek's at random. To hit, your roll must be equal to or greater than 5.

Certain conditions will modify the To hit Roll:

- Targets at LR are -1 To Hit
- Targets at SR are +1 To Hit
- Targets at PB are +2 To Hit
- Your Small Mek's are -1 To be Hit
- Your Large Mek's are +1 To be Hit

Each Foe will have an Evade value (+2 to -2) To be Hit Missiles are +1 To Hit Area Weapons are +1 To Hit Indirect Weapons are -1 To Hit Missiles vs Target with Jammer -2 To Hit If a target is hit, it will take 1D6 Damage (The Damage roll). Certain conditions will modify the Damage Roll:

- Small Weapon -1
- Large Weapon +1
- Missiles + 1D6
- Area Weapons -1
- Area Weapons are +2 vs Infantry
- PB (HTH) Weapons +2
- SR Weapons +1
- LR Weapons -1

Ballistic Weapon vs Target with Inertia Field -1 Energy Weapon vs Target with Absorption Field -1 Missiles are one shot weapons: They can only be used in the first round. A unit reduced to zero hits is destroyed (and cannot be repaired). Use dice to mark damage.

Debriefing Phase

If you destroyed all the Foes, you get paid for the Mission. If your Squad retreated, or was destroyed, you do not get paid. Payment in MC = 10 x Mission Threat Level.

Discard the Mission card. Roll 1D6 for each pilot that was on the (Successful) Mission: Green: roll 1D6 for each pilot: on a roll of 1-2 the pilot became Regular and the player can select a specific skill for the pilot Regular: roll 1D6 for each pilot: on a roll of 1 the pilot became Veteran and gains 1 random skill Veteran: roll 1D6 for each pilot: on a roll of 1 the pilot became Elite and gains 1 random skill Elite: roll 1D6 for each pilot: on a roll of 1 the player can select a specific skill for the pilot Use The Pilot Skill table for determining skills.

Repair Phase

You may fix your damaged Mek's. It costs 1 MC to repair 1 point of damage. Small Mek's have 10 Hits Medium Mek's have 20 Hits Large Mek's have 30 Hits Armor attachments add 5 Hits each.

Max Event hand card size = 8 cards. Discard excess cards.

Mission Deck Card List

Mission:	Threat
Defend Base	7
Defend HQ	8
Defend Colony	7
Defend Transport	4
Assault Outpost	3
Assault Power Plant	6

Mission:	Threat
Assault Convoy	5
Assault Fort	8
Patrol Warzone	6
Patrol Jungle	5
Patrol Arctic	4
Patrol Wastelands	3

Event Deck Card List

Card Name:	Notes:
Corporate Convention	Flip +4 cards in Build Phase
Black Market	Draw any 1 card from Build Deck in Build Phase

Card Name:	Notes:
Battle Scarred	Target Foe/Mek starts battle with 1D6 Damage
On Shore Leave	Discard 1 random Foe
Head Hit	Target Hit on Mek destroys it
Salvage	Mission earns extra 30 MC
Artillery Support	1 LR Attack +1D6 Damage
Orbital Bombardment	1 LR Attack +1D6 Damage
Cruise Missiles	1 LR Attack +1D6 Damage
Air Support	1 LR Attack +1D6 Damage
Out of Ammo	Target Foe/Weapon cannot attack
Immobilized	Target Damaged Foe/Mek +2 To be Hit
Gyros Damaged	Target Damaged Mek has -2 To Hit
Ambush	Patrol Mission: All your units +2 To Hit first Round
Surprise	Assault Mission: All your units +2 To Hit first Round
Allied Units	Defense Mission: Draw 2 Foe cards: Use as Allies
Investors	Get 10 MC
Detailed Plans	Draw 2 Event Cards
Active Front	Flip +2 cards in Mission Phase
Field Maintenance	Repair 1D6 Damage for Free at end of Engagement

Foe Deck Card List

Unit Name:	Hits	Range	Dam	Evade	Notes:
Infantry	6	SR	-2	-	
Power Infantry	8	SR	-1	-2	
Light Mek	10	MR	-1	-1	
Medium Mek	20	LR	-	-	
Heavy Mek	30	LR	+2	+1	2nd Attack at MR
Hover Tank	15	MR	-	-	
Gyrocopter	6	MR	-1	-2	
Artillery	4	LR	+2	+2	
SP Artillery	8	LR	+1	-	
Heavy Infantry	5	MR	-1	+1	
Entrenched Infantry	9	MR	-1	+2	
Scout Mek	10	SR	-1	-2	
Battle Mek	20	MR	+1	-	
Assault Mek	30	MR	+3	+1	2nd Attack at PB
Jump Troops	5	SR	-2	-2	
Support Mek	10	LR	-1	-1	Missiles
MMLS	5	LR	-	-	Missiles

Build Deck Card Notation

K Mek
P Pilot
W Weapon

WE Energy Weapon
WB Ballistic Weapon
E Equipment
Size (S)mall, (M)edium, (L)arge
Range = LR, MR, SR, PB

Build Deck Card List

Card Name:	Type	Size	Notes:
Destromatic	K	L	-

Card Name:	Type	Size	Notes:
Hurcutron	K	L	-
Titanicus	K	L	-
Hawklord	K	M	-
Cyclops	K	M	-
Lancer	K	M	-
Phoenix	K	M	-
Mattock	K	M	-
Guardian	K	S	-
Myrmidon	K	S	-
Ranger	K	S	-
Sprite	K	S	-
Grenadier	K	S	-
Wardog	K	S	-
Card Name:	Type:	Rank:	Starting Skills:
Kasper	P	Green	None
Johana	P	Green	None
Icky	P	Green	None
Tink	P	Green	None
Crank	P	Regular	Mechanic
Devos	P	Regular	Martial Arts
Krill	P	Regular	Evasion
Cintia	P	Regular	Gunner
Leyla	P	Regular	Sniper
Zaxxon	P	Veteran	Tactics, Evasion
Ellis	P	Veteran	Mechanic, Gunner
Lodoss	P	Veteran	Martial Arts, Sniper
Sven	P	Elite	Mechanic, Martial Arts, Evasion
Cogan	P	Elite	Tactics, Gunner, Sniper
Card Name:	Type:	Size:	Notes:
Armor	E	S	+5 Hits; Deck has 4 copies
Inertia Field	E	S	-1 Damage from Ballistic Weapons
Absorption Field	E	S	-1 Damage from Energy Weapons
Jammer	E	S	-2 To be Hit by Missiles
Targeter	E	S	+1 To Hit at MR & LR
Jump Jets	E	S	-1 To be Hit
Wings	E	S	-1 To be Hit

Card Name:	Type:	Size:	Range:	Notes:
Laser	WE	S	MR	Deck has 2 copies
Laser Cannon	WE	M	LR	Deck has 2 copies
Particle Accelerator	WE	L	MR	
Flamer	WE	S	SR	Area Affect
Autocannon	WB	M	MR	Deck has 2 copies
Chain Gun	WB	S	SR	Deck has 2 copies
SR Missiles	W	S	SR	Deck has 2 copies
MR Missiles	W	S	MR	Deck has 2 copies
LR Missiles	W	S	LR	Deck has 2 copies
Rail Gun	WB	L	LR	
Mortar	WB	S	MR	Indirect Fire
Hammer	W	M	PB	

Card Name:	Type:	Size:	Range:	Notes:
Energy Sword	WE	S	PB	
Vibro-Blade	W	S	PB	
Shock Lance	WE	M	PB	
Disruptor Mace	W	S	PB	
Electro-Whip	W	S	SR	
Plasma Generator	WE	L	SR	Area Affect
Meson Gun	WE	L	LR	

Pilot Skill Table

1D6	Skill:	Notes:
1	Tactician	Reroll 1 target roll once per round
2	Mechanic	Repair 1D3 Damage for free in Repair Phase
3	Martial Arts	+1 To Hit or Damage at PB
4	Evasion	-1 To be Hit vs 1 target attack per round
5	Gunner	+1 Attack/round with 1 non-missile/non-HTH weapon
6	Sniper	+1 To Hit at SR, MR, or LR





Mekatac

<body>

Quick & Dirty Tactical Giant Robot Combat Rules.

Pieces

Use Miniatures. Dice required. Paper and pencil required.

Surface

Hex map or rules can be modified for true miniatures

Miniatures Conversion

This suggestion was made by David Ashton at david.ashton@chesdatasys.co.uk: Convert hexes to inches and double the range of the weapons. Check out his Mekatac site!!!

Battle Report Site

Plus Conversions and Scenarios by Dan. [Click Here](#)

Mekka Advance

Advanced Mekatac Rules by Rokendo

MEKA	MOVE	SIZE	-	-
SIZE	POINTS	HITS	CLASS	INITIATIVE
2	8	20	Small	+3
3	7	30	Small	+2
4	7	40	Small	+1
5	6	50	Medium	+1
6	6	60	Medium	0

Movement And Facing

One move point can be used to move the mech forward one hex or for one 60 degree turn.

Attacks

Each Meka can attack with each of its Weapons once per turn. Any Meka can attack at any point during the move phase, even while another Meka is moving. Attacks hit on a roll of 7+ on 1D10.

Critical Damage Table

Cards

There are 2 decks: The Upgrade deck and the Action deck.

Setup

One player designs the scenario. The other player picks which side he wants to control.

Turn Sequence

1. Draw Phase
2. Initiative Phase
3. Movement Phase

Draw Phase

Each player draws 3 Action cards. Max hand size is 8 cards. Discard excess cards at the end of the turn. Action cards are discarded when played.

Initiative Phase

Roll 1D10 for each Meka in Play.

Movement Phase

Mekas move in order from lowest Initiative roll to highest.

MEKA	MOVE	SIZE	-	-
7	5	70	Medium	0
8	5	80	Medium	-1
9	4	90	Large	-1
10	4	100	Large	-2
11	3	110	Large	-3
12	3	120	Large	-4

The ranges listed are long range. Attacks at half this distance (rounded up) are +1 to hit. Attacks into adjacent hexes (HTH or point blank) are +2 to hit.

A Meka can attack with all of its ranged weapons, once per turn. Small Meks are -1 to be hit. LargeMek-sare +1 to be hit. Jumping & Flying Mechs are +1 to be hit.

25% Partial Cover: -1 to be hit 50% Partial Cover: -2 to be hit 75% Partial Cover: -3 to be hit

D12	System Damaged	Notes:
1	Leg Destroyed	Meka topples & cannot move or change facing but can still attack
2	Pilot Shaken	Pilot takes 1D6 hits
3	Leg Damaged	Move Rate -1 (or Wing blown off: No flying & Fall if flying)
4-5	Weapon	1 Random system destroyed
6	Reactor Core	Meka will explode 50% at the end of every turn as bomb
7	Computers	Meka is -1 to hit on all attacks
8	System Shock	Meka can do nothing on its next move
9	Topple	Meka spends next turn getting up. No move or attack
10	Electrical Fire	Take 1D4 Damage at the beginning of every turn
11-12	No Effect	

Notes: Roll on the critical hit table whenever a hit does 10 or more points of damage. Pilots have 6 hits each. A Flying mech that falls loses 2D6 X 10% of its full Hits.

Weapon Systems

Beam Weapons:	SIZE	DAMAGE	RANGE	AMMO
Lasgun	1	1D4	6	U
Lascannon	2	1D8	9	U
Particle Accelerator	3	1D12	12	U

Missile Launchers:	SIZE	DAMAGE	RANGE	AMMO
Small	1	1D10	12	6
Medium	1	2D10	18	3
Large	1	3D10	24	2
X-Large	1	4D10	30	1

Ballistic Weapons:	SIZE	DAMAGE	RANGE	AMMO
Chain Gun	1	1D6	4	12
Rail Gun	2	2D6	8	10
Rail Cannon	3	3D6	12	8
Siege Gun	4	4D6	16	6

Plasma Weapons:	SIZE	DAMAGE	RANGE	AMMO
Plasgun	1	1D10	2	U
Plasma Projector	2	2D10	3	U
Plasma Cannon	3	3D10	4	U
Fusion Cannon	4	4D10	6	U

Flamethrowers:	SIZE	DAMAGE	RANGE	AMMO
Small	1	1D4	1	8
Medium	2	1D8	2	6
Large	3	1D12	3	4

Mortars:	SIZE	DAMAGE	RANGE	AMMO
Small	1	1D8	6	12
Medium	2	2D8	8	10
Large	3	3D8	10	8

OTHER SYSTEMS	SIZE	NOTES
Armor	1	+10 Hits
Bomb	1	6D10 damage to all Adj mechs (Self destruct)
Melee Weapon	1	Swords, clubs, whips, maces, Jaws, Tail, etc.
Targeter	1	+1 to hit with one ranged attack
Four Legs	1	Move +2
Jump Jets	1	Move +4: Clear obstacles
Jet Wings	1	Move +8: Full hits are -20% of customary.
Transformer	1	Full hits are -20% of customary (see Optional rules)

Medium Mekas may get Jets at a cost of size = 2.
Large Mekas cannot get Jets.

Weapon Notes:

Plasma weapons can only be fired once every other turn. Mortars have indirect fire. Plasma weapons & Flamethrowers are +1 to hit.

Mekas hit by flamethrowers take damage for 3

turns. The Bomb is a self destruct mechanism. All Mekas in an adjacent space take 6D10 Damage.

Weapon Arcs

All weapons attack into a 90 degree arc: The arc is determined by the Mekas weapon configuration. Arcs include: (F)orward, (L)eft, (R)ight, and (B)ack.

Missile, Ballistic, & Mortar Rounds

Type:	Notes:
Armor Piercing	Damage +1
AI Guided	To Hit +1
High Explosive	Area of Affect = target hex and all adjacent hexes.

Hand To Hand Damage Table

MEKA SIZE CLASS	PUNCH	KICK MELEE WEAPON
SMALL	1D4	1D6 1D8
MEDIUM	1D6	1D8 2D6
LARGE	1D8	1D10 2D8

All Mekas are able to make one HTH attack per turn.

Meka Descriptions: Human Designs

SIZE	MEKA NAME	WEAPON SYSTEMS(ARC)
2	Imp	Wings, Small Flamethrower(F)
2	Sprite	Wings, Lasgun(F)
2	Cockroach	1 Armor, Chaingun(F)
2	Ranger	Jump Jets, Small Missiles(F)
2	Grenaider	Jump Jets, Small Mortar(F)
2	Kamikazee	Wings, Bomb(NA)
2	Myrmidon	Lascannon(F)
2	Gunslinger	2 Lasguns(L+R)
2	Duelist	Sword & Dagger(L/R)
2	Guardian	Chaingun(F), Small Missiles(F)
3	Spitfire	2 Lasguns(L+R), Wings
3	Sharpshot	Railgun(F) & Targeter
3	Logrus	Small Mortar(F), 2 Lasguns(L/R)
3	Reaper	2 Small Missiles(L+R), Plasgun(F)
4	Wardog	Four Legs, Jaws, 1 Lascannon(F)
4	Tasmanian	2 Lasguns(L+R), 2 Medium Missiles(F)
4	Hedgehog	4 Lasguns(F+L+R+B)
5	Samurai	Large Laser(L), Sword(R), 2 Small Missiles(F)
5	Firestorm	2 Plasma Projectors(L+R), Med Missiles(F)
5	Pheonix	Wings, 1 Large Flamethrower (F)
6	Lancer	Particle Accelerator(L), 2 XL Missile(F), Targeter
6	Mattock	Mace(R), 2 Armor, Railgun (L)
7	Cyclops	Fusion Cannon(F), 3 Armor
7	Hellion	4 Large Missiles(F), Flail (R), Plasma Projector (L)
8	Demoness	Wings, Sword(R), Whip(L), 2 Lascannons(R+L)
8	Hawklord	2 Railguns(F), Claws(F), 2 L-Missiles(F), Wings
9	Manticore	Tail(B), 4-Legs, 2 Claws (L+R), Med Flamer(F), 3-S missiles(F)
10	Destromatic	2 Particle Accelerators (R+L), 1 Siege Gun (F)

SIZE	MEKA NAME	WEAPON SYSTEMS(ARC)
11	Hurcutron	Club(R), 2 Rail Cannons(R+L), 2 Medium Mortars(F)
12	Titanicus	2 Fusion Cannons(R+L), 2 XL Missles(F), 2 Med Missles(F)

Action Deck Card List

Card Name:	Notes:
Meka Hustle	Target Meka move points +4.
Meka Blitz	Target Meka move points +8.
Dumb Luck	Reroll target Diceroll.
Salvo	Target Meka gets an extra attack with all of its weapons.
Deflection	Target Attack Misses.
Aimed Shot	Target Attack automatically hits.
Critical Hit	Target attack that hits does +1 Critical hits.
Tactics	Negate opponents Action Card.
Initiative	Target Meka gets +10 to Initiative roll.
Hesitate	Target Meka cannot attack this turn.
Stuck	Target Meka cannot move this turn.
Opportunity Attack	Target Meka gets an extra attack with one of its weapons.

Notes: the deck contains 4 of each card listed.

Pilot Skills

After a major battle, campaign, or intense period of training a pilot may increase in one random skill:

D12	Skill:	Notes:
1	Accuracy	One Gun Attack/turn at +1 to hit
2	Guidance	One Missile Attack/turn at +1 to hit
3	Agility	Dodge one ranged attack per turn on a roll of 1-3 on D6
4	Martial Arts	One extra punch (-1 to hit) or kick(-2 to hit) per turn
5	Weapon Katas	One extra HTH weapon attack/turn at -2 to hit
6	Maneuver	Move points +1
7	Tactics	Initiative Roll +2 & Hand size +1
8	Crushing Blow	HTH attacks do +1 Damage
9	Pinpoint Attack	1 Ranged attack/turn that hits is a critical hit
10	Parry	Block one HTH attack per turn on a roll of 1-3 on D6
11	Gunnery	Get one extra Gun attack/turn at -2 to Hit
12	Mechanic	Start game with extra Upgrade card

Upgrade Card Deck

Before Setup each player draws 4 Upgrade cards.
The deck contains 2 of each card.

Card Name:	Effect:
Extra Armor	Target Meka has an extra 10 Hit points of armor.
Extra Weapon	Target Meka gets an extra size 1 weapon.
Weapon Upgrade	Target Weapon on Target Meka Size +1 Level.
Veteran	Target Pilot gains one random skill.
Advanced Engine	Target Meka gets +1 Move Point.
Ammo Carrier	Target Weapon on Target Meka gets double ammo.

Strategy Card Deck

Before Setup each player draws 4 Strategy cards.
The deck contains 2 of each card.

Card Name:	Effect:
Terrain	Player may add/remove a terrain feature to the map/field.
Ambush	Move one enemy Meka up to 8 spaces from starting position.
Battle Damage	One target enemy Meka starts with 2D6 damage.
Surprise	Get +10 to First initiative roll of game.
Support Fire	One X-Large Missile attack from edge of map once per game.
Air Strike	One Large Missile attack from edge of map once per game.
Minefield	On one space. Write down location. Keep secret.
Hidden Meka	On one space. Write down location. Keep secret.

Notes: Support attacks originate from your side of the table and the target must be in line of one of your Mekas acting as a forward observer. The Mine does 4D10 damage to the Meka that steps on it. The Hidden

Meka is revealed if it moves/attacks or is in LOS of an enemy Meka.

Mines and Hidden Mekas are placed on your side of the map.

Factions

1	Colonial Federation
2	Terran Empire
3	Andromeda Alliance
4	Corporate Mercenaries
5	Fringeworld Pirates
6	Templars of the Church of Mankind

1	Colonial Federation
7	Independent Warlords
8	Rebel Worlds
9	Planetary Defense Force
10	Alien Invasion Force

Notes: As well as Freelancers.

Optional Rules- Transformers

A Transformer has 2 modes. A transformation takes 1 turn to complete. The other mode has 1 or 2 systems that are different from the first mode. (For example: the medium mortar is 'replaced' by a pair of wings) Weapon Arcs can also be changed.

Systems that cannot "disappear" between modes include Armor & Missiles. (You cannot be a Transformer just to load up on Missiles)

Spaceship Variant

This suggestion was made by Matt R. at Wolfhvl@aol.com: "...some friends and I have combined Mekatac and Galax. We use the hull sizes and costs from Galax but the weapons and combat rules from Mekatac. Works pretty well..." We call it Starmageddon

Meka Tac Fansite

Total Facelift pimped out upgrade: Giant Stompy Robots





Meks & Mercs

by Patrick Bunch

SIZE	HITS	ARMOR	HEAT	MOVE	WPNS
Light	2	5	2	2d+2	1M
Medium	3	4	4	2d	2M
Heavy	4	3	5	1d+2	1H, 2M

SIZE	HITS	ARMOR	HEAT	MOVE	WPNS
Assault	5	2	6	1d	2H, 2M
Titan	6	2	8	1d	4H, 2M

Cost of Chassis = Hits x 2 Total # of systems = 1/2
Hits CIWS- may mount as many CIWS as Massive

weapons mounts.

Weapons

-	To Hit #	Range	Size	Heat	Cost
Cannon	4	Short	Massive	1	1
Vulcan	4 x 2dice	Short	Massive	2	2
Rail	4-Shrt/5-Med	Medium	Massive	1	3
Howitzer	4**	Long	Huge	2	4

(**) Howitzer ignores Terrain mods

-	To Hit #	Range	Size	Heat	Cost
Laser	2	Medium	Huge	2	2
Twin	2 (re-roll miss)	Medium	Huge	2	3
Turbo	2	Long	Huge	3	4
PPC	2**	Long	Huge	4	5

(**) PPC @ Long range, re-roll Critical Hit Saves.

-	To Hit #	Range	Size	Heat	Cost
Missile	3	Long	Huge	3	3
Swarm	3 x 2dice	Medium	Huge	4	4
Hammer	3**	Long	Huge	3	4
6 pack	3 (re-roll miss)	Short	Massive	2	3

(**) Hammer-Msl gain -1 to targets AR, but -2 To-Hit vs. Point Defense

-	Kills	Range	Size	Heat	Cost
CIWS	1d6	Short	Small	0	1 for 2wpns
Grenade Lchr	1d6**	Short	Small	0	1
Minigun	2d6	Short	Small	1	1

(**) Grenade Launcher ignores Terrain mods.

Meks

- WASP Cost 9 , Light (1x Cannon, 2x CIWS, Jammer)
- VIPER Cost 12, Medium (1xCannon, 6-pack Msls, Targeting Array)
- DEMON Cost 15, Medium (2xRail-Cannon, Jammer)

- SABER Cost 14, Medium (1xVulcan, JumpJets, Spaul-Liner)
- SAGITARIICost 15, Medium (2 x 6-pack Missiles, 2 x CIWS, Targeting Array)
- DRAKEN Cost 24, Heavy (2 x Rail-Cannon, 1 x Hammer Missile, Director, Point Defense, 2 x CIWS)
- THOR Cost 28, Assault (2xPPCs, 2xCannon, 2xCIWS, Heat sink, Director)
- WARTHOG Cost 24, Assault (2 x Cannon, 1 x

Missile, 1 x Twin-laser, 1 x Minigun, 1 Director, 1 x Heat Sink)

- ODIN Cost 27, Titan (2xLaser, 2xMissile, Minigun, GrndLchr, Jammer, Reactive Ar)

Systems

Cost-2 Targeting Array +1 To-Hit single target

- 4 Data Link Allows friendly units in Zone to make Missile attacks against an enemy this Mek has ID'ed.
- 3 Jammer Enemy units suffer -1 To Hit this Mek.
- 3 Director Allows TWO targets to be attacked per turn (Hvy<only)
- 2 Point Defense Enemy missile attacks suffer -1 To-Hit from Medium and Long range.
- 4 (2systems) Phalanx Enemy missile attacks suffer -1 To-Hit from medium and short range, -2 To-Hit from Long range. Meks may provide bonus to all units in same zone.
- (Hits) Servo Boosters Gain +1 to movement die roll (Hvy>only)
- (Hits) Spaul Liner Successful Critical Hits must be re-rolled
- (Hits) Jump Jets Gain +1 die to movement die roll, ignore terrain mods (Med>only, +2 Heat)
- (8-AR) Reactive Armor Re-roll Armor Save vs. Missile attacks (counts as 2 systems)
- (7-AR) BPC Armor Re-roll Armor Save vs. Laser attacks (counts as 2 systems)
- (6-AR) Space-Lam Armor Gain +1 AR vs. Cannon attacks (Hvy>only, counts as 2 systems)
- (1/2 Hits) Sensor, Improved see Tactical Zone Combat, Detection & Sensors.
- (Hits) Sensor, Advanced see Tactical Zone Combat, Detection & Sensors.
- (Heat) Masking&Insulation Degrades enemy sensors, requires a successful 1d6 roll to be detected.

- 2 Heat Sink +1 to Chassis Heat

Set-up

- Choose Campaign
- Determine Merc Company composition (Meks, Pilots)
- Roll for Support
- Purchase Mek
- Game Phases
- Initiative
- Player 1 Zone Movement
- Tactical Zone combat (one zone at a time)
- Player 2 Zone Movement
- Tactical Zone combat (one zone at a time)
- Initiative Movement

Initiative

Players roll at the beginning of every turn for Tactical Initiative of the battlefield. The player who wins Initiative gains two advantages: 1) May choose to be the 1st or 2nd player to move for the turn 2) May choose to make a Second move phase at the end of the turn. This move may not be into enemy occupied zones. Meks suffer a penalty of 2 Heat for this second move.

Map

Each map is a 3 Zone by 3 Zone grid of 9 Zones total. The zones are numbers 1 through 9, left to right, top to bottom. The terrain of each Zone is determined by the Scenario. Meks and other ground vehicles may move one zone per turn, unless the zone is occupied by the enemy. Units must either defeat the enemy in combat or successfully break contact through maneuver, in order to continue to move out of a zone.

Terrain	Movement	To-Hit	Note
Plain/Desert	0	0	
Wood	-1	-1	
Urban	-2	-2	
Highlands	-2	-1	
Moors	-1	-1	(+1 Chassis Heat)

Tactical Zone Combat (t.z.c.)

All combat with a Zone is simultaneous, with both players making their respective roll at the same time during each phase.

Movement

Both sides roll movement dice, adjust based on Terrain modifiers. The player with the highest roll may adjust the range by one. Units at Long range may break contact if they win the roll.

Players with Movement rolls greater than twice that of the enemy's may adjust range by two OR double the To-Hit Terrain modifier.

Detection & Sensors

The Sensor systems carried by Meks determine the range at which they may fire on the enemy (Targeting), and the type of units they are fighting (ID). An enemy may not be attacked until they are in targeting range, which is dependant upon the class of sensors used and the masking characteristic of the enemy.

	Basic	Improved	Advanced
Targeting	Long	Long	Long
ID (detect Inf)	Medium (Inf 6)	Long (Inf5+)	1 Zone (Inf 3+)

Masking:

- Basic) Tgt-Med(4+), ID-Short(4+)
- Imp) Tgt-Long(4+), ID-Med(3+)
- Adv) Tgt-Long(2+), ID-Long(2+)

To-hit

Units may only fire on ONE enemy unit per turn. Each weapon may be fired once per turn. Player rolls equal-to or greater-than the To-Hit number. Target makes an Armor Save if they roll equal-to or greater-than AR number.

Failed Armor Save means the Target takes 1 Hit of damage. Target suffers a Critical Hit if 1d6 roll greater-than it's current Hits.

Critical Hits

1d6 System Damage

1. Pilot Wounded roll (5+) to do anything
2. Leg Damaged -1 to Movement roll
3. Weapon 1 Random Weapon destroyed
4. Reactor Core Mek will explode on roll of (1-3)
5. Computers Mek is -1 to hit on all attacks next turn
6. System Lost 1 non-Armor system destroyed

Heat

Every mek has a heat rating associated with its design. This is the highest number of heat units the mek can use in one turn without overheating. If a mek fires more weapons than its heat rating allows in one turn, there is an increasing risk of overheating. Each time you fire a weapon above your mek's heat rating, roll a die (the overheat roll); if it comes up less than or equal to the total excess heat units, then the weapon overheated. This must be repeated every time a mek fires a weapon above its heat rating, and the excessive

heat units are cumulative. If a weapon overheats, it is automatically destroyed, and it will damage the mek as. Apply 2 Hits of damage for missile weapons, 1 Hit for all other weapons. Overheating automatically fades at the end of each turn; a mek starts each turn with zero heat against it.

Infantry Strongpoint

Does not move from Zone once emplaced. Infantry may roll 1d6 for maneuver once an enemy is in Zone. Is not automatically detected or targeted until units successfully make a detection roll, OR Infantry makes an attack. (-1 to detection at Medium range, -2 to detection at Long range) Infantry attacks do not roll To-Hit, but do roll 1d6 less-than enemy AR; will cause 1 Hit damage to the enemy. Range is Short. Infantry suffer Kills when attacked, with the amount of damage depending on the weapon: CIWS= (varies)d6, Cannon (3-4=1 kill, 5-6=2 kills), Missiles (4-6=1 kill). Terrain modifiers DO effect rolls vs Infantry.

Following losses, Infantry must make a morale check. Failure to roll greater-than their current Kills, means the Infantry morale breaks and the unit runs from the battlefield. Remove them from the game.

Mercs

Mercenary Pilots are as an integral part of modern warfare of Meks themselves. Mercs have four differing experience levels. Experience is gained by killing Meks in battle and surviving Campaigns. Experience modifies a Pilot's Movement, To-Hit, and Skill rolls. After every campaign, pilots may gain the opportunity for new skills. Pilots roll 1d6 equal to or greater than their current number of a skills, in order to gain an additional skill. A Pilot's first skill may be gained on a roll of (5+). All new Pilots start as Green, Regular Pilots maybe purchased for 5 Points.

Green	-1 Move & To-Hit , no skills may be purchased
Regular	n/a (1 or more campaign)
Veteran	+1 Move, +1 New Skill roll (5 Meks killed & 3 campaign)
Elite	+2 Move, +1 To-Hit, +2 New Skill roll (10 Meks & 10 campaign)

Skills

- Accuracy One Cannon Attack/turn at +1 to hit
- Guidance One Missile Attack/turn at +1 to hit
- Steady Hand One Laser Attack/turn at +1 to hit
- Agility Dodge one ranged attack per turn w/Move roll of 8+ (+1 Heat)
- Maneuver +2 to Movement roll
- Tactics Initiative Roll +2
- Chassis Familiarity +1 Movement and +1 Chassis Heat for one specific size of Mek
- Pinpoint Attack One attack/turn that hits is a

critical hit

- Gunnery Get one extra Cannon/CIWS attack/turn at -2 to Hit
- Damage Control Ignore the effects of the 1st Critical Hit
- Ice Man Ignore the effects of 1 Heat penalty
- Spoof -1 to hit for one enemy Missile attack/turn
- Quick Draw Allows one additional targets to be attacked/ turn
- Sharpshooter Re-roll one failed Critical Hit/turn
- Hawkeye ID unit in zone or adjacent zone on 1d6

roll of (5+)

- Log Hero Gain additional Support roll once/campaign

Support Roll

Support is used once per Campaign, when and where is up to the players. The amount of support depends on the Campaign. Roll 1d6 for one of the three support tables. (1-2)

1. Ambush One Mek may make a free attack at the start of T.Z.C.
2. Battle Damage Enemy Mek starts with 1 Critical hit.
3. Surprise Get +3 to first initiative roll of game.
4. Support Fire One Howitzer-Cannon attack once per game during T.Z.C.
5. Air Strike One Missile attack into any Zone against a targeted enemy unit
6. Minefield Hidden in one zone, does 1 Hit to enemy Mek on roll of (3+)

(3-4)

1. Hidden Mek Emplace during Set-up, must not move/shoot to stay hidden
2. Decoy Creates one false Mek sensor reading, lost when ID'd
3. Recon Drone ID all enemy units in any one zone
4. Repair Truck One Mek may be fully repaired
5. Digging In Give up 1 Move phase, double Terrain mod's to hit Mek
6. Rich Uncle Gain 1d6 Points for Mek purchases

(5-6)

1. Gun Sled 3 Hits, 3AR, 1d6+2Mv, 1x Rail-Cannon
2. Panzer 2 Hits, 4AR(Spc-Lam), 1d6 Mv, 1 x Cannon
3. Mech. Infantry APC (1Hit,5AR,1d6Mv) w/Infantry
4. Gunship 1 Hits, 5AR, 2d6Mv, 1 x Swarm-Missile
5. Howitzer Battery 2 Hits, 5AR, 1d6Mv, 1 x Howitzer-Cannon
6. Commandos Move one zone/turn, ID one unit/turn OR +1 to hit one target/turn

Campaigns

Opening Shots

- Companies: (30 Points) 1 Medium Mek, 2 Light Meks, 1 Support roll, Pilots-1 Regular and 2 Green.
- Attacker: Set-up all forces in Zone7
- Defender: Set-up in any area, but at least 1 Mek must start in Zone3
- Victory: Attacker- Occupy Zone3, Destroy all enemy Meks
- Defender- Prevent enemy from occupying Zone3, Destroy all enemy

1-Plains	2-Woods	3-Urban
4-Plains	5-Woods	6-Woods
7-Moors	8-Plains	9-Plains

At The Hot Gates

- Companies: (50 Points) Heavy Meks maximum size allowed. Defender has 2 Infantry Strong-points in Zone8. Defender gets 3 support rolls, Attacker gets 1.
- Attacker: Set-up Zone 2
- Defender: 50% of Point total in Zone8, remainder anywhere else
- Victory: Attackers gets at least 1/2 of his forces through Zone8. Anything else is Defender victory. – – – 1-Highlands 2-Plains 3-Highlands 4-Highlands 5-Plains 6-Highlands 7-Woods 8-Moors 9-Woods

Buying Us Some Time..

- Companies: Attacker-60 points, Defender-30 Points (Max size-Hvy Mek).
- Attacker: Set-up all forces in Zone7 thru 9
- Defender: Set-up 50% of forces in Zone 4 thru 6, and 50% in Zone 1 thru 3
- Victory: Attacker- Defeat ALL defending forces, and get 25% of force thru Zones 1 thru 3
- Defender- Prevent enemy from passing thru Zones 1 thru 3, and keep at least ONE unit

Through The Breach!

- Attacker: Set-up all forces in Zone 2
- Defender: Set-up 50% of forces in Zone 4 or 5 or 6 (the Breach), and 50% in Zone 7 thru 9.
- Victory: Attacker- Defeat "Breach forces and hold Zone for 3 turns.

Head To Head

- Companies: 60 points , Hvy Meks max
- Attacker: Set-up in Zones 1, 4, 7
- Defender: Set-up in Zones 3,6, 9
- Victory: Who ever has the last Mek standing (Operations Weapon)

Citadel

- Companies: 100 points
 - Defender: Set-up Zone 5
 - Attacker: Arrive in Zones 3 or 7, but randomly each turn
 - * 1st Turn, roll 4+ for each unit to arrive
 - * 2nd Turn, roll 3+
 - * 3rd Turn, roll 2+
 - * 4th Turn, remaining units
- Victory: Defender holds Zone 5 for 6 turns.

1-Desert	2-Desert	3-Desert
4-Desert	5-Urban	6-Desert
7-Desert	8-Desert	9-Desert

T.z.c. Example

A WASP moves into a zone (plains) with a DRAKEN, both sides begin at long range. Units roll for movement, WASP rolls 2d6+2 for (9) DRAKEN rolls 1d6+2 for (7). WASP shortens the range to Medium. WASP's weapons are not in range, but the DRAKEN's are; two to-hit rolls are made for the Rail-Cannons, with a -1 due to the WASP's jammer, (2 and 6), one hit is made. The WASP makes an armor roll, gets (4) and fails. WASP takes 1 hit, makes a critical roll (3), and suffers Leg Damage. Both Meks make movement rolls again, WASP (8 at -1) and DRAKEN (5), WASP drops range to short. Both

Meks open up, WASP attacks with cannon (4) and hits, DRAKEN attacks with two rail-cannon (3, 4 with -1 from jammer) and a hammer-missile (6) for two hits total. The DRAKEN makes an armor save (4) and deflects the enemy hit. The WASP makes two armor saves (5 vs. rail-cannon and 4 at -1 vs. hammer-missile) and suffers one hit. That equals the WASP's original HIT total, and so the Mek is destroyed. Designer's Notes... I like Battle Mech games, all I had was a single six-sided die, and I wanted something simple to play but could be expanded later. I had no counters, no map, and no real free time to play-test. Feed back would be welcome.





Melee

Introduction

Card game for 2 or more players.

The Deck

Players share a common deck.

Cardset

Check out Zaks support site: [Click Here](#)

Victory

Any player who accumulates 20 or more Damage is knocked out of the game.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Draw Phase
2. Attack Phase
3. Defend Phase
4. Damage Phase

Draw Phase

All players draw 3 cards. Max hand size is 7 cards. All players discard down to 7 cards.

If the deck runs out shuffle the discard and draw from it.

Attack Phase

To attack, the current player must play a Weapon card and a Basic Attack Card. The Attack card must be of a type that the weapon does damage. For example: a sword can use Smash or Thrust cards.

A Mace can only use a Smash attack card. The player declares which opponent is the target of the attack. Instead of a normal attack you may make a Shield Bash or Hilt Punch.

Card List

Card Name:	#	Type	Notes:
Smash	10	B	-
Thrust	10	B	-
Feint	2	B	Discard in Draw Phase to Draw 3 cards

Defend Phase

The defender may play a Defense card to negate the attack. Some defense cards require a second card to also be played. For example: To play a Block card you must also play a Shield card.

If you used a 2 handed weapon to attack on your last turn, you cannot use a shield until after your next turn. Attacks by Flails cannot be negated by parrying or shields.

Damage Phase

If the attack was not negated it does damage equal to the weapons rating for the indicated Attack card type. Players may play Armor or Damage Modifier cards to alter the Damage done. Armor cannot be used against attacks by War Hammers.

Record Damage sustained.

End Phase

If you attacked with a 1 Handed weapon this turn you may discard a "Flurry" card to get an extra Attack Sequence with that same weapon card. If you attacked with a 1 Handed weapon this turn you may get an extra Attack Sequence if you use a Dagger card. If you were attacked this turn you may play a "Counter" card to get an Attack Sequence on this players turn.

(Attack Sequence = Attack, Defend, Damage, and End Phases) All played cards are discarded.

Card Type Notation

- W** Weapon
- WP** Weapon that can be used to Parry
- M** Damage Modifier
- O** Opportunity Attack
- B** Basic Attack
- A** Armor
- D** Defense
- S** Shield
- 1HS** 1 Handed Short Weapon
- 2HL** 2 Handed Long Weapon

Card Name:	#	Type	Notes:
Sword	4	WP	1HS Smash = 2 Thrust = 2
Dagger	2	WP	1HS Thrust = 2
Mace	2	WP	1HS Smash = 3
Flail	2	W	1HS Smash = 2
Battle Axe	2	WP	2HS Smash = 4
War Hammer	2	WP	2HS Smash = 3
Halberd	2	W	2HL Smash = 3 Thrust = 3
Pike	2	W	2HL Thrust = 4
Lance	2	W	1HL Thrust = 5 Must be played with a Horse
Shield	6	S	-
Block	6	D	Play with Shield to negate an attack
Parry	4	D	Play with a "Parry" Weapon to negate an attack
Dodge	3	D	Negate a Thrust attack
Duck	3	D	Negate a Smash attack
Horse	4	M	Smash +1 Thrust +1
Impale	2	M	Thrust +2 (+3 with Long weapon)
Mighty Blow	2	M	Smash +2 (+3 with 2H weapon)
Knockdown	2	M	Target cannot make a Smash or 2H attack next turn
Disarm	2	M	Opponent must discard 2 cards
Flurry	4	O	-
Counter	2	O	-
Shield Bash	2	O	1H Smash = 1 Must play with Shield card
Hilt Punch	2	O	1H Smash = 1 Play with any Short Weapon card
Helmet	2	A	Smash -1 Thrust -1
Chain Mail	2	A	Smash -1 Thrust -1
Plate Mail	2	A	Smash -2 Thrust -2

Number of that card in the deck.





Men In Black

Introduction

Card game for 2+ players. Players are Men in Black, protecting the Earth from the Scum of the Universe.

Disclaimer

MIB is a licensed, trademarked, copyrighted property. This is merely a fan site.

Victory

The first player to defeat 3 Major Aliens is the winner.

The Deck

Players share a common deck.

Card Types

There are 9 card types: Agents, Major Aliens, Lesser Aliens, Clues, Plot Twists, Helpers, Equipment, Weapons, Events

Dice

Six sided dice are needed to play. Use coins & tokens for markers.

Setup

Roll high on 1D6 to see who goes first. Each Player starts the game with 1 Agent card and 1 Major Alien card in Play. Each player starts with a hand of 5 cards.

1D6	Result:
1-2	Add 1 to your Investigation skill Level for this turn.
3-4	Add 1 to your Combat skill Level for this turn.
5+	Draw 1 card.

If the deck ever runs out, shuffle the discard & draw from it.

Plot Phase

If you have no Major Alien Card in play, you may put one into play from your hand. (Cards 'put into play' are placed face-up onto the table in front of you) You may play 1 plot twist card on an opponent's Major Alien Card. Plot Twist cards increase the Plot Level of a Major Alien Card.

Men In Black

Cards are used to represent Agents or MIB (Men in Black) A player can have a maximum of 2 agents (partners) in play at one time. Each agent has a name (one letter of the Alphabet) or is a Rookie. Each agent has 3 skills: Investigation, Combat, and Style.

Each skill has a point range from 1 to 3(4). Investigation Skill allows the agent to draw more cards in Investigation Phase. Combat Skill allows the agent to roll more dice in Confrontation Phase.

A player must have at least 1 agent in play to act in Investigation & Confrontation Phases.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Briefing Phase
2. Plot Phase
3. Recruit Phase
4. Investigate Phase
5. Confrontation Phase
6. Debriefing Phase

Briefing Phase

Draw 2 cards. Style: For every level of Style you have roll 1D6:

Recruit Phase

You may put Agents, Weapons, Equipment, & Helper cards into play from your hand. You may only have 2 Agents in play at one time. (you may not normally replace one with another) Weapons, Equipment, & Helper cards must be 'attached' to an Agent.

Each Agent may have a maximum of one weapon attached. Only one Agent may have one vehicle.

Investigate Phase

1. Add up the Investigation skill levels of your Agents. This is your Clue Draw Total Certain Equipment, Event, & Helper cards may increase

these levels.

2. Draw a number of cards equal to your Clue Draw Total.
3. Keep Clue cards and discard all other types of cards.
4. Put these Clue cards into play in front of you. (Your Clue Pile) Your Clue pile stays in play until your Major Alien is defeated. Every Clue card has a Clue Rating.
5. Add up the Clue Ratings of all of your Clue Cards in your Clue pile.
6. If your Total Clue Rating is equal to or greater than the Plot level of your

Major Alien Card you have 'Solved the Mystery' of your Major Alien.

Confrontation Phase

Your Agents may attack your Major Alien. * In order to attack you must have Solved the Mystery of your Major Alien.

1. Add up the Combat skill levels of your Agents. This is your Combat Dice Total. Certain Equipment, Event, & Helper cards may increase these levels.
2. Roll a number of dice equal to your Combat Dice Total. Add up these rolls. This is your Combat Roll Total (CRT)
3. Roll a number of dice equal to the Combat Rating of the Major Alien. Add up these rolls. This is the Alien Roll Total (ART)
4. If the CRT exceeds the ART the Agents win. If the ART equals or exceeds the CRT the Alien wins

and remains in play.

5. If your Agents did not attack your Major Alien this turn, your opponent may Play a Lesser Alien card. Your Agents must fight the Lesser Alien as described above.
6. After any combat, all your Weapons cards in play are discarded. If you lose a Combat, you automatically skip your next Investigate & Confrontation Phase and draw 2 cards instead. (Agents are recovering, rearming, and making new plans)

Debriefing Phase

If you defeated your Major Alien last phase, the mission is a success. (Remember, you must defeat 3 major Aliens to win) After a successful mission, you must discard all your cards in play except Agents (Weapons, equipment, Clue Pile) and draw 3 cards. (Those Agents get new assignments) Max hand size is 7 cards.

Discard excess cards.

Card List Notation

- A** Agents
- M** Major Aliens (Plot Level & Combat Rating)
- L** Lesser Aliens (Combat Rating)
- C** Clues
- P** Plot Twists (Attach to Major Aliens)
- H** Helpers
- Q** Equipment
- W** Weapons
- E** Events (Discard as soon as played: Play when appropriate)

Mib Common Deck Card List

Card Name:	Type	Notes:
Agent K	A	Investigate = 4 Combat = 3 Style = 3
Agent J	A	Investigate = 3 Combat = 3 Style = 4
Agent A	A	Investigate = 2 Combat = 3 Style = 2
Agent D	A	Investigate = 3 Combat = 2 Style = 1
Agent O	A	Investigate = 1 Combat = 3 Style = 2
Agent S	A	Investigate = 3 Combat = 1 Style = 1
Agent Y	A	Investigate = 2 Combat = 2 Style = 2
Agent Q	A	Investigate = 1 Combat = 2 Style = 1
Agent W	A	Investigate = 2 Combat = 1 Style = 2
Agent H	A	Investigate = 2 Combat = 1 Style = 1
Rookies	A	Investigate = 1 Combat = 1 (4 in Deck)
Innocent Bystander	C	Clue Points = 2
Crime Scene	C	Clue Points = 2
Landing Site	C	Clue Points = 1
Physical Evidence	C	Clue Points = 2
Ultimatum	C	Clue Points = 3
Interrogation	C	Clue Points = 2
Blow Away Jeeb's Head	C	Clue Points = 3

Card Name:	Type	Notes:
Question Lowlifes	C	Clue Points = 2
Follow Up Leads	C	Clue Points = 2
Eyewitnesses	C	Clue Points = 1
Detailed Briefing by Zed	C	Clue Points = 2
Daily Rag Magazines	C	Clue Points = 2
Contacts	C	Clue Points = 1
Mission Control Updates	C	Clue Points = 1
MIB HQ Rumor Mill	C	Clue Points = 2
Hints	C	Clue Points = 2
Alien Artifact Missing	C	Clue Points = 2
Alien Psychology	C	Clue Points = 2
Alien Celebrity	C	Clue Points = 2
Research Databases	C	Clue Points = 1
Alien Forensics	C	Clue Points = 3
Dying Words	C	Clue Points = 3
Cryptic Message	C	Clue Points = 2
Alien Thugs	L	Combat = 6
MIB HQ Infestation	L	Combat = 7
Alien Underlings	L	Combat = 5
Alien Scum	L	Combat = 5
Alien Minions	L	Combat = 6
Giant Subway Worm	L	Combat = 8
Squid Alien Live Birth	L	Combat = 4 (No Weapons Used!)
Alien Breakout	L	Combat = 7
Scum of the Universe	L	Combat = 5
Frank the Pug	H	Investigate +1 or Combat +1
Beautiful Girl	H	Investigate +1
Junior Agents	H	Investigate +1
Annelids(Worms)	H	Investigate +1
Eye Guy	H	Combat +2
Containment Team	H	Combat +2
Unknown Location	P	Plot Level +1
Disguise	P	Plot Level +1
Deadline	P	Plot Level +1
Personal Stake	P	Plot Level +1
Unknown Alien	P	Plot Level +1
Third Eye Guy Spy	P	Plot Level +1
Unknown Mission	P	Plot Level +1
Hostages	P	Combat Rating +1
Secret Mission	P	Plot Level +1
Baltian Bodysuit	P	Plot Level +1
Doomsday Weapon	P	Plot Level +1
Misdirection	P	Plot Level +1
Time Jump	P	Plot Level +1
Secret Identity	P	Plot Level +1
Unpredictable	P	Plot Level +1
Alien Technology	P	Plot Level +1
Neuralyze Partner	E	Replace one of your agents with one in your hand
Neuralyze Opponent	E	Opponent must discard his hand
Zinger	E	Discard target Equipment or Weapon
Deneuralyzer	E	Put Agent card in Discard into your Hand
Jeeb's Pawnshop	E	Put Equip/Weapon card in Discard into your Hand
MIB Arsenal	E	Put Weapon card in Discard into your Hand

Card Name:	Type	Notes:
Rookie Move	E	Opponents Combat Dice Total is -2
Spraaaaaak & Bob	E	Draw 5 cards and discard 4 cards
Standard Galactic Week	E	Draw 2 cards
Fifth Dimmensional Being	E	Draw 3 cards
Best of the Best	E	Style +4
I make this look good	E	Style +3
Spectral Analyzer	Q	Investigate +1
Truth Detector	Q	Investigate +1
Carte Noire ID Card	Q	Investigate +1
Camera	Q	Investigate +1
Alien Decoder Ring	Q	Investigate +1
Cell Phone	Q	Investigate +1
Bio Net	Q	Investigate +1
Plastic Explosives	Q	Combat +2 (One Use)
37 Hour Alarm Clock	Q	Investigate +1
Universal Translator	Q	Investigate +1
Neuralyzer	Q	Investigate +1
Only Suit you'll ever need	Q	Style +1
Black Shades	Q	Style +1
Converted Roadster	Q	Vehicle: Style +2
MiB Ford LTD	Q	Vehicle: Style +1
MiB Minivan	Q	Vehicle: Style +1
MiB Plain Black Car	Q	Vehicle: Style +1
Monocycles	Q	Vehicle: Style +1
Jet Packs	Q	Vehicle: Style +1
Acme Destructor Watch	W	Combat +1
J2 Standard Sidearm	W	Combat +1
Blaster Pistol	W	Combat +1
Plasma Rifle	W	Combat +3
Electrostatic De-Oxygenator	W	Combat +2
Reverberating Carbonizer	W	Combat +3
Arquillian Arm Cannon	W	Combat +3
Multi-phasic Sandblaster	W	Combat +2
Megasonic Destructor Ray	W	Combat +2
Ball Gun Accelerator	W	Combat +2
Laser Streamer	W	Combat +3
Proto-cyclotron Blaster	W	Combat +3
MiB Special Issue	W	Combat +2
Series 4 Deatomizer	W	Combat +2
Noisy Cricket	W	Combat +3
Heat Ray	W	Combat +1
Korlian XT-17	W	Combat +3
Anti-Matter Gun	W	Combat +3
Kylothian Monster	M	Plot Level = 8 Combat = 12
Cephalopod Smugglers	M	Plot Level = 11 Combat = 9
Shark Mouth Escapes	M	Plot Level = 10 Combat = 10
Full Grown Bug	M	Plot Level = 9 Combat = 11
Altonian Assassin	M	Plot Level = 10 Combat = 10
Alien Abductions	M	Plot Level = 12 Combat = 8
Boris the Animal	M	Plot Level = 11 Combat = 9





Men Of Sumer

Introduction

Players a rival kings in the land of Sumeria. 2-4+ Players.

Victory

The first player to control six of the ten city-states is the winner.

Types:	Fertilty Value:
Fully Green with River	5
Partial Green with River	4
Fully Green w/o River	3
Partial Green w/o River	2
River with no Green	1

Counters

Each player gets a set of double sided counters of a unique color. about 100 counters per person should be sufficient. The front side of the counter represents an Army.

The back side is used as a control marker. Each Army represents about 1,000 men. In addition, each player gets one special Leader counter that is their Kingly personification.

War Deck

The War Deck has 6 types of cards: Phalanx, Javelins, Chariots, Morale, Strategy, Terrain. For each type of card there are 10 such cards in the deck numbered 1 through 10. The Harvest Deck is a seperate deck.

Setup

Shuffle the deck. Each player gets a counter set. Roll high on 1D6 to determine placement order.

Each player places his Leader counter on one of the City-states. Place a control marker on your city-state and all of the surrounding adjacent spaces. Neutral City states contain 3 Armies which must be defeated to gain control of the city.

Neutral city-states will retake adjacent unoccupied spaces in Planting Phase.

Stacking

Any number of armies may stack in one space.

Main Turn Sequence

Each turn consists of 6 phases:

The Map

Use a hex map to depict: The Fertile Crescent (The lands around and between the Tigris and Euphrates rivers). There are 10 City states: Kish, Larak, Nippur, Umma, Lagash, Uruk, Ur, Eshnunna, Khafaje, and Eridu. There are 9 Terrain:

Types:	Fertilty Value:
City in same hex as River	5
City in hex next to River	4
City not next to River	3
Desert	0

1. Order Phase
2. City Phase
3. Harvest Phase
4. Event Phase
5. War Phase
6. Planting Phase

Order Phase

Players roll high on 1D6 to determine turn order. Reroll ties.

City Phase

Each player gains armies for each City hex they control. Gain armies equal to the fertility value of the hex. If a player lost a Leader last turn, he gains a new one.

He places the new leader in one of his City-States.

Event Phase

Each Player is dealt 4 cards face up from the Harvest Deck and resolves them in turn order. Discard all harvest cards.

Harvest Phase

Each player gains armies for each Non-City hex they control. Gain armies equal to the fertility value of the hex. Always place new Armies into a City or Cites you control.

War Phase

This phase is divided into 10 segments. Each player gets one segment turn during each segment. Players

take their segment turns in the order determined during Harvest Phase.

Each segment turn is divided into 3 sub-segments:

1. Movement Sub-segment
2. Fighting Sub-segment
3. Conquest Sub-segment

Movement Sub-segment

A player may move each of his armies 2 spaces. A Leader may move 4 spaces. In river spaces denote which side of the river the stack is on.

It costs 1 space to cross a river. Armies & Leaders may not enter Sea spaces. An army must stop upon entering a City-state, or a space occupied by enemy armies.

Fighting Sub-segment

If two stacks of opposing armies occupy the same space there will be a battle. Exception: The armies are on either side of the river and the moving player does not want to attack. Each player is dealt 7 cards from the War deck.

If the deck runs out shuffle the discard and draw from it. Players may then discard up to 6 cards and draw replacements. Each player may play up to one card of each of the six types of cards.

(For Example: a player could not play 2 chariot cards.) Each player calculates his battle total: Add

the numeric value of all cards played + 1D6 per Army present and +2D6 if your Leader is Present. If the defending stack was in a City-state, the defender adds 2D6. If the attacking stack just crossed a river the defender may add 1D6.

The player with the higher Battle Total wins. Roll high on 1D6 to break ties. The losing stack is destroyed utterly. The winner takes no casualties.

If your leader is destroyed, all of your armies on the board disband. Discard all war cards.

Conquest Sub-segment

On any space you have an army add a control marker if you didn't already have one there. Replace enemy control markers with your own in any space you occupy.

Planting Phase

All players discard all their army counters! The men return home to plant their fields. Place your Leader counter into a City-state you control.

Card List Notation

L Lose 1D6 Armies

G Gain 1D6 Armies

X Lose 1D6 Control Markers (pick ones that are furthest from you not on Cities)

Harvest Card List

Card Name:	Effect:	Notes:
Revolt	L	
Flood	X	
Dust Storms	X	
Draught	X	
Flash Floods	X	
River changes Course	X	
Swamps	X	
Wild Jackasses	L	
Semite Invaders	L	
Martu Invaders	L	
Elamite Invaders	L	
Plague	L	
Pestilence	X	
Piracy	X	
Locusts	X	
Disease	L	
Rebellion	L	
Bloody Coup	L	
Corruption	L	
Heresy	L	
Famine	L	
Uprising	L	

Card Name:	Effect:	Notes:
Banditry	X	
Class Warfare	L	
Tax Reform	L	
Epidemic	L	
Food Shortage	L	
Anarchy	L	
Unrest	L	
Trade for Wood	G	
Trade for Metal	G	
Trade for Exotic Foods	G	Spices
Surplus Grain	G	Exported
Good Harvest	G	
Sumerian Beer	G	Favorite Drink
Bread & Onions	G	Staple Foods
Blessing of Innanka	G	The Goddess of Fertility
Blessing of En-Lil	G	The Wind God

Semite Migrations G

Elamite Mercenaries	G	Renowned archers
Martu Mercenaries	G	Semitic Desert Nomads
Trade for Gold	G	
Cuneiform Script	G	Written on Clay Tablets
Temple Festivals	G	Music & Sports
Trade Pottery	G	Clay was abundant
Livestock	G	Sheep, Oxen, and Swine
Build Ziggurat Temple	G	Step Pyramids
Irrigation Ditches	G	

Immigrant Workers G

Artisans & Craftsmen	G	Carpenters, Bricklayers, Jewelers, Weavers
Fishing	G	
Conquer Foreign Tribes	G	
Slavery	G	
Great Leader	G	Gilgamesh
Sacred Marriage	G	Yearly Ritual Orgy
Good Omens	G	Astrology, Reading Sheep's Livers
Raise Taxes	G	Silver Shekels
Peace Treaty	G	

Map

Thanks to Janne Thörne for making a Great map!





Metaland

Preface

Warp Play = Warpspawn Roleplaying. Roleplaying universe. Work in progress.

Readers are encouraged to submit material.

Introduction

Sciencefiction Aftermath Setting. Rock & Roll Superhero Bands.

Civilization

Some vestiges of government remain. Most power is in the hands of local crimelords. Atmosphere of Lawlessness.

Cities are crumbling.

Characters

Characters are members of a Rock & Roll Band. Each Character has special powers. The Band has special powers.

Individual songs produce special powers. Most powers are connected to the music played. Determine the name of the band.

Determine the look of the band.

Sample Powers

- Sonic Scream
- Good Vibrations
- Wake the Dead
- Shattering Discord
- Pyrotechnics Grand Finale
- Tornado Riff
- Paralyzing Chord
- Tone Deaf

- Slippery Scale
- Mesmerizing Melody
- Staccato Rap
- Blinding Lights
- Stage Fright
- Mosh Pit Madness
- Crowd Control
- Super Stage Dive
- Moonwalking
- Sonic Speed
- Healing Hymn
- Solo Flight
- Heavy Metal Thunder
- Kinetic Beat
- Flaming Axe
- Boomerang Drum Sticks
- Irresistible Dance Beat
- Psychedelic Visions
- Shapeshifters Mix
- Telepathic Ballad
- Alter Acoustics
- Hard Rock Hail
- Glitter Rock
- Stage Smoke
- Energizing Theme Song

Music

Get a tape with music from a favorite (or unknown) band. Every time you want to invoke a particular power you must play the Corresponding song (or part of a song).

Adventures

Thwarting the nefarious schemes of Local crime lords. Defending innocents from lowlife thugs.





Methuselah

Introduction

Board & card game for 2 players. One side is Dracula and his minions. The other side is the Vampire Hunter and his assistants.
Action takes place inside Castle Dracula.

Victory

You win if you kill your opponent's Leader.

The Map & Pieces

Use an 8X8 chessboard. Use chits or miniatures to represent units

Vampires

#	Unit	Hits	Notes
1	Methuselah	3	Leader
2	Elder Vampire	2	
5	Lesser Vampire	1	

Vampire Hunters

#	Unit	Hits	Notes
1	Lead Hunter	3	Leader
2	Companion	2	
5	Assistant	1	

Setup

Each player places 1 figure on each square of his back row. Units may not stack.

The Cards

Each player has a unique deck.

Vampire Card List

Card Name:	#	Type	Range	User	Notes
Gaseous Form	1	D	-	V	
Earth Meld	1	D	-	V	
Stalk	2	M	2	-	
Approach Menacingly	2	M	1	-	

Turn Sequence

Players take turns. Each turn has 3 phases: Fate Phase Move Phase Fight Phase

Fate Phase

Draw 3 cards from your deck. If your deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.
Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your figures. The move card has a number. This is the number of spaces the figure moves.
Moves can be diagonal or orthogonal. "Knight" type move cards allow a figure to move like a knight in chess. Leaders can make up to two moves per turn.

Fight Phase

Play (discard) an Attack card to have a figure attack. The attack card has a number. This is the range of the attack.
Attacks can be diagonal or orthogonal. "Knight" type attack cards have a range like a knight in chess. The enemy figure that is the target of the attack takes one point of damage.
Use chits to keep track of damage. Killed figures are removed from the map. Your opponent may play a defense card to negate your attack.

Card List Notation

- A** Attack
- M** Move
- D** Defense
- V** Methuselah only
- L** Not Lesser Vampires
- X** Special Card
- K** as a Knight would move in Chess

Card Name:	#	Type	Range	User	Notes
Run	2	M	3	-	
Levitate	1	M	K	-	
Superhuman Speed	2	M	4	-	
Bat Form	1	M	6	V	
Wolf Form	1	M	5	L	
Suck Blood	2	A	1	-	
Superior Strength	1	A	1	L	
Claws	2	A	1	-	
Mesmerize	1	X	2	-	Target cannot act next turn
Possession	1	X	3	L	Move target 1-3 spaces.
Fear	1	X	3	-	Move target 3 away from Vampires.
Regeneration	1	X	-	-	Regain 1 Hit Point
Gift of Darkness	1	A	1	L	Target if killed becomes lesser Vamp
Heightened Senses	1	X	-	-	Draw 3 cards
Shadows	1	D	-	-	
Obfuscate	1	D	-	-	
Fortitude	1	D	-	L	
Telepathy	1	X	-	-	Look at Opponents Hand

Vampire Hunter Card List

Card Name:	#	Type	Range	Notes
Garlic	2	D	-	
Holy Water	2	A	2	
Cross	2	D	-	
True Faith	1	D	-	
Wooden Stake	3	A	1	
Fire	2	A	2	
Relic	1	A	1	Lead Hunter Only
Mirror	1	D	-	
Crossbow	1	A	3	
Sunlight	2	A	2	
Firearms	2	A	3	Works on Lesser Vampires only
Hunting	1	X	-	Draw 3 Cards
Cautious Approach	5	M	1	
Hurry	4	M	2	
Run	4	M	3	

Downloads

Map, figs and cards by Codexier. [Download Page](#)





Miami Beach

Introduction

Card game for 2-4 players.

The Deck

Players share a common deck of 56 cards.

Card Attributes

Each card represents one Building. There are 48 building cards in the deck. Each building has 5 attributes: Color, Type, Size, Class, and Age There are 3 colors: Peach, Lemon, and Aquamarine There are 2 types: Hotels and Condos There are 2 Sizes: Tall and Short There are 2 Classes: Ritzy and Standard There are 2 Ages: New and Old 8 of the cards are 'Renovation' cards (not buildings).

The deck has one of each of the buildings in the card list.

Game End

The game ends when there are no cards left in the deck and all possible Cards have been played.

Winning

The player with the most points at the end of the game wins.

Round Sequence

The game is played in rounds. Each round has 2 phases:

- 1. Deal Phase
- 2. Action Phase

The round ends when no players have any cards left in their hands.

Deal Phase

Each player is dealt 4 cards face up.

Traits in Common:	Points Scored:
0	-5
1	1

Action Phase

Each Action phase is divided into turns. Players take turns. Have a different player take the first turn each round.

(For example: I go first this round, you go first next round.) Each turn has 2 segments:

- 1. Build Segment
- 2. Scoring Segment

Build Segment

Players are developers building (or buying) a row of buildings along Miami Beach. During a players Build segment he/she builds one building. The building must be one of the cards in the player's hand.

If this is the first building of the game just place it face up onto the table. Later buildings must be built (placed) adjacent to one of the other buildings. The buildings form a single row so a new building can only be placed on one of Two spots, the far left or the far right.

Color Rule

You cannot place a building next to a building of the same color. (For example: You cannot have two Lemon colored buildings next to each other.) If you are unable to place a building because of this rule you must discard a card from your hand and skip the rest of your turn.

Renovation Rule

If you have a renovation card in your draw, you may discard it to place one of your Buildings (in your hand) on top of any other building in play that is already built. (effectively replacing it) The building being renovated must be 'Old' and the one replacing it must be 'New'.

Scoring Segment

After you place (build) a building, you score with it. Each building has 4 scoring attributes (traits): Type, Size, Class, and Age You score X points for each attribute a building has in common with its immediate neighbor:

Traits in Common:	Points Scored:
3	9
4	16

Traits in Common:	Points Scored:
2	4

Normally when a building is placed it only has one neighbor, however when renovating, a Building may have 2 neighbors increasing the possible number of traits in common:

Traits in Common:	Points Scored:
5	25
6	36
7	49
8	64

Use paper and pencil to keep track of scoring.

Traits in Common:	Points Scored:
-------------------	----------------

Card List Notation

P Peach (pink)
L Lemon (yellow)
A Aquamarine (blue)
H Hotel
C Condo
T Tall
S Short
R Ritzy
S Standard
O Old
N New

Building Card List

Color	Type	Size	Class	Age
P	H	T	R	N
P	C	T	R	N
P	H	S	R	N
P	H	T	S	N
P	H	T	R	O
P	C	S	R	N
P	C	T	S	N
P	C	T	R	O
P	H	S	S	N
P	H	S	R	O
P	H	T	S	O
P	C	S	S	O
P	H	S	S	O
P	C	T	S	O
P	C	S	R	O
P	C	S	S	N
L	H	T	R	N
L	C	T	R	N
L	H	S	R	N
L	H	T	S	N
L	H	T	R	O
L	C	S	R	N
L	C	T	S	N
L	C	T	R	O

Color	Type	Size	Class	Age
L	H	S	S	N
L	H	S	R	O
L	H	T	S	O
L	C	S	S	O
L	H	S	S	O
L	C	T	S	O
L	C	S	R	O
L	C	S	S	N
A	H	T	R	N
A	C	T	R	N
A	H	S	R	N
A	H	T	S	N
A	H	T	R	O
A	C	S	R	N
A	C	T	S	N
A	C	T	R	O
A	H	S	S	N
A	H	S	R	O
A	H	T	S	O
A	C	S	S	O
A	H	S	S	O
A	C	T	S	O
A	C	S	R	O
A	C	S	S	N

Cardset Available

Thanks Ron! Click Here

Links

Miami





Middle Earth Empires

Introduction

Lord of the Rings Theme. Module for the [Warp Empires: Basic Rules System And Campains](#) Warp Empires system. You must use the Warp Empires system to play this game.

Map

Middle Earth

Victory

Either side wins automatically if all opposing units are destroyed. At the end of 20 turns see who controls the most territories: If the Sauron player controls more, the ringbearer has been captured and Sauron regains the ring and wins automatically. If the Free Peoples player controls more of the map, the ringbearer has Made it to Mount Doom and has thrown the ring into the Crack, automatically Defeating Sauron.

Setup

The Good side starts with Gandalf in play and 10 random units. The Evil side starts with Sauron in play and 15 random units.

Action Deck

Players share a common Action deck.

Unit Deck Abbreviations

H Hero (Leader)

A Army
M Monster
FF Flyer

Revenue Phase

Each side draws 5 random units to recruit each turn. When recruited, units must start in the appropriate map space, which you must control. If you cannot recruit a unit because you do not control its space, discard it.

Heroes may be recruited in any space you control.

Upkeep Phase Rules

All units automatically receive upkeep.

Move Phase

Flyers can move up to 4 spaces. Flyers may jump over other units. Ships & Sea units can only move into coastal spaces or spaces with lakes or rivers. Ship units may carry one ground unit each.

Sauron never moves from his Lair in Mordor. Stacks must stop upon entering mountain spaces.

Battle Phase

Minor Fortifications give defending units +1 Force each. Major Fortifications give defending units +2 Force each. If defeated, Heroes are simply sent back to the unit chit pile.

Middle Earth - War Of The Ring - Dark Powers - Unit List

Unit Name:	#	Move	F	Type	Notes
Sauron the Dark Lord	1	0	20	H	Mage (Maiar)
Saruman the White	1	F	10	H	Mage (Istari, Maiar)
Witch King of Morgul	1	F	8	H	Mage (High Nazgul)
Nazgul Ring Wraiths	1	F	7	H	(Black Riders)
Barrow-Wights	1	S	7	A	(Undead)
Mouth of Sauron	1	F	7	H	Mage
Orcs	10	M	2	A	(Goblins)
Uruk-hai	4	M	3	A	(Hobgoblins)
Half Orcs	2	M	3	A	
Trolls	4	M	5	M	(Giants)
Olog-hai	2	M	6	M	(Great Trolls)
Balrog Demon	1	F	12	M	

Unit Name:	#	Move	F	Type	Notes
Shelob the Great	1	S	7	M	(Spider)
Great Spiders	2	S	5	M	(Spiders)
Cold-Drake	1	FF	9	M	(Dragon)
Winged Fire-Drake	1	FF	10	A	(Dragon)
Black Numenoreans	2	M	3	A	(Men)
Umbar Corsairs	4	F	3	A	(Men) Ships
Easterlings of Rhun	2	M	3	A	(Men)
Men of Harad	2	M	3	A	(Men, Southrons)
Balchoth Barbarians	2	M	3	A	(Men)
Wargs	1	F	5	M	(Great Wolves)
Wolf Riders	1	F	6	A	(Orcs & Wargs)
Great Bats	1	FF	3	A	
Vampires	1	FF	5	A	(Undead)
Gaurhoth Werewolves	1	F	6	A	(Shapeshifters)
Wainriders	2	F	3	A	(Men, War Chariots)
Flies of Mordor	1	M	4	M	(Swarms)
Dunlendings	2	M	3	A	(Men)
Haradrim Mumakils	1	F	5	A	(Men, War Elephants)
Hillmen	1	M	3	A	(Men)
Kraken	1	F	7	M	Sea
Variags of Khand	2	M	3	A	(Men)
Siege Towers	2	S	2	A	+5 vs Fortifications
Catapults	2	S	3	A	+5 vs Fortifications
Battering Rams	2	S	1	A	+5 vs Fortifications

Middle Earth - War Of The Ring - Forces Of Light - Unit List

Unit Name:	#	Move	F	Type	Notes
Gandalf the Grey	1	F	9	H	Mage (Istari, Maiar)
Radagast the Brown	1	F	6	H	Mage (Istari, Maiar)
Aragorn	1	F	8	H	(Strider)
Legolas the Elf Lord	1	F	6	H	
Glimli the Dwarf Lord	1	F	6	H	
Eomer	1	F	7	H	Mage
Boromir	1	F	5	H	
Eowyn	1	F	4	H	+3 vs Nazgul
King Theoden	1	F	3	H	
Gwaihir the Windlord	1	FF	5	M	
Eagles	2	FF	5	A	
Treebeard	1	F	6	M	(Treefolk)
Ents	2	F	6	M	(Treefolk)
Huorns	1	F	5	M	(Treefolk)
Grey Mountain Dwarves	2	S	4	A	(Khazad)
Iron Hill Dwarves	2	S	4	A	(Khazad)
Rivendell Grey Elves	2	F	4	A	(Sindar)
Lothlorien High Elves	2	F	4	A	(Noldor)
Mirkwood Silvan Elves	2	F	4	A	(Laiquendi)
Teleri Sea Elves	2	F	4	A	Ships
Half Elves	1	F	4	A	
Shire Hobbits	1	S	2	A	

Unit Name:	#	Move	F	Type	Notes
Men of Gondor	2	M	4	A	(Dunedain Men)
Men of Arnor	2	M	4	A	(Dunedain Men)
Lakemen of Esgaroth	2	M	3	A	Ships (Northmen)
Horsemen of Rohan	2	F	4	A	(Rohirrim)
Bardings of Dale	2	M	4	A	(Northmen)
Beorning Bear Men	1	M	5	A	(Northmen)
Rangers of the North	1	M	5	A	(Northmen)
Woses of Druadan	1	M	4	A	(Pukel Men)
Woodmen of Mirkwood	1	M	3	A	(Northmen)
Dead Men of Dunharrow	1	S	6	A	(Undead)

Action Deck

Card Name:	#	Notes:
March	6	Move 1 Stack
Great Host	4	Move 2 Stacks
Grand March	3	Move 3 Stacks
Fear	3	Battle: Monster unit gets +5 Force
Terror	3	Battle: Undead unit gets +5 Force
Scouts	3	Look at target stack
Palantir	3	Look at opponents hand
Corruption	2	Battle: Force of Opposing Hero is negated
Fell Beasts	2	Evil: Move 1 Hero unit
The Lidless Eye	2	Evil: Look at opponents hand
Search for the Ring	3	Negate a move made by an Evil Stack
Battle Magic	4	Battle: Mage gets +5 Force
Heroism	3	Battle: Good Hero gets +5 Force
Magic Sword	3	Battle: Hero gets +5 Force
Chase Gollum	1	Target Good Hero is discarded
Join the Fellowship	1	Target Good Hero is discarded
Bravery	1	Battle: Good Armies gets +1 Force
Elven Arrows	1	Battle: Elf Armies gets +2 Force
Dwarven Iron	1	Battle: Dwarf Armies gets +2 Force
Overwhelming Numbers	2	Battle: Orc/Goblin Armies gets +2 Force
Cowards	1	Battle: Evil Armies get -1 Force
Magespeed	1	Move 1 Stack that contains a Mage





Midnight Texas Draw

Introduction

Card Game for 2-4 players. Based on the TV Show Midnight Texas.

Disclaimer

Midnight Texas is a licensed, copyrighted property. This is merely a fan site.

The Deck

The deck has 8 Suites:

- C** Characters
- L** Locations
- T** Threats
- P** Plot Twists
- M** Magic
- X** Complications
- W** Weapons

Each Suite has 10 cards. The cards in each Suite are numbered 1 to 10.

Winning

Be the first player to play combos worth over 35 points.

Setup

Shuffle the Deck. Each player is dealt 7 cards.

Card List

#	Type	Name	Combo:
1	C	Manfred the Psychic	Scry
2	C	Creek the Waitress	Manfred
3	C	Lem the Vampire	Steal
4	C	Olivia the Assassin	Lem
5	C	The Rev	Harm
6	C	Bobo	Fiji
7	C	Fiji the Witch	Aid
8	C	Xylda the Ghost	Scry
9	C	Joe the Fallen Angel	Aid
10	C	Chuy the Half Demon	Joe
1	T	Hightower the Warlock	Manfred
2	T	Rampaging Weretiger	The Rev
3	T	Colconnar the Demon	Fiji

Turn Sequence

On your turn draw 1 card and discard 1 card if you have 9 or more cards in your hand. If the card you discard is an Aid Card immediately Draw and discard 1 more card. If the card you discard is a Scry card, look at your opponents hand.

If the card you discard is a Harm card your opponent must Discard 1 random card. If the card you discard is a Steal Card take 1 random card from your Opponents hand. If the deck ever runs out, shuffle the discard and draw from it.

On your turn, you may make 1 or more combos. A combo may consist of:

1. A pair of cards where 1 card combos the other. Worth 3 Points.
2. Three of a Kind (Same Suite or Same Number) worth 3 Points.
3. Four of a Kind (Same Suite or Same Number) worth 5 Points.
4. Five of a Kind (Same Suite or Same Number) worth 7 Points.
5. Six of a Kind (Same Suite or Same Number) worth 9 Points.
6. Seven of a Kind (Same Suite or Same Number) worth 11 Points.
7. Eight of a Kind (Same Suite or Same Number) worth 13 Points.
8. Eight cards all different Suites worth 10 Points.

Record the Combo score and discard the cards. Immediately draw cards equal to the number of discarded cards. This may give you another combo and so on.

#	Type	Name	Combo:
4	T	Nest of Vampires	Lem
5	T	Succubus	Steal
6	T	Sons of Lucifer Bikers	Bobo
7	T	Serial Killer	Creek
8	T	Angelic Bountyhunter	Joe
9	T	Harbinger Shade	Scry
10	T	Faceless Demon	Steal
1	X	Police Investigation	Bobo
2	X	Haunted House	Manfred
3	X	Addiction	Harm
4	X	Suicidal Commands	Harm
5	X	Increasing Hunger	Harm
6	X	Dark Past	Scry
7	X	Relationship Problems	Harm
8	X	Private Investigator	Olivia
9	X	Tiffany the Blood Doll	Nest of Vampires
10	X	Spirits	Aid
1	W	Murder Weapon	Serial Killer
2	W	Holy Water	The Rev
3	W	Crystal Light	Nest of Vampires
4	W	Consecrated Weapons	Wraiths
5	W	Wooden Stake	Nest of Vampires
6	W	Room Full of Guns	Olivia
7	W	Dragon Breath Torch	Succubus
8	W	Sniper Rifle	Olivia
9	W	Sword	Joe
10	W	Grenade	Bobo
1	O	Ouija Board	Manfred
2	O	Evidence	Scry
3	O	Cure for Corruption	Aid
4	O	Gypsy Relics	Xylida
5	O	Healing Salve	Fiji
6	O	Apocalyptic Painting	Tattoo Parlor
7	O	Dead Bodies	Faceless Demon
8	O	Stolen Vehicle	Steal
9	O	Anti-Glamour Spray	Creek
10	O	Vampires Blood	Lem
1	P	Murder	Harm
2	P	Revelation	Scry
3	P	Kidnapping	Harm
4	P	Rescue	Aid
5	P	Ask for Help	Aid
6	P	Fraying Veil	Harm
7	P	Secrets	Scry
8	P	Missing Girl	Serial Killer
9	P	Leave & Return	Aid
10	P	Prophecy	Aid
1	M	Talking Cat	Fiji
2	M	Gypsy Curse	Harm
3	M	Dark Magic	Harm
4	M	Speak to the Dead	Manfred
5	M	Supernatural Powers	Steal
6	M	Possession	Aid

#	Type	Name	Combo:
7	M	Witchcraft	Fiji
8	M	Holy Light	Joe
9	M	Sacrificial Ritual	Faceless Demon
10	M	Sandstorm	Colconnar
1	L	Pawnshop	Bobo
2	L	Desert	Sandstorm
3	L	Church	The Rev
4	L	Cemetery	Scry
5	L	Main Street	Harm
6	L	Tattoo Parlor	Joe
7	L	Magic Shop	Fiji
8	L	Haunted RV	Manfred
9	L	Warehouse	Steal
10	L	Diner	Aid





Midway

Introduction

Historical simulation of the WWII battle of Midway. Two player set piece Dice game. One player is the Japanese, the other is the Americans.

Flowcharts are used instead of Maps.

Materials

Paper & writing implements. Six sided dice are required. Each player must have: 1 copy of the Flowchart 4 copies of the Carrier Box 1 set of chits representing his squads Chits & Charts are provided at the bottom of the page.

Turn Sequence

There are 2 Phases:

1. Move Phase
2. Attack Phase

Move Phase

The Americans go first, followed by the Japanese. A squad represents about 10 planes. Squads are represented by cardboard counters or chits.

Both Players have one copy of the Strike force flow chart in front of them. Players also have a drawing of the "Carrier Box" for each of their Carriers. Chits representing squads are placed in the boxes of the flowchart and can move to adjacent boxes connected by arrows.

Every squad can move once on the flowchart during his players turn. A squad must move to the next Box if it is not on a carrier or on patrol. A fighter squad can spend up to 4 turns on Patrol before having to refuel.

Turn squads upside down to indicate that they have moved. Turn all of your squads right side up at the beginning of your turn. Squads On Deck can be moved below decks to rearm and refuel.

A carrier can have a maximum of 4 squads in the "On Deck" Box at one time. A Japanese carrier can have a maximum of 3 squads in its "Rearm/Refuel" Box at one time. An American carrier can have a maximum of 4 squads in its "Rearm/Refuel" Box at one time.

Treat Midway Island like a carrier. Midway can have a maximum of 10 squads in its "Rearm/Refuel" Box at one time. Squads landing on the Carrier Box from the Return I, Takeoff, or Patrol Boxes must chose which carrier they are landing on. They are then moved to the On Deck box of that carrier.

Squads landing on the On Deck Box from the Return I, Takeoff, or Patrol Boxes are flipped face down to

indicate that they are out of fuel and/or ammo. Face down squads can only be moved to the Rearm/Refuel Box. Squads that start their turn in the Rearm/Refuel Box are flipped face up.

Only Fighters may move into the Patrol Box. Squads in the Takeoff Box may form into stacks called strike groups. Squads in a Strike group move and search together.

You may have two or more strike groups in a Box. In order for a Strike Force to move into the Attack Box it must make a successful search roll. The Americans succeed on a roll of 1-4 on 1D6.

The Japanese succeed on a roll of 1-3 on 1D6. No search roll is necessary to locate Midway. If the Search roll is unsuccessful the Strike force may move to the Return I Box, or the 2nd Search Box. Fighters cannot enter the 2nd Search Box. They run low on fuel and must return.

You may allow fighters to proceed to the 2nd Search Box, but they must ditch after the attack. Squads moving from the Attack Box to the Return II Box are destroyed on a roll of 1 on 1D6. If a squad is moving out of the Patrol or Return I Boxes, and cannot land because all the carrier decks are full or gone, than that squad must "pancake" into the ocean, and is destroyed.

A squad may land on any friendly carrier.

Attack Phase

This occurs if you have any Strike Forces in the Attack Box. American squads may attack any combination of enemy carriers. A Japanese Strike force must attack either Midway Island, Task Force 16, or Task Force 17.

Task Force 16 was the Yorktown. Task Force 17 included the Enterprise and Hornet. The Americans go first, followed by the Japanese. This is divided into 4 Segments:

1. Interception Segment
2. Anti-aircraft Segment
3. Bombing Segment
4. Damage Segment

Interception Segment

All Fighters in the Attackers Attack box may make 1 Attack roll. All Fighters in the Defenders On Deck, Takeoff, and Patrol boxes may make 1 Attack roll. A Zero squad will destroy 1 enemy squad on a roll of 1-3 on 1D6.

A Wildcat squad will destroy 1 enemy squad on a roll of 1-3 on 1D6. A Buffalo squad will destroy 1

enemy squad on a roll of 1-2 on 1D6. All attack rolls are simultaneous.

A player decides which of his squads are destroyed. Destroyed squads are placed in a pile known as "The Drink."

Anti-aircraft Segment

The Japanese Fleet if attacked may make 4 AA Attack rolls. An AA attack will destroy 1 enemy squad on a roll of 1 on 1D6. The American Carriers (& Midway) if attacked may make 3 AA Attack rolls.

The Japanese carriers were accompanied by 2 Battleships, 3 cruisers, and 30 destroyers. The American

carriers were escorted by 6 cruisers, and 9 destroyers.

Bombing Segment

All bombers and Torpedo squads surviving may attack the carriers. Attacks will hit a carrier on a roll of 1-X on 1D6, where X is equal to the AS(Anti-ship) value of the squad as given in the Squad Lists. A carrier can dodge a Torpedo attack on a roll of 1-2 on 1D6.

Damage Segment

Roll 1D6 on the Following table to determine the extent of the Damage by a Torpedo or Bomb hit.

D6	Result
1-4	Out of Action: Hull Breach, Fuel Fires, Munitions Explode
5-6	Immobilized: No search roll necessary, Cannot dodge torpedos

If a carrier is immobilized by a bomb attack, there will also be a Deck Fire: Reduce On Deck Box capacity by 2 Squads & Destroy 2 Squads on Carrier. An Out of Action (destroyed) carrier may take hours to sink or may even be salvagable. If a carrier is destroyed so are all squads onboard.

Midway Island is impervious to Torpedoes, however, every bomb hit will destroy one of its 4 Runways on a roll of 1-4 on 1D6. Like carriers, Midway has an On Deck capacity of 4 squads.

American Setup

The Americans have 3 carriers with the following squads:

Carrier	Wildcats	Devastators	Dauntlesses
Yorktown	2	2	2
Enterprise	1	1	4
Hornet	2	2	2

Japanese Setup

The Japanese have 4 carriers with the following squads:

Carrier	Zeros	Kates	Vals	Judys
Soryu	2	2	2	1
Hiryu	2	2	1	1
Kaga	2	2	2	1
Akagi	2	2	2	1

On Midway Island there is 1 squad of each of the following: Catalinas Avengers, Brewster Buffaloes, Marauders, Vindicators, and Flying Fortresses. There are also 2 Wildcat squads and 2 Dauntless squads.

Strike Force Flow Chart

One per player.

BOXES:	DRAW ONE-WAY ARROW TO THESE BOXES:
ATTACK	RETURN II
2nd SEARCH	ATTACK; RETURN II
SEARCH	ATTACK; 2nd SEARCH; RETURN I
RETURN II	RETURN I

Carrier Box Flowchart

One per carrier.

BOXES:	DRAW ONE-WAY ARROW TO THESE BOXES:
TAKEOFF	SEARCH; CARRIER; PATROL
RETURN I	CARRIER
PATROL	CARRIER
CARRIER	TAKEOFF

BOXES:	DRAW ONE-WAY ARROW TO THESE BOXES:
ON DECK	TAKEOFF; REFUEL/REARM
REFUEL/REARM	ON DECK

American Squad List

#	Squad	AA	AS	Type
7	Grumman F4F Wildcat	3	-	Fighter
5	Douglas TBD Devastator	-	2	Slow Torpedo Plane

#	Squad	AA	AS	Type
10	Douglas SBD Dauntless	-	3	Dive Bomber
1	Avenger	-	1	Torpedo Strike Planes
1	Brewster Buffalo	2	-	Obsolete Fighters
1	B26 Marauder	-	1	Twin Engine Bombers
1	Marine Vindicator	-	1	Scout Bomber
1	Flying Fortress	-	1	High Altitude Bombers

1 Catalina - 1 Flying Boat

Japanese Squad List

#	Squad	AA	AS	Type
8	Mitsubishi A6M Zero	3	-	Fighter
7	Nakajima B5n Kate	-	2	Torpedo Plane
7	Aichi D3ai Val	-	3	Dive Bomber
4	Yokosuka D4Y Judy	-	3	Dive Bomber

Optional Historical Constraints

The Japanese must attack Midway immediately with at least 9 bombers & 4 Zeros. Midway must attack the Japanese immediately with everything except fighters. This must be followed by a second attack on the Island.

The American carriers must coincide the attacks of 4 Strike forces with the return of the second wave of planes to attack Midway. The Japanese may only send

attackers after being attacked by carrier planes. Their first counter-attack must be against the Yorktown.

The Americans get a free torpedo attack on turn 17, made by the submarine USS Nautilus. The sub hits on a roll of 1-3 on 1D6.

Victory

Destroy all of your opponents carriers.

Counter Set

The following counter set and boards were created by Janne Thörne: <jan.thorne@mail.bip.net> Janne has also made counters for Cannonade.

[Download Midway Counters](#) [Download Midway Strikeforce Flowchart](#) [Download Midway Carrier Flowchart](#)

??Midway Review by jon parshall at the Imperial Japanese Navy Homepage





Mighty Magics

Introduction

Fantasy Card Game for 2 or more players. Each player controls a Magical Kingdom at war with all the others.

Deck

Players share a common deck. The deck has 3 types of cards mixed in: Strongholds, Hordes, and Mighty Magics.

Stronghold Cards

These represent gains in territory. The card will have a Name, Force Value, Notes, and Recruitment Cost. Players can only defend with Strongholds.

Strongholds are used to secure victory.

Horde Cards

These represent creatures, armies, monsters, heroes, and mages at your disposal. The card will have a Name, Force Value, and Recruitment Cost. Players can attack and defend with Hordes.

Mighty Magics

These cards will have a Name, Recruitment Cost, and special instructions.

Victory Conditions

The first player to begin his turn with 15 or more Force worth of Strongholds wins.

Turn Sequence

Players take turns. Each turn is divided into 4 phases:

1. Draw Phase
2. Resource Phase
3. Recruit Phase
4. Attack Phase

Draw Phase

The active player may discard any number of cards from his hand. The active player then fills his hand to 5 cards. If the deck runs out, shuffle the discard and draw from it.

Resource Phase

The Active player draws 5 random counters from the Resource Pile. These represent resources gathered from the players Kingdom. The pile has 5 markers for each of the 12 resource types.

Resource Pile Counter List

- Stone
- Wood
- Metal
- Men
- Chaos
- Fire
- Water
- Death
- Law
- Magic
- Air
- Gold

Recruit Phase

Each card has a recruitment cost. These are paid for with the resources gathered in resource phase. Strongholds and Hordes are played face up on the Table.

Mighty Magics follow the directions on the card text. If the active player cannot use all of his resources, the remainder are passed to the player on his left. That player may recruit cards if he can. If he has any left, the resources are passed to the left again.

The Gold Resource can substitute for any other resource. Some Strongholds have the "convert" ability. This allows you to use some types of Resources as if they were other specific resources for purposes of recruitment.

Attack Phase

The active player may attack with some or all of his Hordes. Pick an opponent's Stronghold to be the target of the attack. The opponent may defend with some, all, or none of his Hordes.

The attacker adds up the Force of all of his attacking Hordes. The defender adds up the Force of all of his defending Hordes, and the target Stronghold. Both sides take casualties with a total force value equal to or greater than the opponent's total Force value.

The defender must lose his defending Hordes before his Stronghold. Destroyed cards are discarded.

Stronghold Card List

Name:	Force:	Recruitment Cost:	Notes:
Dwarven Mines	4	2Stone 1Metal 1Law	Convert Stone into Metal
Obsidian Citadel	4	2Law 2Stone	Law Hordes get Force +1
Imperial Fortress	4	2Stone 1Men 1Law	Men Hordes get Force +1
City of Brass	4	2Metal 1Men 1Chaos	Increase Hand size 1 card
City of Thieves	3	1Men 1Chaos 1Stone	Convert Men into Chaos
Elven Treehold	3	2Wood 1Magic	Wood Hordes get Force +1
Wizards Tower	3	2Magic 1Stone	Convert Men into Magic
Temple of Evil	3	2Death 1Stone	Death Hordes get Force +1
Coral City	3	2Water 1Stone	Water Hordes get Force +1
Sky City	3	2Air 1Magic	Air Hordes get Force +1
Giants Playground	3	2Stone 1Chaos	Chaos Hordes get Force +1
Astral Gateway	3	2Magic 1Metal	Convert Law into Magic
Volcanic Shrine	3	2Fire 1Stone	Convert Fire into Metal
Cloud Castle	3	1Air 1Magic 1Stone	Convert Chaos into Air
Great Labyrinth	3	2Chaos 1Stone	Convert Stone into Chaos
Ruins of Morkar	3	1Death 1Chaos 1Stone	Convert Stone into Death
Coastal Towns	3	2Water 1Men	You may redraw Water resources
Dragons Lair	2	1Stone 1Metal	Convert Chaos into Gold
Stone Keep	2	2Stone	Stone Hordes get Force +1
Druids Grove	2	1Magic 1Wood	Convert Magic into Wood
Pallisade	2	2Wood	Defending Hordes get Force +1
Barrow Mounds	2	2Death	Convert Men into Death
Cross Worlds Bazaar	2	2Magic	Draw 1 extra Resource per turn

Horde Card List

Name:	Force:	Recruitment Cost:
Knights	3	1 Metal 1 Men 1 Law
White Wizards	4	2 Magic 1 Men 1 Law
Centaurs	3	1 Men 1 Wood 1 Chaos
Undead	2	1 Men 1 Death
Dwarves	3	2 Metal 1 Law
Elves	3	2 Magic 1 Wood
Orcs	2	1 Metal 1 Chaos
Demons	4	1 Magic 1 Fire 1 Death 1 Chaos
Rangers	2	1 Wood 1 Men
Warriors	2	1 Men 1 Law
Dragons	4	1 Fire 1 Air 1 Magic 1 Chaos
Ships	2	1 Water 1 Wood
Giants	4	2 Chaos 2 Stone
Hero	4	1 Men 1 Law 1 Chaos 1 Magic
Pirates	2	1 Men 1 Water
Djinn	4	2 Magic 1 Chaos 1 Air
Efreeti	4	2 Magic 2 Fire
Ogres	3	2 Chaos 1 Stone
Sorcerer	4	1 Men 1 Chaos 1 Magic 1 Fire
Goblins	2	1 Chaos 1 Magic
Faeries	2	1 Wood 1 Magic
Hawkmen	2	1 Men 1 Air
Barbarians	2	1 Men 1 Chaos

Mighty Magic Card List

Name:	Recruit Cost:	Special Instructions:
Earthquake	2 Stone	Destroy 1 Stronghold with a Stone cost
Tidal Wave	2 Water	Destroy 1 Card with a Water cost
Hurricane	2 Air	Destroy 1 Card with an Air cost
Extinguish	2 Water	Destroy 1 Card with a Fire cost
Cast Out	2 Law	Destroy 1 Card with a Death cost
Death Spell	2 Death	Destroy 1 Card with a Men cost
Tempest	2 Magic	Destroy 1 Card with a Magic cost
Control	2 Magic 2Law	Gain Control of target Horde
Enchant	3 Magic 1Law	Gain Control of target Stronghold
Sign of Chaos	2 Magic 2Chaos	Gain Control of target Card w/a Chaos cost
Fey Magic	2 Magic 2Wood	Gain Control of target Card w/a Wood cost
Sirens Call	2 Magic 2Water	Gain Control of target Card w/a Water cost
Divination	1 Law	Look at next 10 cards in the deck
Blessing	2 Law	Attach to Horde. It gains Force +2
Demonic Aid	2 Death	Attach to Horde. It gains Force +2
Sacrifice	2 Chaos	Attach to Horde. It gains Force +2
Stone Walls	2 Stone	Attach to Stronghold. It gains Force +2
Change Fate	1 Magic 1Chaos	Discard your hand and draw 5 cards
Change Destiny	1 Magic	Reroll your remaining Resources
Alchemy	1 Magic	Gain 2 Gold
Prosperity	2 Law	Draw 3 cards or make 4 more resource rolls
Curse	2 Death	Opponent makes only 4 Resource rolls on his next turn
Mana Vortex	1 Magic 1Chaos	All opponents must discard their hands
Great Summons	1 Magic 1Law	Automatically Recruit any 1 horde in your hand

Notes: Unless attached, spells are discarded as soon as they are played.

control of the target stronghold. Both sides lose one participating Horde of their owners choice. If there were no defending hordes, no attacking hordes are lost.

Optional Rules For Attack Phase

(For shorter Games) Compare totals: If the attacker has a higher Force total than the defender, he gains





Militia Groups

Introduction

Each player controls a militia group in a region undergoing civil war.

Victory

Reduce your opponent to zero population tokens.

Population Tokens

Each player starts the game with 20 population tokens. (Members of their own ethnic group)

The Deck

Players share a common deck. There are 3 card types:

- L** Leaders
- U** Units
- E** Events

Setup

Players are dealt a hand of seven cards. The youngest player goes first.

Turn Sequence

Players take turns. Each turn has 3 phases: Support Phase Recruit Phase Conflict Phase

Support Phase

Draw 1 card. If the deck runs out, shuffle the discard and draw from it.

Recruit Phase

You may put unit & leader cards from your hand into play.

Conflict Phase

You may pass or attack with one or more your units. An unblocked unit does damage to the target population. Remove population tokens equal to the force of the attacking unit.

Defending units may block. Compare the Forces of the blocking & blocked units. The unit with the smaller force is destroyed (discard).

In case of a tie, both units are destroyed. Certain Event cards may be played to increase the Force of Units. A Unit can only receive a Force bonus from one Event card.

Discard Event cards as soon as they are played.

Leaders

If you have no leaders, you may not attack. A Leader may give one unit a Force +1 for the duration of the conflict Phase. A Unit may receive a bonus from only one leader.

Card List

Card Name:	#	Type	Force	Notes:
General	1	L	-	Leader
Nationalist	1	L	-	Leader
Psychopath	1	L	-	Leader
Crime Lord	1	L	-	Leader
Reformer	1	L	-	Leader
Warlord	1	L	-	Leader
Cleric	1	L	-	Leader
Rebel	1	L	-	Leader
War Monger	1	L	-	Leader
Racist	1	L	-	Leader
Paramilitary Group	2	U	2	Unit
Local Militia	4	U	1	Unit
Death Squad	2	U	1	Unit. Force +1 if Unblocked
Heavy Machine Gun	2	U	1	Unit. Force +2 if Blocking
Child Soldiers	2	U	1	Unit

Card Name:	#	Type	Force	Notes:
Patrol	2	U	1	Unit. Force +1 if Attacking
Mercenaries	2	U	2	Unit
Militia on Trucks	2	U	2	Unit
APC	2	U	3	Unit
Round up Intellectuals	1	E	-	Unit gets Force +1 if Unblocked
Target Civilians	1	E	-	Unit gets Force +2 if Unblocked
Genocide	1	E	-	Unit gets Force +3 if Unblocked
Ethnic Cleansing	1	E	-	Unit gets Force +3 if Unblocked
Atrocities	1	E	-	Unit gets Force +1 if Unblocked
Mass Graves	1	E	-	Unit gets Force +2 if Unblocked
Indiscriminate Killing	1	E	-	Unit gets Force +1 if Unblocked
Firing Squads	1	E	-	Unit gets Force +2 if Unblocked
Killing Fields	1	E	-	Unit gets Force +3 if Unblocked
Surprise Attack	1	E	-	Blocked Attacking Unit gets Force +3
Ambush	1	E	-	Blocker gets Force +3
Rocket Propelled Grenades	1	E	-	Block(ing/ed)Unit gets Force +3
Guerilla Warfare	1	E	-	Block(ing/ed)Unit gets Force +3
Molotov Cocktail	1	E	-	Block(ing/ed)Unit gets Force +1
Major Offensive	1	E	-	All Attacking Units get Force +1
Concentrate Force	1	E	-	All your Block(ing/ed)units Force +1
Countryside	1	E	-	Target unit cannot be blocked
Starvation	1	E	-	Do 2 Damage to Target Population
Disease	1	E	-	Do 2 Damage to Target Population
Siege	1	E	-	Do 2 Damage to Target Population
NATO Peacekeepers	1	E	-	Opponent cannot Attack this turn
Cease Fire	1	E	-	Opponent cannot Attack this turn
Peace Talks	1	E	-	Opponent cannot Attack this turn
Red Cross	1	E	-	Gain 1 Population Token
Refugees	1	E	-	Gain 2 Population Tokens
Landmines	1	E	-	Kill attacking Unit
NATO Bombing	1	E	-	Destroy target Unit
Commando Raid	1	E	-	Destroy target Unit
Weapons Shipment	1	E	-	Draw 2 cards in Support Phase
Intercept UN Food Shipment	1	E	-	Draw 2 cards in Support Phase
International Aid	1	E	-	Draw 2 cards in Support Phase
Foreign Military Aid	1	E	-	Draw 2 cards in Support Phase
Weapon Dealers	1	E	-	Draw 2 cards in Support Phase
Popular Support	1	E	-	Draw 2 cards in Support Phase
Propaganda	1	E	-	Draw 2 cards in Support Phase
Strategic Control	1	E	-	Draw 2 cards in Support Phase
Sniper Fire	1	E	-	Do 1 Damage to target
Mortar Fire	1	E	-	Do 1 Damage to target
Artillery Fire	1	E	-	Do 1 Damage to target
Assassination	1	E	-	Kill target Leader
Execution	1	E	-	Kill target Leader





Minecraft Combos

Introduction

Card game based on Minecraft. 2-4+ players. Make combos to win.

Disclaimer

Minecraft is a copyrighted, licensed property. This is merely a fan site.

Victory

Be the first player to get 10 Combos. (5 for a short game, 15 for a long game)

The Deck

Players share a Common Deck.

Paper & Pencil

To record Combos made.

Setup

Shuffle the deck. Flip over the top 7 cards of the deck face up onto the Center of the Table. This is the Field. Each player is dealt 5 cards.

The craftiest player goes first. Play proceeds clockwise.

Turn Sequence

On your turn draw 3 cards and put them in your hand. Give one card to the opponent to your right. Exchange one card in your hand for one in the Field.

You may play 1 Combo (Not a duplicate of one you already made this game). Discard your combo cards and record what Combo you made. Combos can be General or Specific.

General Combos have their own List and require 3-5 cards of certain Types. Specific Combos are described in the card text and require 2 specific cards. Max hand size is X cards. Discard excess cards at the end of your turn.

X 5 plus the number of Combos you have made so far.

General Combo List

Combo Name:	Requirements:
Tool Kit	5 Tool Cards
Farmer	5 Plant, Food Plant and/or Farming Cards
Forester	5 Wood Cards
Herder	1 Enclosure + 3 Food Animal Cards
Miner	5 Mining and/or Ore Cards
Crafter	1 Refiner + 1 Ore + 1 Wood + 1 Tool or Weapon
Blueprint	3 Mechanisms + 1 Invention Card
Base	1 Guard + 4 Build Cards
Home	3 Build + 2 Decoration Cards
Explorer	1 Light + 4 Biomes, Explore, and/or Place Cards
Brewer	1 Potion + 4 Brew Cards
Village	5 Village Cards
Pantry	5 Food Cards
Cook	1 Fuel + 3 Cooked Foods
Ranger	5 Animal Cards
Monsters	5 Foe Cards
Slayer	2 Weapons + 1 Potion + 1 Fire + 1 Foe Card
Trap	1 Hazard + 2 Mechanism Cards
Nomad	3 Dunes Cards
Inventor	4 Invention Cards
Sailor	4 Aquatic Cards

Combo Name:	Requirements:
Collector	5 Substance Cards
Keeper	4 Container and/or Enclosure Cards
The End	3 End Cards
Hazard Pay	4 Hazard Cards
Decorator	5 Furniture and/or Decoration Cards
Homemaker	5 Build and/or Furniture Cards
Upgrade	5 Invention and/or Refiner Cards
Fungi	3 Fungus Cards
Inventory	5 Substance Cards
Transporter	3 Transport Cards
Light it Up!	3 Light and/or Fire Cards
Into the Nether	4 Nether Cards
Librarian	3 Lore Cards
Enchant Weapon	2 Enchant + 1 Weapon Card
Frozen North	3 Cold Cards
Quest	2 Quest + 1 Weapon + 1 Foe Card
Overworld	2 Village + 3 Biome Cards
Underworld	4 Under and/or Light Cards

Common Deck Card List

Card Name:	Card Traits:
Water	Substance, Aquatic, Hazard
Dirt	Ore, Build
Stone	Ore, Build
Cobblestone	Ore, Decoration
Obsidian	Ore (Combo with Water or Lava)
Iron	Ore
Gold	Ore, Decoration
Lapis Lazuli	Ore, Decoration, Enchant (Combo with Dye)
Diamond	Ore (Combo with Sword or Armor)
Redstone	Ore, Mechanism
Coal	Ore, Fuel
Ingot	Ore (Combo with Gold and Iron)
Sand	Substance, Dunes, Hazard
Sand Stone	Ore, Dunes
Clay	Ore, Aquatic
Gravel	Ore, Hazard (Combo with Stone)
Glowstone	Ore, Light, Nether
Tree	Wood, Plant, Fuel
Sticks	Wood, Fuel, Tool
Wood Planks	Wood, Fuel, Build
Oak	Wood, Fuel, Plant, Build
Spruce	Wood, Fuel, Plant, Build, Cold
Birch	Wood, Fuel, Plant, Build
Sapling	Wood, Plant
Charcoal	Wood, Fuel
Forest	Biome, Wood
Mountain	Biome, Mining
Desert	Biome, Dunes

Card Name:	Card Traits:
Ocean	Biome, Aquatic
Mushroom	Biome, Fungi
Swamp	Biome, Aquatic, Wood
Hills	Biome, Mining, Wood
Jungle	Biome, Wood
Taiga	Biome, Cold, Wood
Tundra	Biome, Cold
Icy Spikes	Biome, Cold, Mining
Plains	Biome, Farming
River	Biome, Aquatic
Beach	Biome, Aquatic, Dunes
Nether	Biome, Nether
Axe	Tool, Weapon, Wood
Pickaxe	Tool, Mining
Shovel	Tool, Mining
Hoe	Tool, Farming
Bucket	Container (Combo with Water or Lava)
Shears	Tool (Combo with Sheep or Wool)
Fishing Pole	Tool (Combo with Fish)
Torch	Fire, Light, Weapon
Sword	Weapon
Bow	Weapon
Arrows	Weapon (Combo with Sticks)
Armor	Weapon
Shield	Weapon
Crafting Table	Refiner, Tool
Furnace	Refiner, Fuel
Brewing Stand	Refiner, Brew
Cauldron	Refiner, Container
Enchantment Table	Refiner, Enchant
Anvil	Refiner, Enchant
Creeper	Foe (Combo with Gunpowder)
Spider	Foe (Combo with String)
Silverfish	Foe (Combo with End Portal)
Slime	Foe (Combo with Slimeballs)
Skeleton	Foe (Combo with Bones)
Zombie	Foe
Spider Jockey	Foe (Combo with Spider or Skeleton)
Ghast	Foe, Nether
Magma Cube	Foe, Nether (Combo with Magma Cream)
Blaze	Foe, Nether (Combo with Blaze Rods)
Zombie Pigman	Foe (Combo with Pigs or Zombies)
Monster Egg	Foe (Combo with Silverfish)
Enderman	Foe, End
Ender Dragon	Foe, End
Guardians	Foe, Aquatic
Witch	Foe, (Combo with Potion)
Lava	Hazard, Fire
Ocelots	Guard Animal
Wolves	Guard Animal
Squid	Animal, Aquatic
Sheep	Food Animal
Chicken	Food Animal

Card Name:	Card Traits:
Cow	Food Animal (Combo with Leather)
Pig	Food Animal
Rabbit	Food Animal (Combo with Leather)
Moonshroom	Food Animal, Fungi
Eggs	Food (Combo with Chicken)
Milk	Food (Combo with Cow)
Wheat	Food Plant (Combo with Bread)
Carrot	Food Plant
Cocoa Pods	Plant (Combo with Chocolate)
Sugar Cane	Plant (Combo with Sugar and Paper)
Sugar	Food (Combo with Cookies and Cake)
Meat	Food (Combo with Steak or Porkchops)
Steak	Cooked Food (Combo with Cow)
Porkchops	Cooked Food (Combo with Pig)
Stew	Cooked Food (Combo with Meat)
Wool	Substance (Combo with Bed)
Bone	Substance (Combo with Wolves and Bonemeal)
Bonemeal	Substance, Farming
Leather	Substance (Combo with Book or Armor)
Glass	Substance (Combo with Sand)
Cobwebs	Substance, Brew, Under
String	Substance (Combo with Bow)
Ink	Substance (Combo with Squid)
Dye	Substance (Combo with Wool)
Spider Eyes	Substance, Brew (Combo with Spider)
Dust	Substance, Ore
Rabbit Foot	Substance, Brew (Combo with Rabbit)
Paper	Substance (Combo with Book)
Magma Cream	Substance, Brew, Nether
Blaze Rods	Substance, Brew, Nether
Grass	Plant (Combo with Seeds)
Flowers	Plant, Decoration
Cactus	Plant, Hazard
Ender Pearls	Substance, End, Quest
Eyes of Ender	Substance, End, Quest
Bed	Build, Furniture
Chocolate	Cooked Food
Cookie	Cooked Food
Bread	Cooked Food
Cake	Cooked Food
Apple	Food Plant
Pumpkin	Food Plant (Combo with Golems)
Melon	Food Plant (Combo with Jungle)
Mycellium	Substance, Fungi
Mushrooms	Food, Fungi
Fish	Food Animal, Aquatic (Combo with Ocelots)
Horse	Animal, Transport, Explore
Mule	Animal, Transport
Golden Apple	Food (Combo with Gold or Apple)
Gunpowder	Substance, Brew, Hazard
TNT	Substance, Brew, Hazard
Netherwort	Substance, Brew, Nether
Slimeballs	Substance, Brew

Card Name:	Card Traits:
Glass Bottle	Container, Brew (Combo with Glass)
Village	Village
Villagers	Village
Farm	Village, Farming
Library	Village, Lore, Enchant
Blacksmith	Village, Refiner
Chest	Village, Quest, Container
Well	Build, Village
Seeds	Food Plant, Farming
Tower	Build, Place, Explore
Stronghold	Place, Quest, Under
End Portal	Place, Quest, End
Bricks	Build
Pressure Plate	Mechanism
Mob Grinder	Invention
Trap Door	Build, Invention
Ravine	Place, Under
Mine	Place, Under, Mining
Cave	Place, Under
Pool	Place, Under, Aquatic
Sea Temple	Place, Aquatic
Desert Temple	Place, Dunes
Dungeon	Place, Under, Nether, End
Door	Build
Walls	Build, Enclosure
Pen	Enclosure
Fence	Enclosure
Rails	Mechanism (Combo with Mine Cart)
Mine Cart	Invention, Mining, Transport
Cave Spider	Foe, Under
Mineshaft	Place, Under, Mining
Staircase	Build
Roof	Build
Window	Build (Combo with Glass)
Tunnel	Place, Build, Under
Flint	Ore, Fire
Piston	Mechanism
Lever	Mechanism
Slab	Mechanism
Button	Mechanism
Bookshelves	Furniture, Enchant, Lore
Dispenser	Invention, Furniture
Jukebox	Invention, Decoration, Furniture
Fridge	Invention, Cold, Food, Furniture
Trashcan	Invention
Elevator	Invention, Transport
Clock	Invention, Furniture
Boat	Transport, Aquatic, Explore
Painting	Decoration (Combo with Ink or Dye)
Map	Explore, Quest, Lore
Compass	Explore, Invention
Packed Ice	Cold, Build
Snow	Cold

Card Name:	Card Traits:
Snowball	Cold, Weapon
Snow Golem	Cold, Guard
Iron Golem	Guard (Combo with Iron)
Book	Lore, Enchant
Soul Sand	Nether, Build, Decoration
Enchantment	Enchant
Splash Potion	Potion (Combo with Gunpowder)
Healing Potion	Potion
Strength Potion	Potion
Speed Potion	Potion
Poison Potion	Potion
Nether Gate	Quest, Nether (Combo with Obsidian)

Links

Minecraft 101





Minions

Introduction

Fantasy miniatures tactical combat on a chessboard.

Miniatures

Also referred to as: Figures, figs, units, men, targets, creatures, pieces, attackers, defenders. They can be metal or plastic. Painted figs are aesthetically preferred.

Setup

Use a standard or enlarged 8 x 8 chessboard. Individual Miniatures (Figures) must fit within a single square on the board. Each player has an army of exactly 16 miniatures.

A player sets up his figures in his back 2 rows. The front row contains 10 figs from the Minor Minion List. The back row contains 4 figs from the Greater Minion List and 2 figs from the Leader Minion List.

Spell Deck

Players share a common spell deck. The deck contains two of each card. Each fig has none or one or more spells.

Draw spell cards for each of your figs that have spells during setup. Spells are kept in separate piles for each spell-casting fig. Spells are discarded when used.

Spells are not replenished during play. If a fig is killed, all of its spells are discarded. A fig can cast only one spell per turn.

Minor Minion List

Figure Type	Move	Force	Range	Special Abilities
Skirmisher	2	1	2	Skirmish
Berserker	1	3	1	Berserk
Archer	2	2	2	
Crossbowman	1	3	2	
Longbowman	1	2	3	
Halfling	1	1	2	Hide, Taunt
Warrior	1	2	1	Martyr, Berserk
Fighter	1	3	1	Skill
Light Horse	3	1	1	Flank
Footman	2	2	1	March

Object

Destroy all of your opponents Leader figs.

Turn Sequence

Players take turns. The better painted army has the choice of going first or second. Each turn has 2 Phases:

1. Move Phase
2. Attack Phase

Move Phase

Roll 1D6. This is the Move Roll. You may move that many of your figures this turn. A figure may move some or all of its movement allowance in one direction only.

The direction can be orthogonal or diagonal. Only figs with flying or knight abilities can jump over other figs.

Attack Phase

All of your figures may attack enemy figs in range. Both attacker and defender roll a six sided die and add their Force rating. The result is called the battle roll.

If the figs are adjacent the higher battle roll kills the lower roll. Ties indicate a standoff: neither unit is killed. If the figs are adjacent the combat is considered to be HTH (Hand-to-hand).

If the figures are not adjacent it is a ranged attack or a missile attack. In a ranged attack, the attacker kills the defender if the attacker's battle roll is higher, otherwise nothing happens. All ranged attacks are capable of indirect fire.

Figure Type	Move	Force	Range	Special Abilities
Guard	1	2	1	Martyr, Shield
Imp	2	1	1	Spell, Flying
Horse Archer	3	1	2	
Shieldman	1	2	1	Shield
Prankster	1	2	2	Taunt
Zombie	1	2	1	Fear, Regenerate
Skeleton	2	1	1	Shield, Fear
Ghoul	2	2	1	Paralyze
Nymph	2	1	1	1 Spell, Charm
Adept	1	1	1	3 Spells
Ambusher	1	1	2	Skirmish, Hide
Netter	1	1	2	Net, Hide
Rat Swarm	1	2	1	Regenerate, Disease
Wolf	3	2	1	
Spearmen	1	3	1	Block
Stone Golem	1	3	1	Invulnerable
Clay Golem	1	3	1	Regenerate
Troglodyte	1	3	1	Hide
Spider	2	1	1	Web, Poison
Siren	2	2	1	Call
Night Hag	2	2	1	Curse
Powder Keg	3	1	1	Bomb
Basilisk	1	3	1	Petrify
Satyr	3	1	1	Dance
Frog	1	0	1	Hide
Myrmidon	2	2	1	Martyr
Medusa	1	2	1	Poison, Petrify
Jester	1	1	2	Taunt, Dodge

Greater Minion List

Figure Type	Move	Force	Range	Special Abilities
Sword Master	2	5	1	Proximity
Harpy	4	2	1	Call, Flying
Stone Giant	3	4	1	Boulder
Frost Giant	3	4	1	Freeze
Fire Giant	3	4	1	Heat
Storm Giant	3	4	1	Lightning
Cyclops	3	4	1	Berserk
Iron Golem	1	5	1	Shield, Invulnerable
Wizard	1	1	1	6 Spells
Sphinx	3	3	1	Flying, Riddle
Hero	2	4	1	Skill, Berserk
Troll	3	4	1	Regenerate
Ogre	3	3	1	Boulder, Berserk
Minotaur	3	4	1	Knight
Green Dragon	3	3	1	Flying, Poison
Barbarian	2	4	1	Charge, Berserk
Unicorn	4	2	1	2 Spells, Heal
Chieftan	2	4	1	Leadership

Figure Type	Move	Force	Range	Special Abilities
Chavalier	3	3	1	Shield, Knight, Charge
Ranger	3	2	3	Skirmish
Elf Archer	2	2	3	2 Spells
Cleric	1	2	1	3 Spells, Holy Word, Heal
Flying Ship	3	2	2	Flying, Transport
Catapult	1	3	5	
Fairy	3	1	1	2 Spells, Flying, Hide
Cavalry	3	3	1	Flank, Charge
Warrior Monk	2	3	1	1 Spell, Dodge, Proximity
Centaur	3	3	3	
Mummy	1	4	1	Fear, Curse, Regenerate
Druid	2	3	1	3 Spells
Barrow Wight	2	3	1	Drain, Spirit, Fear
Banshee	2	3	1	Proximity, Spirit, Fear
War Elephant	3	2	2	Charge, March
Peryton	4	3	1	Flying
Chariot	3	3	1	Transport, Charge
Bard	2	1	1	2 Spells, Song, Dance, Taunt
Thief	2	2	2	Hide, Skirmish, Skill
Warg Rider	3	3	1	Skirmish, Charge
Earth Elemental	1	5	1	Regenerate, Boulder
Fire Elemental	2	4	1	Heat, Regenerate
Water Elemental	3	4	1	Regenerate
Air Elemental	4	2	1	Regenerate, Flying
Hydra	1	5	1	Regenerate, Proximity
Mind Flayer	1	3	1	3 Spells, Drain
Cockatrice	5	1	1	Petrification, Flying
Naga	2	3	1	2 Spells, Poison
Wyvern	4	2	1	Poison, Flying
Fire Drake	4	2	1	Firebreath, Flying
Paladin	1	4	1	1 Spell, Holy Word, Martyr
Demon	3	4	1	Flying
Assassin	2	3	1	Flank, Poison, Hide
Chimera	3	3	1	Flying, Firebreath
Gorgon	2	3	1	Petrify, Charge, Invulnerable
Hellhound	3	3	1	Firebreath, Knight
Ent	1	5	1	2 Spells
Enchantress	2	1	1	4 Spells, Charm
Succubi	4	2	1	Charm, Flying

Leader Minion List

Figure Type	Move	Force	Range	Special Abilities
Red Dragon	4	5	1	Flying, Firebreath
Blue Dragon	5	4	1	Flying, Lightning
Black Dragon	5	4	1	Flying, Acid
White Dragon	6	3	1	Flying, Freeze
Titan	3	5	1	2 Spells, Lightning
Deva	4	4	1	2 Spells, Flying

Figure Type	Move	Force	Range	Special Abilities
Vampire	4	3	1	Flying, Fear, Drain, Regenerate
Djinn	4	3	1	3 Spells, Flying
Efreeti	3	4	1	2 Spells, Flying, Heat
Lich	2	3	1	4 Spells, Fear, Drain
Pit Fiend	4	5	1	Flying, Heat
Manticore	4	3	2	Flying, Proximity, Firebreath
Griffin	6	4	1	Flying
Gargoyle	4	5	1	Flying, Invulnerable
Warlord	2	4	1	Leadership, Tactics, Skill
Chieftan	3	5	1	Leadership
Shaman	2	2	2	Leadership, 5 Spells
Juggernaught	4	5	1	Invulnerable, Charge
Archmage	2	2	1	7 Spells
High Priest	1	2	1	4 Spells, Leadership, Holy Word, Heal
Avatar	2	5	1	Knight, Charge, Berserk, Skill

Special Abilities Of Units

Ability:	Effect:
Flying	This unit can move over other figs.
Regenerate	If killed, this unit comes back to life on a roll of 1-3 on 1D6.
Hide	This unit cannot be attacked if another unit is in range.
Poison	In combat, enemy fig killed on a seperate roll of 1-2 on 1D6.
Disease	Adj enemy units are -1 Force permanently on 1-2 on 1D6 in attack phase.
Skirmish	If this unit loses combat as an attacker the unit is not killed.
Fear	Enemy Minor minions cannot attack or move adjacent to this fig.
March	Spend 1 move point to allow this unit to move a 2nd time this turn.
Song	All adjacent units are immune to fear, taunt, and call.
Leadership	All adjacent units have Force +1.
Block	Enemy units cannot move into or through the space in front of this unit.
Tactics	You may reroll your Movement die roll once each turn.
Boulder	Force 3 Range 3 attack. Find boulder on 1-2 on 1D6 or no attack at all.
Lightning	Force 2 Range 3 attack. Use every other turn.
Firebreath	Force 3 Range 2 attack. Use every other turn.
Heat	Adjacent enemy units are Force -1.
Freeze	Adjacent enemy units may not attack on a roll of 1-3 on 1D6.
Shield	Unit and adjacent units: +1 Force to defend vs. ranged attacks.
Skill	This unit may reroll its battle die once per turn.
Dodge	Unit has +2 Force to defend against ranged attacks.
Martyr	If adjacent friendly fig killed, you may destroy this one instead.
Flank	Unit gets +2 Force if attacking the side or back of enemy.
Berserk	This unit may Attack (HTH) a second time per turn against any adj fig.
Holy Word	Force 5 Range 3 attack against undead & demons.
Proximity	All adjacent enemy figs are attacked (HTH) one by one by this unit.
Invulnerable	Battle roll must be defeated by 3, not 1, for unit to be killed.
Spirit	Opponents Battle roll must be a 5 or 6 for unit to be killed.
Heal	Adjacent friendly figs are regenerated on a roll of 1-3 on 1D6.
Charm	Instead of attacking take control of adj unit on 1-2 on 1D6.
Charge	+2 when attacking if unit moved 1+ squares towards target this turn.
Knight	Unit can move like a knight in chess.

Ability:	Effect:
Bomb	Unit may explode doing a Force = 4 attack to all adj units.
Curse	Range = 2 attack. On 1-3 on 1D6 target gets -1 Force permanently.
Paralyze	Range = 2 attack. On 1-3 on 1D6 target is -3 Force + Move = 0 for 2 turns.
Web	Range = 1 attack. On 1-3 on 1D6 target is -1 Force + Move = 0 for 3 turns.
Net	Range = 1 attack. On 1-3 on 1D6 target is -1 Force + Move = 0 for 3 turns.
Drain	Unit gets +1 Force for 1D6 turns whenever it kills an adj fig.
Dance	Adj units cannot move or attack this turn on 1-3 on 1D6.
Riddle	On a roll of 1-4 on 1D6 the target this fig is attacking is -2 Force.
Call	Range = 4. In attack phase move target fig 1 space towards caller. Target is Force -2.
Taunt	Range = 3. In attack phase move target fig 1-2 spaces towards caller. Target is Force -1.
Transport	Another fig you control, adjacent to this unit when it moves, may be moved to a space adj. to this unit at the end of its move.

Spell Card List

Spell Name	Range	Effect
Disintegration	4A	Force = 5 attack
Lightning Bolt	6A	Force = 4 attack
Fireball	3A	Force = 3 attack; All adj figs to target get Force = 1 attacks.

Magic Missiles 2A Three Force = 2 attacks; Same or different targets.

Charm	2M	Take control of target fig this turn.
Petrify	3A	Target fig cannot move & cannot attack or be attckd for 1D6 turns.
Polymorph	2A	Replace target fig with a frog or any fig killed this game.
Dimmension Door	2M	Move target fig to any square on the board.
Dispell	2*	Negates effects of all spells on target. Curses & Petrification
Haste	2M	Target gets Move +2 and one extra attack per turn for 2 turns.
Flying	2M	Target gets Move +3 and Flying ability for 3 turns.
Bless	1M	Targets get Move +1 and Force +1 for 3 turns
Paralyze	3M	Target cannot move or attack for 2 turns and gets Force -3.
Illusion	3M	Enemy figs adjacent to target square cannot attack this turn.
Invisibility	2M	Target gets force +2 and cannot be attacked.
Feeble Mind	3A	Target spellcaster cannot cast spells for 1D6 turns.
Ice Wind	3A	Two adj Targets: Force = 1 attack & may not move for 2 turns.
Wall of Fire	3M	Mark 4 empty adj squares. These may not be entered for 4 turns.
Cure Wounds	1A	Regenerate target end of attk phase. Cures Paralyzation & Disease.
Shield	1M	Target & adj units immune to spells + ranged attacks for 3 turns.
Time Control	XA	Opponent must skip his next turn. Play at end of your turn.
Shape Earth	3M	Change the terrain of 3 adj empty squares in range permanently.

A Attack Phase

M Move Phase

* Either Phase: When appropriate

Chits can also substitute for miniatures if you're short.

Optional Rule: Chits

You may want to do the spells as chits instead of cards. Chits can be stacked in the square next to the minion. You may also want to use chits to keep track of spell effects.

Optional Rule: Terrain

Rough squares cause ground units to immediately stop when they enter. Impassable squares cannot be entered but may be flown over. High Ground & Fortifications gives units +1 Force vs units not on high ground.

Optional Rule: Recoil

When defeated in combat roll 1D6:

D6	Result
1-3	Unit Killed
4-6	Unit Recoils

A unit that recoils must move 1 space directly away from opponent. If the space is blocked the fig is destroyed.

Optional Rule: Free Advance

An attacker may move into the adjacent space of a defender just killed or recoiled in Hand to Hand combat.

Optional Rule: Larger Board

8 x 8 might not be enough for you, try 10 x 10 or larger. On a regular board the armies don't have to maneuver into position, the fighting starts immediately.

Optional Rule: Limit First Blood

The first "Move roll" of the game may not be greater than 3.

Optional Rule: Overwhelm

A unit gets +1 force if attacking a unit that has already been attacked this turn.

Sample Armies**Kobold Army**

- 2 Ambushers
- 2 Rat Swarms
- 2 Skirmishers
- 2 Netters
- 2 Archers
- 1 Hellhound
- 1 Troll
- 1 Ogre
- 1 Assassin
- 1 Shaman
- 1 Chieftan

Army Of The Artificer

- 4 (Tin Soldier) Guards
- 1 Juggernaut
- 4 Warriors
- 4 Spearmen
- 2 Cavalry
- 1 Paladin
- 1 Ranger
- 1 Wizard
- 1 Catapult
- 1 Deva





Mission Improbable

Introduction

Espionage card game for 2-6 players. Players try to complete missions with their agents.

The Deck

Players share a common deck. The deck contains 8 types of cards:

1. Agents: Are able to go on missions.
2. Missions: If completed give player mission points needed to win.
3. Obstacles: Must be overcome before a mission can be completed.
4. Locations: Must be overcome before a mission can be completed.
5. Experience: Permanently help agents overcome Missions and Obstacles
6. Equipment: Temporarily help agents overcome Missions and Obstacles
7. Contacts: Temporarily help agents overcome Missions and Obstacles
8. Events: Affect game play in a variety of ways.

Dice

Ten sided dice (D10s) are required for play.

Object

At the end of the game, the player with the most mission points wins.

Alignment

Each player decides whether their organization is good or bad. Players should name their organization or pick an existing one. In a two player game, players must be of opposite alignments.

Nemesis

Each player picks one opponent to be their nemesis. The nemesis must be of the opposite alignment.

Spy Table

1D10	Result
1	Nemesis gets to roll on this table.
2	Nothing happens.
3-5	Look at 1 face down card.

Setup

Randomly determine turn order. Choose Nemesis's. Each player draws 7 cards.

Turn Sequence

Players take turns. Each turn has 9 phases: Support Phase Recruit Phase Assignment Phase Intercept Phase Spy Phase Mission Phase Objectives Phase Counter Phase Capture Phase

Support Phase

The active player draws 3 cards from the deck. Maximum hand size is 10 cards. Discard excess cards.

Recruit Phase

The active player may recruit one agent. Play an agent card from your hand to the table face up.

Assignment Phase

The active player may put one Experience or Equipment card into play. Experience or Equipment cards are collectively called Assets. The Asset must be attached to one of your agents in play.

Attached assets are placed face up partially under the agent. During this phase, your agents may trade Equipment cards. Experience cards may never be traded.

An agent may receive any number of Assets. Assets provide the agent with additional skills needed to complete Obstacles and Missions.

Intercept Phase

Certain Event cards are played in this Phase.

Spy Phase

If the active player did not play a card in intercept phase, he may roll once on the Spy Table.

1D10	Result
7-8	Look at the next 1D5 cards in the deck.
9	Look at all cards in opponents hand.
10	Discard one of opponents missions in play.

1D10	Result
6	Look at 2 face down cards.

Mission Phase

One of your agents may attempt to complete one of your mission cards. Wounded or captured agents may not go on missions. To complete or overcome a mission card, the agent must pass all of the skill checks listed on the Mission card.

For each skill listed on the mission card the nemesis rolls 1D10 and adds the modifier: This is the difficulty rating. The Agent rolls 1D10 and adds any modifiers from inherent skill bonuses and Asset cards. The active player may play Connection cards and Event cards from his hand to provide additional skills bonuses.

This modified roll is called the attempt rating. If the attempt rating is equal to or greater than the difficulty rating, the skill check is passed. If the agent fails a mission skill check, roll on the Mission Failure Table.

Equipment, Connection, and Event cards are discarded when used. The completed Mission card is set

aside in that players Mission completion pile. Each mission has a number of Mission points associated with it.

The player with the highest number of total accumulated mission points at the end of the game wins. Obstacle cards and Location cards on a mission card must be overcome before the mission can be completed. Like mission cards, obstacle/location cards list skill checks that the agent must overcome.

Obstacle/location cards must be completed one at a time, top card first. Obstacle/location cards are flipped face up as they are attempted. Completed obstacle/location cards are discarded.

If the agent fails a Obstacle/location skill check, roll on the Mission Failure Table. At any time after an obstacle/location is overcome, the player may retreat the agent and end the mission attempt. Modifier cards are always played before a roll is made.

Mission Failure Table

1D10	Result:
1-2	Agent captured by Nemesis. Agent's Equipment is discarded.
3-4	Killed: Discard agent and all Assets.
5	Wounded: The agent is wounded for 1D5 turns. Agent's Equipment is discarded.
6	Wounded: The agent is wounded for 1D5 turns.
7	Agent's Equipment is discarded.
8	Nothing Happens.
9	Look at the next face down obstacle card. Agent's Equipment is discarded.
10	Look at the next face down obstacle card.

Objectives Phase

The active player may put one Mission card into play. The Mission card is placed face up in front of him. Only your agents may complete missions you put into play.

Mission cards stay in play until completed.

Capture Table

1D10	Result:
1	Death: Discard agent and all Experience
2-3	Talks: Nemesis looks at 1 random card in your hand.
4-7	Nothing Happens.
8-10	Escape: Regain control of agent.

Skill Descriptions

*Persuasion: Any attempt to influence or persuade others. Includes: Interrogation, intimidation, seduction, fast talking, diplomacy, streetwise, psychology. *Combat: Skills in a variety of weapons, fighting techniques and assassination. *Computers: Hacking *Surveillance: The science and art of information

Counter Phase

You may play any number of Obstacle cards face down onto opponent's Mission cards. Location cards are a type of obstacle card.

Capture Phase

Each of the active players captured agents rolls once on the Capture Table.

gathering.

*Disguise: Sophisticated use of make-up artistry, technology, linguistics and training used to copy another's identity. *Water: Skill in swimming, boat handling and Scuba diving. *Cold: Skills in cold weather survival. And vehicles.

*Air: Aircraft piloting and combat. *Demolition:

The use of and neutralization of explosives. *Animals:
Animal handling, riding, and husbandry.

*Driving: Ground Vehicles *Stealth: Activities and
Tools used for bypassing security systems.

Agent Card List

Name of Card	Skills:
Mr. Bond	Persuasion +2 Combat +2 Stealth +1 Water +1
Vlad the Impaler	Persuasion +2 Combat +2 Animals +2
Inspector Clueless	Surveillance +1 Disguise +2
The Cowboy	Combat +1 Demolition +2 Air +2
Mr. Jones	Surveillance +2 Cold +2 Demolitions +2
Mr. White the Albino	Combat +3 Driving +2
Black Temptress	Stealth +1 Persuasion +2
China Doll	Stealth +2 Surveillance +2
African Queen	Stealth +2 Combat +1 Water +2
The Mad Turk	Persuasion +2 Demolition +2
Black Mambo	Computers +2 Water +2 Animals +2
Senor Vasquez	Persuasion +2 Animals +2 Demolitions +2
The Whiz Kid	Computers +2 Air +1 Surveillance +2
Frenchie	Computers +2 Combat +2 Demolitions +2
Punjab	Persuasion +2 Combat +1 Water +2
Super Agent X	Stealth +2 Computers +1 Combat +1
Von Schlick	Persuasion +2 Disguise +2 Air +2
The Catburglar	Stealth +2 Computers +1 Driving +2
Commando 9	Combat +2 Cold +2 Water +2
Blond Bombshell	Persuasion +2 Combat +2 Driving +1

Mission Card List

Name of Mission (Good/Bad)	MP	Skills Required to Complete:
Defend/ Destroy Base	3	Stealth +2 & Combat +3 & Computers +1
Defection Facilitation/ Prevention	1	Disguise +1
Bodyguard/ Assassination	2	Combat +2 & Persuasion +1
Rescue/ Kidnapping	2	Stealth +2 & Combat +2
Anti-Terrorism/ Terrorist Attack	2	Stealth +2 & Combat +2
Retrieve/ Steal Nukes	3	Demolition +2 & Combat +2
Recover/ Steal Secrets	2	Stealth +1 & Surveillance +2
Industrial Espionage	2	Stealth +2 & Surveillance +2
Defuse/ Plant Bomb	1	Demolition +2
Surveillance Mission	1	Surveillance +1
Investigation/ Cover-up	2	Surveillance +2 & Persuasion +1
Infiltrate Enemy Organization	1	Disguise +2
Prevent/ Conduct Hijacking	2	Air +2 & Combat +2
Uncover/ Plant Imposter	2	Surveillance +2 Disguise +1
Prisoner Exchange	1	Persuasion +2 or Disguise +3
Break-up/ Implement Spy Ring	2	Surveillance +2 & Disguise +2
Security/ Extortion	1	Surveillance +2
Deliver/ Intercept Message	2	Stealth +1 & Surveillance +2
Suppress/ Create Scandal	1	Disguise +2 or Persuasion +2
Protection/ Sabotage	2	Demolition +1 & Stealth +1
Stop/ Start Counterfeiting Operation	1	Surveillance +1

MP Mission Points**Obstacle Card List**

Name of Card	Skills Required to Complete:
Ambush	Combat+2 or Surveillance+2
Strangler Masseuse	Combat +1
Cook with Cleaver	Combat +1
Chauffer with Tommy gun	Combat +1
Brawl at the Docks	Water +1 or Combat +1
Midget with Axe	Combat +1
Car Bomb	Demolitions +1
Downhill Ski Battle	Cold +1 or Combat +2
Hostile Scuba Divers	Water +1 or Combat +2
Guard Tower	Stealth +1 or Demolitions +1
Hi Tech Security	Computers +1
Shark Tank	Animals +1
Attack Choppers	Air +1
Electrocution	Stealth +1
Car Chase	Driving +1
Gun Toting Thugs	Combat +1
Combination Safe	Demolitions +1
Laser Detectors	Stealth +1
Fencing Instructor	Combat +2
Hulking Manservant	Combat +2
Sheer Cliff	Stealth +1
Speed Boat Battle	Water +1 or Combat +2
Combat on Moving Train	Combat +1
Tarantula	Animals +1
Guard Dogs	Animals +1
Border Guards	Stealth +1 or Combat +1
Ninjas	Combat +2
Locked in Freezer	Stealth +1
Retinal Scanner	Disguise +2 or Computers +1
Tiger	Animals +1
Diplomatic Immunity	Persuasion +2

Location Card List

Name of Card	Skills Required to Complete:
North Sea Oil Rig	Water +1 or Cold +1
Monte Carlo Casino	Persuasion +1
Military Installation	Computers +1
Arctic Circle	Cold +1
Alpine Village	Cold +1
Caribbean Island	Water +1
Laboratory	Animals +1
Torture Chamber	Combat +1
Seaside Villa	Water +1
Middle Eastern Bazaar	Stealth +1
Venice Canals	Water +1

Name of Card	Skills Required to Complete:
New Orleans Marti Gras	Stealth +1
Grand Ball	Persuasion +1
Yacht	Water +1
Mountain Fortress	Stealth +1
Maximum Security Building	Computers +1
Inner City	Persuasion +1
Office Tower	Computers or Stealth +1
Airport	Air +1
Parking Garage	Driving +1
Ferry	Water +1
Bath-house	Combat +1
Nuclear Submarine	Water +1
Space Station	Air +2

Equipment Card List

Name of Card	Skills Provided:
C4 Explosives	Demolitions +2
Night Goggles	Surveillance +2
Truth Serum	Persuasion +2
Snowmobile	Cold +2
Water Skis	Water +2
Portable Computer	Security +2
Cigarette Bullet	Combat +2
Sniper Rifle	Combat +2
Motor Boat	Water +2
Silencer	Combat +2
Sports Car	Driving +4

Name of Card	Skills Provided:
Stiletto	Combat +1
Parachute	Air +1
Climbing Gear	Stealth +2
SCUBA Gear	Water +2
Miniature Camera	Surveillance +2
Ingestible Poison	Persuasion +2
Gyrocopter	Air +3
Motorcycle	Driving +3
Fake Identification	Persuasion +1
Radio Transmitter	Surveillance +2

Connections Card List

Name of Card	Skills Provided:
Forensics Lab	Surveillance +2
CIA Operative	Surveillance +2
Diplomat	Persuasion +2
Codebreaker	Computers +2
Human Shield	Combat +2

Name of Card	Skills Provided:
Courier	Driving +2
Mechanic	Demolitions +2
Expendable Agent	Combat +2
Decoy	Stealth +2

Experience Card List

Name of Card	Skills Provided:
Savoir-faire	Persuasion +2
Demolitions Expert	Demolitions +2
Interrogator	Persuasion +2
Martial Arts	Combat +2
Undercover	Agent cannot be target of event cards.
Master of Disguise	Disguise +2
Seduction	Persuasion +2
Commando Training	Combat +1 & Cold +1

Name of Card	Skills Provided:
Pilot	Air +2
Escape Artist	Stealth +2
Acrobat	Stealth +2
Captain	Water +2

Event Card List

Name of Card	Notes:
Fake Death	Place one of your killed agents back into your hand.
Partners	Two of your agents may attempt a mission together.
Team	Three of your agents may attempt a mission together.
Mole	Intercept phase: Look at opponent's hand.
Double agent	Intercept phase: Take control of target agent.
Confiscation	Intercept phase: Take one equipment card from enemy agent.
Assassination	Intercept phase: Kill (Discard) target agent.
Capture Enemy Agent	Intercept phase: Target agent is captured.
Disc Exchange	Computer +2
Police Interference	Opponent must skip Mission Phase.
Security Codes	Computer +2
Bribery	Persuasion +2
Narrow Escape	+2 to roll on Mission Failure Table.
Lost in the Crowd	+2 to roll on Mission Failure Table.
Acid Pen	+2 to roll on Capture Table.
Torture	-2 to roll on Capture Table.
Brainwashing	Intercept phase: Take control of target agent.
Amnesia	Intercept phase: Shuffle target agent back into deck.
Intelligence Gathering	Intercept phase: Roll twice on Spy Table.
Diversion	Intercept phase: Discard Mission Card in play.
Medical Attention	Intercept phase: Wounds healed immediately.
Sleeper	Intercept phase: Play an extra agent this turn.
Security Risk	Intercept phase: Agent may not go on missions for 1D5 turns.
Top Secret	Negate opponent's action of looking at a face down card.
Failed Getaway	Intercept phase: Target agent is captured.
Purge	Intercept phase: Discard X cards and draw X new cards.
Complications	Opponent must skip Mission Phase.
Informer	Intercept phase: Look at Face Down card.
Safe house	+2 to roll on Mission Failure Table.
Second Chance	Get an extra Mission Phase this turn.
Co-opt Mission	Your agent may attempt opponent's mission.





Mississippi Run

Introduction

Card game for 2-4+ players. Theme: Commerce on the Mississippi River Basin using Riverboats in the early 19th Century.

Victory

The first player to make 25 points is the winner.

The Deck

Players share a common deck. There are 4 types of cards:

- Cargo Cards
- Tributary Cards
- Boat Cards
- Event Cards

The Deck is face-down, the discard is face-up.

Setup

Each player is dealt a hand of 8 cards.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Pilot Phase
2. Event Phase
3. Trade Phase
4. River Phase

Pilot Phase

Draw the top card of the deck and put it in your hand or take the Top card of the discard pile and put it

in your hand. If the deck runs out, shuffle the discard and draw from it.

Event Phase

You may play (discard) 1 Event card.

Trade Phase

You may make (discard) a Meld. A Meld must consist of 3 things:

1. Two Boat Cards of the same kind.
 2. Any Two Tributary cards.
 3. One or more Cargo cards of the same kind.
- The Riverboat card is a Wild card and can be used as any other type of boat card.
- A Meld scores 1 Point if it has 1 Cargo card.
 - A Meld scores 3 Points if it has 2 Cargo cards.
 - A Meld scores 6 Points if it has 3 Cargo cards.
 - A Meld scores 10 Points if it has 4 Cargo cards.

River Phase

Fill your hand to 8 cards from the deck. If there are more than 8 cards in your hand discard the excess.

Card List Notation

- C** Cargo Cards
- T** Tributary Cards
- B** Boat Cards
- E** Event Cards
- #** Number of Copies of card in Deck

Card List

Name:	Type	#	Note
Salt	C	4	
Sugar Hogsheads	C	4	
Flour Sacks	C	4	
Passengers	C	4	
Coffee	C	4	
Cotton Bales	C	4	
Beaver Pelts	C	4	
Molasses Barrels	C	4	
Poultry	C	4	
Whiskey	C	4	
Flat Boat	B	4	

Name:	Type	#	Note
Keel Boat	B	4	
Side Wheeler	B	4	
Stern Wheeler	B	4	
River Boat	B	4	
Big Black River	T	1	
Yazoo River	T	1	
Red River	T	1	
White River	T	1	
Arkansas River	T	1	
Ohio River	T	1	
Big Muddy River	T	1	
Kaskaskia River	T	1	
Missouri River	T	1	
Illinois River	T	1	
Des Moines River	T	1	
Skunk River	T	1	
Iowa River	T	1	
Rock River	T	1	
Maquoketa River	T	1	
Wisconsin River	T	1	
Chippewa River	T	1	
St. Croix River	T	1	
Minnesota River	T	1	
Crow River	T	1	
Riverboat Pilot	E	1	Draw 2 cards from the deck
Boiler Explosion	E	1	Opponent must discard hand
Sandbars	E	1	Opponent skips his next turn
Snag	E	1	Opponent discards 1 Random Card

Optional Rules

Huckleberry Finn: 8 Tributary cards (4 Points)

Special Melds

Players may make only 1 of each Special Meld per game. Mississippi Queen: 8 Boat cards (4 Points)





Mobopoly

Introduction

Multiplayer board, card and dice game.... Each player is a Mob Boss trying to make money and rub out his rivals.... As the head of a Crime Family you recruit Capos and Enforcers to do the dirty work and then you take your cut....

Object

The Mob boss with the most money when the last card is drawn from the Wiseguy deck wins....

Money

Use Play Money.... Place all the money in the 'Stash'....

Pieces & Tokens

Each player has a Set of Underboss (Capo) Pawns of a Unique Color.... Each Player has a Set of Enforcer Tokens of a Unique Color.... The Capo pawns represents an Underboss and his crew who do Hits and Set up new rackets and squeeze existing rackets....

Enforcer Tokens represent the control of an individual racket....

Dice

Six sided Dice are used

The Decks

There are 2 Decks: The Wiseguy Deck, and the Expense Deck.... Wiseguy cards are helpful to you.... Expense cards are harmful to you....

Starting The Game

Players roll high on 1D6 to see who goes first.... Each player starts with 2 Capos.... Capos Start in any empty Wiseguy space....

Each Players starts with \$50,000....

Turn Sequence

Players take turns.... Each turn has 3 Phases: Collections Phase Open Books Phase Wiseguy Phase

Collections Phase

Gain money from every Racket space you have an Enforcer on....

Open Books Phase

Pay \$100,000 to get another Capo Pawn.... Place the Pawn in any empty Wiseguy Space....

Wiseguy Phase

At the beginning of this phase draw 1 card from the Wiseguy Deck and Put it in your hand....

You must move all of your Capos in play.... For each Capo, declare what direction it is moving, including turns.... Next roll 1D6 or 2D6 and Move the Capo that many spaces forward....

If you land on an empty racket space, put one of your Enforcer Tokens on it....

If you land on an occupied racket space, roll 1D6 (Hit Roll) and discard a Hit card with the exact value of the Hit roll to rub-out the opposing Enforcer there.... The Rubbed-out token is removed from the board and you may immediately install your own Enforcer on the Racket.... Your opponent may play a Negate card to cancel the Hit....

A Capo may make only 1 Hit roll per turn....

If you land on a Racket you control, collect Money equal to the value of the Racket....

If you land on an Expense Space draw a card from the Expense deck face up And suffer the results.... Discard the Expense card....

If either deck runs out of cards, shuffle the discard and draw from it....

If you land on another player's Capo, you may try to rub him out, just like an Enforcer.... If you kill his last Capo, take half of his Money.... The other Half goes to the Stash.... The eliminated player may start over completely with a single Capo and no money....

If your Capo lands on a Wiseguy Space, draw an extra Wiseguy card....

At the end of your turn, discard from your hand any cards in excess of 5....

Expense Cards

If you draw an Expense card from the expense deck, you must pay that amount....

Law Cards

If you draw a Law card, that Capo cannot move for 1D6 turns.... (He can still be Hit) (Use the Die to keep track of time) You may immediately play a Defense card to cancel a Law card....

Score Cards

If you draw a Score card, gain that amount and discard the card....

Switch Cards

Play instead of a Hit card when attacking an enemy Capo.... Instead of killing the Capo, replace him with one your color....

Move Cards

Play a Move card to Move a Capo a second time in a turn....

Board Notation

R Racket Space
X Expense Space
W Wiseguy Space

The Board

The board is a square track with 2 inside tracks that cut it in quarters: Each side of the Board is 15 Spaces long....

01 02 03 04 05 06 07 08 09 10 11 12 13 14 15
 56 a7 16
 55 a6 17
 54 a5 18
 53 a4 19
 52 a3 20
 51 a2 21
 50 z7 z6 z5 z4 z3 z2 X- b2 b3 b4 b5 b6 b7 22
 49 c2 23
 48 c3 24
 47 c4 25
 46 c5 26
 45 c6 27
 44 c7 28
 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29

Space	Type	Name:	Value	Notes:
X	W	Little Italy	-	Start Space
A7	R	Airport Racket	5000	
A6	R	Shakedown Racket	2000	
A5	W	Soldier	-	Draw 1 Wiseguy Card
A4	X	Expenses	-	Draw 1 Expense Card
A3	R	Garment District	6000	
A2	R	Mob Hotel	3000	
B7	R	Insurance Scams	4000	
B6	R	Jewelry Heists	8000	
B5	W	Stand Up Guy	-	Draw 1 Wiseguy Card
B4	X	Expenses	-	Draw 1 Expense Card
B3	R	Murder for Hire	9000	
B2	R	Underworld Tribute	3000	
C7	R	Narcotics Trafficking	7000	
C6	R	Pizza Connection	2000	
C5	W	Workhorse Crew	-	Draw 1 Wiseguy Card
C4	X	Expenses	-	Draw 1 Expense Card
C3	R	Tax Fraud	5000	
C2	R	Real Estate Scams	8000	
D7	R	Con Game	3000	
D6	R	Bootlegging	5000	
D5	W	Muscle	-	Draw 1 Wiseguy Card
D4	X	Expenses	-	Draw 1 Expense Card
D3	R	Vendor Supplies	4000	
D2	R	Gravel Tax	8000	
1	W	La Cosa Nostra	-	Corner Space
2	R	Street Tax	2000	
3	R	Sweat Shops	4000	
4	X	Expenses	-	Draw 1 Expense Card
5	R	Stock Exchange	5000	
6	W	Hoodlum	-	Draw 1 Wiseguy Card
7	R	Protection Racket	5000	
8	X	Expenses	-	Draw 1 Expense Card
9	R	Truck Hijacking	8000	

Space	Type	Name:	Value	Notes:
10	W	Goon	-	Draw 1 Wiseguy Card
11	R	Car Stealing Ring	6000	
12	X	Expenses	-	Draw 1 Expense Card
13	R	Garbage Disposal	7000	
14	R	Chop Shop	8000	
15	W	The Syndicate	-	Corner Space
16	R	Fence	5000	
17	R	Safe Cracker	8000	
18	X	Expenses	-	Draw 1 Expense Card
19	R	Construction Racket	7000	
20	W	Tough Guy	-	Draw 1 Wiseguy Card
21	R	Investment Scams	7000	
22	X	Expenses	-	Draw 1 Expense Card
23	R	Bank Robbers	6000	
24	W	Badfellas	-	Draw 1 Wiseguy Card
25	R	Drug Trade	9000	
26	X	Expenses	-	Draw 1 Expense Card
27	R	Gambling Scams	5000	
28	R	Loan-Sharking	8000	
29	W	The Outfit	-	Corner Space
30	R	Numbers Game	3000	
31	R	Labor Racket	4000	
32	X	Expenses	-	Draw 1 Expense Card
33	R	Race Fixer	5000	
34	W	Gangster	-	Draw 1 Wiseguy Card
35	R	Car Wash Cons	3000	
36	X	Expenses	-	Draw 1 Expense Card
37	R	Extortion	4000	
38	W	Enforcer	-	Draw 1 Wiseguy Card
39	R	Government Scam	4000	
40	X	Expenses	-	Draw 1 Expense Card
41	R	Counterfeiting	9000	
42	R	Mob Joints	3000	
43	W	Mafia	-	Corner Space
44	R	Bookmaker Tax	7000	
45	R	Collection Business	4000	
46	X	Expenses	-	Draw 1 Expense Card
47	R	Corrupt Union	3000	
48	W	Mafioso	-	Draw 1 Wiseguy Card
49	R	Casino Skimming	9000	
50	X	Expenses	-	Draw 1 Expense Card
51	R	Prostitution Ring	5000	
52	W	Mobster	-	Draw 1 Wiseguy Card
53	R	Army Rentals	4000	
54	X	Expenses	-	Draw 1 Expense Card
55	R	Hollywood Unions	6000	
56	R	Money Laundering	4000	

Expenses Deck Card Notation**L** Law**E** Expense

Expenses Deck

Card Name:	Type	Cost:
Legal Bills	E	4000
Bribes	E	20000
Overhead	E	8000
Political Payoffs	E	25000
Hospital Bill	E	2000
Fancy Cars	E	10000
Gambling	E	10000
Uncollected Debts	E	2000
Booze & Parties	E	1000
Expensive Mansion	E	100000
Needy Relatives	E	10000
Stocks take a Dive	E	10000
Big Spender	E	50000
Wife Problems	E	20000
Police Payoffs	E	10000
Fugazy	E	5000
Mistress Problems	E	10000
Arson	E	80000
High Class Call Girls	E	3000
Graft	E	10000
Fine Dining	E	2000
Christmas Bonus	E	3000
Lost Stash	E	10000
Embezzlement	E	20000
Lawyers Fees	E	8000
Big Wedding	E	10000
Vacation	E	3000
Kids Tuition	E	10000

Card Name:	Type	Cost:
Undercover FBI Agent	L	-
Wire Tap	L	-
Snitch	L	-
Informant	L	-
Attitude Arrest	L	-
Federal Investigation	L	-
Stoolie	L	-
Electronic Surveillance	L	-
Turn up the Heat	L	-
Sting	L	-
The Walls Have Ears	L	-
Hard Evidence	L	-
Newspaper Headlines	L	-
Ratted Out	L	-
Witness	L	-
Flip to the Law	L	-
Public Enemy	L	-
Prosecution	L	-
Sing Like a Canary	L	-
Conviction: Tax Evasion	L	-
Conviction: Conspiracy	L	-
Witness Protection Program	L	-
Illegal Weapon	L	-
Somebody Squealed	L	-
Life Sentence	L	-
Fingerprints	L	-
Search Warrant	L	-

Wiseguy Deck Card Notation

S Score (Make Money)

N Negate Hit card

D Legal Defense: Negate Law card

H Hit

Z Switch (Take control of Underboss Piece)

M Move (Again)

Wiseguy Deck

Card Name:	Type	Value:
Armored Car Heist	S	50000
Art Forgery Scam	S	50000
Election Fraud	S	50000
Fix Big Match	S	50000
Major Shipment	S	100000
Moneymovers	S	100000
Inheritance Collectors	S	50000
Off the Books Deal	S	50000
Payroll	S	50000
Fleece Underlings	S	50000
Kickbacks	S	20000
Split the Take	S	20000
Blackmail	S	20000
Botched Job	N	

Card Name:	Type	Value:
Italian Rope Trick	H	1
Assassination	H	2
Bag Job	H	3
Kill the Bum	H	4
Crib Hit	H	5
Power Struggle	H	6
Weak Link	H	1
Sharpshooter	H	2
Murder House	H	3
Break an Egg	H	4
Chased Out	H	5
Sawed Off Shotgun	H	6
Mercy Killing	H	1
Recognized Hit	H	2

Card Name:	Type	Value:
Dud Hitman	N	
Incompetence	N	
Order Rescinded	N	
Past is Past	N	
Table Hopping	N	
Comeback Kid	N	
Made Guy	N	
No-Heat Territory	N	
Keep the Peace	N	
Lucky	N	
Bullet Dodger	N	
Bullet Eater	N	
Mouthpiece	D	
Omerta	D	
Code of Silence	D	
Victim Set Up	D	
Tip Off	D	
Blackmail	D	
Jury Tampering	D	
Sucker takes the Fall	D	
Dry Cleaning	D	
Witness Amnesia	D	
Clubhouse Sentence	D	
Stand-in	D	
Legal Miracle	D	
Links in a Chain	D	
Pay off Judge	D	
Take the Rap	D	
Intimidation	D	
Blood Relationship	D	
Defense Lawyer	D	
Skip Bail	D	
Cop a Plea	D	
Alibi	D	
Parole	D	
Prison Escape	D	
Fugitive	D	
Beat the Rap	D	
Car Bomb	H	1
Killed in Bed	H	2
Ice Pick Special	H	3
Barbershop Hit	H	4
Gunmen	H	5
Clipped	H	6

Card Name:	Type	Value:
Contract	H	3
Peacemakers	H	4
Military Hardware	H	5
Gang Bang	H	6
Restaurant Hit	H	1
Treachery	H	2
Neck Job	H	3
Make-a him go away	H	4
Hit List	H	5
Buckwheat	H	6
Commit his Suicide	H	1
Clean Kill	H	2
Die Hard	H	3
On the Shelf	H	4
Mob Orders	H	5
Hitmobile	H	6
Make an Example of	H	1
Showdown	H	2
Runaway Hit	H	3
Double Cross	H	4
Knife Man	H	5
Death Sentence	H	6
Family Hit	H	1
Just Business	H	2
Swim with the Fishes	H	3
Prison Hit	H	4
Non-business Hit	H	5
Headhunter	H	6
Double Car Hit	H	1
Kiss of Death	H	2
Mark of the Traitor	H	3
One Way Ride	H	4
Exiled	H	5
Handshake Hit	H	6
Public Execution	H	1
Ear to Ear	H	2
Mob War	H	3
Back and Forth	Z	4
Die or be Rich	Z	5
Stealing Soldiers	Z	6
Planting Flags	M	
Expand Territory	M	
Takeover Bid	M	





Mobsters

Introduction

Multiplayer card game. Each player is a Mob Boss trying to make money and rub out his rivals. As head of the Crime Syndicate you recruit underling gangsters to do the dirty work and then you take your cut.

Object

The Mob boss with the most money when the last card is drawn from the deck wins.

Money

One penny = \$100. Place all the other money in the 'Bank.' At least one six-sided die will be needed. Before playing for the first time, players will have to make up a set of cards.

Players can have negative amounts of money (debt).

Card Types

There are 9 card types:

1. Mobsters
2. Armed Robberies
3. Major Crimes
4. Crime Operations
5. Law Enforcement
6. Escape Law
7. Destroy Operations
8. Costs of Doing Business
9. Hits

Mobsters

Each of your mobsters gets one action per turn. A Mobster may use his action to do one of the following seven things:

1. Draw an extra card in Draw phase for \$1000.
2. Try to kill a Mobster (make a Hit) controlled by another player in Hit Phase.
3. Destroy an opponents operation by playing a Destroy operation card in Hit Phase.
4. Commit a petty crime, major crime, or armed robbery in the Crime Phase.
5. Double the income of one of his operations.
6. Start a new criminal operation in Recruit Phase.
7. Remove a Law Enforcement card on another mobster for \$3000

Starting The Game

Shuffle the deck. Each player starts with \$1000. Each player is dealt 7 cards from the Common deck. A player may discard and draw again if he was dealt no mobster cards.

Determine Turn order: Flip coins. Winner goes first.

Turn Sequence

Players take turns. A single players turn includes the following six phases:

1. Draw Phase
2. Hit Phase
3. Crime Phase
4. Collection Phase
5. Recruit Phase
6. Law Phase

Draw Phase

Draw two cards from the Common deck. The game ends when the last card is drawn. A Mobster as an action may draw an extra card for \$1000.

A player must discard down to 10 cards if he has more than 10 cards in his hand.

Hit Phase

As an action a gangster may attempt a Hit (Kill opponents mobster) by playing (discarding) a Hit card. Roll one six-sided dice. If the roll is 1-3 nothing happens (He got away).

If the roll is 4-6 the target mobster is killed (discarded). The controller of the killed mobster may reattach the criminal operations of the recently deceased to his other mobsters. If the player has no mobsters left, all the operations are discarded.

A mobster may as an action destroy a target opponents criminal operation by discarding a Destroy operation card.

Crime Phase

As an action a mobster you control may commit one major crime or armed robbery. Discard a major crime or armed robbery card from your hand and collect the money. Money is collected from the bank.

As an action a mobster with no attached crime operations may attempt to commit a petty crime. Roll 1D6 on the Petty Crime Table:

1D6	Crime	Earnings
1	Minor Extortion	200
2	Mugging	50
3	Burglary	50

1D6	Crime	Earnings
4	Con-Job	100
5	Auto-theft	100
6	Minor Hold-up	200

Collection Phase

Your mobsters collect income from all of their attached crime operation cards. This does not require an action. If you have a Cost of doing Business card play it on a target opponent.

The Cost of doing Business card is discarded and the target player loses the indicated amount of money. As an action a mobster may double the income of one of his operations.

Recruit Phase

Put any mobsters you have in your hand into play. To put a card in play place it face up in front of you. Coming into play counts as the mobsters action for the turn.

As an action a mobster may attach a crime operation card from his controllers hand or from another mobster the player controls. The operations card is placed face-up, partially underneath the mobster.

Law Phase

If you have a Law Enforcement card in your hand place it face up on top of an opponents mobster. While a mobster has one or more Law Enforcement cards on top of it, it gets no actions and it collects no income from its crime operations. During this phase you may play (discard) an Escape Law card from your hand to cause any one Law Enforcement card on one of your mobsters to be discarded.

A mobster as an action may pay \$3000 to remove a Law enforcement card.

Card Lists

MOBSTERS	NOTES
Lucky	Gambling operations earn + \$100
Lefty	A real Hustler. Signature Expensive cars
The Mouk	Not too Smart. Retired Boxer
The Plumber	Signature Wrench
Knuckles	Signature Brass Knuckles; Loansharking operations earn + \$100
Malone	Wisecracking Pimp; Prostitution operations earn + \$100
Tommy	Signature Tommy gun
Tony	Intimidating Thug; Racketeering operations earn + \$100
The Gimp	Grunts a lot
The Weasel	Small time braggart
Jimmy	Signature Pin stripes; Fixer crimes earn + \$500
Mario	Carries two 45 automatics
Fats	Signature White Suit & Cigars
Numbers	Numbers game operations earn + \$100
Fingers	Safecracker crimes earn + \$1000
Rocco	Armed Robberies earn + \$200
Tiny	Big boned Bruiser; Extortion operations earn + \$100
Manney	From the old country
Mickey	Tough as nails
Mad Dog	Street smart Psychopath
The Worm	Knows all the Angles; Scams earn + \$500
Mugsy	One Smooth Customer
Bugsy	Fast-talking Playboy; Bootlegging operations earn + \$100
Baby-Face	Smiling Con-Artist
Uncle Lou	Paranoid Complainer; Fencing operations earn + \$100

Pinky Lowlife Goon

ARMED ROBBERY	STOLEN
Small Bank	1000
Medium Bank	3000
Large Bank	5000

ARMED ROBBERY	STOLEN
Jewelry Store	2000
Armored Car Heist	2000

MAJOR CRIMES	STOLEN
Kidnapping	5000
Murder for Hire	1000
Forgery	2000
Safecracking	3000
Nice Stolen Goods	1000
Museum Break-in	3000

MAJOR CRIMES	STOLEN
Fixed Race	1000
Fixed Match	1000
Election Fraud	2000
Real Estate Scam	2000
Investment Scam	2000
Pyramid Scheme	1000

CRIME OPERATIONS	INCOME
Fencing	100
Pawn Shop	100
Extortion	100
Protection Racket	200
Union Racket	300
Speakeasy Dive	100
Speakeasy Bar	200
Speakeasy Nightclub	400
Gambling House	100
Gambling Boat	200
Casino	400
Numbers Game	200
Bookkeeping	200

CRIME OPERATIONS	INCOME
Slot Machines	100
Loansharking	200
Usury	200
Chop Shop	200
Counterfeiting	400
Money Laundering	200
Legitimate Front	100
Brothel	200
Prostitution Ring	200
Sweat Shop	200
Brewery	200
Smuggling Bootleg	200
Mail Fraud	100

Law Enforcement

- Prohibition Officer
- FBI Officer
- Private Investigator
- Beat Cop
- Wire Tap
- Snitch
- Informant
- Police Sergeant
- Arrested
- Federal Investigation
- Sting
- Hard Evidence
- Outraged Public Opinion
- Newspaper Headlines
- Church Campaign
- Snooping Reporter
- Witness
- Murder of a Law Officer
- Murder of Innocents
- Prosecution
- Conviction: Tax Evasion
- Conviction: Conspiracy
- Possession of Illegal Weapon
- Somebody Squealed
- Life Sentence
- Fingerprints
- Untouchables

- Search Warrant
- Botched Job

Escape Law

- Corruption
- Cronyism
- Blackmail
- Jury Tampering
- Kill the Witness
- Insulated
- Pay off Judge
- Buy Police Chief
- Bribe City Councilman
- Intimidation
- Blood Relationship
- Loyalty
- Pay off Mayor
- Defense Lawyer
- Pay off District Attorney
- Skip Bail
- Plea Bargaining
- Alibi
- Parole
- Fugitive
- Beat the Rap

Destroy Operation

- Arson

COST OF DOING BUSINESS	LOOSE
Civil Suit	1000
Bribes	1000
Overhead	500
Political Payoffs	2000
Hospital Bill	500
Fancy Cars	1000
Gambling	2000

Christmas Bonus 500 Embezzlement 2000 Lawyers Fees 1000

Hits

- Concrete Shoes
- Forced to dig own grave
- Car Bomb
- Thrown out of Window
- Sniper
- Drinks Lye
- Electrocuted in Bathtub
- Killed in Bed
- Set on Fire
- Rat Poison
- Buried Alive
- Ice Pick
- Found floating in River
- Noose
- Baseball bat

- Dynamite
- Nitroglycerine
- Shoot up the Place

COST OF DOING BUSINESS	LOOSE
Uncollected Debts	1000
Booze & Parties	500
Expensive Mansion	2000
Needy Relatives	1000
Stocks take a dive	2000
High Class Call Girls	500
Fine Dining	500

- Gunned down in Public
- Slit Throat
- Broke every bone
- Shot Point Blank on Park Bench
- Hit & Run
- Hand Grenade

Optional Attendance Rule

In Draw Phase all of your mobsters must roll 1D6. This is the attendance roll.

On a roll of 1-3 nothing happens.

On a roll of 4-6 the mobster loses his action for the turn because he is at a family gathering, a funeral, a wedding, laying low, dealing with incompetent underlings, at court, being investigated, planning his next move, on vacation, healing from gunshot wounds, gathering information, having some fun or is otherwise busy with the hassles of daily life.





Modern War Domains

Introduction

Card game with a near-future, modern war theme. 2-4+ Players. In addition to the Ground, Air, and Naval theatres of war, Space and Cyberspace are now equally important factors.

Victory

Reduce all of your opponents to zero Strength Points (SP). Players with 0 SP are eliminated from the game.

Strength Point Tokens

Use tokens to represent SP. Players share a common pile of SP Tokens. Use denominations of 1, 5, 10, and 20.

These represent a Nation's ability and willingness to continue to wage War.

Abrv:	Defense:	Notes:
H	Hardened	Unit has Armor, Physical Damage Resistance
A	Active	Point Defense, Jamming, Electronic Warfare
E	Evasion	Unit relies on Speed, Agility, Flares to avoid Attacks
D	Dispersed	Large Force. Surviving Units continue to function
S	Stealth	Invisibility to Detection: Sonar, Radar, EM Spectrum
V	Vast	Units protected by great Distances

Note: Defense Chits are discarded immediately back to the pool when used.

The Deck

Players share a common deck. If the Deck ever runs out, shuffle the discard and draw from it.

Card Terminology

- Each Card will have 6 Traits:
1. Type: Unit, Attack, or Counter
 2. Search: This is how a card is identified when one is being searched for.
The search trait will be 1 or more of the 5 Domains.
 3. Target: This is how a card is identified when it is being targeted for Attack.
The target trait will be 1 or more of the 5 Domains.
 4. Hits: How many successful attacks are needed to destroy this target. (1 or 2)
 5. Defense Type: Which types of Defense Chits can be used to neutralize Attacks against this card
 6. Ability: The effect that is activated when this card is played: Kill, Draw, Search, Gain SP, Spy, Neutralize, Opponent discard or lose SP.

Action Counters

Players share a common set of Action Counters. These are used to denote the readiness of Surviving Units to Reuse their Special Abilities.

Dice

Six sided dice are needed.

Defense Chit Pool

Players share a common Pool of Defense Chits. Keep these in a cup to be drawn from and discarded back into. The pool should contain 10 copies of each type of chit.

There are 6 types of Chit:

Minor Traits

Some Cards will have the Minor designation of Missile or Base.

Basic Card Types

- There are 4 Basic Types of Cards:
- U** Units- These remain in play after being used.
 - A** Attacks- These are discarded once used.
 - C** Counters- Discarded once used, these negate an attack made by a Unit.
 - X** Special- These are discarded once used.

Domains

- There are 5 Domains:
- G** Ground
 - N** Naval
 - A** Air
 - S** Space
 - C** Cyber

Abilities

NOTE: As noted in the Card text a Unit with 2 or more Abilities might be able To do both (AND) or just one (OR) during a turn. Kill: (Destroy, Degrade) Cause a Target Unit of the indicated Target Type to be discarded. Neutralize: (Counter, Negate) Cause an Attack of the indicated Search Type to be cancelled.

Draw: Draw 1 or 2 cards from the top of the Deck and add them to your hand. Search: look at the next 10 cards in the Deck and place 1 of them of the Indicated Search Type into your hand. Gain SP: You gain the indicted number of SP (1 or 2).

Spy: Look at opponent's hand. IMPORTANT: If a Unit can do the Spy ability OR another ability, there is a 50% it Must pick the Spy Ability.

Setup

Shuffle the Deck. Each player starts with 50 Strength Points.

Round Sequence

Each round has 5 Phases:

1. Readiness Phase
2. Resupply Phase
3. Initiative Phase
4. Deployment Phase
5. End Phase

Readiness Phase

Each player draws 10 cards and 3 Defense Chit.

Common Deck Card List

Unit Name:	Type	Search	Target	Hits	Def	Ability
Carrier Task Force	U	NA	N	2	A	Kill GNA
Boomer Sub	U	N	N	1	Z	Kill GN (Missile)
Hunter Killer Sub	U	N	N	1	Z	Kill N
Armored Division	U	G	G	2	XH	Kill G or SP +1
Artillery Brigade	U	G	G	1	X	Kill G or SP -1
Infantry Division	U	G	G	2	X	Kill G or SP +1
Destroyer Group	U	N	N	1	A	Kill NA
Air Cavalry	U	A	A	1	E	Kill G or Search G
Missile Cruiser	U	N	N	1	A	Kill GN (Missile)
Marines	U	GN	G	1	X	Kill G or SP +1
Army Group	U	G	G	2	XA	Kill G or SP +1
Special Forces	U	GNA	G	1	Z	Kill G or SP -1
Stealth Fighter	U	A	A	1	Z	Kill GN or SP -1
Bombers	U	A	A	1	E	Kill G or SP -1
Interceptors	U	A	A	1	E	Kill A
Drones	U	A	A	1	E	Kill G
Mobile Launchers	U	G	G	1	X	Kill GNA (Missile)
Air Defense	A	G	G	-	-	Kill A
Naval Base	U	N	G	1	H	Search N (Base)

Resupply Phase

Place 1 Action Counter on all Surviving Units. A Unit may have a Maximum of 1 Action Counter on it.

Initiative Phase

Players roll 1 Die each. High roll goes first in Deployment Phase. Play proceeds clockwise.

Deployment Phase

Players take turns conducting 1 Deployment each. An Deployment may be either:

1. Playing a Unit and resolving it's action if there is a target.
2. Playing an Attack card and resolving it.
3. Removing an Action Counter from a Unit to resolve its action.

In order to pass, a player must discard a card if he has one. As a reaction to an action or an attack, a player may immediately play a Counter Card (Match attack's Search type) or a Defense Chit (Match Target's Defense Type) out of turn to Negate it. Deployment phase ends when everyone has no cards left in hand, no useable Action counters, and/or Passes in turn.

IMPORTANT: Every time an Enemy Unit is destroyed the enemy loses 1 SP for Every Hit the Unit had. If a Base is Destroyed the Enemy loses 2 SP.

End Phase

Players discard Cards and Defense Chits they did not use.

Unit Name:	Type	Search	Target	Hits	Def	Ability
Army Base	U	G	G	1	H	Search G (Base)
Air Base	U	A	G	1	H	Search A (Base)
Laser Satellite	U	S	S	1	V	Kill GNA
Missile Satellite	U	S	S	1	V	Kill GNS (Missile)
EMP Attack	A	NotC	NotC	-	-	Kill NSAC
Hunter Killer Sat	U	S	S	1	V	Kill S
Cyber Command	U	C	GC	1	H	Spy or Search C (Base)
Cyber Security	C	C	C	-	-	Negate C Attack
Cyber Network	C	C	GC	1	X	Spy or Search C
Hacker Groups	U	C	GC	1	ZX	Spy or Search C
Comm Sat	U	SC	SC	1	V	Draw 1
Militias	U	G	G	1	X	Kill G or SP -1
ICBM Silos	U	GA	G	2	H	Kill GSN (Missile, Base)
Military Base	U	Any	G	1	H	Draw 1 (Base)
Stockpiles	U	G	G	1	-	SP +2 (Base)
Strategic Point	U	G	G	1	-	SP -1 (Base)
Industrial Area	U	G	G	2	-	SP +1 (Base)
Population Center	U	G	G	2	X	SP +1 (Base)
Biological Attack	A	GNA	GNA	-	-	Kill G
Chemical Attack	A	GNA	GNA	-	-	Kill G
Nuclear Attack	A	NotC	NotC	-	-	Kill GNS (Missile)
Hyperkinetic Sat	U	S	S	1	V	Kill GNS
Air Command	U	A	A	1	Z	Spy or Search Any
Fighter Bomber	U	A	A	1	E	Kill GNA
Ground Support	U	A	A	1	E	Kill G
Antiship Missiles	A	GNA	GNA	-	-	Kill N (Missile)
Merchant Marine	U	N	N	1	-	SP +1
Reserves	X	-	-	-	-	Draw 2
Diplomacy	X	-	-	-	-	End Round. Shuffle Discard into Deck
Cruise Missile	A	GN	GN	-	-	Kill GN (Missile)
Mechanized Infantry	U	G	G	1	XH	Kill G or SP +1 or -1
Mission Control	U	S	G	1	H	Spy or Search S (Base)
Spy Satellite	U	SC	S	1	V	Spy
Missile Defense	C	All	All	-	-	Negate Missile Attack
Orbital Attack	A	S	S	-	-	Kill GN
Orbital Battle Station	U	S	S	1	VA	Spy or Kill GSN (Base)
Scram Jet	U	A	A	1	E	Kill S
Attack Shuttle	U	S	S	1	VE	Kill S
Multistage Rocket	A	S	G	-	-	Kill S (Missile)
Micro Satellites	U	S	S	1	VX	Kill S
Denial of Service	A	All	All	-	-	Kill C or SP -1
Spam: Propaganda	A	C	C	-	-	Draw 1 and Foe Discard 1 Card
Malware: Sabotage	A	C	C	-	-	SP -2
Trojan: Intercept	C	C	C	-	-	Negate Any Attack
Spoof: Replace	C	C	C	-	-	Redirect Any Attack to new target
Virus: Compromise	A	C	C	-	-	SP -1 and Foe Discard 1 Card
Worm: Disruption	A	C	C	-	-	Foe Discard 2 Cards





Modern World

Introduction

Card & Bidding game for 2-6+ players. Each player controls a Modern Nation. Players compete for Markets and Resources to develop their Countries.

Victory

The game ends at the beginning of the turn there are no cards remaining in the Resource or Event Decks. The player with the most Victory Tokens Wins.

The Decks

There are 3 Decks:

1. Resource Deck
2. Market Deck
3. Event Deck

Resource Deck

Resource cards when put into play, provide a player with a steady stream of Resource Tokens of 1 or 2 types. This deck has 4 copies of each card described in the card list

Market Deck

Market cards provide One-Time Token gains. They are bid upon using Influence Tokens. This deck has 1 copy of each card described in the card list

Event Deck

These will variously reward or punish particular players. This deck has 1 copy of each card described in the card list

The Resource Tableau

The top ten cards of the resource deck are kept face up in a line. The card farthest from the deck has a purchase value of 1. The next has a value of 2 and so on up to 10.

The value is the price to purchase the card (in Action and Research Tokens). After purchasing 1 or more cards, the remaining cards slide over (Further out) to occupy the missing spaces. New cards from the deck are flipped over to fill the closest empty spaces on the Tableau.

Player Mats

Each player gets a Mat on which to place his Tokens. Resource Cards a player owns and Permanent Events a player is saddled with are placed next to his Mat.

Tokens

There are 7 types of Tokens:

1. Victory
2. Money
3. Materials
4. Influence
5. Action
6. Labor
7. Research

Victory Tokens

These will determine who, at the end of the game, wins.

Money Tokens

Money Tokens can be converted (as needed) to other types of Tokens, at a 3 to 1 conversion rate. For example: Spend 3 Money Tokens to get 1 Victory Token.

Materials Tokens

Materials Tokens are needed along with Labor Tokens, to put Resource cards into play.

Influence Tokens

Influence Tokens are used to Bid for Markets.

Action Tokens

Action Tokens along with Research Tokens are used to claim Resource cards from the Resource Tableau.

Labor Tokens

Materials Tokens are needed along with Labor Tokens, to put Resource cards into play.

Research Tokens

Action Tokens along with Research Tokens are used to claim Resource cards from the Resource Tableau.

Leader Marker

There is only 1 leader marker. The player in possession of the leader marker goes first in bidding and selecting. Other players follow in order clockwise going around the table.

Definition: Capacity

Capacity is the number of Tokens of a Particular type you gain in Production Phase. For example: If you produce 7 Research Tokens in Production Phase, your Research Capacity is 7.

Dice

Six sided dice are used for tie breaking and determining random Players.

To Determine A Random Player...

Players roll high on 1D6 (or use 1D10). Reroll ties

Setup

Shuffle the Decks Each player starts with 3 of each Token Type. One random player gets the Leader Marker.

Turn Sequence

Each turn has 9 phases

1. Production Phase
2. Event Phase
3. Leader Phase
4. Market Phase
5. Resource Phase
6. Investment Phase
7. Trade Phase
8. Build Phase
9. End Phase

Production Phase

Each player produces as a baseline: 4 Money Tokens 1 Victory Token 10 Influence Tokens 3 Labor Tokens 3 Action Tokens 3 Materials Tokens 3 Research Tokens Players also gain additional Tokens according to the Resource Cards they have in play (additional Capacity).

Event Phase

The Top card of the Event Deck is flipped over. Resolve it per the card instructions. If 2 or more players tie in Capacity, they roll low on 1D6 to break the tie.

Cards that do not say Permanent are immediately discarded. Permanent Event cards are placed face-up next to a players Mat.

Leader Phase

A Bid for Leader begins. Players bid using Influence Tokens. The Current Leader Bids first (or passes).

If you pass, you may still bid later. If no one bids, the Market card is discarded. Bids are verbal, and must be at least 1 higher than the previous bid.

The winner pays the Influence Tokens he bid (to the storage area). The losers keep their Influence Tokens. Winner of the bid gets possession of the Leader Marker.

Market Phase

Draw X-1 Cards from the Market deck and place them face-up on the center of the table.

X the number of players.

If the deck runs out, shuffle the discard and draw from it. Bid on them in the order they were drawn. Players bid using Influence Tokens.

The Leader Bids first (or passes). If you pass, you may still bid later. If no one bids, the Market card is discarded.

Bids are verbal, and must be at least 1 higher than the previous bid. The winner pays the Influence Tokens he bid (to the storage area). The losers keep their Influence Tokens.

Winner of the bid gets the Market card and then discards it to get the stated Token reward.

Resource Phase

Going in Order each player may buy 1 or more Resource cards from the Resource Tableau. The top ten cards of the resource deck are kept face up in a line. The card farthest from the deck has a purchase value of 1.

The next has a value of 2 and so on up to 10. The value is the price to purchase the card (in Action and Research Tokens). After purchasing 1 or more cards, the remaining cards slide over (Further out) to occupy the missing spaces. New cards from the deck are flipped over to fill the closest empty spaces on the Tableau.

Spent Tokens are placed in the Storage Area. Purchased cards go into the players hand.

Investment Phase

You may discard one or more Resource cards from your hand (to the storage area) to gain Three times the Tokens listed on them as you would in Production Phase. Example: Discard a Military card to get 6 Influence Tokens or a Finance card to get 12 Money Tokens. Discard an Industry card to gain 3 Material Tokens and 3 Research Tokens.

Trade Phase

Players may trade resource cards and Tokens.

Build Phase

In order, players may put Resource cards into Play. The cost to Build a Resource is 5 Material Tokens and 5 Labor Tokens. If you already have one or more copies of the same resource in play the cost is 7 Material and 7 Labor Tokens.

For each additional Resource you build in this phase after the first one, pay an extra cumulative 1 Material & Labor Tokens. Built Resource cards are placed face-up next to a players Mat.

Resource Deck Card List

Card Name:	V	I	\$	M	L	R	A
Government	-	-	-	-	-	-	2
Science	-	-	-	-	-	2	-
Agriculture	-	-	-	-	2	-	-
Mining	-	-	-	2	-	-	-
Finance	-	-	4	-	-	-	-
Military	-	2	-	-	-	-	-
Culture	2	-	-	-	-	-	-
Media	1	1	-	-	-	-	-
Entertainment	1	-	2	-	-	-	-
Chemicals	1	-	-	1	-	-	-
Medicine	1	-	-	-	1	-	-
Technology	1	-	-	-	-	1	-
Law	1	-	-	-	-	-	1
Oil	-	1	2	-	-	-	-

Event & Market Deck Card Notation

PWH Player with Highest
PWL Player with Lowest
Cap Capacity
VT Victory Tokens

End Phase

Max Resource hand size is 7 cards. Discard excess cards.

Resource Deck Card Notation

V Victory
I Influence
\$ Money
M Materials
L Labor
R Research
A Actions

Card Name:	V	I	\$	M	L	R	A
Energy	-	1	-	1	-	-	-
Land	-	1	-	-	1	-	-
Internet	-	1	-	-	-	1	-
Politics	-	1	-	-	-	-	1
Manufacturing	-	-	2	1	-	-	-
Fishing	-	-	2	-	1	-	-
Corporations	-	-	2	-	-	1	-
Commerce	-	-	2	-	-	-	1
Water	-	-	-	1	1	-	-
Industry	-	-	-	1	-	1	-
Infrastructure	-	-	-	1	-	-	1
Education	-	-	-	-	1	1	-
Cities	-	-	-	-	1	-	1
Bureaucracy	-	-	-	-	-	1	1

IT Influence Tokens
\$T Money Tokens
MT Materials Tokens
LT Labor Tokens
RT Research Tokens
AT Action Tokens

Event Deck Card List

Card Name:	Notes:
Political Crisis	PWL Influence Cap loses all AT
Foreign Insurgency	PWH Influence Cap loses all AT
Overpopulation	PWH Labor Cap loses 10 VT
Food Crisis	PWL Labor Cap loses all LT
Pollution	PWH Materials Cap loses 10 VT
Depression	PWL Money Cap loses all IT
Social Revolution	PWL Research Cap loses all LT
Territorial Dispute	PWL Materials Cap loses all AT
Trade War	Skip Trade Phase this Turn
Stock Market Crash	Skip Investment Phase this Turn
Global Economic Crisis	Skip Market Phase this Turn
Civil War	PWL Research Cap skips Build Phase this Turn

Card Name:	Notes:
Corruption	Random Player loses all \$T
Rebellion	Random Player loses all AT
Desertification	Random Player Permanent Labor Capacity -1
Long Term Recession	Random Player Permanent Money Capacity -1
Over Exploitation	Random Player Permanent Materials Capacity -1
Brain Drain	Random Player Permanent Research Capacity -1
Military Quagmire	Random Player Permanent Influence Capacity -1
Organized Crime	Random Player Permanent Money Capacity -1
Rising Sea Level	Random Player Permanent Materials Capacity -1
Scandals	Random Player Permanent Action Capacity -1
Economic Stagnation	Random Player Permanent Money Capacity -1
Human Rights Abuses	Random Player Permanent Victory Capacity -1
Minority Oppression	Random Player Permanent Victory Capacity -1
Cyber Warfare	All players lose 1D6 AT. Roll for each
Pandemic	All players lose 1D6 LT. Roll for each
Energy Crisis	All players lose 1D6 MT. Roll for each
Peace Talks	All players gain 1D6 VT. Roll for each
Epidemic	Random Player loses 1D6 LT
Natural Disaster	Random Player loses 1D6 AT
Man Made Disaster	Random Player loses 1D6 AT
Host Olympics	Random Player gains 1D6 VT
Think Tank	Random Player gains 1D6 RT
Poverty	Random Player Permanent Money Capacity -1
Fast Growth	Random Player Permanent Labor Capacity +1
Entrepreneurship	Random Player Permanent Money Capacity +1
Modernization	Random Player Permanent Research Capacity +1
Foreign Investing	Random Player Permanent Influence Capacity +1
Industrialization	Random Player Permanent Materials Capacity +1
War on Terror	Random Player Permanent Influence Capacity +1
Green Policies	Random Player Permanent Materials Capacity +1
Military Buildup	Random Player Permanent Influence Capacity +1
Emerging Markets	Play 2 extra Market cards in Market Phase this turn

Market Deck Card List

Card Name:	Reward:	Card Name:	Reward:
Middle East	9 VT	Secular Arab Country	5 VT
Central Asia	3 LT	Developing Economy	9 \$T
South East Asia	7 LT	Asian Tiger	13 \$T
North Africa	5 VT	Banana Republic	3 MT
Sub-Saharan Africa	7 MT	Internet Economy	7 AT
Oil Rich State	9 MT	Regional Cartel	5 AT
Central America	5 LT	Balkan State	5 \$T
South America	11 \$T	Baltic State	3 RT
Scandinavia	7 RT	Global Market	9 AT
Eastern Europe	9 RT	Commonwealth State	5 RT
Third World Country	5 MT	Pacific Rim Nation	3 AT
Caribbean Nation	7 \$T	Island Nation	4 \$T
Indigenous Population	7 LT		

Optional Rule National Identity

At the beginning of the game each player picks as his identity one of six Nations: Europe, China, Japan,

India, Russia, USA.

Nation:	Starting Resource Card:
Europe	Culture
China	Manufacturing
Japan	Technology

Nation:	Starting Resource Card:
India	Agriculture
Russia	Land
USA	Military

Links

Modern World





Mogo

Introduction

Fantasy version of Go. (Mogo = Monster Go) For 2 (or more) players.

The Board

Use a 10 X 10 grid.

Victory

There are 3 main ways to win: Tactical Victory: You win if you get 7 counters in a row orthogonally or diagonally. Logistical Victory: You win if you Capture 20+ Enemy Counters. Strategic Victory: When the Board is filled up, whoever controls the most Counters.

Counter Set

Players share a Common Counter Set Keep the counters in a bowl (henceforth referred to as the Draw Pile). Have another bowl for the discards. There are 6 Types of Counters: Units (Creatures) Locales (Lands) Relics (Objects) Enchantments (Magic effects placed on the board) Sorceries (Magic effects that are discarded when played) Modifiers (Attach to Counters & enhance them)

Stones

Each player has a set of translucent colored stones of a unique color. These are used to mark ownership of Counters.

Dice

Six sided dice are used occasionally.

Setup

Each player draws 5 Random Counters from the Draw Pile to form their starting hand. Roll high on 1D6 to see who goes first.

Hands

Each player has a "Hand" of counters. These can be kept so that other players can see how many, but not what they are.

Adjacency Terminology

- Counters that share a border are said to be bordering one another.
- Counters that share a corner are said to be touching one another.

- Counters that share a border or a corner are said to be adjacent.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Fate Phase
2. Deployment Phase
3. Action Phase
4. Capture Phase
5. End Phase

Fate Phase

Draw 1 random Counter from the Draw Pile & add it to your hand.

Deployment Phase

Play one Non-Sorcery Counter onto the grid into an empty space. Put a Stone on the Counter you just placed to indicate you own (control) it. This action is referred to as a Deployment.

You may only do one Deployment unless your counters allow you to do extra Deployments. Some counters produce a special effect when they are deployed. Modifier counters are placed directly onto a target counter

Deployment Rules

You cannot deploy a Locale adjacent to another Locale. You cannot deploy an Enchantment adjacent to another Enchantment. You cannot deploy a Unit next to an enemy unit with a Higher Force Rating, unless The Unit can destroy that type or is immune to it.

(If Force Ratings change, the smaller units are not removed)

Action Phase

Certain Counters on the board can do actions such as Moving, etc. You may have one such Counter do one action. You may only do one Action unless your counters allow you to do extra Actions.

When moving, Units can only move Orthogonally. Flying Units can also Move Diagonally.

Capture Phase

If you completely encircle an area with Counters that Border the area, all Enemy Counters inside that area are Captured. This includes corners & the sides of the board in the same fashion as the game of Go.

Place counters you capture into a separate "Capture" pile.

Note: Destroyed or Sacrificed Counters are discarded not captured.

End Phase

Max hand size is 7 counters. Discard excess counters.

Sorceries

You may freely play Sorceries from your hand whenever appropriate. Sorceries have a wide variety of effects.

Action Tokens

Discard an Action Token to gain an Extra Action in Action Phase.

Counter List

Name:	Type	Notes:
Flag	R	Counts as 2 Counters for Tactical Victory
Goblin Balloon	U2	Goblin; Flyer; Move = 1
Goblin Sneak	U1	Goblin; Immune to all Units
Guardian	U6	Adjacent Relics cannot be Stolen or Destroyed
Goblin King	U3	Goblin; Control all Goblin Units on the Board
Red Dragon	U7	Dragon; Fire; Flyer; A = Move 4
Dragon Slayer	U5	Knight; Hero; A = Destroy adjacent Dragon
Loyal Steed	M	Place on Hero; Flanker; Hero gets Move = 2
Flood	E	All Locales lose their special abilities
Tornado	E	Sacrifice to Destroy all adjacent Fliers; Move = 3
Earthquake	S	Destroy target Locale or non-Flier
Pyramid	L	Draw a counter when you play a Sorcery
Armageddon	S	Destroy all Locales in play
Goblin Grenade	S	Sacrifice a Goblin to destroy adjacent Unit
Island	L	Only Water Units can be deployed adjacent
Plane Shift	S	Teleport target Locale
Invisibility	M	Place on Unit; Unit is Immune to all Units
Disenchant	S	Destroy target Enchantment counter
Diplomacy	E	All units gain Immunity to all other Units
Wrath	S	Destroy all Units in play
Dwarf Warriors	U4	Dwarf; Force +4 when being deployed
Dwarf Lord	U6	Dwarf; Control all Dwarf Units on the Board
Forger	U2	Dwarf; Deploy an extra Relic on your turn
Giant Slayer	U5	Dwarf; Hero; A = Destroy adjacent Giant
Steal	S	Take Control of target Relic
Shatter	S	Destroy target Relic
Disk	R	Sacrifice to destroy all adjacent counters
Shatter Storm	S	Destroy all Relics in play
Barbarians	U6	Men; Sacrifice to destroy adjacent Counter
Phalanx	U7	Men; Push; Move = 1

Counter List Notation

UX Units (Creatures) X = Force of Unit

L Locales (Lands)

R Relics (Objects)

E Enchantments (Magic effects placed on the board)

S Sorceries (Magic effects that are discarded when played)

M Modifier (placed on top of target counter)

F Force

A Action

Sacrifice = Discard Counter you control to produce action effect.

Destroy = cause target Counter(s) to be discarded.

Free Actions = Actions in addition to your one allowed Action.

Flanker = Unit may Move as a Free action.

Teleport = Unit may as an action Move to any empty space.

Push When moving, this unit may push one enemy unit ahead of it.

Name:	Type	Notes:
Forest Elves	U5	Elves; Draw a Counter when deployed
Elf Archers	U7	Elves; A = Destroy adjacent Unit of F = 3 or less
Orc War Band	U3	Orcs; No Locale may be deployed next to Orcs
Frost Giant	U8	Giant; Cold; No adjacent Unit may Move
Stone Giant	U7	Giant; Stone; Move = 1; Push
Giants Playground	L	Control all Giant Units on the Board
Storm Giant	U9	Giant; Air; Adjacent Locales are immune to sorceries
Titan	U10	Giant; Air; A = Move adjacent enemy Unit 1 Space away
Castle	L	All you adjacent Units get Force +5
Jihad	E	All your Units get Force +1
Mine	L	All players draw an extra counter in their Fate Phase
Tome	R	Draw 2 counters in Fate phase & discard 1
Vise	R	Opponents max hand size is 4 counters
Time Walk	S	Get an extra turn after this one
Wheel	S	All players discard their hands & draw 5 counters
Conquer	S	Take control of target Locale
Juxtapose	S	Switch locations of 2 target Counters
Forest	L	You may deploy an extra Unit each turn next to Forest
Plains	L	All Adjacent Units get Move = 2
Swamp	L	Opponent may not deploy Units adjacent to Swamp
Mountain	L	Draw a Counter when deployed
Charm	S	Take control of target Unit
Altar	R	Sacrifice adjacent Unit to gain 3 Action Tokens
Fireball	S	Destroy up to 3 adjacent Units of up to Force = 3
Drain	S	Steal 2 random counters from opponent's hand
Lizard Men	U5	Immune to Dragons
Dragon Orb	R	Control all Dragons in Play
Mana Thief	U1	Adjacent Relics do not work; Move = 2
Leper	U1	Immune to all Units; Adjacent Units have Force -5
Mana Vortex	E	All adjacent counters are immune to Sorceries
Giant Bane	M	Attach to Hero; Action = Destroy Bordering Giant
Pestilence	E	No Units may be deployed adjacent to this
Desert	L	No adjacent units may move
Bazaar	L	A = Discard a Counter to draw a counter
Hag	M	Attach to Hero; Unit may not move & Force -3
Blizzard	E	No Units may Move
Weather Vein	R	Neutralize effects of adjacent Enchantments
Rain Dancer	U1	A = Destroy adjacent Enchantment
Exorcist	U1	A = Destroy adjacent Spirit; Immune to Spirits
Scout	U2	Move =4; A = Look at opponent's hand
Ghost	U7	Spirit
Spectre	U6	Spirit
Lich	U10	Undead; Mage
Undead Champion	U7	Undead; Hero
Blight	E	No Locale may be deployed adjacent to Blight
Necromancer	U5	Mage; Control all Undead in Play
Long Journey	S	Teleport target Unit you control
Gate	L	A = Teleport adjacent Unit you control
Giant Fish	U10	Water; Also counts as a Locale
Black Knight	U5	No adjacent Unit may Move
Lure	S	Teleport Enemy Unit
Disintegrate	S	Destroy target Unit if you control a Mage, Air, or Fire Unit
Mermaid	U1	Water; A = Move Enemy unit up to 2 spaces towards her

Name:	Type	Notes:
Ivory Tower	L	Your hand size +4
Rust Monster	U1	A = Destroy adjacent Relic
Explorer	U1	Hero; Move = 4; A = Deploy extra adjacent Locale
Sea King	U9	Water; Control all Water Units
Atlantis	L	A = Deploy an extra Water Unit
The Abyss	L	A = Sacrifice a Unit to draw a counter
Possession	S	Take Control of target Unit
Shaman	U1	A = Take Control of adjacent Unit
Rogue	U4	Hero; A = Control bordering Relic; Move = 1
Merfolk	U2	Water; Move = 3
Resurrection	S	Put Unit in Discard into your Hand
Convert	S	Put Captured Unit into your Hand
Assassin	U2	Immune to all Units; A = Destroy Touching Unit
Maze	L	All Adjacent Units have F = 0
Kobold	U0	Kobold
Sprites	U0	Flyer; Teleport
White Knight	U5	Knight; Hero; Move = 2; Push
Dark Ritual	S	Gain 1 Action Token
Mana Battery	R	All Adjacent Units get 1 Free Action in Action Phase
Well of Souls	L	Gain 1 Action Token every time a Unit is discarded
Warlord	U4	All Adjacent Units get Force +3; Move = 2
Strip Mine	L	Sacrifice to destroy target Locale
Mox	R	Gain 1 Action Token in your Fate Phase
Zombies	U2	Undead; If discarded put back in your hand
Time Twist	S	Undo the last 2 turns
Energizer Bunny	U0	Flanker; Move = 1
Lightning Bolt	S	Do 3 Damage to target Unit
Wild Growth	E	Draw 1 extra Counter in your Fate Phase
Stone Rain	S	Destroy target Locale
Chasm	L	When placed destroy all adjacent Units
Enchantress	U2	Deploy an extra Enchantment on your Turn
Tranquility	S	Destroy all Enchantments in play
Counter	S	Negate Sorcery just played
Sea Serpent	U7	Water; Dragon
Recall	S	Put Counter in discard into your hand
Balance	S	Each player destroys any 3 target counters
Channel	S	Discard X counters to get X Action Tokens
Wraith	U5	Spirit; Undead
Wolves	U3	Move = 3
Circle of Protection	E	All Adjacent Units are Immune to Sorceries
Colossus	U10	Giant; Metal
Twiddle	S	Move target Counter 1 Space
Wurm	U7	Dragon; Insect
Jabberwocky	U6	Dragon; Flyer; Move = 3
Crusade	S	Destroy all Units of a specific racial type
Egg	U0	Sacrifice to replace with Unit from your hand
Cursed Land	M	Attach to Land; Land cannot use its Ability
Dancing Sword	U4	Flyer; Also a Relic
Fog	E	All adjacent counters cannot use their Abilities
Giant Spider	U5	Giant; Insect
Flying Carpet	M	Attach to Hero; Hero gets Move = 4 & Flanking
Minotaur	U4	Immune to Counter Actions
Millstone	R	A = Opponent Must discard a counter from Hand

Name:	Type	Notes:
War Machine	U8	Move = 4; Also a Relic
Phantasmal Terrain	E	Also counts as a Land, Move = 2
Gypsies	U1	When deployed steal 1 random counter from opponents hand
Pirate Ship	U4	Water; Move = 4
Binding	E	No Adjacent Units may move
Sleight	S	Gain control of target Enchantment
Plowshares	S	Destroy target Unit. Opponent draws a Counter
Mind Twist	S	Opponent must discard his hand
Troll	U3	If discarded put back in your hand
Chaos Orb	R	A = Switch locations of 2 adjacent Counters
Berserk	S	Destroy 2 adjacent Units, one of which you control
Lotus	R	Sacrifice for 3 Action Tokens
Kudzu	U0	A = Destroy bordering Locale
Gargoyle	U5	Flyer; Move = 3; Earth
Doppelganger	UX	Duplicates any one Unit in play
Imp	U0	Flyer; Move = 2; Demon
Sinkhole	L	To Deploy discard target locale & replace with this one
Unicorn	U5	Immune to all Units
Wizard	U6	A = Teleport Adjacent Enchantment





Monster Brawl

Introduction

Board & card game for 2 players. Two Rival Gangs of Giant Japanese Monsters Face-off. Each figure represents a single Monster.

Victory

Kill all opposing Monsters.

The Map

Use an 8x8 chessboard.

Units

Use action figures, toys, chits, or miniatures to represent Monsters.

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Monster Alliances

Each Monster has a point cost. (See the Monster Stat Table) You have 40 points to spend on Monsters. You do not have to get a certain number of Monsters.

Setup

Each player places his Monsters on the squares of his back two rows. Monsters may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Fate Phase Move Phase Fight Phase

Fate Phase

Draw 3 cards from your deck. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your Monsters. The move card has a number. This is the number of spaces the Monster moves.

Moves are diagonal or orthogonal. Units may not stack.

Fight Phase

Play (discard) an Attack card to have a Monster attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack loses one Hit point. Any unit reduced to 0 Hits is killed and removed from the board.

Special Ability Cards

A player may play (discard) a Special Ability card to have a Target Monster he controls produce one of its effects as Listed on the Monster Special Ability Card Effect Table.

Card List Notation

- M** Movement
- A** Attack
- D** Defense
- S** Special
- Type** Purpose of card
- #** Number of that type of card in the deck

Monster Brawl Card List

Card Name	#	Range	Type	Notes
Meander	2	1	M	
Plod	2	2	M	
Trod	2	3	M	
Hustle	2	4	M	
Fly	2	5	M	Only Flying Monsters

Card Name	#	Range	Type	Notes
Fly Fast	2	6	M	Only Flying Monsters
Stomp	2	1	A	Orthogonal Only
Bite	2	1	A	
Claws	2	1	A	
Tail Swipe	2	1	A	Diagonal Only
Special Ability 1	1	-	S	
Special Ability 2	1	-	S	
Special Ability 3	1	-	S	
Special Ability 4	1	-	S	
Special Ability 5	1	-	S	
Special Ability 6	1	-	S	
Tough	1	-	D	
Armor	1	-	D	
Regenerate	1	-	D	
Blocking Terrain	1	-	D	

Monster Stat Table

Monster	Hits	Flying	Cost	Monster	Hits	Flying	Cost
Godzilla	10	N	10	Kamacuras	4	N	4
Anguirus	4	N	4	Minya	2	N	2
Rodan	8	Y	9	Kumonga	4	N	4
Mothra	6	Y	7	Gabara	4	N	4
Baragon	2	N	2	Hedorah	6	Y	7
Varan	4	Y	5	Gigan	6	Y	7
Hydra	6	N	6	Megalon	6	Y	7
Magma	4	N	4	King Seesar	4	N	4
Octopus	4	N	4	Mechagodzilla	8	Y	9
Manda	4	N	4	Titanosaurus	4	N	4
Dagora	4	Y	5	Biollante	6	N	6
Ghidora	6	Y	7	Battrra	6	Y	7
Gargantua	4	N	4	Space Godzilla	8	Y	9
Ebirah	6	N	6	Destroyer	6	Y	7
Gorosaurus	4	N	4	Mogera	6	Y	7

Monster Special Ability Card Effect Table

Monster:	SA	Effect
Godzilla	1-2	Internal Surge Of Energy (Attack Range = 1)
Godzilla	3-4	Radioactive Breath (Attack Range = 3)
Godzilla	5-6	Cast Off Defense (Defense)
Anguirus	1-6	Back Spikes (Attack Range = 1)
Rodan	1-2	Hurricanes (Attack Range = 4)
Rodan	3-4	Shock Waves (Attack Range = 2)
Rodan	5-6	Radioactive Breath Beam (Attack Range = 3)
Mothra	1-2	Bolts of Lightning (Attack Range = 5)
Mothra	3	Poisonous Yellow Dust (Attack Range = 1)
Mothra	4	Antennae Rays (Attack Range = 3)

Monster:	SA	Effect
Mothra	5-6	Absorb Energy (Defense)
Baragon	1-3	Radioactive Breath (Attack Range = 3)
Baragon	4-6	Dodge (Defense)
Varan	1-6	Fly High (Defense)
Hydra	1-6	Eight Heads (Attack Range = 2)
Magma	1-6	Giant Tusks (Attack Range = 1)
Octopus	1-3	Tentacles (Attack Range = 2)
Octopus	4-6	Poison (Attack Range = 1)
Manda	1-6	Constriction (Attack Range = 1)
Dagora	1-6	Stingers (Attack Range = 2)
Ghidora	1-3	Mouth Rays (Attack Range = 2)
Ghidora	4-6	Shock Waves (Attack Range = 3)
Gargantua	1-6	Punch (Attack Range = 1)
Ebirah	1-3	Enormous claws (Attack Range = 1)
Ebirah	4-6	Hard Shell (Defense)
Gorosaurus	1-6	Strong Kick (Attack Range = 1)
Kamacuras	1-6	Fast Claws (Attack Range = 1)
Minya	1-3	Hide (Defense)
Minya	4-6	Radioactive Breath (Attack Range = 2)
Kumonga	1-3	Webbing (Attack Range = 2)
Kumonga	4-6	Poison (Attack Range = 1)
Gabara	1-6	Electrocute (Attack Range = 1)
Hedorah	1-2	Corrosive Mist (Attack Range = 1)
Hedorah	3-4	Eye Ray (Attack Range = 4)
Hedorah	5-6	Spits Caustic Lubricant (Attack Range = 3)
Gigan	1-3	Forehead Rays (Attack Range = 3)
Gigan	4-6	Chain-Saw Mechanism (Attack Range = 1)
Megalon	1-3	Horn Rays (Attack Range = 3)
Megalon	4-6	Spews Explosive Balls From Mouth (Attack Range = 2)
King Seesar	1-6	Eye Rays (Attack Range = 3)
Mechagodzilla	1	Eye Beam Laser Cannons (Attack Range = 4)
Mechagodzilla	2	MegaBuster Mouth Ray (Attack Range = 2)
Mechagodzilla	3	Paralazyer Missiles (Attack Range = 5)
Mechagodzilla	4	Artificial Diamond armor plating (Defense)
Mechagodzilla	5	Plasma Grenade (AR = 3) or Maser cannons (AR = 6)
Mechagodzilla	6	Shock Anchor/G-Crusher Electrical Harpoons (Attack Range = 1)
Titanosaurus	1-6	Whirlwinds (Attack Range = 4)
Biollante	1-6	Spits Corrosive Sap from Mouth and Tendrils (Attack Range = 2)
Battrra	1-6	Fires Rays from Horn and Eyes (Attack Range = 3)
Space Godzilla	1	Corona Beam (Attack Range = 4)
Space Godzilla	2	Telekinesis (Attack Range = 3)
Space Godzilla	3-4	Energy Field Deflector Shield (Defense)
Space Godzilla	5	Destructive Shock Waves (Attack Range = 2)
Space Godzilla	6	Cosmic Energy Crystal Channel (Attack Range = 5)
Destroyer	1-2	Micro-Oxygen Mouth Ray (Attack Range = 3)
Destroyer	3-4	Extending Jaw (Attack Range = 1)
Destroyer	5-6	Energy Blade Weapon (Attack Range = 2)
Mogera	1	Eye Beam Plasma Laser Cannons (Attack Range = 3)
Mogera	2	Fires Maser Cannon from Chest (Attack Range = 5)
Mogera	3	Fires Spiral Tornado Missiles from Hands (Attack Range = 4)
Mogera	4	Screw Crusher Nose Drill (Attack Range = 1)
Mogera	5-6	Tank Treads (Move Range = 4)

SA Special Ability Card Number





Monsters & Magic

Introduction

Board Game for 2-4 players. Fantasy Theme.

Victory

There are 4 ways to win:

1. Eliminate all of your opponents Units.
2. Occupy 5 or more Temple Spaces at the beginning of your turn.
3. Have Garrisons in 33 Map Spaces at the beginning of your turn.
4. Control the most Map spaces at the end of turn 20X.

(X Number of Players)

Components

1 Map Board (8 x 8 grid) 64 Terrain Tiles 64 Structure Chits 4 Six sided Dice 1 Common Deck of Ally Cards 4 Player Unit Sets

Player Unit Sets

Each player gets a Unit set of a unique color. Each set contains: 33 Garrison Markers 5 Mage Figures 5 Hero Figures 5 Monster Figures 5 Army Figures The term "Units" refers to Garrisons and Figures.

The Map

The map is a standard Chess set 8x8 grid board. Squares are also called spaces. Each space will contain 1 Terrain Tile and 1 Structure Chit.

Stacking Rules

A players Figures may not stack. You may have a max of 1 Figure and 1 Garrison in a space. A Figure may not move through a space occupied by another figure you control unless the space is a Town.

Terrain Tiles

There are 4 Terrain Types: Plains, Forests, Mountains, and Badlands. Each Terrain Type has 16 Tiles for a total of 64 Tiles.

Structure Chits

There are 8 Structure Types: Villages, Towns, Cities, Castles, Ruins, Mines, Temples, and Towers. Each Structure has 8 Chits for a total of 64 Chits.

Villages

If you control 5 or more Villages you get +1 to your Recruit Roll.

Towns

Towns are crossroads. If you occupy a Town, your other units can move through it without using up a move point.

Cities

If you control 5 or more Cities you get to draw 1 extra card in Allies Phase.

Castles

Units occupying a Castle space get Force +2 in defense.

Ruins

If you control 5 or more Ruins your Monsters get +2 Force.

Mines

If you control 5 or more Mines your Heroes and Armies get +1 Force.

Temples

If you control 5 or more Temple Spaces at the beginning of your turn you win the Game.

Towers

If you control 5 or more Towers your Mages get +2 Force.

Garrisons

Garrisons are inferior unit types. They cannot move and they have a base -2 Force.

Force

Force is a property of units and is improved by Ally cards. Force bonuses are added to combat die rolls. Figures have a base force of zero.

Garrisons have a base force of -2. Ally cards give force bonuses to certain figure types while under certain conditions.

Movement Points

Garrisons cannot Move. Figures (Mages, Monsters, Armies, and Heroes) have a base Move of 1. In movement phase a figure spends 1 Move Point (MP) to move 1 space.

Movement can be orthogonal or diagonal. Unused Moves are not saved. It costs nothing to move through a Town you control.

Certain Ally cards will give Certain Figure Types additional MP.

Ally Deck

This is a common Deck. The deck contains 1 copy of each card in the card list. These cards represent allies, abilities, weapons, magics, professions, and tactics that can aid players.

Permanent Cards

At the beginning of each game, each player draws 5 cards to be his permanent cards. These are displayed face up in front of the player. The bonuses/benefits of these cards last the whole game. Your Permanent cards only provide bonuses to your units and not your opponents.

Ally Hand

Each player keeps a Hand of Ally cards. These are not your Permanent cards and are not to be confused with them. Hand cards are drawn from the Ally deck in Allies Phase.

These cards are kept hidden from your opponents. You may play (discard) cards from hand at your discretion. The effect of Hand cards only last to the end of the current turn. Your Hand cards only provide bonuses to your units and not your opponents.

Setup

Place the Tiles randomly face-up onto the map, one per Space. Next, place the Chits randomly face-up onto the map, one per Tile. A Bowl for mixing is usefull for Tiles and Chits.

Each player picks a Unit set of a unique color. Shuffle the deck. Each player is dealt 5 cards from the Ally Deck. These 5 cards are that players Permanent Cards.

Each player picks a different corner of the board. Each player picks 1 Figure of his choice and places it on his garrison. Players roll high on 2D6 to see who goes first. Play proceeds clockwise.

Roll	Recruit:
1	Draw 1 Ally Card and add it to your hand
2	Gain 1 Army

Turn Sequence

Players take turns. Each turn has 6 Phases:

1. Declaration Phase
2. Garrison Phase
3. Movement Phase
4. Allies Phase
5. Recruitment Phase
6. End Phase

Declaration Phase

If you occupy 5 or more spaces of the same structure type, verbally declare that you control this structure type. Occupation can be by Garrisons or Figures. Each Structure Type provides a special benefit.

Declarations do not apply to Towns or Castles.

Garrison Phase

For each space you occupy with a Figure that does not also have a Garrison, place a Garrison Marker into it.

Movement Phase

You may move some, all, or none of your Figures. Figures are moved 1 at a time, 1 space at a time. Each Figure pays 1 Move Point to move 1 space.

You may move a Figure into a space occupied by an enemy unit. If opposing units occupy the same space, there will be Combat. Resolve Combats immediately.

Combat ends when one side is destroyed. The Moving Figure (current player) is the Attacker. The Defending units will be either a Figure, a Garrison or both.

If both, the defending Figure will fight first, then the Garrison. Attacker and Defender both roll 2D6 each. Force Bonuses from Permanent cards are applied.

Players may play (discard) hand cards to get Force bonuses from them. The side with the highest total force wins. The losing unit is destroyed (removed from the Board).

If tied, both units are destroyed. If the Attacking Figure destroys all defenders in a space and still has MP remaining, it may be moved again.

Allies Phase

Draw 1 card from the Ally Deck and put it in your hand. If you control 5 or more Cities you get to draw 1 extra card.

Recruitment Phase

Roll 1D6. This is your Recruit Roll. Refer to the Recruitment Chart:

Roll	Recruit:
4	Gain 1 Mage
5	Gain 1 Monster

Roll	Recruit:
3	Gain 1 Hero

If you control 5 or more Villages you get +1 to your Recruit Roll. The maximum number of Figures of a single type you can have on the map is 4. If you have 4 already in play, you get nothing.

Place the new Figure onto any garrison space you control that does not already have a Figure on it.

End Phase

Max hand size is 5 cards. Discard excess cards.

Roll	Recruit:
6+	Gain 1 Figure of your Choice

Card List Notation

Some cards have different effects depending on whether they are a Permanent card or are used for a Hand card effect.

PC Permanent Card Usage

HC Hand Card Usage

figs Figures

adj Adjacent Space

MP Move Points

F Force

OT Once on your Turn

Summon = Move 1 of your Units of the indicated type to a space adj to the summoning unit. This counts as the summoned units move for the turn.

Ally Deck Card List

Name	Notes:
Fellowship	PC: You may have 5 Heroes. HC Recruit 1 Hero
Legions	PC: You may have 5 Armies. HC Recruit 1 Armies
School of Magic	PC: You may have 5 Mages. HC Recruit 1 Mage
Breeding Pits	PC: You may have 5 Monsters. HC Recruit 1 Monster
Magic Gate	Mages may Summon Monsters
Treants	Your Monsters get +2F in Forests
Wood Elves	Your Armies get +2F in Forests
Druids	Your Mages get +2F in Forests
Rangers	Your Heroes get +1F in Forests & Mountains
Giants	Your Monsters get +2F in Mountains
Demons	Your Monsters get +2F in Badlands
Dwarves	Your Armies get +2F in Mountains
Lich Lord	Your Mages get +2F in Badlands
Elementalist	Your Mages get +2F in Mountains
Juggernauts	Your Monsters get +2F in Plains
Witch Hunter	Your Heroes get +2F vs. Mages
Dragon Slayer	Your Heroes get +2F vs. Monsters
Shield Bearers	Your Armies get +1F when Defending
Knights	Your Armies get +1F when Attacking
Cavalry	Your Armies get +1 MP
Oracle	OT look at one opponents hand
Undead Hordes	Your Armies get +2F in Badlands
Chaos Lord	Your Heroes get +2F in Badlands
Empire	OT Gain 1 Garrison in empty space adj to one you control
Wings	Your Monsters get +1 MP
Seven League Boots	Your Heroes get +1 MP
Fortifications	Your Garrisons get +1F
Dragon Riders	Monsters may Summon Heroes
Cloud Walking	Your Mages get +1 MP
Priests	Your Mages get +2F in Plains
Warlord	Heroes adj to your Armies get +1F
Horse Archers	Your Armies get +2F in Plains
Paladin	Your Heroes get +2F in Plains
General	Armies adj to your Heroes get +1F

Name	Notes:
Necromancer	Armies adj to your Mages get +1F
Beast Master	Monsters adj to your Heroes get +1F
Dragons	Your Monsters get +1F when Attacking
Wizards	Your Mages get +1F when Defending
Alter Terrain	OT change Terrain Type of 1 Target Tile
Haste Spell	OT one target Figure gets +1 MP
Barbarians	Your Armies get +2F vs. Garrisons
Earthquakes	Your Mages get +2F vs. Armies
Army Eater	Your Monsters get +2 vs. Armies
Mountain Guides	Your Figs each get +1 MP once per turn when entering Mountains
Forest Scouts	Your Figs each get +1 MP once per turn when entering Forests
Plains Riders	Your Figs each get +1 MP once per turn when entering Plains
Desert Nomads	Your Figs each get +1 MP once per turn when entering Badlands
Altar of Sacrifice	Discard 1 of your figures to draw 2 cards
Alchemist	OT discard X cards to draw X cards
Artificer	OT 1 target figure gets +1F
Amazons	Your Armies get +2F vs. Armies
Diplomat	OT Switch a Permanent Card with one from your hand
Assassin	Your Heroes get +1 vs. Heroes and Mages
Emperor	PC: Hand Size +2 HC: Draw 3 cards
Healers	Units adj to your Mages get +1F when Defending
Clerics	Your Mages get +2F defending Plains & +2F attacking Badlands
Siege Engines	Your Armies get +2F to attack Castles, Towers, Cities, & Towns
Jester	OT Switch hands with opponent who has equal or less cards
Merchant	OT Place 1 Garrison on any unoccupied City or Town
Horn of Valhalla	Heroes may Summon Armies
Polymorph	OT Transform 1 of your Figures into another Type
Illusionist	OT Switch places of 2 of your Units
Duelist	Your Heroes get +2F vs. Heroes
Orc Warbands	Your Armies get +1F in Mountains & Badlands

2-player Setup

Players start in opposite corners.

3-player Setup Rules

The player that is "caught in the middle" may start the game with a Figure of his choice in the corner opposite.

Variants

- Make/Alter/Remove/Duplicate Ally Cards -
- Increase or Decrease the number of Permanent Cards
- Increase or Decrease Max Hand Size

The Optional Realignment Rule

In End Phase you may discard 1 of your permanent cards and replace it with a card from your hand.





Moria Skirmish

Introduction

Board & card game for 2 players. Battle between the Fellowship of the Ring and the Orcs of Moria. Abstract Skirmish level combat.

Each figure represents a single man (unit).

Victory

You win if you kill all the opposing figures.

Fellowship Unit Table

#	Name:	Hits	Notes:
1	Strider (Aragorn)	3F	Sword & Bow
1	Boromir	3F	Sword
1	Legolas	2F	Sword & Bow
1	Glimli	3F	Sword & Hammer
1	Frodo	1	Dagger & Ring

Number of that type of man you start the game with.

Hits Number of Hits that type of unit has.

Orc Unit Table

#	Type:	Hits	Notes:
1	Cave Troll	4	Hammer
1	Orc Chief	2F	Sword
4	Archers	1	Bows & Daggers

Number of that type of man you start the game with.

Hits Number of Hits that type of unit has.

F Fighter

Runners can be moved up twice per turn.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Fate Phase

The Map

Use an 8x8 chessboard. This represents an underground chamber in the ruins of Moria.

Terrain

Mark several spaces to be impassable pillars and walls.

The Men

Use chits or miniatures to represent men.

#	Name:	Hits	Notes:
1	Samwise	1	Dagger
1	Merry	1	Dagger
1	Pippin	1	Dagger
1	Gandalf the Grey	3F	Sword & Magic

F Fighter

Legolas can make up to 2 moves and 2 attacks per turn.

#	Type:	Hits	Notes:
6	Warriors	1	Swords
4	Runners	1	Swords

2. Move Phase

3. Fight Phase

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one man in any direction, you have the option of moving one or more men forward

the indicated number of spaces using a single move card.

Units cannot move through other units.

Fire Phase

Play (discard) an Attack card to have a man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Attacks do 1 point of Damage.

Use Chits or coins to record damage. A man reduced to 0 Hits is killed or incapacitated and removed from the board. Your opponent may play Defense cards to negate your attack.

Units cannot attack through other units.

Card List Notation

M Movement

A Attack

D Defense

K as a Knight would move in Chess

Type Purpose of card

Card List

Card Name:	#	Range	Type	Notes
Swords	3	1	A	Swords only
Blade	3	1	A	Swords & Daggers
Strike	6	1	A	Swords & Hammers
Hammers	4	1	A	Hammers only
Dagger	4	1	A	Daggers only
Smite	4	1	A	Fighters only
Parry	10	-	D	Fighters only
Hide	6	-	D	Hobbits only
Invisibility	2	-	D	Frodo & Gandalf only
Mithril Hauberk	2	-	D	Frodo & Legolas only
Magic Sword	2	1	A	Frodo & Strider only
Short Range	2	2	A	Bows only
Medium Range	2	3	A	Bows only
Arched Shot	2	K	A	Bows only
Long Range	2	4	A	Bows only
Blur	2	-	D	Gandalf only (spell)
Staff Strike	1	1	A	Gandalf only
Staff Block	1	-	D	Gandalf only
Flame Burst	2	2	A	Gandalf only (spell)
Walk	6	1	M	
Hurry	6	2	M	
Run	6	3	M	
Charge	5	4	M	
Sprint	4	5	M	
Zig-Zag	3	K	M	





Mortal Kombat Arena

Introduction

2 player Card game based on the world of Mortal Kombat. It simulates a Tournament match between 2 characters.

Disclaimer

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Designer Notes

This uses the same system as the Street Fighter game. Both games are basically compatible. Characters from both games can fight each other.

As for differences, the Mortal Kombat Characters have Their own set of Fighting techniques including Auto-Kill Fatalities.

Victory

Reduce the opposing fighter to zero or less hits or Get an Auto Kill Effect.

Hits

Each character starts with 20 Hits.

The Deck

Players share a common deck. The Deck has 52 cards: 10 Punch cards (P) 10 Kick cards (K) 10 Grab cards (G) 10 Athletic cards (A) 6 Focus cards (F) 4 Link cards (L) 2 Warrior cards (W)

The Characters

20 Characters are available. Each player chooses one character at the beginning of the game. Each character has 2 Special Abilities.

Each character has a unique list of Fighting Techniques.

Techniques

Each technique has a name, a cost, and an effect. Some characters can use the same technique. The cost is in the number and type of cards that must be played to produce the effect.

The effects will be either offensive or defensive or otherwise. Offensive techniques, or Attacks, will cause Damage. Each point of Damage reduces the opposing character by 1 Hit.

A Defense will reduce the damage of an attack by an indicated amount.

Combo

Normally a Character can only make 1 attack on its turn. A combo effect will allow it to make an extra attack. The combo is prevented if the defender is able to negate or reduce the damage of the initial attack.

Stun

Some Attacks also produce a Stun effect. When a character is stunned, there is a 50% they will not be able to Attack until after their next turn.

Knock Down (kd)

Some Attacks also produce a Knockdown effect. When a character is Knocked Down, he must discard a Kick card on his next turn to get up (or 2 cards of any other type)

Injure

Some Attacks also produce an Injury. There is a 50% chance the targets Max Hand Size will be reduced by 1 for the rest of the Match.

Hold

Some Attacks also produce a Hold effect. When a character is Held, he must discard a Grab card on his next turn to break the hold (or 2 cards of any other type).

Setup

Some Attacks produce a Setup effect. This Character's next attack cannot be negated or defended against.

Unblockable

Some Attacks have the Unblockable effect. They cannot be negated or reduced.

Multi-strike

Some Attacks have the Multi-Strike effect. For every Grab card you discard the attack does an extra 2 points of Damage.

Distance

Some Techniques produce a Distance effect. If one is produced the combatants are too far away from each other except for ranged attacks. Either player on their

turn may play 1 Athletic card on their turn to negate the distance effect.

Throw Down (td)

Some Techniques produce a Throw Down effect: This is a combination of both a KD effect and a Distance effect.

Sub For Jump

Some techniques have the sub for Jump Defensive Option: Instead of paying the usual cost for the Jump maneuver, you may pay the cost as listed for this Technique. You negate their attack and 50% immediately use this Attack against them. However this costs 1 extra Focus card to do so.

Counter Air

Some Techniques have the Counter Air Option: You can use this Technique during your opponent's turn if they use an Air Technique against you: You negate their attack and 50% immediately use this Attack against them. However this costs 1 extra Focus card to do so. Your Attack also gets the KD effect if it didn't already have it.

Dizzy Rule

If you make 2 or more combos in one turn you are stunned until the end of your next turn.

Basic Technique List

Technique	Cost	Effect
Basic Punch	1 Punch	Punch Attack of Damage = 1
Low Kick	1 Kick	Kick Attack (Low) of Damage = 1
High Kick	1 Kick	Kick Attack (High) of Damage = 1
Grapple	1 Grab	Grab Attack of Damage = 1
Block	2 Punch	Reduce Damage of an Attack by 1
Attack Chain	1 Link	Draw 1 card + Combo
Counter Attack	1 Link	Attack on Opponents Turn after his Attacks
Mental Focus	1 Focus	Draw 2 cards and discard 1 card
Way of the Warrior	1 Warrior	Wild card: Use as any other card type
Throw	2 Grab	Grab Attack of 1 Dam + TD
Wrestle	2 Grab	Grab Attack of 1 Dam + Hold
Jab	2 Punch	Punch Attack of 1 Dam + Combo
Jump	1A + 3K	Negate Low or Crouching or Ranged Attack
Duck	3 Athletic	Negate High or Aerial Attack
Mid-Block	2A + 2P	Negate an Attack that is neither High nor Low
Sidestep	2A + 2K	Negate Punch Attack
Evade	2A + 2G	Negate Kick Attack
Dodge	3A + 2F	Negate an Attack
Clean Break	1A + 3G	Negate a Grab Attack
Feint	2 Punch	Setup + Combo
Knee Strike	2 Kick	Kick Attack of Damage = 1 + Draw 1 Card

Jumping Attack Option

You can make any Basic Attack an Aerial (Air) Attack by playing an extra Athletic Card: The attack does Damage +1.

Pull

Some Techniques produce a Pull effect. If one is produced it negates the Distance Effect. (It brings the fighters closer together)

Fatalities

Some Techniques (Fatalities/Babalities) produce an Auto-Kill effect. If one is produced and your opponent is unable to reduce or negate it, You automatically win the match.

Friendship

This is a distraction Technique used to Negate a Fatality.

Basic Techniques

There is a list of basic Techniques that all fighters are able to use.

Technique	Cost	Effect
Elbow Strike	2 Punch	Punch Attack of Damage = 1 + Draw 1 Card
Stomp	2 Kick	Kick Attack of Damage = 1 + Injure
Gouge	2 Punch	Punch Attack of Damage = 1 + Injure
Twist	2 Grab	Grab Attack of Damage = 1 + Injure
Strong Kick	2 Kick	2 Dam
Strong Punch	2 Punch	2 Dam
Roundhouse Kick	1A + 2K	3 Dam
Parry	4 Punch	Reduce Punch or Kick Attack to 1 Dam
Catch	2A + 3P	Negate Punch or Kick Attack
Withdraw	4 Kick	Distance + Negate Attack unless foe plays 1 Kick
Retreat	2A + 3K	Negate Attack + Distance
Shake it Off	1 Focus	Negate all Stun effects or 50% one Injury

Mortal Kombat Common Techniques

These are Techniques known by all 20 of the Mortal Kombat Characters. They are not commonly known by

minor characters or Street Fighter Characters.

Mortal Kombat Common Technique List

Babality (Low)	4F + 2P	Fatality
Hop Kick (Air)	3K	3 Dam (Sub for Jump)
Hop Punch (Air)	1K + 2P	3 Dam (Sub for Jump)
Power Block	2F + 1P	Reduce Attack to 1 Dam
Crouch Kick (Low)	1A + 2K	3 Dam (Sub for Duck)
Crouch Punch (Low)	1A + 2P	3 Dam (Sub for Duck)
Roll to your Feet	2A	Negate 1 Damage and a KD
Reverse Punch (Air)	2A + 1P	3 Dam
Reverse Kick (Air)	2A + 1K	3 Dam
Foot Sweep (Low)	2K	1 Dam + KD
Power Uppercut	3P	2 Dam + Stun (Counter Air)

Max Hand Size

All Characters have a max hand size of 7. If they ever have more than their max, discard the excess.

Match Setup

Players choose their Characters. Each player is dealt 7 cards. Flip a coin to see who goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. First Refresh Phase
2. Attack Phase
3. Tactical Phase
4. Second Refresh Phase

First Refresh Phase

Fill your hand to max hand size. (or less if stunned)
If the deck ever runs out, shuffle the discard and draw from it.

Attack Phase

Play (Discard) cards to make an attack. If you play a combo effect, you can make an extra attack. Your opponent may play cards to produce defensive effects, fully or Partially negating one or more of your attacks.

Tactical Phase

You may discard any unwanted cards in your hand.

Second Refresh Phase

Fill your hand to max hand size. (or less if stunned)

Character List

There are 20 characters available:

Baraka

(Outworld Mutant General) SA1: On your turn convert 1 Card to a Focus SA2: None

Decapitation (High)	4F + 1P	Fatality
Backhand Punch	2P	1 Dam + Stun
Blade Fury	2F + 3P	7 Dam (Weapon)
Blade Rush	2F + 2A	6 Dam (Weapon)
Blade Swipe	2F + 1P	5 Dam (Weapon)
Double Kick	3K	2 Dam (Low) + 2 Dam (High)
Spark Toss	1F + 1P	3 Dam
High Spark Toss	1F + 2P	4 Dam (High)
Gift Box	2F	Friendship

Smoke

(Outworld Brainwashed Ninja) SA1: Opponent's
Hand Size is -1 SA2: None

Smoke Inhalation	4F + 1P	Fatality
Harpoon Air Grab	1F + 3G	4 Dam + KD (Counter Air) (Projectile Ranged)
Backhand Punch	2P	1 Dam + Stun
Harpoon Throw	1F + 2P	2 Dam + Pull (Projectile Ranged)
Slide Kick (Low)	3K	2 Dam + KD
Smoke	1F	Stun + Injure
Smoke Dodge	1F + 3A	Negate Basic Attack
Smoke Screen	1F	Stun x2
Smoke Rings	2F	Friendship

Goro

(Outworld Dragonman Prince) SA1: Punch attacks
do Damage +1 (4 Arms) SA2: Hits +5

Drawn & Quartered	4F + 1P	Fatality
Double Uppercut	3P + 1A	3 Dam + Stun (Counter Air)
Fireball Punch	2F	4 Dam (Energy Ranged)
4 Handed Pound	4P	4 Dam
Grab & Squeeze	4G	3 Dam + Hold
Overhead Toss	3G	2 Dam + TD
Push	2P	1 Dam + TD
Stomp (Low)	3K	2 Dam + Injure
Patty Cakes	2F	Friendship

Jade

(Outworld Mysterious Femme Fatale) SA1: Use Kick
cards as Focus or Punch SA2: None

Jaded	4F + 1G	Fatality
Air Attack	1F + 3A	4 Dam (Counter Air)
Elbow Punch	3P	2 Dam + Injure
Fan Lift	1F + 1P	2 Dam + TD (Weapon)
Fan Swipe	1F + 3P	5 Dam (Weapon)
Fan Throw	1F + 2P	4 Dam (Projectile Attack)
Phantasmal Defense	1F	Negate Projectile Attack
Whirlwind Toss	2A + 2G	3 Dam + TD
Jade Dragon	2F	Friendship

Jax

(Earthworld Special Forces) SA1: Grab Attacks do
Damage +1 SA2: Hits +5

Head Crusher	4F + 1P	Fatality
Back Breaker	3G	2 Dam + Injure
Energy Wave	2F	3 Dam + Stun
Gotcha Grab	1A + 1G	1 Dam + Multi-Strike
Ground Smash (Low)	2K + 3P	6 Dam + KD
Overhead Hammer	4P	4 Dam
Quadruple Slam	1F + 1G	1 Dam + TD + Multi-Strike
Take Down	1A + 2G	2 Dam + KD
Paper Dolls	2F	Friendship

Johnny Cage

a successful Attack

(Earthworld Film Star) SA1: Substitute Grab cards
for Focus Cards SA2: Draw 1 card after he completes

Uppercut Decapitation	4F + 1P	Fatality
Drop Kick	3K	3 Dam
Green Bolt	2F	4 Dam (Energy Ranged)
High Green Bolt	2F + 1A	5 Dam (High) (Energy Ranged)
Groin Punch (Low)	3P	2 Dam + Injure
Shadow Kick	1F + 2K	3 Dam + TD
Shadow Uppercut	1F + 2P	3 Dam + Stun (Counter Air)
Stomach Jab	3P	3 Dam
Autograph	2F	Friendship

Kano

(Outworld Secret Society Member) SA: May use
Grab cards as Punch or Athletic. SA: None

Heart Rip	4F + 1P	Fatality
Eye Gouge	1F + 1P	1 Dam + Injure
Double Knife Slash	1F + 2P	4 Dam
Cannonball (Air)	4A	3 Dam + Distance (Sub for Jump)
Headbutt (High)	2P	1 Dam + Stun
Knife Toss	2F + 1P	4 Dam + Injure (Projectile Ranged)
Palm Strike	3P	2 Dam + KD
Speed Roundhouse	2A + 2K	4 Dam (Counter Air)
Cooking with Kano	2F	Friendship

Kintaro

Damage +1

(Outworld Dragon Man General) SA1: Convert
Punch cards to Grab cards SA2: Grab Attacks do

Torso Tear	4F + 1P	Fatality
Aerial Stomp (Air)	3A + 2K	4 Dam + Unblockable
Body Crush (Low)	5G	4 Dam + Hold
Body Slam	2A + 2G	3 Dam + TD (Counter Air)
Fireball Spit	1F	2 Dam (Energy Ranged)
4 Handed Slam	4G	3 Dam + KD
Underhand Toss (Low)	3G	2 Dam + TD

Torso Tear	4F + 1P	Fatality
Strong Uppercut	4P	3 Dam + Stun (Counter Air)
Shadow Warriors	2F	Friendship

Kitana

(Earthworld Princess Fem Fatale) SA1: Convert 1 card to a punch card on your turn SA2: None

Kiss of Death	4F + 1G	Fatality
Air Attack	1F + 3A	4 Dam (Counter Air)
Elbow Punch	3P	2 Dam + Injure
Double Fan Swipe	2F + 2P	3 Dam + 3 Dam (Weapon)
Eye Rake	1F + 2P	3 Dam + Injure
Fan Lift	1F + 1P	2 Dam + TD (Weapon)
Fan Swipe	1F + 3P	5 Dam (Weapon)
Fan Throw	1F + 2P	4 Dam (Projectile Attack)
Birthday Cake	2F	Friendship

Kung Lao

(Earthworld Monk) SA1: Hand Size +1 SA2: None

Hat Slice	4F + 1P	Fatality (Weapon)
Aerial Kick (Air)	1A + 3K	3 Dam + Distance
Ground Teleport	3F	Negate Attack + Distance
Hat Reflect	1F	Turn Projectile Attack to any Opponent
Hat Swipe	1F + 2P	4 Dam (Weapon)
Hat Throw	2F + 1P	5 Dam (Projectile Ranged)
Headbutt (High)	2P	1 Dam + Stun
Whirlwind Spin	1F + 4A	4 Dam + Distance (Sub for Dodge)
Magic Rabbit	2F	Friendship

Liu Kang

(Earthworld Martial Artist) SA1: Kick Attacks do Damage +1 SA2: None

Dragon Bite	4K + 1G	Fatality
Bicycle Kick (Air)	3K	3 Dam
Dragon Fire	2F	4 Dam (Energy Ranged)
Feint Kick	1A + 1K	Setup and Combo
Flying Kick (Air)	2A + 3K	5 Dam (Sub for Jump)
Forearm Punch	3P	3 Dam (Sub for Mid-Block)
Jumping DragonFireball	2F + 2A	6 Dam (Energy Ranged) (High)
Repeating Kick	2K	1 Dam + Multi-Strike
Disco Boogie	2F	Friendship

Mileena

(Outworld Evil Kitana Clone) SA1: Use Grab cards as Focus or Punch SA2: None

Man Eater	4K + 1G	Fatality
Elbow Punch	3P	2 Dam + Injure
Ground Roll	3A	2 Dam + KD (Sub for Duck)
Sai Lunge	1F + 2P	4 Dam (Weapon)

Man Eater	4K + 1G	Fatality
Teleport	3F	Negate Attack + Distance
Teleport Kick	2F + 2K	6 Dam
Throat Strike	3P	1 Dam + Stun + Injure

Man Eater	4K + 1G	Fatality
Sai Throw	2F	4 Dam (Projectile Ranged)

Man Eater	4K + 1G	Fatality
Flower Power	2F	Friendship

Noob Saibot

to Kick

(Outworld Mysterious Shadow Warrior) SA1: Convert Grab cards to Punch SA2: Convert Athletic cards

Shadow Spirits	4F + 1P	Fatality
Backhand Punch	2P	1 Dam + Stun
Dark Attack	2F	4 Dam (Energy Ranged)
Fast Strike	4K	3 Dam + TD
Harpoon	1F + 2P	2 Dam + Pull (Projectile Ranged)
Shadow Cloak	2F + 1A	Negate Attack
Shadow Phase	2F + 2P	6 Dam
Slide Kick (Low)	3K	2 Dam + KD
Will You be my. . .	2F	Friendship

Rayden

Hand Size +1

(Earthworld God of Thunder and Lightning) SA1: May convert 1 card to a Focus card on your turn. SA2:

Shock Therapy	4F + 1G	Fatality
Blinding Attack	1F	Stun x2
Body Launch Torpedo	1F + 4A	5 Dam + TD
Lightning Throw	2F	4 Dam (Energy Ranged)
Mini Uppercut	1F + 1P	2 Dam + Stun
Electrocution	2F + 2G	5 Dam + Hold
Teleport	3F	Negate Attack + Distance
Thunder Strike	3F	5 Dam + Unblockable
Kid Thunder	2F	Friendship

Reptile

(Outworld Lizard Man) SA1: Hits +5 SA2: None

Lizard Lunch	4F + 1G	Fatality
Acid Spit	2F	3 Dam + Injure (Projectile Ranged)
Backhand Punch	2P	1 Dam + Stun
Slide Kick (Low)	3K	2 Dam + KD
Forceball	2F + 1P	5 Dam (Energy Ranged)
Invisibility	3F	Negate Attack
Poison Claws	1F + 3P	4 Dam + Injure
Tongue Strike	3G	2 Dam + Pull (Projectile Ranged)
Reptile Doll	2F	Friendship

Scorpion

(Earthworld Vengeance Seeking Undead) SA1: Regenerates 1 lost Hit per turn SA2: None

Toasty	4F + 1A	Fatality
Backhand Punch	2P	1 Dam + Stun
Air Throw (Air)	3G	2 Dam + TD (Counter Air)
Decoy	1F + 1A	Negate Attack 50%
Harpoon Spear	2F + 2A	5 Dam + Pull (Projectile Ranged)
Hellfire Strike	3F	6 Dam (Energy Ranged)

Toasty	4F + 1A	Fatality
Teleport Punch	2F + 2P	6 Dam
Leg Grab (Low)	2G	1 Dam + Hold
Scorpion Doll	2F	Friendship

Shang Tsung

(Outworld Evil Demon Sorcerer. Tournament Host)

SA1: Use Kick cards as Focus cards SA2: None

Soul Stealer	4F + 1A	Fatality
Skull Launch	1F	2 Dam (Projectile Ranged)
Double Skull Launch	1F + 2P	4 Dam (Projectile Ranged)
Triple Skull Launch	2F + 2P	6 Dam (Projectile Ranged)
Levitate	1F + 1A	Same as Jump
Life Drain	2F + 2G	4 Dam (Energy Ranged) + Heal 2 Dam
Morph	1F	Use Technique of another Combatant
Rainbow	2F	Friendship

Shao Kahn

(Evil Ruler of the Outworld) SA1: Convert 1 card to

a Focus card on your turn SA2: Hits +5

Neck Breaker	4F + 1P	Fatality
Lightning Charge	1F + 3K	4 Dam + TD (Energy)
Lightning Spear	2F + 2P	6 Dam (Energy Ranged)
Plane Shift	2F	3 Dam + TD (Energy)
Right Hook	3P	3 Dam
Shoulder Charge	3G	2 Dam + TD
Spirit Hold	1F + 2G	3 Dam + Hold
Taunt	1F	Opponent may not Defend x2 Turns
Dance of Death	2F	Friendship

Sonya Blade

(Earthworld Military Police) SA1: Convert 1 Card to

a Grab card on your turn SA2: None

Kiss of Death	4F + 1G	Fatality
Arm Lock Takedown	3G + 1P	3 Dam + KD
Clothesline	2P	1 Dam + KD
Forearm Smash	2P + 1A	2 Dam + Stun
Leg Scissors	2G + 2K	3 Dam + TD
Reverse Throw	3G	2 Dam + TD
Square Wave Flight	3A	2 Dam + TD (Counter Air)
Ring Wave	2F	3 Dam + Distance (Energy Ranged)
Good Sport Medal	2F	Friendship

Sub-zero

(Outworld Assassin) SA1: Convert Grab cards to

punch or Focus cards SA2: None

Deep Freeze	4F + 1P	Fatality
Backhand Punch	2P	1 Dam + Stun
Frost Bite	1F	1 Dam + Injure

Deep Freeze	4F + 1P	Fatality
Ground Freeze	1F	1 Dam + Distance or Pull
Ice Shards	1F + 2P	4 Dam (Projectile Ranged)
Ice Ball	2F + 1P	4 Dam + Stun (Projectile Ranged)
Shoulder Dash	3A	2 Dam + TD
Slide Kick (Low)	3K	2 Dam + KD
Sub-Zero Doll	2F	Friendship





Mortal Quest

Introduction

Adventure Game for 2-4+ players. Card, Board, and Dice Game.

Victory

The First Party to complete an Adventure is the Winner. An Adventure has 3 Components:

1. Traverse Six Random Terrains
2. Final Terrain associated with the Major Foe
3. Defeat One Major Foe

Random Terrain Table

1D20	Type:	1D20	Type:
1-2	Forest	10	Plains
3	Mountains	11-12	Reroll 1D10 (Basic Wilderness Terrain Roll)
4	Hills	13	Castle
5	Swamp	14	City
6	Badlands	15	Village
7	Jungle	16	Dungeon (Roll on Dungeon Type Table)
8	Desert	17	Rare Terrain (Roll on Rare Terrain Table)
9	Frozen	18-20	Sea

Rare Terrain Table

1D20	Type:
1	Greek Island
2	Mushroom Forest
3	Witch Woods
4	Chaos Realm
5	Land of Giants
6	Volcanic
7	Sylvan Forest
8	Savannah
9	Sky Shards
10	Air Travel
11	Dark Forest
12	Dinosaur Island
13	Warlords Camp
14	Underwater Realm
15	Demon Dimension
16	Japan
17	China
18+	Ruins (As Basic Dungeon but with 5 Encounters)

Dungeon Type Table

1D20	Type	1D20	Type
1	Ruined Castle	8	Deep Mine
2	Demonic Temple	9	Underworld Keep
3	Wizards Tower	10	Labyrinth
4	Natural Cave System	11	Great Workshop
5	Necropolis	12	Underdark
6	Pyramid	13	Tomb of Horrors
7	Dragons Lair	14+	Basic Dungeon

Major Foe And Final Terrain Table

1D40	Foe:
1	Sleeping Dragon (Fire 7/+17/+7) Fast Scales Unalert Hoard. In Dragons Lair
2	Dungeon Keeper (Demon 5/+15/+9) Fast. Found in Underworld Keep
3	Vampire Lord (Undead Regenerates 3/+13/+10) Fast. Found in Ruined Castle
4	Werewolf (Shapeshifter Regenerating 4/+14/+11) Fast. Found in Dark Forest
5	Sorcerer and Minions (Mage 5/+13/+7) Hoard. Found in Wizards Tower
6	Witch Coven (Mage 4/+6/+8) Found in Found in Witch Woods
7	Evil High Priest and Cultists (Men Priest 6/+11/+8) Hoard. Demonic Temple
8	Orc Warlord and Followers (Men 7/+16/+9) Range+4. Found in Warlords Camp
9	Necromancer and Zombies (Mage Recruit Undead 8/+12/+6) Found in Necropolis
10	Bandit Lord and Brigands (Men 5/+12/+9) Ambushers Range+3. Found in Hills
11	Murderous Giant King (8/+16/+12) Found in Land of Giants
12	Band of Ogres (Giants 7/+18/+9) Found in Swamp
13	Pharaonic Lich (Undead Mage 6/+15/+6) Hoard. Found in Pyramid
14	Goblin King (Men 5/+13/+10) Range+3 Found in Natural Cave System
15	Faerie King (Fey Mage 4/+11/+17) Range+3 Found in Sylvan Forest
16	Chaos Lord and Mutants (Men 6/+15/+8) Range+3 Found in Chaos Realm
17	Evil Ifrit Sultan (Fire Men Mage 6/+12/+10) Range+4 Found in Volcanic
18	Ice Queen (Cold Men Mage 4/+10/+11) Range+3 Found in Frozen
19	The Pale Sphinx (Composite Mage 7/+14/+10) Fast. Found in Desert
20	Minotaur Lord (Composite 6/+13/+17) Fast. Found in Labyrinth
21	Troll King and Guards (Regenerating Giant 6/+14/+8) Hoard. Found in Deep Mine
22	Medusa (Gaze Poison Composite 4/+15/+10) Range+4. Found on Greek Island
23	Rampaging Wurm (Dragon 8/+18/+5) Fast. Found in Forest
24	Hobgoblin Khan (Men 6/+16/+8) Hoard. Range+3 Fast. Found in Badlands
25	Giant Gorilla (Giant Beast 8/+17/+8) Thick Hide. Found in Jungle
26	Tyrannosaurus Rex (Beast 7/+15/+6) Scales. Found on Dinosaur Island
27	Sea Devil and Minions (Aquatic Men 6/+12/+8) Hoard. Underwater Realm
28	Barbarian Horde (Men 7/+17/+9) Ambushers. Found in Mountains
29	Kobold King (4/+10/+11) Range+2 Ambushers. Found in Basic Dungeon
30	Mad Artificer and Constructs (Mage 7/+16/+6) Found in Great Workshop
31	Demon Prince (Mage Fire 9/+21/+11) Range+6 Found in Demon Dimension
32	Assassins Guild (Men 4/+14/+15) Ambushers Found in City
33	Usurper King and Henchmen (Men 5/+12/+9) Found in Castle
34	Pirate King and Crew (Men 6/+11/+11) Range+2 Found on Sea
35	Drow Queen and Servants (Men Mage 7/+13/+10) Range+4 Found in Underdark
36	The Demi Lich (5/+19/+9) Zap+10 Invulnerable Found in Tomb of Horrors
37+	Dark Lord and Followers (Men Mage 6/+8/+9) Range+3 Found in Witch Woods

Major Foe Table Notation

Foes are Combat Challenges. They have the notation of (Type X/+Y/+Z)

X Hits and Armor Trait Bonus

+Y Fight Trait Bonus. Half of +Y rounded down = Strength Trait Bonus

+Z Stealth Trait Bonus

The Range of the Swiftiness Trait is given by the Terms: Slow (1D3 -1) or Fast (1D6 +5) If neither are mentioned, the Foe will have a Swiftiness of (1D3 +2)

- The Armored and Metallic Traits will Double the Armor Bonus.
- Traits like Shielded, Shell, Stone, Scales, Thick Hide give +2 to Armor
- The Type will include 1 or more Traits. If any of these traits can be Negated (like Poison or Mind or Invisible) the Fight Trait will be reduced by -5 to a Minimum of Zero.

Major Foe Notes

If you fail to defeat your Major Foe in Combat, you may try again on the Following turn without having to go through the Final Terrain, or you may retreat To a random Terrain within 1 turn of the Final Terrain. At this point, you may continue Visiting random Terrains or go back to the Final Terrain.

Dice

A variety of Dice are used. Six, Ten and Twenty sided are the most common.

Record Keeping

Pen and Paper are needed to keep track of Adventure and Quest Details.

The Hero Deck

Each Hero card describes the stats of one Hero. Each player starts with a party of 4 Heroes. Each party can have as many as 6 Heroes.

The Party

The Adventuring Party is the central unit of the Game. Each player controls exactly one Party. Party Members may come and go, but there is only one party.

The Magic Deck

Each Magic card describes either a Spell or a Blessing. Many Magic cards have the property of both Spell and Blessing. Mages can use Spells. Priests can use Blessings.

Some Heroes are both Mages and Priests.

The Relic Deck

Each Relic card describes a Magical Artifact. Relics are assigned to Heroes. Heroes can each have up to 3 Relics.

Gold

Use Coins to keep track of Gold. Treasures are Given a Gold Value. Gold can be used to buy Goods and Services.

Gold is owned by the Party Collectively. At Settlements 2 Food, Gear, Med, or Ammo Tokens can be traded for 1 Gold Token.

Tokens

A Variety of Tokens will be Useful:

- Food Tokens
- Drink Tokens
- Luck Tokens
- Gear Tokens
- Med Tokens
- Info Tokens
- Ammo Tokens
- Hit Tokens (Mark Wounded Heroes and Hits on Foes)
- Kill Tokens (Mark Killed Heroes)

Terrain Types

There are 4 main Terrain types in the game: Wilderness, Settlement, Aquatic, and Dungeon. This is important because some Heroes will have traits for these Terrain Types that will give them a bonus for all tests in that terrain.

Encounter Tables

These will correspond to Terrain types, Settlement types, and Dungeons. Rare Locations will have their own Unique Encounter Tables with several Terrain types represented in different individual Encounters.

Traits

Heroes, Artifacts, Magics, and Encounters will have Traits. Traits are Descriptive. They also Give and Negate Bonuses. Most Heroes will have exactly 10 Traits.

Spells and Relics usually provide bonuses to 1 or 2 Traits. If the X in Trait+X is not Specified, assume X is 1.

Setup

Each player starts with 4 Heroes (Drawn Randomly). Each player rolls to see what their particular Adventure will entail: Six Random Terrains in order and their Major Foe found At the conclusion of the Final Terrain.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Magic Phase
2. Move Phase
3. Challenge Phase
4. End Phase

Magic Phase

You may discard 1 Magic Card. Max Magic Hand Size = Total Mage and Priest Levels of your Heroes. Fill your hand to its Max hand Size by drawing from the top of the Magic Deck.

Move Phase

-If you have completed, last turn, the listed number of encounters for the encounter table you are currently on, You may Move your Pawn to the next Territory.

Terrain Type Encounters Table

Terrain:	Encounters:	Notes:
Sea	3	On a Ship: Sea Table
Air Travel	2	Flying: Air Travel Table
Wilderness	5	Forest, Hills, Swamps, etc.
Rare Terrains	6	Highly Variable
Castle	4	Castle Table
City	5	City Table
Ruins	5	Above Ground: Dungeon Table
Dungeon	10	Underground: Dungeon Tables

Encounters

* The Above Table tells how many Encounters the Party will have during a Turn while it is on that Terrain. Keep Track with pen and paper. If any Encounters end in a Delay Result you will have stop and pick up where you left off next turn.

* Each Terrain will have its own Unique Encounter Table. For each encounter, roll once on the Encounter Table. Resolve an encounter before rolling for the next one.

Some encounters do not require a Challenge.

* Some non-challenge encounters will give an automatic Win or Lose Challenge Result or a result of Nothing. * Most encounters describe a Challenge.

* There are 2 main types of Challenges: Basic and Combat.

* Basic Challenges usually involve only 1 or a few Tests.

Challenge Phase

Face a number of Encounters based on the type of Terrain your Party is in. Consult the Terrain type Encounters Table. If you get a Delay result your turn prematurely ends and you must continue completing the encounters next turn.

End Phase

Retire (Discard) any Heroes in your Party in excess of Six. Discard excess Relics. Max 3 per Hero. Discard Magic Cards to reduce to Max Hand Size.

* Combat Challenges occur over several rounds and require many Tests.

Basic Challenges

- For a Basic Challenge Roll 1D10.
- Add Applicable Trait Bonuses.
- Add the Challenge Difficulty Modifier (DM).
- If no DM is stated assume it is +0.
- Easy Challenges will have a Positive Bonus.
- Hard Challenges will have a Negative Penalty
- A total of 10+ is a success. Any less is failure.

Multiple Challenges For One Encounter

A single encounter may require you to win 2 or more Challenges. Failure of any one of the Tests results in a Challenge Loss.

Sample Basic Challenges

Challenge:	Applicable Trait:
Navigation	Aquatic
Swimming	Aquatic
Storm	Aquatic
Fishing	Aquatic
Pathfinding	Wild or Under
Hunting	Wild
Piloting	Swift
Avigation	Lore

Challenge:	Applicable Trait:
Sneak Past	Stealth
Hide	Stealth
Ambush	Stealth
Lore	Lore
Read Glyphs	Lore
Strength	Strong
Bend Bars	Strong
Lift Gate	Strong

Challenge:	Applicable Trait:
Maze	Under
Make Contact	Settlement
Track	Detect
Survival	Tough
Puzzle	Wits
Riddle	Wits
Find Trap	Detect
Hidden Item	Detect

Challenge:	Applicable Trait:
Climb	Climb
Mechanics	Mech
Repair	Mech
Pick Lock	Mech
Construct	Mech
Musical	Music
Pursuit	Swift

Contests

Some Challenges are defined as Contests. In a Contest just ONE of the Heroes may participate. The player

decides which Hero.

Common Challenge Win (success) Table Results

Win:	Notes:
Progress	This Challenge counts as 2 rolls on the Encounter Table
Guide	This Challenge counts as 2 rolls on the Encounter Table
Secret Door	This Challenge counts as 2 rolls on the Encounter Table
Loot	Gain 1D3 Gold
Treasure	Gain 1D6 Gold
Prize	50% Gain 1D6 Gold 50% gain 1 Relic
Reward	Gain 1D10 Gold
Relic	Gain 1 Relic (From Relic Deck): If type Specified keep drawing
Rest	Gain 1 Magic Card (Discard excess)
Study	Gain 1 Magic Card (Discard excess) or 1 Info Token
Magic Source	Gain 2 Magic Cards (Discard excess)
Resupply	Gain 1 Food Token and 1 Drink Token
Food	Gain 1 Food Token. Spend to Negate Starve or Thirst
Gain Luck	Gain 1 Luck Token. Spend to reroll Target Die roll
Change Fate	Gain 1 Luck Token. Spend to reroll Target Die roll
Adventure Gear	Gain 1 Gear Token. Use for +2 to a Mech, Strong, Climb, Survival Test
Medicinals	Gain 1 Med Token. Spend to get +2 to a Heal Test
Drink	Gain 1 Drink Token. Spend to Negate Thirst
Info	Gain 1 Info Token. Use for +2 to a Lore, Wits, Detect, or Track Test
Extra Ammo	Gain 1 Ammo Token. Spend to get +2 to a Range Test
Commotion	Gain +3 Stealth till end of Turn
Disguise	Gain +3 Stealth till end of Turn
Blessed	Get +1 to all Rolls until end of next Turn
Morale Boost	Get +1 to all Rolls until end of next Turn
Well Equipped	Get +1 to all Rolls until end of next Turn
Mounted	Party is mounted on Steeds
Healed	Party Heals all Wounded Casualties
Rescue	Gain 1 Hero (From Hero Deck)
Recruit	Gain 1 Hero (From Hero Deck)
Ally (-)	Party Gains Bonus Traits Listed till end of turn
Quest	The Party is Given a Quest (Roll on Quest Table)

Common Challenge Lose (failure) Table Results

Lose:	Notes:
Casualty	Lose 1 Hero. Consult Basic and Combat Tables
Off Course	You must make an additional 2 Encounter Rolls
Backtrack	You must make an additional 2 Encounter Rolls
Delay	End Turn. Continue remaining (minimum 1) Encounters Next Turn
Barred	End Turn. You may move next Turn to the next Terrain
Theft	Lose 1 Random Relic
Nullify	Discard random 1D6 Magic Cards
Separation	1D3 Heroes Separated
Favor Foe	Next Foe gets +1D6 Fight and Stealth. Roll for Each.
Sink	Party washes up on nearest Land Terrain. 1D6 Casualties
Starve	1D2 Casualties
Thirst	1D3 Casualties
Freeze	1D2 Casualties
Overheat	1D2 Casualties
Disease	Start of Next Turn 1D3 Heroes are Casualties
Blast	1D3 Casualties
Murder	1 Casualty
Death	1 Casualty Killed
Massacre	1D6 Casualties
Accident	1 Casualty
Permanent	Casualty is Gone Forever. Cannot be Healed or Revived
Alarm	All Foes get +5 Stealth till End of Turn
Cursed	Party gets -2 to all Tests until End of Turn
Weakened	Party gets -2 to all Physical* Tests till End of Turn
Demoralized	Party gets -1 to all Tests until End of Turn
Irritant	Party gets -1 to all Tests next Encounter
Waterlogged	Party gets -2 to all Tests next Encounter
Incapacitated	Hero cannot do anything until next Encounter
Grounded	Must Stop Flying. Continue in a random Wild Terrain
Retry	See Notes
Imprisoned	See Notes
Buried Alive	See Notes

* Strength, Fight, Swift, Climb, Toughness, Swimming

Basic Challenge Casualty Result

1D6	Result:
1-4	Wounded (Serious, Painful)
5-6	Killed (Dead)

As a Casualty they cannot contribute to any more Tests. Wounded Heroes remain Wounded until they are Healed. Killed Heroes must be revived by rare Magics or Relics.

Instead of Taking a Casualty you may lose an Ally.

Party Separation

- If Separated each sub-group must make its own Encounter Rolls.
- After each group has had an Encounter roll 1D6: On a roll of 5+ the Party is reunited.
- The Party will automatically reunite when the Terrain is completed.

Notes On Traps

-When a Trap challenge is passed it is assumed the party is Then able to disarm it or avoid it.

After Encounters

* If your magic hand is not at max, Draw 1 Magic Card.

* After every Encounter you may attempt to restore Casualties. Make one Healing Test for each Wounded Casualty: Roll 1D10. Add Heal Trait Bonuses to Rolls.

Magic Cards that add to Heal can be played. On a roll of 10+ the Character is restored.

* Make one Revival Test for each Dead Casualty: Roll 1D10. This can only be attempted with a Revival Spell or Relic. Add the Revival Trait Bonus to the Roll.

On a roll of 10+ the Character is restored.

* A Character that fails a Revival is permanently Dead.

Retry

You must encounter this Challenge again, over and over until you pass it. Each time you fail your turn ends. The Challenge does not count against the total number of encounters you must have until you pass it.

1D10	Opportunity:	Notes:
1	Bribery	Pay 3 Gold to get released
2	Bend Bars	Strength XX to escape
3	Fight Jailor	Fight XX to escape (No Relic Bonuses)
4	Climb Wall	Climb XX to escape
5	Pick Lock	Mech XX to escape
6	Steal Keys	Stealth XX to escape
7	Dig your way out	Lore XX to escape
8	Befriend Passerby	Wits XX to escape
9+	Make your Move	Pick one of Above

Note that there is a 50% the Party will lose all its relics, Mounts, and material Tokens upon release/escape.

Imprisoned

The Party is Delayed and will remain Delayed until they escape or are Released. Roll 1D6 at the beginning of each turn:

Wish, Miracle, Stone to Flesh, Teleport, Alter Reality, Summon Earth Elemental, Disintegrate, Phase-Door, Open Way, or Destruction.

Buried Alive

The Party is Delayed and will remain Delayed until they escape. Each turn spent buried is an automatic Starve result. The only way out is by Digging: Strength XX DM -2 or by casting one of the following Spells:

Combat Challenges

These take place over multiple Rounds. It ends when the Foe is Defeated or the Party is Killed off or Flees. On each round roll once on the Combat Table.

Combat Table

1D20	Result:	Notes:
1	Maneuver	Make a Swift Test or Attempt Escape or Evasion
2	Standoff	Make an Armor Test
3	Strength	Make a Strength Test
4-5	Fight HTH	Make a Fight Test
6	Stealth	Make a Stealth Test or Evasion
7	Ranged Attack	Make a Range Test or Attempt Escape or Evasion
8	Spell	You may play a Spell Card or Attempt Escape or Evasion
9	Bless	You may play a Bless Card or Attempt Escape or Evasion
10	Charm	Make a Music Test or Attempt Escape or Evasion
11	Trick	Make a Wits Test or Attempt Escape or Evasion
12-16	Reroll	Reroll using 1D10
17+	Tactics	Pick one Result

Evasion

If it is the first round of Combat and you get this option, you may attempt to Avoid Combat completely: Make a Stealth Test: Roll 1D10 for the Party and the Foe. Add Stealth Trait Bonuses to Rolls. Magic Cards that add to Stealth can be played in this Round.

If the party total is higher you sneak away without a fight. They never knew you were there. Note that the Foe is not considered to be Defeated, just Evaded.

1D10 Result:

1-3	Incapacitated (Knocked Out, Pinned)
4-7	Wounded (Serious, Painful)
8+	Killed (Dead)

As a Casualty they cannot contribute to any more Tests. Incapacitated Heroes recover at the end of the Encounter. Wounded Heroes remain Wounded until they are Healed.

Killed Heroes must be revived by rare Magics or Relics. Instead of Taking a Casualty you may lose an Ally.

Combat Casualty Result Table

One Random Party Member becomes a Casualty.

Maneuver Result

Make a Swift Test: Roll 1D10 for the Party and the Foe. Add Swift Trait Bonuses to Rolls. Magic Cards that add to Swift can be played in this Round.

High Total wins. If tied no effect standoff. If the party loses they suffer 1 Casualty. If the Party Wins the Foe suffers 1 Hit.

If the Foe is reduced to Zero Hits it is Defeated.

Standoff Result

Make a Armor Test: Roll 1D10 for the Party and the Foe. Add Armor Trait Bonuses to Rolls. Note (This is equal to Foes Hits) Magic Cards that add to Armor can be played in this Round.

High Total wins. If tied no effect standoff. If the party loses they suffer 1 Casualty. If the Party Wins the Foe suffers 1 Hit.

If the Foe is reduced to Zero Hits it is Defeated.

Strength Result

Make a Armor Test: Roll 1D10 for the Party and the Foe. Add Strength Trait Bonuses to Rolls. Note (This is equal to Foes Hits) Magic Cards that add to Strength can be played in this Round.

High Total wins. If tied no effect standoff. If the party loses they suffer 1 Casualty. If the Party Wins the Foe suffers 1 Hit.

If the Foe is reduced to Zero Hits it is Defeated.

Fight Hth Result

HTH Hand to Hand.

Make a Fight Test: Roll 1D10 for the Party and the Foe. Add Fight Trait Bonuses to Rolls. Magic Cards that add to Fight can be played in this Round.

High Total wins. If tied no effect standoff. If the party loses they suffer 1 Casualty. If the Party Wins the Foe suffers 1 Hit.

If the Foe is reduced to Zero Hits it is Defeated.

Stealth Result

Make a Stealth Test: Roll 1D10 for the Party and the Foe. Add Stealth Trait Bonuses to Rolls. Magic

Cards that add to Stealth can be played in this Round.

High Total wins. If tied no effect. The Winner gets +5 to their next Maneuver, Fight, Range, or Escape Test.

Ranged Attack Result

Make a Range Test: Roll 1D10 for the Party. Add Range, Zap, and Breath Trait Bonuses to Rolls. Magic Cards that add to the Range Trait can be played in this Round.

A Roll of 10+ is a Success: The Foe suffers 1 Hit. If the Party has no Range Bonuses at all they cannot make a Range Test. If the Foe has a the Ranged Trait, it may make a simultaneous counterattack.

Spell And Bless Results

The Player may play 1 Magic Card from their Hand. Make a Magic Test: Roll 1D10. Add the Magic Trait bonus of the played card to the Roll.

A Roll of 10+ is a Success: The Effect takes place. Magic Cards have a Wide Range of Effects:

- Immobilize: Foe automatically Defeated: Easily Killed.
- Protection: Ignore the next 2 Casualty Results.
- Repel: Foe automatically Defeated: Foe Runs away.
- Control: Foe automatically Defeated: Forced to leave or be Killed.
- Distract: Ignore the Next Casualty Result.
- Destroy: Foe automatically Defeated: Outright Kill
- Resist: If Foe has indicated Trait it is Fight-5 for rest of Combat.
- Handicap: Foe reduced to Fight trait = 0 for rest of Combat.

Trick Result

Make a Wits Test: Roll 1D10 for the Party. Add Wits Trait Bonuses to Rolls. Magic Cards that add to the Wits Trait can be played in this Round.

Subtract the Opponents Stealth Rating from the Total. A Roll of 10+ is a Success: Roll 1D6:

Roll	Result	Notes:
1-2	Foe Falls or Crushed	50% Foe Auto Defeated. 50% Foe takes 1 Hit.
3-4	Foe Trapped or Lost	Auto Escape or +5 to the next Test
5-6	Foe Confused Enraged	Get +5 to the next Test

Charm Result

Make a Music Test: Roll 1D10 for the Party. Add Music Trait Bonuses to Rolls. Magic Cards that add to the Music Trait can be played in this Round.

A Roll of 10+ is a Success: The Party may Auto Escape or get +5 to the next Test. Note: Many Monstrous Foes can be soothed by music.

Escape Attempts

Make an Escape Test: Roll 1D10 for the Party and the Foe. Add Swift, Rider, and Climb Trait Bonuses to Rolls. Magic Cards that add to the listed Traits can be played in this Round.

If the Parties total is higher they get away. If not they must continue the Combat. Every time they escape there is a 50% chance the Encounter will not Count against the total number of encounters they

must face.

Hero Traits

Typical Traits associated with Heroes include: Mage, Priest, Fight, Strong, Swift, Armor, Range, Wits, Lore, Tough, Detect, Music, Rider, Aquatic, Wild, Settlement, Under, Climb, Mech, Heal

Tactics Trait

Per Level you may reroll 1 Test per Combat Encounter.

Martyr Trait

Instead of Determining a random Casualty, a Hero with Martyr must be chosen first.

Charge (kai) Trait

Once per Combat Encounter you may get +3 to either Fight or Strength Trait. For the Chinese and Japanese Variants this is called the Kai Trait.

Steal Trait

When in a Settlement the Thief may make 1 Steal Attempt. Treat this as an extra Encounter. Make a Steal Test. Roll 1D10. The Thief adds his Stealth Bonuses.

On a 10+ the Thief steals 1 Gold in a Village and 1D6 Gold elsewhere. -If it is a City there is a 20% he gets a relic Instead. -If he fails the party must fight the Guards (2 Hits, Fight+3)

Zap And Breath Traits

Both of these work just like the Range Trait, however Zap is in the form of Magical energies of all types and Breath is the Elemental Attacks exhaled from Dragons and other Foes.

Foresee

Once per Turn per Level reroll a Target Die roll.

Poison

The specific Poison Attack will 50% do an extra point of Damage to a Foe: Susceptible Foes include: Men Beasts Composites Fey

Sample Trait Description List

Trait:	Notes:
Fight +X	Bonus in Combat Fight Challenges
Mage +X	Unit can use Spells. Bonus increases Magic Hand Size
Priest +X	Unit can use Blessings. Bonus increases Magic Hand Size
Arcane	Artifact that can only be used by a Mage
Blessed	Artifact that can only be used by a Priest
Stealth +X	Bonus in Stealth Challenges
Lore +X	Bonus in Lore Challenges
Fight +X Type	Bonus in Fight Challenges vs Specific Creature Type
Poison Resist	Negate Opposing Poison Bonus
Range +X	Bonus in Ranged Attack Challenges
Wits +X	Bonus in Wits Challenges
Slay	HTH & Range Attacks vs Foe Type 50% inflict an extra Hit
Wild +X	Bonus to all Tests in Wilderness Terrain Challenges
Under +X	Bonus to all Tests in Dungeon Terrain Challenges
Aquatic +X	Bonus to all Tests in Sea Terrain/Water/Swim/Fishing Challenges
Settlement +X	Bonus to all Tests in Settlement Terrain Challenges
Strong +X	Bonus in Strength Challenges
Mech +X	Bonus in Mechanical Challenges. Adds to Fight vs Clockwork Foes
Detect +X	Bonus in Detection Challenges
Climb +X	Bonus in Climbing Challenges
Armor +X	Bonus to Armor Challenges
Immobilize +X	Magic gets Bonus in Combat Challenges
Distract +X	Magic gets Bonus in Combat Challenges
Repel +X	Magic gets Bonus in Combat Challenges
Protect +X	Magic gets Bonus in Combat Challenges
Music +X	Bonus in Music Challenges

Trait:	Notes:
Dual Wield	Can use 2 HTH Weapons at same Time
Rider +X	Bonus while Riding a Mount
Fire Resist	Negate Opposing Fire Bonus
Swift +X	Bonus to Escape and Pursue
Tough +X	Bonus in Healing Challenges (Self)
Heal +X	Bonus in Healing Challenges (Others)

Creature Type Traits

These Describe the Foe or Heroes. Some Spells, Traits, and Relics will target specific Creature Types.

Creature Type Trait Lists

Trait:	Notes/Examples:
Men	Term Includes Humans, Demi-Humans, and Humanoids
Human	Most Heroes in the Hero Deck are Human
Demi-Humans	Elves, Dwarves, Gnomes, Halflings, Djinn
Humanoid	Goblins, Orcs, Kobolds, Gnolls, Bugbears
Giants	Ogres, Trolls, Titans, Cyclops, Yeti
Dragons	Wyverns, Wyrms, Wurms, Serpents
Composites	Centaur, Satyr, Griffon, Manticore, Sphinx
Fey	Faeries, Pixies, Nymphs, Dryads
Shapeshifters	Werewolf, Doppelganger
Beasts	Reptiles, Mammals, Birds, Dinosaurs, Slugs
Monster	Behemoth, Leviathan, Kraken, Kaiju
Aliens	Rock Eaters
Abominations	Offal Eaters
Insects	Spiders
Demons	Devils, Horrors
Angels	Cherubs, Devas
Plants	Treants, Vines, Flowers
Fungi	Mushrooms, Molds
Undead	Zombies, Vampires, Skeletons, Ghouls
Elementals	Salamanders, Weirds, Mud Men
Animated	Golems, Statues, Swords, Armor, Gargoyles
Metallics	Anything Made of Metal
Spirits	Ghosts, Wraiths, Specters, Phantoms, Shades
Clockwork	Robots, Machines, Juggernauts
Aquatics	Mermen, Clams, Crabs, Fish, Octopi, Whales, Sharks
Slimes	Oozes, Jellies, Puddings

Creature Notes And Traits

- Range+X: Some Foes will have this trait. If so, they get to simultaneously attack back in Ranged Attack Combat Rounds.
- Ambusher: Foe gets Fight+5 and Stealth+5 in first round of Combat.
- Unalert: Foe get Fight = 0 and Stealth = 0 in first round of Combat
- Indifferent: Creature will ignore Party unless Attacked.
- Consuming: Gain 1 Hit if you caused a Casualty. All Casualties are Permanent.
- Permanent: Heroes killed cannot be Healed or revived.

- Recruit: This Trait works just like the Consuming Trait.
- Regenerate: At the End of every Combat Phase 25% regain 1 Lost Hit.

Slimes

- All Slimes have the Consuming Trait.

Spirits

- All Spirits have the Incorporeal Trait.
- Incorporeal: Unaffected by non-Magical Attacks.
- Relic Weapons will affect them.

Swarms

Swarm: Not affected by regular Weapons. Heroes will resort to Cloaks and Torches and will each be at Fight +1. Elemental Magic will Work. Swarms Will Disperse after 1D3 +2 Combat Rounds. Swarms always tie in Stealth Tests.

Treasure And Hoards

This applies only if not mentioned in the Encounter Table results. Defeating Men type foes will always earn 1D3 Gold. Most other creatures will 50% have 1D3 Gold if fought at their lairs or nests.

Non-Man Creatures met at the Sea Surface or in the Sky will rarely have Treasure. Monsters that have the Hoard Trait will Have Gold equal to their Fight Bonus. If Gold is Found there is also a 1 in 10 Chance to find a Random Artifact.

Modifying Traits

These Traits are Descriptive of an Attack. Examples: Poison, Fire, Cold, etc.

Modifying Trait List

- Trait: Notes
- Poison: When used against Heroes this is abstracted into a higher Fight trait for the Foe.

- Elemental: Types include: Fire, Cold, Air, Water, Earth, Lightning, Energy, Light, Darkness, Shadow. Elemental creatures are immune to attacks from the same element.
- Invulnerable: Cannot be Damaged by Non-magical Attacks. Only harmed by Spells, Blessings, and Relics.
- Mages: Some Foes are Mages. Draw a Hand of 7 Magic Cards for them. They can use 1 per Round. Have an opposing player play for them.

Spells that cause automatic Defeat cause 1 random Hero to be a Casualty.

Terrain Traits

These include:

- Wild (Forests, Mountains, Swamps, Plains, etc.)
- Under (Dungeons, Lairs)
- Settlement (Settlements: Villages, Towns, Cities, and Capitols)
- Aquatic (Seas, Rivers, Lakes) These are very powerful Traits.
- While in the indicated Terrain the unit gets Trait bonus for all Fight HTH, Ranged Attack, Detection, Escape, Pursuit, Heal, Track, Navigation, Pathfinding, and Survival tests.

Hero Deck Card List

Hero:	Traits:
Ranger of the North	Fight Wild+2 Detect Range+2 Rider Strong Swift Climb
Wasteland Warrior	Fight+3 Strong+2 Range Dual Wield Tough Climb Swift
Blue Mountain Dwarf	Fight+2 Strong+2 Under+2 Tough+2 Mech+2 Climb
Valley Elf	Wild+2 Range+3 Music Heal Stealth+2 Swift Climb
White Tower Wizard	Mage+3 Lore+3 Wits+2 Detect Rider
Dread Coast Pirate	Fight Aquatic+2 Wits Lore Steal Detect Stealth Climb
Intrepid Explorer	Fight Aquatic Wild Settlement Under Lore+2 Climb Tough Swift
Travelling Bard	Wits+2 Music+3 Settlement Lore+2 Rider Detect Swift
Dwarf Giant Slayer	Armor+2 Fight+2 (Slay Giant) Under Tough Strong Martyr Charge
City of Brass Thief	Stealth+3 Mech Detect+2 Settlement Swift Climb Steal
Hunted Bounty Hunter	Range Fight+2 Climb Rider Settlement Stealth Detect Swift+2
Cleric of the Just God	Priest+2 Armor Fight Heal+2 Detect Music (Slay Undead) Foresee
Order of Light Paladin	Priest Armor+2 Fight+2 Strong Rider Heal (Slay Undead) Martyr
Witch Hunter	Priest Range+2 Fight+2 Rider Swift Lore (Slay Mage) Detect
Kings Man Chevalier	Fight+2 Rider+2 Armor+2 Charge Lore Music Martyr
Questing Knight	Fight+2 Rider Strong Armor Lore Wits Detect Climb Swift
Gallivanting Prince	Fight+2 Rider+2 Range Wits Lore+2 Dual Wield Music
Druid of the Mistletoe	Mage+2 Priest Wild+2 Rider Stealth Lore Detect Climb
Aristocratic Duelist	Fight+3 Dual Wield Settlement Swift Lore Wits Stealth
Grey Elf Wanderer	Mage Fight Range Lore+2 Music Wits Heal Wild Rider
High Elf Battle Mage	Mage+2 Fight+2 Range+2 Rider Stealth Lore
Dwarf Rune Master	Mage+2 Lore+2 Wits Tough Under Strong Detect+2
Border Town Rogue	Fight Detect Swift+2 Settlement Stealth+2 Wits Climb Steal

Hero:	Traits:
Mercenary Archer	Range+4 Swift Detect Rider Climb Stealth
Village Healer	Heal+3 Rider Settlement Swift Wits Wild Detect
Tomb Raider	Under+2 Fight Climb Swift Detect Wits Mech Stealth Steal
Runaway Apprentice	Mage Swift Rider Settlement Detect Lore Climb Stealth
Frost Lands Barbarian	Fight+2 Strong+2 Stealth Tough+2 Rider Wild Climb Charge
Priestess of Dawn	Priest+3 Wits Lore Detect Heal+2 Music Foresee
Pit Fighter	Fight+3 Strong+3 Dual Wield Tough+3
Half Orc Battlemaster	Fight+2 Tactics Range Armor Tough Rider Dual Wield Strong
Gnome Tinker	Range Mech+3 Detect+2 Stealth+2 Fight Climb, Under
Gnome Illusionist	Mage Stealth+2 Lore Wits+2 Detect+2 Under Swift
Dwarf Runner	Fight Swift+2 Climb+2 Stealth Under Strong Detect Tough
Halfling Burglar	Range Detect Stealth+3 Wits Swift Climb+2 Steal
Halfling Sherriff	Fight Range+2 Climb Wits Swift Detect+2
Elven Maiden	Mage Heal+2 Wild Stealth Rider+2 Detect Lore Music
Hedge Wizard	Mage Heal Wild Stealth Detect Climb Rider Lore Foresee
Master Artificer	Mage+2 Mech+4 Fight Range Lore+2
Elder Race Invoker	Mage Priest+2 Lore+2 Music Mech Detect Under Wits
Elementalist	Mage Zap+3 Lore Detect Wild Under Climb Tough
Devout Friar	Priest Fight Tough Rider Heal Music Wits Lore Detect Martyr
Holy Seer	Priest+2 Foresee+3 Lore+2 Detect+2 Wits
Spellsword	Fight+3 Mage Tactics Zap Charge Stealth Swift Dual Wield
Otherworldly Warlock	Mage+2 Zap+2 Priest Lore+2 Detect+2 Foresee
Enigmatic Mystic	Mage Priest Lore Detect Wild Heal Wits+2 Music Foresee
Red Hand Assassin	Fight Stealth+3 Poison Settlement Climb+2 Tactics Swift
Harlequin	Settlement+2 Wits+2 Detect Foresee Lore Swift Climb Music
Viking Raider	Fight+2 Strong Stealth Aquatic Tough Range Rider Swift Armor
Viking Berserker	Fight+2 Tough+2 Charge+2 Strong+2 Swift Martyr
Greek Hoplite	Fight+2 Swift Armor+2 Range Lore Music Strong Tough
Gladiator	Fight+3 Tough+2 Armor+2 Tactics Strong Swift
Amazon Warrior	Fight+2 Range+2 Heal Swift Rider Wild Stealth Tactics
Ancient Mariner	Aquatic+2 Strong Magic Lore Detect Foresee Tough Fight Climb
Gypsy Traveler	Foresee Stealth+2 Steal Wits Rider Music Swift Detect Lore
Zealot	Priest Fight (Slay Men) Swift Lore Detect Stealth+2 Charge Martyr
Bodyguard	Fight+2 Martyr Swift+2 Tough+2 Tactics Detect Strong
Philosopher	Foresee+2 Lore+3 Wits+2 Detect+2 Settlement
Dwarf Tunnel Fighter	Fight+2 Armor+2 Strong Tactics Under+2 Swift Stealth
Swashbuckler	Fight+2 Swift+2 Wits Climb Stealth Aquatic Settlement Tactics
Mystic Warrior	Fight+2 Mage Priest Foresee Swift Strong Lore Wits Climb
Half-Elf Mage Thief	Fight Mage Range Stealth+2 Steal Swift Climb Detect Lore
Crusader Knight	Fight+2 Tough+2 Armor+2 Strong Rider Tactics Martyr
Highlander	Fight+2 Strong+2 Rider Wild Climb Wits Music Tough

Magic Deck Card List

Magic:	Type:	Traits:
Fireball	Spell	(Fire) Zap +5
Lightning Bolt	Both	(Air Lightning) Zap +5
Cone of Cold	Spell	(Water Cold) Zap +4
Magic Missile	Spell	(Air Earth Energy) Zap +3

Magic:	Type:	Traits:
Disintegrate	Spell	(Fire Energy) Destroy +3
Light	Both	(Fire Air Energy) Detect +3 Distract +4
Darkness	Both	(Death Sight) Stealth +4 Distract +5
Danger Sense	Spell	(Life) Stealth +3 Detect +5 Traps (Negate Invisibility)
True Sight	Both	(Sight) Detect +7 (Negate Invisibility)
Open Way	Both	(Matter Space) Get +5 vs Door or Gate or Barrier
Giant Strength	Both	(Transform) Strong +6 Range +5 for rest of Combat
Energize	Both	(Life Energy) Strong +3 Swift +3 Fight +3
Clarity	Spell	(Mind) Wits +5
Mending	Both	(Matter) Heal +3 or Mech +3
Lay on Hands	Bless	(Holy) Heal +4
Cure	Bless	(Life Holy) Heal +5
Healing Rain	Bless	(Life Water) Heal +7 (Targets all Wounded Heroes)
Reincarnate	Both	(Spirit Holy) Revive +5 (Comes back as a New Hero)
Resurrect	Bless	(Life Spirit Holy) Revive +4
Legend Lore	Both	(Sight) Lore +9
Dragon Form	Spell	(Dragon Transform) Fight +10 Breath +3 for rest of Combat
Turn into Toad	Spell	(Transform) Immobilize +2
Find Trap	Spell	(Sight) Auto Negate Trap
Phase Door	Spell	(Earth Matter) Progress Result for Dungeon Terrain
Turn Undead	Bless	(Holy) Repel +4 vs Undead
Fear	Spell	(Mind Chaos Death) Repel +4 vs Men Beasts
Stone to Flesh	Both	(Earth) Destroy +5 vs Stone; Negate Gaze Petrify
Psionic Blast	Spell	(Mind) Zap +4
Awe	Bless	(Holy Sight) Repel +5
Growth	Spell	(Transform) Hero gets Fight +14 for rest of Combat
Gust of Wind	Spell	(Air) Repel +6
Illusion	Spell	(Mind Sight) Distract +5 vs Men Dragons Beasts Giants
Forget	Spell	(Mind) Distract +6 vs Men Giants
Mesmerize	Both	(Mind Sight) Control +5 vs Men
Charm	Spell	(Mind) Control +4 vs Men Beasts
Command	Spell	(Mind) Control +3
Poison Gas Cloud	Spell	(Air Poison) Destroy +5 vs Men Beasts
Insect Swarm	Both	(Call Life Death) Distract +4
Death	Both	(Death) Destroy +6 vs Men Beasts
Smite	Bless	(Holy) Fight +4 Double Damage
Haste	Both	(Time Energy) Fight +3 Swift +3 for Rest of Combat
Sleep	Spell	(Mind) Immobilize +4 vs Men Beasts
Paralyze	Both	(Matter Mind) Immobilize +3
Hold Person	Bless	(Holy Mind) Immobilize +4 vs Men
Web	Spell	(Life) Immobilize +5 (Spirits, Elementals Immune)
Shrink	Spell	(Transform) All Traits of Target reduced to Zero
Petrify	Both	(Earth Transform) Destroy +5
Tangle Roots	Both	(Call Life Plant) Immobilize +5
Invisibility	Spell	(Sight) Stealth +7 for Rest of Combat
Dispel Evil	Bless	(Holy Abjure) Destroy +5 Undead Spirit Demon
Dispel Magic	Spell	(Meta Abjure) Destroy +6 Animated Elemental Clockwork
Wish	Spell	(Meta) See Notes
Teleport	Spell	(Space) Progress for non-Sea or Dungeon Terrains
Miracle	Bless	(Holy) Same as Wish
Breathe Water	Spell	(Water) Aquatic +5 (Swimming and Combat only)
Rust	Spell	(Water Chaos) Mech +6 or Destroy +7 vs Metallic
Flight	Both	(Air Space) Climb +7 Swift +5

Magic:	Type:	Traits:
Magic Shield	Both	(Energy) Armor +2 for Rest of Combat
Magic Armor	Both	(Energy) Armor +3 for Rest of Combat
Circle of Protection	Bless	(Energy Holy Abjure) Protection +4
Divine Intervention	Bless	(Holy) Protection +8
Remove Curse	Bless	(Holy Meta Life Abjure) End a Curse Effect
Curse	Both	(Death) Handicap +4
Earthquake	Both	(Earth) Range +8
Blind	Both	(Sight Death) Handicap +5
Weakness	Both	(Energy Death) Handicap +6
Exorcism	Bless	(Holy Abjure) Repel +7 vs Spirit
Force Field	Spell	(Energy) Protection +5
Summon Wall	Both	(Fire Erath Air Water Call) Protection +6
Invulnerability	Both	(Matter) Armor +5
Raise Dead	Both	(Call Life Holy Death) Revive +5
Divination	Both	(Holy Spirit Sight) Gain 2 Luck Tokens
Alter Reality	Spell	(Meta) Gain 1 Luck Token and Draw 1 Magic Card
Demonic Tutor	Spell	(Demon) Gain 1 Info Token and Draw 1 Magic Card
Summon Skeletons	Spell	(Call Death) Fight +3 for rest of Combat
Air Elemental	Spell	(Call Air) Fight +3 for rest of Combat
Fire Elemental	Spell	(Call Fire) Fight +5 for rest of Combat
Earth Elemental	Spell	(Call Earth) Fight +6 for rest of Combat
Water Elemental	Spell	(Call Water) Fight +4 for rest of Combat
Summon Wolves	Spell	(Call Life) Fight +4 for rest of Combat
Time Stop	Spell	(Time) Immobilize +6
Reverse Time	Spell	(Time) Replay Challenge from the Beginning
Destruction	Both	(Chaos Abjure) Commotion
Enchantment	Both	(Transform) Gain 1 Relic
Alchemy	Both	(Transform) Gain 1 Potion or 2 Gold

Summon And Call Spells Discussion

-Summon and Call Spells can only be used in certain Terrains: Wolves: Wilderness Only Zombie, Earth, and Fire Elementals: Street, Wilderness and Underground Water Elementals: Sea, Wilderness, Street, and Underground Air Elementals: Sky, Sea, Wilderness, Street, and Underground

Wish Spell Discussion

Wishes and Miracles have multiple possible Effects. Pick One:

- Draw 5 cards from the Magic, Hero, or Relic Deck and keep one.
- Heal or Revive a Casualty automatically.
- Choose the Result of a Target Die-roll.
- Mimic any other Spell or Bless.

Relic Deck Card List

Relic:	Traits:
Magic Plate	(Matter) Armor +3
Enchanted Hauberk	(Transform) Armor +2 Strong +1
Dragon Scale Armor	(Dragon) Armor +2 Fight +1
Mithiril Mail	(Earth) Armor +1 Tough +2
Holy Mace	(Holy) Blessed Fight +5 vs Undead
Holy Symbol	(Holy) Repel +3 Undead Demons (Once per Combat)
Wizards Scroll	(Meta) Arcane Discard to Draw 3 Spell Cards Keep one.
Staff of Power	(Meta) Arcane Mage +1
Cloak of Invisibility	(Sight) Stealth +4
Rope of Climbing	(Air) Climb +4

Relic:	Traits:
Boots of Speed	(Air) Swift +4
Potion of Strength	(Transform) Discard for Strong +5
Bag of Holding	(Space) Hero can Carry an extra 3 Relics
Rod of Blasting	Arcane (Energy) Destroy Door (Once per Turn)
Wand of Foom	Arcane (Fire) Zap +5 (Once per Combat)
Wand of Plinking	Arcane (Energy) Zap +1
Wand of Wonder	(Meta) Arcane Distract +2 (Once per Combat)
Deck of Many Things	(Meta) Mage +1
Djinn Lamp	(Call) 3 Wishes (As Wish Spell) then Discard
Antidote	(Life) Potion: Discard to Heal Casualty caused by Poison
Polymorph Potion	(Transform) Discard for Fight +10 this Combat
Potion Invulnerability	(Energy) Discard: Negate 1 Future Casualty this Encounter
Luck Potion	(Fate) Discard: Party gets +1 to all Tests this Turn
Great Spear	(Matter) Fight +2 Range +2
Vorpall Blade	(Space) Fight +4 (This does an extra Hit of Damage 50%)
Pole of Plenty	(Water) Fish +3
Salve of Healing	(Life) Potion: Heal +2. Discard after 3 Uses
Time Turner	(Time) Replay Encounter from the Beginning (Once per Turn)
Mirror Shield	(Sight) Destroy +10 (once per Combat) Foe with Gaze
Enchanted Net	(Water) Immobilize +3 (Once per Combat) Fish +2
Dagger of Venom	(Poison) Fight +1 vs Men Beasts
Holy Hand Grenade	(Holy) Blessed Discard for Range +6
Holy Water	(Holy) Potion: Discard for Range +6 vs Undead Demons
Hammer of Throwing	(Earth) Fight +2 Range +3
Lightning Rod	(Lightning) Arcane (Lightning) Zap +3 (Twice per Combat)
Dancing Sword	(Life) Fight +2 (Owner may use another Weapon)
Firebrand Sword	(Fire) Fight +3
Acid Flask	(Acid) Potion: Discard for Range +4
Rune Sword	(Death) Fight +3 Heal +2
Elder Bow	(Sight) Range +3 Hunt +2
Sling of Seeking	(Sight) Range +2
Rod of Resurrection	(Holy Life) Revive +5 (3 Uses)
Dragon Spear	(Dragon) Fight +2 Strong +1 (Slay Dragons)
Goblin Bane Sword	(Matter) Fight +2 Strong +1 (Slay Humanoids)
Ice Bow	(Cold) Range +3
Endless Quiver	(Matter) Gain 2 Ammo Tokens at beginning of Turn
Eldritch Blade	(Spirit) Fight +2 Strong +1 (Slay Spirits)
Horn of Gales	(Air) Repel +4
Crystal Ball	(Sight) Foresee
Horn of Summoning	(Call) Warrior Allies (Fight Strong Armor) Once per Turn
Winged Boots	(Air) Swift +1 Climb +3
Titans Shield	(Transform) Armor +2 Strong +1
Shield of Faith	(Holy) Armor +2 Martyr
Great Helm	(Matter) Armor +1 Fight +1
Jade Helmet	(Mind) Armor +1 Resist Mind
Commanders Helm	(Mind) Armor +1 Tactics
Crown of Control	(Mind) Control +5 vs Men (Once per Encounter)
Snake Staff	(Holy) Blessed (Poison) Fight +2 vs Men Beasts
Flask of Poison Gas	(Poison) Potion: Discard for Destroy+4 Men Beasts
Ring of Protection	(Energy) Armor +1 Tough +1
Ring Fire Resistance	(Fire) Resist Fire
Magicians Scroll	(Meta) Arcane Discard to Draw 3 Spell Cards keep 1
Mages Scroll	(Meta) Arcane Discard to Draw 3 Spell Cards keep 1

Relic:	Traits:
Staff of Healing	(Holy Life) Blessed Heal +4 (Once per Encounter)
Holy Grail	(Holy) Priest +1
Holy Sword	(Holy) Fight +2 Strong +2 (Slay Undead)
Magic Skeleton Key	(Matter) Mech +4 (Opening Locks only)
Potion of Healing	(Life) Discard for Heal +6
Elixir of Life	(Life) Potion: Discard for Revive +6
Ogre Gauntlets	(Transform) Strong +4
Staff of Striking	(Holy) Blessed Fight +2
Amulet of Warding	(Meta) Foe Mages get -3 to their Spell Tests
Magic Pipes	(Sound) Music +5 Control +4 vs Beast (Once per Combat)
Horn of Plenty	(Matter) Gain 1 Food Token at beginning of your Turn
Philosophers Stone	(Transform) Gain 1 Gold at beginning of your Turn
Demon Mask	(Demon) Repel +3 vs Men Beasts (Once per Combat)
Magic Mirror	(Sight) Arcane Lore +5 (Once per Turn)
Magic Goggles	(Sight) Detect +1 Mech +1
Gem of Seeing	(Sight) Detect +2
Thinking Cap	(Mind) Wits +1
Bottle Imp	(Demon Call) Gain 1 Info Token at the start of your turn

Relics Further Discussion

- Big: You cannot get this into or out of a Dungeon
- When searching for a Potion, Scroll, or particular type of items, simply flip through the deck and draw the first one you come across.

* Events And Options

Mounts

- The party will occasionally acquire Mounts.
- These synergize with the Rider Trait: A Hero with Rider+X will get Fight+X, Strong+X, and Swift+X if he is mounted.
- All Land type Mounts can only travel in Wilderness except for Mountains and Swamps. They cannot be used in Sky or Dungeons. When entering terrain impassable to Mounts they are simply set free.

- When in Settlements they will be Stabled and can be Retrieved.
- At Sea they can be stored on Ships, but if the Ship sinks, they will be Lost.
- When Mounted and having a Climbing Encounter, you must Backtrack.
- Riding Horses: Also give an extra Swift+1.
- Warhorses: Also give an extra Fight+1.
- Donkeys, Mules, Draft Horses: No extra Bonuses.
- Unicorns: Extra Swift+1 and Fight+1
- Centaurs: Extra Fight+2

Underwater And Sea Mounts

Every time you go to sea it is assumed you have acquired passage on a Ship. When Adventuring underwater, it is assumed you have found a magical Means of breathing underwater. There is also a 50% you have wrangled Sea Mounts.

Underwater Mount Table

1D6	Sea Mount:	Notes:
1	Hippocampus	Extra Swift+1
2	Giant Sea Horses	No Extra Bonus
3	Manta Rays	Extra Swift+2
4	Giant Crabs	Extra Fight +1
5	Were Sharks	Extra Fight +2
6	Giant Eels	Extra Swift+1 and Fight+1

Flying Conveyances And Mounts

Every time you get the Air Travel or Sky Shard Terrain it is assumed you have Secured a mode of Flying

Transportation. It is also assumed you lose it once The Terrain is resolved.

Flying Transport Table

1D10	Type:	Notes:
1	Pegasi	Extra Swiftness+2
2	Hippogryphs	Extra Swiftness+1 and Fight+1
3	Gryphons	Extra Fight+2
4	Flying Machine	Big Artificer Relic: Helicopter
5	Flying Ship	With Crew Ally (Fight Range Swift)
6	Magic Carpet	Big Enough for All. Extra Swiftness +2
7	Flying Discs	Dark Elf Relics. Extra Swiftness +1
8	Luck Dragon	Gain Luck before every Encounter
9	Personal Clouds	Divine Origin. Extra Swiftness+1
10	Flying Chariot	Pulled by Horses. Extra Swiftness +2
11	Giant Eagles	Carried. Uncomfortable. Allies (Fight+2)
12	Gliders	Some Skill Required
13	Ornithopter	Big Technomancer Relic: Flapping Wings
14	Enchanted Sled	Pulled by Reindeer. Extra Swiftness +3
15	Hot Air Balloon	Slow. Goblin Origin
16	Fairy Dust	Fey Magic
17	Broomsticks	Relics. Witchcraft. Extra Swiftness +2
18	Zeppelin	With Crew Ally (Fight Range Swift)
19	Tame Roc	On the Back of. Ally (Fight+2)
20	Pterodactyls	Surprisingly Docile. Extra Swiftness +1

Quest Table

1D20	Quest
1	Defeat Brigands: Journey then Track XX then (Men 3/+8/+9) Range+3
2	Deliver Message: Journey then Swift XX then Climb XX
3	Rescue Children: Journey then Stealth XX then Fight Witch (Mage 2/+6/+8)
4	Defeat Rebels: Journey then Track XX then (Men 4/+12/+10) Range+4
5	Damsel in Distress. Journey then Stealth XX then Fight Dragon (Fire 5/+15/+9) Fast
6	Subdue Madman: Journey then Track XX then (Man 2/+5/+6)
7	Capture Escaped Prisoner: Journey then Track XX DM -2 then (Man 2/+7/+9)
8	Escort Pilgrims: Journey then Defend from Bandits (Men 3/+8/+8) Range+3
9	Find Traitor: Journey then Wits XX then Defeat Random Castle Defender
10	Avenge Noble Murder. Journey then Track XX then Fight Knave (Man 2/+7/+10)
11	Free Prisoner: Journey then Climb XX then Fight Guards (Men 3/+6/+6)
12	Heal Holy Man: Journey then Swift XX then Lore XX then Heal XX
13	Seek Questing Beast: Journey then Swift XX then Track XX
14	Save Baby from Fey: Journey then Track XX then Wits XX DM -2
15	Deliver Holy Relic: Journey then Swift XX
16	Escort Official: Journey then Defend from Assassin (Man 2/+7/+11)
17	Find Escaped Animal: Journey then Track XX then Strength XX
18	Return Stolen Gold: Journey then Track XX then Fight Thief (Man 2/+6/+10)
19	Return Stolen Relic: Journey then Track XX then Fight Wizard (Mage 2/+5/+7)
20	Escort Merchants: Journey then Defend from Raiders (Men 4/+10/+8) Range+3

The Journey

Determine a Random Basic Wilderness. (Roll 1D10 on the Wilderness Terrain Table) Next turn resolve 1D6 Encounters in that Wilderness, then you may complete the Quest. If you fail any of the Quest Challenges or Combats you can attempt the same Quest again on the following turn.

Quest Notes

Before embarking on the Quest roll 2 times on the Quest Provisions Table and Add 1 to your roll each time. Upon completion of the Quest roll 3 times on the Quest Provisions Table.

Quest Provisions Table

1D6	Reward:	1D6	Reward:
1	2D6 Gold or Recruit	5	Resupply or Mounted
2	One Random Relic	6	Gain Luck or Extra Ammo
3	Blessed or Medicinals	7	Info or Recruit
4	Well Equipped or Adventure Gear		

Event Table

1D20	Event:
1	Lost: Backtrack
2	Poor Weather: Delay
3	Fool's Gold: Lose all your Gold
4	Hunger: Starve
5	Drink: Thirst
6	Lost Provisions: Lose all your Food
7	Answered Prayer: Blessed
8	Good Omen: Morale Boost
9	Confusion: Separated
10	Talk to Locals: Info
11	Fate Smiles Upon You: Gain Luck
12	Safe Place: Rest
13	Find Provisions: Resupply
14	Mishap: Accident
15	Pick Up a Penny: Gain 1 Gold
16	Patrol: Wits XX: Imprisoned or (Men 4/+10/+8)
17	Roll on Stranger Event Table (Reroll if in Dungeon)
18	Roll on Hero Hunter Table
19+	Roll on Rare Event Table

Stranger Event Table

1D10	Event:
1	Wise Man: Ally (Lore Wits Detect)
2	Fellow Traveler: Recruit
3	Goodly Mage: Magic Source
4	Hag: Cursed
5	Peddler: Cost 1 Gold: Medicinal, Well Equipped, or Adventure Gear
6	Guide for Hire: Cost 1 Gold: Guide
7	Sellswords: Cost 2 Gold: Ally (Fight Armor Strong)
8	Sage: Info
9	Fortune Teller: Change Fate
10	Dwarf Smith: Cost 3 Gold: Relic

Hero Hunter Table

1D10	Foe:
1	Invisible Stalker (Spirit 3/+10/+8) Ambusher
2	Hell Hounds (Demon Beasts 3/+13/+10) Fast
3	Doppelganger: Death then (Shapeshifter 3/+8/+12) Ambusher

1D10	Foe:
4	Ninjas (Men 4/+12/+10) Range +4 Ambusher
5	Succubus Detect XX: Death or (Demon 3/+9/+15) Ambusher
6	Grim Reaper: Swift XX DM -2: Death
7	Assassin: Detect XX: Death or (Man 2/+11/+9) Ambusher
8	Trickster: Detect XX: Discard 1 Relic
9	Bounty Hunters (Men 4/+12/+10) Fast Range+4 Ambushers
10	Terminator (Animated Regenerating 6/+14/+9) Metallic Range+4

Rare Event Table

1D20	Event:
1	Astral Conjunction: Magic Source
2	Prophecy: Quest
3	Gathering: Favor Foe
4	Magic Vortex: Nullify
5	Found Object: Relic
6	Called Home: Lose 1 Random Hero
7	Pestilence: Disease
8	Breakage: Discard 1 Relic
9	Devil with Contract: Gain +2 to all tests next turn then Death
10	Benevolent Demigod: Gain Relic or Quest or Recruit or Blessed
11	Evil Darkness: Favor Foe
12	Fates Intervene: Change Fate
13	Ragnarok Approaches: Backtrack
14	Planeswalker: Guide
15	Divine Protection: Blessed
16+	Tracked Down: Roll on Hero Hunter Table

Rare Event Notes

- The Devil at the end of next turn permanently Kills one Random Hero.

Game Designers Notes

* After finishing up on Otherworldly Warlocks RPG, I wasn't really done with it. Deep down I wanted to turn it into a Board Game. I got to reuse the Encounter Tables and lots of the Ideas. I had two other main outside Influences in the Design of this game. The first is an old TSR Gem called "Knights of Camelot" One of my favorite designs ever. The other is "Talisman" in all its Glory. I was only familiar with the original, so I had to Research all the amazing Fourth Edition Expansion Material. It is indeed Epic. -I will sum up the main differences between Mortal Quest and Talisman:

1. Character Focus: You control a party of Six, not just One Hero.
2. Deck Reduction: Only 3 Decks. Tokens and Encounter Tables substitute.
3. Victory Condition: Defeat Major Foe only but there are over thirty of them.
4. Expansions: Every Encounter Table is effectively an expansion in MQ.
5. Combat: MQ is more complicated, but should be more satisfying.

6. Movement: Extremely Frustrating in Talisman, not so in MQ.
7. Challenges in MQ: Introduces a rudimentary Skill System.
8. Hero Stats change in Talisman, whereas the Heroes change in MQ.
9. Player Interaction: Admittedly more in Talisman, Opponents roll for Foes in MQ.
10. Randomness: Arguably things feel less so in MQ. A little more coherent.
11. Turn Length: Much Longer in MQ. As long as 15 Minutes if clearing a Dungeon.

* The Decision to separate Japan and China as variants was mostly for aesthetic reasons. Also they each have their own extensive Hero and Relic Decks which the player would have to make, otherwise it is the same ruleset. The Japan and China Encounter Tables are still accessible from the Rare Encounter Table. If you do have the Decks made up then you can recruit from them while playing the regular game. * The Regular game aesthetically is a Mix of Sword and Sorcery, High Fantasy, Arthurian Legend, with a smattering of Greek Mythology, Egyptian Mythology, Gothic, Ancient History, Arabian Adventures, and Steampunk. It seems to work ok, but I thought adding Japan and China might dilute everything too much.

Optional Rules

New Traits For Optional Heroes

- **Fly:** This Hero can Fly. This gives an automatic bonus of Climb+3 for design purposes Flying counts as 3 Trait slots.
- **Sky:** A Terrain Bonus like Aquatic. It applies only to aerial Terrains such as found in the Air Travel and Sky Shard Encounter Tables.
- **Followers:** Similar to Allies except they are renewed at the beginning of every turn. Like Allies they provide 3 Traits and can soak up a casualty. As Casualties, Allies do not contribute their Trait bonuses. For design purposes Followers counts as 3 Trait slots.
- **Alchemy:** Gain 1 Gold every turn
- **Potions:** Gain 1 Relic Potion every turn
- **Salves:** Gain 1 Med Token every turn
- **Flasks:** Gain 1 Ammon Token every turn
- **Fire:** Draw 1 Fire Spell every Turn
- **Air:** Draw 1 Air Spell every Turn
- **Water:** Draw 1 Water Spell every Turn
- **Earth:** Draw 1 Earth Spell every Turn
- **Spirit:** Draw 1 Spirit Spell every Turn
- **Sight:** Draw 1 Sight Spell every Turn
- **Mind:** Draw 1 Mind Spell every Turn
- **Death:** Draw 1 Death Spell every Turn
- **Call:** Draw 1 Call Spell every Turn
- **Transform:** Draw 1 Transform Spell every Turn
- **Holy:** Draw 1 Holy Bless every Turn
- **Estate:** Gain 1 Gold every Turn

Optional Hero Deck Card List

Hero:	Traits:
Aeronaut	Sky+2 Fight Lore Swift+2 Range+2 Detect Mech
Sky Pirate	Sky Fight+2 Steal Stealth Swift Range+2 Detect Mech
Hawkman Adventurer	Fly Sky+2 Fight+2 Swift Range Detect
Captain of the Guards	Guard Followers (Armor Fight Strong) Armor+2 Fight+2 Tactics+2 Tough
Beast Master	Beast Followers (Detect Swift Fight) Fight+2 Strong+2 Swift Tough Wild
Fey Warden	Fey Followers (Wild Mage Stealth) Mage Range Fight Swift Stealth+2 Lore
Shaman	Spirit Followers (Lore Detect Zap) Mage Priest Lore+2 Detect Music Spirit
Alchemist	Mage Alchemy Potions Salves Flasks Lore+2 Detect Heal Wits
Aeromancer	Mage Air Fly Zap Lore Sky Swift Detect
Hydromancer	Mage Water Zap+2 Lore Swift Aquatic Detect Heal
Geomancer	Mage Earth Zap+2 Lore Strong Under Detect Armor Tough
Pyromancer	Mage Fire Zap+3 Lore Tough+2 Swift Detect
Seer	Mage Sight Lore+2 Detect+3 Wits Foresee+2
Mentalist	Mind+2 Zap+2 Detect+2 Wits Foresee Strong Tough
Macabre	Mage Death Zap+2 Foresee Wits Lore Settlement Detect Tough
Summoner	Mage+2 Zap Call Tactics Lore Wits Detect Strong Tough
Enchanter	Mage+2 Zap Transform Lore Wits Detect Foresee Stealth Music
Templar	Holy Fight+2 Armor+2 Rider Tough Estate Strong Charge

Sea City

Sea Voyage Encounter Table

1D60	Encounter:
1	Desert Island: 50% Nothing 50% Rescue
2	Sargasso Sea: Delayed + Starve
3	Doldrums: Delayed + Thirst
4	Lost at Sea: Navigation XX: Delayed + Thirst
5	Monsoon: Storm XX: Sink
6	Tidal Wave: Storm XX DM -2: Sink
7	Hurricane: Storm XX DM -1: Sink
8	Tropical Paradise: Resupply and Rest
9	Ghost Ship Pirates (Spirits 4/+14/+7) Fast
10	Sea Serpent (Aquatic Dragon 5/+16/+9) Scales. Fast

1D60	Encounter:
11	Kraken (Aquatic Monster 10/+18/+6)
12	Leviathan (Aquatic Monster 12/+20/+5)
13	Merfolk on Mantises (Aquatic Men 3/+10/+10) Fast
14	Cursed Ship Pirates (Men 4/+10/+8) Range+3
15	Skeleton Crew Pirate Ship (Undead 3/+11/+6) Hoard
16	Port: Resupply for 2 Gold
17	Harbor: Resupply for 2 Gold
18	Cannibal Island: (Poison Men 3/+9/+11) Range+3: Resupply
19	Sea Devils (Aquatic Men 5/+12/+6) Ambushers Range+2
20	Safe Passage: Navigation XX: Progress
21	School of Fish: Fishing XX: Food
22	Tritons on Hippocampi: (Aquatic Men 3/+11/+5) Fast
24	Shipwreck Survivors: Rescue
25	Spoilage: Lose all Food
26	Mutinous Crew (Men 3/+9/+12) Ambushers
27	Singing Sirens: Wits XX: (Mind Aquatic Men 2/+13) Slow
28	Giant Octopus (Aquatic Monster 4/+15/+6) Food
29	Sea Dragon (Aquatic Dragon 5/+17/+5) Scales. Fast
30	Crab Men with Man-Catchers (Aquatic Men 4/+10/+5)
31	Buccaneers Night Raid (Men 3/+9/+10) Ambushers
32	Corsairs (Men 4/+10/+8) Fast Hoard Range+3
33	Undead Sea Rovers (Aquatic Regenerating Undead 3/+11/+7) Fast
34	Fishing Village: Resupply for 1 Gold
35	Pirate Town: Brawl (Men 2/+5/+2 Slow) Resupply for 3 Gold
36	Reef: Navigation XX: Sink (4 Less Casualties)
37	Rocks: Navigation XX: Sink (3 Less Casualties)
38	Shallows: Navigation XX DM +1: Sink (No Casualties)
39	Giant Whirlpool: Navigation XX: Sink
40	Dolphins: Gain Luck
41	Strong Headwinds: Navigation XX DM -2: Delay
42	Sea Turtles: Fishing XX: Food
43	Whale Sighting: Hunt XX DM -2: Food
44	Lush Island: Roll twice on Dinosaur Island Table
45	Flying Fish: Fishing XX DM +1: Food
46	Calm Sea: 50% Nothing 50% Starve
47	Driftwood: Nothing
48	Stowaway: Rescue
49	Giant Squid (Aquatic Monster 5/+14/+3) Shell: Food
50	Flotsam and Jetsam: Demoralized
51	Old Man of the Sea: Cursed
52	Sea Hag (Mage 3/+7/+9)
53	Blessing of the Sea King: Blessed
54	Albatross: Guide
55	Greek Isles: Roll Twice on the Greek Island Table
56	Jungle Island: Roll Twice on the Jungle Table
57	Land Sighted: Roll on the Event Table

Note: Unless stated All of the above encounters are of the Aquatic Terrain Type

River Crossing Encounter Table

1D10	Encounter:
1	Bridge Troll (Regenerating Giant 6/+15/+10) Ambusher (A)
2	Flooded: Delay
3	Black Knight Contest: Fight XX: Delay (W)
4	Raging River: Strong XX: Separated Next Turn (A)
5	Ferryman: Pay 1 Gold to Cross
6	Lady Bathing: Morale Boost
7	Sturdy Bridge: Nothing
8	Ford Shallow Portion: Swift XX: One Relic Washed Away (A)
9	Highwayman: Pay all Gold or (Man 2/+6/+5) Fast (W)
10	Good Spot: Fishing XX: Food (A)

Note: At a River you automatically gain 2 Drink Tokens

Village Encounter Table

1D20	Encounter:
1	Roll once on the Tavern Table
2	Roll twice on the Tavern Table
3	Healer: Cost 1 Gold to Heal 1 Wounded Hero
4	Smithy: Cost 1 Gold: Well Equipped or Adventure Gear
5	Church: Blessed
6	Buy Draft Horses: Cost 2 Gold: All Heroes Mounted
7	Buy Provisions: Cost 1 Gold: Resupply
8	Peasants Plea: Quest or Info
9	Harvest Festival: Delay + Morale Boost
10	Opportunistic Serfs with Knives (Men 2/+4/+6)
11	Help round up Loose Livestock: Track XX: Food (W)
12	Skirmish: Goblin Raiders: (Men 3/+6/+7)
13	Barn Raising: Strong XX: Morale Boost
14	Young Adventurer: Recruit
15	Common Thief: Detect XX: Lose 1 Random Relic
16	Visit Well: Gain 2 Drink Tokens
17-18	Sleep in Barn: Nothing
19+	Roll on Event Table

Note: Unless stated All of the above encounters are of the Settlement Terrain Type

Castle Encounter Table

1D30	Encounter:
1	Dismissed: Wits XX DM -2: Barred
2	Tournament Melee: Contest Fight XX Unmounted: Prize
3	Tournament Joust: Contest Fight XX Mounted: Prize
4	Competition Archery: Contest Range XX No Magic: Prize
5	Market Day: Cost 1 Gold. Resupply up to Twice
6	Stables: Mounted: Riding Horses
7	Invited to Feast: Rest + Info
8	Mixed up in Castle Intrigue: Wits XX: Murder
9	Visit Chapel: Blessed
10	Insulted: Fight Random Castle Defender
11	Ghost on Parapets: Wits XX: Info or (Spirit 2/+11/+6)
12	Adventurous Henchman: Recruit

1D30	Encounter:
13	Captured: Wits XX: Imprisoned
14	Dungeon Door: Roll 3 Times on Basic Dungeon Encounter Table
15	Wounds Attended to: Healed
16	Call for Heroes: Noble Quest: Quest or Info
17	Siege: Castle attacked by Random Quest Foe. Help Defend it.
18	Attend Court: Wits XX: Info or Barred
19	Given Aid: Well Equipped or Loot or Adventure Gear or Mounted
20	Lord Grants Request: Quest or Recruit or Relic
21	Gain Lady's Favor: Wits XX: Morale Boost
22	Siege: Castle Attacked by Random Major Foe. See Notes.
23	Get too Close: Moat Monster (5/+12/+7) Ambusher (A)
24	Bell Tower: Track XX: Hunchback (Man 3/+8/+9): Relic
25	Royal Decree: 50% Delay 50% Pay 2 Gold
26	Royal Archives: Study
27+	Roll on Event Table

Note: Unless stated All of the above encounters are of the Settlement Terrain Type

- getting across the Drawbridge.
- In a Siege, the Castle Defenders are working with you so you get +5 to all Tests not including Spell and Bless Tests.

Castle Notes

- The First Encounter you always get at a Castle is 1: Dismissed. If they don't like you you're not

Castle Defender Table

1D10	Encounter:
1	Lord of the Castle (Man 3/+14/+8) Armored. Has 2 Relics
2	Champion (Man 3/+16/+9) Armored and Shielded. Has 1 Relic Weapon
3	Wizard (Man Mage 2/+6/+7) Zap +2
4	Men at Arms (Men 3/+13/+8) Armored
5	Yeomen (Men 3/+7/+8) Range +3
6	Guards (Men 4/+8/+8) Shielded
7	Captain of the Guard (Man 3/+12/+10) Ambusher
8	Huntsman (Men 3/+10/+12) Range +4 Ambusher
9	Knights (Men 3/+14/+7) Armored and Shielded
10	Soldiers (Men 4/+9/+8) Shielded

Tavern/inn Encounter Table

1D10	Encounter:
1	Cloaked Stranger sitting in Corner: Quest or Info
2	Good Night's Sleep: Cost 1 Gold. Rest
3	Hear Rumors: Cost 1 Gold: Info
4	Card Game: Gamble and Win 1D6-3 Gold
5	Get Drunk: Cost 1 Gold
6	Looking for Adventure: Recruit
7	Welcoming Wenches: Delay
8	Barroom Brawl (Men 4/+4/+4)
9	Arrange with Innkeeper: Pay 3 Gold: Resupply and Mounted
10	Minstrel: Music XX: Morale Boost

Note: Unless stated All of the above encounters are of the Settlement Terrain Type

Town And City Encounter Table

1D100	Encounter:
1	Raw Sewage: Irritant
2	Shop: Roll once on Tavern Table
3	Shop: Roll twice on Tavern Table
4	Shop: Roll thrice on Tavern Table
5	Shop: Winery: Buy a Few Bottles: Cost 1 Gold: Drink
6	Lepers: Cost 1 Gold or Disease
7	Night Watch requires Bribe: Cost 3 Gold or Imprisoned
8	Constable has Questions: Wits XX: Imprisoned
9	Buy Fancy New Clothes: Cost 1 Gold
10	Shop: Antiquities: Random Relic for Sale: Costs 1D6 Gold
11	Busker: Gamble and Win 1D6-3 Gold
12	Shop: Gambling House: Gamble and Win 1D6-3 Gold
13	Pick Pocket: Detect XX: Lose 1 Gold
14	Shop: Barber Surgeon: Cost 1 Gold to Heal 1 Wounded Hero
15	Shop: Tinker: Cost 1 Gold: Gain 2 Gear Tokens
16	Lucky Fountain: Gain Luck
17	Public: Temple: Costs 1 Gold: Blessed
18	Shop: Horse Merchant: Cost 2 Gold: All Heroes Mounted
19	Public: Library: Discard Magic Hand and Fill to Max
20	Shop: Buy Premium Pipeweed: Costs 1 Gold. Gain Luck
21	Shop: Armorer: You may buy Non-Magic Heavy Armor for 1 Gold
22	Thieves: Detect XX: Lose 1 Random Relic
23	Shop: Brothel: Costs 1 Gold: Morale Boost
24	Feast Day: Music XX: Food
25	Old City Walls: Climb XX: Progress
26	Public: Bazaar: Sell a Relic for 1D6 Gold
27	Lepers: Cost 1 Gold or Disease
28	Wrestling Ring: Contest Strong XX: Prize
29	Boxing Ring: Contest Fight XX No Armor or Weapons: Prize
30	Shop: Alchemist: Buy 1 Potion for 1 Gold
31	Shop: Scribe: Buy 1 Scroll for 1 Gold
32	Shop: Trader: Trade 1 Relic for a Random Relic
33	Back Alley Thugs (Men 3/+7/+10) Ambushers
34	Accosted by Duelist: Contest Fight XX DM -4: Murder
35	Target of Assassin: Detect XX DM -7: Murder
36	Music Competition: Music XX: Prize
37	Fair: Cost 1 Gold: Morale Boost
38	Graveyard: Ghoul (Regenerating Undead 2/+6/+7)
39	Sewer Exit: Giant Rats (Beasts Disease Swarm 3/+5)
40	Holy Day: Blessed
41	Masquerade: Wits XX: Info
42	Public: Mercenary Post: Cost 3 Gold: Recruit
43	Adventurers: Recruit up to Twice
44	Pilgrims: XX Priest: Quest or Blessed
45	Inquisitors: Swift XX: Delay
46	Assist in Man-Hunt: Track XX: Reward
47	Wanted Posters: Track XX: Reward
48	Tax Collector: Swift XX: Cost 1 Gold or Imprisoned

1D100	Encounter:
49	Con Artist: Wits XX DM -3: Lose 1D3 Gold
50	Pugnacious Ruffians (Men 3/+6/+7)
51	Funeral Procession: Nothing
52	Wander the Streets: Nothing
53	Cutpurse: Detect XX: Lose 1 Gold.
54	Contacted by Secret Society: Quest or Recruit
55	Aristocratic Fop and Bodyguards (Men 3/+8/+5) Slow
56	Charlatan: Con Artist: Wits XX DM -3: Lose 1 Gold
57	Beggars: Cost 1 Gold: Info
58	Bring out your Dead: Plague: Tough XX: Disease
59	Factional Intrigue: Wits XX: Delay if Fail + Info if Win
60	Insulted by Rakes (Men 3/+9/+6) Fast
61	Public: Baths: Rest or Healed
62	Shop: Fletcher: Cost 1 Gold: Extra Ammo
63	Shop: Provisioners: Cost 2 Gold: Well Equipped
64	Shop: Herbalist: Cost 1 Gold: Medicinals
65	Shop: Brewer: Buy a Keg: Cost 1 Gold: Drink
66	Public: Town Square: Wits XX: Info
67	Public: Docks: Finish Turn with 3 Rolls on the Sea Table
68	Street Urchin: Pay 1 Gold: Ally (Street Swift)
69	Shop: Fortune Teller: Cost 1 Gold: Change Fate
70	Flee from Angry Mob: Swift XX or Climb XX: Massacre
71	Raging Fire: Swift XX or Climb XX: Massacre
72	Roll on Event Table
73	Curfew: Nothing
74	Carnival: Delay + Blessed
75	Arena Spectacle: Delay + Morale Boost
76	Public: Academy: Study or Recruit a Hero with Lore Trait
77-90	Pick any Public or Shop result
91+	Roll on Event Table

Note: Unless stated All of the above encounters are of the Settlement Terrain Type

Major Foe Table Notation

Foes are Combat Challenges. They have the notation of (Type X/+Y/+Z)

X Hits and Armor Trait Bonus

+Y Fight Trait Bonus. Half of +Y rounded down = Strength Trait Bonus

+Z Stealth Trait Bonus

-The Range of the Swiftiness Trait is given by the Terms: Slow (1D3 -1) or Fast (1D6 +5) If neither are mentioned, the Foe will have a Swiftiness of (1D3 +2)

- The Armored and Metallic Traits will Double the

Armor Bonus.

- Traits like Shielded, Shell, Stone, Scales, Thick Hide give +2 to Armor
- The Type will include 1 or more Traits. If any of these traits can be Negated (like Poison or Mind or Invisible) the Fight Trait will be reduced by -5 to a Minimum of Zero.

Wilderness

Introduction

Unless specified all encounters take place in Wild (W) terrain. Others are noted as Under (U) Settlement (S) and Aquatic (A)

Temperate Forest Encounter Table

1D100	Encounter:
1	Black Bears (Beast 3/+6/+9)
2	Wolf Pack (Beast 4/+6/+9) Fast

1D100	Encounter:
3	Cougar (Beast 2/+6/+9) Ambusher
4	Poisonous Snake (Beast 1/+7/+9) Ambusher
5	Witches Hovel (Mage 2/+4/+8): Rescue Kids: Morale Boost
6	Deer: Hunting XX DM-2: Food
7	Stream: Fishing XX: Food (A)
8	Lake: Drink: Fishing XX: Food (A)
9	Lake Monster (Aquatic 5/+10/+9) Ambusher (A)
10	Giant Spiders (Spider 3/+8/+9) Fast
11	Treant (Plant 4/+12/+6) Armored
12	Lost in the Woods: Pathfinding XX: Off Course
13	Ford Stream: Pathfinding XX: Delay (A)
14	Gnoll Band (Men 4/+12/+13) Ambushers Range+3
15	Orc Patrol (Men 4/+10/+10) Shielded Range+3
15	Hunter: Music XX: Resupply
16	Ranger: Wild XX: Guide
17	Wood Cutter: Strong XX: Guide
18	Traders: Cost 1 Gold: Well Equipped
19	Trappers Net: Wits XX: Delay
20	Foxes: Nothing
21	Rabbits: Hunting XX: Food
22	Squirrels: Nothing
23	Berry Bushes Forage: Resupply
24	Bandits (Men 4/+9/+9) Range+2
25	Outlaws (Men 4/+8/+10) Ambushers
26	Highwaymen: Give all Gold or (Men 3/+11/+9) Fast
27	Brown Bears (Beast 3/+8/+9)
28	Waterfall: Drink: Climb XX: Delay
29	Grizzly Bears (Beast 4/+12/+9)
30	Warthogs: Hunting XX: Food
31	Young Green Dragon: (Poison 5/+13/+8) Scales. Breath+3
32	Crick: Roll Once on River Crossing Table
33	Chimera (Poison Fire Composite 5/+14/+9)
34	Roc Flyby (Beast Bird 6/+14/+6) Unalert
35	Faeries (Invisible Fey 1/+5/+17)
36	Pixies (Invisible Fey 1/+6/+16)
37	Brownies (Invisible Fey 1/+7/+15)
38	Gypsies: Music XX: Gain Luck
39	Storm: Delay
40	Wood Elves: Lore XX: Info
41	Druid: Wild XX: Heal 1 Casualty
42	Minstrels: Music XX: Morale Boost
43	Noble with Escort: Wits XX: Relic
44	Village: Roll Twice on the Village Table
45	Hamlet: Roll Once on the Village Table
46	Farmstead: Heal XX: Resupply (S)
47	Keep: Roll twice on Castle Table
48	Crossroads: Progress
49	Roadside Inn: Roll Twice on the Tavern Table
50	Toll Road: 1 Gold each to pass or Backtrack
51	Clearing: Starve
52	Rare Herbs: Lore XX: Medicinals
53	Rare Mushrooms: Lore XX: Medicinals
54	Four Leaf Clover: Detect XX: Gain Luck

1D100	Encounter:
55	Poison Ivy: Irritant
56	Shed in the Woods: Adventuring Gear
57	Quail: Hunting XX: Food
58	Tree Syrup Forage: Lore XX: Food
59	Acorns Forage: Lore XX: Food
60	Illness Flu: Disease
61	Bad Footing: Accident Wound only
62	Bear eats your Food: Lose all Food
63	Mysterious Traveler: Wits XX: Quest
64	Fresh Water: Drink
65	Shady Glen: Rest
66	Dense Hedgerows: Delay + Irritant
67	Owl: Nothing
68	Hippogriff: (Composite 3/+11/+9) Fast
69	Stag: Hunting XX DM-3: Food
70	Elk: Hunting XX DM-3: Food
71	Owlbear (Composite 5/+13/+6)
72	Werewolf (Shapeshifter 4/+14/+11) Fast
73	Skunk: Irritant
74	Moss Monster: (Plant 5/+14/+4) Slow
75	Nature Priestess and Followers: Lore XX: Blessed
76	Warg: (Beast 3/+10/+9) Fast
77	Goblin Raiders: (Men 5/+9/+5) Range +3
78	Ghost (Spirit 3/+12/+9)
79	Ghoul (Undead 3/+9/+6)
80	Harpy (Composite 3/+11/+4)
81	Horse Thief: Lose Mounts
82	Wild Boar (2/+4/+7) Fast: Food
83	Princess: Escort her to Castle: Roll 3 times on Castle Table
84+	Roll on Event Table

Desert Encounter Table

1D50	Encounter:
1	Desert Twister: Survival XX: Delay + Blast
2	Minor Sphinx Wits XX: (Composite Mage 3/+12/+8)
3	Dao Djinn (Mage Men 3/+9/+6) Zap +2 Fast
4	Quicksand Trap: Swift XX: Blast
5	Sand Storm: Survival XX: Delay + Separated
6	Nomads: Lore XX: Guide
7	Caravan: Cost 2 Gold: Resupply
8	Dunes: Climb XX: Off Course
9	Lost in the Desert: Pathfinding XX: Delay
10	Heat Stroke: Survival XX: Overheat
11	Out of Water: Survival XX: Thirst
12	Sunburns: Irritant
13	Oasis: Drink
14	Dervishes: Music XX: Blessed
15	Giant Scorpion (Poison Insect 5/+11/+9) Shell
16	Scorpion Men (Poison Insect Men 4/+10/+8) Shell

1D50	Encounter:
17	Well: Resupply
18	Heat: Survival XX: Overheat
19	Sun: Survival XX: Overheat
20	Endless Sand: Survival XX: Thirst
21	Poisoned Well: Survival XX: Blast
22	Walking in Circles: Pathfinding XX: Delay
23	Buried Ruins: Roll 3X on the Dungeon Table
24	Sand Giant (Giant 7/+17/+6) Thick Hide. Fast
25	Locust Swarm (Insects 4/+3) Fast
26	Circling Vultures: Demoralize
27	Giant Ant Lion (Insect 6/+13/+15) Shell. Ambusher
28	Poisonous Asp (Beast 1/+7/+14) Ambusher
29	Jackals (Beast 2/+8/+10)
30	Cactuses: Resupply
31	Nomad Tribe Camp: Wits XX: Rest (S)
32	Lesser Sphinx: Wits XX: (Composite Mage 4/+14/+8)
33	Arid Landscape: Survival XX: Thirst
34	Jinn Djinn (Mage Men 3/+7/+6) Zap+4
35	Soft Sand: Pathfinding XX: Delay
36	Bandits (Men 4/+9/+10) Ambusher
37	Rocky Shelter: Rest
38	Giant Crocodile (Beast 6/+13/+6) Scales: Food
39	Parched Earth: Survival XX: Thirst
40	Cold Nights: Survival XX: Freeze
41	Horse Thief: Lose Mounts
42	Dust Devil (Elemental 3/+7/+5) Fast
43+	Roll on Event Table

Frozen Wilderness Encounter List

1D60	Encounter:
1	Frozen Tundra: Survival XX: Freeze
2	Windswept Plains: Nothing
3	Snow Flurry: Pathfinder XX: Separated
4	Plodding Frost Giant (Cold 8/+20/+6) Thick Hide
5	Northern Barbarians (Men 4/+13/+9) Ambushers
6	White Dragon (Cold Dragon 5/+17/+9) Scales Fast Range+3
7	Glacier: Climb XX: Backtrack
8	Icy Peaks: Climb XX: Accident + Delay
9	Snow Drifts: Survival XX: Starve + Freeze
10	Winter Wolves (Beast 4/+8/+11) Fast
11	Polar Bear (Beast 3/+10/+9)
12	Kodiak Bear (Beast 3/+12/+9)
13	Frost Bite: Survival XX: Wounded Only Casualty
14	River Salmon: Fishing XX: Food
15	Ice Fishing: Drink: Fishing XX: Food (A)
16	Walrus: Hunting XX: Food
17	Seals: Hunting XX: Food
18	Penguins: Hunting XX: Food
19	Yeti (Giant 4/+12/+8) Ambusher

1D60	Encounter:
20	Ice Witch: (Mage 2/+7/+6)
21	Snow Sprites (Cold Fey 7/+6/+14) Ambushers
22	Fishing Village: Cost 2 Gold: Resupply
23	Northern Dwarves: Lore XX: Morale Boost
24	Blizzard: Survival XX: Delay + Freeze
25	Cold Snap: Survival XX: Delay + Freeze
26	Frozen Winds: Survival XX: Delay + Freeze
27	Snow Goblins (Men 3/+8/+8) Ambushers Range+2
28	Gnoll War Band (Men 4/+12/+13) Ambushers Range+3
29	Rams: Hunting XX: Food
30	Moose: Hunting XX: Food
31	Reindeer Herders: Music XX: Guide
32	Elk: Hunting XX: Food
33	Snow Hares: Hunting XX: Food
34	Ice Fields: Pathfinding XX: Delay
35	Fall through the Ice: Survival XX: Accident
36	Mammoths (Beast 6/+16/+6) Thick Hide Indifferent: Food
37	Mastodons (Beast 5/+14/+7) Thick Hide Indifferent: Food
38	Sabre Tooth Tiger: (Beast 5/+15/+11)
39	Cavemen: Give 4 Food: Morale Boost
40	Heavy Snow: Survival XX: Delay + Freeze
41	Hot Springs: Rest
42	Ice Cave: Climb XX: Rest
43	Icy Wastes: Survival XX: Freeze + Starve
44	Avalanche: Swift XX: Massacre
45	Aurochs: Hunting XX: Food
46	Barbarian Hunters: Give 4 Food: Guide
47	Snow Beast (Beast 5/+13/+10)
48	Caribou Range: Hunting XX: Food
49	Frozen Dead (Regenerating Recruit Undead 4/+9/+5)
50	Dire Wolves (Beast 4/+10/+10) Fast
51	Pinelands: Roll on Event Table
52	Wolverine (Beast 2/+7/+8) Indifferent
53	Glacial Crevasse: Climb XX: Backtrack (U)
54	Frozen Shade (Cold Spirit 3/+10/+10)
55	Viking Raiders (Men 4/+12/+9) Shielded Range+3
56	Tribal Hunters: Give 4 Food: Guide
57	Wendigo (Giant 5/+13/+11) Ambusher
58	Snow Blind: Survival XX: Delay
59	Snow Devil (Cold 4/+12/+9) Fast
60	Winters Chill: Survival XX: Freeze

Swamp Encounter Table

1D50	Encounter:
1	Misled by Will o Wisp: Wits XX: Off Course
2	Marsh Gas: Get -2 to all Rolls next Encounter
3	Young Black Dragon (Acid Dragon 7/+18/+9) Scales Fast Breath+3
4	Sawgrass: Irritant

1D50	Encounter:
5	Biting Insects: Irritant
6	Swamp Fever: Tough XX: Disease
7	Bog Wraith (Spirit 3/+9/+9)
8	Giant Toad (Beast 3/+10/+7)
9	Water Moccasin (Poison Beast 1/+7/+14) Ambusher
10	Mired Down: Strong XX: Delay
11	Owlbear (Composite 5/+13/+6)
12	Slogging through Mud: Strong XX: Delay
13	Bog Troll (Regenerating Giant 6/+15/+10) Ambusher
14	Shambling Mound (Plant 4/+9/+7) Slow
15	Quagmire: Strong XX: Delay
16	Marsh Goblins (Men 4/+7/+7) Ranged+3
17	Goblin Shaman (Men Mage 2/+5/+8)
18	Rodents of Unusual Size (Beasts 2/+4/+8)
19	Alligator Pit: Pathfinder XX: (Beasts 4/+11/+4) Scales
20	Leeches: Irritant
21	Herbs: Lore XX: Medicinals
22	Mushrooms: Lore XX: Medicinals
23	Fetid Pools Tough XX: Disease
24	Giant Wasps (Poison Insects 3/+9/+7)
25	Sunken Hollow: Climb XX: Delay (U)
26	Hydra (Regenerating Fire Monster 5/+15/+12) Scales
27	Blue Bayou: Demoralized
28	Swamp Thing (Plant Man 3/+11/+9)
29	Mucking Around: Pathfinding XX: Delay
30	Swamp Ghoul (Undead 2/+7/+7)
31	Pond Apple Slough: Forage XX: Food
32	Mud Monster (Earth Elemental 3/+10/+6)
33	Peat Bog: Strong XX: Delay
34	Lizard Men with Stone Axes (Men 3/+10/+9) Scales Ambushers
35	Fen: Nothing
36	Troglodytes with Spears (Men 4/+11/+9) Shielded Range+3
37	Glade: Roll on Event Table
38	Bog Beast (Beast 3/+12/+9) Thick Hide Fast
39	Morass: Strong XX: Delay
40	Eels: Fishing XX: Food (A)
41	Foot Rot: Heal XX: One Hero: Incapacitated
42	Fiddler Crabs: Foraging XX: Food
43	Frog Men with tiny Bows and Spears (Men 3/+4/+13) Ambushers
44	Giant Snapping Turtle: (Beast 3/+9/+4) Armored Shell Unalert
45	Estuary: Waterlogged
46	Anhingas: Hunting XX: Food
47	Mangroves: Waterlogged
48	Black Bear (Beast 3/+6/+9)
49	Wetlands: Waterlogged
50	Cypress Hammock: Rest

Jungle Encounter Table

1D80	Encounter:
1	Giant Anaconda (Beast 3/+10/+8) Ambusher
2	Jungle Fever: Heal XX: Disease
3	Striped Tiger (Beast 3/+9/+8) Ambusher
4	Pouncing Jaguar (Beast 2/+8/+9) Ambusher
5	Lion Lord of the Jungle: (Beast 3/+10/+7)
6	Piranhas: Swiftess XX: Massacre (A)
7	Jungle Guide: Pay 1 Gold: Guide
8	Lost in the Jungle: Pathfinder XX: Off Course
9	Going in Circles: Pathfinder XX: Off Course
10	Cat Men (Men 3/+11/+11) Ambushers
11	Beast Men (Men 4/+10/+10)
12	Beast Man Shaman (Man Mage 2/+5/+10)
13	Cannibals (Poison Men 3/+11/+9) Ambushers Ranged+3
14	Pygmies: Pay 4 Food: Guide
15	Tribal Warriors (Men 3/+10/+9) Ranged+3
16	Lost Ruins: Roll 3 times on the Dungeon Table
17	Thick Foliage: Pathfinding XX: Backtrack
18	Shady Canopy: Rest
19	Giant Carnivorous Plant (Plant 3/+12/+8)
20	Tangle Vines (Plant 4/+8/+8)
21	Giant Ants (Swarm Insect 3/+8)
22	Giant Spider (Insect Poison 3/+10/+7)
23	Downpour: Delay
24	Steamy Jungle: Survival XX: Overheat
25	Naga (Men Poison Mage 3/+9/+9) Scales Range+3
26	Giant Sloth: Food
27	River Crossing: Pathfinding XX: Backtrack (A)
28	Gorillas (Men 4/+10/+9)
29	Rain Forest: Nothing
30	Ape Men (Men 4/+11/+9)
31	Herbs: Lore XX: Medicinals
32	Mushrooms: Lore XX: Medicinals
33	Tropical Fruit: Food
34	Cobra (Beast 1/+9/+13) Ambusher
35	Leopard (Beast 2/+7/+10) Fast
36	Howler Monkeys: Nothing
37	Termite Mounds: Food
38	Fruit Bats: Nothing
39	Charging Rhino (Beast 4/+16/+8) Thick Hide
40	Frog Men with tiny Bows and Spears (Men 3/+4/+13) Ambushers
41	Jungle Elephants (Beast 5/+15/+7)
42	Muddy Slopes: Climb XX: Delay
43	Water Buffalo Stampede: Swift XX: (Beast 6/+14/+6)
44	Orangutans (Beast 3/+6/+9)
45	Crocodile Nest: Pathfinder XX: (Beast 4/+8/+9) Scales
46	Territorial Baboons: (Beast 3/+10/+9)
47	Hungry Hippos (Beast 4/+12/+9) Indifferent (A)
48	Python: (Poisonous Beast 1/+8/+12) Ambusher
49	Chimps Throwing Poo: Demoralized
50	Tropical Birds: Hunting XX: Food

1D80	Encounter:
51	Tapirs: Hunting XX: Food
52	Capybaras: Hunting XX: Food
53	Giant Poison Dart Frogs: (Beast 2/+7/+9)
54	Capuchin Monkeys: Irritant
55	Sun Bear: (Beast 2/+5/+8)
56	Tropical Fish: Fishing XX: Food (A)
57	Black Panther: (Beast 1/+8/+11) Ambusher
58	Boa Constrictor: (Beast 2/+8/+9) Ambusher
59	Poisonous Plant: Irritant
60	Wild Boar: Hunting XX: Food
61	Giant Scorpion (Poison Insect 5/+11/+9) Shell
62	Pit Viper: (Poison Beast 1/+9/+13) Ambusher
63	Trench Foot: Waterlogged
64	Parasites: Disease
65	Malaria: Disease
66	Dengue Fever: Disease
67	Yellow Fever: Disease
68	Lizard Men (Men 3/+10/+9) Scales Shielded Ambushers
69	Jungle Basin: Roll on Event Table
70	Jungle Creeper (Monster 3/+11/+12) Ambusher
71	Jungle Wurm (Dragon 6/+18/+10) Armored Fast
72	Jungle Dryads (Fey 3/+7/+14)
73	Jungle Shrine: Roll 3 times on the Dungeon Table
74	Jungle Rot: 1 Hero Disease
75	Beast Master (Men Beasts 4/+13/+9)
76	Hack Through Wild Growth: Strength XX: Delay
77	Village: Pay 2 Gold: Resupply
78	Hunters: Wits XX: Guide
79	River Traders: Pay 2 Gold: Resupply
80	Jungle Outpost: Rest

Hills Encounter Table

1D50	Encounter:
1	Hill Giants (5/+15/+7) Thick Hide. Range+4
2	Rocky Ground: Climb XX: Accident
3	Traveler in a Hurry: Recruit
4	Steep Slopes: Climb XX: Delay
5	Chaos Knight & Retainers (Men 4/+13/+7) Armored. Range+2
6	Gnome Lookouts: Wits XX: Extra Ammo
7	Ranger: Wits XX: Guide
8	Walled Village: Resupply or Roll once on the Village Table
9	Bugbear Ambushers (Men 4/+12/+12) Shielded. Ambusher
10	Border Keep: Roll twice on the Castle Table
11	Gnoll Hunters (Men 3/+12/+13) Ambushers Range+3
12	Roll Once on River Crossing Table
13	Kobold Commandos (Men 4/+4/+12) Ambusher Range+2
14	Ogre Band (Giants 4/+14/+9) Range+3
15	Dwarf Traders: Pay 2 Gold: Well Equipped
16	Orc Marauders (Men 4/+10/+11) Shielded. Range+3

1D50	Encounter:
17	Rock Slide: Swift XX: Massacre
18	Goblin Raiders (Men 4/+7/+8) Range+3
19	Bandits (Men 4/+9/+9) Range+3
20	Gully: Climb XX: Delay
21	Hill People: Lore XX: Healed
22	Hillock: Climb XX: Delay
23	Red Cap: Detect XX: Murder
24	Hillside: Climb XX: Backtrack
25	Halfling Travelers: Give Food: Gain Luck
26	Hilltop: Climb XX: Progress
27	Wyvern (Poison Dragon 4/+13/+5) Scales. Fast
28	Highlands: Climb XX: Progress
29	Giant Weasel (Beast 3/+9/+9)
30	Knoll: Climb XX: Backtrack
31	Killer Frog (Beast 3/+8/+9)
32	Wargs: (Beasts 4/+14/+9) Fast
33	Stag: Hunting XX: Food
34	Stream: Fishing XX: Food (A)
35	Herbs: Lore XX: Medicinals
36	Mushrooms: Lore XX: Medicinals
37	Rabbits: Hunting XX: Food
38	Hillock: Roll on Event Table
39	Berry Patch: Food
40	Wild Boar: Hunting XX: Food
41	Bull (Beast 2/+7/+8): Food Indifferent
42	Goats: Hunting XX: Food
43	Brown Bears in Cave: (Beast 3/+6/+8) (U)
44	Harpy (Composite 3/+11/+4)
45	Zombies (Regenerating Recruiting Undead 3/+8/+6)
46	Ghost (Spirit 3/+12/+6) Indifferent
47	Barrow Wight: (Undead 3/+13/+9) Indifferent
48	Hill Shade (Spirit 3/+10/+7)
49	Screeching Gryphon (Composite 3/+12/+8) Fast
50	Giant Lynx (Beast 3/+11/+11) Fast Ambusher

Plains Encounter Table

1D30	Encounter:
1	Out Riders: Pay 3 Gold or (Men 3/+8/+9) Range+3 Fast
2	Hobgoblin Cavalry (Men 4/+9/+10) Armored. Range +3 Fast
3	Wild Horses: Nothing or Delay and Mounted
4	Buffalo Herd: Hunting XX: Food
5	Wild Cattle: Hunting XX: Food
6	Wild Dogs: Nothing
7	Hunting Village: Roll 2 times on Village Table
8	Horse People: Neutral
9	Giant Eagle (Beast Bird 3/+9/+9) Fast
10	Farther than it Looks: Delay
11	Fix Wagons: Mech XX: Morale Boost
12	Herders: Heal XX: Info
13	Ranch: Pay 2 Gold: Resupply or Mounted
14	Brigands (Men 3/+7/+8) Range+3 Ambusher
15	Farmstead: Wits XX or Lore XX: Resupply or Rest (S)
16	Orc Marauders (Men 4/+8/+7) Shielded. Range+3
17	River Crossing: Pathfinding XX: Delay (A)
18	Hidden Valley: Pathfinding XX: Backtrack
19	Lotus Fields: Lore XX: Delay
20	Berry Patches: Forage: Food
21	Herbs: Lore XX: Medicinals
22	Steppes: Swift XX: Delay
23	Flash Flood: Strength XX: Separated (A)
24	Flood Plain: 50% Delay
25	Arid Mesa: Thirst
26	Outpost: Pay 1 Gold: Resupply
27	Scrubland: 50% Thirst
28	Shattered Plains: Climb XX: Accident
29	Irrigated Crops: 50% Food
30	Meadows: Roll on Event Table
31	Roll Once on River Crossing Table
32	Streams: Fishing XX: Food (A)
33	Lake: Drink: Fishing XX: Food (A)
34	Fields of Flowers: Nothing
35	Stonehenge: Magic Source
36	Plateau: Favor Foes
37	Pegasus Herd: Track XX then Delay: Mounted
38	Caravan: Pay 2 Gold: Well Equipped or Extra Ammo
39	Hippogriff (Composite 3/+11/+9) Fast
40	Shepard: Wits XX: Guide
41	Dire Wolves (Beast 4/+10/+9) Fast
42	Goblin Warg Riders (Men Beast 5/+13/+10) Range+3 Fast
43	Plains Lion (Beast 3/+8/+8)
44	Marching Army (Men 8/+14/+7) Shielded. Slow Indifferent
45	Roc (Beast Bird 5/+15/+8)
46	Mounted Archer Raiders (Men 3/+9/+9) Range+4 Fast
47	Locust Swarm: Delay and Food
48	Centaur (Composite 4/+11/+8) Range+3 Fast
49	Tribal Minotaurs (Composite 5/+14/+8) Fast
50	Farming Village: Roll 3 times on Village Table

Mountain Encounter Table

1D40	Encounter:
1	Crags: Climb XX: Accident
2	Stone Giant Throwing Boulders (7/+14/+8) Stone. Range+4
3	Peaks: Climb XX: Backtrack
4	Mountain Goats: Hunting XX: Food
5	Ravines: Climb XX: Delay
6	Hermits Cave: Give 1 Food: Guide
7	Cliffs: Roll on Event Table
8	Young Blue Dragon (Lightning 5/+15/+9) Scales. Breath+3 Fast
9	Bluffs: Climb XX: Backtrack
10	Roc with Nest Above (Beast Bird 6/+14/+6) Eggs: Food
11	Precipice: Climb XX: Delay
12	Dwarf Clansmen: Lore XX: (4/+12/+8) Armored. Range+3
13	Summit: Climb XX: Delay
14	Orcs (Men 4/+9/+8) Shielded. Range+3
15	Mountain Range: Pathfinding XX: Delay
16	Goblins with Bows (3/+6/+9) Range+3 Ambushers
17	Mountain Pass: Pathfinding XX: Progress
18	Mountain Troll: (Regenerating Giant 6/+15/+10) Ambusher
19	Sheer Wall: Climb XX: Backtrack
20	Granite Boulders: Nothing
21	Exposure: Irritant
22	Sheltering Ledge: Rest
23	Landslide: Swift XX: Massacre
24	Uneven Footing: Climb XX: Accident
25	Rope Bridge: Climb XX: Death
26	Mountain Lion (Beast 2/+7/+8) Ambusher
27	Gaping Chasm: Swift XX: Death
28	Strong Wind: Strength XX: Death
29	High Winds: Someone Loses their Hat
30	Cold Stone: Survival XX: Freeze
31	Mountain Trail: Pathfinding XX: Progress
32	Electrical Storm: Survival XX: Blast
33	Ridgeway: Starve
34	Highland Raiders (Men 3/+9/+8) Ambush
35	Tumbling Boulder: Swift XX: Blast
36	Earth Elemental (4/+10/+6)
37	Rock Face: Climb XX: Death
38	Kobolds (3/+6/+9) Range+2 Ambushers
39	Shang-Ri-La: Healed and Resupply and Blessed
40	Revenant (Spirit 5/+14/+8)

Badlands Encounter Table

1D30	Encounter:
1	Rocky Ground: Climb XX: Delay
2	Goblins (Men 3/+7/+8) Range+3
3	Broken Ground: Climb XX: Accident
4	Orc War Party (Men 4/+10/+9) Shielded. Range+3
5	Canyons: Climb XX DM -3: Delay
6	Cracked Earth: Roll on Event Table
7	Gnoll Hunters (Men 3/+9/+9) Range+3 Ambushers
8	Ridges: Climb XX: Backtrack
9	Beast Men (Men Beasts 4/+9/+10)
10	Buttes: Nothing
11	Ogres (Giants 5/+13/+7)
12	Brushland: Forage: Lore XX: Food
13	Sandstone Arches: Nothing
14	Dust Storm: Delay
15	Outpost: Cost 2 Gold: Resupply
16	Barrens: Starve
17	Canyon Village: Roll 3 times on Village Table
18	Borderland: Favor Foes
19	River Rapids: Sea XX DM -2: Delay
20	Wasteland: Thirst
21	Revenant (Undead 5/+12/+8)
22	Natural Cistern: Detect XX: Drink (U)
23	Landshark (4/+12/+6) Armored and Shell. Slow
24	Flash Flood: Strength XX: Separated (A)
25	Canyon Drake (Dragon 5/+14/+7) Armored. Fast
26	Brine Lake: Irritant
27	Terraces: Climb XX: Delay
28	Ancient Graveyard: Lore XX: Cursed
29	Giant Cougar (Beast 4/+11/+12) Ambusher
30	Water Geyser: Drink

Major Foe Table Notation

Foes are Combat Challenges. They have the notation of (Type X/+Y/+Z)

X Hits and Armor Trait Bonus

+Y Fight Trait Bonus. Half of +Y rounded down = Strength Trait Bonus

+Z Stealth Trait Bonus

-The Range of the Swiftiness Trait is given by the Terms: Slow (1D3 -1) or Fast (1D6 +5) If neither are mentioned, the Foe will have a Swiftiness of (1D3 +2)

- The Armored and Metallic Traits will Double the Armor Bonus.
- Traits like Shielded, Shell, Stone, Scales, Thick

Hide give +2 to Armor

- The Type will include 1 or more Traits. If any of these traits can be negated (like Poison or Mind or Invisible) the Fight Trait will be reduced by -5 to a Minimum of Zero.

Dungeons

Introduction

Unless specified all encounters take place in Under (U) terrain. Others are noted as Wild (W) Settlement (S) and Aquatic (A)

Basic Dungeon Encounter Table

1D100	Encounter:
1	Poison Arrow Trap. Detect XX DM -1 or Swift XX: Murder
2	Camouflaged Spiked Pit Trap. Climb XX DM -1: Murder
3	Covered Pit Trap. Climb XX: Murder

1D100	Encounter:
4	Spear Trap. Detect XX DM -2 or Swift XX: Murder
5	Wandering the Hallways: Giant Centipede (Insect 2/+7/+4) Shell
6	In Round Room: Lurker Above (Monster 3/+9/+10) Ambusher
7	Webs Floor to Ceiling: Giant Spiders (Spider 4/+8/+9)
8	Smell of Guano: Vampire Bats (Swarm Beast 2/+4)
9	Long Corridor (Rat Swarm Beast 3/+5) Fast
10	Natural Chamber (Insect Swarm 3/+4/+6)
11	Bickering Goblins Breaking Stuff (Men 3/+7/+5) Unalert
12	Scavenging Rat Men (Men 4/+5/+11) Fast Range+3
13	Hobgoblins Skulking About (Men 3/+10/+9) Ambushers Range+3
14	Smells Blood: Very Hungry Ogre (Giant 3/+12/+6)
15	Attracted to Noise: Troll (Regenerate Giant 4/+11/+4)
16	Skeletons Rise up in Priestly Vestments (Undead 3/+6/+3)
17	Zombies in Armor (Recruit Regenerate Undead 3/+9/+2) Armored
18	Endless Staircase: Trap. Wits XX: Delay + Starve
19	Bottomless Pit Trap. Climb XX DM -1: Murder Permanent
20	Hissing Gets Louder: Giant Snake (Poison Beast 3/+10/+5)
21	Bells and Chimes Puzzle: Music XX: Delay
22	Chest: Moldy Clothing: Nothing
23	Dusty Shelves: Detect XX: Find Valuable Book worth 3 Gold
24	Broken Furniture: Detect XX DM -1: Relic Ring
25	Pile of Broken Weapons: Detect XX: Relic Weapon
26	Holes in Walls: Detect XX DM -1: Relic Scroll
27	Spilled Bottles: Detect XX DM -1: Relic Potion
28	Shattered Glassware: Detect XX: Medicinals
29	Exploding Runes: Trap. Detect XX: Blast
30	Rust Eater devouring Sword: Swift XX: Lose 1 Metal Relic
31	Junk Draw: Detect XX DM +2: Jewelry worth 1D6 Gold
32	Target Puzzle: Wits XX and Range XX: Win both or Delay
33	Skeletons Chained to Walls: Roll on Event Table
34	Stuck Wooden Door: Strength XX: Delay
35	Locked Iron Door: Mech XX: Delay
36	Clutter: Detect XX: Find Key (Opens Next Locked Door)
37	Locked Stone Door: Mech XX: Delay
38	Metal Bars: Bend Bars: Strength XX: Delay
39	Iron Portcullis: Lift Gate: Strength XX DM -1: Delay
40	Illusion: Detect XX DM- 2: Secret Door
41	Statue Puzzle: Wits XX: Secret Door
42	Carefully Hidden: Detect XX DM -1: Secret Door
43	Small and up High: Climb XX DM -1: Secret Door
44	Storage Room: Find Old Tools: Adventure Gear
45	Hidden Behind Tapestry: Detect XX: Secret Door
46	Scrawled Graffiti: +2 to next search for Secret Door
47	Pots emanating Foul Odor: Food
48	Troglodytes with Nets (Men 5/+12/+10) Ambushers Thick Skin
49	Poison Gas Trap. Detect XX or Tough XX: Massacre
50	Green Slime Covering Wall (Acid Slime 3/+7) Slow Ambusher
51	Cistern: Water Logged Ghouls (Undead 4/+11/+7) Hoard
52	Cursed Doll Trap: Detect XX: Curse
53	Vaulted Ceiling: Wyvern (Poison Dragon 4/+13/+5) Fast
54	On Stone Dias: Basilisk (Gaze Monster 2/+10/+4) Scales
55	Dripping from Ceiling: Grey Ooze (Acid Slime 3/+6) Slow Ambusher
56	Filling Corridor: Gelatinous Cube (Acid Slime 4/+8) Slow Hoard

1D100	Encounter:
57	Haunted Chamber (Spirit 3/+9/+6)
58	Carved Archway Polymorph Trap. Detect XX: Incapacitate
59	Torch lit Stairwell: Well Equipped
60	Perched on Upper Ledge: Gargoyle (Animated 2/+8/+10) Stone. Ambusher
61	Dead End. Maze XX: Delay
62	Dank Pool: Giant Toad (Beast 2/+7/+8)
63	Overgrowth: Mushroom Men (Fungi Regenerating Men 4/+8/+9)
64	Sub-Complex: Snake Men (Beast Men Mage Poison 5/+13/+11) Hoard
65	New Tunnel: Giant Horned Beetle (Insect 3/+7/+4) Shell
66	Treacherous Ground: Climb XX: Accident
67	Small Iron Chest. Mech XX: 1D6 Gold in Mixed Coins
68	Strange Noises: Lose Morale Boost
69	Teleporter Trap. Detect XX: Separation
70	Narrow Shaft. Climb XX: Separation for one party member
71	Toppled Statue: Nothing
72	Dark Corner. Detect XX: Scattered Treasure
73	Great Hall: Maze XX: Relic Armor or Shield
74	Room Size Game Board Puzzle. Wits XX DM -1: Separated
75	Scythe Blade Trap. Swift XX: Murder
76	Ceiling Blocks Fall. Swift XX DM +1: Massacre
77	Pile of Rubble: Nothing
78	Brazier and Pile of Charcoal: Nothing
79	In Mouth of Giant Carved Skull. Detect XX: Secret Door
80	Trapped Book: Poison Detect XX or Lore XX: Murder
81	Rolling Boulder Trap. Swift XX: Blast
82	Pivoting Bookcase: Detect XX or Mech XX: Secret Door
83	Clouds of Flying Insects: Irritant
84	Shrieking Mushroom: Next Foes get +7 Stealth
85	Sarcophagus: Coffin Corpse (Undead 2/+7/+9) Ambusher
86	Flaming Oil Trap. Detect XX: (Fire) Blast
87	Hole in the Wall. Giant Ants emerge (Insects 4/+6/+4)
88	Heap of Trash: Detect XX: Random Relic
89	Pile of Rotting Wood: Detect XX: Relic Wand or Staff
90	Lever Puzzle & Revolving Wall: Mech XX or Wits XX: Separated
91	Oubliette with Scratches on Walls: Swift XX: Buried Alive
92	Two Talking Doors: 1 is Safe. 1 is a Trap. Wits XX: Murder
93	Magic Mouth on Wall: Get +2 to Detect Next Trap
94	Gushing Fountain (Water Elemental 4/+11/+13) Ambusher
95	Shrinking Trap: Detect XX: Incapacitated
96	Flooding Room: Trap. Climb XX: Massacre
97	Altar Trap: Detect XX: Curse
98	Pool of Blood: Nothing
99	Statue: Answer Riddle: Wits XX: (Animated 3/+6/+6) Stone
00	Pedestal with Bowl of Magic Fruit (Heal 1 Wounded Hero)

Ruined Castle Encounter Table

1D40	Encounter:
1	Throne room with Skeletal Remains: Nothing

1D40	Encounter:
2	Armory: Well Equipped
3	Watchtower: View of the Landscape: Morale Boost
4	Lords Chambers: Detect XX: Relic
5	Kennel: Zombie Dogs Whining: (Undead 3/+6/+9) Fast
6	Iron Gates: Lift Gates XX: Delay (S)
7	Torch Puzzle: Wits XX: Delay
8	Great Hall in Disarray: Wits XX: Info
9	Giant Rats: Hungry Vermin Attack (Swarm 3/+5)
10	White Skinned Ghoul Wearing Robes (Undead 2/+6/+7)
11	Kitchen: Recover Cooking Implements worth 1 Gold
12	Study: Detect XX: Find Valuable Book worth 5 Gold
13	Courtyard: Overgrown Rose Bushes: Nothing
14	Valuable Tapestry. 4 Gold. Heavy. Bulky
15	Battlements: Attacked by Apparition (Spirit 3/+11/+8)
16	Crumbling Staircase: Climb XX: Accident
17	Smithy: Recover Smiths Tools worth 3 Gold
18	Stable: Recover Riding Equipment worth 2 Gold
19	Tower with Rotting Catapult: Nothing
20	Princes Chambers: Werewolf (Regenerating 3/+12/+9)
21	Princesses Chambers: Banshee (Spirit 3/+9/+7)
22	Parapets: Hear Wolves Crying: Nothing
23	Audience Chamber: Skeleton with Dagger in Back
24	Stairs: Spirit Painting on Wall: Demoralized
25	Courtroom: Redcap in Jester Outfit (Fey 2/+7/+13)
26	Servants Chambers: 1 Gold worth of Loose Copper Coins
27	Banquet Hall: Dancing Ghosts (3/+6/+5) Indifferent
28	Chapel: Pray: Blessed
29	Dressing Room: Some Salvageable Clothing worth 2 Gold
30	Cellar: Find Bottles of Wine worth 1D6 Gold
31	Torch Holder Mechanism: Detect XX: Secret Passage
32	Hollow Suit of Armor Attacks (Animated 3/+8/+7)
33	Guest Bedroom: Possessed by Specter (Spirit 3/+7/+11)
34	Stained Glass Windows: Gain Luck
35	Drawbridge: Moat Monster (Aquatic 5/+12/+9) Ambusher (A)
36	Dining Hall: Recover Silverware worth 3 Gold
37	Chandelier Falls: Swift XX: Blast
38	Courtyard: Gargoyle (Animated 3/+10/+7) Stone. Fast (S)
39	Vestibule: Recover Gold Plated Candlesticks worth 2 Gold
40	Game Room: Recover Ornate Chess Set worth 2 Gold

Demonic Temple Encounter Table

1D30	Encounter:
1	Ceremony: Cultists with Daggers (Men 3/+5/+9)
2	Bloody Shrine: Nothing
3	Guards with Spears: (Men 3/+8/+9) Swift XX: Alert
4	Empty Holding Cells: Nothing
5	Cornered Evil Priest (Priest 2/+4/+8) Zap +3
6	Pile of Naked Fresh Dead Bodies: Demoralized

1D30	Encounter:
7	Captive being Tormented by Imps (Demons 2/+3/+6) Recruit
8	Pit of Fire: Hot Embers: Irritant
9	Stepping through Rift: Minor Demons (Fire 3/+7/+8)
10	Torture Chamber: Cultist with Burning Brand (Man 2/+6/+10) Ambusher
11	Running toward you: Demon Dogs (3/+9/+11) Fast
12	Prisoner Cells: Rescue Captives: Ally (Stealth Detect Swift)
13	Pair of Lesser Demons tearing a body apart (4/+10/+7) Unalert
14	Giant Cauldron full of Cannibal Soup: Food
15	Major Demon eating a Live Captive (5/+15/+8) Indifferent
16	Library with Books on Demon Lore: Lore XX: Info
17	Room full of Bones and Maggots: Nothing
18	Cistern with foul Murky Water: Drink
19	Demonic Carvings on Walls: Lore XX: Info
20	Giant Demon Idol with Gemstone Eyes worth 5 Gold each
21	Dark Acolyte Drawing Pentagram (Mage 2/+5/+8)
22	Planar Gate: Roll twice on Demon Dimension Encounter Table
23	Free Tied up Naked Girl on Altar: Morale Boost
24	Disrupt Ritual: Servants of Darkness (Men 3/+6/+7): Commotion
25	Destroy Portal: Gate Keeper (Demon 3/+10/+9): Change Fate
26	Mounted on Wall: Relic
27	Scattered on Floor: Treasure
28	Chased by Cultists: Swift XX: (Men 4/+6/+7)
29	Heap of Squirring Lemures (Demons 3/+2/+3) Unalert
30	Pit of Hellfire: Climb XX: Death Permanent

Wizards Tower Encounter Table

1D20	Encounter:
1	Storage Pantry: Find Spell Ingredients: Draw 1 Spell Card
2	Wall Panel: Disintegration Trap: Detect XX: Blast
3	Portal to Unknown Location: Separation
4	Clockwork Beast Guard (Animated Metallic 5/+12/+8)
5	Laboratory: Find 1D3 Relic Potions
6	Chemical Jars: Poison Gas Cloud Trap: Detect XX: Massacre
7	Observatory: Find Telescope & Star Charts worth 4 Gold
8	Trophy Room: Detect XX: Relic
9	Summoning Chamber: Major Abomination (6/+12/+6)
10	Strange Chamber: Polymorph Trap. Detect XX: Incapacitated
11	Menagerie: Giant Spider on ceiling (Poison 3/+9/+9) Ambusher
12	Aquarium: Electric Eels Attack (Lightning 2/+7/+7) (A)
13	Aviary: Cockatrice lurking about (Beast Gaze 1/+14/+5)
14	Apparatus: Electrical Trap: Mech XX: Murder
15	Library: Find Valuable Books worth 1D6 Gold
16	Broken Vats: Slime Monster Attacks (Acid 3/+6/+7) Ambusher
17	Workshop: Recover Tinkers Tools worth 3 Gold
18	Gravitic Anomaly Puzzle: Lore XX: Delay
19	Storage Area: Lore XX: Find Technomancy Device worth 3 Gold
20	Experimentation Room: Flesh Golem (Animated 4/+11/+8)

Natural Cave System Encounter Table

1D40	Encounter:
1	Stalagmite Forest: Climb XX: Delay
2	Lost in Maze of Caverns: Maze XX: Delay
3	Blind Moths: Nothing
4	Giant Millipedes (Insect Swarm 3/+4)
5	Explorer: Skeletal Remains: Demoralized
6	Stalactite Cave: Bronze Dragon (7/+14/+8) Fast Breath +4
7	Giant Earwigs (Insects 3/+6/+5)
8	Chasm: Climb XX: Backtrack
9	Giant Worm (4/+9/+6) Thick Hide
10	Crevice: Climb XX: Accident
11	Big Black Giant Beetles (Insect 4/+7/+6) Shell
12	Dropped Item: Relic
13	Albino Crabs: Food
14	Dead End: Pathfinding XX: Backtrack
15	Luminous Scorpions (Poison 2/+7/+7)
16	Rat Swarm (Beasts 3/+5) Disease
17	Dripstone Cave: Nothing
18	Mushrooms: Lore XX: Medicinals
19	Stone Arches: Nothing
20	Kobolds (4/+6/+9) Range+2 Ambushers
21	Terraces: Roll on Event Table
22	Gap: Swift XX: Death
23	Shaft: Climb XX: Death
24	Cave In: Swift XX: Massacre
25	Underground River: Strength XX: Separated (A)
26	Cave Goblins (3/+8/+9) Fast Range+3 Ambushers
27	Ravine: Climb XX: Delay
28	Flying Bloodsuckers: (Beast Swarm 4/+4)
29	Narrow Passages: Swift XX: Delay
30	Dwarf Adventurers: Recruit Dwarf
31	Lofty Caverns: Roll twice on the Underdark Table
32	Briny Pools: Blind Fish: Fishing XX: Food
33	Stone Staircase blocked by Cave Troll (Regenerating Giant 6/+13/+8)
34	Phosphorescent Fungus: Nothing
35	Uneven Ground: Climb XX: Accident
36	Three Armed Rock Eater (Alien Mage 3/+9/+8) Zap +3 Thick Skin
37	Stone Bridge over Chasm: Progress
38	Drafty Cave: Cave Bear (Beast 3/+7/+9)
39	Blocking Boulder: Strength XX: Backtrack
40	Evil Eye Monster Floating About (Alien Mage 3/+13/+11) Slow

Necropolis Encounter Table

1D20	Encounter:
1	Lurking Ghouls (Undead 3/+8/+8)
2	Broken Tomb Stones: Lore XX: Info (S)
3	Zombie Mob (Recruiting Regenerating Undead 5/+6/+6) Slow
4	Open Vaults: Nothing

1D20	Encounter:
5	Skeletons with Spears (Undead 3/+8/+7)
6	Empty Graves: Detect XX: Accident (S)
7	Coffin Corpse (Undead 3/+9/+9) Ambusher
8	Skeleton Warriors (Undead 3/+7/+7)
9	Wrathful Wraith (Spirit 4/+13/+8)
10	Sarcophagus: Treasure
11	Lost in the Catacombs: Pathfinder XX: Delay (U)
12	Zombie Soldiers Milling About (Regenerating Undead 4/+7/+6) Slow
13	Houses of the Dead: Nothing
14	Skeletal Rats (Undead Swarm 4/+2)
15	Skeletal Ogre with Chain (Undead Giant 5/+14/+7)
16	Maze of Grave Stones: Maze XX: Delay (S)
17	Zombie Troll with Axe: (Regenerating Undead Giant 5/+12/+6)
18	Scattered Bones: Nothing
19	Heavy Gate: Strength XX: Delay
20	Skeleton General wielding Relic Sword (Undead 3/+10/+8)

Notes: Unless specified 50% Under (U) or 50% Set- tlement (S) (Above Ground)

Dragons Lair Encounter Table

1D20	Encounter:
1	Large Opening to the Outside: Nothing
2	1D6 Dragon Eggs. Worth 1 Gold Each
3	Hatchlings (2/+5/+4) If Fought 75% Dragon Wakes Up
4	Remains of Dead Knights. Salvage Weapons: Well Equipped
5	Loose Treasure: Worth 1D6 Gold
6	Pile of Dragon Poop: Irritant
7	Dragon Snoring Sounds: Nothing
8	Knock Rock Over: 50% Dragon Wakes Up
9	Trip over Skeleton: 25% Dragon Wakes Up
10	Maze of Passageways: Maze XX
11	Pile of Treasure: 1D6 Gold
12	Priceless Artifacts: Relic
13	Scorched Piles of Bones: 1D2 Gold
14	Dank Dark Caverns: Track XX: Backtrack
15	Dragon Stirs: Stealth XX: Delay
16+	Sleeping Dragon. Unalert

Notes: If it is not the Major Foe, The Dragon will be (5/+15/+7) Fast

Deep Mines Encounter Table

1D20	Encounter:
1	Hostile Miners with Picks and Hammers (3/+9/+8)
2	Task Master with Whip (3/+10/+9)
3	Slaves: Free Them: Ally (Under Climb)
4	Abandoned Shaft: Pathfinding XX: Backtrack
5	Maze of Passageways: Pathfinding XX: Maze
6	Vein of Ore: Roll on Event Table
7	Scattered Gems: Worth 1D3 Gold
8	Mining Equipment: Adventure Gear

1D20	Encounter:
9	Vertical Shaft: Climb XX: Delay
10	Minecart Chase: Swift XX DM -2: Blast
11	Storeroom: Adventure Gear
12	Kegs of Blasting Powder: Extra Ammo
13	Utter Darkness: Pathfinding XX: Delay
14	Mine Collapse: Swift XX: Blast
15	Disturbed Earth Elemental (4/+12/+7)
16	Deeper Still: Roll twice on the Underdark Table
17	Precious Metal Ingots worth 1D6 Gold
18	Dead End: Pathfinding XX: Backtrack
19	Piles of Rubble: Climb XX: Accident
20	Deep Gnomes: Detect XX: Steal 1 Relic

Pyramid Encounter Table

1D50	Encounter:
1	Fast Moving Scarab Beetle Swarm (Insect 4/+9) Fast
2	Room full of small Figurines: Lore XX: Gain Luck
3	Hieroglyphic Warnings: Lore XX: Info
4	Sand Man (Elemental 4/+10/+8)
5	Carved Tablet: Exploding Rune Trap: Detect XX: Blast
6	Mummified Zombies rise up: (Regenerating Undead 3/+10/+6)
7	Bone Cases: Detect XX: Find Relic Ring
8	Mummy Guards with Scimitars (Undead 4/+12/+11) Fast
9	Magic Curtain: Trick. Wits XX: Delay
10	Locked up Dao: Angry Earth Djinn (Mage 3/+9/+9) Zap +4
11	Freezing Barrier Trap: Detect XX or Fire Spell: Blast
12	Statue: Detect XX: Sphinx (4/+10/+9) Stone
13	Lightning Barrier Trap: Detect XX or Protection Spell: Blast
14	Pharaoh Statue: Ruby Eyes worth 5 gold Each
15	Fire Barrier Trap: Detect XX or Cold Spell: Blast
16	Skeletal Remains: Detect XX: Find Magic Ankh Relic (Priest +1)
17	Infinite Room Puzzle: Wits XX: Delayed
18	Skeleton Guards with Swords and Shields (Undead 3/+7/+7) Shielded
19	Stairs: Roll on Event Table
20	Sand Trap: Swift XX: Massacre
21	Archway: Teleport Trap: Mech XX: Separated
22	Dancing Scimitar (Animated Metallic 3/+7/+9)
23	Alcove: Detect XX: Secret Door
24	Sloping Passageway: Nothing
25	Maze: Delay then Maze XX: Delay
26	Cartouche Puzzle: Wits XX: Delay
27	Raised Dias. Teleport Trap: Detect XX: Separated
28	Underwater Tunnel: Backtrack or Lose all Armor Relics. Drink (A)
29	Magnetic Ceiling Trap: Mech XX: Lose 1 Metallic Relic
30	Multiple Javelin Traps: Swift XX: Blast
31	Murals of the Pharaoh Hunting: Nothing
32	Clones: Fight copies of Heroes. (6/+12/+8) Range+4
33	Crushing Wall Trap: Mech XX: Massacre
34	Rows of Statues (Animated 5/+14/+8) Stone. Ambushers

1D50	Encounter:
35	Collapsing Ceiling: Swift XX: Massacre
36	Doorway: Backtrack or Clay Golems (Animated 4/+12/+6) Indifferent
37	Snake Pit: Poisonous Vipers (Beasts 2/+8/+13)
38	Piles of Sand: Sand Elemental (Earth 4/+12/+8)
39	Fiery Jackal Headed Demon with Flail (5/+15/+10)
40	Open Sarcophagus: Detect XX: Magic Weapon
41	Murals of Pharaoh at War: Nothing
42	Mummy Priest (Undead Priest 3/+8/+8)
43	Rows of Engraved Pillars: Lore XX: Info
44	Papyrus Scrolls: Detect XX: Relic Scroll
45	Mummified Vampire (Undead Mage 3/+10/+10) Fast
46	Statue of Osiris: Leave an Offering of 1 Relic or Nullify
47	Gargoyles Hidden in corners (Animated 4/+14/+9) Stone. Ambushers
48	Shrine of Ra: Leave an Offering of 3 Gold or Cursed
49	Curse Trap: Detect XX: Cursed
50	Raised Dias: Gold Idol worth 5 Gold

Underworld Keep Encounter Table

1D60	Encounter:
1	Imps with picks (Demon 2/+3/+8) and 1 Gold worth of Ingots
2	Poison Gas Trap: Swift XX: Massacre
3	Goblin Horde with Mixed Weapons (Men 4/+6/+8) Range+1
4	Winding Tunnels: Pathfinding XX: Delay
5	Giant Beetles (Insects 3/+7/+6) Shell
6	Lightning Trap: Detect XX: Blast
7	Wooden Door: Strength XX: Delay
8	Chicken Hatchery: Food
9	Guard Room: Stealth XX: Alarm
10	Lava Trap: Detect XX: Casualty
11	Demon Spawn (3/+7/+6)
12	Training Room: Next Foe gets +3 Fight
13	Braced Door: Strength XX: Delay
14	Alarm Trap: Detect XX: Alarm
15	Blood Fly Swarm (Insect 3/+4)
16	Lair: Next Foe gets +4 Fight
17	Evil Ghost (Spirit 3/+8/+7)
18	Word of Power Trap: Tough XX: Blast
19	Hell Hounds (Demon Beast 3/+10/+9) Fast
20	Prison: Rescue one Hungry Hero
21	Horned Reaper (Devil 4/+11/+7) Thick Hide
22	Boulder Trap: Swift XX: Massacre
23	Orcs with Crossbows and Swords (Men 4/+8/+9) Range+3
24	Magic Door: Need Spell to open or Delay
25	Skeletons with Spears (Undead 3/+7/+7)
26	Fear Trap: Separated
27	Giant Spiders (Poisonous 3/+9/+8) Ambusher
28	Torture Chamber: Recruit Wounded Hero
29	Tentacle Monster (6/+16/+7)
30	Iron Door: Strength XX DM -2: Delay

1D60	Encounter:
31	Cave Troll with Maul (Regenerating Giant 5/+15/+7)
32	Workshop: Next Trap is -2 to Detect
33	Vampire (Recruiting Undead 3/+13/+10) Fast
34	Freeze Trap: Detect XX or Fire Spell: Blast
35	Warlock (Man Mage 2/+6/+8) Zap +4
36	Graveyard: Loot Corpses for 1D3 Gold
37	Black Knight: (Man 3/+8/+8) Armored and Shielded
38	Fireburst Trap: Detect XX or Cold Spell: Blast
39	Dark Elf Archers (3/+9/+9) Range+4
40	Unholy Temple: Next Foe gets +2 Fight
41	Fireflies: Nothing
42	Jack in the Box Trap: Mech XX: Blast
43	Dark Angel (Mage 4/+12/+8)
44	Steel Gate: Lift Gate XX: Backtrack
45	Spider Maiden (Mage Poison 2/+7/+9)
46	Cannon Trap: Swift XX: Blast
47	Salamander (Fire 4/+9/+8) Breath +3
48	Library: Find Valuable Books worth 2D2 Gold
49	Backstabbing Rogue (Man 2/+7/+13) Ambusher
50	Stone Bridge: Next Foe cannot be Evaded
51	Trigger Trap: Next Trap does 1 extra Casualty
52	Portal: Roll 3 times on Demon Dimension Encounter Table
53	Bile Demon (Acid 4/+9/+7) Range+2
54	Detect XX: Secret Door
55	Treasury: 2D6 Gold
56	Dark Mistress: Succubus with Whip (Demon 3/+11/+9) Range+2
57	Casino: Various Monsters (5/+10/+6) Hoard
58	Spike Trap: Detect XX: Murder
59	Destroy Dungeon Heart: Commotion + Progress
60	Young Volcanic Dragon (5/+17/+8) Scales. Fast. Breath +4

Labyrinth Encounter Table

1D20	Encounter:
1	Twists and Turns: Maze XX: Delay
2	Dead End: Pathfinder XX: Backtrack
3	Find Chalk or String: Adventure Gear
4	Lost: Wits XX: Demoralized
5	Back Where You Started: Maze XX: Backtrack
6	Indentation: Detect XX: Secret Door
7	Skeletal Remains: Nothing
8	Center of the Maze: Lore XX: Morale Boost
9	Young Sacrifice: Guide
10	Maze Monster (4/+13/+15) Thick Hide. Fast
11	Darkness: Pathfinder XX: Delay
12	Hunger: Starve
13	Slimy Mushrooms: Food
14	Madness: Wits XX: Accident
15	Path Blocked by Rubble: Strength XX: Progress
16	Wandering Aimlessly: Roll on Event Table

1D20	Encounter:
17	Methodical Turns: Wits XX: Progress
18	Waste Away: Starve
19	Going in Circles: Track XX: Backtrack
20	Wander Off: Track XX: Separation

Great Workshop Encounter Table

1D20	Encounter:
1	Great Forge: Burning Cinders: Irritant
2	Sentinel Armor (Animated Metallic 2/+9/+15) Alarm
3	Crushing Walls: Climb XX: Massacre
4	Dragon Engine (Animated Metallic 5/+12/+5) Fast
5	Store Rooms: Well Equipped
6	Clay Golem (Regenerating Earth Animated 3/+8/+6)
7	Dark Crystal: Magic Source
8	Disrupt Lines of Worker Drones: Commotion
9	Locked Door: Mech XX: Backtrack
10	Safe Room: Mech XX: Relic
11	Danger Room: Battle Bot (Animated Metallic 4/+3/+7)
12	Giant Furnace: Overheat
13	Reject Room: Misfit Toys (Animated 2/+5/+5) Ambushers
14	Under Construction: Climb XX: Accident
15	Piles of Junk: Lore XX: Delay
16	Conveyor Belt: Dodge Robot Arms: Swift XX: Blast
17	Transformation Vat (Abominations 4/+7/+9) Ambushers
18	Stumbling Electro Mech (Lightning Animated 4/+13/+4) Range+7
19	Factory Control Room: Sabotage: Commotion
20	Massive Grinder: Swift XX: Massacre

Underdark Encounter Table

1D50	Encounter:
1	Dark Elf Scouts (Men Mage 4/+14/+11) Range+3
2	Underground River: Strong XX: Separated (A)
3	Dark Denizens: Derro (Men 3/+6/+9) Range+2 Ambushers
4	Sinister Mind Slaver and Thralls (Men Mage 4/+15/+12) Zap+5
5	Web of Tunnels: Maze XX
6	Clever Spiderfolk (Poison 3/+6/+10) Ambushers
7	Suspicious Dwarf Patrol: Wits XX: Ally (Under Fight Climb)
8	Bloodthirsty Troglodytes (Men 4/+7/+8)
9	Gray Dwarves: Give 2 Gold: Guide
10	Edible Fungus: Food
11	Kuo-Toa Traders: Pay 2 Gold: Resupply or Adventure Gear
12	Savage Grimlock Tribesmen (4/+8/+9) Range+3
13	Deserted Passages: Starve
14	Vile Hook Horror (Abomination 3/+11/+8)
15	Lightless Depths: Demoralized
16	Hideous Fomorian (Giant 6/+14/+7) Thick skin
17	Deep Gnome Town: Roll twice on Village Table
18	Hidden Caves: Favor Foe

1D50	Encounter:
19	Enormous Quarry: Ponderous Stone Giant (5/+13/+6) Stone
20	Vampire Troupe (Undead Recruit 4/+13/+10) Fast
21	Foraging Deepbear Nomads (Beasts 4/+10/+9)
22	Stale Air: Irritant
23	Fierce Minotaurs (Composite 4/+14/+10)
24	Crystal Spars: Worth 3 Gold
25	Barbaric Goblinoid war Party (Men 3/+7/+8) Range+3 Ambushers
26	Torches Go Out: Survival XX: Delay
27	Orc Infestation (Men 4/+8/+8) Range+3 Shielded Ambushers
28	Geothermal Fumes: Survival XX: Blast
29	Hulking Umber (Alien Gaze 4/+12/+9) Thick Hide Ambusher
30	Shadow Portal: Detect XX: Separated
31	Lich Realm: Roll twice on the Necropolis Table
32	Eye Tyrant (Alien Mage 3/+8/+10) Zap+6
33	Giant Cockroaches (Swarm 4/+6) Shell
34	Black Pudding (Slime Acid 4/+10/+6)
35	Fossil Chamber: Roll on Event Table
36	Earth Elemental (5/+15/+7) Armored and Stone
37	Rift: Climb XX: Delay
38	Copper Dragon (Fire 5/+14/+9) Fast Breath+4
39	Subterranean Sea: Roll twice on the Sea Table
40	Wererat Troupe (Shapeshifters 3/+8/+11) Ambushers
41	Cave Pearls: Worth 2 Gold
42	Treacherous Ground: Climb XX: Accident
43	Three Armed Rock Eater (Alien Mage 3/+9/+8) Thick Skin
44	Geodes: Worth 3 Gold
45	Vast Cavern: Roll twice on the Mushroom Forest Table
46	Crumblestone: Swift XX: Massacre
47	Ice Cave: Survival XX: Freeze
48	Volcanic Region: Roll twice on the Volcanic Table
49	Lava Tubes: Maze XX: Delay
50	Quickstone: Swift XX: Death

Tomb Of Horrors Encounter Table

1D70	Encounter:
1	False Tunnel Trap: Roof Collapse: Detect XX: Massacre
2	False Tunnel Trap: Trapped Inside: Swift XX: Buried Alive
3	Colorful Mosaics: Info
4	Counter Weighted Poisoned Spike Pit Trap: Detect XX: Murder
5	Bronze Chest Poison Needle Trap: Detect XX DM +2: Murder
6	Lever Activated Deep Pit Trap: Lore XX DM -2: Massacre
7	Rune Message on Floor: Info
8	Arch of Mist: Teleport Puzzle: Wits XX: Separated
9	Great Green Devil Face: Sphere of Annihilation: Wits XX: Murder
10	Forsaken Prison: Mech XX: Backtrack or Buried Alive
11	Lever Trap: Deep Pit: Mech XX: Massacre + Buried Alive
12	Huge 4 Armed Gargoyle (6/+16/+9) Stone: Treasure + Info
13	Complex of Secret Doors: 3 Tests of Mech XX DM -2: Casualty + Retry
14	Great Hall of Spheres: Detect XX: Delay

1D70	Encounter:
15	Illusion Covered Crawlway: Detect XX: Delay
16	Magic Archway: Wits XX: Separated + One group Loses all their Relics
17	3 Armed Statue: Wits XX DM -2 and lose 3 Gold: Gain Gem of Seeing Relic
18	Gold Chest: Asp Swarm (Beast Poison 3/+6/+9) Fast
19	Silver Chest: Dart Trap: Blast + Relic Ring
20	Wood Chest: Giant Skeleton with 2 Scimitars (Undead 6/+14/+8) Armored
21	Magic Mouth: Info
22	False Door: Spear Trap: Swift XX: Murder
23	Chapel of Evil: Detect XX: Treasure
24	Gas Trap: Tough XX: Weakened
25	Opalescent Blue Altar: Lightning Trap: Swift XX: Blast
26	Glowing Orange Archway: Wits XX: Cursed
27	Stone Gate: Wits XX and lose 1 Gold or Relic Ring: Delay
28	Wooden Door in Pit: Detect XX DM -1: Delay
29	Locked Oaken Door: Strength XX: Delay
30	Tilting Floor into Fiery Pit of Molten Lava: Swift XX: Massacre Permanent
31	Magic Secret Door: Mage XX: Delay
32	False Crypt: Fear Gas: Tough XX: Delay
33	Webs: Magical Fire to pass or Backtrack
34	Zombie Imposter (Undead 3/+7/+8) Armored
35	Jade Coffin: Treasure + Relic Potion + Relic Scroll
36	Programmed Illusion of Cave-In: Wits XX: Barred
37	Mummy Preparation Room: Huge Ochre Jelly (Slime Acid 4/+11/+7)
38	Huge Pit of Shooting Spikes: Mage XX: Massacre
39	Agitated Chamber: Angry Asps (Poison 2/+6/+10) Fast: Loot
40	Large Tapestries: Green Slimes (Acid 5/+15/+9) Ambusher
41	Good Siren: Wits XX: Ally (Mage Stealth Music)
42	Cavern of Gold and Silver Mists: Delay
43	False /True/Trap Door: Wits XX: Delay
44	Sleep Gas and Stone Juggernaut: Tough XX: Massacre Permanent
45	Adamantite Door: Wits XX: Delay
46	Pillared Throne Room: Levitation Trick: Mage XX: Separated
47	Charred Remains: Evil Exploding Gem: Lore XX: Massacre
48	Ebony Dias and Silver Throne: Wits XX: Delay
49	Cursed Crown and Scepter: Wits XX: Death Permanent
50	Stone Table: Mummy (Undead 4/+12/+8)
51	Animated Swords & Shields (Metallic 7/+17/+9) Fast
52	Chamber of Hopelessness: Demoralized
53	Wondrous Foyer: Heal XX: Massacre
54	Valves of Mithril: Wits XX: Separated + One Group loses all Relics
55	False Treasure Room: Nullify
56	Bronze Urn: Efreet: Ally (Mage Wits Detect)
57	Granite Sarcophagus: Shattered Skull: Broken Staff: Nothing
58	Iron Chests: Poison Needle Trap: Mech XX: Death: Loot
59	The Crypt: Ascending Vault: Swift XX: Blast Permanent
60	Pick the Right Key or Explosion: Wits XX: Casualty
61	Swirling Dust: Ghost (Spirit 3/+13/+8)
62	Pile of Gems: Treasure
63	Find Relic Sword, Relic Staff, and Relic Ring
64	Temporary Respite: Rest
65	Secret Door: Detect XX: Delay
66	Find all Relics lost when Separated
67	Vulture Headed Demon (6/+15/+10) Fast
68	Horrid Demon (6/+14/+11) Fast
69	Cursed Weapons: Lore XX: Cursed

Major Foe Table Notation

Foes are Combat Challenges. They have the notation of (Type X/+Y/+Z)

X Hits and Armor Trait Bonus

+Y Fight Trait Bonus. Half of +Y rounded down = Strength Trait Bonus

+Z Stealth Trait Bonus

-The Range of the Swiftess Trait is given by the Terms: Slow (1D3 -1) or Fast (1D6 +5) If neither are mentioned, the Foe will have a Swiftess of (1D3 +2)

- The Armored and Metallic Traits will Double the Armor Bonus.
- Traits like Shielded, Shell, Stone, Scales, Thick

Hide give +2 to Armor

- The Type will include 1 or more Traits. If any of these traits can be Negated (like Poison or Mind or Invisible) the Fight Trait will be reduced by -5 to a Minimum of Zero.

Rare Encounters

Introduction

Unless specified all encounters take place in Wild (W) terrain. Others are noted as Under (U) Settlement (S) and Aquatic (A)

Volcanic Encounter Table

1D30	Encounter:
1	Pyroclastic Flow: Swift XX: Massacre
2	Volcanic Eruption: Swift XX: Massacre
3	Hot Ash: Survival XX: Blast
4	Smoldering Ground: Survival XX: Overheat
5	Poison Gasses: Irritant
6	Tremor: Nothing
7	Laval Flow: Pathfinding XX: Backtrack
8	Treacherous Ground: Climb XX: Accident
9	Minor Quake: Swift XX: Accident
10	Minor Demons: (3/+6/+7)
11	Minor Devils: (3/+7/+8)
12	Crater Lip: Nothing
13	Steep Slopes: Climb XX: Delay
14	Magma Elemental: (Fire 4/+14/+6)
15	Lavamancer: (Man Mage 3/+5/+8) Zap+5
16	Oppressive Heat: Survival XX: Overheat
17	Fire Salamander: (Beast 4/+10/+7) Breath+3
18	Fire Sprites (Fey 2/+3/+11)
19	Sulfurous Pits: Irritant
20	Young Red Dragon: (Fire 5/+15/+10) Scales Fast Breath+3
21	Hot Foot: Irritant
22	Fire Newts: (Beast Men 4/+8/+8) Ambushers
23	Burning Earth: Survival XX: Overheat
24	Pyroclasm: Swift XX: Massacre
25	Magma Vents: Survival XX: Overheat
26	Magma Spray: Swift XX: Blast
27	Magma Jet: Swift XX: Blast
28	Magma Rift: Pathfinding XX: Backtrack
29	Fire Giants: (6/+19/+8) Range+4
30	Fall into Volcano: Climb XX: Accident

Savannah Encounter Table

1D20	Encounter:
1	Lion Pride (Beast 3/+9/+8)
2	Zebras: Hunting XX: Food
3	Antelopes: Hunting XX DM -2: Food
4	Elephants (Beast 5/+12/+7) Indifferent
5	Giraffes (Beast 4/+7/+7) Indifferent
6	Hungry Jackals (Beast 3/+6/+9)
7	Man Eating Lions: (Beast 3/+11/+9) Ambusher
8	Ostriches: Hunting XX: Food
9	Watering Hole: Drink: Hunting XX: Food
10	Wildebeest Stampede: All Save or 2D6 Damage
11	Elephant Graveyard: Starve
12	Scavenging Hyenas: (Beast 3/+5/+9) Indifferent
13	Charging Rhinos: (Beast 4/+13/+8) Thick Hide
14	Tribal Hunters: Give Drink: Guide
15	Tribal Warriors: Sham Battle: Fight XX: Backtrack
16	Tribal Shaman: Give Food: Blessed
17	Village: Roll once on the Village Table
18	Grasslands: Roll on Event Table
19	Hunting Grounds: Hunting XX: Food
20	Brush: Foraging: Detect XX: Food
21	Rainy Season: Drink + Delay
22	Lion Men (Men Beasts 3/+10/+8)
23	Arid Landscape: Thirst
24	Hot Season: Survival XX: Overheat
25	Long Distances: Pathfinding XX: Delay
26	Scattered Trees: Nothing
27	Rocky Outcropping: Rest
28	Ravine: Climb XX: Backtrack
29	Leopards (2/+7/+11) Fast Ambusher
30	Migrating Herds: Hunting XX: Food

Air Travel Encounter Table

1D60	Encounter:
1	Dragon in Steep Dive (Fire 7/+20/+10) Scales Ambusher Breath+5
2	Clear Skies: Nothing
3	Gliding Roc (Beast Bird 6/+14/+6)
4	Headwinds: Avigation XX: Delay
5	Giant Eagle Formation (Beasts Bird 5/+12/+7)
6	Air Pirates (Men in Ship 4/+13/+12) Ambusher Range+4
7	Swirling Bat Swarm (Beasts 3/+4)
8	The Flapping of Flying Apes (Beasts 4/+10/+8) Slow
9	The Wind itself (Air Elemental Invisible 3/+12/+10) Fast
10	Blue Sky: Nothing
11	Friendly Wind Spirit: Gain Luck
12	Cloudy: Nothing
13	Hawk Men on Patrol (4/+8/+12) Indifferent Range+3
14	Whirlwind: Piloting XX: Grounded

1D60	Encounter:
15	Wind Demon from Below (5/+15/+10) Ambusher Fast
16	Storm: Piloting XX: Grounded
17	Floating Cloud Castle (Cloud Giants 8/+20/+6) Unalert Hoard
18	Bird Men in Nest (3/+7/+11) Indifferent Hoard Range+2
19	Storm Giants Throwing Lightning (9/+22/+5) Range +6
20	Tornado: Piloting XX: Grounded + Delay + Massacre
21	Crazy Wyvern Doing Loops (Poison Dragon 4/+13/+5) Scales Fast
22	Updraft: Piloting XX: Progress
23	Hail Stones: Avigation XX: Grounded + Delay
24	Azure Drakes (Dragons 6/+18/+12) Scales Fast Breath +3
25	Cold Air: Nothing
26	Downdraft: Piloting XX: Off Course
27	Thin Air: Toughness XX: Accident
28	Undulating Flying Serpent (Poison Dragon 3/+10/+5) Scales
29	Catch the Jet Stream: Avigation XX: Progress
30	Angel, Deva, or Cherub: Blessed
31	Wind Tunnel: Piloting XX: Off Course
32	Hovering Manticore (Poison Fire Composite 4/+15/+9) Range+3
33	Blown Off Course: Avigation XX: Off Course
34	Screeching Gryphon (Composite 3/+12/+8) Fast
35	Migrating Birds: Nothing
36	Hungry Hungry Hippogryph (Composite 2/+9/+7) Fast
37	Flock of Birds: Nothing
38	Levitating Djinn (Men Mage 3/+10/+6) Zap +3
39	Overcast: Nothing
40	Soaring Sphinx: Wits XX: (Composite Mage 4/+14/+8)
41	Cirrus Clouds: Nothing
42	Buzzing Giant Wasps (Poison Insect 3/+9/+7)
43	Cumulous Clouds: Nothing
44	Playful Sylphs (Air Fey Elemental 2/+7/+8) Indifferent
45	Thunderhead: Avigation XX: Off Course
46	Glaring Giant Owl (Beast Bird 2/+10/+9)
47	Cold Front: Freeze
48	Electrified Thunder Bird (Lightning Beast 3/+12/+11) Zap +3
49	Wind at Your Back: Piloting XX: Progress
50	Fiery Phoenix (Fire Beast Bird Regenerate 3/+11/+9)
51	Men on Flying Carpets (Mage 3/+8/+10) Zap +2
52	Howling Wind: Avigation XX: 50% Off Course 50% Nothing
53	Lizardmen on Pterodactyls (4/+10/+10) Scales. Range+3
54	Turbulence: Piloting XX: 50% Grounded 50% Nothing
55	Goblin Balloon Brigade Drifting By (Men 3/+8/+7) Slow Range+2
56	Gust of Wind: Avigation XX: 50% Off Course 50% Grounded
57	Pot Shots from the Ground: Piloting XX: Accident
58	Dark Skies: Favor Foes
59	Gargoyles from Behind (Animated 2/+8/+10) Stone. Ambusher
60	Dusk: Nothing

Notes: If you are Grounded, roll once on a random Terrain, then continue by Air Travel next turn.

Air Travel encounters are not modified by any Terrain Type.

Mushroom Forest Encounter Table

1D20	Encounter:
1	Poisonous Toadstools: Lore XX: Casualty
2	Giant Caterpillar (3/+6/+5) Shell
3	Giant Spiders (Poison 3/+7/+7)
4	Mushrooms: Lore XX: Medicinals
5	Yellow Spore Cloud: Survival XX: Disease
6	Red Spore Cloud: Irritant
7	Green Slime (Acid Slime 3/+7) Slow Ambusher
8	Giant Crab (Beast 4/+11/+8) Armored
9	Mushroom Men (Fungi Regenerating 3/+6/+7)
10	Pod People Village: Heal XX: Resupply (S)

1D20	Encounter:
11	Edible Mushrooms: Forage: Lore XX: Food
12	Fungus Among Us: Heal XX: Disease
13	Goblin Fungus Collectors (2/+5/+6)
14	Fungisaur (Beast 6/+13/+6)
15	Rot Shambler: (Man 3/+10/+5) Slow
16	Mold Monster: (Fungi 4/+12/+4) Unalert
17	Deathcap: Heal XX: Death
18	Mushroom Stools: Rest
19	Rotting Zombies (Undead Recruit 3/+5/+6)
20	Mushroom Plots: Forage: Food

Land Of Giants Encounter Table

1D30	Encounter:
1	Hill Giants leading Chained Goblins (6/+14/+5) Thick Hide
2	Bluffs: Climb XX: Delay
3	Sleeping Mountain Giant (7/+17/+4) Thick Hide. Unalert
4	Crags: See Roc Overhead: Nothing
5	Sneak Past Hill Giant Compound: Stealth XX: Imprisoned (S)
6	Underground Humanoid City: Roll 3 Times on City Table
7	Giants Playground: Favor Foe
8	Boulder Field: Pathfinding XX: Backtrack
9	Three Stone Giants playing Catch: Swift XX: Blast
10	Giants Making a Stew out of Orcs: Stealth XX: (7/+14/+4)
11	Hidden Human Village: Roll 3 times on Village Table
12	Dwarven Tunnel System: Pathfinding XX: Progress (U)
13	Hill Giant Chasing a Human (5/+12/+6): Recruit Human Hero
14	Giant Trees: Climb XX: Rest
15	Mountain Giant Digging a Hole (7/+17/+4) Thick Hide
16	Cages of Elf Captives: Stealth XX: Free Them: Commotion
17	Giant Footprints: Roll on Event Table
18	Two Headed Giant having an Argument: Stealth XX: (6/+14/+4)
19	Dwarves fleeing a Dragon: (5/+14/+7) Breath+3: Ally (Fight Swift)
20	Fire Giant Castle: Stealth XX: (7/+17/+6) Range+3
21	Cavern: Red Skinned Ogres playing Poker: Stealth XX: (5/+15/+5)
22	Ruins with a Bottomless Banshee Pit: Lore XX: Backtrack
23	Cave Minotaur and Wearbear playing Chess: Stealth XX: (4/+13/+6)
24	Hobgoblin Marauders with Mixed Weapons (4/+9/+9) Ambushers
25	Lair: Dragon and Demon playing Snooker: Stealth XX: (7/+17/+7)(U)
26	Goblin Scavengers: Poorly Armed (3/+5/+9) Ambushers
27	Cyclops with a Slingshot (Giant 6/+13/+8) Range+2
28	Trolls fighting Wereboars with Torches: Stealth XX: (5/+14/+6)
29	Roll Once on the River Crossing Table
30	Imp Selling Dwarf Burgers to Goblin Crowd: Pay 1 Gold: Food

Chaos Realm Encounter Table

1D20	Encounter:
1	Mutated Human Bandits (3/+8/+8) Ambushers
2	Giant Motile Plant life: (4/+11/+2)
3	Tainted Beast Men (4/+9/+9) Ambushers
4	Slime Pits: Pathfinding XX: Delayed
5	Chaos Naga (Composite Mage 3/+10/+8) Range +4
6	Giant Mushrooms: Food
7	Get too close to Alien Plants: Swift XX: (4/+6/+5)
8	Cave System: Roll 3 times on Natural Cave System Table
9	Minor Abomination (2/+4/+8) Ambusher
10	Valley of the Warp Spawn: Favor Foe
11	Lesser Abomination (4/+8/+7) Slow
12	Jagged Rocks: Climb XX: Accident
13	Major Abomination (6/+14/+7) Thick Hide. Slow
14	Isolated Settlement: Roll twice on Village Table
15	Shapeshifting Animal (3/+9/+9) Fast
16	Crumbling Temple: Magic Source
17	Phase Beast (5/+12/+9) Fast
18	Overgrown Forest: Pathfinding XX: Backtrack
19	Desert Hills: Roll once on the Desert Table and once on the Hills Table
20	Strange Luminescent Stronghold: Roll 4 times on Wizard Tower Table

Witch Wood Encounter Table

1D40	Encounter:
1	Toll Road: Pay 1 Gold or Backtrack
2	Burning Village: Give Away all Food and Drink
3	Roll once on River Crossing Table
4	Storm: Delay
5	Witch Hunter (3/+10/+9) Armored Range+3 Ambusher
6	Village with Witch being Burned Alive: Nothing
8	Refugees on the Road: Info
9	Hovel of Evil Woodsman (2/+7/+8) Ambusher
10	Inquisitor: Wits XX: (3/+9/+9) Armored
11	Ruins: Roll 3 times on Basic Dungeon Table
12	Creepy Forest: Demoralized
13	Monastery: Wits XX: Blessed (S)
14	Headless Horseman (Spirit 4/+13/+9) Fast
15	Hermit with Lantern: Lore XX: Info
16	Roadside Inn: Pay 1 Gold: Rest
17	Mysterious Castle: Roll 3 times on Castle Table
18	Village plagued by a Hex: Heal XX: Gain Luck (S)
19	Church Bells Ringing: Morale Boost
20	Witches House (Mage 2/+4/+8) Indifferent
21	Marshland: Pathfinder XX: Delay
22	Desperate Man: Quest
23	Ghouls in the middle of a Meal (Undead 3/+9/+6) Indifferent
24	Wolves Howling: Nothing
25	Moonless Night: Favor Foes
26	Witch riding a Broom: Stealth XX: Alarm
27	Dead Body in the Road: 50% Loot 50% Info
28	Highwaymen: Pay all Gold or (3/+8/+8) Ranged+3 Fast
29	Abandoned Wagon: 50% Adventure Gear 50% Nothing
30	Witch Coven in a Ceremony (Mage 4/+8/+6) Unalert
31	All Hallows Eve: Spirits & Undead (6/+13/+7)
32	Crone Sisters: Give them 1 Relic or (Mage 4/+6/+9) Zap +5
33	Haunt (Spirit 2/+3/+7): Cursed
34	Nightmare (Spirit 3/+9/+10) Fast: Lose your Mounts
35+	Roll on Event Table

Sky Shard Encounter Table

1D20	Encounter:
1	Woodland Shard: Roll twice on Forest Table
2	Roiling Storm: Avigation XX: Delay
3	Tumbling Shard: Avigation XX: Backtrack
4	Soaring Dragon (Fire 5/+15/+10) Scales Breath +2 Fast
5	Flying Merchant Ship: Pay 4 Gold for Relic
6	Strange Gravity: Avigation XX: Off Course
7	Hunting Hawkmen (3/+8/+8) Range+3 Fast
8	Farming Shard: Pay 1 Gold: Food
9	Flying Pirate Ship (7/+14/+9) Range+3 Fast Hoard
10	Flight of Birds: Morale Boost
11	Trading Post: Pay 2 Gold: Well Equipped or Adventure Gear
12	Waterfall between Shards: Drink
13	Castle Shard: Roll 3 times on Castle Table
14	Gliding Roc (Beast Bird 5/+12/+8) Fast
15	Floating River: Drink
16	Thin Air: Irritant
17	Village in the Sky: Roll twice on Village Table
18	Freefall: Swift XX: Death Permanent
19	Shard Archipelago: Avigation XX: Progress
20	Sky City: Roll 4 times on City Table

Note: Air Travel encounters are not modified by any Terrain Type.

Greek Island Encounter Table

1D40	Encounter:
1	Rocky Shore: Nothing
2	Minotaur's Maze: Roll 3 times on Labyrinth Table
3	Roman Wilderness of Pain: Demoralized
4	Alluring Forest Nymphs: If All Male Heroes: Delay
5	Deserted Battlefield: Loot
6	Frolicking Satyrs and Fauns: Music XX: Morale Boost
7	Shepard with Goats: Give 1 Gold: Food
8	Medusa's Lair (Gaze Poison 3/+14/+8)
9	Grove of Olive Trees: Food
10	Prowling Cerebus (Beast 4/+12/+9) Fast
11	Small Farms: Wheat: Heal XX: Resupply (S)
12	Drunken Centaurs: Give Drink or (Composite 4/+8/+6)
13	Vineyard: Give 1 Gold: Resupply
14	Hydra (Regenerating Monster 6/+14/+8) Scales
15	Pagan Temple: Give Food or Drink: Blessed
16	Cyclops with Club: Stealth XX: (Giant 5/+12/+7)
17	Oracle in Mountain Cave: Info + Change Fate
18	Cretans with Slings (Men 3/+9/+8) Range+4
19	City State: Roll 3 times on City Table
20	Maenad Ceremony (Mage Priest 3/+7/+8)
21	Rocky Hills: Climb XX: Delay
22	Harpy Nest: Stealth XX: (3/+11/+8)
23	Sheer Cliffs: Climb XX: Backtrack
24	Sorceress turns you into Pigs: Delay for 2 Turns

1D40	Encounter:
25	Ruins: Roll 3 times on Basic Dungeon Table
26	Bandits (3/+7/+8) Range+3 Ambushers
27	Traveling Merchants: Pay 3 Gold for Relic
28	Hoplites (4/+10/+8) Armored and Shielded Slow
29	King in Disguise: Quest or Info
30	Pagan Procession: Delay + Rest
31	Karyatids (Animated 3/+10/+7) Stone Ambusher (S)
32	Colossus (Animated Metallic 10/+20/+4) Indifferent
33	Hundred Handed Giant (8/+18/+5) Slow
34	Shrine: Change Fate
35	Hero in Training: Recruit
36	Gift of the Gods: Relic
37+	Countryside: Roll on Event Table

Dark Forest Encounter Table

1D30	Encounter:
1	Evil Ents (Plant 5/+12/+9) Armored
2	Grasping Branches: Swift XX: Delay
3	Shifting Shadows: Pathfinding XX: Off Course
4	Beastly Howls: Nothing
5	Spooky Forest: Demoralized
6	Lycanthropes (Shapeshifter 3/+13/+11) Fast
7	Wolf Pack (4/+6/+10) Fast
8	Winding Path: Pathfinding XX: Backtrack
9	Treefalls: Climb XX: Delay
10	Giant Spiders (Poison 4/+9/+10)
11	Blood Moon: Favor Foe
12	Chill Wind: Freeze
13	Biting Flies: Irritant
14	Poisonous Insect: One Casualty
15	Foul Miasmas: Disease
16	Stench: Irritant
17	Bat Swarm (3/+4)
18	Rat Swarm (4/+3)
19	Giant Webs: Pathfinding XX: Delay
20	Wailing Banshee (Spirit 3/+8/+5)
21	Lycanthropy: Lose 1 Random Hero: Fight Werewolf (3/+9/+9)
22	Phantom (Spirit 3/+9/+8) Fast
23	Terrified Villagers: Roll once on Village Table
24	River Crossing: Roll on River Table
25	Forest Thick with Webs: Pathfinding XX: Backtrack
26	Magic Stream: Drink + Rest
27+	Roll on Event Table

Warlords Camp Encounter Table

1D20	Encounter:
1	Guard Towers: Stealth XX: Guards (Men 3/+9/+9) Range+4

1D20	Encounter:
2	Palisades: Climb XX: Backtrack
3	Generals Tent: General (Man 3/+10/+8)
4	Set Corraled Mounts Free: Commotion
5	Ammo Dump: Extra Ammo
6	Sneak past Guards: Stealth XX: (Men 4/+10/+9) Shielded
7	Take Armor (Men 2/+5/+5): Disguise
8	Mess Hall: Food
9	Supply Wagons: Resupply
10	Weapon Cache: Well Equipped
11	Face Champion (Man 4/+14/+11) Armored
12	Archers (Men 3/+8/+8) Range+3
13	Surprised Soldiers (Men 4/+7/+5) Shielded
14	Set Camp on Fire: Commotion
15	Stumble upon Battle Mage (Mage 2/+6/+7) Zap +4
16	Alert Guards (4/+10/+12) Shielded. Ambushers
17	Sneak past Tents: Stealth XX: Delay
18	On the Run: Swift XX: Imprisoned
19	Parked Siege Engines: Nothing
20	Cover of Darkness: Gain Luck

Note: These are all Settlement Terrain encounters.

Dinosaur Island Encounter Table

1D20	Encounter:
1	Velociraptors (4/+12/+10) Fast
2	Dry Desert: Thirst
3	Carnisaurs (5/+13/+8) Thick Hide. Fast
4	Steamy Jungle: Overheat
5	Triceratops. Horns (4/+12/+6) Thick Hide. Indifferent
6	Giant Berries: Food
7	Stegasaurs. Spike Tail (4/+11/+7) Thick Hide. Indifferent
8	Rockslide: Swift XX: Blast
9	Anklyosaurs. Club Tail (4/+9/+6) Thick Hide. Indifferent
10	Ravine: Climb XX: Delay
11	Friiled Lizard (Poison Beast 2/+6/+8)
12	Tar Pits: Survival XX: Blast
13	Microraptors (Swarm Beast 4/+7) Fast
14	Swampy Morass: Waterlogged
15	Pterodactyls (Beast 3/+9/+8) Fast
16	Mud Fields: Strength XX: Delay
17	Gentle Giants: Nothing
18	Fern Forest: Roll on Event Table
19	Dinosaur Stampede: Swift XX: Massacre
20	Big Nest: Resupply

Underwater Realm Encounter Table

1D30	Encounter:
1	Giant Clam (3/+7/+6) Armored and Shell. Ambusher
2	Sea Horse Herd: Mounted
3	Giant Crab (4/+11/+8) Shell
4	Sunken Ship: Detect XX: Treasure
5	Carnivorous Seaweed (Plant 3/+6/+5) Ambusher
6	Ship Graveyard: Detect XX: Relic
7	Coral Reef: Nothing
8	Abyss: Navigation XX: Delay
9	Shark Attack (3/+9/+8) Fast
10	Mud Flats: Nothing
11	Octopuses Garden: Food
12	Sunken City: Magic Source
13	Brain Coral (Mage 3/+2/+8)
14	Coral Raiders (Men 4/+10/+10) Shielded Range +3
15	Giant Anemone (4/+12/+7)
16	Tidal Surge: Backtrack
17	Electric Eels (Beast Lightning 3/+11/+9) Zap +2
18	Upwelling: Swift XX: Separated
19	Giant Barracuda (Beast 3/+13/+8) Fast
20	Giant Sea Slug (Poison Beast 3/+6/+6)
21	Rip Tides: Strength XX: Separated
22	Red Tide: Irritant
23	Giant Man-o-war (Poison 3/+8/+5)
24	Jellyfish Bloom: Irritant
25	Hammerhead (Beast 3/+7/+9) Fast
26	Sea Singer: Music XX: Alarm + Delay
27	School of Fish: Fishing XX: Food
28	Murky Water: Navigation XX: Off Course
29	The Drowned (Undead 3/+8/+7)
30	Gnome Submariners: Wits XX: Ally (Fight Range Detect)

Note: These are all Aquatic Terrain Encounters.

Demon Dimension Encounter Table

1D20	Encounter:
1	Fire and Brimstone: Irritant
2	Writhing Lemures (2/+2/+2) Slow
3	Hellscape: Demoralized
4	Demon Horde (8/+18/+6)
5	Jagged Rocks: Climb XX: Delay
6	Flying Demons (3/+11/+9) Fast
7	Fiery Fields: Overheat
8	Torrents of Flame: Swift XX: Blast
9	Parched Plains: Thirst
10	Hell Hound Packs (5/+13/+11) Fast
11	Sulfurous Clouds: Backtrack
12	Stone Throwing Imps (Demons 3/+5/+9) Range +4
13	Acid Rain: Delay
14	Unholy Ground: Cursed

1D20	Encounter:
15	Hellion (Monster 7/+14/+6) Fast
16	Plague Demon (Disease Regenerating 6/+12/+7)
17	Magic Vortex: Nullify
18	Pit Fiend with Sword & Flail (Demon 8/+18/+9) Thick Skin
19	Hell Freezes Over: Freeze
20	Demonic Energies: Favor Foe

Sylvan Forest Encounter Table

1D50	Encounter:
1	Talking Raven: Wits XX: Info
2	Talking Beavers: Wits XX: Info
3	Pestering Pixies: Swift XX: Delay
4	Sprite Squadron (Fey Mages Poison 2/+7/+14) Range+3 Ambushers
5	Naughty Nymphs: If All Male Heroes: Delay
6	Spring: Drink: Fishing XX: Food
7	Herbs: Lore XX: Medicinals
8	Mushrooms: Lore XX: Medicinals
9	Babbling Brook: Drink: Wits XX: Backtrack (A)
10	Disapproving Dryads (Fey 3/+9/+13) Ambushers
11	Ill Tempered Treant (Plant 6/+14/+7) Armored. Slow
12	Fairy Circle Ring: Magic Source
13	Wood Elf Patrol: Wits XX: (Men 3/+11/+11) Range+5
14	Attack Squirrels (Swarm 4/+2)
15	Helpful Brownie: Wits XX DM +2: Guide
16	Stag: Hunting XX: Food
17	Elven Adventurer: Recruit Elf Hero
18	Faerie Dragon (Invisible 3/+9/+11) Fast
19	Annoyed Leprechaun: Wits XX: Treasure
20	Curious Black Bear (Beast 3/+6/+8)
21	Giant Owl on the Hunt (Beast Bird 2/+6/+9) Fast
22	Devious Fox Spirit: Wits XX: Murder
23	Drunken Centaurs: Give Drink or (Composite 4/+8/+6)
24	Piping Satyr: Music XX: Backtrack
25	Prancing Faun: Music XX: Delay
26	Nixie Trickster: Wits XX: Separate (A)
27	Pesky Fire Sprites (Fey Fire 2/+7/+12)
28	Singing Sylphs: Music XX: Delay
29	Sidhe Ranger: Lore XX: Guide
30	Four Leaf Clover: Detect XX: Gain Luck
31	Berry Bushes: Forage: Food
32	Will o Wisp: Pathfinder XX: Off Course
33	Apple Trees: Forage: Food
34	Elf Village: Wits XX: Resupply or Barred (S)
35	Pleasant Gnome Village: Heal XX: Resupply (S)
36	Roll Once on River Crossing Table
37	Taunting Goblins (3/+5/+9) Cannot be Evaded
38	Music Loving Gypsies: Music XX: Rest
39	Foxfire: Gain Luck
40	Menhaden: Rune Trap: Detect XX: Blast
41	Riddling Giant: Wits XX: (Giant 6/+15/+8)

1D50	Encounter:
42	Jackelope: Animal
43	Questioning Druid: Quest
44	Quickling Thief: Detect XX DM -1: Lose 1 Relic
45	Hysterical Fairy Sentinel: Stealth XX: Alarm
46	Bored Faerie Enchanter: Wits XX: Incapacitate
47	Bee Hive: Swarm (Insects 2/+1)
48	Mist: Favor Foes
49	Poetic Faerie Noble: Lore XX: Morale Boost
50	Judgmental Unicorn: Wits XX: (Fey Mage 5/+12/+11)

Major Foe Table Notation

Foes are Combat Challenges. They have the notation of (Type X/+Y/+Z)

X Hits and Armor Trait Bonus

+Y Fight Trait Bonus. Half of +Y rounded down = Strength Trait Bonus

+Z Stealth Trait Bonus

-The Range of the Swiftiness Trait is given by the Terms: Slow (1D3 -1) or Fast (1D6 +5) If neither are mentioned, the Foe will have a Swiftiness of (1D3 +2)

- The Armored and Metallic Traits will Double the Armor Bonus.
- Traits like Shielded, Shell, Stone, Scales, Thick Hide give +2 to Armor
- The Type will include 1 or more Traits. If any of

these traits can be Negated (like Poison or Mind or Invisible) the Fight Trait will be reduced by -5 to a Minimum of Zero.

Quest In Japan

Introduction

Japanese Version of Mortal Quest. Instead of rolling on the Random Terrain Table 5 Times, Players just use the Japan Encounter Table (Rare type Table). Note that the Trait Charge here is replaced by the term Kai.

Also the trait Settlement is replaced by the term Honor. Use the regular Spell Deck. The Terrain based Traits of Wild, Honor, Under, and Aquatic when applicable are noted by (—)

Japan Encounter Table

1D60	Encounter:
1	Shinto Temple: Blessed
2	Avoid Bandits: Pathfinding XX: (Men 4/+6/+8) Ambushers (W)
3	Dojo: Wooden Sword Contest: Fight XX: Prize (H)
4	White Ape Men (Beasts 4/+9/+8) (W)
5	Shrine: Lore XX: Blessed (H)
6	Tengu Bird Men (Mage 4/+14/+9): Relic Sword (W)
7	Tea Ceremony: Lore XX: Delay (H)
8	Savage Buso Ghouls (Undead 3/+10/+6) (H)
9	Bull Headed Crab Sea Devil (Composite 4/+9/+7) Armored (A)
10	Typhoon Dragon: Climb XX: Blast (A)
11	Yo Kai Nature Spirits: Music XX: Gain Luck (W)
12	Mercenary Ronin: Pay 3 Gold: Ally (Fight Kai Armor)
13	Dog Headed Demon (Mage 4/+10/+8) (W)
14	Peasants: Music XX: Resupply (H)
15	Big Mouthed Mountain Hag: Wits XX: Cursed (W)
16	Geisha Assassin: Detect XX: Death (H)
17	Lucky Cat: Music XX: Gain Luck (H)
18	Yakuza Enforcers: Give All Gold or (Men 4/+8/+8)(H)
19	River Sprite: Music XX: Drink + Guide (A)
20	Kappa Turtle Men (3/+9/+7) Shell Ambushers (A)
21	Flying Scroll: Lore XX: Progress (H)
22	Blue Skinned Oni Demon (5/+14/+7) (W)
23	Little Nue (Composite 2/+3/+8) (W)
24	Kitsune Fox Woman: Wits XX: Death (W)

1D60	Encounter:
25	Big Man: Wits XX: Ally (Fight Strong Armor) (H)
26	Ninja Assassins (3/+11/+9) Ambushers (H)
27	Long Necked Vampire Demoness (3/+10/+5) (H)
28	Samurai Warriors: Wits XX: (4/+13/+8) Range+4 Armored (H)
29	Snow Woman: Music XX: Freeze (W)
30	Wicked Gaki Spirits: Give Food or (Spirit 3/+9/+7)(H)
31	Giant Snake (Beast Poison 4/+12/+6) (W)
32	Dragon Turtle (8/+16/+5) Armored and Shell Indifferent (A)
33	Onryo Ghost: Quest
34	Earthquake Beetle: Swift XX: Blast (W)
35	Vengeful Yurei Ghost Woman (Spirit 3/+11/+9) (H)
36	Necromancer (Undead Mage 4/+12/+7) (W) Treasure
37	Giant Nekomata Cat (Beast Mage 5/+13/+11) (U) Treasure Relic
38	Hideous Giant Skeleton (Spirit 6/+16/+7) (W)
39	Rice Paddies: Nothing
40	Giant Spider Princess (Poison Mage 7/+17/+13) (W) Treasure
41	Small Village: Pay 1 Gold: Resupply
42	Large Village: Pay 2 Gold: Well Equipped or Mounted
43	Famine: Tough XX: Starve (W)
44	Ghost Town: Pay 1 Gold: Medicinals or Resupply
45	Prosperous Town: Pay 2 Gold: Adventure Gear or Relic Potion
46	Major City: Pay 3 Gold: Mounted or Recruit
47	Castle: Wits XX: Healed or Well Equipped (H)
48	Countryside: Survival XX: Starve (H)
49	Time of War: Favor Foes
50	Battlefield: Detect XX: Well Equipped + Loot (W)
51	Wako Pirates (Men 3/+8/+8) (A)
52	Mountain: Climb XX: Backtrack (W)
53	Maiden Spirit: Music XX: (Spirit 3/+9/+6) (H)
54	Master Swordsmith: Pay 3 Gold: Relic Sword
55	Kue Demon Ghost (4/+11/+7) (W)
56	Merchant: Pay 2 Gold: Mounted or Medicinals
57	Wanderer: Wits XX: Recruit (H)
58	Sage: Lore XX: Info (H)
59	Challenged to Duel: Fight XX DM -1: Casualty (H)
60	Raging River: Strong XX: Separated (A)

Japan Major Foe

There is only one Major Foe: Infernal Monarch (Demon Mage 10/+20/+10) Zap+5 (U)

Japan Hero Deck

Hero:	Traits:
Sword Samurai	Fight+2 Armor+2 Range Strong Kai Rider Martyr Honor
Lance Samurai	Fight+2 Armor+2 Range Kai Rider+2 Martyr Honor
Bow Samurai	Fight+2 Armor+2 Range+2 Kai Rider Martyr Honor
Tetsubo Samurai	Fight+2 Armor+2 Strong+2 Kai Rider Martyr Honor
Ninja Assassin	Fight+2 Stealth+3 (Slay Men) Swift Range Climb Tactics
Ninja Warrior	Fight+2 Stealth+2 Armor Swift Range Climb Tactics Kai

Hero:	Traits:
Jutsu Ninja	Mage+2 Fight+2 Swift Climb Tactics Range Stealth+2
Zen Kai Warrior	Fight+3 Zap+2 Swift Kai+2 Strong Tough
Masterless Ronin	Fight+2 Armor Range Strong Stealth Wild Kai Rider Swift
Bushi Soldier	Fight+2 Armor Tough+2 Range Detect Stealth Rider Tactics
Ashigaru Gunner	Range+3 Fight Armor Tough Stealth Tactics Climb Swift
Tattooed Man	Fight+2 Mage Zap Kai Detect Wits Swift Stealth
Fire Shugenja	Mage+2 Zap+4 Lore+2 Wits Foresee
Earth Shugenja	Mage+2 Zap+3 Lore+2 Wits Foresee Armor
Air Shugenja	Mage+2 Zap+3 Lore+2 Wits Foresee Swift
Water Shugenja	Mage+2 Zap+3 Lore+2 Wits Foresee Stealth
Void Shugenja	Mage+3 Zap+3 Lore+2 Wits Foresee
Naga Warrior	Fight+2 Armor+2 Range+2 Swift+2 Strong Tough
Geisha	Fight Heal+2 (Slay Men) Stealth+2 Music Lore Wits Detect
Magistrate	Lore+3 Wits+3 Music Detect Stealth Honor
Sword Master	Fight+3 Swift+2 Kai Tactics Strong Stealth Dual Wield
Tactician	Fight Tactics+3 Foresee+2 Detect+3 Rider
Yojimbo	Range+4 Fight Rider Stealth Climb Swift Wild
Scout	Stealth+2 Fight Range Rider Wild Swift+2 Detect Climb
Courtier	Stealth+2 Honor Music+2 Heal Detect Wits+2 Lore
Shinto Priest	Priest+3 Honor Music Lore+2 Heal Wits Foresee
Warrior Priest	Priest+2 Fight+2 Armor Heal+2 Lore Wits Music
Mystic Monk	Priest+2 Mage+1 Lore Heal Music Honor Wits Foresee Detect
Monk Warrior	Priest+1 Fight+2 Strong Swift+2 Tough Climb Stealth Tough
Yakuza Enforcer	Fight+2 Strong+2 Stealth Swift Honor Detect Tough Wits
Sumo Warrior	Fight+2 Strong+3 Tough+2 Swift Honor Kai
Wako Pirate	Fight+2 AquaticClimb Swift Detect Stealth+2 Tough Dual Wield

Japan Relic Deck

Relic:	Notes:
Emperors Seal	Honor +2
Daikyu (Great Bow)	Range +2
Fine Wakizashi	Fight +1
Fine Katana	Fight +2
Crystal Katana	Fight +1 Swift +1
Jade Katana	Fight +2 Strong +1
Imperial Katana	Fight +2 Honor +1
Serpent Shurikens	Range +5 Poison (Single Use)
Magic War Fan	Fight +1 Armor +1
Magic Kabuto (Helmet)	Armor +1 Tactics +1
Fine Armor	Armor +1
Imperial Armor	Armor +2 Honor +1
Dragon Scale Armor	Armor +2 Fight +1
Jade Armor	Armor +2 Strong +1
War Banner	Tactics +1
Magic Gong	Music +1 Priest +1
Magic Bell	Music +1 Mage +1

Quest In China

Introduction

Chinese Version of Mortal Quest. Instead of rolling on the Random Terrain Table 5 Times, Players just use

the China Encounter Table (Rare type Table). Use the regular Spell Deck.

Note that the Trait Charge here is replaced by the

term Kai. Also the trait Settlement is replaced by the term Honor. The Terrain based Traits of Wild, Honor, Under, and Aquatic when applicable are noted by (—)

China Encounter Table

1D70	Encounter:
1	Giant Buddha Statue: Priest XX: Gain Luck (W)
2	River Dragon (6/+16/+9) Scales Fast (A)
3	Confucian Sage: Lore XX: Info (H)
4	Disguised Demon (3/+9/+11) Ambusher (W)
5	Play Go Master: Wits XX DM -3: Progress (H)
6	Jade Warriors (4/+10/+6) Armored and Stone (U)
7	Luck Dragon: Magic XX: Gain Luck (W)
8	Flaming Mountain: Pathfinder XX: Backtrack (W)
9	White Bone Demon (Undead 4/+14/+7) (W)
10	Disaster: Climb XX: Delay (W)
11	Yellow Wind Demon (Air 3/+10/+9) Fast (W)
12	Celestial Bureaucracy: Lore XX: Delay (H)
13	Black Bear Demon (Beast 4/+12/+8) (W)
14	Procession of the Jade Emperor: Backtrack
15	Flesh Eating Demons (Fire 5/+15/+8) (W)
16	River of Quicksand: Strength XX: Death (A)
17	Goblins (Men 4/+7/+8) Range+3 (W)
18	Predicament: Strong XX: Separated (W)
19	Ogre Magi (Giant Mage 5/+13/+8) (W)
20	Flight of the Dragon King: Favor Foes
21	Animal Spirits: Music XX: Blessed (W)
22	Impassable River: Lore XX: Backtrack (A)
23	Seductive Spider Spirits: Detect XX: Death
24	Kingdom of Women: Music XX: Delay
25	Evil Magician (Mage 2/+4/+6) Zap+3 (H)
26	Calamity: Priest XX: Demoralized (H)
27	Carp Demon (Aquatic 3/+8/+8) Scales (A)
28	Hidden Monastery: Detect XX: Healed (W)
29	Green Lion Demon (Beast 4/+11/+10) (W)
30	Visited by the Goddess of Mercy: Healed
31	Scorpion Demon (Poison 3/+10/+8) Shell (W)
32	Zen Disciples on Pilgrimage: Music XX: Blessed (W)
33	Dream Demon: Wits XX: Death (H)
34	Cloud Travel: Music XX: Progress (W)
35	Nine Headed Bird Demon (Beast 7/+15/+7) (W)
36	Tricked by the Monkey King: Wits XX: Lose 1 Relic (W)
37	Rebels (4/+8/+9) Ambushers (H)
38	Guardian Foo Dogs (4/+14/+9) Fast Stone Indifferent (H)
39	Barbarians (4/+10/+8) Ranged+4 Fast (W)
40	Captured: Stealth XX: Delayed (H)
41	Bamboo Forest: Pathfinding XX: Lost (W)
42	Hopping Zombies (Regenerating Undead 3/+5/+6) Slow (H)
43	Humble Village: Pay 1 Gold: Resupply
44	Water Ghost (Spirit 3/+9/+8) (A)
45	Thriving Town: Pay 2 Gold: Resupply and Mounted
46	Headless Ghost (Spirit 3/+7/+7) Ambusher (H)

1D70	Encounter:
47	Fortress: Lore XX: Recruit or Quest (H)
48	Panda Warrior: Give Food: Ally (Fight Kai Strong)
49	Major City: Pay 3 Gold: Medicinals and Well Equipped (H)
50	Celestial Tiger (Spirit Beast Mage 7/+17/+10) Fast (W)
51	Aided by Goddess: Music XX: Blessed (W)
52	Triad Thugs (Men 4/+7/+8) Tactics (H)
53	Return Traitor: Track XX: (Man 2/+5/+7): Reward (W)
54	Sun Ravens: Track XX: Guide (W)
55	Evil Dojo: Master & Disciples (Men 6/+16/+8) (H)
56	Moon Hares: Give Food: Gain Luck
57	Quirky Miniboss Squad (Men 7/+17/+9) Kai+4 (H)
58	Martial Artist: Recruit Hero with Fight
59	Bronze Body Warrior (Man 8/+18/+8) Metallic (H)
60	Old Master: Recruit Hero with Mage
61	Evil Eunuch Magistrate and Henchmen (4/+9/+7) (H)
62	Tree Demon (Plant Mage 6/14/+8) Armored (W)
63	Hopping Vampire (Undead 4/+8/+8) (H)
64	Holy Man: Recruit Hero with Priest
65	Werecat (Shapeshifter 3/+10/+10) Ambusher Fast (W)
66	Fung Fu Mummies (Regenerating Undead 5/+13/+8) Fast Kai (U)
67	Mountain Dragon (Mage 8/+17/+8) Scales Fast Breath+3 (U)
68	Witchy Woman (Mage 3/+5/+8) Zap+3: Cursed (W)
69	Corrupt General and Soldiers (Men 6/+15/+7) Range+4 (W)
70	Evil Bat Queen (Mage 3/+6/+9)(W)

China Major Foe

There is only one Major Foe: Yama King (Demon Mage 9/+21/+11) Zap+4 (U)

China Hero Deck Card List

Hero:	Traits
Kung Fu Master	Fight+3 Swift+2 Climb Tough Lore Wits Kai
Drunken Master	Fight+3 Swift+2 Tough+2 Kai Stealth Strong
Shaolin Monk	Fight+2 Strong+2 Swift+2 Climb Tough Lore Kai
General	Fight+2 Strong Honor Tactics+2 Rider Lore Wits Kai
Admiral	Fight+2 Aquatic Honor Tactics+2 Lore Wits
Imperial Agent	Fight+2 Honor Wits+2 Lore+2 Music Detect Rider
Horse Warrior	Fight+2 Rider+2 Armor Swift Wild Tough Heal Music
Sword Master	Fight+4 Rider Swift+2 Strong Kai Honor
One-Armed Swordsman	Fight+3 Honor Kai Heal Tough Lore Wits Strong
Wuxia Swordsman	Fight+2 Armor Swift Strong Kai Stealth Tactics Rider Tough
Warlord	Fight+2 Strong+2 Armor+2 Tactics+2 Kai Rider
Legendary Archer	Range+4 Strong Fight Detect Climb Foresee Swift
Rebel Folk Hero	Fight+2 Stealth Climb Tactics Lore Swift Heal Kai Wits
Wizard Sage	Mage+3 Honor Foresee+2 Lore+3 Wits
Wu-Jen	Mage+2 Zap+3 Foresee Lore+2 Wits Swift
Sorcerer	Mage+3 Zap+2 Foresee Lore+2 Strong Tough
Spirit Medium	Mage+2 Heal Music Detect+3 Foresee Honor Wits
Seer	Mage Foresee+4 Wits Lore Music Detect+2
Gu Witch	Mage+2 Foresee Poison Lore Wits Detect Heal Stealth Kai

Hero:	Traits
Physician	Mage Heal+3 Detect Rider Honor Wits Lore Swift
Shaman	Priest+2 Mage Heal+2 Wild Foresee Stealth Detect Music
Confucian Priest	Priest+2 Honor Lore+2 (Slay Undead) Wits+2 Music Heal
Buddhist Monk	Priest+3 Honor Lore+2 Wits Music Heal Detect
Daoist Monk	Priest Mage Honor Lore Wits+3 Music Heal Detect
Cult Master	Priest+2 Mage Lore+2 Foresee Music Wits Detect Honor
Warrior Monk	Priest Fight+2 Climb Strong Swift Kai Stealth Detect Tough
Spiritual Warrior	Priest Fight+2 Foresee Kai Heal Wits Tough Strong Swift
Demon Hunter	Priest Mage Fight+2 (Slay Demon) Wits Rider Detect Swift Tough
Exorcist	Priest Fight (Slay Spirit) Foresee Detect+2 Lore+2 Rider Wits
Acrobat	Swift+3 Climb+2 Detect Rider Range Fight Music

China Relic Dexck Card List

Relic:	Notes:
Spirit Fusion Pot	Once per Turn Create Ally: (Animated Fight+4)
Cauldron	Get +1 to all Spell Rolls
Heavenly Book	Priest+1
I Ching	Mage+1
Oracle Bones	Foresee+1
Great Seal	Honor+1
Ancient Script	Discard to draw 3 Magic Cards: Keep 1
Herb of Immortality	Discard to Revive Hero killed this Turn
Coin Sword	Fight+1 Armor+1
Spirit Sword	Fight+2 (Slay Spirits)
Jade Sword	Fight+2 Swift+1
Phoenix Sword	(Fire) Fight+2 Tough+2
Wish Jewel	Discard for Wish Spell
Auspicious Pearl	Aquatic+1
Luminous Gemstone	Discard for Light Spell
Crescent Blade	Fight+2 Kai+1
Bronze Vessel	Get +1 to a Blessing Rolls
Healing Elixir	Discard for Heal+4
Flying Guillotine	Fight+1 (Slay Men)
Blood Sword	Fight+3
Heavens Sword	Fight+2 Honor+1
Secret Scroll	Discard to draw 3 Magic Cards: Keep 1 Spell
Kung Fu Manual	Get Fight+5 vs Major Foe
Sacred Scroll	Discard to draw 3 Magic Cards: Keep 1 Blessing
Celestial Sword	Fight+2 Strong+3





Moskito Coast

Introduction

Players are Drug Traffickers smuggling cocaine shipments from Columbia into the US.

Victory

The first player to accumulate \$50,000,000 wins.

The Board

The Board is a single track 30 spaces long (Central America). The Start space is Columbia. The End space is USA.

Every other space is a "Safe Zone".

Pieces

Each player gets a set of pawns of a unique color. Each set has 2 of the following 3 types of Pawns: Trucks (Ground) Planes (Air) Boats (Sea)

Government Forces

There is also 2 sets of Government pawns: USA Pawns (Blue): 1 Ground, 1 Air, and 1 Sea. Central American (CA) Government Pawns (Red): 1 Ground, 1 Air, and 1 Sea. CA Pawns start on space #5 USA Pawns start on space #25 Government pawns cannot enter the start or end spaces.

Money

Use change Change. 1 Cent = \$1,000,000.

Dice

Six sided dice are needed.

Setup

Each player picks 1 of their pieces & puts it on the start space. Players roll high on 1D6 to see who goes first. Players start with \$10,000,000

Turn Sequence

Players take turns. Each turn has 5 Phases:

- Transport Phase
- Smugglers Phase
- Activity Phase
- Production Phase
- Interception Phase

Transport Phase

You move each of your pawns in play forward (towards US) 1D6 spaces. If a Pawn reaches the end space remove it from the board & get 3D6 x \$1,000,000. Capture: If you move a smuggler pawn onto a Government pawn, the smuggler is captured and removed from the board.

Smugglers Phase

You may discard a Transport card to cause a pawn to move forward an additional 1D6 spaces. The Transport cards type (Land/Air/Sea) must match that of the Pawn. If you land on an opponent's Pawn, remove it from the board, and gain 1,000,000.

Activity Phase

Draw 1 card from the deck & put it in your hand. If the deck runs out, shuffle the discard & draw from it. Max hand size is 7 cards. Discard excess cards.

Production Phase

You may pay \$1,000,000 to put one of your pawns into play on the start space. You may discard a Narcotics Production card from your hand to play an additional pawn.

Interception Phase

You may play (discard) a Law Enforcement card to move a Government pawn of the indicated type. The Government pawn moves 1D6 spaces in either direction. A Government pawn that lands on a smuggler pawn captures it: the smuggler is captured and removed from the board.

Your opponent may play (discard) a Corruption card to negate a Law card.

Card Type Notation

- N** Narcotics Production
- T** Transport
- L** Law Enforcement
- C** Corruption
- G** Ground
- A** Air
- S** Sea
- X** Ground, Air, or Sea
- Z** Opponent must discard his hand
- Y** Draw 3 cards
- P** Capture Target pawn at Start Space
- U** Capture Target pawn at End Space

cent Central American Government only**usa** USA Government only**Card List**

Card Name:	Type:
Cocaine Republics	N
Lawless Jungle	TG
Border Tunnels	TG
Fast Boats	LS
Speed Boats	TS
Drug traffickers	TX
Pacific coast	TS
Caribbean coast	TS
Drug Kingpin	Y
Arrests	LX
Guatemalan Navy	LScent
Coast Guard	LS
Clandestine landing strip	TA
U.S. counter-drug operations	LXusa
Smuggler's paradise	TS
Central American Corridor	TG
Drug Culture	Y
Compliant population	Y
Banana republics	N
Police in Mexico	LGcent
Trucks	TG
Cali Cartel	N
Medellin Cartel	N
Juarez Cartel	N
Tijuana Cartel	N
Tamaulipas Cartel	N
Violence	C
Crop-dusting program	P
Coca crop	N
Narcotics crops	N
Threats	C
Look the Other Way	C
Drug money	C
Pay-offs	C

Card Name:	Type:
Illegal drug market	C
Bumper Crop	N
INS	LG
Customs Service	LS
Border Patrol	LG
Bribery	C
U.S. Port of Entry	U
Inspector	LG
Columbian Exports	N
Good Growing Season	N
Drug War	Z
Smuggling game	Y
Shark Boats	TS
Contraband	N
Lottery of the Sea	TS
Transportation Fee	TX
Counterdrug Police	LX
Helicopters	LA
Turboprops	TA
Old jets	TA
Cocaine express	TA
Crash-land old planes	TA
Nuns	TG
Maritime anti-drug operation	LS
Fishing Boats	TS
Nicaragua's Miskito Coast	TS
Airport Search	LA
Nicaragua's National Police	LGcent
Crack down	LX
Narco-traffickers	TX
Drug Bust	LX
Search & Seizure	LX
DEA Agents discover Airfield	LAusa
Radar	LA





Motala Strom

Turn-based 1D strategy by Marcus Salo

I think I have created the simplest strategy game. I call it Motala Strom (isn't that a really catching and commercial name), that is the river that flows through my beloved Norrköping, Sweden.

Well, the rules go like this:

The board:

Nine spaces connected with line. Space two is marked yellow for the yellow player and space eight blue for the blue player:

O - Y - O - O - O - O - O - B - O

The pieces:

Both players, the yellow and the blue, have four playing pieces of their color.

Phase one: Placing the Pieces.

Both players take turns placing the pieces on the board on any vacant space. Yellow player starts.

Phase two: Moving and Capturing.

Pieces move one space at the time. Enemy pieces are captured by jumping. Captures are mandatory. If after a capture jump a new capture jump can be made, the player must do it. In other words, capturing works like in checkers. If the player cannot move, the other player has a new turn.

However, you have to give your opponent a chance to move within three turns. If you don't, you lose.

Winning:

A player wins by capturing all the enemy pieces or by having his last piece on his own home space marked with his own color.

I have tested this game with Zillions thousands of time and to my surprise, it seems to work and actually be very challenging and have a lot of depth and strategy. :-)

Enjoy!

Link

Super Duper Games





Motorcade

Introduction

Card Game for 2 players. One player is an armored caravan transporting a VIP. The other player is a group of Terrorists attacking the Motorcade.

Victory

The Terrorists win if the VIP (The Package) is killed. The Motorcade wins if it accumulates 20+ Travel Tokens (TT).

The Decks

Each player gets a unique Deck:

1. The Motorcade Deck
2. The Terrorist Deck

Travel Tokens

Use poker chips for Travel Tokens (TT). This represents how far the motorcade has to go to Outdistance the Terrorists.

Chokepoint Marker

If the Chokepoint Marker (CPM) is flipped up, the Motorcade is considered to be Stopped and cannot gain Travel Tokens. Chokepoint cards in the Terrorist Deck will flip up the CPM. Escape cards in the Motorcade Deck will flip down the CPM.

Dice

Ten sided dice are needed.

Discard Piles & Dead Piles

Players keep separate piles for discarded cards and killed (Dead) cards.

Setup

Each player is dealt a hand of 7 cards. The Motorcade player starts with "The Package" card in play.

Turn Sequence

Each turn has 7 Phases: Plan of Action Phase Chokepoint Phase Deployment Phase Attack Phase Counter Attack Phase Escape Phase Travel Phase

Plan Of Action Phase

Each player fills their hand to 7 cards. If a deck runs out, shuffle the discard and draw from it.

Chokepoint Phase

The Terrorist player may play a Chokepoint card to flip up the CPM. The Chokepoint card stays in play until the CPM is flipped down, at which Time the Chokepoint card is put in the Dead Pile. Note that some Chokepoint cards will give certain types of Terrorist cards various Bonuses while the card is in play.

Sweeper Phase

The Motorcade player may discard a Sweeper card to flip down the CPM if it is up.

Deployment Phase

The Terrorist player deploys (puts into play) up to 2 Attack cards from his hand. This is known as the Deployment Limit.

Attack Phase

Each Terrorist Attack card in play may make 1 Attack. On a roll of 10 or better the attack destroys 1 Motorcade Vehicle (or its occupants). The Motorcade player must put 1 Vehicle card from his hand, or 1 that is already in Play from a previous turn, into the Motorcade Dead Pile.

If there are no Vehicles available that can block then the Package Vehicle card is destroyed and the Terrorists win the game.

Counter Attack Phase

The Motorcade Player may put any number of Vehicle cards into play. Each Motorcade Vehicle in play may make 1 counterattack. On a roll of 10 or better the counterattack destroys 1 Terrorist Attack Card, which is Removed from play and put in the Terrorist Dead Pile.

Escape Phase

The Motorcade player may discard an Escape card to flip down the CPM if it is up.

Travel Phase

If the CPM is down, discard all cards in play If the CPM is down, the Motorcade player gains 1 Travel Token. Each player may discard down to 2 cards. Travel cards can be played in this phase if the CPM is down.

Special Rules

The Package can only make a Counter Attack Roll if there are no other Vehicles in play. Bombs are discarded as soon as they make an attack.

Card List Notation

C Chokepoint Card

A Attack Card

V Vehicle Card

E Escape Card

T Travel Card

M Modifier Card

AR Attack Roll

S Sweeper Card

X Vehicle Card that can also be used as a Sweeper Card

Z Vehicle Card that can also be used as an Escape Card

CR Counter Attack Roll

TT Travel Token

DL Deployment Limit

Motorcade Card List

Card Name:	#	Type	Notes:
The Package	1	V	CR +1; Starts in Play
Police Motorcycles	2	X	-
Marked Police Guide	1	X	CR +1
Pace Setter	1	T	Gain 1 TT
Keep Moving	1	T	Gain 1 TT
Control Traffic Lights	1	T	Gain 1 TT
Front Vehicle	1	V	If Destroyed Draw 1 Card
Bulletproof Glass	2	M	Cause target AR to be Rerolled
Armored Cars	2	M	Cause target AR to be Rerolled
Planned Route	1	S	-
Intel	1	M	Look at Opponents Hand
Alternate Route	1	S	-
Identical Decoy Limo	2	V	-
Three Card Monte	1	M	Cause target AR to be Rerolled
Blacked Out SUV	3	V	CR +3
Shoot to Kill Orders	1	M	Target CR gets +1
Security Agents	1	M	Target CR gets +1
SWAT Team	1	Z	CR +2
Convoy	1	M	Draw 2 Cards in Plan Phase
Watchtower Rig	1	V	Discard to Negate a Bomb Attack
Radio Jammer	1	M	Negate a Bomb Attack
Staffer Car	2	V	Cannot Counter Attack
Media Van	1	X	Cannot Counter Attack
Breakthrough	1	E	-
Go Around	1	E	-
Professional Drivers	1	E	-
Side Street	1	E	-
Back Up	1	E	-
Rear Guard Police	1	Z	CR +1

Terrorist Card List

Card Name:	#	Type	Notes:
Overpass	1	C	Bombs get AR+2
Bottleneck	1	C	-
Railroad Crossing	1	C	Cannot use Go Around

Card Name:	#	Type	Notes:
Rush Hour	1	C	Cannot be Negated by Sweeper
Blockade	1	C	Cannot use Breakthrough
Staged Accident	1	C	-
Traffic Jam	1	C	-
Bridge	1	C	Cannot use Back Up
Downtown	1	C	-
Roundabout	1	C	DL +1
Narrow Street	1	C	All AR get +1
Tunnel	1	C	Cannot use Side Street
Sneak Attack	2	M	All AR get +1
Crossfire	1	M	DL +1
Spotter	1	M	Look at opponents Hand
Confusion	1	M	Opponent discards 1 Random Card
Concealed Positions	2	M	Cause target CR to be Rerolled
Ambush	1	M	Draw 2 cards in Plan Phase
Surrounded	1	M	Negate an Escape Card
Radio Controlled Bomb	1	A	AR +4
RPG Launchers	2	A	AR +3
Heavy Machine Gun	2	A	AR +2
Sniper	2	A	AR +1
Gun Men	8	A	-





Mtg Tdo

Introduction

Variant Format for the Magic The Gathering Collectible Card Game. This format is essentially about using all the cards you own to make a large Collection of 40 card decks with a plethora of very tight themes. As opposed to many other formats this variant encourages Short games, Milling, Super over-powered combos, and Blowouts.

This format should offer a nice mix of quick (deck) drafting along with a variety of pre-constructed decks.

Format

1. All Decks require a theme (in the spirit of...). Each deck needs a name.
2. In a given playing session only one of the players (the Host) provides all the decks to be used by all the players. This is to reduce Questions of ownership or other foul play that may come up later. The Hosts collection of Decks to be used is known as the "Codex".
3. The codex should contain 5 - 12 Decks. At least as many as there are players. Just like a Deck, each Codex should have its own personality.
4. Decks are distributed/drafted per the rules of the particular Codex.
5. Decks are 40 cards. All cards are legal. Max 4 per deck. Most cards that are banned or restricted limit to 1 per deck. No Ante cards. The Host should endeavor to make all the decks at similar power levels.





Mughal

Introduction

Card game for 2-4+ players. Theme: The Mughal (Mogul, Moghul) Empire (India 1526 - 1712)

Victory

The player with the most VT (Victory Tokens) at the end of the game wins.

Emperor Card Usage Chart

Turn	Name:	Emperor Card:	Age:
1	Babur the Tiger	7 for Military	Early
2	Humayun	3 for Any	Early
3	Akbar the Great	5 for Building or Military	Middle
4	Jahangir	3 for Any	Middle
5	Jahan	7 for Building	Late
6	Alamgir	5 for Culture or Military	Late
7	Bahadur	3 for Any	Late

Middle And Late Cards

These types of cards are kept out of the deck at the beginning of the game. When turn 3 starts, shuffle the Middle cards into the deck along with the discard. When turn 5 starts, shuffle the Late cards into the deck along with the discard.

Victory

Players share a common set of Victory Tokens (VT).

Turn Sequence

Each turn has 5 Phases:

1. Destiny Phase
2. Fate Phase
3. Action Phase
4. Scoring Phase
5. End Phase

Destiny Phase

Each player is dealt 2 cards face up. All players can see them. If the deck ever runs out, shuffle the discard and draw from it.

Fate Phase

Each player is dealt a hand of 5 cards. These are "face-down", only the owning player can see them.

Game Length

The game lasts 7 Turns. Each turn represents the reign of one Emperor:

Action Phase

There are 2 Steps: Step 1 - Each player selects one card from their hand and places it face up on the table in front of them. Step 2 - Players then pass their hand to the next player. (on odd turns the next player is to the left, on even turns, to the right) Repeat steps 1 and 2 until all cards are played to the table. Each player should have 7 cards face up in front of them.

Scoring Phase

Each card has a Suite and a Level. The Suites are: Military, Building, Culture, and Wealth. For each suite each player adds up the levels of all their cards in that suite.

The player with the highest total level in a Suite gets 2 Victory Tokens. If 2 or more players tie for highest, each one gets 1 VT. If you have cards from all 4 Suites gain 2 VT.

End Phase

All cards played this turn go to the discard.

Disaster Cards

Getting stuck with disaster cards will hurt you in scoring phase because they provide no suite and no level bonuses.

Card List Notation

M Military

B Building**C** Culture**W** Wealth**D** Disaster

A Card with 2 Types listed can be used for either or.

Unique = Remove card from game at end of Turn it is used. Middle = Can only be used in Middle and Late Ages

Late Can only be used in the Late Age**Common Deck Card List**

Name	Type	Level	Notes:
Emperor	X	X	Wild Card. See Usage Chart
Taj Mahal	B	10	Unique Late
Jama Masjid	B	9	Unique Late
Red Fort	B	8	Unique Late
Jahangir Mausoleum	B	7	Unique Late
Shalimar Gardens	B	6	Unique Late
Lahore Fort	B	6	Unique Middle
Tomb of Humayun	B	6	Unique Middle
Fatehpur Sikri Complex	B	8	Unique Middle
Babri Mosque	B	5	Unique
Elegant Architecture	B	5	-
Monuments	B	4	-
Engineering	B	4	-
Mosques	B	4	-
Observatories	B	3	-
Water Gardens	B	3	-
Gateways	B	3	-
Fortresses	BM	2	-
Extravagance	BW	2	-
Palaces	B	4	-
Art	BC	2	-
Unified Empire	M	7	-
Expansion	M	6	-
Restoration	M	4	-
Timurid Ancestry	MC	2	Unique
Desert Warriors	MC	2	Unique
Descendants of Genghis Khan	M	7	Unique
Descendants of Timur	M	7	Unique
Defeat Rebel Factions	M	5	-
Defeat Hindu Rajputs	M	5	-
Defeat Afghans	M	5	-
Conquer Sultanates	M	6	-
Great Siege	M	6	-
Battle of Panipat	M	7	Unique
Alliances	M	3	-
Rockets & Mortars	M	3	-
Skilled Horsemen	M	4	-
Armored Elephants	M	4	-
Horse Archers	M	5	-
Composite Bows	M	4	-
Matchlocks	M	4	-
Field Artillery	M	5	-
Bronze Cannons	M	5	-
Military Genius	M	6	-

Name	Type	Level	Notes:
Damascus Steel	MW	2	-
Arms Manufacturing	MW	2	-
Religious Tolerance	C	7	Unique
Illustrious Ruler	C	7	-
Marry Rajput Princess	C	6	Unique
Persian Influence	C	5	Unique
Chagatai & Urdu Languages	C	3	-
Turko-Mongol Practices	C	4	Unique
Indo-Persian Culture	C	5	-
Syncretic Philosophy	C	3	Middle
Legendary Harem	C	5	-
Literature	C	4	-
Polo Matches	C	3	-
Miniatures & Murals	C	3	-
Mosaics	C	3	-
Patronage	C	4	-
Astronomy & Astrology	C	3	-
Muslim Faith	C	4	-
Cultural Flowering	C	4	-
Theological Debates	C	3	Middle
Empress Noor Jahan	C	3	Unique Middle
Fatawa-e-Alamgiri	C	6	Unique Late
Wise Ruler	CW	2	-
Political Stability	CW	2	-
Golconda	W	7	Late
Diamond Mines	W	7	-
Gems & Jewels	W	5	-
Precious Stones	W	5	-
City of Delhi	W	6	-
Vast Empire	W	6	Middle
City of Agra	W	5	-
Taxes	W	4	-
Portuguese Trade	W	4	-
Fabled Riches	W	5	-
Peacock Throne	W	7	Late
Koh-I-Noor Diamond	W	7	Late
Centralized Administration	W	5	-
Efficient Bureaucracy	W	3	-
Spices	W	5	-
Silk	W	4	-
Cotton	W	3	-
Opium	W	3	-
Suri Dynasty	D	-	Unique
Deposed by Usurper	D	-	-
Nawab Insurrections	D	-	Late
Rise of the Marathas	D	-	Late
Poison, Exile & Imprisonment	D	-	-
Civil War	D	-	-
Wars of Succession	D	-	-
Rise of the Sikhs	D	-	Late
Religious Intolerance	D	-	-
British East India Company	D	-	Middle





Mujaheddin

Introduction

Card game for 2 players. Theme: Russia's war with Afghanistan 1979-1988

The Decks

One player is the Soviets. The other player is the Afghanis. Each player has his own deck.

A deck contains 1 of each card in its list. Play also requires 3 Pacification counters.

Game End

The game ends when the Russian player has no cards left in his deck.

Victory

The Soviets win if they ever get 3 Pacification counters. The Afghanis win if the game ends before this.

Turn Sequence

- Logistics Phase
- Strategy Phase
- Conflict Phase

Russian Deck

Card Name:	Type:
Spetsnaz Special Forces	U
Mi-24 Hind Gunship	W
Clear Roads	M
Control Cities	S
Seize Airfield	M
Control Mountain Pass	M
Control Tunnel	M
Deportations	P
Large Scale Offensive	M
Large Scale Ground Sweep	M
Escorted Convoy	S
Airmobile Operations	S
Depopulate Vital Areas	S
Bombing Villages	M
Air Raids	M
Cut Supply Route	M
Drive Rebels into the Hills	S
Eliminate Rebels	S

Logistics Phase

Each player draws 7 cards from his own deck.

Strategy Phase

Each player may discard and draw replacements. If the Afghanis player ever runs out of cards he may shuffle his discard and draw from it.

Conflict Phase

Players reveal their hands. For each card of a different type in a player's hand that player scores one point. The player with most points wins.

If tied nothing happens. If the Soviets win they gain one pacification counter. If the Soviets lose they lose one pacification counter.

Players discard their hands.

Russian Deck Card Types

- M** Mission
- S** Strategy
- U** Units
- W** Weapons
- P** Politics
- L** Leaders

Card Name:	Type:
Airborne Division	U
Motor Rifle Division	U
DRA Forces	U
Soviet Tank Regiment	U
Destruction of Agriculture	S
Kabul Regime Division	U
Heavy Bombers	W
Air War Strategy	S
Occupation Forces	U
Heavy Air Support	S
Soviet Artillery	W
AK-47 Assault Rifles	W
Anti-personnel Mines	W
Agents and Informers	P
Intelligence Patrol	M
DRA Militia	U
Combined Arms Forces	U
Air Assault Brigade	U

Card Name:	Type:
Massacres	S
Purges	P
Propaganda	P
Exploit Tribal Differences	P
Truce	P
Buy off Afghan Groups	P
20 Year Pacification Program	S
VDV Paratroopers	U
BMD Infantry Fighting Vehicles	W
Soviet Oppression	P
Refugees	P

Card Name:	Type:
MiG-27 Flogger Fighter-Bombers	W
Interdiction	M
Mi-17 Hip Helicopter	W
AGS-17 30mm Auto Grenade Launcher	W
Phosgene Gas	W
Mycotoxins (Yellow Rain)	W
Nerve Gas (The Flash)	W
KGB Border Guards	U
KHAD Secret Police	U
DRA Frontier Troops	U
DRA Commandos	U

Afghani Deck Card Types

U Units
W Weapons

L Leaders
A Advantage
M Morale
S Strategy

Afghani Deck

Card Name:	Type:
Mujaheddin (Freedom Fighters)	U
Soviet Casualties	M
Soviet Conscripts Disaffected	M
Supplies from Pakistan	A
Stinger Missiles	W
Captured Soviet Weapons	W
Captured Soviet Tanks	W
Politically Decentralized	A
Mountainous Terrain	A
Desert Terrain	A
Hot Summers Cold Winters	A
Jihad (Holy War)	M
Foreign Infidels	M
Afghan Army Mutineers	U
Afghan Army Deserters	U
Guerrilla Warfare	S
Headquarters in Pakistan	A
Strikes and Demonstrations	M
Intense Resistance	M
Guerrilla Stronghold	U
Panjsher Valley Resistance	M
Guerrilla Raids	S
Besiege Fort	S
Large Scale Guerrilla Ambush	S
107mm and 122mm Rockets	W
SA-7 SAMs	W
Hit-and-Run Tactics	S

Card Name:	Type:
RPG-7s Rocket Launchers	W
Control the Countryside	A
Infiltration Routes	A
Element of Surprise	S
Guerrilla Sympathizers	M
Soviet Brutality	M
Support of the People	M
Combat Coalition	S
Ahmed Shah Massoud	L
Abdul Haq	L
Sayid Jaglan	L
Ishmael Khan	L
Mohammed Amin Wardak	L
Mohammed Anwar	L
Ramatullah Safi	L
Jalulladin Haqani	L
Moslem Brotherhood	M
Assault Rifles	W
Old Bolt Action Rifles	W
Heavy Machine Guns	W
US Aid	A
Ambush Supply Columns	S
Martyrs	M
NIFA Troops	U
Jamiat Troops	U
Harakat Troops	U
Hekmatyar Troops	U





Mummys Tomb

Introduction

Module 1 represents Travel down the Nile River Valley. Module 2 represents Exploration of the Mum-

mys Tomb. The Artifact is the Golden Treasure of the Pharaoh.

Module 1 Desert Card List

Card Name:	Notes:
Shifting Sands	Survival X 2 or Science X 2
Quicksand	Survival & Strength
Stubborn Camel	Personality & Strength
Sandstorm	Survival X 2
Nile Flood	Sailing X 2
Bedouin Guide	Aid: Survival +1
Oasis	Survival X 2: If successful move forward 1D6 spaces
Lost in the Desert	Survival X 2
Border Guards	Personality X 2: If lost miss one turn
Passport Check	Personality X 2: If lost miss one turn
Baksheesh	Personality X 2: If lost miss one turn
Assassins	Combat X 2
Caravan	Personality X 2: If successful move forward 1D6 spaces
Historical Text	Linguistics X 2: If successful move forward 1D6 spaces
Scorpion	Agility X 2
Bandits	Combat X 2
Dervishes	Combat X 2
Nomads	Combat X 2 or Personality X 2
Locust Swarm	Survival X 2
Poisoned Dates	Personality X 2 or Science X 2
Nile Paddleboat	Sailing X 2: If successful move forward 1D6 spaces

Found Recover one random lost party member

Module 2 Pyramid Card List

Card Name:	Notes:
Hieroglyph Riddle	Linguistics X 2
Run out of Air	Science X 2 or Mechanics X 2
Ceiling Collapse	Strength X 2 or Mechanics X 2
Cat Guardians	Combat & Agility
Serpent People	Combat X 2
Spike Trap	Agility X 2
Water Trap	Science X 2 or Mechanics X 2
False Passage	Science X 2 or Mechanics X 2: If lost miss one turn
Sliding Walls	Strength X 2 or Mechanics X 2: If lost miss one turn
Scarab Beetles	Agility X 2
Poison Asp	Agility & Survival

Card Name:	Notes:
Secret Passage	Science & Linguistics: If successful move forward 1D6 spaces
Mummified Servants	Combat X 3
Mummified Guards	Combat X 2
Mummified Royal Guards	Combat X 1
Mummified Priest	Combat & Science
Mummified Queen	Combat X 2
Mummified Pharaoh	Combat or Linguistics
Mummies Curse	Linguistics X 2
Stone Block Trap	Agility X 2 or Mechanics X 2
Poison Dart Trap	Agility X 2
Break Through a Wall	Strength & Mechanics: If successful move forward 1D6 spaces
Buried Alive	Strength X 2
Keystone	Science & Strength
Grave Robber	Combat X 2
Sealed Chamber	Science X 2
Torches go out	Science & Survival: If lost miss one turn
Traitorous Guide	Combat X 2
Holy Water	Aid: Combat +2 vs Mummies
Claustrophobia	Personality X 2
Wall Carvings	Linguistics X 2: If successful move forward 1D6 spaces





Museum Of Fine Arts

Introduction

Card game for 2-6 players. Art Museum Theme. Each player controls their own Museum of Fine Arts.

Players compete to acquire the most and best Art collections.

Object

The player to score the most points at the end of the game wins.

The Decks

Players share 2 common decks:

1. Revenue Deck
2. Collection Deck

The Revenue Deck

This deck has 6 Suites: Each Suite is referred to as a Source.

1. Endowments
2. General Revenue
3. Restricted Gifts
4. Government Funding
5. Memberships
6. Grants

Each Suite represents a source of Revenue. Each Suite has 10 cards numbered from 1 to 10. (This is a 60 card deck) These cards are used to bid on Collections in Bidding Phase.

The Collection Deck

This deck has 7 Suites: Each Suite is referred to as a Category. Each Card is referred to as a Collection.

1. Ancient
2. Classical
3. Early Western
4. Non-Western
5. Late Western
6. Modern
7. Contemporary

Like the Revenue deck, each suite has 10 cards numbered 1 to 10, however, each card also has a name, which is given in the Collection Deck card List at the end of the Rules.

Turn Sequence

Each turn has 3 Phases:

1. Revenue Phase
2. Bidding Phase
3. Scoring Phase (Turns 6, 8, and 10 only)

Revenue Phase

Shuffle the Revenue Deck. Each player is dealt 7 cards from the revenue deck. Each player may discard up to 3 cards and draw replacements.

Players may trade cards. Players reveal their hands. A Player can keep 1 card from each source (suite).

Extra (Duplicate sources) cards are discarded.

Bidding Phase

Place the top 5 cards of the Collection deck face up in the middle of the table. These 5 Collections are up for bid. Each player can bid on one or more Collections.

Bidding can be by secret Bid or Live Auction according to the player's preferences. Highest Bid Wins. (In case of a tie, flip a coin) Players use their Revenue cards to bid with. Each Revenue card has a Bidding value from 1 to 10 as marked on the card.

A single revenue card cannot be divided; it must be used to bid on one collection. A player may use one or more Revenue cards to bid on a single collection. At the end of the Bid, players keep the Collections they Won.

Collections no one bid for, and all Revenue cards are discarded.

Scoring Phase

Scoring Phase occurs only in turns 6, 8, and 10. Turn 10 is the last turn of the game. Note that each collection card has a numerical value called a Rank.

Players score 1 point for each contest they win: There are 14 Contests:

1. The highest total rank of all cards
2. The most collection cards
3. The highest total Rank in the Ancient Category
4. The highest total Rank in the Classical Category
5. The highest total Rank in the Early Western Category
6. The highest total Rank in the Non-Western Category
7. The highest total Rank in the Late Western Category
8. The highest total Rank in the Modern Category
9. The most collection cards in the Ancient Category
10. The most collection cards in the Classical Category
11. The most collection cards in the Early Western Category
12. The most collection cards in the Non-Western Category

13. The most collection cards in the Late Western Category
14. The most collection cards in the Modern Category
- In case of ties, both players get the point.

- C** Classical
- E** Early Western
- N** Non-Western
- L** Late Western
- M** Modern
- X** Contemporary

Collection Card Categories

A Ancient

Collection Deck Card List

Card Name	Category	Rank	Dates
Neolithic	A	5	8000 - 3000 BC
Bronze Age	A	2	2500 - 800 BC
Sumerian	A	7	3000 - 2300 BC
Babylonian	A	6	1900 - 1600 BC
Assyrian	A	1	900 - 612 BC
Persian	A	3	539 - 331 BC
Old Egyptian	A	8	3500 - 2185 BC
Middle Kingdom	A	9	2133 - 1750 BC
New Kingdom	A	10	1570 - 30 BC
Nubian	A	4	3,500 - 2,000 BC
Etruscan	C	2	9th century - 50 BC
Roman Republic	C	6	510 - 27 BC
Roman Empire	C	9	27 BC - 476 AD
Mycenaean	C	7	1550 - 1200 BC
Minoan	C	8	2800 - 1400 BC
Greek Geometric	C	5	900 - 700 BC
Greek Archaic	C	1	700 - 480 BC
Greek Hellenistic	C	10	480 - 30 BC
Judean	C	3	600 BC - 135 AD
Celtic	C	4	450 BC - 600 AD
Byzantine	E	6	526 - 1390
Early Christian	E	7	1st century - 526
Carolingian Period	E	1	750 - 900
Migration Period	E	2	1st Millennium AD
Islamic	E	5	622 - 1492
Romanesque	E	3	1000 - 1150
Gothic	E	4	1140 - 1500
Early Renaissance	E	9	1400 - 1500
Late Renaissance	E	10	1475 - 1590
Northern Renaissance	E	8	1325 - 1600
Baroque Era	L	7	1600 - 1750
Rococo	L	6	1700 - 1750
Neoclassicism	L	2	1750 - 1880
Romanticism	L	8	1800 - 1880
Symbolism	L	1	1880 - early 1900s
Impressionism	L	10	1863 - 1885
Post-Impressionism	L	9	1886 - 1905
Pre-Raphaelites	L	3	1848 - 1854
Realism	L	5	1830 - 1870
Americana	L	4	-
Surrealism	M	9	1922 - 1939
Expressionism	M	8	1890 - 1939

Card Name	Category	Rank	Dates
Cubism	M	10	1908 - 1939
Dada	M	3	1916 - 1923
Bauhaus	M	2	1919 - 1933
Fauvism	M	7	1898 - 1906
Art Nouveau	M	5	1905 - 1939
Art Deco	M	4	1920s - 1930s
Socialist Realism	M	6	1930 - 1950
Futurism	M	1	1909 - 1939
Post-modernism	X	9	1970s - mid 1980s
Performance Art	X	5	1960s - Present
PopArt	X	6	mid 1950s - Present
Op Art	X	2	1964 - Present
Conceptual Art	X	7	1960s - Present
Minimalism	X	8	1960s - Present
Abstract Expressionism	X	10	1945 - Present
Constructivism	X	4	1920s - Present
Lowbrow	X	1	1950's - Present
Multiculturalism	X	3	1980s - Present
China	N	10	-
Japan	N	9	-
SE Asia	N	3	-
India	N	7	-
African	N	8	-
Oceania	N	2	-
South American	N	6	-
Meso-American	N	5	-
North American Indian	N	4	-
Indigenous Cultures	N	1	-





Musketeer Skirmish

Introduction

Board & card game for 2 players. Melee between the 3 musketeers and a handful of the Cardinal's bodyguards. Abstract skirmish level combat.

Each figure (unit) represents a single man.

Victory

Eliminate your opponents completely.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent men.

Musketeer Unit Stat Table

#	Type:	Hits	Actions
1	Athos	3	3
1	Porthos	3	3
1	Aramis	3	3
1	D'Artagnon	3	3

Number of that type of man you start the game with.

Hits Number of Hits that type of unit has.

Actions = Max number of attacks, moves, and defenses a unit can make per turn.

Cardinals Guard Unit Stat Table

#	Type:	Hits	Actions
1	Captain	2	2
10	Guard	1	1

Number of that type of man you start the game with.

Hits Number of Hits that type of unit has.

Actions = Max number of attacks, moves, and defenses a unit can make per turn.

Setup

Each player places one unit on each square of his back row. Units may not stack.

Card List

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Luck Phase
2. Move Phase
3. Fight Phase

Luck Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. Instead of moving just one man in any direction, you have the option of moving one or more men forward the indicated number of spaces using a single move card.

Fight Phase

Play (discard) an Attack card to have a man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. Each attack does one point of damage. Use Chits or coins to record damage.

A man reduced to 0 Hits is killed and removed from the board. Your opponent may play Defense cards to negate your attack.

Card List Notation

M Movement

A Attack

D Defense

X Special card

Y Draw 2 cards

Z Opponent must discard 2 random cards

Number of that card in the Deck

Card Name:	Type	Range	#	Notes
Walk	M	1	8	
Run	M	2	6	
Sprint	M	3	4	
Charge	M	4	4	
Swing on Rope	M	K	2	
Parry	D	-	1	
Block	D	-	1	
Dodge	D	-	1	
Leap	D	-	1	
Duck	D	-	1	
Disarm	D	-	1	
Break Sword	D	-	1	
Hold in Check	D	-	1	
Diversion	D	-	1	
Cloak	D	-	1	
Crossed Swords	D	-	1	
Bystander	D	-	1	
Intimidate	D	-	1	
Spring Back	D	-	1	
Confuse	D	-	1	
Intervening Furniture	D	-	1	
Swing Torch	D	-	1	
Cut	A	1	1	
Overpower	A	1	1	
Pistol	A	3	1	
Musket	A	4	1	
Main Gauche Dagger	A	1	1	
Poniard	A	1	1	
Rapier	A	1	1	
Epee	A	1	1	
Foil	A	1	1	
Energetic Attack	A	1	1	
Desperate Lunge	A	2	1	
Terrible Thrust	A	2	1	
Rapier	A	1	1	
Trip	A	1	1	
Push	A	1	1	
Impale	A	1	1	
Stab	A	1	1	
Throw Impliment	A	2	1	
Falling Object	A	2	1	
Bludgeon	A	1	1	
Wound Repeatedly	A	1	1	
Wound Grievously	A	1	1	
Run Through	A	1	1	
Skewer	A	1	1	
Taste of Steel	A	1	1	
Pike	A	2	1	
Fine Blade	A	1	1	
Coup de Grace	A	1	1	Only vs man with 1 hit left

Card Name:	Type	Range	#	Notes
Panicked Retreat	A	1	1	Only vs man with 1 hit left
Set to Flight	A	1	1	Only vs man with 1 hit left
Flee the Field	A	1	1	Only vs man with 1 hit left
The Kings Guard	X	-	1	Guards only*
Feint	X	-	1	Look at opponents hand
En Guard	Y	-	1	
One for All	Y	-	1	Musketeers only
All for One	Y	-	1	Musketeers only
Taunt	Z	-	1	
Weapon Stuck	Z	-	1	

* Gain one Guard who starts in your back row.





Muskets

Introduction

Simple Card Game for 2 players. Simulates a fight between 2 Napoleonic armies. Easy to make: Only 10 card types.

Victory

Reduce your opponent to zero Morale.

The Deck

Players share a Common deck. 10 card types x 4 = 40 card deck. There are 4 copies of each card type described in the Card List.

Morale

Each player starts with 20 Morale. Use coins or dice or tokens to keep track of Morale.

Setup

Each Player is dealt a hand of 7 cards.

Turn Sequence

Players take turns. Each turn has 10 Phases:

1. Reserves Phase
2. Battle Plan Phase
3. Deploy Phase
4. Battery Phase
5. Bombardment Phase
6. Flanking Phase
7. Fire Phase
8. Casualty Phase
9. Charge Phase
10. Rally Phase

Reserves Phase

Draw 2 cards. If the deck runs out, shuffle the discard & draw from it.

Battle Plan Phase

You may play (discard) a General card to draw 2 cards.

Deploy Phase

You may put one or more Infantry cards into play. The cards are placed face up in front of you. If you put a Light Infantry card into play you Scout the Opponents Positions, and may look at his hand.

Battery Phase

You may play (discard) a Cannon card to cause One of your opponents Infantry cards in play to be discarded. Your opponent may play (discard) an "Aim" card to form an Open Formation, and negate your Cannon card.

Bombardment Phase

You may play (discard) a Cannon card to cause your Opponent to Lose 3 Morale Points.

Flanking Phase

You may play (discard) a Cavalry card to cause your opponent to discarded two random cards from his hand. Your opponent may play (discard) a "Ready" card to Form an Infantry Square, and negate your Cavalry card.

Fire Phase

You may give a Fire Order. A fire order requires you to play (discard) a three card combination of The cards: Ready, Aim, and Fire. A General card can substitute for any one of these 3 cards.

Casualty Phase

If you gave a Fire Order, all of your Infantry in play fire the Muskets. Note that each Infantry has a Force rating. Add up the Force of all of your Infantry in play.

Your opponent discards Infantry cards with an equal or greater Force total. If your force total is still higher after all of his infantry is discarded, his Morale total is reduced by the difference.

Charge Phase

You may play (discard) a Fire card to cause all of your Infantry to make a Bayonet Charge. Casualties inflicted are handled as in Casualty Phase. All of your own charging Infantry are also discarded.

Rally Phase

You may play (discard) a General card to gain 3 Morale points. Maximum hand size is 7 cards. Discard excess cards.

Card List

Card Name:	Notes: (There are 4 copies of each card in the deck)
General	Used in Battle Plan, Fire, & Rally Phase
Cannon	Used in Battery & Bombardment Phase
Cavalry	Used in Flanking Phase
Light Infantry	Force = 4
Line Infantry	Force = 5
Grenadier Infantry	Force = 6
Guard Infantry	Force = 7
Ready	Use in Fire & Flanking Phase
Aim	Use in Fire & Battery Phase
Fire	Use in Fire & Charge Phase





Mutog

Introduction

Wargame for 2+ players. Players control bands of warriors in a post-apocalyptic wasteland. Eclectic unit types with a wide range of technologies.

Victory

Wipe your enemies off the face of whats left of the earth. Or capture all the Towns or kill all enemy Heroes.

The Map

Use a large hex map. Terrain types include:

Type	Cost to Enter	Defense	Notes:
Clear	1	-	
Towns	1	+2	Recruit Units
Ruins	2	+1	Find Technology
Hills	2	+2	
Craters	2	-	Radiation
Broken	2	-	
Crags	2	+2	No Ground Vehicles
Brush	2	+1	
Water	1	-	Water units only

Terrain Notes

Each unit in a Terrain gets the Defense Bonus. The first player to move a unit into a particular Ruins space gets to draw an event card. Stacks in Craters are attacked for 6 Attack dice at the end of Event phase.

Army Creation

Each player draws 10 cards from the Unit Creation Deck These are used to create units. Cards are of 2 types: Unit cards & Modifier cards. Each player starts with 3 basic unit types:

Unit Type:	Move	Rng	Atk	Def	Notes:
Infantry	2	1	3	3	Ground Unit - cannot move in water spaces
Fortification	0	1	0	4	Placed in Towns only & cannot be moved
Boat	3	1	3	3	Naval Unit - can only move in water spaces

Note: Boats have the Transport Trait. Unit cards drawn count as additional unit types. Next distribute modifier cards to your units.

Each Modifier card affects only the unit it is attached to. Modifier cards alter 1 or more stats (Move, Range, Attack, & Defense). A single unit can have a maximum of 1 Racial Modifier card.

Dice

Six and ten sided dice are needed. D12 & D20's may be needed if you have many unit types.

The Decks

There are 2 common decks: The Event Deck The Unit Creation Deck

Unit Chits

Use counters to represent units. Each player should have a counter set of a unique color. Each of your unit types must be designated a number (1,2,3. . .) Number the counters to represent your unit types.

For example: All your #1 chits are your infantry units. All your chits for your forts are marked #2, your boats #3, etc.

Hero Chits

Represent Heroes with counters of a unique color. A player indicates ownership of a hero by stacking a blank chit of that Players color under the Hero chit.

Towns

A player indicates ownership of a town by stacking a blank chit of that Players color on the town.

Setup

Each player starts in control of 1 Town. Start with 10 random units stacked in or adjacent to your Town. Each player starts with 1 random hero.

Turn Sequence

Players take turns. Each turn has 4 phases: Event Phase Recruit Phase Move Phase Attack Phase

Event Phase

Draw 1 card from the Event Deck. If the deck runs out, shuffle the discard & draw from it. If you have a Hero that is a Leader draw an extra card.

You may control only 1 Hero at a time that is a Leader. Discard excess Leaders. Max hand size is 5 cards.

Discard excess cards.

Recruit Phase

Each player will have X number of unit types as described in the Army Creation Section. Recruit 1 random Unit type.

- For example: lets say you have 7 Unit types.
- Roll 1D10. The first 7 numbers correspond to the 7 unit types.
- If you roll 8,9, or 10 then reroll. Reroll for a different unit if a naval unit is selected and you have no towns adjacent to water. This unit may start in or adjacent to any of your Towns. Naval units must start in a Water space adjacent to a town.

Event Deck Card List

Card Name	#	Notes:
March	4	All units in Target stack may move a second time
Followers	4	Recruit an extra random follower
Mishap	4	Opponent must discard 1 unit of his choice
Invention	4	Draw a card from the Unit Creation Deck List
Outflank	4	All units attacking target stack get Attack Rating +1
Hold Fast	4	All units in target stack get Defense Rating +1
Lost	4	Units in Target Stack may not Move
Stopped	4	Units in Target Stack may not Attack
Spy	4	Look at opponents hand
Assault	4	All units in target Stack get Attack Rating +1
Hero	2	Recruit one Hero

number of that card in the deck

Card List Notation

Rng Range Rating
Atk Attack Rating
Def Defense Rating
U Unit

Move Phase

Units may move up to their Move allowance. Most units have a base Move Rating = 2 (Also referred to as Move Points). Units may stack.

Only Air units can move through spaces containing enemy units. Units cannot end their move in a space containing enemy units. Flyers do not have to pay extra to enter different terrain types Only air & water units can travel on water.

Air units cannot end their turn on a water space. Units with the trait of Transport can carry one other unit. Other units move into & out of the transport unit using their own Move rating.

Ground units can move into adjacent naval units with the transport trait.

Attack Phase

Your units may attack enemy Stacks in range. Most units have a basic Range = 1. Most units have a basic Attack = 3.

Most units have a basic Defense = 3. Roll XD6 where X is the Attack rating of the Unit. Roll for all attacks on a target stack to get a combined damage total.

On every roll of 4-6 the unit inflicts 1 point of damage. The controller of the stack must then distribute this damage to the units in it. Units assigned damage must be assigned enough to destroy them if possible.

M Modifier

A Air Unit

N Naval Unit

T Transport

F Fortification

Rare You can have a max of 4 of these units in play at one time.

W Unit is both Ground & Naval

Unit Creation Deck Card List

Card Name:	Type	Move	Rng	Atk	Def	Notes:
Motorcycles	U	4	1	3	2	
Gliders	U	5A	1	2	2	
Gyrocopters	U	5A	1	3	3	
Flamethrowers	M	-	-	+2	-1	
Needleguns	M	-	2	+1	-	
Dune Buggies	U	4	1	4	3	
Giant Lizards	U	3	1	4	3	
Undead	M	-1	-	+1	+1	
Cybernetic	M	-	-	+1	-	Racial
Dog Men	M	-	-	+1	-	Racial
Cat Men	M	+1	-	-	-	Racial
Reptilian	M	-	-	-	+1	Racial
Amphibious	M	W	-	-	-	Racial
Catapults	U	1	4	3	2	
Siege Guns	U	1	5	3	2	Atk +2 vs Towns
Barbed Wire	MF	-	-	-	+1	
Moats	MF	-	-	-	+1	
Earthworks	MF	-	-	-	+1	
Minefields	MF	-	-	-	+1	
Poison Gas	M	-	2	+2	-1	
Tessla Coil	U	1	3	4	2	
Zeppelins	UT	3A	1	3	2	
Steam Engine	UT	5	1	2	2	
Crossbows	M	-	2	+1	-	
Horse Archers	U	4	2	3	2	
War Elephants	U	3	1	5	3	
War Galley	UT	3N	1	3	3	Atk +1 vs Naval Units
Simian	M	-	-	-	+1	Racial
Land Battleship	U	2	2	4	5	Rare
Fanatics	M	-	-	+2	-1	
Ironclad	UT	2N	3	3	5	Rare
Berserkers	M	-	-	+2	-1	
Rifles	M	-	3	+1	-	
Pikes	M	-1	1	+1	+1	
Ball & Chain	M	-	1	+1	-	
Shields	M	-	-	-	+1	
Suicide Troops	M	-	-	+2	-1	
Elite	M	-	-	+1	+1	
Veterans	M	-	-	+1	+1	
Winged	M	4A	-	-	-1	
Paddleboat	UT	3N	1	3	3	
Gatling Guns	M	-1	2	+2	-	
Dragoons	U	4	1	3	2	
Hussars	U	4	1	3	3	
Matchlock Pistols	M	-	2	+1	-	
Half Tracks	UT	4	1	1	2	
Dragon Riders	U	5A	1	5	4	Rare
Storm Troopers	U	2	2	4	4	
Grognards	M	-	-	-	+1	
Scythes	M	-	-	+1	-	

Card Name:	Type	Move	Rng	Atk	Def	Notes:
Revolvers	M	-	2	+1	-	
Stick Grenades	M	-	2	+2	-	
Gladiators	U	2	1	4	4	
Hot Rods	U	5	1	2	3	
Chariots	U	3	1	3	2	
Whips	M	-	-	+1	-	
Horned Helmets	M	-	-	-	+1	
Mutants	M	-	-	+1	-	
Body Builders	M	-	-	+1	-	
Rocket Packs	U	6A	1	2	2	
Swordsmen	M	-	-	+1	-	
Chainsaws	M	-	-	+1	-	
Smooth Bore Cannons	U	1	4	4	2	
Spiked Armor	M	-	-	+1	+1	
Black Leather	M	-	-	-	+1	
Pro-Wrestlers	M	-	-	+1	+1	
Amazons	M	-	-	+1	-	Racial
Fire Arrows	M	-	2	+1	-	
Flak Cannons	U	1	2	4	2	Atk +2 vs Air units
Pirates	M	-	-	+1	+1	Naval Units only
Junks	UT	3N	1	2	2	
Juggernaut	U	3	1	5	5	Rare
Warbarges	UT	2N	1	4	4	
Wardogs	M	-	-	+1	-	Not Air
Flagellants	M	-	-	+2	-1	
Hovercraft	UT	4W	1	3	3	
Hydrofoil	UT	5N	1	2	2	
Battle Axes	M	-	-	+1	-	
Psychics	U	2	3	6	2	Rare
Trebuchet	U	1	4	4	2	
Convoy	UT	3	1	2	3	
Battlesuits	M	-	-	+1	+1	
Laser Rifles	M	-	3	+1	-	
Hot Air Balloon	U	2A	1	2	2	
Monster Trucks	UT	3	1	3	4	
Molotov Cocktails	M	-	-	+1	-	
Tanker	UT	2W	1	3	6	Rare
Jet Skis	U	4W	1	3	3	
Rockets	M	-	4	+2	-1	

Hero Counter List

Chit Name:	Move	Rng	Atk	Def	Notes:
The Cyborg	2	1	5	4	
The Sorcerer	4A	3	6	4	
Road Warrior	4	1	4	5	
The Warlord	3	1	4	4	Leader
Dragon Lord	5A	1	7	7	
The General	2	1	2	3	Leader

Chit Name:	Move	Rng	Atk	Def	Notes:
The Psyker	2	3	7	3	
The Android	3	1	5	5	
Super Computer	F	-	-	8	Leader
The Mutant	3	1	5	7	
Aviatrix	6A	1	4	4	
The Avatar	4A	1	4	5	

Chit Name:	Move	Rng	Atk	Def	Notes:
The Gunman	3	3	6	3	
The Overlord	2	1	4	3	Leader

Chit Name:	Move	Rng	Atk	Def	Notes:
The Technomage	3	2	5	4	





My City

Introduction

Board Game for 2-4+ players.

Victory

The player with the most Prestige points wins.

The Board

Use a Chess Board (8x8 Grid)

Landmark:	Prestige Point Value:
Airport	4
Seaport	4
Train Station	4
Subway Station	4
City Hall	3
University	3
Power Plant	3
Water Plant	3

Players share a common set of Landmark Counters.

Zone:	Access Point Value:
Highway Exit	4
Highway Exit	3
Highway Exit	2
Highway Exit	1
Commercial	4
Commercial	3
Commercial	2
Commercial	1
Residential	4
Residential	3
Residential	2
Residential	1

Setup

For each row on the board roll the eight sided die twice. Reroll duplicates. These are the locations of 2 Random Landmarks drawn from a cup. (Example: You roll a 5 and a 2. Place Landmarks on the second and fifth spaces of that row) Each of the 8 rows will have 2 Landmarks.

Each player rolls a die. High roll goes first.

Dice

Eight sided dice are needed for setup.

Counters

There are 2 types of Counters: Landmark Counters and Zone Counters.

Landmark Counters

There are 16 Landmark counters as follows:

Landmark:	Prestige Point Value:
Fire Station	2
Police Station	2
Zoo	2
Aquarium	2
Stadium	1
Cathedral	1
Library	1
Museum	1

Zone Counters

Each player has a set of Zone counters of a unique color. Each Set has 24 counters as follows:

Zone:	Access Point Value:
Industrial	4
Industrial	3
Industrial	2
Industrial	1
Utilities	4
Utilities	3
Utilities	2
Utilities	1
Park	4
Park	3
Park	2
Park	1

Adjacency Rule

Squares that share a side (orthogonal) or a point (diagonals) are said to be adjacent. A square in the center of the board would have 8 adjacent squares.

Turn Sequence

Players take turns. On your turn place one of your Zone counters onto an empty square of the board. (You may not place your counter on top of another counter)

The next player places one counter, and so on, going clockwise around the table.

If there are empty spaces, but you are unable to place a counter, skip your turn. The game ends when there are no empty spaces left on the board or no one is Able to place any more of their counters.

Zone Placement Rules

You may not place a Zone counter adjacent to another Zone of the same type.

End Of Game Scoring

Determine the controller for each landmark in turn. A landmark is controlled by the player with the most Access points adjacent to it. Players may tie for control of a landmark.

The controller of a Landmark gets the Prestige Points associated with it. (If tied, all controllers get the points. For example: If Jane and Jim both Control the Airport, they both get 4 points) Each player adds up all their Prestige Points. The highest score wins.

Variants

Some possible variants:

Alternate Countersets

Change the names and values of the landmarks and zones.

Landmark Types

Airport	Transportation
Seaport	Transportation
Train Station	Transportation
Subway Station	Transportation
City Hall	Civic
University	Civic
Cathedral	Civic
Library	Civic
Power Plant	Services

Landmark Type Scoring

If you control the most Landmarks of a given type, you get an extra 1 Prestige Point.

Parks Rule

Any empty spaces at the end of the game automatically become parks that are worth 1 Prestige point each.

Alternate Maps

Play on a hex map Play on a bigger map (requiring larger counter sets)

Random Zone Selection

Instead of picking any zone from your set, draw 2 random counters and Use 1 and throw back the other.

Reduced Adjacency

Only squares that share a side are considered adjacent.

Rezoning

Three times per game, as a move, you may replace one of your zones in Play with one from your cup.

City Dump

Add this to the Landmark counterset. It is worth -1 (negative one) Prestige Points.

Slums

Each zone counterset gets one Slum Zone Counter. A Slum is worth -1 Access points. All Zone counters adjacent to the Slum are worth -1 Access Points.

Airport	Transportation
Water Plant	Services
Fire Station	Services
Police Station	Services
Zoo	Recreation
Aquarium	Recreation
Stadium	Recreation
Museum	Recreation

Zone Scoring

Score 1 prestige point for making an orthogonal, unbroken line of Five or more Zones in a row.

Cardset Available!!!

Thanks Ron! [Click Here](#)





My Name Is Tarzan

Introduction

Card game for 2-4+ players. Tarzan theme.

The Tarzantra

My name is Tarzan, (Title) I have great (Attribute)
And am skilled at (Ability) I like to wrestle (Animal) Me
and my friend (Ally) Journeyed to (Locale) Where with
(Object) We executed a daring (Action) And defeated
the (Foe)

Victory

Have the most cards in your victory pile when 5
Tarzantras have been completed.

The Deck

Players share a Common Deck. The Deck has 9
Suites: Title, Attribute, Ability, Animal, Ally, Locale,
Object, Action, and Foe.

Setup

Shuffle the Deck. The player who is the most built
is the first Leader. The leader deals each player 5
random cards.

Next, spread the remaining cards out over the mid-
dle of the table face down.

Turn Sequence

In a sing-song fashion the leader says the first line
of the Tarzantra. Play proceeds (clockwise) to the left.
The first player to his left gets to play a Title card from
his hand if he has one.

If he does, the he keeps the card face up in front of
him in his personal Victory pile and he draws a face
down card and puts it into his hand. (He must also
say the name of the card to complete the line of the
poem) If he does not have a Title card, he must look
at one face down card on the table. He may keep it,
or leave it and put a different face down card into his
hand.

If he had to draw a card, the next player to his left
(this could be the dealer) gets a Chance to play a Title
card to complete the line. This continues until some-
one plays a Title card. Once someone does, the Leader
speaks the second line of the Tarzantra. The player
who played the Title card gets the first chance to finish
the second line with an Attribute card. This continues
line by line, until the full Tarzantra is completed.

When the Tarzantra is complete, the player to the
Leader's right becomes the new Leader. The game ends
when 5 Tarzantras have been completed. (Or 3 for a

short game, or 7 for a long game) The player with the
most Victory cards at the end of the game wins.

The Winner must let out a Loud chest-beating
Tarzan style Cry.

Title Cards

Lord of the Jungle The Untamed King of the Apes
Wild Man John Clayton Lord of Greystoke The Magnifi-
cent The Invincible The Terrible

Attribute Cards

Strength Speed Agility Reflexes Endurance Intelli-
gence Flexibility Durability Cunning

Ability Cards

Hunting Tracking Climbing Swinging Leaping Im-
pressions Swimming Learning Languages Speaking to
Animals

Animal Cards

Lowland Gorillas Black Panthers Alligators Lions
Tigers Rock Pythons Leopards Warthogs Hyenas

Ally Cards

Jane Porter Jad-Bal-Ja the Lion Sheeta the Panther
Nkima the Monkey Cheeta the Chimp Tantor the Ele-
phant Teeka and Taug Korak the Killer Chief Muviro

Locale Cards

The Forbidden Valley A Lost Civilization Equato-
rial Africa The Deepest Darkest Jungle The Sahara
Desert A Coastal Outpost Faraway Opar Cape Town
The Serengeti

Object Cards

My trusty Knife A River Boat My Lion-cloth My rock
hard Muscles A Fierce Vengeance A Heroic Effort My
Wounded Leg A Clever Ploy A Rope made of Vines

Action Cards

Escape Rescue Trap Pursuit Raid Prank Theft Ad-
venture Mission

Foe Cards

Warriors of the Lost Tribe Ape King Kerchak Brutal
Hunter Scheming Russians Cannibal Tribe Devious
Witchdoctor German Soldiers Arab Thugs Primitive
Beast Men





Mysterious Islands

Introduction

Quick easy War Game for 2-6 players. Unique Fantasy Setting.

Background

The Mysterious Islands are an archipelago in the Pacific with 11 main islands and several smaller ones.

There are 7 Factions currently vying for control of the Islands: The Pirates, Dr. Nemo, Dr. Moreau, The Rebels, The British East India Company, The Zombies, and The Natives.

The Pirates have been burying treasure on these Islands for over 100 years. They are not giving up their loot without a Fight. The Islands contain large amounts of radioactive ores. This is the Fuel source for the engine of Dr. Nemo's precious Submarine. These same ores are the animating spark for the flesh hungry Zombies that threaten to overrun the Islands.

The Secretive Dr. Moreau has been conducting his crossbreeding experiments on these Islands for 20 years. His Beastmen are formidable foes. The Native Tribesmen would prefer to be left alone, but they will fight to protect their Jungle Homes. The British East India Company has only just discovered the Islands.

They are sending the first of many ships filled with soldiers, explorers, and colonists to claim this new prize. Finally there are the Rebels, mostly escaped Beastmen, but also Slaves, Outcasts, Criminals, Mutineers, and others who have banded together to defend their newfound freedom.

Victory & Victory Tokens

The game ends at the end of 12 Rounds. In a Round each player gets 1 Turn. At the end of the game the player with the most Bases wins.

Unit Notation

Faction:	Color:	Bases:	Boats:	Bosses:
Pirates	Red	Lairs	Sloops	Captains
Nemo	Blue	Factories	Submarines	Sub Commanders
Moreau	Green	Labs	Barges	Task Masters
Rebels	Orange	Camps	Rafts	Ring Leaders
Company	White	Outposts	Clippers	Agents
Zombies	Black	Ruins	None	None
Natives	Yellow	Villages	Outriggers	Shamans

Turn Sequence

The Game lasts 12 Round. During a Round each Player gets 1 Turn. Each turn has 5 Phases:

Dice

Six Sided Dice are needed.

Setup

Each player picks 1 Faction. Each Faction starts with one Base adjacent to a water hex. Max 1 Base per Island.

Stack 4 Bands & 1 Boss (matching Faction) on each Base and 1 Adjacent Boat. Players roll high on 1D6 to see who goes first.

The Map

Use a Hex Map. There are 11 Large Islands: Each of these covers 6 + 1D6 Spaces. Include 2D6 smaller Islands (1D6 Spaces each).

There are 2 types of Terrain on Islands: Jungle and Volcano. Islands are Mostly Jungle. Include 0-2 Volcanoes on each of the larger Islands. Units cannot enter Volcano spaces.

Units

Each Faction gets its own set of Units There are 5 Types of Units: Bands, Bases, Boats, Bosses, and Bombards. Bases do not move, they are points for recruiting Bands and Boats. Bases are located on Islands. Max 1 Base per Hex.

A Base cannot be located adjacent to another Base. Bases aid in Defense: If attacked a Base gets +1 to the Battle Roll. Boats are often needed to transport Bands from one Island to Another.

Bands are small groups of Combatants. Bosses are Leaders or exceptionally Tough Individuals. Only Pirates and The British can Recruit Bombards.

Bombards are Land units with 1 Movement Point.

- Recruit Phase
- Movement Phase
- Bombardment Phase

- Action Phase
- Combat Phase

Recruit Phase

Gain 2D6 Recruit Points (RP).

Bands cost 1 RP each.

Bases, Bosses, Boats, and Bombards cost 2 RP each.

Bands, Bosses, and Bombards are placed on or adjacent to a Base.

Boats are placed in Water Hexes adjacent to a Base.

A Base can be placed in a space with a Band on land that is not on or adjacent to another Base.

Movement Phase

All you units may move once.

Bands have a Basic Movement Allowance of 2 Move Points.

Boats and Bosses have a Basic Movement Allowance of 4 Move Points.

Each Unit may be moved once up to its Movement Allowance.

Bombardment Phase

This Includes British Company Boats and Bombards and Pirate Boats and Bombards.

They can attack adjacent Units.

British hit on a roll of 4+ on 1D6. Pirates hit on 5+.

If successful one random unit in the target stack is killed.

If the target stack has only units with the Hide ability the attack roll is at -1.

Nemo subs have Torpedoes: They can target Adjacent Boats and hit on a roll of 5+

Combat Phase

If a Hex contains Units from 2 different Factions, they will fight: Each side rolls 3D6 (The Battle Roll) and adds Modifiers. The side with more units gets +1 to the Battle Roll (BR). If a side has 1 or more Bosses it gets +1 to the BR.

The higher roll is the winner.

If it is a tie both sides lose 1 unit. The loser loses a number of units equal to the difference between the Rolls. If units from both sides remain, players roll again: This continues until one side is eliminated.

Bosses

Treat Bosses like Bands for all purposes unless the rules state otherwise.

Boats

If a Boat goes down all aboard will be lost unless the boat is adjacent to a land hex that is empty or friendly in which case the carried units wash up on shore there on a roll of 4+ on 1D6. Natives on 3+.

Divers and Zombie Bands since they can swim remain in the sea space and continue fighting.

Pirate Faction

Pirates Bands and Boats are well Armed: They get +1 to all Battle Rolls. Pirate Bands are expert Raiders: They get +2 to the first Battle roll of a Combat if they are the attackers. Pirates sail the Seven Seas: When recruiting they may enter from the side of the map with at least 1 Ship.

Pirate ships can carry up to 4 Bands. If Pirates defeat a stack containing an enemy Boat they capture it and keep it on a roll of 5+ on 1D6. (Treat it as another Pirate Ship)

Nemo Faction

A Nemo stack with a Sub gets +2 to its Battle rolls when fighting stacks containing 1 or more other Boats. Nemo Subs have 6 Movement Points (MP). Nemo Bands and Bosses are Divers: They can move in water hexes.

Nemo Diver Bands are slow: They only have 1 MP. Nemo subs can hold 3 Bands in relative luxury. Nemo Subs, Bosses and Bands in water can Hide: If attacked they may move to an adjacent empty or friendly hex on a roll of 4+.

Nemo recruits his crews from India: When recruiting they may enter from the side of the map with at least 1 Sub.

Moreau Faction

Moreau Beastman Bands are Fast: They have 3 MP. Beastman Bands are masters of Lightning Attacks: They get +3 to the first Battle roll of a Combat if they are the attackers. Moreau Breeds them quickly in his Labs: The Moreau Faction gets +1 to Recruit Rolls.

Moreau's Beastmen are Fierce Hand-to-Hand Combatants: Even if they lose a Land Combat, the opposing side will lose 1 Band on a roll of 4+ on 1D6. Moreau Barges can hold 3 Bands.

Rebel Faction

The Rebels can convert defeated Foes: If they win a Battle: Roll 1D6: on a roll of 5+ they gain 1 new Band. Rebels can Hide: If attacked they may move to an adjacent empty or friendly hex on a roll of 5+. Rebels are expert Ambushers: They get +2 to the first Battle roll of a Combat if they are the defenders.

Rebel Rafts are slow, they have 2 MP and they can carry 2 Bands.

Company Faction

Soldier Bands and Boats are heavily Armed: They get +1 to all Battle Rolls. Company Clipper Boats have 5 MP and can hold 5 Bands. The British Empire Circles the Globe: When recruiting they may enter from the side of the map with at least 1 Ship.

Zombie Faction

Zombies are slow: They have 1 MP. Zombies do not use boats, however they can "swim" (They walk across the Bottom) Zombies can convert defeated Foes: If they win a Battle roll 1D6: On a roll of 3+ they gain 1 new Band. Zombies Regenerate: At the end of Bombardment and Combat Phase roll 2D6 for each killed unit: on a roll of 10+ the unit comes back to life.

Zombies do not have Boats or Bosses. They cannot buy Ruins. If they defeat an enemy Base it becomes a Ruin. When Recruiting Zombie Bands Ruins are not required: New Bands may be placed on any empty or friendly space on any island you occupy (The Dead Rise).

Native Faction

Natives are expert at Hiding: If attacked they may move to an adjacent empty or friendly hex on a roll of 4+. Native are Swift: Native Bands have 3 MP. They know the land and are experts at camouflage: They always get +2 to the first Battle Roll of a Combat.

Native Bands are strong Swimmers: They can move through water hexes but cannot end their move in one. Native Outrigger Canoes can hold 2 Bands. A stack with a Shaman Boss may Reroll 1 Roll per turn.

Optional Rule - Multiple Factions

In a 2 player game each player can control up to 3 Factions each. In a 3 player game each player can control up to 2 Factions each.

Optional Rule - Event Phase

For people who like a little extra Chaos: The Event Phase is the first Phase of every Turn. Roll 1D6: on a roll of 6 there will be an Event: Roll Another 1D6:

- 1. Volcanic Eruption: all Units on One Random Island are Destroyed
- 2. Whirlpool: One target Boat is Destroyed

- 3. Giant Mutant Animal = All Bands in one target Stack of Units on Land that does not include a Base are Destroyed
- 4. Sinkhole = One Target Base is Destroyed
- 5. Assassin = One Target Boss is Destroyed
- 6. Invention: Pick one of the Following:
 - Reinforcements = Gain 1D6 extra Recruit Points
 - Nukes Ahoy = Nemo invents the Atomic Bomb: Bomb units cost 2 RP and have 2 MP. When ordered to explode, they destroy themselves and every Unit in all Adjacent Spaces.
 - Cannibalism = Native Bands become more aggressive: Their stacks get a further +1 to all Battle Rolls.
 - Weapon Merchants = The Rebels get a supplier for weapons: Their Band stacks now get an extra +1 to all Battle Rolls. Their can recruit Bombards like Pirates.
 - Super Soldiers = Moreau improves his genetic Stock: All his Band Stacks get an extra +1 to all Battle Rolls and can swim like natives.
 - Ironclads = British Boats now have Harder Shells: They get +1 to MP, to Battle Rolls, to Bombardment Range, to Bombardment Rolls, and to their Recruitment cost
 - Zombie Apocalypse = A nastier strain of Zombie evolves: They get +1 to MP and +1 to all Battle Rolls.
 - Treasure Map = The Pirates dig up a Fabulously Rich Treasure: They now get +2 to their Recruitment Point Rolls.

Optional Rule - Action Deck

Use a Regular 52 Card Deck. The Turn Sequence now Begins with a Draw Phase and ends with a Discard Phase. If the Deck ever runs out, shuffle the discard and draw from it.

Draw Phase: Draw 2 Cards from the Deck Discard Phase: Max hand size is 5 cards. Discard excess cards. When used, cards are discarded.

Card	Notes:
A	Target Dieroll is an automatic 1
2	Target Dieroll is an automatic 2
3	Target Dieroll is an automatic 3
4	Target Dieroll is an automatic 4
5	Target Dieroll is an automatic 5
6	Target Dieroll is an automatic 6
7	Units in Target Stack can Move Again (twice in Movement Phase)
8	Prevent Units in Target Stack from Moving
9	Reroll Target Dieroll
10	Target Dieroll gets +1 or -1 (Your choice)
J	Steal 1 random card from Opponents Hand
Q	Negate 1 Card Just Played
K	Draw 2 Cards

Extra Faction - The Confederate Colonies

This Faction is composed of Soldiers, Civilians, and their Slaves who fled from the defeated South at the end of the American Civil War. Their Bases are called Plantations, Their Boats are Paddleboats. Their Bosses are called Generals.

They are well Armed: Their Stacks get +1 to all Battle Rolls. They have Bombard Units and can conduct Bombardments just like Pirates. They took their Horses with them so they are fast on Land: They get 3MP. Paddleboats can carry 4 Units and have 4MP.

They will enslave defeated enemies, so they have the Convert ability equivalent to the Rebels Faction. If using the Event Phase Option their Invention would be a unit called Balloons: Balloons have 3MP. They can travel over Land and Water. They cost 2RP. They can carry 1 Band or Boss. Balloons can Escape by increasing their altitude: If attacked they may move to

an adjacent empty or friendly hex on a roll of 3+.

Extra Faction - The Satsuma Clan

This Faction is composed of Samurai who fled Japan after the failed Satsuma Rebellion. Their Bases are called Castles. Their Bosses are called Shogun. They use a variety of small well-built boats collectively called Wasen.

The Boats get 3MP and can carry 2 Units. They are well Armed: Their Stacks get +1 to all Battle Rolls. As Masters of Tactics they get a further +2 to Battle Rolls on the first turn of Combat. They took their Horses with them so they are fast on Land: They get 3MP.

If using the Event Phase Option their Invention would be the Fanatical Bonzai Charge: Sacrifice one Band or Boss from a Stack to get +2 to the Battle Roll once per combat turn.





Myth Dimensions

Introduction

Board & Card Game for 2+ players Based on the Myth series of books by Robert Asprin. The series takes place in a humorous fantasy universe of Dimension-hopping Demons, Magicians & Con-Artists.

Disclaimer

The Myth Adventures series is a copyrighted property. This is merely a Fan-site.

Victory

The first player to accumulate 25 Reputation Points is the winner.

The Deck

Players share a common deck. Card types include:

- Companions
- Objects
- Missions
- Natives
- Events
- Spells

The Board

The Board is a circular Track divided into 12 spaces. Use clock notation to identify the spaces. 12, 3, 6, and 9 o'clock spaces are Bazaar spaces.

Each space should be big enough to hold at least 2 stacks of cards. The Deck & Discard occupy the central empty space.

Main Character Stats

Character:	Guile	Savvy	Fight	Magic
Aahz & Skeeve	5	3	4	3
Isstvan	3	2	2	5
Garkin	3	4	1	4

Main Character Special Abilities/limitations

Aahz & Skeeve: They can only do scams, they never choose the fight option. They inspire loyalty: Companions of Aahz & Skeeve get Fight +1. Aahz & Skeeve get +1 to Mission Rolls.

Isstvan: He can send assassins: His Companions get their own Pawns and Can move independently. They cannot gain Reputation points. They Always pick the Fight option. If defeated by a Guile attack, they

Dice, Coins, & Pawns

Each player gets a pawn of a unique color to represent their Character. Six sided dice are needed to play. Use coins to represent Gold.

Setup

Each player the role of one Main Character from the series. Each player must pick a different character. Each player places their pawn on any Non-Bazaar empty space.

This space becomes the players Home Base for the rest of the game. (Note: You get +1 to all rolls made in your Home Base) Each player starts with 10 Gold. Highest roll on 1D6 goes first.

Main Character List

1. Aahz & Skeeve: 2 people really, but they count as one character. Aahz is a Pervect (Green-scaled Demon from Perv) who has lost his magical powers. Young Skeeve (Human from Klah) is Aahz's apprentice.
2. Isstvan: Powerful, Power-hungry, Insane, Evil (Human?) Magician.
3. Garkin: Human Magician. Skeeve's first master. Garkin was killed in the first book, but we can resurrect him for the game.
4. Massha: Large Jahk (Humanoid) Female Magician. Relies on Magical Gizmos.
5. Frumple: Deveel (From Deva) Merchant. Trader Supreme.
6. Diz-Ne: Magician (Human?) with strong Defensive magic. Only mentioned briefly as a past adversary of Aahz.

Character:	Guile	Savvy	Fight	Magic
Massha	3	3	2	2
Frumple	6	4	2	2
Diz-Ne	3	2	3	4

join the scammer.

Garkin: Savvy old bastard. He can use Event Guile bonuses as Savvy Bonuses.

Massha: Mechanic: Her Objects all get Fight +1

Frumple: He can only do scams, He never chooses the fight option. He's a Fast Talking Deveel: He can use Event Fight Bonuses as Guile Bonuses. Frumple has a shop (Abdhul the Rug Merchant) with an income of 3.

Diz-Ne: Master Magician: His Spells get Fight +1

Turn Sequence

Players take turns. Each turn has 9 Phases.

1. Expenses Phase
2. Travel Phase
3. Opportunity Phase
4. Encounter Phase
5. Mission Phase
6. Recruit Phase
7. Scam the Locals Phase
8. Hostile Natives Phase
9. Deal with a Devel Phase

Expenses Phase

Living expenses cost you 1 Gold per Companion you have. Gold Income from Jobs & Businesses is collected in this phase. Unpaid Companions are discarded.

Travel Phase

You may choose to:

1. Not to move
2. Roll 1D6 and move your Pawn that many spaces in either direction.
3. Move your Pawn to your Home space.

Opportunity Phase

Draw 1 card. If you did not move, draw an extra card. If you did move and landed on a Bazaar space draw 2 extra cards.

You may discard 2 cards to restore a Companion card or a Job Mission card. If you are at the Bazaar, you may pay 5 Gold to restore an Object card.

Encounter Phase

If you land on an enemy pawn, you may attack it. (If there is more than one pawn, pick one to attack.) You may also choose not to attack. There are two types of Attacks: Scams & Combat.

Resolving A Scam

The attacker rolls 3D6 and adds his Guile Rating. The defender rolls 3D6 and adds his Savvy Rating. Some Companions & Objects add to your Guile or Savvy Ratings.

Both players may play Event or Spell cards to increase their Guile or Savvy. Event and Spell cards are discarded after being used. Higher score wins the contest. Defender wins ties.

If the attacker wins, he gets to do one of several things:

1. Steal all of his opponent's Gold.
2. Take an object from his opponent.
3. Take a Companion from his opponent (Companion switches sides).
4. Gain 1 Reputation point.

If the attacker wins, he may make another scam attack. He may continue scamming until he loses the contest or He has gained 3 Reputation points. If the attacker loses the contest by 5 or more, the defender may Counterattack: Immediately start scamming him or may start a Combat.

Resolving A Combat

The attacker rolls 3D6 and adds his Fight Rating. The defender rolls 3D6 and adds his Fight Rating. Some Companions & Objects add to your Fight Ratings.

Both players may play Event or Spell cards to increase their Fight Rating. Higher score wins the contest. Defender wins ties. The winner of the contest gets all of his opponent's objects. The loser must discard all of his companions.

The winner gains 3 Reputation points.

Mission Phase

If you land on an empty non-bazaar space you may play a Mission card. A Mission card requires you to make a number of successful Fight or Scam Rolls. Succeeding at a mission gains you Reputation points.

Losing a Mission causes you to discard all your companions & objects.

First example: You draw the Mission: Stop Invasion Force: Fight = 8, Rolls = 3, Reputation = 9 You must win 3 successive Fight roll contests vs a Foe of Fight = 8. If you win, you get 9 Reputation points. If you lose, you must discard all your companions & objects.

Second example: You draw the Mission: Steal Trophy: Savvy = 5. Rolls = 4, Reputation = 8 You must win 4 successive Scam roll contests vs a Foe of Savvy = 5. If you win, you get 8 Reputation points. If you lose, you must discard all your companions & objects.

Some Missions are Jobs. If you fail a Job Mission (Interview), you do not lose your companions or items. Jobs provide a steady income. You can only have 1 Job at a time.

Example: You draw the Job Mission: Postillum Court Magician Interview: Savvy = 6. Rolls = 3, Reputation = 7, Income = 6 You must win 3 successive Scam roll contests vs a Foe of Savvy = 6. If you win, you get 7 Reputation points and an Income of 6 Gold per turn. If you lose you don't get the job.

Discard Mission cards at the end of the phase.

If a Mission has the (Bets) option you may Bet some or all of your gold that you will win. If you lose, you lose the money. If you win, you double your money.

If a card has instructions to "Restore" a Companion or Item then take a Card of the indicated type from the discard pile & put it in your hand.

If you fail a Mission and you are a court Magician roll 1D6. On a roll of 1-3 you lose your job!

Recruit Phase

Put companions, spells, & objects in your hand into play. You may have any number of companions & objects in play. Companions & objects are placed face up in front of you.

Pay 5 Gold for each Item put into play. You may have a number of Spells in play equal to your Main Characters Magic Rating. Spells are placed face down in front of you.

Scam The Locals Phase

If you did not have an encounter or go on a Mission and you are in a Non-Bazaar Space, you may Scam the Locals this turn. This is a Guile attack vs an opponent of Savvy = 1. If you win gain 1D6 Gold.

If you lose, you are attacked by an opponent of Fight = 3. If you loose the fight, you must discard all your Companions & objects.

Hostile Natives Phase

If you did not have an encounter or go on a Mission this turn, any opponent may play a Native Card on you. First attempt to avoid the Natives with a successful Guile Attack. If this fails the Natives will initiate a Fight attack against you.

If you loose the fight, you must discard all your Companions & objects. Discard Native cards at the

end of the phase.

Deal With A Deveel Phase

If you are in a Bazaar space you encounter a Deveel Merchant. The Deveel attacks you with a Guile = 4 attack. If he wins, you lose all your money.

If you have no money, he takes one of your items at random. If you win nothing happens. If you win by 5+ put any 1 object or dragon Companion in the deck into your hand.

Card Type Notation

- E** Event
- C** Companion
- M** Mission
- J** Mission Job
- S** Spell
- O** Object (Item)
- N** Natives
- F** Fight
- G** Guile
- V** Savvy
- NCP** Negate card played by Opponent
- LOH** Look at opponents Hand & then draw 1 card from the Deck
- Restore = Put target card from discard into your hand

Common Deck Card List

Card Name	Type	Notes
Postillum Court Magician	J	V = 6. Rolls = 3, Rep = 4, Income = 6
Ta-Hoe Court Magician	J	V = 5. Rolls = 2, Rep = 3, Income = 3
Veygus Court Magician	J	V = 5. Rolls = 2, Rep = 3, Income = 4
Stop Invasion Force	M	F = 8, Rolls = 3, Rep = 9 (Bets)
The Big Game	M	F = 7, Rolls = 3, Rep = 8 (Bets)
Dragon Poker	M	V = 9, Rolls = 3, Rep = 8 (Min. Bet = 20)
Rescue Mission	M	V = 6, Rolls = 2, Rep = 3 + Restore C
Steal Cultural Icon	M	V = 8, Rolls = 2, Rep = 5
Stand In	M	V = 9, Rolls = 3, Rep = 7
Take the Money & Run	M	F = 5, Rolls = 2, Rep = 3 (Bets)
Madcap Scheme	M	V = 9, Rolls = 2, Rep = 5
Break In	M	F = 6, Rolls = 2, Rep = 4 + Restore O
Heist	M	F = 5, Rolls = 3, Rep = 4 + Restore O
Rough Assignment	M	V = 6, Rolls = 3, Rep = 5
Battle Royale	M	F = 8, Rolls = 3, Rep = 9 (Bets)
Renegotiate Wages	M	V = 7, Rolls = 2, Income + 2
Impossible Situation	M	V = 8, Rolls = 3, Rep = 6
A Fair Fight	M	F = 3, Rolls = 2, Rep = 2 (Bets)
Real Dilemma	M	V = 8, Rolls = 3, Rep = 6
Caper	M	V = 6, Rolls = 3, Rep = 5
Hit & Run Raid	M	F = 7, Rolls = 2, Rep = 4 (Bets)
Investigation	M	V = 4, Rolls = 3, Rep = 4
Tight Spot	M	V = 7, Rolls = 2, Rep = 4

Card Name	Type	Notes
One for the Record Book	M	F = 6, Rolls = 3, Rep = 5 (Bets)
Fiasco	M	V = 7, Rolls = 2, Rep = 4
Predicament	M	V = 6, Rolls = 3, Rep = 5
Lynch Mob	N	V = 4, F = 4
Angry Crowd	N	V = 3, F = 3
City Guards	N	V = 2, F = 5
Street Thugs	N	V = 5, F = 6
Soldiers on Patrol	N	V = 3, F = 5
Throckwoddle	C	F+1, Imp Assassin
Brockhurst	C	F+1, Imp Assassin
Higgins	C	F+1, Imp Assassin
Quigley	C	F+1, Klahd Demon Hunter
Tananda	C	All Stats +1, Trollop Assassin
Chumley	C	F+3, Troll
Gus	C	F+3, Flying Gargoyle
Berfert	C	F+2, Flame Salamander
Gleep	C	F+2, Young Dragon
Buttercup	C	F+1, War Unicorn
Ajax & Blackie	C	F+2, Old Archer & his Bow
Blue Gremlin	C	F+1 & G+1
Hugh Badaxe	C	F+2, Postillum General
J. R. Grimble	C	V +1, Postillum Treasurer
The Geek	E	You may bet on any Mission (Bookie)
Forcefield	S	F+2
D-Hopper	O	Move one Extra time per turn
Dimension Hopping	E	Move 1D6 spaces
Sincerity	E	G+2
Style	E	G+2
Chez Perv	E	Opponent cannot move from Bazaar this turn
Therein lies a Story. . .	E	G+2
Stop Missiles in Midair	E	F+2
Double Cross	E	Take Control of Companion during Attack
Spy	E	LOH
Detect Magic	S	F+1 or G+1
See Auras	S	F+1 or G+1
Stone Ball	E	F+2 (Object: Petrifies opponents)
Antidote	E	Restore Companion
Bookies	E	You may Bet on Target Mission
Force Lines	E	Restore Spell
Levitate	S	F +2
Great Performance	E	G+2
Ambush	E	F+2
Surprise	E	F+2
Con	E	G+2
Bribe	E	G+X (X = 3 Gold)
Feign Death	E	Restore Companion
Fake Demon Slayer Sword	O	G+1
Light Fire	S	F+2
Quick Thinking	E	G+2
Flaw in the Story	E	V+2
Energy Reserve	E	Restore Spell
Draw Energy from the Earth	E	Restore Spell
Magical Wards	S	F+2

Card Name	Type	Notes
Disguise Spell	S	G+2
Heat Seeking Quarrels	E	F+2 (Object)
Assassins Cloak	O	G+1
Crossbow	O	F+1
Fire Shooting Ring	O	F+1
Armor	O	F+1
Telekinetics	S	F+2
Gullible	E	G+2
Myth-Information	E	G+2
Myth-Fortune	E	F+1 or G+1
Amulet	O	V+1
Stealth	E	F+2
Tact	E	G+2
Business Acumen	E	G+2
Pentagram	S	Move 1D6 Spaces
Wilderness Trek	E	Move 1D6 Spaces
Bite The Bullet	E	F+1 or G+1
Smugglers Code	E	NCP
Mercenaries Code	E	NCP
Advanced Tech Weapons	O	F+1
Pragmatism	E	F+1 or G+1
Situational Ethics	E	F+1 or G+1
Loot the Dead	E	Gain 3D6 Gold
Hesitation	E	NCP
Confusion	E	NCP
Recharge Energy	E	Restore Spell
Imps are Tenacious	E	Imp gets F+3
Agent Repost	E	LOH
Evade Pursuers	E	Negate Combat
Throw Knife	E	F+2
Illusion	S	G+2
Propel Rock	S	F+2
Shape Warp Spell	S	G+2
Disguise Talisman	O	G+1
Tall Tale	E	G+2
Make a Deal	E	G+2
Invisibility	S	F+2
Warning Signal	S	F+2
Trader Supreme	E	Deveel gets G+3
Intimidation	E	F+1 or G+1
Trickery	E	F+1 or G+1
See Through Disguise	E	V+2
Haggle	E	G+2
Drive a Hard Bargain	E	G+2
Sarcasm	E	G+1 or V+1
Shakedown	E	G+2
A Little Favor	E	G+2
Decoy	E	F+1 or G+1
Objections	E	V+2
A Good Deal	E	G+2
Experience	E	V+1 or G+1
Nagging Doubt	E	V+X (X = Cards in your hand)
Run Away	E	Negate Combat

Card Name	Type	Notes
Disintegration	S	F+2
Appeal to Self Interest	E	G+2
Teleportation	S	Move 1D6 Spaces
An Offer I can't Refuse	E	G+2
Ignorance	E	G+2
Seize an Advantage	E	F+1 or G+1
Conspiracy	E	G+X (X = Companions in play)
Confide	E	G+X (X = Cards in opponent's hand)
Politeness	E	G+2
Transaction	E	G+2
Something for Nothing	E	G+2
Sleight of Hand	E	F+1 or G+1
Search	E	LOH
Bragging	E	F+1 or G+1
Take the Bait	E	G+2
Perfect Timing	E	F+1 or G+1
Guilt	E	V+2
Gratitude	E	V+2
Take Shameless Advantage	E	G+X (X = Cards in your hand)
Impressed	E	G+2
Unimpressed	E	V+2
Rhetoric	E	G+2
Magic Stick	O	F+1
Transformation	S	G+2
Reputation	E	G+2
Side Trip	E	Move 1D6 Spaces
Elaborate Deception	E	G+X (X = 2 x Cards you discard)
False Faces	S	G+2
Enlist	E	Restore Companion
Convolutd Plot	E	G+2
Plan of Action	E	Draw 3 cards
Know Weaknesses	E	LOH
Treachery	E	Take Control of Companion during Attack
Suspicious	E	V+2
Convincing	E	G+2
Tense Negotiations	E	G+2
Hole in The Logic	E	V+2
Methods of Persuasion	E	G+X (X = your Fight score)
Winning Personality	E	G+2
Duped	E	G+2
Good Argument	E	G+2
Flying	S	F+2
Antisocial Attitudes	E	Pervert gets G+3
Acute Hearing	E	Pervert gets F+2 or G+2
Guile & Cunning	E	G+2
Inspired	E	G+2
Crystal Viewer	O	V+1
Leverage	E	G+2
Translator Pendant	O	G+1 (vs Missions & Natives only)
Implied Threat	E	G+2
Blatant Lie	E	G+2
Lost Subtleties	E	V+2
Disguise Dialer	O	G+1

Card Name	Type	Notes
Declare a Truce	E	G+2
Barter	E	G+2
Quick Recovery	E	F+1 or G+1
Enthusiasm	E	G+2
Diplomacy	E	G+2
Guesswork	E	Look at next 7 cards in the deck
Opening Gambit	E	F+1 or G+1
The Initiative	E	F+1 or G+1
Expertise	E	F+1 or G+1
Malfunction	E	Discard target Object
Feminine Charms	E	Female gets G+3
Complex Plan	E	F+1 or G+1
Magical Diversion	S	F+2
Hidden Signal	E	F+1 or G+1
Assassin's Dart	E	Assassins get F+3
Invisible Forces	S	F+2
Defiance	E	V+2
Exposed	E	V+2
Secret Weapon	E	F+2
Interruption	E	G+2
Shake on it	E	G+2
Profundities	E	G+2
Superimpose Image	S	G+2
Ethical Qualms	E	NCP
Staged Event	E	G+2
Dramatic Entrance	E	F+1 or G+1
Charade	E	G+2
Something Snapped	E	F+1 or G+1
Showmanship	E	G+2
Protection Spell	S	F+2
Weather Control	S	Opponent cannot Move this turn
Magical Vision	S	LOH
Candy from a Baby	E	G+2
Sound Thinking	E	Draw 3 cards
Appraise the Situation	E	Draw 3 cards
Accurate Information	E	LOH
Change Tactics	E	F+1 or G+1
Profit Motive	E	Bet on target Mission
Rivals	E	F+1 or V+1
Magicians Conscience	E	V+2
Jinx	S	Reroll target Die-roll
Set-Up	E	F+1 or G+1
Careful Observation	E	LOH
Swordsmanship	E	F+2
Provide Muscle	E	All companions get F+1
Inquiry	E	LOH
Trap	E	F+2
Private Talk	E	G+2
War Council	E	LOH
Delay & Demoralize	E	F+2
Mutual Consent	E	G+2
Flash Powder	E	F+2 (Object)
Cloak of Invisibility	E	F+1

Card Name	Type	Notes
State Demands	E	G+2
Sense of Justice	E	V+2
Opportunity	E	Draw 3 cards
Receive Counsel	E	Draw 3 cards
Flattery	E	G+2
Embellishment	E	G+2
Cheap Ploy	E	F+1 or G+1
Novel Solution	E	F+1 or G+1
Apologetic	E	G+2
Exasperation	E	G+2
Chivalry	E	V+2
Astonishment	E	F+1 or G+1
Illusionary Troops	S	F+2
Multiple Images	S	F+2
Implications	E	Look at next 7 cards in deck
Double Team	E	F+X (X = Companions you control)
What could go Wrong?	E	NCP
Don't Play Fair	E	F+1 or G+1
War Profits	E	Bet on Target Mission
Hindsight	E	LOH
Spell Things Out	E	G+2
Spin a Lie	E	G+2
Insist on It	E	G+2
Enthralled	E	G+2
Play it by Ear	E	Draw 3 cards
Contract	E	Bet on Target Mission
Promises	E	V+2
Sleep Spell	S	G+2
Excuses	E	G+2
Bluff	E	G+2
Browbeating	E	G+2
Bald Faced Deceit	E	G+2
Smooth Move	E	V = 6, Rolls = 3, Rep = 5
Gimmick Magic	E	F+2
Baffle with Bullshit	E	G+2
Scout the Opposition	E	LOH
Perfect Situation	E	F+1 or G+1
Master Plan	E	Draw 3 Cards
Indignant	E	G+2
Hook, Line, & Sinker	E	G+2
Debate	E	V+1 or G+1
Blame	E	V+1 or G+1
Glibness	E	G+2
Bounce Back	E	F+1 or G+1
Speak Bureaucrat	E	G+2
Pushover	E	G+2
Over a Barrel	E	G+2
On Vacation	E	Discard target Companion
Impersonation	S	G+2
Ingenuity	E	F+1 or G+1
Honor	E	V+2
Hype Job	E	G+2
Mercenaries	E	Restore 2 Companions

Card Name	Type	Notes
Golden Crescent Inn	E	Restore 2 Companions
Smokescreen	E	G+2
Cross Examine	E	LOH
Blunder	E	NCP
Play Rough	E	F+1 or G+1
Hell to Pay	E	Bet on target Mission
Vanishing Act	E	Negate Combat
Planned it all along	E	F+1 or G+1

Optional Rules

Each player starts with 2 random Companions.

Designers Notes

Based on the first 3.5 books. I'm still reading.





Napoleonic Empire

Introduction

Two player strategic war game set in the Napoleonic era. One player controls France & Napoleon. The other player controls the Allies.

The allies include England, Russia, Prussia, and

Austria.

The Map

A map of Europe will be required showing the borders between the following countries, circa 1800 AD:

Country:	Connected to:
France	Spain, Holland, Rhineland, Switzerland, Italy
England	Controls the Seas. Access to all except Warsaw and Switzerland
Russia	Prussia, Warsaw, Sweden, Austria, Ottoman Empire
Austria	Rhineland, Prussia, Russia, Warsaw, Ottoman Empire
Prussia	Rhineland, Austria, Russia, Warsaw,
Holland	Denmark, Rhineland, France
Sweden	Denmark, Russia
Denmark	Holland, Rhineland
Spain	France, Portugal
Portugal	Spain
Confederation of the Rhine (Rhineland)	Switzerland, Italy, France, Holland, Denmark, Prussia, Austria
Kingdom of Italy (Italy)	Rhineland, Switzerland, Naples, Austria
Kingdom of Naples (Naples)	Italy, Egypt
Switzerland	Rhineland, Italy, France
Duchy of Warsaw (Warsaw)	Prussia, Russia, Austria
Egypt	Naples, Ottoman Empire
Ottoman Empire	Russia, Egypt (The Ottoman Empire may not be entered)

Armies

Armies are represented by counters. There are only two types of counters: French armies & Ally armies. Each side has 80 counters.

A country may have zero, one, or more armies in it.

- England
- Russia
- Austria
- Prussia

French Setup

The French Empire begins with 20 armies located in France. France begins with 4 armies in the Confederation of the Rhine (Rhineland) France begins with 2 armies in each of the following countries:

- Holland
- Denmark
- Spain
- Portugal
- Kingdom of Italy (Italy)
- Kingdom of Naples (Naples)
- Switzerland
- Egypt

Allies Setup

The Allies begin with 10 armies located in each of the following countries:

Turn Sequence

Players take turns. The French player goes first. Each turn is composed of 4 phases:

- Draw Phase
- Move Phase
- Attack Phase
- Reinforcements Phase

Draw Phase

Draw 2 cards from the Deck. You may have a maximum of 7 cards in your hand. Excess cards must be discarded face down into the discard pile.

If the deck runs out, shuffle the discard pile and continue drawing from it.

Move Phase

Armies may move from one country to any adjacent country. Armies may be moved into countries occupied by enemy armies. An army may move only once per turn.

Armies in England may be moved to any non-landlocked country. The French player may never move armies into England. The powerful English Navy made the possibility of a French attack impossible.

Allied Armies cannot be moved back to England.

Attack Phase

If enemy armies occupy the same country there will be a battle. Each army has a Force = 1. If a player has a card that influences a battle at that country, he may play it.

The card gives a Force bonus to either the French or the Allies. The defender has a Force bonus +1 Each side rolls 1D6 and adds this to their Force. The side with the higher modified force total wins.

The winning side takes casualties = $1D6 \times 10\%$. (Round Down) The winner cannot take more casualties

Country:	Reinforcements:
France	4
England	3
Russia	3
Austria	2

Sweden 1

Spain	1
Portugal	1
Rhineland	2
Italy	1
Naples	1

Ottoman Empire 0 France can never receive reinforcements from Prussia, Russia, or Austria.

Card List

Card Name:	Notes:
Toulon	France: French +4
Italian Campaign	Italy or Naples: French +2
Battle of the Nile	Egypt: Allies +3
Austerlitz	Austria: French +3
Jena	Prussia: French +4
Friedland	Russia: French +4
Balance of Power	Allies gain 2 rebel armies in Reinforcement phase
Louisiana Purchase	France gains 2 armies in Reinforcement phase
Trafalgar	France: Allies +2

than the loser had armies x2. The defeated side takes $2D6 \times 10\%$ casualties, and must retreat the surviving armies to an adjacent friendly territory, or they are destroyed.

Casualty Calculation Example

Lets say you won the battle and you had 10 armies to start with. Roll 1D6. Lets say you rolled a 4.

4 X 10% = 40%.

40% of 10 is 4 so you lose 4 armies. The loser had 6 armies. He rolls 2D6. He gets an 11. Thats 110% so all of his armies are destroyed.

Reinforcements Phase

If you have one or more armies in a country, and your opponent has none, you control it. During this phase place a number of your armies onto each country you control equal to the Reinforcement value of the country as given by the table below:

Country:	Reinforcements:
Prussia	2
Holland	1
Denmark	1

Spain	1
Switzerland	1
Warsaw	1
Egypt	1

Nationalist Movements

During Reinforcements phase the allies may place an additional 2 rebel armies in any one of the following countries: Spain, Portugal, Prussia, Russia, or Austria This may be done even if France occupies the country.

Card Name:	Notes:
Continental System	France & England receive 2 less reinforcements per turn for rest of game
Peninsular War	Spain or Portugal: Allies +2
General Winter	Russia: Allies +4
Battle of Nations	Rhineland: Allies +5
Battle of Waterloo	Holland: Allies +4
Admiral Horatio Nelson	Anywhere: Allies +2
Duke of Wellington	Anywhere: Allies +2
Czar Alexander I	The Allies may take an extra turn without reinforcements
King Frederick III	The Allies may take an extra turn without reinforcements
Prince Metternich	The Allies may take an extra turn without reinforcements
Son of the Revolution	The French may take an extra turn without reinforcements
Louis Berthier	The French may take an extra turn without reinforcements
A Man of Destiny	The French may take an extra turn without reinforcements
The Little Corporal	Anywhere: French +1
Artillery Tactics	Anywhere: French +1
Josephine	The French may not move this turn
Treaty of Tilsit	The Allies may not move this turn
Wiff of Grapeshot	The French player may draw 2 cards
Scorched-earth Policy	Russia: Allies +3
Gebhard von Blucher	Anywhere: Allies +1
Conscription	France gains 2 armies in Reinforcement phase
Proclamation of Empire	The French player may draw 3 cards
Nation of Shopkeepers	The Allied player may draw 3 cards

When a card is played, it is discarded.

tal countries at the end of their turn.

Victory

The Allies win if they control France at the end of their turn. The French win if they control all continen-

Game Designers Notes

To make it a multiplayer game, the major countries of the Allies can be divvied up.





Napoleonic Solitaire

Introduction

Solitaire card game. Unique Deck. Something to pass the time for the casual Grognard.

The Deck

The Deck has 42 cards There are 4 Suites:

1. Light Infantry
2. Line Infantry
3. Cavalry
4. Artillery

Each suite has cards with Strength values from 1 to 10. There are 2 General cards.

Discard & Capture Pile

As the game progresses, cards will go from the Decks into either the Discard or the Capture Pile. Cards in the Capture Pile count for victory conditions.

Dice

A six sider is needed.

Unit Type Bonuses

These bonuses apply to Melee Phase:

- Light Infantry is +2 vs Artillery & Line Infantry
- Line Infantry is +4 vs Cavalry
- Cavalry is +2 vs Light Infantry & Artillery
- Artillery is +4 vs Line Infantry

Setup

Divide the deck into 2 halves. Each half has 1 General & 20 random cards. One half-deck is the Enemy, the other is the Allies.

Turn Sequence

1. Luck Phase
2. Deploy Phase
3. Piquet Phase
4. Bombard Phase
5. Enemy Phase
6. Cavalry Phase
7. Volley Phase
8. Melee Phase

Luck Phase

Roll 1D6. This is X.

Deploy Phase

Draw X+1 cards from the Ally Deck. You may place 1 of these cards on the bottom of your deck and draw another.

Piquet Phase

You may shuffle a Light Infantry Card from your hand back into the Ally deck to look at the next 1D6 cards in the Enemy Deck. You may then place them back as you found them, or shuffle the enemy deck.

Bombard Phase

You may discard an Artillery card from your hand to give all enemy cards this turn -2, down to a Minimum of 1.

Enemy Phase

Turn over the top X+1 cards of the Enemy deck.

Cavalry Phase

You may discard 1 Cavalry Unit to capture 2 or more target Enemy cards if their combined values are less than that of the Cavalry card.

Volley Phase

If you have more Line Infantry cards in play than the enemy you may capture the lowest value opposing enemy Line Infantry Card.

Melee Phase

Discard an ally card to capture an Enemy card of equal or less strength. You may combine 2 or more cards to capture a single enemy card. The Allied General can capture any card.

The Enemy General cannot be captured & gives all enemy cards played with it +4. After all possible captures are made, discard all remaining cards in play.

End Game

The game ends on the end of the turn when either of the decks run out. Play out the hand. Count up the number of Enemy cards you captured; this is your Score.

Victory

- Minor Victory: Capture 10 cards
- Major Victory: Capture 15 cards
- Total Victory: Capture 20 cards

Card List Notation

- I** Line Infantry
- L** Light Infantry
- C** Cavalry
- A** Artillery
- G** General

Card List

Card Name: Type: Strength

- Grenadiers I7
- Musketeers I5
- Old Guard I10
- Young Guard I6
- Sappers I1
- Gendarmes I2
- Grognards I9
- Fusiliers I3
- Highlanders I8
- Troopers I4
- Riflemen L10
- Partisans L3
- Legere L7
- Voltigeurs L6
- Skirmishers L4
- Landwehr L2
- Cacadores L8
- Militia L1
- Scouts L5
- Jagers L9
- Cuirassiers C10

- Chasseurs C9
- Mamelukes C4
- Cossacks C7
- Carabiners C1
- Uhlans C6
- Dragoons C3
- Lancers C5
- Reiters C2
- Hussars C8
- Howitzers A9
- Mortars A2
- Horse Artillery A4
- Gun Battery A10
- Field Pieces A7
- Congreve Rockets A1
- Ordnance A3
- 6-Pounders A5
- Carronades A6
- 12-Pounders A8
- General GG

Alternate Game End

When a deck is used up, shuffle the discard into the remaining deck and cut it in half to make 2 new decks. The game ends at the end of 7 turns.

Big Deck Variant

Use 2 full size decks, one for each side.

Unique Army Variant

Create unique decks for different nationalities... French, British, Russian, etc. Alter quality and quantity of units (cards) to model each nation. When playing use one nation as the ally deck and another nation as the enemy deck.





Narnia Skirmish

Introduction

Board and Card Game Battle between Aslan and the Kingdom of Narnia against the White Witch and her minions. Abstract skirmish level combat Each figure represents 1 creature (1:1 scale)

Forces Of The Kingdom Of Narnia

UNIT	#	Dam	Hits	Range
Aslan	1	16	16	1
King of Narnia	1	15	15	1
Duke of the Northern Marches	1	13	13	1
Earl of Ettinsmoor	1	11	11	1
Archers	4	5	5	4
Infantry	8	4	4	1

Forces Of The White Witch

UNIT	#	Dam	Hits	Range
White Witch	1	13	13	1
Giant	1	12	12	2
Efreet	1	10	10	2
Dragon	1	11	11	4
Demon	1	9	9	2
Hag	1	8	8	1
Giant Frog	1	8	8	1
Spectre	1	7	7	1

UNIT	#	Dam	Hits	Range
Telmarine Soldier	1	6	6	1
Calormen Soldier	1	5	5	1
Wraith	1	5	5	1
Ogre	1	4	4	1
Dwarf	1	3	3	1
Elf	1	3	3	4
Wolf	1	4	4	1
Ghoul	1	3	3	1

Game Board

8x8 Game Board/ Chess Board

Set Up

Each player may position 1 unit on each of the squares of the two back rows

Cards

Players share a common deck. If the deck runs out, reshuffle.

Turn Sequence

Players Take Turns Draw Phase Move Phase Combat Phase

Victory

The Narnian forces win if they either defeat the White Witch or her entire army. The White Witch wins if she defeats Aslan or the Army of Narnia.

Forces

Miniatures or counters may be used to represent each unit.

Draw Phase

Each player draws three cards. Maximum hand is 5 cards. Discard excess.

Move Phase

Players may play their MOVE CARDS to move a unit that many squares. Units may move in an orthogonal or diagonal direction. The number of moves on a given card may be divided among several units as well.

Combat Phase

For each ATTACK CARD a player has they may attack with one unit. The unit inflicts on its target is damage rating. If this reduces the defending unit's Hits to 0 or less, that unit is defeated. If the defending unit plays a defense card, they may ignore the damage

inflicted by that assault. As long as Aslan is in play, MIRACLE CARDS may be played. As long as the White Witch is in play, SPELL CARDS may be played (MIRACLE and Spell Cards are the same cards; Aslan uses Miracles, and the Witch uses Magic).

Card List

A Attack
D Defense
M Move
Mi/S Miracle/ Spell

CARD	#	Type	Range	Damage or Effect
Attack	25	A	As per unit	As per unit
Armor	13	D	-	-
Move	5	M	1	-
Move	5	M	2	-
Move	5	M	3	-
Move	5	M	4	-
Move	5	M	5	-
Fire Ball	1	Mi/S 4	7	
Lightening	1	Mi/S 5-6	7	
Disintegrate	1	Mi/S 3	10	
Ice Storm	1	Mi/S 3-5	5	
Petrify	1	Mi/S 2	10	
Earthquake	1	Mi/S 4-6	5	
Charm	1	Mi/S 1	Converts 1 unit	
Dominate	1	Mi/S 3	Converts 1 unit	
Command	1	Mi/S 5	Converts 1 unit	
Teleport	1	Mi/S 5	Moves 1 unit to 5	
Gate	1	Mi/S 6	Moves 1 unit to 6	
Fly	1	Mi/S 4	Moves 1 unit 4	
Invisibility 1	Mi/S	D -	Any 1 unit	
Illusion	1	Mi/S	D -	Any 1 unit
Sleep	1	Mi/S	D -	1 unit may not take any action for 3 turns
Heal	1	Mi/S 1-4	Heals 1 unit of all damage	
Resurrection	1	Mi/S -	Returns 1 defeated unit to play	





Naruto Ninjutsu

Introduction

Card game for 2 players. Naruto Theme: A Combat between 2 Ninjas.

Disclaimer

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Victory

Defeat your opponent by reducing his/her Stamina to Zero.

The Deck

Players share a common deck.

Characters

Each player must pick one Character.

Character Stats

Each Character has 14 Basic Stats: Name Rank Sex Village Attack Defense Stamina Speed Tactics Skill Convert Taijutsu Ninjutsu Equipment

Attack & Defense

Stats used to inflict and avoid loss of Stamina.

Jutsu

A Card Type. A Jutsu is a single Fighting Maneuver or Technique. Basically all Attack or Defense cards or cards played in Form Phase.

Fighting Styles

The 2 main types are: Taijutsu and Ninjutsu Taijutsu is the physical Martial Arts. Ninjutsu is Magical arts of Displacement. Other less common Styles include: Genjutsu: Illusion Kekkaiki Genkai: Advanced Bloodline Techniques Elemental Control: Usually of one type, such as Earth, Wind, or Fire.

Ranks

Genin = Student Ninja Chonin = Intermediate Rank Ninja Jonin = Full Fledged Ninja, often an instructor. Hokage = Leader of a Ninja Village

Village

Where you live. For Example: Leaf Village

Chakra

Mental Energy needed to perform certain Jutsu. Stamina can be converted into Chakra.

Stamina

Capacity to withstand wounds and fatigue. A measure of health, endurance, and willpower.

Fatigue

How much exhaustion you have incurred.

Wounds

How much lethal damage you have sustained. The term Damage is also used to refer to Stamina that is converted into Wounds.

Energy Tokens

Stamina, Chakra, Fatigue, and Wounds are referred to as the Energy Traits. Use a common set of Tokens to keep track of these. These are called Energy Tokens (ET).

Each player has 4 Piles, one for each trait. At the start of the game, all of your Tokens are in your Stamina Pile.

Bonus Energy Tokens

These Tokens must look different from your normal Energy Tokens. They are used to boost Chakra and Sometimes Stamina. If they are ever caused to go to the Fatigue or Wound Piles, they are removed from your piles entirely.

Convert

This stat represents how much Stamina you may convert to Chakra in a single turn.

Tactics

This stat represents the ability to act. A player with higher Skill draws more cards.

Skill

This stat represents the ability to react. A player with a high Tactics has more options and bigger hand size.

Speed

This Stat represents the Characters ability to put together Combos and Make multiple attacks, moves per turn.

Equipment

A measure of how much Equipment the Ninja is carrying with him. This includes things like knives, Throwing Stars, Paper Bombs, Etc. Everytime you use

a card with an Equipment cost your Equipment level is Reduced until you can no longer play any more such cards.

Character List Notation

R/G/V = Rank/Gender/Village

A/D Attack/Defense

C/S Convert/Speed

T/K Tactics/Skill

J/N Taijutsu/Ninjutsu

X/E Stamina/Equipment

Genin = G; Jonin = J

Male M; Female = F

Leaf L; Mist = M; Sand = S

Character List

Character:	R/G/V	A/D	J/N	C/S	T/K	X/E	Notes:
Naruto	G/M/L	2/2	3/2	3/2	2/4	17/10	Nine Tail Fox Demon
Susuke	G/M/L	3/3	3/3	4/4	3/5	20/10	Sharigan Eye
Sakura	G/F/L	2/2	2/4	5/2	3/6	14/10	Intelligence
Kakashi	J/M/L	5/6	4/6	5/4	4/8	30/10	Copy Ninja
Zabuza	J/M/M	6/4	4/4	5/3	3/7	34/10	Demon of the Mists
Haku	G/M/M	3/4	2/4	5/6	3/5	15/10	Water & Ice
Rock Lee	G/M/L	4/4	5/1	1/5	3/5	25/10	Perseverance
Garaa	G/M/S	2/3	2/3	5/2	2/4	16/10	Sand Demon

Setup

Players pick 1 Character each. Shuffle the deck. Each player is dealt a hand of 6 cards.

The biggest Naruto fan present decides who gets to go first. Each player fills up his Stamina Pile.

Turn Sequence

Players take turns. Each turn has 8 Phases: Event Phase Tactics Phase Chakra Phase Form Phase Attack Phase Defense Phase Resolution Phase Recovery Phase

Event Phase

Some cards are played in this Phase.

Tactics Phase

Draw X cards from the deck. X is equal to your Tactics Trait. If the deck runs out, shuffle the discard and draw from it.

Chakra Phase

You may convert Stamina into Chakra. Move Energy Tokens (ET) from your Stamina Pile to your Chakra Pile. You cannot move more Tokens than your Convert Trait.

You also cannot reduce yourself to zero Stamina. If you don't do any converting this turn, you may Discard 1 Card & draw 1 Replacement.

Form Phase

Some Jutsu cards (per card text) are played in this Phase.

Attack Phase

You may decide not to attack and skip to Recovery Phase. Note: Some card effects prevent you from attacking. The current player is the attacker.

Your opponent is the defender. You may play up to X Jutsu Attack cards from your hand. X is equal the Characters Speed Stat.

To play a Jutsu card, you must pay its cost in Stamina or Chakra. Move Tokens from your Stamina or Chakra pile to your Fatigue Pile.

Defense Phase

Your opponent may play X Jutsu Defense cards from his hand. X is equal the Characters Skill Stat. To play a Jutsu card, the defender must pay its cost in Stamina or Chakra.

Resolution Phase

Compare your (attacker) Modified Attack Rating (MAR) to the Modified Defense Rating (DAR) of your opponent (Defender). If your rating is higher, he loses Stamina equal to the difference. He moves ET from his Stamina Pile to his Wound Pile.

If it is equal lower, he may counterattack. In a counterattack, if the defender has a higher MAR then your DAR, you Suffer wounds equal to the difference. Players may play additional Jutsu cards in the Counterattack.

Note: An opponent who cannot defend cannot play Defense Jutsu and has a Defense Rating of Zero

Recovery Phase

Recover 1 Stamina: Move 1 Token from your Fatigue Pile to your Stamina Pile. If you did not attack this turn, you may Recover 1 Additional Stamina. Max hand size is X cards. Discard excess cards.

X is equal to your Skill Stat.

Card List Notation

A Attack

D Defense

A/D Attack/Defense

Time When the Card can be Played

C Chakra

S Stamina

E Equipment

SK Skill

TT Tactics

TJ Taijutsu

NJ Ninjutsu

x Variable

Req Requirement

ET Energy Tokens

BET Bonus Energy Tokens

ST Special Technique

D1C Draw one card when played

AP Attack Phase

DP Defense Phase

ADP Attack or Defense Phase

CP Chakra Phase

Any Any Phase

TP Tactics Phase

EP Event Phase

FP Form Phase

UENT Until End of Next Turn

RP Resolution Phase

VP Recovery Phase

IOX If opponent suffered any damage this turn...

Missiles = Possibility of Miss: Flip a coin: If Tails then Attack is +0 Poison = If attack does damage, target takes 1 Wound on his turn for rest of game Distract = Opponent must discard 2 Random cards

Stun If attack does damage Opponent cannot Attack next turn

Confuse = Opponent cannot Attack or Defend this turn.

Immobilized = Opponent cannot Defend Next Turn & is auto hit by Missiles

LAOH Look at Opponents Hand

RFG Remove this card from game when played

Basic Common Deck Card List

Card Name:	Cost	A/D	Req	Time	#	Notes:
Special Technique I	x	x	x	x	2	-
Advanced Technique II	x	x	x	x	2	-
Natural Technique III	x	x	x	x	2	-
Unique Technique IV	x	x	x	x	2	-
Secret Technique V	x	x	x	x	2	-
Missile Attack	1E	2/-	NJ1	AP	4	-
Taijutsu Attack	-	2/-	TJ1	AP	4	-
Taijutsu Defense	-	-/3	TJ1	Any	4	-
Body Substitution	1C	1/4	NJ1	Any	4	UENT
Ninjutsu Deception	1C	1/1	NJ1	Any	2	Opponent Confused
Information Gathering	1C	1/1	NJ1	Any	2	UENT; LAOH

Naruto Special Technique List

#	Technique	Cost	Time	Notes:
I	Nine Tail Fox	0	CP	If Naruto has 13+wounds gain 10 BET Chakra
II	Sexy Jutsu	1C	FP	Male Opponent Distracted
III	Multi Clone Jutsu	3C	ADP	Gain A+3 & D+3 For 2 Turns
IV	Harem Jutsu	4C	FP	Male Distracted and Gain A+3 & D+3 UENT
V	Believe It!	0	Any	Draw 2 cards

Sakura Special Technique List

#	Technique	Cost	Time	Notes:
I	Cut Loose	0	Any	Gain D+4
II	Shuriken Strike	2E	AP	Missile Gain A+4
III	Kunai Cast	3E	AP	Missile Gain A+6
IV	Fit of Rage	1S	AP	Gain A+4
V	Intelligence	0	Any	Draw 3 Cards

Sasuke Uchiha Special Technique List

#	Technique	Cost	Time	Notes:
I	Chakra Ball	4C	AP	Gain A+10
II	Shadow Shuriken	3E	AP	Missile Gain A+6
III	Flamethrower Mouth	2C	AP	Gain A+6
IV	Detect Movements	1C	Any	Negate a Jutsu used by Opponent
V	Sharingan Eye	3C	Any	Copy any Jutsu used by Opponent this game

Kakashi Special Technique List

#	Technique	Cost	Time	Notes:
I	Summon Ninja Dogs	2C	AP	Gain A+3 Opponent Immobilized
II	Lightning Blade	3C	AP	Gain A+10
III	Hypnotic Eye	1C	AP	Opponent Confused
IV	Detect Movements	1C	Any	Negate a Jutsu used by Opponent
V	Sharingan Eye	3C	Any	Copy any Jutsu used by Opponent this game

Haku Special Technique List

#	Technique	Cost	Time	Notes:
I	Pinpoint Accuracy	2C	AP	Missile Gain A+2 & Stun
II	Flying Water Needles	1C	AP	Missile Gain A+4
III	One Handed Seals	0	AP	Skill +1 & Draw 2 cards
IV	Incredible Speed	2C	Any	Gain D+8 & A+2 UENT
V	Demonic Ice Mirrors	5C	Any	Gain A+2 & D+2 for 4 Turns

Zabuza Special Technique List

#	Technique	Cost	Time	Notes:
I	Giant Sword	1S	AP	Gain A+7
II	Create Mist	2C	AP	Opponent Confused
III	Water Clones	3C	Any	Gain A+2 & D+4 for 2 Turns
IV	Water Prison	2C	AP	Opponent Immobilized
V	Water Torrent	3C	AP	Gain A+8 Stun

Rock Lee Special Technique List

#	Technique	Cost	Time	Notes:
I	Never Give Up	0	Any	If Lee has 15+ Wounds gain 10 BET Stamina
II	Leaf Spinning Wind	3S	AP	Opponent Confused

#	Technique	Cost	Time	Notes:
III	Shadow Leaf Dance	1S	AP	Other Atk cards played this turn get A+3
IV	Leaf Violent Wind	2S	AP	Gain A+4 Stun
V	Extreme Lotus	4W	AP	Gain A+10 Stun

Gaara Special Technique List

#	Technique	Cost	Time	Notes:
I	Sand Barrier	2C	Any	Gain D+6
II	Sand Armor	3C	Any	Gain D+10
III	Sand Burial	2C	AP	Gain A+6 Immobilize
IV	Sand Coffin	3C	AP	Gain A+10 Immobilize
V	Madness	0	Any	Gain 10 BET Chakra

Advanced Card List

If you want to rotate in cards with the Basic Deck:

Card Name:	Cost	A/D	Req	Time	Notes:
Throw Needles	1E	1/-	NJ1	AP	Missiles
Spit Needles	1E	1/-	NJ2	AP	RFG
Poison Needles	4E	1/-	NJ2	AP	Missiles Poison
Needle Bells	3E	1/-	NJ1	AP	Missiles Distract
Paper Bomb	5E	3/-	NJ1	AP	Missiles Distract RFG
Meditate	0	-/1	NJ1	CP	Gain 3 BET of Chakra
Experience	0	x	TT4	ADP	Gain A+3 or D+3 UENT
Grinding Attack	1S	-	TJ3	RP	IOX cause extra 4 Wounds
Sealing Jutsu	1C	1/1	NJ1	ADP	UENT
Throw Kunai	4E	4/-	NJ1	AP	Missiles
Throw Shuriken	2E	2/-	NJ1	AP	Missiles
Cut Loose	0	-/2	TT2	DP	D1C
Hand Seals	0	-	NJ2	CP	Gain 4 BET of Chakra
Transformation	1C	-	NJ1	FP	Confuse
Shadow Clone Jutsu	2C	2/2	NJ1	ADP	UENT
Clone Decoy	3C	2/2	NJ2	FP	Confuse UENT
Crushing Fist	2S	3/-	TJ3	AP	Stun
Palm Strike	0	2/-	TJ1	AP	-
Deflect	1S	-/2	TJ2	DP	Missile Cards Auto Miss
Tekken Iron Fist	1S	3/-	TJ1	AP	-
Dodge	0	-/1	TJ1	DP	Missile Cards Auto Miss
Substitution	3C	2/4	NJ2	DP	UENT
Axe Kick	2S	4/-	TJ1	AP	-
Backhand Blow	1S	3/-	TJ1	AP	-
Roundhouse Kick	1S	2/-	TJ1	AP	Stun
Know Secret	0	-	-	Any	LOAH DIC RFG
Rage	0	2/-	-	Any	Gain 2 BET Stamina
Rapid Movement	2S	1/3	TJ2	DP	UENT
Super Leap	2S	X	TJ2	ADP	Gain A+3 or D+3
Run Up Wall	1S	1/2	NJ1	ADP	UENT
Combo Attack	0	-	SK2	AD	Skill +1 & D1C
Guard	0	-/2	TJ1	DP	-
Sweep	0	1/-	TJ1	AP	Stun
Roll	1S	-/2	TJ1	DP	D1C
Analysis	0	-	NJ1	TP	Search Deck & Keep 1 Card

Card Name:	Cost	A/D	Req	Time	Notes:
Concentrate Aura	0	-	NJ2	CP	Convert 3 Stamina to 3 Chakra
Counter Attack	3	2/3	NJ1	DP	D1C
Healing Pose	0	-	-	VP	Convert 2 Wound to 2 Fatigue
Momentary Rest	0	-	-	VP	Convert 2 Fatigue to 2 Stamina
Support Ninja	0	-	-	TP	RFG Gain 5 EP

Links

Naruto Fans

Designers Notes

My son is a big fan.





Nascards

Introduction

Card game based on NASCAR racing. Each player controls one Stock car.

Disclaimer

NASCAR is a licensed trademarked property. This is merely a Fan site.

Winning

The first player to reach 500 Miles is the First Place Winner. For a shorter race go 400 or 300 Miles.

Miles

Players will have to keep track with paper and pencil how many miles They have gone.

Place

Players will have to keep track of their current placement: First, Second, Third, etc. as the race progresses. The term Rank is also used to mean Place. (Decreasing Rank order: 1st, 2nd, 3rd, 4th. . .) First Place is also called the Lead car.

The player with the most miles will be in first place, and so on. Markers can be used to indicate place. Record order changes as soon as they happen, whether in Maneuver or Speed Phase.

Dice

Ten Sided Dice are needed (1D10).

The Decks

There are 2 common Decks: The Speed Deck The Maneuver Deck

The Speed Deck

The speed deck cards are numbered 1-10. There are 6 copies of each card in the deck. (You can increase this number if playing with a large number of people) When played during speed phase, this is the number of miles moved.

The Maneuver Deck

These include Events and driving styles that can help or hinder players. The deck contains 1 copy of each card described in the card list.

Hands

During play, each player keeps a hand of Speed cards. Maneuver cards are only used during Maneuver phase and are not part of a players hand.

Setup

Shuffle the decks. Each player is dealt 8 random Speed cards.

Turn Sequence

Each turn is divided into 5 Phases:

1. Pit Stop Phase
2. Maneuver Phase
3. Speed Phase
4. Drafting Phase
5. Crash Phase

Pit Stop Phase

Each player may decide to visit their Pit Stop. If they do, they discard their current hand and draw 8 new Speed cards. If a deck ever runs out of cards, shuffle its discard and draw from it.

If you visit your Pit Stop, you are off the track: You skip the rest of the Turn. You "lose" your place for the turn and cannot be affected by Maneuver cards played by your opponents. If a player has no Speed cards left in his hand, he must make a Pit Stop.

Maneuver Phase

Each player is dealt 3 Maneuver cards face down. Players then discard 2 of these cards and keep 1 card. Players then reveal (play) their cards in decreasing rank order.

(First Place plays first, then second, and so on) Some cards you may be prevented from playing due to your rank order, however, You must play at least 1 card if it is at all possible. Apply the effects of the cards as they are played and then discard them. The Terminology Speed + X is used on many cards. This modifier Affects your total Miles driven. For example: Lets say you have gone 250 Miles and you play a card that is Speed +5. This will increase your Total Miles to 255. Then another play plays a card with Speed -2 that Targets you, so your Total miles drops to 253.

Unless otherwise stated the effects of Maneuver cards only last the current turn.

Speed Phase

Players in decreasing rank order must each play (discard) exactly one Speed Card from their hand. Their car moves forward that many miles.

Drafting Phase

Each player in rank order must roll 1D10 on the Drafting Table This is called the Drafting Roll.

The Drafting Table

Roll	Result:
1-4	No Draft
5-7	Speed +1
8-9	Speed +2
10+	Speed +3

Crash Phase

Each player in rank order must roll 1D10. This is called the Mishap Roll. On a roll of 10 or greater they have been hit. Add 1 to the Mishap roll for each car ahead of them that has been hit.

A car that has been hit must roll 1D10 on the Crash Table. The roll for the Crash Table is called the Severity Roll. Subtract 2 from the Severity Roll if you played a speed card of 1-3 this turn.

Subtract 1 from the Severity Roll if you played a speed card of 4-5 this turn. Add 1 to the Severity Roll if you played a speed card of 9-10 this turn.

The Crash Table

Roll	Result:
0	Speed -1
1	Speed -3
2	Speed -5
3	Discard 1 random Card
4	Discard 2 random Cards
5	You car is Speed -1 in Speed Phase until you make a Pit Stop
6	You car is Speed -2 in Speed Phase until you make a Pit Stop
7	You must make a Pit Stop next Turn
8	You must make a Pit Stop on the next 2 Turns
9	You must make a Pit Stop on the next 3 Turns
10+	Your car is Totaled. You are out of the Race.

Maneuver Deck Card List Notation

NL Not playable by the Leader

DR Drafting Roll

TO Target Opponent

TR Target Opponent 1 Rank ahead of You

TB Target Opponent 1 Rank behind You

MM Make a Mishap Roll immediately in Maneuver Phase

ISP In Speed Phase

FRT For Rest of Turn

LPD Last Place Driver

Maneuver Deck Card List

Card Name:	Notes:
Aggressive Driving	NL Speed +3 TR Speed -1
Safe Driving	Mishap Roll -1 Severity Roll -2
Defensive Driving	Anyone passing you FRT gets -2 Speed
Reckless Driving	Speed +5 Mishap Roll +1
Efficient Driving	Draw 1 Speed card & Discard 1 Speed Card
Breakout	NL Speed +5 MM
Support	NL Speed +3 and TO gets DR +2
Hold Back	Mishap Roll -1 Look at TO Hand
Shove	You and TO MM
Blocking	TO may not pass you
Push it to the Limit	Speed +6 & Discard 1 Random Card
Track Change	Speed -3 and Draw 1 Speed Card

Card Name:	Notes:
Three Abreast	3 Target Cars MM LPD Only Speed +2
Four Abreast	4 Target Cars MM LPD Only Speed +4
Inside Track	Speed +3
Outside Track	Speed +1
Sling Shot Pass	NL Speed +7 only if you are passing the Leader
Spin Out	All Players discard 1 Random card
Yellow Flag	No one may Pass FRT
Keep Up	NL Your Total Miles now = the car ahead of you
Drafting Partnership	You and TB or TR both draw 1 card
Brake Hard	NL TO must discard 1 Random card
Engine Problems	TO get Speed -2 until next Pit Stop
Drive Fast	Speed +2 & you may play another Maneuver card
Resistor Plates	TO Speed -1
Slipstream	You and TO DR +2
Bump	TO MM
Green Flag	All players may play up to 2 cards ISP
Down Force	Speed +4
Drift High	NL Speed +1 TR Speed -2
Exploit Opportunity	Steal 1 Random card from target Opponent
Battle for the Lead	Second Place Driver Only Speed +4
Make Your Move	NL Speed +1D10
Catch Up	LPD Only Speed +8
Full Throttle	You may play 2 cards ISP
Overheating	Leader Immune TO Speed -2
Momentum	Speed +5 ISP if you play a Speed card of 1-5
Find the Groove	Speed +2
Multi-Car Wreck	All Cars MM & Severity Roll +1
Team Member Assist	DR +3
Check Up	TO Speed -2
Spotters	Draw 1 Speed Card
Mirror Driving	Speed -1 TB Speed -2
Fan the Tail	NL Speed +2 TR Speed -2
Bump & Run	NL Speed +2 TR MM
Cut Off	Speed +1 TB Speed -1
Hung Out to Dry	NL TB or TR DR -3
Cooperation	DR +2 TB or TR DR +1
Go For It	NL Speed +1 TB & TR Speed -1
Defection	NL Speed +2 & TB Speed +2 TR Speed -1
Working the Line	NL Speed +1 & Draw 3 Maneuver cards and play 1
Radio Chatter	Draw 4 Maneuver cards and play 1
Express Train	NL You & all behind you get Speed +1D10
Clean Air	Leader Only Speed +4
Lose Traction	TO Speed -1 & MM

Optional Championship Cup Series Rules

In a Cup Series, there are several races called a series. Players decide how many races they want to run in their series. At the end of every turn a player is the Leader, he gets 1 Championship Point (CP).

The Player with the most CP at the end of the Series

wins the Championship Cup.

Optional Driver Advantages

At the beginning of the game each player rolls once on the Driver Advantage table: Top drivers may get multiple rolls if players wish.

Driver Advantage Table

Roll	Advantage:
1-2	Driver Experience: Draw 1 extra card in Maneuver Phase
3-4	Driver Skill: Severity Rolls -1
5-6	Powerfull Engine: +1 Speed in Speed Phase
7-8	Additional Team Member: Drafting Rolls +1
9-0	Superior Pit Crew: Draw 1 extra card in Pit Crew Phase

Links

Drafting Cup Series





Nationalist Chess

Introduction

2 player Chess variant. Each player chooses a Nationality which gives them a special ability. Special Abilities based on some historic aspect of the National character.

British

A Great Seafaring Nation. You may move your pawns like queens. (Not capture like queens, only move like queens) British pawns cannot be upgraded.

Chinese

Go Masters. If you border any opponents piece on 2 opposite sides with any 2 of your pieces, you automatically capture it.

Japanese

Bushido Warrior Fanatics. Move any one of your pieces twice in a row during your turn but that piece is Removed from play at the end of your turn. You may not checkmate your opponent in this way.

American

The Land of Opportunity. You may at any time, as a move, replace any one of your Pawns with any of your other pieces that have been captured by an opponent.

German

Inventors of the Blitzkrieg. On your turn, you may move 2 of your pieces. (Not one piece twice)

Russian

Manpower Juggernaut. As a move, you may return one of your captured pawns to play in any empty space on your back 2 rows.

Roman

Mighty Legions. All your pieces may move and/or capture like pawns in addition to their regular movement.

French

Napoleonic Greatness. As a move, you may switch the locations of any 2 of your pieces. You may not use this ability to check or checkmate.

Viking

Legendary Raiders. You may as a move, on your turn, move any one of your non-pawn, Non-king pieces to any empty space on the board. You may not use this ability to check or checkmate.

Links

Rules in Italian





Nations At War

Introduction

2-5 player card game with WWII theme.

Victory

Reduce your opponents to zero Power Points.

Power Points

Each player starts with 25 Power Points.

Turn Sequence

Players take turns. Each turn is divided into 3 phases:

1. Production Phase
2. Deployment Phase
3. Operations Phase

Production Phase

Draw 1 card. Max hand size is 7 cards. If your deck runs out, shuffle your discard and draw from it.

Discard excess cards at end of Operations phase.

Deployment Phase

Put any Permanent type cards into play from your hand. Permanents are placed face up on the table. A permanent remains in play until it is destroyed.

Modifier cards may be attached to appropriate Unit cards. Leaders are a type of permanent card.

German Card List

Card Name	#	Type	Notes
Blitzkrieg	3	A	Attack only. Force = 5
Junker Dive Bombers	2	P	Air Force = 2
Level Bombers	2	P	Air Force = 2
Luftwaffe	1	P	Air Force = 2
Panzerfausts	1	A	Destroy 1 Tank Unit
Panzer Tanks	3	P	Ground Force = 2
Panther Tanks	2	P	Ground Force = 3
Tiger Tanks	1	P	Ground Force = 4
Combined Arms Tactics	1	A	Force = 4

Operations Phase

Unit cards are Permanents with a Force value. Each of your units with a Force value may attack. Attacks may be against your opponents power base or enemy units.

Units do damage to each other equal to their Force value. Any unit reduced to zero Force is destroyed. An attack against the power base does damage equal to the Force of the attacking unit.

Keep track of Power Points with coins. The defender may block with his units to protect the target of the attack. Units may combine their Damage when attacking or defending.

Permanents with no Force value can never gain a Force value. Action cards are played when appropriate and then discarded. Instead of losing a Power Point, you may discard one of your Permanents from play.

Special Rules

In 2 on 1 or 3 on 1 games the outnumbered player gets to draw an extra card per extra opponent. Sea & Ground units cannot attack or block each other. Bombers may not block. Bombers may not attack Fighters.

Ground Forces may not attack Air Forces. Subs & U-Boats cannot be attacked. Leaders may not be attacked.

Card Type Notation

- # Number of that card in the deck
- A Action
- P Permanent
- L Leader
- M Modifier

Card Name	#	Type	Notes
General Manstein	1	L	Ground Force = 3
General Guderian	1	L	Ground Force = 4
General Rommel	1	L	All your Tanks get Attack +1
Hitler	1	L	All your Units get Force +1
Me 110 Fighters	1	P	Air Force = 1
Me 109 Fighters	2	P	Air Force = 1 (3 when Blocking Bombers)
Me 206 Fighter Jets	1	P	Air Force = 2 (5 when Blocking Bombers)
Hedgerows	1	A	Defenders get Force + 1
Encirclement	2	A	All enemy units get Force -1
SS Troops	1	P	Ground Force = 3
Wehrmacht	3	P	Ground Force = 2
Panzer Grenadiers	1	M	Tank gets Force +1
U-Boats	4	P	Sea Force = 1
German Navy	1	P	Sea Force = 1
Wolf Packs	2	A	Negate a Convoy card & draw a card
Italian Troops	1	A	Ground Force = 1
Volksgrenadiers	2	A	Ground Force = 1
Industrial Might	2	A	Draw 1 extra card per turn
Occupied Countries	2	A	Draw 1 extra card per turn
Nazi Propaganda	3	A	All your Units get Force +1
Atlantic Wall	1	P	Force = 2 (Defense only)
Sigfried Line	1	P	Ground Force = 4 (Defense only)
War of Maneuver	2	A	Ground Force = 3
88mm Cannons	2	P	Ground Force = 3
Paratroopers	1	A	Ground Force = 2
V2 Rockets	1	P	Air Force = 1 (Only attack Power Base)

Russian Card List

Card Name:	#	Type	Notes:
T-34 Tanks	6	P	Ground Force = 3
Snipers	3	P	Ground Force = 1
Communist Propaganda	4	A	All your Permanents get Force +1
Defense of Stalingrad	1	P	Ground Force = 6 (Defense only)
Human Waves	2	A	Ground Force = 2
Manufacturing	2	P	Draw 1 extra Card per Turn
Lend Lease Program	1	P	Draw 1 extra Card per Turn
Manpower Reserves	2	P	Draw 1 extra Card per Turn
Stalin	1	L	All your Units get Force +1
Steamroller Tactics	2	A	Attack only. Force = 5
Red Army Infantry	6	P	Ground Force = 2
Russian Officers	2	P	Ground Force = 1
Russian Air Force	4	P	Air Force = 1 (3 when Blocking Bombers)
Rockets & Artillery	2	A	Ground Force = 3
General Winter	3	A	All enemy units get Force -1
Large Territories	1	P	Negate 1 Attack per Turn
General Konev	1	L	All your Tanks get Attack +1
Marshal Zhukov	1	L	All your Infantry get Attack +1

British Card List

Card Name:	#	Type	Notes:
Decipher Enigma	1	P	Look at opponents hand
Night Time Bombing	4	A	Force = 3 (Only to attack Power Base)
Commandos	1	P	Ground Force = 1
Stiff Upper Lip	1	A	All your Units get Force +1
Dunkirk Evacuation	1	A	Negate destruction of a Ground unit
Atlantic Convoys	3	P	Draw 1 extra card per turn
British Empire	1	P	Draw 1 extra card per turn
Convoy Escorts	2	A	Destroy target U-Boat
British Tommies	4	P	Ground Force = 2
Naval Power	2	P	Sea Force = 3
RAF	4	P	Air Force = 2 (3 when Blocking Bombers)
Spitfires	2	P	Force = 2 (3 when Blocking Bombers)
Battle of Britain	1	A	All your Air Units get Force +2
Code-breakers	1	P	Look at next 2 cards in opponents deck
British Intelligence	2	A	Look at next 7 cards in any deck
British Armor	2	A	Ground Force = 1
Electronics	1	P	All your Air Units get Force +1
Colonial Units	2	A	Ground Force = 2
Free French Forces	1	A	Ground Force = 2
Montgomery	1	L	Ground Force = 3
Churchill	1	L	All your Units get Force +1

American Card List

Card Name:	#	Type	Notes:
Daylight Bombing	3	A	Air Force = 3
Sherman Tanks	6	A	Ground Force = 2
Flying Fortresses	4	P	Air Force = 4 (Only attack Power Base)
Industrial Giant	3	P	Draw +1 Card per Turn
Redball Express	1	P	Draw +1 Card per Turn
General Patton	1	L	All Tanks get Force +1
General Eisenhower	1	L	Ground Force = 3
Atom Bomb Research	1	P	Win game in 10 Turns
Roosevelt	1	L	All your Units get Force +1
Carrier Taskforce	5	P	Sea/Air Force = 4
US Submarines	2	P	Sea Force = 1
Destroyers & Seaplanes	2	A	Destroy target Sub or U-Boat
General Infantry	6	P	Ground Force = 2
50 Calibre MG's	1	A	Destroy target Infantry
Amphibious Landing	4	A	Ground/Sea Force = 3. Attack only
Artillery Bombardments	4	A	Ground/Sea Force = 3
Air Superiority	2	A	Air Force = 3
Attrition Warfare	2	A	Force = 2
American Fighters	2	P	Air Force = 1 (3 when Blocking Bombers)

Japanese Card List

Card Name:	#	Type	Notes:
Banzai Charge	4	A	Ground Force +3
Zero Fighters	4	P	Air Force = 2 (3 when Blocking Bombers)
Val Bomber	2	P	Air Force = 2
Kate Bomber	2	P	Air Force = 2
Japanese Infantry	5	P	Ground Force = 2
Japanese Tanks	1	P	Ground Force = 1
Kamikaze Planes	4	P	Air Force = 3 (vs Sea units only)
Jungle Warfare	2	A	All your Ground Units get Force +1
Island Fortress	2	P	Ground Force = 4 (Defense only)
Tunnel Complex	2	P	Ground Force = 4 (Defense only)
Bayonets & Katanas	1	M	Ground Force +1
Camouflage	2	M	Ground Force +1
Tree Snipers	2	P	Ground Force =1
Fanaticism	3	M	Force +1
Midget Subs	1	P	Sea Force = 1
Aircraft Carriers	5	P	Air/Sea Force = 4
Conquered Territories	4	P	Draw 1 extra card per turn
Bushido Code	1	A	Unit gets Force +2
Super Battleships	2	P	Sea Force = 2
The Emperor	1	L	All your Units get Force +1
Tora Tora Tora	2	A	Force = 4
Admiral Yamamoto	1	L	All your Sea Units get Force +1

Basic 5 Man Variant

Japan 4 - Russia 5 - Germany (goes twice!) 6 - America

Allies: America, Britain, & Russia Axis: Germany
 & Japan Turn Sequence: 1 - Germany 2 - Britain 3 -





Naval Duel

Introduction

Tactical Sea Combat for Ships of the line, circa 1700-1800's

The Map

Use a large grid Map. Indicate land and sea spaces.

Models & Counters

Use a counter or model to represent each individual ship. Indicate ship facing on counters. Six, eight, and ten sided dice are needed.

Cards

Players share a common action deck. The deck contains 2 copies of each card on the list.

Cardset Available

Most Excellent set available at Alcrespi

Ship Attributes

(For First class Ships of the Line)

- Each ship has a base Sails Rating = 6
- Each ship has a base Skill Rating = 0
- Each ship has a base Swiftiness Rating = -4
- Each ship has a base Hull rating = 6
- Each ship has a base Cannon Rating = 6
- Each ship has a base Gunnery Rating = 0
- Each ship has a base Crew Rating = 6
- Each Ship has a base Boarding Rating = 0
- Each Ship has a base Courage Rating = 0

Designing Fleets & Ships

In the Basic Scenario, each player starts with a fleet of 8 ships. Roll on the Admiral, National and Fleet Character Tables once. Every ship in your fleet gets the same National and Fleet bonuses.

Roll on the Ship, Captain, and Crew Tables for each ship individually. Pick one ship in your fleet to be the Flagship. The Flagship gets an extra roll on the Ship, Captain, and Crew Tables.

Broadside Table

Setup

Fleets start at opposite ends of the map.

Turn Sequence

Each turn has 5 Phases:

- Draw Phase
- Move Phase
- Broadside Phase
- Boarding Action Phase
- Morale Phase

Draw Phase

Each player draws 2 cards. If the deck runs out shuffle the discard and draw from it. Maximum hand size is 5 cards.

Discard excess cards.

Move Phase

Players take turns moving one ship at a time. The player with the ship with the highest movement rating chooses whether to go first or second. If tied in this respect, roll high on 1D6.

For each ship make a Movement roll: The Base Movement roll is $2D6 - 4$. To this, add the ships Sails, Skill & Swiftiness ratings. The final result is the maximum number of spaces the ship may move.

Moving Diagonally counts as 1.5 spaces. Any ship with a Sails rating of zero or less may not move unless pulled. Each face change counts as one-half space moved.

No stacking. Only one ship per space.

Broadsides Phase

Each ship can make one broadside attack per turn from each side. All attacks are considered to be simultaneous. Base attack Range for a Ship is $4 + \text{Gunnery Bonus}$.

When attacking first declare ammo type:

- Grapeshot has a range -2.
- Chainshot has no modification to range.
- Roundshot has a range +2.

Attacks are from the sides of the ship in a 45 degree angle cone. To determine the effect of the Broadside, roll on the Broadside table:

1D10	Result:
1-5	No Damage
6-9	The target loses one rating point in one random attribute
10-13	The target loses one rating point in two random attributes
14+	The target loses one rating point in three random attributes

Subtract one from the roll for each space over 2 the target is distant. Add the attacking ships Cannon and Gunnery Ratings to the roll. All losses due to Grapeshot are to Men.

All Hull losses due to Chainshot are ignored. Roundshot gets -1 to this roll.

- A ship reduced to zero hull cannot move and will sink in 1D6 turns.
- A ship reduced to zero crew cannot move or repel boarders.
- A ship reduced to zero cannon blows its hold and immediately sinks.
- A ship reduced to zero sails cannot move.

Random Damage Attribute Table

1D8	Attribute:
1-2	Sails Rating
3-4	Hull Rating
5-6	Crew Rating
7-8	Cannon Rating

Boarding Action Phase

If two enemy ships are adjacent, side by side, and either party cares to, they will have a boarding action. Each player rolls 1D6 (the boarding action roll) and adds their Crew and Boarding ratings. The higher score wins the boarding action. Reroll ties.

Admiral Character

1D8	Attribute:	Bonus
1-2	Charismatic	All Ships get +1 to Courage Rating
3-4	Diplomat	Start game with 50% extra Ships: Half of Ships are Allies
5-6	Brilliant	Draw an Extra Card in Draw phase
7-8	Tactician	Max hand size is +2 cards

Ship Specifications

1D6	Attribute:	Bonus
1-2	Seaworthy	+1 to Swiftiness Rating
3-4	Carronades	+1 to Cannon Rating
5-6	Royal Marines	+1 to Crew Rating

Captains Preoccupation

1D8	Attribute:	Bonus
1-2	Salty Dog	+1 to Skill Rating
3-4	Artillerist	+1 to Gunnery Rating
5-6	Swashbuckler	+1 to Boarding Rating
7-8	Initiative	+1 to Courage Rating

The winner captures the losers Ship. The winner may sink it, or transfer a crew point to it to gain control of it.

Morale Phase

Roll 1D6 for every Ship Damaged this turn: On a roll of 2 or less, that ship flees the battle. Modifiers: Flagship = +2 Per Bonus Point of Courage = +1 Small Ship = -1 (4th class or less) Ship has lost (from damage) 2 or more points in any 1 rating = -1 Ship is an Ally = -1 One or more ships of that fleet have already fled = -1 Flagship of that Fleet has fled = -1 If one Allied ship Flees, they all Flee. Any Fleet that loses over 75% of its ships is automatically defeated.

National Character

1D6	Attribute:	Bonus
1-2	Sea Power	+1 to Skill Rating
3-4	Industrial Giant	+1 to Cannon Rating
5-6	Land Power	+1 to Crew Rating

Fleet Character

1D8	Attribute:	Bonus
1-2	Privateers/Raiders	+1 to Swiftiness Rating
3-4	Warships	+1 to Cannon Rating
5-6	Invasion Fleet	+1 to Crew Rating
5-6	Escort/Patrol	+1 to Courage Rating

Crew Quality

1D8	Attribute:	Bonus
1-2	Able Seamen	+1 to Skill Rating
3-4	Gunners Mates	+1 to Gunnery Rating
5-6	Bully Boys	+1 to Boarding Rating
7-8	Disciplined	+1 to Courage Rating

Deck Card List

Card Name:	Notes
Gust of Wind	+2 to the Movement Roll
Unfurl the Sails	+2 to the Movement Roll
Catch the Wind	+2 to the Movement Roll
Fierce Hand to Hand	+2 to the Boarding Action Roll
Swords and Pistols	+2 to the Boarding Action Roll
Rally the Men	+2 to the Boarding Action Roll
Sweep the Decks	Grapeshot gets +2 to Broadside Table Roll
Splintering Wood	Roundshot gets +2 to Broadside Table Roll
Damaged Rigging	Chainshot gets +2 to Broadside Table Roll
Quick Reload	Ship gets an extra Broadside attack this turn
Crows nest Lookout	Look at opponents hand
Maneuver	Opponent gets -2 to Broadside Table Roll
Calm Waters	Opponent gets -2 to the Movement Roll
Rake the Bow	+1 to Broadside Table Roll if attacking the bow or stern

Wind Direction

Roll at the beginning of the game to Determine Wind Direction:

1D10	Direction:	1D10	Direction:
1-2	Calm	7	South
3	North	8	SW
4	NE	9	West
5	East	10	NW
6	SE		

Ships going in the direction of the wind get move +2. Ships going diagonally with the wind get move +1. Ships going parallel to the wind get no modification.

Ships going diagonally against the wind get Move -1. Ships may not go directly against the wind. Roll

1D6 at the beginning of each turn: On a roll of 1-5 the wind stays the same.

On a roll of 6 the wind changes: Roll on the above Table.

Base Ship Ratings By Type

Ship Type	Sails	Hull	Crew	Swift
1st Class	6	6	6	-3
2nd Class	5	5	5	-2
3rd Class	4	4	4	-1

Ship Type	Sails	Hull	Crew	Swift
Large Frigate	3	3	3	-
Frigate	2	2	2	+1
Small Frigate	1	1	1	+2

Note: Skill, Boarding, Gunnery, and Courage are

base = 0 for all types.





Naval Engagement

Introduction

Card game for 2 players. Simplistic WWII era Pacific sea battle simulation. Micro-Deck Concept: Easily made minimalist deck.

Card Set Available

Awesome cardset by Janne Thörne: for Cardset

Victory

Reduce your opponent to zero Fleet Points.

Fleet Points

Each player begins with 10 Fleet Points. Use coins, dice, or tokens to keep track of FP's.

The Deck

Players share a common deck. There are 15 card types. The deck contains 4 copies of each card for a total of 60 cards.

Setup

Each player is dealt a hand of 7 cards. Flip a coin to determine who goes first.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Maneuver Phase
2. Deploy Phase
3. Attack Phase
4. Logistics Phase

Maneuver Phase

Draw 1 card. If the deck runs out, shuffle the discard and draw from it. Ariel Reconnaissance cards are played in this phase.

Card List

Card Name:	Type	Notes:
Submarine	U	Sub; Uses Torpedoes
Destroyer	U	Ship; Uses Torps, Guns, & Depth Charges
Battleship	U	Ship; Uses Guns, & Depth Charges
Carrier	U	Ship; Uses Bombs
Fighters	U	Planes; Uses Guns

Play (discard) the Air Recon card to look at your opponent's hand and Then draw one card from the deck.

Deploy Phase

Unit cards include Planes, Ships, and Subs Put one or more unit cards into play. Unit cards are placed face up in front of you.

Attack Phase

Use Attack cards to attack. In order to use an attack card you must have a unit capable of using that attack card. Attack card have specific target types (that are destroyed).

If your opponent does not have a suitable target the attack causes your foe to lose 1 FP. Your opponent may play certain Defense cards to neutralize certain types of attack.

Big Ship Rule

Carriers & Battleships must be successfully attacked twice before they are destroyed. Use a Token to mark the first attack.

Logistics Phase

Max hand size is 7 cards. Discard excess cards. You may discard a Smoke card for the following effect: Foul Weather: Opponent may only attack next turn if they play Air Recon.

Card List Notation

- U Unit Card
- A Attack Card
- D Defense Card
- X Special Card

Card Name:	Type	Notes:
Bombers	U	Planes; Uses Torps, Bombs
Torpedo Attack	A	Destroys Ships
Bomb Attack	A	Destroys Ships
Gun Attack	A	Destroys Ships & Planes
Depth Charge Attack	A	Destroys Subs
Radar/Sonar	A	Destroys Subs & Planes
Anti-Aircraft Guns	A/D	Destroys Planes & Negates Bomb Attacks
Smoke	D	Negates Gun Attacks
Evasion	D	Negate Torpedo & Depth Charge Attacks
Air Recon	X	Look at opponent's hand & Draw 1 card from deck

Optional Rules

Add an extra Card: National Traits It has 2 copies in the deck. One player is the Americans who can use

it for: Industrial Might: Draw 2 cards The other player is the Japanese who can use it for: Kamikaze: Discard a Plane to destroy a target ship.





Neolithic Traders

Introduction

Card game for 2-4+ players. Players are Stone Age Tribes. Players create and trade objects of value.

Victory

The first player with 50 Victory Points is the winner.

The Deck

Players share a common deck. The deck has 6 Suites: Weapons, Tools, Food & Textiles, Containers, Jewelry, Statuettes.

Setup

Each player is dealt a hand of 5 cards.

Turn Sequence

Each turn has 4 Phases:

1. Creation Phase
2. Trade Phase
3. Meld Phase
4. End Phase

Creation Phase

Each player is dealt two random cards from the top of the deck. If the deck runs out, shuffle the discard

and draw from it.

Trade Phase

Players may trade cards with each other.

Meld Phase

Players may make Melds. There are 2 kinds of Melds: Neolithic Kit & Neolithic Hoard. A Kit is 1 card from each Suite. A Hoard is 5 cards from one Suite.

A Kit Earns 8 Victory Points. A Food & Textiles Hoard earns 5 VP. A Container Hoard earns 7 VP. A Jewelry Hoard earns 9 VP. A Statuette Hoard earns 11 VP. A Tool Hoard earns 13 VP. A Weapon Hoard earns 15 VP.

End Phase

Max hand size is 10 cards. Discard excess cards.

Card List Notation

- W** Weapons
- T** Tools
- F** Food & Textiles
- C** Containers
- J** Jewelry
- S** Statuettes

Card List

Name:	Type
Hard Obsidian Blades	W
Fluted Spear Heads	W
Slate Knives	W
Basalt Axe Heads	W
Barbed Arrowheads	W
Antler Spear Throwers	W
Yew Bow Staves	W
Stone Hand Axes	W
Quartz Burins	W
Horn Harpoons	W
Nephrite Scrapers	T
Pumice Stones	T
Hammer Stones & Grinders	T
Flint Adzes	T
Jadeite Sickles	T

Name:	Type
Marble Figurines	S
Clay Earth Mothers	S
Engraved Tusks	S
Votive Statuettes	S
Animal Figures	S
Serpentine Venuses	S
Stone Balls	S
Stone Goddess Carvings	S
Anthropomorphic Fossils	S
Ritual Objects	S
Skull Bowls	C
Leather Bags	C
Carved Wood Boxes	C
Woven Reed Baskets	C
Cowrie Shells	C

Name:	Type
Bits of Pyrite	T
Bitumen Glue	T
Red Ochre Pigment	T
Flint Drills & Borers	T
Bone Hooks & Needles	T
Amber Beads	J
Beaten Copper Disks	J
Glazed Ceramic Bands	J
Tooth Coronets	J
Turquoise Pendants	J
Pearl Earrings	J
Shell Necklaces	J
Jet Hairpins	J
Ivory Bracelets	J
Bone Ornaments	J

Name:	Type
Ceramic Vessels	C
Carved Stone Vases	C
Pottery Jars	C
Baked Clay Pots	C
Painted Beakers	C
Wild Nuts & Seeds	F
Wild Hoofed Animals	F
Hides & Furs	F
Skins & Leather	F
Flax Nets & Cloth	F
Live Animals	F
Birch Fungi	F
Honey	F
Smoked Meats	F
Salt	F

Cardset Available!!!

Thanks Ron! [Click Here](#)

Links

[Timeline](#)





New Deal

Introduction

Solo Card Game. New Deal Theme 1932-37. You are FDR. Help the US recover from the Great Depression.

Game End

The Game ends after 15 turns.

End Game Scoring

Your Final Score is equal to your lowest score multiplied by your highest score in all the 8 Scoring Categories.

Setup

Shuffle the Deck. You start with a score of zero in each of the 8 Scoring Categories.

Turn Sequence

1. Proposal Phase
2. Depression Phase
3. Legislation Phase
4. Reform Phase
5. Politics Phase

1. PROPOSAL PHASE

Fill your hand to 9 Cards. If the deck runs out, shuffle the discard.

2. DEPRESSION PHASE

If you have one or more Crisis cards in your hand, You must play 1 of them.

3. LEGISLATION PHASE

You may play 1 card to get one of its benefits.

4. REFORM PHASE

You may play a Meld of 1 or more cards that give the same Category Bonus. For Example, you have 3 cards that give a Crop Price Bonus. You discard all 3 and get the combined bonus of all 3 to your Crop Price Category Score.

5. POLITICS PHASE

You may discard up to 5 cards from your hand and must discard at least 1.

Gaining Actions

Some cards allow you to gain additional Actions. An action can be used to either play an extra card in legislation Phase or Play an extra Meld in Reform Phase.

Scoring Categories

The Eight Scoring Categories include:

- IC** INDUSTRY CODES
- AR** AGRICULTURE REFORM
- FN** FINANCE
- BK** BANKING
- NS** NATIONAL SPIRIT
- IF** INFLATION
- PW** PUBLIC WORKS
- WF** WELFARE

Card List

Name:	Notes:
Franklin Delano Roosevelt	Gain 3 Actions or NS +2
Power of Government	Add +2 to any Meld
Louis McHenry Howe	Draw 2 Cards or Gain 2 Actions
Bold, Persistent Experimentation	Draw 1 Card and Gain 2 Actions
Broad Programs	Get +1 in any 2 Categories
Social Welfare	NS +1 or WF +1
Unemployment Relief	WF +1 or gain 2 Actions
Restore Faith of the Nation	NS +1 or Draw 2 cards
Restore Shattered Economy	Any Category +1 or Draw 2 Cards
Federal Regulation	FN +1 or BK +1 or IF +1
Outbursts of Violence	Crisis Skip Legislation Phase
Protests Against Foreclosures	Crisis Skip Reform Phase
Brain Trust	Draw 2 Cards or Gain 2 Actions

Name:	Notes:
Raymond Moley	Draw 3 Cards
Rexford Guy Tugwell	AR +2
Adolf Berle Jr.	SM +1 or BK +1
Bank Closures	Crisis BK -1
Fear Itself	Crisis NS -1
First 100 Days	Draw 2 Cards and Gain 1 Action or NS +1
President's Speeches	NS +1 and gain 1 Action
Rehabilitate the Banks	BK +2
Issue Edicts	Any Category +1 or NS +2
Fireside Chats	NS +1 or Gain 2 Actions
New Deal	Draw 1 Card & Play 1 extra Meld or NS +1
Propose Bills	Draw 3 Cards and discard 1 or PW +1
Sign Bills into Law	Gain 2 Actions or IC +1
Glass-Steagall Act	BK +1 or SM +1
Federal Deposit Insurance	BK +2
Repeal Prohibition	NS +2
Relief Recovery Reform	Get +1 in any 2 Categories
Ratify Amendment	Gain 2 Actions or NS +2
Century of Progress	Draw 3 Cards or NS +1
Far Reaching Legislation	Add +2 to any Meld
Farm Crisis	Crisis AR -1
Stabilize Crop Prices	AR +1 or IF +1
Subsidize Scarcity	AR +1 or IF +1
Henry Agard Wallace	AR +2
Agricultural Adjustment Act	AR +1 or Gain 2 Actions
Farm Subsidies	AR +1 or Draw 2 Cards
Harold L. Ickes	PW +2
Farm Bill	AR +1 or Gain 2 Actions
Go Off the Gold Standard	IF +2
Stunning Press Release	NS +1 and Gain 1 Action
Inflationary Proposal	IF +1 or Draw 2 Cards
Gold Buying	IF +1 or Gain 2 Actions
Silver Purchase Act	IF +1 and Gain 1 Action
Controlled Inflation	IF +2
Fiscal Policy	IF +1 or BK +1
Gold Reserve Act	IF +1 or BK +1
Emergency Banking Relief Act	IF +1 or BK +1
National Industrial Recovery Act	IC +1 and Gain 1 Action
Frances Perkins	IC +2
Industry-Wide Agreements	IC +1 or Gain 2 Actions
Antitrust Law Exemptions	IC +1 or FN +1
Collective Bargaining	IC +1 or Draw 2 Cards
Worker's Rights	IC +1 or WF +1
Minimum Wages	IC +1 or WF +1
Public Works Administration	PW +1 and Draw 1 Card
National Recovery Administration	IC +1 or WF +1
Hugh Johnson	IC +2
"We Do Our Part"	IC +1 or NS +1
NRA Codes	IC +1 and Draw 1 Card
Maximum Hours	IC +1 or WF +1
Outlaw Child Labor	IC +1 or WF +1
Highways & Subways	PW +1 or Draw 2 Cards
Dams & Power Plants	PW +1 or Gain 2 Actions

Name:	Notes:
Hospitals & Housing Projects	PW +1 or WF +1
Schools & Playgrounds	PW +1 or NS +1

Reconstruction Finance Corporation BK +1 or Draw 2 Cards

Jesse Jones	BK +2
RFC Investments	PW +1 or Draw 2 Cards
Securities Act	FN +2
Require Financial Statements	FN +1
Deep Rooted Reform	FN +1 or Gain 2 Actions
Securities & Exchange Commission	FN +1 and Gain 1 Action
Wall Street Opposition	Crisis FN -1
Economic Legislation	FN +1 or Draw 2 Cards
Sanction Unionization	IC +1
Poverty	Crisis WF -1
Run on Banks	Crisis BK -1
Unemployment	Crisis WF -1
Lost Foreign Trade	Crisis Discard 1 random card
Stock Market Crash	Crisis FN -1
Sense of Purpose	NS +1 or Draw 2 Cards
Federal Art Project	NS +1 or WF +1
Bread Lines	WF +1
Homelessness	Crisis WF -1
Welfare State	WF +1 or Draw 2 Cards
Dust Bowl	Crisis WF -1
Labor Disputes	Crisis IC -1
Political Challenges	Crisis NS -1
Riots	Crisis NS -1
Harry Hopkins	WF +2
FERA Program	WF +1 or Draw 2 Cards
Direct Relief	WF +1 or Gain 2 Actions
Civil Works Administration	WF +1 or PW +1
Works Progress Administration	WF +1 or PW +1 or AR +1
Canker, Moths, Weevil Control	WF +1 or AR +1
Federal Theatre	PW +1 or NS +1
Federal Writers Project	WF +1 or NS +1
Federal Music Project	WF +1 or NS +1
Black Cabinet	WF +1 or NS +1
National Youth Administration	WF +1 or NS +1
Civilian Conservation Corps	WF +1 or NS +1 or AR +1
Soil Conservation Service	AR +1 and Draw 1 Card
Tennessee Valley Authority	AR +1 or PW +1
Rural Electrification Administration	PW +1 and Gain 1 Action

Public Utility Holding Company Act FN +1 or Draw 2 Cards

Brandeis Group	FN +1 or Draw 2 Cards
Second Hundred Days	Draw 2 Cards and gain 2 Actions or FN +1
Revenue Act	FN +1 or Gain 2 Actions
Estate, Gift, & Capital Stock Taxes	FN +1 and Gain 1 Action
Excess Profits Tax & Surtaxes	FN +1
National Labor Relations Act	IC +1 and Draw 1 Card

Brandeis Group	FN +1 or Draw 2 Cards
Social Security Act	WF +2
Unfair Labor Practices	Crisis IC -1
Opposition by Big Business	Crisis Negate last Action
US Housing Authority	WF +1 or FN +1 or PW +1
Home Owners Loan Corporation	WF +1 or FN +1 or PW +1
Federal Housing Administration	WF +1 or FN +1 or PW +1
Resettlement Administration	WF +1 or AR +1
Unemployment Insurance	WF +1 or NS +1
Public Health Services	WF +1 or NS +1
Eastern Floods	Crisis AR -1
Shelter Belt	AR +1
John Collier	WF +2
Supreme Court Rulings	Crisis Negate last Meld
Recession	Crisis IF -1
Anti-Trust Policy	FN +1 or Draw 2 Cards





New Imperialism

Introduction

Map and board game for 4-7 Players. Imperial Competition amongst the Great Powers from 1875-1914.

Game Length

The game is 20 turns. Each turn is equivalent to 2 years.

Victory

The player with the most Victory Points at the end of the game wins.

Victory Points

Use coins or poker chips to keep track of Victory Points (VP).

Great Powers

There are 7 Great Powers available for play:

1. British Empire
2. French Republic
3. German Empire
4. Netherlands (& Belgium)
5. Russian Empire
6. Empire of Japan
7. United States of America

The Map

Map Notation

The map is divided into Land and Sea Regions. The Term Region = Space, Territory, Area, Location. There are 4 types of Regions:

1. Black Diamonds indicate Imperialistic Great Powers.

A player may have any number of his own units stacked on his own Homeland. Other players Units may not enter your Homeland.

2. Asterisks are Off Limits: They are Old Empires or Powers unavailable for colonization. They basically act as obstacles to the movement of Units.

3. Colonies are indicated by Capacity numbers and are available to be colonized.
The Capacity number is the max Units that can occupy that colony in Fight Phase.

4. Seas and Oceans in general are treated like Colonies but with no Move through

restriction. The Persian Gulf, Sea of Japan, and Red Sea have a Cap of 2 each. The Baltic and North Sea have a Cap = 3 each. All other Seas have a Cap = 4 each. The Oceans have a Capacity of 10 each.

Units

Use pawns, tokens, chits, or cubes as Units. Each player has a set of units of a distinct color. Units are nebulous. They can represent sea power, military might, missionaries, colonists, native armies, factories, capital investments, diplomacy, etc.

Units are a combination of military, political, and economic influence.

Neutral Units

There is a common set of neutral units. These are units not controlled by any player. They represent Old Empires, Native Governments, Warlords, Rebels, Anarchy, etc.

The Decks

There are 2 types of Decks: The Event Deck The Empire Deck

The Empire Deck

Players share a common deck. There are 3 Types of cards:

1. Recruit cards
2. Movement cards
3. Special cards

Recruit cards are played in your Unit Phase. Movement cards are played in your Move Phase. Special cards are played according to the card text.

Setup

Each player places 4 of his units on his own Homeland. Each player is dealt a hand of 5 cards from the Empire Deck. All Colonies get Neutral Units placed on them up to their Capacity.

Yearly Sequence

Each year has 6 Phases:

1. Trade Phase
2. Event Phase
3. Player Turns Phase
4. Fight Phase
5. Draw Phase
6. Score Phase

Trade Phase

Players may trade cards, units, victory points, and promises. Limit this to 1 minute. A player may discard any cards from his hand he does not want in this turn.

Event Phase

Flip over the top card of the Event deck and resolve it.

Player Turns Phase

Each player gets 1 Player Turn phase per year. The player with the highest Victory Point Total (Score) goes first. The player with the second highest score goes second and so on.

If 2 or more players are tied, they go clockwise from the last player to go. Each Player turn phase has 4 Segments:

1. Strategy Segment
2. Special Segment
3. Unit Segment
4. Move Segment

Strategy Segment

You may do all of the Following actions once each:

1. Gain 1 Unit in your Homeland.
2. Move 1 Unit by sea up to 5 Spaces:

(land or Water → Water → Water → Water → land or Water)

3. Move 2 Units 1 Space each by land or Water.

Special Segment

You may play 1 Special card. Culture Bonus Option: you may discard up to 1 card from your hand to gain 1 VP.

Unit Segment

You may play up to 2 Recruit cards.

Move Segment

You may play up to 2 Move cards. A single unit may be targeted by multiple Move cards in succession. Note: You may not move a Unit through a Land space you do not already occupy (You would have to end its move there).

Note: East Indies, Caribbean, and Pacific Islands are considered to be both Sea Spaces and Colonies! Note: Switzerland is an Off Limits Region.

Empire Deck Card List

Fight Phase

Check for every Colony and Sea (and by Sea we also mean Ocean). If a Colony contains more Units (of all players & Neutrals) than its Capacity, take all of the Units and place them in a cup or pouch. Blindly remove a number of Units equal to the capacity of the Colony. Discard the units remaining in the Pouch. Note: All Seas have a Capacity of 4.

The North & South Atlantic & Indian Oceans have a Capacity of 5 each.

Draw Phase

All players Fill their hands to 5 Empire cards. If the deck runs out, shuffle the discard and draw from it.

Score Phase

This occurs on turns 5, 10, 15, and 20. Skip it on all other turns. Check for each Colony and Sea. The player with the most Units in a Colony/Sea gets 5 VP.

The player with the second most Units in a Colony/Sea gets 3 VP. Each player with at least 1 unit in a Colony/Sea gets 1 VP. If tied each tied player gets the VP. For example, if 2 players tie for second, each gets 3 VP.

Important Rule: VP Limit Rule: You cannot get more VP than the number of Units you have in a Colony or Sea.

End Of Game Scoring

At the end of the game, each player gets 1 VP for each Unit they have in their Homeland.

Card Lists Notation

R Recruit Card

M Move Card

S Special Card

GXU Gain X Units of your Color

GXV Gain X Victory Points

MXU Move X target Units of your Color

CXU Convert X Units (Replace target Units with Units of your Color)

RXU Remove X Units of Opponents

HL Homeland

OP Opponent

NU Neutral Units

MPT Must start, end, or pass through

CUMU Colony you have the most Units in

PUYO Per Unit you Own

IUC In an unbroken chain of Regions you occupy leading back to your Homeland.

Name:	Type	Notes:
Clippers	R	M1U to the Pacific
Native Troops	R	G1U in any Colony you Occupy
Sepoys	S	C1U (NU) in India if you occupy India
Mercenaries	R	C1U from OP HL. Put it in your HL
Conscription	R	G1U in your HL
Foreign Allies	S	C1U from OP HL. Put it in Colony you Occupy
Great Game	R	G2U in Afghanistan or Central Asia
Jingoism	S	G1U in your HL and M2U
Suez Canal	M	M1U up to 5 spaces. MPT Egypt, Med, & Red Sea
Missionaries	S	C1U target Neutral Unit
Traders	M	M1U in any Colony adjacent to a space you occupy
Outposts	R	G1U in any Colony adjacent to a space you occupy
Flying Columns	M	M1U to any Colony adjacent to a space IUC
Gunboat Diplomacy	M	M1U to any Colony adjacent to a Sea space you occupy
Surplus Population	R	G1U in your HL
Settlers	M	M1U from your HL to any Colony you occupy
Spies	S	M1U up to 6 Spaces. Look at Target Opponent's Hand
Rail Roads	M	M1U up to 3 Spaces over Land Territories
Rail Lines	M	M1U up to 3 Spaces over Land Territories
Caravans	M	M1U up to 2 Spaces over Land Territories
Freight Passage	M	M1U up to 2 Spaces
Junks	M	M1U up to 3 Spaces. MPT South China Sea &/or Yellow Sea
Trans Atlantic	M	M1U up to 3 Spaces. MPT the Atlantic
Piracy	S	Place 2 NU in a target Sea Space
Sea Power	R	G1U in a Sea space you Occupy
Exploitation	S	Draw 2 Cards. Place 1 NU in target Colony you Occupy
Atrocities	S	Place 1 NU in target Colony
Scandal	S	Target opponent discards 2 random cards
Militarism	R	G2U in your HL
Nation Building	R	G2U in a CUMU
Extend the Frontier	M	M1U 1 Space
Small War	M	M1U over a Land Territory
Protect Interests	M	M1U up to 4 Spaces
Avenge an Insult	M	M1U up to 3 Spaces
Imperial Heroism	M	M1U up to 2 Spaces & Gain 1 VP
Occupation	M	M2U up to 2 Spaces each
Dollar Diplomacy	M	M1U up to 5 Spaces
Invasion	M	M3U up to 4 Spaces
Steam Ships	M	M1U up to 4 Spaces. MPT 2 Sea Spaces
Ocean Liners	M	M2U up to 4 Spaces. MPT 3 Sea Spaces
Merchant Marine	M	M1U up to 5 Spaces. MPT 3 Sea Spaces
International Waters	M	M1U up to 5 Spaces. MPT 4 Sea Spaces
Trading Stations	R	G1U in any Colony adjacent to a space IUC
Annexation	M	M2U up to 1 Space each into same Colony
Treaty	R	G1U in a Colony you Occupy
Development	M	M1U up to 3 Spaces
Sphere of Influence	M	M4U up to 1 Space Each
Warships	M	M2U up to 3 Spaces each over Sea Spaces
Cape Horn	M	M1U up to 4 Spaces. MPT S. Pacific & S. Atlantic
Cape of Good Hope	M	M1U up to 4 Spaces. MPT S. Atlantic and Indian Ocean

Name:	Type	Notes:
Capital Investments	R	G1U in any Colony
White Mans Burden	S	C1U Target NU in any Colony you Occupy
Race for New Markets	M	M1U up to 5 Spaces to a Colony you do not Occupy
Scramble for Africa	M	M1U to Africa
Carving up China	M	M1U to China
Architect of Empire	M	G1U in any Colony
Naked Aggression	M	M2U up to 4 Spaces
A Place in the Sun	M	M1U 1 Space
Humanitarians	S	G1U in your HL & Move it up to 5 Spaces
Crown Colony	R	GIU in a Colony you Occupy
Military Base	S	G1U in your HL & Move it up to 4 Spaces
Raw Materials	S	Gain 1 VP for every CUMU
Dominant Power	R	G1U in a Sea next to a CUMU
Penetration	M	M1U 1 Space
Acquisitions	M	M1U up to 2 Spaces
Expedition	M	M1U up to 4 Spaces
Industrial Growth	R	G1U in your HL
Modernization	R	G1U in your HL
Expansion	M	M2U 1 Space Each
Anti-Colonial Revolt	S	Place 1 NU in any Colony
Influence	R	G1U in your HL
Navy	M	M1U up to 3 Spaces. MPT 2 Sea Spaces
Extreme Nationalism	R	G1U in your HL & Draw 1 Card
Concessions	R	G1U in a Colony you occupy
Economic Privileges	R	G1U in a Colony you occupy
Exclusive Control	R	G1U in a CUMU
Protectorate	R	G1U in a CUMU
Opium Trade	S	Draw 2 Cards if you occupy China. Add 1 NU to China
Ocean Cables	R	G1U in any Colony you Occupy
Invention	S	Gain 3 VP
Assasination Attempt	S	Opponent must discard 2 random cards
Anarchists	S	Opponent must discard 2 random cards
Governor General	R	G1U in any Colony you Occupy
All the Tea in China	S	G1V PUYO in China
Gold, Ivory, Diamonds	S	G1V PUYO in West or South Africa
Spice Trade	S	G1V PUYO in India or Indochina
Palm Products	S	G1V PUYO in S. Pacific or East Indies
Rubber Plantations	S	G1V PUYO in S. America or East Africa
Sugar	S	G1V PUYO in Caribbean

Event Deck Card List

Name:	Notes:
Boxer Rebellion	All players get 1 Unit in China
Spanish American War	USA Player gains 1 Unit in Caribbean and East Indies
Russo Turkish War	Russian Player loses 2 Units
Russo Japanese War	Japanese Player gains 2 units in Korea
Trans Siberian Railroad	Russian Player gets 1 Unit in Manchuria
Paris Exposition	French Player may discard 1 card to get 3 VP

Name:	Notes:
The Eiffel Tower	French Player may discard 2 cards to get 7 VP
Balkan War	Place 5 NU in the Balkans
Italians Invade Ethiopia	Place 2 NU in North Africa
Fashoda Interest	British Player gains 1 Unit in West Africa
Latin American Revolts	Place 2 NU in Central and South America Each
Portuguese Expansion	Place 1 NU in South Africa
Triple Alliance	German Player may move units into/thru Italy & Austria
Queen Victoria Dies	British Player discards 2 random Cards
Panama Canal	Units may now move directly between the North Pacific & Caribbean
Boer War	Place 2 NU in South Africa
Congress of Berlin	Ottoman Empire becomes a Colony of 8 Capacity
Aswan Dam	Player with most units in Egypt may discard 1 card to get 3 VP
Statue of Liberty	French player draws 2 cards: Keeps 1 and Gives other to USA
Massive Immigration	USA player gets 2 Units in Homeland

Great Power Special Abilities & Penalties

* British Empire: Large Existing Empire: Start game with 3 Units in India, 2 in Canada, 1 in Caribbean, 1 in Egypt, 2 in Australia, 1 in New Zealand, 1 in Guiana, 1 in W. Africa, 1 in E. Indies, 1 in S. Africa.

* French Republic Impressionism: Gain 2 VP from the Culture Bonus Option. Restore National Pride: Gain 1 extra VP for each Colony you have the most Units in. Existing Empire: Start game with 1 Unit in Indochina, 1 in S. Pacific, 1 in N. Africa, 1 in W. Africa, 1 in E. Africa, 1 in Guiana, 1 in Caribbean Large Army: Start with 1 extra Unit in your Homeland.

* German Empire Blood & Iron: Draw 1 extra card in Draw Phase. Great Army: Start with 3 extra Units in your Homeland. War Monger: At the end of the game, get 1 extra VP for every 2 Units in your Homeland rounding down.

* Netherlands & Belgium Small Population: May never take the Gain 1 Unit option in strategy Segment. Skilled Merchants: Win ties in Scoring Phase. Existing

Empire: Start game with 2 Units in East Indies, 1 in Guiana Fast: May play up to 3 Move cards in Move Segment.

* Russian Empire Manpower: May play up to 3 Unit cards in Unit Segment. No matter the card text, all Russian units start in Russia. Contiguous Empire: Russian Units may not be placed in a region not adjacent to a region they already occupy. Huge Army: Start with 4 extra Units in your Homeland.

Start game with 1 unit in Finland and 1 unit in Poland.

* Empire of Japan Bushido: When involved in a fight throw the first unit drawn from the pouch back into the pouch if it is not a Japanese Unit. Sphere of Influence: Japanese Units may not be placed in a region not adjacent to a region they already occupy.

* United States of America Aberrant Imperialism: The max VP you can score from a Colony in Score Phase is 1 VP. Cultural Imperialism & Investment: 1 extra Free move per turn: Move 1 Unit 1 Space. Existing Empire: Start game with 2 Units in Alaska





New World Conquest

Introduction

Board and card game depicting the colonization of the Americas circa 1492-1760.

Game Turn Track

Each Turn is 10 Years. After each player has taken a Turn, move a pawn on the Turn Track ahead 1 Decade. The Game starts in 1490 and ends in 1760.

Victory

The player with the most VP at the end of the game wins. If one player conquers all other players the game ends automatically. A player may concede: His Territories remain occupied, but his turn is skipped.

Victory Points

Use Tokens to keep track of Victory Points (VP). It is possible to have negative VP. Negative VP are called Oppression Points (OP).

Gold

Use Coins to keep track of Gold.

Player Counter Sets & Terminology

Each player has a set of counters (Chits) of a unique color. To denote that a territory has been Explored place one of your Chits on it. To denote that a territory has a Settlement place 2 of your Chits on it.

To denote that a territory has a City place 3 of your Chits on it. A Territory containing no chits on it is called Unoccupied or Wild. A Territory containing 1 or more player Chits on it is said to be Occupied.

A Territory containing 1 or 2 of a players chits on it is called Rural. A Territory containing 2 or 3 of a

players chits on it is called Civilized. Spanish Player Chits are Yellow Portuguese Player Chits are Green French Player Chits are Blue English Player Chits are Red Dutch Player Chits are Orange

The Board

The Board is a 8 x 5 Grid. It is 8 squares long on its North/South Axis and 5 squares long on its East/West Axis. All Tiles on the rightmost column are adjacent to the Atlantic Ocean.

All Tiles on the leftmost column are adjacent to the Pacific Ocean. Any Tile on the edge of the map is considered to be coastal. Any Tile adjacent to a Water Tile is considered to be coastal.

The Top 2 Rows and bottom 2 Rows are Cold Climate. The Middle 4 Rows are Warm Climate. Note: Grid can be square or hexagonal.

The Tiles

There are 50 Tiles. When fully explored, the map will only use 40 tiles. The VP value is a one time bonus to the first player to explore the Territory. The IP value is a continuous income bonus the Territory provides every turn when it is settled.

Warm Territory Tiles cannot be placed within the 2 most northern and southern rows. If such a Tile is drawn when exploring and cannot be placed, discard it and draw another. Cold Territory Tiles must be placed within the 2 most northern and southern rows.

If such a Tile is drawn when exploring and cannot be placed, discard it and draw another. Water Territory Tiles must be placed on the edge of the board or next to another Water Tile. If such a Tile is drawn when exploring and cannot be placed, discard it and draw another.

Tile Set List

Name:	#	VP	IP	Notes:
Sea	10	0	0	Water
Rocky Mountains	1	5	1	Minerals
Grand Canyon	1	5	1	Minerals
Basin	1	1	2	Crops
Temperate Region	1	1	2	Crops, Herds
Great Plains	1	1	2	Herds
Pampas	1	1	2	Herds

Name:	#	VP	IP	Notes:
Bayous	1	1	1	Wooded
Marshlands	1	1	1	Wooded
Redwood Forests	1	5	2	Wooded
Rain Forest	1	1	2	Warm
Desert	1	1	1	Warm, Herds
Rolling Hills	1	1	1	Crops, Herds
Rocky Hills	1	1	2	Minerals
Islands	1	1	1	Water
Carib Islands	1	1	2	Warm, Water, Crops
Flatlands	1	1	2	Crops
Delta	1	1	2	Crops
Peninsula	1	1	1	Water, Crops
River Valley	1	1	2	Crops
Great Lakes	1	1	2	Water
Great Falls	1	5	1	Wooded
Salt Flats	1	1	1	Minerals
Woodlands	1	1	2	Wooded, Crops
Great Forest	1	1	2	Wooded
Hilly Woods	1	1	1	Wooded, Mineral
Gulf	1	1	2	Water
Bay	1	1	2	Water
Farmland	1	1	2	Crops
Flood Plains	1	1	2	Crops
Hardwood Forests	1	1	1	Wooded
Mountain Chain	1	1	1	Minerals
Plateau	1	1	1	Herds
Highlands	1	1	1	Minerals, Herds
Grazing Lands	1	1	2	Herds
Tropical Forest	1	1	2	Warm, Wooded
Mesas	1	1	1	Crops, Mineral
Taiga	1	1	1	Cold, Wooded
Tundra	1	1	1	Cold, Herds
Sub-Arctic	1	1	1	Cold, Water
Lowlands	1	1	2	Crops

The Deck

Players share a common deck. Many cards are of 2 or 3 types, which means they can be used in different ways.

National Will Cards

Each player gets 1 National Will Card. This card may be used once on your own turn. This card becomes available to you again on your next turn.

Setup

Players pick which Nationality they want to control. Each player is dealt 4 random cards and is given 10 Gold. Each player starts with 20 VP.

Turn Order

The Spanish Player goes first. The Portuguese Player goes second. The French Player goes third.

The English Player goes fourth. The Dutch Player goes fifth.

Turn Sequence

Players take turns. Each turn has 20 Phases:

1. Calendar Phase
2. Event Phase
3. New World Strategy Phase
4. Advantage Phase
5. Colonial Taxation Phase
6. Early Investment Phase
7. Oppression Phase
8. Control Phase
9. Global Strategy Phase
10. Draw Phase

11. Trade Phase
12. Development Phase
13. City Phase
14. Settlement Phase
15. Sea Exploration Phase
16. Land Exploration Phase
17. Settlement Phase
18. Indian Conquest Phase
19. Colonial Conquest Phase
20. End Phase

Calendar Phase

The game starts in 1490 and ends in 1760. The Spanish Player keeps track of the passage of time: After every player has had 1 turn, ten years have gone by.

Event Phase

You may play (discard) 1 Event card. Its effect is resolved immediately.

New World Strategy Phase

Pick one of the following 7 Strategies for this turn:

1. Exploration: Use your National Will card as an Explorer or Expedition card this turn.
2. Colonization: Use your National Will card as a Settlement card this turn.
3. Trade: Use your National Will card as a Trade card this turn.
4. Conquest: Use your National Will card as a Military card this turn.
5. Sea Power: Use your National Will card as a Ship or Naval card this turn.
6. Culture: Use your National Will card as a City card this turn.
7. Privateering: Use your National Will card as a Privateer card this turn.

Advantage Phase

You may put one Advantage card from your hand into play. An Advantage lasts for 3 of your turns and is then discarded.

Colonial Taxation Phase

Gain Gold equal to the IP of each of your Civilized Territories.

Early Investment Phase

If you have no Settlements or Cities your Government gives you 4 Gold. If you have no Cities, gain 3 Gold from Commercial Investors.

Oppression Phase

If you have at least 1 Settlement you may take the Encomiendas Option: Gain 1 Gold per Civilized Territory you have. Lose 1 VP. If you have at least 2

Settlements you may take the African Slavery Option: Gain 1 Gold per Civilized Territory you have. Lose 1 VP. If you have at least 1 City you may take the Heavy Taxation Option: Gain 2 Gold per City you have. Lose 1 VP.

Control Phase

You must pick one of the following 3 Options:

1. Self Governance: Gain 3 VP.
2. Mercantilism: Gain 1 Gold per Civilized Territory you have. Lose 1 VP.
3. Viceroyalties: Gain 2 Gold per Civilized Territory you have. Lose 3 VP.

You cannot go directly from Self Governance to Viceroyalty and vice versa, you must pick Mercantilism first.

Global Strategy Phase

You must pick one of the following 7 Options:

1. Mastery of Europe: Gain 3 VP. Spend 20 Gold
2. Dominance of the Far East: Gain 1 VP and 5 Gold. Discard 2 Cards
3. Supremacy in the New World: Draw 1 Card
4. Balance of Power: Steal 1 VP from target Player. Spend 5 Gold
5. Nation Building: Gain 1 VP
6. Industrialization: Gain 8 Gold. Discard 1 Card
7. Internal Reforms: Gain 4 Gold

Draw Phase

Draw 2 Cards. If you have negative VP draw only 1 Card.

Trade Phase

Gain 1 Gold for each of your Cities. You may Trade cards with other players. You may discard Resource cards for 3 Gold each.

You may discard Trade cards for 5 Gold each. You may discard a Privateer card to steal 3 Gold from a target player. You may buy extra cards (randomly drawn from the deck) for 10 Gold each.

Development Phase

If you have at least 1 City you may discard 1 City card and spend 5 Gold to gain 1 Victory Point (VP) You may do this up to X times per turn.

X the number of cities you control.

City Phase

You may upgrade a Settlement into a City. To do this you must play (discard) a City Meld. The Meld must contain: 1 Settler Card 1 Resource Card (Must be appropriate to the Territory) 1 City Card 10 Gold To denote that a territory has a City place 3 of your Chits on it.

You may not build a city in a Territory that has not yet conquered its Native Indian Population.

Settlement Phase

You may settle a Territory you have explored. To do this you must play (discard) a Settlement Meld. The Meld must contain: 2 Settler Cards 1 Resource Card (Must be appropriate to the Territory) 5 Gold To denote that a territory has a Settlement place 2 of your Chits on it.

Remove Chits (Explored status) from all other players. If the Target is not adjacent to one of your occupied Territories or it is a water Territory, one of the Settler Meld cards must be a Ship card instead. You may replace 1 Settler card with a ship card if the Territory is Coastal.

Sea Exploration Phase

You may explore a Territory by playing (discarding) a Sea Exploration Meld. The Target Territory must be adjacent to the Atlantic or to a Water Tile. The Meld must contain 3 Cards: 1 Explorer Card 1 Ship Card 1 Expedition Card 5 Gold When a Territory is first explored draw a random Tile from the box.

If it is inappropriate (Warm or Cold in the wrong row) discard it and draw another. Place 1 Random Indian Counter on the Tile. To denote that a territory has been Explored place one of your Chits on it.

The first player to explore a Tile gets its VP value as a 1 time reward. A Territory Tile may have explorer chits on it from multiple players.

Land Exploration Phase

You may explore a Territory by playing (discarding) a Land Exploration Meld. The Target Territory must be adjacent to a non-water Tile you already occupy. The Meld must contain 2 Cards: 1 Explorer Card 1 Expedition Card 5 Gold When a Territory is first explored draw a random Tile from the box.

If it is inappropriate (Warm or Cold in the wrong row) discard it and draw another. Place 1 Random Indian Counter on the Tile. Place 1 of your Explorer chits on the explored Tile.

The first player to explore a Tile gets its VP value as a 1 time reward. A Territory Tile may have explorer chits on it from multiple players.

Indian Conquest Phase

You may conquer an Indian Counter in a Tile containing a Settlement you control. To do this you must

play (discard) an Indian Conquest Meld. The Meld must contain X Military and/or Conversion Cards and 5 Gold.

X the Strength of the Indian Counter.

Colonial Conquest Phase

You may conquer a settlement or city controlled by an opponent. To do this you must play (discard) a Colonial Conquest Meld. The Meld must contain X Military Cards and 10 Gold.

X 2 if attacking a Settlement

X 4 if attacking a City

If the Target is not adjacent to one of your occupied Territories or it is a water Territory, one of the Meld cards must be a Naval card.

End Phase

Max hand size is 7 cards. Discard excess cards.

Hazard Cards

A player (not on his own turn) may play (discard) a Hazard card to cause a target card in a meld to be discarded. This will ruin the Meld unless the current player is able to immediately play a replacement card from his hand. If a Meld is ruined all cards in the meld are still discarded but the intended effect of the Meld does not occur. In the case of Colonial Conquests, the player who is the target of the attack may play military cards from his hand as Hazard cards.

Card List Notation

S Settler
C City
R Resource
Y Conversion
X Expedition
E Explorer
H Hazard
Z Ship
M Military
N Naval
A Advantage
V Event
T Trade
P Privateer

Common Deck Card List

Name:	Type	Notes:
Christopher Columbus	ES	
John Cabot	E	
Magellan	E	
Hernan Cortez	EY	

Name:	Type	Notes:
Hernando de Soto	EY	
Pizarro	EY	
Verrazano	E	
Willem Jansz	E	
Jacques Cartier	E	
Cabeza de Vaca	E	
Francisco Coronado	E	
Ponce de Leon	E	
Juan de Fuca	E	
Vasco de Balboa	E	
Pedro Alvares Cabral	E	
Henry Hudson	E	
Henry Morgan	PNM	
John White	ES	
Samuel de Champlain	ESM	
William Baffin	E	
Sir Walter Raleigh	EP	
Sir Francis Drake	ENP	
John Hawkins	ENT	
Sea Captain	ENZ	
Company Charter	S	
Puritans	S	
Religious Freedom	S	Only if you take the Self Governance Option
Indentured Servants	S	
Minorcans	S	
Irish,Germans,Italians	S	
Mercantilism	ST	
Immigrants	S	
Mestizos & Mulatos	S	Only if you take the African Slave Trade Option
Royal Colony	S	
Creoles & Zambos	S	
African Slaves	S	Only if you take the African Slave Trade Option
Native Laborers	SY	Only if you take the Encomiendas Option
Missionaries	SY	
Franciscans & Jesuits	Y	
Colonists	SX	
Pilgrims	S	
Protestants	S	
Sponsorship	SX	
Migration	S	
Catholics	S	
Starving Times	H	Negate a Settlers or Expedition card
Lost Colony	H	Negate a Settlers card in Settlement Meld
Galleons	Z	
Carracks	Z	
Brigantines	ZN	
Clippers	ZT	
Frigates	ZN	
Cargo Vessels	ZT	
Caravels	ZT	
Supply Ships	Z	
Fluytes	ZT	
Convoy System	ZT	

Name:	Type	Notes:
Flota	ZT	
Sloops	NZ	
Tall Ships	ZN	
Schooners	ZT	
Ships of the Line	N	
Armada	N	
Flotilla	ZNT	
Fleet	ZN	
Squadron	N	
Hurricane	H	Negate a Ship or Naval card
Indian Guides	X	
Safe Voyage	X	
Adventurers	X	
God, Gold, & Glory	XY	
Mission	X	
Expansion	SX	
West India Company	SXT	
Investors	SX	
Financiers	XT	
Discovery	X	
Trek	X	
Sailors	X	
Navigators	XZ	
Frontiersmen	X	
Mutiny	H	Negate an Expedition card
Conquistadors	MX	
Soldiers	MX	
Scouts	MX	
Indian Allies	MY	Also Hazard versus Indian Conquest
Raiders	MP	
Artillery	M	
Cold Steel	M	
Ambush	H	Negate a Military Card
Light Troops	M	
Royal Troops	M	
Siege	M	
Militias	SM	
Small Pox Epidemics	Y	
European Diseases	Y	
Divide & Conquer	YX	
Treachery	M	
Horses	MX	
Garrison	SM	
Surprise Attack	M	Also Hazard versus Indian Conquest
Colonials	SM	
Mercenaries	M	
Massacre	M	Also Hazard versus Indian Conquest
Depleted	H	Negate a Resource card
Fur Trapping	RX	Cold Only
Ore Deposits	R	Mineral Only
Gold Fields	R	Mineral and Islands Only
Silver Mines	R	Mineral Only
Precious Metals	R	Mineral Only

Name:	Type	Notes:
Bullion	RT	Mineral Only
Timber	R	Wooded Only
Logging Camps	R	Wooded Only
Lumber	R	Wooded Only
Maple Syrup	R	Cold Wooded Only
Rubber & Brazilwood	R	Warm Wooded Only
Fisheries	RZ	Coastal and Water Only
Shellfish Catch	R	Coastal and Water Only
Whaling	R	Cold Coastal and Water Only
Cod Fishing	R	Cold Coastal and Water Only
Cotton Plantations	R	Warm Crops Only
Rice, Peanuts & Indigo	R	Warm Crops Only
Chocolate & Vanilla	R	Warm Crops Only
Sugar, Molasses & Rum	R	Warm Crops Only
Coffee & Tea	R	Warm Crops Only
Peppers & Pineapples	R	Warm Crops Only
Oats, Rye, & Barley	R	Crops Only
Corn & Wheat	R	Crops Only
Tobacco & Hemp	R	Crops Only
Pumpkins & Potatoes	R	Crops Only
Cattle Ranches	R	Herds Only
Livestock	R	Herds Only
Dairy Farming	R	Herds Only
Wild Bison	R	Herds Only
Wool	R	Cold Herds Only
Town Hall	C	
Governor General	CM	
Churches	CY	
Bank	CT	
Arsenal	CM	
Armory	CM	
Shipyards	CZ	Coastal and Water Only
Harbor	CT	Coastal and Water Only
Trade Routes	CSTX	
Merchants & Mariners	TZ	
University	C	
Distilleries	CY	
Paper Mills	CR	Wooded Only
Ironworks	CR	
Newspapers	C	Only if you take the Self Governance Option
Forts	SH	Negate a Military card in Colonial Conquest Meld
New Cartography	A	Gain 1 Explorer Card
Capital Ventures	A	Gain 1 Expedition Card
Improved Ship Designs	A	Gain 1 Ship Card
Military Buildup	A	Gain 1 Military Card
Triangular Trade	A	Gain 1 Resource Card of any type
Surplus Population	A	Gain 1 Settlers Card
Quell Rebellions	A	Play on Opponent: Skip Global Strategy Phase
Internal Strife	A	Play on Opponent: Skip Global Strategy Phase
Civil War	A	Play on Opponent: Skip Global Strategy Phase
Rich Resources	A	Each Settlement earns 2 Gold
Indian Trade	A	Each Explored Territory earns 2 Gold
Smuggling	A	Gain 4 Gold

Name:	Type	Notes:
Buccaneers	A	Steal 3 Gold from target Opponent
Diplomacy	A	You & Target player may not attack each other
New World	V	Each player gains 1 VP per Occupied Territory
Indian War	V	Target player on the map discards his Hand
War in Europe	V	All players lose all their Gold
Revolution	V	Target player discards his Hand
Reformation in Europe	V	All Players discard their Hands
Far East Trade	V	All Players may discard cards for 4 Gold each
Great Explorations	V	All Players may discard cards for 1 VP each
Indian Raids	V	Target player discards 2 Random cards
Piracy	VP	Target player loses all his Gold
Indian Revolt	V	Discard Target Settlement. Leave Indian Counter

Indian Counter List

Name	Strength
Aztecs	5*
Incas	4*
Maya	4*
Inuit	2
Iroquois	5
Micmac & Abnaki	2
Arawak	2
Tainos	2
Mapuche	5
Chibchas	3
Caribs	2
Pequot & Algonquin	3
Mahican & Narraganset	2
Wampanoag & Ojibwa	3
Huron & Ottawa	3
Muisecas	3
Shawnee & Miami	2
Cree & Cheyenne	3
Pueblos	3
Chinook & Salish	2

* 3VP to the first player to discover them

Name	Strength
Tlingit & Kawakiutl	2
Nez Perce & Kootenay	2
Walla Walla & Cayuse	2
Spokane & Thompson	3
Ute & Washoe	3
Shoshone & Bannock	3
Mohave & Karuk	2
Navajo & Yuman	3
Apache	5
Hopi & Zuni	2
Chichimecas	3
Comanche & Kiowa	3
Pawnee & Wichita	3
Crow & Mandan	3
Sioux	3
Fox & Kickapoo	3
Arapaho	2
Cherokee & Creek	3
Natchez & Timucua	2

as City cards when building Cities.

Optional National Special Abilities

Spanish

Conquistadores and Missionaries: The Spanish Player gains 5 Gold and 3 VP every time they conquer an Indian Tribe.

French

Traders and Trappers: In Income Phase the French gain 1 Gold for every Explored Territory they control.

English

Puritans and Surplus Population: Explorer cards can be used as Settler cards. Settler cards can be used

Dutch

Craftsmen and Merchants: Trade cards earn an extra 2 Gold when played. Cities earn an extra 1 Gold per turn.

Portuguese

Seafarers and Navigators: Each Explored Territory earns an extra 1 VP. Each Settlement and City built earns 1 VP.

Optional Historical National Limitations

The Spanish must always pick the Viceroyalty and Encomiendas Options. The French cannot pick the

Colonization Strategy. The English must always pick the Privateering Strategy until 1590.

The Dutch can make a max of 1 Meld per turn. The Portuguese draw 1 less card per turn in draw phase after 1580.

End Of Game Scoring

At the end of the game, all Settlements are worth 1VP and Cities are worth 3VP each.

Links

[Images of the New World](#)





New World Empires

Introduction

Card & Record Keeping Game for 2-4+ players. Each player is a European Imperial Power circa 1500-1750.

Victory

The player with the most Culture points at the end of the game wins. At the end of the game get 1 Culture point for each Territory you Control, plus 1 for each level in the Law and Humanities Technologies. If a player loses 7 or more of his European Territories, he Automatically loses.

Game End

The game ends at the end of the turn in which all of the Colonial Territories have been claimed.

Dice

Six and ten sided dice are needed.

Decks

There are 2 Decks:

- The Exploration Deck
- The Research Deck

The Research Deck contains 2 copies of each card for each Technology listed in the Technology Stats Table.

Stats

Each player has a set of Stats. These Stats fall into 5 Categories:

- Military Units
- Technologies
- Resources
- European Territories
- Colonial Territories

Stat Record Keeping

Have a page for each Non-territory stat category. On each page draw a box for each stat in that category. Use Tokens placed in the boxes to keep track of stats.

Simply write down your 10 European Territories. Colonial Territories are in the form of cards.

Military Unit Stats

There are 7 Unit Stats:

1. Fleets
2. Armies in Europe
3. Armies in the Caribbean
4. Armies in South America
5. Armies in Central America
6. Armies in North America
7. Armies in Canada

Resource Stats

There are 7 Resource Stats:

1. Workers
2. Gold
3. Food
4. Cloth
5. Wood
6. Metal
7. Horses

Technology Stats Table

There are 20 Technology Stats:

1. Science
2. Exploration
3. Farming
4. Livestock
5. Fishing
6. Forestry
7. Textiles
8. Mining
9. Transportation
10. Finance
11. Sea Power
12. Infantry
13. Cavalry
14. Artillery
15. Fortifications
16. Industry
17. Urbanization
18. Law
19. Humanities
20. Equestrian

European Territories

Each player has 10 Territories. Each Territory has a Terrain Type. There are 10 European Terrain Types:

1. Grain
2. Wool
3. Cattle
4. Ore

5. Forest
6. Herds
7. Fish
8. Grapes
9. Coal
10. Stone

Each player starts with 4 set Territories: 1 Grain, 1 Wool, 1 Ore, and 1 Woods. For each player roll 1D10 six times to determine the Terrain types for their remaining 6 European Territories.

Colonial Empires

Colonial Territories are represented by cards in a deck called the Exploration Deck. Colonial Territories are of 5 Regions:

1. Caribbean
2. South America
3. Central America
4. North America
5. Canada

The Deck has 40 cards described in the Exploration Deck Card List.

Setup

- Each player starts with 2 Fleets and 3 Armies in Europe.
- Each player starts with 10 Gold & 10 Food.
- Each player starts with an Exploration Technology of 1.

- Each player starts with a Transport Technology of 1.
- Each player starts with a Science Technology of 1.
- Each player starts with a Humanities Technology of 1.
- Each player starts with an Equestrian Technology of 1.
- Players select Nationalities under Optional rules.

Turn Sequence

Players take turns. Each turn has 12 Phases:

- Event Phase
- Upkeep Phase
- Production Phase
- Trade Phase
- Research Phase
- Worker Phase
- Ship Building Phase
- Raise Armies Phase
- Exploration Phase
- Colonization Phase
- Transport Phase
- War Phase

Event Phase

Roll 1D6: On a roll of 4+ roll 1D10:

1D10	Event:	Notes:
1	Piracy	Lose 1D6 Gold
2	Privateers	Steal 1D6 Gold from Opponent
3	Prosperity	Gain 1D6 Gold
4	Storms	Loose 1 Fleet
5	Disease	Lose 1 Army
6	Famine	Lose 1D6 Food
7	Pestilence	Lose 1 Worker
8	Discovery	Get an Extra Exploration & Colonization Phase this turn
9	Invention	Get an Extra Research Phase this turn
10	Revolution	See Revolution Rules...

Revolution Rules

1 Random Colonial Territory of yours gains 1D6 Revolutionary Armies. These Armies are not controlled by any player. They will only defend that Territory if it is attacked.

You may not collect resources from this Territory. Any player who defeats the last of these Armies takes control of the Territory.

Upkeep Phase

You may not have more Workers in play than you have Food. Excess Workers are discarded. You may not have more Fleets or Armies in play than you have Food or Gold.

Excess Military units are discarded.

Production Phase

For each Grain Territory gain 1 Food Resource. For each Cattle Territory gain 1 Food Resource. For each Wool Territory gain 1 Cloth Resource.

For each Ore Territory gain 1 Metal Resource. For each Forest Territory gain 1 Wood Resource. For each Herds Territory gain 1 Horse Resource.

For each Grapes Territory gain 1 Gold Resource. For each Stone Territory gain 1 Gold Resource. For each Fish Territory gain 1 Food Resource.

For each Level of Farming Technology gain 1 Food Resource. For each Level of Fishing Technology gain 1 Food Resource. For each Level of Livestock Technology gain 1 Food Resource.

For each Level of Forestry Technology gain 1 Wood

Resource. For each Level of Mining Technology gain 1 Metal Resource. For each Level of Textiles Technology gain 1 Cloth Resource.

For each Level of Finance Technology gain 1 Gold Resource. For each Level of Industry Technology gain 1 Gold Resource. For each Level of Equestrian Technology gain 1 Horse Resource.

Colonial Territories produce resources according to the card text.

Trade Phase

Spend 5 Gold to buy 1 unit of any of the following 5 resources: Food, Cloth, Wood, Metal, Horses. Players may also trade, buy, and sell resources from each other.

Research Phase

For each level of Science and Urbanization Technology, draw 1 card from the Technology Research Deck. Discard a card and pay 3 +2X Gold to gain an advance of 1 level in the Technology indicated on the card.

X is equal to the level of the Technology.

For Example: Tech 1 costs 5 Gold; Tech 2 costs 7 Gold, etc. Any Technology card not purchased is discarded.

Worker Phase

Buy 1 Worker for 2 Food and 1 Cloth. You may buy Multiple Workers.

Shipbuilding Phase

Buy 1 Fleet for 1 Worker, 1 Metal, 2 Cloth, and 4 Wood. All Fleets start in the Atlantic. You may buy Multiple Fleets.

Raise Armies Phase

Buy 1 Army for 1 Worker, 1 Cloth, 2 Metal, and 2 Horses. All Armies start in Europe. You may buy Multiple Armies.

Exploration Phase

For each level of Exploration Tech you have draw 1 card from the Exploration Deck. Place them face up in the middle of the table. These cards are unclaimed Colonial resources.

Exploration Deck Card List

Territory:	#	Reg	Notes:
Sugar	2	C	P = 1 Food
Tobacco	2	C	P = 3 Gold
Indigo	2	C	P = 2 Gold
Coffee	2	C	P = 4 Gold
Lumber	2	K	P = 1 Wood

Colonization Phase

For each level of Transport tech you have, you may discard 1 Worker Token to colonize 1 target unclaimed Colonial Territory. Colonized Territories actively produce resources in Production phase. Place Colonized Territories face up in front of you.

Discard all unclaimed Colonial resources that were not Colonized.

Transport Phase

You may move Armies from 1 Region to another. The number of Armies you move cannot be greater than your Transport Tech level or the number of Fleets you own.

War Phase

If you have Armies in a Region, you may attack a Territory controlled by an opponent that is also in that Region. If your opponent has no Armies there, your attack automatically succeeds. Each Army & Fleet gets 1 Attack roll.

- If you have superiority in Infantry Technology get 1 extra Attack roll.
- If you have superiority in Cavalry Technology get 1 extra Attack roll.
- If you have superiority in Artillery Technology get 1 extra Attack roll.
- If you have superiority in Sea Power Technology (& at least 1 Fleet) get 1 extra Attack roll.
- If you have superiority in Fortification Technology get 1 extra Attack roll.

The Defender gets 2 extra Attack Rolls. For every roll of 6, one opposing army or Fleet is destroyed. If your opponent is reduced to zero Armies, and you have at Least 1 Army remaining, you may take 1 Territory from him.

Exploration Deck Card List Notation

C Caribbean

S South America

M Central America

N North America

K Canada

Reg Region

Number of copies of that card in the deck.

P Produces this Resource in Production Phase.

Territory:	#	Reg	Notes:
Rice	2	N	P = 1 Food
Gold	2	M	P = 6 Gold
Fish	2	M	P = 1 Food
Gems	2	M	P = 7 Gold
Cotton	2	M	P = 1 Cloth

Territory:	#	Reg	Notes:
Furs	4	K	P = 1 Cloth
Syrup	2	K	P = 1 Food
Tobacco	2	N	P = 3 Gold
Fish	2	N	P = 1 Food
Cotton	2	N	P = 1 Cloth

Territory:	#	Reg	Notes:
Coffee	2	S	P = 4 Gold
Cocoa	2	S	P = 3 Gold
Silver	2	S	P = 5 Gold
Indigo	2	S	P = 2 Gold

Optional Rules

Specific Countries

Players may pick from 1 of 5 specific Countries:

England

Starts with Industry and Sea Power +1 (Treat Grape Rolls as Wool)

Spain

Starts with Exploration +1 Starts with 5 extra Gold.

France

Starts with Infantry +1 Starts with 1 extra Army

Holland

Holland only gets 8 European Territories. Starts with 2 extra Fleets Starts with Transport & Textiles +1

Portugal

Portugal only gets 8 European Territories. Starts with 10 extra Gold. Starts with Fishing & Finance +1

Faq

***This game has a number of Abstractions as a result of not having a Map and in order to reduce record keeping. 1a) Each player has 10 territories in Europe, and starts with 2 fleets and 3 armies. How do they take territories away from each other? ***Battles are fought in 6 Regions. There are the 5 Colonial Regions. Each

Colonial Region has 8 Territories (per the deck). Europe is considered a Region by itself with 10 Territories per player.

1b) Is any and every territory in Europe adjacent to every other; Europe is one "Region"? *** Europe is 1 Region. When attacking in Europe, you can pick any Territory in Europe to attack. 1c) If you want to attack another player's European territory do you have to have armies in a territory of the same type of terrain? ***Armies do not occupy individual Territories. They are present in The Region as a whole. Multiple players can have Armies in the same Region at the same time, and they don't have to fight. 1d) Do you use fleets the same as you do to attack territories in the colonies? *** Yes 2a) Does a player go through all 12 phases before the next player? *** Yes 2b) or does each player do each phase, then we all go on to the next and Each player does each phase, etc? *** No 3a) Can you be in a colonial Region without having claimed a colony? *** Yes, you may have armies in the Region.

3b)That is, if someone has acquired, say, the "Sugar Canadian" Territory, and you want to attack him: can you just use fleets to transport armies to "Canada" (presumably a box on your stat sheet) during Transport Phase then attack on War Phase? *** Yes 3c) or do you have to have one of the "Canada" territory cards already in place in front of you from having acquired it in a Colonization Phase? *** No 4a) Fleets and Armies always start in Europe? *** Fleets are everywhere all the time. Armies start in Europe. 4b)All other resources are "everywhere"; they're just "spent" to buy fleets, armies, and Colony cards? *** Yes, resources are considered to automatically be transported back to Your Old World Home Country.





New World Order

Introduction

Card game for 2-6 players. New World Order Conspiracy Theme. The World is controlled by a Secretive Elite of Blue Blooded Billionaires.

Their main goal is to create a single world government with which to enslave the rest of the Human Race. They hope to achieve this by first achieving total Economic Global Control. As a Sub-Goal they want to drastically reduce the Worlds Population.

(The fewer there are of us, the easier we are to control) Each player represents an unnamed faction of these Elites who are trying to gain the most power and influence for themselves while advancing the main goal. The hidden presence of Secret Societies, Aliens, Occult Powers, and super advanced Technologies further empowers and complicates these plans.

Game End

The game ends at the end of the turn there are no cards left in the Control Deck.

Victory

The player with the highest score (most points) in the most Control Categories wins the game.

Control Categories

There are 8 Control Categories:

1. Economic Control
2. Technology Control
3. Population Control
4. Agenda Control
5. Occult Control
6. Social Control
7. Information Control
8. UFO Control

Each player has a score (point total) in each Category. Scores change during the course of the game. Use pen and paper to keep track of Control Category Scores.

Having the highest Score in a particular Category will give you a Special Category Ability during the turn as described below:

- Economic Control: In Influence Phase you gain 2 IC and 1 other target player of your choice gets 1 IC.
- Technology Control: In Event Phase steal one point in any control category from a target player of your choice and add it to your own score in that category.

- Population Control: You get +2 to Control Battle Rolls in Resolution Phase.
- Agenda Control: In Influence Phase steal 1 IC from any target player.
- Occult Control: In Planning Phase draw 3 cards from the top of the Action Deck. Add them to your hand. Then discard any 3 cards from your hand.
- Social Control: In Event Phase roll 1D6. On a Roll of 5-6 steal 1 Target Control Card from any target player. Accordingly, your score in the Category goes up and the victims score goes down.
- Information Control: In Secret Society Phase you choose first. Also if you are tied in any other Control category you win the tie. If players are tied for
- Information Control a random contesting player takes control. Also your max action card hand size is +2.
- UFO Control: In Event Phase gain 2 points in any one Control Category of your choice.

Dice

Six sided dice are needed.

Influence Counters

Influence is the basic currency of the game. Influence is represented by Influence Counters (IC). Players share a common pool of IC.

They may also be referred to as Influence Points. Use Tokens to keep track of influence.

Player Mats And Shields

Each player has a Mat and Shield. These are used for bidding. The mat has 6 marked spaces, one for each of the 6 Opportunity cards.

IC are placed on these spaces to Bid on the respective cards. The shield is used to keep the bids secret and is then removed to reveal the bids at the appropriate time.

Decks

There are 3 Decks:

1. Secret Society Deck
2. Control Deck
3. Action Deck

Each deck has 1 copy of each card in its list.

Secret Society Deck

This deck has 8 Cards. These represent Secret Societies each player can ally with during the turn to gain

a special Ability. These cards are kept face up and players choose which one they want in Secret Society Phase.

Secret Society Deck Card List

Name:	Special Ability:
Elders of Zion:	Gain 2 IC this turn in Influence Phase.
Babylonian Brotherhood:	Immediately Look at the next 2D6 cards in the Action or Control Deck
Majestic 12:	Automatically Win 1 (target) Tie this turn in Resolution Phase.
Freemasons:	After Bids are revealed, you may move one of your IC to another Bid of your choice in Reveal Phase.
Illuminati:	Draw 1 extra Action card in Planning Phase.
Round Table:	Immediately gain +1 in any 3 different Control Categories of your choice.
Masters of Ancient Wisdom:	Immediately spend 3 IC to draw 1 Random Control Card from the deck and put it into play under your control.
Fourth Reich:	You may rearrange the order of the Opportunity cards in Opportunity Phase. You may also discard one of these cards.

Control Deck

There are 2 Types of Control Cards:

1. Category Cards
2. Organization Cards

Category cards increase your Score in a single target Control Category. Each Organization Card you own gives you 1 extra IC in Influence Phase. In Bid Phase players use IC to bid on a small set of revealed (opportunity) Control Cards.

the highest Information Score goes first. If players are tied roll high on 1D6 to see who goes first.

Roll 1D6: On 1-3 Play proceeds Clockwise. On 4-6 play proceeds Counterclockwise.

Planning Phase

Each player draws 1 card from the Action deck and places it in their hand. If the deck runs out, shuffle the discard and draw from it.

Action Deck

These cards produce a wide range of effects. Most are played in Event Phase.

Setup

Each player starts with 5 Points in each Control Category.

Opportunity Phase

Flip over the top 1D6+2 cards of the Control deck. This is called the Opportunity Roll. Line them up in row face-up in the middle of the table.

These are referred to as Opportunity cards. They are further designated as first, second, third and so on. If the deck runs out the game ends at the end of this turn.

Turn Sequence

Each turn has 9 Phases:

1. Secret Society Phase
2. Planning Phase
3. Opportunity Phase
4. Influence Phase
5. Event Phase
6. Bid Phase
7. Reveal Phase
8. Resolution Phase
9. End Phase

Influence Phase

Each player gets 10 IC. Get 1 extra IC for each Organization card you control. Important Note: IC cannot be saved from turn to turn.

The player with highest Economic Control Score

Event Phase

Some Action cards are played during this Phase. Certain Control Category Abilities are used during this Phase. Actions are conducted in the same order as in Secret Society Phase.

Secret Society Phase

Players take turns choosing one of the 8 available Secret Societies to Ally with. Each player can ally with only one. You cannot pick a Society someone else has already chosen.

On the first turn of the game players roll high on 1D6 to see who goes first. On later turn the player with

Bid Phase

Players bid for the Six current available Opportunity Cards. Players place their bids onto the six spaces on their individual Mats Bidding is Secret: The Mats are hidden by shields. Each Mat space corresponds to one of the six Opportunity cards.

A player may bid some, none, or all of his IC on any given space. Remember IC cannot be saved from turn to turn.

Reveal Phase

Players simultaneously lift their Shields and reveal their Bids.

Resolution Phase

For each opportunity card in turn, starting with the first, determine which player has the highest IC bid. That player gains control of the card. If one or more players are tied for a card there will be a Control Battle. In a Control Battle, each contesting player rolls 1D6 and adds any modifiers.

The player with the highest Battle Roll wins control of the contested card. If a Battle roll is tied, Players Reroll. The player with the highest Population Control Score gets +2 to Battle Rolls.

Place Control cards you won face-up in front of you visible to all players. If it is a Category card your score in that category goes up by the amount indicated

on the card. Note that as each Opportunity card is resolved players scores in the various Categories will change, with the possibly new leaders of the Population and Information Control Categories getting to use their advantage this turn.

End Phase

Max Action card hand size is 5 cards. Discard excess cards.

Control Deck Card Notation

E Economic Control
T Technology Control
P Population Control
A Agenda Control
O Occult Control
S Social Control
I Information Control
U UFO Control

ORG Organization

Bonus = Amount your score in that Category is Increased

Control Deck Card List

Name:	Type	Bonus
Central Banks	E	7
Big Business	E	7
Blue Blood Billionaires	E	6
Multinational Corporations	E	6
Regionalism	E	5
Socialist Economy	E	5
Big Government Spending	E	4
Financial Reforms	E	4
Single Electronic Global Currency	E	3
Suppress Clean Energy Technology	E	3
Build Mountain Bases	T	7
Denver International Airport	T	7
Super Artificial Intelligence	T	6
Trans-Humanist Singularity	T	6
Montauk Project	T	5
HAARP	T	5
Weather Control Devices	T	4
Earthquake Machines	T	4
Stealth Weapons	T	3
Black Helicopters	T	3
Environmental Disasters	P	7
Plagues	P	7
Famines	P	6
Genocides	P	6
Unnecessary Wars	P	5
Engineered Viruses	P	5
Abortion & Contraception	P	4

Name:	Type	Bonus
Suppress Anti-Aging Drugs	P	4
Suppress Cures for Cancer & AIDS	P	3
Tainted Vaccines	P	3
New World Order	A	7
One World Government	A	7
Global Domination	A	6
Shadow Government	A	6
Super Imperialism	A	5
Inverted Totalitarianism	A	5
Militarization	A	4
Transition to Police State	A	4
Martial Law	A	3
Gun Bans & Internment	A	3
New Age	O	7
Apocalyptic Prophecies	O	7
Neo-Pagan Synarchy	O	6
Suppress Organized Religions	O	6
One World Religion	O	5
False Religion	O	5
Occult Sciences	O	4
Symbolism & Rituals	O	4
Guidestones & Monuments	O	3
Quantum Mysticism	O	3
Brave New World	S	7
Culture of Fear	S	7
Direct Mind Control	S	6
Mass Media	S	6
Disinformation	S	5
Propaganda	S	5
Water Fluoridation	S	4
Chem-Trails	S	4
Pharmaceutical Pacification	S	3
Video Games & Internet Porn	S	3
Mass Surveillance	I	7
Knowledge is Power	I	7
All Seeing Eye	I	6
Big Brother is Watching	I	6
Government Databases	I	5
Cult of Intelligence	I	5
Erosion of Privacy	I	4
Spy-Chip Implants	I	4
Online Social Networks	I	3
Bar Codes & Social Security Numbers	I	3
Cover-Up Alien Presence	U	7
Alien Imperialism	U	7
Alien Occupation	U	6
Collaboration	U	6
Area 51	U	5
Alien Technology	U	5
Military Applications	U	4
Infiltration	U	4
Crossbreeding Experiments	U	3
Abductions	U	3

Name:	Type	Bonus
Bilderberg Group	ORG	
Trilateral Commission	ORG	
Council on Foreign Relations	ORG	
Federal Reserve System	ORG	
World Bank	ORG	
European Union	ORG	
United Nations	ORG	
International Monetary Fund	ORG	
Bohemian Club	ORG	
The Fellowship	ORG	
Skull & Bones	ORG	

Action Deck Card Notation

Time Phase in Which the card is played
IC Influence Counters
EP Event Phase

X Play whenever appropriate
BP Bid Phase
RP Resolution Phase
OP Opportunity Phase

Action Deck Card List

Name:	Time	Notes:
Alien Conspiracy	EP	Steal 2 IC from Player with lowest UFO Score
Hidden Agenda	EP	Steal 2 IC from Player with lowest Agenda Score
Luddites	EP	Steal 2 IC from Player with lowest Techno Score
Money is Power	EP	Steal 2 IC from Player with lowest Economy Score
Drain on Resources	EP	Steal 2 IC from Player with lowest Population Score
Cabal Machinations	EP	Steal 2 IC from Player with lowest Occult Score
Out of Touch	EP	Steal 2 IC from Player with lowest Social Score
Know Nothings	EP	Steal 2 IC from Player with lowest Info Score
UFO Sightings	EP	Steal 2 IC from Player with highest UFO Score
Political Backlash	EP	Steal 2 IC from Player with highest Agenda Score
Epic Fail	EP	Steal 2 IC from Player with highest Techno Score
Economic Crisis	EP	Steal 2 IC from Player with highest Economy Score
War Crimes Trials	EP	Steal 2 IC from Player with highest Population Score
Lunatic Fringe	EP	Steal 2 IC from Player with highest Occult Score
Underground Movement	EP	Steal 2 IC from Player with highest Social Score
Libertarian Victory	EP	Steal 2 IC from Player with highest Info Score
Moral Majority	EP	Target Opponent loses 2 IC
Crypto-Politics	EP	Gain 2 IC
Mastermind	EP	Steal 1 IC from all other players
Fratricide	X	Negate Target Action Card just played
Missed Opportunity	X	Negate Secret Society Card ability just activated
False Flag Operation	BP	Add 2 IC to Target Bid
Assassination	RP	Add 5 to Target Battle Roll
Subversion	EP	Steal Target Organization
Neutralize	EP	Discard Target Organization
Critical Moment	EP	Draw 2 Action cards and add them to your hand
Dominoes Fall	EP	Draw 2 Control Cards. Play 1 and discard 1
Smoke Filled Room	EP	Steal Target Control Card
Exposed	EP	All players lose 5 IC this turn
Cover-Up	EP	Lose 3 IC and draw 3 Action Cards
Common Knowledge	EP	Discard Target Control Card
Official Conspiracy	OP	Discard Target Opportunity Card

Name:	Time	Notes:
Military Industrial Complex	EP	Gain 3 points in any target Control Category
Identity Theft	EP	Steal 2 points in target Category from target player
Sabotage	EP	Target player loses 2 points in target Category
Paradigm Shift	EP	Switch up to 4 points amongst your Control Categories
Coup d'etat	EP	Gain 5 IC. Lose 5 IC next turn
Plausible Deniability	EP	Target player discards 3 random Action Cards
Manipulation	EP	Switch 3 points amongst target Opponents Categories
Think Tank	BP	Add 3 IC to target Agenda Bid
Men in Black	BP	Add 3 IC to target UFO Bid
Defense Contractors	BP	Add 3 IC to target Techno Bid
International Bankers	BP	Add 3 IC to target Economy Bid
Body Count	BP	Add 3 IC to target Population Bid
Vril Society	BP	Add 3 IC to target Occult Bid
Media Moguls	BP	Add 3 IC to target Social Bid
Intelligence Agencies	BP	Add 3 IC to target Info Bid
Scapegoat	EP	Lose 1 IC. Target Opponent loses 3 IC
High Ranking Operatives	EP	Steal 2 Random Action Cards from Target Player
Front Organizations	EP	Gain 1 IC this and next turn
Orchestrate Crisis	OP	Gain 1 IC. Reroll target Opportunity Roll
Secret Elite	X	Use as any Secret Society Ability
Heads of State	EP	Gain 1 IC. Look at target Opponents Hand
Power Broker	X	Use as any Special Category Ability





New York Skyline

Introduction

Card Game for 2-4+ players. Players represent Wealthy Investors building Skyscrapers in New York City circa 1900 to 1935.

Game Ends

The Game ends when all 17 Skyscrapers have been built. Players then individually add up the Victory Points of all the Skyscrapers they have personally built.

Victory

At the end of the game, the player with the most total Victory points wins.

The Decks

There are 2 Common Decks:

1. The Skyscraper Deck
2. The Construction Deck

The Skyscraper Deck

This contains 17 Cards that represent Skyscrapers the players will build. Each skyscraper has two numerical values:

1. Victory Points (VP)
2. Luxury Cost (LC)

Victory Points are added to the players final Score. The Luxury Costs are the number of Star Cards needed to build the Skyscraper

The Construction Deck

The Construction Deck contains 7 Suites of Cards:

1. Location
2. Money
3. Style
4. Spaces
5. Labor
6. Decor
7. Materials

Each Suite has 10 Cards. 5 of the 10 cards are marked as Star Cards. High value Buildings require more Star Cards in their construction.

The Key To The City

Use an actual key as a prop. The player in possession of the Key always goes first. Play proceeds clockwise.

Setup

Give one random player the Key to the City. Shuffle the Construction Deck. The cards in the Skyscraper deck are put in VP order from lowest to highest.

(Note: cards with the same VP are placed as a block in no particular order) Take the top 4 Skyscraper cards from the deck and place them face up in The middle of the table. (This will be the two 3VP buildings and two of the 4VP buildings). Skyscrapers so placed, are called Available Skyscrapers.

Turn Sequence

Each turn has 8 Phases:

1. Key Phase
2. Lot Phase
3. Draft Phase
4. Deal Phase
5. Surplus Phase
6. Build Phase
7. Real Estate Phase
8. End Phase

Key Phase

The player with the Key gives it to the player to his left.

Lot Phase

Place $X+1$ Lots onto the center of the Table.

X the number of players. (So 2 players would be 3 Lots).

A Lot consists of 3 cards drawn from the top of the Construction Deck. The 3 cards in a Lot are placed face up touching each other. (But separate from the other Lots).

If the Construction Deck ever runs out, Shuffle the discard and draw from it.

Draft Phase

Starting with the Key-holding player and going clockwise, each Player in turn takes 1 lot and adds it to his hand. The remaining unpicked Lot is discarded.

Deal Phase

Players may trade cards with each other. Limit this Phase to a couple of minutes if necessary.

Surplus Phase

If you have 3 cards of the same suit, you may discard them to draw 3 new cards. If your hand is all non-Star cards you may discard it and draw 7 new cards.

Build Phase

Starting with the Key-holding player and going clockwise, each Player in turn may build 1 Available Skyscraper. To build a Skyscraper you must play 1 card from each of the 7 Construction suites. Also, those cards must contain a number of Stars equal to the Luxury cost of the Available Skyscraper you want

to build.

After you have built a Skyscraper, discard the Construction cards you played and Place the Skyscraper card you built in front of you.

Real Estate Phase

If any Skyscrapers have been built this turn, draw new ones from the top of the Deck to replace them. There should always be 4 Available Skyscrapers until the Skyscraper deck runs out.

End Phase

Max hand size is 9 Cards. Discard excess cards.

Skyscraper Deck Card List

Name:	VP	LC
Flatiron Building	3	1
Bush Tower	3	1
Standard Oil Building	4	2
NY Telephone Building	4	2
Paramount Building	4	2
Singer Tower	5	3
Equitable Building	5	3
Ritz Tower	5	3
NY Central Building	5	3

Name:	VP	LC
Met Life Tower	6	4
Woolworth Building	6	4
Chanin Building	6	4
Bank of Manhattan Building	7	5
Chrysler Building	7	5
Cities Service Building	8	6
Rockefeller RCA Building	8	6
Empire State Building	11	7

Construction Deck Card List

Card Name:	Star:	Suite:
Park Avenue	*	Location
Lexington Avenue	*	Location
Wall Street	*	Location
Broadway	*	Location
Madison Avenue	*	Location
Lower Manhattan	–	Location
Midtown	–	Location
Downtown	–	Location
Financial District	–	Location
Grand Central District	–	Location
Art Deco	*	Style
Modern	*	Style
Icon	*	Style
Italian Revival	*	Style
Neo Renaissance	*	Style
Neo Classical	–	Style
Beaux-Arts	–	Style
Neo Gothic	–	Style
Tiered	–	Style
Wedding Cake	–	Style
Headquarters	*	Spaces
Observation Deck	*	Spaces

Card Name:	Star:	Suite:
Setbacks	–	Decor
Gilded Railings	–	Decor
Frescos	–	Decor
Columns	–	Decor
Spandrels	–	Decor
Investors	*	Money
Finances	*	Money
Funding	*	Money
Trust	*	Money
Bank Loans	*	Money
Companies	–	Money
Contractors	–	Money
Owner	–	Money
Developer	–	Money
Business Venture	–	Money
Architect	*	Labor
Engineer	*	Labor
Metal Workers	*	Labor
Foremen	*	Labor
Craftsmen	*	Labor
Steel Monkeys	–	Labor
Riveters	–	Labor

Card Name:	Star:	Suite:
Studios	*	Spaces
Restaurant	*	Spaces
Theater	*	Spaces
Shopping	–	Spaces
Concourse	–	Spaces
Office Space	–	Spaces
Terminal	–	Spaces
Apartments	–	Spaces
Needle Spire	*	Decor
Murals	*	Decor
Façade	*	Decor
Clock Faces	*	Decor
Dome	*	Decor

Card Name:	Star:	Suite:
Bricklayers	–	Labor
Tradesmen	–	Labor
Journeyman	–	Labor
Marble	*	Materials
Granite	*	Materials
Steel Frame	*	Materials
Reinforced Concrete	*	Materials
Terracotta	*	Materials
Limestone	–	Materials
Wood	–	Materials
Cement	–	Materials
Glass	–	Materials
Brick and Mortar	–	Materials





Newsprint

Introduction

Card game for 2-4+ players. Players are reporters for rival newspapers.

Winning

The player with the most circulation points at the end of 5 turns wins.

Circulation Phase

Use change to keep track of circulation points.

The Deck

The deck has 5 main suites of Story and 20 special cards. The 5 main suits are: International National Washington Business Local Special cards include Edit, Investigation, and Event cards.

Setup

Shuffle the deck.

Turn Sequence

Each turn has 8 Phases:

1. Lead Phase
2. Scoop Phase
3. Reporter Phase
4. Investigation Phase
5. Story Phase
6. Edit Phase
7. Circulation Phase
8. End Phase

Lead Phase

Each player is dealt 10 cards. If the deck ever runs out, shuffle the discard and draw from it.

Circulation Chart

Story Cards	Circulation Points
1	1
2	4
3	9
4	16
5	25

Scoop Phase

Players pick 1 card and pass it to the player on their left. Players repeat this for as many times as there are players.

Reporter Phase

Players may discard up to 5 cards and draw replacements.

Investigation Phase

Players may play Investigation cards in this phase. Start with the player with the fewest circulation points and Go clockwise. If tied, flip a coin.

Story Phase

Players simultaneously play one Story each. A story consists of 1 or more cards of the same suite.

Edit Phase

Players may play Edit cards in this phase. Start with the player with the fewest circulation points and Go clockwise. If tied, flip a coin.

Circulation Phase

A player gets Circulation points (CP) for his story according to the Circulation Chart. 1 CP is the lowest a Story can earn. 100 CP is the highest a Story can earn.

International Stories earn CP as if they were 2 cards larger National Stories earn CP as if they were 1 card larger Washington Stories earn CP exactly as the Chart denotes Business Stories earn CP as if they were 1 card smaller Local Stories earn CP as if they were 2 cards smaller

Story Cards	Circulation Points
6	36
7	49
8	64
9	81
10	100

Inside Scoop Rule

If two or more players play a story of the same suite, only the Story with the Most cards earns points. The

other players earn nothing. The "Break the Story" card does not count towards this determination.

End Phase

Players discard all their cards.

Card List Type Notation

S Story cards
I Investigation card
E Edit card
V Event card

Common Deck Card List

Card Name	#	Type	Notes:
International	10	S	-
National	10	S	-
Washington	10	S	-
Business	10	S	-
Local	10	S	-
Red Herring	2	I	Opponent must discard 2 random cards
Stop the Presses	2	I	Wild card; Counts as any Suite
Extra! Extra!	2	I	You may play 2 Stories this turn
Investigative Reporting	2	I	Draw 2 cards
Freelance Journalist	2	I	Steal 1 random card from opponent
Rewrite	2	I	Discard your hand and draw 10 new cards
Break the Story	2	E	Your Story counts as if it were 2 cards larger
Editorial	2	E	Worth 5 CP
Defamation	2	E	Target Opponent's Story is discarded
Freedom of the Press	2	V	Negate an Edit or Investigation card

Links

Wikipedia





Nexus Prime

Introduction

Card game for 2+ players. Collectible card game format. SF/Fantasy Kitchen Sink theme.

Setting

Nexus Prime is a desolate, war-torn world of great strategic importance. Naturally occurring portals offer instantaneous travel throughout the vast reaches

of space and time. These portals have long been the gateway of conquest.

Armies of many types have used them to invade other worlds far and wide. Some unfortunate planets are cursed with a multitude of such conduits. This is one such world. You must control it before the others do.

Rally your minions, step through, and join the battle for the fate of Nexus Prime.





Nightbreed Skirmish

Introduction

2 player tactical Skirmish game Nightbreed Theme. Humans (Naturals) are attacking Midian in force. One player is the Nightbreed.
The other player is the Humans (Naturals).

Disclaimer

Nightbreed is a copyrighted licensed property. This is merely a fan site.

Victory

The first side to lose 10 or more units will break and flee.

The Map

Use an 8 x 8 grid. The Map depicts the surface and upper layers of Midian. Midian is a Necropolis, the

home of the nightbreed.

Underground is a series of tunnels, chambers, and caverns. The surface resembles a graveyard but with additional Statues, fountains, walls, and tomb like structures that are Actually dwellings and Gates to the subterranean areas.

Terrain

Mark Terrain Types on the Map according to your preference.

- Clear (Paths, Roads)
- Graves
- Fountain
- Wall (and Gates)
- Trees
- Tomb
- Statue Some Terrain types will be referenced by cards.

Nightbreed Unit List

Name:	#	Hits	Notes
Boone	1	5	Very Strong Zombie Leader
Peloquin	1	4	Very Strong Demon Leader
Narcisse	1	3	Strong Demon Leader
Shuna Sassi	1	3	Demon Leader
Mystic	1	2	Zombie Leader
Demons	2	2	-

Name:	#	Hits	Notes
Vampires	2	2	-
Zombies	2	2	-
Berserkers	1	5	Strong
Changelings	2	1	-
Mutants	2	1	Freaks

Naturals Unit List

Name:	#	Hits	Notes
Psycho Doctor	1	4	With Police; All his attacks become Range = 1
Police Chief	1	3	Police
Detective	1	3	Police
Drunken Priest	1	2	With Police; Cannot Attack
Militia Captain	1	4	Militia
Hick Police	4	2	Police
Good Old Boys	7	1	Militia

The Decks

Each player has a unique Deck.

Setup

Shuffle the Decks. Place your units in your back 3 rows. Naturals go first.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Draw Phase
2. Action Phase
3. End Phase

Draw Phase

Draw 3 cards and place them in your hand. If the deck runs out, shuffle the discard and draw from it.

Action Phase

Play cards (no limit). Play a move card to move a unit the indicated (Range) number of spaces. Use an Attack card to attack a unit at the indicated distance

(Range) from the Attacking Unit.

Your opponent may use a Defense card to negate an attack card. An attack card that is not negated causes the target to lose 1 Hit. Use tokens to keep track of Damage (lost hits) sustained by units.

Any Unit reduced to zero Hits is killed.

End Phase

Max hand size is 7 cards. Discard excess cards.

Nightbreed Deck Card List

Name	#	Type	Range	Notes
Claws	2	A	1	Diagonal only
Fangs	2	A	1	Orthogonal only
Drink Blood	2	A	1	-
Rip to Shreds	2	A	1	Strong Only
Unnatural Death	2	A	1-2	Mutants & Vampires
Thrown Object	2	A	2-3	Not Berserkers
Supernatural Strength	2	D	-	Strong Only
Regenerate	2	D	-	Zombies & Vampires
Darkness	1	D	-	-
Homeground	2	D	-	Not in Clear
Swiftiness	1	D	-	Vampires & Changelings
Ambush	1	A	1	-
Underground Movement	2	M	K	Must start at Tomb
Crawl	2	M	1	-
Creep	2	M	2	-
Scramble	2	M	3	-
Rush	2	M	4	-
Charge	2	M	5	-
Fly	2	M	4-6	Vampires Only
Mist Form	1	M	1	Or Use for Defense. Vampire Only
Blessing of Baphomet	1	X	-	Draw 3 cards
Chaos	1	X	-	Opponent discards 2 random Cards
Terrify	1	X	-	Opponent discards 2 random Cards
Special Attack	1	A	1-2	Use by Leader Only

Natural Deck Card List

Name	#	Type	Range	Notes
Pistols	2	A	1-2	-
Shotguns	2	A	2-3	-
Rifles	2	A	4-5	-
Assault Rifles	2	A	3-4	-
Flame Throwers	2	A	1-2	Militia Only
Explosives	1	A	K	Militia Only
Walk	2	M	1	-
Hurry	2	M	2	-
Run	2	M	3	-
Pick-Up Truck	2	M	4	Militia Only. Start in Clear

Name	#	Type	Range	Notes
Police Car	2	M	4	Police Only. Start in clear
Motorcycle	1	M	K	-
Run Away	1	D	-	-
Cower	1	D	-	Not in Clear
Take Cover	1	D	-	Not in Clear
Organized	1	X	-	Draw 3 cards
Cause Panic	1	X	-	Opponent discards 2 random Cards
Raise Dead	1	D	-	Use on Unit adjacent to Priest

Links

Horror Homework





Ninja Clan Wars

Introduction

Each player controls a clan of Ninja in Feudal Japan.

Game End

The game ends when there are no cards left to draw in the deck, or When all players have been defeated except one.

Victory

A player is defeated if he has no Ninja in play and zero Shinobi Markers. If the game ends, and more than one player remains undefeated, the player with The highest ranking Ninja wins. If tied, compare number of Ninja. If still tied, compare number of Shinobi Markers.

Shinobi Markers

Use Tokens or coins to represent Shinobi Markers. Shinobi Markers represent the strength of your Clan.

Villages

Each player has a Village. This is where a players Shinobi Markers are kept. (Represent the village with a pile of Markers) Villages can be attacked. Villages cannot attack.

Villages have a base stealth and Fight rating of zero, which can be improved by use of Event cards. A successful attack on a village will cause Shinobi Markers to be lost.

The Ninjitsu Deck

Players share a common deck. There are 2 types of cards mixed together: Ninja and Event cards

Ninja Cards

Each Ninja has ratings in: Cost, Stealth, and Fight

Setup

Each player starts with 20 Shinobi Markers. Players cut the deck. Whoever cuts to the highest value Stealth card goes first. Each player is dealt a hand of 7 random cards.

Players may not attack on their first turn.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Fate Phase
2. Recruit Phase
3. Spy Phase
4. Mission Phase
5. Fight Phase
6. Recovery Phase

Fate Phase

Draw 2 cards from the deck and put them in your hand.

Recruit Phase

You may put 1 or more Ninja into play. Each Ninja has a Cost. You must discard a number of Shinobi Counters equal to the Cost of the Ninja being recruited.

Recruited Ninja are placed face up in front of you.

Spy Phase

Certain actions and events take place at this time.

Mission Phase

You may pick one of your Ninja to attack an opponent's village, or a Target Ninja. The target opponent may block with any of his ninja. Compare the Stealth ratings of the Attacking ninja and the target or blocking Ninja.

An unblocked village has a base Stealth rating of zero. Each player may play Event cards to increase their Stealth ratings. Defender wins ties.

If the Attacker wins, he may attack his original target as intended and he gets Fight +3 in Fight Phase If the defender wins, and there was a blocker, the blocker must fight. If the target was the village, and there was no blocker, the Attacker may not attack this turn. (this uses up the Attack opportunity) If the originally targeted ninja wins, he may do one of 3 things:

1. Negate the attack (skip Fight phase)
2. Fight the attacker himself (with a +3 Fight Bonus)
3. Substitute another friendly ninja in his place (who gets the +3 Fight Bonus)

Fight Phase

Compare the Fight ratings of the Attacking ninja and the target or blocking Ninja. An unblocked village has a base Fight rating of zero. Each player may play Event cards to increase their Fight ratings.

Defender wins ties. The losing Ninja is killed. If the loser was a defending village, that player loses a number of Shinobi Markers Equal to the modified Fight rating of the attacking Ninja minus the Modified fight rating of the village.

Recovery Phase

Gain 1 Shinobi Marker. Max hand size is 7 cards. Discard excess cards.

Ninjitsu Deck Notation

N Ninja

A Aid

E Event

S Stealth

F Fight

TIP Tokens into play

AYN All your Ninja

SPY Look at opponent's hand in Spy Phase

ECP Event cards played when this Ninja is Attacking or Defending. . .

Ninjitsu Deck Ninja Card List

Card Name:	Cost	S	F	Notes
Ninja Foot Soldiers	3	-	-	Put Four 1S/1F TIP
Ninja Warriors	3	-	-	Put three 1S/2F TIP
Legendary Ninja	5	5	5	-
Ninja Bodyguard	3	1	3	+4S if Blocking
Ninja Twins	4	-	-	Put two 2S/2F TIP
Ninja Assassin	4	3	3	+2S+2F if Attacking
Clan Leader	4	3	3	AYN get F+1
Elder Ninja	3	2	1	AYN get S+1
Ninjitsu Master	4	4	4	ECP get S+1
Geisha Ninja	3	4	2	-
Shadow Warrior	4	5	3	-
Kunoichi Seductress	3	3	2	If Unblocked F+2
Rogue Ninja	3	3	3	-
Beast Ninja	4	3	5	-
Ninja Spy	3	4	1	SPY
Nokizaru Commandos	3	2	2	+1S+1F if Attacking
Battlefield Ninja	3	2	4	ECP get F+1
Samurai Ninja	3	2	2	+2F if Defending
Ninja Lord	5	4	5	Ninja cost 1 less to recruit
Ninja Scouts	3	-	-	Put two 1S/1F/SPY TIP
Genin	3	-	-	Put three 2S/1F TIP
Chunin	3	3	2	If Attacking Draw 1 card

Ninjitsu Deck Event Card List

Card Name:	Notes:
Distraction	+3S
Fukiya Blowpipe	+1S or +2F
Spit Needles	+2S or +1F
Taijutsu Strikes	+3F
Gunpowder Bamboo	+1S or +2F
Taijutsu Grapple	+2F & Negate Force Bonus Event card
Kaiki Opening Tools	+3S Attacker only
Kunai Knives	+1S or +2F
Ghost Technique	+3S Attacker only
Sleeper Agent	Reduce cost of Ninja by up to 4
Wall Climbing	+2S or +1F

Card Name:	Notes:
Surprise	+3S
Ambush	+5S Defender only
Concealment	+3S
Garrote	+1S or +2F
Cat Claws	+2S or +1F
Egg Grenade	+2S or +1F
Shuriken	+1S or +2F
Chain & Sickle	+3F
Ninja Sword	+3F
Endurance	Put Attacking Ninja just killed back in your hand
Disguise	+3S
Betrayal	Take control of target Ninja
Treachery	Take control of target Ninja
Double Agent	Take control of target Ninja
Poison	+1S or +2F
Plan	Draw 2 cards
Plot	Draw 2 cards
Bow & Arrows	+1S or +2F
Intrigue	Steal 1 random card from opponents hand
Disinformation	Opponent must discard 2 random cards
Infiltration	+3S
Darkness	+3S
Smoke Bombs	+3S
Covert Action	Get 1 extra Attack this turn with second Ninja
Assassination	Get 1 extra Attack this turn with second Ninja
Duel	Get 1 extra Attack this turn with second Ninja
Skirmish	Each side can add 1 extra Ninja to attack
Raid	Each side can add 1 extra Ninja to attack
Battle	Each side can add up to 2 extra Ninja to attack
Castle Assault	Each side can add up to 2 extra Ninja to attack
Caltrops	+2S or +1F
Escape	+3S Defender only
Diversion	+3S
Espionage	Look at next 5 cards in deck
Reconnaissance	LOH
Art of Invisibility	+3S
Sow Confusion	+2S and Opponent must discard 1 random card
Trick	+1S or +1F and Opponent must discard 1 random card
Secret Technique	+1S or +1F and Opponent must discard 1 random card
Hiding Forms	+3S
Intelligence Network	LOH
Psychological Warfare	Opponent must discard 2 random cards
Allies	Gain 3 Shinobi Counters
Defection	Steal 2 Shinobi Counters from target Opponent

Faq

Q> The rules refer to a player being able to attack another's village. But there aren't any cards or token for a village. Does each player automatically have a village, with fight and stealth ratings of zero? A> Yes

Q> Another player launching an attack can thus

declare "I'm attacking Player X's village"? A> Yes

Q> A village's ratings only go up temporarily if the defender plays Event cards when the village is attacked? A> Yes

Q> A player's ninja are just "hanging around" unless and until either one is attacked or one is assigned to block for the village? A> Yes





Noir

Introduction

Tell your own stories of crime in the big city.

The Deck

All players share a single common deck. The deck contains six suites of cards: Atmosphere cards, Locations, Help, Hindrances, Witnesses, & Clues. There are 20 cards of each suite in the deck.

Setup

Shuffle the deck. Each player is dealt 6 cards. The meanest player goes first

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Mystery Phase
2. Suspense Phase
3. Investigation Phase

Mystery Phase

The active player may put the top card of the discard into his hand, or draw the top card of the deck

and put that in his hand. After taking a card, the player should have 7 cards in his hand.

Suspense Phase

The active player must discard a card face up to the discard pile. Maximum hand size is 6 cards. Discard excess cards.

Investigation Phase

If a player has a combo, he may show it to the other players and put it in his Clue pile. A combo contains one card from each of the six suites. A Combo is also called a: Meld, Straight, Run, Storyline, Chapter, Outline, Draft.

After a playing a meld, a player draws a replacement hand of six cards.

Object

The game ends when players have gone through the whole deck. When the game ends, the player with the most cards in his Clue pile solves the case and wins.

Witness (suspect) Card List

Card Name:	Quote/Notes
Land lady	"That no good bum swindler."
Business Partner	"I'm sure I don't know what you're talking about."
Taxi driver	"I don't know what you're talking about. Okay! Okay!"
Winsome secretary	"And then he called his wife. . ."
Femme fatale	"I'll have a Gin & Tonic."
The boyfriend	"Get out of my face s**t for brains"
Night-club owner	"Get out of my club"
Snitch/Informer	"Whats in it for me?"
Mob Boss	"If you know whats good for yah. . ."
Bartender	"He's a slippery one he is."
Dock worker	"Who wants to know?"
The Doctor	"I think you're mistaken."
Floozy	"Then the Bastard hit me."
Prostitute	"Hey big boy, why don't you come up and see me sometime."
Jailbird	"Why should I tell you?"
Bell boy	"Sure Mister."
Client	"I think I know who did it."
Deadbeat Grifter	"What's it to you?"
Innocent Bystander	"I think I saw a. . ."

Card Name:	Quote/Notes
Small time Hood	"It'll cost yah."

Clues Card List

Card Name:	Quote/Notes
Blood Stains	-
Fingerprints	-
Dead body	Dead men tell no tales
Signed Receipts	-
Coroners Report	-
Public Records	-
Reporter male	"I'll tell you what I know if you tell me what you know."
Reporter female	"I'll get to the bottom of this, with or without your help."
Photographs	-
Crime Scene	Sin City
Cigarette Butts	-
Abandoned Car	-
Scrawled in Blood	-
Address Book	-
Telephone Number	-
Article of Clothing	-
Murder Weapon	-
Suicide Note	-
Wire Tap	-
Briefcase full of Money	-

Atmosphere Card List

Card Name:	Quote/Notes
Mystery	-
Suspense	-
Long Rainy Night	-
Dark Attitudes	-
Shadows	-
Money	Vice, Corruption & Graft
Radio	-
Harsh Lighting	-
Askew Camera Angles	-
Deep Dark Secret	-
Do it in Style	Fedora & Trench coat
Walk the Thin Line	Human Nature
Blues,Jazz,Big Band	-
Rat Bastards	Fat Cats
Maudlin Mood	"You're too good for this place."
Bad Habits	-
Sex and Love	Improper Desires, Temptation
Crime	Murder, Fraud, Embezzlement
Deceit	Lies
Mean Streets	Squalor

Hinderances Card List

Card Name:	Quote/Notes
Stupid coppers	"This is our turf Dick."
Bent coppers	"Don't make me tell you again Chump."
Thugs	"Hey Lefty, is this the guy?"
Police detective	"This is my case, understand."
DA	"You're interfering with a police investigation"
False Testimony	-
Drive-by Shooting	Tommy Guns
Big Bruiser Thug	Take a Beating, Broken Finger
Double Cross	Backstabbing
Car Chase	Car Crash
Brawl	-
Shootout	-
Witness Skipped Town	-
Red Herring	-
Frame Up	Set-up
Death Threats	-
Black Mail	Extortion
G-Men	"Were taking you in for questioning."
Thrown in Jail	-
Trapped	-

Help Card List

Card Name:	Quote/Notes
Good coppers	Or Bent but Honorable. "Damn Rookies..."
Gun	Revolver or .45 Automatic
Bankroll	Bribes
Car	-
Tough	"Get that Pea-shooter out of my face."
Persistent	-
Street Smarts	-
Hard-Boiled	-
Tough as Nails	-
Deduction	-
Guts	-
Stakeout	-
Trust no one	-
Watch your Back	-
Private Investigator	-
Experience	-
Hunch	-
Integrity	-
Owed a Favor	-
Interrogation	Intimidation

Location Card List

Card Name:	Notes
Swank Jazz Club	Big Band
Dark Alleys	Fire Escapes
City Hall	-
Office	Smoke Filled Room
Police station	Prison
Tenements	Grimy
Back Alley Bar	Blues
All Night Diner	Eat at Joes
Posh Penthouse	Uptown
Warehouse	-

Card Name:	Notes
Docks	Boats
Beach House	Mansion
Steel Mill	-
Bridge	-
Restaurant	-
Gas Station	-
Airfield	Prop plane
Gallery	Museum
Hospital	Dr Office, Morgue
Train Station	Dark Railway Yard





Norse Odyssey

by Markus Salo

Introduction

A solo dice game of Viking Raids of the Ninth Century. Summer of 869...You and your 10 Kinsmen from

Olafursdal, Norway build the most beautiful dragon ship ever constructed on the Heimdalsfjord and set sail to trade and loot the riches of Europe. It's early April and you have 32 weeks (turns) before you have to be back home when the winter comes.



The Ship: Basic Ship has Speed 1, Rigging Strength 5, Hull Strength 5, Navigation equipment 1, to get additional properties roll d6 five times on the Ship Property

1d6	Result
1	+2 Speed on Oars (Rivers, Calm Seas)
2	+2 Speed on Sail (Sea)
3	+2 Hull Strength

Table. You can also buy extra properties costing 10 golds each when in Olafursdal.

1d6	Result
4	+2 Rigging Strength
5	+2 Navigation equipment
6	Pick any

The Vikings: Roll d6 on the Viking Skill Table, you have three properties, your Kinsmen two.

#	Name
1	Gudmundur Gudmundsson
2	Jonmundur Gudmundsson
3	Eirik Thorfinnsson
4	Leifur Thorfinnsson
5	Einar Thorfinnsson

You, the Earl of Olafursdal

#	Name
6	Knut Havardsson
7	Baldur Havardsson
8	Thorfinnur Eigilsson
9	Snorri Eigilsson
10	Gestur Eigilsson

Viking Skill Table:

1d10	Skill
1	Navigation +1
2	Sailing (Sailing Speed +1)
3	Rowing (Speed on Oars +1)
4	Boat Building (Repair 1 ship damage per turn)
5	Fighting +1
6	Pick Any 1-5
7	Negotiating +1
8	Trading +1
9	Charisma +1
10	Pick any 7-9

The Map

The Map consists of North Western Europe and

following bodies of water and countries.

Seas:	Countries:
North Sea	Germany
North Atlantic	France
Bay of Biscay	England
Sea of Ireland	Scotland

Seas:	Countries:
English Channel	Ireland
Helgoland	Spain
	Norway (Home)

When sailing on the sea, roll on the specific sea table for sea events. When landed, roll on the river/land event table. To successfully pass the Challenge, roll 2d6 as the challenge roll.

Then roll 1d10 as the Skill Roll and add the number

of required skills to it. If the challenge roll is lower than Skill Roll plus number of required skills, you pass the challenge successfully.

North Sea Table: To cross the north sea takes three turns, so roll three times on events

1d10	Challenge	Skills	Notes:
1-2	Storm	Sailing	if unsuccessful, Rigging Strength -1
2	Storm	Sailing	if unsuccessful, Hull Strength -1
4	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
5	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
6-10	Great Sailing	-	-

North Atlantic Table: To cross the North Atlantic

takes four turns, so roll two times on events.

1d10	Challenge	Skills	Notes:
1-2	Storm	Sailing	if unsuccessful, Rigging Strength -1
3-4	Storm	Sailing	if unsuccessful, Hull Strength -1
5	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
6	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
7	Pirates	see Pirates	
8-10	Great Sailing	-	-

English Channel Table: To cross the English Chan-

nel takes two turns, so roll two times on events.

1d10	Challenge	Skills	Notes:
1	Storm	Sailing	if unsuccessful, Rigging Strength -1
2-3	Rocks	Navigation	if unsuccessful, Hull Strength -1
4-5	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
6-7	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
8	Pirates	see Pirates	
9-10	Great Sailing	-	-

The Irish Sea Table: To cross the Irish Sea takes two turns, so roll two times on events.

1d10	Challenge	Skills	Notes:
1	Storm	Sailing	if unsuccessful, Rigging Strength -1
2-3	Rocks	Navigation	if unsuccessful, Hull Strength -1
4	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
5-6	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
7-8	Pirates	see Pirates	
9-10	Great Sailing	-	-

The Bay of Biscay Table: To cross the Bay of Biscay takes three turns, so roll three times on events.

1d10	Challenge	Skills	Notes:
1-2	Storm	Sailing	if unsuccessful, Rigging Strength -1
3-5	Storm	Sailing	if unsuccessful, Hull Strength -1
6	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
7-8	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
9	Pirates	see Pirates	
10	Great Sailing	-	-

The Helgoland Table: To cross Helgoland takes two turns, so roll two times on events.

1d10	Challenges	Skills	Notes:
1	Storm	Sailing	if unsuccessful, Rigging Strength -1
2-3	Sand Banks	Navigation	if unsuccessful, Hull Strength -1
4-5	Calm Sea	Rowing	if unsuccessful, Spend one more turn on Sea
6-7	Fog	Navigation	if unsuccessful, Spend one more turn on Sea
8	Pirates	see Pirates	
9-10	Great Sailing	-	-

If Rigging Strength is 0, the Boat can not be sailed. If you can't repair the boat, you float on open seas until you and your crew die of thirst. If Hull Strength is 0, the boat sinks with all hands.

The Pirates

You face a Pirate Ship with 1d6 Sailing and 1d6 Rowing Speed, 1d6 of Hull Strength, 1d6 of Rigging Strength. First roll weather roll with 1d6. If weather roll is 1-2, there is no wind and the battle is fought rowing. If weather roll is 3-6, the battle is fought sailing.

You may evade the Pirates. Roll 1d10 and add your ship speed and the sailing skills (rowing skills if the weather is calm) and navigation skills of your crew.

The total sum is your evade value. Then roll 2d6 and add the Pirate Ship speed. If your evade value is higher, you evade the Pirates.

If it is lower or equal, the Pirates are able to board your ship.

You may also attack the Pirates and board their ship.

In a case of boarding battle, you roll 1d10 and add the Fighting Skills to the total. Then roll 2d6 for the Pirates and add 1d6 Pirate Fighting Skills. If your total is higher, you win and destroy the Pirates, if your total is lower or equal, the Pirates win, kill your crew and take your ship.

The Land/River Table. Roll once on every land turn.

1d10	Event	Skills	Notes
1	Rapids	Rowing	if unsuccessful, Hull Strength -1
2-3	Meeting Engagement	roll on Meeting Table	
4-5	Settlement	roll on Settlement Table	
6-10	Move further inland	takes one extra turn to return to sea	

The Meeting Table: d10

1	Warband	1	Warband
2	Traveling Knight	6	Army
3	Traders	7	Peasants
4	Monks	8	Vikings

1	Warband
5	Armed Monks

A Warband is a group of armed men raiding and looting. It has Battle Strength 1d10. To win the battle, roll 1d10 + the Fighting Skills of Your Group. If your roll is higher, you win the battle, if equal or lower, you lose the battle and lose one random group member. If you win the battle, a random group member gets one Fighting Skill.

A Traveling Knight will join you and add one Fighting Skill to your Group if your roll of 1d10 + number of Negotiating and Charisma Skills is higher than 2d6. If not, he wishes you the best.

Traders will Trade with you. If your roll of 1d10 + number of your Trading Skills is higher than 2d6, you get 20 gold pieces of profit, otherwise you get screwed and lose 10 golds. If you get profit, a random group member get one Trading Skill.

Monks will try to convert you. If your roll of 1d10 + number of your Charisma Skills is lower than 2d6 a random group member joins the monks.

Armed Monks will attack you. They have Battle Strength 2d6. To win the battle, roll 1d10 + the Fighting Skills of Your Group. If your roll is higher, you win the battle, if equal or lower, you lose the battle and lose one random group member. If you win the battle, two random group members get one Fighting Skill.

Army: The local king has collected an Army to deal with the Viking threat. The Army has a Battle Strength of 3d6. To evade the army, roll 1d10 + the Fighting Skills of your Group. If your roll is higher, you evade the army, if equal or lower, you have to fight and and

1	Warband
9-10	Reroll

lose three random group members. If you evade the army, two random group members get one Fighting Skill.

Peasants will Trade with you. If your roll of 1d10 + number of your Trading Skills is higher than 2d6, you get 10 gold pieces for profit, otherwise you get screwed and lose 5 golds.

Vikings: You meet 1d6 fellow Norsemen. They will join your Group if your roll of 1d10 + number of Negotiating and Charisma Skills is higher than 2d6. Then create 1d6 new Vikings. If not, they wish you the best.

The Settlement When You come to a settlement, you can evade it, attack and loot it or trade with it. If you evade, nothing happens. If you trade with it, you roll 1d10 and add the Trading Skills of your group. If the result is higher than 2d6, you get the gold, if equal or lower, you get screwed and lose half of the amount. If you attack the settlement, determine first the number of defenders.

Then multiple the number by the battle strength of the unit. That's the defender value. Your attacking value is the number of your men + Fighting Skills + 1d10. If your attacking value is higher than the defender value, you conquer the settlement and collect the loot, if equal or lower, you lose 1d6 random group members.

If you win the battle, all you and five of your men get one Fighting Skill.

The Settlement Table

1d6	Defenders	Loot	Trade
1	Manor House	1d10 Peasants, 20 golds	10 golds
2	Monastery	2d10 Armed Monks, 40 golds	-
3	Church	1d10 Armed Monks, 30 golds	-
4	Town	1d10 Peasants, 1 Knight, 30 golds	20 golds
5	Castle	2d10 Soldiers, 1d6 Knights, 100 golds	-
6	Village	2d10 Peasants, 20 golds	5 golds

Defender Table

Type	Battle Strength
Peasant	1
Armed Monks	3
Soldiers	4
Knights	5

Victory

Keep book of the turns. If you don't get to Norway before turn 32 is over, you perish in the cold Northern European Winter. If you get to Norway, you can continue the next spring. With multiple players, the richest player is the winner on turn 32.





Norseopoly

Introduction

Board game for 2-6+ players. Each player represents a tribe of Vikings.

Victory

The first player to accumulate 100 Gold wins.

Space Name:	Notes:
Vikings	Start Space
Denmark	(Scandinavia) (Danes)
Norway	(Scandinavia) (Norwegians)
Norwegian Sea	Sea
Sweden	(Scandinavia) (Svear)
Iceland	(North) Settle Only
Greenland	(North) Settle Only
Atlantic Ocean	Sea
Vinland	(North) Settle Only
Winds of Thor	Exploration
Scotland	(Isles)
Orkney	(Isles)
Monasteries	Raid Only
Ireland	(Isles)
Finns	Raid Only
Western Routes	(Trade) (Viking Towns)
North Sea	Sea
York	(Brits)
Danelaw	(Brits)
Reconquest	Lost (Assimilation)

Board Notation

There are 8 Regions: Scandinavia, North, Isles, Brits, Francia, Rus, East, Trade. Each Region has 3 Spaces. The individual spaces in a region are also called Territories. If you have settlements on all 3 Territories in a Region, you have established a Kingdom there.

Note that in the East Region Territories, you cannot build Settlements. Note that in the North Region Territories, if no settlement is present, you do not make a Raid Roll upon landing, instead you place a Settlement there immediately. Note the Trade Regions are split up.

Dice

Six sided dice are needed.

Gold

Use coins (change) to represent Gold

The Board

The Board is a circular Track divided into 40 spaces:

Space Name:	Notes:
East Anglia	(Brits)
Central Routes	(Trade) (Furs, Amber, Ivory)
Frisia	(Francia)
Normandy	(Francia)
Piracy	Raid Only
Brittany	(Francia)
Spain	Raid Only
Mediterranean	Sea
Balts	Raid Only
Baltic Sea	Sea
Slavs	(Rus)
Eastern Routes	(Trade) (Arab Merchants)
Kiev	(Rus)
Novgorod	(Rus)
Black Sea	Sea
Byzantium	(East) Raid Only
Caspian Sea	Sea
Muslim States	(East) Raid Only
Persia	(East) Raid Only
Foreign Service	Mercenary

Pieces

Each player gets one Pawn. Ideally, use small Viking ship figures for pawns. A Pawn actually represents a Fleet of Viking Ships.

Each player gets a set of Settlement Markers of a Unique color.

Setup

Each player places his Pawn in the Viking Start Space. Each player starts with 20 Gold. Roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. First gain 1D6 Gold for each Settlement you control. Also gain 2D6 Gold for each Kingdom you control.

Next Roll 1D6. Move your Pawn that many spaces clockwise.

* If you land on a Territory without a Settlement or with an opponents Settlement on it roll 2D6 (This is called the Raid Roll). On a roll of 5 or more gain that much Gold (Plunder). If the Raid roll is a 4 or less your Fleet is Destroyed in the Raid: Lose 2D6 Gold, Return to start and miss your next turn.

If the Raid Roll is 9 or greater you capture the territory: Remove any Opponents Settlement and Put one of your Settlement Markers on the space.

* If you land on a Territory with one of your Settlements on it, gain 1D6 Gold.

* If you land on a "Sea" Space Roll 1D6:

- On a Roll of 1-5 Move that many spaces clockwise.
- On a Roll of 6 there is a Great Storm: Do not move at all.

* If you land on an "Exploration" Space, move to any Sea Space of your choice.

* If you land on the "Mercenary" Space, make 2 Raid Rolls. (Do not put Settlement Markers on Mercenary Spaces).

»> If you land on a "Lost" Space, Remove any 1 Settlement (Yours or an Opponents) from the Board.

* If you land on a "Raid Only" space make 1 Raid Roll. (Do not put Settlement Markers on Raid Only Spaces)

Ends Of The Earth Variant

The track is not circular. The two ends are not connected. Once you get to one end, you turn around and go to the other end.





Northern Wars

Introduction

Game of Conquest. Card game for 2+ players. Depicts Conflicts in Northern Europe circa 13th-15th Centuries AD.

Victory

Be the first player to accumulate 10 Territory Tokens (TT). Any player reduced to zero or less TT is totally defeated and must Start over as a different Major Power.

Major Powers

Power:	Faith	Special Ability:
Novgorod Republic	SO	Gets +1 to Recruit Rolls
Muscovy	SO	Draw an extra Battle card when Defending
Teutonic Knights	GM	Mounted Knights Units get +2
Golden Horde	TP	Horse Archer Units get +2
Kingdom of Poland	SC	Total Force +2 in all Battles
Grand Duchy of Lithuania	BP	Heavy Infantry Units get +1
Livonian Order	BM	Total Force +4 when Attacking
Old Prussia	BP	Hand Size +1
Estonians	BP	Total Force +4 when Defending
Sweden	KC	Draw an extra Battle card when Attacking
Denmark	KC	Draw an extra card in Event Phase
Finland	KP	Opponent must discard 1 card to Atk Finland

- C** Catholic
- O** Greek Orthodox
- P** Pagan
- T** Tatar (Mongol)
- B** Baltic
- S** Slavic
- K** Scandinavian
- G** Germanic
- M** Catholic Military Order

Unit Counter List

Unit:	#	Force	Notes:
Heavy Infantry	40	3	-
Mounted Knights	20	4	-
Horse Archers	20	5	-
Great Leader	10	7	+1 to Crusade Rolls

Cards And Counters

There is one set of common unit counters There are 2 common decks: Event Deck & Battle Deck. Players will have both Event & Battle Hands.

Card List Notation

- A** Attack
- M** Morale
- S** Strategy
- T** Terrain
- U** Unit Bonus

Battle Deck

Card Name:	#	Force	Type	Notes:
Counter Attack	2	6	A	-
Flank Attack	2	7	A	-
Rear Attack	2	8	A	-
Surprise Attack	2	9	A	-
Religious Fervor	2	7	M	-
Defend Homeland	2	8	M	Defender Only

Card Name:	#	Force	Type	Notes:
Rally Troops	2	6	M	-
Reserve Forces	2	7	S	-
Break Line	2	6	S	-
Heavy Casualties	2	3	S	Both Sides lose an extra 1D6 Units
Treachery	1	8	S	-
Scouts	2	2	S	Negate target Battle Card
Harassed	2	-	U	Horse Archer Units get +3
Cavalry Charge	2	-	U	Knight Units get +3
Hand to Hand	2	-	U	Infantry Units get +1
Direct Orders	2	-	U	Leader Unit gets +5
Frozen Lake	2	4	T	-
Fortifications	4	6	T	Defender Only
River Crossing	2	5	T	-

Event Deck Card List

Card Name:	Notes:
Invasion	Attack same opponent again this turn
Mercenaries	Gain 1D6 Temporary Units (Discard at end of turn)
Revolts	Opponent loses 1D6 Random Units*
Harsh Winter	Opponent cannot attack this turn*
Conversion	Steal 1D6 Random Units from opponent
Treaty	Opponent cannot attack you this turn*
Intrigue	Multiplayer only: Force Player A to attack player Z
Alliance	Force Player to Ally with you 1D6 of his Units*
Consolidation	Draw 2 Event cards
Preparations	Draw 2 Battle cards
Build Up Forces	Gain 1D6 Units
Politics	Negate target Event card*
Hatreds	All players fill their Event hand to 3 cards
Spies	Look at opponent's Event & Battle Hands*
Expansion	Steal one TT from target opponent
Religion	Steal one random Event card from Opponent
Pursuit	Loser of Battle loses an additional 1D6 Units*

* You may play this card on an opponents' turn.

Setup

Each player picks the role of one of the 12 Major Powers. Each player starts with 4 Battle & 4 Event cards. Each player starts with 10 Random Unit counters.

Each player starts with 5 Territory Tokens. Roll high on 1D6 to see who goes first.

Territory Tokens

Each player starts the game with 5 Territory Tokens (TT)

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Recruit Phase

2. First Event Phase
3. Crusade Phase
4. Second Event Phase
5. End Phase

Recruit Phase

Draw 1D6 Unit Counters (This is the Recruit Roll). Draw 1 Event Card. Draw 1 Battle Card.

All Draws are Random. If a Deck runs out, shuffle the discard and draw from it.

First Event Phase

You may play 1 Event card in this Phase.

Crusade Phase

You may attack a Target opponent. Both Attacker & Defender draw 1 Battle card. If you have at least 1

Great Leader committed you may Draw 1 extra Battle card.

The Attacker must commit at least 1 Unit. The Defender may commit as many units as he likes. Other players may ally on either side by committing units.

Both players may play Battle Cards. Units and Battle Cards have Force values. The side with the Higher Force Total wins the Battle.

Defender wins ties. The Winner loses 1D6 Random Units. The Loser loses 2D6 Random Units.

Note: Random includes Allied Units. If the Attacker won and he has at least one surviving committed Unit, he takes one TT from the defender. If the Attacker won, he may attack again on a Roll of 5 or 6 on 1D6 (The Crusade Roll)

Second Event Phase

You may play 1 event card in this Phase.

End Phase

Max Hand Sizes (Event & Battle) are 4 cards. Discard excess cards.

Cards & Countersets Available!!!!

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Links

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Nose Goblins

Introduction

Card game, about, you guessed it, nose picking.

Victory

The first player with a collection of 100 Magic Nose Goblin Points (MNGP) wins.

The Deck

Players share a common deck.

Magic Nose Goblin Points

Use Change to keep track of MNGP.

Setup

Each player is dealt 5 cards. The player with the biggest Booger goes first.

Turn Sequence

Players take turns. Each turn has 3 Phases:

- Pick Phase
- Stick Phase
- Flick Phase

Pick Phase

Draw 1 card from the deck. If the deck runs out, shuffle the discard and draw from it.

Card List

Card Name:	Type	MNGP	Notes:
Caught In The Act	N	-	
In Public	N	-	
Nose Bleed	S	-	Opponent discard 3 Cards
Accumulations	S	-	Draw 3 Cards
Runny Nose	X	-	
Sneeze	X	-	
Tastes Salty	M	+5	
Nose Hair	M	+4	
Flick It	M	+7	
Scratch Itch	M	+6	
Roll It	M	+3	
Relieve Discomfort	M	+2	
Stick It	M	+1	
Fake Nose Scratch	M	+8	

Stick Phase

Play a combo if you have one. A combo must contain exactly 1 Pick card and 1 Booger card. The combo may also contain a Modifier card.

Discard the played combo. Get MNGP equal to the smaller value card (Pick or Booger) in the combo plus The bonus of the Modifier card if there is one. Certain cards played by your opponents can negate the Pick card or the Booger card.

If a card is negated, you may play another card to take its place. If not replaced the combo earns no points.

Flick Phase

Discard cards from your hand in excess of 5.

Card List Notation

- P** Pick Card
B Booger Card
S Special
N Negate a Pick Card
X Negate a Booger Card
M Bonus Point Modifier
MNGP Magic Nose Goblin Points

Card Name:	Type	MNGP	Notes:
While Driving	M	+9	
Dried Nasal Secretions	B	1	
Nefarious Nose Goblin	B	12	
Crusty	B	3	
Goey	B	10	
Squishy	B	11	
Wet One	B	2	
Multiform	B	8	
Greenie	B	7	
Super String	B	4	
King Size	B	14	
Snot Ball	B	5	
Mucus Blob	B	6	
Sugar Booger	B	13	
Hanger On	B	9	
Pick a Winner	P	14	
Digging for Gold	P	12	
Pinkies Up	P	3	
Index Finger	P	1	
Instrument of Choice	P	4	
Corkscrew	P	10	
Double Penetration	P	7	
Thumb Press	P	2	
Forefinger & Thumb	P	6	
Rim Job	P	5	
Jam It Up There	P	11	
Foreign Body Extraction	P	9	
Proboscis Probing	P	8	
Hit Paydirt	P	13	





Numeria

Introduction

Abstract Board Game for 2 Players.

The Board

Use a standard Chessboard.

The Pieces

Use a set of 36 Tiles numbered 1 to 36.

Winning

The first player to collect 3 Tropes is the winner.

Setup

Each player draws a random Tile: High Number goes first. Randomly place the 36 Tiles onto the middle 36 spaces of the Board. Each tile should fit comfortably within a single space on the Board.

Each tile should be number side up. Remove the 4 Tiles from the 4 middle spaces of the Board. Randomly place these 4 Tiles onto the 4 corner spaces of the Board.

Tropes

A Trope is a line of 4 Tiles that make a recognized mathematical pattern. A Trope can be orthogonal or diagonal. The Tiles within a Trope must form a connected line of adjacent tiles.

In an orthogonal Trope tiles will share a side. In a diagonal Trope tiles will share a corner.

Officially Recognized Trope

Patterns list: Consecutive Run— (Four Consecutive Numbers) Example: 1,2,3,4 or 8,9,10,11

Multiples Run— Example: 3,6,9,12 or 8,12,16,20

Irregular Repeating Run— Example: 4,7,10,13 or 13,17,21,25

Plus 1 Plus 2 Plus 3 Run— Example: 16,17,19,22

Prime Number Run— (Must be consecutive Primes) Example: 1,2,3,5, or 7,11,13,17 or 23,29,31,33

Power Run— Example: 1,2,4,8 or 4,8,16,32 or 1,3,9,27

Squares Run— Example: 1,4,9,16 or 9,16,25,36

Triangular Run— Example: 1,3,6,10 or 6,10,15,21 or 15,21,28,36

Fibonacci Run— Example: 1,2,3,5 or 3,5,8,13 or 8,13,21,34

Trope Order Rule

Important: The numbers within a Trope must be in line in ascending or descending Order so for instance you could have 1,2,3,4 or 4,3,2,1 but not 2,3,1,4 or 4,2,1,3

Turn Sequence

Players take turns. On your turn you may Move 1 Tile. A Tile may be moved like a queen in Chess.

A Tile may also jump other tiles like in Checkers. When Jumping, there may be any number of Jumps and they may be in any direction, forwards and backwards. (Remember the starting space of a Tile you are moving just in case you change your mind mid-move) No Take-backs once your hand leaves the Tile.

Making A Trope

If you make a Trope on your turn remove it from the board and place it in a pile next to you. If you collect 3 Tropes you win. Note: Yes, really the 4 Tiles of the collected Trope are removed from the board for the rest of the game and cannot be used to make new Tropes.

You just have to make do with what is left.

Last Tile Standing Rule

You cannot move, or use in a Trope, the tile your opponent just moved on his last turn.

Double Tropes Rule

If you make a pattern of 2 tropes that shares 1 or more Tiles, you can only remove 1 Trope, the other does not count.

Finding A Trope

If you find an already completed Trope on the board made earlier, you may not claim it. You can only claim a trope you make yourself on the turn you make it.

Designers Notes

Numeria was the Roman Goddess of Mathematics.





Numica

Introduction

Strategy Board Game for 2 players. Game of Displacement.

Victory

Capture Opponents pieces. Either: 2 Square pieces & 2 Round pieces or 3 Square pieces or 3 Round pieces.

The Board

Use a chess board: 8 X 8 square grid.

The Pieces

Each player has a set of pieces (Men) of a unique color. (A red player & a blue player) A Set consists of 8 Pieces, 4 of them square and 4 of them round.

Tiles

Make a set of 64 Tiles as described in the Tile Set List. Tiles are flat counters/chits. A Tile must fit within one square on the board and one playing Piece must be able to be put on top of it.

Each Tile has a Symbol inscribed on it.

Setup Board

Randomly place the Tiles on the squares of the board. Each of the 64 Squares should contain 1 Tile face up.

Basic Tile Set List

Tile Symbol	Copies in Set
1	12
2	10
3	10
4	8

Setup Play

Each player places his 8 pieces on the back row of his side of the Board in any order. Red player goes first.

Stacking

Pieces never stack.

Turn Sequence

On your turn you may move 1 of your pieces. How the piece moves is determined by the Tile it is on. If the Tile Symbol is a number, the piece moves exactly that many Spaces in a straight line, orthogonally or diagonally and

- It jumps over other pieces.
- If the Symbol is a K, the piece moves like a knight in chess.
- If the Symbol is a R, the piece moves like a rook in chess.
- If the Symbol is a B, the piece moves like a bishop in chess.
- If the symbol is an X, the piece may move to any empty

Space on the board. If your piece lands on an opposing piece, you capture it. You may never land on one of your own pieces.

If you are ever unable to move, you automatically lose.

First Move Capture Rule

A piece cannot capture on its first move an opposing piece that has not moved yet so far during the game.

Game Designers Notes

Other Tile Types are possible. Other types of pieces (& victory conditions) with special abilities are also

possible.





Nutcracker Skirmish

Introduction

2 Player Skirmish Game. Nutcracker Theme. One player is the Nutcracker and the toy soldiers. The other player is the Mice.

Victory

Destroy opponents Leader.

The Board

Use an 8x8 Grid. The Battlefield is the Living room floor, Christmas time.

Terrain Spaces

Terrain Types: — Clear — Obstacles (Boxes, Christmas Tree, Furniture) Obstacles block all Movement

Nutcracker Unit List

Unit:	#	MM	Hits	Notes:
Nutcracker	1	3	5	Leader
Infantry	8	3	1	-
Cavalry	4	5	2	-

Mouse Unit List

Unit:	#	MM	Hits	Notes:
Mouse King	1	4	4	Leader
Rat Lieutenants	6	4	2	-
Mice Soldiers	8	3	1	-
Opossum	1	5	5	Beast

Last Hit Rule

The last (killing) hit on a leader unit may only be made by the opposing Leader Unit.

Unit List Notation

Number of such Units

MM Maximum Move (Normal)

Hits When reduced to 0 Hits the Unit is destroyed

Setup

Each player places his units in any of his 3 last rows. Units may not stack. Shuffle the deck.

Flip a coin to see who goes first.

and Attacks. Indicate Terrain type for each map space.

The Decks

Each player gets his own unique Deck. Card Types include:

A Attack

D Defense

M Movement

S Special

Units, Stacking, & Movement

Each side gets a set of units that move around on the board. Units cannot stack. Friendly units may move through each other.

Unit:	#	MM	Hits	Notes:
Cannon	2	2	2	-
House Cat	1	5	5	Beast

Turn Sequence

Players take turns. Each turn has 3 Phases.

1. Presents Phase
2. Action Phase
3. End Phase

Supply Phase

Draw 3 cards from the deck and place them in your hand. If the deck runs out shuffle the discard and draw from it.

Action Phase

Play cards from your hand. Use Move cards to move one of your units up to the indicated number of spaces. Your opponent may use certain Special cards to negate a Move.

Use Attack cards to have a unit attack a target unit at the exact range indicated by the card and Do 1 point of damage to the target. Your opponent may use Defense cards to reduce Hits caused by an Attack.

End Phase

Max hand size is 7 cards. Discard excess cards.

Common Deck Card List

Name:	#	Type	Range	Notes:
Take Position	4	M	1	-
March	4	M	2	-
Quick Step	4	M	3	-
Infiltrate	4	M	K	-
Bugle Call	2	M	2	Toys only
Drummers	2	M	3	Toys only
Crawl	2	M	2	Animals only
Scurry	2	M	3	Animals only
Charge	4	M	4	-
Pursue	3	M	5	-
Flashing Sabers	4	A	1	Leaders & Cavalry & Rats
Bayonets	2	A	1	Infantry
Spears & Lances	4	A	1	Mice & Cavalry
Thrown Spear	2	A	2	Mice
Shoot	4	A	2	Infantry & Cannon
Volley	2	A	3	Infantry
Enfilade	2	A	K	Infantry & Cannon
Battery	2	A	3	Cannon
Bombard	2	A	4	Cannon
Pounce	4	A	1	Beasts
Melee	2	A	1	-
Block	1	D	-	-
Parry	1	D	-	-
Dodge	1	D	-	-
Duck	1	D	-	-
Cover	1	D	-	-
Sugar Plum Fairy	1	S	-	Nutcracker draws 3 cards
Steal the Cheese	1	S	-	Mouse King draws 3 cards





Occult Wwii

Introduction

Card Game for 2 players. WII with Wonder Weapons and the Occult as the main determinants of victory.

Victory

Gain all 7 Victory Tokens to win.

Starting Stat Chart

Stat:	ABR	AIR	GIR
Intelligence	I	2	1
Attack	A	1	2
Occult	O	1	2

ABR Abbreviation

AIR Allied Player Initial Ratings

GIR German Player Initial Ratings

Setup

Players choose sides. Shuffle the deck. The Allied player starts with 3 Victory Tokens.

The German player starts with 4 Victory Tokens.

Turn Sequence

Each turn has 7 Phases:

1. Investigations Phase
2. War Phase
3. Intelligence Phase
4. Action Phase
5. Development Phase
6. Research Phase

War Table

1D6	Deciding Stat:
1	Force
2	Attack
3	Morale

Intelligence Phase

Both players (Allies first): Roll a number of dice equal to your Intelligence Stat. Every roll of 5+ is considered a Find. Your opponent Rolls a number of dice equal to his Intelligence Stat.

Every roll of 5+ is considered a Counter. If you have 1 more Find than your opponent has counters, it is Called a Sabotage: Opponent must discard 1 random card from hand. If you have 2 or more Finds than your

Sides

One players is the Allies. The other is the Germans.

Stats

Players have scores in 5 Stats. These stats are increased/decreased during play. Players begin with scores in each stat as listed on the Starting Stat Chart.

Stat:	ABR	AIR	GIR
Morale	M	1	1
Force	F	2	1

7. Occult Phase

Investigations Phase

Both players (German first): Draw 4 cards and keep all 4 OR Draw 7 cards and keep 3. Max hand size is 7 cards. Discard excess cards.

War Phase

Roll 1D6 on the War Table 3 times. Either player may discard a card to cause a target die roll to be rerolled. The player with the highest level in the indicated stat wins the roll.

This is called a stat contest. Ties count as ties: no one wins or loses. The loser must discard a card from his hand or in play.

If a player wins on 2 or 3 rolls in this Phase he takes a Victory Token from his opponent.

1D6	Deciding Stat:
4	Occult
5	Intelligence
6	None (No Contest)

opponent has counters, it is Called a Heist: Steal 1 Artifact or a random card from his hand

Action Phase

First the German player, then the Allied player may discard 1 card... Discard an occult card to look at opponents hand and next 7 cards in the deck. Discard an intelligence card to draw 2 cards from the deck.

Discard an attack card to make opponent discard 1 random card from his hand. Discard a morale card to pick up the top card of the discard. Discard a force card to draw 3 cards and discard 2 cards.

Development Phase

Both players (German first): You may put 1 Asset card into play from your hand.

Research Phase

Both players (German first): You may put 1 Tech card into play from your hand.

Card List

Occult Phase

Both players (German first): You may put 1 Supernatural card into play from your hand.

Card List Notation

S Supernatural

T Tech

Z Asset

I Intelligence

A Attack

O Occult

M Morale

F Force

GPO German Player Only

Name:	Type	Notes:
Guided Missiles	T	A +2
Jet Fighters	T	A +3
Hydrogen Bomb	T	A +5
Zombie Battalions	S	F +3
Spear of Destiny	S	A +5; Artifact
Giant Robots	T	F +5
Holy Grail	S	O +4; Artifact
Giant Tesla Coils	T	A +2
Rocket Subs	T	A +1; F +2
Gas Warfare	T	A +2
Super Soldiers	T	F +4
Prophecies of Nostradamus	Z	M +1; I +2
Nietzschian Doctrine	Z	M +1; GPO
Cyborg Shock Troops	T	A +2; F +2
Wagnerian Music	Z	M +1; GPO
Psychic Divination	S	I +2
Propaganda Machine	Z	M +2
Spy Master	Z	I +3
Necromancy	Z	O +2
Black Magic	Z	O +1
Demonic Powers	S	A +2
Counter Intelligence	Z	I +2
Super Powered Agents	T	A +1; I +2
Scientific Geniuses	Z	I +2
Secret Sciences	Z	I +1; O +1
Suicide Troops	Z	A +2; F +1
Akashic Records	Z	O +1
Mediums	Z	I +1; O +1
Messianic Power	S	M +4
Propaganda Art Films	Z	M +2
Teutonic Mythology	Z	M +1; GPO
Subhuman Labor	Z	F +2
Alien Saucer Crash	Z	A +2
Slavic Mutants	T	F +3
Rail Cannons	T	A +3

Name:	Type	Notes:
Time Travel Portal	T	I +5; Artifact
Super Heavy Tanks	T	A +3; F +2
Cryptography	Z	I +2
Witchcraft	Z	O +2
Magic Circle	S	O +2
Astral Cone	S	O +3
Occult Think Tank	Z	O +2; I +1
Secret Service	Z	I +2
The Four Horsemen	S	A +4
Combat Drugs	T	A +2
Brainwashing	Z	M +2; F +2
Jet Pack Troops	T	A +2; F +1
Esoteric Astrology	Z	I +2; O +1
The Dogs of War	S	F +3
Unholy Alliance	S	A +2; O +2
Psychological Warfare	Z	M +2
Ideological Manifesto	Z	M +3
Geomancy	Z	O +2; A +1
Eugenics	Z	F +1; GPO
Ley Line Strongpoints	S	O +3
Pseudo Science	Z	O +2
Death Ray	T	A +4
Aryan Master Race	Z	M +1; GPO
Ark of the Covenant	S	O +5; Artifact
Medical Experimentation	Z	F +2
Rune Lore	Z	M +3; O +1
Satanic Pact	S	I +1, M +1, O +2
Secret Projects	Z	Draw 2 cards when played
Secret Laboratories	Z	Draw 2 cards when played
Wonder Weapons	T	A +3
Intricate Hoax	Z	I +4





Oil And Gas

Introduction

Card game for 2-4+ players. Theme: Oil Industry.

Victory

Be the first to get 25 Profit Tokens.

The Deck

Players share a common deck. There are 7 types of cards: Explore, Oil, Transport, Refinery, Gasoline, Product, and Event.

Tokens

There are 7 types of common Tokens: Profit, Explore, Oil, Transport, Refinery, Gasoline, and Product Tokens. Higher value Profit Tokens are also recommended.

Dice

Six sided dice are used.

Set Up

Shuffle the deck. Each player starts with 10 Profit Tokens.

Turn Sequence

Each turn has 10 Phases:

1. Company Phase
2. Market Phase
3. Event Phase
4. Explore Phase
5. Drill Phase
6. Transport Phase
7. Refining Phase
8. Gasoline Phase
9. Production Phase
10. Profit Phase

Company Phase

All players Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size is 10 cards. Discard excess cards.

You may pay 1 Profit Token to draw an extra card. (Max 2 extra cards per turn)

Market Phase

Players may trade Cards and Tokens.

Event Phase

Players roll high on 1D6. Highest goes first playing 1 event or passing, then proceed clockwise: You may play (discard) an Event card to activate its special effect. Some Event cards are designated as Economy cards.

Only one Economy card can be played per turn. No one may play one after the first. Multiple Event cards can be played each player. The phase ends when all players pass.

You may not play any Event cards after passing.

Explore Phase

Discard 3 Explore Cards to roll 1D6 (Exploration Roll): On 1-3 nothing happens. On 4-5 gain 1 Explore Token. On 6+ gain 2 Explore Tokens.

Drill Phase

Discard 4 Oil Cards to roll 1D6 (The Drill Roll): On 1-2 nothing happens. On 3-5 gain 1 Oil Token. On 6+ gain 2 Oil Tokens.

Transport Phase

Discard 4 Transport cards to gain 1 Transport Token.

Refining Phase

Discard 3 Refinery cards to get 1 Refinery Token.

Gasoline Phase

Discard 4 Gasoline cards to get 1 Gasoline Token.

Production Phase

Discard 3 Product cards to get 1 Product Token.

Profit Phase

You may make 1 or more Melds. A Meld requires: 1 Explore Card or Token 1 Oil Card or Token 1 Transport Card or Token 1 Refinery Card or Token 1 or more Gasoline Cards or Tokens Zero to 1 or more Product Cards or Tokens Gain 1 Profit Token per card you play in the Meld. All Meld Cards and Tokens are discarded.

After making a Meld, immediately draw 2 cards.

Card List Notation

X Explore
O Oil
T Transport
R Refinery

G Gasoline
P Product
V Event
EE Economy Event
PT Profit Tokens

Oil And Gas Common Deck Card List

Name:	Type	Notes
Porous Sediments	X	+1 to Exploration roll
Fractures	X	
Rock Formations	X	
Surface Features	X	
Aerial Photographs	X	Counts as 2 cards
Geophysical Survey	X	Counts as 2 cards
Gravimeter	X	
Seismograph	X	
Magnetometer	X	
Drilling Mud	X	+1 to Exploration roll
Derricks	O	
Petroleum Engineer	O	+1 to Drill roll
Crude Oil	O	
Proved Reserve	O	Counts as 2 cards
Oil Well	O	
Oil Field	O	Counts as 2 cards
Oil Rig	O	
Drilling Platform	O	
Directional Drilling	O	+1 to Drill roll
Offshore Drilling	O	
Storage Tanks	T	
Pipelines	T	Counts as 2 cards
Gathering Lines	T	Counts as 2 cards
Trunk Lines	T	Counts as 2 cards
Pumping Stations	T	Counts as 2 cards
Shipping Points	T	
Barges	T	
Tankers	T	
Super Tankers	T	
Railroad Tank Cars	T	
Manufacturing	R	
Fractionation Tower	R	
Distillation	R	Counts as 2 cards
Polymerization	R	Counts as 2 cards
Thermal Cracking	R	
Catalytic Sweetening	R	
Purification	R	Counts as 2 cards
Treatment	R	
Blending	R	
Conversion	R	
Octane	G	Counts as 2 cards
Gas Stations	G	Counts as 2 cards
Tank Trucks	G	
Service Stations	G	Counts as 2 cards

Name:	Type	Notes
Filing Stations	G	Counts as 2 cards
Premium Brands	G	Counts as 2 cards
Discount Brands	G	
Petrol	G	
Diesel Fuel	G	
Truck Stops	G	
Light Heating Oil	P	
Asphalt and Tar	P	
Lubricants	P	
Synthetic Fibers	P	
Plastics	P	Counts as 2 cards
Detergents & Paints	P	Counts as 2 cards
Synthetic Rubber	P	Counts as 2 cards
Fertilizers	P	
Jet Fuel	P	
Herbicides & Insecticides	P	
New Recovery Techniques	V	Gain 1 Oil Token
Major Oil Spill	V	Steal 2 random cards from Target player
Wildcat Well	V	Gain 1 Exploration Token
Financial Crisis	V	EE: Melds earn -3 PT this turn
Recession	V	EE: Melds earn -2 PT this turn
Downturn	V	EE: Melds earn -1 PT this turn
Recovery	V	EE: Melds earn +2 PT this turn
Growth	V	EE: Melds earn +4 PT this turn
Prosperity	V	EE: Melds earn +6 PT this turn
Mid East Wars	V	All other players discard 2 random cards
Stimulus Package	V	All players draw 1 card. You draw 4
Gain Market Share	V	Gain 1 Gasoline Token
Petrochemical Industry	V	Gain 1 Product Token
Free Trade	V	Gain 1 Transport Token
Environmental Legislation	V	All other players lose 2 PT each
Federal Taxes	V	All other players lose 3 PT each
OPEC Price Controls	V	Melds earn -1 PT this turn
Oil Glut	V	Draw 3 cards
Consumer Demand	V	Melds earn +1 PT this turn
Oil Embargo	V	Discard Hand and draw 7 new cards





Operation Blitzkrieg

Introduction

Board & card game for 2 players. World War II theme. Abstract platoon level combat. Each figure represents a company or unit of men.

Victory

You rout the enemy if you destroy 9+ of his units.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units. There are 3 types of units: Cavalry, Infantry & Artillery. Each player starts with: 4 Tanks 8 Infantry 4 Artillery

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck. The deck contains 2 copies of each card in the Card list.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Move Phase
3. Fire Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.
Discard excess cards.

Card List

Card Name:	Range	Type	User	Target	Notes:
Assault	1	A	G	G	
Fire Team	2	A	I	IR	
Sniper	3	A	I	IR	
Mortars	3	A	I	IR	
Grenades	1	A	I	G	
Bazooka	2	A	I	T	

Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a man to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. The enemy unit that is the target of the attack is automatically destroyed and removed from the map.

Your opponent may play certain Defense cards to negate your attack.

Card List Notation

- M** Movement
- A** Attack
- D** Defense
- R** Artillery
- I** Infantry
- T** Tanks
- G** Ground: Applies to Artillery, Infantry, and Tanks
- U** Any type of Unit
- K** as a Knight would move in Chess
- Type** Purpose of card
- Target** = What units are targeted by the attack
- User** What type of unit can use the card

Card Name:	Range	Type	User	Target	Notes:
Fighting Advance	1	M	IT	-	
March	2	M	I	-	
Column	2	M	IR	-	
Trucks	3	M	IR	-	
Mechanized Infantry	4	M	I	-	
Infiltration	K	M	I	-	
AT Gun	1	A	R	T	
Field Guns	2	A	R	IR	
Rockets	3	A	R	G	
Barrage	4	A	R	IR	
Howitzers	5	A	R	IR	
Bombardment	6	A	R	IR	
Man Handled	1	M	R	-	
Self Propelled	2	M	R	-	
Flame Thrower	1	A	IT	G	
Overrun	1	A	T	IR	
Tank Killer	2	A	T	T	
Machine Guns	2	A	IT	IR	
AP Rounds	2	A	RT	T	
HE Rounds	3	A	RT	IR	
Treads	2	M	T	-	
Tracks	3	M	T	-	
Clear Ground	4	M	T	-	
Road	5	M	T	-	
Blitzkrieg	6	M	T	-	
Outflank	K	M	T	-	
Armor	-	D	T	-	Negate Attack
Entrenched	-	D	I	-	Negate Attack
Fortifications	-	D	IR	-	Negate Attack
Dug In	-	D	G	-	Negate Attack
Pill Box	-	-	-	-	Negate Infantry Move
Breakdown	-	-	-	-	Negate Tank Move
Minefield	-	-	-	-	Negate Move

Air War Rules Variant

Replace 2-4 Infantry units with Air Units. Add the following cards to the Deck:

Card Name:	Range	Type	User	Target	Notes:
Bombing Run	1	A	Air	G	
Dive Bomber	1	A	Air	G	
Incendiary Bombs	1	A	Air	G	
Strafe	2	A	Air	G	
Ground Support	2	A	Air	G	
AA Guns	1	A	R	Air	
Flak	2	A	R	Air	
Fighters	2	A	Air	Air	
Fighter Ace	3	A	Air	Air	
Ground Fire	1	A	IT	Air	
Circle	1	M	Air	-	
Climb	2	M	Air	-	

Card Name:	Range	Type	User	Target	Notes:
Cruise	3	M	Air	-	
Patrol	K	M	Air	-	
Dive	4	M	Air	-	
Flying	5	M	Air	-	
Mission	6	M	Air	-	
Fuel Tanks	7	M	Air	-	
Paratroopers	7	M	I	-	
Camouflage	-	D	G	-	Negate Attack
High Altitude	-	D	Air	-	Negate Attack
Bad Weather	-	-	-	-	Negate Air Unit Move
Reconnaissance	-	-	-	-	Look at Opponents Hand

Notes: The Paratroopers card can only be used by infantry in your back two rows and they must move orthogonally or diagonally forward. Air units can also use Machine Gun and Rocket cards.





Opus Magnum

The Philosophers Stone

Introduction

Card Game for 2 or more players. Players are 17th century alchemists, competing for the creation of the Philosophers Stone.

Victory

The first player who creates the “Resurrected Lapis Philosophorum” wins.

Deck

Players share a common deck. There are 3 types of cards: Elements, Procedures and Substances.

Setup

Shuffle the deck and deal 5 cards to each player.

Turn Sequence

Players take turns. The player born at the most eastern location goes first. Each turn has the following phases:

- Draw Phase
- Trade Phase
- Procedure Phase
- Discard Phase

Draw Phase

Draw a card. If the deck runs out of cards, shuffle the discard pile and use it as new draw pile.

Trade Phase

The player can trade any number of cards from his hand or previously created substances lying in front of him (see below) for any number of opponents cards or previously created substances. When previously created substances are traded, they stay created (face up on the table) and only change possession.

Procedure Phase

Substances have to be “produced”, elements have not. The player can produce substances by playing a procedure card, the corresponding starting substances (the input of the procedure) and the substance to be created (the output). Each substance-card names the

procedure and starting substances that have to be played to complete the production of this substance. You have to play all ingredients at once. After playing, the starting substances and the procedure-card are discarded, the output of the procedure stays in front of the player. Only previously created substances can be starting substances for later procedures, you may not play substances as input of a procedure from your hand. This is obviously not the case for elements, which are not produced.

Examples: To create the substance “Philosophical Mercury” you need in your hand the elements “Alchemists Soul”, “Alchemists Spirit”, the procedure “Unification” and the substance-card. You play all 4 cards, discard the elements (input) and the procedure. The output-substance stays face up on the table. You want to create “White Materia”. You own this card, the element “Fire” and the procedure “Burning” in your hand and the previously created substances “Azoth” and “Clean United Substance” lying in front of you. Cards are played from your hand, all but “White Materia” are discarded.

Discard Phase

Discard cards from your hand to have a maximum of 7 cards.

Cards

ELEMENTS (9 cards each)

- The Alchemists Spirit
- The Alchemists Soul
- Fire
- Earth
- Gold
- Antimon
- Water
- Alcohol
- Silver
- Sal Tartari

PROCEDURES (3 cards each)

- Unification
- Mixing
- Burning
- Sublimation
- Decomposition
- Putrefaction
- Destillation
- Consolidation
- Boiling

SUBSTANCES (6 cards each)

Name	Need to create
Philosophical Mercury	Unification of Alchemists Spirit and Alchemists Soul, also as byproduct of the creation of Black Substance
Fertile Mercury	Mixing of Philosophical Mercury, Mercury and Sulfur
Mercury	Burning of Earth with Fire
Sulfur	Burning of Earth with Fire
Clean Mercury	Sublimation of Fertile Mercury
Azoth (Unified Fluid Mercury)	Unification of Clean Mercury and Sulfur Or Unification of Noble Materia and Fire
Clean Gold	Mixing of 2 Gold and 1 Antimon
Latona (Philosophical Sulfur)	Decomposition of Clean Gold
Unified Philosophical Mercury	Unification of Alchemists Spirit, Fire, Latona and Azoth Or Putrefaction of 2 Noble Materia
Black Substance	Putrefaction of 2 Unified Philosophical Mercury (byproduct: Philosophical Mercury)
Black United Substance	Destillation of 2 Black Substance and 1 Philosophical Mercury
Clean United Substance	Mixing of Black United Substance with Azoth Or Mixing of Black United Substance with Water
White Materia	Burning of Clean United Substance and Azoth with Fire Or Burning of Black United Substance and Latona with Fire
Well-arranged Stone	Burning of White Materia and Alchemists Spirit with Fire
Burning Stone	Destillation of Well-arranged Stone Or Boiling of Sal Tartari, Fire, Water, Azoth, Latona and Unified Philosophical Mercury
Separated Stone	Destillation of Burning Stone and Water Or Boiling of Golden Salt, Fire, Water, Alcohol and White Materia
Bloody Stone of Life	Sublimation of Separated Stone Or Burning of Burning Stone and Alcohol with Fire
Lapis	Consolidation of Bloody Stone of Life and Fire Or Unification of 2 Separated Stones Or Putrefaction of 2 Bloody Stones of Life
Diluted Lapis	Sublimation of Lapis and Philosophical Mercury Or Putrefaction of Lapis and Philosophical Mercury
Fixed Lapis	Destillation of Lapis and Water
Transpiring Lapis	Burning of Fixed Lapis and Azoth with 2 Fire
Resurrected Lapis Philosophorum	Burning of Transpiring Lapis with 3 Fire Or Sublimation of Transpiring Lapis and Alchemists Soul
Diluted Gold	Decomposition of Azoth and Gold
Golden Salt	Putrefaction of 2 Diluted Gold, Fire and Water
Noble Materia	Mixing of Earth, Silver and Gold





Orcland 12 Ac

By Stave, (Dave Stattler)

Introduction

Post-apocalyptic fantasy. Players are part of an Orc warband seeking to loot and pillage.

Background:

The once-mighty Empire of the humans lays in ruins. 12 years ago, the Orc warlord Gakhar Flamebringer slew the Emperor and razed the Imperial capital. However, he was himself killed in that very battle. Afterwards, the Orc warbands under his command split apart and ran amok, fighting with each other and raiding the remaining cities of the Empire. Now all that remains of the Empire are a few City-states, choked with refugees and unable to get along, and a few scattered farming and fishing villages that have held out against pillaging Orcs. Various Barbarian groups once relegated to the lands beyond the Empire have now crossed its borders and made their own homes within. Everywhere the land is infested with the Orkish warbands, ranging in size from a few individuals to mighty armies, roaming and pillaging at will. You remember the Flamebringer, for you fought alongside him. You are an Orc, and though the Great Slaughter may have ended with the Flamebringer's death, your saga continues. The world lies bare before you. The Golden Age of Man is over, and the Age of Chaos has begun. What will you make of it?

Player Races-

Orcs: big, muscular killing machines. Goblins: smaller, faster, and sneakier.

ORCS: Warlord, Warriors, Shamans, Tracker/Hunter, Artillerist (mans siege engines), Chuck (rock or spear-thrower), Charioteer (Orc cavalry ride in boar-drawn chariots).

GOBLINS: Dabbler/Hedge Wizard, Assassin, Archer/Slinger, Fighter, Engineer/Inventor, Scout/Spy.

Npc Races-

Humans:

Imperial Humans mostly live in the few remaining City-states, which are overcrowded with refugees. Some live in small villages, where they hunt, farm,

and fish. They resist Orcs fiercely. Humans are not as strong as Orcs or as quick as Goblins, but they fight with resolve and determination, as well as clever tactics.

Some Human Cities have been taken over by warlords or evil wizards, necromancers, or cults. Others are ruled by local nobles or town councils. A few have been turned into permanent bases for powerful Orc warbands, instead of being looted. Human adventurers, mercenaries, and freebooters can often be found roaming the wilderness, and will usually attack small warbands if they think they can get away with it. Barbarian humans tend to live in remote villages, or often as wandering nomads. They are usually fierce warriors. Some are willing to deal with Orcs, though most will hate you as much as the Imperials do.

Elves-

Live in deepest parts of forests and jungles. Few in number. Survivors are suspicious and xenophobic.

Humans caught in their territory will be turned away, Orcs will be killed.

Dwarves-

Sworn enemies of Orcs. Live in mountain holds and fortresses. Will defend their homes to the death, but will rarely be found abroad.

Trolls-

Big, powerful, stupid. Will eat humans whenever possible. May sign on as mercenary for Orc Warband if the grub is good.

Others:

Undead (Plentiful in war-ravaged world) Lizardmen/Dragonmen Giants/Ogres Demons The Orkish invasion has left much of the Empire as unpopulated wilderness, meaning that there are lots of dangerous beasts and monsters wandering about as well.

Adventures:

Raiding/Extorting human settlements, fighting other warbands, gathering new Orcs to your warband, hunting for food/loot, exploring ruins, enslaving a city or village, re-uniting warbands under your banner.





Orkworld Quest

Introduction

Card & Dice game for 2-4 players. Based on the Orkworld RPG by John Wick. Each player controls a Tribe (Gathum) of Orks.

Disclaimer

Orkworld is a copyrighted property. This is merely a fan site.

Victory

The first player to accumulate 25 Fana (Fame) points and survive is the winner. You may use teeth, pebbles, or bone fragments to represent Fana.

Population

Use Metal or plastic figures to represent your Population. 1 Figure = 1 Ork. You can have a maximum of 1 Household (Orkum) Totem per 10 Orks rounding down

1D6	Result:
0 or less	1D6 Orks Starve & Birth Roll -3 & All Orks -1 Force this turn
1	2 Orks Starve & Birth Roll -2 & All Orks -1 Force this turn
2-3	1 Ork dies from hardships & Birth Roll -1
4-5	Just Enough Food
6	Good Hunting: Birth Roll +1
7 or more	Abundance: Birth Roll +2

A number of cards will modify the Hunting roll.

Birth Phase

Roll 1D6. This is the Birth Roll. Increase your Population by this number. A number of cards will modify the Birth roll.

Culture Phase

You may (play/attach) cards to your Tribe or individual Ork figures. This includes: Weapons, Armor, Items, Modifiers. (This includes modifiers attached to opposing players Orks) A single Ork may only have one Armor and one Weapon card attached.

Cards attached to a figure are placed under it. Tribal Items & Modifiers are placed face up in front of you.

Setup

You start the Game with 10 Orks and a hand of 6 cards. The ugliest player goes first (or roll high if it's a tie)

Fana Pile

Keep next to you a pile of Foe cards you defeated. These are worth Fana (Fame) = one-fifth their Force. (Example: Men with 20 Force = 4 Fana)

Turn Sequence

Players take turns. Each turn has 7 phases: Trouble Phase Hunting Phase Birth Phase Culture Phase Foe Phase Battle Phase Healing Phase

Trouble Phase

Draw 3 cards. Max hand size is 9 cards. Discard excess cards.

Hunting Phase

Roll 1D6. This is the Hunting Roll.

Foe Phase

Any opponent may play one Foe card on you. 2 or more cards of the same Foe may be played - They add their Force together. You must fight it in Battle Phase.

You may play a Foe card on yourself. (This is called looking for Trouble)

Battle Phase

1. Calculate the Force Total for your Orks.
Ork Force Total = # of Ork Figures + Modifier & Relic card Bonuses. You may play appropriate Event cards to increase your Orks Force Total.

2. Determine the Force Total for the Foe.

3. Each side adds 1D6x10 to their Total. These are the Battle Rolls.

4. Determine the winner. The side with the higher modified Total is the Winner.

5. Roll 1D6. This is the Casualty Roll. This many

Orks are killed.

Repeat the above 6 steps until the Foe loses or you choose to Flee the Battle. If the Foe loses, put the Foe card into your Fana Pile. A Foe card in a Fana pile is worth Fana = 1/5 of its Force.

Fleeing Battle

You may Flee the Battle, but you automatically take 1D6 casualties.

Ork Casualties During Battle

For every casualty, discard one of your Ork figures. Also Discard all cards attached to a discarded figure. If you are reduced to zero population, you lose the game.

Healing Phase

Roll 1D6 for every Ork (with an attached card or Blood Token) killed in battle this turn. These are Heal-

ing Rolls. On a roll of 6+ the Ork is not killed.

For every Ork killed in Battle put a Blood Token on a surviving Ork. (You don't get to do this if you Fled) The Ork with the blood Token has +1 Force. An Ork can only ever have 1 Blood Token.

Card Type Notation

M Personal Modifier

O Tribal Modifier

E Battle Event

N Non-Battle Event

F Foe

W Weapon

A Armor

T Tribal Item

P Personal Item

Relic = Weapons, Armor, or Items Disgraced = Play on Opponent's Ork

Trouble Deck Card List

Card Name:	Type	#	Force	Notes:
Zhoothraka	M	2	+4	War Chief
Strong Thraka	M	6	+2	Ork Warrior
Gifted Tala	O	2	-	Ork Bard: Gain Fana +1 per Totem
Gentle Dowmga	O	1	-	Ork Mother: Healing Rolls +1
Healthy Dowmga	O	1	-	Ork Mother: Birth Roll +1
Wise Shaman	O	2	-	Culture Phase: Look at next 2 cards
Badger House Totem	O	1	-	All Cards in Trouble Pile Fana +1
Boar House Totem	O	1	-	Healing Roll +1
Rabbit House Totem	O	1	-	Birth Roll +1
Reindeer House Totem	O	1	-	Force +3
Wolf House Totem	O	1	-	Hunt Roll +1
Elk Migration	N	1	-	Hunt Roll +2
Goblins	F	4	10	Great Hordes
Wood Spiders	F	1	10	Giant & Intelligent
Doomla (Witch)	F	1	10	Ork Black Magic; Steals Children
Manoo (Men)	F	4	20	Imperial Legionnaires
Rival Ork Tribe	F	2	20	Territorial Dispute
Bring to Battle	F	2	-	Fight Target Opponent Player's Tribe
Trolls	F	1	20	
Ogres	F	1	20	
Shtoontee (Dwarves)	F	2	30	Heavily Armored Berserkers
Ghosts	F	1	30	
Ghanta (Giants)	F	1	30	
Ahlvsees (Elf) Slavers	F	2	40	Flying Chariots & Sorcery
Dragon	F	1	50	
Harsh Winter	N	1	-	Hunting Roll -2
Broken Spear	E	1	-	Discard target Spear
Irika (Foolish Pride)	M	1	-1	Disgraced
Mawgd (Coward)	M	1	-1	Disgraced
Eat Ork Stomach	M	1	-1	Disgraced
Wa	E	4	+4	Berserker Trance

Card Name:	Type	#	Force	Notes:
Man Slayer Spear	W	1	-	Force +3 vs Men
Dwarf Slayer Spear	W	1	-	Force +3 vs Dwarves
Eat Ork Spleen	M	1	+1	Courage
Eat Ork Brain	M	1	+1	Cunning
Eat Ork Lungs	M	1	+1	Endurance
Eat Ork Hands	M	1	+1	Prowess
Eat Ork Heart	M	1	+1	Strength
Iron Tipped Spear	W	2	+1	Most are Flint or Bronze
Household Spear	W	2	+1	Worth 1 Fana
Empowered Spear	W	2	+2	Worth 2 Fana
Legendary Spear	W	1	+3	Mythic: Worth 3 Fana
Bold Stand	E	2	+5	
Zha!!!	E	2	+5	Charge
Butanee!!	E	1	+4	Shield Wall
Fight Bravely	E	2	+4	
Scouts	E	2	+5	
Yield the Field	E	1	-	Discard Foe in Foe Phase
Taunts	E	2	+3	
Healing Arts	N	1	-	Healing Roll +2
Surgery	N	1	-	Healing Roll +2
Medicines	N	1	-	Healing Roll +2
Trick Foe	E	2	+5	Dwarves are Dumb
Hostages	N	1	-	Opponent must give you 3 cards
Provisions	E	2	+2	Or Hunting Roll +2
Strange Visions	N	1	-	Look at Opponents Hand
Dreams	N	1	-	Look at next 7 cards in Deck
Thrown Spears	E	1	+3	
Counter Attack	E	1	+4	
Good Luck	E	1	+2	Or +1 to any Roll
Surprise Attack	E	1	+5	
Battle Advantage	E	1	+5	
Rain of Arrows	E	1	+4	Young Thraka Archers
Reindeer Cavalry	E	2	+5	
Steal Bride	N	1	-	Birth Roll +2
Gooleeala Rite	N	1	-	Birth Roll +2 (Coming of Age Ritual)
Thwak (Steal)	N	4	-	Take control of target Relic
Spears are Long	E	2	+4	Swords are Short, Men are Dumb
Dragon Head Cauldron	T	1	-	Hunting Roll +1; Worth 3 Fana
Blessed by Keethdownmga	N	1	-	Great Goddess Mother: Birth Roll +3
Blessed by Pugg	M	1	+2	God of Trickery
Blessed by Bashthraka	M	1	+2	God of Warfare
Secrets of Gowthdukah	N	1	-	God of Knowledge: Draw 3 cards
Spuh!!	N	1	-	Bad Luck. Opponent discards 2 cards
Winter Home	N	1	-	Dooladay: Hunting Roll +1
Summer Village	N	1	-	Eetalday: Hunting Roll +1
Poola (Desperate Food)	N	1	-	Hunting Roll +1
Bone Stew	N	1	-	Hunting Roll +1
Bala (Honey Mead)	N	1	-	Hunting Roll +1
Roast Auroch	N	1	-	Hunting Roll +1
Ork Bread	N	1	-	Hunting Roll +1
Gayla (Feast)	N	1	-	Hunting Roll +1
Gather Sooeta (Honey)	N	1	-	Hunting Roll +1
Dracha Ritual	N	1	-	Hunting Roll +1 (Eat Fallen Ork)

Card Name:	Type	#	Force	Notes:
The Walking Stone	P	1	-	Hunting Roll +1; Worth 3 Fana
Severe Winter	N	1	-	Hunting Roll -3
Birthmark	M	1	+1	Auspicious Birth
Triplets	N	1	-	Birth Roll +2
Difficult Birth	N	1	-	Birth Roll -2
Romance	N	1	-	Birth Roll +1
Group Duna (Sex)	N	1	-	Birth Roll +2
Disease	N	1	-	Hunting Roll -3
Shelter & Clothing	N	1	-	Hunting Roll +1
Political Strife	N	1	-	Hunting Roll -1
Brass Helmet	A	2	+1	
Round Shield	A	2	+1	Wood with Metal Boss
Leather Armor	A	3	+1	
Sense of Hearing	E	1	+3	Superior to Humans
Sense of Smell	E	1	+2	Or Hunting Roll +1
Chain Mail Shirt	A	1	+2	Very Rare
Strange Allies	E	2	+5	Versus a Common Enemy
Redeem Oneself	E	1	-	Discard target Disgraced Modifier
Bonaloo (Cave Mushrooms)	N	1	-	Look at next 7 cards in deck
Migration	N	2	-	Discard hand & draw 5 cards
Meeting of the Tribes	N	2	-	Draw 3 cards
Trade with Outsiders	N	2	-	Draw 2 cards

Solo Play

Draw only 1 card at a time. Play Foes & Negative Events against yourself the same turn.

Links

Forge Review Ravenhold Pen & Paper

Game Designers Notes

May add some cards later: Locations & Adventures.





Otherworldly Warlocks

> A Role Playing Game

Introduction

Otherworldly Warlocks (OWL) is a Fantasy Role-playing Game. Characters take the roles of Wizards, Warlocks, Warriors, Wisemen, and Wanderers Gallivanting across Alien Worlds and Demon Dimensions in search of Adventures and Artifacts of Great Power.

Player Manual

Character Generation

Introduction

Character generation proceeds in several steps:

- Character Concept
- Race**
- Gender and Name**
- Primary Attributes (Distribute 4 Points amongst 9 Attributes)**
- Secondary Attributes (Calculate)**
- Alignment (Primary** and Secondary)
- Profession (Pick a Class from the Master Class List)**
- Skills and Spells (As predetermined by Class)
- Wealth and Possessions (Starting as determined by Class)
- Advantages (Pick 2 from the List)
- Disadvantages (Pick 2 from the List)
- Culture and Homeland
- Gods Worshipped (Required if Cleric or Priest Type)

- Family/Clan
- Social Class (See Character Background)
- Reputation
- Background Story
- Personality
- Motivations
- Dependents
- Relationships

** Quickstart (Skip everything else)

Character Concept

The player should have some idea of what kind of Character he wants to create.

- A general idea to start. The details can be filled in later.
- A Great Warrior.
- A Mighty Wizard.
- A Wanderer surviving on Wits alone.
- A Worshipper spreading the will of his Patron.
- A Dusky Hooded Heroine with Bow and brace of Knives.
- A Chaos touched Warlock with Demons to do his bidding.
- A Ferocious Fighter with Dragon Blood, Ornate Armor, and a Huge Axe.
- A Crafty Artificer with Flying Machine and Staff of Blasting.
- A Shapeshifting Druid, Friend of the Forest.

Playable Fantasy Races

LS Lifespan in Years, **DV** = Dark Vision, **SL** = Size Level

Fantasy Pc Race List

Race:	LS:	DV:	SL:	Ability Mods/ Skills/ (Languages):
Human	90	No	6	Get +1 to one Extra Language, Stat, or Skill
Halfling	120	No	4	Agy+1 Cha+1 Cheer+2 Str-2 (Elven or Dwarven or Gnomish)
Wood Elf	180	Yes	4	Agy+1 Rfx+1 Str-1 (Elven)
High Elf	200	Yes	5	Wits+1 Will+1 Str-1 (Elven)
Half Elf	140	No	6	Agy+1 Wits+1 Str-1 (Elven)
Pixiekin	90	No	4	Agy+1 Cha+1 Wings Str-1 Tough-1 (Fey)
Sidhe	250	No	5	Cha+1 Will+1 Str-1 (Fey)
Dwarf	160	Yes	5	Str+1 Tough+1 Rfx-1 (Dwarven)
Ice Dwarf	150	Yes	5	Resist Cold+6 Tough+1 Agy-1 (Dwarven)
Gnome	130	Yes	4	Per+1 Cha+1 Str-1 (Gnomish)
Deep Gnome	130	Yes	4	Per+1 Agy+1 Cha-1 Str-1 (Gnomish)

Race:	LS:	DV:	SL:	Ability Mods/ Skills/ (Languages):
Orc	70	Yes	6	Str+1 Tough+1 Cha-1 (Dark)
Half-Orc	80	No	6	Str+1 (Dark)
Goblin	60	Yes	4	Agy+1 Rfx+1 Per+1 Str-2 (Dark)
Lizard Man	50	No	6	Str+1 Tough+1 Wits-1 Rfx-1 Armor+1 (Reptilian)
Snake Man	110	Yes	6	Wits+1 Cha-2 Poison Bite (Reptilian)
Simian	80	No	6	Str+2 Agy+1 Cha-1 Wits-1 (Ape)
Bird Man	80	No	6	Tough-1 Per+1 Wings (Avian)
Cat Man	70	No	5	Agy+2 Rfx+1 Str-1 Tough-1 (Feline)
Dog Man	70	No	6	Per+1 Wits-1 Any One Stat+1 (Canine)
Wolfen	70	No	6	Per+1 Str+1 Cha-1 (Canine)
Frogling	50	No	4	Jump+4 Swim+4 Per+1 Str-1 Tough-1 (Swamp)
Beast Man	60	No	6	Wits-1 Str+1 Horns or Bite or Tusks (Beast)
Turtole	110	No	6	Armor+2 Rfx-1 (Reptilian)
Ghoulie	80	Yes	6	Resist Poison+4 Resist Cold+4 Tough+1 Cha-2
Satyr	150	No	5	Carousing+4 Tough+1 Str-1 (Fey)
Faun	60	No	4	Cheer+2 Cha+1 Str-1 (Fey)
Triton	90	No	6	Swim+6 Breathe Water Arid Weak (Sea)
Jann	120	No	6	Will+1 Str+1 Fate-1 (Djinn)
Trollkin	100	Yes	6	Str+1 Tough+1 Regeneration Cha-1 Wits-1 (Dark)
Centaur	60	No	7	Horse Speed/Kick Str+1 Awkward, Climb-4 (Equine)
Nymph	60	No	5	Seduction+2 Cha+1 Str-2 (Fey)
Half-Ogre	70	No	7	Wits-2 Per-1 Cha-2 Str+4 Tough+2 (Dark)
Demonite	100	Yes	6	Will+1 Str+1 Fate-1 (Demonic)
Angelic	100	No	6	Tough-1 Wings Cha+1 (Angelic)
Elderon	300	No	6	Wits+1 Will+1 Cha+1 Rfx-2 (Elder Tongue)
Dragon Man	100	No	6	Wings Fate-1 Armor+1 Str+1 Rfx-1 (Draconic)
Beaver Folk	50	No	4	Swim+4 Bite Str-1 (Beaver)
Bear Folk	80	No	7	Str+2 Tough+1 Bite Rfx-1 Will-1 Wits-1 (Bear)
Vulpine	70	No	5	Wit+1 Per+1 Swift+1 Str-1 Tough-1 (Fox)
Dendrite	300	No	7	Armor+2 Tough+2 Str+2 Agy-2 Rfx-2 Wits-1 (Plant)
Pookah	60	No	6	Swift+1 Rfx+1 Wits-1 (Rabbit)
Ratling	40	Yes	4	Str-2 Agy+1 Rfx+1 Swift+1 (Vermin)
Penguin Folk	70	No	4	Cold Resist+4 Swim+4 Rfx-1 (Penguin)
Walrus Folk	80	No	7	Cold Resist+4 Swim+4 Str+1 Tough+1 Agy-2 Rfx-1 (Walrus)

Stats

points for any 1 Stat.

There are 9 Stats (Also called Attributes) Starting
First Level Characters Distribute 4 Points. Max 3

#	Stat:	Notes:
1	Strength	Muscles, Mighty Deeds, Damage
2	Toughness	Stamina, Endurance, Resisting Wounds
3	Agility	Attacking
4	Reflexes	Defending
5	Perception	Detecting
6	Charisma	Persuasion
7	Wits	Intelligence
8	Will	Bravery, Willpower
9	Fate	Luck, Divine Favor, Destiny

Secondary Stats

- Ranged Attack Bonus = Agility
- Defense Bonus = Reflexes

- HTH Damage Bonus = Strength
- HTH Attack Bonus = Agility

Wound Limit

- Non Spell Casters Wound Limit = 3 + Toughness + (1 per 2 Levels)
- Spell Casters Wound Limit = 2 + Toughness + (1 per 3 Levels)

Power Points

- Power Points = 1 + Will + Wits
- Power Points are used by Spell Casters to Cast Spells.
- Power Points are Regenerated overnight.

Fate Points

- Fate Points = 1 + Fate
- A Fate Point can be Spent to reroll 1 target Roll the Character Makes.
- Fate Points are regenerated overnight.

Movement Rate

Movement Rate = 5 x (SL + Agility)

Levels And Starting Skills

Player Characters start at First Level. A Starting Character has Skills/Spells according to his class description. Spell Casters may with the GM's approval switch which Spells they know.

Starting Spells

These are determined by the choice of Character Class.

Sources Of Magic

Every Spell Caster has a Source of Magic. There are many possible sources of Magic: Wizardry, Divine, Druidism, Mental, Elemental, Necromantic, Witchcraft, Fey, Illusions, Alchemy, Artifice, Technomancy, Shamanism, Diabolism, etc. A Character will usually get his magic from just one or a very few sources.

Each source will be limited as to which Spells they can use per the GM.

Power Points

A Spell Caster uses up Power Points (PP) to Cast Spells. One PP per Spell. Some Skills and Relics add to PP for Spell Casting Only.

Saves

Beings that are the target of Spells may make a Saving Throw to try to avoid its effects.

Spells And Levels

Knowing the Level of the Caster and the Targets is critical for many Spells. In the Monster Lists the Monster Level will be given as LV.

Alignment

The Characters Alignment will usually match that of his Gods. There are two Primary Axes:

- Law - Chaos
- Good - Evil

Alignment on any Axis can change depending on the Characters actions. Primary Axes are suitable for some purposes, however other Secondary Axes can Flesh out a Characters Personality.

There are multiple possible Secondary Axes:

- Realist - Imaginative (How you deal with Information)
- Rational - Passionate (How you make Decisions)
- Extravert - Introvert (How you are Focused)
- Judgmental - Flexible (How you Live your Life)
- Disciplined - Wild (Your Degree of Self-Control)
- Super Ego - Ego (Do you care more about yourself or Others)

Advantages

A Starting Character picks 2 Advantages. These are similar to Skills, but harder to come by. You are usually born with them, but occasionally you can acquire them later in life. Purchase like Skills.

Advantage List

- Ambidextrous - No penalty for Off-Hand actions.
- Animal Magnetism - Get +1 when dealing with Animals.
- Animal Reflexes - Get +1 to Reflexes
- Animal Senses - Get +1 to Perception.
- Angelic - Get +2 when dealing with Angels and Devas.
- Bravery - Get +4 to Saves vs Fear.
- City Dweller - Get +1 to all rolls while in Cities.
- Common Sense - Get +1 to Wits.
- Danger Sense - Get +1 to perceive Hidden Threats.
- Deftness - Get +2 to Agility Saving Throws
- Demonic - Get +2 when dealing with Devils and Demons.
- Desert Dweller - Get +1 to all rolls in Desert Environments
- Devious - Get +2 to Wit Saving Throws
- Direction Sense - Instinctively know directions. Good for Mazes.
- Divine Blessing - Get +1 to Fate.
- Djinn Blood - Get +2 when dealing with Djinn.
- Double Jointed - Get +4 to Escape Bonds.
- Eagle Eye - See Things Far Away.
- Endurance - Fatigue effects are halved.
- Fey Blood - Get +2 when dealing with Fey.

- Giant Blood - SL +1. Get +2 when dealing with Giants.
- Good Aim - Get +1 to Attack.
- Good Looking - Get +1 to Charisma.
- Great Physique - Get +1 to Strength.
- Green Thumb - Adds +2 to other Growing type skills.
- Dark Vision - See Heat Signatures. Racial Ability.
- Instinct - Get +1 to Defense.
- Inner Calm - Get +2 to Save vs Anger and Frustration
- Iron Mind - Get +2 to Save vs Mind Control, Confusion, and Madness.
- Language Prodigy - Start knowing an extra 3 Languages.
- Magic Prodigy - Get +2 to Power Points.
- Magic Resistance - Get +1 to save vs Spells and Spell Like Effects.
- Magic Sense - Can always Detect Magic.
- Math Prodigy - Get +4 to Math Skills.
- Mental Clock - Time Things Perfectly. Get +1 to Reflexes.
- Music Prodigy - Get +4 to Music Skills.
- Night Vision - No penalties when Outside at Night.
- Perfect Memory - Get +4 to Remember important Details.
- Peripheral Vision - You can Detect Things behind you.
- Prowess - Get +1 to HTH Attack Rolls.
- Resist Poison +4 Save
- Resist Disease +4 Save
- Resist Cold +4 Save
- Resist Hunger +4 Save
- Resist Paralysis +4 Save
- Sea Legs - Get +1 to all rolls while on a Boat
- See Illusions - Perception Bonus
- See Invisible - Perception Bonus
- See Ley Lines - Power Point Bonus if close (Max 1 Level) Spirit Sight - See Spirits
- Situational Awareness - Get +4 to Save vs Confusion
- Quick Healing - Get +1 to Daily Healing Roll.
- Unshakeable - Get +1 to Will.
- Well Traveled - Get +2 to Geography and History.

Disadvantages

Each player Character starts with 2 Disadvantages. A player might acquire them along the way. Trying to find a Cure might be the reason for a quest.

Disadvantages Sample List

- Accident Prone (20% Fumble on regular Failures)
- Albino (Easily Recognizable. -1 Charisma Penalty)
- Animal Aversion (Animals Dislike you. No Animal Skills)
- Appetite for Conquest
- Appetite for Destruction
- Asthmatic (Fatigue in Half the Time)

- Blindness (Bad Sight. -4 Perception, Combat Penalties)
- Branded (Marked as a Criminal; get -4 Charisma with Lawful Characters)
- Color Blind (Perception penalty in some Rare cases)
- Control Freak (Need to Dominate)
- Cowardice (-4 Morale Penalty)
- Cursed (Major Curse. Hard to Break)
- Deafness (Bad Hearing. -2 Perception, Combat Penalties)
- Deathwish (Survivors Guilt)
- Disfigurement (Charisma Penalty. Hard to Hide)
- Distrust Magic (Avoids Spell Casters and Using Relics)
- Distrust Dwarves (Avoids any Dealings with them)
- Distrust Elves (Avoids any Dealings with them)
- Distrusted (People Dislike you. -2 Charisma Penalty)
- Drug Addiction (Opioids, Stimulants, Hallucinogens)
- Dull (-2 Reflexes Penalty)
- Flighty (-2 Willpower Penalty)
- Foppish (Wears, Protective of Expensive Clothing)
- Forgetfulness (Names, Items, Tasks)
- Foreigner (Misunderstood and Disliked by Many. Charisma -1)
- Gambling Addiction (Will Gamble every opportunity possible)
- Gigantism (SL +1. Some Disfigurement)
- Glutton (Overeats. Needs double Rations)
- Greed (Acquisition of Gold is the Top Priority)
- Hedonist (Need for Pleasure)
- Hemophilia (All your Wounds get the Bleed Effect)
- Inferiority Complex (Need to Overcompensate)
- Lame (-10 Movement, -2 Combat Penalties)
- Madness (Major Delusions, Will come under GM's Control)
- Midget (SL -1. Some Disfigurement)
- Miserly (Will spend as little money as possible)
- Mutant (Has a Chaos, Physical, or Magical Mutation)
- Mute (Cannot Speak at All. Communication Difficulties)
- Multiple Personalities (Each with their own Delusions)
- Need for Glory (Giant Ego. Makes bad Choices)
- Night Blind (-1 Penalty to Actions in Darkness)
- Nocturnal (Up all night, Sleeps all Day)
- Nymphomaniac (Sexual Appetite)
- Obese (Overweight. Penalties to Charisma, Speed)
- Obsession (Usually Magical Power)
- One Arm (Or One Hand. Penalizes, Limits some Activities)
- One Eye (-1 Perception, -1 Charisma Penalties)
- Paranoia (Everyone is out to get you)
- Perversion (Sexual Deviant)
- Phobia of Animals (No Riding, Animal Skills)
- Phobia of the Dark (Fail to Act. Run Away)
- Phobia of Heights (Incapable of Action. Might Fall)

- Phobia of Monsters (Flee, Scream, Attack Wildly)
- Phobia of Magic (Cannot Cast Spells or use Items)
- Phobia of Tight Spaces (Must get Away, Panicky)
- Phobia of Water (No Swimming, Nautical Skills)
- Physical Weakness (-1 Strength Penalty)
- Psychopath (Unrepentant Murderer, Torturer)
- Pyromania (Wants to see the World Burn)
- Seizures (GM determines Frequency, Severity, Duration)
- Skin Condition (-1 Penalty to all actions)
- Sociopath (Breaks Taboos, Social Contracts, Social Norms)
- Superstitious (In Numerous situations you may fail to act)
- Rashness (Will Act before Thinking or Planning)
- Repulsive (Bad Personal Hygiene. -2 Charisma Penalty)
- Sickly (-1 Toughness Penalty)
- Slow (Swift -1)
- Stupid (-2 Wits Penalty)
- Stuttering (Communication Difficulties, -1

- Charisma Penalty)
- Taciturn (Speaks very Little. -1 Charisma Penalty)
- Tone Deaf (No Musical, Singing Skills)
- Tremors (Shaky Hands. -1 Penalty to Agility)
- Tourette's (Constantly Cursing, -2 Charisma, -4 Stealth)
- Uncoordinated (-1 Penalty to Agility)
- Weakness to Alcohol (Constantly getting Drunk)
- Weakness to Men/Women (Sexual Desire. When Tempted Save at -4)

Character Background
Background Events

Roll or Pick one or more events from the Table. Players are encouraged to really dive in and flesh out Their characters Background Story. The GM needs to Approve of the story. The GM may want to change or Add details to better fit his campaign.

Background Events Table

1D100	Event:
1	Your Village was killed off by Marauders
2	Birthmark Indicates an Important Destiny
3	Born During Major Astronomical Conjunction
4	Escaped Slave
5	Witness to or Subject of a Powerful Omen
6	Raised by Gypsies
7	Family Member or Best Friend Disappeared
8	Raised by Thieves Guild to be a Pick Pocket
9	Parents are Exiled Nobility
10	Family Member or Friend Imprisoned
11	Family Member has become a Vampire
12	True Love Abducted
13	Raised by Pirates or Bandits
14	Raised by Animals or Monsters
15	Shipwreck Survivor
16	Raised by Monks in a Monastery
17	Parents Murdered by Evil Sorcerer
18	Made Discovery as Apprentice. Master Took Credit
19	Last Surviving Heir
20	Subject of Prophecy
21	Suffering from Tragedy. Drink to Forget
22	Raised by Humanoids or Demi-Humans
23	Family Curse
24	Entered this World through one way Portal
25	Mentor was a Great Master
26	Reincarnation of a Legendary Hero
27	Homeland Conquered
28	Forbidden Love
29	Haunted by Ghost
30	Found or Inherited Important Relic

1D100	Event:
31	Price on your Head
32	Father is a God. Pawn of the Gods
33	Trained to a High Degree
34	Last Members of a Dying Race
35	Cursed by a Witch
36	Raised by Fey
37	Refugee
38	Lycanthrope or Under Enchantment
39	Special Companion
40	Evil Stepmother
41	Little Brother Taken by Goblins
42	Illegitimate Birth
43	Raised by Aunt/Uncle/Grandparents
44	Orphan. Raised by Guardian/Foster Parents
45	Inherited a Mansion/Castle/Inn
46	Unusual Birthplace or Birth Circumstances
47	Identical or Fraternal Twin
48	Many Siblings
49	Received Major Blessing
50	Family Legacy: Guardians
51	Raised by Cult to be an Assassin
52	Traumatic Event
53	Guardian Angel or Fairy Godmother
54	Grandfather was a Treasure Hunter
55	Betrothed at a Young Age
56	Mysterious Benefactor
57	Secret Identity. In Hiding
58	Bound Demon in Tattoo Seal
59	Sibling in league with Evil Spell Caster
60	Friends or Family Members are Rebels
61	Unleashed a Great Evil
62	Joined the Circus
63	Religious Experience
64	Childhood Friend became Nemesis
65	Self or Family or Cause Betrayed
66	Dormant or Manifest Magical Power
67	Family Social Class Increased/Decreased
68	Travelled Widely
69	Witness to a Crime
70	Know an Important Secret
71	Befriended a Noble
72	Accused of a Crime
73	Honorable or Dishonorable Military Service
74	Visited by Planar Entity
75	Life Changing Romantic Encounter
76	Saved Somebody's Life
77	Organized Crime, Underworld Contacts
78	Owe Someone a lot of Money
79	Marriage Proposal
80	Minor or Major Fame or Parents Famous
81	Green Thumb. Eagle Eye. Special Talent. Gifted
82	Terrible Accident
83	Disowned by Parents

1D100	Event:
84	Unusual Pet
85	Sibling Rivalry
86	Kissing Cousin. Unusual Suitors
87	Immigrant Story
88	Self or Family Blackmailed
89	Lived on the City Streets. Criminal Activity
90	Owe Allegiance a Guild Faction
91	Actually a Creature polymorphed into Human Form
92	Battle Scars
93	Unrequited Love
94	Circle of Friends
95	Possessed by a Demon
96	Lost for a Long Time
97	Heroic Action
98	Business Experience
99	Tortured
00	Physical or Medical Condition

Personality Traits

The player should pick one or more off the List.

Personality Traits List

Abrasive, Addict, Aesthetic, Affectionate, Aggressive, Aloof, Altruist, Amoral, Anarchic, Angry, Antagonistic, Anxious, Apathetic, Argumentative, Arrogant, Assertive, Avaricious, Barbaric, Blaming, Blustering, Bold, Brave, Callous, Calm, Careful, Cautious, Chaste, Cheat, Cheerful, Chivalrous, Clean, Clever, Comforting, Compassionate, Confident, Conservative, Conscientious, Considerate, Courageous, Courteous, Cowardly, Craven, Creative, Cruel, Curious, Day-Dreamer, Deceitful, Dependable, Dependent, Depraved, Depressed, Deviant, Diabolical, Diplomatic, Disciplined, Disrespectful, Driven, Drunkard, Dullard, Earnest, Easy-Going, Egalitarian, Egotistical, Emotional, Emotionless, Energetic, Enthusiastic, Envious, Ethical, Even-Tempered, Exacting, Extrovert, Fanatical, Fearless, Filthy, Flighty, Flippant, Follower, Foolhardy, Foolish, Foppish, Forceful, Forgiving, Foul, Friendly, Frivolous, Fun-Loving, Generous, Gentle, Gloomy, Greedy, Grim, Happy, Hard-Hearted, Harsh, Hateful, Haughty, Hedonist, Helpful, Honest, Honorable, Hostile, Hot-Tempered, Humble, Humorous, Iconoclastic, Illogical, Imaginative, Immaculate, Immature, Immoral, Impatient, Impure, Inquisitive, Insane, Insecure, Insensitive, Intellectual, Intolerant, Introvert, Irreverent, Jealous, Jolly, Judgmental,

Kind, Lazy, Leader, Lecherous, Liar, Liberal, Logical, Loving, Lustful, Malevolent, Maniacal, Manipulating, Martyr, Materialistic, Miserly, Mean, Modest, Moody, Morbid, Morose, Mysterious, Neurotic, Obsequious, Obsessive, Obstructive, Opinionated, Optimist, Organized, Overbearing, Passive, Patient, Peacemaker, Perfectionist, Perverted, Pessimist, Pious, Prankster, Pretentious, Psychopath, Punctual, Pure, Rash, Reliable, Reserved, Respectful, Responsible, Restrained, Retiring, Reverent, Romantic, Rough, Rude, Sadistic, Saintly, Scheming, Scrupulous, Secretive, Self-Centered, Self-Sufficient, Selfish, Selfless, Sensitive, Serene, Serious, Servile, Skeptic, Slothful, Slovenly, Sober, Sociopath, Soft, Solitary, Spendthrift, Stern, Studious, Suave, Superstitious, Suspicious, Taciturn, Tactful, Tactless, Talkative, Tardy, Tolerant, Thoughtless, Thrifty, Trusting, Truthful, Undisciplined, Unforgiving, Unfriendly, Unrefined, Unscrupulous, Untrustworthy, Vain, Vengeful, Violent, Virtuous, Vivacious, Warlike, Warmhearted, Wastrel, Well-Mannered, Wise, Worrying, Zealot

Motivations

Why you do the things you do. This needs to answer the Question: Why did you become an Adventurer? If what you roll does not work simply pick one that does. Similar to Personality Traits but not exactly. For example you may have a Friendly Personality, but Friendship is not your main Motivation.

Motivation Table

1D100	Motivation:
1	Practicality, Common Sense
2	Social Climbing, Socializing

1D100	Motivation:
51	Pranks, Trickery
52	Unresolved Past Event, Clear Your Name

1D100	Motivation:
3	Creation, Craftsmanship, Artistry
4	Find Fame
5	Purity, Uncorrupted, Self-Control, Virtue
6	Competition, Struggle, Conflict
7	Responsibility, Seriousness
8	Romantic Love. Looking for Love
9	Knowledge, Lore
10	Teaching, Sharing
11	Community Involvement
12	Performance, Storytelling
13	Freedom
14	Travel, Exploration
15	New Experiences, Adventure
16	Curiosity, Mystery, Strangeness
17	Domination, Control
18	Desire, Lust, Passion
19	Anarchy, Chaos, Disruption
20	Law and Order
21	Greed. In it only for the Money
22	Work, Dream Job
23	Family Ties
24	Friendship
25	Revenge
26	Extremist, Fanaticism
27	Being the Best
28	Simple Life, Comforts, Normalcy
29	Safety, Security
30	Food, Gluttony, Eating
31	Collecting, Gotta Catch em All
32	Raw Power, Magical Power
33	Self-Importance, Ego, Pride
34	Self Degradation
35	Amusement, Humor, Comedy
36	Defending, Protecting, Savior
37	Destruction, Murder, Killing
38	Honor, Chivalry
39	Find Fortune
40	Stealing, Thievery, Score
41	Gossip, Drama, Unpredictability
42	Rebellion, Social or Political Change
43	Hatred, Contempt
44	Disgust, Horror, Macabre, Dark Secrets
45	Rank, Social Class
46	Affinity for Nature, Animals
47	Mastery
48	Wisdom, Insight, Find the Truth
49	Morals, Ethics, Advocacy
50	Beauty, Perfection

1D100	Motivation:
53	Faith, Religious Belief
54	Response to Mockery
55	Hedonism, Pleasure
56	Noble or Ignoble Goal
57	Survival, Escape
58	Find Someone or Something
59	Service, Undying Loyalty
60	Heal, Help People
61	Looking for a Purpose in Life
62	Correct an Early Mistake
63	Inferiority Complex
64	Acknowledgement from Parent, Rival
65	Wants to Fulfill a Destiny
66	Compulsion to Help Everybody
67	Protecting the Weak and Innocent
68	Find the Best Mate, Marriage Possible
69	Pay off or Settle a Debt, Repay a Kind Act
70	Conquest, Rulership
71	Envy, Resentment
72	Demotivation, Disinterest, Apathy, Sloth
73	Create or Destroy a Dystopia
74	Embodiment of an Abstract Concept
75	Destroy Enemies
76	Gambling, Addiction, Dependency, Insanity
77	Family Honor
78	Clan, People, Place, Homeland
79	Justice Shall Prevail
80	Spread Joy, Cheer, Happiness
81	Guilt, Survivors Guilt, To Not Fail Again
82	Discovery, For Science
83	Evil for its own Sake. Playground of Evil
84	Freudian Excuse
85	Glory Seeker, Glory Hound
86	Looking for a Cure
87	Hidden Agenda
88	Home Sweet Home
89	Rationality, Logic
90	Humble Goal
91	For Self: Immortality, Beauty, Strength
92	New Start, Start Over
93	Wants to be Special
94	Excitement, Adrenaline, Danger
95	Prove your Masculinity
96	Bring Someone Back. Regain something Lost
97	Fear, Anger, Rage, Wrath
98	Oath, Promise, Vow, Resolution
99	Boredom, Ennui
00	Want a Specific Artifact, Relic

Culture And Homeland

Cultures come in 5 types: Primitive, Nomad, Barbarian, Kingdom, Imperial. These will limit available

Professions and Skills. The player must also pick his starting Homeland according to the Campaign setting and what the GM allows. Homeland will also further

limit available Professions, Skills, Languages, and Patrons.

Gods Worshipped

The Character may worship some, none, or all of the Gods. Players should check out the Gods and Patrons Section to make a Selection or go by what the GM offers. Worship may range from a token affinity to priestly devotion.

Dependents Table/list

1D30	Dependents
1	Parents
2	Mother
3	Father
4	Sibling(s)
5	Brother(s)
6	Sister(s)
7	Husband or Wife
8	Children
9	Grandparent(s)
10	Aunt and/or Uncle
11	Cousin(s)

Family/clan

What Family and/or Clan you belong to. This will also determine other things like Social Class, Dependents, and Background Story. a powerful family can mean that in addition to wealth and other Resources, you have obligations and enemies as well. In real life you can't pick your family, but in RPG's you can, so have fun with it and be creative.

Class Table

1D6	Social Class:
1	Slave or Escaped Slave
2	Lower Class
3	Lower Class

Wealth And Possessions

Starting Characters get only what the GM gives them per their Class Description. Different worlds will have very different class systems and measures of wealth. In general most Adventurers can expect to start things off with only the clothes on their back, a couple of weapons, and a handful of Coins in a pouch.

The player may be a Landowner. His Estates will have value and will generate incomes. Only some of a Characters wealth may exist in liquid form: Gold Coins and equivalents. Servants and slaves have value.

Dependants

These are living Friends and Relatives you still see on a regular basis and Who depend on you in some way. You may be especially close. They may Need financial Support. They may need Supervision or Protection. They May be worried about you or expect you home for dinner. You are Wanted and needed. You have both support and obligations. Pick freely off this List and/or Roll 1D6 - 2 Times on the Table to determine what dependents you have:

1D30	Dependents
12	Girlfriend/Boyfriend
13	Childhood Friend(s)
14	Drinking Buddies
15	Orphan(s) or Prostitutes
16	Villager(s) or Tribe
17	Substitute Family
18	Partner(s)
19	Pet or Monster Friend
20	Mentor
21-25	Small Family
26-30	Large Extended Family

Social Class

Every culture type will have its own set of Social Class Designations. The Profession a player has chosen will limit his choices. Once players start adventuring their social class will often change dramatically according to their fortunes.

Adventurers are often considered outsiders and will be rejected by parts of the existing social order. Players are with the GM's permission free to choose any starting Social class they like. The GM may have players pick a result or simply roll on the Class Table:

1D6	Social Class:
4	Middle Class
5	Minor Nobility
6	Greater Nobility

Magic Items are certainly of great rarity and value.

Reputation

This is highly variable. It will be limited to a time and place. It may be good or bad. It will incur a Charisma Bonus or Penalty. It is possible for a Character to have multiple Reputations in different locales. For some professions, like entertainers, reputation, or Fame, is extremely important. Many men spend a great deal of time, money, and effort cultivating their Reputation.

Character Relationships

Use the table below to quickly determine a relationship between two characters or groups.

Established Relationship Table

1D60	Relationship:	1D60	Relationship:
1	Mutual Trust	31	Exasperated
2	Strangers	32	Intimidated
3	Acquaintances	33	Idolized
4	Long Time Friends	34	Forgiving
5	Distant Relatives	35	Just Tolerable
6	Close Relatives	36	Helpful
7	Friendly	37	Teaser
8	Distrustful	38	Advisory
9	Mutual Respect	39	Questioning
10	Romantic Interest	40	Preaching
11	Business Like	41	Didactic
12	Professional	42	Best Behavior
13	Annoyance	43	Timid
14	Disgust	44	Spiteful
15	Drinking Buddies	45	Honorable
16	Argumentative	46	Flippant
17	Brotherly	47	Arrogant
18	Protective	48	Bitchy
19	Bullying	49	Commiserating
20	Nagging	50	Complaining
21	Impatience	51	Secretive
22	Codependent	52	Withdrawn
23	Envious	53	Allegiance
24	Domineering	54	Blood Debt
25	Passive Aggressive	55	Comedic
26	Take for Granted	56	Mean
27	Polite	57	Stubborn
28	Conversational	58	Shared Passion
29	Comradery	59	Low Opinion
30	Avoidant	60	Congenial

Master Class List

Adventuring Professions

Professions are listed below along with Starting Skills/Spells/Advantages.

Acrobat:

- Acrobatics+4 Dexterity+1 Quickness+1 Climb+4, Balance+2, Jump+4, Catch+1
- Items: Cloak, Costume

Adventurer: (Treasure Hunter)

- Traps+4, Sword+1, Karma+1, Muscles+1, Reflexes+1, Swift+1, Discernment+1
- Items: Sword, Dagger, Cloak, Leather Armor, Backpack, Rope

Alchemist:

- Spells: Alchemy, Transmutation
- Herbalism+4, Apothecary+4, Identify Potions+4, Throw Flask+1

- Items: 4 Minor Potions, Dagger, Staff, Robes, Double Coins

Amazon:

- Archery+1, Riding+4, Staff+1, Quickness+1, Seduction+2, Brawl+1, Climb+4
- Items: Short Bow, Horse, Staff, Dagger, Cloak, Tribal Garments, Jewelry

Archer: (Yeoman)

- Archery+2, Bowyer+4, Fletcher+4, Muscles+1, Dexterity+1, Discernment+1
- Items: Long Bow, Leather Armor, Extra Arrows, Dagger, Hand Weapon

Artificer: (Tinkerer)

- Spells: Artifice
- Engineering+4, Blacksmith+4, Relic Lore+4, Mechanics+4, Pilot+3
- Items: Minor Relic, Staff, Robes, Mechanics Tools

Assassin:

- Streetwise+4, Stealth+4, Backstab+4, Climb+4, Poison Lore+4, Dagger+1, Ambush+2
- Items: Dagger, Sword, Leather Armor, Cloak, Vial of Poison (4 Uses)

Bandit: (Brigand/Raider/Marauder/Highwayman)

- Intimidate+4, Sword+1, Archery+1, Stealth+4, Ride+4, Carousing+4, Gambling+4
- Items: Dagger, Sword, Leather Armor, Cloak, Dice
- Barbarian: (Savage)
- Muscles+1, Constitution+1, Dexterity+1, Quickness+1, Rage, Climb+4, Survival+4

- Items: Sword, Dagger, Cloak, Tribal Garments

Bard: (Minstrel)

- Presence+1, Carousing+4, Sing+4, Dance+4, Jest+4, Lute+4, Storytelling+4
- Items: Lute, Cloak, Fine Clothing, Dagger

Battle Mage: (Fighter Mage)

- Spells: Stun, Disintegrate, Force Field, Armor
- Quickness+1, Intimidation+4
- Items: Staff, Dagger, Robes, Bracers

Beast Master:

- Spells: Speak to Animals, Beast Bond
- Animal Training+4, Riding+4, Tactics+4, Presence+1
- Items: Cloak, Tribal Garment, Spear, Dagger, Animal Companion

Beggar:

- Begging+8 Streetwise+4 Gossip+4 Constitution+1 Discernment+1 Haggle+4
- Items: Rags

Berserker:

- Rage, Axe+1, Sword+1, Muscles+1 Constitution+1, Battle Cry, Swift+1
- Items: Battle Axe, Cloak, Tribal Garments

Bounty Hunter:

- Track+4, Investigate+2, Streetwise+4, Brawl+1, Crossbow+1, Swift+1, Riding+4
- Items: Leather Armor, Light Crossbow, Cloak, Rope

Burglar: (Cat Burglar)

- Locks+4, Stealth+4, Climb+4, Swift+1, Balance+2, Streetwise+4, Traps+4
- Items: Cloak, Dagger, Sack, Rope, Grappling Hook, Lockpicking Kit

Cleric:

- Spells: Heal, Cure, Turn Undead, Detect Evil, Bless
- Religion+4, Heavy Armor
- Items: Holy Symbol, Vial of Holy Water, Chain Mail, Mace, Holy Book

Commander: (General/Warlord/Battle Master)

- Tactics+4, Strategy+4, Geography+4, History+4, Riding+4, Leadership+4, Logistics+4
- Items: Sword, Cloak, Studded Leather, Maps, Dagger, Helmet

Conjurer:

- Spells: Create Weapons, Create Food, Create Shelter, Create Transport
- Arcane Secrets+4, Disguise+4
- Items: Robes

Constable: (Sheriff)

- Interrogation+4, Intimidation+4, Investigation+2, Track+4, Brawl+1, Swift+1 and
- Club+1 or Sword+1 or Spear+1 or Law+4 or Ride+4

- Items: Hand Weapon, Ring Mail, Dagger

Courtesan:

- Sing+4, Dance+4, Gossip+4, Bluff+4, Seduction+4, Etiquette+4, Stealth+4
- Items: Jewelry, Fine Clothing, Cloak, Dagger, Letters

Crusader: (Templar/Hospitaler)

- Heavy Armor, Sword+1, Riding+4, Religion+4, Joust+1, First Aid+3, Shield Bash+1
- Items: Shield, Sword, Horse, Lance, Platemail

Dancer:

- Dance+8, Dodge+1, Dexterity+1, Seduction+4, Swift+1, Quickness+1

- Items: Dagger, Costume, Cloak, Jewelry

Dervish:

- Dance+4, Sing+4, Sword+1, Sweep, Religion+4, Ride+4, and

- Musical Instrument+4 or Theology+4

- Items: Dagger, Sword, Costume, Horse

Druid:

- Spells: Entangle, Shapeshift, Speak to Animals, Armor

- Herbalism+4, Resist Disease+3

- Items: Robes, Hand Sickle, Bowl, Mistletoe, Staff

Duelist:

- Dual Wield, Sword+1, Dagger+1, Taunt+4, Quickness+1, Etiquette+4, Streetwise+4

- Items: Sword, Dagger, Cloak, Fine Clothing

Elementalist:

- Spells: Elemental Form, Fireball, Freeze, Dig

- Resist Fire+4, Resist Cold +4

- Items: Cloak, Dagger, Staff, Loin Cloth

Enchanter:

- Spells: Polymorph, Grow, Shrink, Sleep

- Dagger+1, Sense Magic+1

- Items: Robes, Dagger, Staff

Explorer:

- Geography+4, Sail+4, Ride+4, Cook+4, Language, Climb+4, Pathfinding+4

- Items: Horse, Maps, Staff, Dagger, Commoner Garb, Rope

Farmer:

- Farming+8 Gardening+4 Animal Handling+4 Discernment+1 Weather Sense+4 Herbalism+4

- Items: Pitchfork or Scythe, Knife, Common Garb, Cart filled with Radishes, Cloak

Fighter: (Myrmidon/Mercenary)

- Constitution+1, Muscles+1, Brawl+1, Dexterity+1, Heavy Armor, Find Weakness+1, and

- Sword+1 or Axe+1 or Club+1 or Hammer+1

- Items: Weapon, Dagger, Studded Leather, Shield

Fisherman:

- Fishing+8 Cooking+4 Sailing+4 Discernment+1 Luck+1 Swim+4

- Items: Net, Fishing Pole, Hooks, Lures, Knife, Common Garb, Cloak

Friar: (Lay Priest)

- Religion+4, Theology+4, Staff+1, Carousing+4, Preach+4, Cook+4, Gossip+4
- Items: Robes, Staff, Wineskin
- Giant Slayer: (Troll Slayer)
- Slay Giant+1, Muscles+1, Quickness+1, Axe+1, Swift+1, Constitution+1, Find Weakness+1
- Items: Battle Axe, Ring Mail, Helmet
- Green Knight
- Spells: Armor, Fear
- Riding+4, Sword+1, Heavy Armor, Joust+1
- Items: Shield, Sword, Horse, Lance, Platemail
- Guard: (Bodyguard/Sentinel)
- Alertness+2, Protect+4, Sword+1, Intimidate+4, Block+1, Gambling+4, Gossip+4
- Items: Sword, Chainmail, Shield, Helmet
- Guide:
- Ride+4, Geography+4, Streetwise+4, Pathfinding+4, Investigation+2, Haggle+4, Survival+4
- Items: Cloak, Dagger, Staff, Commoner Garb, Horse
- Gypsy: (Wanderer)
- Ride+4, Streetwise+4, Fiddle+4, Dancing+4, Carousing+4, Gambling+4, Storytelling+4
- Items: Fiddle, Costume, Cloak, Dagger, Horse
- Healer:
- Spells: Heal, Cure
- First Aid+4, Diagnosis+4, Midwife+4, Herbalism+4
- Items: Robes, Staff, Herbs
- Herder: (Shepard)
- Animal Handling+8 Ride+4 Alertness+1 Beast Lore+4 Climb+4 Swift+1
- Items: Staff or Whip, Knife, Common Garb, Cloak
- Hunter:
- Track+4, Cook+4, Ride+4, Archery+1, Discernment+1, Survival+4, Animal Lore+4
- Items: Bow, Hand Axe, Spear, Dagger, Cloak, Horse or Hunting Dogs
- Huscarl:
- Axe+1, Heavy Armor, Protect+4, Battle Cry+1, Constitution+1, Muscles+1, Ride+4
- Items: Chain Mail, 2H Axe, Helmet, Cloak, Horse, Dagger, Spear
- Illusionist:
- Spells: Mirror Images, Phantasmal Terrain, Phantasmal Foe, Glamour
- Stealth+4, Swift+1
- Items: Robes, Dagger, Staff
- Inquisitor:
- Interrogate+4, Intimidate+4, Religion+4, Heavy Armor, Theology+4, Ride+4, Oratory+4
- Items: Chain Mail, Cloak, Dagger, Holy Symbol, Inquisitors Book, Sword or Mace
- Jester: (Harlequin)
- Jest+4, Juggling+4, Taunt+4, Dance+4, Dagger+1, Acrobatics+1, Philosophy+4
- Items: Costume, 4 Daggers, Cloak
- Knight: (Cavalier, Man-at-Arms)
- Heavy Armor, Etiquette+4, Heraldry+4, Joust+1, Sword+1, Ride+4, Brawl+1
- Items: Shield, Sword, Horse, Lance, Platemail

Mariner: (Sailor)

- Sailing+4, Navigation+4, Fishing+3, Carousing+4, Gambling+4, Climb+4, Brawl+1
- Items: Dagger, Charts, Sextant, Compass, Commoners Garb, Cloak

Merchant: (Trader)

- Haggle+4, Appraisal+4, Dagger+1, Riding+4, Streetwise+4, Etiquette+4, Accounting+4
- Items: Robes, Dagger, Horse, Wagon, Satchel, Double Coins

Miner:

- Mining+4 Dig+1 Pick+1 Carry+1 Appraisal+4 Carry+1 Muscles+1
- Items: Pick, Hammer, Shovel, Common Garb, Torches, Candles, Tinderbox, Sack, Rope

Monk:

- Dexterity+1, Quickness+1, Slow Fall+4, Meditation+4, Catch+1, Brawl+1, Staff+1
- Items: Robes or Costume, Staff

Monster Hunter:

- Slay Monster+1 Sword+1 Heavy Armor Monster Lore+4 Muscles+1 Track+4 Trap+4
- Items: Sword, Spear, Long Bow, Dagger, Plate Mail, Monster Head

Mountain Man: (Highlander)

- word or Axe+1, Dagger+1, Climb+4, Sing+4, Carousing+4, Taunt+4, Herding+4
- Items: Sword or Axe, Dagger, Sling, Commoner Garb, Cloak

Mystic: Spells: Astral Projection, Hallucinate, Pleasure, Unbind, Calm

- Herbalism+3, Meditation+3
- Items: Robes, Pipe, Pipeweed, Herbs, Staff

Noble: (Prince, Count, Duke, King)

- Etiquette+4, Heraldry+4, Sword+1, Diplomacy+4, Riding+4, Carousing+4, Detect Lie+4
- Items: Fine Clothing, Cloak, Sword, Dagger, Horse, Double Coins, Jewelry

Nomad:

- Ride+4, Sword+1, Dagger+1, Survival+4, Animal Training+4, Haggle+4, and
- Battle Cry+1 or Archery+1 or Heavy Armor
- Items: Robes or Costume, Sword, Dagger, Horse

Paladin:

- Spells: Lay on Hands
- Heavy Armor, Religion, Sword+1, Riding+4, Karma+1
- Items: Shield, Sword, Horse, Lance, Platemail

Pirate: (Corsair, Buccaneer)

- Swashbuckling, Sword+1, Dagger+1, Sailing+4, Climb+4, Gambling+4, Carousing+4
- Items: Commoner Garb, Sword, Dagger, Deck of Cards

Pit Fighter: (Gladiator)

- Muscles+1, Sword+1, Dagger+1, Constitution+1, Quickness+1, Dexterity+1, Intimidate+4
- Items: Shield, Sword, Dagger, Helmet, Loin Cloth

Priest:

- Spells: Heal, Cure, Blessing, Command, Hold
- Religion+4, Theology+4
- Items: Robes or Costume, Staff, Holy Symbol

Ranger:

- Track+4, Climb+4, Ride+4, Archery+1, Discernment+1, Survival+4, Pathfinding+4
- Items: Long Bow, Leather Armor, Sword, Dagger, Cloak, Horse

Rogue:

- Stealth +4, Climb+4, Traps+4, Locks+4, Gambling+4, Streetwise+4, Bluff+2
- Items: Leather Armor, Cloak, Sword, Dagger, Deck of Cards

Sage:

- History+4, Religion+4, Geography+4, Relic Lore+4, Language+1, Intelligence+1, Philosophy+4
- Items: Robes, Books, Scrolls, Spectacles, Staff, Dagger

Sea Raider: (Viking)

- Sailing+4, Constitution+1, Muscles+1, Navigation+4, Sword+1, Axe+1, Crossbow+1
- Items: Axe, Sword, Studded Leather, Shield, Light Crossbow, Helmet

Scout: (Outrider)

- Scout+4, Ride+4, Stealth+4, Discernment+1, Swift+1, Climb+4 Swim+4
- Items: Short Bow, Leather Armor, Sword, Dagger, Cloak

Seer: (Oracle/Prophet/Psychic)

- Spells: Fortune Telling, Comprehension, Detect Magic, Confusion
- Relic Lore+4, Karma+1
- Items: Robes, Books, Dagger, Staff, Tarot Cards

Shaman: (Witch Doctor, Medicine Man, Witchy Woman)

- Spells: Talk to Spirits, Control Weather, Ancestral Aid, Fetish
- Herbalism+4, Spirit Sight
- Items: Costume or Tribal Garments, Staff, Dagger, Herbs

Smith: (Black Smith, Armorer, Sword Smith, Shield Smith)

- Blacksmith+8 Muscles+1 Hammer+1 Discernment+1 Resist Fire+4 Dexterity+1
- Items: Hammer, Tongs, Heavy Apron, Common Garb

Soldier: (Swordsman)

- Sword+1, Block+1, Carry+1, Gambling+1, Carousing+1, Cook+2, Tactics+1
- Items: Ringmail, Sword, Dagger, Spear, Shield, Dice

Spy:

- Stealth+4 Etiquette+4 Streetwise+4 Locks+4 Ride+4 Disguise+4 Discernment+1
- Cloak, Dagger, Ink, Quill, Parchment, Skeleton Key

Sword Master: (Kensai)

- Sword+2, Quickness+1, Smith+4, Muscle+1, Find Weakness+1, Meditation+4
- Items: Sword, Cloak

Thief:

- Stealth+4, Pickpocket+4, Climb+4, Streetwise+4, Traps+4, Locks+4, Swift+1

- Items: Leather Armor, Cloak, Dagger, Sack, Lockpick Kit, Sap, Sling

Thug: (Cutthroat)

- Intimidate+4, Club+1, Dagger+1, Stealth+4, Backstab+4, Streetwise+4, Brawl+1
- Items: Dagger, Sap, Commoners Garb, Cloak

Tribal Warrior:

- Club+1, Spear+1, Archery+1, Track+4, Survival+4, Swift+1, And
- Ride+4 or Swim+4 or Stealth+4
- Items: Club, Spear, Short Bow, Tribal Garment, Cloak

Witch: (Warlock)

- Spells: Glamour, Jinx, Familiar, Scry, Alchemy
- Herbalism+4, Midwife+4
- Items: Robes, Dagger, Herbs, Broom, Familiar, Crystal Ball, Cauldron

Witch Hunter: (Wizard Hunter)

- Magic Resistance+1, Track+4, Quickness+1, Sword+1, Ride+4, Heavy Armor, Crossbow+1
- Items: Studded Leather, Horse, Sword, Dagger, Hand Crossbow

Wizard: (Mage)

- Spells: Magic Missile, Levitate, Light, Counter-Spell, Animate Object
- Intelligence+1
- Items: Robes, Dagger, Spell Book, Staff

Woodsman: (Lumberjack)

- Axe+1, Muscles+1, Carry+1, Constitution+1, Brawl+1, Intimidate+4, Survival+4
- Items: Axe, Commoner Clothing, Cloak

Zealot: (Fanatic)

- Swift+1, Religion+4, Theology+4, Backstab+4, Stealth+4, Dagger+1, Preach+4
- Items: Dagger, Robes, Holy Symbol

Starting Items

- Bows and Crossbows include a Quiver and 10+1D10 Bolts or Arrows.
- Swords and Daggers include Scabbards.
- Swords and Axes can be one or two-handed and of any style.
- Tribal Types do not start with any coin. All others start with a
- Pouch with 2D6 Gold Coins.
- Jewelry (Amulets, etc.) is worth 2D10 Gold.
- If players start in the Wilderness they start with 2 Rations.
- Herbs include 4 Healing Herbs.
- Armor includes a Helmet.
- The GM will determine Relics, Potions, and Animal Companions.

Higher Level Npc's

Assume a Character gains 1 skill or spell per Level. For an important NPC you may want to hand pick these. Or you may want to cut a few corners...

–For a Spell Caster assume half the Slots go to Spells and the other half go to +1 increases in Power Points.

–For a Combat Heavy NPC have a third go to Attack Bonus, another third go to Defense Bonus, and the last third non-critical skills such as carousing, gambling, cooking, gossip, haggling, and what-not.

–For a non-combat NPC use half the slots to bolster their specialty and the rest as non-critical skills.

Multi-classing

Not a major issue in this System since skill selection is not limited by Class. A Character, as he levels up, can always select Skills more appropriate for another Class, and assume the Trappings as well. A Ranger with an Axe can call himself a Woodsman or a Fighter or whatever he wants.

Note: The high bonus starting Skills of some classes would take many Levels to replicate 1 Skill slot at a time. Also, going from a Non-Spell-Caster to a Spell-Caster will take 2-5 years of Training.

Uncommon Character Classes

Arcane Archer:

- Spells: Arrow Magic, True Aim
- Archery+2, Bowyer+4, Fletcher+4, Dexterity+1
- Items: Bow, Leather Armor, Cloak

Arcane Trickster:

- Spells: Invisibility, Animate Object, Hocus-Pocus, Abra-Cadabra, Blink
- Stealth+4, Intelligence+1
- Items: Dagger, Staff, Strange Garb, Hat, Cloak

Archeologist: (Relicologist)

- Archeology+4 History+4 Religion+4 Relic Lore+4 Ancient Languages+4 Climb+4 Dexterity+1
- Items: Magnifying Glass, Brushes, Dagger, Field Clothes, Rope, Sacks, Journal

Armamentalist:

- Spells: Create Weapons, Animate Objects, Blade Magic, Armor, Shield
- Sword+1, Intelligence+1
- Items: Sword, Unusual Garb, Dagger, Target Shield

Cabalist:

- Spells: Artificer, Lore, Confusion, Comprehension, Age
- Intelligence+1, Religion+4
- Items: Robes, Books, Dagger, Staff

Cavalry: (Horseman)

- Ride+4, Spear+1, Heavy Armor, Tactics+1, Block+1, Carousing+1, Gambling+1
- Items: Warhorse, Spear, Sword, Flail, Chain Mail, Shield, Cloak, Cards

Charioteer:

- Drive+4, Quickness+1, Dexterity+1, Animal Handling+4, Protect+1, Balance+1, Ride+4
- Items: 2 Man Chariot, Horse, Whip, Dagger, Leather Armor, Cloak

Charlatan:

- Apothecary+4, Oratory+4, Bluff+4, Swift+1, Intelligence+1, Herbalism+4, Haggle+4
- Items: Robes, Cap, Cart filled with Fake or Diluted Potions, Double Coins, Horse

Crossbowman:

- Crossbow+2 Alertness+1 Dexterity+1 Carousing+4 Gambling+4 Cooking+2
- Items: Heavy Crossbow, Extra Bolts, Dagger, Ring Mail, Short Sword, Pavise Shield, Cloak

Desert Mage: (Sand Mage)

- Spells: Quicksand, Sandstorm, Summon Sand Elemental, Sleep, Call
- Willpower+1 Survival+4
- Items: Robes, Dagger, Staff

Doctor: (Physician/Surgeon)

- Diagnosis+4, First Aid+4, Herbalism+4, Medicine+4, Midwife+4, Surgery+4, Poison Lore+4
- Items: Doctors Bag, Fine Clothing, Knives, Scalpels, Bandages, Medicinals

Earth Mage: (Geomancer)

- Spells: Swallow, Stone Shape, Wall of Earth, Dig, Earthquake
- Willpower+1, Climb+4
- Items: Robes, Flint Dagger, Stone Rod

Emissary: (Diplomat/Ambassador)

- Bluff+4, Etiquette+4, Politics+4, History+4, Geography+4, Detect Lie+4, Intelligence+1
- Items: Robes, Official Papers

Exorcist:

- Spells: Detect Evil, Turn Undead, Exorcism, Chains, Pain
- Willpower+1 Detect Lie+4
- Items: Robes, Holy Symbol, Book, Holy Water, Dagger, Flail

Fire Mage: (Immolator, Pyromancer)

- Spells: Fireball, Wall of Fire, Resist Fire, Heat, Fire Ray
- Willpower+1, Constitution+1
- Items: Robes, Dagger, Staff

Halberdier:

- Heavy Armor, Polearm+2, Tactics+1, Muscle+1, Constitution+1, Carousing+1
- Items: Halberd, Short Sword, Chain Mail, Dagger

Hoplite:

- Heavy Armor, Constitution+1, Throw Spear+1, Spear+1, Block+1, Swift+1, Tactics+1
- Items: Panoply, Shield, Sword, Spear, Cloak

Horse Archer:

- Archer+2, Horse Archer, Ride+4, Constitution+1, Carousing+1, Animal Handling+4
- Items: Two Horses, Composite Bow, Extra Arrows, Scimitar, Studded Leather, Cloak

Ice Mage:

- Spells: Chill, Ice Ray, Wall of Ice, Resist Cold, Ice Shards
- Willpower+1, Intelligence+1
- Items: Robes, Dagger, Staff

Jutsu Ninja:

- Spells: Substitution, Jump

- Stealth+4, Climb+4, Swift+1, Spy+4, Throwing Stars+1
- Items: A Dozen Throwing Stars, Common Garb, Costume, Short Sword

Key Master: (Gate Keeper)

- Spells: Open, Lock, Gate, Artifice
- Intelligence+1, Locks+4, Traps+4
- Items: Lockpick Toolkit, Common Garb, Spectacles, Keyring with lots of Keys

Legionnaire:

- Sword+1, Throw Javelin+1, Heavy Armor, Carry+1, Dig+1, Gambling+4, Block+1
- Items: Scale Mail, Large Shield, Short Sword, 2 Javelins, Shovel, Tent

Mentalist: (Psion)

- Spells: Blink, Psionic Blast, Paralysis, Telekinetic Attack, Telepathy
- Willpower+1
- Items: Cloak, Commoners Garb

Moon Mage:

- Spells: Light, Darkness, Madness, Waves, Howl
- Willpower+1, Weather Lore+4
- Items: Staff, Dagger, Robes

Ninja:

- Stealth+4, Climb+4, Swift+1, Spy+4, Throwing Stars+1, Disguise+4, Scout+4
- Items: A Dozen Throwing Stars, Common Garb, Costume, Short Sword

Pagan Priest:

- Spells: Bless, Fortune Telling, Heal, Weather Control, Create Food
- Religion+4 Carousing+4
- Items: Robes, Dagger, Amulet, Staff

Pickpocket: (Cutpurse)

- Pick Pocket+4, Stealth+4, Streetwise+4, Swift+1, Discernment+1, Dexterity+1, Climb+4
- Items: Common Garb, Dagger, Double Coins

Pilot: (Flyer, Aeronaut)

- Pilot+8 Navigation+4 Geography+4 Cartography+4 Discernment+1 Quickness+1 Dexterity+1
- Items: Flight Garb, Dagger, Parachute, Charts

Power Monk: (Chi Warrior)

- Spells: Fly, Haste, Great Strength, Energy Blast
- Willpower+1, Brawl+1, Muscles+1
- Items: Costume

Rune Master:

- Spells: Magical Potency, Magical Trap, Comprehension, Dispel Magic
- Hammer+1 Intelligence+1 Masonry+4
- Items: Robes, Dagger, Staff, Hammer, Chisel

Samurai: (Ronin)

- Heavy Armor, Sword+1, Archer+1, Etiquette+1, Poetry+1, Ride+4, Horse Archer
- Items: Scale Mail, Katana, Wakizashi, Long Bow, Horse

Savant:

- Spells: Lore, Locate, See the Past, Tongues, Comprehension
- Intelligence+1, Relic Lore+4
- Items: Robes, Books, Staff, Candles

Seamancer:

- Primary Spell Casting: Waves, Breathe Water, Summon Sea Creature, Flood,

- Locate; Swim+4 Sailing+4

- Items: Costume, Dagger, Trident

Shield Man: (Shield Maiden)

- Block+2, Protect+1, Shield Bash+1, First Aid+1, Tactics+1, Heavy Armor

- Item: Large Shield, Chain Mail, Sword, Dagger, First Aid Kit

Skirmisher: (Javelineer)

- Swift+1, Dexterity+1, Quickness+1, Throw Javelin+2, Tactics+1, Carousing+1

- Items: 4 Javelins, Shield, Short Sword, Leather Armor, Cloak

Slinger: Sling+2, Swift+1, Carousing+1, Tactics+1, Dexterity+1, Quickness+1 Items: Sling, Sling Stones, Dagger, Cloak

Smuggler:

- Bluff+4, Sailing+4, Haggle+4, Swift+1, Stealth+4, Climb+4, Streetwise+4

- Items: Dagger, Common Garb, Cloak, Double Coins, Stash of Contraband goods

Solar Mage:

- Spells: Light, Brilliance, Heat, Fire Ray, Melt

- Willpower+1, Resistance to Fire+4

- Items: Costume, Staff, Amulet

Spearman:

- Spear+2, Throw Spear+1, Block+1, Tactics+1, Carousing+1, Constitution+1

- Items: Scale-mail, Spear, Short sword, Shield

Spell Singer

- Spells: Charm, Calm, Lure, Dance, Mesmerize

- Sing+4, Lute+4

- Items: Robes, Lute

Spell Sword: (Hex Blade)

- Spells: Blade Magic, Deflection

- Sword+2, Quickness+1, Intelligence+1

- Items: Sword, Dagger, Studded Leather, Cloak

Spell Weaver:

- Spells: Web, Fortune Telling, Unbind, Precognition, Memory

- Weaving+4 Intelligence+4

- Items: Robes, Dagger, Staff, Yarn, Knitting Needles

Storm Caller: (Storm Mage, Storm Lord)

- Spells: Weather Control, Blizzard, Twister, Lightning Bolt, Mist Magic

- Willpower+1, Weather Sense+4

- Items: Robes: Staff, Dagger

Summoner:

- Spells: Summon Elemental, Summon Animal, Summon Demon, Summon Monster,

- Summon Spirit; Willpower+1 Monster Lore+4

- Items: Robe, Dagger, Amulet, Staff, Spell Components, Grimoire

Swindler: (Con Man)

- Intelligence+1, Haggle+4, Bluff+4, Disguise+4, Streetwise+4, Etiquette+4, Swift+1

- Items: Fine Clothing, Cloak, Double Coins, Dagger, Hat

Tattooed Man:

- Spells: Tattoo Magic
 - Muscles+1 Brawl+1 Constitution+1 Dexterity+1 Quickness+1 Willpower+1
 - Items: Ink, Loincloth, Dagger
- Tarot Mage:
- Spells: Fortune Telling, Heal, Luck, Love, Staff
 - Sword+1 Gambling+4
 - Items: Sword, Staff, Cup, Cloak, Fine Clothing
- Temporal Mage:
- Spells: Time Stop, Rewind, Fortune Telling, Pre-cognition, Age
 - Intelligence+1 History+4
 - Items: Robes, Cloak, Staff, Dagger
- Technomancer:
- Spells: Technomancy
 - Physics+4, Engineering+4, Optics+4, Mechanics+4, Pilot+3
 - Items: Minor Relic, Dagger, Robes or Costume,

- Mechanics Tools
- Traveler:
- Spells: Teleport, Locate, Gate, Fly, Haste
 - Planar Lore+4, Geography+4
 - Items: Common Garb, Staff, Dagger, Cloak, Hat
- Water Mage: (Hydromancer)
- Spells: Hydroblast, Waves, Wall of Water, Breathe Water,
 - Walk on Water; Willpower+1, Swim+4
 - Items: Robes, Dagger, Staff
- Wind Mage: (Aeromancer)
- Spells: Wind Gust, Tornado, Wall of Air, Fly, Haste
 - Willpower+1, Swift+1
 - Items: Robes, Glider Staff

Character Record Sheet

#	#
CHARACTER NAME	
TITLE	
GENDER	
AGE	
SIZE LEVEL	
PROFESSION(S)	
RACE	
LEVEL	
XP	
ASPECTS/ ADVANTAGES	
DEFECTS/ DISADVANTAGS	
PRIMARY ALIGNMENTS	
SECONDARY ALIGNMENTS	
GODS WORSHIPED	
CULTURE AND HOMELAND	
FAMILY/ CLAN	
SOCIAL CLASS	

#	#
STRENGTH	
TOUGHNESS	
WILL	
AGILITY	
REFLEXES	
PERCEPTION	
FATE	
WITS	
CHARISMA	

#	#
ARMOR	
DEFENSE BONUS	
WOUND LIMIT	
CURRENT WOUNDS	
POWER POINTS	
FATE POINTS	
MOVEMENT RATE	
ENCUMBERANCE	

#	#
PRIMARY WEAPON DAM & ATK BONUS	
SECONDARY WEAPON DAM & ATK BONUS	

#	#
TERTIARY WEAPON DAM & ATK BONUS	
CURRENT HARMS	
CURRENT BOONS	
SKILLS/ SPELLS	
MOTIVATIONS	
LOVES	
FEARS	
HATES	
PERSONALITY	
DEPENDENTS	
REPUTATION	
WEALTH	
POSSESSIONS	
RELATIONSHIPS	
BACKGROUND STORY	

Rules Manual

General Rules

Skill Checks And Saving Throws

Whenever a Character goes to do something that may have a Chance of Either Failure or Success, The GM may deem it necessary to make a Skill Check or Saving Throw. This is done by rolling one 20 sided die

(1D20) and adding any Modifiers. Bonuses give a positive Modifier. Penalties give a negative Modifier. The result is determined by consulting the Action Resolution Table. First the GM must determine the Difficulty of the Check. All Combat Attacks are considered Medium Difficulty. All Saving Throws are considered Hard Difficulty. If the modified roll is equal to or greater than the Target Number the action is a success. If it is lower, the action is a Failure.

Action Resolution Table

Difficulty:	Target#:	Notes:
Simple	4	-
Easy	6	-
Medium	10	Combat Attacks

Difficulty:	Target#:	Notes:
Hard	13	Magic Saving Throws
Very Hard	16	-
Heroic	20	-

Stat Modifiers

Add the appropriate Stat to the Roll if there is one.

Skill Modifiers

Presence or absence of a Specific Skill can modify the Roll. Having an applicable Skill can give a bonus of +1 or more. Not having an applicable skill may give a hefty penalty (-10) or make the attempt impossible. For example, reading Elven when no one in the Party can Speak Elven.

Conditions

Conditions modify Checks and Saves as well as Attack, Damage, and Death Rolls. Positive Conditions are called Boons. Negative Conditions are called Hinderances.

Conditions will also affect Attack and Damage Rolls made against the Character, not just the ones made by the Character. The GM will assign and Remove Conditions at his discretion.

Hinderances (harms)

Negative Conditions are called Hinderances (or Harms). Negative Conditions can include: Stunned, Cursed, Encumbered, Injured, Sickened, Blind, Deaf,

Stressed, Dazed, Hungry, Thirsty, Angry, Confused, Fatigued, Dehydrated, Cold, Hot, Itchy, Demoralized, Insane, Hurting, Bleeding, Poisoned, Afraid, Spellburn, etc. Each Negative Condition gives a -1 to all Checks and Saves.

Note that Wounds are not considered Hinderances. Negative conditions can be assigned by the GM to turn a Failure into a Partial Success.

Boons

Positive Conditions are called Boons. Positive Conditions include: Inspired, Blessed, Refreshed, Energized, Luck, Good Morale, Manic, etc. Each Positive Condition gives a +1 to all Checks, Saves, and Rolls.

Saving Vs Magic Stat List

Type of Magic:	Stat Modifiers to Save:
Mind, Spirit	Will
Illusions	Perception
Bolts, Rays, Blasts	Reflexes
Immobilization, Binding	Agility
Enchantment	Wits
Disease, Sickness	Tough
Poison	Tough
Transformation, Petrification	Reflexes
Area Affect	Reflexes
Death, Slaying	Will
Curses	Strength
Traps	Reflexes
Engulfment	Strength
Projectiles	Reflexes
Translocation	Will
Cones, Bursts, Breath	Reflexes
Observation, Scrying	Perception
Fear, Control	Will
Confusion, Madness	Wits

Combat

Treat Attack Rolls like Saves or Skill Checks. Attack rolls are always medium Difficulty. Add the Attacker's Attack (Agility) Modifier and Subtract the Defender's Defense (Reflexes) Modifier.

Note that Shields provide a Defense Bonus, not an

Luck Boons will last 1D10 Hours or until a natural 1 or 20 is rolled. Good Morale will last 1D6 Hours or until a Morale check is Failed.

Saving Vs Magic

Important: All Saving Throws vs Magic are considered Hard. Characters may make Saving throws to avoid the detrimental effects of Spells and similar Magical Powers or Abilities. Modifiers (Defenders Stat Bonus) to the Saving Throw will depend on the type of Magic Used. If a Spell fits more than 1 of the below categories, the GM will have to decide which category is to be used.

Armor Bonus.

Damage Rolls

Roll 1D20 and add any Damage Modifiers. Subtract the Armor rating of the Defender. Note that this is a Sliding Scale, not a simple Target Number.

Damage Table

1D20	Result:
5 or Less	Stunned (Hinderance)
6-15	1 Wound
16-19	2 Wounds (Plus 1 Bleeding Hinderance)
20-22	3 Wounds (Plus 1 Injury and 1 Bleed Hinderance)
23-24	4 Wounds

1D20	Result:
25	5 Wounds
26	6 Wounds
27	7 Wounds
28	8 Wounds
29	9 Wounds
30+	10 Wounds

Unconsciousness/death

Foes will simply Die after receiving a number of Wounds equal to or in excess of their Wound Limit. (For an Orc or Goblin might be 1 wound, For an Ogre it might be 8 wounds) When a Hero or Major Villain

reaches his Wound Limit and for every wound sustained thereafter, roll 1D6 on the Death Table. Apply Boons and Harms just like for a Skill Check.
If a Hero takes 4 or More Wounds in a Single Attack roll on the Death Table.

Death Table

1D20	Result:
3 or less	Outright Killed
4-6	Mortal Wound (Dies in 3D6 Turns unless at least 1 Wound Healed)
7-9	Unconscious (1D6 Hours: Wakes with Wounds = 1 less than Limit)
10+	Keep Going

Surprise

The GM may require a Surprise Check. Add the attackers Stealth and subtract the Defenders Perception from the Roll. The Attacker gets First attack at +4 to Hit.

Initiative

The GM will Rule on Initiative in all cases. Simply go clockwise around the Table. Resolve Character Actions. Foes attack as a result of complications or simply when the GM declares they do.
A Round is when every Character has had a Turn to act.

ACTION RESOLUTION CHART			
DIFFICULTY	STAT	SKILL	WOUND
	ROLL	ROLL	ROLL
SIMPLE 4 • STUN	-2	-4	-1
	-1	0	0
	0	+1	+1
EASY 6 • 1 WOUND	+1	+2	+2
	+2	+3	+3
	+3	+4	+4
MEDIUM 10 • ATTACK	BOONS	FOE	TOTAL
	HARMS	COUNTER	MODS
	0	+1	0
HARD 13 • SAVES	+1	0	+1
	+2	-1	+2
	+3	-2	+3
V. HARD 16 • 2 WOUNDS • BLEED	+4	-3	+4
	+5	-4	+5
	+6	-5	+6
HEROIC 20 • 3 WOUNDS • INJURY			

Action Resolution Chart

This can be used as a Worksheet to keep track of Multiple Modifiers. Use plastic pawns directly on a copy of the Chart.

- First the GM will place a Pawn in one of the Difficulty Circles to indicate the Target Number.
- If the roll is modified by a Stat place a Pawn on the Stat Column.

- Likewise if a Skill is appropriate place another Pawn.
- If any Weapons or Relics apply place another Pawn.
- Place a Pawn for the sum of Boons and Harms. Note that these negate each other.
- Place a Pawn on the Foe column to keep track of Mods used by a resisting Foe.
- Finally sum up all the previous columns to get a

Mod Total to be added to the D20.

Example: Attacking

Lets say the action is a PC attacking an Orc with a Sword.

- All attacks are Medium Difficulty so a Pawn is placed in the Target Circle.
- The PC has Agility+1 so place a Pawn on the +1 in the Stat Column.
- The PC has a Skill of Sword+1 so place a Pawn on the +1 in the Skill Column.
- The PC wields a Magic Sword+2 so place a Pawn on the +2 in the Relic Column.
- The PC was Blessed for +2 but also has a Bleed for -1 so place a Pawn on the +1 in the Boon/Harms Column.
- The Orc has a Shield so place a Pawn on the -1 in the Foe Column.
- Add up all the above: Place a Pawn on the +4 in the Total Column.
- The Player roll an 8. Modified by +4 the result is a 12. This exceeds the Target number of 10 for medium difficulty, so the attack succeeds. Next roll for Wounds.

Example: Damage

Determining the Damage done by the preceding Attack.

- No Target Circle needs to be chosen. Damage is a Sliding Scale.
- The PC has Strength+2 so place a Pawn on the +2 in the Stat Column.
- The PC has a Skill of Sword+1 so place a Pawn on the +1 in the Skill Column.
- The PC wields a Magic Sword+2 so place a Pawn on the +2 in the Relic Column.
- The PC was Blessed for +2 but also has a Bleed for -1 so place a Pawn on the +1 in the Boon/Harms Column.
- The Orc has Armor+1 so place a Pawn on the -1 in the Foe Column.
- Add up all the above: Place a Pawn on the +5 in the Total Column.
- The Player roll a 12. Modified by +5 the result is a 17. Looking at the Very Hard

Target circle we see that Damage rolls of 16+ result in 2 Wounds and a Bleed. The Orc only had a Wound Limit of Two so he is automatically killed.

Example: Saving Throw

Our Intrepid PC is the Target of a Petrification Spell. If we look at the Saving vs Magic Stat List, we see Reflexes will modify the Save.

- The Target Circle is Automatically Hard. The Target number is 13.
- The PC has Reflexes+1 so place a Pawn on the +1 in the Stat Column.
- The PC has no Skills that will help.

- The PC wears a Ring of Magic Resistance+2 so place a Pawn on the +2 in the Relic Column.
 - The PC has no Conditions at this point so the Boons/Harms Column is empty.
 - The Foe Column does not apply in this case so it is also left empty.
 - Add up all the above: Place a Pawn on the +3 in the Total Column.
 - The Player roll a 6. Modified by +3 the result is a 9. The PC is now a solid Rock.
- Good thing his friend has a Dispel at the Ready.

Example: Skill Check

Our PC wants to jump across a 20 Foot Chasm. The GM determines that this is a Feat of Heroic Level Difficulty which has a Target number of 20. The GM determines that the Agility Stat is most appropriate.

- The PC has Agility+2 so place a Pawn on the +2 in the Stat Column.
- The PC has a Skill of Jump+1 so place a Pawn on the +1 in the Skill Column.
- The PC wears Boots of Speed. Because of this the GM decides to give the PC +2 in the Relic Column.
- The PC drank a Potion of Luck for 4 Boons so place a Pawn on the +4 space in the Boon/Harms Column.
- The Foe Column does not apply in this case so it is also left empty.
- Add up all the above: Place a Pawn on the +9 in the Total Column. The actual sheet only goes up to +6 so you could put a pawn on the +6 and another on the +3.
- The Player roll a 11. Modified by +9 the result is a 20. Perfect. The PC makes the Jump and saves the day!

Interpreting Skill Check Table Results

This is the Realm of the GM to assess the degree of Success or Failure. We will use a Pit Jumping Example:

- Fail by a large Amount: Down you go. Might be time to roll up a new Character
- Fail Narrowly: Not good. Make an Agility Check to grab onto the opposite Ledge. Then make Strength Check to pull yourself up.
- Narrow Success: No Problem. That's how it's done.
- Succeed by a Wide Margin: Inspiring. The Characters jumping after you get +1

Complications

These can occur according to GM whether the result is a success or a failure, or can be used as a penalty to turn a Failure into a Success. Something changes in the Narrative to the Character's detriment: Guards show up, An Item is dropped or lost, the enemy gets to attack, Ammo is used up, The Foe escapes, The rope breaks, The Fire Spreads, The Water Rises, A Mishap, A Fumble, etc.

Healing

The Stunned Condition will go away in 1D10 Turns. Healing a Wound will Remove all Bleeding Hinderances. By themselves, Wounds will heal at a rate of 1 per day. A Successful First Aid Check will Heal 1 Wound. If failed, First Aid will no longer Heal unless there is a newer Wound. However it can be used again to remove Bleeding Hinderances. Medical attention will heal an extra Wound per day. Complete Rest will also heal an extra Wound per day.

Injuries

A special type of Hinderance that do not heal or take a long time to heal without Magic. These are assigned at the GM's discretion. Examples include: Amputations, Broken Bones, Burns, Magical Wounds

Regeneration

A Creature with Regeneration heals 1 Wound per Turn or Minute. They cannot be killed unless be-headed, burned up, disintegrated, etc. They can reat-tach limbs quickly, but re-growing limbs usually takes longer. Some regenerating undead can reattach their head but cannot regenerate from Holy Water or Holy Magic. Make sure to not reattach the wrong limb to the wrong spot.

Encumbrance Table

Item:	EP
Short Weapon	0.5
Weapon	1
Heavy Weapon	2
Light Armor	1
Medium Armor	2
Heavy Armor	3
Buckler	0.5
Round Shield	1
Kite Shield	2
20 Feet of Rope	1
1 Day Rations	0.5
Waterskin (1 Day)	0.5
Backpack	1
Blanket	1
10 Iron Spikes	1
10 Caltrops	1
Crowbar	1
Torch	0.5

Status Rules

These describe conditions that are more complex than a simple Boon/Harm.

Casting Spells

A Spell you know normally takes a turn to cast and costs 1 Power Point. The caster must have his hands free and be able to speak. If written in a Book or on a Scroll you are reading from, you can cast a Spell that you don't know. This will take 1D6 turns and cost 2 PP.

Encumbrance Rules

Encumbrance is how weighed down you are by your possessions. It is measured in Encumbrance Points (EP). Your EP Limit is = 10 + (2 x Strength). The Porter Skill gives +3 to your EP limit. The Encumbrance Table lists items and their EP costs. The Overload Table gives penalties for being excessively Encumbered. For every Hinderance a character has their Move Rate is reduced by 10%.

Overload Table

Encumbrance:	%	Hinderances:
Lightly	50-100%	1
Moderately	101-150%	2
Heavily	151-200%	3

Item:	EP
Lantern	1
Tinderbox and Flint	0.5
Cloak	1
Book	1
Wand	1
Potion	0.5
Scroll	0.5
Compass	0.5
Scabbard	0.5
Holy Symbol	0.5
Large Sack	0.5
Big Helmet	2
100 Coins	1
Lockpick Set	1
Small Chest	2
Quiver & 20 Arrows	1
Wounded Comrade	Size

Poisons

When Poisoned, make a Save vs Death modified by Toughness. A Strong Poison will Kill in 1D6 x 10 Seconds. A Moderate Poison will Kill in 3D10 Minutes. A Weak Poison will kill in 1D20 Hours. Even if the Poison does not Kill, the victim will suffer 1D4 Hinderances for 1D4 Days.

Immobilized

Immobilized Characters can do nothing except possibly attempt to break free from their bonds. This could be a Will, Wits, Strength, or Agility check as determined by the GM.

Master Spell List

List Of Spells

- Abra Cadabra - Turn a small Object into a different Object. A rock into a Dagger.
- Absorption - 60% Negate Spell Targeting you, if so gain 1 Power Point.
- Acid Spray - Conjure. Close Range. +0 Damage +1 per Level to 1D3 Targets.
- Age - Curse. Target becomes Young or Old or Anything in-between. Permanent.
- Alarm - Enchantment. Proximity Alarm. Lasts 1 Day.
- Alchemy - Transform. Create Potions. Consumables: Magic Food, Cakes, Fruit, etc.
- Ancestral Aid - Targets Ancestors will aid them in some way if possible.
- Animate Object - Enchantment. For 1 Combat. Sword, Armor, Broom, Statue, Scarecrow, etc.
- Animal Form - Limited Shapechange. Extra Stat Bonuses.
- Antimagic Field - Cone or Medium Range Area or 1 Room. Lasts 5 turns per Level.
- Armor - Energy. Target Has +3 Armor for 1 Combat
- Arrow Magic - Lasts 1 Day 1 Arrow gets Slay or Poison or Frost or Flame, etc.
- Artifice - Enchantment. Create Artifacts, Relics.
- Astral Projection - Soul Travels to other Locations. Connected by Silver Cord.
- Awe - Holy. All Foes within Medium Range get 1D2 Hinderances. Allies get 1D2 Boons
- Banish - Target must go and stay away. 10 Miles per Level.
- Beast Bond - Friendly Animal will become a life Long Companion.
- Beast Form - Limited Shapechange. Extra Stat Bonuses.
- Blade Magic - For 1 Combat Weapon gains Frost or Fire or Bonus Attack or Damage, etc.
- Bless - 1 Target per Level. Gain 1D3 Boons.
- Blind - Medium Range. Curse. Permanent.
- Blink - Teleport. Evade Target Attack with Short Teleport.
- Blizzard - Large Area. Half Movement. 1D4 Hinderances. Take Damage-2 every Hour Exposed.
- Blur - Illusion. Target is harder to Hit for 1 Combat.
- Boil Blood - Medium Range. Damage+4.
- Bound - Target must stay at a specific Location, House, Room, Place.
- Break - This can be a Curse. 75% Chance to break Chains, Arms, Locks, Skulls, etc.
- Brilliance - Light. Defense+4 for 2 Turns per

Level.

- Bury - Medium Range. Teleport Target into the Earth. Solid Earth or a Geode Prison.
- Candle Magic - Timed Spells, Imbue candles with Spells. Increase Spell Durations.
- Catch Spell - 70% Catch Spell cast within Medium Range. You may recast it later that day.
- Charm Person - Short Range. Becomes Friendly. Target lower level than Caster.
- Charm Monster - Short Range. Becomes Friendly. Target lower level than Caster.
- Call - Nearby Animals or Allies will be alerted and may come to your Aid.
- Calm - Medium Range. 1 Lower Level target per Level. Reduce Anger, Madness, Fear.
- Chains - Conjure. Short Range. Target Immobilized. Very Hard to break free.
- Chaos Storm - Acid Rain, Vortex, Maelstrom, Firestorm, Stone Rain, Rain of Frogs.
- Chill - Cold. Touch. Damage+1. 1D3 Hinderances.
- Circle of Protection - 5 Turns per Level. Protects 6 People. Lower Level Foes cannot Enter.
- Clairvoyance - See out of Friendly Targets Eyes.
- Cleanse - Area Affect. Short Range 50% Remove Evil Magic. Roll for each.
- Clone - Conjure. Make a Copy of Individual. Lasts 1 Combat. Clones cannot make Clones.
- Cloud of Dust - Short Range. All get 1D4 Hinderances for 1 Combat.
- Command - Will follow Orders for number of turns equal to level of Caster.
- Comprehension - Knowledge. Understand any Written Language.
- Commune - Speak to Supernatural Entity. Ask 1D2 Questions. Max once per day.
- Complex Curse - Long Term. Lots of Rules. Like in the Fairy Tales: Snow White, Sleeping Beauty.
- Cone of Cold - Cold. Medium Range. Area Effect. -1 Damage and 1D2 Conditions.
- Confusion - Curse. Medium Range. Area Effect. Do nothing 50% or attack Randomly for 1D6 Turns.
- Control Undead - Short Range. Of Total Levels equal to Caster. Lasts 1 Day.
- Counter-Spell - Protects 1 Target per Level from Target Spell just Cast.
- Corruption - Curse. Target will become Evil in 20 Days minus Level of Caster. Permanent.
- Create Clothing - Conjure. Vestments, Shoes, Common or Fine. Disguise Potential.
- Create Food - Conjure. 1st Level: One Ration. 20th Level: King's Feast. Drinks Included.
- Create Shelter - Conjure. Last 1 Day. 1st Level: Tent. 20th Level: Castle
- Create Transport - Conjure. Last 1 Day. 1st Level: Unicycle. 20th Level: Ship
- Create Weapon - Conjure. Last 1 Day. 1st Level: Sword. 20th Level: Armory. Ammo Included.
- Cure - Life. Close Target. Cure or mitigate a Disease

- Curse Breaker - Negate or mitigate Target Curse cast by Mage of Lower Level.
- Dance - Curse. 1-2 Targets. Lasts for 1 Minute per Level.
- Dark Tidings - Evil Wind, Bad Moon, Gloom. Large Area. Good beings get 1D3 Hinderances.
- Darkness - Enchantment. Fills Medium Room. Good for escapes.
- Death Ray - Short Range. Death. Target lower level than Caster. Save for +3 Damage.
- Death Aura - Close Range. All must save vs Death at +1. Lasts 1 turn per 2 Levels.
- Decay - Rot, Spoil, Sour. Target or Area Affect.
- Deflection - 80% Cause Spell or Ranged Attack to change Target.
- Desiccate - Air. Drying Attack. Remove Water, Flesh. Cone. Damage+1.
- Detect - Knowledge. One Specific type of Thing: Magic, Invisible, Traps, Thoughts,
- Good, Evil, Gold, etc. Chose when spell is Learned. Lasts 10 Minutes per Level.
- Devils Sight - See through Magical Darkness, Blinding Effects. Lasts 1 Hour.
- Dig - Earth. 10 Foot Passageway per level. +5 Damage vs Earth based Foes.
- Disarm - Medium Range. Target equal to Casters Level Drop their Weapons.
- Discord - Area of Affect. Targets will start fighting for 1D3 Minutes.
- Disenchant - Negate Target Enchantment cast by Mage of Lower Level.
- Disguise - Illusion. 1 Person per Level for 5 Minutes per Level. Glamour.
- Disintegrate - Energy. Destroyed or Save to take +1 Damage. Medium Range.
- Dispel Magic- Remove Magical Effect of Lower Level Caster.
- Displacement - Illusion. Appear 5 feet from Actual Position. Attack and Defense+3
- Drain - Energy. Target gains 1 Hinderance and you gain 1 Boon. Close Range.
- Dream Magic - Enter Targets Dream. Drain Dreamer or fight Nightmares and Intruders.
- Earthquake - Earth. Tremors to Crevasses. Knock down Walls. Swallow up Foes.
- Elemental Aura - Close Range Damage+1. Lasts for 1 Battle.
- Elemental Blast - Negate Elemental Spell. +4 Damage to Elemental Foe. Medium Range.
- Elemental Breath - Close Range. Get +1 Damage. 3 uses in one Combat.
- Elemental Burst - All within Short Range Take Damage. Get +1 Damage per 2 Levels.
- Elemental Form - Pick an Element. Target Immune to Normal Weapons. Attack for +2 Damage.
- Elemental Wall - Length 10 Feet per Level. Attacks if Touched. Lasts up to 1D3 Hours.
- Elemental Weapon - Does +3 Damage of the Elemental Type. Lasts 1 Battle. Type can vary.
- Enchant Place - Create a real-life Escher Maze, Bog of Stench, Endless Hallway, etc.
- Energy Blast - Medium Range. +1 Damage per Level.
- Enslave - Close Range. Permanent Psychic Control. Lost if range exceeds 1 Mile.
- Entangle - Immobilize. Vines or Branches. 1 Target per Level. Strength Test to Escape.
- Eruption - Earth. Volcanic, Magma, Lava Attacks. Area Effects. +3 Damage.
- Ethereal - 1 Turn per Level. Invisible and insubstantial. Close Target.
- Evil Eye - Curse. Target gets 1D4 Hinderances for 1D4 Days.
- Exorcism - Banish Target Spirit. Short Range. Lower level than Caster.
- Familiar - Summon. Owl, Crow, Snake, Cat, Imp, etc. Only 1 Familiar at a Time.
- Fear - Illusion. Medium Range. All Foes for 1D3 Turns must Flee or 1D4 Conditions.
- Fear Aura - All within Short Range Save or Flee for 1D3 Turns. Lasts 1 turn per Level.
- Feeblemind - Target gets Wits-4. Cannot cast Spells. Lasts 1D4 Hours.
- Fetishes - Spirit. Primitive Relics.
- Find Safe Haven - Nearest Oasis, Friendly Village, Shang Ri La.
- Fireball - Fire. Medium Range. Area Affect. +2 Damage +1 per Level
- Fire Ray - Fire. One Target. 10 Feet per Level. +1 Damage.
- Fist of Force - Throw Foe against Ceiling, Walls, over Cliffs. Damage +1. Stun 1D2 Turns.
- Flay - Medium Range. Inflict 1D3 Wounds and Bleed.
- Flood - Water. Fill a Room or a City. Wash away Foes.
- Fly - Telekinesis. Medium Speed. Target Creature for Turns equal to Level.
- Fortune Telling - Knowledge. Very Variable Results. Prophecy. Divination. Visions
- Force Field - Energy. Lasts 2D6 Turns. Impenetrable. Cover for 6.
- Forest Walk - Walk into and out of Trees. Short-cut through Woods.
- Forget - Medium Range. Target forgets past 1D4 Hours.
- Freeze - Cold. Medium Range. Area Effect. Target Encased in Ice. Can be Thawed out.
- Frost Ray - Cold. Long Range. +1 Damage and 1D2 Conditions.
- Gate - Portal to location Caster has visited. Lasts 4 + 1D6 Turns.
- Glyph - Animated Image on a surface (Wall, Page, Tapestry) tells a story. Permanent.
- Gravity - Target Floats away or is pinned to Ground.
- Great Strength - Target gains +1 Strength per 2 Levels. Lasts 15 Minutes.
- Grow - Transform. Size Level + 1D4. For up to 10 Minutes per Level.
- Hair Magic - Hair Grows and Manipulates or Attacks. Grapple+3

- Hallucinate - Illusion. Medium Range. 1D4 Hinderances for 2+1D4 Hours.
- Hand of Force - Invisible. Large or Small. Can Manipulate Things. Attack for Damage+2
- Harmony - Area of Effect. Enchantment. Everybody gets Along.
- Haste - Enchantment. Target Double Speed and Attacks for 1 Combat.
- Heal - Life. Heal 1 Wound per 3 Levels. Close Target. Stops Bleeding.
- Heat - Start Fires, Heat Metal, Boil Water. Short Range.
- Hellfire - Short Range. Damage+1 per Level.
- Hex - Blight, Pestilence, Plague, Famine, Spreading Evil, Endless Winter, etc.
- Hocus Pocus - Teleport Small Object (you have touched) to your or Away from you.
- Hold - Short Range. Target cannot Walk or Run. 1 Turn per Level.
- Hopelessness - Target gets 1D6 Hinderances for 10 Minutes per Level.
- Horror - Target Freezes or Flees for 1D6 turns then is Confused/Mad for 1D20 Turns.
- Howl - Long Range. Foes Freeze or Run away in Fear.
- Human Form - Known to Gods and Dragons.
- Hurl Flame - Medium Range. Damage+1. Start Fires. Up to 1 Round per Level.
- Hydro Blast - Knockback Target. Damage-1. Medium Range
- Hypnosis - Plant an Idea or behavior in unconscious of Lower Level Target.
- Ice Shards - Cold. Medium Range. Damage+1. One Target per Level.
- Immortality - Curse. Target will arise from Dead unless certain Condition met.
- Immunity to Missiles - Close Target immune for 2D6 Turns.
- Incinerate - Short Range. Damage+3 for 3 Turns.
- Incorporeal - Targets Body insubstantial for 2 turns per Level.
- Insect Swarm - Very Long Range. Area Effect for -2 Damage. Spiders too.
- Inspire - Increase Morale. Area Affect. Gain 1D3 Boons for 1 Task.
- Invisibility - One Close Target for 1 Minute per Level.
- Invulnerability - Cannot be Wounded. Lasts 1 Minute per Level.
- Jealously - And Envy. Of one Target for Another. Medium Range.
- Jinx - Curse. Long Range. 1D3 Hinderances. Permanent.
- Jolt - Close Range Electrical attack. Damage -1. 25% lose Consciousness.
- Jump - Enchantment. 10 Feet up or over per Level. One Close Target.
- Juxtapose - Merge 2 things into one. Has features of Both.
- Knock - Transform. Open Door, Chest, Container. Close Range. It gets a Save.
- Laughter - Area Effect. Curse. Targets Laugh. 2D2 Hinderances. 3 Turns per Level.
- Lay on Hands - Holy. Heal 1 Wound or 1 Condition. One extra per 3 levels.
- Levitate - Telekinesis. Slow Speed. Objects and Creatures.
- Light - Enchantment. Like a Torch or Flash to Blind Close Foe.
- Lightning Bolt - Air. Long Range. +4 Damage.
- Locate - Know Direction and Distance to Someone or Something. May be vague.
- Lock - Enchantment. Magically Seal Door, Container. Permanent.
- Lore - Learn Something about Target Object.
- Love - Make target fall in Love with nearby target of same race and opposite sex.
- Luck - Enchantment. Target gets +1 Fate.
- Luck in Battle - Target gets +2 Fate for 1 Battle.
- Lure - Long Range. All in range must Approach Target at normal Speed.
- Madness - Curse. Medium Range. 1D4 Conditions. Permanent. Psychosis.
- Magic Missiles - Energy. Short Range, +0 Damage, 1 Missile +1 per 2 levels
- Magic Shield - Target gets +4 Magic Resistance for 1 Combat.
- Magical Contract - Enchantment. Contracted individuals must abide or face Consequences.
- Magical Limb - Iron, Silver, Fiery, Glowing. Replace lost One. Permanent.
- Magical Potency - Enchantment. 1 Target per level can attack Foes immune to Normal Weapons.
- Magical Seal - Trap Monsters Inside. Various other Effects.
- Magical Steed - Summon. Horse, Unicorn, Pegasus, Nightmare, etc. Like Familiar.
- Magical Trap - Usually Elemental Damage with Proximity Trigger.
- Maze - Area of Effect. Illusion. Trapped in a Maze. Lasts 5 Minutes per Level.
- Melt - Short Range. Damage +1D6. Target gets 1D3 Hinderances. Permanent
- Memory - Change 1 Memory of Target. Permanent.
- Mend - Transform. Fix, Repair Objects, Relics, Items.
- Mesmerize - All Targets in Short Range Immobilized for 2D4 Turns or until Attacked.
- Mind Shield - Target Save+5 vs Mental Attacks of all types.
- Miracle - Divine Intervention. The Deity may ignore or subvert request. Max 1 per Week.
- Mirage - All can see something in the Distance. Mislead.
- Mirror Magic - Scry, Speak, Move through this and target mirror.
- Mist Magic - Create Mist or Become Mist. Up to 10 Minutes per Level.
- Moan - Long Range. Cause Fear to all in Range.
- Multiple Images - Illusion. 1 Image per Level.

- Disappear if Hit.
- Mutate - Chaos. Transform. Curse. Roll on Chaos Mutation Table once +1 per 5 Levels.
 - Neutralize Poison - Mitigate or Complete Negation.
 - Oath - Vow. Geas. Targets Magically compelled to abide by promise.
 - Obscure - Target resistant to Scry and Locate type Spells and effects for 1 Hour per Level.
 - Pain - Medium range. Target gets 1D6 Hinderances for 1 Turn per Level.
 - Paralysis - Curse. Short Range Target Immobilized 1D4 Turns.
 - Permanence - Make a Magical Effect Permanent. Object or Being can have only 1 permanent.
 - Petrify - Earth. Curse. Medium Range. Turn to Stone. Permanent.
 - Phantasmal Foe - Illusion. Distract and Delay.
 - Phantasmal Terrain - Illusion. Mislead and Delay.
 - Phobia - Curse. Close Target gains a Phobia. Permanent.
 - Pleasure - Illusion. Major Distraction. 1 Target per Level. Lasts 1D4 Hours.
 - Pocket Dimension - Conjure. From size of a Bag to that of a Kingdom.
 - Poison Cloud - Conjure. Medium Range. Weak Poison. Choking. Area of Effect.
 - Polymorph - Transform. Non-Self Target of Lower Level Change into Toad, Sheep, etc.
 - Possession - Control Target by entering their Body. If body killed Possessor killed.
 - Precognition - Get Defense +4 and Saves +4 for 1 Minute per Level.
 - Protection From - Pick one: Good, Evil, Magic, etc. Area or Target gets Defense and Armor+4
 - Psionic Blast - Mind. Medium Range. Does +5 Damage. Sometimes Heads explode.
 - Puppet Master - Medium Range. Control Target Like a Puppet for 1 turn per Level.
 - Purify - Food and Water. Can be used to make Holy Water.
 - Pyrotechnics - Fire. Fireworks, Flares. Can start Fires or use for -2 Damage. Long Range.
 - Quicksand - 5 Square feet per level. Sink in 1D3 Minutes.
 - Raise Dead - Make Undead. Must have Corpses on Hand. Permanent. Skeletons and Zombies.
 - Read Mind - Mind. Medium Range. Target of Lower Level. Learn 1D3 Secrets.
 - Regenerate - Target heals 1 Wound per Minute. 1 Minute per level. Regrow/Reattach Limbs.
 - Resistance to Cold - One Hour. Targets equal to Level. Save +4
 - Resistance to Fire - One Hour. Targets equal to Level. Save +4
 - Restore - Removes Injury on Close Target.
 - Resurrect - 50% of the time target is claimed by a God and cannot be resurrected.
 - Rewind - Time. Redo last X turns. X = Caster Level.
 - Ritual - Very Specific. Summon a God, a Demon Prince, etc.
 - Rock Bolt - Medium Range. +2 Damage plus 1D2 Conditions for 1D3 Turns.
 - Rope Magic - Create and Animate it. 1 Hour and 10 Feet per Level. Climb or Bind.
 - Rust - Water. Destroy Metal Object or Structure. Damage+5 to Metal Foe.
 - Sanctuary - Consecrate. Area Affect. Only Creatures of a certain Alignment may enter.
 - Sandstorm - Area Affect. All get 1D3 Hinderances for 2D6 Turns.
 - Sap - Destroy a Summoned Target Creature. Medium Range.
 - Screech - Area Affect. Medium Range. All Stunned for 1D6 Hinderances for 1D4 Turns.
 - Scry - Observe Distant Target. Uses Orb, Water, Mirror. 1 Minute per Level.
 - See the Past - Of the Area you Occupy. May go back hundreds of years.
 - Send - Send Message or Small Object to Faraway Target.
 - Shadow Magic - Disappear, Reappear, Move through Shadows. 1 Minute per Level.
 - Shapechange - Transform. Self into Animal or Monster.
 - Shatter - Energy. Destroy Glass, Mirrors, Relics.
 - Shield - Energy. Target gets Defense +3 for 1 Combat.
 - Shrink - Transform. Size Level becomes - 1D4.
 - Sicken - Curse. Medium Range. Target or Area Effect. 1D2 Hinderances for 1D2 Days.
 - Silence - Curse. Short Range. Cast on Area (1 Hour) or Creature (Permanent)
 - Simulacrum - Permanent Clone. Artificial Life Form. Cannot Cast Spells.
 - Sleep - Enchantment. Medium Range. 1 Target per Level.
 - Slice - Save vs Death or Amputation. Short Range.
 - Slow - Enchantment. Medium Range Target 1D4 Conditions and Half Move for 1D6 Turns.
 - Smite - Target gets +5 Damage in HTH. Lasts 1 Combat.
 - Smoke - Obscure a large Area. Can make it different Colors.
 - Sonic Scream - Cone or Area Affect. Damage+2. One turn per Level.
 - Soul Burn - Save or 1D2 Wounds and 1D2 Hinderances. Medium Range.
 - Speak to Animals - Life. Lasts 1 Hour per Level.
 - Speak to Plants - Life. They know Stuff. Lasts 1 Hour per Level.
 - Speed - Medium Target Swiftiness+1 per Level. Lasts 5 Minutes per Level.
 - Spider Climb - Enchantment. Wall Walker. Target for 2 Turns per Level. Web Walking.
 - Spines - Grow 2 Spines per Level. HTH Damage+1. Can be slung Short Range. Poisonous.
 - Spores - Area Effect. Short Range. Fungal Infection. 1D6 Hinderances for 2 Weeks.
 - Staff - Enchantment. Also Wands. Spells cast

with this work as 1 Level higher.

- Staff to Snake - For 1 Combat. Poisonous. Wound Limit = 1.
- Stasis - Suspended Animation. Target or Area Affect.
- Stench - Area or Foe. Those effected get 1D3 Hinderances for 1D2 Days.
- Stun - Energy. Medium Range. 1D4 Conditions for 1D3 Turns.
- Substitution - Switch location of two Objects. They appear as the other Object.
- Suggestion - Area of Affect. Persuade+5 for one Argument.
- Summon Animal - For 1 Day. Will serve as mount, spy, guard, combatant.
- Summon Demon - And Bind it. Must bargain with it for services.
- Summon Elemental - Of Level equal to Caster for 1 Task.
- Summon Monster - Of Level equal to Caster for 1 Task.
- Summon Sea Creature - Animals or Monsters for 1 Task.
- Summon Spirit - Of Level equal to Caster for 1 Task.
- Symbol - Combined with another Spell. Effects all who can see Symbol.
- Talk to Dead - Corpses or Nearby Spirits. Ask 1D6 Questions.
- Tattoo Magic - Create 1 Weapon, 1 Ration, 1D4 Gold. Inscribe other Spells on Self.
- Technomancy - Energy. Powered Devices.
- Telekinetic Attack - Medium Range. Multiple Objects. 1D10 Damage +1 per Level.
- Thunder - Area Effect. Can stun, deafen, cause fear.
- Telepathic Projection - Send Image of Self to Distant Locale. Can See and Talk.
- Telepathy - Mind. Long Range. One Target or Broadcast.
- Teleportation - Teleport. Single Willing Target. Range increases with Caster Level.
- Tentacles - They have Grapple+4. Damage+1. 1 Target per 2 Levels.
- Time Stop - Caster gets 1D3 extra turns. Max once per Day.
- Time Travel - Far Future or Distant Past. Creates new Timelines.
- Timer - Combo Spell. Activates another Spell when time is up.
- Tongues - Understand and speak language of Target Character. Lasts 1 Day.
- Transfer Soul - Spirit. Put it in a Jar, another Body, a Gem, a Suit or Armor, etc.
- Transformation - Turn a Man into an Anvil or a Cup into a Cat. Close Range.
- Transmutation - Transform. Physical Objects. Lead into Gold. Stone to Mud.
- Trap Soul - Into Gem or Jar. Body also. Permanent. Can be Released.
- True Aim - Target gets Ranged Attack+5 for 1D6

Turns.

- True Sight - Detect Illusions, Invisible, Spirits. Lasts 1 Turn per Level
- Truth - Target or Area Affect. Cannot Lie or Cheat. Lasts 2 Minutes per Level.
- Turn Undead - Holy. Undead Flee plus +1 Damage per 2 Levels.
- Twister - Dust Devil, Tornado, Desert Twister, Cyclone, Hurricane, etc.
- Unbind - Negate Immobilization effect. 1 Target per Level.
- Unseen Servant - Spirit. Light Housework. Lasts 1 Hour per Level.
- Ventriloquism - Air. Illusion. 1 minute per Level. Distract and Mislead.
- Walk on Water - Lasts 1 Minute per Level.
- Wall of Swords - To cross suffer 2D4 Attacks. Lasts 1 Hour per Level.
- Ward - Prevents Magical Travel into/out of a Room/Area. Permanent.
- Water Breathing - Water. Air. Lasts 1 Day. Number of People per Level.
- Waves - Water. Create Splashes, Currents, Undertows, Whirlpools, Tsunamis
- Weakness - Curse. Medium Range. 1 Target per Level. 1D3 Conditions for 1 Combat.
- Weather Control - Air. Start Stop Storms.
- Weight Control - Target becomes very Heavy or very Light. 1 Turn per Level.
- Webs - Immobilize. Area Effect. Strength Test to Escape.
- Whimsy - Cause Something Whimsical to Happen. Real or Illusion.
- Wind Gust - Air. Knockback. Knockdown. Damage-2. Area Effects.
- Wish - Max one per Week. Wishes always have unexpected consequences.
- Wither - Kill Target Plant. Short Range.
- Word of Power - Combined with another Spell. Effects all who can hear Word.
- Wrath - Of God, Nature, etc. Large Area. Death. Save at -2.
- Write Magic - Create Scrolls, Magic Books
- X-Ray Vision - See through 10 Feet of Walls. 1 Minute per Level.

Starting Makers

A Character with Artifice, Technomancy, or Fetishes will, as a starting character, begin play with 1 appropriate Minor Relic. A Character with Alchemy will start with 4 Minor Potions.

Game Master Rules

This list is for the GM only not the players. You control if a NPC has a Spell and if and when and how they use it. You may not want the PC's to have certain Spells. They may unbalance your campaign. A PC can only gain access to a Spell if you allow it. At level increases you tell them which Spells are available to

be learned.

Just because a Player wants a Spell doesn't mean they get it.

Combo Spells

Advanced casters can combine two or more Spells into one producing a novel effect. This would be simultaneous casting. For example: A wizard might cast Fireball and Invisibility to create an invisible Fireball. The Word and Symbol Spells are designed to be used in Spell Combos.

The Term Elemental

A spell can have many variations depending on the manifestation of its power. The Typical Elements are Fire, Water, Air, and Earth. However many others are available: Steam, Lava, Stone, Iron, Crystal, Wind, Ice, Plants, Shadow, Void, Holy, Unholy, Chaos, Law, Magnetic, Diamond, Metal, Sun, Light, Darkness, Tar, Lightning, Energy, Force, Plasma, Flesh, Bone, Poison, Slime, Acid, Sand, Mud, Clay, etc. Practically any Substance can be substituted.

The GM will have to develop rules for any he wants to include. For example: What would the properties of a Wall of Flesh have (Regeneration) compared to a Wall of Iron (Armor+5)?

Master Skill List

Skills List

- Acrobatics - Flips, Tumbles
- Acting - Theatre
- Acupuncture - Healing, Curing
- Acute Hearing - Perception Bonus
- Alertness - Perception Bonus
- Ambush - Bonus to Attack if Hidden
- Animal Handling - Training, Husbandry, Breeding
- Apothecary - Use of, Production of Medicinals
- Appraisal - Monetary Value
- Arcane Languages - Ancient and Magical
- Archeology - Study of Ancient Civilizations
- Archery - Bows. Attack Bonus
- Architecture - Designing Buildings
- Artillery - Catapults, Ballistae. Attack Bonus
- Astrology - Method of Non-magical Fortune Telling
- Axe - One and Two Handed
- Backstab - Bonus to Damage if Hidden or from behind
- Baking - Bread, Pastries
- Balance - Keep from Falling. Parkour
- Barber - Cutting Hair
- Battle-cry - Increase Allies Morale; Decrease Opponents
- Beast Lore - Animals, Zoology
- Begging - For Money or Mercy
- Blacksmith - Forging and Casting, Armour
- Blind Fighting - Negate Penalties (Max 1 Level)

- Block - Extra Defense Bonus with Shield
- Bluff - Persuasion Bonus if Lying
- Book Binding - And Scrolls
- Bowyer - Making Bows
- Brawl - Unarmed Combat. Punches. Kicks. Strikes
- Brewing - Making Beer, Ale, Mead
- Calligraphy - Scribing
- Candle Making - Wax
- Carousing - Alcohol Consumption
- Carpentry - Woodworking
- Carry - Increase Encumbrance Limits
- Cartography - Making and Reading Maps
- Carving - Sculpture
- Catch - Anything Thrown, Dropped, Missiles
- Cheer - Reduce Anger in Others
- Chemistry - Component of Alchemy
- Climb - Walls. Mountain Climbing
- Club - Mace, Morning Star. Bonus to Attack and Damage
- Cobbler - Shoe Maker
- Constitution - Toughness +1
- Construction - Techniques for Building
- Cooking - High Level Gourmet
- Crossbow - Attack Bonus
- Dagger - And Knives. Bonus to Attack and Damage
- Dance - Multiple Styles
- Demon Lore - And Devils; Ask GM one Question
- Detect Lie - Body Language
- Dexterity - Agility +1
- Diagnosis - Diseases, Internal Injuries
- Dig - Shovel Work; Burrowing
- Diplomacy - High Level Negotiations
- Disarm - Remove Foe's Weapon
- Discernment - Perception +1
- Disguise - Goes good with Acting, Spy, and Languages
- Dodge - Defense Bonus vs Ranged Attack
- Dual Wield - Negate Penalty
- Empathy - Psychology. Know Motivations
- Engineering - Making sure Mechanical systems, Bridges, Buildings will work
- Escape Artist - Slip Bonds; Contortions
- Etiquette - Nobility, Chivalry
- Evasion - Bonus to Save vs Area Effect Attack
- Farming - Plants and Animals
- Fast Draw - Initiative Bonus
- Fast Healer - Extra Wound per Day
- Fey Sight - See Fey
- Flail - Attack and Damage Bonus
- Fletcher - Making Arrows
- Fight Dirty - Bonus to Attack (Max 1 Level)
- Find Weakness - Bonus to Attack
- First Aid - Medical Attention, Stop Bleeding
- Fishing - Rod, Net
- Foraging - Food
- Gambling - Betting Games, Gaming
- Gardening - Vegetables, Horticulture
- Geography - Natural and Man-Made
- Gemology - And Gem cutting

- Geology - Natural Origins of Terrain Features
- Glassblowing - Art Glass, Mirrors, Vials, Flasks
- Goldsmith - Jeweler. Silversmith
- Gossip - Learn Rumors
- Gunnery - Firearms, Cannons. Attack Bonus
- Grappling - Wrestling. Holds. Locks. Throws
- Haggle - Bargaining
- Hammer - Mauls. Bonus to Attack and Damage
- Heavy Armor - Maneuvers; Negate Penalties (Max 1 Level)
- Heraldry - Crests
- Herbalism - Know Medicinal Value of Plants. Plant Lore
- Hidden Weapons - Evade Casual Detection
- History - Local, Regional, National, International
- Horse Archery - Negate Penalty (Max 1 Level)
- Identify Potions - Taste, Smell, Look, Viscosity
- Intelligence - Wits +1
- Interrogation - Gain Information
- Intimidate - Cause Fear in Opponents
- Investigation - Finding Clues
- Jest - Humor. Can be used to Diffuse or Enrage.
- Juggling - Goes good with Catch Missiles and Thrown Weapon
- Jump - Long and High
- Karma - Fate+1
- Knots - Ropework. Pioneering
- Law - Local, Regional, National, International
- Language - One Foreign Language
- Leadership - Rally, Command Troops
- Leather Working - Armor, Boots, Belts, etc.
- Lip Reading - Up to Short Range
- Literature - Great Books
- Locks - Lockpicking
- Logic - Puzzles. Arguments
- Logistics - Supplying an Army. Quartermaster
- Luck - Fate+1
- Masonry - Stone Working
- Massage - For Medical or Seduction Purposes
- Mathematics - Geometry, Algebra, Calculus
- Mechanics - Fixing, Making mechanical Devices
- Medicine - Non-emergency Ailments
- Meditation - Reduce Anger and Fear in Self
- Memory - Remembering
- Midwife - Delivering Babies
- Mining - Finding Precious Metals
- Monster Lore - Ask GM one Question
- Musical Instrument
- Muscles - Strength +1
- Navigation - On Water
- Optics - Lenses
- Oratory - Public Speaking
- Painting - Fine Arts
- Paleontology - Extinct Animals and Monsters
- Paper Making - And Parchment
- Parry - Defense Bonus with Weapon in Hand
- Pathfinding - On Land. Trailblazer
- Philosophy - Ethics, Metaphysics
- Physics - Pre-Newtonian
- Pick Pocket - And Cutpurse
- Pilot - Vehicles: Land, Sea, Air
- Planar Lore - Other Dimensions
- Poetry - Limericks and Sonnets
- Poison Lore - Identify Poison, Poisonings
- Politics - How to
- Polearms - Halberds, Bills, Glaives, Pole-Axes. Attack and Damage
- Pottery - Clays, Spinning, Glazes, Firing. Ceramics
- Preaching - Conversions
- Presence - Charisma +1
- Prone Fighting - Negate Penalty (Max 1 Level)
- Protect - Intercept Attack on Nearby Character
- Quickness - Reflexes +1
- Rage - Bonus to Hit and Damage, Penalty to Defense
- Relic Lore - Famous Magic Items
- Religion - Know Prayers, Ceremonies, Beliefs
- Riddles - Solving and Knowing
- Riding - Equestrian
- Rowing - Group Effort. Increase Boat Speed
- Sailing - Boating
- Scout - Determine Troop Numbers, Dispositions
- Seduction - Sexual Attraction
- Shield Bash - Secondary Attack if First Misses
- Sing - Harmonies, Melodies
- Skiing - Over Snow
- Skirmish - Move and Attack, Open Formations
- Slay - Bonus Wounds to successful attacks vs Target Type
- Slings - Bonus to Attack. Also to Craft
- Slow Fall - Take less Damage from Falls
- Spear - Pikes. Bonus to Attack and Damage
- Spirit Lore - Folk Tales
- Spy - Learn Secrets of Foe
- Staff - Bonus to Attack and Damage
- Star Gazing - Astronomy
- Stealth - Bonus to Hide; Remain Undetected
- Storytelling - Attracting and impressing an Audience
- Strategy - Large Battles
- Streetwise - Dealing with Criminals
- Surgery - Patch up Injuries and Mortal Wounds
- Survival - Food, Shelter, Water, Fire Starting, Camping
- Swashbuckling - Reduce Penalties for Difficult Moves
- Sweep - Hit Multiple Targets in HTH (Max 1 Level)
- Swift - Increase Movement Rate by +10 per level
- Swim - Distance, Depth, Speed, Duration, Diving
- Sword - One and Two Handed. Bonus to Attack and Damage
- Tactics - Advantage in Small Combats
- Tailor - Sewing
- Tattoo Artist - Drawing on Skin
- Taunt - Attracting Hostile Attention
- Theology - Religious Arguments
- Throw (Weapon) - Pick: Dagger, Spear, Axe, Flask, Bolas, etc.
- Track - Hunting. Also Hide Tracks
- Traps - Finding, Detecting, Disarming, Making
- Trick Shot - Including Indirect Fire and Ricochets

- Weather Sense - Predict 1-2 days out
- Weaving - Making cloth/Clothing from Wool or Cotton.
- Willpower - Will +1

Character Progression

Leveling Up: Progression And Experience Points

Players gain 1-5 XP per Adventuring session. Players need 5 XP to advance to level 2. Players need 10 XP to advance to levels 3-5.

Players need 20 XP for every level 6 and above. XP Total resets to 0 after each Level gain. At each level advance the Character gains 1 Skill or 1 Spell.

The GM will tell the PC which Skills or Spells are Available. Note: It is possible to learn extra Skills/Spells without going up a level at the GM's discretion. The GM may also require the Character to achieve a Milestone to Advance in addition to the XP. Milestones can include:

- Defeating a Major Foe
- Completing a Quest
- Defeating a Monster Singlehandedly
- Winning a Duel
- Training under a Master
- Taking time to Train or Study
- Stealing a Relic
- Studying at a Dojo, Academy, or University
- Destroying a Place of Evil
- Building a Temple or Workshop
- Leading an Army in Battle

The GM can take away XP if necessary for bad behaviors such as cheating or blurting things out.

Multi-classing

If a Character has accumulated most of the Skills described in a class description, he can legitimately consider himself to be a member of that profession. However his Social Class, Culture, and Reputation might not warrant it. For example a Knight might eventually acquire most of the skills of a Noble and later those of a General. To learn Secondary Spellcasting requires at least 2 years with a Master. To learn

Primary Spellcasting requires at least 5 years with a Master.

Status And Rulership

As Characters level up and become more powerful, their expectations and that of those around them change. Humans (and their ilk) are Social Animals. They progress from Adventurers to Rulers.

The path is different based on the Characters self Image and the perceptions of others. A Variety of Progression Tables and explanations are provided below.

Fighter Class Progression Path

This would primarily apply to Warriors, Cavaliers, Nobles, Paladins, Templars, Holy Warriors, Highlanders, Commanders, Champions, Avengers, Battle Masters, Samurai, and Soldiers. Also Rangers who want to settle down. Duelists and Martial artists can also go this Route.

Rogue types and even Merchants seeking Noble Prestige as well can occasionally buy their way in depending on the culture. By 7th level these Adventuring types usually have acquired enough Money to buy into the aristocracy. Or through their reputation Alone they may be granted A Knighthood. This includes a Manor House (Tiny Castle) overseeing a Village of around 300 people that is 6-9 Miles square. By 11th Level He should be able to buy or be rewarded the Title of Count. The Count controls a County which is roughly 1 Map Hex.

A Hex will be 30 Miles across (1 Days Travel) and will contain 200 Villages, 1 Castle, and 45% chance of a Town or 5% of a City. He will control The Villages and Castle, but not the bigger Settlements. They will have their Own Laws and Charters. Each Village (or Manor) will provide One Knight and Ten Fighting Men that can be mustered. A County Contains 60,000 Villagers.

By 14th Level the Character will have the Title of Duke and Control a Duchy. A Duchy is composed of 2 to 6 Counties. At 17th Level our Fighter will have battled and intrigued with The other Dukes enough to Grasp the Title of King, Supreme Ruler of the Land. A Small Kingdom will have from 5 to 33 Hexes.

Fighter Progression Table

Level	Title	Land (Hexes)
1	-	-
2	-	-
3	-	-
4	-	-
5	-	-
6	-	-
7	Knight	Manor(s)
8	-	-

Level	Title	Land (Hexes)
11	Count	County (1)
12	-	-
13	-	-
14	Duke	Duchy (2-6)
15	-	-
16	-	-
17	King	Kingdom (5-33)
18	-	-

Level	Title	Land (Hexes)
9	-	-
10	-	-

Level	Title	Land (Hexes)
12	-	-
20	Emperor	Empire (333+)

Settlement Table

Type:	Hexes	Population
Village	-	50 - 300 (20 - 1000)
Town	-	2,500 (1000 - 8000)
Small City	-	8000 - 12,000
Medium City	-	12,000 - 20,000
Large City	-	20,000 - 100,000+
County	1	60,000 (Around 200 Villages)
Duchy (Barony)	2-6	120,000 - 360,000+
Small Kingdom	5-33	0.3 - 2 Million
Medium Kingdom	83	2 - 5 Million
Large Kingdom	166	5 - 10 Million
Imperial Province	28	1.7 Million
Small Empire	333	10 - 20 Million
Medium Empire	500	20 - 30 Million
Large Empire	1000	30 - 60 Million+

Barbarian Class Progression Path

Primarily for Barbarians, Vikings, Nomads, Amazons, and Tribal Warrior Types. Also works for Shamans and other primitive Casters. A more primitive social structure than that of the Feudal system

the Fighter types are stuck with.

Title and power have to be fought for, either Combat between Leaders or Ritual Tribal Warfare. Otherwise the pattern is similar. Barbarian Empires are called Confederations.

Barbarian Progression Table

Level	Title	Land (Hexes)
1	-	-
2	-	-
3	-	-
4	-	-
5	-	-
6	-	-
7	-	-
8	Chief	Band
9	-	-
10	-	-

Level	Title	Land (Hexes)
11	Hetman	Tribe (1)
12	-	-
13	-	-
14	War Chief	Big Tribe (2-6)
15	-	-
16	-	-
17	King	Chiefdom (5-33)
18	-	-
19	-	-
20	-	-

Rogue Class Progression Path

Primarily for Rogues, Thieves, Assassins, and other Criminal underworld figures. Sometimes they can wrangle Themselves into the Noble Fighter or Courtesan paths, but if They want to keep their freedom and stick to the shadows this Is their Fate. Note that

they don't actually own the Land, rather This is the extent of their influence and dealings. The Title of Guild Master is often replaced with more colorful titles such as The King of Thieves. Rogues that operate in the Countryside are Referred to as Bandits. If Bandits become powerful enough they May oust a local Count and take his place.

Rogue Progression Table

Level	Title	Land (Hexes)
1	-	-
2	-	-
3	-	-
4	-	-
5	-	-
6	-	-
7	Guild Master	Town Guild (1)
8	-	-
9	-	-
10	-	-

Level	Title	Land (Hexes)
11	Guild Master	City Guild (1)
12	-	-
13	-	-
14	Guild Master	National Guild (2-6)
15	-	-
16	-	-
17	Guild Master	International Guild (5-33)
18	-	-
12	-	-
20	-	-

Good Caster Class Progression Path

Primarily for Mages of Good or Neutral Alignments. Note that as Casters increase in level they accumulate Marks, Mutations, and Madness from their Spell Lists and Mishaps. They become increasingly less human and concerned With the affairs of Men. At the same time they are often shunned By normal men who fear their odd appearance and sorcerers Ways. Many Magic Users at Tenth Level and beyond have Achieved some

form of Ascension where they have become Immortal Dwellers on other Planes of Existence. They have Become Liches, or Dragons, or Demigods. However, some will Leave their mark on Human Lands as the Table depicts. Any Given Mage might not build any such structures but they certainly Could if they wanted to. Note there do exist Mageocracies where It is the Mages who are the Nobles. In this case, their progression In that society would more closely match that of a Fighter.

Good Caster Progression Table

Level	Title	Enterprises:
1	Apprentice	-
2	Disciple	-
3	Adept	-
4	Mage	Magic Shop (Ingredients)
5	-	Laboratory (Alchemist)
6	-	Workshop (Artificer)
7	-	Mountaintop (Seer or Mystic)
8	-	Library (Sage)
9	-	Tower (To keep Treasures)
10	-	-

Level	Title	Enterprises:
11	-	Dungeon (To Hide Artifacts)
12	-	-
13	-	School (Teach Young Mages)
14	-	-
15	-	Council of Mages
16	-	-
17	Archmage	Floating City
18	-	-
12	-	-
20	-	-

Evil Caster Class Progression Path

Primarily for Mages or Priests of Evil or Chaotic Alignment. These Individuals are usually very inter-ested in throwing Their weight around. They will raise armies of foul Creatures and terrorize all with their

Mighty Magics. They will go on sprees of Conquest and Destruction.

At Empire Scales they are referred to as a Scourge of A Greater Realm. They are a threat to every territory they Border.

Evil Caster Progression Table

Level	Title	Land (Hexes)
1	-	-
2	-	-
3	-	-
4	-	-
5	-	Lair
6	-	Tower
7	Menace	Dungeon
8	-	-

Level	Title	Land (Hexes)
11	-	-
12	-	-
13	Invader	Lesser Realm (2-6)
14	-	-
15	-	-
16	Destroyer	Major Realm (5-33)17
18	-	-
12	-	-

Level	Title	Land (Hexes)
9	-	-
10	Marauder	Minor Realm (1)

Good Priest Class Progression Path

Primarily for Good, Lawful, or Neutral Priests. Sometimes Paladins, Templars, and Holy Warriors as well. These types of Priests want spread the worship of their Patron. This is usually by building temples and churches In new lands and converting the unbelievers. Often (75%) They don't own the Land but they do

Level	Title	Land (Hexes)
20	-	-

influence it Heavily and may impose tithes and other dues on their Adherents and any infidels within range. At Empire Scales it is the Pope that presides over the Universal Church.

Note that in a Theocracy the Clergy are also the Nobles so a Priest (Evil Priests too) Could take the Fighter Path in that situation.

Good Priest Progression Table

Level	Title	Land (Hexes)
1	-	-
2	-	-
3	-	-
4	-	-
5	-	-
6	Priest	Single Church or Temple
7	-	-
8	Priest	Many Holy Sites
9	-	-
10	High Priest	Small Church (1)

Level	Title	Land (Hexes)
11	-	-
12	-	-
13	Bishop	Minor Church (2-6)
14	-	-
15	-	-
16	Arch Bishop	Great Church (5-33)
17	-	-
18	-	-
12	-	-
20	Pope	International Church

Entertainer Class Progression Path

Primarily for Bards, Musicians, Dancers, Actors, and Other Performers Or Troupes of Performers. As

they Advance their Fame increases. Their Progression is measured in how far their Fame has Spread. With Fame also comes Wealth. They might use this to build Theatres or venues in Towns and Cities.

Entertainer Progression Table

Level	Title:	Known In:
1	Local Fame	1 Village
2	Noted	2 Villages
3	Recognized	6 Villages
4	Leading	36 Villages
5	-	-
6	Important	90 Villages
7	-	-
8	Acclaimed	County Wide
9	-	-
10	Distinguished	Many Counties

Level	Title:	Known In:
11	-	-
12	Renowned	Duchies
13	-	-
14	-	-
15	Glorious	Kingdom
16	-	-
17	-	-
18	Great	International Star
12	-	-
20	-	-

Merchant Class Progression Path

Merchants and Traders will keep 1 Shop and 1 Warehouse in a Town or City. Most Hexes have a 45% chance of having a Town And a 5% chance of having a

City. A Merchant will also control Caravans and Merchant Ships to create a Trade Network. Some Rogues and Pirates looking for less violent work will take this path.

Merchant Progression Table

Level	Title	Shops
1	Peddler	0
2	Shopkeeper	1
3	Vendor	2
4	Trader	3
8		
9	Exporter	7
11	Wholesaler	8
12	-	-
13	-	-
14	Merchant	9-11
15	-	-
16	-	-

Level	Title	Shops
5	Operator	4
6	Shipper	5
7	Handler	6
10		
11	Wholesaler	8
17	Merchant King	12-16+-
18	-	-
12	-	-
20	-	-

Pirate Class Progression Path

Pirates are judged by the size of their Fleets. A typical small fast ship has a Crew of around 50. Much

rarer are Pirate Warships with a crew of 150 or more.

Pirate Progression Table

Level	Title	Fleet Size (Number of Ships)
1	-	-
2	-	-
3	-	-
4	-	-
5	Captain	Single Small Ship (1)
6	Captain	Single Medium Sized Ship (1)
7	Captain	Single Large Ship (1)
8	-	-
9	-	-
10	Plunderer	Small Fleet (40)

Level	Title	Fleet Size (Number of Ships)
11	-	-
12	-	-
13	Sea Rover	Minor Fleet (40-200)
14	-	-
15	-	-
16	Ravager	Great Fleet (200-1200)17
18	-	-
12	-	-
20	-	-

Sailor Class Progression Path

Naval Officers.

Sailor Progression Table

Level	Title	Fleet Size (Number of Ships)
1	-	-
2	-	-
3	-	-
4	-	-
5	Captain	Single Small Ship (1)
6	Captain	Single Medium Sized Ship (1)
7	Captain	Single Large Ship (1)
8	-	-
9	-	-
10	Master	Small Fleet (40)

Level	Title	Fleet Size (Number of Ships)
11	-	-
12	-	-
13	Commander	Minor Fleet (40-200)
14	-	-
15	-	-
16	Admiral	Great Fleet (200-1200)17
18	-	-
12	-	-
20	-	-

Soldier/commander Class Progression Path

Military Officers.

Soldier Progression Table

Level	Title	Unit Size
1	Grunt	-
2	Private	-
3	Corporal	-
4	Sergeant	Squad
5	Lieutenant	Platoon
6	Captain	Company
7	-	-
8	Major	Battalion
9	-	-
10	Commander	Brigade

Level	Title	Unit Size
11	-	-
12	Marshall	Division
13	-	-
14	-	-
15	-	-
16	General	Army
17	-	-
18	-	-
12	-	-
20	-	-

Courtesan Class Progression Path

Primarily for Courtesans, Diplomats, Heralds, Stewards, Seneschals, Jesters, Children of Nobles, Advisors, Generals, Senators, and Court Officials of all

types. Some Rogues and Charlatans as well. Instead of having actual Noble Titles, they are close to those that do. By having the Kings Ear or the Kings Favor they can amass wealth and Power for Themselves as well determine policy and History at a Grand Scale.

Courtesan Progression Table

Level	Title	Influence
1	-	-
2	Local Official	Knights Favor
3	-	-
4	Regional Off.	Counts Favor
5	-	-
6	Royal Guard	(If Fighter)
7	-	-
8	Provincial Of.	Dukes Favor
9	-	-
10	Court Official	Kings Favor

Level	Title	Influence
11	-	-
12	Guard Captain	(If Fighter)
13	-	-
14	Royal Advisor	Kings Favor
15	-	-
16	-	-
17	-	-
18	-	-
12	-	-
20	-	-

Expert Class Progression Path

Primarily for Duelists, Martial Artists, Monks, Ninjas, Tinkerers, Scientists, Engineers, and Scholars. Also works for Artisans and Craftsmen. As these

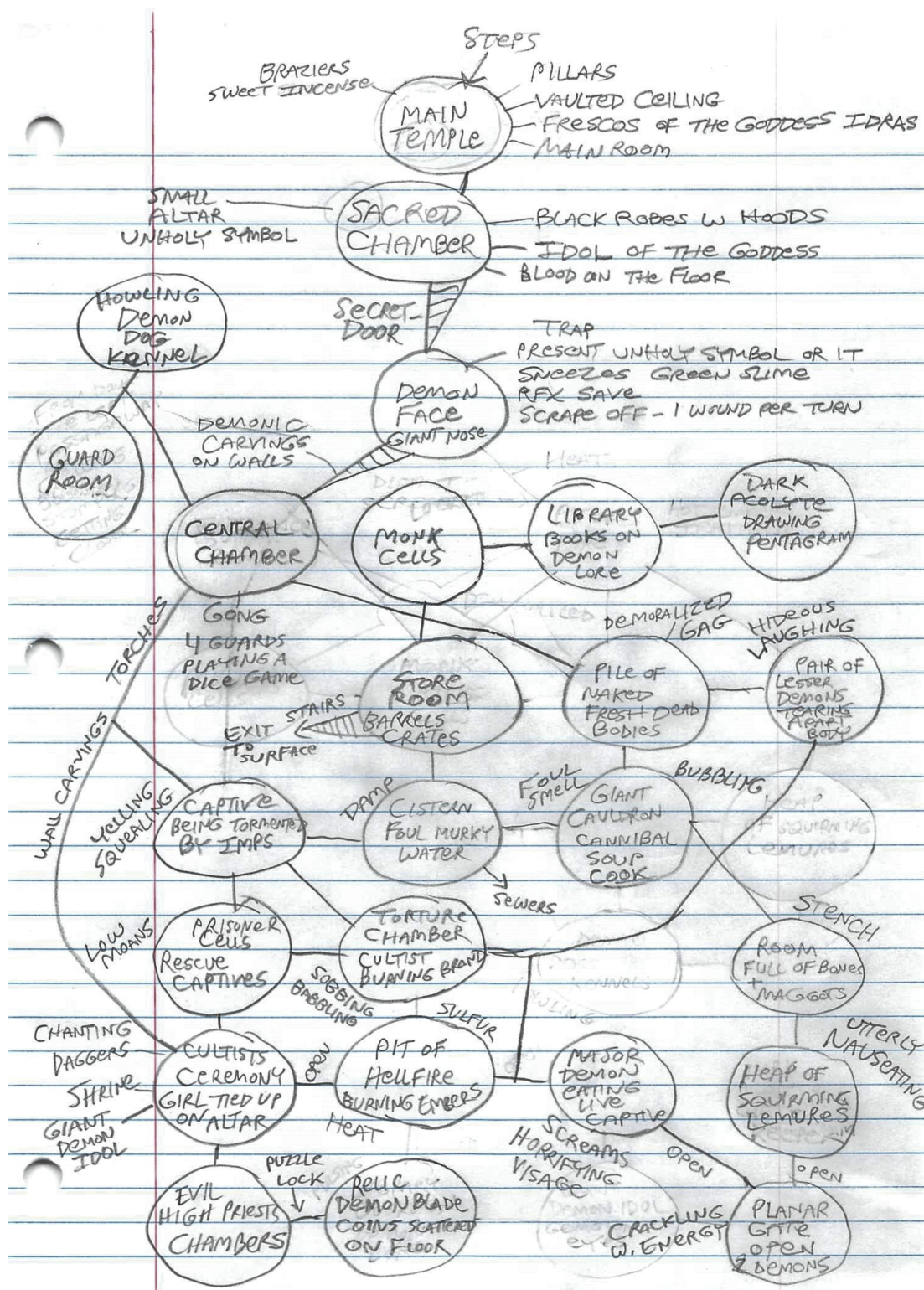
Professions Advance they open up Guilds or Schools (Academies, Universities) to train new members to a high level of Skill.
Generally 1 such Academy can be located in a Town or City.

Expert Progression Table

Level	Title	Guilds or Schools
1	-	-
2	-	-
3	-	-
4	-	-
5	-	-
6	-	-
7	Instructor	1
8	-	-
9	-	-
10	-	-

Level	Title	Guilds or Schools
11	Dean	2-4
12	-	-
13	-	-
14	Master	5-10
15	-	-
16	-	-
17	Grand Master	11-16+
18	-	-
12	-	-
20	-	-

Adventure Modules



Temple Of The Demon Cult

For use with any Fantasy RPG Rule System.

Introduction

Temple Located in a City or Settlement. Rumors tell of a Demon Cult hidden within.

Main Temple

Devoted to the Agrarian Earth Mother Goddess Idras, Lady of the Harvest. Frescos depict pastoral bliss: Planting, Harvesting, Herding, Childbirth

Sacred Chamber

Separated by a Curtain. Only the Priests of Idras are allowed inside. Demonic Unholy Symbol located in Ashes on Altar. Blood Trail leads to Back Wall. Pressing a Stone reveals Secret Door.

Room With Demon Face With Giant Nose

Eyes Light Up. PC's must present Unholy Symbol or the Face Sneezes, covering them with Green Slime. Hard Dodge save to Avoid. Medium Swiftess Save to scrape off Slime or it Causes 1 Wound.

Central Chamber

4 Cultist Guards playing Dice. 2 engage. 1 Runs to bang a giant Gong which will cause the Cultists in the Ceremony room to come running. 1 runs to release the Demon Dogs from the Kennel. Lit with Torches.

Guard Room

Blankets, scattered knives and Spears, scattered coins, a lit candle.

Demon Dog Kennel

4 Dogs. Pink hairless ferocious monstrosities. Chewed Bones, Water Trough. Key ring hung on wall. Leashes. Smells of Wet Dog. Incessant Barking. They are locked up unless released by the guard.

Store Room

Boxes, Barrels, Crates. Foodstuffs, Firewood, Salt, Ale, Flour, Pitch, Oil. Stairs going up lead to a small above-ground warehouse with more goods.

Monk Cells

Corridor, 10 Cells each side. Straw beds, Candles, Papers, Ink, Coins, Robes.

Library

Valuable Books on Demonology, Planar Lore, History, Mythology, Religion. 4 Scrolls of Demon Summoning (different types). Book on Destroying Portals.

Summoning Chamber

Dark Acolyte Mage. If players were stealthy in library he can be surprised. If they were not, he will ambush them and run for help if possible. He has Spells of Darkness, Paralysis, Weakness, Fear, and Demon Summoning. Search to find scroll with Force field Spell.

Pile Of Bodies

Unsuspecting souls snatched from the streets. Main Food Source.

Pair Of Laughing Demons

Playing Tug of War with a Body. Screeches Cause Fear. Vulture Heads. 7 foot tall naked human bodies. Attack with Talons and Beaks.

Giant Cauldron

Cannibal Soup. Floating Body Parts. Being stirred with a paddle by a Large, Slow, Fat, Half-Wit Cook. He will Attack Ineptly.

Cistern

Main Water Source. Underwater exit to city sewers if players dive in.

Imp Room

6 Imps will Attack. Weak Foes. Flying, Scratching. Captive tied up in Chair. Member of the City Guard. Grateful if Freed.

Prisoner Cells

12 Locked Doors. Half Empty. Captives: Street urchins, laborers, and beggars.

Torture Chamber

Mid-Torture on an Aristocratic Courtesan. Cultist with Hot Iron will Attack. Rack, Iron Maiden, Furnace. Whip, Manacles, Thumbscrews.

Ceremony Room

10 Cultists performing ritual. Can be surprised. Demon Idol has Ruby Eyes. Naked Girl on Altar is Serving Wench. If rescued will fall in love with a PC. Evil High Priest knows spells of Weakness, Command, and Telekinetic Attack. If the Ceremony is completed, a Demon Prince will appear and carry off the Girl. All the Cultists will receive Demonic Strength +2.

Priests Chambers

Priest will retreat here from Ceremony Room. Bed, Desk, Washing Basin, Wardrobe. Bottle of Magic Healing Wine. 4 Doses. Dagger +1.

Relic Room

Puzzle Lock on Door. Hard Puzzle Check or lose a Hand. Collection of Unholy Symbols and Icons hanging on Walls including Glowing Demon Blade +4. Cursed. Wielder becomes Evil and Bloodthirsty. Small open chest of Coins on Table. Some coins on Floor.

Pit Of Hellfire

Central Pit. Narrow path around. Burning Embers will scorch eyes and lungs.

Major Demon

10 Feet Tall. Bloody Horse Head with 2 Horns. Sharp Teeth. Venomous Snake Limbs. Will drop half eaten corpse and chase PC's into Pit Room, but no farther.

Trash Room

Stench from Bones and Maggots will give PC's a -1 penalty for 2D Minutes after leaving.

Lemures

Secondary source of Food and Sacrifices. Gibbering Pus filled Larvae. Human Faces. Ankle biters. Very

The Ruined Castle

For use with any RPG Rule System

Draw Bridge

The Bridge is down. It is covered with Guano. The Moat Monster will take 8 Wounds Counters before retreating back to the Scummy Waters.

Gatehouse

The Gatehouse is 30 Feet Tall. The Towers are 40 Feet Tall. The Catwalks can be accessed from the Gatehouse. The Gate is 20 feet tall. The Portcullis is down. The Archers have 80 Arrows and are locked in.

Walls

The walls are 20 Feet Tall. All have walkable Catwalks but they are falling apart.

North Tower

All the Floors have collapsed in this Tower.

South Tower

The Third Floor contains a Bat Swarm that will attack.

East Tower

All Towers have Barracks and Storage on the first 3 Floors: Spears, Bundles of Arrows, Stones, Barrels of Oil, Blankets. All Towers have parapets and a Ballista or Catapult on top.

West Tower

The Angry Ghost will Demand the Characters leave and will try to drive them off. "Stay away Fools!" Was once a Loyal Guard.

Weak Foes. Easily Dispatched.

Planar Gate

To Demon Dimension. Major Goal of PC's should be to destroy this Portal. If they mess with it, Two Lesser Winged One-eyed Ape-Demon guardians step through: Beat Chests, War Cries. Gaze causes Confusion. Strength +4 Brawl +4. Any Combo of 3 of these Spells will Close the Portal: Lock, Blessing, Force Field, Disintegrate, Shield, Curse Breaker, Dispel, Shatter. An easy Arcane Lore Skill check will reveal this.

Courtyard

A dozen Skeletons/Zombies will arise over several minutes and at different distances. The Stench of Undead is everywhere. Some bodies have a few coins. One clutches a Sharpened Wooden Stake.

Well

The Water is Fetid. Full of Snails.

Stables

Against the West Wall. Parts are caving in. Leather equipment has rotted but metal pieces can be salvaged.

Smithy

Against the inner Keep. The Door to the Armory is Jammed. A good oiled Hammer +1 can be found amongst rusted tools and Anvils. Piles of Charcoal and Firewood nearby.

Vestibule

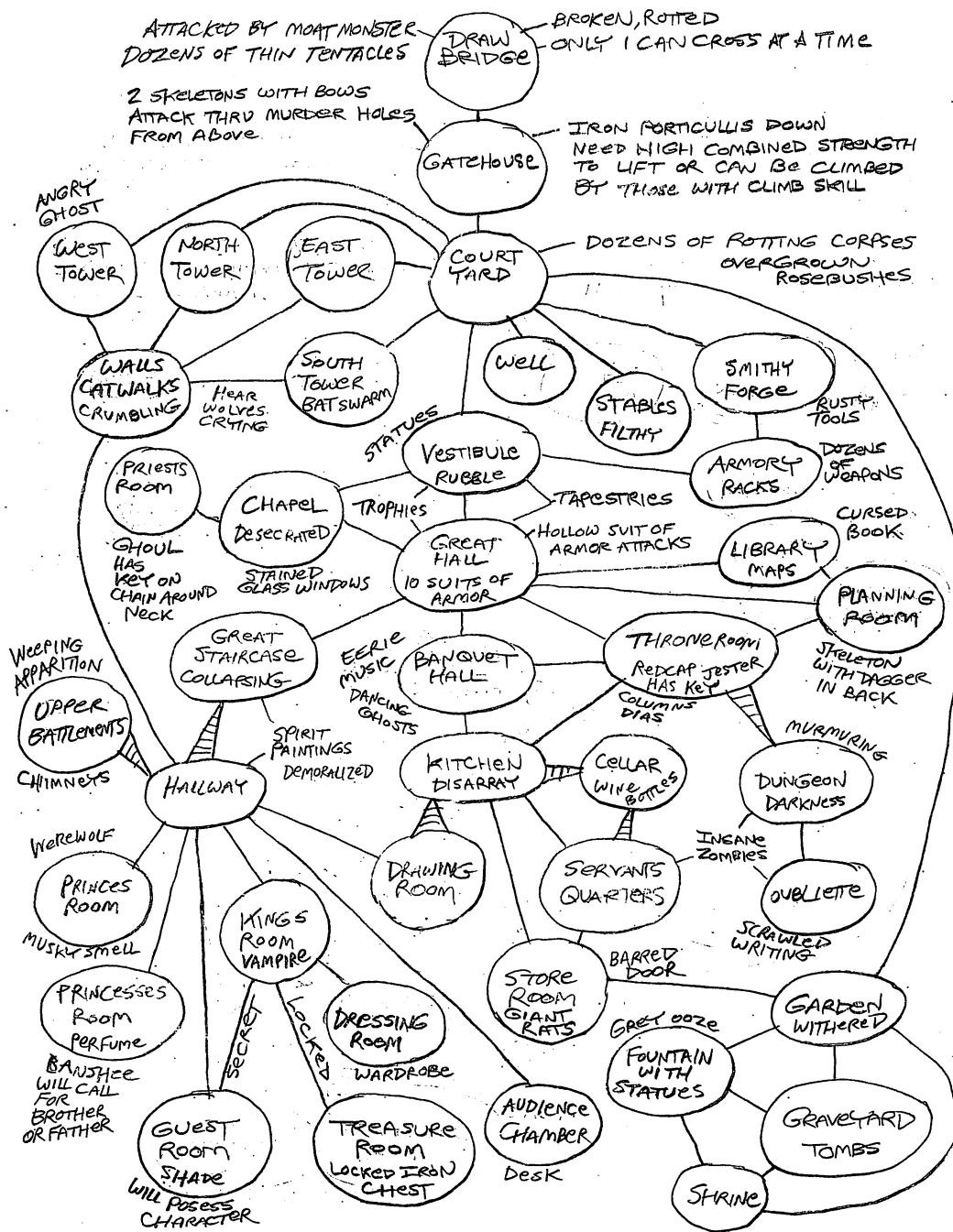
Grand Entranceway and Waiting Room. Wall Sconces, Benches, Broken Statues, Remains of Hunting Trophies. All the rooms on the first floor are 30 feet tall with Vaulted or angled Ceilings.

Chapel

Broken Icons to Good Gods and Saints. Now Tainted with Evil. Broken Pews, Cracked Sarcophagus, Smashed Shrine. Find a Holy Symbol.

Priests Room

The Priest has been converted into a Ghoul by the Vampire King. His main purpose now is to drag the remains of victims of the King and the Prince out to the Courtyard. On a chain around his neck is a Key to the Treasure Room Door. Find a Vial of Holy Water amongst the broken furniture.



Armory

Partially Depleted. Swords, Shields, Halberds, Pikes, Lances, Morning Stars, Maces, etc. Enough Arms and Armor for 2 Dozen Men.

Great Hall

One of the Ten Suits of armor will Attack with a Great Sword. Room Replete with aging Flags, Banners, and Tapestries.

Library

Two Stories of Books. Ladders. Good Map Collection. Some of the pages are starting to crumble. One

Cursed Book causes the owner to always fail Fear and Morale Checks. 1D3 Scrolls.

Planning Room

Table and Chairs. Spread out Maps. Old Treaties.
One victim of Intrigue on the floor impaled with a Silver
Dagger.

Banquet Hall

A Long Table with 20 Chairs. Stirling Silverware. Fireplace. At far end a Dozen Ghosts are dancing in pairs to Haunting Music. If players stay too long they must save or go Mad.

Throne Room

The Fey Jester will ask a Riddle. If correct he will give them the Key to the Iron Chest in the Treasure Room. If attacked he will flee to the Dungeon to set up an Ambush with a Dagger. Fireplace.

Kitchen

This is in Shambles. Old Rat Droppings everywhere. The Kitchenware can be Salvaged but it is bulky. Great Hearth.

Cellar

About 200 Bottles of Good Wine nicely aged. Unlit Torches on the Wall.

Great Staircase

The paintings along the wall will Magically demoralize (-1 to all rolls) those ascending.

Hallway

Dimly lit by Windows at either end. All Second floor rooms have windows. The Treasure rooms window has Bars.

Upper Battlements

The Ghost of the Queen can be found here, If anyone gets too close she will throw herself off. The Main Keep is 50 Feet Tall with 4 conical roof sections that go to 60 Feet. A Central Conical Roof goes to 70 Feet and contains a Large Brass Bell. If the bell is Sounded, other Heroes from the surrounding Settlements will come to investigate in 1D3 Days.

Princes Room

A fulltime Werewolf. He Hunts in the surrounding woods. He always returns to be with his family. In wolf form will wear a hat. Desk, Wardrobe. Smells like Dog. +2 Magic Sword under Bed. He is Fast, Immune to Normal Weapons

Princesses Room

She has become a Banshee. Her cries can be heard for Miles. Mirror, Vanity, Make-up, Perfumes, Tub, Wardrobe, Bed, some Jewelry. She Wails for Damage +2 to all. Immune to Normal Weapons.

Guests Room

Secret Door allowed the King to visit his Mistress. Bed and Wardrobe.

Kings Room

The Kingdom became cursed after the King was bitten by a Vampire. He killed the Vampire who turned him but it did not end the curse. He Hunts in the nearby settlements but returns to his Castle to Brood. Killing him will cause all the other dead to rest in peace. King Size Bed, Desk, Fireplace, Curtains. He still wears his Gold Crown. He can Fly, Drain, Immune to Normal Weapons, Attack for Damage +3, Mesmerize.

Dressing Room

Wardrobe, Racks for Boots, moth eaten Robes, Frayed Fine Clothing.

Treasure Room

Locked Iron Chest. If proper Key not used a Poison Gas will be released. Chest contains gold Coins and Gems.

Audience Chamber

For Official Meetings upstairs. Desk and Chairs with deep scratches.

Drawing Room

Where the Royal Family and some guests would withdraw to after events, meals. Gaming Table, cards, Couches, Music Instruments, Books, Fireplace.

Servants Quarters

A Dozen tiny Rooms that could hold 2-4 Servants each. Bunkbeds, Trunks. A Zombie or two lurking about.

Storeroom

Holes in Walls. A Dozen Giant Rats will attack. Crates, Barrels, Caskets.

Dungeon

Complete Darkness. Skeletons chained to Walls. A Few Zombies will jump out.

Oubliette

During the Day the Vampire King will stay here to avoid the sunlight.

Garden

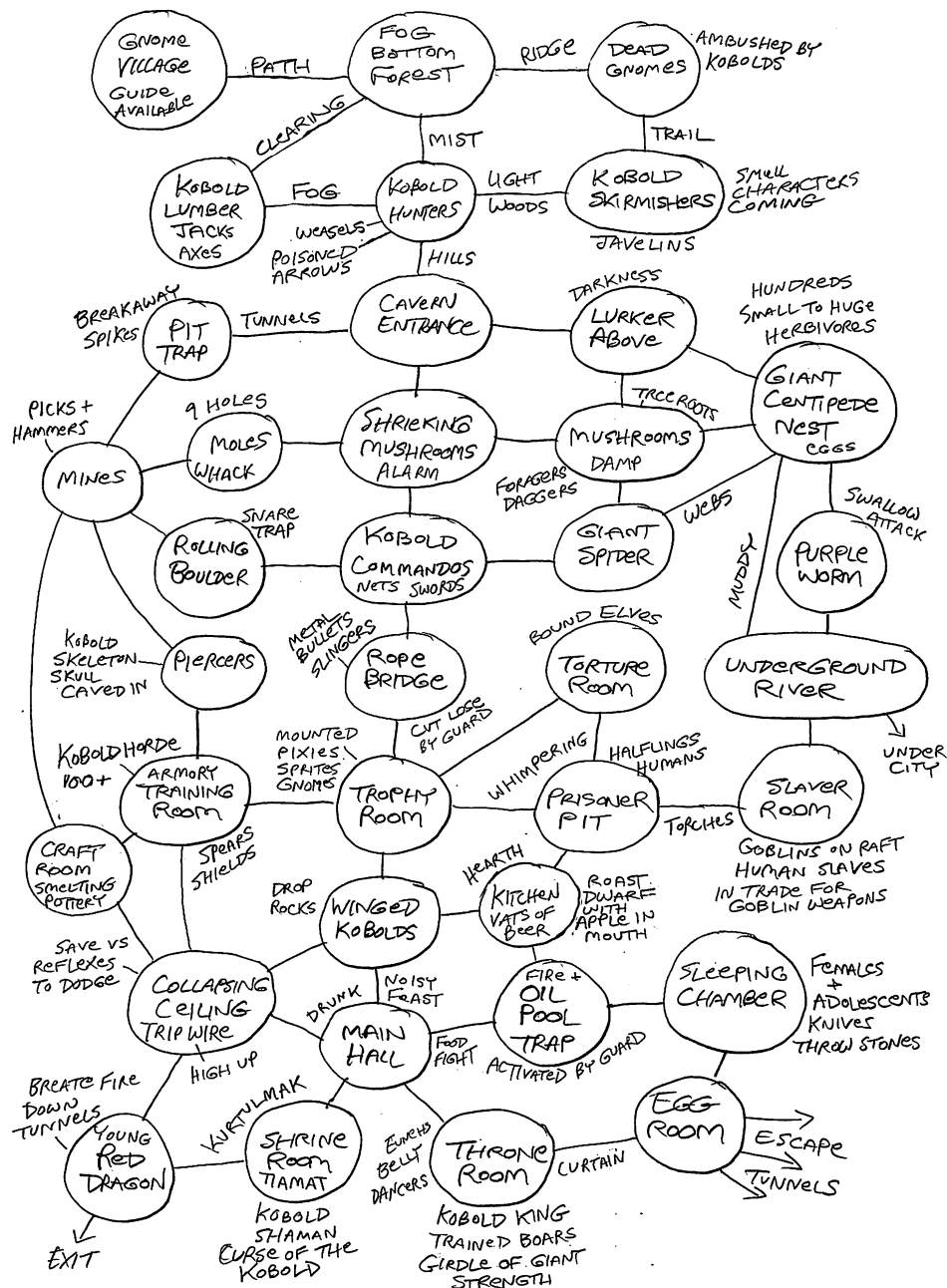
Heavily Overgrown with Vines and Weeds.

Fountain With Statues

A Grey Ooze lurks at the bottom along with a few dozen coins. Stagnant Water.

Graveyard

The Tombs of Dead Kings and Kin going back 4 Generations. If anyone starts disturbing the Graves Shades will arise. Their presence causes fear. The graves can be looted for Jewelry.



Fog Bottom Forest

Players can hear sawing in direction of Kobold Lumberjacks. PC's will be stalked by the Red Fox, A Wily Kobold Inventor with Dodge +6. He has a series of Zip Lines in the Trees. He will drop Scorpions, Snakes, etc. on them. Snares will drag them 20 feet off the

A Gnome Guide will always be targeted first by Kobolds.

ground upside-down while he zips by slashing with long knives. If Krank is killed Fox will become the new King.

Kobold Lumberjacks

Just cutting down the forest. For firewood and Mine Shaft Support. A couple dozen with Saws, Axes, and ropes. Lots of Yipping and chopping. They will flee after 3 turns of combat into the Fog.

Kobold Hunters

Ten or so riding Giant Weasels. Arrow poison has a slowing effect. Arrows coming through the Mist are very unnerving. Hit and Run Tactics.

Dead Gnomes

Slaughtered Gnome Patrol. Bodies desecrated. Recent Battle. Some Gear can be recovered. Crossbows, helmets, shields, Short swords. The Villagers will be grateful if the bodies are recovered.

Kobold Skirmishers

Twenty or so with 3-4 Javelins each. They will stay spread out and make A fighting withdrawal. Will retreat when they have thrown all their Javelins.

Cavern Entrance

Large Cavern Mouth. Steep uneven descent.

Pit Trap

Breakaway for anything heavier than a Kobold. Wooden Spikes on the Bottom. 10 Feet Deep.

Lurker Above

Feeds on Centipedes and Things that stray into the Caverns.

Mines

A small network of Shafts. Lots of Rubble. Veins of Iron, Copper, and Lead. 40 or so Miners scattered about. Picks, Hammers, Shovels. Once alerted they will snuff out their candles and lanterns.

They will attack from darkness for a turn then immediately flee.

Moles

Every other turn the Mole will pop out of one of his holes and Whack a PC.

Shrieking Mushrooms

These will alert the Commandos and Foragers. Foragers will hide.

Mushrooms

Tree Roots extend into these Caverns. They are covered with Mushrooms. Water seeps in from the River. Centipedes are all over eating the Mushrooms. Foragers with Knives are collecting both Mushrooms and Smaller Centipedes.

Giant Centipede Nest

Main Food Source for the local Monsters. They smell terrible.

Rolling Boulder

Activated by a Snare. PC caught in Snare will need to make an extra save to Cut free before fleeing the oncoming Boulder.

Kobold Commandos

Fifteen Ambushers. They will throw nets then attack with Short Swords. They wear Centipede Scale Armor: Armor +1. If 10+ are killed the rest will Flee across the Rope bridge.

Giant Spider

Tarantula Type. Ambush and Moderate Strength Poison Bite. The Kobolds fear it but keep it around as a defender.

Purple Worm

Swallows Foes Whole. Inflict 3 Wounds from the inside to Cut yourself out. Take 1 Wound each turn while inside.

Piercers

The Kobolds avoid this Cavern. Occupied by Four Dormant Piercer Monsters. Save vs Alertnss and Dodge to avoid.

Rope Bridge

One Hundred Foot Span. When PC's are halfway across Kobolds will run out And Cut the Ropes. Save vs Strength to hold on. A Dozen on the opposite Ledge will the attack with Slings with Metal bullets.

Torture Room

An Elf Wizard is bound to the Wall with multiple minor Wounds. Whipped, Burned, Stabbed, Scratched. All captives will join the Party if set free.

Underground River

Eventually leads to the Undercity. A Neutral meeting place for many different Types of Humanoid Races with a bustling Slave Trade.

Training Room

Large Room. A Horde of 100+ Kobolds armed with Spears and Wicker Shields. They are Marching in Circles and practicing their War Cries. Some of the Older sergeants have Whips to keep the younger ones steady.

Trophy Room

Mounted to the Wall are the remains of Sprites, Pixies, Gnomes, Elves, Dwarves, Halflings, Men, and Cave Bears.

Prisoner Pit

A Halfling Bard and Thief. Two Human Merchants. Languishing here for Over a Week. Waiting to be sent up the River.

Slaver Room

A long dock set against a wall that is flush with the River. Several Rafts are tied to it. At the far end a Dozen Kobolds are pulling up Nets filled with Fish and loading them onto Wheelbarrows. Closer is a Raft with Six Goblins joined by a Dozen Kobolds. They are trading 20 Gold for a pair of Bound Human Children. When attacked they will try to get away in the rafts.

Craft Room

Twenty Kobolds are busy Making various Weapons and Pots. They will fight and throw The Pots but will eventually retreat to the Main Hall.

Winged Kobolds

A Dozen occupy ledges high up in this tall Chamber. They will gleefully drop rocks On PC's as they flit back and Forth. The Ceiling has a hole to the forest floor and Sunlight shines down to the floor.

Kitchen

A Smoky room filled with Crude Kitchenware. A Dozen Cooks will defend themselves With Cleavers, Frying pans, and hot liquids. Pots of Fish, Mushrooms, Centipedes, Beer. A Bound, Naked, Shaven Dwarf Fighter is waiting to get Roasted.

Collapsing Ceiling Trap

The Trip Wire is actually set high above a Kobolds head. Everyone Save vs Reflexes or roll +5 on the Damage table. Shields help.

A Dwarven Defense

For use with any RPG Rule System

Nearby Settlements

Dwarves are recruiting Adventurers to help get rid of a Beholder that has recently Occupied the Great Hall

Main Hall

A noisy feast with 40+ Drunk Kobolds. This will turn into a large food fight. They will retreat to the Oil Pool Trap.

Oil Pool Trap

A Guard will cause barrels of Oil to empty at the PC's Feet. Followed by thrown torches.

Sleeping Chamber

Several Large Chambers. About 300 Kobolds mostly females and young. The Females Have Daggers. The young will throw Rocks and try to trip the PC's. The young will also Throw pet Scorpions, Tortured Rats, and Caltrops.

Red Dragon

A Young Male Red named Skryx. Will breathe Fire down the tunnels as PC's approach. The Kobolds Worship him. They bring him Gold and Prisoners. He has a Mound of 2000 GP. His lair opens Directly out of the top of a hillside.

Shrine Room

There is a Shrine to Tiamat and one to Kurtulmak. Both idols are surrounded by Demi-human Skulls and lit Candles. The Shaman Kobold stands his ground and will Utter the Terrible Curse of the Kobold: The Spell will cause players to turn into Kobolds permanently, or until the curse is broken.

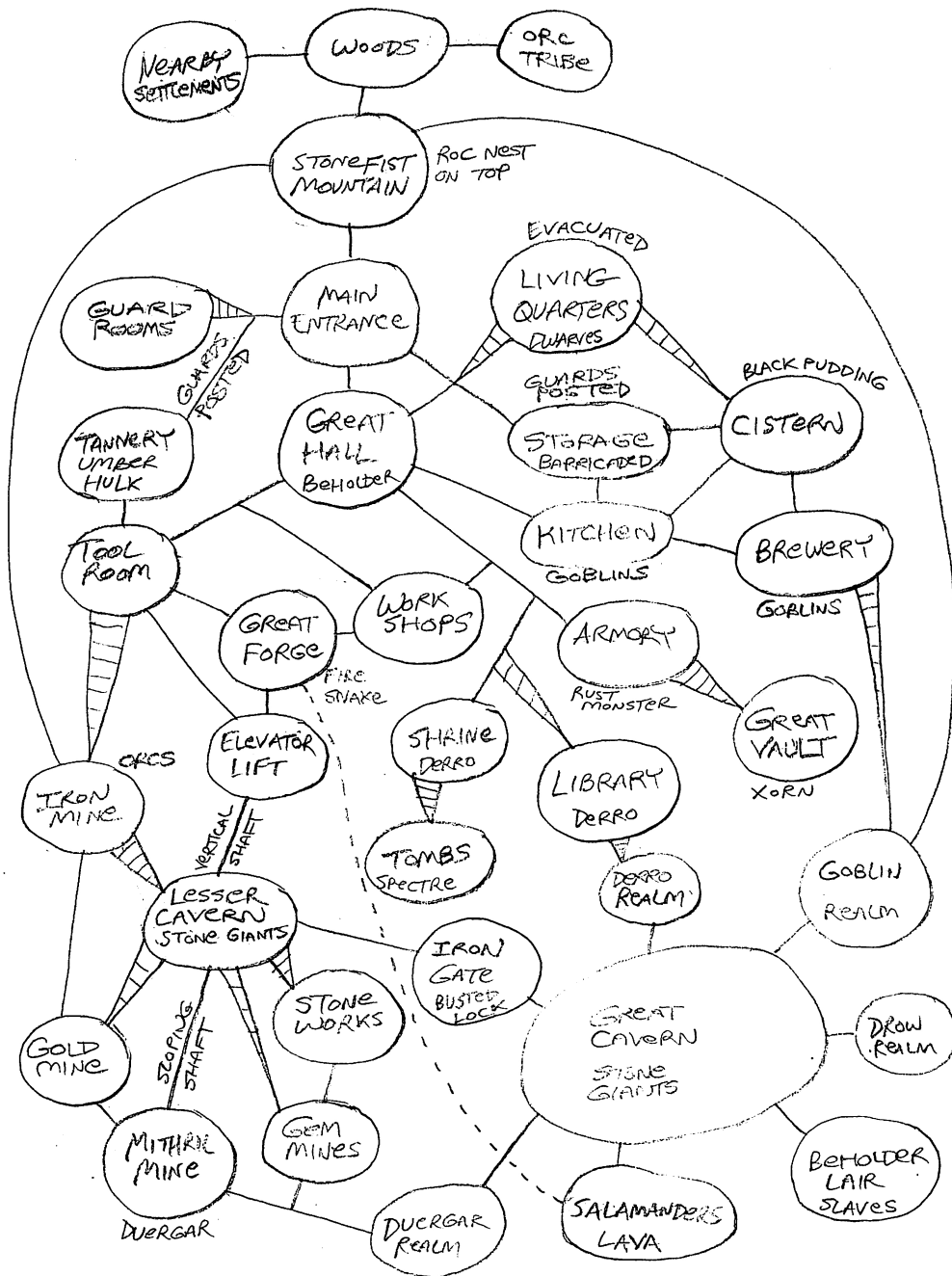
Throne Room

As the PC's enter 20 Female Belly-dancers will retreat. King Krank will then have his Minions attack: 2 Large Trained Boars and 20 Eunuch guards with Spears and Dragon-scale Shields. The King has a Girdle of Giant Strength for Damage +5. He has Toughness +4 and Bracers of Defense for Armor +2. He wields a Morningstar in each hand. They will all fight to the death.

Egg Room

Those fleeing from other parts will grab a Kobold egg as they disappear into the narrow Escape tunnels, too tight for the PC's to follow.

of their Mountain Stronghold. The Town Alchemist is selling blinding Powder that will be effective. Each dose will blind 1D4 eyes for 1D6 +1 rounds each.



Woods

A Roc will be seen Circling the Mountain's Top. It will not attack at night. Campfires will attract the attention of Orcs scouting in the Woods.

Orc Tribe

New to the Area. They originally came to raid Human Villages but are now Getting sucked in to the intrigues under the Mountain.

Stonefist Mountain

A two Day's Journey. A Steep Grey Granite Slab
rising from the Forest Floor.

Main Entrance

Heavy Iron Doors manned by a handful of Dour Dwarves.

Guard Rooms

Good Dwarven Weapons and Shields Available for the asking. A few Guards here keep an eye on the Tannery. They figure the Umber Hulk there will just move on after it's eaten its fill.

Living Quarters

Apartments for 250 Dwarves. All of the Civilians have taken Refuge in the Nearby Villages. Only about

20 Warrior/Adventurer types are left in the Stronghold. Only 1 or 2 will join the Party. Most are Warriors but there is also a Giant Slayer, Rune Master, Cleric, Berserker, Engineer, Archer, and Tunnel Scout.

Tannery

The Dwarves would trade Metals and refined goods for Cattle raised by the Valley Men. An Umber Hulk has moved in and is slowly eating all the Cow Hides and Leather Goods.

Great Hall

An insane Beholder teleported in and Killed 40 Warriors during a Feast. Their Bodies litter the Floor. The Beholder paces back and forth, muttering, Looking for something. If the PC's kill it the Dwarves will reward them richly. Amongst the dead is a Hammer of Throwing and a Magic Shield +2.

The bodies of exploring Orcs, Goblins, and Derro also fill the exits.

Storage

Mostly emptied out by the Dwarves who left. A few Dwarves have barricaded it Against the Goblins in the Kitchen. Crates and Barrels.

Cistern

A Black Pudding has seeped in here and is well known and avoided by the Goblins. The Dwarves know something is keeping the Goblins at bay, but not what.

Tool Room

This room has been ransacked by the Orcs. A dozen Orcs stand guard against the Beholder, Umber Hulk, and Fire Snake, and plan their next move against the Derro.

Kitchen

The Goblins have made a mess of this room. Twenty wait here too afraid to move Against the Beholder or the Dwarves. Short Bows, Short Swords, Shields, Spears.

Brewery

The Goblins tunneled in here when they heard rumors the Dwarves ran away. A Dozen Drunk Goblins have it up and running. They will flee if burst in on.

Great Forge

The Unattended Forge still Smolders and is now occupied by a Fire Snake who Was doing some reconnaissance for the Salamanders. Dead Crispy Orcs Cover the Floors.

Workshops

Craftsman's rooms: Armorers, Bowyers, Fletchers, Shield Smiths, Tinkerers, Goldsmiths, Silversmiths, Tailors, Stone Carvers, Wood Carvers. Much of it Smashed. The Orcs and Derro have already fought several battles here with the Derro winning. Several Mutant Derro (4-Arms, eyestalks, etc.) search the rubble for Relics. A Dozen other Derro are Camped out. They have Crossbows, Hooked Spears, Spiked Bucklers, and Daggers.

Armory

A fat Rust Monster sits consuming a Sword. All the many weapons and armor in This room are badly rusted except for a few. . .

Great Vault

A Xorn eats an expensive crown as the PC's enter. A few piles of coins still remain. Roughly 4000 GP. It will attack unless the PC's give it more treasure.

Iron Mine

The Orc Tribe from outside found a secret way in. They have started mining Operations using the Dwarves own tools. About 20 are here armed with Hammers, Picks, Swords, Spears, and Daggers.

Elevator

The Lift is in working order. Six Orcs are stationed here. Scimitars, Spears, and Shields. If the lift is lowered, the Stone Giants will quickly notice it.

Shrine

A Shrine to the Ancient Dwarf Lords destroyed by vindictive Derro.

Library

The Derro used Dig Spells to Access this room when they learned the Beholder had Struck. It is still in Good order. A Derro Savant is methodically reading the Texts in search of Magic Lore and Arcane Secrets. He knows Dig, Magic Missile, Freeze, Armor, and Light.

Lesser Cavern

A Rich find for the Dwarves, It leads to several valuable types of Mines. Scattered Mining equipment and Mine Carts filled with unrefined Ores. Ten Stone Giants are familiarizing themselves with the Space. They have Stone Clubs, Stone Axes, Slings, and Stone Discs bound to long Straps. They have 10 Wounds each.

If PC's Wait a few days, some hungry ones will return leaving only two Giants.

Tombs

The Dwarf Ancestors are very upset about the current state of affairs. Five Specters have awakened and have killed some Derro Intruders. They will attack the PC's if no Dwarf is with them. If a Dwarf Priest is present they Can be convinced to venture out to kill any Derro in a nearby Room.

Derro Realm

A Colony of Xenophobic, Mad, Sorcerous, Mutated Man-Dwarf Hybrids.

Goblin Realm

Hundreds of them in their Burrows. Quick to Fight. Quick to Run.

Gold Mine

This is now a Battleground between the Orcs and the Duergar. A Score of each Stalk each other through the tangle of interconnected Shafts.

Stone Works

A Granite Quarry. The Duergar are not interested, but the Stone Giants are Looking to widen the entrance. Filled with Scaffolding, Ropes, Pulleys, and Blocks.

Iron Gate

The Stone Giants finally smashed through, breaking the Bar on the Door. If the Current Intruders can be killed the Doors can be quickly closed and Barred with an Available replacement Bar, sealing out the Giants once more.

Great Cavern

Dominated by a Tribe of Eighty Stone Giants. They herd Subterranean Sheep, Harvest Giant Mushrooms, and Fish for the Giant Blind Carp in the Central Lake.

Drow Realm

Thankfully their attentions are elsewhere.

Mithril Mine

Upon hearing of the Dwarves Misfortune the Duergar immediately invaded. Twenty or so hurriedly mine the precious metal with Pick and Hammer.

Gem Mines

An equal number of Duergar seek precious Jewels here. Of course finer Tools are used to pry loose Gemstones.

Duergar Realm

Evil, Deep, Dwarf Kin, they relish the Chance to steal Dwarven Riches.

Salamanders

Where there is Lava there are Salamanders and their ilk.

Beholder Lair

The actual Lair of the Beholder now troubling the Dwarves. Riddled with Traps, Puzzles, Monstrous Slaves, Treasures, and Relics untold.

The Industrious Village

For use with any RPG Rule System

Nearby Villages

Dotting the countryside, these will be as close as 1-2 Miles apart.

Surrounding Farms

Depending on the climate there may be orchards and vineyards as well. There may be hedgerows and fencing along with country roads.

Pasture

Herding Livestock: Sheep, Goats, Cattle, Horses

Wilderness

If forested there will be Woodcutters, Charcoal makers, Hunters, and Trappers. Hunting Lodges and Lumber Mills. Peat Harvesting and Foraging. If Hills or Mountains are present there may be a Mine or a Quarry. If by a Lake or River or Sea there will be fishing and increased trade.

Fishery, Docks, a Pier, a Lighthouse, Warehouses, Clay quarries, and Salt harvesting. In the Wilds There are always a few Monsters lurking about.

Stream

Opportunities for Fishing and meeting Niads.

Mill

Needed to grind grain into Flour. Might be in the Village proper. A Water Mill at a river or fast moving stream. A Wind Mill Otherwise. There may also be a Granary close by or in the Village.

Druid

Any Druids would live out in the Wilderness, not in the Village proper.

Castle

In a Feudal system this village and up to 20-40 others will be under the jurisdiction of a Nearby Castle.

Gatehouse And Walls

In a Fantasy setting with lots of Monsters Walls will be very common. This may serve as a Garrison and Armory for a few Militia members. The Wall may be a simple Palisade or Earthworks and may even include a Motte and Bailey type keep. They may confiscate weapons.

Close And Far Roads

The main road cutting through the village. It may be dirt or paved. A small village may have no roads and just a Village Green.

Council House Or Manor

The Main Village Authority: Chieftain, Hetman, Chief Elder, Head Villein, Judge, Knight, Lord of the Manor, Aldermen, Sheriff, Mayor, Seigneur, Burgomeister, Bailiff, Constable, Magistrate, Wiseman, etc. In a large Village there may be a scribe to record comings and goings.

Inn

Home sweet Home for many an adventuring party. If none is present PC's Will have to camp out, sleep in a Barn, or get invited into someone's home. The downstairs is often a Tavern type affair, a main socializing spot, and the Best place to hear of rumors, quests, or find retainers to hire.

Stables

Horses can often be purchased here as well.

Animal Pen

May be a Barn. Mostly for lost livestock or a safe place to keep them out of Reach of humanoid raiders.

Jail House

A single cell jail, or stocks. Prepare to be hung or beheaded in the morning.

Village Green

In a small village this may be surrounded by houses and contain livestock. In a larger village it may be a plaza with a Fountain and Statue. Festivals will Take place here. Day Workers may be hired.

Well

There may be several Wells scattered around the village.

Farmers Market

This may take place on the Green or on a separate plot with semi-permanent Structures. Some days and seasons will be busier than others.

Temple

Or Church or Shrine. A Hamlet will be too small for a full size Temple. Also housing for local priest or cleric.

Bakery

Or Bakehouse. A necessity along with the Mill.

Blacksmith

Ironworker. Horseshoes, Nails, Door hinges, basic tools, crude weapons. Possibility the Smith is highly skilled. Knife Sharpener.

Butcher

The quality on this can really vary. Sausage Maker. There may also be a cheesemaker if the local farms are Dairy farms.

Specialty Shops

1 or 2 available. Usually found in Towns or where there are specialty resources. Bookseller, Magic Shop, Smoke Shop, Furrier, Wine Seller, Cabinet Maker, Gold Smith, Gem Cutter, Bowyer, Fletcher, Glass Works, Perfumery, Armorer, Shield Smith, Sword Smith, Cutter, Paper Maker, Candlestick Maker, Soap Maker, Toy-maker, Candy Shop, Tinkerer, Sign Maker, etc.

Provisioner

Adventuring Gear Available, Feed Shop, Pawn Shop, Outfitter, Grocer, Rare items, A Jack of All trades. Most things are behind the Counter.

Right And Left Roads

A crossroads to the main road. A side street.

Potter

Earthenware. This can be a large operation if exporting. Also Brickmaker.

Brewer

Supplying the local inn and possibly more.

Healer

Also Midwife. May or may not have Magical powers.

Houses

Single room affairs with thatched roofs. Outside a garden, vegetable plots, Pigsty, Chicken Coops. A Hearth and Straw beds. Often overcrowded.

Carpenter

Also/or Woodworker, Woodcarver.

Wheel Wright

Makes Carts, Wagons, Carriages. Also/or Wainwright.

Leather Worker

Belts, Boots, Armor, Tunics, Pouches, Caps, Codpieces.

Tannery

Converting animal hides into leather. A smelly Business

Bee Keeper

There will be hives for all the farms. Fresh Honey Available.

Candlemaker

Gets Wax from the beekeeper and Dye from the Dyer.

Stone Mason

And/or Stone Carver.

Barrel Maker

Especially if the Village is exporting Fish, Wine, Beer, Oil, etc.

Barber

Sometimes served as the Surgeon as well because he has sharp blades.

Dyer/dyemaker

Making Colored Dyes and applying them to cloth. Also Painter.

Tailor

Also Seamstress. Clothing was mended and patched not thrown away.

Weaver/cloth Maker

Would make cloth and linens out of Cotton or Wool.

Cobbler

Make and repair shoes and footwear. No left and right shoes at the time.

Recommended

For each unique village you make you can print out the map and list and cross off what is not there and circle what is while adding notes to the margins of both.

City Of Intrigue

For use with any RPG Rule System

Nearby Settlements

Make some note of the nearest Cities, Towns, and Villages.

Surrounding Territory

This will determine what resources the City exports. Is it a Desert, Forest, Mountains? Are there Bandits, Raiders, Monsters out there?

Foreign Lands

Are they at war with their neighbors? What is exported to, and Imported from the Neighboring Countries. Races and Religions.

Dungeons

Some PC's will find themselves enjoying the facilities. Easy to escape. Passages to the Underdark.

Garrisons

Multiple Garrisons for Gate Guards, City Patrols, and the Night Watch. Possibly big enough for an entire Army to be stationed here.

Main Gate

Serves the main road leading to the City. The Kings Road. Well Defended. Tax Collectors and Scribes at the Gates.

Walls

Tall, Thick, and Strong. The Next invading Army may only be days away.

Keep

This is the Civic Authority. There will be a Mayor if it is a Free City. The City Leader may be a Noble, Steward, Governor or even a King or Emperor. If it is a Theocracy or Wizard run, other leader types will prevail.

Depending, this may be a Fortification, a Castle, a Palace, or simply the Mayors Residence. There is sure

to be some intrigues the PC's can get involved In or quests or missions they can be sent on by the City Leaders.

Parks

Small Green Spaces. Trees, Flowers, Statues, Memorials. Fey.

Arenas

Race Tracks, Sports Arenas, Gladiators, Man vs Monster, Culture Dependent. PC's can become Sports Stars. Usually there are Religious Observances.

Minor Gates

Usually smaller as well. Often crowded with Activity. Gypsies, Caravans.

Graveyards

For those not well connected enough for the Catcombs. A smorgasbord of Undead. PC's might find themselves stealing Corpses.

Main Road

A Broad Tree-lined Avenue. Beggars, Street Performers, Mimes, Thugs, Street Preachers, Pickpockets, Cutpurses, Rickshaw Drivers, and Peddlers.

Banks

PC's might get involved in a Heist on a Magically Protected Bank. Or hired to get the Bank's Money back.

City Hall

City Council and Courtrooms. Bribes and Corruption. Bureaucracy.

Lawyers

Like Banks a necessary Evil. They Crowd City Hall. PC's may get Sued.

Theatres

Also Circuses and Freak Shows. Be Careful not to become part of the Show.

Main Square

A Plaza with Fountains and Monuments. Crowds of People. Nightlife. Often ringed with Upscale Shopping, Clock Tower, Victory Arches... Festivals, Carnivals, Parades, Public Executions, Riots, Wanted Posters.

Stables

Also Horse Traders, Breeders, and Military Stables. Possibly rare Mounts: Griffons, Raptors, Hippogriffs, Drakes, Giant Cats, etc.

Market Squares

There may be a single Grand Bazaar or several Markets, each famous for specialized offerings. For example: Meat Markets, Flower Markets, Leather Goods, Fish Markets, Vegetable Markets, Book Sellers, Slave Markets, etc. Large numbers of Shops of all kinds. Thick with Thieves. Fortune Tellers.

Harbour

Most Cities are Port Cities located on a Major River or the Coast or Both. They will have Docks, Piers, Lighthouses, Fishing Fleets, Foreign Shipping. Some may have Shipyards and Naval Vessels. Smugglers, Pirates, Deep Ones.

Temple Row

Temples may also be Scattered or there may only be one. Inquisitions, Secret Cults, Demon Worshipers, Servants of Chaos, Holy Days may pop up. Also Shrines, Churches, Monasteries. Monks, Holy Men. Ringing Prayer Bells. Pilgrimage Sites, Libations, Idols, Flagellates, Funeral Processions, Miracles.

Zoos

This includes Museums, Galleries, Menageries, Observatories, Aviaries

Guild Halls

Trade Guilds and Merchant Guilds. A Hotbed of Commerce and Intrigue. Stone Masons, Carpenters, Cobblers, Bakers, Mercenaries, Glassblowers, etc. Monopolies. Apprentices, Journeymen, and Masters.

Warehouses

Infested with Rats and Thieves. Illegal Cargoes. Bribed Customs Officials, Press Gangs

Academies

Military Academies, Wizard Academies, Theological Universities, Philosophers, Devoted to higher Learning, Experimentation, Meddling, and other Shenanigans.

Tavern Row

A Favorite of Sailors and Adventurers. Inns and Pubs. Winsome Wenches. Barroom Brawls. Mysterious Hooded Strangers. Be sure to come up with Half a Dozen good Tavern Names. In some Lands these may be Tea Houses.

Breweries

Including Wineries and Distilleries.

Healers

Well Supplied by the Alchemists. From Quacks to Surgeons to Lay Healers. There is no shortage of people seeking help. Magical Maladies. Lepers

Library

There may be several, public or private. Controlled by Mages or Priests. May contain the Minor Spell or bit of Planar Lore you were looking for In the restricted section of course.

Ruins

Some Cities are hundreds or even thousands of years old. Razed and Rebuilt. Constantly Evolving. Sometimes haunted by ancient Spirits or Tentacle Things.

Foreign Districts

These are Walled off. Merchants from far-away lands. These may include Embassies with Diplomats, Envoys, and Delegations. Strange activities abound: Imported Monsters, Mystic Arts, Triads, Kidnappings, Convuluted Plots.

Industrial Zones

Textile Mills, Factories, Workshops, Sweatshops, Refineries. Carefully supervised by the Guilds. Mix of Craftsmen, Artisans, and Slave Labor. Manufactured Goods and Luxury Goods for Export.

Catacombs

For the Rich and/or Pious. Undead and Ghosts are a sure thing.

Alchemists Row

And Apothecaries. All your Health, Beauty, and Love Potion Needs. Often looking for rare ingredients: Monster Organs, Gemstones, Demon Blood

Side Roads

Twisting Mazes often filled with Mud and Raw Sewage.

Fortress Of The Bandit Lord

For use with any RPG Rule System

Village

Players arrive at a Village as it is being set upon by a group of 20 Bandits. The players fight them off and are hailed as heroes. This group, called the Band of

Poor Housing

Prone to Crime, Disease, and Fire Outbreaks. Gang Members, Drug Dealers, Cutthroats, Rat Catchers, Chimney Sweeps.

Rich Housing

Aristocrats. Usually Walled off. Mini-Palaces. Some will have Towers. Feasts, Orgies, Arranged Marriages, Scandals, Duels, Upstairs, Downstairs. A favorite haunt of Vampires, Djinn, Doppelgangers, and Social Climbers.

Bath Houses

Popular in some lands. Including spas and gymnasiums. Hot and Cold Pools, Massages, Naked Oil Wrestling.

Thieves Guild

Organized Crime. There may be several of these including Assassins Guilds. Often at war with each other. There is always money to be made.

Construction Zones

There is always something new being built. What lies underneath?

Middle Class Housing

Burghers, Bourgeoisie. Good Schools, Safe Streets. Cat Burglars.

Minority Ghettos

Usually Racial or Religious. Think China Town except Dwarves or Elves. Sometimes Humanoids: Semi-civilized Goblins, Orcs, Lizard Men.

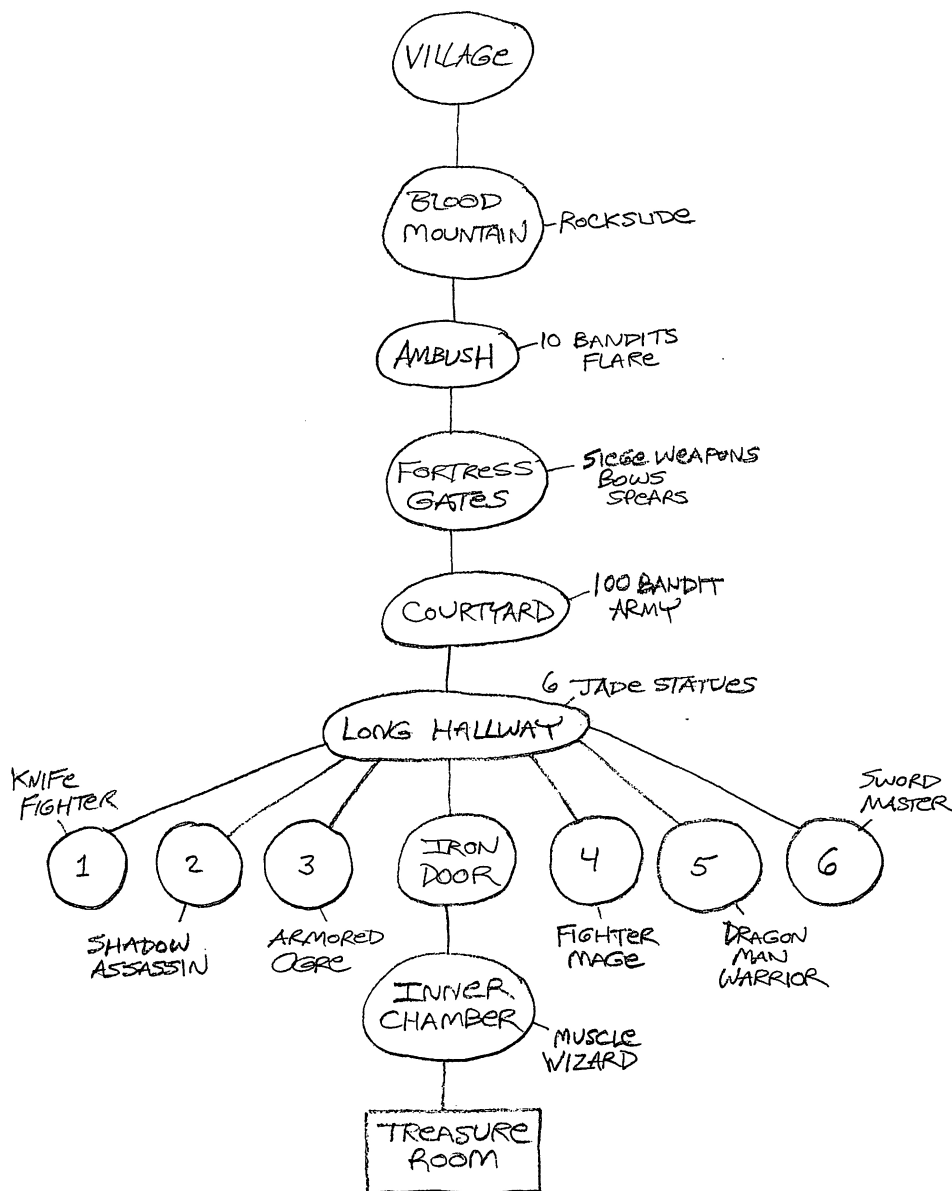
Brothel District

Red Light District. Monster Girls. Also Gambling Houses, Opium Dens.

Sewers

Giant Rats, Rat Men, Alligators, Undead. Sewer Cleaner is not an easy job.

Blood has been raiding the countryside mercilessly for almost a Year now. They have a Fortress atop nearby Blood Mountain and have a Strong Leader named Savage Dan and the Terrible Six, his fearsome Henchmen. More raids on nearby Villages follow. There are many deaths and a dozen Young women are carried off. The PC's are recruited to lead an army of 150 Militia to Assault the Bandits Keep. The Militia have Grappling



Hooks, Climbing Poles, 10 Bombs, and a variety of Spears, Swords, and Bows.

Blood Mountain

2 Days Journey across the Badlands. Bandit Scouts see them coming. As the PC's and Army are scaling the Mountain. The Bandits Release a Rockslide that kills off 1D20 Militia. PC's must dodge Rocks.

Ambush

Seconds later 10 Medium Level Bandits attack killing off another 1D20. Before being killed themselves the fire off a warning Flare.

Fortress Gates

The Bandits have 2 Catapults, 4 Ballistae, and 100 Rockets. These kill off Another 1D20. As they get closer the Bandits fire Arrows and throw Spears. Another 1D20 Militia Fall. The Walls are Short and the Gate is Weak. They Are quickly scaled and breached at the cost of another 1D20 men.

Courtyard

The Bandits are armed with every strange type of Weapon and Armor you Have ever seen. They are a mix of Low Level Men, Half-orcs, and other Humanoids. An ambitious GM may want miniatures for this grand

Battle. The Bandits are eventually Killed or Routed. The Militia are exhausted. Within the Courtyard there is a Cookhouse, Latrines, Stables, and a Sleeping Area not much better than the Stables. There is also a Makeshift Brothel with The Kidnapped Girls. Each Bandit has 1D10 Gold worth of Coins. Bags of Rice, Barrels of Beer, and bundles of Arrows are Stacked against the walls of the Inner Keep. The Doors to the Inner Keep are easily Breached.

Long Hallway

There are 6 Living statues here made of Jade. They Wield Glaives. They have Armor +5. The Militia at this point are totally outclassed and retreat. There are 7 Doors. The Middle one is made of Iron.

Iron Door

Magically Sealed. Impervious to Magic, Lockpicking, and Bombs. The Lock has Six Keyholes. Each of the Six Henchmen carry one of the Six Keys.

Minion 1: Knife Fighter Marcos

Dual Wielding. Can throw 4 Knives per turn. Has 50 Knives on his person and Another 100 scattered around the room. Has Dodge +5 and Attack +3.

Minion 2: Shadow Assassin Hesh

A Dozen lit Candles. He can step into and out of Shadows. Backstab Attack.

Minion 3: Armored Ogre Morg

Shield +2, Armor +6, and a Spiked Club.

Zealots Of Dargon

For use with any RPG Rule System

Tavern

Note that this Adventure takes place in the City of Intrigue (Module 6). PC's might hear a Rumor, see a Wanted Poster, or be approached directly. It will be explained that several Jewelry Shops have been hit and the Merchants have already hired several other investigators who are also Working the case. Whoever recovers the Jewels will be richly rewarded.

Jewelry Shop

PC's are led to one Boarded up shop to take a look. All the Windows and Glass showcases are smashed. The small Holy Symbol is attached to a broken Chain and is mixed in with the broken displays. The PC's are the first to see it. It is very ugly and the Merchant will say it is not part of his inventory.

Minion 4: Fighter Mage Zigus

Dual Wields Scythe Swords. Spells: Shrink, Haste, Teleport, Mirror Image. 5 Power. While others are fighting his images he will Shrink himself then Teleport into a Players Skull Cavity where he will slice up their Brain after gleefully announcing his presence. If someone screams into the Players ear the Mage will be killed.

Minion 5: Dragon Man Warrior Krang

Well Balanced High Level Fighter. Wings, Fire-breath, Tail slap, Claws, and Bite.

Minion 6: Sword Master Bao

Has a Long Sword +2. Sweep Attacks.

Inner Sanctum Of Savage Dan

The Leader of the Bandits. He is a Muscle Wizard. Shirtless, Bald, Moustache. Spells: Strength, Enlarge, Smite, Armor, Magic Resistance +2. He will be Buffed and ready for action. He will Taunt by flexing his Oversize Muscles. He has Brawl +5 Strength +3 and Toughness +4. Three of the Kidnapped Village Girls take refuge in the far corner of the room. There is a Bed and Lots of Bottles of Wine.

In a chest is a footlocker with a Bag of Holding. Inside it is a Tent and a bunch of camping gear.

Treasure Room

Valued about 9,000 Gold. Mostly Copper and Silver Coinage. Some Jewelry, Fine Weapons, Things like gold plated candlesticks, goblets, plates, etc. Lots More wine. The Villagers are going to want most of this returned.

Sage

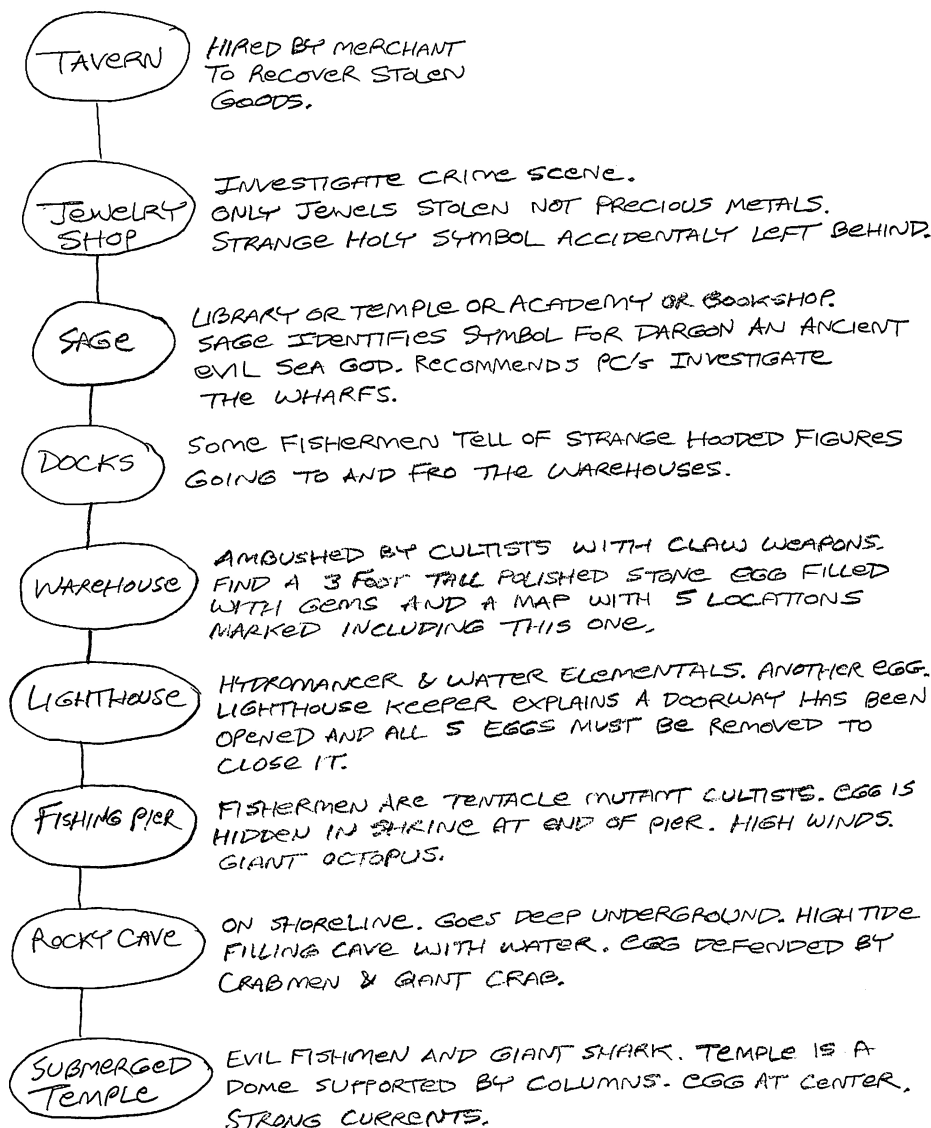
Within a few minutes of looking at dusty old Tomes the Sage of Choice will Identify the Symbol. "He is a God of a Dead Universe." "His followers will most Likely be found along the Coast, or under the waves."

Docks

If the PC's ask anybody in the Harbor Area they will tell them the Rumor about Hooded Strangers and direct them to the Warehouses. Only the Bribed Harbor Master and other officials might claim to be unaware. Another group of Investigators Might be trailing them and will try to steal any Jewels they are likely to find. The PC's Can easily Hire or Steal a Fishing Boat from here.

Warehouse

There are 10 Cultists armed with Fanged Daggers and Spears. If wounded by a Fang A player must save vs Toughness or contract a disease that will gradually

ZEALOTS OF DARGON

turn him into an Evil Deep one in 4+1D6 Days. They find a stone Egg filled with Gems that glow. The Egg is thin walled and has a Lid. It is a Relic that when filled with Gems is able to Absorb Leyline energy and transfer it to opening and maintaining a Magic Portal. The egg is easily smashed and the Gems recoverable. There is a Map showing the City And 5 Points on it forming a Pentagram. The Warehouse is one of the marked Locations.

Lighthouse

The Cultists have the Keeper in Captivity. He has Gone Mad. The Hydromancer Is a Level 6 Cultist High Priest. He will Summon a Water Elemental and hit the players With Water blasts. There are 5 regular cultists as well. The Egg is in the basement. The Keeper will explain that Dargon is coming in 5 Days and when he does he will drag The entire City into the Sea. To close the Gate at the center of the pentagram all 5 Eggs must be destroyed. The Keeper gives the party a scroll of Water Breathing.

The others are listed below.

Fishing Pier

The Cultists are disguised as Fishermen. There are 15 of them. They have +2 To Grapple. There are also a dozen unsuspecting normal Fishermen on the Pier. The Egg is easily found in a tiny Shrine devoted to all the Sea Gods. Once found The Cultists Attack. The Giant Octopus under the Pier will pluck away one PC or Fisherman per turn. Each Tentacle has 2 Wounds. It will flee when 4 are destroyed.

Rocky Cave

20 Crabmen and 1 Giant Crab Start a Timer once the egg is spotted. In 10 Turns the Cave will Be completely flooded. Increasing penalties as the water level rises.

Tower Of The Missing Mage

For use with any RPG Rule System

Introduction

The Wizard Ziamax is missing. His Friend the King has sent you to his Tower to check up on him. He has sent you with a Key to the Front Door, the Kings Seal, and 3 Spell Scrolls that might be Useful: Detect Magic, Freeze, and Dispel Magic.

Woods

From a distance the PC's see a large Ivory Tower rising from the Forest Floor with other smaller Towers sprouting out of it's Sides. At about a mile away, PC's can't seem to get any closer. Six Dryads are Misleading the PC's. A Ranger can find the way with a Tracking Skill Check. A Druid will detect the Dryads who will let them pass with a Persuasion Check. A Locate, Detect Magic, True Vision, or Pathfinding Spell will allow access. Those trying to get in by Teleporting or Flying to a Window or Balcony will find their way blocked by shimmering Force Fields.

Key Room

Accessed using the Front door Key. Any type of other forced entrance will result in the Perpetrator being teleported miles away into Ogre Territory. This room has all the tools and Trappings of a Keyshop plus a Thousand Keys Hanging on hooks on the Walls. All the Keys are Copper except for 1 Bronze, 1 Brass, and 1 Silver Key. There are 3 Doors with Matching Bronze, Bronze, and Silver Locks. A Perception Check will notice a different Type of Key. Detect Magic, Lore, True Sight, and other Spells will reveal them. If a Copper Key is tried in a Lock, All the Copper Keys will Form together into a Copper Golem and Attack. Dam+2, Armor+3, 5 Wounds.

Submerged Temple

PC's will need a Boat. It is 20 Minutes rowing into the heart of the Bay. PC's need Water Breathing Magic or Tech. The Temple is 60 Feet Down. The Shark has Damage +3. There are a Dozen Fish-Men Humanoid Cultists.

They have Daggers, Spears, Tridents, and Nets. While underwater PC's Are -3 to Attack, Defense, and Damage. They Move at half Rate. There is a 15% per round one random Party Member will be swept away by the current. The Temple is a small simple open structure with a Dargon Idol holding the Egg. Note: If the players do not return the Jewels, the Merchants will learn of it and send Bounty Hunters after them.

Endless Staircase

False Entrance. Endless going up or down. Players will acquire 1D4 Hinderances for getting stuck on it. Fear, Anger, Fatigue, etc. If they walk for days they will start finding skeletons. To escape requires a Dispel Magic Spell, Teleport, Detect Illusion, or similar Magic or Anti-Magic. A Dwarf will immediately realize that something is wrong, otherwise it will take at least 10+ Minutes. Lit by Flickering Candles.

Entrance Room

Second Level of the Tower. Filled with Moving Tapestries (Valuable) and 3 Open Doorways. If the Tapestries are Touched, the Rug underneath their Feet will Animate and Attack. Grapple+6, 3 Wounds.

Stone Dias

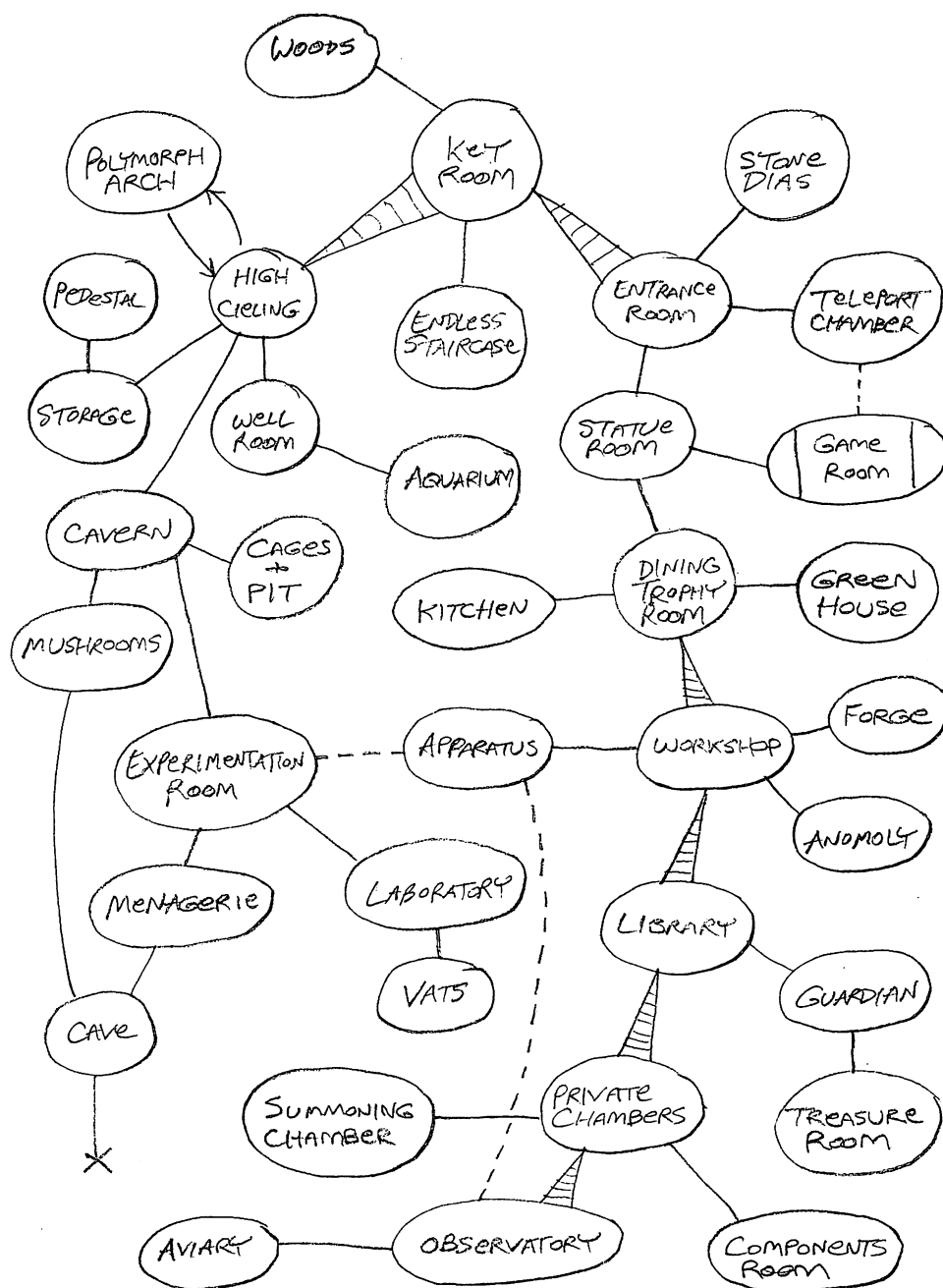
Round Room. The Walls are lined with Statues. Some sort of Lizard like creature is asleep On the Dias. It will Wake if Players enter or Attack. It is a Basilisk. Armor+1, 3 Wounds. It's Gaze causes Petrification. The Statues can be converted back into low level Thieves.

Teleport Chamber

Magic Center in Circle of Room. A Control Panel in the Corner. Only Ziamax knows how to Change the Settings. If anyone stands on the Circle they will be Transported to the Game Room as a Game Piece.

Game Room

A Chessboard with 2D6 Black and White Pieces: Either Statues or PC's frozen in place from The Teleporter. 2 Rows of Seating surround and look down onto the Chessboard. A seated Stone Golem in the Seating Area will ask those entering the Seating Area to Play. "White's Move". Spectators can choose 2 opposing Pieces at a time to animate and Fight. The Statues will transform into low level Rogues. Spectators cannot attack or rescue PC combatants. They can However cast Defensive spells on them. When one side



is killed off, the remaining pieces And dead bodies will be transported back to the Teleport Circle.

Statue Room

A Statue of an Athletic Goddess occupies the Center of the Room. The Doors will Magically Seal as the Party enters. She will ask a Riddle. If they answer correctly all the Doors open. If They cannot the Room will Fill with Water in 1 Minute and stay filled for 5 Minutes. It will Then Drain in 5 Minutes. A Successful Wit Check, Lore, or Fortune Telling Spell will give Extra Clues to solve the riddle. All doors open after the Water Recedes. Players can survive Drowning by a Swim Check, Wa-

ter Breathing, Knock, or creative use of Force Fields, Air Spells, Water Spells, Disintegration, Teleport, or Freezing the Water in the Pipes.

Dining Trophy Room

A Dining Table. The Walls are adorned with Monster Heads (Valuable). There is Food and Drink at the Table. The Wine is a Healing Potion. If players pick up any of the Silverware the Pudding, which is actually a White Pudding, will Attack. The Main Dish is Stuffed Turkey.

Green House

Filled with rare, exotic, and valuable plant Species. A Giant Venus Fly Trap will Attack unless It is given 5 Rations. Vines that Grapple +3, Swallow Whole, followed by Acid Attack. It will Be Sated with either the rations or 1 Intruder. Glass Ceiling.

Kitchen

A Bugbear in a Chefs costume is making Baked Cookies and other Pastries. Nice Cabinetry. Well Stocked Pantry. Bugbear will defend himself with a Rolling Pin and Pans. Hearth

Workshop

Some 20 tiny Mechanical Gnomes are busy assembling things of unknown Function. If the players wait 1 Hour, they will finish building a Box of Gears that Will turn into a Mechanical Spider and Attack the PC's with a poison Dart gun that shoots 3 Darts per turn. Armor +3. Many Valuable Tools and Components here including the Gnomes.

Forge

A Brass Man is busy Forging a Sword. If he sees the PC's he will attack with a Flaming Hammer. Dam +3, Armor +3, Fire Aura. The Sword is +3 and there is a Shield +2 amongst a Dozen more Weapons, Shields, and Helmets hung upon the walls.

Anomaly

Sign on the Door says Do Not Open. Anomaly Inside. Danger Level High. As soon as they open the Door they will be sucked into a Black Hole occupying the Center of the Room. Strength Saves to Hang on and to Close the Door. Dropped Items Will get sucked in as well as items from the Workshop. Each turn the Door is open all PC's will get struck with flying debris.

Apparatus

Giant Metal Sphere hovering in center of Room, cackling with Energy. Opposite Corner of Room is a Control Panel protected by thick Glass. Inside is a Goblin in a Lab Coat. He is Surprised to see PC's and will cause the Sphere to fire Lightning Bolts at them. It takes 3+ Turns to get access to the Control Panel. Sparky the Goblin. 1 Wound.

Library

A Large, Fine Library. It would take a week to do a complete survey of all the books. At Least a Dozen Tomes each have 1 Spell inscribed inside. Plus 2 Dozen more Valuable Books. One is an Animatome. It will Attack if Touched. Flying, 1 Wound. Fireplace.

Guardian

A Gibbering Mouther. This 20 foot Tall green Mass of Mouths and Eyes can cause Madness and Confusion. Bites all who get to close. Lit by Glowing Orbs.

Treasure Room

A Dozen Magic Items on Shelves and Pedestals. Sealed in Forcefields. A Dispel Magic spell Will give access to 1 Item. Mostly Lesser and Minor Artificer Relics, Fetishes.

Private Chambers

A Bed, Bath, Desk, More Books. Walk in Closet with 20 of the same exact Robes. Chalkboard with Calculations. Fireplace. Magic Spectacles. Wits+2 and Perception+2 An Unseen Servant is folding Socks.

Components Store Room

Spell Components. In Tall cases filled with Small Drawers. Very Valuable. Animal, Mineral, and Vegetable: Bones, Blood, Crystals, Gems, Figurines, Herbs, Seeds, Flasks, Vials, etc.

Summoning Chamber

Ziamax is Floating in the Center of the Chamber. His eyes are Glowing Red. He Raises his Staff and Casts a Spell. Knows Forcefield, Light, Magic Missile, Permanence, Alchemy, Artifice, Polymorph, Teleport, Resurrect, Petrify, Lightning Bolt, Animate Object. He is a Tenth Level Wizard. Currently Possessed by a Devil named Vortok. If Ziamax is killed or Exorcised Vortok will be transported back to his home plane. If Killed Ziamax will Immediately be resurrected by a Ring he is wearing. He will thank the PC's and reward Them but he will also take back everything they stole. He is friendly and will be a Mentor To them, helping them learn spells and giving advice and Quests. He will also resurrect Any of his servants, guardians, or pets the PC's may have slain.

Observatory

The Roof. Has a balcony with a large Telescope and a Metal Model of the Solar System.

Aviary

A Dozen large and Exotic Birds Live here. Many Large open windows. They are free to Come and go as they please. Includes: Messenger Owl, Phoenix, Giant Pelican, Zephyr Falcon, Song Birds, Eagle, Multi-colored Toucan. Bird Seed and Poop everywhere. If attacked they will all Fly Away.

High Ceiling

Underground. On a high vaulted ledge sits a Wyvern, head cocked looking at the party. The place

smells like Death. There is a Wooden Box next to the Doorway. It is filled with Dead Rats. If the players throw the Wyvern a Rat, he will eat it and not attack. Otherwise he has 4 Wounds, Wings, Poison Stinger in Tail. Narrow Windows high up.

Polymorph Arch

Anyone walking through will get their race changed to that of a random Humanoid. After 10 Transformations the Arch will power down. Unlit Torches available.

Storage

Various Tools and Supplies. Crates, Sacks, and Caskets: Wine, Flour, Salt, Oil, Firewood, Mummies, Skulls, Rolled up Rugs, Broken Machines, Bolts, Scrap Metal, Paintings, etc.

Pedestal

Contains a Bowl of 8 pieces of Magical Fruit. If eaten: Random Curses: Blindness, Deafness, Itching, Grow Horns, Sex Change, Obesity, Madness, Poison, etc. Overhead Light Spell.

Well Room

Pipes lead to the Aquarium and Towers. Some Light filters in from nearby Rooms.

Aquarium

Eight Pools filled with: Piranhas, Electric Eels, Sharks, Sting Rays, Lion Fish, Giant Clam, Giant Starfish, Alligators. If players enter to look around, the Alligators will rise up and Start knocking them into the pools. Narrow Walkways. Pools lit magically from within.

Cavern

Natural with Stalagmites and stalactites. Lit by Fluorescent Cave Slimes.

Cages And Pit

Bottomless Pit. Shadowy, Lit by large Brazier. 2 Cages hang over pit suspended by Chains. Each has 1 Captive. One is a Treacherous Thief, the other a Merchant of False Goods.

Mushrooms

A Cave filled with lots of Mushrooms Tended to by a Family of 5 Mushroom People. They work for Ziamax. Non-hostile but will defend themselves with Disease and Poison Spore Attacks and gardening Tools.

Experimentation Room

Lots of Dials and Switches. Empty Slab in center of Room. Flesh Golem will Attack first By throwing Chairs. 6 Wounds, Dam+3. Can be charmed, pacified, befriended. Wits-2.

Menagerie

A Dozen Chimerical Beasts of fantastic description in Cages. Levers on the Wall will Open or Lift the Cages. If any get loose they will randomly flee or attack. Each is a Combination of 2 Animals and has an extra 2 Mutations. The Room Is cacophony of sights and Sounds: Braying, Snorting, Roaring, Screeching, Howling, etc. Also cages of 2 Dozen Regular Animals waiting their Turn.

Laboratory

Workbenches filled with Alchemical Glassware and tubing. Shelves of Jars and Flasks Containing Mysterious liquids. One Table with 3 Finished Potions.

Vats

5 Large Bubbling Vats. If players poke around, one will tip and pour out, Covering one Party Member. That PC will transform into an Abomination with 5 Chaos Mutations and 5 Wounds and will attack the rest of the party. They will find an unfinished Homunculus in one Vat and a Simulacrum of Ziamax himself in another.

Cave

This has one opening to the surface and another blocked by Rubble that leads Into the Underdark.

Settings

Yurvay

Introduction

Yurvay is a partially detailed World that the GM can use to start his campaign in. It has lots of wild areas, ruins, portals, and adventuring sites.

- PLANETARY AND SOLAR SYSTEM INFO
- Fourth Planet from a Yellow Sun. Medium Size.
- The Sun Spirit is called Yurgis.
- The Planetary Spirit is Called Yurvay.
- Two Moons: The Green Larger and closer one is called Vanos.
- The Smaller Purple Moon is called Kayale.
- Temperate Climate. Minor Axis Tilt. 25 Hour Day. 400 Day Year.
- Most societies use a 10 Month Solar Calendar.
- Zodaic has 10 Constellations.
- 11 other planets in system. Five with Rings. 47 Moons Total.
- Other Planet Names: Stanng, Gorotha, Matook, Vonan, Lakesk,

- Elibis, Wobar, Miophis, Bleemis, Chandraj, Mahote.
- Life can be found on 6 of these. Intelligent life on 4.
- Some minor use of Void Ships. Portals are more common.
- Nearest Neighboring Star is 3 Light Years Away.
- Yurway is 55% Water. Ice caps present.

Continents

Yurway has 6 Continents, 3 Major Oceans, and 8 Seas.

Wotan

- Eastern Continent.
- Plains, Desert, Hills, Badlands, Forests
- Devils, Demons, Spirits, Dragons.
- Tiang Empire
- Kuro Kingdoms
- Mohar Horse Tribes

Xothos

- Southern Continent.
- Savannah, Jungles, Deserts.
- Beasts, Abominations, Djinn, Sphinx, Demons.
- Savage Tribes
- Desert Tribes
- Oldjar Theocracy

Ikorn

- North Polar Continent.
- Mountains, Arctic, Tundra, Taiga
- Giants, Barbarians, Dragons, Undead.

Frezantis

- Northern Continent.
- Forest, Mountains, Plains, Marshes
- Humanoids, Dragons, Composites, Fey, Demi-Humans
- Feudal Kingdoms

Kalama

- Western Continent
- Mountains, Hills, Badlands, Forest, Marshes
- Humanoids, Horrors, Spiders, Dragons, Undead, Spirits
- Humanoid Tribes
- Ancient Ruins of the Kalamar Empire

Gorzantha

- Central Continent
- Volcanoes, Mountains, Badlands, Forests, Ruins
- Overrun with Dragons, Behemoths

Ocean Of Isk

- Lots of Trade Routes and Pirates

Ocean Of Atos

- Spawns the occasional Kaiju from
- large Portals in the Abyss.

Ocean Of Ozmar

- Infested with Krakens and Sea Devils

Stormy Sea

- Ship Graveyard below. Ghost Ships.

Sea Of Mists

- Very Foggy. Fish Men

Boiling Sea

- Underwater Volcanoes.

Icy Sea

- Lots of Icebergs.
- Whales, Penguins, Leviathans.

Middle Sea

- Balmy, Warm, Pleasant, Sea Monsters

Salty Sea

- High Salt Concentration

Sargasso Sea

- Choked with Seaweed. Sea Elves.

Sirens Sea

- Home of the Sirens.

Major Islands

- There are thousands of Islands.
- Some Notable ones include:
Vianti - The Isle of the Technomancers
GLORD - Lair of the Goblin Pirate King
MIKOS - Island of the Birds
LEMOS - Land of the Talking Lemurs

Frezantis Details

This Continent will most Likely be the Starting Point. Half is Wild. There are 12 Kingdoms:

Demar

Large Feudal Kingdom. Lots of Trading. Decentralized power. Barons posture and fight.

Morash

Small Kingdom. Isolated. Paladins. Religious and cultural Purity highly valued.

Jono

Small Kingdom. Excellent Navy and Merchant Marine. Explorers and Adventurers.

Zian

Mageocracy. Ruled by Council of Mages. Known for its frequent ritualized Mage Duels.

Flenzen

Medium Kingdom undergoing a Renaissance style Golden Age.

Undakosh

Northern Medium Liberal Kingdom. Reindeer Herders. Saunas

Ricien

Mid Size Kingdom known for its bountiful Harvests and Fine Wines. Intrigue and Hedonism are the national pastimes.

Murkin

Industrial Kingdom. Factories, Artificers, Alchemists. Run by the Guild Masters. Home to Four Dwarven Mountain Strongholds.

Glokenshplok

Tiny Kingdom. Lots of Fey. Known for high quality Mercenary Troops and Chocolate. Elven Communities occupy the Woodlands.

Zamish

Disorganized Country. Undergoing a series of Civil Wars. Large Population. Invented the Guillotine.

Loqutus

Cursed Kingdom. Evil Lords. Necromancy.

Endon

- Medium Kingdom. Constant incursions by Humanoids
- and Dragons. Realm of Heroes.
- Let us assume that Endon is the starting Kingdom of our
- intrepid adventurers, so a little more detail is required:
- The King is Lord Endomon.
- The Kingdom is composed of 64 Hexes (30 miles wide each).

- There are 3 Million Inhabitants, mostly in 12,500 Villages.
- There are 112 Castles.
- There are 3 Cities: Raganuk, Vestook, and Balifin.
- There are 20 Towns.
- There are 17 Baronies.
- The players start in a Coastal Barony of 5 Hexes led
- by Ardnor the Bold which contains the Port Town of Norge.
- The local Count is Lord Hammen.
- The Characters are currently residents of Norge.
- They are Sell-Swords with some experience in the Goblin Wars.
- They are a rough and tumble lot ready for any adventure.
- There are rumors of a Dungeon in the nearby Badlands...

Gods And Npc's**Non-player Characters****Sample Starting Characters**

Brandick the LG Level 1 Fighter

- Kingdom, Lower Class, Realist, Passionate
- Human Str+2 Tuf+2 Agy+2 Rfx+2 Fate+1 Dam+2, Atk+2 Def+2 Move =40
- Resist Fear, Animal Reflexes; Color Blind, Weakness to Women
- Skills- Sword+1, Brawl+1, Heavy Armor+1, Find Weakness+1
- Muscles+1, Dexterity+1, Constitution+1

Wynn timer the NG Level 1 Wizard

- Kingdom, Middle Class, Imaginative, Introvert, Wild
- Human, Wits+3 Will+2 Fate+1 Power Points=6
- See Invisible, Resist Confusion; Tone Deaf, Phobia of Heights
- Spells- Magic Missile, Levitate, Light, Animate Object, Counter Spell
- Skills- Intelligence+1

Guynark the CN Level 1 Thief

- Kingdom, Lower Class, Realist, Flexible
- Human Agy+1 Rfx+1 Wits+2 Cha+1 Fate+1 Move=45 Def+2 Will-2
- Common Sense, Instinct; Weakness to Drink, Flighty
- Stealth+4 Pickpocket+4 Climb+4 Streetwise+4 Traps+4 Locks+1 Swift+1

Pythe the LG Level 1 Cleric Worshipper of Frasa the Avenger

- Kingdom, Upper Class, Rational, Judgmental, Disciplined
- Human, Will+1 Str+1 Cha+1 Per+1
- Perfect Memory, Resist Paralysis; Rashness, Phobia of Water
- Spells- Heal, Cure, Turn Undead, Detect Evil, Bless
- Skills- Religion+4, Heavy Armor

Grimgut the LN Level 1 Berserker

- Kingdom, Lower Class, Imaginative, Passionate, Extrovert, Wild
- Dwarf, Str+4 Tuff+3 Agy+1 Rfx-1 Per-2 Move=40
- Darkvision, Resist Poison, Deafness, Glutton
- Skills: Axe+1, Sword+1, Muscles+1, Constitution+1, Battlecry, Swift+1

Sample Non-player Characters

Ishcibibble the Innkeeper of the Drunken Dragon Inn Retired Level 4 Fighter. +2 Attack, Damage, Toughness, and Defense. Master of Gossip. Always good for a Rumor or two. Loves his Inn.

Thurblepot the Provisioner. Welcome to the Emporium. Level 2 Rogue. Halfling. Has several Halfling Clerks. Smokes a pipe. Is handy with a Throwing Knife. Appraisal +5

Anduron the Learned and Meowman the Cat Familiar Old Man. White Beard. Level 7 Mage. Too frail for adventuring. Can help lower Level Mages Level up and learn Spells. Spells: Magic Missile, Alarm, Animate Object, Knock, Light, Counter Spell, Detect Magic, Familiar, Levitate, Sleep

Niyema The Healer

- Level 3 Healer. Dark skinned Beauty. Charisma +2. Herbalism +3
- Spells: Heal, Cure, Resurrect.

Captain of the Guard

- Level 8 Fighter. Grisly, Scarred, Gruff Veteran.
- Strength+3, Tough+3, Heavy Armor, Tactics+2, Intimidation+2,
- Interrogation+2, Alertness+2, Shield Bash+1, Sword+2
- Items: Sword+1, Shield+2, Platemail, Warhorse

Evil Npc Classes

Note On Levels

The level for each example was Arbitrarily chosen. For each level you that add or take away, add or subtract a Skill or Spell.

Black Knight 4th Level:

- Skills: Sword+2, Joust+1, Heavy Armor, Ride+4, Intimidate+1, Taunt+4, Muscle+1,
- Shield Bash+1, Dirty Fighting+1
- Items: Shield+1, Heavy Armor, Sword+1, Lance, Dagger, Cloak

Chaos Lord 9th Level:

- Spells: Mutate, Chaos Storm, Hopelessness
- Skills: Heavy Armor, Axe+2, Constitution+4, Battle Cry+1, Rage, Intimidate+1, Muscles+2
- Items: Heavy Armor+2, Battle Axe+2, 3 Beneficial Chaos Mutations

Chaos Mage 5th Level:

- Spells: Mutate, Melt, Confusion, Chaos Storm, Tentacles, Spores,
- Spines, Sicken, Poison Cloud; Skills: Willpower+1 Constitution+1

- Items: Robes, Chaos Symbol, Dagger+1, Ring of Spell Storing

Cultist 9th Level: (Diabolist/Demonologist/Evil High Priest)

- Spells: Summon Demon, Weakness, Lock, Tentacles, Hellfire, Ritual,
- Gate, Truth, Comprehension, Chains, Corruption
- Skills: Religion+4 Dagger+1 Theology+4 Planar Lore+4
- Items: Dagger+2, Robes, Unholy Symbol, Tome of Demon Summoning

Dark Lord 10th Level: (Evil Wizard)

- Spells: Dark Tidings, Death Ray, Pain, Command, Scry, Hex, Enslave,
- Wrath, Weakness, Feeblemind, Familiar, Immortality, Ethereal
- Skills: Willpower+3, Intelligence+1
- Items: Dagger+2, Staff of Power, Robes, Cloak, Giant Snake Familiar

Death Lord 15th Level: (Death Knight)

- Spells: Animate Dead, Death Aura, Talk to Dead, Summon Spirit,
- Resurrect, Fear, Magical Steed, Lightning Bolt, Dark Tidings
- Skills: Heavy Armor Sword+4 Ride+4 Leadership+1 Intimidate+2 Interrogate+1 Constitution+2
- Items: Heavy Armor +3, Nightmare Steed, Vorpall Blade+4, Dagger+3, Shield+2

Hexer 8th Level: (Hex Mage)

- Spells: Jinx, Hex, Curse Breaker, Blind, Silence, Dark Tidings,
- Mist Magic, Madness, Insect Swarm, Shapechange
- Skills: Intimidate+4, Jest+4, Intelligence +1, Willpower+1
- Items: Robes, Staff of Striking, Dagger, Ring of Protection+2

Lich King 20th Level:

- Spells: Talk to Dead, Animate Dead, Death Aura, Horror, Control Undead,
- Darkness, Decay, Wither, Drain, Hex, Trap Soul, Artifice, Alchemy, True Sight, Scry,
- Gate, Astral Project, Animate Objects, Permanence, Mind Shield
- Skills: Willpower+1 Constitution+5
- Undead Powers: Fear, Regeneration
- Items: Dagger+4, Staff of Wizardry, Amulet of Magic Resistance+5

Necromancer 6th Level:

- Spells: Talk to Dead, Animate Dead, Death Ray, Fear, Control Undead,
- Darkness, Decay, Wither, Drain, Hex; Skills: Willpower+1 Constitution+1
- Items: Dagger+1, Staff, Cloak, Sage Skull

Mummy Pharaoh 25th Level:

- Spells: Talk to Dead, Animate Dead, Control Undead, Hex, Drain, Awe,
- Permanence, Immortality, Invulnerability, Magical Seal, Maze, Enslave, Pocket Dimension,

- Possession, Soul Trap, Write Magic, Quicksand, Dust Storm, Fly, Sicken, Summon Monster
 - Skills: Willpower+2 Constitution+4 History+4 Politics+2 Etiquette+4
 - Undead Powers: Fear, Regeneration
 - Items: Dagger+5, Sickle Sword+3, Pendant of Power, 12 Spell Scrolls
- Shadow Assassin 7th Level: (Night Stalker)
- Spells: Shadow Magic, Locate, Darkness, Mind Shield, Neutralize Poison
 - Skills: Stealth+4 Backstab+4 Dagger+1 Sword+1 Poison Lore+4 Streetwise+4 Politics+1 Haggle+1
 - Items: Poison Dagger +2, Cloak, Sword +1
- Sorcerer 2nd Level:
- Spells: Boil Blood, Enslave, Alchemy, Fireball, Acid Spray, Blur
 - Skills: Willpower+1 Constitution+1
 - Items: Robes, Staff, Dagger, Amulet, Cauldron, Potion of Invisibility
- White Witch 12th Level: (Ice Queen)
- Spells: Blizzard, Freeze, Cone of Cold, Cold Aura, Ice Shards,
 - Wall of Ice, Summon Ice Elemental, Chill, Cold Burst, Scry, Hex, Resist Cold
 - Skills: Willpower+1 Resist Cold+4 Intelligence+1

- Weather Lore+4, Dagger+2
- Items: Ice Dagger +2, Diadem of Power, Staff of Cold

Gods & Patrons

Introduction

This Section describes the Cosmological order of the Other Worldly Warlocks Universe and provides a list of Gods for which the Player Characters can seek Patronage.

Beings With God Like Powers.

Not every being with God Like powers is worshipped as a God. Not every Being worshipped as a God has God like powers. Such is the folly of Mortals.

Alignments

There are nine Universal Alignments. Each of these has an associated group of representative Creature Types that are the Incarnations and manifestations Of that Alignment:

Alignment:	Creature:	Leaders:
True Neutral	Archons	Absolute Archons
Pure Good	Angels	Seraph Angels
Pure Evil	Horrors	Ultimate Horrors
Pure Law	Singularities	Supreme Singularities
Pure Chaos	Abominations	Apex Abominations
Lawful Good	Devas	Devine Devas
Lawful Evil	Devils	Arch Devils
Chaotic Good	Cherubs	Exalted Cherubs
Chaotic Evil	Demons	Demon Princes

The Universal Balance

Some worlds may fall under the sway of one Alignment or Another, but in the great scheme of things, this always Evens out on a universal Scale, or at least, always has.

Other Things Of Great Power

- Not all Beings are Beholden to the Alignment based power Structures. Some are Older, Some Alien, Some are just funny shaped Pegs. These include the Following:
- Primordials: These Beings control Time, Space, Energy, Matter, and The Forces of Nature. They provide the Framework for everything else.
 - Elder Gods: These Guys have been around forever. They Sleep. They Dream. They have Nightmares. They Drool. They Cough And Sputter. They ooze Corruption and Divine Power. They Are the Senior Citizens of the Universe.
 - Outer Gods: Alien Gods from the far ends of the Multiverse. Their mere thoughts drive mortals insane.

- Their cruelty is without Limit and their power levels are incomprehensible.
- Djinn: A Race with Godlike Powers for Sure. Able to make every Wish come true. Mortals can do worse than seek patronage With them.
 - Sphinx: Strange Beings of Superior Intellect and Wisdom. The Terrible Secrets of the Universe and all Time are at their Disposal and Contemplation
 - Fey: Faerie Magic is by its Nature most Elusive. The Lords of the Fey can protect their own to the chagrin of those that want to Steal that Power.
 - Celestials: Zodiac Gods, Planetary Spirits, Solar Entities. These Are the Celestial Spheres themselves. The background upon Which we play out our short Lived Dramas.
 - Pantheons: The Offspring of the Gods and their Children. On Worlds where they are worshiped they play with men's lives as Men might play chess. Scores of these exist, hidden in pocket Universes across the Cosmos.
 - Gods of Creation: Paragons, Prime Movers, and the Godhead. The Creators of Worlds. The Creators of

the Alignments. The Creator of the Universe.

-Gods of Magic: Strange, Changeable Beings able to break The Laws of Nature and change reality at will. They are manifestations of the Source of magic itself.

-Nature Bound Gods: Nature Gods bound to a Specific Planet. Some are Caretakers and Nurturers of Living Things. Others Lord over the Winds or the Waves or the very Earth itself.

-Elemental Lords: Powerful being that occupy the Elemental Planes. They can be cajoled into sharing their power by Those unafraid of getting Burned, or Crushed, or Drowned.

-Beast Lords: Lord of Cats, Lord of Wolves, Lord of Birds, and Many more. They make awesome allies to those who can Earn their fickle Trust.

-Great Spirits: Ghostly Forms of Kings and Mighty Spell Casters. These Roam the Ethereal Plane at Will.

They Go where they want and do what they want. Woe to those Who get in their Way.

-Ascended Immortals: Mortal Men who, through force of will, Great cunning, and the Strongest Magics have taken their place Amongst the Gods. An Inspiration to us All.

Patronage And Priesthood

A priest will have a dress code and can only carry weapons preferred by their Patron. The Priest will have additional responsibilities such as ministering to a flock, preaching the word, taking orders from higher level Priests, and fighting oppositional religions. Most Religions do allow time for adventuring, especially if it advances the Cause of the Deity.

Each God has one or more associated Magic Types and Priests will mostly know spells of this type.

List Of Gods & Deities

Name:	Domain:	Type:	Magic:
Abrasax	The Godhead	Primordial	Conjuration
Kron	Primus of Time	Primordial	Time
Volun	Primus of Space	Primordial	Space
Mektix	Primus of Force	Primordial	Force
Particulon	Primus of Matter	Primordial	Matter
Dynomost	Primus of Energy	Primordial	Energy
Zul	God of Magic	Primordial	Transformation
Yavoah	The Creator	Prime Mover	Conjuration, Life
Archane	Spider Goddess	Beast Lord	Spider
Basra	Cat Queen	Beast Lord	Cat
Lupon	Lord of the Wolves	Beast Lord	Wolf
Tika	Bird Goddess	Beast Lord	Bird
Hissil	Snake Lord	Beast Lord	Snake
Bombus	Bear Lord	Beast Lord	Bear
Xizor	Insect Lord	Beast Lord	Insect
Florent	Plant Lord	Nature God	Plant, Druid
Tree of Life	Life Giver	Nature God	Plant, Life, Healing
Niieema	Goddess of Youth	Nature God	Healing, Druid
Sargas	The Sea King	Nature God	Sea
Eukil	The Storm God	Nature God	Weather, Air, Water
Avasan	Sky God	Nature God	Air, Lightning, Weather
Inglorp	Swamp God	Nature God	Swamp
Guiyen	Fertility Goddess	Nature God	Life, Farming, Herding
Earth Mother	Fertility Goddess	Nature God	Life, Earth, Healing
Yinzang	Lord of the Balance	Absolute Archon	Anti-Magic
Krind	Keeper of Portals	Absolute Archon	Dimensions
Hozer	God of Evil	Ultimate Horror	Evil
Helizar	God of Death	Ultimate Horror	Death
Nizzurat	God of Suffering	Ultimate Horror	Curses, Hexes
Varkor	God of Torture	Ultimate Horror	Evil
Liya	Goddess of Light	Seraph Angel	Light
Eyo	Shield of Existence	Seraph Angel	Blessings
Palidor	God of Justice	Devine Deva	Law, Paladin

Name:	Domain:	Type:	Magic:
Frasa	The Avenger	Devine Deva	Holy Wrath
Ranye	The Vigilant	Exalted Cherub	Trap
Bikarah	Champion of Mercy	Exalted Cherub	Battle
Onus	Lord of Law	Supreme Singularity	Law, Order
Tibis	God of Punishments	Supreme Singularity	Law
Destron	Master of Fates	Supreme Singularity	Time
Kazerak	Lord of Chaos	Apex Abomination	Chaos
Festoon	God of Rot	Apex Abomination	Putrescence
Polyglox	God of Many Forms	Apex Abomination	Transformation
Dispat	God of Entropy	Apex Abomination	Darkness
Morganus	Lord of Hell	Arch Devil	Diabolism, Necromancy
Gorguz	The Gluttonous	Arch Devil	Diabolism
Gildgaz	The Greedy	Arch Devil	Diabolism
Sesune	Queen of Succubi	Arch Devil	Diabolism, Mind
Asmond	Lord of the Abyss	Demon Prince	Demonology
Tirade	Collector of Souls	Demon Prince	Necromancy, Spirits
Athor	The Wrathful One	Demon Prince	Demonology
Golgoth	Lord of Excrement	Demon Prince	Putrescence
Cleaven	Lord of Carnage	Demon Prince	Demonology, Battle
Culu	The Sleeping God	Elder God	Dreams, Sea
Harzash	God of Madness	Elder God	Mind, Space
Yog	Master of Realities	Outer God	Space, Matter
Ixl	Oozing God	Outer God	Slime
Foomus	God of Fire	Elemental Lord	Fire
Frumpus	God of Earth	Elemental Lord	Earth
Flitus	God of Air	Elemental Lord	Air
Filkus	God of Water	Elemental Lord	Water
Frigis	The Cold One	Elemental Lord	Ice
Thustra	God of Wisdom	Ascended Immortal	Mysticism, Lore
Grom	God of War	Ascended Immortal	Warrior, Battle
Xamander	The Arch Magus	Ascended Immortal	Wizardry
Locutus	The Trickster	Ascended Immortal	Thief
Zoltar	The Charlatan	Ascended Immortal	Illusion, Mind
Budahn	God of Acceptance	Ascended Immortal	Mysticism, Luck
Jezu	God of Forgiveness	Ascended Immortal	Blessings
Leeyan	The Mighty Monk	Ascended Immortal	Martial Arts, Body
Hamed	God of Abeyance	Ascended Immortal	Law
Solaris	Star Spirit	Celestial Entity	Solar, Fire
Silene	The Morning Star	Celestial Entity	Solar, Light
Yurgis	Planetary Spirit	Celestial Entity	Earth
Luna	Moon Spirit	Celestial Entity	Moon, Water
Ziune	Constellation	Celestial Entity	Zodiac
Grecos	Pantheon	Greek	Pantheistic
Nord	Pantheon	Norse	Pantheistic
Gyptos	Pantheon	Egyptian	Pantheistic
Babel	Pantheon	Babylonian	Pantheistic
Kells	Pantheon	Celtic	Pantheistic
Nippos	Pantheon	Japanese	Pantheistic
Hindic	Pantheon	Indian	Pantheistic
Xian	Pantheon	Chinese	Pantheistic
Cree	Pantheon	North American	Pantheistic
Xoltos	Pantheon	Central American	Pantheistic
Incata	Pantheon	South American	Pantheistic

Name:	Domain:	Type:	Magic:
Slavos	Pantheon	Slavic	Pantheistic
Atalon	Paragon of Strength	Demigod	Warrior
Utalon	Paragon of Wits	Demigod	Psychic
Djelsawad	Grand Sultan	Djinn Lord	Djinn
Zizunni	Keeper of Wishes	Djinn Lord	Djinn, Trap
Bahnopekh	Supreme Sphinx	Sphinx Lord	Sphinx
Ngokept	Master of Mysteries	Sphinx Lord	Sphinx, Lore
Anmemot	Eternal Oracle	Sphinx Lord	Sphinx, Divination
Dracor	Dragon Emperor	Dragon Lord	Dragon
Feynar	King of the Fey	Fey Lord	Fey, Lore
Elsprite	Queen of the Fey	Fey Lord	Fey, Life
Pixy	Princess of the Fey	Fey Lord	Fey, Illusions
Strongbow	Prince of the Fey	Fey Lord	Fey, Archery

Transmigration Of The Souls

All things, living and non-living, generate spirits (souls). When the physical thing is destroyed, the Spirit is set Free. In the case of humans, most fly off into the Ether headed to one of the Outer Planes. Some become stuck or trapped. These are Ghosts and all the variants of such. Some Wander freely.

Some are reborn, willing or not. Some are destroyed, consumed or enslaved by Wizards, More Powerful Spir- its, or beings from the outer planes. If the Soul was religious, it will eventually find its way to its Patron's abode, or be collected by its Patron's minions (Psy- chopomps). The Patron may then, as it wishes, reward or punish the soul. Souls found on the outer Planes are often referred to as Shades.

Astral Projecton

The Soul or Spirit leaves the unconscious body. The Spirit remains tethered to the Body by a Silver Cord. If the Cord is cut this is equivalent to Death.

Most Spirits may go anywhere, including other peo- ples Dreams. The Spirit world is also called the Astral Plane. A disembodied spirit can still interact with the physical world.

A Spirit can be visible or invisible, heard or unheard. A Spirit can open a door or simply walk through it. A Spirit can make "Physical" attacks.

Spirits can be attacked with magic spells and

weapons. Some spirits are susceptible to Fire, Cold Iron, or Silver.

The Ethereal Plane

Similar to Astral projection but the Body and Soul remain Together. Ethereal Beings are invisible but not to other Ethereal beings. The Ethereal form is insubstantial and so cannot interact by touch.

You can walk through a Door but not open one. The Ethereal being can attack or be attacked with magic spells and weapons. Some Ethereal Monsters can make Physical Attacks.

The Ethereal Plane is contiguous with most other Planes.

Monster Lists

Monster Rules And Tables

Size Chart, Physical Mutations, Magical Mutations

Introduction

The Bestiary ad nauseum.

Comparative Sizes

In General a Creature can carry another creature of a lower Size Level.

Comparative Size Level (sl) Chart

SL	Example:	WL	Others:
1	Ant	1	Bug
2	Hand Size	1	Tarantula, Rat, Bat, Fairy
3	House Cat	1	Imp, Brownie, Sprite
4	Child	1-2	Goblin, Kobold, Halfling
5	Dwarf	1-3	Elf, Satyr
6	Human	1-4	Orc, Hobgoblin, Gnoll
7	Horse	2-5	Centaur, Bugbear

SL	Example:	WL	Others:
9	Hill Giant	10	Young Dragon, Elephant
10	Stone Giant	15	Hydra, Roc
11	Frost Giant	20	Adult Dragon
12	Fire Giant	25	Sea Serpent
13	Storm Giant	30	Elder Dragon
14	Titan	40	Behemoth, Colossus
15	Kraken	50	Leviathan

SL	Example:	WL	Others:
8	Ogre	4-8	Troll

WL Wound Limit

Giant Sizes

Anything bigger than normal can be called "Giant Size"

- When a Creature is Large Size it is 1-2 Levels bigger.
- When a Creature is Huge Size it is 3-4 Levels bigger.
- When a Creature is Monstrous Size it is 5-6 Levels bigger.
- When a Creature is Humongous Size it is 7-9 Levels bigger.
- When a Creature is Gargantuan Size it is 10-15 Levels bigger.
- A Tiny or Shrunk version will have a Size Level of 1D3.

Notes On Giant Size

Creatures of SL 9+ are immune to stun and most immobilization attacks. They are less affected by human size doses of poison. Grappling them is not terribly effective unless you get them around the neck possibly.

Creature Stats

Stats are given for Size and Level as general guidelines, however there are other Stats, especially combat related ones, that can be used to describe your Foes. The values can be whatever the GM desires. Stats of interest include: Wounds, Damage, Armor, Attack, Defense, Movement, Power Points and Magic Resistance.

Wound Limit

Size Level directly ties into WL. Recommendations are given in the above table. Creatures with Wounds in excess of their WL are killed.

Damage

Damage would be influenced by both Size and Level. You might want to give the Kobold a -1 and the Ogre a +6. A rule of thumb is to give +2 for each SL greater than 6.

Armor

For roughly man-size opponents use any actual Armor they are wearing. Larger Foes have thick hides and should get a bonus for that. The Delicate Fairy might get -1 while the Scaled Dragon has a +5. A rule of thumb is to give +1 for each SL greater than 6.

Other Worldly Physical Mutation Table

SL	Example:	WL	Others:
16	Kaiju	100	Godlings

Attack

Bonus for Monster to hit when it is Attacking. The Clumsy Troll might get a -1 whereas the skilled elf has a +3. A rule of thumb is to give +1 for every 2 Levels.

Defense

Bonus for Monster to avoid being hit when Attacked. The large purple Worm might have a -3 but the quick giant Spider has a +3. A rule of thumb is to give +1 for every 2 Levels.

Movement

Normal human speed is 30 Feet per combat turn. You might declare your Vampires can move 10 times as fast or 20 times faster if flying.

Power Points

For casting Spells if the Monster is a Spellcaster. Note that many Monsters have Spell like abilities that do not use PP but rather can be used a certain number of times a day or even without any real limits.

Magic Resistance

Larger and higher Level Monsters can often just Shrug off your Death Spells and Teleport (50 Feet into the Ground) Spells. However, If they fail a save the Spell might just cause a few wounds.

More Stats

Sometimes you will need to come up with other stats or modifiers as well, such as Grappling or Save vs Persuasion. Size and Level are good guidelines but the GM should always go with his gut instincts.

Base Creature Type And Mutations

Every creature will have a base type such as Spider, Human, Elf, Orc, Fire Giant, Red Dragon. These are your run of the mill Versions. The multiverse however produces a multitude of Variations on these Themes. These variations are called Mutations. They can be good, bad, or Inconsequential. If on another world Base Creatures will have 1D6 Mutations. If it is a truly Alien world the Base Creatures will be different As well. For Example: Instead of having Cows their closest Base Creature would be a Blind, Herbivorous, Hairless, White, Mitotic Quadraped called a Zurt.

1D100	Mutation:
1	Different Color Skin
2	Hair or Fur or Hairless
3	Sticky Attack
4	Tripod: Trilateral Symmetry
5	Scales: Reptilian or Fish
6	Amphibious Version
7	Animal Head or Human Face
8	Slippery Defense
9	Dinosaur Version
10	Different Color Hair
11	Reptilian Version
12	Hooves
13	Bird Wings: Feathers
14	Insect Wings: Dragonfly, Butterfly
15	Bat Wings: Membranes
16	Gas Attack
17	Horns: Single, Double
18	Spikes
19	Antlers
20	Aquatic Version: Fins and Gills
21	Extra Set of Arms
22	Extra Set of Legs
23	Insect Version: Limbs, Body, Head
24	Unhinging Jaw: Swallow Big Things
25	Snake Eyes or Snake Tongue
26	Large Size
27	Giant Size
28	Monstrous Size
29	Humungous Size
30	Tiny Size
31	Omnivorous Version
32	Herbivore Version
33	Carnivore Version
34	Symbiotic
35	Stealth: Ambush, Pounce
36	Cyclops
37	Levitating or Hovering
38	Snake or Worm Body
39	No Tail or Tail
40	Prehensile Tail
41	Opposable Thumbs
42	Talons or Claws
43	Tentacles
44	Elephant-Like Trunk
45	Rage or Berserk
46	Pincers: Mouth or Limbs
47	Centipede Body
48	Larval Life Stage
49	Parasitic Life Stage
50	Metamorphosis: Second Adult Stage

1D100	Mutation:
51	Acid Blood
52	Extra Sexual Dimorphism
53	Mitotic Asexual Reproduction
54	Lays Eggs or Live Birth
55	Exoskeleton: Carapace
56	Tusks
57	Plant Version
58	Fungus Version
59	Slime Version
60	Transforms Victims into Zombies
61	Compound Eyes or Extra Eyes
62	Multiple Heads
63	Beak
64	Eyes on Side of Head
65	Fast Runner
66	Sloth Like
67	Wall Crawling
68	Super Jump
69	Powerful Defensive Kick
70	Hopping
71	Burrowing
72	Brachiation
73	Poison Stinger in Tail
74	Poison Fangs
75	Spit Poison or Acid
76	Spines
77	Long Undulating Neck
78	Eye Stalks
79	Amoeboid
80	Extra Long Limbs
81	Danger Sense
82	Constriction Attack
83	Pheromone Lure
84	Stench Attack: Spray, Proximity
85	Bioluminescent
86	Infravision or Ultravision
87	Shoot Needles
88	Rolling Form
89	Enhanced Vision
90	Enhanced Hearing
91	Enhanced Sense of Smell: Superior Tracking
92	Echolocation
93	Hibernation
94	Camels Hump
95	Chameleon or Natural Camouflage
96	Puffer Defense
97	Super Strong Jaws
98	Hive Organization
99	Sonic Screech
00	Disease Vector

Other Worldly Magical Mutation Table

1D100	Mutation:
1	Elemental Form
2	Dispel Magic
3	Psychic Powers
4	Cause Weakness, Hopelessness
5	Darkness
6	Extra Sensory Perception
7	Size Altering
8	Charm
9	Sonic Attack
10	Ethereal Form
11	Blink: Short Range Teleport
12	Magic Resistance
13	Disenchant Magic Item: Touch
14	Rust Item: Touch
15	Invisibility
16	Circle of Darkness
17	Detect Invisible
18	Phase Through Walls
19	Sleep: Individual, Mass
20	Paralysis
21	Petrification: Touch, Gaze
22	Flying or Levitation
23	Invulnerability: Immune to Normal Weapons
24	Force Field
25	Siren Song: Lure
26	Fear: Individual, Mass
27	Suggestion, Hypnotism
28	Control: Monsters, Beasts, Person
29	Drain: Hits, Luck, Power, Attributes, Soul
30	Regeneration
31	Eye Beams
32	Immunities: Fire, Weapons, Mind Magic
33	Protection: Evil, Good, Magic
34	Confusion, Discord
35	Mirror Images
36	Ventriloquism
37	Dancing Lights
38	Death Gaze
39	Insanity: Individual, Mass
40	Illusions
41	Polymorph Self
42	Polymorph Others: Individual, Mass
43	Feeblemind: Individual, Mass
44	Telekinesis Attack
45	Summon other Creatures
46	Indestructible
47	Read Minds
48	Control Vegetation
49	Shapeshifter
50	Possession

1D100	Mutation:
51	Haste: Self
52	Slow: Individual, Mass
53	Time Stop
54	Displacement: Appears Elsewhere
55	Animate Dead
56	Stun: All in Medium Range
57	Pyrotechnics
58	Magic Missile
59	Force Attacks
60	Light Attacks
61	Air Attack: Gust of Wind, Whirlwind
62	Ice Attack: Chill Touch, Freeze
63	Water Attack
64	Earth Attack
65	Fire Attack: Bolt, Wall of Fire
66	Lightning Attack: Shock, Bolt
67	Pain: Individual, Mass
68	Gaseous Form
69	Rot Flesh: Touch
70	Age 10 Years: Touch
71	Gas Attack
72	Acid Attacks
73	Magical Strength
74	Spell Reflection
75	Teleport Foe Away
76	Dream Attacks
77	Astral Form
78	Blindness
79	Web Attack
80	Forgetfulness: Steal Memories
81	Fragments: If Killed New Monsters Created
82	Exploding: If Killed Explodes
83	Curse
84	Presence Causes Hex
85	Telepathy
86	Tree Walk
87	Healing
88	Teleport
89	Summon Swarm
90	Hallucinations
91	Reflect Missile Attacks
92	Anti-Magic
93	Misdirection
94	Weather Control
95	Wishes: Minor, Lesser, Major
96	Shadow Form
97	Animate Objects
98	Blur: Get +2 to Evade
99	Retching: Nausea
00	Spell Caster

Chaos Mutation Table

1D40	Mutation:
1	Arm Mutated: Huge, Claw, Tentacle, Pincers, Talons
2	Grow an extra mutated Arm
3	Evil Twin appears on Torso or grow extra Head
4	Leg Mutated: Paws, Hoof, Bird Feet
5	Face Reorganized: Charisma -1D6
6	New Face: Beast Face, Demon Face, Fish Head
7	Horn or Horns on Head
8	Spikes on Back and Limbs
9	Tail: Monkey, Cat, Horse, Dinosaur, Bird, Scorpion
10	One Eye or extra Eyes
11	Covered in Fur, Hair, Feathers, Scales
12	Skin a Color of the Rainbow or Transparent Skin
13	Something Faces Backwards
14	Glistening Organs on the Outside
15	Obese: Gain 100 Pounds of Fat. Watch it Wiggle
16	Constantly Oozing: Pus, Slime, Vomit, acid, Blood, Offal, etc.
17	Large open un-healing Wounds
18	Sex Change or extra set of misplaced sex Organs
19	Eye Wanders around Face
20	Insect Proboscis for Mouth or Bird Beak or Camel Lips
21	Oversize Head
22	Long Nose
23	Long Tongue
24	Neck can Stretch 100 Meters
25	Faceless
26	Eyeless
27	Eye Stalks
28	One Legged Hopper
29	Parts of Body Ethereal
30	Skull for Head
31	Become a Floating Skull
32	Beehive/Insect Swarm in Ribcage
33	Composed entirely of Rats/Snakes/Swarm
34	Extendable Jaw: Bite Attack +1 Damage
35	Unceasing Defecation
36	Sprout Tentacles
37	No Head: Face on Chest
38	Hands become Swords, Hammers, Whips, Flails, Scissors, etc.
39	Crystal Skin: Armor +1
40	Single Horn protrudes from Forehead

Creature Descriptors

Use these to add some Detail to your encounters.

Examples:

- Instead of just Goblin, say Hill Goblin Runt.
- Instead of just Snake, say Green Forest Viper.
- Instead of just Wolf, say Silver Mist Wolf.

List:

- Alignment - Evil, Good, Chaos, Law
- Young - Whelp, Runt, Hatchling, Pup
- Old - Mature, Elder, Ancient
- Status - Lesser, Minor, Major, Greater

- Size - Large, Giant, Miniature, Pygmy
- Hide - Woolly, Naked, Scaly, Horned
- Element - Earth, Fire, Air, Water, Sand, Ice, Lightning
- Color - Red, Green, Blue, Azure, Purple, White, Black
- Pattern - Ringed, Striped, Spotted
- Gem - Emerald, Ruby, Diamond, Jade, Crystal
- Rock - Stone, Granite, Marble, Alabaster, Salt
- Metal - Iron, Steel, Gold, Silver, Brass
- Aquatic - Sea, Lake, River, Abyssal

- Weight - Scrawny, Lean, Fat, Starving, Runt
- Forest - Mossy, Tree, Briar, Thicket, Hedge, Wood
- Health - Diseased, Infected, Plague, Blind, Rabid
- Lighting - Shadow, Dark, Bright
- Outer Planar - Fel, Demon, Infernal
- Monstrous - Alien, Dragon, Beast
- Sylvan - Elven, Fae, Goblin
- Undead - Decaying, Skeletal, Bone
- Group - Horde, Scourge, Hive, Pack
- Ranking - Alpha, Chief, Champion
- Weather - Mist, Storm, Dry, Tempest
- Behavior - Skulking, Scavenging, Frolicking
- Personality - Feral, Brutal, Vicious, Fanatic, Insatiable
- Terrain - Desert, Hill, Mountain, Jungle, Crag
- Swamp - Bog, Fen, Mire, Marsh
- Arctic - Cold, Snow, Polar, Tundra
- Magic - Cursed, Eldritch, Mutant, Spirit, Clockwork
- Diet - Carnivorous, Man-Eating, Cannibal, Rock Eater
- Toxic - Poisonous, Venomous
- Job - Spy, Scout, Guard, Raider, Marauder, Hunter

1D10	Horror Base Form:
1	Spirit
2	Undead
3	Human
4	Animal
5	Beast

All Horrors can Cause Fear.

For Good Measure add 1D2 Chaos Mutations (See the Chaos Spell List), 1D2 Physical Mutations, and 1D2 Magical Mutations.

Powerful ones can use Spell involving: Death, Evil, Darkness, Necromancy

Nightmare Sl = 7 Lv = 6-8

Evil Black Horse. Fast Flying. Fiery Breath and Hooves. Used as a Mount be a variety of Evil beings.

Devils

Lawful Evil Planar Entities. Most use a Weapon: Pitchfork, Sword, Flail, Whip, Thrown Stones Tails, Horns, Barbs, Spines, and Wings are Common. Red Coloration

Minor Sl = 4-6 Lv = 0-5

Legions of the Damned.

Quisling Sl = 6 Lv = 5-8

Get +4 to Persuasion Rolls Transformation, Dimensional, Illusion, and Diabolic type spells He's the one who gets the contracts signed.

The Bestiary: Monster Base Form Lists

Abominations, Horrors, Devils, Demons, Angels, Cherubs, Devas, Singularities, Archons

Abominations

Pure Chaos Planar Entities.
They can be of any Size and Level.
They are basically great mounds of Flesh with

- 1D3 Chaos Mutations (See the Chaos Spell List),
- 1D3 Physical Mutations, and 1D3 Magical Mutations.

Powerful ones can use Chaos type spells.

Offal Eater Sl = 7-9 Lv = 5-8

Has Maw and 4 Tentacles plus 1 Mutation of each type.

Horrors

Pure Evil Planar Entities.
They can be of any Size and Level.
When creating a Horror roll for Base Form:

1D10	Horror Base Form:
6	Giant
7	Insect
8	Swarm
9	Slime
10	Spider

Hell Hound Sl = 6-7 Lv = 5

Get +4 to Tracking Rolls. Fast, Howl causes Fear

Lesser Sl = 7-8 Lv = 6-10

2 Magic Mutations.

Major Sl = 9-11 Lv = 11-15

4 Magical Mutations.

Greater Sl = 12-14 Lv = 16+

6 Magical Mutations and Diabolic type spells. Either Fire or Ice type spells.

Demons

Chaotic Evil Planar Entities. Most have Claw and Bite Attacks. Other Common Features: Whip Tails, Constricting Tails, Horns, Spines, Wings, Pincers, Tentacles, Two Heads, Multiple Arms, Animal Heads (Vulture, Toad, Ape, Boar, Ram, Bear, Dog) Add 1D2 Chaos Mutations and 1D2 Physical Mutations

Imps Sl = 3 Lv = 0

Nuisance Creatures. Spies. Wings. Slow Fliers. Taunt

Devouring Worm Sl = 3 Lv = 3

Will Posses Victim who will go Mad and Die in a few months or Years, then jump to a Caretaker. Must be Exorcised. Possessed Victim will attack others if not restrained.

Minor Sl = 4-6 Lv = 0-5**Dream Demon Sl = 6 Lv = 6-8**

Spells: Dream Magic, Drain Feeds off Victims Shame, Suffering, Fear, and Mental Anguish.

Succubus Sl = 6 Lv = 5

Male Version is Incubus. Seduction +6 Wings, Charm Spell, Invisibility Spell. Victims are corrupted or killed.

Cambion Sl = 6 Lv = 3-5+

Wings and Tail. Spear and Fire Ray.

Lesser Sl = 7-8 Lv = 6-10

2 Magic Mutations.

Plague Demon Sl = 8-9 Lv = 8-12

All within Close Range save or become Sickened. Touch causes Disease.

Major Sl = 9-11 Lv = 11-15

4 Magical Mutations.

Greater Sl = 12-14 Lv = 16+

6 Magical Mutations and Demon type spells. Either Wings, 8 Arms, or Death type spells.

Angels

Pure Good Planar Entities. Most use a Weapon: Sword or Mace. Guardian Types have Shields, Armor.

All have Wings and Can Fly. All can become Ethereal or Astral.

Available Spell types include: Blessing, Light, Holy, Healing, Spirit, Solar, Dreams, Detection, Lightning, Divination, Sound, Patronage, Dimension, Mysticism, Teleport, Time, Mind, Force, Light, Wards, Power Word

Minor Sl = 6 Lv = 1-5

5 Spells

Lesser Sl = 7-8 Lv = 6-10

10 Spells

Major Sl = 9-11 Lv = 11-15

15 Spells

Greater Sl = 12-14 Lv = 16+

20 Spells

Cherubs

Chaotic Good Planar Entities. Appear naturally as a Cloudy Mass of Wings, Eyes, Arms, and electrical discharges. Frequently assume Human Form.

All have Wings and Can Fly. All can become Ethereal or Astral.

Available Spell types include: Blessing, Light, Holy, Healing, Spirit, Solar, Dreams, Detection, Lightning, Transformation, Patronage, Dimensions, Mysticism, Teleport, Time, Mind, Force, Wards, Light

Minor Sl = 4-6 Lv = 1-5

5 Spells

Lesser Sl = 7-8 Lv = 6-10

10 Spells

Major Sl = 9-11 Lv = 11-15

15 Spells

Greater Sl = 12-14 Lv = 16+

20 Spells

Devas

Lawful Good Planar Entities. All have Wings and Can Fly. All can become Astral.

Available Spell types include: Blessing, Light, Holy, Healing, Spirit, Solar, Detection, Lightning, Law, Order, Power Word, Patronage, Dimensions, Teleport, Time, Mind, Force, Paladin

Minor Sl = 6 Lv = 1-5

5 Spells

Lesser Sl = 7-8 Lv = 6-10

10 Spells

Major Sl = 9-11 Lv = 11-15

15 Spells

Greater Sl = 12-14 Lv = 16+

20 Spells

Singularities

Beings of Pure Law. Planar Entities

Flatlanders Sl = 4 Lv = 0-3

Two Dimensions Beings. Levitating. Sharp Edges The more Sides the smarter they are.

Harmonics Sl = 5 Lv = 4-6

Ethereal. Know Sound Spells

POLYHEDRENOIDS SL = 6 LV = Number of Sides
Dice Shaped Minions with arms and Legs

Fractons Sl = 8 Lv = 7-15+

Highly Intelligent Beings of Pure Geometric perfection. Levitating Project Sharp edges in HTH for +3 Impaling Damage. Know 2 Spell types: Force, Telekinesis, Dimensions, Space, Time, Matter, Energy, Light, Darkness, Teleport

Solarians Sl = 6 Lv = 16+

Ascended Humanoids. Perfect Beings of pure Light and Thought. Know any 20 non-Chaotic Spells. Appear as bright Lights or beautiful, transparent, glowing Humanoids of a Single Hue.

Archons

True Neutral Planar Entities. Mostly Appear as Beautiful Serene Humanoids with Glowing Auras. Some appear as Winged Horses or Lions.

Humanoid types use a Weapons, Shields, Armor. All can Fly. All can become Ethereal or Astral.

Available Spell types include: Light, Healing, Telekinesis, Matter, Spirit, Solar, Moon, Dreams, Detection, Elemental, Transformation, Patronage, Dimensions, Mysticism, Teleport, Time, Mind, Force, Lore

Minor Sl = 5-6 Lv = 1-5

5 Spells

Lesser Sl = 7-8 Lv = 6-10

10 Spells

Major Sl = 9-11 Lv = 11-15

15 Spells

Greater Sl = 12-14 Lv = 16+

20 Spells

Monster List Part Two

Humanoids, Giants, Demi-Humans, Aquatic Humanoids

Humanoids

Humanoids are often found in a primitive tribal stage so will have Shamans as their primary Spellcasters.

Goblins Sl = 4-5 Lv = 0-4+

Green, Crazy, and Slightly Magical. Tremendous Variety. Some Fey Ancestry, but most other Fey avoid them. They pick up Taints to a higher degree than Humans do.

Common Types: Snow, Marsh, Forest, Hill, Cave Warriors, Shamans, Alchemists, Technomancers, Scouts, Thieves, Farmers, Herders, Bandits, Soldiers, Pirates

Orcs Sl = 6 Lv = 1-4+

Brown, Grey, Tan, Black Colorations. Often Tainted with Chaos or Demon Blood. The Brutish Backbone of many a Fantasy Army.

Warriors, Soldiers, Shamans, Barbarians, Scouts, Assassins, Pig Farmers, Herders, Hunters, Bandits

Gnolls Sl = 6-7 Lv = 1-4+

Shaggy Hyena-Headed Humanoids. Prefer Cool Climes. Tribal or Clannish. Rangers, Archers, Warriors, Shamans, Barbarians, Scouts

Hobgoblins Sl = 6 Lv = 1-5+

Goblins All Grown Up. They Assemble into Proper Armies with Good Cavalry. Warriors, Cavaliers, Knights, Herders, Soldiers

Bugbears Sl = 7 Lv = 1-3+

Big Furry Fellows who enjoy a Good Ambush. Warriors, Rangers, Barbarians, Hunters, Bandits

Lizard Men Sl = 6-7 Lv = 0-3+

Tough Hides. Primitive Lizard Brains. Warriors, Shamans, Sentries, Scouts, Barbarians

Frog Men Sl = 3 Lv = 0-3+

Good Jumpers. Inhabit Swamps. Warriors, Shamans, Scouts, Bug Hunters

Fire Newts Sl = 5 Lv = 1-5+

Fire Resistance. Hang out around Volcanoes. Warriors, Shamans, Scouts

Snake Men Sl = 6 Lv = 0-7+

Tails instead of legs. Evil Spellcasters common. Ancient. Civilized. Decadent. Corrupt. Warriors, Wizards, Alchemists, Sorcerers

Dragon Men Sl = 6-7 Lv = 1-6+

Tough Hides. Dragon Breath. Wings. Slow Flyers. Warriors, Knights, Priests, Wizards

Beast Men Sl = 6 Lv = 1-3+

Animal Heads. Bestial. Warriors, Shamans, Hunters, Scouts, Barbarians

Kobolds Sl = 4 Lv = 0-2+

Short Scaly Dog Men Ambushers. Cave Dwellers. Warriors, Bandits, Soldiers, Hunters

Cat People Sl = 5-6 Lv = 1-7+

Fast, Nimble, Fierce Opponents. Appearance varies: Lions, Tigers, Lynx, Panthers Scouts, Hunters, Rangers, Thieves, Assassins, Dancers

Hawk Men Sl = 6 Lv = 0-5+

Wings. Fast Fliers. Helmets, Shields, Bare Chests, Javelins, Clawed Maces Scouts, Warriors, Hunters

Flying Apes Sl = 6 Lv = 2-3

Fierce, Winged, Blue-Furred Baboons. Medium Fliers. They like to torment their prey. Whips, Spears, and Swords

Bird Men Sl = 5-6 Lv = 0-4+

Bird Heads. Most Types have Wings. Variety of Types: Owls, Ducks, Falcons, Vultures, etc. Scouts, Warriors, Hunters, Fishermen

Ape Men Sl = 6-8 Lv = 0-4+

Not so primitive Primates. Caste Societies. Several Varieties: Chimp, Gorilla, Orangutan, Baboon. Warriors, Shamans, Priests, Hunters, Fishermen, Farmers

Mole Men Sl = 5 Lv = 1-3

Blind. Live in Darkness. Good Hearing and Smell. Claw Attacks.

Rat Men Sl = 4 Lv = 0-4+

Also called Ratlings. Stealthy. Great Numbers. Warriors, Shamans, Scouts, Thieves, Rangers

Troglodytes Sl = 6-7 Lv = 0-2+

Subterranean Luddites. Stone Axes and Spears. Scaly Hides. Armor = 1 Warriors, Shamans, Hunters, Fishermen

Great Men Sl = 7 Lv = 1-9+

Various Northern Forest Tribes. Often Associated with Werebears. Rangers, Warriors, Farmers, Shamans, Fishermen, Barbarians

Giants

All Giants can Throw Boulders: Medium Range for +3 Damage for Hill and Stone Long Range for +4 for Frost and Higher. Occasional Shamans and other Spell caster types.

Ogres Sl = 8-11 Lv = 3+

Large Brutes. Simple Weapons. Red Warty Skin. Double Range with Ranged Weapons.

Yeti Sl = 7-8 Lv = 3+

Solitary White Furred Mountain Dwellers. Cold resistance. Clawed Hands. Fangs.

Hill Giants Sl = 7-9 Lv = 4+

Spears and Clubs. Triple Range with Bows. Known for unusual Mounts: Mastodons, Wyverns, etc.

ETTIN SL = 9-10 LV = 4+

Two Headed Giant. The Two Heads are often arguing and distracting each other.

Stone Giants Sl = 8-10 Lv = 5+

Some can use Earth type Spells. Stone Clubs and Boulders. Armor = 2

Sand Giants Sl = 8-10 Lv = 6+

Some can use Sand type Spells. Jackal Heads. Will have Armor and Scimitars.

Mountain Giants Sl = 10-11 Lv = 7+

Also called Tor Giants. Resistant to Cold.

Frost Giants Sl = 8-11 Lv = 7+

Some can use Ice type Spells. Resistant to Cold.

Fire Giants Sl = 8-12 Lv = 8+

Some Can use Fire type Spells. Resistant to Fire.

Cloud Giants Sl = 10-12 Lv = 9+

Can use Air type Spells. Live in Cloud Castles.

Storm Giants Sl = 11-13 Lv = 10+

Some can use Lightning, Air, and/or Water type Spells.

Titans Sl = 12-14 Lv = 15+

Titans can use a variety of Spells.

Demi-humans

More Sophisticated than your typical Humanoid.

Elves Sl = 5 Lv = 1-8+

Svelte Forest Dwellers. Related to Fey. Long Lived. Superiority Complexes. Variants: Wood, Grey, High, Desert, Valley. Spell Casters, Rangers, Healers, Druids, Archers, Warriors, Bards, Battle Mages, Green Knights

Elflings Sl = 4 Lv = 1-4+

Small Elves. Fey Tainted. The Girls have Butterfly Wings.

Dwarves Sl = 5 Lv = 1-6+

Stocky Underground Dwellers. Clannish. Variations: Mountain, Hill, Deep, Degenerate Warriors, Miners, Smiths, Soldiers, Avengers, Sentinels, Berserkers, Bards, Brewers, Rune Masters, Battle Masters, Artificers, Champions

Gnomes Sl = 3-4 Lv = 1-4+

Diminutive Hill People. Cheerful. Woodsmen, Tinkerers, Farmers, Artificers, Tricksters, Jesters, Illusionists, Woodworkers, Carpenters.

Halflings Sl = 4 Lv = 1-3+

Half pint Farmers, Skirmishers, Scouts, Thieves, Brewers, Gardeners, Archers, Lookouts, and Cooks.

Drow Sl = 5 Lv = 1-7+

Evil Elves. Subterranean. Powerful Spell Casters. Cultists, Warriors. Worship Spider Gods.

Chaos Dwarves Sl = 4-5 Lv 1-5+

Corrupted by Chaos. Warriors, Chaos Priests, Chaos Warriors, Berserkers Cultists, Blackguards, Warlock

Duergar Sl = 4-5 Lv = 1-6+

Evil Deep Dwarves.

Derro Sl = 4-5 Lv = 1-7+

Insane Mage Dwarves.

Aquatic Humanoids

The Trident and Net Crowd.

Merfolk Sl = 6 Lv = 1-4+

Good or Neutral. Use Giant Mantas as Mounts. Traders, Raiders, Warriors, Fishermen, Kelp Farmers, Scouts.

Sea Devils Sl = 6 Lv = 1-5+

Ancient Evil Race. Reptilian Scales. Warriors, Raiders, Priests, Fishermen, Hunters.

Fish Men Sl = 5- 6 Lv = 0-3+

Also known as Fish Heads. Neutral. Fishermen, Raiders, Hunters, Shamans, Warriors, Scouts.

Sea Elves Sl = 5 Lv = 1-6+

Use Sea Horses as Mounts. Warriors, Scouts, Traders, Explorers, Guides, Reef Pirates.

Tritons Sl = 6 Lv = 1-7+

Good or Neutral. Use Hippocampi as Mounts. Fishermen, Warriors, Paladins, Priests, Scouts

Monster Lists Part Three

Japanese, Chinese, Freshwater, Greek, Norse, Djinn, Sphinx

Japanese Monsters**Kappa Sl = 5-6 Lv = 3-4**

Turtle Men. Armor +2

Tengu Sl = 5-6 Lv = 4-9+

Crow Men. Medium Fliers. Sword Masters. Spell Casters. Known for forging Magic Swords. Skill Sword+2 carrying +2 Swords.

Oni Sl = 5-9 Lv = 4-15+

Demons. 1D3 Physical, Chaos, and Magical Mutations. Club Wielding. Multiple Eyes. Red or Blue Skin.

Inugami Sl =6-7 Lv = 4-6

Dog headed Demon. Spellcaster.

Ushi-oni Sl = 8-10+ Lv = 4

Cow Devil. Sea Monster. Head of a Bull. Body of a Crab. Armor +3

Ouni Sl = 6 Lv = 5

Mountain Hag. Huge Mouth. Body covered in Hair. Spellcaster.

Rat Ninjas Sl = 4-5 Lv = 1-5+

Highly Skilled and Motivated Assassins. Stealth+4

Zombie Samurai Sl = 6 Lv = 2-4+

Armor +3. Regenerate. Swords.

Goblin Bandits Sl = 4 Lv = 0-3+

Each has 1 Physical and 1 Chaos Mutation. Wild variety of appearance and weaponry.

Ogre Magi Sl = 8 Lv = 5-10+

Spellcasters. Will also have armor and steel weapons.

Ki-rin Sl = 8 Lv = 8-15

Lawful Good Dragon Horse. Fast Flyer. Spellcaster.

Japanese Dragon Sl = 7-8 Lv = 7-13

Flying. On the Small Side. Land and Sea versions.

Shrunken Undead Sl = 4-5 Lv = 3-5

Short Vampires and Ghouls.

Gaki Sl = 4-6 Lv 1-3

Hungry Ghost. Spirit. Will eat human bones and feces. Will not attack if you give it Rations. Skeletal. Extended Bellies. Diseased. Repugnant.

Yo Kai Sl = 2-10 Lv = 0-7+

Nature Spirits. Tremendous Variety. Mostly Friendly. Any Base Form possible including inanimate objects such as Umbrellas or Wagon Wheels. Each has 1 Physical, 1 Chaos, and 1 Magical Mutation. Invisible to most human adults.

River Sprite Sl = 6 Lv = 2-3

Friendly. Will save drowning People.

Vengeful Spirit Sl = 6 Lv = 5-15+

Powerful Spell Caster. Can be a Major Foe.

Flying Scroll Sl = 7 Lv = 1-2

Slow Flyer. Several people can ride it.

Nue Sl = 4-5 Lv = 3

Monkey Head. Snake Tail. Raccoon Body, Tiger Limbs.

Big Man Sl = 6 Lv = 2-7+

Human who can go Monstrous Size (SL = 12) Once per day for 1D2 Hours Requires a large power source. Often Fight Smaller Kaiju.

Kaiju Sl = 10-16 Lv = 16+

Variety of Unique Forms. Each one is an individual. Some can Fly. Some are Capable of Massive Energy Attacks. Forms: Moth, Centipede, Demon, Dragon, Hydra, Bipedal Lizard, etc.

Lucky Cat Sl = 3 Lv = 0-2

Animal. It's Owner gets +2 Luck at start of Day. Some can Talk.

Kitsune Sl = 3-6 Lv = 4-7+

Stealthy, Fast, Cunning. Shapeshifting Foxes. May be Friend or Foe.

Rokurokubi Sl = 6 Lv = 5-8

Vampiric Female Demon with long extendable Neck.

Yuki Onna Sl = 5-6 Lv = 4-9+

Snow Woman. Fey. Can use Ice type Spells.

Nekomata Sl = 8-11 Lv = 5-15+

Monster Bipedal Djinn Cat. Spellcaster.

Giant Snake Sl = 7-10 Lv = 6-12

Other Enlarged Beasts include Toads, Bats, Lizards, and Centipedes. Phantom Versions also. Often summoned by Magicians.

Onryo Sl = 6 Lv = 4

Vengeful Ghost. Spirit. Might give target a Quest. Will Haunt Target until Quest completed. Can kill by Fright and Madness.

Funayurei Sl = 6 Lv = 5-9

Malevolent Phantoms of those who perish at Sea. Ghost Mariners. Will sometimes have a Ship. Know Sea and Water type Spells.

Ghost Riders Sl = 6 Lv = 5-10+

Fallen Army on Ghostly Steeds. General knows Lightning Spells.

Yurei Sl = 5-6 Lv = 7

Lethal Female Ghost. Revenge Seeking. Powerful Emotions.

Skeleton Spectre Sl = 11 Lv = 8-16

Giant Ghost. Hideous Apparition.

Giant Tiger Shark Sl = 13 Lv = 7-14

Can Smash Boats.

Tsuchigumo Sl = 9 Lv = 20

Giant Spider. Spell Caster. Summons Demons. Can appear as Human Princess.

Infernal Monarch Sl = 8+ Lv = 25+

There were 10 Kings of Hell. Spellcasters. Godlike.

Chinese Monsters

RIVER DRAGON SL = Age Can use the Water type Spells. Swimmer not a Flyer.

CLOUD DRAGON SL = Age Can use the Air type Spells.

EARTH DRAGON SL = Age Can use the Earth type Spells. Cannot Fly.

LUCK DRAGON SL = Age Very Friendly. Allies in Proximity get extra 2 Fate per day.

Hopping Zombies Sl = 6 Lv = 2-3

Undead. Slow. Regenerate.

Foo Dogs Sl = 5-7 Lv = 5-10

See Invisible. Guards. Bite and Claws.

Foo Lions Sl = 6-8 Lv = 8-16

Guardians. Attacks get +4 Damage.

Jade Warriors Sl = 6-7 Lv = 6-14

Animated. Armor = 4. Two-Handed Weapon.

Chinese Demons Sl = 5-7 Lv = 3-16+

Each has 1D2 Chaos, Physical, and Magical Mutations. Base Forms include: Men, Apes, Spiders, Skeletons, Bears, Ghouls, Carps, Scorpions, Birds, Lions, Ogres, Goblins, Frogs, Rabbits

Wind Demon Sl = 7 Lv = 5-16

Medium Flyer. Can use the Air type Spells.

Panda Warrior Sl = 6 Lv = 5-14+

Talking Animal. The Kung-Fu Variety.

Terracotta Warrior Sl = 6 Lv = 2-8

Animated. Fragile: 1 Wound. Appear in large numbers.

Celestial Tiger Sl = 8 Lv = 8-18

Fast Flyer. Can use Solar and Zodiac type Spells.

Water Ghost Sl = 6 Lv = Lv = 3

Spirit. Drowns Victim and steals their body. Victim takes its place.

Headless Ghost Sl = 6 Lv = 4

Spirit. Special Attack: Save at +2 or Beheaded. Takes Head and leaves.

Giant Carp Sl = 9-10 Lv = 5

Aquatic. Swallow Victim Whole.

Dragon Turtle Sl = 10-11 Lv = 8

Land or Swimmer. Armor +4

Fresh Water Monsters**Bunyip Sl = 8 Lv = 6-12**

Aquatic Troll Like Humanoid.

Gryndylow Sl = 9 Lv = 7-14

Tentacle Grappling Attack.

Kelpie Sl = 7 Lv = 5-10

Horse that will drown it's rider.

Selkie Sl = 6 Lv = 1

Were-Seals. Beautiful Girls. Peaceful. Sad.

Piranhas Sl = 10+ Lv = 0

Fresh Water Fish. Swarm. Can reduce victims to bones in minutes.

Moat Monster Sl = 8 Lv = 6-12

Gets +3 to Initiative and Surprise. Turtle with Serpent Neck. Body has Armor +4.

Giant Sturgeon Sl = 6-7 Lv = 1-3

Primitive Bony Fish. Armor +2

Greek Monsters

SATYRS and FAUNS SL = 5-6 LV = 1-3 Fey. Magic Pipes can cause Sleep or Lure or Charm.

Minotaurs Sl = 7-8 Lv = 5-12+

Bull Headed Humanoids. Love a Good Maze.

Nymphs Sl = 6 Lv = 2-3

Fey. Forest Seductress. Slay or Delay Handsome Travelers.

Tritons Sl = 6 Lv = 1-3+

Neutral or Good Aquatic Humanoid. Two Fishtails instead of Legs.

Hippocampus Sl = 7 Lv = 1-3

Noble Aquatic Mounts. Horse with back end of a Sea Serpent.

Nator Sl = 7 Lv = 1-3

Aquatic Three Horned Horse with Fins instead of Hooves.

Scylla Sl = 6 Lv = 1-6+

Similar to Tritons but Evil. Two Snake Tails instead of Legs. Can Slither on Land. Prefer Swords and Shields.

Kraken Sl = 15 Lv = 18

Sea Monster. Giant Squid. Each Tentacle has 10 Wounds.

Capricorns Sl = 5-6 Lv = 0-2

Sea Goats. Head Butts.

Medusa Sl = 6 Lv = 7-16

Snake Haired Woman. Poison Snkes. Sometimes uses a Bow. Looking upon her face causes Petrification. Sometimes has a Snake Tail instead of Legs.

Cerebus Sl = 7-15 Lv = 7-15+

Three Headed Dog. Three Bite Attacks. +5 Damage.

Centaurs Sl = 7 Lv = 3-6+

Half Man Half Horse. Heavy Drinkers. Archers.

Hydra Sl = 9-13 Lv = 7-16+

Multiple Heads. When one is killed two grow back. Must attack body to kill it.

Sirens Sl = 6 Lv = 4-9+

Lure sailors to their Deaths with their Songs.

Cyclops Sl = 9-11 Lv = 5-16+

One Eyed Giant: Gets -2 Attack.

Pegasus Sl = 7 Lv = 2-8+

Winged Horse. Medium Speed. Highly Desirable steed.

Cretans Sl = 6-7 Lv = 1-2+

Barbaric Humanoids.

Maenads Sl = 6 Lv = 1-9+

Female Cultists of Dionysus. Berserkers. Blood Rituals. They drink Wine to excess. Dancing and Music. Priestesses know Life, Pantheistic, and Patronage type Spells.

Harpy Sl = 6-7 Lv = 4-8

Slow Flyer. Evil. Half Woman Half Vulture.

Norse Monsters

Witches, Ghosts, Trolls, Demons, Berserkers, Goats, Giant Boars, Dragons, Frost Giants, Fire Giants, Wights, Werewolves, Wargs, Giant Eagles, Hawks, Stags, Wyrms, Cows, Roosters, Oxen, Whales, Sea Monsters, Wyverns, Mermen, Squirrels, Brownies, Bulls, Horses, Revenants, And Sorcerers are all appropriate to Norse Mythology. Giants are also referred to as Jotunn or Devourers.

LAND SPRITS SL = Any LV = 1-10+ Protect a particular Place or Feature. Also Sea Spirits and Water Spirits. Know Blessing, Curse, Earth, Water type Spells.

Ancestor Spirits Sl = 6 Lv = 2-4+

Know Blessing, Luck, Divination, Farmer type Spells. Some become Elves or Disir.

Great Wolf Sl = 9-16 Lv = 5-18+

Evil Beasts. Fast. Get +4 to Tracking.

Large Ravens Sl = 4 Lv = 2-8

Human Intelligence. Some serve Odin.

Disir Sl = 6 Lv = 2-8+

Protective Female Spirits. Guardians of Families, Clans. Know Life, Healing, Blessing, Curse type Spells.

Valkyries Sl = 6 Lv = 5-10

Winged Lawful Good Shield Maiden Spirits. Odin's Disir. Armed with Sword and Shield. They bear the Souls of Dead Heroes to Valhalla.

Draugr Sl = 6 Lv = 5-14+

Undead. Get +3 to Damage. Terrible Stench. Cause Fear. Retain some Intelligence. Once a Day can grow to SL = 9 for one Battle. Some are Immune to Weapons, can Shapeshift or Control the Weather. Some Know Curse, Hex, Darkness, Divination, Dream type Spells.

Fylgja Sl 3-5 Lv = 4-6+

Animal Spirit. Accompanies a Character in connection With their Fate or Fortune.

Light Elves Sl = 5-6 Lv = 5-7+

Hidden Folk. Luminous Skin. Beautiful Appearance. Know Healing, Light, Curse type Spells.

Half-elves Sl = 6 Lv = 3-5+

Elf Taint. Appear as Humans.

Winter Giant Sl = 7-10 Lv = 7-16+

Knows Ice, Ranger, and Archer type Spells.

Death Giant Sl = 7-10 Lv = 7-16+

Knows Death or Necromancy type Spells.

Night Giant Sl = 7-10 Lv = 7-16+

Knows Darkness type Spells.

Sea Giant Sl = 7-10 Lv = 7-16+

Knows Water and Sea type Spells.

Great Serpent Sl = 11-16 Lv = 12+

Some are Aquatic.

Black Dwarves Sl = 4-6 Lv = 4-9+

Black Skin. Subterranean. Petrified by Sunlight. Extremely Skilled Miners and Craftsmen. Know Earth, Rune, and Crafting type Spells.

Djinn

All know the Djinn Spell List and 1 of the following types of Spells: Desert, Detect, Time, Space, Dimension, Teleport, Transformation, Spirit, Dreams, Conjunction

Dao Sl = 6 Lv = 2-5

Earth Djinn. Knows Earth, Sand, and Evil type Spells.

Jinn Sl = 7 Lv = 6-10

Air Djinn. Flying. Knows Air and Illusion type Spells. Can Grant Minor Wishes.

Marids Sl = 8 Lv = 11-15

Water Djinn. Knows Water and Sea type Spells. Can Grant Lesser Wishes.

Efreeti Sl = 9 Lv = 16+

Fire Djinn. Flying. Knows Fire type Spells. Can Grant Major Wishes.

Sphinx

Body of usually a Jackal or Lion. All Have Wings. Head can Vary: Lion, Human, Hawk, Ram, Owl, Ibis, Croc, Hippo, etc.

Available type Spells: Sphinx, Desert, Sand, Snake, Sea, Detect, Time, Space, Dimension, Teleport, Transformation, Book Magic, Mysticism, Spirit Magic, Solar Magic, Lore, Mirror, Dreams, Runes, Divination, Trap

Minor Sl = 6 Lv = 1-5

5 Spells

Lesser Sl = 7-8 Lv = 6-10

10 Spells

Major Sl = 9-11 Lv = 11-15

15 Spells

Greater Sl = 12-14 Lv = 16+

20 Spells

Monster Lists Part Four

Undead, Malevolent Spirits, Ancestral Spirits, Nature Spirits, Animal Spirits, Elemental Spirits, Shape Changers, Fey

Undead

Undead are immune to most Mind altering magics such as Sleep, Confusion, Charm, Suggestion, Befriend, Madness. They are also immune to Poison and Disease.

Skeletons Sl = 6 Lv = 1-3

Immune to Impaling Weapons. They use Weapons, Shields, and Armor.

Coffin Corpse Sl = 6 Lv = 5

Get +4 to Surprise. Claw Attack +2 Damage.

Zombies Sl = 6 Lv = 1-3

Regenerate. Take extra 50% damage from Fire. Some varieties are slow moving. Some use Weapons. Victims become Zombies. Bite Attack.

Zombie Parts Sl = 2-4 Lv = 0-2

Missing Legs, Hands, Arms, Severed Heads. Move slowly.

Ghouls Sl = 6 Lv = 1-4

Half Alive, Half Dead. Bite and Claw Attack. Some can talk and some are even scholars.

Mummies Sl = 6 Lv = 4-16+

Slow but they can Cause Fear. Strangulation Attack. They take double damage from Fire. Some are Pharaoh Sorcerers.

Vampires Sl = 6 Lv = 1-16+

Strong, Fast. Claws and Bite Attack. Blood Suckers. Can turn others into Vampires. Common Powers include: Bat Form, Gaseous Form, Mesmerize, Regenerate, Flying, Haste, Strength. Some are Spellcasters. Vulnerable to Fire, Daylight, and Wooden Stakes

Strigoi Sl = 6 Lv = 5-16

Monstrous Vampires that can feed on other Vampires. Bite does +4 Damage.

Lich Sl = 6 Lv = 16+

Necromancer that has turned himself into an Undead. Regenerates. Powerful Spellcaster.

SKELETAL DRAGON SL + LV = Per Age Shadow Death Breath. Immune to Impaling Weapons.

Undead Steed Sl = 7 Lv = 3-7+

Skeletal and Zombie versions. Some are Winged.

Spirits

They exist in the Ethereal (or Spirit) Plane.

Spirit Form is immune to non-magical Weapons.

Main Weakness is various Exorcism and control Spirit type Spells as well as elemental attacks.

Some have access to Spells.

Spirit Form can pass through Walls and solid objects. Those with a Human Origin have SL = 4-6

There are a variety of Spirit Types: Malevolent, Ancestral, Animal, Nature, and Elemental.

Some spirits act as guides, helping other spirits reach their destinations.

Malevolent Spirits

All can cause Fear. Save or Flee. Most of these have a Human Origin.

Evil Ghost Lv = 1-14+

Extra Scary. Save vs Fear at -2.

Poltergeist Lv = 1-3

Invisibility. Throw Objects for -2 Damage.

Shades Lv = 2-6

Touch Attack 1D6 Damage and immobilize for 1D3 Turns. Circle of Darkness.

Hoar Shade Lv = 4-10

Chill Touch does +1 Damage and immobilize for 1D4 Turns. Can use Ice Spell List

Specters Lv = 4-10

Will possess a character, then attack.

Phantom Lv = 5-12

Can Take Solid Form. Likes to kidnap young Women.

Tormentor Lv = 7-16

Soul Sucking Attack +1 Damage and Stun for 1D2 Turns.

Wights Lv = 4-10

Can use Weapons.

Wraiths Lv = 6-16+

Claws do +1 Damage. Can also use Weapons. Sometimes rides Solid Spirit Horse SL = 7 LV = 3

Banshees Lv = 3-12

Scream Attack. Medium Range Does +2 Damage.

Haunts Lv = 4-14

Cause Madness. Short Range 1 Target.

Will-o-wisp Sl = 1-2 Lv = 1-2

Lure Spell. Will cause victims to get lost.

Revenants Lv = 8-14+

Claws do +2 Damage. Can also use Weapons. Gets +4 to Tracking Rolls.

Ancestral Spirits

Good or Neutrally aligned.

Ghosts Lv = 1-12+

Mostly Harmless. Often a good source of information. Some are talkative. Some deeply confused. Some have spell lists they can use.

Apparitions Lv = 1-4

Ghosts stuck doing the same thing over and over. Reliving one very significant moment. They are hard or impossible to talk to.

Nature Spirits

These will protect a specific locale. They will not leave it.

RIVER SPIRIT SL = Any LV = 1-10+ Can use Water type Spells These are sometimes worshipped by villagers who depend on the nearby river for their livelihood.

MOUNTAIN SPIRIT SL = Any LV = 1-10+ Can use the Earth type Spells

WIND SPIRIT SL = Any LV = 1-10+ Can use the Air type Spells

NATURE SPIRIT SL = Any LV = 1-10+ Can use the Life type Spells

VOLCANO SPIRIT SL = Any LV = 1-10+ Can use the Fire or Earth type Spells

FOREST SPIRIT SL = Any LV = 1-10+ Can use the Plant or Druid type Spells

Animal Spirits

These will protect and Aid living versions of their type.

Their Allies get Morale +4 and +2 to all other Rolls.

Wolf Spirit Sl = 5 Lv = 3-5+**Bear Spirit Sl = 6-7 Lv = 5-8+****Lion Spirit Sl = 6-7 Lv = 6-8+****Elemental Spirits**

The larger ones stick to the Elemental Planes.

The smaller ones wander far and wide.

They are generally not intelligent but can be made angry or be coaxed into powering up spells.

The difference between an Elemental and an Elemental Spirit is that an Elemental uses up energy whereas the Spirit is an energy source.

WATER SPIRIT SL = 2-7+ LV = 2-7+ Immune to Normal Weapons.

FIRE SPIRIT SL = 2-7+ LV = 2-7+ Immune to Normal Weapons.

AIR SPIRIT SL = 2-7+ LV = 2-7+ Immune to Normal Weapons.

Brass Man Sl = 5-7 Lv = 5-8+

Armor+3. Fire Inside. Shield & Flaming Hammer. Craftsmen.

Shape Changers

They can Transform Themselves.

Doppelganger Sl = 6 Lv = 4-8+

Steal the identity of a Human, Demi-human, or Humanoid they touch. They can alter size SL 4 to 7

Lycanthropes Sl = 6 Lv = 2-12+

Were Creatures: Wolf, Bear, Rat, Boar, Tiger, Lion, Etc. Wereform: Immune to normal Weapons. Susceptible to Silver. Change automatically during certain celestial Events.

Some types become Bestial and Crazy. Otherwise Can Change from human to Wereform at will. Wereform can be Quadruped or Bipedal and SL can increase by 0-2+

Shape Shifters Sl = 6 Lv = 1-6

Can turn into many different types of normal animals at will.

Boggart Sl = 6 Lv = 2-6

Causes Fear. Feeds on Fear. Appears as what you fear the most.

Dark Goblins Sl = 4 Lv = 5-7

Can shift into an Animal Form. Often serve as Familiars for Witches.

Fey

More Powerful Fey can use the Fey Magic List.

Faeries Sl = 1-2 Lv = 0-2

Dainty. Tiny. Mostly Harmless. Flying Many Types: Moss, Flower, Mushroom, Dewdrop, etc.

Resurrection Fairy Sl = 1 Lv = 4-5

Flying. Can bring a Character back to life. Will then Disappear. Very Rare.

Pixies Sl = 2 Lv = 1-3

Mischievous Pests. Flying. They will attack in a group for +1 Damage, then leave.

Dryads Sl = 5-6 Lv = 1-8+

Tree Fey. Know Plant type Spells

Nixies Sl = 3 Lv = 1-6

Water Sprites.

Quickling Sl = 4 Lv = 1-8

Extraordinary Speed. Get -4 to be hit. They will steal something then run away.

Brownies Sl = 3 Lv = 1-4

Helpful Fellows. Also called Knockers. Sticks and Stones. Slings.

Sprites Sl = 3 Lv = 1-4+

Attack with Tiny Bows & Poison Arrows. Flying

Fire Sprite Sl = 3 Lv = 1-5

Fire Attacks Close Range

Sylphs Sl = 4-5 Lv = 1-4

Air Form Fey. Flying

Redcaps Sl = 4 Lv = 1-4+

Diminutive Murderers. Daggers, Knives.

Fomorians Sl = 7-9 Lv = 5-12

Ugly, Evil, Dim-Witted Giants.

Trolls Sl = 3-8 Lv = 0-8+

Wide variety of Forms. Usually Evil and or Chaotic. Some are stupid, some quick Witted. Some types can regenerate.

Many types: Forest, Bog, Cave, Mountain, Water, Bridge

Hags Sl = 5 Lv = 4-10+

Some know the Witchcraft and or Dream type Spells. Child Eaters. Dream Feeders.

Unicorns Sl = 7 Lv = 5-14+

Horned Horses. They can use Healing and Blessing type Spells.

Undines Sl = 6 Lv = 1-4

Water Nymphs

Sidhe Sl = 4-6 Lv = 1-10+

Fairy Royalty. Often mistaken for Elves. Know Fey type Spells. Sometimes Illusion, Conjuraction, Lore, Druidism, Archery, Beast, Plant, Enchantment, Dreams, Healing, Curses, and other Spell types

Gremlins Sl = 2-3 Lv = 1-3

Malicious Tiny Goblinoids. They love to break stuff.

Leprechaun Sl = 3 Lv = 7+

Pot of Gold = 1000 Gold. Know Fey, Luck, and Illusion type Spells

Monster Lists Part Five

Animals, Beasts, Spiders, Insects, Dinosaurs

Animals

Most Animals can move at least twice as fast as Humans. Intelligence can vary 1-10+.

Beasts

In a Broad Sense this term includes all animals. In this context we use it to mean particularly vicious or more dangerous versions.

Talking Beasts

Human Intelligence and speech. Very frequently they can use tools and weapons as well. They border on the classification of Humanoid.

Usually larger than normal. Good or Evil.

Vermin

Swarms are given an SL rating to indicate the size of the swarm as a whole and how much damage it would take to disperse it. Weapon attacks (swords, hammers, etc.) do a max of 1 point of Damage to a Swarm per attack. In encounter tables Swarms generally just inflict some damage and then move on.

Rat Swarm Sl = 6-8 Lv = 1-2+**Plague Rat Swarm Sl = 6-8 Lv = 3+**

Save or Contract Disease.

Bat Swarm Sl = 6-8 Lv = 2+

Medium Speed Flyers.

GIANT RATS SL = 4 Each LV = 3

Firebat Swarm Sl = 6-8 Lv = 3

Fire Damage. Will Start Fires.

Snipe Sl = 3 Lv = 6

Hard to Find. Very Fast. Gets +4 to Hide.

Critters**Giant Porcupine Sl = 7-8 Lv = 3-5**

Really big Quills.

Talking Rabbit Sl = 5-6 Lv = 1-3

Often Rogues, Mercenaries, Smugglers, Pirates. Prefer Short Weapons: Daggers, Cutlasses.

Talking Weasel Sl = 6-7 Lv = 1-3

Scoundrels like talking Rabbits. Can be 7 feet tall but with short Legs. Prefer Long Weapons: Staves, Spears.

Talking Beaver Sl = 4-5 Lv = 0-2

Friendly. Good Hosts. Make an excellent cup of Tea. Good Swimmers. Bite Attack.

Wombat Sl = 2-4 Lv = 0-1

These things are so cute.

Wolverine Sl 3-4 Lv = 1-5

Fierce Solitary Predators but fall prey to Wolf packs.

Badgers Sl = 3-4 Lv 1-3

Omnivores. Burrowers. Clans. Will Eat Snakes, Hedgehogs.

Skunk Sl = 3 Lv = 1-2

Stink Spray. Targets get -5 to Stealth and Charisma. Smell diminishes over 1D3 Days.

Bandersnatch Sl = 8-9 Lv = 7

Gets +3 to Ambush.

Wolves And Dogs

Pack Animals. Lone Wolves are quite rare.

Dog Sl = 3-4 Lv = 1-4

Bred for a Variety of Purposes. Mans Best Friend.

Wolf Sl = 4-5 Lv = 2-4

Tracking, Bite Attack. Also Coyote.

Winter Wolves Sl = 4-5 Lv = 2-5

Half Damage from Cold Attacks.

Dire Wolves Sl = 6 Lv = 3-5+

Fast. Damage +1

Wargs Sl = 7 Lv = 5-7+

Evil. Fast. Damage +2

Jackals Sl = 4 Lv = 3

Scavengers.

Snakes**Cobra Sl = 3 Lv = 3**

Strong Poison. Gets +4 to Initiative.

Boa Constrictor Sl = 6 Lv = 3

Constriction (Grappling) Attack.

Giant Constrictor Snake Sl = 8 Lv = 6-12**Birds****Eagle Sl = 4 Lv = 3-7+**

Fast Flyer. Swoop Attack for +3 Damage

Wise Old Owl Sl = 3 Lv = 3-6+

Fast Flyer. Talking. Wisdom.

Giant Owl Sl = 6 Lv = 4-8

Fast Flyer. Night Vision

Pheonix Sl = 3-9 Lv = 6-12+

Medium Flyer. Can assume Elemental Fire Form. Will come back to life if Destroyed. On some worlds this beast is Unique and/or Divine.

Thunderbird Sl = 5-7 Lv = 7-14+

Can shoot a Lightning Bolt every other turn. On some worlds this beast is Unique and/or Divine.

Giant Eagles Sl = 7 Lv = 5-10+

Medium Flyers but Fast when Diving. Lawful Good Versions will carry allies.

Roc Sl = 10 Lv = 7-14+

Medium Flyer. Can pick up an Elephant

Jubjub Bird Sl = 8 Lv = 6-12

Fast Flightless Runner. Heavy Crushing Beak Attack.

Hoofed Animals**Stag Sl = 7 Lv = 4**

Antler Attack

Aurochs Sl = 7 Lv = 3

Stampede

Bull Sl = 7 Lv = 6

Charge. Horns.

Giant Boar Sl = 8 Lv = 5

Fast. Charge. Tusks.

Warp Boar Sl = 5-7+ Lv = 3-6+

Chaos Tainted. Can make short Tactical Teleports.

Felines**Savannah Lion Sl = 7 Lv = 5**

Tactics, Bite Attack.

Jaguar Sl = 5 Lv = 4

Stealth, Ambush, Bite Attack.

Leopard Sl = 4 Lv = 5

Jump Long and Far.

Cheetah Sl = 4 Lv = 5

Very Fast.

Sabre Tooth Tiger Sl = 8 Lv = 6-10

Bite Damage +4

Giant Lynx Sl = 8 Lv = 7-9

Fast. Bite Damage +3

Bears**Black Or Brown Bear Sl = 5-7 Lv = 4**

Bear Hug (Grappling) Attack. Damage +1

Grizzly Or Kodiak Bear Sl = 6-7 Lv = 5

Bear Hug (Grappling) Attack. Damage +2

Polar Bear Sl = 7-8 Lv = 6-8

Claw Attack. Short Range. Damage and Initiative +3 Long arm reach and Quicker than you'd think.

Giant Bear Sl = 10 Lv = 7-14

Bear Hug Grapple. Damage +4

Large Animals**Rhino Sl = 7-9 Lv = 4-8**

Charge. Horn

Hippo Sl = 7-8 Lv = 3

Aquatic. Rivers. Bite.

Elephant Sl = 8-9 Lv = 5-10

Tusks and Stomp

Mastodon Sl = 9-10 Lv = 6-12**Mammoth Sl = 10-11 Lv = 7-14****Simmians & Such****Mountain Gorilla Sl = 7 Lv = 4-8**

400+ Pounds. Strength and Toughness +4

Baboon Sl = 5 Lv = 3-6

Savage Bite +3 Damage.

Giant Lemurs Sl = 5-6 Lv = 2-4

Fast. Long Jumpers. Some groups will wield clubs and throw stones.

Monstrous Gorilla Sl = 13 Lv = 8-16

King Kong. Grapple +3

Talking Sloth Sl = 6 Lv = 7

Very Slow. Non-aggressive. Exists between the realms of life and death. Knows Spirit Magic.

Reptiles**Crocodile Sl = 4-8 Lv = 4**

Armor +1. Salt Water

Alligator Sl = 4-9 Lv = 3

Armor +1. Fresh Water

Giant Snapping Turtle Sl = 7 Lv = 5

Makes good Soup. Armor +5

Humungous Lizard Sl = 10 Lv = 6

Can be ridden as Mount. Armor +3

Giant Crocodile Sl = 11 Lv = 8-16

Armor +4. They make Terrible Pets.

Lopers Sl = 7 Lv = 0-4

Armor +1. Two Legged Steeds. Medium Speed.

Amphibians

Frogs, Toads, Salamanders

Giant Toad Sl = 5-10+ Lv = 5

Sticky Tongue Short Range. Swallow Attack

Giant Poison Dart Frog Sl = 4 Lv = 4

Poison Touch. Long Jump. can stick to walls.

Fire Salamander Sl = 8-9 Lv = 5-10

Fire Breathing Short Range.

Various Invertebrates

Crustaceans, Mollusks, Worms

Monstrous Snail Sl = 8-9 Lv = 5

Don't get Slimed. Shell Armor +3

Racing Snails Sl = 5-7 Lv = 3

Fast. Used as mounts. Shell Armor +2 Can climb up walls but cannot jump.

Giant Slugs Sl = 4-9+ Lv = 3-6

Muscular Critters. Land or Aquatic.

Monstrous Scorpion Sl = 8 Lv = 6

Poison Stinger in Tail. Armor +2

Giant Worm Sl = 9-10 Lv = 6-12

Some Burrowing, Some Aquatic.

Hellion Sl = 9-12+ Lv = 8-16

Giant Tentacled Fast Moving Worm. Burrowing. Infernal Often with Earth or Fire Elemental Associations.

Spiders

Spiders can be of any size and any intelligence.

They also appear as swarms.

They can climb on almost any surface.

Jump, Stealth, Ambush, Poison Bite, Web Trap, Web Attack, Carapace, Wall Crawl

Some Base Spider Types include: Trap-Door, Tarantula, Woolly, Crab, Wolf

Water Spider Sl = 3-5 Lv = 3

Can walk on Water. Bite Attack

Corpse Spiders Sl = 2-4 Lv = 3

Undead Spiders. Regenerate.

Giant Daddy Long Legs Sl = 5-9+ Lv = 4-6+

Fast. Surprise +2

Alien Spiders Sl = 1-2 Lv = 3-5

Invisible. They will burrow into your flesh and take control of your brain, eventually turning you into a Zombie. These critters have taken over entire Worlds.

Insects

Similar to Spiders but 6 legs.

Common Abilities include: Poison Bite or Sting, Wings, Wall Crawl, Jump, Carapace, Stealth

Some Base Insect Types Include: Ants, Beetles, Mosquitos, Dragon Flies, Flies, Locusts, Bees, Wasps

Large Bugs can Serve as Mounts.

Humungus Wasps Sl = 4-7 Lv = 4-8

Poison Stinger. Fast Flyer. Sometimes used as Mounts.

Humungus Centipede Sl = 8 Lv = 3-6

Armor = 2. Carnivorous.

Giant Red Ants Sl = 3 Lv = 2

Weak Poison Bite.

Giant Caterpillar Sl = 7 Lv = 3

Faster than it looks.

Burrower Sl = 8 Lv = 4-5

Burrowing Speed = 10 Feet per Turn. Bite and Mandibles. Acid Spray.

Unique Beasts

One of a kind. One per World. Usually Immortal. If caught/met they will provide their boon then leave/vanish. Sometimes they are considered to be Divine/Gods.

Questing Beast Sl = 6 Lv = 12

Very Fast. Gets +5 to Hide and escape. Grants a Wish if you catch it.

Seeing Hare Sl = 3 Lv = 10

Very Fast. Tells the Future if you catch it.

The Great Stag Sl = 8 Lv = 20

Spirit Protector of the Forest. May bestow a Blessing upon those it deems worthy. Knows Healing, Nature, Blessing type Spells.

If beheaded it will turn into an avenging SL = 14 Slime Monster.

Dinosaurs

Populate the proverbial Lost Jungle Island

Velociraptors Sl = 4-6 Lv = 7

Fierce, Very Fast Predators. Bite +2 Damage

Carnisaurs Sl = 7-9 Lv = 6

Mid Level Predators. Bite +3 Damage

Tyrannosaurus Rex Sl = 10 Lv = 14

Apex Predator. Bite +4 Damage. Stomp Attack.

Triceratops Sl = 9 Lv = 7

Shielded Head with triple Horns. Head Armor +3 Herbivore

Stegasaurs Sl = 9 Lv = 4-8

Spiked Tail. Damage +2. Herbivore.

Anklyosaurs Sl = 8 Lv = 3-6

Heavy Club Tail. Herbivore. Armor +2

Gentle Giants Sl = 8-11 Lv = 4-8

Two and Four Legged Herbivores. Stomp or Tail Attack. They can Stampede

Monosaur Sl = 12 Lv = 8

Dinosaur Sea Monster Predator. Swallow Attack.

Friiled Lizard Sl = 3-4 Lv = 3

Spits Poison Short Range.

Pterodactyls Sl = 8 Lv = 3-6
Lizard Men use them as Flying Mounts. Wings

Microraptors Sl = 2 Lv = 2
Swarm Creature

Beast Traits

1D30	Trait:	Notes:
1	Raging	If Reduced to Half Hits, gets +4 Damage
2	Wild	Gets +2 Attack +4 Damage -2 Defense
3	Charging	Gets +2 Attack +4 Damage when Charging
4	Scaled	Gets +4 Armor
5	Elemental	Resistance to Specific type of Elemental Damage
6	Regenerating	Regenerates
7	Horned	Gets +4 Damage with Horn Attack
8	Leaping	Can Leap 2D3 Body Lengths
9	Stalking	Gets +2 Stealth
10	Pouncing	Gets +1 Stealth and Attack
11	Fast	Movement Speed Doubled
12	Lurking	Get +4 Stealth
13	Ancient	Gets +1D2 SL
14	Ravenous	Gets +2 Attack +4 Damage -2 Defense
15	Armored	Gets +4 Armor
16	Roaring	Foes get -2 Morale
17	Resistant	Save at +3 vs Magic
18	Tusked	Gets +3 Damage with Tusk Attack
19	Clawed	Gets +3 Damage with Claw Attack
20	Protean	If Killed will Spawn More Beasts
21	Gorging	Can Swallow Smaller Foes Whole
22	Hulking	Gets +1D2 SL
23	Biting	Gets +2 Damage with Bite Attack
24	Rending	Gets 1 Extra Attack per Turn
25	Social	Pack or Herd: More will Show Up
26	Towering	Gets +1D2 SL
27	Crushing	Gets +3 Damage all Attacks
28	Vigilant	Gets +2 Surprise and +1 Defense
29	Rampaging	Gets +2 Attack +4 Damage -2 Defense
30	Trampling	Gets +25% Damage with Stomp Attack

Monster Lists Part Six
Clockwork, Golems, Elementals, Animated, Mechanoids

Constructs
Precision Machines brought to life with a with a Dollop of Magic

Dragon Engines Sl = 13 Lv = 15
Mechanical Dragon. Armor +4

Triskelion Sl = 10 Lv = 10
Moving Gun Tower. Armor +5. A Dozen Turrets.

Unusual Beasts
More monstrous than animal-like. Base SL = 1D8 +1. Roll on the Beast Traits Table 1D4 Times.
Typical Attacks: Claws, Horns, Hooves, Bite.

Juggernaught Sl = 11 Lv = 12
Army Crusher. Armor +5

Tin Soldier Sl = 6 Lv = 3
Armor +2. Shield and Weapon.

Clockwork Assassin Sl = 6 Lv = 14
Terminator Style. Built in Poisoned Blades and Repeating Crossbow. Retractable Wings. Gets +4 to Tracking. Armor +3

Mechanical Minotaur Sl = 7 Lv = 9
Bronze Armor +3

Clockwork Beast Sl = 8 Lv = 7

Regenerates 2 Hits per Turn. Armor +2

Golems

These can be made out of pretty much anything. They can also be sized up. Usually but not always Man Shaped.

Homunculus Sl = 2-3 Lv = 1-2

Tiny Men. Used as Servants, Spies, or for experimenting on. Some can Fly. Stealthy.

Clay Golem Sl = 5-7 Lv = 3

Regenerates.

Brick Golem Sl = 6-7 Lv = 4

A armor +1

Flesh Golem Sl = 6-7 Lv = 5

Undead. Regenerates.

Bone Golem Sl = 6-8 Lv = 8

Undead. Armor +2

Wood Golem Sl = 8 Lv = 6

A armor +2

Stone Golem Sl = 10 Lv = 10

A armor +3

Iron Golem Sl = 9 Lv = 12

A armor +4

Colossus Sl = 14 Lv = 16

Will step on Foes. Brass Armor +5

Animated

These are animated by pure magic.

Gargoyles Sl = 5-7 Lv = 3-12+

Just part of the Furniture. Armor +3 Medium Speed Flyers. Claws and Horns.

Living Statues Sl = 5-8 Lv = 4-10+

Get +2 to Surprise. Armor +3 Mostly Human Shaped but any Shape Possible. Other Favorites include Minotaurs, Griffons, and Dragons.

Hollow Armor Sl = 6 Lv = 3-8+

Ye Olde Empty Suit of Plate Mail. Wields Weapon and sometimes Shield. Armor +3

Dancing Weapon Sl = 2-3 Lv = 2-8+

Scimitars, Swords, and Spears are Favorites. Armor +4

Animatomes Sl = 2-3 Lv = 2-4

Books with Teeth. Bite for -2 Damage. Animal Intelligence. Sometimes with Legs and or Wings.

Animated Chest Sl = 3-5 Lv = 4-8

Looks like a chest but has a Bite attack and sometimes has clawed arms and legs. Mimics Inanimate objects.

Scarecrows Sl = 6 Lv = 3-9

Can Cause Fear. Take Double Damage from Fire.

Primordial Clay Sl = 6 Lv = 1-8+

Can be formed into any shape. Regenerates.

Elementals

Animated by an Elemental Spirit or pure magic. They take no damage from their own Element. They are immune to normal weapons. In general they have an SL = 3-10 LV = 6-12 They make HTH Attacks for +2 Damage.

Fire Elementals

Causes Secondary Fires Also Flame Attack: Short Range for +1 Damage.

Ice Elementals

Freeze Attack: Short Range Immobilize for 1D3 Turns. Armor +1

Earth Elementals

Can Pass through Walls and Solid earth. Armor +3

Water Elementals

Water Jet Attack: Short Range: Damage and Knock-down

Air Elementals

Whirlwind: HTH Attack hits all in Range. Fast Flyer

Lightning Elementals

Lightning Bolts: Medium Range for +2 Damage

Sand Elementals

Regenerates.

Lava Elementals

Lava Spray. Close Range. 1D2 Foes for +3 Damage

Mechanoids

Common Mechanoid Sl = 3-7 Lv = 1-4+

These are Animated Mechanical beings of near Human Intelligence.

They are created to act as servants and sometimes guards.
They run on a Battery with 10 Charges. They use up 1 Charge per day.
They have 2D2 Arms. Roll 1D4 on the Arm table for the first Arm and Roll 1D20 for the rest.
They roll twice on the Chassis Table.
They roll once on the Locomotion and Head Tables.
All Have Armor +2

Locomotion Table

1D8	Movement:	Notes:
1	Two Legs	Can Walk Stairs
2	Treads	Balance +1
3	Wheels	Speed +10
4	Rollerball	Speed +5
5	Levitation	Very Slow Flier
6	3 or 4 Legs	Kick at +2 Damage
7	6 or 8 Legs	Climbing +4
8	Wings & Rocket	Medium Flier. Also Roll Again

Chassis Table

1D6	Function:	Notes:
1	Armor	Armor +1
2	Reinforcement	Extra 1 Wound
3	Extra Battery	10 More Charges

1D6	Function:	Notes:
4	Winch	20 Feet of Rope with Hook
5-6	Storage Space	Hidden. Size of a Bread Box

Head Table

1D12	Function:	Notes:
1	Telescope	See Very Far
2	Detect-o-Meter	1D4 Detection type Spells
3	Language Module	Speaks an extra 2D6 Languages
4	Calculator	Gets +5 to Mathematics Rolls
5	Navigation Module	Gets +5 to Navigation Rolls
6	Antennae	Long Range Telepathy
7	Motion Detector	Gets +5 to Perception Rolls
8	Illusion Projector	Can Record Messages too
9	Flood Light	Out to Medium Range one Direction
10	Flare Gun	Shoots Straight Up. Uses up a Charge
11	Nut Cracker	Does Party Tricks. Bite.
12	Helicopter Blades	Fly Slow Speed

Arm Table

1D10	Function:	Notes:
1	Hand	Like a Human Hand
2	Grasper	Hand with -1 Damage
3	Claw	Hand with +1 Damage
4	Tentacle	Hand substitute
5	Wand	Pick one off the Wand Spell List
6	Crossbow	Repeating
7	Water Hose	Must Have Storage Space
8	Acid Sprayer	Must Have Storage Space
9	Zapper	Electrical. HTH. 1D6 Hinderances for 1D6 Turns
10	Sprayer	Fungicide or Herbicide. Must Have Storage Space
11	Forklift	Or Winch or Luggage Rack
12	Blow Torch	Burn for +2 Fire Damage
13	Jack Hammer	Or Chainsaw. Attack
14	Drill	Attack
15	Skeleton Key	Open Locks at +4
16	Scissors	Or Garden Shears. Attack
17	Mop or Duster	Cleaning Tool Attachment
18	Scalpel	Surgical Tool Attachment
19	Turkey Baster	Cooking Tool Attachment
20	Leaf Blower	Landscape Tool Attachment

Monster Lists Part Seven

Dragons, Composite, Alien, Oversize, Aquatic, Slimes, Plants, Fungi

LAND DRAGON SL + LV = Per Age Subspecies with no Wings. Get an extra +1 Armor. Many have only Animal intelligence. Popular as Mounts.

Dragons

Size of Dragons varies according to their Age according to the Size chart.

- Whelps (SL = 2-5) have 1 Armor. LV = 0-5 Bite Damage+1 Claw Damage+0
- Young Dragons (SL = 6-8) have 2 Armor. LV = 6-10 Bite Damage+2 Claw Damage+1
- Adults (SL = 9-11) have 4 Armor. LV = 11-15 Bite Damage+4 Claw Damage+2
- Elders (SL = 12-13) have 5 Armor. LV = 16+ Bite Damage+6 Claw Damage+3

Breath Weapons go to Short range and Damage+3 for Young, Medium Range and Damage+6 for Adults, and Long Range and Damage+9 for Elders.

Snow Dragons have Ice Breath. Forest Dragons have Poison Gas breath. Swamp Dragons have Acid Breath. Mountain Dragons have Lightning Breath. Volcanic Dragons have Fire Breath. Shadow Dragons have Death Breath.

One Breath Weapon attack every 3 + 1D3 Turns.
Most Adults can talk and Cast Spells (5-10 Spells).
Most Elders will know 15-20 Spells.

Two-Headed Dragons of all sub-species are rare.
Tail Swipes do 1 size class less damage and stun for 1D4 Turns.

Wing Buffets do 2 size classes less Damage and save or Knockdown out to close range.
Most Dragon types Fly Fast.

Dragon Wings can be Separate from Arms or Attached to Arms. Sometimes they are in place of the forearms.

Drakes Sl = 4-10 Lv = 3-7+

Sub-species of Dragon that Fly Very Fast. Generally less intelligent than other types. Some can Speak. Armor = 1. Size and Age are independent.

Some have no Forearms. Some have no Breath Weapon. Many Types: Stone, Azure, Cerulean, Opal, Fire, etc.

Wyrms Sl = 8-14 Lv = 4-9+

Also Worms, or Wurms. They are a sub-species of Dragon that have no Wings and no Legs. They have a Fast snake like movement. Armor = 2-5. Types: Forest, Marsh, Winter, Stone, etc.

Flying Serpents Sl = 7-11 Lv = 5-8+

Sub-species of Dragon with Wings but no legs. Usually animal intelligence.

Wyvern Sl = 5-10 Lv = 3-5+

Dragon like Creature with only 2 Legs and a Poison Bite. Some have No Breath Weapon. Animal Intelligence.

Faerie Dragon Sl = 2-3 Lv = 1-3+

Can teleport. Will defend its nest. Sharp teeth. Some can go invisible. Some have 1D6 Spells.

Jaberwocky Sl = 11 Lv = 8+

Somewhat Bipedal. Medium Speed Flyer. Low Animal Intelligence. Very Large Claws do Double Damage. Very Aggressive.

Dragon Turtle Sl = 12-14 Lv = 6-8+

Aquatic. Armor+8. Ship Sinker. Ocean Breath.

Composite

These are made up of parts of 2 or more Creatures

Chimeras Sl = 8 Lv = 7

Goat, Lion, Snake, Wings, Fire Breath

Scorpion Men Sl = 7 Lv = 1-3+

Half Man Half Scorpion. Poison Stinger

Spider Rider Sl = 6 Lv = 1-4+

Half Drow Half Spider. Poison

Manticores Sl = 8-9 Lv = 8-16

Lion with Human Head and Bat Wings. Tail Spikes

Gryphons Sl = 7 Lv = 7-14

Lion and Eagle. Wings

Hippogriffs Sl = 7 Lv = 4-8+

Horse and eagle. Wings

Owlbear Sl = 7-8 Lv = 5-10

You Gussed it... Owl and Bear. Wizard experiment gone wrong.

Landshark Sl = 7-8 Lv = 6-12

Turtle, Armadillo, Shark. Armor +3

Winged Centaurs Sl = 7 Lv = 4-6

Lawful Good. Angelic Taints. Pale. Graceful. Medium Flyer. Wings Sprout from Horses Back.

Winged Lion Sl = 7-8 Lv = 6-12

Sometimes with a Dragon Body that has Armor = 3.

Peryton Sl = 6-7 Lv = 3-6

Eagle with Stag Head. Antler Attack.

Naga Sl = 6 Lv = 5+

Human Head on Snake Body. Evil Spell Caster. Some versions have Arms: More Weapons, less Spells.

Basilisk Sl = 6 Lv = 4-8

Six Legged Lizard. Its Gaze causes Petrification.

Gorgon Sl = 7-8 Lv = 5-10

Stone Bull. Armor = 2. Its Breath causes Petrification.

Cockatrice Sl = 3 Lv = 3

Reptilian Rooster. Its Touch causes Petrification.

Crocopede Sl = 9-12 Lv = 6+

Lightning Breath, Bite, Swallow, Constricting Tail. 6 pairs of Legs: Climbers

Alien

Strange, Terrible Creatures from far away places. Many have access to Portals or Void Ships.

Mind Slayers Sl = 6 Lv = 5-16+

Humanoid Squid Heads. Brain Suckers. Spellcasters: Psychic Powers, Mental Magic.

Evil Eyes Sl = 6-7 Lv = 4-16+

Levitating Orbs with one Big Eye and several Eye Stalks. Hypnotism. Light type Spells. Shoots Elemental Beams out of Eyes.

Void Demons Sl = 7-14 Lv = 7-14+

Found wandering in the deep reaches of space.

Shadow Monsters Sl = 5-10 Lv = 6-12+

The Darkest Shadows of all.

Nether Beasts Sl = 6-12 Lv = 5-10+

Fast and Ravenous.

Moon Beasts Sl = 8-9 Lv = 6-12

Can be ridden as mounts.

Crystites Sl = 6-7 Lv = 3-10+

Crystalline Humanoids. Armor+2. Can use Light or Energy type Spell. They feed on Energy, magical and otherwise.

Zymekians Sl = 6 Lv = 10

Clone Race of a Great Warrior General. Clones are generated by a relic on their Homeworld.

Orgons Sl = 6 Lv = 2-12+

Decrepit Tiny Aliens encased in Powerful Exoskeletons. Armor = 3. Medium Flyers. All can use Energy type Spells.

Splooge Sl = 7 Lv = 1-7+

Intelligent Slimes. Leaders have Slime Magic.

Zozani Sl = 5-7 Lv = 5-18+

High Level Monks. 1D3 Physical and Magical Mutations Each. All have Martial Arts type Spells.

Terraxians Sl = 6 Lv = 2-7+

Men from the Far Future. Spell Types: Technomancy, Dimensions, Time, Force, Psychic, Telekinesis, Space, Energy, Matter. Mortal Enemies of the Atlanteans.

Atlanteans Sl = 6 Lv = 2-9+

Men from the Distant Past. Accomplished Spell Casters. In a Genocidal Time War with the Terraxians.

Shadowcat Sl = 11 Lv = 10+

Giant Winged Panther. Knows Dimensional Spells. Can be used as a Mount. Favorite of the Atlanteans.

Earth Eaters Sl = 5-7 Lv = 5-7+

Eats Precious Metals and Gems. Knows Earth type Spells. Rubble skin. Armor+2 to +4. Bipods, Tripods, and Quads.

Tentacle Monsters Sl = 7+ Lv = 5-10+

Multiple (2-6+) Grappling Attacks. Fed into a large Biting Maw. Larger ones attack out to medium or even Long Range. All types of Terrain: Aquatic, Caves, Etc.

LAKE GODS SL = 10-11+ lv = 15+ Tentacles, Tail Swipe, Mucous Cloud, Telepathy, Enslave, Drain, Phantasmal Foe, Hydroblast, Waves, Read Mind, Telepathic Projection. Frequently have Humanoid Mind Slaves.

Oversize

It takes a Heroic Army, Great Magic, or another Oversize Creature to Defeat these Menaces. Most have a gaping Maw that can swallow multiple enemies in a single gulp.

Leviathans Sl = 15 Lv = 8-16

Sea Monster. Giant Whale. Swallow you Whole. Smash a Ship with a single Head Blow. Armor +2

Behemoths Sl = 14 Lv = 7-14

Land Monsters. Some are Mammals. Some Reptiles. Can reduce a Castle to Rubble in Minutes.

Gargantuan Tarantula Sl = 16 Lv = 7-14.**Bewilderbeast Sl = 16 Lv = 20+**

Giant Elder Dragon. Armor +4. Can control other Dragons.

Giant Sand Worm Sl = 15 Lv = 6-12+

Burrower. Blood has many Magical Properties. Armor +2

Kraken Sl = 16 Lv = 10-20

Sea Monster. Lots of Tentacles (2-6+ Attacks).

Island Fish Sl = 16 Lv = 4-16+

Peaceful. Slow Swimmer. People will build Towns on them. If hurt they will dive down.

Aquatic

Dangers of the Deep.

Sea Mounts Sl = 7 Lv = 2-4

Various: Hippocampi, Sea Horses, Giant Mantas Used as Steeds by Aquatic Humanoids

Sea Lion Sl = 7 Lv = 6

Chimera. Claws and Bite Attack.

Sea Serpent Sl = 12 Lv = 9-15+

Can take Down Ships.

Giant Barracuda Sl = 5-6 Lv = 3

Fast and with Sharp Teeth. Initiative +4

Sharks Sl = 5-8 Lv = 1-4+

Shark Week is Here.

Giant Eels Sl = 4-5 Lv = 3

Electric Shocks.

Giant Clams Sl = 7-8 Lv = 4

Will Trap you until you Drown.

Brain Coral Sl = 5-10 Lv = 6-16+

Psychic Powers. No Physical Attack. Immobilized.

Giant Anenome Sl = 6-9 Lv = 4

With Paralyzing Stingers. Cannot Move.

Demon Whale Sl = 12-13 Lv = 8-16

Hateful Predator. Coloration: White, Black or Red.

Strangle Kelp Sl = 10-12 Lv = 0-2

Grapple Attack. Save to Cut yourself Free.

Slimes

Variously known as: Slimes, Oozes, Jellies, Cubes, Puddings, Blobs, and Creeping Crud.

They can be any size, level, and color.

Some are Fast. Some are slow.

Their attacks can be: Acidic, Digestive, Corrosive, Poisonous, Disease Causing, and even Psychic.

Size Levels Range from 3 to 8 or more.

Some Worlds are completely covered by a single Blob.

Most are immune to Physical and Mental Attacks, but are susceptible to magic weapons and Elemental Attacks.

Slime Golem Sl = 7 Lv = 6

More Slime than Golem. Transparent.

Electro Slime Sl = 4-6 Lv = 3

Close Range Shocks: 1D4 Damage and Immobilize for 1D3 Turns.

Whip Slime Sl = 6-7 Lv = 4

Attacks with 2D3 Whip like strands out to Close Range.

Slime Zombie Sl = 6 Lv = 0-2

Will eventually dissolve into just slime.

Plants

Even the Plants Around here will Kick your Ass.

Treant Sl = 7-9 Lv = 5-9+

Armor = 2. Move Slow.

Moss Monster Sl = 7-10 Lv = 8

Guardian. Ambusher.

Strangle Vines Sl = 10 Lv = 4-6

Attacks All in a 20 Meter Area. Grapple.

Carnivorous Plant Sl = 8-9 Lv = 2-5

Giant Venus Fly Trap. Rooted.

Killer Cactus Sl = 5-6 Lv = 3-4

Shoots Poison Needles Short Range for 1D3 Damage. Rooted. often found in colonies.

Plant Elemental Sl = 7-10+ Lv = 6-12+

Usually the result of a Spell or Magic Seed. Move Slow.

Lotus Flower Field Sl = 13 Lv = 0

Those standing in it will Fall Asleep. Delay.

Creeping Kudzu Sl = 14 Lv = 0

Will Cover over a Village in a few Days.

Shambling Mound Sl = 7-8 Lv = 3-6+

Bipedal Vegetable Matter. Regenerates 1 Hit per Turn. Move Slow.

Fungi

What did the Mushroom say when he got kicked out of the Bar? "Hey. I'm a Fun Guy!"

Yellow Mold Sl = 2-6 Lv = 0

Those standing on it will contract a Skin Disease and eventually turn into a Yellow Mold in 2-4 Weeks

Spore Pods Sl = 3-8 Lv = 0

Release a Choking Cloud of Spores if Disturbed.

Toadstools Sl = 2-4 Lv = 0

Poisonous if Touched. Immobile.

Mushroom Men Sl = 4-7 Lv = 0-4

Good Natured but can be quick to Anger. Move Slow. They will trade Magic Mushrooms for Rotten Food

Pod People Sl = 3 Lv = 0

Friendly. Usually in need of Defending. Move Slow. Healing Spell List.

Lichenoids Sl = 6 Lv = 2

Zombies with Rotted Minds. Move Slow. Victims will become Lichenoids.

Fungasaur Sl = 9 Lv = 7-14

Regenerates.

Rot Shambler Sl = 7-8 Lv = 4

Rotting Smell: Get -2 to all rolls when fighting this. Move Slow.

Mold Monster Sl = 10 Lv = 6-12

Half-Crazed Treant covered in Mold and Fungus. Will become friendly if cured. Move Slow.

Treasure Lists

Treasures

Coins, Gems, Jewelry, Weapons, Armor, Musical Instruments, Tools, Books, Clothing, Furnishings

Introduction

For a random treasure roll on the Master Treasure Table. Note that items can vary in quality from junk to magical.

Master Treasure Table (valuables & Magic Items)

1D30	Treasure:	1D30	Treasure:
1	Weapon	14	Ingredients
2	Armor	15	Fetish or Religious Relic
3	Shield	16	Gems & Jewels
4	Helmet	17	Gadget (Device)
5	Clothing	18	Alchemical Preparation
6	Wand or Staff	19	Artifact
7	Sword	20	Furnishings
8	Rings	21	Bomb
9	Book	22	Poison
10	Scroll	23	Jewelry
11	Tools	24	Musical Instrument
12	Potion	25+	Coins
13	Medicinal		

Coins Table

1D6	Type:	Notes:
1	Copper Pence	10 to a Shilling
2	Silver Shillings	10 to a Galleon
3	Gold Galleons	Crowns, Ducats
4-6	Mixed	

Note: 1D10 Coins will be Found on a Minor Foe
1D100 on a lesser Foe 1D1,000 on a Greater Foe
1D10,000 on a Major Foe

Gems & Jewels Table

1D20	Type:	Value in Gold per Karat:	1D20	Type:	Value in Gold per Karat:
1	Diamond	50 - 100	11	Garnet	4
2	Ruby	50	12	Aqua Marine	4
3	Emerald	50	13	Lapis Lazuli	3
4	Opal	20	14	Turquoise	3
5	Sapphire	20	15	Moonstone	2
6	Amethyst	10	16	Onyx	2
7	Jade	10	17	Topaz	2
8	Pearl	10	18	Sunstone	1
9	Cats Eye	5	19	Coral	1
10	Amber	5	20	Peridot	1

Notes: A Gem will be 1D10 Karats in Size.

Jewelery, Weapons, And Armor

If the GM determines the item found is magical he should Consult the appropriate Spell Tables to determine its properties.

Jewelery Table

1D20	Type:	Notes:	1D20	Type:	Notes:
1-5	Ring	Or Toe or Belly Ring	14	Choker	Or Torc

1D20	Type:	Notes:
6	Brooch	-
7-8	Necklace	Or Chain
9-10	Bracelet	Or Bangle or Arm Band
11-12	Earrings	-
13	Toe Ring	Or Belly Ring

1D20	Type:	Notes:
15	Pendant	-
16	Anklet	-
17	Charm	-
18-19	Amulet	-
20	Crown	Or Diadem or Tiara

Weapon Table

1D8	Type:
1	Dagger
2	Sword
3	One Handed
4	Two Handed

1D8	Type:
5	Pole Arm
6	Thrown
7	Bow
8	Crossbow

Sword Table

1D10	Type:	Cost:
1	Short	40
2	Long	90
3	Knights	70
4	Viking	60
5	Great	100

1D10	Type:	Cost:
6	Broad	80
7	Small	50
8	Rapier	80
9	Scimitar	40
10	Cutlass	30

Dagger Table

1D10	Type:	Cost:
1-2	Knife	1
3-4	Dagger	10
5	Long Knife	5
6	Left Handed	20

1D10	Type:	Cost:
7	Throwing Knife	5
8	Sword Breaker	50
9	Stiletto	15
10	Ritual Dagger	50

One Handed Weapon Table

1D10	Type:	Cost:
1-2	Club	0
3	Flail	25
4	Morning Star	20
5-6	Axe	5

1D10	Type:	Cost:
7	Whip	10
8	Hammer	15
9	Pick	10
10	Mace	15

Two Handed Weapon Table

1D6	Type:	Cost:
1	Battle Axe	40
2	Broad Axe	10
3	War Hammer	30

1D6	Type:	Cost:
4	War Pick	20
5	Maul	10
6	Mattock	15

Pole Arm Table

1D6	Type:	Cost:
1	Spear	10
2	Pike	20
3	Halberd	35

1D6	Type:	Cost:
4	Glaive	20
5	Pole Axe	20
6	Bill Hook	20

Thrown Weapon Table

1D3	Type:	Cost:
1	Sling	1
2	Dart	1
3	Javelin	5

Bow Weapon Table

1D6	Type:	Cost:
1	Short Bow	20
2	Recurve Bow	30
3	Long Bow	40

1D6	Type:	Cost:
4-5	Broad Head Arrows	5 for 20
6	Bodkin Arrows	5 for 20

Crossbow Weapon Table

1D6	Type:	Cost:
1	Hand	20
2	Regular	30
3	Heavy	50

1D6	Type:	Cost:
4	Repeating	50
5-6	Bolts	5 for 20

Shield Table

1D3	Type:	Cost:
1	Target	10
2	Round	15
4	Large	20

Helmet Table

1D3	Type:	Cost:
1	Small	10
2	Medium	20
3	Great	40

Armor Table

1D8	Type	Cost:	Notes:
1	Padding	15	Or Cloth
2	Leather	30	-
3	Studded	40	Leather Beneath
4	Ring	50	Leather Beneath
5	Chain	100	Padding Beneath
6	Scale	150	Lacquered
7	Panoply	100	Breastplate, Greaves, Bands
8	Full Plate	250	Padding Beneath

Note: Heavier Armor will usually include a Helmet

Medicinals

The GM will pick something off the Medicinal Lists.

Scrolls

Each Scroll will contain 1 Spell. The GM will have to determine what spell it is.

Staff Or Wand

The GM will pick something off the Wand Lists.

Potions

The GM will pick something off the Potions Lists.

Fetish

The GM will pick something off the Fetish Lists.

Ingredients

This will be 1D100 Gold worth of Rare Ingredients Useable by one or more Spell Lists.

Artifacts

The GM will pick something off the Artifact Lists.

Musical Instrument List

1D8	Instrument:
1	Ocarina
2	Flute
3	Pan Flute
4	Harp

Gadgets

The GM will pick something off the Technomancer Lists.

1D8	Instrument:
5	Lyre
6	Horn
7	Drum
8	Fiddle

Tools

1D40	Tools:	Cost	Enc	Notes:
1	Lockpick Set	20	1	Small Case
2	Alchemical Glassware	500	16	Bulky, Very Delicate
3	Mining Tools	100	8	Picks, Shovels, Lanterns, Ropes
4	Carpentry Tools	50	5	Planes, Saws, Nails, Hammers
5	Masons Tools	10	6	Trowels, Buckets, Scrapers
6	Farming Tools	40	7	Hoes, Plows, Scythes, Sickles
7	Smithy Tools	100	8	Anvil, Hammer, Tongs, Pails
8	Fire Starting Kit	5	1	Tinder, Steel, Flint
9	Wood Working Tools	40	5	Hammer, Glue, Saws, Adze, Knife
10	Stone Carving Tools	40	6	Hammer, Chisels, Drills, Saws
11	Pottery Tools	10	4	Cutters, Rolling Pins, Shapers
12	Painters Tools	50	8	Paints, Brushes, Easel, Paper
13	Trap Makers Tools	20	8	Cages, Rope, Wire, Nets, Springs
14	Adventuring Gear	20	4	Grappling Hook, Rope, Crowbar
15	Instrument Making	60	6	Clamps, Patterns, Tuning Tools
16	Surgeons Tools	80	4	Scalpels, Speculums, Forceps
17	First Aid Kit	15	1	Bandages, Splint, Medicinals
18	Tinkers Tools	30	4	Hammer, Gears, Wire, Pliers
19	Drafting Tools	20	2	Ruler, Compass, Protractor, Squares
20	Metal Casting Tools	40	6	Tongs, Kiln, Crucible, Molds
21	Tailors Tools	10	4	Needles, Thread, Cloth, Buttons, Pins
22	Weavers Tools	30	12	Loom, Yarn, Comb, Scissors, Dowel
23	Gem Cutter Tools	20	3	Polishing Wheel, Saws, Drills, Chisel
24	Paper Making Tools	50	10	Screens, Press, Rollers, Cutters
25	Book Binding Tools	20	4	Drawknife, Scraper, Needles, Glues
26	Scribes Tools	20	4	Quills, Inks, Penknife, Chalk, Pumice
27	Gardening Tools	15	8	Spades, Hoes, Shovels, Rakes, Shears
28	Bowyers Tools	20	6	Hatchet, Drawknife, Planes, Files
29	Clockmakers Tools	60	4	Calipers, Die Plate, File, Pliers, Lathe
30	Tinkers Tools	20	3	Solder, Rasp, Cogs, Wire, Hammer
31	Glass Blowers Tools	40	8	Blowpipe, Molds, Marver, Paddles
32	Cobblers Tools	10	4	Soles, Stock, Groover, Hammer, Rasp
33	Cooking Tools	10	6	Pots, Pans, Knives, Utensils, Molds
34	Fishing Tools	10	6	Rods, Nets, Hooks, Lures, Traps, Knife

1D40	Tools:	Cost	Enc	Notes:
35	Butchers Tools	20	5	Saw, Knives, Cleaver, Grinder
36	Mountaineering Tools	30	4	Climbing Boots, Crampons, Ice Axes
37	Spelunking Tools	40	8	Rope Ladders, Lamps, Compass
38	Riding Gear	40	4	Saddle, Stirrups, Harness
39	Quarrying Tools	50	10	Saw, Chisels, Block & Tackle
40	Other	-	-	

Valuable Books Table

1D40	Book:	Cost	Notes:
1	2D6 Blank Spell Scrolls	20	Each
2	Skill Manual	50	Learn 1 Specific Skill
3	Spell List Monograph	1000	Learn 1 Specific Spell
4	Elemental Grimoire	1000	Learn 1 Elemental Spell
5	Black Magic Tome	1000	Learn 1 Evil Spell
6	White Magic Tome	1000	Learn 1 Good Spell
7	Physics Reference	50	Get +1 to Physics Skill Rolls
8	Patrons Codex	1000	Learn 1 Patron Spell
9	Summoning Primer	1000	Learn 1 Summoning Spell
10	Language Lexicon	50	Read to Learn 1 Language
11	Religious Tracts	50	Read to learn Theology
12	Spell Book	5000	Will contain 1D6 Spells
13	Treasure Map	100	Could be False
14	Navigational Charts	200	Get +2 to Navigate in Local Area
15	Travel Guide	50	Get +2 to Know about an Area
16	Lost Histories	100	Get +2 to Specific History Rolls
17	Regional Atlas	50	Get +1 to Navigate a Region
18	First Edition Literature	300	Valuable to Collectors
19	Music Folio	50	3D6 Quality Songs Available
20	Handbook of the Planes	1000	Get +1 to Navigate Outer Planes
21	Theological Treatise	50	Get +1 to a Theology Roll
22	Monstrous Manual	300	Get +1 to Monster Lore Rolls
23	Dragon Codex	400	Get +1 to Dragon Lore Rolls
24	Elven Poetry	200	Valuable to Some Elves
25	Dwarven Genealogy	500	Very Valuable to a few Dwarves
26	Gnomish Schematics	400	Get +1 to Invention Rolls
27	Shire History	50	Of Interest to some Halflings
28	Book of Prophecies	100	Get +1 to Divination Rolls
29	Astronomical Charts	100	Get +1 to Astronomy Rolls
30	Comparative Anatomy Tract	100	Get +1 to Non-Human Healing Rolls
31	Fiend Folio	700	Get +1 to Demon and Devil Lore
32	Building Blueprints	200	Get +3 to Build Described Structure
33	Encyclopedia of Angels	300	Get +1 to Angel Lore Rolls
34	Dictionary of Lost Worlds	2000	Get +1 to Portal Lore
35	Dungeon Map	1000	May need some Updating
36	Metaphysics Text	100	Read to gain Metaphysics Skill
37	Unpublished Diary	300	Scandalous
38	Arcane Dissertation	300	Learn 1 Wizard Spell
39	Political Manifesto	100	Learn 1 Politics type Skill
40	Other	-	-

Notes: When learning a Skill or Spell by reading it takes 1 Month to read.

Clothing

This varies enormously depending on who the owner of the Closet or Trunk is. A Kings Wardrobe will be very different from that of the 4-Armed High Priestess. If anything is magical it will probably be just 1 or a few items such as a belt or a cloak.

Furnishings

Like clothing this will vary according to the (previous) owners, as well as what type of room it is. A Kitchen may have a pot that heats up and cooks by itself. The Throne in a Throne room may be enchanted to make whomever sits upon it Paranoid. The Tapestry in a Hallway may show a moving picture of a battle fought long ago.

A Cradle may bestow +1 Charisma once to any baby who sleeps the night in it.

Treasure Lists Part Two

Alchemy, Potions, Medicinals, Bombs, Poisons, Charms, Fetishes, Useful Fungi, Useful Plants

Basic Alchemical Preparations

- Itching Powder: Thrown Bag. Foes get -2 to all actions for next 2 hours.
- Weak Ingestible Poison: Save at +2 or die in 2D6 Turns.
- Weak Acid: Thrown Flask. Foe takes 1D6 Damage. 1 Meter Splatter.
- Polishing Paste: Cleaning Product.

Minor Alchemical Preparations

- Weak Topical Poison: Save at +2 or die in 2D6 Turns.

Standard Alchemical Preparations

- Ingestible Poison: Save or die in or Die in 1D10 Turns.
- Minor Power Potion: Gain 1D6 Power.
- Acid Flask: Thrown Flask. Foe takes +2 Damage. 1 Meter Splatter.

Lesser Alchemical Preparations

- Topical Poison: Save or die in or Die in 1D10 Turns.

Major Alchemical Preparations

- Strong Ingestible Poison: Save at -2 or Die in 1D8 Turns.
- Power Potion: Gain 2D6 Power.

- Strong Acid: Thrown Flask. Foe takes +4 Damage. 1 Meter Splatter.
- Strong Topical Poison: Save at -2 or Die in 1D8 Turns.

Greater Alchemical Preparations

- Strong Power Potion: Gain 3D6 Power.

Basic Potions

- Voice Alteration: Sound like someone or thing of your choice.
- Excellent Ale: Greatly improves mood of drinker.
- Wonderful Wine: Drinker will not stop until Drunk.

Minor Potions

- Luxurious Liquor: Drinker will continue until he passes out.
- Beguiling: Imbiber gets +2 to all Seduction Rolls.

Standard Potions

- Magic Fertilizer: Will make plant grow to Maturity and Fruiting.
- Minor Strength Potion: Strength +1 for 1D2 Hours.
- Elixir of Fire Resistance: Complete Immunity for 4D3 Hours.
- Infatuation: Fall in love with first person they see.
- Luck in a Bottle: Gain 1D6 Luck.
- Visions: Imbiber will have Visions. Stoned for 2D2 Hours.
- Potion of Fire Breathing: Close Range +2 Damage.

Lesser Potions

- Spirit Beer: See Spirits for 1D2 Hours.
- Obsession: Imbiber will fall in love with a specific Character determined in The manufacture of the Potion.
- Shrinking Draught: Drinker Shrinks
- Haste Potion: One Extra Attack, Double Speed, Reflexes +4 for 3D6 Minutes.
- Truth Serum: Drinker answers questions truthfully.
- Silver Serum: Your Blood is laced with Silver. Poisonous to Vampires.

Major Potions

- Potion of Strength: Strength +3 for 1D3 Hours.
- Invisibility Potion: Lasts 1D3 Hours.
- Miracle Growth: Drinker becomes Giant Size for 2D10 Minutes.

Greater Potions

- Polymorph Potion: Lasts 2D6 Hours. Must contain Material from the type of Creature the imbiber will be turned into: Frog, Dragon, Etc.

- Potion of Invulnerability: Cannot take Damage for 1D2 Hours.

Legendary Potions

- Permanent Polymorph: Otherwise like Polymorph.
- Elixir of Indestructibility: Cannot be Killed for 1D4 Hours.

Basic Medicinals

- Calming Concoction: Will calm Drinker.
- Laxative: 1D4 Hours. Multiple Bathroom Breaks
- Acne Mask: Remove Boils, Blemishes.

Minor Medicinals

- Essence of Alertness: Gain +1 to Perception. Stay Awake for 2D3 Hours.
- Revival Snuff: Wake up unconscious. Reverse Stun, Fatigue, Weakness effects
- Healing Balm: Cures itching Maladies.
- Emetic: Induces Vomiting. Can be used as antidote to Oral Poisons.
- Invigorate: Popular with the Elderly. Feel like you're 10 years younger
- Hair Tonic: Grow or Regrow Hair.
- Beautification Uncction: Gain +1 Charisma for 12 Hours.
- Brain Booster: Gain +1 Wits for 8 Hours. Addictive

Standard Medicinals

- Burn Salve: Repairs skin damaged by Fire or Acid.
- Madness Tonic: Relieves Insanity Temporarily. 1 Day.
- Minor Potion of Healing: Heal 1 Wound

Lesser Medicinals

- Antidote: Cure Poison or effects of another Potion.

Major Medicinals

- Healing Potion: Heal 2-3 Wounds.
- Curse Cure: Will Remove Curses.

Greater Medicinals

- Major Healing Potion: Heal all Wounds.
- Curing Draught: Cure a Disease.
- Eye Drops: Cure Blindness.
- Skin Softener: Reverse Petrification.
- Regeneration: Regenerate for 1 Hour.

Legendary Medicinals

- Longevity Potion: Stop Aging for 1 year.
- Elixir of Life: Reduce age by 10 years.
- Resurrection Brew: Must be given within a Day. Pour in Corpses Mouth.

Basic Bombs

- Water Balloon: Fits in palm. Releases 20 Gallons of Water on Impact.
- Pyrotechnics: Make Fireworks. Good for Celebrations, Distractions.
- Stink Bomb: Noxious. Will Repel most Creatures.
- Smoke Bomb: Copious amounts of Smoke for 2D3 Turns. Covers 10 Square Meters.
- Glitter Bomb: Cover Invisible Foes with Glitter.

Minor Bombs

- Flash Bang Grenade: 4 Meter Radius. Targets stunned for 1D6 Turns.
- Choking Smoke Bomb: On Inhalation -3 to all Rolls for 1D4 Minutes.
- Blasting Powder: Unstable. Better for mining than military applications.
- Regular Bomb: 2 Meter Radius +1 Damage.

Standard Bombs

- Lightning in a Bottle: Produces a Lightning Bolt. Medium Range +2 Damage.
- Freezing Flask: Target Frozen for 3D10 Minutes and Damage.
- Grenade Bomb: Explodes for +2 Damage in a 3 Meter Radius. Wall Buster
- Gunpowder: If the GM allows for this in his campaign. Enough for 1 Cannon Shot.
- Crawling Bomb: Like regular bomb but it has Tiny legs. Point it in a Direction and it will move at 20M per turn and explode on contact.

Lesser Bombs

- Fire Bomb: Explodes for +3 Damage in a 3 Meter Radius. Will start a Fire.
- Boogie Bomb: 7 Meter Radius. Targets must Dance in place for 2D6 Turns.
- Congreve Rockets: Far Range. Highly Inaccurate. +2 damage in a 4 Meter Radius.

Major Bombs

- Rocket Bomb: Like Fire Bomb but Far Range. Aim at -2.
- Flask of Glue: Immobilize all in a 4 Meter Area.
- Potent Bomb: Explodes for +4 Damage in a 5 Meter Radius.

Greater Bombs

- Big Badda Boom: +5 Damage. 7 Meter radius. Will Take Down a Castle Wall.

Legendary Bombs

- Tactical Nuke: Will Take Out a Castle. +6 Damage to everyone inside.

Basic Poisons

- Paralysis Poison: Immobilized for 2D2 Hours.
- Babble: Drinker Babbles for 1D3 Days.
- Lockjaw: Cannot Speak for 2D8 Hours. 1 Wound after 4 Hours.
- Flatulence: For 1D4 Days. Get -4 to Stealth and Charisma Rolls.
- Sleeping Draught: Sleep for 2D6 Hours.
- Dizziness: Get -2 to all Rolls for 1D6 Hours.

Minor Poisons

- Befuddlement: Half Wits for 1D3 Days. Fumble on Rolls of 1-3
- Emotive Uncion: Hysteria, Laughing, Despair, Euphoria, etc. according to maker.
- Toadstool Poison: Grows Mushrooms all over body. At -2 to all Rolls for 1 Month.
- Fungicide: Will kill Fungus. Throw as Flask
- Herbicide: Will Kill Plants. Throw as Flask
- Weakness: Strength and Constitution Halved for 1D3 days

Standard Poisons

- Madness Poison: Manic, Crazed. Under GM Control.
- Blood Poisoning: 1D6 Damage. At -2 to all Rolls. Will die in 1D2 Days if not cured.
- Coma Inducer: Drinker will appear dead for 10 Hours. Curare
- Caustic Poison: Does +2 Damage.
- Blinding Poison: Total or Partial Vision Loss.
- Choking: Save at +2 or Die in 1D4 Minutes.

Lesser Poisons

- Corrupting Poison: Roll on Chaos Mutation Table. Permanent.
- Wolfsbane: Repellent for Wolves, Dogs. Throw as Flask
- Memory Loss Poison: Complete or partial Amnesia.

Major Poisons

- Alignment Poison: Shifts Alignment to type specified during Manufacture.

Greater Poisons

- Venomous Poison: Save at -3 or Die in 1D6 Turns.
- Aging Draught: Imbiber will Age 10 Years

Legendary Poisons

- Lethal Poison: Save at -4 or Die in 1D4 Turns.

Minor Charms

- Luck Charm: Get +1 Luck per Day
- Power Charm: Get +1 Power per Day

Lesser Charms

- Health Charm: Get +1 Toughness
- Vim Charm: Get +1 Strength
- Allure Charm: Get +1 Charisma
- Seeking Charm: Get +1 Perception

Major Charms

- Protection Charms: Get +2 save vs one Type of Spell

Greater Charms

- Defense Charms: Get +1 Defense per one type of Monster
- Resistance Charms: Get +4 save vs Specific Spell

Legendary Charms

- Spell Charms: Contains 1 Spell. Reusable once per day

Minor Fetish Items

- Coup Stick: Touch a live, unhurt Enemy with it. He gets Morale -2 and You get +1 to Hit and Damage for remainder of Combat.
- Snake Moccasins: Owner has +2 to Stealth Rolls.
- Divination Bones: Good for 1 Use immediately only.
- Turtle Charm: Owner has Armor +1.
- Monkey Paw: Owner gets +2 to Taunt Rolls.
- Dream Catcher: Can Catch an Dream-Intruding Spirit which can then be Banished, Imprisoned, Destroyed, or set Free. If nothing is done it will Free itself in 1D8 Hours.
- Spirit Root: Three Doses. Detect Invisible and Spirits for 1 Hour.

Lesser Fetish Items

- Mummified Bear Claws: Owner gets +1 Strength.
- Shark Charm: Owner gets +4 to save vs Disease.
- Salamander Charm: Owner gets Fire Resistance +4.
- Shrunk Head: Answers 1 question Per day. 50% Correct.
- Feathered Cape: Owner has Medium Speed Flight. Cape will be Destroyed by any Elemental Attack.
- Peace Pipe: Blow Smoke: Can cause Calmness or Hallucinations.

Major Fetish Items

- Poison Pot: Can Coat Weapons. 10 Applications. Paralytic Poison.
- Juju Zombie: Two Hour Ritual. Need Body. One Zombie under Casters Control.
- Astral Root: 2D3 Doses. Your Spirit can travel to another Plane for One Hour.
- Frog Fetish: You or close Target becomes a Frog.
- Wolf Mask: Wearer can Transform into a Wolf.
- Totem Pole: Large Wooden Pole. Leave a sacrifice to gain the Blessing of one of the Totem Animals on the Pole. 1 Month to carve Per Figure on the Pole.
- Healing Totem: Will heal 1 Wound 3 times a Day.

Greater Fetish Items

- Guardian Totem: Wooden Golem. Will Defend Site.

- Medicine Bag: Owner has +4 Power.
- Shaman’s Mask: Wearer gains 1 Shaman type Spell.
- Devils Mask: Wearer gains 1 Diabolist type Spell.
- Voodoo Doll: Inflict Pain, Injury, Immobilization, Nightmares, or Death on Doll’s Likeness at any Time. Requires Target’s Blood or Hair to make.

Legendary Fetish Items

- Eagle Feather Bonnet: Owner gets +4 to Leadership Rolls. Only one Owner user possible. Loses Power when he dies.
- Giant Stone Head: Remembers all the History since it was carved. Those who talk to it get +1 Luck and Morale. Takes 1D2 Years to Carve.
- Jungle Lord Statuette: One Use per decade. Summon a Primitive God.

Useful Fungus Table

1D12	Fungi:
1	Food: Counts as a Ration
2	Tasty: Valuable to Cooks
3	Healing Tea: Will Heal 1 Wound
4	Hallucinatory: Lasts 1D4 Hours
5	Mellow Mushrooms: High Lasts 1D6 Hours
6	Unpalatable: Weak Poison

1D12	Fungi:
7	Toxic: Regular Poison
8	Toadstool: Strong Poison
9	Cure: Some Chaos Mutations
10	Aphrodisiac
11	Ingredient: Some Spells
12	Visions: Divination: Lasts 1D6 Hours

Useful Herbs/plants Table

1D30	Plant:
1	Aloe: Balm for Burns
2	Salve for Itching
3	Peppermint: Good for Nausea
4	Spice: Valuable to Cooks
5	Pipeweed: Induces Trance State: Lasts 1D3 Hours
6	Valerian: Good for Relaxation, Sleep
7	Cure: Certain Infectious Diseases
8	Healing Moss: Will Heal 1 Wound
9	Moss: Prevent Topical Infections
10	Ingredient: Some Spells
11	Unpalatable: Weak Poison
12	Toxic: Regular Poison
13	Hemlock: Strong Poison
14	Poison Antidote
15	Citrus: Cure Scurvy
16	Topical: Stops Bleeding
17	Turmeric: Cure Stomach Upset
18	Cat Nip: Loved by Felines
19	Wolfs Bane: Hated by Canines
20	Garlic: Hated by Vampires
21	Azuki Bean: Become Peaceful

1D30	Plant:
22	Warming: Resistance to Cold
23	Cocoa: Revitalizing: Remove Fatigue
24	Echinacea: Toughness +1 to Resist Disease for 1 Day
25	Essence of Spinach: Strength +1 for 1 Hour
26	Incense: Sacred: Religious ceremonial uses
27	Mistletoe: Ingredient for Druids
28	Sapling: Perfect for making a Wand
29	Cure for Drunkenness
30	Apple: Keeps the Doctor Away

Treasure Lists Part Three

Magic Weapons, Bows, Armor, Wands, Rings, Artifacts, Religious Relics, Cursed Items, Technomancy, Puppets

Magic Items Worn Limits

- You can wear 1 Hat (Helm, Cap, Shroud, Crown)
- You can wear 1 Pair of Shoes (Boots, Sandals)
- You can wear 1 Belt (Girdle)
- You can wear 1 Cloak (Cape, Robe)
- You can wear 2 Rings (One on each Hand)
- You can wear 1 Pair of Armbands
- You can wear 1 Amulet (Necklace, Brooch, Torc, Pendant, Choker)
- You can wear 1 Shirt (Vest, Tunic, Jacket)
- You can wear 1 Pair of Pants (Leggings, Pantaloons, Trousers)
- You can wear 1 Suit of Armor

Of course you can own more and carry more But you only get the benefit from what you wear. If you attempt to wear more, they will cancel each other out.

Weapon Bonuses

Unless specified Bonuses are to Attack and Damage.

Minor Magic Weapons

- Enchanted Sword +1. Two weeks and 500 Gold to Forge
- Fairy Slingshot +2 Attack. Long Range.

Lesser Magic Weapons

- Scimitar +2.
- Battle Axe +2. One Month and 1000 Gold to Forge
- Short Sword +2. Glows if Humanoids are within Long Range.
- Poison Dagger +1. And Poison.
- Goblin Bane Sword +1. Is +3 vs Goblins.

Major Magic Weapons

- Firebrand Sword +2. Does +1 Fire Damage.
- Frostbrand Sword +2. Does +1 Cold Damage.
- Flail +3. Two Months and 5000 Gold to Forge.

- Luck Blade +2. Owner gets +2 Luck at start of Day.
- Dancing Scimitar +1. Animates for 1 Combat per Day.
- Hammer of Throwing +1. Always Returns. Medium Range.
- Sword of Speed +1. Attack Twice per Turn.
- Sword of Sharpness. Damage +5

Greater Magic Weapons

- Spear +4 of Dragon-Slaying. Dragon must Save or Die. Six Months and 20,000 Gold to Forge.
- Evil Intelligent +3 Rune Sword. Drains 1 Level if it Hits.
- Intelligent +4 Lightning Sword. Shoots 5 Lightning Bolts per day.
- Twin Blade +2: Creates a Duplicate of Wielder also holding a copy of sword.

If either is killed or loses their sword the swords rejoin and the original wielder remains. Th Duplication can be activated again in 1 Day. Other items not duplicated. All Copies share the same Power pool for casting purposes.

Legendary Magic Weapons

- Meteorite Sword +5: 50% to break opposing Shields and Weapons.
- Quad Sword: Like Twin Blade but creates 4 Copies.
- Eldritch Blade: Sword +5 that gives Wielder +10 Power per Day. Five Years and 400,000 Gold to Forge.
- Sea Kings Trident +5. Summon Sea Creature Allies 3 times a Day.
- Vorpall Blade. Damage +10. One Year and 100,000 Gold to Forge.
- Soul Drinker Sword +5: Souls of Victims are Destroyed.

Wielder regenerates Hits equal to Damage Sword inflicts. Ten Years and 1 Million Gold to Forge

Minor Magic Bow

- Shortbow +1. One week and 100 Gold to make

Lesser Magic Bow

- Crossbow +2. Two weeks and 500 Gold to make

- Arrow of Slaying +1: Target must Save or Die. Three Days and 200 Gold to make

Major Magic Bow

- Longbow +3. One Month and 1000 Gold to make
- Endless Quiver: Up to 300 Arrows per day.
- Compound Bow +3. Double Range. 2 Months and 5000 Gold.

Greater Magic Bow

- Great Bow +4. Demon-Slayer. 6 Months and 20,000 Gold.
- Fire Bow +3. Arrows catch on fire when released.
- Ice Bow +2. Target Frozen: Immobilized for 1D4 Turns.
- Light Bow +3. No Arrows needed. Energy Arrows do extra +4 Damage.
- War Bow +5. Double Shot. 1 Year and 100,000 Gold.

Legendary Magic Bow

- Elder Bow +5. Range of 1 Mile. 5 Years and 400,000 Gold to make.
- Heroes Bow +5 with Triple Shot and Monster Slaying.

Minor Magic Armor

- Leather Brigandine +1 Armor. One week and 100 Gold.

Lesser Magic Armor

- Chain Mail +2 Armor. Three Months and 5000 Gold.
- Round Shield +3. One Month and 5000 Gold to Forge.

Major Magic Armor

- Plate Mail +3 Armor. Light as a Feather. Helm of Fire Resistance. Half Damage from Fire Attacks. Two Months and 5000 Gold to Forge.
- Great Shield +4. Three Months and 10,000 Gold to Forge.
- Helm of Iron Will: Gain +4 to save vs Mental & Psychic Attacks.

Greater Magic Armor

- Helm of Force: Once per day cast a Force Field.
- Golden Armor +4 Armor. Strength +5. One Year and 100,000 Gold to Forge.

Legendary Magic Armor

- Eldritch Armor +3 Armor. Magic Resistance +5. Five Years and 400,000 Gold to Forge.

- Armor Fit for a God +5 Armor. Polymorph three times a Day. Heal Five Times a Day. Charisma +2. Ten Years and 1 Million Gold to Forge

Minor Magic Wands

- Wand of Light: Tip of Wand shines like a Lantern.
- Magic Missile Wand: Fires 1 Missile for +1 Attack. 10 times a Day
- Snake Staff: Turns into Poisonous Asp once per day for 1 Combat.
- Wand of Wonder: Does something Frivolous. Up to 10 times a Day.

Lesser Magic Wands

- Wand of Lightning Bolts: Like the Spell. 3 times a Day
- Wand of Freezing: Like the Spell. 4 times a Day
- Wind Baton: Gust of Wind Spell. 5 times a Day.
- Ring of Spell Storing: Mage can store 1 Spell In it.

Major Magic Wands

- Wand of Fireballs: Like the Spell. 3 times a Day
- Wand of Petrification: Like the Spell. 3 times a Day
- Animators Rod: Animate Object Spell. 3 times per Day.
- Sand Staff: Sand Storm or Quicksand. 3 times a Day.

Greater Magic Wands

- Baton of Command: Like the Spell. 5 times a Day
- Staff of Power: Wielder gets an extra 7 Power per Day.

Legendary Magic Wands

- Rod of Ruling: Wielder gets +4 to Leadership Rolls.
- Scepter of the Gods: Wielder is Immortal and Cannot take Damage.
- Wizards Staff: Can store up to 10 Spells.

Minor Magic Rings (jewelry)

- Ring of Protection: Get +1 to Defense and Saves. One week and 100 Gold to make
- Ring of Power: Provides 1 extra Power per Day
- Luck Amulet: Provides 1 extra Luck per Day
- Periapt of Gaseous Form: For 3D10 Minutes. Once a Day. Two weeks and 500 Gold to make.

Lesser Magic Rings

- Ring of Fire Resistance: Fire Resistance+4. One Month and 1000 Gold to make.
- Ring of Invisibility: Three times per Day for 5 Minutes each time. Two Months and 5000 Gold to make.

Major Magic Rings

- Pendant of Magic Resistance: Save vs Magic at +2. Six Months and 20,000 Gold.
- Diadem of Dragon Control: For 1 Task Hours then Dragon will fly away. Once a Day.
- Amulet of Power: Wearer gets +3 Power per day.

Greater Magic Rings

- Mind Control Torc (8) Control Target. Requires Concentration. Once a Day. 1 Year and 100,000 Gold to make

Legendary Magic Rings

- Dragon Form Bracers (9) Become a Dragon for 1 Hour. Once a Day. Five Years and 400,000 Gold to make

Minor Artifacts

- Magic Spectacles: Detect Magic. Thrice a day.
- Boots of Speed: Ground Movement Rate Doubles. Jump+2
- Bag of Holding: Can hold up to 100 pounds for no Encumbrance.
- Wondrous Chalice: Refills with Wine. 1D4 Gallons per Day.
- Talking Hat: Controlled by GM. Intelligent. Gives Advice.
- Magic Lantern: Light Spell Constant.
- Boots of Jumping - Jump+8 up to 30 Feet.
- Enchanted Ocarina: Get +2 to Musical Skill Checks.
- Stasis Jar: Contents remain Fresh Forever: Dragon Breath, Snowflakes, Resurrection Fairy, etc.
- Magic Skeleton Key: 50% to open any Lock.
- Belt of Strength: Strength+1
- Fairy Net: Get +5 to catch insects and tiny Fairies
SL = 1-2

Lesser Artifacts

- Magic Tent: Its 10 times bigger on the Inside.
- Winged Sandals: Fly Medium Speed Whenever.
- Cornucopia: Produces 1D6 rations per day. Fruit.
- Wizards Hat: Gain +1 Wit and Will.
- Horn of Blowing: Create a Gust of Wind. Twice a day.
- Spirit Portrait: Spirit of the pictured deceased can animate his likeness and communicate with observers.
- Swift Sail: For a small Boat. Doubles its Speed.
- Force Gem: Repulsion Spell (Force Spell List) Three times a day.
- Gauntlets of Ogre Strength: Strength +2.
- Fabulous Fiddle: Dance Spell once per day.
- Magic Fishing Rod: Get +2 to Fishing Skill Checks.
- Magic Compass: Get +2 to Navigation Skill Checks.

- Pipers Pipes: Disperse a Swarm once per day.
- Boots of Water Walking: Constant effect.

Major Artifacts

- Cloak of Invisibility: Sometimes hands or feet will show. Stealth+6
- Monster Statuette: Will turn into a Monster for 1 Combat. Once a day.
- Girdle of Giant Strength: Strength +3.
- Sail Glider: Slow Flyer. Minimal Lift. Can be Folded up.
- Magic Shovel: Dig Spell (Earth List) All the Time.
- Banner of Courage: Military Company Size gets Morale +2.
- Magic Hourglass: Cast a spell. Spell will not activate until sand in Hourglass runs out. Can be set for 1 Hour or 1 Day.
- Enchanting Lute: Calm Spell twice per day.
- Magic Harp: Sleep Spell once per Day.
- Pan Flute: Lure Spell (Entertainers Spell List) Three times per day.
- Hat of Shrinking: Once per Day until you take it off.
- Charming Charm: Wearer says exactly what the listener wants to hear. Cha+4
- Magic Tarot Deck: Fortune Telling Spell once per day.

Greater Artifacts

- Teleporter Key: Teleports those touching it to a Specific Location.
- Flying Ship: Atmospheric. Flies at Medium Speed.
- Magic Flute: Charm Spell Once per Day.
- Gauntlet of Truth: Burns the Souls of those who tell a lie.

Legendary Artifacts

- Primordial Clay: Shape it into a Person or Monster. Permanent.
- Void Ship: Can fly through space between Worlds. It takes a Week to get to the Moon and 3 Months to traverse the entire solar System. Wormholes in space can portal the ship to other Solar Systems.
- Resurrection Pod: Takes 2D6 Days. Will bring Dead back to Life.
- Magic Mirror: Full Length. Scry 3 times a day. View Memories or Divination Twice a Day. Mirror Door once a Day.

Minor Religious Relic

- Holy Symbol: Turn Undead Spell once per Day.
- Holy Water: Single use. Damage+5 to Undead, Demons, Devils, Horrors.
- Holy Oil: Single use. Anoint Target for 1D3 Boons. Lasts 3D6 Hours.
- Blessed Incense: Single Use. Calm Spell.

- Holy Salve: Single use. Heal and Neutralize Poison.

Lesser Religious Relic

- Snake Staff: Turns into Poisonous Snake twice a Day.
- Holy Icon: Fate+1
- Skullcap of Wisdom: Wits+1
- Prayer Beads: Will+1
- Holy Book: Circle of Protection Spell once per Day.

Major Religious Relic

- Mace of Disrupting +3. Slay Undead.
- Holy Hand Grenade: Does +5 Damage to all Evil Creatures within 10 Meters. Single Use.
- Holy Manuscript: Preach+3

Greater Religious Relic

- Staff of Healing: Cast Heal three times a Day.
- Bones of the Saint: Fate+2
- Death Shroud of the Saint: Cast Cure once per Day

Legendary Religious Relic

- Holy Sword +5. Armor+5
- Holy Ark: Cleanse Spell once per day.
- Spear of Destiny: Owner gets +3 to all rolls involving Leadership, Politics, and Warfare.

Minor Evil Relic

- Charm of Cursing: Once per day Jinx Spell.
- Dagger of Flaying+1: Flay Spell once per Day.

Lesser Evil Relic

- Chaos Symbol: Cast Mutation Spell once per Day.
- Jagged Blade: Sword+2. Always causes a Bleed.

Major Evil Relic

- Axe of Cleaving: Axe+3. All Injuries are Amputations.
- Chaos Armor: Armor+4. Wearer gets 2 Chaos Mutations.

Greater Evil Relic

- Stormbringer: Sword+4. Chaos Storm Spell once per Day.
- Doom Caller: Horn: Dark Tidings Spell Once per Day

Legendary Evil Relic

- Soul Sucker: Sword+5. Destroys Soul of those it Kills.
- Hellbringer Staff: Hellfire Spell 7 times per day.

Cursed Items

The Curse Spell List is used to create Cursed Items. Once worn or used, the owner becomes Cursed. A Remove Curse Spell (Casting Roll at -3) is needed to end the Curse.

Cursed Item List

- Helm of Forgetfulness: Total Amnesia.
- Sword of Confusion: Become Confused during Combats.
- Boots of Slowing: Move at Half Speed.
- Cracked Mirror: Get -4 to Charisma.
- Heavy Belt: Get -3 to Strength.
- Foggy Goggles: Blindness.
- Sword of Clumsiness: Fumble on Natural Rolls of 1-3.
- Shield of Attraction: Get -4 Defense Penalty .
- Unlucky Ring: Get -7 Luck.
- Dunces Cap: Get -5 to Wits.
- Sword of Cowardice: Run away from Danger.
- Cursed Tome: Madness.

Minor Technomancy Device

- Apparatus: Gives +2 to Any one other specific Casting Roll on Technomancer List. Example: +2 to cast the Create Homunculi Spell. Takes 2 Months and Costs 2D4 x1000 Gold to build
- Magic Goggles: Takes 1D4 Weeks part-time. Costs 2D6 x100 Gold to build They can detect one thing: Invisible, Magic, Spirits, Faeries, Chaos, etc.
- Rocket Boots: Fly at Fast Speed for 1D3 Minutes. Holds 2 Charges. Takes 3 Weeks and 3000 Gold.

Lesser Technomancy Device

- Grappling Hook Gun: Can be used to retrieve objects or get out of tight spots. Auto-winder can lift 2 people.
- Plasma Flask: Throw for +3 Electrical Damage to a 3 Meter Area. Takes 1 Week part-time and 200 Gold to build
- Anti-Gravity Belt: Fly Slow. Takes 1 Month. Costs 4000 Gold to build.

Major Technomancy Device

- Magnetic Gloves: Magnetic Control Spell (Force List) Ten times a Day.
- Elemental Projector: Weapon. Medium Range. +2 Damage. Holds 8 Charges. Targets a 2 Meter Area. Can be Fire, Ice, Lightning, etc. Takes 2 Months to build. Costs 5000 Gold.
- Psi Helmet: Wearer gets +4 to save vs Mental, Psionic Attacks. Takes 2 Months. Costs 4000 Gold to build.

Greater Technomancy Device

- Giant Tesla Coils: Artillery. Long Range. Electrical Attacks. +3 Damage To a 3 Meter Area at -2 to Hit. Holds 14 Charges. Uses Double Charges. Takes 3 Months. Costs 10,000 gold to Construct.
- Gravity Gun: Weapon/Tool. Long Range. Lift Target into the Air and Drop Them. Ground Flyers. Move objects around. Holds 5 Charges. 6 Months to build. 6000 Gold.
- Teleportation Pads: Go from one to another. Up to ten times a Day.
- Necrophone: Speak to the Dead. Very Delicate Machine.

Legendary Technomancy Device

- D-Hopper: Creates a Dimensional Portal for up to 5 Minutes. Twice a Day.
- Time Machine: Time Travel. Holds 100 Charges. Uses 10 per Trip.
- Mind Control Device: Target at far range for 2D2 Hours. Takes 5 years to build. Costs 500,000 Gold. Holds 10 Charges. Uses them All.
- Weather Control Device: Storms, Floods, Droughts, Blizzards for 1D2 Days. Takes 2 years to build. Costs 200,000 Gold. Holds 25 Charges. Uses them All.
- Transmorgifier Vat: Drop 2 or more things inside. They will be combined into 1 Composite thing. They can be living things or inanimate objects. This can create the most terrifying abominations.

Minor Puppet List

- Toy Puppet: SL = 2-3 For entertainment
- Dummy Puppet: SL = 4-6. Cannot use Weapons. For Target Practice or Distraction.

Lesser Puppet List

- Fighting Puppet: SL = 6. Can use HTH Weapons.

- Drone Puppet: SL = 2-4. Slow Flyer.
- Crawler Puppet: SL = 3. Poison Stinger. Can Jump and Climb up Walls. Insect Like.

Major Puppet List

- Four Armed Fighting Puppet: SL = 6. Can make Long Leaps.
- Trap Puppet: SL = 6. Can Shoot Poison Darts to Medium Range.
- Surprise Puppet: SL = 6. If Destroyed, a Crawler Puppet emerges.
- Extension Puppet: SL = 6 . Tentacle Arms can reach to Medium Range.
- Armored Puppet: SL = 6. Armor = 3

Greater Puppet List

- Spell Casting Puppet: SL = 6. Can cast 1 Spell.
- Human Puppet: SL = 6. Made out of a Human Corpse. Gets +2 to Hit and -2 to Be Hit.
- Monstrous Puppet: SL = 7-10. Can be ridden. Armor = 4 Contains Multiple Long Limbs and Poison Dart Traps.
- Living Puppet: SL = 6. Infused with a Spirit that Controls it. Has a will of its own. Abilities based on that of the Spirit.

Adventure Creation
Major Foes

Introduction

Adventures involving Major foes are Tougher than Basic Dungeons and potentially less complex than the Quest or Other Worlds Adventure options. Typically the Major Foe would be encountered after completing a Basic Dungeon. Ideally Each Foe listed would have its own Encounter Table to be used in place of or in conjunction with the Basic Dungeon Table. Several sample Major Foe Encounter Tables are listed below.

Major Foe Table

1D100	Foe:
1	Nefarious Necromancer of the Necropolis
2	The Lich in his Well Guarded Tomb
3	Alien Warlock in his Dimension Traveling Citadel
4	Colossus in the Ruined Acropolis by the Sea
5	Brooding Sorcerer in his Twisted Tower
6	Rampaging Behemoth in the City Ruins
7	Leviathan in the Subterranean Sea
8	Ghoul King on his Underground Throne
9	Evil High Priest in his Temple
10	Demon Lord in his Hot Halls
11	Devil General in his Fiery Pits
12	Hydra in the Jagged Cliffs

1D100	Foe:
13	Orc Warlord in his Torch Lit Camp
14	Vampire Lord in his Vast Fastness
15	Cultists at their Secret Alter
16	Cosmic Horror at Forgotten Gateway
17	Dark Elf Queen in her Shadowy Demesne
18	Medusa in her Sculpture Garden
19	Skeleton Lord of the Catacombs
20	Zombie Master amongst the Plague filled Graveyards
21	Beast Men in their Jungle Refuge
22	Spider Horde in the Dense Mist Filled Forest
23	Goblin King in his Mountain Warrens
24	Kobold Emperor in the Narrow Caverns
25	Mummy Pharaoh in his Great Pyramid
26	Wish Granting Djinn in a Hidden Oasis
27	Mysterious Sphinx at the Temple Complex
28	Snake Men in their Underground Complex
29	Troglodyte King in his Damp Tunnels
30	King of the Crab Men in their Seaside Caves
31	Barbarian Chieftain in his Trophy Lined Hall
32	Amazon Queen in her Island Stronghold
33	Death Knight in a Ruined Keep
34	Cabal in their Fort
35	Slime Outbreak oozing up from Below
36	Golden Golem in the Golem Factory
37	Mad Shaman of the Hillside Grottos
38	Ghost Regent in his Mausoleum
39	Ice Queen in her Frozen Palace
40	Werewolf Clan in their Den Network
41	Ogre Magi in their Massive Dojos
42	Elementalist on his Rocky Island Abode
43	Enchantress in her Sylvan Palace
44	Illusionist in his Magnificent Maze
45	Crazed Alchemist in his Dangerous Laboratory
46	Technomancer in his Workshop
47	Biomancer in her Labs and Bestiary
48	Fire Giants in their Volcanic Caves
49	Frost Giants in their Ice Caves
50	Stone Giants In the Rocky Ravines
51	Hill Giants in their Giant's Playground
52	Bored Titan in his Cloud Castle
53	Dragon Men in their Gilded Fortress
54	Snow Dragon on the Icy Peaks
55	Forest Dragon in the Wild Woods
56	Swamp Dragon in the Fetid Marsh
57	Mountain Dragon in the Crag
58	Volcanic Dragon in his Lair
59	Naga Queen in her Pillared Alcazar
60	Pit Fiend Guarding a Portal
61	Greater Abomination befouling Church Lands
62	Dinosaurs on a Lost Jungle Island
63	Fungus Lord in the Mushroom Forest
64	Witch Coven in the Mounds by the Moor
65	Skeletal Dragon upon an Ancient Battlefield

1D100	Foe:
66	Puppet Master in his Creepy Manor House
67	Faerie King under the Black Hill
68	War Machine Relics waiting in their Armory
69	Wraith Lord in his Barrow Downs
70	Voodoo Priest in his Borderland Hideaway
71	Chaos Lord in his Bastion of Bedlam
72	Chaos Priest in the Corrupted Cathedral
73	Giant Psychic Brain in its Spacious Safehold
74	Evil Warrior Monks in their Monastery
75	Pagan Cult in their Sanctuary
76	Pirate King in his Pirate Town
77	Merchant Lord in his Fortified Port
78	Pit Fighters in their Arena
79	Assassins Guild on the City Streets
80	Dwarf King within his Great Dwarf Hold
81	Sea King in his Sunken City
82	Dark Lord atop his Dark Tower
83	Nymph Sorority Frolicking in the Woods
84	Beast Lord in his Forest Home
85	Minotaur in his Labyrinth
86	Troll King in his Mines
87	Dragon Master in his Dragon Hatchery
88	Diabolist in a Desert Ivory Tower
89	Demonologist inside the Ziggurat
90	Lizard Man King in the Crag
91	Dungeon Keeper in his Dank Dungeon
92	Evil Eye Under the Ground
93	Overlord In his Great Keep
94	Rat King in his Sewer Kingdom
95	Morlocks in the Abandoned Mines
96	Mantis Men in their Donjon
97	Winged Apes in the Hollow Earth
98	Mind Slayer in his Underworld Realm
99	Aberrations in a Deep Dark Prison
00	Horrible Horde Locked beneath the Earth

Nefarious Necromancer Of The Necropolis Encounter Table

1D20	Encounter:
1	Lurking Ghouls: 2D6 Undead
2	Broken Tomb Stones: Nothing
3	Zombie Mob: 3D6 Undead
4	Open Vaults: Nothing
5	Skeletons with Spears: 2D6 Undead
6	Empty Graves: Accident
7	Coffin Corpse: Level 6 Undead
8	Skeleton Warriors: 2D6 Undead
9	Wrathful Wraith: Spirit
10	Sarcophagus Treasure: 1D6 x 1000 Gold

1D20	Encounter:
11	Lost in the Catacombs: Delay
12	Zombie Soldiers Milling About: 2D6 Undead
13	Houses of the Dead: Nothing
14	Skeletal Rats: Swarm. 2D6 Damage
15	Skeletal Ogre with Chain: Monster
16	Maze of Grave Stones: Delay
17	Zombie Troll with Axe: Regenerate 3 Hits per Turn
18	Scattered Bones: Nothing
19	Heavy Gate: Strength Test or Delay
20	Skeleton General with Magic Sword: Level 8 Undead

The Necromancer Himself is 10th Level. He will have 1D6 Magical Items and 2D6 Skeletal Bodyguards.

Dragon Major Foe Encounter Table

1D10	Encounter:
1	Large Opening to the Outside
2	1D6 Dragon Eggs. Worth 1000 Gold Each
3	1D3 Hatchlings SL = 5. If Fought 75% Dragon Wakes Up
4	Remains of Dead Knights. Salvage Weapons
5	Loose Treasure: Worth 1D6 x 1000 Gold
6	Pile of Dragon Poop: All get -1 to all Rolls next 3 Encounters
7	Dragon Snoring Sounds
8	Knock Rock Over: 50% Dragon Wakes Up
9	Trip over Skeleton: 50% Dragon Wakes Up
10	Maze of Passageways: Delay

The Dragon Herself will be an Adult SL = 13. If you killed the Hatchlings or took the eggs she will get +4 to Damage. If she is asleep the Party will get Surprise.

This Table will work in conjunction with most other types of Dungeon Tables. She will be guarding 1D6 Magic Items and other Treasure worth 10K in Gold.

Mummy Pharaoh In His Great Pyramid

1D50	Encounter:
1	Fast Moving Scarab Beetle Swarm: All Take 3D6 Damage
2	Room full of small Figurines: Search to find Magic one
3	Hieroglyphic Warnings: Get +2 to Detect next Trap
4	Sand Man: Elemental Spirit. Casts Sleep Spell
5	Carved Tablet: Exploding Rune Trap hits 1D3 Characters
6	Mummified Zombies rise up: 2D4 Regenerating Undead
7	Bone Cases: Search to Find Magic Ring
8	Mummy Guards: 1D4 with Swords. Level = 6. Hasted
9	Magic Curtain: Trick. Perception Check or Delay
10	Locked up Dao: Angry Earth Djinn. Will not grant Wishes
11	Freezing Barrier Trap: 2D6 Damage. Disarm with Fire Spell
12	Statue: Detect Trap or Turns into Minor Sphinx that Attacks
13	Lightning Barrier Trap: 2D6 Damage. Disarm with Force Spell
14	Pharaoh Statue: Ruby Eyes worth 1000 gold Each
15	Fire Barrier Trap: 2D6 Damage. Disarm with Ice Spell
16	Skeletal Remains: Search to Find Magic Ankh
17	Infinite Room Puzzle: Wits Check or Delayed
18	Skeleton Guards: 2D6 Undead with Swords and Shields

1D50	Encounter:
19	Stairs: Nothing
20	Sand Trap: All Save or Death
21	Archway: Teleport Trap: Disarm or 1 Character Separated
22	Dancing Scimitar: Animated Weapon
23	Secret Door: Search for 1 Less Encounter
24	Sloping Passageway: Nothing
25	Maze: Delay then Wits Check or Second Delay
26	Cartouche Puzzle: Wits Check or Delay
27	Raised Dias. Teleport Trap: Detect or 1D3 Separated
28	Underwater Tunnel: Must Leave Armor to Swim
29	Magnetic Ceiling Trap: 2D6 to all in Metal Armor
30	Multiple Javelin Traps: All must save or 2D6 Damage
31	Murals of the Pharaoh Hunting: Nothing
32	Clones: Fight copies of themselves. Clones have no Spells
33	Crushing Wall Trap: Disarm or all Characters Die
34	Rows of Statues: One is a Stone Golem that gets Surprise
35	Collapsing Ceiling: All Save or 2D6 Damage
36	Two Clay Golems on Either Side of Opposite Doorway
37	Snake Pit: 2D6 Poisonous Vipers
38	Piles of Sand: Sand Elemental
39	Fiery Jackal Headed Major Demon with Flail
40	Open Sarcophagus: Search to Find Magic Weapon
41	Murals of Pharaoh at War: Nothing
42	Mummy Priest: Level 7. Sand, Mind, Curse Spell Lists
43	Rows of Engraved Pillars: Nothing
44	Papyrus Scrolls: Search for 1D4 Zodiac Spell Scrolls
45	Mummified Vampire: Knows Vampire Spell List
46	Statue of Osiris: Leave an Offering or lose 1D6 Power
47	Gargoyles: 4 Hidden in corners of Ceiling
48	Shrine of Ra: Leave an Offering or lose 1D6 Luck
49	Curse Trap: Character becomes a Trap Magnet
50	Raised Dias: Gold Idol worth 500 Gold

The Pharaoh Mummy himself is a Tenth Level Spell Caster. He knows the Fire, Lightning, Sand, Darkness, and Death Lists. He has a Staff that can cause Fear three times a day.

His Tomb has 20K Gold worth of Coins and Jewelry.

Barrier Traps

Act as regular traps: If not detected they will hurt the first individual to come across them. After that however, unless they are disarmed, the party will be delayed.

Dungeon Keeper In His Dank Dungeon Encounter Table

1D60	Encounter:
1	Imps: 2D6 Demons with picks and 5K of Gold Ingots
2	Poison Gas Trap: All Characters Regular Poison
3	Goblin Horde: 3D6 Humanoids. Mixed Weapons
4	Tunnels: All Consume 1 Ration
5	Giant Beetles: 1D6 SL = 5 Insects. Armor = 3
6	Lightning Trap: 1D3 Characters 1D6 Damage
7	Wooden Door: Easy Strength Test or Delay
8	Hatchery: Find 1D6 +4 Rations
9	Guard Room: Next Monster Group not Surprised

1D60	Encounter:
10	Lava Trap: One Character 3D6 Damage
11	Demon Spawn: 2D3 Minor Demons SL = 4
12	Training Room: Next Monster gets +2 Damage
13	Braced Door: Strength Test or Delay
14	Alarm Trap: Next Monster Group not Surprised
15	Blood Fly Swarm: All take 1D6 +2 Damage
16	Lair: Next Monster Group gets +2 Members
17	Evil Ghost: SL = 6 Ethereal. Causes Fear
18	Word of Power Trap: All Take 2D4 Damage
19	Hell Hounds: 1D6 of the Beasts
20	Prison: Rescue one Hungry Hero
21	Horned Reaper: SL = 7 Lesser Devil
22	Boulder Trap: All save or 3D6 Damage
23	Orcs: 2D6 with Crossbows and Swords
24	Magic Door: Need Spell to open or Delay
25	Skeletons: 2D6 with Spears
26	Fear Trap: All Save or Separated
27	Giant Spiders: 1D6 Poisonous SL = 3
28	Torture Chamber: Find Wounded Hero
29	Tentacle Monster: SL = 9. Has 7 Tentacles
30	Iron Door: Strength Test or Delay
31	Cave Troll: SL = 8 Regenerator with Maul
32	Workshop: Next Trap is -2 to Detect
33	Vampire: Knows Vampire Spell List
34	Freeze Trap: One Character 2D6 Cold Damage
35	Warlock: Multiple Lists. Level 1D4 +2
36	Graveyard: Loot 2D4 Corpses
37	Black Knight: Armor = 3. Level 1D3 +4
38	Fireburst Trap: One Character 2D6 Fire Damage
39	Dark Elves: 1D4 +4 Archers
40	Unholy Temple: Next Monster gets +2 Morale
41	Fireflies: Nothing
42	Jack in the Box Trap: 1D3 Characters 1D6 Damage
43	Dark Angel: Knows Darkness Spell List
44	Steel Gate: Lift Gate or Delay
45	Spider Maiden: Knows Spider Spell List
46	Cannon Trap: SL = 7 Armor = 4. Ranged Attack 2D6 Damage
47	Salamander: SL = 7 Fire Damage
48	Library: Find 2D2 Valuable Books
49	Backstabbing Rogue: He gets +4 to Surprise
50	Stone Bridge: Next Monster fight 1 at a time
51	Trigger Trap: Next Trap does +1D6 Damage
52	Portal: To a Demon Dimension
53	Bile Demon: SL = 8 Acid Attack Close Range
54	Secret Door: If Found one less Encounter
55	Treasury: Worth 2D4 x 10K Coins
56	Dark Mistress: Succubus with Whip
57	Casino: 2D6 Monsters and 1D4 x 10K Coins
58	Spike Trap: One Character 3D6 Damage
59	Dungeon Heart: Destroy it for 2 less Encounters
60	Dragon: Young SL = 8 Volcanic Dragon

The Dungeon Keeper Himself is a Tenth Level Greater Demon

SL 8 with Armor = 5 and a +4 Sword of Cleaving.

Quests

Introduction

Adventures include Basic Dungeons, Major Foes, Other Worlds, and Quests. This Section details Quests.

Quests Table

1D100	Quest:
1	Major Quest
2	Slay a Monster
3	Rescue a Child
4	Protect a Village
5	Retrieve a Holy Relic
6	Rescue a Fair Maiden
7	Escort Pilgrims
8	Escort a Merchant
9	Deliver a Message
10	Rescue a Hero from Prison
11	Deliver an Item
12	End a Curse
13	Fight an Enemy
14	Travel through a Portal
15	Enter into a Tournament
16	Capture a Beast
17	Catch a Thief
18	Vanquish Rebels
19	Save a Character from Himself
20	Avenge a Noble
21	Defeat Brigands
22	Cure Lepers
23	Visit Faerie Forest
24	Retrieve Rare Herbs
25	Pilgrimage to an Island
26	Betray Someone
27	Stop a Ceremony
28	Aid in a Ceremony
29	Destroy a Portal
30	Break an Enchantment
31	Partake in a Battle
32	Scout an Enemy Army
33	Recruit a Great Hero
34	Sabotage an Enemy
35	Steal an Item
36	Partake in a Hunt
37	Visit an Oracle
38	Travel to the Spirit World
39	Evacuate a Village
40	Defend an Outpost

If you complete a Quest within a Certain Time Frame, you will gain an Double XP. There may be additional good and bad consequences to completing a Quest such as Friendships forged, Enemies made, and Treasures earned. Note: A Geas is a Magical Quest that the Character is compelled to complete.

Pick a Quest from the Table or Roll Randomly. These are Rarely straight-forward affairs. Multiple Steps are often required including multiple Treks, Searches, Encounters, Interactions, and Battles.

1D100	Quest:
51	Engage in a Duel
52	Find a Runaway
53	Pay a Debt
54	Retrieve a Mages Spell Book
55	Negotiate a Peace
56	Make a Request of a King
57	Aid in an Escape
58	Aid in a Heist
59	Aid a Faction
60	Trick a Noble
61	Defeat a Highwayman
62	Cure a Knight of a Poisoned Wound
63	Get Rare Ingredients for a Spell
64	Settle a Matter of Honor
65	Settle a Matter of Chivalry
66	Solve a Crime
67	Investigate a Mystery
68	Investigate a Legend
69	Capture a rare Animal for a Bestiary
70	Capture a rare Bird for an Aviary
71	Take this Child as your Ward
72	Help Fulfill a Prophecy
73	Marry this Widow
74	Assassinate an Official
75	Infiltrate a Secret Society
76	Aid Rebels
77	Take Role of Champion
78	End an Injustice
79	Recover a Body
80	Assist a Guild
81	Retrieve a Hero from Hell
82	Rescue a Goddess
83	End the Torment of a God
84	Patrol the Badlands for a Time
85	Lead a Tribute Caravan
86	Lead Settlers to a New Land
87	Champion a Cause
88	Enter into the Service of a Noble
89	Win the Hand of a Princess
90	Return a Treasure to its Rightful Owner

1D100	Quest:
41	Engage in Intrigue at a Palace
42	Join a Crusade
43	Aid Traveling Refugees
44	Aid a Migrating Tribe
45	Aid Survivors of a Natural Disaster
46	Escort a Diplomat
47	Rescue Shipwreck Survivors
48	Defeat Pirates
49	Aid a Castle Siege
50	Spy at the Royal Court

1D100	Quest:
91	Settle a Theological Debate
92	Solve a Great Puzzle
93	Explore an Unknown Territory
94	Escort a Monk to his Destination
95	Defeat a Demon Horde
96	Help Break a Devil's Contract
97	End a Hex
98	Fight in the Arena
99	Find Philosophers Stone
00	Reunite two Lovers

Major Quests

These are multi-step, complicated affairs. The Character(s) must first find and then free, ally with, or reunite 1D6 +2 Pieces (Objects or Beings) of Great Power (Importance). This is usually followed by a Showdown with an Epic Foe. Objects can include: Relic Fragments, Crystal Shards, Weapons, Forces, Essences, Seeds, Pearls, etc.

Beings might include: Spirits, Wizards, Oracles, Giants, Sages, Goddesses, Dragons, Djinn, Sphinx, Angels, etc. Each object will of course be located in

a different, far-away Dungeon. The Epic Foe will be Awesomely Tough, even after reuniting all the Pieces. If Major Foe would be for example an Adult Dragon, an Epic Foe would be an Elder Dragon or something even tougher.

Other Worlds

Introduction

These are reached by Portals or Void Ships. Some Sample Encounter Tables are included below.

Other World Table

1D60	World:	Description:
1	Gafunk	Fungus World
2	Udixar	Giants Dominate lesser Species
3	Enorma	Gas Giant: All Creatures are Flyers
4	Slod	Overrun by Undead
5	Lqode	Water World
6	Diathi	Vampires Rule
7	Icicrel	Frozen World
8	Niophorn	Chaos Corrupted
9	Feogol	Desperate, Dying World
10	Gurona	Eden World: Newly Created
11	Golyn	Fracton Ordered
12	Strum	Witches and Witch Hunters
13	Udada	Jungle World. Beast World
14	Exath	Dragon Masters and Rebels
15	Ukananay	Many Moons. Moon Collector
16	Detora	Feudal World. Knights
17	Cresath	Desert World. Sphinx and Djinn
18	Ezo	Fragmented Shard World
19	Okaran	Largest Bazaar in the Universe
20	Gythano	Giant Skull of a Dead God
21	Slion	Technomancer Intrigue
22	Igg	Insect Colony World
23	Zarial	Angels vs Devils
24	Feydon	Fey Magic Predominates
25	Tyriot	Savage Sword & Sorcery
26	Ageon	Grecos vs Gyptos vs Nord

1D60	World:	Description:
27	Equon	Horse World
28	Icho	Other Worldly Ninja and Samurai
29	Zian	Island World. Pirates!
30	Grok	Dark Elves Reign Supreme
31	Findar	Land of Great Wizards
32	Ingus	Fire World
33	Domax	Five Schools of Magic
34	Mentus	Psychic Magic Common
35	Yurg	Player Character Starting World
36	Riza	World of Fire and Ice
37	Sqwim	Mind Flayer Slave World
38	Drask	Mutant Kingdoms
39	Xanthor	Everyone born with a Single Spell
40	Antoon	Max Fifth Level Spells
41	Nilus	Babel, Gyptos, and Sphinx
42	Quotal	Cree, Xoltos, and Incata
43	Krokus	Primordial Patrons hold Sway
44	Priseem	Beings of Light, Energy, and Spirit
45	Mawg	Leviathans, Giants, and Titans
46	Xoxx	Claimed by Lords of Law
47	Tictoc	Clockwork World
48	Carnum	Twisted Carnival World
49	Mephet	Surreal Magic Level
50	Ganash	Storm World
51	Zardo	Dinosaur World
52	Kish	Gyptos Pantheon
53	Fytis	Elder and Outer God Cultists
54	The Maze	Goblin World
55	Aldamanse	Fantasy Napoleonics
56	Brix	Steam Punk
57	Skol	Horror World: Pure Evil
58	Anx	Fairy Tale World
59	Giess	Dream World
60	Themos	Cherubic Pleasure World

Gafunk Mushroom Forest Encounter Table

1D20	Encounter:
1	Toadstools: Mycology
2	Giant Caterpillar: Monster
3	Giant Spiders: Monster
4	Mushrooms: Mycology
5	Yellow Spore Cloud: All Disease
6	Red Spore Cloud: All Weak Poison
7	Green Slime: Monster
8	Giant Crab: Monster
9	Mushroom Men: Humanoids
10	Pod People Village: Resupply

1D20	Encounter:
11	Edible Mushrooms: Forage
12	Fungus Among Us: All Disease
13	Goblin Fungus Collectors: Humanoids
14	Fungisaur: Monster
15	Rot Shambler: Monster
16	Mold Monster: Monster
17	Deathcap: Someone is Poisoned
18	Mushroom Stools: Nothing
19	Rotting Zombie: Undead
20	Mushroom Plots: Forage

Uxidar Encounter Table

1D30	Encounter:
1	Five Hill Giants leading 3D6 Chained Goblins
2	Bluffs: Delay
3	Sleeping Mountain Giant
4	Crags: See Roc Overhead
5	Hill Giant Compound
6	Forested Hills
7	Giants Playground
8	Boulder Field
9	Three Stone Giants playing Catch
10	Two Giants Making a Stew out of Orcs
11	Hidden Human Village
12	Dwarven Tunnel System
13	Hill Giant Chasing a Human
14	Light Woods
15	Mountain Giant Digging a Hole
16	Cages of Elf Captives
17	Giant Footprints
18	Two Headed Giant having an Argument
19	Band of Dwarven Giant Slayers fleeing a Dragon
20	Fire Giant Castle
21	Cavern: Four Red Skinned Ogres playing Poker
22	Ruins with a Bottomless Pit containing 10 Banshees
23	Cave Entrance: Minotaur and Wearbear playing Chess
24	Hobgoblin Marauders: 2D6 Mixed Weapons
25	Lair: Dragon and Demon playing Snooker
26	Goblin Scavengers: 2D6 Poorly Armed
27	Ambush: Giant Cyclops with a Slingshot
28	Two Trolls fighting Three Wereboars with Torches
29	River: Delay
30	Demon Selling Dwarf Burgers to a crowd of Goblins

Notes: Giant Gold in Use: Each Coin is worth 1000 gold.

Niophorn Encounter Table

1D20	Encounter:	1D20	Encounter:
1	Mutated Human Bandits	11	Lesser Abomination
2	Strange Plant life	12	Jagged Rocks: Accident
3	Beast Men	13	Major Abomination
4	Slime Pits: Delayed	14	Settlement
5	Naga	15	Mutated Animal
6	Giant Mushrooms	16	Temple
7	Mutated Plants	17	Mutated Beast
8	Cave System	18	Forest
9	Minor Abomination	19	Desert Hills
10	Valley	20	Stronghold

Strum Encounter Table

1D30	Encounter:
1	Toll Road: Pay or Fight or Delay
2	Burning Village
3	Bridge: Troll Underneath
4	Storm: Delay
5	Witch Hunter: Hostile
6	Village with Witch being Burned Alive
8	Refugees on the Road
9	Hovel of Evil Woodsman: Axe
10	Inquisitor: Hostile
11	Ruins
12	Creepy Forest
13	Monastery
14	Pilgrims
15	Hermit with Lantern
16	Roadside Inn

1D30	Encounter:
17	Mysterious Castle
18	Village plagued by a Hex
19	Church Bells Ringing
20	Witches House
21	Marshland
22	Man looking for Missing Children
23	Ghouls in the middle of a Meal
24	Wolves Howling
25	Moonless Night
26	Witch riding a Broom
27	Dead Body in the Road
28	Highwayman
29	Abandoned Wagon
30	Witch Coven in a Ceremony

Ezo Encounter Table

1D20	Encounter:
1	Woodland Shard
2	Roiling Storm: Delay
3	Tumbling Shard
4	Soaring Dragon
5	Flying Merchant Ship
6	Strange Gravity: Delay
7	Hunting Hawkmen
8	Farming Shard
9	Flying Pirate Ship
10	Flight of Birds

1D20	Encounter:
11	Trading Post
12	Waterfall between Shards
13	Castle Shard
14	Gliding Roc
15	Floating River
16	Thin Air: All take 1D6 Damage
17	Village in the Sky
18	Freefall: Save or Disappear
19	Shard Archipelago
20	Sky City

Geo-politics

Introduction

Geopolitical Sessions occur when characters are high enough Level to have their own holdings. This can also be done quickly At the beginning or ending of an evening involving a more Typical Quest or

Dungeon Crawl. If a War is being fought, this Could easily take up a whole evening. Roll once on the Geo-Political Event table to see what is happening in the Kingdom. In general Roll once per month per Superhex (1 Hex and surrounding 6 Hexes). Some results are innocuous. Others can lead to the downfall of A once prosperous kingdom.

Geo-political Event Table

1D20	Event:
1	Goblin Raiders becoming a major nuisance
2	Orc Marauders Terrorizing Countryside
3	Flooding: 1 Hex from River or Sea
4	Blight: 1 Hex
5	Plague: Entire Region
6	Pestilence: 1 Hex
7	Drought: Entire Region
8	Harvest Time: Food and Income
9	Holy Day: Major Religion

1D20	Event:
10	Festival: Minor Holiday
11	Peace in our Time
12	Prosperity
13	Barbarian Raiders: 1D3 Hexes
14	Pirate Raids: All Coastal Hexes
15	Bandits: 1 Hex
16	Brigands: 1 Hex
17	Minor Monster on the loose: 1 Village
18	Major Monster running Amok: 1 Hex
19	A Minor Hero offers Services
20	Horse People Invasion
21	Earthquake: 1 Hex
22	Volcano: 1 Mountain Hex
23	Tidal Wave: 1 Coastal Hex
24	Blizzard or Heat Wave or Storms: 1D6 Hexes
25	Tribal Migrations: Tens of Thousands of People
26	Receive Trade Delegation
27	New Trade Route Opportunity
28	Merchant Shipping getting Pirated
29	Trade Caravans getting Attacked
30	Assassination attempt on major Personage
31	New Dungeon Discovered
32	New Portal Discovered
33	A New Major Foe Sets-Up Shop
34	Peasant Uprising: 1 Hex
35	Heresy in Major Religion
36	Land Dispute: Neighboring Kingdom
37	Trade Dispute: Trade Partner
38	Major Raids: Nearby Nation
39	Border Skirmishes: Neighboring Kingdom
40	Major Artifact Unearthed: Continent
41	Major Fire: One City
42	Feuding Noble Families: Internal
43	Major Foe Attacks
44	Declaration of War: By Neighboring Kingdom
45	Regional War: Two Nearby Kingdoms
46	Asked to Join War as Ally: Nearby Kingdom
47	Nearby Kingdom Destroyed/Conquered
48	Court Intrigue
49	Royal Wedding
50	Promising Noble comes of Age
51	A Noble is Born
52	Crusade or Jihad is Called
53	Technological Improvement
54	New Fashion
55	A Great Work of Art/Literature/Music is Produced
56	A New Temple is built
57	A New Religion gains many followers
58	Factional Warfare: City
59	A New Guild Arises: Trade, Crafts, Thief, Assassin
60	A New Warrior achieves Knighthood
61	A Noble or Hero Dies
62	A Well-known Hero goes on a Quest

1D20	Event:
63	A Magic User builds a Tower
64	Receive Diplomats seeking Alliance
65	Tax Collector with Taxes Robbed
66	Duel between Nobles
67	Infamous Criminal Caught
68	Fair Weather: Good Crops in 1D6 Hexes
69	Scandal: Blackmail
70	Neighboring Kingdom demands Tribute
71	Usurper make his Move
72	Great Injustice
73	Rebellion of the Nobles
74	Zombie Outbreak: 1 Hex
75	Popular Unrest: Entire Kingdom
76	Kidnapping of Important personage
77	Insurgency
78	Agitators decrease Loyalty in 1D3 Hexes
79	Major Astronomical Event
80	Omen: Important Prophecy Revealed
81	Sabotage Revealed: Fire, Poison, Disease
82	Noble Cursed
83	Location Hexed
84	Espionage: Enemy Spy Uncovered
85	Treasure or Relic Stolen
86	Storms at Sea: Loss of Ships
87	Threatening Enemy Troop Movements
88	Enemy sues for Peace
89	Plot Revealed
90	New Relic Forged
91	Subversion: Troops join Enemy
92	Refugees: Increase your population
93	Emigration: Population losses
94	Land is Degraded: Becomes Desert, Swamp
95	Racial Tension: Riots, Killings
96	Religious Tension: Riots, Killings
97	Economic Downturn: Depression, Recession
98	Madness: Noble goes mad
99	Spoilage: Stored Crops
00	Haunting: Castle, Countryside

What Rulers Do

Besides from dealing with events and Crises, you get to Collect Taxes! Basically you get 1 Gold per Population per Year in taxes. A village will have average 300 people. A County (1 Hex) will have around 60,000 people. Severe Taxes would be double this or More.

A Basic Soldier is paid 1 Gold per Month.

Gold can be used to build Armies, Fleets, Castles, Arenas, Aqueducts, Irrigation, Harbors, Lighthouses, Libraries, Bridges, Roads, Walls, Outposts, etc. as well as paying For soldiers, officials, and other retainers. This can also Go to the funding of the Magical manufacture of Relics.

Other possibilities include:

- Throwing Parties and Feasts

- Hosting Tournaments, Jousts, and Contests
- Spending quality time in your Harem
- Bribing the Masses with Bread and Circuses
- Holding Lavish Courts to impress Nobles and Foreign Dignitaries
- Deploying Spies, Moles, Saboteurs, and Assassins
- Training Troops and Underlings
- Raiding your Neighbors
- Going to War with your Neighbors
- Resolving Judicial Matters
- Signing Papers
- Arguing with your Advisors
- Purging Traitors and Banishing Undesirables
- Improving Basic Services: Law, Fire, Sewage

- Improving your Agriculture and Industry
- Issuing Decrees of questionable merit
- Granting Titles and Lands to new or existing Nobles
- Hiring Retainers for important court positions
- Adding to the Aviary or Bestiary or Trophy Room
- Brooding, Fiddling, or Ranting and Raving

Random Encounter Tables

Wayfarer System

Introduction

The Wayfarer System gives some tools and options to Game Masters who need to create an adventure on the Fly. Basically it is a series of Encounter Tables that allows the GM and Players to start playing with

1D6	Starting Location:
1	Wilderness
2	Village
3	Town

Minimal Preparation. It is intended that the GM roll secretly on these tables, and then have the players roleplay the results.

Steps In The Wayfarer System

Address the Following steps in order.

1. Character Readiness
2. Determine Adventure Type
3. Determine Distance to Adventure Site

I. Character Readiness

If the Characters do not have characters generate New ones. Or use already established experienced Characters. The GM may need to randomly determine their starting Point:

1D6	Starting Location:
4	City
5	Castle
6	Temple

Ii. Determine Adventure Type

1D10	Type:
1-2	Classic Dungeon
3-4	Major Foe
5-6	Other World

1D10	Type:
7-8	Quest
9-10	Geopolitical

Or pick one. For lower level characters, new players,

or a quicker start pick the Classic Dungeon Option.

Iii. Determine Distance To Adventure Site

1D10	Distance
1	You're there already. How Convenient!
2	1 Wilderness Trek
3	2 Wilderness Treks
4	1 Sea Voyage then 1 Trek
5	1 Trek then 1 Portal

1D10	Distance
6	1 Trek 1 Portal 1 Trek
7	2 Treks 1 Portal 1 Trek
8	1 Trek 1 Sea Voyage 2 Treks
9	1 Sea Voyage 1 Trek 1 Portal 1 Trek
10	3 Treks

Classic Dungeons

Once you have navigated the wilderness Treks, Sea Voyages, and Portals, you can enter the Dungeon! To complete the Dungeon will require 3D6 consecutive encounters on the Basic Dungeon Encounter Table.

Other Worlds

You need magic or a Portal to get There. The GM picks or Roll on the Other Worlds Table to see where you are going. The GM will have to Make up encounter Tables suitable for these alien worlds. Other Worlds are listed on a separate Page.

Major Foes

Determine who the Major foe is at the beginning of the Adventure by rolling on the Major Foe Table. After completing the Treks and Dungeon you will meet, fight, and hopefully defeat the Foe. Like all encounters the GM will have to provide the details on the Major Foe. Major Foes are listed on a separate Page.

Quests

These are usually Provided to the Player Characters by a meddling Non-player Character. The GM will have to Flesh these out. Quests are listed on a separate Page.

Geopolitical

For Higher Level Characters with Holdings. Defend your Kingdom, Start Wars, Manage your resources, build your Empire.

Portal Difficulty Table

1D8	Difficulty:
1	Portal in Dungeon
2	Portal Hidden
3	Must Solve Puzzle to Access Portal
4	Portal Magically Sealed

Portals

A portal could place you in a different Climate Zone, Planet, or even a different Dimension. Most Portals are hard to find, have guardians, and may be within dungeons. Roll 1D3 times on the Portal Difficulty Table:

1D8	Difficulty:
5	Portal Broken (Must be Repaired)
6	Portal Trapped
7	Portal Guarded on This Side
8	Portal Guarded on Other Side

Portal Guardian Table

1D10	Guardian:
1	Living Statues
2	Tentacle Monster
3	Slimes
4	Carnivorous Plants
5	Gargoyles

1D10	Guardian:
6	Golems
7	Elemental
8	Undead
9	Spirit
10	Demon

Wilderness Treks

Several Wilderness Trek Tables are Available depending on the Terrain Type. Pick the desired or most

Appropriate Table or roll on the Master Table. To complete a Trek will require 1D8 consecutive encounters. The Tables themselves are located on their own separate page.

Wilderness Treks Master Table

1D12	Wilderness Type:
1	Temperate Forest
2	Jungle
3	Desert
4	Frozen
5	Sylvan Forest
6	Plains

1D12	Wilderness Type:
7	Mountainous
8	Hills
9	Volcanic
10	Swamp
11	Savannah
12	Badlands

Note: A City by Itself is a source of much Adventure. The Cosmopolitan City Encounter Table could substitute for a Wilderness Trek.

will take 30 days and require 30 Rations but there will only be one encounter per 3 Days. Most Settlements will have plenty of food available for a few coins.

Consuming Rations

A ration is one days food. On a wilderness trek you will use up 1 Ration per Encounter. Dungeons are more compact: Use only 1 Ration per 10 Encounters. The GM may increase or decrease this as he sees fit. For example he may determine that a Sea Voyage

Wilderness Encounter Tables

Introduction

See the Adventure Table System page to see how these Tables are used.

Temperate Forest Encounter Table

1D80	Encounter:
1	Black Bears: Animal
2	Wolf Pack: Animal

1D80	Encounter:
3	Cougar: Animal
4	Poisonous Snake: Animal
5	Witches House: Hostile
6	Deer: Hunting
7	Stream: Fishing
8	Lake: Fishing
9	Lake Monster: Monster
10	Giant Spider: Monster
11	Treant: Monster
12	Lost in the Woods: Delay
13	Ford Stream: Delay
14	Gnoll Band: Humanoids
15	Orc Patrol: Humanoids
15	Hunter: Neutral
16	Ranger: Neutral
17	Wood Cutter: Neutral
18	Traders: Neutral
19	Trapper: Neutral
20	Foxes: Nothing
21	Rabbits: Hunting
22	Squirrels: Nothing
23	Berry Bushes: Forage
24	Bandits: Hostile
25	Brigands: Hostile
26	Highwaymen: Hostile
27	Brown Bears: Animal
28	Waterfall: Delay
29	Grizzly Bears: Animal
30	Warthogs: Hunting
31	Young Green Dragon: Monster
32	Bridge Troll: Monster
33	Chimera: Monster
34	Roc: Monster
35	Faeries: Fey
36	Pixies: Fey
37	Brownies: Fey
38	Gypsies: Neutral
39	Storm: Delay
40	Wood Elves: Neutral
41	Druid: Neutral
42	Minstrels: Friendly
43	Noble with Escort: Neutral
44	Village: Resupply
45	Hamlet: Resupply
46	Farmstead: Resupply
47	Keep: Resupply
48	Crossroads: Nothing
49	Roadside Inn: Settlement
50	Toll Road: 1 Gold each to pass
51	Clearing: Nothing
52	Rare Herbs: Herbalism
53	Rare Mushrooms: Mycology
54	Four Leaf Clover: All get Luck +1

1D80	Encounter:
55	Poison Ivy: 1D3 Get -1 to all Rolls next Encounter
56	Training Montage: Someone gets +1 XP
57	Quail: Hunting
58	Tree Syrup: Forage
59	Acorns: Forage
60	Illness Flu: One Disease
61	Bad Footing: Accident
62	Bear eats your Food: Zero Rations
63	Mysterious Traveler: Neutral
64	Fresh Water: Nothing
65	Shady Glen: Nothing
66	Dense Hedgerows: Delay
67	Owl: Nothing
68	Hippogriff: Monster
69	Stag: Hunting
70	Elk: Hunting
71	Owlbear: Monster
72	Werewolf: Monster
73	Skunk: Someone Gets Charisma -4 next Encounter
74	Moss Monster: Monster
75	Nature Priestess and Followers: Neutral
76	Warg: Monster
77	Goblin Raiders: Humanoids
78	Ghost: Spirit
79	Ghoul: Undead
80	Harpy: Monster

Desert Encounter Table

1D40	Encounter:
1	Desert Twister: Delay and 1D6 Damage
2	Minor Sphinx: Monster
3	Dao Djinn: Monster
4	Quicksand: Trap
5	Sand Storm: Delay and 1D4 Damage
6	Nomads: Neutral
7	Caravan: Neutral
8	Dunes: Nothing
9	Lost in the Desert: Delay
10	Heat Stroke: Someone 3D6 Damage
11	Out of Water
12	Sunburns: Someone gets -2 to all Rolls for 4 Days
13	Oasis: Resupply
14	Dervishes: Neutral
15	Giant Scorpion: Monster
16	Scorpion Men: Humanoids
17	Well: Resupply
18	Heat: Nothing
19	Sun: Nothing
20	Sand: Nothing

1D40	Encounter:
21	Poisoned Well: Weak Poison
22	Walking in Circles: Delay
23	Buried Ruins: Side Quest
24	Sand Giant: Monster
25	Locust Swarm
26	Vultures: Nothing
27	Giant Ant Lion: Monster
28	Poisonous Asp: Animal
29	Jackals: Animal
30	Cactuses: Resupply
31	Nomad Tribe Camp: Neutral
32	Lesser Sphinx: Monster
33	Arid Landscape
34	Jinn Djinn: Monster
35	Soft Sand: Delay
36	Bandits: Hostile
37	Heat: Nothing
38	Giant Crocodile in Waterway: Monster
39	Parched Earth: Nothing
40	Cold Nights: Nothing

Out Of Water In The Desert

Neutral Encounters will 75% give you Water.

Everyone must save (Partial Success or better) or Die after every Encounter until resupplied. Add your Constitution Bonus to the Roll. Note: After a Delay there is a 50% of running out of Water.

Side Quest

Possible Minor Dungeon or adventure.

Frozen Wilderness Encounter List

1D60	Encounter:
1	Frozen Tundra: Nothing
2	Windswept Plains: Nothing
3	Snow Flurry: Nothing
4	Frost Giant: Monster
5	Northern Barbarians: Hostile
6	White Dragon: Monster
7	Glacier: Nothing
8	Icy Peaks: Nothing
9	Snow Drifts: Nothing
10	Winter Wolves: Animal
11	Polar Bear: Animal
12	Kodiak Bear: Animal
13	Arctic Foxes: Nothing
14	River Salmon: Fishing
15	Ice Fishing: Fishing
16	Walrus: Hunting
17	Seals: Hunting
18	Penguins: Hunting
19	Yeti: Monster
20	Ice Witch: Hostile
21	Snow Sprites: Fey
22	Fishing Village: Resupply

1D60	Encounter:
23	Northern Dwarves: Neutral
24	Blizzard: Delay and All 1D6 Damage
25	Cold Snap: Delay and All 1D6 Damage
26	Frozen Winds: Delay and All 1D6 Damage
27	Snow Goblins: Humanoids
28	Gnoll War Band: Humanoids
29	Rams: Hunting
30	Moose: Hunting
31	Reindeer Herders: Neutral
32	Elk: Hunting
33	Snow Hares: Hunting
34	Ice Fields: Delay
35	Fall through the Ice: Someone takes 2D6 Damage
36	Mammoths: Animal
37	Mastodons: Animal
38	Sabre Tooth Tiger: Animal
39	Cavemen: Neutral
40	Heavy Snow: Delay
41	Ice Springs: Shelter
42	Ice Cave: Shelter
43	Icy Wastes: Nothing
44	Avalanche: All Take 2D6 Damage
45	Aurochs: Hunting
46	Barbarian Guides
47	Snow Beast: Monster
48	Caribou Range: Hunting
49	Frozen Dead: Undead
50	Dire Wolves: Animal
51	Pinelands: Nothing
52	Wolverine: Animal
53	Glacial Crevasse: Shelter
54	Hoar Shade: Spirit
55	Viking Raiders: Hostile
56	Tribal Hunters: Neutral
57	Wendigo: Monster
58	Snow Blind: Delay
59	Snow Devil: Monster
60	Winters Chill: All Take 1D6 Damage

Freezing

After every Encounter in Freezing Wilderness that is not a resupply or Shelter, or the party must make

a survival roll. On a Failure they each take 1D6 Cold Damage.

Swamp Encounter Table

1D50	Encounter:
1	Will o Wisp: Delay
2	Marsh Gas: All -2 to all Rolls next Encounter
3	Young Black Dragon: Monster
4	Sawgrass: All take 1D4 Damage

1D50	Encounter:
5	Biting Insects: All -2 to all Rolls next Encounter
6	Swamp Fever: All Disease
7	Bog Wraith: Spirit
8	Giant Toad: Monster
9	Water Moccasin: Animal
10	Mired Down: Delay
11	Owlbear: Monster
12	Slogging through Mud: Delay
13	Bog Troll: Monster
14	Shambling Mound: Monster
15	Quagmire: Delay
16	Marsh Goblins: Humanoids
17	Goblin Shaman: Hostile
18	Giant Rats: Monster
19	Alligator Pit: Animals
20	Leeches: All -2 to all Rolls next Encounter
21	Herbs: Herbalism
22	Mushrooms: Mycology
23	Fetid Pools: Nothing
24	Giant Wasp: Monster
25	Sunken Hollow: Delay
26	Hydra: Monster
27	Blue Bayou: All -1 to all Rolls next Encounter
28	Swamp Thing: Monster
29	Mucking Around: Delay
30	Swamp Ghoul: Undead
31	Pond Apple Slough: Forage
32	Mud Monster: Monster
33	Peat Bog: Nothing
34	Lizard Men: Humanoids
35	Fen: Nothing
36	Troglodytes: Humanoids
37	Glade: Nothing
38	Bog Beast: Monster
39	Morass: Delay
40	Eels: Fishing
41	Foot Rot: One Disease
42	Fiddler Crabs: Foraging
43	Frog Men: Humanoids
44	Giant Snapping Turtle: Monster
45	Estuary: Nothing
46	Anhingas: Hunting
47	Mangroves: Nothing
48	Black Bear: Animal
49	Wetlands: Nothing
50	Cypress Hammock: Nothing

Disease

Characters must Save with partial success or better or Get -2 to all Rolls for 2 Weeks. The prefix indicates

whether This applies to all Characters or just one. A Fumble will Result in Death.

Jungle Encounter Table

1D80	Encounter:
1	Giant Anaconda: Monster
2	Jungle Fever: All Disease
3	Striped Tiger: Animal
4	Pouncing Jaguar: Animal
5	Lion Lord of the Jungle: Animal
6	Piranhas: Swarm. All take 3D6 Damage
7	Jungle Guide: Counts as 2 Encounters
8	Lost in the Jungle: Delay
9	Going in Circles: Delay
10	Cat Men: Humanoids
11	Beast Men: Humanoids
12	Beast Man Shaman: Hostile
13	Cannibals: Hostile
14	Pygmies: Neutral
15	Tribal Warriors: Hostile
16	Lost Ruins: Side Quest
17	Thick Foliage: Nothing
18	Shady Canopy: Nothing
19	Giant Carnivorous Plant: Monster
20	Tangle Vines: Monster
21	Giant Ants: Monster
22	Giant Spider: Monster
23	Downpour: Delay
24	Steamy Jungle: Nothing
25	Naga: Monster
26	Giant Sloth: Nothing
27	River Crossing: Nothing
28	Gorillas: Animal
29	Rain Forest: Nothing
30	Ape Men: Humanoids
31	Herbs: Herbalism
32	Mushrooms: Mycology
33	Tropical Fruit: Forage
34	Cobra: Animal
35	Leopard: Animal
36	Howler Monkeys: Animal
37	Termite Mounds: Nothing
38	Fruit Bats: Nothing
39	Charging Rhino: Animal
40	Frog Men: Humanoids

1D80	Encounter:
41	Jungle Elephants: Animal
42	Cobra: Animal
43	Water Buffalo Stampede: Animal
44	Orangutans: Animal
45	Crocodile Nest: Animal
46	Territorial Baboons: Animal
47	Hungry Hippos: Animal
48	Python: Animal
49	Chimps Throwing Poo: Animal
50	Tropical Birds: Animal
51	Tapirs: Hunting
52	Capybaras: Animal
53	Giant Poison Dart Frogs: Monster
54	Capuchin Monkeys: Animal
55	Sun Bear: Animal
56	Tropical Fish: Fishing
57	Black Panther: Animal
58	Boa Constrictor: Animal
59	Poisonous Plant: All Weak Poison
60	Wild Boar: Hunting
61	Giant Scorpion: Monster
62	Pit Viper: Animal
63	Trench Foot: Someone Disease
64	Parasites: All Disease
65	Malaria: All Disease
66	Dengue Fever: All Disease
67	Yellow Fever: All Disease
68	Lizard Men: Humanoids
69	Jungle Basin: Nothing
70	Jungle Creeper: Monster
71	Jungle Wurm: Monster
72	Jungle Dryads: Fey
73	Jungle Shrine: Side Quest
74	Jungle Rot: Someone Disease
75	Beast Master: Hostile
76	Wild Growth: Delay
77	Village: Resupply
78	Hunters: Neutral
79	River Traders: Neutral
80	Jungle Outpost: Resupply

Hills Encounter Table

1D50	Encounter:
1	Hill Giants: Monsters
2	Rocky Ground: Accident
3	Traveler in a Hurry: Friendly
4	Steep Slopes: Delay
5	Knight & Retainers: Neutral

1D50	Encounter:
26	Hilltop: Nothing
27	Wyvern: Monster
28	Highlands: Nothing
29	Giant Weasel: Monster
30	Knoll: Nothing

1D50	Encounter:
6	Gnome Lookouts: Neutral
7	Ranger: Neutral
8	Walled Village: Resupply
9	Bugbear Ambushers: Humanoids
10	Border Keep: Resupply
11	Gnoll Hunters: Humanoids
12	Bridge Troll: Monster
13	Kobold Commandos: Humanoids
14	Ogre Band: Monsters
15	Dwarf Traders: Friendly
16	Orc Marauders: Humanoids
17	Land Slide: All Save or take 2D6 Damage
18	Goblin Raiders: Humanoids
19	Bandits: Hostile
20	Gully: Nothing
21	Hill People: Neutral
22	Hillock: Nothing
23	Red Cap: Fey
24	Hillside: Nothing
25	Halfling Travelers: Friendly

1D50	Encounter:
31	Killer Frog: Monster
32	Wargs: Monster
33	Stag: Hunting
34	Stream: Fishing
35	Herbs: Herbalism
36	Mushrooms: Mycology
37	Rabbits: Hunting
38	Thrush: Hunting
39	Berry Patch: Forage
40	Wild Boar: Hunting
41	Bull: Animal
42	Goats: Hunting
43	Brown Bear: Animal
44	Harpies: Monster
45	Zombies: Undead
46	Ghost: Spirit
47	Barrow Wight: Undead
48	Hill Shade: Spirit
49	Griffon: Monster
50	Giant Lynx: Monster

Accident

You may Save at Success or better to avoid an Injury. Dexterity and Tumbling Skill add to the roll.

When you get an Injury do to an Accident roll on the Injury Table. These are usually of the slip and fall variety.

Injury Table

1D6	Injury
1	Muscle Strain: -1 to physical Skill Checks for 1 Week
2	Ankle Sprain: Half Move and -2 to physical Skill Checks for 1 Week
3	Broken Foot: 1D4 Damage and Quarter Move and -2 to physical Skill Checks for 4 Weeks. Need Crutch
4	Broken Leg: 1D6 Damage and Quarter Move and -3 to physical Skill Checks for 4 Weeks. Need Crutch
5	Broken Finger: 1D2 Damage. Tape it Good. Get -1 to Hand related Rolls for 3 Weeks
6	Broken Arm: 1D6 Damage. Cannot Wield Weapon or Shield. Useless. Requires Sling. 4 Weeks

Volcanic Encounter Table

1D30	Encounter:
1	Pyroclastic Flow: All Save or 2D6 Damage
2	Volcanic Eruption: All Save or 3D6 Damage
3	Hot Ash: All 1D6 Damage
4	Smoldering Ground: Nothing
5	Poison Gasses: All Weak Poison
6	Tremor: Nothing
7	Laval Flow: Delay
8	Treacherous Ground: Accident
9	Minor Quake: All save or 1D6 Damage
10	Minor Demons: Monster
11	Minor Devils: Monster
12	Crater Lip: Nothing
13	Steep Slopes: Delay

1D30	Encounter:
16	Oppressive Heat: All 1D4 Damage
17	Fire Salamander: Monster
18	Fire Sprite: Fey
19	Sulfurous Pits: All 1D2 Damage
20	Young Red Dragon: Monster
21	Hot Foot: All 1 Damage
22	Fire Newts: Humanoids
23	Burning Earth: All 1D2 Damage
24	Pyroclasm: All Save or 2D6 Damage
25	Magma Vents: Nothing
26	Magma Spray: Someone Save or 3D6 Damage
27	Magma Jet: : All Save or 2D6 Damage
28	Magma Rift: Delay

1D30	Encounter:
14	Magma Elemental: Monster
15	Lavamancer: Hostile

1D30	Encounter:
29	Fire Giants: Monster
30	Fall into Volcano: One Save or Die

Plains Encounter Table

1D30	Encounter:
1	Out Riders: Neutral
2	Hobgoblin Cavalry: Humanoids
3	Wild Horses: Animals
4	Buffalo Herd: Hunting
5	Wild Cattle: Hunting
6	Wild Dogs: Animal
7	Hunting Village: Resupply
8	Horse People: Neutral
9	Giant Eagle: Monster
10	Farther than it Looks: Delay
11	Wagons: Friendly
12	Herders: Friendly
13	Ranch: Resupply
14	Brigands: Hostile
15	Farmstead: Resupply
16	Orc Marauders: Humanoids
17	River Crossing: Delay
18	Hidden Valley: Side Quest
19	Lotus Fields: Delay
20	Berry Patches: Forage
21	Herbs: Herbalism
22	Steppes: Nothing
23	Flash Flood: All Save or 1D6 Damage
24	Flood Plain: Delay
25	Arid Mesa: Run out of Water

1D30	Encounter:
26	Outpost: Resupply
27	Scrubland: Nothing
28	Shattered Plains: Accident
29	Irrigated Crops: Forage
30	Meadows: Nothing
31	Hay Stacks: Nothing
32	Streams: Fishing
33	Lake: Fishing
34	Fields of Flowers: Nothing
35	Stonehenge: Cast Spells at +2
36	Plateau: Nothing
37	Pegasus: Monster
38	Caravan: Friendly
39	Hippogriff: Monster
40	Shepard: Friendly
41	Dire Wolves: Monsters
42	Wargs: Monsters
43	Plains Lion: Animal
44	Marching Army: Neutral
45	Roc: Monster
46	Mounted Archer Raiders: Hostile
47	Locust Swarm: Delay and 1D2 Damage
48	Centaur: Humanoids
49	Tribal Minotaurs: Humanoids
50	Farming Village: Resupply

Sylvan Forest Encounter Table

1D50	Encounter:
1	Talking Raven: Neutral
2	Talking Beavers: Friendly
3	Pestering Pixies: Fey
4	Sprite Squadron: Fey
5	Naughty Nymphs: Fey
6	Spring: Fishing
7	Herbs: Herbalism
8	Mushrooms: Mycology
9	Babbling Brook: Nothing
10	Disapproving Dryads: Fey
11	Ill Tempered Treant: Monster
12	Fairy Circle Ring: Cast Spells at +2
13	Wood Elf Patrol: Neutral
14	Attack Squirrels: Swarm. 1D6 Damage

1D50	Encounter:
26	Nixie Trickster: Fey
27	Fire Starting Fire Sprites: Fey
28	Singing Sylphs: Fey
29	Sidhe Ranger: Neutral
30	Four Leaf Clover: Gain +1 Luck
31	Berry Bushes: Forage
32	Will o Wisp: Spirit
33	Apple Trees: Forage
34	Elf Village: Dangerous Resupply
35	Pleasant Gnome Village: Resupply
36	Jesting Bridge Troll: Monster
37	Taunting Goblins: Humanoids
38	Music Loving Gypsies: Friendly
39	Foxfire: Nothing

1D50	Encounter:
15	Helpful Brownie: Fey
16	Stag: Hunting
17	Questing Beast: Delay
18	Faerie Dragon: Monster
19	Annoyed Leprechaun: Fey
20	Curious Black Bear: Animal
21	Giant Owl on the Hunt: Monster
22	Devious Fox Spirit: Spirit
23	Drunken Centaurs: Humanoids
24	Piping Satyr: Fey
25	Prancing Faun: Fey

1D50	Encounter:
40	Menhaden: Rune Trap
41	Riddling Giant: Monster
42	Jackelope: Animal
43	Questioning Druid: Neutral
44	Quickling Thief: Fey
45	Hysterical Fairy Sentinel: Fey
46	Bored Faerie Enchanter: Fey
47	Bee Hive: Swarm. 1D6 Damage
48	Mist: Delay
49	Poetic Faerie Noble: Fey
50	Judgmental Unicorn: Fey

Fey

Note that Fey rarely attack to Kill. They prefer to Harass (Some Damage), Curse, Steal, Mislead (Delay), Trick, Trap, Torture, Lead you into Danger, Help or

Hinder, Frolic, Poison, Make Ill, Taunt, Mock, Insult, Enchant, Prank, Tell Stories, Riddles, Jests, Make Music, Dance, Sing, Recite Poems, Chase and be chased, and have Fun and Mischief at your expense. If attacked, they will Flee or show their True Power.

Savannah Encounter Table

1D20	Encounter:
1	Lion Pride: Animals
2	Zebras: Animal
3	Antelopes: Animals
4	Elephants: Animals
5	Giraffes: Animals
6	Hungry Jackals: Animals
7	Man Eating Lions: Animals
8	Ostriches: Animals
9	Watering Hole: Hunting
10	Wildebeest Stampede: All Save or 2D6 Damage

1D20	Encounter:
11	Elephant Graveyard: Nothing
12	Scavenging Hyenas: Animals
13	Charging Rhinos: Animals
14	Tribal Hunters: Neutral
15	Tribal Warriors: Hostile
16	Tribal Shaman: Hostile
17	Village: Resupply
18	Grasslands: Nothing
19	Hunting Grounds: Hunting
20	Brush: Foraging

Mountain Encounter Table

1D30	Encounter:
1	Crags: Accident
2	Stone Giant throwing Boulders: Monster
3	Peaks: Delay
4	Mountain Goats: Hunting
5	Ravines: Delay
6	Cave Opening: Side Quest
7	Cliffs: Nothing
8	Young Blue Dragon: Monster
9	Bluffs: Delay
10	Roc with Nest Above: Monster
11	Precipice: Delay
12	Dwarf Warriors: Hostile
13	Summit: Delay
14	Orcs: Humanoids
15	Mountain Range: Delay
16	Goblins with Bows: Humanoids

1D30	Encounter:
17	Mountain Pass: Counts as 2 Encounters
18	Mountain Troll: Monster
19	Sheer Wall: Delay
20	Granite Boulders: Nothing
21	Winter Starts: All 1D6 Damage every Encounter
22	Sheltering Ledge: Nothing
23	Rock Slide: All Must Save or 2D6 Damage
24	Uneven Footing: Accident
25	Rope Bridge: 10% per Person it Snaps
26	Mountain Lion: Animal
27	Gaping Chasm: First Person must Jump
28	Strong Wind: Someone Saves or Falls
29	High Winds: Someone Loses their Hat
30	Cold Stone: Nothing

Mountain Delays

Your party must make a collective 50% Climbing or 50% Survival Roll at each Delay at Partially Suc-

cessful or Better or else get 2 additional Encounters. They get +1 to The rolls if the GM says there is a trail. Any Fumble any Time means you are falling down the Mountain.

Badlands Encounter Table

1D30	Encounter:
1	Rocky Ground: Nothing
2	Goblins: Humanoids
3	Broken Ground: Accident
4	Orc War Party: Humanoids
5	Canyons: Delay
6	Cracked Earth: Nothing
7	Gnoll Hunters: Humanoids
8	Ridges: Nothing
9	Beast Men: Humanoids
10	Buttes: Nothing
11	Ogres: Monsters
12	Brushland: Forage
13	Sandstone Arches: Nothing
14	Dust Storm: Delay
15	Outpost: Resupply

1D30	Encounter:
16	Barrens: Nothing
17	Canyon Village: Resupply
18	Borderland: Nothing
19	River Rapids: Delay
20	Wasteland: Nothing
21	Revenant: Undead
22	Natural Cistern: Water
23	Velociraptors: Animal
24	Flash Flood: All Save or Separated
25	Canyon Drake: Monster
26	Brine Lake: Nothing
27	Terraces: Delay
28	Ancient Graveyard: Spirits
29	Giant Cougar: Monster
30	Water Geyser: Water

Air And Sea Voyages

Sea Voyages

These can be perilous. To cross the sea will require 1D8 consecutive encounters. Roll 1D50 on the Sea

Voyage Table:

Sea Voyage Table

1D50	Encounter:
1	Desert Island: Nothing
2	Sargasso Sea: Delayed
3	Doldrums: Delayed
4	Lost: Delayed

1D50	Encounter:
27	Sirens: Monster
28	Giant Octopus: Monster
29	Sea Dragon: Monster
30	Crab Men: Sea People

1D50	Encounter:
5	Monsoon: Storm
6	Tidal Wave: Storm
7	Hurricane: Storm
8	Tropical Paradise: Resupply
9	Ghost Ship: Pirates
10	Sea Serpent: Monster
11	Kraken: Monster
12	Leviathan: Monster
13	Merfolk: Sea People
14	Cursed Ship: Pirates
15	Skeleton Crew: Pirates
16	Port: Resupply
17	Harbor: Resupply
18	Cannibal Island: Dangerous Resupply
19	Sea Devils: Sea People
20	Safe Passage: Counts as 2 Encounters
21	School of Fish: Resupply Rations
22	Tritons: Sea People
24	Shipwreck Survivors: Add Crew
25	Spoilage: Out of Rations
26	Mutinous Crew: Mutiny

1D50	Encounter:
31	Buccaneers: Pirates
32	Corsairs: Pirates
33	Undead Sea Rovers: Pirates
34	Fishing Village: Resupply
35	Pirate Town: Dangerous Resupply
36	Reef: Damage Hull
37	Rocks: Damage Hull
38	Shallows: Damage Hull
39	Giant Whirlpool: Storm
40	Dolphins: All Gain Luck +1
41	Strong Headwinds: Delay
42	Sea Turtles: Resupply Food
43	Whale Sighting: Nothing
44	Dinosaur Island: Dangerous Resupply
45	Flying Fish: Resupply Fish
46	Calm Sea: Nothing
47	Driftwood: Nothing
48	Stowaway: Add Crew
49	Giant Squid: Monster
50	Flotsam and Jetsam: Nothing

Sea Voyage Monsters

You will have to fight these. Cutting off a Few Tentacles, Hurting an Eye, or Feeding them a Few Crew Members is Often enough to send them on their way.

Pirates

A Pirate ship will have average 50 Crew. If less they may Offer you to join their crew. Outrun them if you can. Some you have to fight. Some it may just be better to Surrender to.

Sea People

Some races are nicer than others. Often they just want to trade. If you look weak and they are strong, they will attack.

For Each Day Without A Ship Table

1D10	Result
1	Someone Dies of Dehydration
2	Storm: Someone Drowns
3	Possible Hypothermia or Heat Stroke
4	Shark Attack
5	Picked up by a Fishing Boat

Delays

Each Delay has a 50% chance of using up all your rations. At the end of every encounter without rations there is a 25% the Crew will Mutiny.

Resupply

Fill up on Rations and Water. Medical Help may be available. Regain Power Points and Luck Points.

Storms & Hull Damage

If you lose the Ship you are shipwrecked. Drowning, Sharks, and Dehydration are now options. It is assumed the Survivors are on A raft or grabbing onto some Flotsam and Jetsam. Roll 1D6 on the For each Day without a Ship Table:

1D10	Result
6	Picked up by a Merchant Vessel
7	Captured by Sea People
8	Washed up on a Friendly Shore
9	Washed up on a Dangerous Shore
10	Picked up by Pirates

Arial Encounter Table

1D60	Encounter:
1	Dragon
2	Clear Skies
3	Roc
4	Headwinds: Delay
5	Giant Eagles
6	Air Pirates
7	Bat Swarm
8	Flying Apes
9	Air Elemental
10	Blue Sky
11	Wind Spirit
12	Cloudy
13	Hawk Men
14	Rain
15	Wind Demon
16	Storm
17	Cloud Giant Floating Cloud Castle
18	Bird Men
19	Storm Giants Throwing Lightning
20	Tornado
21	Wyvern
22	Updraft
23	Hail Stones
24	Drakes
25	Cold Air
26	Downdraft
27	Thin Air
28	Flying Serpent
29	Jet Stream
30	Angel, Deva, or Cherub: Gives Blessing

1D60	Encounter:
31	Wind Tunnel
32	Manticore
33	Blown Off Course
34	Gryphon
35	Migrating Birds
36	Hippogryph
37	Flock of Birds
38	Djinn
39	Overcast
40	Sphinx
41	Cirrus Clouds
42	Giant Wasps
43	Cumulous Clouds
44	Slyphs
45	Thunderhead
46	Giant Owl
47	Cold Front
48	Thunder Bird
49	Wind at Your Back
50	Phoenix
51	Men on Flying Carpets
52	Howling Wind
53	Pterodactyls with Lizardmen Riders
54	Turbulence
55	Goblin Balloon Brigade
56	Gust of Wind
57	Pot Shots from the Ground
58	Dark Skies
59	Gargoyles
60	Dusk

Greek Island Encounter Table

1D30	Encounter:
1	Rocky Shore
2	Minotaur's Maze
3	Roman Wilderness of Pain
4	Alluring Forest Nymphs
5	Deserted Battlefield
6	Frolicking Satyrs and Fauns
7	Shepard with Goats
8	Medusa's Lair
9	Grove of Olive Trees
10	Prowling Cerebus
11	Small Farms: Wheat
12	Drunken Centaurs
13	Vineyard
14	Hydra
15	Pagan Temple

1D30	Encounter:
16	Cyclops with Club
17	Oracle in Mountain Cave
18	Cretans with Slings
19	City State
20	Maenad Ceremony
21	Rocky Hills
22	Harpy Nest
23	Sheer Cliffs
24	Sorceress
25	Ruins
26	Bandits
27	Traveling Merchants
28	Hoplites
29	Noble in Disguise
30	Pagan Procession

Cities And Settlements

Cosmopolitan City Encounter Table

1D100	Encounters:
1	Tailed by Gang of Thieves
2	Strutting Noble Fop
3	Cut Purse
4	Bazaar: Magic Item for Sale
5	Pick Pocket
6	Street Performers
7	Con Artist
8	Gambling Hall
9	City Guards
10	Challenged by a Duelist
11	Tax Collector
12	Victory Parade
13	Street Preachers
14	Riots: Angry Mob
15	Pugnacious Thugs
16	Cloaked Stranger: Assassin
17	Charlatan Selling Fake Potions
18	Drunken Revelers
19	Mourners: Funeral Procession
20	Beggars Row
21	Leper: Someone Save or Disease
22	City Watchman
23	Mercenaries
24	Ghost: Spirit
25	Churlish Ruffians
26	Press Gang for Warships
27	Tea Houses
28	Red Light District
29	Vampire at Night: Undead
30	Werewolf with Perfect Hair: Undead
31	Plague Outbreak: All Save or Disease
32	Fire: Pandemonium
33	Holy Day
34	Man Hunt
35	Circus in Town
36	Arena Spectacle
37	Chariot Races
38	Caravan Arrives
39	Army Recruitment
40	Harvest Festival
41	Treasure Ship Arrives
42	Wedding Season
43	Carnival
44	Inquisition
45	Public Execution
46	Devil Offering Contract
47	Slave Market

1D100	Encounters:
51	Street Barbers
52	Smell of Sewage and Incense
53	Pilgrimage Site
54	Blessed Fountain
55	Astrological Event
56	Busy Port
57	Belly Dancers
58	Spice Merchants
59	Stage Exposition
60	Temple Street
61	Old City Walls
62	Idols Bathed in Milk
63	Flower Festival
64	Aviary & Bestiary
65	Botanical Gardens
66	Art Academy
67	Ruins of Ancient Palaces
68	Steps to the Sacred River
69	Exquisite Tombs
70	Emporium
71	Amphitheatre Concert
72	Distilleries
73	Smell of Flowers & Smoke
74	Breweries
75	Shipyards
76	Wineries
77	Domes and Minarets
78	Monuments and Statues
79	Gurus in Trances
80	Chanting Monks
81	Minor Official
82	Royal Scandal
83	Book Market
84	Step Wells & Water Carriers
85	City Square: Wanted Posters
86	Street Vendors
87	University
88	Observatory
89	Craftsman's Guilds
90	Magic Shop
91	Clothiers and Cobblers
92	Black Berry Trees: Forage
93	Alchemists Row
94	Djinn Mosques: Calls to Prayer
95	Devonic Churches: Ringing Bells
96	Pagan Saturnalia
97	Feast Day and Vomitorium

1D100	Encounters:
48	Insulted by Rakes
49	Demon Pulled Rickshaws
50	Bath Houses

1D100	Encounters:
98	Magical Ceremony
99	Masquerade
00	Approaching Enemy Army

Taverns And Inns

This is where your average low level adventurer hangs out, when not in a Dungeon. Best to Flesh it

out a bit.

Tavern Visit Encounter Table

1D12	Encounter:
1	Gamble: Win 1D6 x 10 gold
2	Gamble: Lose 1D6 x 10 gold
3	Feast: Cost 1D6 x 3 Gold
4	Ale: Cost 1D6 x 4 Gold
5	Wine: Cost 1D6 x 5 Gold
6	Liquor: Cost 1D6 x 6 Gold

1D12	Encounter:
7	Gossip: Skill Check for Rumors
8	Conversation: Skill Check for Rumors
9	Stranger: Skill Check to Recruit Minor Hero
10	Cloaked Figure Offering Quest
11	Barroom Brawl: 2D6 Damage
12	Pass Out: Nothing

Rumors Table

1D20	Information:
1	Location of a Basic Dungeon
2	Location of a Portal
3	Location of a Major Foe
4	Location of a War or Battle
5	Location of a Magic Item
6	Location of a Treasure
7	Location of a Spell Caster
8	Connection to Thieves Guild
9	Connection to Assassins Guild
10	Location of a Person of Interest

1D20	Information:
11	Location of a Wanted Criminal
12	Location of a Monster
13	Connection to a Sea Captain
14	Location of a Ruins
15	Location of a Castle
16	Location of Fey
17	Knowledge of a Curse or Enchantment
18	Secret of a Commoner
19	Secret of a Spell Caster
20	Secret of a Noble or Official

Minor Hero Recruitment Table

1D12	Minor Hero:
1	Warrior
2	Barbarian
3	Thief
4	Rogue
5	Mage
6	Ranger

1D12	Minor Hero:
7	Soldier
8	Archer
9	Duelist
10	Pit Fighter
11	Priest
12	Mage

Shops And Businesses

1D60	Establishment:
1	Shoe Maker
2	Furrier
3	Tailor
4	Barber

1D60	Establishment:
31	Blacksmith
32	Painter
33	Doctor
34	Roofer

1D60	Establishment:	1D60	Establishment:
5	Jeweler	35	Locksmith
6	Tavern	36	Rope Maker
7	Old Clothes	37	Inn
8	Pastries	38	Tanner
9	Mason	39	Scribe
10	Carpenter	40	Sculptor
11	Weaver	41	Rug Maker
12	Chandler	42	Harness Maker
13	Mercer	43	Hay Merchant
14	Cooper	44	Cutler
15	Baker	45	Book Seller
16	Wine Seller	46	Illuminator
17	Saddler	47	Lawyer
18	Purse Maker	48	Candle Maker
19	Wood Seller	49	Tinker
20	Magic Shop	50	Potter
21	Book Binder	51	Healer
22	Glove Maker	52	Herbalist
23	Wood Carver	53	Alchemist
24	Fish Monger	54	Horse Trader
25	Vegetable Stall	55	Glass Blower
26	Butcher	56	Cloth Merchant
27	Beer Seller	57	Fortune Teller
28	Buckle Maker	58	Boat Builder
29	Plasterer	59	Smoke Shop
30	Spice Merchant	60	Weapon Merchant

Dungeon Encounter Tables

Basic Dungeon Encounter Table

1D100	Encounter:
1	Poison Arrow: Trap. One takes 1D6 damage & Poison
2	Camouflaged Spiked Pit: Trap. One takes 1D20 Damage
3	Covered Pit: Trap. One takes 1D6 Damage. Impact
4	Spear: Trap. One Takes 1D12 Damage. Impale
5	Wandering the Hallways: Giant Centipede: Monster
6	In Round Room: Blood Bats: Swarm 1D10 Damage
7	Webs Floor to Ceiling: 2D4 Giant Spiders: Monster
8	Smell of Guano: Bats: Swarm 1D4 Damage
9	Long Corridor: Rats: Swarm 1D6 Damage
10	Natural Chamber: Insects: Swarm 1D6 Damage
11	Bickering Goblins Breaking Stuff: 2D6 Humanoids
12	Scavenging Rat Men: 3D6 Humanoids
13	Hobgoblins Skulking About: 1D6 Humanoids
14	Smells Blood: Very Hungry Ogre: Humanoid
15	Attracted to Noise: Troll: Humanoid
16	Rise up in Priestly Vestments: Skeletons: 2D6 Undead
17	Zombies in Armor Slumped against the Walls: 2D6 Undead
18	Endless Staircase: Trap. All take 1D4 Damage

1D100	Encounter:
19	Bottomless Pit: Trap. One must Save or Vanish
20	Hissing Gets Louder: Giant Snake: Monster
21	Bells and Chimes Puzzle: Music Skill Check or Delay
22	Chest: Moldy Clothing
23	Dusty Shelves: Search for Valuable Book
24	Broken Furniture: Search for Magic Ring
25	Pile of Broken Weapons: Search for Magic Weapon or Sword
26	Holes in Walls: Search for Scroll
27	Spilled Bottles: Search for Medicinal
28	Shattered Glassware: Search for Potion
29	Exploding Runes: Trap. All Save or 3D6 Damage
30	Rust Eater SL = 5 consuming Sword: Monster
31	Junk Draw: Search for 1D6 pieces of Jewelry
32	Target Puzzle: Check vs Wits and Archery or Delay
33	Skeletons Chained to Walls: Nothing
34	Stuck Wooden Door: Open or Delay
35	Locked Iron Door: Open or Delay
36	Clutter: Search for Key: Opens Next Locked Door
37	Locked Stone Door: Open or Delay
38	Metal Bars: Bend Bars or Delay
39	Iron Portcullis: Lift Gate or Delay
40	Illusion: Detect Magic for Secret Door
41	Statue Puzzle: Wits Check to find Secret Door
42	Carefully Hidden: Perception Check Secret Door
43	Small and up High: Perception Check Secret Door
44	Storage Room: Find Old Tools
45	Behind Tapestry: Wits check for Secret Door
46	Scrawled Graffiti: +2 to next search for Secret Door
47	Pots emanating Foul Odor: Nothing
48	Troglodytes with Nets: 2D6 Humanoids
49	Poison Gas: Trap. All Weak Poison
50	Green Slime Covering Wall: Monster
51	Cistern: Water Logged Ghouls: Undead
52	Cursed Doll: Trap. One gets Minor Curse
53	Vaulted Ceiling: Wyvern: Monster
54	On Stone Dias: Basilisk: Monster
55	Dripping from Ceiling: Grey Ooze: Monster
56	Filling Corridor: Gelatinous Cube: Monster
57	Haunted Chamber: Spirit
58	Rune Carved Archway: Trap. One is Polymorphed
59	Torch lit Stairwell: Nothing
60	Perched on Upper Ledge: Gargoyle: Monster
61	Dead End: Basilisk
62	Dank Pool: Giant Toad SL = 7
63	Overgrowth: Mushroom Men: 1D8 Humanoids
64	Sub-Complex: Snake Men: 2D6 Humanoids
65	New Tunnel: Giant Horned Beetle SL = 8 Armor = 3
66	Snails Everywhere: Nothing
67	Search to find Small Chest: 1D6 x 100 Mixed Coins
68	Strange Noises: Nothing
69	Teleporter Trap: Separation for half of Party
70	Narrow Shaft: Separation for one party member
71	Toppled Statue: Nothing

1D100	Encounter:
72	Dark Corner: Search for Magic Shield
73	Great Hall: Search for Magic Armor
74	Game Board Puzzle: Gaming Skill Check or Separated
75	Scythe Blade. Trap One takes 1D10 Damage. Chop
76	Ceiling Blocks Fall: 1D3 take 1D8 Damage. Impact
77	Pile of Rubble: Nothing
78	Brazier and Pile of Charcoal: Nothing
79	In Mouth of Giant Carved Skull: Secret Door
80	Find Trapped Book in Pile of Books
81	Rolling Boulder: Trap. All must Save or 2D10 Damage
82	Pivoting Bookcase: Perception Check for Secret Door
83	Clouds of Flying Insects: Nothing
84	Skeletons hanging from Chains: Nothing
85	Sarcophagus: Coffin Corpse: Undead
86	Flaming Oil. Trap. 1D3 take 1D6 Damage
87	Hole in the Wall. 2D6 Giant Ants emerge
88	Heap of Trash: Search for Magic Relic
89	Pile of Rotting Wood: Search for Magic Wand or Staff
90	Lever Puzzle & Revolving Wall: Wits Check or Separated
91	Oubliette with Scratches on Walls. Nothing
92	Two Talking Doors: One is Safe. One is a Trap
93	Magic Mouth on Wall: Get +2 to Detect Next Trap
94	Water Elemental in Fountain: Monster
95	Shrinking Trap: One Shrinks for rest of Adventure
96	Flooding Room: Trap. All Drown unless Trap Disarmed
97	Altar: Trap: One loses 1 Level of Experience
98	Pool of Blood: Nothing
99	Statue: Answer Riddle or it Attacks: Monster
00	Pedestal with Bowl of Magic Fruit

Secret, Locked, And Stuck Doors

If you don't find the secret Door or you can't open the Stuck or Locked Doors, you must backtrack and face 2 additional encounters in the Dungeon.

Delays

If you are delayed use up a Ration and face 2 additional encounters in the Dungeon.

Separation

If unstated 1 party member is Separated. Both Groups will find each other after 1D4 Encounters

Trap Trigger List

1D6	Trigger:
1	Opening a Door
2	Stepping on a Pressure Plate
3	Tripwire

apart.

Traps

In most cases only the first Character to come across a trap has a chance to detect it before it is sprung. Often this is one of the Characters in the Front Rank.

Trap Triggers

Roll on the Trap Triggers list to see what sets off a Trap.

1D6	Trigger:
4	Opening a Chest
5	Picking up an Object
6	Magical Proximity Detection

Cursed Items

Make sure a few of the Magic Items are cursed ones. These situations have good roleplaying potential.

Gm At Work

The GM will determine the exact details of things like numbers of Foes, Magic Items, Riddles, Puzzles, etc.

General Use

The Basic Dungeon can be used in conjunction with any of the more specific Encounter Tables below. The GM might alternate roll on two or more tables.

Ruined Castle Encounter Table

1D40	Encounter:
1	Throne room with Skeletal Remains: Nothing
2	Armory: Find 1D4 x 20 Armor and Weapons
3	Watchtower: View of the Landscape
4	Lords Chambers: Possible Magic Item
5	Kennel: Zombie Dogs Whining: 2D6 Undead
6	Iron Gates: Lift Gates or Delay
7	Torch Puzzle: Need Fire and Wits Check or Delay
8	Great Hall in Disarray
9	Giant Rats: 2D6 Hungry Vermin Attack
10	White Skinned Ghoul Wearing Noble Robes Attacks
11	Kitchen: Recover Cooking Implements
12	Study: Search to Find Valuable Book
13	Courtyard: Overgrown Rose Bushes
14	Valuable Tapestry. 1000 Gold. Heavy. Bulky
15	Battlements: Attacked by Wight
16	Crumbling Staircase: Save or Fall 2D6 Damage
17	Smithy: Recover Smiths Tools
18	Stable: Recover Riding Equipment
19	Tower with Rotting Catapult
20	Princes Chambers: Attacked by Werewolf
21	Princesses Chambers: Attacked by Banshee
22	Parapets: Hear Wolves Crying
23	Audience Chamber: Skeleton with Dagger in Back
24	Stairs: Spirit Painting on Wall
25	Courtroom: Attacked by Redcap in Jester Outfit
26	Servants Chambers: 1D100 Loose Copper Coins
27	Banquet Hall: Dancing Ghosts at one end
28	Chapel: Pray to receive Blessing
29	Dressing Room: Some Salvageable Clothing
30	Cellar: Find 1D100 Bottles of Wine
31	Torch Holder Mechanism: Find Secret Passage
32	Hollow Suit of Armor Attacks
33	Guest Bedroom: Possessed by Specter
34	Stained Glass Windows: All Get Luck +1
35	Drawbridge: Moat Monster Attacks
36	Dining Hall: Recover Silverware 400 gold
37	Chandelier Falls: Save or 2D6 Damage
38	Courtyard: Gargoyle Attacks
39	Vestibule: Recover Gold Plated Candlesticks 200 gold
40	Game Room: Recover Ornate Chess Set 300 gold

Demonic Temple Encounter Table

1D20	Encounter:
1	Ceremony: 2D6 Cultists with Daggers
2	Bloody Shrine: Nothing
3	Guards with Spears: 2D4 Foes
4	Empty Holding Cells: Nothing
5	Cornered Evil Priest Spell Caster Level 1D6
6	Pile of Naked Fresh Dead Bodies
7	Captive tormented by 2D6 Imps
8	Pit of Fire: All take 1D2 Damage from Embers
9	Stepping through Rift: 1D6 Minor Demons
10	Torture Chamber: Cultist with Burning Brand

1D20	Encounter:
11	Running toward you 1D6 Demon Dogs
12	Prisoner Cells: Rescue 2D6 Captives
13	Pair of Lesser Demons tearing a body apart
14	Giant Cauldron full of Cannibal Soup
15	Major Demon eating a Live Captive
16	Library with Books on Demon Lore
17	Room full of Bones
18	Cistern with foul Murky Water
19	Demonic Carvings on Walls: Nothing
20	Giant Demon Idol with Gemstone Eyes

Wizards Tower Encounter Table

1D20	Encounter:
1	Storage Pantry: Find Spell Ingredients
2	Wall Panel: Disintegration Trap
3	Portal to Unknown Location
4	Clockwork Beast Guard
5	Laboratory: Find 1D6 Potions
6	Chemical Jars: Poison Gas Cloud Trap
7	Observatory: Find Telescope & Star Charts
8	Trophy Room: Search for Lesser Fetish
9	Summoning Chamber: Major Abomination
10	Strange Chamber: Polymorph Trap
11	Menagerie: Giant Spider on ceiling
12	Aquarium: Electric Eels Attack
13	Aviary: Cockatrice lurking about
14	Apparatus: Electrical Trap: Save or 2D6 Damage
15	Library: Find 1D6 Valuable Books
16	Broken Vats: Slime Monster Attacks
17	Workshop: Recover Tinkers Tools
18	Gravitic Anomaly Puzzle: Physics Skill Check or Delay
19	Storage Area: Search for Minor Technomancy Device
20	Experimentation Room: Flesh Golem Attacks

Natural Cave System Encounter Table

1D40	Encounter:
1	Stalagmite Forest: Nothing
2	Lost in Maze of Caverns: Delay
3	Blind Moths: Nothing
4	1D4 Giant Millipedes SL = 6. Armor = 1
5	Explorer: Skeletal Remains
6	Stalactite Cave: Nothing
7	1D6 Giant Earwigs SL = 5. Jump
8	Chasm: Fly or Climb or Delay
9	Giant Worm SL = 9
10	Crevice: Save or Fall for 2D6 Damage
11	1D6 Big Black Beetles SL = 3. Armor = 2

1D40	Encounter:
21	Terraces: Nothing
22	Gap: Jump Required
23	Shaft: Climb Skill Check or Fall to Death
24	Cave In: All Save or 2D6 Damage
25	Underground River: Save or Swept Away
26	3D6 Cave Goblins
27	Ravine: Fly or Climb or Delay
28	Flying Bloodsuckers: Swarm. 2D6 Damage
29	Narrow Passages: Delay
30	2D6 Dwarf Adventurers: Neutral
31	Lofty Caverns: Nothing

1D40	Encounter:
12	Dropped Item: Treasure
13	1D4 Albino Crabs SL = 4. Armor = 3
14	Dead End: Delay
15	1D6 Luminous Scorpions SL = 2. Poison
16	Rat Swarm: 1D6 Damage
17	Driestone Cave: Nothing
18	Mushrooms: Mycology
19	Stone Arches: Nothing
20	3D6 Kobold Ambushers

1D40	Encounter:
32	Briny Pools: Blind Fish: Fishing Opportunity
33	Stone Staircase: Nothing
34	Phosphorescent Fungus: Nothing
35	Uneven Ground: Save or Break Leg
36	Three Armed Rock Eater SL = 8
37	Stone Bridge over Chasm: Nothing
38	Drafty Cave: Cave Bear: Animal
39	Blocking Boulder: Remove or Delay
40	Evil Eye Monster Floating About





Ottoman Empire

Introduction

Drafting and Bidding Game for 4 Players. Modified rules for other numbers of players. Historical Theme: The Ottoman Empire.

Game Structure

The game has 2 main parts. The first part is a Draft to allocate Stacks of Cards for Bidding. The second part is a series of 7 sequential Bidding Rounds.

Each Round scores Victory Points for the winner of that Round. Each Round represents a period of History.

Victory

The player with the most Victory Points (VP) at the end of the 7 Bidding Rounds is the winner.

Number:	Title:	VP
I	Rise	11
II	Expansion	12
III	Apogee	13
IV	Revolts & Revival	10

Draft Setup

Distribute the Dummy Decks. Shuffle the Bidding Deck Divide the Bidding Deck into 16 Draft Stacks. Each Draft Stack will have 5 Cards.

The remaining 4 unused cards are returned to the box. The Draft stacks are placed face-up in the middle of the table. All 16 stacks can be inspected by each player. (allow 10-15 minutes total for this)

The Draft

Assign each player a Rank. (Draw high from the Randomizer Deck) The Available Ranks are A, B, C, and D. In the following sequence each player takes any 1 remaining Draft Stack:

Abcddcbaabccddcba

Each player will be in possession of 4 Draft Stacks (20 cards)

Making The Bid

Each player will now have 27 cards with which to bid with (20 Draft & 7 Dummy Bid cards) Each player

Dummy Decks Card List

The Draft Deck

This is a common deck composed of 84 Cards. Each has a Bid Value of 2-13. Lower value cards (2-8) can be used in any Bid Round.

Higher Value cards (9-13) are limited to use in only one specific Bid Round.

Dummy Decks

Each player gets his own personal 7 card Deck of Dummy cards. Each player must include exactly 1 Dummy card in each of his 7 Bids.

The Bidding Rounds

There are 10 Bidding Rounds:

Number:	Title:	VP
V	Stagnation & Reform	9
VI	Decline & Modernization	8
VII	Dissolution	7

will now make 7 Face Down Bidding piles in a row. The leftmost pile is for Bid I. The rightmost pile is for Bid VII. Each bid pile must contain exactly 1 Dummy card and up to 4 other Bid cards. Players will try to assign all their 27 Bid cards into piles. If unable to do this, unused cards should be tossed into the box.

Reveal The Bids

The Bids are revealed one at a time. All players flip over their Bid Round I pile. The player with the highest Total Bid value wins the Bid and earns 11 VP (per Chart) for winning Bid I. Now proceed to Bid Round II and so on.

If 2 or more players Tie on a bid, each gets the full VP award. After each Bid Round, all cards from that Bid are returned to the Box.

Reform Rule

After each Bid Round, players may reorganize the cards in their remaining Bid Stacks. Allow no more than 5 Minutes for this.

Card Name:	Bid Value	Notes:
Decline	-1	-
Orthodoxy	0	-
Reform	1	-
Skill & Loyalty	2	-
Grand Vizier	3	-
Caliph	0	If you win this Bid get an extra 2VP
Revolt	0	Winner of this Bid earns -1 VP

Mountains

There are 4 Mountain Draft Cards:

- If you use 2 in the same Bid, gain 5 to your Total Bid Value
- If you use 3 in the same Bid, gain 9 to your Total Bid Value
- If you use all 4 in the same Bid, gain 13 to your Total Bid Value

Rivers

There are 4 River Draft Cards:

- If you use 2 in the same Bid, gain 5 to your Total Bid Value
- If you use 3 in the same Bid, gain 9 to your Total Bid Value
- If you use all 4 in the same Bid, gain 13 to your Total Bid Value

Seas

There are 4 Sea Draft Cards:

- If you use 2 in the same Bid, gain 5 to your Total Bid Value
- If you use 3 in the same Bid, gain 9 to your Total Bid Value
- If you use all 4 in the same Bid, gain 13 to your Total Bid Value

Military

There are 4 Military Draft Cards:

- If you use 2 in the same Bid, gain 5 to your Total Bid Value
- If you use 3 in the same Bid, gain 9 to your Total Bid Value
- If you use all 4 in the same Bid, gain 13 to your Total Bid Value

Society

There are 4 Society Draft Cards:

- If you use 2 in the same Bid, gain 5 to your Total Bid Value
- If you use 3 in the same Bid, gain 9 to your Total Bid Value
- If you use all 4 in the same Bid, gain 13 to your Total Bid Value

Economics

There are 4 Economics Draft Cards:

- If you use 2 in the same Bid, gain 5 to your Total Bid Value
- If you use 3 in the same Bid, gain 9 to your Total Bid Value
- If you use all 4 in the same Bid, gain 13 to your Total Bid Value

Government

There are 4 Government Draft Cards:

- If you use 2 in the same Bid, gain 5 to your Total Bid Value
- If you use 3 in the same Bid, gain 9 to your Total Bid Value
- If you use all 4 in the same Bid, gain 13 to your Total Bid Value
- SUBJECTS There are 3 Subjects Draft Cards:
- If you lose the Bid gain 1 VP for each Subject card you played this Bid.

Language

There are 3 Language Draft Cards:

- For every Language Draft Card you play, you may look at one remaining Face-down Bid of one opposing Player.

Culture

There are 3 Culture Draft Cards:

- If you win this Bid, steal 1 VP from one target player for each Culture card you played this Bid.

Disaster

There are 3 Disaster Draft Cards.

- For every Disaster card played in a Bid, the winner of that Bid will get 1 less Victory Point (Minimum of zero)

Religion

There are 3 Religion Draft Cards:

- If you lose the Bid, steal 1 VP from the Bid winner for each Religion card you played this Bid.

City

There are 3 City Draft Cards:

- For every City card you play get +3 to your Bid Value Total in the NEXT Bid Round. OR you may randomly draw any 1 card from the Box (if there are any), and put it in one of your remaining piles if possible. (Limit this action to 1 Minute. Also note, this may be an extra Dummy card, which is ok to place)

Politics

There are 3 Politics Draft Cards:

- If you play a Political Draft Card, negate all Bid Value Draft Combo Bonuses played by other players this Bid.

Card Notation

BV Bid Value

RU Rounds this card can be used on

A Card can be used in any Bidding Round

Draft Deck Card List

BV	Card Name	RU	Notes:
2	Persian	A	Language
3	Arabic	A	Language
4	Turkish	A	Language
5	Tigris	A	River
6	Euphrates	A	River
7	Danube	A	River
8	Nile	A	River
9	Sultan Bayezid I	I	-
10	Battle of Nicopolis	I	-
11	Battle of Kosovo	I	-
12	Sultan Osman I	I	-
13	Osman's Dream	I	-
2	Ottoman Architecture	A	Culture
3	Ottoman Cuisine	A	Culture
4	Ottoman Music	A	Culture
5	Taurus	A	Mountains
6	Caucasus	A	Mountains
7	Balkans	A	Mountains
8	Atlas	A	Mountains
9	Silk Road	II	-
10	Battle of Chaldiran	II	-
11	Sultan Selim I	II	-
12	Mehmed the Conqueror	II	-
13	Conquest of Constantinople	II	-
2	Serbs & Albanians	A	Subjects
3	Armenians & Greeks	A	Subjects
4	Crimean Khanate	A	Subjects
5	Red Sea	A	Sea
6	Mediterranean	A	Sea
7	Aegean	A	Sea
8	Black Sea	A	Sea
9	Siege of Malta	III	-
10	Siege of Vienna	III	-
11	Siege of Nice	III	-
12	Battle of Mohacs	III	-
13	Suleiman the Magnificent	III	-
2	Inflation	A	Disaster
3	Civil War	A	Disaster
4	Stagnation	A	Disaster

BV	Card Name	RU	Notes:
5	Slavery	A	Society
6	Mosaic of Cultures	A	Society
7	Metropolitan Diversity	A	Society
8	Ottoman Court	A	Society
9	Koprulu Era	IV	-
10	Jelali Revolts	IV	-
11	Long War	IV	-
12	Battle of Lepanto	IV	-
13	Battle of Vienna	IV	-
2	Balance of Power	A	Politics
3	Military Alliance	A	Politics
4	Peace	A	Politics
5	Naval Power	A	Military
6	Sekban	A	Military
7	Janissary Corps	A	Military
8	Sipahi Cavalry	A	Military
9	Tulip Era	V	-
10	Mahmud II	V	-
11	Treaty of Kuchuk Kainraji V	-	-
12	Treaty of Passarowitz	V	-
13	Treaty of Belgrade	V	-
2	Bursa	A	City
3	Adrianople	A	City
4	Constantinople	A	City
5	Jewish Refugees	A	Economics
6	Spice Trade	A	Economics
7	Men of the Pen	A	Economics
8	Tributary Principalities	A	Economics
9	Congress of Berlin	VI	-
10	Russo-Turkish War	VI	-
11	Crimean War	VI	-
12	Treaty of Paris	VI	-
13	Tanzimat Period	VI	-
2	Judaism	A	Religion
3	Christianity	A	Religion
4	Islam	A	Religion
5	Milletts	A	Government
6	Military Administration	A	Government
7	Sultanate of Women	A	Government
8	Civil Administration	A	Government
9	Ethnic Nationalism	VII	-
10	Sick Man of Europe	VII	-
11	First Balkan War	VII	-
12	World War I	VII	-
13	Young Turk Revolution	VII	-

Variants With More Or Less Players

Variable:	2 Player	3 Player	5 Player
Number of Draft Piles	12	12	20
Cards per Draft Pile	7	7	4
Stacks Drafted per Player	4	4	
Draft Cards per Player	42	28	16
Max Draft Cards per Bid	8	6	3

- 2 Player Drafting Order: ABBAABBAABBA
- 3 Player Drafting Order: ABCCBAABCCBA
- 5 Player Drafting Order: ABCDEED-CBAABCDEEDCBA

Designers Notes

The possibility of adding more Draft cards (and Categories) is still on the Table, but I would need some feedback.

- Cards of 2-4 Level I call Ability cards.
- Cards of 5-8 Level I call Combo cards.
- Cards of 9-13 level I call Period cards.





Overlords

Introduction

Abstract strategy game for 2 players. Fantasy theme.

Victory

Capture your opponents Overlord and become the one true overlord. Or control all 9 Source Features.

Features, Pieces, Markers, Rune Stones, And Fate Stones

Features are terrain types on the board. Pieces are the units that move around and fight on the board. Markers show ownership of Source Features.

Rune Stones are used in conjunction with Fate Stones to move and recruit pieces.

The Board

Use a 8 X 8 square grid. Most spaces are empty. Some spaces contain features.

There are 5 types of features:

- Castles (Source: recruit Heroes)
- Towers (Source: recruit Wizards)
- Dragon Lairs (Source: recruit Dragons)
- Bottomless Pits (Barrier)
- Mountains (Barrier)

The board should contain 3 of each feature randomly distributed. Use 2D8 to determine the X & Y axis & reroll if space occupied.

Rune Stone List

#	Description
1	Move one figure like a King in Chess (Never on Dragon)
2	Move one figure like a Bishop in Chess
3	Move one figure like a Rook in Chess (Never on Wizard)
4	Move one figure like a Knight in Chess (Never on Hero)
5	Move one figure to any empty space on the board
6	Recruit a figure onto an empty Source space you control
7	Move one figure like a Pawn in Chess (Never on Overlord)

Fate Stone List

- 2 Hero Stones
- 2 Wizard Stones
- 2 Dragon Stones
- 1 Overlord Stone

The Pieces

Each player has a set of figures of a unique color. A set includes: 1 Overlord 3 Wizards 2 Dragons 4 Heroes

Control Markers

Each player has a set of markers of a unique color. These are used to denote control of Castles, Towers & Lairs.

Rune Stones

Each player has a set of 7 Rune Stones and 7 Fate Stones.

Setup

Each player starts with one Overlord, one Dragon, one Wizard, and one Hero. Place these on your back row in any order. White goes first.

Turn Sequence

Players take turns. Play a Rune stone and a Fate Stone to move the indicated Piece in the indicated way. Once a Stone is played you cannot play it again until after your next Reckoning.

When you have played all 14 Stones, place them all back in your hand. This event is known as the reckoning.

Moving

Only one figure per space ever maximum. No unit may ever move into a Barrier space. Dragon Pieces may move through Barriers (but not end their move on one).

The "Knight" Rune stone allows Wizards and Overlords to "jump" over barriers. You must move if possible. If no move is possible, discard a Rune Stone and a Fate Stone. When using the Recruit Stone the Fate

Stone you use with it determines the Unit type you get.

Capturing

You capture an enemy figure by moving onto it with one of your figures. Dragons cannot capture Heroes. Wizards cannot capture Dragons.

Heroes cannot capture Wizards. Overlords can capture any type of piece.

Controlling Source Spaces

Castles, Towers, and Dragon Lairs are collectively referred to as Source spaces. Every time you land on

a Source space with one of your figures, remove any opponents control markers and put down one of your control markers on the space.

Recruiting

Place a figure on an empty source space you control.

- Castles can only recruit Heroes.
- Towers can only recruit Wizards.
- Lairs can only recruit Dragons.





Oz Quest

Introduction

Scenario for WarpQuest. [Click Here](#) for the WarpQuest Core Rules. Each player takes the role of a child visitor to the Wondrous World of Oz.

The Scenario

The board spaces represent distance and time. There is only one Module. The track is 30 spaces long.

There is no "Artifact". The first player to reach the end space finds a way home & wins. (or accomplishes some other goal.)

Starting Companion Table

1D6	Companion:	Notes:
1	Toto the Dog	Courage +1
2	Hank the Mule	Heart +1
3	Billina the Yellow Hen	Heart +1

Challenges

If you fail a Challenge, discard a Companion or go back 1D6 spaces.

Card List

Name:	Notes:
Munchkins	Move forward 1D6 spaces
The Tin Man	Companion: Heart +1
The Scarecrow	Companion: Brain +1
The Cowardly Lion	Companion: Courage +1
Toto the Dog	Companion: Courage +1
The Emerald City	Move forward 1D6 spaces
Follow the Yellow Brick Road	Move forward 1D6 spaces
Flying Monkeys	Courage Challenge (Go back 2D6 if you fail)
The Wizard of Oz	You must pass a Heart, Courage, and Brains Challenge
Twister	Brains Challenge of Difficulty +1
The Wicked Witch of the West	Heart Challenge of Difficulty +2
The Wicked Witch of the East	Heart Challenge
Glenda the Good Witch	Aid card: Discard for +2 to a Heart Challenge
Balloon Ride	Move forward 1D6 spaces
Ruby Slippers	Move forward 1D6 spaces
Lotus Flowers	Brains Challenge (Miss next turn if you fail)
Crows	Courage Challenge
Bad Weather	Courage Challenge

Attributes

Each Child starts with 5 Traits and one Starting Companion. Roll on the Trait Table to see what Traits you get. Roll on the Starting Companion Table to see what Companion you get.

Each skill corresponds to one type of Challenge Roll.

Trait Table

1D6	Trait:
1-2	Brains +1
3-4	Courage +1
5-6	Heart +1

1D6	Companion:	Notes:
4	Eureka the Pink Kitten	Brains +1
5-6	Pick one	

Meetings

If you land on another players Pawn, they lose their next turn.

Name:	Notes:
Lost in the Woods	Brains Challenge
Rescue Companion	Brains Challenge*
Jack Pumpkin Head	Companion: Brain +1
General Jinjur	Heart Challenge
Scraps the Patchwork Girl	Companion: Heart +1
Scavenger Hunt	Brains Challenge of Difficulty +2
The Powder of Life	Take a Companion from the discard
Roquat the Red (The Nome King)	Courage Challenge of Difficulty +2
Princess Ozma	Companion: Courage +1
Tik Tok the Mechanical Man	Companion: Brains +1
Stand Trial	Brains Challenge of Difficulty +1
Cold Heartless Vegetable People	Heart Challenge

* If successful, take a Companion from the discard

Links

Famous Forty Cannon Read all the book descriptions in order

Wwoz

Notes

The Oz series includes 40 books. I would love to read these and add material to the card lists. The above card list is based on the first book and tidbits From some of the other books.

Feedback & Corrections

I only bothered because you clearly mentioned that your sources were from the books and not the 1936 MGM Film, so please allow me:

Glinda (not Glenda, thats from MGM)

Winged Monkeys (not Flying (MGM))

Silver Shoes!! (not Ruby Slippers!!! (mgm))

No Lotus flowers in the Oz series... definitely poppies though.

The vegetable people are called Mangaboo's





Pacific Gamble

Introduction

Card game for 2 players representing the Pacific Theatre of WWII. One player is the USA. The other player is Imperial Japan.

Victory

Reduce your opponent to Zero Fleet Tokens or win 4 Battles (Hands) in a Row.

Fleet Tokens

Each Fleet Token represents a large number of Ships, Men, and Planes including Naval Forces, Ground Forces, Subs, and Merchant Marine.

Industrial Capacity

Each player starts with an Industrial Capacity (IC) = 1. IC determines how many fleets can be produced per turn.

- For both players: Minimum IC = Zero
- Japanese Maximum IC = 4
- American Maximum IC = 5

The Deck

Players share a common Deck.

Cards

Each card has a score in 5 Stats:

- Leadership
- Intelligence
- Air Power
- Sea Power
- Ground Power Some cards can be used by both players or just 1 specific Nationality.

Setup

Each player starts with 10 Fleet Tokens.

Turn Sequence

Each Turn is divided into 5 Phases:

1. Industry Phase
2. Logistics Phase
3. Strategy Phase
4. Battle Phase
5. End Phase

Industrial Phase

Each Player gains Fleet Tokens = Industrial Capacity.

Logistics Phase

Each player draws 10 cards The player with more Fleet Tokens may draw an extra card.

Strategy Phase

Players may discard up to 5 cards and draw replacements.

Battle Phase

Players reveal their hands. If your hand contains any cards you cannot use, immediately discard them. The player with the highest Leadership Score may immediately draw 2 extra cards and put 1 into play and discard the other.

The player with the highest Intelligence Score may immediately draw 2 extra cards and put 1 into play and discard the other. The player with the highest Air Score wins the battle. (If Air Scores are tied, Highest Sea score wins) The winner of the battle automatically destroys 1 Enemy FT If the winner had a greater Sea Score, he destroys an additional 1 FT If the winner had a greater Ground Score, he destroys an additional 1 FT

End Phase

Players discard their hands.

Pearl Harbor Rule

The Japanese get Air +5 on the First Turn of the Game.

Overwhelming Force Rule

If you have twice as many or more FT than your opponent, you get an additional A+3 S+2 G+1 in Battle Phase.

Card List Notation

- A** Air Power
- S** Sea Power
- G** Ground Power
- L** Leadership
- I** Intelligence
- U** American Player only

J Japanese Player only
B Both Players
IC Industrial Capacity
FT Fleet Tokens

OL Opponent Loses Extra
OD Opponent Draws
D1NT Draw 1 extra card next Turn

Common Deck Card List

Card Name:	Use	Notes:
Carriers	B	A = 5
Super Battleship	J	S = 5
Battleships	B	S = 4
Turkey Shoot	U	A = 5 If you win battle OL 2 FT
Yamamoto	J	L = 5 A = 2
Admiral Koga	J	L = 4
Imperial Japanese Navy	J	S = 5
Midget Subs	J	I = 1 S = 1
Sneak Attack	J	I = 4 If you win battle OL 2 FT
General MacArthur	U	L = 5 G = 2
Break Japanese Codes	U	I = 5
Spies	B	I = 3
P-38 Lightnings	U	A = 4
Secret Mission	B	I = 2 D1NT
Flying Boat	B	I = 1 A = 1
Admiral Nimitz	U	L = 4
Guerrillas	B	I = 2 G = 2
Swift PT Boats	U	I = 1 S = 1
Propaganda	B	IC +1
Invasion Force	B	A = 2 S = 2 G = 2
Expeditionary Force	B	A = 2 S = 2 G = 2
Headquarters	B	L = 1 I = 1
Flagship	B	L = 2 S = 1
Radio	B	I = 3
Radar	U	I = 3
Bombing Raid	B	A = 4
Long Lance Torpedoes	J	S = 3
Zero Fighters	J	A = 5
Kamikazes	J	A = 2 OL 1 FT
Overcomplicated Plan	B	I = 4 If you win battle OL 1 FT
Gross Miscalculation	B	I = 5 If you win battle OL 1 FT
Lack of Convoy Protection	U	Japanese IC -1
Diversionsary Force	B	I = 1 OD 1 Less card next Turn
Search Planes	B	I = 4
Spirit of Bushido	J	A = 1 S = 1 G = 1
Night Battles	B	S = 4
Zeke Fighters	J	A = 5
Lure Opponent	B	I = 4 If you win battle OL 2 FT
Tokyo Express	J	IC +1
Attrition	U	OL 1 FT
Great Victory	B	A = 2 If you win battle OL 2 FT
US Sub Campaign	U	Japanese IC -1
Better Pilots	B	A = 4
Waken A Sleeping Giant	U	IC +1 D1NT
Occupy Dutch East Indies	J	If you win battle IC +1

Card Name:	Use	Notes:
Conquer SE Asia	J	If you win battle IC +1
Take French Indochina	J	If you win battle IC +1
Invade Philippines	J	If you win battle IC +1
Germany Surrenders	U	IC +1
Coral Sea	B	A = 2 If you win battle OL 1 FT
Midway	U	A = 4 If you win battle OL 2 FT
Guadalcanal	B	S = 2 If you win battle OL 1 FT
Marianas	U	A = 5 If you win battle OL 2 FT
Leyte Gulf	B	A = 3 If you win battle OL 2 FT
Iwo Jima	B	G = 4 You Lose 1 FT OL 2 FT
Okinawa	B	A = 4 You Lose 1 FT OL 2 FT
Human Bombs	J	OL 1 FT
Doolittle Raid	U	OD 1 Less card next Turn D1NT
Roosevelt	U	L = 5
Divine Wind	J	OL 1 FT
Escort Carriers	B	A = 4
American Might	U	IC +1
Airbases	B	A = 4
Mines	B	OL 1 FT
Attack Merchant Marine	U	Japanese IC -1
Val Dive Bombers	J	A = 4
Kate Torpedo Bombers	J	A = 3
Submarines	B	S = 1 OL 1 FT
Cruisers & Destroyers	B	S = 3 D1NT
Battle Fleet	B	A = 3 S = 3
Air Superiority	B	A = 5
Light & Medium Tanks	B	G = 4
Artillery	B	G = 5
Infantry	B	G = 3
Marines	U	G = 4
Japanese Fortifications	J	If you lose battle OL 1 FT
Island Hopping	U	G = 2 D1NT
Dominate the Seas	J	If you win battle IC +1
British Royal Navy	U	A = 1 S = 2 G = 1
Fail to Act	B	S = 1
Vastness of the Pacific	B	OD 1 Less card next Turn
Bad Weather	B	OD 1 Less card next Turn
Grumman Hellcats	U	A = 5
Corsair Fighters	U	A = 5
B-17 Flying Fortresses	U	OL 1 FT OD 1 Less card next Turn
Dauntless Dive Bombers	U	A = 4
Devastator Torpedo Bombers	U	A = 3
Trap	B	I = 4
Mass Production	B	IC +1
Carrier Planes	B	A = 3
Photographic Reconnaissance	B	I = 3
Tide has Turned	B	A = 1 If you win battle OL 1 FT
Capture Malaya	J	G = 2 If you win battle IC +1
Masters of Infiltration	J	I = 2 G = 3
Garrison	B	G = 2
Wreck Communications	B	I = 1 OD 2 Less cards next Turn
Cause Panic & Confusion	J	I = 1 OD 2 Less cards next Turn
Hiroshima & Nagasaki	U	Win game if turn 10 or later

Cardset Available!!!

Thanks Alessandro!





Pacific Potlatch

Introduction

Potlatch is a ceremony of Native American Indian tribes of the Pacific Northwest. The Host of the Potlatch would gain status by how much he could give away. This showed he was wealthy. The celebration could last for days and would Include feasting, singing, dancing, and story-telling.

Victory

The first player to have 20 or more Status points is the winner.

Status Points

Use tokens to keep track of status points.

The Deck

Players share a common deck. There are 5 Suites: Ceremony, Carving & Crafts, Food, Spiritual, and Performances Each card also has a Status Level (SL) from 3 to 7.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Summer Phase
2. Fall Phase
3. Winter Phase
4. Spring Phase

Summer Phase

Draw 3 Cards. If the deck runs out, shuffle the discard and draw from it.

Card List

Name	Type	SL
Winter Ceremony	X	7
Marriage	X	6
Funeral of a Chief	X	7
Sacred Event	X	7
Election	X	5
Celebration	X	4
Confirmation	X	5
Coming of Age	X	6
Battle Victory	X	6
Initiation	X	4

Fall Phase

You must Play 1 card from your hand for its special effect. Each Suite has its own Special effects: Ceremony: Draw 1 card and all players may trade cards. Carving & Crafts: Draw 3 cards and keep 1.

Food: Draw 2 cards or trade hands with target player. Performances: Steal 1 Random card from opponent's hand. Spiritual: Opponent must discard 1 random card or draw 5 cards and discard 6 cards.

Winter Phase

You may make a Potlatch Combo. To make the combo you must discard 1 card from each of the 5 Suites. Gain Status Points equal to the lowest SL score of any of the cards in the combo.

If a combo has cards of just one Status Level the combo is worth 10 points. If all cards in a combo have different SL numbers the combo is worth 10 points.

Spring Phase

If you made a Combo last phase draw 3 cards. Max hand size is 6 cards. Discard excess cards.

Card List Notation

- X** Ceremony
- C** Carving & Crafts
- F** Food
- P** Performances
- S** Spiritual
- SL** Status Level

Name	Type	SL
Witnesses	P	6
Burning Articles	P	5
Throw Items into the Sea	P	5
Great Feasting	P	7
Games & Sports	P	3
Chanting	P	4
Oratory	P	5
Inherited Privileges	S	7
Great Order of Things	S	7
Sky & Undersea World	S	3

Name	Type	SL
Divorce	X	3
Tattooing & Piercing	X	3
Birth	X	4
Naming	X	3
Rite of Passage	X	5
Plank Long House	C	7
Dugout Canoe	C	7
Totem Poles	C	7
Ceremonial Masks	C	6
Drums & Rattles	C	3
Tools	C	3
Weapons of War	C	5
Copper	C	5
Shell Money	C	4
Regalia & Jewelry	C	4
Blankets & Weavings	C	3
Hemlock & Redwood	C	6
Cedar, Spruce & Fir Trees	C	5
Bone Carvings	C	4
Guardian Figures	C	6
Elaborate Dances	P	7
Singing	P	3
Music	P	3
Story Telling	P	4
Theatrical Dramas	P	4
Demonstrations	P	6
Hospitality	P	6
Gift Giving	P	7

Name	Type	SL
Animism	S	3
Shamanism	S	4
Mortal & Spirit World	S	3
Responsibilities	S	5
Tradition	S	5
Social Claims	S	5
Legends of Ancestors	S	6
Family Origins	S	6
Proper Behavior	S	6
Secret Societies	S	4
Birthright	S	7
Supernatural	S	4
Salmon	F	7
Sea Lions & Whales	F	7
Bears & Caribou	F	7
Deer, Elk, and Moose	F	6
Seals & Sea Otters	F	6
Halibut, Herring & Cod	F	6
Candlefish Oil	F	5
Dried Foods	F	5
Sugar & Flour	F	5
Clams & Crabs	F	4
Blueberries & Huckleberries	F	4
Roots, Nuts, and Acorns	F	4
Fungus & Bulbs	F	3
Shellfish	F	3
Beach Food & Seaweed	F	3

Clan Animals Rule

At the beginning of the game each player picks one Clan Animal. Each animal provides a unique special ability:

- Raven: Max hand size = 7
- Thunderbird: In Fall phase as your action, you may discard 2 cards of the
- Same suite to draw 3 cards.

- Eagle: All Potlatch combos earn 1 extra Status Point.
- Wolf: In Fall Phase you may choose to play 0, 1, or 2 cards.
- Killer Whale: In Fall Phase, a Food card play allows you to draw 3 cards.
- Bear: In Fall Phase you may discard your hand to draw 5 new cards.





Pacific Rim Match Up

Introduction

Card Game for 2+ players. Based on The Pacific Rim Movie. Kaiju vs Jaeger Combat.

Disclaimer

Pacific Rim is a licensed, copyrighted property. This is merely a fan site.

Victory

Destroy all enemy units. Units are destroyed when they are reduced to zero or less Hits.

Hits

Each unit (Kaiju and Jaeger) start with 20 Hits. Use Tokens to keep track of hits.

The Deck

Players share a common 52 card deck.

Face Cards

Each Face card has a unique ability for each unit. These are described in each Units unique Face card list.

Number Cards

Number cards are used the same way by all units depending on their Suite.

Heart Suite — Attack Cards

Numbered cards of the Heart Suite are Attack cards. In order for your unit to attack during a turn, it must play an Attack card (or Play a Face card that provides an attack bonus).

Diamond Suite — Dodge Cards

Numbered cards of the Diamond Suite are Dodge cards. If your opponent plays an Attack card, you may dodge it, if you play a Dodge card of equal or higher value. (Or a Face card that provides a Dodge bonus)

Club Suite — Damage Cards

Numbered cards of the Club Suite are Damage cards. If you made an attack that was not dodged by your opponent, you may play a Damage card to determine how many Hits worth of damage the Attack

will cause. (You may play a Face card that provides a Damage bonus instead)

Spade Cards — Armor Cards

Numbered cards of the Spade Suite are Armor cards. If you were hit by an attack and damaged, you may play an Armor card to Reduce the damage by that amount. (You may play a face card that provides an Armor bonus instead)

Hand Size

All players have a Base Hand Size of 7 Cards. This may be decreased by Critical Hits.

Setup

Each player picks one Kaiju or Jaeger to control. There should be equal numbers of each if possible. Players may play 2 units, but must have a separate hand for each.

Shuffle the deck. Each player draws 1 card. High card goes first (Aces High). Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 8 Phases:

1. Draw Phase
2. Tactics Phase
3. Attack Phase
4. Dodge Phase
5. Damage Phase
6. Armor Phase
7. Combo Counter Phase
8. End Phase

Draw Phase

Each player fills their card hand to their base Hand size. Seven is the base hand size of all units. Hand size can be decreased If the deck ever runs out, shuffle the discard and draw from it.

Tactics Phase

The current player may discard up to 4 cards and draw replacements.

Attack Phase

The current player (the attacker) picks a target enemy unit to attack (the defender). The attacker plays an Attack (Heart) card. The attacker may play 1 or more Face cards to increase his Attack Score.

Dodge Phase

The Defender may play a Dodge (Diamond) card. The Defender may play 1 or more Face cards to increase his Dodge Score. If the Dodge Score is equal to or greater than the Attack score, the Attack misses: Skip Damage and armor phases.

Damage Phase

If the Attack Hit (was not Dodged), the Attacker plays a Damage (Club) card. The attacker may play 1 or more Face cards to increase his Damage Score.

Armor Phase

The Defender may play an Armor (Spade) card. The Defender may play 1 or more Face cards to increase his Armor Score. If the Armor Score is equal to or greater than the Damage score, the Attack does no damage. If the Damage score is higher, the Defender takes Hits equal to the difference.

Combo Counter Phase

The Attacker may play a Face card with the Combo ability to attack an additional Time this turn. This attack may be against a different opposing unit. After this, the Defender may play a Face card with the Counter trait to Also make an attack this turn (against the current player). Note: All played cards are discarded after their effect takes place.

End Phase

All players may discard up to 2 cards.

Face Card Traits

Some face cards will enable special abilities such as: Critical, Combo, Incapacitate, Acid, Pilot, etc. These abilities are referred to as traits.

Gipsy Danger Jaeger Face Card List

Card	Name	Notes
JH	Plasma Casters	Damage +3 and Negate Kaiju Blue
QH	Chain Sword Slice	Damage +4 and Attack +1
KH	Elbow Rocket	Attack +3 and Damage +2
AH	Raleigh	Pilot Opportunity and Damage +2
JD	Analog	Armor +3 and Negate EMP
QD	Gunslinger	Opportunity and Damage +2
KD	Rear Jets	Grapple and Attack +2
AD	Stabilizers	Opportunity and Dodge +2
JC	Vortex Turbine	Grapple and Damage +2

Trait: Critical

Play a Face card with the Critical Trait when you do Damage to an opponent. The opponent's Base Hand size will be reduced by 1 for the rest of the game.

Trait: Incapacitate

Kaiju may play this when they damage a Jaeger. One of the pilots is knocked out. Randomly determine which Pilot. That Pilot card cannot be played for the rest of the game.

Trait: Negate

These cards can be played immediately by the defender to negate the Appropriate Card (or Trait) just played or to prevent it from being played this turn.

Trait: Acid

Kaiju may play this when they damage a Jaeger. At the beginning of each of its turns the Jaeger takes 1 Hit and then must flip a coin: Heads: Nothing. Tails: the Acid is used up: the Acid attack does no more damage. Note: Kaiju Blue is the Glowing Acidic Blood common to all Kaiju.

Attacks that cauterize the wounds they inflict will negate Kaiju Blue.

Trait: Opportunity

You may immediately draw 1 card from the deck and put it into your hand.

Trait: Grapple

The opposing unit must immediately discard one card from its hand.

Trait: Emp

Instead of Making a normal attack the Kaiju may play an EMP. One opposing Jaeger may not attack on its next turn and may not play Counters or Dodge cards until after this Kaiju finishes its next turn.

Card	Name	Notes
QC	Coolant Vent	Grapple and Counter
KC	Chain Whip	Attack +4 and Damage +1
AC	Torque Drivers	Counter and Dodge +2
JS	Mako Mori	Pilot. Opportunity and Combo
QS	Uppercut	Draw 1 Card and Attack +2
KS	Bisection	Critical
AS	Find Weak Point	Damage +5

Knife Head Kaiju Face Card List

Card	Name	Notes
JH	Heavy Built	Armor +5
QH	Impale	Incapacitate
KH	Shell Back	Armor +4 and Dodge +1
AH	Dominant Arms	Damage +2 and Attack +3
JD	Secondary Arms	Grapple and Attack +2
QD	Lunge	Attack +4 and Damage +1
KD	Jagged Jaws	Grapple and Damage +2
AD	Play Dead	Attack +5
JC	Claws	Attack +2 and Damage +3
QC	Cunning	Opportunity and Attack +2
KC	Roar	Opportunity and Dodge +2
AC	Snout Blade	Damage +5
JS	Rip Off Arm	Critical
QS	Relentless Assault	Combo and Damage +2
KS	Slashing and Snapping	Counter and Attack +2
AS	Kaiju Blue	Grapple and Acid

Striker Eureka Jaeger Face Card List

Card	Name	Notes
JH	Angel Wings	Dodge +5
QH	Brass Knuckles	Grapple and Damage +2
KH	Sting Blades	Damage +3 and Negate Kaiju Blue
AH	Chuck	Pilot. Opportunity and Attack +2
JD	Herc	Pilot. Opportunity and Damage +2
QD	Mark-5	Any +2
KD	Anti-Kaiju Missiles	Damage +5
AD	Dirty Boxer	Opportunity and Grapple
JC	Six Shooter	Combo and Attack +2
QC	Chest Launcher	Counter and Damage +2
KC	Strong	Armor +3 and Damage +2
AC	Speed & Agility	Attack +2 and Dodge +3
JS	Brutal Brawler	Armor +2 and Damage +3
QS	Stunner Warheads	Damage +4 and Attack +1
KS	Dispatch	Critical
AS	Advanced Visors	Opportunity and Dodge +2

Otachi Kaiju Face Card List

Card	Name	Notes
JH	Evasion	Dodge +5
QH	Tail Lash	Attack +3 and Damage +2
KH	Ambush	Attack +5
AH	Acid Spit	Opportunity and Acid
JD	Head Crush	Incapacitate
QD	Talons	Grapple and Attack +2
KD	Winged Fury	Dodge +3 and Counter
AD	Acid Stream	Acid and Damage +2

Card	Name	Notes
JC	Disarm	Opportunity and Combo
QC	Kaiju Blue	Grapple and Acid
KC	Flying Slam	Grapple and Damage +2
AC	Dragon	Opportunity and
JS	Bony Plates	Armor +5
QS	Tail Sweep	Attack +4 and Damage +1
KS	Head Spikes	Armor +2 and Damage +3
AS	Pincer Crush	Critical

Chemo Alpha Jaeger Face Card List

Card	Name	Notes
JH	Aleksis	Pilot. Opportunity and Dodge +2
QH	Incinerator Turbines	Attack +3 and Damage +2
KH	Tesla Fists	Grapple and Armor +2
AH	Sluggernaut	Opportunity and Armor +2
JD	Headshock	Critical
QD	Wrestle	Grapple and Combo
KD	Headlock	Grapple and Attack +2
AD	Pummel	Damage +3 and Attack +2
JC	Heavy	Armor +4 and Damage +1
QC	Best Armored	Armor +5
KC	Power Punch	Damage +4 and Attack +1
AC	Electric Arc	Grapple and Damage +2
JS	Taunt	Opportunity and Counter
QS	Foot Spikes	Armor +2 and Damage +3
KS	Head Reactor	Armor +3 and Negate Incapacitate
AS	Sasha	Pilot. Opportunity and Damage +2

Leatherback Kaiju Face Card List

Card	Name	Notes
JH	Hit and Run Tactics	Dodge +3 and Attack +2
QH	Hard Protrusions	Armor +3 and Damage +2
KH	Thick Skin	Armor +5
AH	Rage	Opportunity and Damage +2
JD	Organic EMP	EMP
QD	Attack from Behind	Attack +5
KD	Crush Cockpit	Incapacitate
AD	Kaiju Blue	Grapple and Acid
JC	Rip Apart	Critical
QC	Charge	Attack +1 and Damage +4
KC	Bearhug	Grapple and Opportunity
AC	Throw	Grapple and Damage +2
JS	Improvised Weapon	Counter and Attack +2
QS	Shoving Match	Grapple and Attack+2
KS	Gorilla Guile	Combo and Attack+2
AS	Head Crest	Attack +2 and Damage +3

Crimson Typhoon Jaeger Face Card List

Card	Name	Notes
JH	Cheung	Pilot. Opportunity and Attack +2
QH	Jin	Pilot. Opportunity and Combo
KH	Hu	Pilot. Opportunity and Dodge +2
AH	Thundercloud Formation	Damage +5
JD	High Kick	Attack +2 and Damage +3
QD	Rotating Claws	Attack +3 and Damage +2
KD	Flexibility	Dodge +4 and Attack +1
AD	Counter Attack	Counter and Attack +2
JC	Flip	Dodge +5
QC	Toss	Grapple and Attack +2
KC	Triple Threat	Draw 3 Cards and Discard 2 Cards
AC	Titanium Alloys	Armor +5
JS	Mobility	Dodge +2 and Attack +3
QS	Shoulder Shields	Armor +3 and Attack +2
KS	Rear Jets	Grapple and Damage +2
AS	Situational Awareness	Any +2

Raiju Kaiju Face Card List

Card	Name	Notes
JH	Armored Back	Armor +5
QH	Tripartite Jaw	Damage +4 and Attack +1
KH	Kaiju Blue	Grapple and Acid
AH	Stalk	Attack +5
JD	Tear off Arm	Critical
QD	Circle Back	Dodge +5
KD	Speed	Attack +3 and Dodge +2
AD	Fastest Kaiju	Combo and Attack +2

Card	Name	Notes
JC	Heavy	Armor +4 and Damage +1
QC	Iguana	Opportunity and Attack +2
KC	Croc	Opportunity and Damage +2
AC	Tail Smack	Grapple and Damage +2
JS	Bite	Incapacitate
QS	Strength	Attack +2 and Damage +3
KS	Thrash	Counter and Damage +2
AS	Agility	Opportunity and Dodge +2

Coyote Tango Jaeger Face Card List

Card	Name	Notes
JH	Mortar Cannons	Damage +4 and Attack +1
QH	Counter Striker	Counter and Attack +2
KH	Energy Casters	Damage +2 and Attack +3
AH	Gunnar	Pilot. Opportunity and Attack +2
JD	Vic	Pilot. Opportunity and Dodge +2
QD	Light Armor	Armor +1 and Dodge +4
KD	Warship Motif	Armor +3 and Damage +2
AD	Cobra Attack	Attack +2 and Damage +3
JC	Synchronized Blast	Combo and Attack +2
QC	Low Neural Load	Dodge +3 and Negate Incapacitate
KC	Throwdown	Grapple and Damage +2
AC	Deadly Maneuver	Critical
JS	Great Speed	Dodge +5
QS	Long Range Attack	Opportunity and Damage +2
KS	Mecha	Any +2
AS	Hand to Hand	Grapple and Attack +2

Scunner Kaiju Face Card List

Card	Name	Notes
JH	Bull Rush	Attack +1 and Damage +4
QH	Gore	Incapacitate
KH	Battering Ram	Attack +3 and Damage +2
AH	Four Arms	Grapple and Attack +2
JD	Plated Body Armor	Armor +5
QD	Kaiju Blue	Grapple and Acid
KD	Claws	Grapple and Damage +2
AD	Thrash	Combo and Damage +2
JC	Protrusions	Armor +3 and Damage +2
QC	Largest Category IV	Opportunity and Armor +2
KC	Coordination	Opportunity and Attack +2
AC	Curved Horns	Attack +2 and Damage +3
JS	Dangerous Foe	Counter and Attack +2
QS	Ambush	Attack +5
KS	Move Fast	Dodge +3 and Attack +2
AS	Sonic Ball	Critical

Generic Jaeger Face Card List

Card	Name	Notes
JH	Primary Pilot	Pilot. Opportunity and Attack +2
QH	Secondary Pilot	Pilot. Opportunity and Dodge +2
KH	Energy Blast	Attack +3 and Damage +2
AH	Armor	Armor +5
JD	Giant Robot	Armor +3 and Damage +2
QD	Tactics	Opportunity and Dodge +2
KD	Maneuver	Dodge +3 and Attack +2
AD	Suplex	Grapple and Damage +2
JC	Hold	Grapple and Attack +2
QC	Evasion	Dodge +5
KC	Critical Hit	Critical
AC	Power Attack	Damage +5
JS	Mecha	Any +2
QS	Counter Blow	Counter and Attack +2
KS	Combo Attack	Combo and Attack +2
AS	Punch	Damage +3 and Attack +2

Generic Kaiju Face Card List

Card	Name	Notes
JH	Giant Monster	Opportunity and Armor +2
QH	Kaiju Blue	Grapple and Acid
KH	Bite	Critical
AH	Smash	Damage +5
JD	Tail Swipe	Combo and Attack +2
QD	Grab	Grapple and Attack +2
KD	Evade	Dodge +5
AD	Tough Hide	Armor +5

Card	Name	Notes
JC	Heavy	Armor +2 and Damage +3
QC	Throw	Grapple and Damage +2
KC	Strength	Attack +2 and Damage +3
AC	Speed	Dodge +3 and Attack +2
JS	Thrash	Counter and Damage +2
QS	Crush	Incapacitate
KS	Surprise	Attack +5
AS	Alien Powers	Opportunity and Dodge +2

Optional Veteran Pilot Bonuses

Veteran or Gifted Pilots such as Raleigh and Mako Mori get 1 random extra Bonus to differentiate them

1D6	Bonus
1	Attack +2
2	Damage +2
3	Dodge +2

from Generic Pilots:

1D6	Bonus
4	Armor +2
5	Combo
6	Counter

Optional Unit Class Stat Modifiers

- All Mark I Jaegers get -1 to all played Number Cards.
- All Mark II Jaegers get no modifier to all played Number Cards.
- All Mark III Jaegers get +1 to all played Number Cards.
- All Mark IV Jaegers get +2 to all played Number Cards.
- All Mark V Jaegers get +3 to all played Number Cards.
- All Category I Kaiju get -1 to all played Number Cards.
- All Category II Kaiju get no modifier to all played Number Cards.

- All Category III Kaiju get +1 to all played Number Cards.
- All Category IV Kaiju get +2 to all played Number Cards.
- All Category V Kaiju get +3 to all played Number Cards.
- For every level above the first a Unit is, it gets 2 extra Hits.

Optional Sample Scenario Rules

Thermonuclear Device: The Jaeger carrying it may activate it, Destroying himself and doing 10 Hits of damage to one target Kaiju And 5 Hits to all other Kaiju.





Pacific Voyagers

Introduction

Card game for 2-4+ players. Early Colonization of the Pacific Islands circa 25 thousand years ago to 900 AD.

Victory

Control the most islands at the end of the game.

Game End

The game ends when there are no cards left in the Deck at the beginning of any players turn.

The Deck

Players share a common deck. There are 7 card types:

- Islands
- Canoes
- Warriors
- Stockades
- Food
- Navigation
- Events
- Specials

Setup

- Shuffle the deck.
- Each player is dealt 4 cards.
- The best Swimmer goes first.
- Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Growth Phase
2. Event Phase
3. Colonize Phase
4. Raid Phase
5. Settlement Phase

Growth Phase

Draw 3 cards from the deck and put them in your hand. Discard any 1 card from your hand.

Event Phase

You may play (discard) 1 Event card from your hand. Island Option: Instead of playing an event card, you may shuffle an Island card from your hand back into the deck and draw 1 replacement card. Settlement

Option: Instead of playing an Event card, you may discard a stockade card from your hand to draw 2 cards.

Colonize Phase

You may attempt a Voyage of Discovery. To do this, play (discard) 1 canoe card and any number of different food cards (at least 1) and Navigation cards (at least 1) from your hand. The total number of cards you play is the Voyage Number.

Next flip over the top card of the deck. If it is an Island, you have successfully settled it. Place the newly Settled Island card face up in front of you on the Table. You now control this Island. If the card you flipped over was not an island, flip over the next top card of the deck. Continue doing this until you have either settled an island or flipped a number of cards equal to your Voyage number. If you don't find an island the expedition was a failure and they all perished at sea. Note that there are 2 copies of every Island in the deck. If on your Voyage, you flip over an Island that is already settled by somebody else, the voyage immediately becomes a Raid: Resolve the Raid in Raid Phase.

Raid Phase

Skip this phase if you attempted a voyage of discovery in colonize phase and it did not result in a Raid. If you did not attempt a voyage of discovery, you may attempt in this phase a deliberate Raid. To do this play (discard) an Island card from your hand that matches an Island in play controlled by another player.

The Attacked player (the Defender) may immediately draw 2 cards. You (the attacker) may play (discard) Warrior cards. The Defender may play (discard) Warrior and Stockade cards.

The player who plays the most cards wins control of the Island. The Defender wins ties.

Settlement Phase

Max hand size is 7 cards. Discard excess cards. If your hand is less than 5 cards, fill it up to 5 cards.

Common Deck Card List Notation

- I** Islands
- C** Canoes
- W** Warriors
- S** Stockades
- F** Food
- N** Navigation

E Events
X Specials

Number of copies of this card in the deck.

Common Deck Card List

Name:	#	Type	Notes:
Solomon Islands	2	I	
Fijian Islands	2	I	
Hawaiian Islands	2	I	
Easter Island	2	I	
New Zealand	2	I	
Tonga	2	I	
Samoa	2	I	
Tahiti	2	I	
Marianas	2	I	
Nauru	2	I	
Canoes	15	C	
Warriors	10	W	
Stockades	5	S	
Coconuts	3	F	
Taro	3	F	
Yams	3	F	
Bananas	3	F	
Breadfruit	3	F	
Pigs	3	F	
Chickens	3	F	
Fish	3	F	
Wayfinding	2	N	
Oral Tradition	2	N	
Motion of the Stars	2	N	
Direction of Swells	2	N	
Colors of Sea & Sky	2	N	
Cloud Formations	2	N	
Animal Behaviors	2	N	
Navigator Secrets	2	N	
Planned Migration	1	X	Counts as 4 Food Cards
Island Hopping	1	E	Get an extra turn after this one
War Canoes	1	X	Counts as 3 Warriors in a Raid for Attacker
Stone Statues	1	E	Target Opponent discards 4 random Cards
Civil War	1	E	Discard target Island in play
Outrigger Construction	1	E	Draw 3 cards
Explorers	1	E	Look at next 7 cards in deck & keep one
Traders	1	E	Look at opponents hand & steal one card
Accidental Voyage	1	X	Counts as 1 Canoe, 1 Food, & 1 Navigation card
Planned Raid	1	E	Use as any Island card in Raid Phase





Pacification Of The Middle East

Introduction

Solo card game. Low-Complexity Simulation of current efforts by Western Powers to Stabilize the Mid-East Region in their favor. The Player takes on the Role of the US President.

Victory

The Game ends at the end of 10 turns. You win a Peace Victory if at the end of the game, both the Western Fear Meter and the Arab Hostility Meter are at 5 or less. You win an Oil Victory if at the end of the game, your Oil Control Meter is 15+.

Defeat

You lose if the PTM is ever 5+ at the end of your turn: You are kicked out of Office. You lose if the AHM is ever 30+ at the end of your turn: All the Arab Countries declare war against you.

Meters

The minimum score for any meter is zero. The maximum score for any meter is thirty.

#	Descr
0 or Less	Popular Presidency
1-4	Damage Control Required
5+	Impeachment, Lane Duck, or Lost Election

Oil Control Meter (ocm)

Use tokens to keep track. Start at level 5.

#	Descr
5 or Less	Marginal Control
6-14	Partial Control
15+	Major Control

The Decks

There are 2 Decks:

- The Event Deck
- The Decision Deck

Event cards and Decision cards usually act to increase or decrease one or more of the above Meters.

The Event Deck

These are things that must happen and are beyond your control.

Western Fear Meter (wfm)

Use tokens to keep track. Start at level 5.

#	Descr
5 or less	Low Fear Level
6-14	Medium Fear Level
15+	High Fear Level

Arab Hostility Meter (ahm)

Use tokens to keep track. Start at level 10.

#	Descr
5 or less	Low Hostility Level
6-14	Medium Hostility Level
15+	High Hostility Level

Political Turmoil Meter (ptm)

Use tokens to keep track. Start at level 0.

The Decision Deck

These are policy decisions that you may choose to implement or not.

Turn Sequence

Each turn has 5 Phases:

- Event Phase
- Policy Phase
- Implementation Phase
- Damage Control Phase
- End Phase

Event Phase

Flip over the top card of the Event Phase. It immediately takes effect and is then discarded. If the Arab Hostility Meter is 11+ draw and play 2 Event cards.

Some Event cards have specific requirements in order to go into effect. If these requirements are not met, the Event is simply discarded without Taking effect and no replacement is drawn.

Policy Phase

Draw 2 cards from the decision Deck and put them in your hand. Straddle the Fence: You may opt for PTM+1 to draw an extra card.

Implementation Phase

You may play one Decision card from your hand. It immediately takes effect and is then discarded. Deficit Spending: You may opt for PTM+1 to play an extra card.

Damage Control Phase

You PTM decreases by 1 Point. (Minimum = 0)

End Phase

Keep track of Turn number in this phase. Max hand size is 5 cards. Discard excess cards. If your WFM is High get +1 to your PTM.

Event Deck Notation

REQ Requirements to take effect
AHM Arab Hostility Meter
WFM Western Fear Meter
PTM Political Turmoil Meter
OCM Oil Control Meter
AM Arab Hostility Meter at Medium or Greater
AH Arab Hostility Meter at High
WM Western Fear Meter at Medium or Greater
WH Western Fear Meter at High

Event Deck Card List

Card Name:	REQ	Notes:
Major Terrorist Attack	AM	WFM+4
Suicide Bombers	AM	WFM+2
Biological Attack	AM	WFM+3
Chemical Attack	AM	WFM+3
Attack Mass Transit	AM	WFM+3
Islamic Jihad	AM	AHM+1 WFM+2
Incendiary Video Tapes	AH	AHM+1 WFM+2
Prison Atrocities	AM	AHM+3
Missile Attack vs Israel	AH	WFM+3
Oil Fields Burn	AH	WFM+2 OCM-1
Israeli Pre-Emptive Strike	AM	AH+3
Israeli Retaliatory Strike	AH	AH+3
Islamic Extremists	-	WFM+1
Insurgency	AH	WFM+2 PTM+1 OCM-2
Stalled Peace Talks	-	WFM+1 AHM+1
Bar Weapon Inspectors	-	WFM+2
Threaten Oil Embargo	-	WFM+2 OCM-1
Mad Dictator	AM	WFM+2 OCM-2
Muslim Fundamentalist Regime	-	WFM+2 OCM-1
Hostage Taking	-	WFM+2
False Intelligence Reports	-	PTM+1
Accusations of Corruption	-	PTM+1
Allegations of Conspiracy	-	PTM+1
Political Backlash	WM	PTM+1
Anti-US Protests	AM	WFM+1
Taliban Seize Power	AM	WFM+3 OCM-1
Catch Terrorists	-	WFM-2
Coup in Pakistan	AM	WFM+4 OCM-1
Hezbollah Activity	-	WFM+1
Moderate Arab Cleric Killed	AM	WFM+1 AHM+1
Riots in Jordan	AM	WFM+1
Embassies Attacked	AM	WFM+2
Power Vacuum in Afghanistan	-	WFM+1 OCM-1
Al Queda Attacks	AM	WFM+3

Card Name:	REQ	Notes:
Kurd Rebellion	-	WFM+1
Iraq Invades Neighbor	-	WFM+4 OCM-2
Iran Invades Neighbor	-	WFM+4 OCM-2
Revolt in Saudi Arabia	AM	WFM+4 OCM-3
Shia Uprising	AM	WFM+2
Nuclear Proliferation	-	WFM+4
Silkworm Missile Attack	AM	WFM+2
SCUD Missile Attack	AH	WFM+2
Get Support from Allies	AM	WFM-2
Executions	-	WFM+2
American Casualties Mount	-	PTM+1
Bases Expelled	AM	WFM+2 PTM+1 OCM-2
Reform Failure	-	AHM+2
Western Support of Israel	-	AHM+3
Car-Bombings	-	WFM+1
Infatada	-	WFM+2 AHM+1
Palestinian Oppression	-	AHM+2
Hijackings	-	WFM+2

Decision Deck Card List

Card Name:	REQ	Notes:
Wag the Dog	WM	PTM-2 WFM+2
Road Map to Peace	-	PTM-2 WFM-1
Stay the Course	-	PTM-1 WFM-2
Connect the Dots	WM	PTM-2 WFM+2
Build Patriotism	WM	PTM-3 WFM+4
Raise Threat Level to Red	-	PTM-2 WFM+2
Military Operation	WM	WFM-1 AHM+1 OCM+1
Deploy Troops	WH	WFM-2 AHM+2 OCM+2
Invasion	WH	WFM-2 AHM+3 OCM+3
Occupation	WH	WFM-3 AHM+3 OCM+3
Sieze Oil Fields	WH	OCM+2
Naval Blockade	WH	WFM+1 AHM+1 OCM+1
Counter Terrorist Operations	-	WFM-2
State Plan for Victory	-	WFM-2
Positive Propaganda	WM	WFM-1 AHM-2
Strong Rhetoric	WM	WFM+2 AHM+2
Covert Operations	-	WFM-1
Increase Homeland Security	WM	WFM-1 PTM+1
Appeasement	-	AHM-4 PTM+1 OCM-1
Military Withdrawals	WM	AHM-5 PTM-1 OCM-2
Land for Peace	WH	AHM-5 PTM-1 OCM-2
Negotiations	-	AHM-1 OCM+1
Ceasefire	AH	WFM-1
Set Timetable	-	WFM-2
Diplomacy	WM	AHM-1
Peace Talks	WH	AHM-1
Humanitarian Aid	-	AHM-1 WFM-1
Build War Favor	WM	PTM-2 WFM+3

Card Name:	REQ	Notes:
Build International Coalition	-	WFM-2
De-Rail Investigations	-	PTM-2
Anti-Civil Rights Legislation	WM	PTM+1 WFM+2
Cover-Ups	-	PTM-2
Spin Doctors	-	PTM-1 WFM-2
Control the Press	-	PTM-2
Embedded Journalists	-	PTM-1 WFM+1
Investment	-	AHM-2 OCM+1
Encourage Democratic Reform	-	AHM-2
Economic Aid	-	AHM-1 OCM+1
Terrorist Trials	-	WFM-1 AHM+1
Nation Building	-	AHM-3 PTM+1 OCM+1
Air Strikes	WM	WFM-1 AHM+3 OCM+1
Precision Bombing Campaign	WM	WFM-1 AHM+3
Cruise Missile Attacks	WM	WFM-1 AHM+3
Pre-Emptive Strike	WM	WFM-1 AHM+3 OCM+1
Ultimatums	WH	AHM+2 WFM-1
Liberate Nation	WH	AHM-2 PTM+1 OCM+3
War on Terror	WH	AHM+2 PTM+1 OCM+3
Overthrow Regime	WH	AHM+1 PTM+1 OCM+2
Set Up Puppet Dictator	-	WFM+1 OCM+2
Put Pressure on Arab Allies	-	PTM-2 AHM+1 OCM+1
Secure Contracts	-	OCM+1
Secret Machinations	-	OCM+1
Broker Deals	-	OCM+1
Control Pipelines	-	OCM+1
Cronyism	-	OCM+2 PTM+1
Ties with Royal Family	-	AHM+1 OCM+2
Protect Rich Arab Investors	-	OCM+1
Force UN Resolutions	WM	WFM-2 AHM+2

Game Designer Notes

Capability Meter

Other Meters I was considering include: Crony Enrichment Meter Conservative Agenda Meter Terrorist





Pagodas

Introduction

Card game for 2-4 Players. Unique Deck.

Game End

The game ends when there are no cards left in the Deck and No players have any Pagodas left to play.

Winning

The player with the most points at the end of the game is the winner.

The Deck

There are 60 Basic cards in the Deck. There are 5 Suites. Each Suite has 12 Cards numbered 1 to 12.

Each card represents a Floor of a Pagoda. Higher numbers indicate a lower (and wider) floor. The 5 Suites are: Red, Blue, White, Black, and Green.

The Deck also contains 4 Special Cards.

Setup

Shuffle the Deck. Deal each player 6 random cards.

Turn Sequence

Players take turns. On your turn draw 1 card from the Deck or the top of the Discard. The Deck is Face-down. The Discard is Faceup.

You may play a Pagoda (See Pagoda Rules). All Pagodas you play are kept face up in front of you on

the table. At the end of your turn discard cards from your hand in excess of 6.

Pagoda Rules

A Pagoda must be composed of 3, 4, or 5 cards. A Pagoda must have all cards the same color or all different colors. Exception: You can do 2 colors only if the colors are on alternating floors.

The number sequence of the cards must show one of the Following Repeating Patterns:

1. Sequential (1,2,3 or 5,6,7,8 or 8,9,10,11,12 and so on)
2. Twofold (2,4,6 or 1,3,5,7 or 4,6,8,10,12 and so on)
3. Threefold (1,4,7 or 2,5,8,11 or 3,6,9,12 and so on)
4. Fourfold (1,5,9 or 2,6,10 or 3,7,11 or 4,8,12)

Scoring

Size 3 Pagodas score 1 Point Size 4 Pagodas score 2 Points Size 5 Pagodas score 3 Points

Special Cards

Emperor Card: Discard to discard your hand and draw 6 new cards. Dragon Card: Discard to look at an opponent's hand and steal 1 card. Architect Card: Discard to change the Numerical value of a card you play.

Artisan Card: Discard to change the Color of a card you play.





Palace Of The Silver Princess

A Warp Quest Module

Introduction

This Warp Quest Adventure is adapted from the D&D Basic Adventure Module Palace of the Silver Princess. Dungeons and Dragons and Palace of the Silver Princess are copyright (C) Wizards of the Coast and are included here under the Fair Use copyright laws.

A PDF of Adventure Module is available free from WotC.

The adventures and special combat resolution rules are modified from the D20 System Reference Document under the Open Gaming License.

Dice And Miniatures

You will need a twenty sided die (d20) and a six sided die (d6). You can use Fantasy miniatures or counters to keep track of your characters progress on the board. If the players of this module wish to expand it into a more traditional miniature game, they can

assign characters and medium sized miniatures a 6" movement and large creatures a 12" movement, and play out combat on a small battlefield.

Decks

There are two module decks that are listed below. The player draws one card from the deck corresponding to the module they are on and then react to the challenge given.

Board

The standard Warp Quest map with two modules is used.

Adventurers

Each Player chooses 1 character to play. The winner is the player who manages to get his character to the end of module 2 first. If more than one character lands on the same space they may or may not choose to battle.

Level Race Class	AC	HP	Att	Dmg	Save	Spells and Abilities
1st Level Human Paladin	19	2	+3	2	+4	Cure Wounds 1
1st Level Dwarf Fighter	20	3	+3	2	+3	-
1st Level Aasimar Cleric	16	2	+2	1	+3	Command 13 (x2); Cure Wounds 1 (x2)
1st Level Human Wizard	17	1	-2	1	+2	Magic Missile 1; Sleep 13
1st Level Elf Bard	14	1	3	1	+2	Charm 16

Spells

(each spell is usable once per adventure; ergo, Command (x2) means two Command spells available)

- Cure Wounds 1- Heals 1HP
- Command 13, Fear 16, Sleep 13, Charm 16, Fear 16- Target must roll 1d20 + Save (+2 for monsters). If the modified roll is less than the number stated, that character or monster is defeated.
- Magic Missile 1- Automatically deals 1 Dmg to Target.

Special Abilities

Hide 13- Character or monster must roll 1d20 and add their Save score (+2 for monsters) to the roll. If the modified roll is less than 13, then the character successfully hiding automatically wins initiative and gets Att+2 and Dmg+2 for the duration of that round of combat. Extra Attack- This is the number of additional attacks the character or monster receives each combat round.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first party with the Objective to reach the start space wins the game.
- Draw Phase
- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29

draw a card from the Module 2 deck.

Challenges

Monsters

1. Roll for 1d20 for initiative. Highest number goes first. Reroll ties.
2. Roll 1d20 to hit for character or monster and add its Att score to the roll (Roll for extra attacks as well, if applicable).
3. If the Modified Roll is greater than the target's AC, then the attack hit. The target subtracts the attackers Dmg score from its HP.
 - For Characters- If HP is lowered to 0 or less, than the character is defeated and that player is out of the game. If the Dmg is "Poison Gas", "Venom" or "Paralysis", then the player must roll 1d20 + the character's Save. If the modified roll is less than the number given, than the character is defeated and the player is out of the game.

- For Monsters- If the Monster's HP is reduced to 0 or less, than the monster is defeated and the player ends his turn.
- After completing the Attack round for the character who won initiative, then #2 and 3 above is repeated for the character who lost initiative.

Traps

If a trap card is drawn, then the player must roll for 1d20 and add that character's Save score to the roll. If the modified roll is less than the number stated, than that character receives the penalty/ damage of that trap.

Treasure

If a magic item is drawn, than the player may attach that item to their character, providing it meets the criteria listed.

Module 1: Entrance Level

Card	AC	HP	Att	Dmg	Special
Double Portcullis	-	-	-	-	Go Back 1d6 spaces
Purple Moss	11	1	+3	Poison Gas 13	-
Kobold	13	1	+3	1	-
Cobra	13	1	+3	Venom 13	-
Carrion Crawler	13	1	+3	Paralysis 13	-
Candella the Thief	13	1	+3	1	Hide 13; Henchman
Duchess the Thief	13	1	+3	1	Hide 13; Henchman
Bear Cub	13	1	+3	1	Extra Attack (x2)
Stone Trap	-	-	-	3	Save 13
Sword +1	-	-	-	-	Att +1 to Fighter, Paladin or Thief
Travis the Crazy	13	1	+3	1	-
Mass of Corpses	-	-	-	-	Go back 1d6 spaces
Dagger +2	-	-	-	-	Att +1 to Thief or Wizard
Marmoset Monkey	15	2	+5	1	Extra Attack (x3)
Orc	14	1	+3	1	-
Bandit	14	1	+3	1	Hide 13
Evil Acolyte	18	1	+3	1	-

Module 2: Upper Level

Card	AC	HP	Att	Dmg	Special
Living Statue	16	2	+4	1	Extra Attack
Hobgoblin	15	2	+4	2	-
Enchanted Great Cat	16	3	+4	1	Extra Attack (x2)
Ubue	13	3	+4	1	Extra Attack (x2)
Jupiter Blood Sucker	15	4	+4	2	-
Decapus	15	4	+4	1	Extra Attack (x8)
Poltergeist Trap	-	-	-	1	Save 16
Catharandamus	18	3	+4	2	Fear Spell Save 16 or go back 1d6 spaces

Card	AC	HP	Att	Dmg	Special
The Evil Cleric	-	-	-	-	-
Xyzorn the Evil Dwarf	18	3	+4	1	-
Boron the Evil Dwarf	18	3	+4	1	-
Werebear	18	4	+5	2	Extra Attack (x2)
Giant Marble Snake	-	-	-	-	Charm Save 16 or go back 1d6 spaces
Goblin	13	1	+3	1	-
Berserkers	13	1	+3	1	-
Bandit	14	1	+3	1	Hide 13
Sword +2	-	-	-	-	Att +2 to Fighter, Paladin or Thief
Sword +1	-	-	-	-	Att +1 to Fighter, Paladin or Thief

Optional Rule: Leveling

Characters completing the adventure may raise to the next Level:

Level Race Class	AC	HP	Att	Dmg	Save	Spells and Abilities
1st Level Human Paladin	19	3	+4	2	+4	Cure Wounds 1, Courage
1st Level Dwarf Fighter	20	4	+4	2	+3	-
1st Level Aasimar Cleric	16	3	+3	2	+4	Command (x2); Cure Wounds 1 (x2)
1st Level Human Wizard	17	2	-1	1	+2	Magic Missile 1(x2); Sleep 13
1st Level Elf Bard	17	2	4	2	+2	Inspire Courage; Sleep 13





Palaces Of Minos

Introduction

Card game for 2-4+ players. Minoan Civilization Theme. Each player is a King on the island of Crete circa 2000 BC.

Victory

The first player to accumulate 100 Luxury Points is the winner.

The Palaces

Each player picks as his Identity one Palace: The 4 Main Palaces are:

- 1. Knossos
- 2. Phaistos
- 3. Malia
- 4. Kato Zakros

If more people are playing add the following minor Palaces:

- 5. Galatas
- 6. Chania

Luxury Points

Use Coins to keep track of Luxury Points.

The Trade Deck

Players share a common Trade deck. The deck has 8 Culture Suites and 1 Disaster Suite. Each Suite has 8 Cards numbered 1 through 8.

The 8 Culture Suites:

- P** People
- R** Religion
- W** Wares
- T** Trade
- S** Symbols
- G** Goddesses
- I** Imports

A Art

Build Deck

Players share a common Build Deck. There are 2 card types Resources and Events.

Turn Sequence

The turn is divided into 6 Phases:

- 1. Disaster Phase
- 2. Production Phase
- 3. Trade Phase
- 4. Luxury Phase
- 5. Build Phase
- 6. End Phase

Disaster Phase

One player flips over the Top card of the Trade Deck. If it is a Disaster card, all Counters in play are discarded and Players discard all cards in their hands. Luxury Points are not lost.

Production Phase

Each player draws 7 cards from the Trade Deck. If the deck runs out, shuffle the discard and draw from it.

Trade Phase

Players may trade cards with each other. Trades do not have to be equal or fair.

Luxury Phase

Players may make one or more Melds (combos) with their cards. Melds are like Poker hands. Different types of Melds will earn varying amounts of Luxury Points:

Meld:	Luxury Points
4 Card Flush (Same Suite)	1
5 Card Flush (Same Suite)	2
6 Card Flush (Same Suite)	4
7 Card Flush (Same Suite)	8
8 Card Flush (Same Suite)	16
4 of a Kind (Same Number)	1
5 of a Kind (Same Number)	2
6 of a Kind (Same Number)	4

Meld:	Luxury Points
7 of a Kind (Same Number)	8
8 of a Kind (Same Number)	16
5 Card Straight	1
6 Card Straight	2
7 Card Straight	4
8 Card Straight	8
Reverse Flush (8 cards All Suites Different)	8
Minoan (Numbers 1-8 All Suites Different)	16

After making the Melds, discard the cards and record the Luxury Points gained.

Build Phase

For each Meld you made this turn, you gain one Card from the Build deck. Place Resource cards face-up in front of you. Resources provide ongoing benefits until they are lost to a Disaster.

If you draw an Event card, follow its rules and then discard it. If the Build deck runs out, shuffle the discard and draw from it.

End Phase

Max hand size is 7 cards. Discard excess cards.

Trade Deck Card List Notation

P People
W Wares
T Trade
I Imports
S Symbols
R Religion
G Goddesses
A Art
D Disaster

Trade Deck Card List

Name:	Type	Rank
King	P	1
Priestesses	P	2
Scribes	P	3
Merchants	P	4
Sailors	P	5
Craftsmen	P	6
Boxers	P	7
Soldiers	P	8
Cults	R	1
Shrines	R	2
Bull Leaping	R	3
Idols	R	4
Altars	R	5
Sacred Caves	R	6
Rituals	R	7
Sacrifices	R	8
Grain	W	1
Oil	W	2
Ceramics	W	3
Wine	W	4
Bronze	W	5
Saffron	W	6
Pomegranates	W	7
Honey	W	8
Spain	T	1
Cyprus	T	2

Name:	Type	Rank
Sailing Ship	S	4
Serpent	S	5
Fish	S	6
Sun Disk	S	7
Tree	S	8
Mother Goddess	G	1
Mistress of the Animals	G	2
City Protector	G	3
Household Goddess	G	4
Harvest Goddess	G	5
Underworld Goddess	G	6
Serpent Goddess	G	7
The Earthshaker	G	8
Textiles	A	1
Pottery	A	2
Frescos	A	3
Carvings	A	4
Seal Stones	A	5
Architecture	A	6
Facades	A	7
Columns	A	8
Gold	I	1
Silver	I	2
Ivory	I	3
Ebony	I	4
Blue Glass	I	5

Name:	Type	Rank
Egypt	T	3
Syria	T	4
Anatolia	T	5
Mycenae	T	6
Italy	T	7
Mesopotamia	T	8
Dolphins	S	1
Bull	S	2
Double Ax	S	3

Name:	Type	Rank
Incense	I	6
Perfume	I	7
Lapis Lazuli	I	8
Thera Eruption	D	-
Tidal Wave	D	-
Rebellion	D	-
Anatolian Invasion	D	-
Mycenaean Invasion	D	-

Build Deck Card List

R Resource

E Event

Copies of that card in the deck

TO Target Opponent

AP All Players

XM These Melds earn Luxury points as if they were 1 card larger

Build Deck Card List

Name:	#	Type	Notes:
Throne Room	4	R	Worth 10 Luxury Points
Sailing Ships	4	R	Draw +1 Card in Production Phase
Storerooms	4	R	Hand Size +1
Shrine	4	R	Flush Melds XM
Workshops	4	R	Straight Melds XM
Courtyards	4	R	X of a Kind Melds XM
Administration	4	R	In End Phase Draw 1 Card and Discard 1 Card
Earthquake	2	E	TO must discard all Resource Cards
Piracy	2	E	TO must discard Trade Hand
Famine	2	E	TO draws no Trade cards next turn
Plague	2	E	AP must discard Trade Hands

Palace Special Abilities

1. Knossos	Draw +1 Card in Production Phase
2. Phaistos	Hand Size +1
3. Malia	In End Phase Draw 1 Card and Discard 1 Card
4. Kato Zakros	Straight Melds XM
5. Galatas	Flush Melds XM
6. Chania	X of a Kind Melds XM

Links

Minoan Civilization





Paladin In Hell

Introduction

You made a wrong turn & fell into the Abyss. Now you must fight your way out. Solo card game.

Victory

You win if you defeat all the Demons in the Demon Deck. You lose if you are ever reduced to zero or less Life Points. Your final score is the number of Life points you have left.

Life Points

You start the game with 20 Life Points.

The Decks

There are 2 decks: The Holy Deck The Demon Deck

Turn Sequence

Each turn has 4 phases:

1. Solace Phase
2. Summon Phase
3. Slay Phase
4. Suffering Phase

Solace Phase

Draw 2 cards from the Holy deck & put them in your hand. You may discard 1 card to activate its special Ability. If your deck runs out, shuffle the discard & draw from it.

Holy Deck Card List

Card Name:	#	Atk	Def	Special Ability:
Blessing	5	1	1	Look at next 7 cards in Demon Deck
Prayer	2	-	2	Look at next 7 cards in Holy Deck
Blessed Shield	3	-	3	Shuffle Discard back into Deck
Holy Aura	2	-	4	Destroy Target Demon already Damaged
Protection from Evil	2	-	5	Heal 1 Life Point & Draw 1 Card
Defender	2	-	6	Draw 3 cards and discard 2
Holy Armor	3	-	7	All Demons do 4 less Damage
Sanctuary	1	-	8	Do not Attack or get Attacked this turn
Guardian Angel	1	-	9	Draw 2 Cards
Strength	3	2	-	All your other cards get +2 Force
Turn Undead	2	3	-	Shuffle Demon back into Deck
Smite	3	4	-	Do 3 Dam to Demon; That Demon does not Atk
Cleansing Flame	2	5	-	Heal 1 Life & All Demons get 1 Damage

Summon Phase

Draw the top card of the Demon deck & put it in play. Only one Location card can be in play at a time. Discard the old one. Multiple Demon/Devil cards can be in play at the same time.

Slay Phase

If there is a Demon card in play, you may attack it. To attack a demon, play (discard) an Attack card from your hand. The Attack card has an Attack level on it.

Put a number of Damage counters on the Demon equal to the cards' Attack level. The Demon has a Power level on it. If the number of Damage counters on the Demon equals or exceeds its Power level, the Demon is defeated (discarded).

You may play multiple Attack cards. An individual Attack card can only be applied to one Demon.

Suffering Phase

All Demon cards in play attack you. Take damage (lose Life Points) equal to the Power Level of a Demon. You may play (discard) a Defense card to negate an amount of damage done by the Demon equal to the Defense level of the card.

You may play multiple Defense card. An individual Defense card can only be applied to one Demon. Max hand size is 5 cards.

At the end of the phase discard excess cards.

Card Name:	#	Atk	Def	Special Ability:
Banish Demon	2	6	-	Discard 1 Random Demon
Vial of Holy Water	1	7	-	All Demons get 2 Damage
Holy Sword	2	8	-	Discard 2 Demons of total Str 7 or less
Hand of God	1	9	-	Discard Location Card
Lay on Hands	1	-	-	Heal 2 Life Points
Cure Wounds	1	-	-	Heal 3 Life Points
Heal	1	-	-	Heal 4 Life Points

Number of copies of that card in the deck

Demon Deck Card List

Card Name:	#	Power
Lemures	3	1
Imps	2	1
Manes	3	2
Barbed Devils	2	3
Incubus	1	3
Hell Hounds	2	4
Succubus	1	4
Horned Devils	2	5
Bone Devil	1	5
Ice Devil	2	6
Pit Fiend	2	7
Demon Prince	1	8
Arch-Devil	1	9
Acheron	1	Location: Ice Devils get +1
Nine Hells	1	Location: Manes get +3
Gehenna	1	Location: Imps get +3
Hades	1	Location: Barbed Devils get +2
Tarterus	1	Location: Lemures get +3
Abyss	1	Location: Hell Hounds get +2
Pandemonium	1	Location: Barbed Devils get +2

Links

Undead Assault Flash Game





Pantheons

Introduction

Card game for 2 players. Each player is a Greater God trying to build up his pantheon.

Victory

Be the first player to have 7 or more Gods in play on your side.

The Deck

Players share a common deck.

Tokens

Tokens are used to keep track of Worshipers.

Card Types

There are 7 types of cards:

- Gods
- Armies
- Heroes
- Priests
- Monsters
- Miracles
- Temples

Setup

Each player starts with 12 Worshiper tokens. Each player starts with a hand of 5 cards. Players roll high on 1D6 to determine who goes first.

The other player gets an extra 6 Worshipers.

Turn Sequence

- Players take turns.
- Each turn has 9 phases:
- Faith Phase
- Worshiper Phase
- Miracle Phase
- Fate Phase
- Destiny Phase
- War Phase
- Hero Phase
- Monster Phase
- Priest Phase

Faith Phase

- Gain 1 Faith point for every Worshiper you control.
- Gain 2 Faith points for every Priest you control.

- Gain 3 Faith points for every Temple you control.
- Faith points are not saved from turn to turn.
- Unused Faith points are lost at the end of the turn.

Worshiper Phase

Gain 1D6 Worshiper Tokens.

Miracle Phase

You may play up to one miracle card for every God card or Priest card you have in play. A miracle also costs 3 Faith points to play.

Fate Phase

Draw 2 cards. Pay 7 Faith points to draw an additional card. Maximum hand size = 7 cards. Discard excess cards.

If the deck ever runs out, shuffle the discard and draw from it.

Destiny Phase

Play Unit cards: Armies cost 3 Faith Points and discard 1 Worshiper token. Heroes, Priests, Monsters, and Temples cost 5 Faith Points. Gods cost 10 Faith Points.

Cards are placed face up on the table. Unit cards remain in play until destroyed.

War Phase

Each of your Armies can make one attack. For each army pick a target and roll 1D6. Attack with one army at a time.

Enemy armies must be targeted before other units.

- On a roll of 6+ a target army is destroyed.
- On a roll of 6+ a target temple is destroyed.
- On a roll of 3+ an enemy worshiper is controlled.

Hero Phase

Each of your Heroes can make one attack. For each hero pick a target and roll 1D6. Attack with one hero at a time.

- On a roll of 6+ a target hero is destroyed.
- On a roll of 5+ a target monster is destroyed.
- On a roll of 4+ a target priest is destroyed.

Monster Phase

Each of your Monsters can make one attack. For each monster pick a target and roll 1D6. Attack with one monster at a time.

Enemy heroes and armies must be targeted before other units.

- On a roll of 6+ a target hero is destroyed.
- On a roll of 5+ a target army is destroyed.

- On a roll of 4+ a target temple is destroyed.
- On a roll of 2+ an enemy worshiper is destroyed.

Priest Phase

Each of your Priests can make one attack. For each priest pick a target and roll 1D6. Attack with one priest at a time.

On a roll of 4+ an enemy worshiper is controlled.

God List

Card Name:	Special Effects:
God of War	Your Heroes & Armies get +1 to attack rolls
God of Love	Your Priests get +1 to attack rolls
God of the Mountains	Play Earth Monsters and Miracles for Free
God of Blacksmiths	Your Armies get +1 to attack rolls
God of the Harvest	Worshiper recruit roll +1
God of Thieves	Steal 1 Card from opponent's hand for 10 Faith Pnts in Miracle Phase
God of the Dead	Put your killed Heroes back into your hand
God of Archery	Heroes get +1 to attack rolls
God of Beauty	Discard 2 cards to take control of target Hero
God of the Sea	Play Water Monsters and Miracles for Free
God of Luck	Reroll one dice roll per turn
God of Creation	Your Units cost 1 less Faith point to play
God of the Sky	Play Air Monsters and Miracles for Free
God of Knowledge	Pay 1 Faith Point to look at opponents hand or top 3 cards in deck
God of Fate	In Fate phase draw 3 cards and discard 2
God of the Sun	Play Fire Monsters and Miracles for Free
God of Healing	Put your killed Heroes back into your hand
God of Fertility	Worshiper recruit roll +1

Mortals List

Card Name: Armies Heroes Priests Temples Notes:
The Deck contains 10 of each card listed in the Mortals

List.

Monster List

Card Name:	Notes:	Card Name:	Notes:
Leviathan	Water	Gorgon	Earth
Kraken	Water	Demon	Fire
Giant	Earth	Devil	Fire
Titan	Earth	Serpent	Water
Dragon	Air	Phoenix	Fire

Miracle List

Card Name:	Type:	Effect:
Earthquake	Earth	Destroy 1D6 Worshipers or Temple
Crumble	Earth	Destroy Temple
Tidal Wave	Water	Destroy 1D6 Worshipers
Volcano	Fire	Destroy 1D6 Worshipers or Temple
Flood	Water	Destroy 1D6 Worshipers

Card Name:	Type:	Effect:
Sacrifice Death	Sacrifice 2 worshipers to gain 10 Faith Points	
Prophet	—	Gain one Priest for free
Holy War	—	Your Armies get +2 to attacks this turn
Chasm	Earth	Destroy Hero, Monster, or Army
Inferno	Fire	Destroy 1D6 Worshipers
Famine	Fire	Destroy 1D6 Worshipers
Plague	Death	Destroy 1D6 Worshipers or Army
Fertility	—	Gain 1D6 Worshipers
Blight Death	Destroy 1D6 Worshipers	
Sanctuary	—	Opponent cannot attack you next turn
Draught Fire	Destroy 1D6 Worshipers	
Godspeed —	Draw 3 cards	
Pestilence Death	Destroy 1D6 Worshipers	
Resurrection	Death	Put killed hero or priest back into play
Abjuration —	Negate Miracle just played	
Hurricane Air	Destroy 1D6 Worshipers	
Gift of the Gods	—	Hero gets +2 to attack rolls permanently
Prosperity	—	Gain 1D6 Worshipers
Mana from Heaven	—	Gain 1D6 Worshipers
War in Heaven	—	Destroy target God Card
Lightning Bolt	Air	Destroy target Hero or Priest
Banish	—	Destroy target Monster





Panzer

Introduction

Board & card game for 2 players. Tank Warfare in WWII. Each figure represents one Tank (Vehicle, Gun).

Updates!!!!!!!!!!!!!!!!!!!!

Updated rules, cards, maps, counters by Petre Tutunea... [Click Here BGG Link](#) Or [Click Here Rapid Share](#) I recommend jZip to get into .rar files

Victory

Per Scenario. Basic Conditions: Destroy 50% of Enemy Force.

Terrain (optional)

Terrain Types:	MPTE	DB	Notes:
Road	1	-	Bridges
Clear Off Road	2	-	Fields, Light Woods
Difficult Off Road	3	-1	Hedge Rows
Urban	2	-2	Town
Fortified Lines	2	-3	Tank Traps
Mine Field	2	-	-
Impassable	-	-	River; Cannot be moved through

MPTE Move Points to Enter.

DB Defense Bonus: Attack Modifier to hit unit in this terrain.

When entering a Minefield roll 1D6: On 3+ the unit is destroyed.

The Tanks

Use chits or miniatures to represent Tanks. The facing of the unit must be apparent.

Cardset Available

DTP Wizard Janne Thörne's Website Much thanks should be given to Janne. I tinker with this game more than any other: Constant upgrades & revisions. If the the cards are not updated, blame me, not him.

The Map

Use a Hex map. Each space = 500 meters.

Unit List Notation

Speed = Maximum level Move card the Tank can use.

Pen Penetration: Maximum level Attack card the Tank can use.

S Sloped Armor

Number of that unit in your force.

T Truck Transport

LB Long Barreled

L Light Tank

M Medium Tank

H Heavy Tank

German Armor Unit List

Unit Name	Speed	Armor	Pen	Notes
Panzerkampfwagen I	4L	1	1	Training Tank
PzKpfw II	5L	1	1	20-mm gun
PzKpfw 38(t)	4L	1	2	Captured Czech Light Tank
PzKpfw III	4M	2	3	50-mm gun
PzKpfw IV	3M	4	5	75-mm gun
PzKpfw V	4H	5S	6	Panther (LB 75-mm gun)

Unit Name	Speed	Armor	Pen	Notes
PzKpfw VI	2H	6	7	Tiger (88-mm gun)
PzKpfw VII	1H	7	10	King Tiger II (LB 88-mm gun)
Marder III	4	1	4	Tank Killer
Marder II	5	1	3	Tank Killer
7.5cm PAK 40	T	1	4	Anti-Tank Gun
8.8cm Flak 18	T	1	7	Anti-Tank Gun

Note: the PzKpfw I is only armed with Machine guns and cannot damage other tanks.

British Armor Unit List

Unit Name	Speed	Armor	Pen	Notes
Cruiser IV	5M	2	2	40-mm Gun
Crusader III	4M	3	3	Cruiser tank (57-mm Gun)
Cromwell	6M	4	4	75-mm Gun
Valentine	2L	2	3	Infantry Tank (57-mm Gun)
Matilda	2M	4	2	Infantry Tank (40-mm Gun)
Churchill	2M	4	3	Infantry Tank (57-mm Gun)
Sherman Firefly	5M	3	5	76-mm Gun

French Armor Unit List

Unit Name	Speed	Armor	Pen	Notes
Hotchkiss H-39	3	1	2	
Renault R-35	2	1	2	
Somua S-35	4	2	3	
Char B1-bis	2	3	4	

Russian Armor Unit List

Unit Name	Speed	Armor	Pen	Notes
BT-7	7L	1	2	Light Tank (45-mm Gun)
T-28	3M	2	4	Medium Tank (Short 76-mm Gun)
T-60	5L	2	1	Light Tank (20-mm Gun)
T-70	6L	2	2	Light Tank (45-mm Gun)
T-34/76	6M	5S	5	Medium Tank
T-34/85	5M	5S	6	Medium Tank
KV-1	3H	6	5	Heavy Tank
IS-2	4H	7	14	Heavy Tank (122-mm Gun)
SU-152	4	6	20	Tank Killer (152-mm Gun)

American Armor Unit List

Unit Name	Speed	Armor	Pen	Notes
M-4 Sherman	5M	3	4	Medium Tank (75-mm Gun)
M-4 Sherman	5M	3	5	Medium Tank (76-mm Gun)
M-3 Lee	4L	2	2	Grant; Light Tank
M-24 Chaffee	6L	2S	4	Light Tank (75-mm Gun)
M-18 Hellcat	8	1S	5	Tank Killer (with Turret) 76-mm Gun
M-26 Pershing	5	5S	6	Heavy Tank (90-mm Gun)

Setup

As per Scenario.

Stacking

Multiple units may occupy the same Hex. Friendly Units in the same hex are stacked together. Units stacked together may have different facings.

Enemy units may be in the same space (Range = 0). Units get +2 to Attack Rolls at Range =0.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Orders Phase
2. Free Move Phase
3. Opportunity Move Phase
4. Shoot Phase

Orders Phase

Draw 3 cards from your deck. If your deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Free Move Phase

You may move (or just change the facing) of up to 3 of your Light or Medium tanks. They may move up to their maximum range. You may change the facing of a tank at the end of its move.

Artillery pieces can be transported by truck: A Gun cannot attack the turn it moves or the turn after it moves by truck.

Opportunity Move Phase

Play (discard) a Move card to move one of your Tanks. The move card has a number. This is the max number of spaces the Tank moves.

Card List

Card Name:	#	Type	Range	Notes:
Slow	4	M	1	
Treads	4	M	2	
Advance	3	M	3	
Cruise	3	M	4	
Good Suspension	1	M	4	Russians only
Diesel Engine	1	M	3	Russians only
Flank	2	M	5	
High-Speed	2	M	6	
Point Blank	4	A	1	
AT Teams	2	A	1	Bazookas & Panzerfausts
Infantry Support	2	A	0	Grenades & Satchel Charges
Close	4	A	2	
Short	3	A	3	
Fast Turret Traverse	2	A	3	Americans (& Shermans) only
Spin in Place	2	A	3	Not Americans or Shermans
Medium	3	A	4	

Moves can be diagonal or orthogonal. You may change the facing of the tank at the end of the move. Special Cards are played during your or your opponent's move phase.

Shoot Phase

Any Player may discard an Attack card to have a Tank attack. (Your opponent may make his attacks first) The attack card has a number. This is the maximum range of the attack.

Attacks can be diagonal or orthogonal. Roll 1D6. This is the Attack Roll. Subtract the Distance to the Target Subtract the Armor Factor of the Target (Full from Front & 1/2 from side or rear) Add the Penetration Factor of the attacking unit.

Attack Modifier cards can be played (by both players) to further modify the Attack Roll. If the final value is 1 or more the attack destroys the target. Your opponent may play a defense card to negate your attack.

Heavy ATG's & Tank Killers with no turrets can only attack out of the direction they are facing. If you attacked a unit but did not kill it, you may play a Damage card on it. Penetration Rule: A tank with a penetration Factor less than the Armor factor of the tank it is attacking cannot kill it with a Frontal shot (This does not apply to at Point Blank Range)

Card List Notation

A Attack

M Move

Z Attack Modifier

D Damage

X Special

TCNLM = Tank can no longer Move

Card Name:	#	Type	Range	Notes:
Long	2	A	5	Units with Penetration 5+ only
Extreme	2	A	6	Units with Penetration 5+ only
Superior Optics	1	A	6	Germans only
Superior Training	1	A	6	Germans only
Deflection	3	Z	-	Attack Roll -2 (only with Sloped Armor)
Dug-In	1	Z	-	Attack Roll -2
Smoke & Dust	1	Z	-	Attack Roll -2
Thick Glacis	1	Z	-	Attack Roll -2 (Only vs frontal Attack)
Speed	1	Z	-	Attack Roll -2 (Only unit of Speed = 5+)
Skirt Armor	1	Z	-	Attack Roll -2
Superior Steel	1	Z	-	Attack Roll -2 (Germans & Russians only)
Momentum	2	X	-	Unit may move twice this turn
Confusion	2	X	-	Opponent must discard 2 Random cards
Fog of War	2	X	-	Opponent must discard 2 Random cards
Pinned Down	2	X	-	Target Tank cannot move this turn
Complex Engines	1	X	-	German TCNLM
Transmission Breaks	1	X	-	Russian TCNLM
Treads Damaged	1	D	-	TCNLM
Crew Abandons Tank	1	D	-	Tank Destroyed
Gasoline Engine	1	D	-	American or German Tank Destroyed
Commander Killed	1	D	-	Tank can move or attack each turn not both
Turret Jammed	1	D	-	Tank can only attack straight ahead
Mechanical Breakdown	1	X	-	TCNLM
Armor Piercing Round	1	Z	-	Attack Roll +2
Shot Trap	1	Z	-	Attack Roll +2
Out of Gas	1	X	-	TCNLM (Not Russians)
Stuck in the Mud	1	X	-	Heavy TCNLM
Blitzkrieg	2	X	-	Draw 2 Cards
Radio	2	X	-	Draw 2 Cards (Not Russians)
Reliable	2	X	-	Negate a TCNLM (American only)

Scenario 1: Blitzkrieg France 1940

German Units: 4 PzKpfw II 3 PzKpfw 38(t) 2 PzKpfw III 1 PzKpfw IV French Units: 2 Hotchkiss H-39 2 Renault R-35 2 Somua S-35 1 Char B1-bis

Scenario 2: Barbarossa 1941

German Units: 6 PzKpfw II 4 PzKpfw III 3 PzKpfw IV Russian Units:

1 T-28

4 T-34/76

1 T-60

1 Bt-7

1 Kv-1

Scenario 3: Desert Warfare 1941

German (Afrika Korps) Units: 4 8.8cm Flak 18 (secretely located) 4 PzKpfw II 4 PzKpfw III 2 PzKpfw IV

British Units: 6 Crusader III 6 Valentine 6 Matilda

Scenario 4: Normandy Breakout 1944

German Units: 5 PzKpfw IV 2 PzKpfw V 1 PzKpfw VI American Units: 10 M-4 Sherman 2 M-18 Hellcat

Links

Panzer Design Page Wiki The Armor Site Lone Sentry





Paper Kessen

Introduction

Card Game for 2 players. Based on the video game Kessen: Three Kingdoms Style Chinese Heroic Fantasy Warfare.

Disclaimer

Kessen is a licensed, copyrighted, trademarked property. This is merely a fan site.

Victory

The first player to win 3 Battles in 3 consecutive turns is the winner.

The Decks

There are 4 decks:

- Good Leader Deck: For the Good player
- Evil Leader Deck: For the Evil player
- Recruit Deck: Common deck shared by both players
- Action Deck: Common deck shared by both players

Hands

Each player will have 3 Hands of cards:

- A Leader Hand
- A Recruit Hand
- An Action Hand

Each hand can have up to 7 cards.

Leader Cards

These are found in the Leader Decks. Leader cards represent the main characters in the game. There are 2 types of Leaders: Generals & Sorcerers.

- Generals can use Tactics Action cards.
- Sorcerers can use Spell Action cards.

Each Leader has a numerical Force score. Many leaders have a special Ability. Each Leader can attach one Troop card.

Units

A Leader & an attached Troop card. A Leader cannot be in play without a Troop card attached. A Troop card cannot be in play unless it is attached to a Leader.

Permanents

Cards that stay in play from turn to turn. This includes Leaders, Troops, & Modifiers.

Recruit Deck

There are 3 types of cards in this deck: Troops, Modifiers, and Specials.

Troop Cards

These represent Soldiers. Each Troop has a numerical Force score. Each Troop will have 1 or more descriptors: Infantry, Cavalry, Missile, Female, etc.

Troop cards when played are attached to Leaders.

Modifier Cards

These are attached to Leaders or to troops. They give Force bonuses & special abilities. Some Mods have special requirements as to when they be attached: Example: After a winning battle in which the leader did not retreat.

Mods can be attached in Deploy phase or after battles whenever appropriate. There are some Modifier cards found in the Leader decks specific to each side.

Special Cards

These are usually non-battle Events.

Action Deck

There are 5 types of cards in this deck: Strategy, Tactic, Spell, Formation, & Event cards. No Action cards are permanent. All Action cards are used during battle phase.

Strategy Cards

These are used in the Strategy segment of an Engagement to Alter which opposing Leaders must face each other in battle. They are discarded after being played.

Tactic Cards

These are attached to Generals or to Specific types of troops attached to a General. They give Force bonuses & special abilities. A General may only use 1 Tactics card in an Engagement The Tactics card is discarded at the end of the Engagement.

Spell Cards

These are attached to Sorcerers. They give Force bonuses & special abilities. A Sorcerer may only use 1 Spell card in an Engagement The Spell card is discarded at the end of the Engagement.

Formation Cards

These are attached to Troops. They give Force bonuses & special abilities. A Troop may only use 1 Formation card in an Engagement. The Formation card is discarded at the end of the Engagement.

Event Cards

Event cards give Force bonuses & special abilities. Event cards are discarded at the end of the Engagement.

Rounds, Phases, Turns, & Segments

Play proceeds in Rounds. Each round is divided into Phases. Battle phase is further divided into Turns (or Engagements). Each Engagement is divided into Segments.

Setup

Determine who is the Good player & who is the Evil player. The Good player starts with Lu Bei in play and 2 other random Good Leaders. The Evil player starts with Cao Cao in play and 3 other random Evil Leaders.

Each player starts with a randomly drawn full recruit Hand.

Liu Bei

Great Leader of the Good side. Actually not that great, but he is the main character. If attacked any friendly Unit may intercept the Attack & become the defender.

Liu Bei can never be discarded or controlled by opponent.

Cao Cao

Great Leader of the Evil Side. He can only fight in Battle if one side has just won 2 Consecutive Battles. Cao Cao is both a General & a Sorcerer.

Cao Cao can never be discarded or controlled by opponent.

Round Sequence

Each Round is divided into 5 phases:

1. Leader Phase
2. Recruit Phase
3. Deploy Phase
4. Battle Phase
5. End Phase

Leader Phase

Each player Draws 1 Leader from their Leader deck.

Recruit Phase

Each player Draws 3 cards from the Recruit deck.

Deploy Phase

Form new units: A Unit must have 1 Leader & 1 Troop played from your hands. Some Modifier & Special cards are played in this phase.

Battle Phase

There will be a Battle. All Units of both players will be engaged except for Cao Cao most of the time and Other units affected by certain event & special cards. Players take turns.

Flip a coin to see who goes first. Each Turn is called a Battle Turn or an Engagement. Each Battle Turn is divided into 4 Segments:

1. Action Segment
2. Strategy Segment
3. Tactics Segment
4. Resolution Segment
5. End Segment

In each turn 2 opposing units will fight. The losing unit retreats. This process repeats until all engaged units on one side have retreated.

The other side wins the battle.

Action Segment

Each player draws cards to fill their Action hand to 7 cards.

Strategy Segment

The player whose turn it is, is the Attacker. The other player is the Defender. The attacker picks 2 Units to fight: One of his own and an opponent's Unit.

Units that have already retreated or that are not in the battle cannot be picked. Strategy cards can be played (by the defender usually) to change 1 or both of the Units picked.

Tactics Segment

Players take turns, Defender first, playing Formation, Tactics, Spell, & Event cards from their hands.

Resolution Segment

Add up the Force Total for each of the 2 units. The Unit with the higher Force total wins. (In case of a tie flip a coin) The loser retreats.

The winning unit can fight again this phase.

End Segment

Players discard their action card hands down to 4 or less cards.

End Phase

Players discard their Recruit hands down to 7 or less cards. Players discard their Leader card hands down to 4 or less cards.

Recruit Deck Notation

Number of copies of card in deck
T Troop
M Modifier
S Special
I Infantry
C Cavalry
R Ranged

LDR Leader
TRP Troop
DP Deployment Phase
AT Attach to
AB After Battle
ABYW After Battle you win
LD Leader Deck
RD Recruitment Deck
OT Opponent

Recruitment Deck Card List

Card Name:	#	Type	Force	Notes
Foot	2	TI	3	+2 if Defender
Swords	2	TI	5	+2 vs Ranged
Spears	2	TI	4	+2 vs Cavalry
Warriors	2	TI	6	+2 vs Infantry
Long Bows	2	TR	4	+2 vs Infantry
Archers	2	TR	3	+2 if Defender
Crossbows	2	TR	5	+2 vs Cavalry
Rockets	2	TR	6	+2 vs Ranged
Cavalry	2	TC	5	+2 vs Ranged
Horse Archers	2	TC	3	+2 vs Infantry
Elephants	2	TC	6	+2 vs Cavalry
Chariots	2	TC	4	+2 if Attacker
Experience	4	M	+1	AT LDR AB
Elite Troops	4	M	+1	AT TRP AB
Companion General	2	M	+1	AT LDR DP Sorcerer can use Tactics
Companion Sorcerer	2	M	+1	AT LDR DP General can use Spells
Magical Weapon	4	M	+1	AT LDR in DP
Kill Man Eating Lion	4	M	+1	AT LDR in DP
Training	4	M	+1	AT TRP in DP
Quality Arms & Armor	4	M	+1	AT TRP in DP
Fame	2	M	+2	AT LDR ABYW
Morale Boost	2	M	+2	AT TRP ABYW
Unexpected Aid	2	S	-	Draw a card from LD
Increase Supplies	2	S	-	Draw 2 cards from RD
Duty Elsewhere	2	S	-	Unit cannot Fight this turn
Treachery	2	S	-	OT gives you control of 1 LDR
Assassin	2	S	-	OT discard 1 LDR
Cut Supply Lines	2	S	-	All Enemy TRP Force -1 this round
Raids	2	S	-	OT discard 3 Recruit cards
Propaganda	2	S	-	Steal 2 random Recruit cards from OT
Stirring Oratory	2	S	-	All your Units are Force +1 this round

Action Deck Notation

Z Strategy
T Tactic
S Spell
V Event

F Formation
A+D Attacking & Defending Units
ODXC Opponent discards X random cards from his action hand
LAOH Look at Opponent's action hand

Action Deck Card List

Card Name:	#	Type	Notes
Intercept	3	Z	Pick different defender unit
Evasion	3	Z	Opponent must pick different defender unit
Lure	3	Z	Pick different attacker unit
Ruse	3	Z	Opponent must pick different attacker unit
Scouts	3	Z	OD1C & LAOH before picking A+D
War Council	3	Z	Draw 3 cards from Action Deck
Fake Attack	2	Z	OD3C
Know Enemy	2	Z	Negate Strategy Card then draw 1 card
Destroy Stores	2	Z	All enemy TRP Force -1 for rest of Round
Tactician	2	T	LDR Force +1 & Negate Tactics card
Raid	2	T	LDR Force +1 & Negate Formation card
Duel	2	T	Base Force of Opposing General = Zero
Volley	2	T	Ranged Troop Force +3
Snipe	2	T	Ranged Troop Force +2 & OD1C
Iron Wall	2	T	Infantry Troop Force +1 & Negate Spell
Rally	2	T	Troop gets Force +1 & Negate Event card
Charge	2	T	Cavalry Troop Force +3
Outflank	2	T	Cavalry Troop Force +2 & OD1C
Battle Cry	2	T	Doubles Base Force of General
Crush	2	T	Infantry Troop Force +3
Backup Effect	4	V	Troop gets Force +1
Casualties	4	V	LDR Force +X. X = Action cards you've played
Defend Bridge	2	V	LDR Force +4 if you are Defending
Ambush	2	V	LDR Force +4 if you are Defending
Surprise Attack	2	V	LDR Force +4 if you are Attacking
Confusion	4	V	LDR Force +2 if you have more Units
Losses	4	V	Retreating Unit must discard Modifier card
Slain	2	V	Retreating Unit is discarded
Meteor Shower	2	S	Doubles Base Force of Sorcerer
Fire Balls	2	S	LDR Force +1 & +3 vs Infantry
Fire Storm	2	S	LDR Force +3
Hail	2	S	LDR Force +1 & Negate Event card
Ice Storm	2	S	LDR Force +1 & Negate Tactics card
Lightning	2	S	LDR Force +1 & +3 vs Cavalry
Gale	2	S	LDR Force +1 & +3 vs Ranged Troops
Fissure	2	S	LDR Force +1 & Negate Formation card
Ring	2	F	TRP Force +2
Box	2	F	TRP Force +2
Dome	2	F	TRP Force +1 & OD1C
Moon	2	F	TRP Force +1 & +2 if you are Defending
Swan	2	F	TRP Force +1 & +2 if you are Defending
Carp	2	F	TRP Force +1 & +2 if your Troops are Infantry
Goose	2	F	TRP Force +1 & +2 if your Troops are Ranged
Bowl	2	F	TRP Force +1 & +2 if your Troops are Cavalry
Asp	2	F	TRP Force +1 & +2 if you are Attacking
Bull	2	F	TRP Force +1 & +2 if you are Attacking
Dart	2	F	TRP Force +1 & +2 if your LDR is a General
Awl	2	F	TRP Force +1 & +2 if your LDR is a General
Flat	2	F	TRP Force +1 & +2 if enemy has no Formation

Leader Deck Notation

G General
S Sorcerer
M Male
F Female

X Modifier card (specific to good or bad side)
 Loyal = Immune to Treachery & Duty Elsewhere Cards
 Scout = Look at opponents Action hand at end of Action Segment
 Summon = Look in Deck for that card & put it in your hand

Good Forces Leader Deck

Name	Type	Force	Notes
Liu Bei	GM	4	Main Leader of the good armies
Zhuge Liang	SM	6	Can use 2 Spells in an engagement
Guan Yu	GM	6	Loyal. Can use 2 Tactics in an engagement
Zhang Fei	GM	5	Loyal. Tactics card used with him gives Force +2
Zhao Yun	GM	5	Force +1 vs General
Mei Sanniang	SF	4	Use any Tactics card as Meteor Shower Spell
Tiger General	X	+2	AT General in DP (5 in deck) Max 1 per General
Mei Mei	XF	+1	AT LDR in DP (Ninja Companion) Scout
Li Li	XF	+1	AT LDR in DP (Ninja Companion) Scout
Luo Luo	XF	+1	AT LDR in DP (Ninja Companion) Scout
Sun Li	GF	3	Attached Cavalry Troop gets Force +3
Ma Chao	GM	5	Scout
Huang Zhong	GM	4	Draw an Extra Action card in Action Segment
Pang Tong	SM	6	Draw an Extra Action card in Action Segment
Guan Ping	GM	2	Gets Force +1 per Modifier card on Unit
Zhou Cang	GM	2	May Intercept any 1 Attack per battle
Ma Su	SF	2	If she retreats the opposing LDR also retreats
Cai Mao	GM	3	Attached Infantry Troop gets Force +3

Evil Forces Leader Deck

Name	Type	Force	Notes
Cao Cao	GSM	6	Main Leader of the evil armies
Xun Yu	SF	6	Can use 2 Spells in an engagement
Himiko	SF	6	Spell card used with her gives Force +2
Cao Bu	GM	2	Can attach 2 Troops
Xiahou Yan	GM	6	Can use 2 Tactics in an engagement
Xiahou Dun	GM	5	Summon Xiahou Ba
Xiahou Ba	GM	5	Summon Xiahou Dun
Sima Yi	SM	6	Draw an Extra Action card in Action Segment
Zhang Liao	GM	6	Force +1 vs General
Guo Jai	SM	4	Use any Spell card as Hail
Cheng Yu	SM	5	OD1C at end of Action Segment
Cao Ren	GM	3	Force +4 if Defending
Hu Zhi	GF	5	Use any Tactics card as Crush
Yu Jin	GM	2	May Intercept any 1 Attack per battle
Xi Xuanfeng	X	+1	AT LDR in DP (Ninja Companion) Scout
Dong Xuanfeng	X	+1	AT LDR in DP (Ninja Companion) Scout
Xu Huang	GM	4	Use any Tactics card as Charge
Zhang He	GM	4	Attached Ranged Troop gets Force +3
Pang De	GM	5	Use any Tactics card as Raid
Cao Hong	GM	2	Use any Tactics card as Rally
Guo Shao	GM	4	Use any Tactics card as Volley

Name	Type	Force	Notes
Deng Ai	SM	3	Use any Spell card as Fire Ball
Yue Jin	GM	2	Use any Tactics card as Battle Cry
Li Dian	GM	2	Use any Tactics card as Iron Wall

Game Designers Notes

This is based on Kessen II for PS2 of which I've played a couple of battles. Quite Interesting. I recommend trying it. Some Learning curve needed. The first Kessen I see is placed in Japan not China.

Note: I did not put in the Neutral Leaders but I may if the Leader decks are unbalanced. I'll take a closer look at the walkthroughs to get more card ideas. Have not seen all the special weapon & troop types.

This would also be good in a Warp Empires game format.





Paper Rails Usa

Introduction

Rail Road Building Theme. Pen and Paper Game: No cards or dice needed. This is a modified PnP version of [Railroad Dispatch Usa: Railbuilding Game](#) Railroad Dispatch USA

Materials Required

Each player needs a pen with a different color ink. One Coin for flipping. A copy of the Map is needed (Black and White will work).

A copy of the Scoring Tables are needed.

Victory

The player with the most Victory Points (VP) at the end of the game wins.

End Of Game

The game ends at the end of the turn when the last possible Rail Connection is made. Immediately proceed to End of Game Scoring.

Points

There are several types of points each player needs to keep track of:

VP Victory Points

IP Income Points

RP Research Points

SP Stock Points

Setup

The player who brought the components goes first. Play proceeds clockwise. Players must start from an eastern seaboard city.

Turn Sequence

Players take turns. On your turn you may take 3 Actions (out of 5 available): You can take the same action up to 2 times in the same turn.

1. Build Action
2. Event Action
3. Stock Option Action
4. Operate Action
5. Research Action

Build Action

This Costs 1 IP. The second time you take it in the same turn costs 2 IP. Build 1 connection: Using your pen, initial one rail connection between 2 cities.

You have built that connection, you own it, no other player may initial it. You must connect to 1 city you are already connected to. If you cannot, you may build anywhere, but you must pay 1 extra IP.

Event Action

This costs 1 RP. The second time you take it in the same turn costs 2 RP. Gain control of the next unclaimed Event on the Event Scoring Table.

With your pen initial the Event.

Stock Option Action

This costs 1 IP. The second time you take it in the same turn costs 2 IP. Gain 1 SP.

Operate Action

Gain 2 IP.

Research Action

This costs 1 IP. The second time you take it in the same turn costs 2 IP. Gain 1 RP.

End Of Game Scoring

This proceeds in 3 Phases:

1. Commodity Scoring Phase
2. Railroad Scoring Phase
3. Stock Scoring Phase

Commodity Scoring Phase

Consult the Commodity Scoring Table. For each commodity determine which player is connected to the most cities that produce it; That player gets 2 VP. If there is a tie, each tied player gets 1 VP.

Railroad Scoring Phase

Consult the Railroad Scoring Table. For each Railroad determine if any player is connected to all the cities in it. That player scores VP equal to the number of cities connected to that RR.

If more than 1 player is completely connected, determine which player was fully connected first; only that player scores for that RR.

Stock Scoring Phase

The Player with the most SP gets 20 VP. The second place player gets 10 VP. Third place gets 5 VP.

Event Scoring Table

Event:	Notes:
Switch Frog	Gain 2 Victory Points (VP)
New York Stock Exchange	Gain 2 Stock Points (SP)
Stourbridge Lion	Gain 1 VP
First Railroad Charter	Build 1 Rail Line (RL)
Tom Thumb	Gain 3 VP
Flat Bottomed T-Rail	Gain 2 VP
John Bull 0-4-0	Gain 1 VP
Old Ironsides 2-2-0	Gain 2 VP
Iron Bar Frames	Build 1 RL
Semaphores	Gain 2 VP
Telegraph	Gain 3 VP
Bunk Cars	Gain 1 VP
Panic of 1837	All other players lose 1 SP
American 4-4-0	Gain 3 VP
Head Lights	Gain 1 VP
Standard Gauge	Build 1 RL
Mogul 4-6-0	Gain 3 VP
Whistle Stop Tours	Gain 5 VP
Land Grant Act	Build 1 RL and gain 1 SP
Gold Rush	Gain 2 VP
Pacific Railroad Surveys	Build 1 RL
Steam Injector	Gain 2 VP
Industrialization	Gain 2 VP
Coal Burning	Gain 1 RP and 1 VP
Railroad Bridges	Build 1 RL
Civil War	All other players lose 2 IP
Pullman Sleeping Car	Gain 2 VP
Consolidation 2-8-0	Gain 2 VP
Tank Cars	Gain 1 VP
Giant Stockyards	Gain 2 VP
Block Signaling	Gain 2 VP
Steel Rails	Build 1 RL
Swiveling Pony Truck	Gain 3 VP
Refrigerator Cars	Gain 1 VP
Cog Railroads	Build 1 RL and gain 1 VP
Automatic Air Brakes	Gain 3 VP
Snow Sheds	Build 1 RL
Jay Gould	Build 1 RL and gain 1 VP
Cyrus W. Field	Gain 3 VP
Edward H. Harriman	Gain 2 SP and 1 VP
Cornelius Vanderbilt	Build 1 RL and gain 1 SP
Daniel Drew	Gain 3 SP
Leland Stanford	Build 1 RL and Gain 2 VP
Collis P. Huntington	Gain 3 VP
Mark Hopkins	Gain 2 VP
Andrew Carnegie	Gain 4 VP
Black Friday	All other players lose 2 SP
Gilded Age	Gain 3 VP
Panic of 1873	All other players lose 1 IP
Knuckle Coupler	Gain 3 VP

Event:	Notes:
Rail Tunnels	Build 1 RL
Camelback	Gain 2 VP
Granger Laws	All other players lose 1 IP
Closing of the Frontier	All other players lose 1 VP

Commodity Scoring Table

Commodity:	Cities that Produce the Commodity:
Petroleum	Columbus, Buffalo, Dallas, Houston, KC, LA, Gasper
Meat Packing	Chicago, NY, Indianapolis, Milwaukee, Columbus, Dallas, Omaha
Textiles	PL Maine, Boston, NY, Charleston, Atlanta, Philly, Montg
Steel Works	Chicago, Pittsburgh, Buffalo, Davenport, Cleveland
Timber & Lumber	PL Oregon, Corinth, Charlotte, Montg, Jax, Houston, LR
Gold & Silver	Denver, Spokane, San Francisco, Helena, Seattle, Pocatello
Coal	Dallas, KC, Pitts, St Joe, St Louis, Cleveland, Cincinnati
Manufacturing	NY, Cleveland, Detroit AACC SF, LA, NO, KC, Milwaukee, Omaha
Sugar Beets	Jax, NO, Mobile, SF, Denver, SLC, Detroit
Hogs	Davenport, Columbus, Cincinnati, Indianapolis
Cattle	Davenport, Houston, Dallas, Bismark, SF, Denver, DC
Wheat	Helena, Bismark, Denver, Spokane, DC
Tobacco	Wilmington AACC and Nashville
Corn	St Joe, KC, St Luis, Davenport, Indianapolis, Cleveland
Cotton	Vicksburg AACC and Dallas, Atlanta, Montg, Columbia
Dairy	Milwaukee, Portland Both, Seattle, Duluth, Detroit, Pitts
Apples	New York, Spokane
Grapes	San Francisco, Buffalo
Oranges	Jacksonville, LA, Phoenix
Rice	SF, NO, Houston, Savannah, LR, Corinth

AACC And all Connected Cities

Railroad Scoring Table

Railroad:	Cities Connected to the Railroad:
Pennsylvania RR	Philadelphia, Pittsburgh Columbus, Indianapolis AACC
Norfolk & Western	Richmond, Columbus, Cincinnati
Baltimore & Ohio	Washington DC, Columbus, Indianapolis AACC
Three Boston Lines	Boston AACC
South Carolina Canal & RR	Columbia AACC
Chicago, Burlington, & Quincy	St Joseph AACC and Chicago, Omaha, St Paul, St Luis
Illinois Central	Chicago, St Louis, Memphis, Vicksburg, New Orleans
Chicago, Rock Island & Pacific	St Joseph AACC Chicago, Dallas, Houston, LR, DC, WT
New York Central	Cleveland, Columbus, Indianapolis AACC and NY, Cincinnati
Missouri Pacific	Kansas City, Little Rock AACC and New Orleans, El Paso
Louisville & Nashville RR	Nashville AACC and Mobile, New Orleans
Erie Lackawanna RR	NY, Buffalo, Cleveland, Cincinnati, Chicago, Indianapolis
Union Pacific	Seattle AACC and St Joseph, Denver, SL-City, Los Angeles
Central Pacific	San Francisco, Salt Lake City
Chesapeake & Ohio RR	Richmond, Cincinnati, Columbus, Chicago, Detroit
Chicago & Northwestern	Milwaukee, Gasper, Chicago, Duluth, WT, Omaha, St Paul
Chicago, Milwaukee, & St Paul	Chicago, Milwaukee, St Paul, Kansas City, St Joseph, Omaha

Railroad:	Cities Connected to the Railroad:
Atchison, Topeka, & Santa Fe	Los Angeles, El Paso AACC and Denver, St Jo, KC, Chicago
Denver & Rio Grand Western	Salt Lake City, Denver
NY, New Haven, & Hartford	New York, Boston
Northern Pacific	Spokane AACC and Duluth

AACC And all Connected Cities





Paranoia: Troubleshooters

Introduction

Card game based on the Paranoia RPG. Each player represents 1 Clone that is part of a Troubleshooter team. Players try to survive while killing off their opponent's clones.

Objective

Be the last one alive. Kill off all your opponent's clones.

Clone Families

Each player has a family of 6 clones. Every time your clone is killed, one of your remaining clones takes his place. When all six have been killed you lose and are out of the game.

Background

You live underground in a giant complex controlled by a paranoid computer. This complex is called Alpha Complex. The Computer is your friend.

Traitors are executed. Good Citizens help root out Traitors. Mutants are traitors.

Secret Society members are traitors. You are a Mutant and a Secret Society Member. You know very little because of your (Red) low security clearance.

You have been assigned to a team of Troubleshooters. Troubleshooters shoot trouble. Stay Alert! Trust No One! Keep your Laser Handy!

The Decks

There are 2 decks:

1. The Mission Deck
2. The Paranoia Deck

If a deck ever runs out, shuffle the discard and draw from it.

Setup

Players take turns. Roll 1D6 to determine who goes first. Play proceeds clockwise.

Turn Sequence

Each turn has 4 Phases:

1. Requisition Phase
2. Mission Phase
3. Action Phase
4. Debriefing Phase

Requisition Phase

Each player fills their hand to 5 Cards from the Paranoia Deck.

Mission Phase

Flip over the top card of the Mission Deck. This describes an encounter all players must face. The encounter will be one of three types: Combat, Comprehension, or Communication.

Each player must play (discard) one Paranoia card of a matching type to survive. If a player cannot play a matching card his Clone is killed.

Action Phase

The current player may initiate one or more actions. Actions require the expenditure of Paranoia cards. He may continue doing this until he has no cards left in his hand.

The Actions include:

1. Situational Awareness: Discard 2 Comprehension cards to draw 3 Paranoia Cards and put them in your hand.
2. Accusations: Play one or more Treason cards onto an opponent.

The opponent may play Communication cards to discard Treason cards on a One to one basis. If a player has 3 or more Treason cards and no way to Discard them, that clone is immediately terminated by the computer.

3. Shoot the Traitor: The player picks a target opposing player who has at least one Treason card. Both play Combat cards from their hands. The player who plays more combat cards kills the opposing player. If both play an equal number of cards then roll 1D6: The higher roll wins.

If still tied, both are killed.

4. Special Actions: Some cards allow for special actions when played.

These special actions (SA) are described on the individual cards. All played cards from Action Phase are discarded.

Debriefing Phase

Max hand size is 5 cards. Discard any excess cards.

Card Notations

- X** Combat
- Y** Comprehension
- Z** Communication
- T** Treason

The Mission Deck

Card:	Type:	Notes:
Plasma Turrets	X	
R & D Explosion	Y	
Live Fire Training Exercise	X	
Jackbots with Hand Weapons	X	
Interrogation	Z	
Weapons Malfunction	Y	
Equipment Failure	Y	
CPU Investigators	Z	
Structural Collapse	Y	
Questioned by Superior	Z	
Internal Security Goons	X	
Minefield	Y	
Combot Patrol	X	
Go Outside	Y	
Vulture Squadron	X	
Nuclear Meltdown	Y	
Hostile Environment	Y	
Derranged Docbot	Y	

Card:	Type:	Notes:
Rogue Psion	X	
Anti-Mutant Agents	X	
Church of the Computer Fanatics	Z	
Spy from another Alpha Complex	Y	
Humanist Protestors	Z	
Cabal of Mystics	Z	
Purge Saboteurs	X	
Frankenstein Destroyers	X	
Corpore Metal Conspirators	X	
Gathering of Romantics	Y	
Pro-Tech Cyborgs	Y	
Communist Plot	X	
Computer Phreaks	Y	
Servants of the Illuminati	Y	
Free Enterprise Entrepreneurs	Z	
Death Leopard Maniacs	X	
Sierra Club Members	Z	

The Paranoia Deck

Card:	Type:	Notes:
Stay Alert!	X	
Trust No One!	T	
Keep your Laser handy!	X	
The Computer is your Friend!	T	
Spurious Logic	Z	
Vehicular Repair Skill	Y	
Computer Programming	Y	
Engineering	Y	
Plasma Generator	X	
Laser Pistol	X	
Secret Society	T	
Serve the Computer	Z	
Paranoia	T	
Intercepted Messages	T	
Confession Booths	T	
Good Citizen	T	
Shoot First	X	
Ask Questions Later	X	
Mutant	T	
Shoot Trouble	X	
Security Breach	T	
Inevitable Betrayal	T	
Enemy of the Computer	T	
Commie Infiltrator	T	
Service Group Membership	Y	
Dangerous Secrets	T	
Mechanical Aptitude	Y	

Card:	Type:	Notes:
Precognition	X	
Telekinesis	X	
Telepathy	Z	
Empathy	Z	
Machine Sense	Y	
Eidetic Memory	Y	
Suggestion	Z	
Mental Blast	X	
Robotics	Y	
Bribery	Z	
Fast Talk	Z	
Bootlicking	Z	
Con	Z	
Oratory	Z	
Energy Rifle	X	
Ice gun	X	
Needle gun	X	
Flamethrower	X	
Slugthrower	X	
Tangler	X	
Gauss gun	X	
Propaganda	Z	
Grenades	X	
Cone Rifle	X	
Demolition	X	
Suspicious Behavior	T	
Failure to Obey	T	

Card:	Type:	Notes:
Reflec Armor	X	
Intimidation	Z	
Commendation Note	Z	
Advanced Senses	Y	
Regeneration	X	
Charm	Z	

Card:	Type:	Notes:
Truncheon	X	
Neurowhip	X	
Ambush	X	
Stealth	X	
Mind Control	Z	
Sabotage	T	





Pathfinders

Introduction

Card Game with Early Aviation Theme 1909-1912.

Victory

The player with the most Victory Tokens at the end of the game wins.

Game End

The game ends when a turn starts and there are no cards left in the deck.

Victory Tokens

Players share a common set of Victory Tokens (VT).

Token Pot, Pool, And Piles

There is a separate Common Pot and Pool for VT. Each player has his own Victory Pile.

The Deck

Players share a common deck. There are 5 Card Types:

1. Pilots
2. Aeroplanes
3. Challenges
4. Hazards
5. Fame

Setup

The player with the most flight hours goes first. Play proceeds clockwise.

Common Deck Card List

Name:	Type:
Cross English Channel	C
Louis Bleriot	P
Monoplane	A
Miracle	F
Aviation Journals	F
Pioneer	P
Industry	F
Accident	H
Crash on Takeoff	H
Triumph of Science	F

Turn Sequence

Players take turns Each turn has 5 Phases: Glory Phase Invention Phase Hazard Phase Venture Phase End Phase

Glory Phase

Put 1 VT from the Pool into the Pot.

Invention Phase

Draw 4 cards and put them in your hand.

Action Phase

You may discard a Hazard card to cause a target opponent to randomly discard 1 card from his hand.

Venture Phase

You may make a Meld. A Meld consists of: 1 Pilot Card 1 Aeroplane Card 1 Challenge Card Any number (0-1+) of Fame Cards. Gain VT = the number of cards in the Meld plus all the VT in the Pot.

End Phase

Max hand size is 7 cards: Discard excess cards.

Card Deck Notation

- C** Challenge
- P** Pilot
- A** Aeroplane
- H** Hazard
- F** Fame

Name:	Type:
Innovation	F
Sudden Death	H
Smallest Mistake	H
Triplane	A
Avro Type F	A
Landmark Design	A
Prototype	A
Military Competition	C
Duration Record	C
Stalled	H

Name:	Type:
Aeronautics	F
Harriet Quimby	P
Dreams of Flight	F
Flying Machine	A
Cross the Alps	C
Cross the Pyrenees	C
Cross the Mediterranean	C
Glory	F
Rich Prizes	F
London to Paris	C
Paris to Rome	C
Paris to Cairo	C
Inclement Weather	H
Strong Winds	H
Birds	H
Historic Flight	F
Alfred LeBlanc	P
French Circuit	C
Daring Young Man	P
Georges Chavez	P
Trailblazing Flight	F
Mortal Injury	H
Wreckage	H
Cheering Crowds	F
Paris to Madrid	C
Circuit of Europe	C
Circuit of Britain	C
Andre Beaumont	P
Steady Flier	P
Jules Verdines	P
Roland Garros	P
Aquaeroplane	A
Test Pilot	P
Monocoque Racer	A
Streamlined Fuselage	A
Speed Record	C
Experimental Machine	A
Designer	P
Wilfred Parke	P
Biplane	A

Name:	Type:
Spiral Spin	H
Unexplained Crash	H
Erratic Controls	H
Delicate Structures	H
Underpowered Engines	H
Unstable Design	H
Pilot Sneezed	H
National Research Centers	F
Invention	F
Aerodrome	A
Tandem Winged Aircraft	A
Geoffrey De Havilland	P
Pusher Propeller	A
Edward Busk	P
Daredevil	P
Eugene Ruchonnet	P
Pilots License	P
European Air Meet	C
Government Trial	C
Gordon Bennett Race	C
Speed Milestone	C
Commemoration	F
Trial & Error	F
Burst into Flames	H
Steep Dive	H
Box Kite Canard	A
Tractor Configuration	A
Congratulation	F
Rapid Progress	F
Distance Record	C
Rotary Engine	A
Stick & String Airframe	A
Heavier than Air Craft	A
Airshow	F
Exhilaration & Wonder	F
Brothers	P
Motorized Aerial Carriage	A
Altitude Record	C
Exhibition Team	P

Links

Early Aviation Image Collection





Pawn Poker

Introduction

Abstract Strategy game for 2-4 players.

Game End

The Game Ends, when all the cards have been collected.

Victory

The Player with the best hand at the end of the game wins. The best hand according to standard 5 card Poker rules. At the end of the game each player will have more than 5 cards.

The player chooses which of his captured cards to use to make his 5 card hand.

The Board

Use a large 5 X 5 Grid. Each square must be large enough to hold 1 card

The Deck

Use a regular deck of playing cards.

Pawns

Each player gets a single pawn of a unique color.

Setup

Shuffle the Deck. Place 1 Random card on each of the 25 Spaces. High draw from the remainder of the deck determines who goes first.

Each player places their pawn on a corner space.

Turn Sequence

Players take turns. On your turn move your pawn like a queen in chess. You must move if possible.

At the end of your move, you keep the card in the space you started on. (If the space is empty, you get nothing.) You cannot move through or jump over other pawns. Max hand is 10 cards. Discard excess cards.

Variant Rules

Use a 6 x 6 Board or bigger. Players get extra Pawns. Extra pawns move like Bishops, Rooks, or Knights in Chess.





Pawnshop

Introduction

Card & dice game for 2+ players. Each player is a pawnshop owner.

The Deck

Players share a common deck. The deck contains 2 types of cards: Item cards & Event cards. Each Item has 3 values: Pawn, Interest Fee, & Sell values.
Note that players do not have 'hands'.

Winning

The first player to accumulate \$10,000 is the winner.

1D6	Result:
1-2	Customer pays you the Interest Fee & buys back the Item (at same price)
3-4	Customer pays you the Interest Fee & Item remains in collateral
5-6	Customer doesn't come back: You own the item

Place items you own in a separate area from your 'safe'.

Draw Phase

Draw 1D6 - 3 cards from the deck. (This is the Draw Roll) Ignore negative results (nothing comes in that day) Cards are played face up onto the middle of the table.

Event Phase

Resolve all Event cards you drew this turn. Discard event cards after they are resolved.

Item Card List

Card Name:	Pawn	Intrst	Sell
TV set	50	10	80
Big Screen TV	250	30	800
Circular Saw	10	5	20
Bicycle	20	10	40

Pieces

Keep track of money with paper & pencil. A six sided die is needed.

Setup

Each player starts with \$1,000. High roll on the die goes first.

Turn Sequence

Players take turns. Each turn has 5 phases: Interest Phase Draw Phase Event Phase Pawn Phase Sell Phase

Interest Phase

Roll 1D6 for each item you have in collateral:

Pawn Phase

Each Item card has a pawn value. Pay this amount out as a loan to keep the item as collateral. You may make loans on any of the item cards you drew this turn.

You may also make loans on items not taken as collateral by other players. Discard any items that you've passed on twice. Move the pawned item cards into an area next to you called your 'safe'.

Sell Phase

Roll 1D6 for each item you own:

1D6	Result:
1-4	Nothing happens
5-6	You sell it for its Sale value.

Card Name:	Pawn	Intrst	Sell
Bronze Sculpture	400	50	900
Antique Jewelry	250	30	650
Precious Gems	150	20	250
Gold Chains	180	20	350

Card Name:	Pawn	Intrst	Sell
Computer	200	25	500
Lap Top	150	15	400
Mountain Bike	40	10	90
Sawzall	20	10	50
Tools	20	10	40
Vacuum	15	10	20
Video Game System	20	10	40
CD Collection	15	10	30
Tapes	10	5	20
Porn Tapes	10	10	30
Jewelry	350	40	900
Fine Jewelry	700	70	1500
Large Diamond	1000	100	2000
Boom box	20	10	40
Stereo Equipment	40	15	120
Handgun	50	20	100
Printer	10	5	25
Fax Machine	15	10	30
Fishing Pole	5	5	10
Hunting Knife	10	5	15
Scuba Gear	100	20	200
Oriental Rug	25	10	60
Custom Cigarette Lighter	5	5	15
Scrap Jewelry	70	10	80
Power Drill	10	5	15
RC Boat/Car	40	15	80
Antique Painting	150	40	500

Card Name:	Pawn	Intrst	Sell
Coin Collection	200	20	400
Rolex Watch	500	75	500
Gold Bullion	200	30	300
Ski Equipment	40	10	70
Exercise Bike	30	15	70
Treadmill	30	15	70
Antique Furniture	200	30	600
CD Player	30	10	60
Set of Tire Rims	100	15	400
Music Keyboard	30	10	60
Guitar & Case	40	10	80
Drum Set	70	20	150
Fuzz Buster	10	5	20
Car Stereo	10	5	20
Hunting Bow	20	10	60
Microwave Oven	20	10	50
Mini Fridge	15	10	30
Clock Radio	5	5	10
Antique Vase	200	30	400
Trumpet	20	10	50
Antique Lamp	150	20	500
Antique Clock	200	30	800
Motorcycle	300	40	700
Fur Coat	40	20	100
Silver Jewelry	30	10	75
In Line Skates	10	5	20
Beanie Babies	25	10	50

Event Card List

Card Name:	Notes:
Police Investigation	Loose one random collateral item
Hold Up	Lose 2D6 X \$100
Break In	Loose 3 random non-jewelry items you own
Employee Theft	Lose 1D6 X \$100
Fake Item	Loose one random Jewelry item you own
Cubic Zirconium	Loose one random Jewelry item you own
Customer Theft	Loose one random Jewelry item you own
Con Artist	Loose all Jewelry items you own & \$2,000
Jewelry Convention	All players may sell all their jewelry items
Antique Convention	All players may sell all their antique items
Rent Due	All players pay \$400
Re-cut Diamond	One Jewelry Item you own is now worth \$2,000
Broken	Discard one electronic item you own
Lawsuit	Lose 2D6 X \$100
Wheel & Deal	Draw 2 extra cards
Buy Smart	Buy one item this turn at half cost
Advertise - Signs	Pay \$40 to get +1 to next 1D6 draw rolls
Advertise - Flags	Pay \$40 to get +1 to next 1D6 draw rolls
Out on Memo	Sell one Jewelry item you own

Card Name:	Notes:
Trip to Refinery	You may sell one Jewelry item you own for half value

Game Designers Notes

I used to work in a pawnshop. Saw some crazy stuff.





Peanuts Gag Grab

Introduction

Board game for 2-4+ players. Charlie Brown, Snoopy, Peanuts Theme.

Disclaimer

Peanuts is a copyrighted, licensed product. This is merely a fan site.

Winning

The player with the most Gag Points at the end of the game wins.

Game End

The game ends when a Gag card needs to be replaced on the Board, and there are none left in the Gag Deck.

The Decks

There are 2 decks:

1. The Gag Deck
2. The Kid Deck

The Gag Deck

These cards form the Board. They are claimed by players and are worth Gag Points. In order to be claimed they require the player to move his pawn onto that card and discard 2 Kid cards of the indicated type.

The Kid Deck

There are 2 basic types of Kid Cards:

1. Main Characters
2. Peanut Gallery

There are 4 Suites of Main Characters:

1. Charlie Brown
2. Snoopy
3. Linus
4. Lucy

Each suite has 10 cards (All identical). There are 12 Peanut Gallery cards each listing one supporting Character.

Pawns

Each player gets a unique pawn. Ideally each pawn is miniature statue of one of the Peanuts characters (especially the Main Characters).

Dice

Six sided dice are needed.

The Board

The board is a 6 X 6 Grid. Each space will contain 1 face-up Gag card. As Gag cards are claimed during play they will be immediately replenished by the Gag Deck.

Setup

Each player chooses a pawn. Shuffle the Decks. Place 1 Gag card face-up onto each of the 36 spaces on the Board.

Each player is dealt 2 Kid cards. Players roll high on 1D6 to see who goes first. Reroll ties. Players place their Pawns in separate corner spaces.

If playing with 5 or more players, use the 4 center spaces as allowable starting spaces also.

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Draw Phase
2. Roll Phase
3. Move Phase
4. Claim Phase
5. End Phase

Draw Phase

Draw 2 Kid Cards from the top of the Kid Deck and put them in your hand. If the Kid deck ever runs out, shuffle the discard and draw from it. Next if your pawn is adjacent to any opponent's pawns, you may trade Kid cards from your hands. Trades must be agreeable to both parties.

Roll Phase

Roll one die.

Move Phase

You may move your pawn a number of spaces equal to the number you rolled in Roll Phase OR Less. Moves may be orthogonal or diagonal. You may not land in the same space occupied by another pawn.

You may move through (past, over) other player's pawns. You must move if you are at all able. If somehow you cannot move (blocked), reroll the die.

Claim Phase

You may claim the Gag card in the space your pawn currently occupies. Each Gag card lists 2 Kid cards that must be discarded in order to claim it. Place the claimed card into your Gag pile.

Next, replace the gag card you just claimed with the top card of the Gag deck. If there are no Gag cards left, the game ends.

End Phase

Max hand size is 7 cards. Discard excess cards.

Peanut Gallery Cards

The Secondary Character cards in the Kid Deck have a variety of extra uses:

Kid Deck Card List

Name	Number of Cards
Charlie Brown	10
Snoopy	10
Linus	10
Lucy	10
Sally	1
Woodstock	1
Schroeder	1
Violet	1

Name	Number of Cards
Peppermint Patty	1
Marcie	1
Franklin	1
Pig Pen	1
Spike	1
Rerun	1
Frieda	1
Shermy	1

Gag Deck Card List Notation

CB Charlie Brown

SN Snoopy

LI Linus

LU Lucy

GP Gag Points

Any Any Kid

MC Main Character

Gag Deck Card List

Name:	GP	Kids Required
Little Red Haired Girl	3	CB + LI or LU
Football Kick	4	CB + LU
Shortstop	3	SN x2
Beethoven's Ninth	5	LU + Schroeder
Psychiatry Booth	4	CB + LU
Good Grief	2	CB x2 or LI x2
Great Pumpkin	3	LI x2
Security Blanket	3	LI + MC
Scout Master	5	SN + Woodstock
Red Baron	3	SN x2
Christmas Program	2	MC + Any
Daisy Hill Puppy Farm	5	SN + Spike
Suppertime	4	SN + CB
Blanket Stealer	4	SN + LI
Give Up Blanket	5	LI + LU
No Valentines	2	CB + Any
Run Away from Home	1	Any + MC

1. Discard 1 Secondary Character to increase the result of a roll by 1 or 2.
2. Discard 2 Secondary Characters to draw 3 Kid Cards and discard any 2 from your hand.
3. Discard 2 Secondary Characters to cause a target Gag card on the board to

be discarded and then replaced.

4. Discard 1 Secondary Character to get a second move roll (Make a second move right

after your first, in effect, you get a second Roll & Move Phase right after the first).

5. Discard 1 Secondary Character after you have made a Claim to get an extra

Roll, Move, and Claim Phase!

Name:	GP	Kids Required
Melting Snowman	3	CB or SN + CB or SN
Bible Quotes	3	LI x2
Bad Temper	3	LU x2
Thanksgiving	1	MC + Any
Summer Camp	1	Any x2
Bird Bath	5	SN + Woodstock
Kite Eating Tree	3	CB + LU or LI
Snowflake Collection	3	LI + LI or LU
Toy Piano	5	LU + Schroeder
Stargazing	3	LI + LU or CB
Baseball Coach Pep Talk	2	CB + Any
Ice Skating	1	MC + Any
Captain of the Ship	3	SN x2
WWI Flying Ace	3	SN x2
Rained On	2	LI or CB + LI or CB or LU
Beg for Food	3	SN + Any
Mountain Lion	3	SN x2
Cat Next Door	3	SN x2
Sand Castles	3	LI x2
Naturally Curly Hair	5	MC + Frieda
Girl Trouble	2	Boy + Girl
Snowball Fight	2	MC + Any
Dog House	3	SN x2
Big Sister	3	LU x2
Stupid Dog	2	SN + MC
Cloud Watching	2	MC + MC
The Stone Wall	4	CB + LI
Spelling Bee	2	CB + Any
New Math	5	CB + Peppermint Patty
Crab-In	5	LU + Violet
Joe Cool	3	SN x2
All Stars	2	CB + Any
Slug You	2	LU + CB or LI
Bonk!	3	LU x2
Best Selling Novelist	3	SN x2
Chuck	5	CB + Peppermint Patty
Round Headed Kid	3	CB x2
Joe Shlabotnik	3	CB x2
Pencil- Pal	3	CB x2
Pitching Mound	3	CB x2
Fussbudget	3	LU x2
Phone Call	2	CB + Girl
Yes Sir	7	Peppermint Patty + Marcie

Links

Peanuts





Pearl Harbor

Introduction

Solo Card Game. December 7, 1941. The player takes the role of the Japanese Imperial Navy First Air Fleet.

Objective

Destroy as many US targets as possible.

End Of Game

The game ends at the end of the turn in which there are no cards left in the deck.

The Deck

There is one of each card in the card list.

The Cards

There are 4 types of cards: Strategy Cards Target Cards Weapon Cards Defense Cards

Turn Sequence

Each turn has 5 phases:

1. Scout Phase
2. Reserve Phase
3. Attack Phase
4. Target Phase
5. Regroup Phase

Scout Phase

Draw 6 cards.

Reserve Phase

Draw an additional 0, 1, 2, 3, or 4 cards.

Attack Phase

Discard 0, 1, or 2 cards and draw replacements. Defense cards cannot be discarded.

Target Phase

From your hand, make as many 3-card-combos as you can. A combo must have one Weapon card, one Strategy card, and one Target card. Place the Target cards into your Success Pile.

Place the Weapon and Strategy cards into your discard.

Regroup Phase

Discard all cards remaining in your hand.

Card List Notation

- T** Target
S Strategy
W Weapon
D Defense

Card List

Type	Name
S	Japanese Imperial Navy First Air Fleet
S	Vice Admiral Chuichi Nagamo
S	A Day that Will Live in Infamy
D	The Carriers are Missing
S	Empire of Japan
S	Massed Surprise Attack
D	Franklin D Roosevelt
D	Admiral Husband E Kimmel
T	US Navy Pacific Fleet
S	Pre-Emptive Strike
S	Admiral Isoroku Yamamoto
T	Oahu Island
W	Val Dive Bombers
W	Kate Level Bombers

Type	Name
T	Battleship USS California
T	Battleship USS Maryland
T	Battleship USS Nevada
T	Battleship USS Oklahoma
T	Battleship USS Pennsylvania
T	Battleship USS Tennessee
T	Battleship USS West Virginia
W	Armor Piercing Bombs
W	Shallow Water Torpedoes
T	Pearl Harbor
T	Heavy Cruisers
T	Destroyers
T	Submarines
T	US B-17 Bombers

Type	Name
W	Kate Torpedo Bombers
W	Zero Fighters
W	Nakajima B5N2 97s
W	Aichi D3A1 99s
W	Midget Submarines
W	Fleet Submarines
W	Aircraft Carrier Akagi
W	Aircraft Carrier Hiryu
W	Aircraft Carrier Kaga
W	Aircraft Carrier Shokaku
W	Aircraft Carrier Soryu
W	Aircraft Carrier Zuikaku
W	Fighter Escort
S	US Lack of Communication
S	First Wave
S	Second Wave
S	Sitting Ducks
S	Intense Pilot Training
S	Daylight Raid
S	Complete Surprise
T	Battleship USS Arizona

Type	Name
D	Army Mobile Radar
T	Battleship Row
S	Tora Tora Tora
S	Attack Run
T	Army Airfields
T	Ewa Airfield
T	Grounded Planes
W	Strike Planes
D	Ship AA Guns
D	Shore AA Guns
D	AA Gun Barrage
T	Support Ships
S	Heavy Bombing
S	Sunk or Capsized
S	Major Damage
T	Fuel Reserves
T	Ammunition Reserves
T	Repair Shops
T	Dry Docks
D	Fearful of Counterattack





Pedro For President Game

Introduction

Card game for 2-4+ players. Napoleon Dynamite School Election Theme. Each player has a "Nerdy" candidate that is running for school president.

Disclaimer

Napoleon Dynamite is a copyrighted, licensed product. This is merely a fan site.

Victory

The player with the most votes at the end of the game wins.

Game End

The game ends at the end of the turn in which the last card has been drawn from the deck.

The Deck

Players share a common deck. The deck has 1 copy of each card described in the card list.

Dice

A six sided die (D6) is needed.

Stats

Each player has 3 Stats: Time, Money, and Votes. Use tokens to record these: White = Time

Red Money

Blue Votes

All Tokens can be saved from turn to turn.

Card List

Name:	Cost:	Notes:
Take the Bus	-	TOL 3T +2V
Solo Tetherball Match	-	TOL 2T +1V
Hunt Wolverines in Alaska	2T	YG 3V
Get Beat Up by Bully	-	TOL 1T +3V
New Kid	-	TOL 2V
Visit School Nurse	-	TOL 3T

Setup

The nerdiest player decides who goes first. Each player is dealt a hand of 3 cards. Each player starts with 10 Vote Tokens.

Each player starts with 5 Money Tokens.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Time Travel Phase
2. Get your Groove on Phase
3. Stuff Happens Phase
4. Freakin Idiot Phase

Time Travel Phase

Get 1D6 Time Tokens for free.

Get Your Groove On Phase

Draw 2 cards from the Deck and put them in your hand. Spend 5 Time Tokens to draw an extra card.

Stuff Happens Phase

Play up to 2 cards from your hand Spend 5 Time Tokens to play an extra card. Cards cause you or your opponents to gain or lose stats. Often a card will have a cost in time and/or money to play.

Freakin Idiot Phase

Max hand size is 5 cards. Discard excess cards.

Card List Notation

- T** Time
M Money
V Votes
TOL Target Opponent Loses...
YG You Gain...

Name:	Cost:	Notes:
Win Farm Trivia Contest	3T	YG 3M +1V
Ride Bike to School	-	TOL 4T +1V
Worst Day Ever	-	Opponent Discards 3 cards
Cage Fight Brother Kit	-	TOL 1T
Bad Hair Cut	-	TOL 1T +3V
Rex Kwon Do	-	TOL 2T + 5M
Boondoogle Keychains	6T +5M	YG 8V
Scout Camp Connections	2T	YG 2V
Feed the Llama	-	TOL 2T +1V
Buddy System	-	YG 2V +1T
Red, White, & Blue Pants	-	TOL 2M +3V
Sign Language Sing Along	-	TOL 3T +1V
Got My Back	-	YG 1V +2T
Find Date for School Dance	9T	YG 6V
Girlfriend From Oklahoma	2T	YG 2V
Compulsive Liar	3T	YG 3V
Grow a Moustache	7T	YG 4V
Tater Tots in Your Pants	-	TOL 2V
Do You Dare Me?	2T	Draw 2 Cards
Listen to Creepy Uncle Rico	-	TOL 4T
Online Chat Rooms	-	TOL 6T
Fund Raiser	6T	YG 5M
Time Machine Modulus	-	TOL 3T +4M
Racial Slur	-	TOL 1V
Cyberspace Dating	-	TOL 4T
Make a Friend	2T	YG 2V
Draw Ligers	2T	YG 1V
Private Phone Call	2T	Draw 2 Cards
Glamour Shot	2T +3M	YG 4V
Special Skills	4T	YG 2V
Talent Show	4T +3M	YG 6V
Awesome Dance Moves	3T	TG 5V
Sell Tupperware Sets	6T	YG 6M
Rip Mole Off Neck	-	TOL 1T +1V
Job at Chicken Farm	6T	YG 2M
Brand New Suit	1T + 5M	YG 4V
Steak Dinner	-	TOL 2T +2M
Muscle Car	-	YG 3T +4V
Vote for Pedro!	3T	YG 3V
Sweet Ride	-	YG 2T +2V
Bodyguard	2T	YG 2V
Checkout Cashier	5T	YG 4M
Flyers	4T +3M	YG 6V
Buttons	4T +6M	YG 8V
Makeover	3T +2M	YG 4V
Pedro Will Protect You	4T	YG 3V
Sell Bust Enhancer Formula	5T	YG 5M +Lose 1V
Break Effigy Pinata	3T +3M	YG 5V
Disqualification	-	TOL 3T +3V
Find Soul Mate	3T	Draw 3 Cards
Personal Transformation	4T	YG 3V
Moon Boots	2M	YG 1V
Pegasus Xing	-	YG 3T

Name:	Cost:	Notes:
Inspired Speech	2T	YG 4V
Happy Hands Skit	6T +4M	YG 7V
Reach For the Stars	-	YG 5T
Popular Girl	3T	YG 4V
Sing Love Ballad Off Key	2T	YG 1V

Links

Wikipedia





Peloponnesian War

Introduction

Card game for 2 Players. One player is the Athenians. One player is the Spartans.

Victory

The first player to accumulate 20 Victory Points (VP) wins.

Victory Tokens

Players share a set of Victory Tokens (VT). 1 VT is equal to 1 VP.

The Deck

Players share a common deck

Setup

Shuffle the deck.

Turn Sequence

Each turn has 4 phases:

- 1. Fate Phase
- 2. Strategy Phase
- 3. Action Phase
- 4. Victory Phase

Fate Phase

Each player is dealt 10 cards. If the deck ever runs out, shuffle the discard and draw from it.

Strategy Phase

Players may discard up to 5 cards and draw replacements.

Action Phase

Players take turns playing one card from their hand face-up to the table. The player with the most VP goes first. If tied the Athenian player goes first.

Some cards have a special ability that takes place when the card is played. Some special abilities require a target; if there is none, the card can still be played. Some cards can only be played by the Spartan or the Athenian player.

When a player has no more cards he can or wants to play he passes. A player who passes can play no more cards this phase. When both players have passed they calculate their Force Totals.

Each card has a Force Rating. Some cards can modify the Force Ratings of other cards. The higher total Force wins. The Athenian player wins ties.

Victory Phase

The winner of the action phase gets one Victory Token and all Event cards with a Victory point value played by both players. The winner places the VT and the VP cards in his Victory pile. All other played cards are discarded.

All cards remaining in the players hands are discarded.

Card List Notation

- A** Only the Athenian player may use the card
- S** Only the Spartan player may use the card
- B** Both players may use the card
- P** Person
- G** Political
- L** Land
- W** Sea
- C** Land or Sea: Chosen by controller when played
- E** Event
- Z** Allies
- X** Special
- AO** All Opposing
- AY** All Your
- VP** Victory Points
- SD** Search Deck for target card and put it in your hand
- OD** Opponent discards indicated number of random cards from his hand

Common Deck Card List

Card Name:	Type	Use	Force	Notes:
Thucydides	P	A	2	Look at next 5 cards in deck
Troops	L	B	3	-

Card Name:	Type	Use	Force	Notes:
Ships	S	B	3	-
General Brasidas	P	S	7	AY Strategy cards get +3
Rare Military Genius	X	B	5	Target Person gets +7
Exiled	G	B	2	Discard Target Person
Statesman Cimon	P	B	3	Discard Target Political card
Pericles	P	A	9	AY Athenian cards get +2
Xenophon	P	B	1	SD = Event card
Aegospotami	E	S	2	VP = 3 (Sea cards get +2)
Destroy Beached Fleet	W	B	2	Discard AO Sea cards
Cultural Supremacy	X	A	3	Athenian cards get +3
Spartan Leadership	G	S	4	AY Allies get +3
Democracy	G	A	5	AY Athenian cards get +1
Oligarchy	G	S	5	AY Spartan cards get +1
Besieged	L	B	3	Siege; Discard Target Ally card
Lack of Manpower	X	B	3	OD = 2
Garrison	L	B	2	-
Ideological Differences	G	B	4	AY Political cards get +2
Secure Corn Supply	X	A	2	VP = 2 (Sea cards get +2)
Found Colony	Z	B	4	AY Land & Sea cards get +1
Samos Revolts	Z	S	2	VP = 1
Retaliation	X	B	2	Discard Last card played
Naval Battle	S	B	5	-
Naval Intervention	S	B	4	AO Sea cards are -1
Corinth	Z	S	6	-
Corcyra	Z	A	4	-
Besiege Potidaea	E	A	3	VP = 1 (Land cards get +2)
Win Support	G	B	2	SD = Ally Card
Colonial Dispute	E	B	2	VP = 1 (Ally cards get +2)
Ultimatum	G	B	2	VP = 1 (Political cards get +2)
King Archidamus	P	S	5	AY Spartan cards get +2
Plague at Athens	E	S	2	Discard AO Athenian cards
Invade Attica	E	S	3	VP = 1 (Land cards get +2)
Thebans	Z	S	4	-
Nupactus Naval Battles	E	A	3	VP = 1 (Sea cards get +2)
Plataea Besieged	E	S	2	VP = 1 (Land cards get +2)
Mytilene Besieged	E	A	2	VP = 1 (Land cards get +2)
Lesbos Revolts	E	S	3	VP = 1
Delian League	G	A	6	Draw 1 card
Athenian Sea Power	W	A	7	-
Coercion	G	B	2	Control target Ally card
Domination of the Aegean	G	A	4	SD = Ally Card
Westward Ambitions	E	A	2	VP = 1
War Galleys	S	B	4	-
Triremes	S	B	3	-
Laurium Silver Mines	Z	A	1	Draw 2 cards
Diplomacy	G	B	3	Discard Target Event card
Bribery	G	B	3	Discard Target Political card
Network of Naval Bases	X	A	7	AY Sea cards are +1
Athenian Long Walls	X	A	3	Discard Target Land card
Grand Strategy	G	B	6	Draw 1 card
Marines	S	B	2	-
Massacre	G	S	2	Discard Target Political card
General Demosthenes	P	A	5	AY Land cards get +3

Card Name:	Type	Use	Force	Notes:
Peloponnesian Fleet	W	S	3	Counts as Ally
Admiral Phormio	P	A	6	AY Sea cards get +3
Ramming Tactics	W	B	4	Strategy
Corinthian Reinforced Rams	W	S	7	-
Merchant Fleet	X	A	1	Draw 2 cards Discard 1
Ineffectual Strategy	X	B	3	Discard Target card
Pitched Battle at Matinea	E	B	2	VP = 1 (Land cards get +2)
Boetians	Z	S	5	-
Legacy of Themistocles	P	A	4	Draw 1 card
Uneasy Truce	G	B	3	Both players Draw 1 card
Alcibiades the Traitor	P	S	7	Look at opponents hand
Spartan Hoplites	L	S	7	-
Outflank	C	B	5	Strategy
King Agis	P	S	5	-
Confusion	C	B	3	Strategy
Pour through Gap in Line	C	B	4	Strategy
Mounted Troops	L	B	2	-
Peltasts & Archers	L	B	3	-
Battle Signals	C	B	3	Strategy
Tactical Ruse	C	B	4	Strategy
Surprise Attack	C	B	6	Strategy
Thessalians	Z	A	3	-
Raiders	E	S	2	OD = 1
Chalcidian Cavalry	L	S	3	Counts as Ally
Socrates	P	A	2	Look at opponents hand
Aetolian Guerrillas	L	S	3	Counts as Ally
Battering Rams	L	B	3	Siege
Starvation	L	B	6	Siege
Siegecraft	L	B	5	Siege
Assault the Walls	L	B	3	Siege
Blockade	W	B	4	OD = 2
Occupation	L	B	4	OD = 2
Expedition to Syracuse	E	A	3	VP = 3
Counter Fortifications	L	B	2	Discard a Target Siege Card
Establish Base	L	B	4	Draw 1 card
Demoralized	C	B	4	AO Land cards are -1
Etruscan Allies	Z	A	3	-
Reinforcements	C	B	2	SD = Land or Sea card
General Gylippus	P	S	5	AY Siege cards get +2
Two Pronged Attack	C	B	4	Strategy
Nicias	P	A	3	Discard to draw 2 cards
Head-on Ramming Tactics	W	S	6	Strategy
Admiral Lysander	P	S	9	AY Sea cards get +3
Jealous Political enemies	G	B	1	OD = 2
Capture Decelea	E	S	3	VP = 3
Runaway Slaves	E	B	1	OD = 1
Night Attack	L	B	6	Strategy
Arcadians	Z	A	3	-
Ionian Ties	G	A	2	Draw 1 card
Dorian Ties	G	S	2	Draw 1 card
Overrun Outposts	L	B	4	Siege
Balance of Power	E	B	2	Take Control of Target Ally
Admiral Mindarus	P	S	2	AO Event cards are -1

Card Name:	Type	Use	Force	Notes:
Diekplus Maneuver	W	B	2	Discard Target Sea card
Admiral Conon	P	A	5	SD = Sea card
Persian Aid	G	S	2	Draw 1 card
Athenian Fleet	W	A	6	-
Cynossema Naval Battle	E	A	3	VP = 1 (Sea cards get +1)
Cyzicus Naval Battle	E	A	4	VP = 1 (Sea cards get +2)
Notium Naval Battle	E	S	3	VP = 1 (Sea cards get +2)
Messenians	L	A	4	Counts as Ally
Spahacteria	E	A	3	VP = 1 (Land cards get +2)
Civil War	E	B	2	OD = 2

Links

[Wikipedia Peloponnesian War](#)





Peninsular War

Introduction

Card game for 2 players. Theme: War in Spain 1808 - 1814. One player is the French.
One player is the Allies: British, Portuguese, and Spanish.

Victory

The game goes for 12 Turns (1 Turn = 6 months). The winner of each Turn gets 1 Victory Token (VT). The player who wins the most VT's is the Winner.
If any player wins 4 VT in a Row, he automatically wins the game. If players are tied for VT won, play an extra turn as a tie-breaker.

The Deck

Players share a common deck. Each card has 1 or more Types. Each card has a Force Value.
Some cards can be used by both players. Some cards can on be used by only one specific player.

Setup

Determine who is the French and who is the Allies. Shuffle the Deck.

Turn Sequence

Each turn has 5 Phases: Logistics Phase Deployments Phase Maneuvers Phase Campaign Phase Recovery Phase

Logistics Phase

Each player draws 10 cards. If the deck runs out, shuffle the discard and draw from it.

Deployments Phase

First, you may play (discard) any cards that can only be used by your opponent (reveal these as they are discarded) and draw replacement cards. Next, you may discard up to 2 cards (Any type or user) from your hand and draw replacement cards.

Maneuvers Phase

Starting with the British, players take turns discarding cards (one at a time) for their special abilities. A player may play (discard) up to 3 cards this way this phase.

Card Special Abilities Chart

Type:	Special Ability:
Victory	Get 1 extra Action in Maneuver Phase next turn if you win this hand
Troops	Gun and Cavalry cards in your Meld get +3 Force
Spanish	Opponent discards 2 Random cards
Hardships	Opponent discards 2 Random cards
Support	Draw 2 cards
Terrain	Look at Opponents Hand; Draw 1 card
Leader	Discard X cards and draw X +1 cards (X max= 5)
Event	Opponent discards 1 random card; You draw 1 card
Atrocities	Opponent gets 1 less Action in Maneuver Phase next turn
Courtesy	You draw 3 cards; Opponent draws 1 card
Campaign	Look at Next 5 cards in deck and keep 1
Battle	Steal 1 Random card from opponents hand
Fortifications	Draw 1 card; Gun and Troop cards in your Meld get +2 Force
Guns	Troop and Cavalry cards in your Meld get +3 Force
Weakness	Opponent must discard 5 random cards and draw replacements
Morale	All cards you play in Meld get +1 Force
Demoralization	All cards opponent plays in Meld get -1 Force
Intelligence	Look at Opponents Hand; Opponent discards 1 Random card
Cavalry	Gun and Troop cards in your Meld get +3 Force

Type:	Special Ability:
Weather	In Campaign Phase discard 1 target Troop, Battle, or Campaign card
Portuguese	Opponent discards 1 random card; You draw 1 card

Campaign Phase

Players play Melds. Players keep their hand only their opponent may use. A Meld may not contain more than 1 card of a specific type. If multiples are present the player must leave those of his choice in his hand.

(Example: a player has 3 Gun cards; He must leave 2 in his hand) Many cards can be used for 2 or more Types; In this case the player chooses which of the Types he wants the card to be. Special: Only the British player can use Spanish and Portuguese Type cards. Special: The French player may play up to 2 Troop cards.

Each card has a Force Value. Players count up the Total Force Value of their hand. The player with the highest TFFV is the winner.

If tied, the player with the most Leaders wins, If still tied, the player with the most Victory cards wins. The winner gets 1 Victory Token. Discard all Meld cards.

Recovery Phase

Players must discard down to 2 cards.

Common Deck Notation

B Can be used by British player only

F Can be used by French player only

X Can be used by both players

(B) Meld only for British, Special Ability by Both

(F) Meld only for French; Special Ability by Both

Common Deck Card List

Name:	Use	Force	Types:
Spanish Ulcer	B	5	Spanish, Campaign
British Sea Power	B	4	Supply
French Land Power	X	5	Troops
Win Battles	F	5	Victory, Battle
Rugged Mountains	X	5	Terrain
Guerilla Warfare	B	4	Spanish, Portuguese, Weakness
Manpower	F	4	Troops
Invasion	X	5	Campaign
Partisans	B	3	Spanish, Portuguese, Troops
Aristocratic Officers	X	1	Leader
El Empecinado	B	3	Spanish, Leader
Merino the Priest	B	2	Spanish, Leader
Plunder	X	2	Atrocity
Pillage	X	2	Atrocity
Drunken Men	X	1	Atrocity, Weakness
The French were Worse	B	2	Atrocity
Ragged & Barbaric	B	2	Spanish
Killings	X	1	Atrocity
Torture	X	1	Atrocity
Rebels	B	2	Spanish, Troops
Andoche Junot	F	4	Leader
Reprisals	X	3	Atrocity
Ceasefire	X	2	Courtesy
Brilliant Wellington	B	5	Leader, Campaign
Methodical Wellington	B	4	Leader, Battle
Spies	X	2	Intelligence
Agents	X	2	Intelligence
Scouts	X	2	Intelligence, Troops
Sentries	X	1	Intelligence, Troops
Campaigning Season	X	3	Campaign, Weather
Correct Conduct	X	2	Courtesy

Name:	Use	Force	Types:
British Scum	(B)	3	Troops by Brits; Atrocity by French
Veterans	X	5	Troops
Endless Plains	X	2	Terrain
Icy Passes	X	4	Terrain, Weather
Burning Wastes	X	3	Terrain, Weather
Rape	X	1	Atrocity
Tough Campaign	X	3	Campaign, Hardship
Glory	X	3	Morale, Victory
Disappointment	X	2	Demoralization
Excesses	X	1	Atrocities
British Money	B	3	Supply, Spanish
British Weapons	B	2	Supply, Spanish
Will of Napoleon	F	4	Supply, Morale
Exhaustion	X	2	Hardship
Drudgery	X	1	Hardship, Demoralization
Political Mistakes	X	1	Weakness
Landings	B	2	Supply
Infantry Battalions	X	3	Troops
Foot Soldiers	X	2	Troops
Dragoons	X	3	Cavalry, Troops
Scorpions & Dysentery	X	2	Hardships
Redcoats	B	5	Troops
Heavy Cavalry	X	5	Cavalry
Regiments	X	3	Troops
Joseph Bonaparte	F	1	Supply
Napoleon	F	5	Leader, Event
Hills	X	3	Terrain, Spanish
Reinforcements	X	3	Supply, Troops
Allied Units	B	2	Spanish, Portuguese, Troops
Sharpshooters	X	2	Troops, Hardship
Skirmishers	X	2	Troops, Battle
Dispositions	X	4	Troops, Battle, Campaign
Artillery Barrage	X	3	Guns
Forced Marches	X	3	Campaign, Troops
Flies, Sand, & Sun	X	2	Hardship, Weather
Engagement	X	2	Battle
La Borde	F	2	Leader
Flanking Movement	X	4	Battle
Casualties	X	3	Hardship, Battle, Campaign
Country without Fuel	X	1	Hardship, Weather
Bad Roads	X	2	Terrain
Compliments	X	1	Courtesy
Continental System	F	1	Weakness
Royal Navy	B	2	Weakness, Supply
Blockade	B	1	Weakness
Smuggling	B	1	Supply
Riots	B	2	Weakness, Spanish
Garrisons	X	2	Troops, Fortifications
Insurrection	B	4	Spanish, Campaign
Brutal Repression	(F)	3	Atrocity by Brits; Campaign by French
Expedition	B	3	Troops, Campaign
Tenuous Communications	X	2	Weakness, Spanish
Countryside	X	2	Terrain

Name:	Use	Force	Types:
Disperse Fighting	B	2	Spanish, Campaign, Weakness
Concentrate Forces	F	5	Troops, Campaign, Battle
Decisive Victory	X	5	Victory
Severe Defeat	X	4	Victory
Pursuit	X	3	Victory, Battle, Campaign
Struggle	X	3	Hardship, Spanish
Sir Arthur Wellesley	B	5	Leader
Armed Peasants	B	1	Troops, Spanish
Massacre	X	4	Atrocity, Battle, Victory
Surrender	X	3	Battle, Victory
Surrounded	X	5	Battle
Impossible Position	X	4	Terrain, Battle
General Castanos	(B)	2	Leader by British; Weakness by French
Repulse	X	4	Battle
Assault	X	3	Battle
Gorge	X	5	Terrain
River	X	4	Terrain
Ridges	X	3	Terrain, Fortifications
Cavalry Brigades	X	3	Cavalry
Cloud of Dust	X	2	Terrain, Battle, Troops
Tirailleurs	F	2	Troops, Battle
Position in Cover	X	2	Terrain, Battle
Rolling Musket Fire	X	3	Troops
Bayonets	X	4	Troops
Shrapnel	B	4	Guns
Enfilade Fire	X	5	Guns, Troops, Battle
Grenadiers	F	5	Troops
Headlong Retreat	X	4	Victory, Hardship
Slaughter	X	4	Victory, Atrocity
Counter Attack	X	4	Battle
White Flag	X	3	Victory, Courtesy
Truce	X	2	Courtesy, Event
Intrigue	F	2	Weakness
Hazardous Mission	X	3	Campaign, Hardship
Corps	X	5	Troops
Overcomplicated Plan	X	2	Weakness, Campaign
Offensive	X	4	Campaign
Old Guard	F	5	Troops
Soult	F	4	Leader
Vital Junction	X	4	Terrain, Battle, Campaign
Slow Going	X	2	Weakness, Terrain, Weather
Small Army	F	2	Weakness
Sir John Moore	B	5	Leader
Junta	X	1	Supply by Brits; Weakness by French
Resistance	B	3	Spanish, Portuguese
Occupation	(F)	3	Troops by French; Atrocity by Brits
Surprise	X	4	Intelligence, Battle, Campaign
Intelligence Reports	X	2	Intelligence
Caught Off Balance	X	5	Campaign
Risky Plan	X	4	Campaign, Battle
Headquarters	X	3	Intelligence, Battle
Harsh Winter	X	3	Weather, Hardship
Units Disintegrate	X	3	Battle, Demoralized, Victory

Name:	Use	Force	Types:
Riflemen	B	3	Troops, Battle
Shoeless	X	2	Hardship
Cautious Probing	X	2	Intelligence, Battle
Main Force	X	4	Troops
Battery Fire	X	3	Guns
Rally	X	4	Morale
Feint	X	2	Battle
No Magazines	X	1	Weakness
No Provisions	X	1	Weakness
Naval Transports	B	1	Supply, Troops
Blown Bridge	X	2	Battle, Terrain
Diversion	X	3	Campaign
Prospect of Fighting	X	3	Morale
Redemption	X	4	Battle, Morale, Troops
Fierce Fighting	X	3	Battle
French Attack Columns	X	4	Battle, Troops
Picquets	X	2	Battle, Intelligence
Commander Mortally Wounded	X	5	Event
Thin Lines of Men	X	3	Troops
Bombardment	X	4	Guns
Maneuver	X	2	Battle
Bugles Blaring	X	1	Battle, Morale
Intense Political Pressure	F	2	Weakness
Night March	X	3	Battle
Capture Dispatch	X	5	Intelligence
Decipher Codes	B	5	Intelligence
Superior Forces	F	5	Troops
Opportunity Lost	X	3	Weakness
Cut Communications	X	5	Hardship, Campaign
Difficult Retreat	X	4	Victory, Hardship
River Crossing	X	5	Battle, Campaign
Sleet & Snow	X	4	Weather
Cavalry Screen	X	3	Cavalry
Advance Detachments	X	2	Troops, Battle
Strict Discipline	X	1	Weakness, Morale
Flooding	X	4	Weather, Terrain
Press Forward	X	3	Battle
Hussars	X	3	Cavalry
Stragglers	X	2	Hardship, Victory
Bring Up the Guns	X	4	Guns
Rearguard Action	X	3	Battle
Flee in Panic	X	5	Victory, Demoralized
Confusion	X	3	Battle
Thick Fog	X	3	Battle, Weather
Rout	X	5	Victory
Grapeshot	X	4	Guns, Battle
British Evacuation	X	2	Event
Recovery	X	2	Supply
Reorganization	X	3	Supply
Light Division	X	3	Troops
Major Fort	X	5	Fortification
Siege	X	4	Battle, Campaign
Repeated Attacks	X	3	Battle

Name:	Use	Force	Types:
Marshal Victor	F	3	Leader
Scattered	X	3	Victory, Spanish
Sweep the Field	X	4	Victory, Battle
City Sacked	X	4	Victory, Atrocity
Converging Forces	X	4	Campaign, Battle
Defense of Portugal	B	4	Fortifications
Badajoz	X	5	Fortifications
Firm Orders	X	3	Leader
Gregorio Cuesta	B	3	Leader
Split Forces	X	3	Campaign
Speed & Sureness	X	5	Campaign
Portuguese Recruits	B	2	Troops, Portuguese
Outposts	X	2	Fortifications
Pull Back	X	1	Campaign, Battle
Trap	X	5	Battle, Spanish, Campaign
Brave Volunteers	X	3	Battle, Troops
Musket Volleys	X	4	Battle, Troops
Street Fighting	X	5	Battle
Hand-to -Hand	X	4	Battle
Howitzers	X	3	Guns, Battle
Captured Guns	X	3	Guns, Supply
Near Disaster	X	5	Victory
Quagmires	X	4	Terrain
Burn Villages	X	2	Atrocities
Initiative	X	4	Leader, Battle, Campaign
Liberation	B	4	Victory, Spanish
Militia	B	2	Troops, Spanish, Portuguese
Baggage	X	2	Supply
Abandon Equipment	X	3	Victory, Supply
Strong Reconnaissance	X	3	Intelligence, Battle
Restlessness	X	2	Hardship, Morale
Lack of Finance	F	3	Weakness
Joint Operation	B	3	Spanish, Portuguese, Campaign
Horse Artillery	X	3	Cavalry, Guns
Lure	X	4	Campaign
Spanish Deserters	F	2	Weakness
Redoubt	X	3	Battle, Fortifications
Disordered Formation	X	3	Battle, Demoralization
Packed Ranks	B	3	Weakness, Battle
Two Deep Line	B	3	Troops, Battle
Murderous Volley Fire	X	5	Troops, Battle
Starvation	X	4	Hardship
Irregular Marauders	B	3	Spanish, Portuguese
Harassment	B	3	Hardship, Weakness, Spanish
Maintain Contact	X	2	Campaign
Night Attack	X	4	Battle
Marshal Massena	F	5	Leader
Determination	X	4	Leader
Magazine Explodes	X	5	Event
Know Enemy Route	X	5	Intelligence, Campaign
Ambush	X	5	Battle, Spanish, Portuguese
Confident Wellington	B	4	Leader
Dissension	F	2	Weakness, Demoralization

Name:	Use	Force	Types:
Scorched Earth	B	3	Hardship, Campaign
Flank Fire	X	4	Troops, Guns, Battle
Crack Troops	X	5	Troops
Ordenanza	B	2	Troops, Portuguese
Couriers	X	2	Intelligence
Disease	X	3	Hardship
Forage	X	2	Supply
Hill Forts	X	3	Fortifications
Spanish Treachery	F	3	Weakness, Campaign
Cunning & Skill	X	3	Leader
Siege Investment	X	4	Battle, Campaign
Crauford	B	4	Leader
Fighting Withdrawal	X	4	Battle
Scottish Highlanders	B	4	Troops
Irish Rangers	B	4	Troops
Villages	X	2	Terrain, Supply
Polish Lancers	F	5	Troops
Swiss Mercenaries	F	4	Troops
Cavalry Charge	X	5	Battle, Cavalry
Bayonet Charge	X	4	Battle, Troops
Die Hard!	X	5	Battle, Morale
Waver & Break	X	4	Battle, Demoralized
Hesitate	X	3	Weakness, Event
Avoid Battle	X	3	Campaign
Save the Army	X	4	Campaign, Supply
Cantonments	X	2	Supply
Siege Lifted	X	3	Campaign, Supply
Imperial Army	F	5	Troops
Countermarch	X	4	Campaign
General Picton	B	3	Leader
Threaten Advance	X	3	Campaign
Suberb Tactics	X	5	Battle
Afrancasados	F	2	Supply
Second Siege	X	4	Campaign, Battle
War of Independence	B	4	Morale, Spanish
Spanish Regular Army	B	2	Troops
Bleed the French	B	3	Spanish
Stalemate	X	1	Campaign
Fresh Troops	X	3	Troops, Supply
Spanish Constitution	B	3	Event, Spanish
Portuguese Military Reforms	B	3	Troops, Supply, Portuguese
August Marmont	F	3	Leader
Campaign in Russia	B	3	Weakness, Event





Periplus

Introduction

Board & card game for 2 players. Battle between two Fleets of Greek Warships. Abstract skirmish level combat.
Each figure represents a single Ship (unit).

Victory

You win if you Destroy the opposing Quinquereme.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Ships. There are 4 types of Ships: Biremes, Triremes, Quadriremes & Quinqueremes

Ship Table

#	Type	Hits
2	Bireme	2
3	Trireme	3
2	Quadrireme	4
1	Quinquereme	5

Number of that type of Ship you start the game with.
Hits Number of Hits that type of Ship has.

Setup

Each player places one Ship on each square of his back rows. Ships may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Maneuver Phase Fire Phase

Card List

Card Name:	#	Range	Type	Notes:
Row	5	1	M	

Orders Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.
Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.
Moves can be diagonal or orthogonal. "Knight" type move cards allow a Ship to move like a knight in chess. Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.
Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Each attack inflicts one point of damage.
Use Chits or coins to record damage. A ship reduced to 0 Hits is destroyed and removed from the board. Your opponent may play (discard) Defense cards to negate your attack.
In order to ram, a ship must move first in the same turn. A Shear Oars does no damage but the target ship can no longer ram or move.

Card List Notation

M Movement
S Shooting Attack
R Ramming Attack
B Boarding Attack
D Defense
X Special
K as a Knight would move in Chess
Type Purpose of card
Number of that card in the Deck.

Card Name:	#	Range	Type	Notes:
Row Row	5	2	M	
Row Row Row	5	3	M	
Ramming Speed	5	4	M	
Periplus	5	K	M	Outflank
Prongs	2	1	R	
Reinforced Ram	2	1	R	
Ram	2	1	R	Special Damage
Shear Oars	2	1	R	
Hoplites	2	1	B	
Harpax	1	1	B	Catapult Launched Grapnel
Corvus	1	1	B	Swing Bridge
Marines	2	1	B	
Full Deck	2	1	B	
Archers	1	3	S	
Javelins	1	2	S	
Slings	1	2	S	
Greek Fire	1	2	S	
Ballistae	1	4	S	
Catapult	1	5	S	
Trebuchet	1	6	S	
Tower Archers	1	K	S	
Parablemata	2	-	D	Negate Shooting Attack
Reinforced Hull	2	-	D	Negate Ram Attack
Disengage	2	-	D	Negate Boarding Attack

Cardset Available

Cards, Counters & Board! Thanks Alessandro!
[Click Here](#)

Terrain

Add Islands or an irregular shaped board to make things a little more complicated.





Peter The Great

Introduction

Card and Bidding Game for 3-6+ Players.

Victory

Have the most Victory Points (VP) at the end of the game. The Game ends when a turn starts and there are no cards left in the Deck.

Victory Chips

Use poker chips to keep track of Victory Points.

Bidding Cubes

There are 5 different colors of bidding cubes in equal amounts. These are kept in a pouch for random drawing.

The Deck

The Deck has 7 Suites. There are 10 cards for each suite. The Suites are:

1. Peter the Great
2. Baltic Sea Ports
3. Crushed Rebellions
4. Black Sea Ports
5. Western Influences
6. Social Modernizations
7. Saint Petersburg

Setup

The most Russian Player goes first. Each player draws 5 Random Cubes.

Turn Sequence

Players take turns. Play proceeds clockwise. Each turn has 5 Phases.

1. Cube Phase
2. Draw Phase
3. Bid Phase
4. Action Phase
5. Score Phase

Cube Phase

Draw 3 Random Cubes from the Pouch.

Draw Phase

Flip over the top card of the deck. This is a Bid card. Place it face up on the table in line with Bid cards from previous turns.

Bid Phase

- If there are 2 or less Bid cards in Line you must Pass.
- If there are at least 3 Bid Card in Line you may Pass or Call a Bid.
- If there are 7 or more Bid cards in Line you must Call a Bid.
- In a Bid each player secretly bids either zero cubes or 1 or more cubes of the same color.
- The player who bid the most cubes wins.
- The winner returns all of his bid cubes to the pouch.

The losers keep their cubes. The winner takes possession of all of the Bid Cards. They now cease being bid cards and are placed in the winners Victory Card pile. All Victory cards in all piles are to be kept visible to all players.

If there is a tie in the Bidding the current player wins ties going clockwise. Note: If there are no cards left in the deck, you must Call a Bid.

Action Phase

You may discard 1 Peter the Great card to produce one of the following effects:

1. Gain 3 Victory Points.
2. Draw 3 extra Cubes.
3. Draw 5 Cubes and discard any 4 of your Cubes.
4. Opponent must give you 1 card from his Victory Pile of his choice.
5. Opponent must give you 2 of his Cubes of his choice.
6. Take any 1 card from the Bid Card line up and put it in your Victory Pile.
7. Draw 3 cards from the top of deck and place them in your Victory Pile. Next

Place any 3 cards from your Victory Pile on the bottom of the deck.

Score Phase

Gain VP equal to the number of cards in the Suite you have the fewest cards of in your Victory Pile (Not including the Peter the Great Suite).

For Example: You have cards in your Victory Pile = Peter the Great = 0, Baltic Sea Ports = 1, Crushed Rebellions = 2, Black Sea Ports = 3, Western Influences = 1, Social Modernizations = 4, Saint Petersburg = 3.

In this scenario you would get 1 VP because you have the fewest number of Western Influences and Baltic Sea Port cards.

Card List Notation

P Peter the Great

B Baltic Sea Ports

R Crushed Rebellions

L Black Sea Ports

W Western Influences

M Social Modernizations

S Saint Petersburg

Common Deck Card List

Name	Type:
Peter the Great	P
Tsar Peter	P
Peter the First	P
Emperor of all the Russias	P
Autocrat	P
Father of His Country	P
Visionary	P
Reformer	P
Modernizer	P
Conqueror	P
Found City	S
Winter Palace	S
Kunstkamera	S
Peter & Paul Cathedral	S
Chief Architect	S
Urban Planning	S
Academy of Sciences	S
Petrine Baroque Style	S
Twelve Collegia	S
Seat of Government	S
War with Ottoman Empire	L
Crimean Khan	L
Tartars	L
Knights of Malta	L
Balkan Allies	L
Russian Fleet	L
Taganrog Naval Base	L
Fort of Azov	L
Russo-Turkish War	L
Seize Ports	L
Great Northern War	B
Warm Water Port	B
Treaty of Nystad	B
War on Sweden	B
Denmark-Norway Allies	B

Name	Type:
Poland-Lithuania Allies	B
Saxony Ally	B
Maritime Power	B
Estonia, Livonia, Ingria	B
Battle of Lesnaya	B
Treason	R
Streltsy Rebellion	R
Brutal Suppression	R
Bashkirs Rebellion	R
Civil Uprising	R
Bulavin Rebellion	R
Mutiny	R
Conspiracy	R
Torture	R
Execution	R
Russian Delegation	W
Grand embassy	W
Holland	W
England & Leipzig	W
Dresden & Vienna	W
Study Engineering	W
Study European Customs	W
Study Science	W
Study Shipbuilding	W
European Tour	W
The Decree on Shaving	M
Stop Arranged Marriages	M
Compulsory Education	M
Capitation Taxes	M
First Newspaper	M
Adopt Julian Calendar	M
Reform Orthodox Church	M
Table of Ranks	M
Abolish the Duma	M
Agricultural Reforms	M

Links

Peter the Great





Phasers

Introduction

Board & card game for 2 players. Battle between two Star Trek Fleets. Abstract skirmish level combat. Each figure represents a single Ship (unit).

Victory

You win if you Destroy the opposing Dreadnaught.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Ships. There are 4 types of Ships: Scouts, Destroyers, Cruisers, Dreadnaughts.

Ship Table

#	Type	Hits
2	Scout	1
3	Destroyer	2
2	Cruiser	3
1	Dreadnaught	4

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

Setup

Each player places one Ship on each square of his back rows. Ships may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Maneuver Phase Fire Phase

Card List

Orders Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it. Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a Ship to move like a knight in chess. Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.

Scout ships can be moved twice per turn.

Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. The enemy Ship that is the target of the attack takes damage equal to the Damage value of the card.

Use Chits or coins to record damage. A ship reduced to 0 Hits is destroyed and removed from the board. Your opponent may play (discard) Defense cards to negate your attack.

Shield cards reduce the amount of damage done by the attack. Shield cards automatically negate Transporter Mines & Boarding Parties. Cruisers & Dreadnaughts can attack twice per turn.

Card List Notation

- M** Movement
- A** Attack
- D** Defense
- X** Special
- K** as a Knight would move in Chess
- Type** Purpose of card
- Dam** Damage (inflicted or prevented)
- #** Number of that card in the Deck.

Card Name:	#	Range	Dam	Type	Notes
Defensive Phasers	3	1-2	1	A	
Phasers	3	3	1	A	
Offensive Phasers	3	4	1	A	
Transporter Mines	2	1	2	A	
Special Attack	3	1	4	A	
Drone Missiles	2	5	3	A	
Boarding Party	2	1	5	A	
Security	2	-	-	D	Negate Boarding Party
Wild Weasel	2	-	-	D	Negate Drone Attack
Shields	3	-	1	D	
Directed Shields	3	-	2	D	
Full Power Shields	3	-	3	D	
Special Defense	3	-	-	D	Negate Attack
Warp 1	3	1	-	M	
Warp 2	3	2	-	M	
Warp 3	2	3	-	M	
Warp 4	2	4	-	M	
Warp 5	2	5	-	M	
Warp 6	2	6	-	M	
Warp 7	2	7	-	M	
Worm Hole	2	K	-	M	
Sensors	4	-	-	X	Look at opponents hand
Tactics	3	-	-	X	Discard to draw 3 cards

Special Defense Card

Defensive card that negates any one Attack. For the Romulans this represents their Cloaking Device. For the Klingons this represents the increased Speed & Agility of their Ships.

For the Federation this represents their advanced Shields & Sensors.

Special Attack Card

Attack card that causes 4 damage at a range of 1 space. For the Romulans this represents their Plasma

Torpedoes. For the Klingons this represents their Disruptor Banks.

For the Federation this represents their Photon Torpedoes.

Card Set By Zak

I'm working on a complete thoth module with board & counters.





Phoenician Sea Trader

Introduction

Card & Board game for 2+ players. Ancient Mediterranean Sea Trade Theme. Each player controls a trading vessel.

Victory

Be the first to have 25 gold.

Trade Center:	Commodity:	Most Desires:
Rome	Wine	Silk
Egypt	Grain	Obsidian
Greece	Oil	Grain

Ships may enter trade center spaces (they must stop upon entering). Try to separate Trade centers by at least 1 or 2 spaces. Do not completely block trade centers in by land spaces.

In 2 randomly scattered spaces put Pirate ships. Land & Trade centers cannot move, however Pirate ships can. Indicate the directions of North, South, East, and West on the Board.

Setup

Use pawns to represent player's ships. Each player is dealt 5 cards. Randomly determine turn order.

Each player's ship starts on any one Trade center of their choice. (Players must start on different Trade centers) Each player starts with 10 Gold Use coins to represent gold.

Turn Sequence

Players take turns. Each turn has 5 phases Wind Phase Sail Phase Trade Phase Piracy Phase Storm Phase

Wind Phase

Draw 3 cards. If the deck runs out, shuffle the discard & draw from it.

Sail Phase

Play Wind & Row cards from your hand to move your ship. You may play more than one such card in succession (no limit). A Row card allows you to move in any direction one space.

Wind cards allow you to move 1 or 2 spaces, but only in the direction indicated. You cannot enter spaces containing land, storms, or pirates.

The Board

Use an 8x8 square grid. Empty spaces are sea spaces. Use markers for Land, Trade centers, and Pirate ships.

In 10 randomly scattered spaces put land. Land spaces are obstacles, you cannot move into or through them. In 6 randomly scattered spaces put trade centers.

Trade Center:	Commodity:	Most Desires:
Persia	Silk	Oil
Carthage	Spices	Wine
Crete	Obsidian	Spices

Trade Phase

If your ship is adjacent to another players ship, you may freely trade commodity cards from your hands & your holds. If you are in a trade center you may buy and sell commodity cards. Each trade center sells only one commodity.

To buy a commodity card from that trade center you must have that type of Commodity card in your hand, and you must pay 1 gold for each such card. Commodity cards you buy go into your ships hold. To represent this, place these cards face up in front of you (This is your hold) You may have a maximum of 6 commodity cards in your hold.

When at a trade center you may sell cards in your hold. A trade center will not buy back the commodity it produces, however it will Buy all other commodities at 2 gold each (per card). A trade center will purchase the commodity it most desires for 3 gold per card.

Sold cards are shuffled into the discard pile.

Piracy Phase

You may use Wind cards to move Pirate ships. Pirate ships cannot enter spaces containing trade centers, land, or other Pirate ships If you move a pirate into a space occupied by an opponents ship, your opponent is Robbed and must discard all the cards in his hold.

Storm Phase

You may discard a Storm card to place a storm counter onto any empty space on the board. Remove from play any Storm counters you played on previous turns. Ships cannot enter spaces containing storms.

(Use storms to block pirates & other players ships.)

Trade & Sail Rule

You may combine the Sail & Trade phases together. This allows players to move, trade & then continue

moving (and other combinations of such).

Card List

Card Name:	Number of that card in the Deck:
Silk	4
Obsidian	4
Grain	4
Oil	4
Wine	4
Spices	4
Row	6
Sail North	3

Card Name:	Number of that card in the Deck:
Sail South	3
Sail East	3
Sail West	3
Sail NE	3
Sail SE	3
Sail NW	3
Sail SW	3
Storm	4

Cardset Available

Alecrespi An Italian Warpspawn fansite





Pirate Fleets

Introduction

Pirate Themed Boardgame for 2-7 Players

Victory

The Game ends after each player has had 10 Turns. The player with the most Gold wins. If tied the player with the most Captains wins.

If still tied the player with the most ships wins.

Dice

Six sided Dice are needed.

Gold

Use Tokens or Poker Chips to represent Gold.

Captains Pawns

Each player gets a set of 5 pawns of a unique color. Players start with 1 Ready Pawn. The max number of Ready Pawns you can use is 5.

You cannot have more pawns than the number of Ships you control.

Danger Disks

Each player gets a set of 5 disks of a unique color. (Same color as their pawns) Players start with 1 Ready

Disk. For every Ready Pawn you have, you get 1 Ready Disk.

Ships

Players share a common set of figures (or cubes or counters) If you lose your last ship, discard all your Pawns, Disks, Cards, and Gold. Start over next turn with 1 Ship. A player can have a number of ships in his Fleet. (Historically some Pirate fleets got very large) Note that the main way to gain Ships is by capturing ships in the Merchant and Fleet Actions.

Supply Deck

Players share a common deck of Supply cards. Most Supply cards are used to modify Dice rolls. Discard them when they are played.

They can be played at any (appropriate) time.

The Board

The Board is a 6 x 6 Grid. There are 36 Spaces. Spaces are also referred to as Action Spaces.

There are 2 Types of Action Spaces:

P Pirate Spaces

D Danger Spaces

Each action has a Target Number (TN) in its Description.

Action Space List

#	Action TN	Type	Title
1.	Merchant 2	P	Spanish Convoy
2.	Merchant 3	P	Portuguese Galleon
3.	Merchant 4	P	English Cargo Ship
4.	Merchant 5	P	French Trader
5.	Mutiny 4	D	Officer Mutiny
6.	Mutiny 2	D	Crew Mutiny
7.	Storm 5	D	Gale Winds
8.	Storm 4	D	Water Spout
9.	Sickness 3	D	Scurvy
10.	Lost 3	D	Sargasso Sea
11.	Fleet 4	D	Spanish Squadron
12.	Fleet 3	D	Frigate on Patrol
13.	Haven 2	P	Harbor
14.	Haven 1	P	Docks
15.	Raid 3	P	Fishing Village
16.	Gambling 1	P	Gambling House

#	Action TN	Type	Title
19.	Haven 3	P	Port
20.	Crew 3	P	Castaways
21.	Mutiny 6	D	Fleet Mutiny
22.	Storm 6	D	Hurricane
23.	Sickness 4	D	Beriberi
24.	Island 1	P	Pirates Cove
25.	Raid 4	P	Town
26.	Fleet 6	D	English Warships
27.	Duel 1	D	Pirates Honor
28.	Lost 5	D	Lost at Sea
29.	Fleet 3	D	Buccaneers
30.	Merchant 4	P	Dutch Shipping
31.	Wench 1	D	Brothel
32.	Raid 5	P	City
33.	Crew 4	P	Escaped Slaves
34.	Skirmish 1	D	Sea Battle

#	Action TN	Type	Title
17.	Fleet 5	D	French Flotilla
18.	Merchant 1	P	Treasure Fleet

Scaling

When playing with 2-3 players use only the first 16 Spaces. When playing with 4-5 players use only the first 25 Spaces. When playing with 6-7 players use all 36 Spaces.

Optional Rule: 2-3 players can also use the Island(#24).

Setup

Shuffle the Deck. Each player draws 2 Supply cards. If the deck ever runs out, shuffle the discard and draw from it.

Players roll high to determine who goes first. Play proceeds clockwise. Each player starts with 1 Pawn, 1 Disk, and 1 Ship.

Turn Sequence

Players take turns placing one 1 Ready Pawn or Disk on one Action Space. When you place a Pawn or Disk resolve the effects of the space immediately. Pawns are placed in P type spaces.

Disks are placed in D type spaces. A space may contain a max of 1 pawn or disk. (If someone else has a pawn or disk there you are shut out) When all players have placed all their pawns and disks and all effects are resolved, players take back their pawns and disks and the turn ends. Max hand size is 7 cards. At the end of the turn discard excess cards.

IMPORTANT: The Turn ends when no one has any pawns or disks left OR there are no available spaces left on the board.

Action Space Effects

Merchant Spaces

You attack treasure laden Merchant ships. Roll 1D6. This counts as a Spot & Speed Roll.

If the roll is higher than the Target number gain XD6 Gold and X Ships where X is equal to 6 minus the Target number. If the roll is equal to or less than the Target number nothing happens. Note that Treasure

Haven Table

1D6	Result:	Notes:
1	Stores	Draw 1 Supply Card
2	Market	Draw 2 Supply Cards
3	Shipyard	Draw 3 Supply Cards

Raid Spaces

You attack a Settlement. This counts as a Fighting Action. Roll 1D6.

#	Action TN	Type	Title
35.	Trade 1	P	Parley
36.	Treachery 1	P	Betrayal

Fleets & Spanish Convoys have Escorts: When attacking one of these first lose 6 minus 1D6 Ships (Fighting Action).

Mutiny Spaces

Your crews rebel. Roll 1D6. This counts as a Fighting Action.

If it is equal to or higher than the Target number nothing happens. If it is less lose a number of ships equal to the number rolled.

Storm Spaces

Your ships encounter severe weather. Roll 1D6. If it is equal to or higher than the Target number nothing happens.

If it is less lose a number of ships equal to the number rolled.

Sickness Spaces

Your crews suffer from disease or malnutrition. Roll 1D6. If it is equal to or higher than the Target number nothing happens.

If it is less lose a number of ships equal to the number rolled.

Fleets Spaces

You attack or are attacked by Navy Ships. First you may try to escape: Roll 1D6. This is a spot and speed Action.

On a roll of 6 or higher you escape without a fight. If you do not escape Roll 1D6: This counts as a Fighting Action. If it is equal to or higher than the Target number gain a number of ships equal to the Target Number -2.

If it is less lose a number of ships equal to the number rolled.

Haven Spaces

You fleet finds safe Harbor. Roll on the Haven Table a number of times equal to the Target Number of the Harbor.

1D6	Result:	Notes:
4	Pirate Crew	Gain 1 Ship
5	First Mate	Gain 1 Pawn or 2 Ships
6+	Captain	Gain 1 Pawn or 1D6 Gold

If it is equal to or higher than the Target number gain X Gold where X is equal to the Target Number. If it is less, lose a number of ships equal to the number

rolled.

Gambling Space

Gain 1D6 -3 Gold (If negative lose Gold)

Wench's Space

Spend some of that hard earned Gold. Lose 1D6 Gold.

Island Space

You go first next turn. Draw 1 Supply Card.

Duel Space

Players Captains Fight a Hand to Hand Duel. Pick an opposing Player. Each of you rolls 1D6.

High roll by 2 or more wins. No effect if Tied or the difference is 1. Winner steals 1D6 Gold from Loser. Loser loses 1 Pawn.

If that was his only pawn, he must start over as if he had lost his last ship. The targeted player may first attempt to escape if he wants: Roll 1D6: This is a spot and speed Action. On a roll of 5 or higher you escape without a fight.

If you do not escape the Duel must continue as above.

Lost Spaces

Your ships are lost or becalmed. Roll 1D6. If it is equal to or higher than the Target number nothing happens.

Treachery Table

2D6	Result:
2-6	No Effect
7	Steal 1 Random Supply card from Opponent
8	Steal 1D6 Gold from Opponent
9	Sink 1 Ship of Opponent (Not his last) or #7
10	Steal 1 Ship from Opponent (Not his last) or #7
11	Kill 1 Captain (Pawn) of Opponent (Not his Last) or #7
12	Steal 1 Captain (Pawn) from Opponent (Not his Last) or #7

Supply Deck Card List

Name	Notes
Rousing Speech	Mutiny Roll +1 or Crew Roll +1
Promises of Booty	Mutiny Roll +1 or Crew Roll +1
Inspire Fear	Mutiny Roll +1 or Fight Roll +1
Pirates Code	Mutiny Roll +1
Walk the Plank	Mutiny Roll +1
Keelhauled	Mutiny Roll +1

If it is less lose a random number of Supply cards equal to the number rolled. If you have a Pawn on a Lost space, you cannot be the target of a Duel or Skirmish or Treachery.

Crew Spaces

You discover potential recruits. Roll 1D6. If it is equal to or higher than the Target number gain 1 Ship. If it is less nothing happens.

Skirmish Space

Players Fleets engage in direct conflict. Pick an opposing Player. Each of you rolls 1D6 -3.

Your opponent loses that many Ships. This counts as a Fighting Action. The player with the larger fleet get +1 to the Roll.

The targeted player may first attempt to escape if he wants: Roll 1D6: This is a spot and speed Action. On a roll of 5 or higher you escape without a fight. If you do not escape the Fight must continue as above.

Trade Space

Players Wheel and Deal. Gain 2 Gold Pick an opposing Player. You may both trade with each other.

Things that can be traded include: Supply Cards, Gold, Ships, Pawns (and Captain Cards), Seating Position (Turn Order)

Treachery Space

Roll once on the Treachery Table:

Name	Notes
Rum	Mutiny Roll +1
Shore Leave	Sickness Roll +1 or Mutiny Roll +1
Harsh Discipline	Opponents Mutiny Roll -1
Maps & Charts	Lost Roll +1 or Storm Roll +1
Sextant	Lost Roll +1 or Storm Roll +1
Navigation	Lost Roll +1 or Storm Roll +1
Sea Worthy	Storm Roll +1
Weather the Storm	Storm Roll +1
Land Ho!	Lost Roll +1 or Sickness Roll +1
Fruits & Vegetables	Sickness Roll +1
Spoiled Food	Opponents Sickness Roll -1
Coral Reefs	Opponents Storm Roll -1
Repairs	Gain back 1 Ship after its lost in Storm or Fight
Grapeshot	Fight Roll +1
Cannons	Fight Roll +1
Broadside	Fight Roll +1
Swivel Guns	Fight Roll +1
Boarding Action	Fight Roll +1
Sweep the Decks	Fight Roll +1
Hot Shot	Fight Roll +1
Hook & Rapier	Duel Roll +1 or Fight Roll +1
Cutlass & Pistol	Duel Roll +1 or Fight Roll +1
Pike & Musket	Fight Roll +1
Axe & Blunderbuss	Fight Roll +1
Man-o-War	Opponents Fleet Roll -1
Ships of the Line	Opponents Fleet Roll -1
Scatter	Opponents Merchant Roll -1
Surrender on Sight	Merchant or Raid Roll +1
Marauders	Merchant or Raid Roll +1
Chain Shot	Spot & Speed Roll +1 or Fight Roll +1
Surprise	Merchant Roll +1 or Fight Roll +1
Ambush	Merchant Roll +1 or Fight Roll +1
Night Raid	Merchant Roll +1 or Fight Roll +1
Catch as Catch Can	Spot & Speed Roll +1
Wind at your Back	Spot & Speed Roll +1
Corsairs	Spot & Speed Roll +1 or Fight Roll +1
Seamanship	Spot & Speed Roll +1 or Storm Roll +1
Spyglass	Spot & Speed Roll +1
Crows Nest	Spot & Speed Roll +1
Catch the Wind	Spot & Speed Roll +1
Buried Treasure	Gain 2D6 Gold on Island
Treasure Map	Steal 1D6 Gold from Opponent on Island
Ransom Captives	Gain 1D6 Gold after successful Merchant
Pillage & Plunder	Gain 1D6 Gold after successful Raid
Letter of Marque	Negate a Fleet Action
Bribery	Crew Roll +1 or Raid Roll +1
Bombardment	Raid Roll +1
Carib Natives	Player with Pawn at Island loses 1 Ship
Cutthroat	Treachery Roll +1
Fortifications	Opponents Raid Roll -1
Good Omen	Reroll one of your Target Rolls
Hand of Fate	Remove Target Pawn: You may go There
Fortune Smiles	Remove Target Disc: You may go There

Optional Captains Deck

Draw 1 Captain card for each Ready Pawn you have.
There are 2 copies of each card in the deck.

Optional Captains Deck Card List

Name:	Notes:
Old Sea Dog	All Storm Rolls +1
Charismatic Leader	All Crew & Mutiny Rolls +1
Navigator	All Lost Rolls +1
Swashbuckler	All Fight Rolls +1
Eagle Eye	All Spot & Sea Rolls +1
Duelist	All Duel & Mutiny Rolls +1
Strategist	All Fleet & Raid Rolls +1
Logistician	All Sickness Rolls +1 & Hand Size +1
Gambler	All Gambler & Haven Table Rolls +1
Treacherous Cur	All Treachery Table Rolls +1
Privateer	All Merchant Rolls +1
Gentleman Pirate	When you gain ships gain 1 extra
Lucky	You have 1 less Disk
Scavenger	When you gain supply cards gain 1 extra
Coward	All Escape Rolls +1
Shrewd Bargainer	When you gain gold gain 1 extra
Lady Pirate	All Duel Rolls +1 & Immune to Wench Space
Legendary	You may place 1 pawn/turn on an occupied space

Links

Pirate Tactics





Pirate Island

Introduction

Module for Artifact. Click [Artifact: Adventure Gaming System](#) here for the Core Rules. Each player controls a Pirate expedition (Ship, Captain, and Crew).

Skill List Table

1D6	Skill:	1D6	Skill:
1	Crew +2	4	Discipline +1
2	Cannons +1	5	Sailing +1
3	Navigation +1	6	Swashbuckling +1

Difficulty Modifier

New Rule. Abbreviated DM. This is a property of individual Challenge cards.
The DM is added to the Challenge roll.

Encounters

If player pawns meet at sea the Skill test will be Cannons. If player pawns meet on the Island the Skill

Pirate Expedition

The Expedition has 10 Crew points and 6 skills. Roll on the Skill List Table to see what skills you get:

test will be Swashbuckling. If a player loses a Challenge he loses one Crew point unless the Challenge card says different.

Introduction

Module 1 represents the trip by sea to and from Pirate Island. Module 2 represents Pirate Island itself. The 'Artifact' is a buried treasure.

Module 1 Sailing The Seven Seas Card List

Card Name:	Notes:
Spanish Galleon	Cannons & Sailing
Portugese Man-o-War	Cannons x2
French Frigate	Cannons x2
English Clipper	Cannons x2: DM +1
Flying Dutchman	Cannons x2
Barbary Coast Corsairs	Cannons & Swashbuckling
Ivory Coast Pirates	Cannons & Swashbuckling
Scurvy	Loose one crew
Mutiny	Discipline x2: DM +1
Murder	Discipline x2
Mayhem	Discipline & Swashbuckling
Mermaid	Discipline x2
Jamaican Rum	Discipline x2
Albatross	Navigation x2: If successful move forward 1D6 spaces
Blown off Course	Navigation & Sailing: If Failed Miss 1 Turn
Uncharted Waters	Navigation x2: If Failed Miss 1 Turn
Sargasso Sea	Navigation x2: If Failed Miss 1 Turn
Doldrums	Navigation x2: If Failed Miss 1 Turn
Hurricane	Sailing x2: DM +1
Typhoon	Sailing x2
Tropical Storm	Sailing x2
Sharp Rocks	Sailing x2

Card Name:	Notes:
Run aground	Sailing x2
Whirlpool	Sailing x2
Foul Water	Miss one Turn
Boarding Action	Swashbuckling x2
Broadships	Aid: Cannons +1
Grapeshot	Aid: Cannons +1
Chainshot	Aid: Cannons +1
Cannon Balls	Aid: Cannons +1
Swivel Guns	Aid: Cannons +1
Weather Storm	Aid: Sailing +1
Sea Dogs	Aid: Sailing +1
Salty Sailors	Aid: Sailing +1
Dolphins	Aid: Sailing +1
Crows Nest	Aid: Sailing +1
Compass	Aid: Navigation +1
Spyglass	Aid: Navigation +1
Sextant	Aid: Navigation +1. This Module only.
Charts	Aid: Navigation +1. This Module only.
Skull & Crossbones	Aid: Discipline +1
40 Lashes	Aid: Discipline +1
Walk the Plank	Aid: Discipline +1
Thrown in the Brig	Aid: Discipline +1
Stowaway	Gain one crew

Module 2 Pirate Island Card List

Card Name:	Notes:
Island Girls	Discipline x2: If Failed Miss 1 Turn.
Tropical Paradise	Discipline x2: If Failed Miss 1 Turn.
Mutiny	Discipline x2: DM +1
Murder	Discipline x2
Traitors	Discipline & Swashbuckling
Mayhem	Discipline & Swashbuckling
Cutthroat	Discipline & Swashbuckling
Skeletons on the Beach	Discipline x2: DM -1
Volcanic Eruption	Discipline x2
X marks the Spot	Navigation x2: If successful move forward 1D6 spaces.
Dig in Wrong Spot	Navigation x2: If Failed Miss 1 Turn
Cave Network	Navigation x2: If Failed Miss 1 Turn
Walking in Circles	Navigation x2: If Failed Miss 1 Turn
Castaways	Gain one crew
Captives	Gain one crew
Hostile Beach Natives	Swashbuckling & Cannons
Swiss Family Robinson	Swashbuckling & Cannons: DM +1
Buccaneers	Swashbuckling x2
Poisonous Snake	Swashbuckling x2
Inland Natives	Swashbuckling x2
Cannibal Stew	Swashbuckling x2
Escape Head Hunters	Swashbuckling x2
Pygmy Ambush	Swashbuckling x2

Card Name:	Notes:
Matchlock Pistols	Aid: Swashbuckling +1
Cutlass	Aid: Swashbuckling +1
Peg Leg & Eye Patch	Aid: Discipline +1
Treasure Map	Aid: Navigation +1 This Module only.





Pirate War

Introduction

Players control Pirate ships in search of plunder & adventure.

Victory

The first player to accumulate 7 Treasures and have them stored in their home port is the winner.

Pirate Ships

Pirate ships have a hull rating of 12 and a cargo space of 12 (unless noted). A player can only control one ship at a time. A new ship costs 20 Gold. This includes one crew & one cannon

Empire Ship Move either 4 or 6 hexes (oars or sail) Start with 3 crew and one cannon facing forward Cannon can be placed forward or midships (broadside) Can perform a ramming move.

Brettonian ship Move 9 hexes (sail). Start with 3 crew and one cannon Cannon can only be place midships (broadside)

Elves Move 9 hexes (sail) and ignore turning into wind restriction Start 2 crew and one bolt thrower Bolt thrower can fire in a 1800 arc to forward Only 10 hull points (extra sail)

Dwarves Move 5 hexes (steam) ignore wind restrictions Start 2 crew and one cannon Cannon can fire in a 1800 arc to forward Can perform ramming move Only 10 hull points (extra armour), no movement restrictions

Orcs Move 4 or 6 hexes (oars or sail) Start 4 crew, one catapult facing forward Catapults can be placed either forward or midships (broadside) Orc ships have grappling hooks for boarding

Chaos Move 4 or 6 hexes (oars or sail) Start 3 crew and one cannon to forward Cannon can be placed forward or midships (broadside) Can perform ramming move

Setup

Players start with one ship All ships start in their home port. Determine turn order by rolling dice. High roll goes first and so on down.

Hull Rating

Ships start out with a hull rating of 12. If a ships hull rating is reduced to 0, it sinks and the player will have to buy a new ship. If a ship sinks or is lost all cargo is also lost.

If a ships hull rating is reduced to half or less, all movement is halved Elven and Dwarf ships have a hull rating of 10

Cargo Space

Ships have cargo space equaling the number of hull points they currently have Each crew, cannon/bolt thrower/catapult or treasure takes up one cargo space

Crew

If the number of crew is reduced to 0, the ship is lost, and the player will have to buy a new ship. Additional crew can be hired at Port for 2 Gold each.

Cannons

See Battles section. Additional cannons can be purchased at Port for 2 Gold each. You can't use more cannons then you have crew.

Free Ports

Ships automatically stop on the port space. The port is a safe harbor: Players cannot attack each other here. Treasure can be traded for an equal number of gold at port.

Damaged hulls can be repaired for two gold per point of damage. Crew can be hired for 4 gold per counter Cannons can be bought for 4 gold per cannon Trading can be undertaken at the Free Port by rolling on the following table:

1D6	Event
1	Lose 1 crew, D6 gold, and miss next turn
2	Lose D6 gold and miss next turn
3	Gain D6 gold and miss next turn

1D6	Event
4	Gain D6 gold and miss next turn
5	Gain D6 gold
6	Gain D6 gold

Treasure

Each treasure occupies one cargo space. Each home port and Treasure Island holds 5 specific trea-

asures as follows:

Empire	rum and tobacco
Brettonian	wine and spices
Elves	gems
Dwarves	mithral

Empire	rum and tobacco
Orcs	artifacts
Chaos	hostages
Treasure island	treasure chests

Once the 5 treasures have gone, the home port no longer has treasure to plunder. It can still be traded with. Treasures are acquired by plundering home ports or visiting Treasure Island When plundering home ports, roll on the plunder table You cannot plunder or trade with your home port

Gold

Gold does not occupy cargo space.

The Board

The map board is attached. The 3 grey hexes on each long side of the board are Free Ports. Ships are at a Free Port if they are anchored in a hex that touches any hex side of the grey hexes.

The Home ports are two grey hexes together by a three hex harbour protected by two further grey hexes (the shore forts). Ships are considered in the harbour in any of the three sea hexes, and are anchored at the home port for trading, plundering or repairs if they occupy the one hex that touches the two joined grey hexes.

The Cards

- Change wind direction to any direction you choose
- Change wind direction 2 hexes clockwise
- Change wind direction 2 hexes counter-clockwise
- Change wind direction 1 hexes counter-clockwise
- Change wind direction 1 hexes clockwise
- Scurvey- Loose one crew
- BeriBeri- Loose one crew
- Mutiny- One of your crew attacks the rest (Boarding Action)
- Treasure Map- Hold this card. Discard on the deserted island dig up 4D6 Gold
- Albatross- Go again
- Uncharted Waters- Miss next turn.
- Hurricane- Take 1D6 hull damage. Storm
- Tropical Storm- Miss next turn. Storm
- Blown off course- move D6 hexes in direction of wind
- Weather Storm- Hold Card. Negate Storm card.
- Run aground- Take 1D6 hull damage
- Sextant- Hold this card. Discard to Ignore any result of: Miss next turn.
- Charts- Hold this card. Discard to Ignore any result of: Miss next turn.
- Spyglass- Hold this card. Discard to Ignore any result of: Miss next turn.
- Ivory Coast- Hold this card. Play to automatically gain 2 treasures from a
- home port (do not roll on plunder table)

- Saint Augustine- Hold this card. Play to automatically gain 2 treasures from a
- home port (do not roll on plunder table)
- Treasure Ship- Loot 3D6 Gold
- Stowaway- Gain one crew
- Wine, Women & Song- Play face up immediately. Miss next turn & lose 1D6
- Gold when you next visit any port
- Kings Ransom- Gain 3D6 Gold
- Repairs at sea- Repair 1D6 Hits for free
- Shipwreck Survivors- Gain one crew
- Captives- Gain one crew or 1D6 Gold
- Narrow Escape- Hold this card. Discard: End battle or avoid it before it begins
- Whirlpool- Take 1D6 hull damage
- Mermaid- Go again
- Skull & Crossbones- Go again
- Buccaneers- Attacked by two crew (Boarding Action)
- Hostile Natives- Attacked by one crew (Boarding Action)
- Blown Away- Hold this card. Battle Card +1 to hit, 2 hull point damage if no
- save, max 2 hex range. For all weapons in attack
- Broadships- Hold this card. Battle Card +1 to hit, 2 hull point damage if no
- save, max 2 hex range. For all weapons in attack
- Grapeshot- Hold this card. Battle Card +1 to hit, 2 hull point damage if no
- save, max 1 hex range. For all weapons in attack
- Chainshot- Hold this card. Battle Card +1 to hit, 2 hull point damage if no
- save, max 1 hex range. For all weapons in attack
- Swashbuckling- Hold this card. Boarding Card +1
- Matchlock Pistols- Hold this card. Boarding Card +2
- Cutlass- Hold this card. Boarding Card +1
- Medicinals- Hold this card. Discard to prevent a Crew from being killed

Turn Sequence

Players take turns. Roll initiative and wind direction each round Each turn has 3 phases:

1. raw Card
2. ovement Phase
3. attle Phase

Determine Wind Direction

Roll one dice for the initial wind direction at the start of the game and place arrow facing the number of the hex side rolled. For subsequent rounds, roll two dice. The wind direction changes if a double is rolled.

It moves one hex side clockwise if an even double is rolled, and one hex side counter-clockwise if an off double is rolled.

Draw Phase

Draw 1 card. Play that card face up unless otherwise stated. The card immediately takes effect.

Movement Phase

Movement rates are noted under ships Cannot combine oars and sail in one movement turn Can turn one hex side for free, subsequent sides reduce the movement total by one Note, can turn max 2 hex sides Must

move forward one hex before turning Must stop immediately if turn directly into wind if using sail movement. Get free one side move next turn without having to move forward first. Gain an extra 2 hex movement if moving straight down wind for entire move Can turn freely in port hex (ie do not have to move forward first) Can move backwards up to 2 hexes under oars Can spin on spot under oars, but each hex side costs one movement

Ramming

Ships that can ram do so in the movement phase They must move at least 2 hexes in a straight line to ram Roll on the following table

1D6	Event
1	Take 2 hull points of damage
2	Inflict 1 hull point and take 1 hull points of damage
3	Inflict 2 hull points and take 1 hull point of damage
4	Inflict 2 hull points and take 1 hull point of damage
5	Inflict 2 hull points of damage
6	Inflict 3 hull points of damage

Battle Phase

Cannon have 2 hex range Bolt throwers and dwarf cannon have 3 hex range Catapults have 3 hex range, but cannot target the first hex Roll one dice for each cannon firing Hits on 4,5 or 6 Defender "saves" against damage by rolling a 6 If the defender doesn't "save", the ship takes one hull point of damage Anything in the hull space is immediately lost If the attacker rolls "doubles" to hit (eg two 4s, or three 5s) the defender can only "save" if the previous "save" did not fail. Otherwise, an automatic loss of a hull point Play any battle cards before rolling the dice Dwarves save at +1 due to heavy armour on the ships

wins Winner takes one treasure, or 10 gold Loser loses a crew counter Use any boarding cards before the dice are rolled Orc grappling hooks The non-orc player must roll 4,5 or 6 at the end of the boarding phase, or suffer another round of boarding from the orc player

Home Ports

Ships can be attacked in their home port Home ports are defended by two shore forts at the entrance of the harbour These forts are armed with 2 cannon each, and will attack any plundering or attacking ship within range. This attack happens immediately the ship decides to plunder or attack, and before any roll on the plunder table. Players can either trade with or plunder other players Home ports Ships can be repaired at 1 gold per hull point Crew can be hired at 2 gold per crew Cannon/bolt throwers/catapults can be bought for 2 gold each

Boarding Actions

Adjacent ships can board each other Roll a dice, add the number of crew counters, highest number

Trading Table

1D6	Event
1	Lose one crew, one treasure (or 10 gold), and miss next turn
2	Lose D6 gold and miss next turn
3	Gain D6 gold and miss next turn
4	Gain D6 gold
5	Gain D6+2 gold
6	Gain 1 treasure

Plundering

Plundering ships are immediately attacked by the shore forts when the player announces he/she will

plunder. The outcome of these attacks are determined before any roll on the plunder table. The shore forts will continue to attack while the plundering ship remains in range.

Plunder Table

1D6	Event
1	Lose 1 crew, 1 treasure (or 10 gold) and miss next turn
2	Lose 1 crew and miss next turn
3	Lose 1 crew
4	Gain 1 treasure
5	Gain 2 treasures
6	Gain 3 treasures

Attacking ships in home ports. The shore forts will attack any ship attacking another ship in the harbour hexes, and will continue to do so until the attacking ship is out of range.

1D6	Event
1	Lose 1 crew and miss next turn
2	Miss next turn
3	Gain D6 gold and miss next turn

Treasure Island

The island in the middle of the map is Treasure Island. If your ship is anchored next to Treasure Island, you can search for buried treasure by rolling on the Treasure Island table:

1D6	Event
4	Gain D6+2 gold and miss next turn
5	Gain one treasure and miss next turn
6	Gain one treasure

Final Notes

"Avast ye scurvey mates, prepare to be boarded!"
Be sure to play in character.





Pirates Backgammon

Introduction

Backgammon variant with Pirate Theme.

Victory

The first player to accumulate 25 Gold Coins in his Treasure Chest is the winner.

Pieces

There are 3 types of Pieces: Pirates, Merchants and Man-o-Wars. Each player has a Unique Pirate Ship Figure. Merchant Ships are represented by a Stack of Coins.

Man-o-War Ships should be represented by figures.

Dice

Each player should have 2 six-sided dice.

Gold

Use Coins to Represent Gold Treasures

Holds & Chests

Gold aboard your Pirate Ship is said to be in your hold and is Subject to being lost or plundered. When you bear off your gold is put into your Treasure Chest where it is safe.

The Board

Use a regular Backgammon Board. The 4 quadrants of the Board are referred to as:

- Outer Sea (points 1-6)
- Great Sea (points 7-12)
- Middle Sea (points 13 -18)
- Inner Sea (points 19-24)

Setup

Each player rolls 1D6 and places their ship on that point in the Outer Sea.

Turn Sequence

Each turn has 3 Phases:

- Travel Phase
- Luck Phase
- Wind Phase

Travel Phase

Roll 1D6 individually for each Man-o-War and Merchant ship. Those ships move forward that many spaces. Man-o-War and Merchants move from the Inner to the Outer Sea.

Any roll that moves them past the Outer Sea causes them to be removed from the board. If a Man-o-War lands on a Pirate, that Pirate is sunk and goes to the Sand Bar. A Pirate Sunk by a Man-o-War loses all the Gold in its Hold.

If a Merchant lands on a Pirate, that Pirate captures it and all its gold. The Gold is put in the Pirate Ships Hold. Captured Merchants are removed from the board.

Luck Phase

One player rolls 1D6: If he rolls a 1 a Man-o-War appears on the Board. If he rolls a 2-6 a Merchant ship appears with that many gold pieces aboard. That player rolls a second 1D6: The new ship is placed on a point on the Inner Sea corresponding to the second roll.

Wind Phase

Each Player rolls 1D6 to determine turn order: High roll goes first. Each player (not on the Sand Bar) in turn rolls 2D6 and Moves his ship. Ships must move using both dice.

Moves can be in either direction. Pirates may not move onto Man-o-Wars. If a Pirate lands on a Merchant, that Pirate captures it and all its gold.

The Gold is put in the Pirate Ships Hold. Captured Merchants are removed from the board. If there are 2 or more merchants on a point, and a Pirate lands on it, he captures them all.

If a Pirate lands on a Pirate, that Pirate is sunk and goes to the Sand Bar and the Pirate that did the sinking gets all the gold in the other players hold. Pirates cannot sink each other in the Outer Sea; they simply stack there instead. If a Pirate started his turn on the Sand Bar, he only rolls 1D6 and then Places his ship on that point in the Outer Sea.

A Pirate may Bear-off from the Inner or Outer Sea. When a Pirate bears-off, all the Gold in his Hold goes to his Treasure Chest and the Ship is then placed on the Sand Bar.

Question & Answer Section

> 1) The gold coins representing "treasure" are the same as the merchant ships? That is, each merchant ship is that stack of two-six coins which a pirate will get if he captures the ship?

YES, unless you have little merchant ship models you can stack coins on.

> 2) At the set-up, there are no merchants or men-o'-war on the board yet? If that is correct, then there's no Travel Phase first turn?

yes on both accounts

> 3) The sandbar is the division where the backgammon board folds up?

this is called the bar in backgammon i call it the "sandbar" to give it a nautical flavor.

> 4) When a new ship appears in the Luck Phase, the second D6 roll indicates what point on the Inner Sea it starts on. But, those points are numbered 19-24. Does 1=19 or 1=24?

go with 1=24

> 5) What does "bear-off" mean in terms of the board? The pirate's die roll is sufficient to move it past the last point on that end of the board? «< YES

»> You then automatically go to the sandbar, coins in the "hold" pile go to the "treasure chest" pile to count toward victory, and the next turn that pirate ship is placed on one of the points in the Outer Sea?

Yes to all

> 6) I move the ship at once for the sum which

has dropped on dices, or I do two moves for each dice separately (as in usual backgammons)? I.e.

Two Moves As In Regular Backgammon

> 7) Can I capture two merchant ships on two different lines in one turn?

Yes

> 8) If a merchant and men-o-war on the same line, I can't capture that merchant?

no, the mow protects the merchant

> 9) If the player does not have other choice, it should go to line with man-o-war?

Yes, If You Can't Move, Go To The Sandbar (& Discard The Gold In Your Hold)

Rules Variant

In Luck Phase roll 1D10:

#	=	Result
1-2	=	Man-O-War
3-9	=	Merchants
10	=	Typhoon

The Typhoon behaves just like a Man-O-War except that it destroys any and all ships it lands on.





Pirates Own Game

Introduction

Card game for 2+ players.

Victory

The first player to accumulate 20 Gold in his Buried Treasure pile wins.

The Decks

There are 3 Common Decks:

- Pirates Own Deck
- Event Deck
- Plunder Deck

Pirates Own Deck

There are 3 types of cards:

- Captains
- Ships
- Crew

Event Deck

These cards give one-time benefits.

Plunder Deck

There are 2 types of cards:

- Treasure (Has Gold Value)
- Objects (Give Advantage to a Ship it is carried on)

The Three Seas

The 3 Seas:

1. The Spanish Main
2. The Barbary Coast
3. The Seven Seas

Use cards to represent the 3 Seas. Place these cards in the Center of the Table.

Dice

Six-sided Dice are needed.

Damage Tokens

Use Tokens to keep track of Damage

Stats

There are 5 main Stats (Ratings) used in the Game:

1. Sailing
2. Gunnery
3. Boarding
4. Toughness
5. Wits

Setup

Each player draws 4 cards from the Pirates Own Deck.

Turn Sequence

Each turn has 9 Phases:

1. Fate Phase
2. Treasure Phase
3. Recruit Phase
4. Event Phase
5. Sailing Phase
6. Spanish Main Battle Phase
7. Barbary Coast Battle Phase
8. Seven Seas Battle Phase
9. Captains Phase

Fate Phase

Each player draws 3 cards from the Pirates Own Deck and 2 from the Event Deck. If a deck runs out, shuffle the discard and draw from it.

Treasure Phase

For each of the Three Seas, draw the top card from the Plunder deck and place it face-up on top of that Sea. If a Sea already has a Plunder card still there from the previous turn, do not Add another Plunder card.

Recruit Phase

Players may put Ships into play in front of them. Each Ship put into play must have 1 Crew and 1 Captain card attached. (A ship may have a maximum of 1 Captain and 1 Crew attached)

Event Phase

Certain Event cards are played in this Phase. A Ship with the Undead Trait automatically removes 1 Damage counter. Roll once on the Magic Table if you control any Undamaged Magical Ships:

Magic Table

1D6	Effect:	Notes:
1	Curses	Target Ship is Lost
2	Storm	Target Ship is affected by a Storm
3	Destiny	Draw 1 Event Card
4	Visions	Look at Opponents Hand
5	Heal	Remove all Damage Counters from 1 Ship
6	Call Aid	Draw 1 Pirates Own Card

Sailing Phase

Players pick which of the 3 Seas they want their Ships to sail to this turn. Determine the Sailing Rating of each Ship in play. The Ship with the lowest rating is moved first.

The Ship with the highest rating is moved last. In case of ties players roll high on 1D6 to determine turn order. You may send each of your Ships to any of the Three Seas.

You may Choose not to send a Ship and leave it at Port.

Battle Phase

There is a Battle Phase for each of the Three Seas. Only ships assigned to a Sea in Sailing Phase may partake in a Battle. Each Battle has 3 Segments:

- Gunnery Segment
- Boarding Segment
- Trickery Segment

Gunnery Segment

For every level of Gunnery a Ship has, it may roll 1 six sided die. For every roll of 6 put a Damage Counter on 1 opposing Ship. Any ship with damage tokens equal to or greater than its Toughness is Sunk.

A Sunk ship and all attached cards are discarded. The ship with the highest Sailing rating attacks first, and so on.

Boarding Segment

For every level of Boarding a Ship has, it may roll 1 six sided die. For every roll of 6 put a Damage Counter

on 1 opposing Ship. Any ship with damage tokens equal to or greater than its Toughness is Sunk.

A Sunk ship and all attached cards are discarded. All attacks are simultaneous.

Trickery Segment

Of those remaining, the Ship with the highest Wit Rating gets the Plunder card. If it is Treasure, place it in your Buried Treasure Pile. If it is an Object attach it to one of your Ships at the Battle.

If Wits are tied, highest Sailing Stat wins. If still tied, Roll high on 1D6.

Captains Phase

A Ship that spent the Turn in Port may remove all Damage Tokens.

Pirates Own Deck Card Notation

K Captain

V Ship

C Crew

S Sailing

G Gunnery

B Boarding

T Toughness

W Wit

UD Undead

Luck Pirate may Reroll 1 Dieroll during Battle

Magical = Can use Magical Cards

Pirates Own Deck

Card Name	Type	Notes
Jack Sparrow	K	Luck W+3 S+2 B+2
The Black Pearl	S	S+3 T+2 G+1
Rogues	C	T+2 B+1 W+1
Captain Kidd	K	T+1 G+1
Adventure Galley	S	T+1 S+2 G+1
Sallywags	C	T+1 B+1
Davy Jones	K	Magical T+3 G+1 B+1
Flying Dutchman	S	T+3 G+3 S+3
Crusty Crew	C	T+3 B+1 G+1

Card Name	Type	Notes
Admiral Horatio	K	W+4 S+2 G+1 B+2
HMS Endeavor	S	T+2 G+3 S+2
Bully Brits	C	T+2 B+2 G+2 S+1
The Dragon Lady	K	Magical W+2 G+2 B+2
Pirate Junk	S	T+1 S+1
Chinamen	C	T+1 G+1 B+1
Captain Morgan	K	W+3 S+1 B+2 G+1
Pirate Fleet	S	T+3 B+2 G+3
Buccaneers	C	T+2 B+2 G+1
Ghost of Redbeard	K	UD Magical T+2 B+2 S+1
Ghost Ship	S	UD T+3 S+3
Ghostly Crew	C	UD T+3 B+2
Black Bart	K	W+3 G+2 S+1
Royal Fortune	S	T+2 S+1 G+2
Salty Dogs	C	T+2 S+3 W+1
Dread Pirate Roberts	K	W+2 B+2 S+2
The Revenge	S	T+2 S+2
Cutthroats	C	T+1 B+2
Captain Barbossa	K	UD Magical W+1 B+2 S+1 T+2
Skeleton Ship	S	UD T+2 B+1
Skeleton Crew	C	UD T+3 B+2
Blackbeard	K	W+1 T+3 B+3 G+1
Queen Anne's Revenge	S	T+1 G+1
Sea Curs	C	T+3 B+2
Calico Jack	K	T+1 S+1
The Neptune	S	T+1 S+1
Female Crew	C	T+2 B+1
Long John Silver	K	W+2 S+1 T+1
Hispaniola	S	T+1 S+2
Mutineers	C	T+2 B+2 W+1
Captain Hook	K	W+1 S+1 B+1 G+1
Jolly Roger	S	T+1 S+3
Ship of Fools	C	T+1
Captain Blood	K	W+2 G+1 B+2 T+1
Arabella	S	T+1 S+2
Freebooters	C	T+1 G+1 B+1 W+1
Sinbad the Sailor	K	Luck W+4 S+3 B+1 T+1
Stolen Ship	S	T+1
Corsairs	C	T+2 B+2 W+1
Mama Lola	K	W+2 Magical
Voodoo Queen	S	T+1
Zombies	C	UD T+3 B+1
Yellowbeard	K	S+1
The Lady Edith	S	T+1
Misfits	C	T+1

Plunder Deck Notation**T** Treasure**O** Object**X** Special**Plunder Deck**

Card Name	Type	Notes
Magic Compass	O	S+3
Magic Sextant	O	S+2
Pirate Flag	O	B+2
Voodoo Doll	O	Captain Gains Special Ability: Magical
Buried Treasure	X	Discard & Take Treasure card from opponents Pile
Ill Gotten Loot	T	Gold = 2
Merchant Ship	T	Gold = 3
Spanish Doubloons	T	Gold = 4
Treasure Chest	T	Gold = 5
Treasure Ship	T	Gold = 6
Pillage Town	T	Gold = 7
Aztec Gold	T	Gold = 8

Note: There are 2 copies of each Treasure card in the deck

Event Deck Notation

PEP Play in Event Phase

Lost PEP Target Ship cannot be used in any Battle Phase this Turn

Storm = PEP Target Ship takes 1D6-3 Hits

Event Deck

Card Name	Notes:
Broadsides	Gunnery +6
Swashbuckling	Boarding +6
Kraken	Magical: Sink Target Ship
Treasure Map	Wit+3
Rum	Lost
Game of Chance	Wit+3
Charts	Sailing+3
Scurvy	Lost
Trade Winds	Sailing+3
Voodoo Magic	Magical: PEP Roll on the Magic Table
Voodoo Talisman	Magical: Negate Event card just played
Call the Wind	Magical: Sailing +5
Typhoon	Storm
Hurricane	Storm
Whirl Pool	Storm
Tidal Wave	Storm
Hit Reef	Storm
Doldrums	Lost
Gulfstream	Sailing+3
Westerlies	Sailing+3
Sargasso	Lost
Pursuit	Sailing+3
Flee	Wit+3
Ruse	Wit+3
Navigate	Sailing+1 or Wit+1
Set Sail	Sailing+3
Becalmed	Lost
Sandbar	Lost
Rumors	Look at next 10 cards in deck
Spy Glass	Look at opponents Hand

Card Name	Notes:
Crows Nest	Look at opponents Hand
Thief	Wit+3
Scoundrel	Wit+3
Landing Party	Boarding+3 or Wit+1
Imprisoned	Lost
Captured	Lost
Trickery	Wit+3
Stowaway	Boarding+3 or Wit+1
Betrayal	PEP Take Control of Target Ship
Treachery	PEP Take Control of Target Ship
Mutiny	Storm
Sea Monster	Storm
Shipwrecked	Storm
Catch the Wind	Sailing +1 or Wit+1
Settle a Debt	PEP Steal 2 Event cards from Opponent
Knives	Boarding+6
Axes	Boarding+6
Pikes	Boarding+6
Harpoons	Boarding+6
Cutlasses	Boarding+6
Pistols	Boarding+6
Muskets	Boarding+6
Grenades	Boarding+6
Darkness	Boarding+6
Swivel Guns	Boarding+4 or Gunnery+3
Grapeshot	Boarding+4 or Gunnery+3
Rally the Men	Boarding+4 or Gunnery+3
Surprise	Boarding+4 or Gunnery+3
Cannonballs	Gunnery+6
Run out the Guns!	Gunnery+6
Chain Shot	Gunnery+6
Bar Shot	Gunnery+6
Hot Shot	Gunnery+6
Triple Cannons	Gunnery+6
Rake the Stern	Gunnery+6
Blown Away!	Gunnery+6





Piratical

Piratical

Players control Pirate ships in search of plunder & adventure.

Victory

The first player to accumulate 100 Gold is the winner.

Pirate Ships

Pirate ships have a hull rating of 12 and a cargo space of 12. A player can only control one ship at a time. A new ship costs 20 Gold. This includes one crew & one cannon

Setup

Players start with one Pirate ship, three crew, and one cannon. All ships start in the Port Royal space. Determine turn order by rolling dice. High roll goes first.

Hull Rating

Ships start out with a hull rating of 12. If a ships hull rating is reduced to 0, it sinks and the player will have to buy a new ship. If a ship sinks or is lost all cargo is also lost.

Cargo Space

This is how many goods the ship can carry. Ships have a cargo capacity of 12 spaces. Each crew occupies one cargo space.

Each gun occupies one cargo space.

Crew

If the number of crew is reduced to 0, the ship is lost, and the player will have to buy a new ship. Additional crew can be hired at Port for 2 Gold each.

Cannons

See Battles section. Additional cannons can be purchased at Port for 2 Gold each. You can't use more cannons then you have crew.

Port Royal

Ships automatically stop on the port space. The port is a safe harbor: Players cannot attack each other here. Goods can be traded for an equal number of gold at port.

Damaged hulls can be repaired for one gold per point of damage.

Goods

Each good occupies one cargo space. Goods represent tobacco, rum, artwork, furniture, and other valuables. Goods are acquired by plundering merchant ships and towns.

Gold

Gold does not occupy cargo space.

The Board

The board is a circular ring of 48 connected spaces. Pick one space to be Port Royal. (Space 1) The space to the clockwise of that is space 2, and so on. The other spaces include:

- Sargasso Sea (Space 7)- Miss Next turn
- Gulf Stream (Space 13) Lower Left corner- Go again
- Doldrums (Space 19)- Miss Next turn
- Deserted Island (Space 25) Upper Left corner- Dig up 1D6 Gold
- Horse Latitudes (Space 31)- Miss Next turn
- Trade Winds (Space 37) Upper Right corner- Go again
- Coral Reef (Space 43)- Take 1D6 Damage to hull
- Skull & Crossbones (Spaces 10, 22, 34, 46)- Draw a card
- Merchant Ship (Spaces 4, 16, 28, 40)- Plunder 1D6 Goods

Board Available

Download a copy of the Board here Thank you Terry Graham for the great graphics!

The Cards

- Attacked by Spanish Galleon (Hull=5 Guns=2 Crew=2)
- Attacked by Portugese Man-o-War (Hull=5 Guns=2 Crew=2)
- Attacked by French Frigate (Hull=5 Guns=2 Crew=2)
- Attacked by English Clipper (Hull=5 Guns=2 Crew=2)
- Attacked by Flying Dutchman (Hull=5 Guns=2 Crew=2)
- Scurvey- Loose one crew
- BeriBeri- Loose one crew

- Mutiny- One of your crew attacks the rest (Boarding Action)
- Treasure Map- Hold this card. Discard on the deserted island dig up 4D6 Gold
- Albatross- Go again
- Uncharted Waters- Miss next turn.
- Hurricane- Take 1D6 hull damage. Storm
- Tropical Storm- Miss next turn. Storm
- Blown off course- Go back 1D6 spaces. Storm
- Weather Storm- Hold Card. Negate Storm card.
- Run aground- Take 1D6 hull damage
- Sextant- Hold this card. Discard to Ignore any result of: Miss next turn.
- Charts- Hold this card. Discard to Ignore any result of: Miss next turn.
- Spyglass- Hold this card. Discard to Ignore any result of: Miss next turn.
- Ivory Coast- Plunder 1D6 Goods
- Saint Augustine- Plunder 1D6 Goods
- Treasure Ship- Loot 3D6 Gold
- Stowaway- Gain one crew
- Wine, Women & Song- Miss next turn & lose 1D6 Gold
- Kings Ransom- Gain 3D6 Gold
- Repairs at sea- Repair 1D6 Hits for free
- Shipwreck Survivors- Gain one crew
- Captives- Gain one crew
- Narrow Escape- Hold this card. Discard: End battle or avoid it before it begins
- Whirlpool- Take 1D6 hull damage
- Mermaid- Go again
- Skull & Crossbones- Go again
- Buccaneers- Attacked by two crew (Boarding Action)
- Hostile Natives- Attacked by one crew (Boarding Action)

- Blown Away- Hold this card. Cannon Card
- Broadships- Hold this card. Cannon Card
- Grapeshot- Hold this card. Cannon Card
- Chainshot- Hold this card. Cannon Card
- Swashbuckling- Hold this card. Boarding Card
- Matchlock Pistols- Hold this card. Boarding Card
- Cutlass- Hold this card. Boarding Card
- Medicinals- Hold this card. Discard to prevent a Crew from being killed

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Movement Phase
2. Draw Phase
3. Battle Phase

Movement Phase

Ships move clockwise. A player on his turn rolls 1D6 and moves his ship that many spaces.

Draw Phase

Skip this phase if you land on an opponents ship. Draw 1 card. Play that card face up. The card immediately takes effect.

Battle Phase

Battles occur between opponents ships in the same space. First, all ships roll one die for each cannon they have. Rolls of 4-5 on 1D6 inflict 1 hull damage.

Rolls of 6+ on 1D6 inflict 1 hull damage & kill 1 crew. Discard a Cannon Card before rolling to get +2 to one such roll. After this exchange roll on the following table:

1D6:	Battle Action:
1-3	Conduct another round of cannon fire.
4	Boarding action.
5-6	The battle ends and the current player moves back 1D6 spaces.

Boarding Actions

Each player rolls one die for each Crew they have. Rolls of 5-6 on 1D6 result in an enemy Crew being killed. Discard a Boarding card before rolling to get a +2 to a roll.

Continue doing this until all but one side is elimi-

nated.

Final Notes

"Avast ye scurvey mates, prepare to be boarded!"
Be sure to play in character.





Pixie Wars

Introduction

Long Ago in the Land of Faerie there was a war between the Sprites and the Pixies. Board & card wargame for 2 players. One player is the Pixies and the other is the Sprites.
Each figure represents a single faerie (unit).

Victory

You win if you kill the opposing King.

The Map

Use a chessboard or grid.

Terrain

#	Type	Notes:
1	Clearing	A Unit in this space may not use Defense cards
2	Thorns	A Unit entering this Space takes 1 Damage
3	Water	A Unit cannot End its move on this Space
4	Great Oak	A Unit cannot attack Through this Space
5	Thick Growth	A Unit must stop upon entering this Space
6	Magic Circle	A Unit in this space is Immune to Spells & Enchantments
7	Aerial Roots	A Unit in this space is Immune to Non-Magic Ranged Attacks
8	Forest	No Effects

Units

Use chits or miniatures to represent faeries. Each side has 3 types of units: King, Knight, and Warriors.

Unit Table

#	Type	Hits	Magic	Melee	Ranged	Poison
1	King	4	Y	Y	N	N
4	Mage	1	Y	N	N	Y
3	Hero	3	N	Y	Y	N
8	Warrior	2	N	Y	Y	Y

Number of that type of unit you start the game with.
Hits Number of Hits that type of unit has.
Magic = Can the Unit use Magic, Spell, Enchantment, and Healing cards
Melee = Can the Unit use Melee and Armor cards
Ranged = Can the Unit use non-magic Ranged Attack cards
Poison = Can the Unit use Poison Attack cardss

1. Fate Phase
2. Move Phase
3. Fight Phase
4. End Phase

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 4 phases:

Fate Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it.

Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a unit to move like a knight in chess.

Fight Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. A unit reduced to zero Hits is killed and removed from the board.

Your opponent may play Defense cards to negate your attack.

End Phase

Play Heal cards in this Phase. Max hand size = 5 cards. Discard excess cards.

Spells

Spells are treated like attacks except that they do no damage. Instead the Target is Immobilized for indicated length of time. An Immobilized Unit cannot Move, Attack, or Defend.

Enchantment

Spells are treated like attacks except that they do no damage. Instead you take control of the Target Unit

for the indicated length of time. Kings are Immune to Enchantments.

Healing

Play a Heal card to Heal 1 point of Damage to a target unit in End Phase and Remove a poisoned wound.

Poison

A Poison Attack does an extra point of Damage on your next Attack Phase.

Card List Notation

M Movement
A Attack
D Defense
H Heal
S Spell
E Enchantment
X Special
K as a Knight would move in Chess
Type Purpose of card

Card List

Card Name:	Range	Type	Notes
Wicked Knife	1	A	Melee (Mages may Use)
Venomous Dagger	1	A	Melee Poison (Mages may Use)
Sharp Swords	1	A	Melee
Cudgels	1	A	Melee
Eldritch Blade	1	A	Melee
Nets	1	A	Melee No Damage: Immobilized 3 Turns
Lassos	2	A	Melee No Damage: Immobilized 2 Turns
Bolas	3	A	Melee No Damage: Immobilized 2 Turns
Thrown Rocks	2	A	Ranged
Thrown Spear	2	A	Ranged
Thrown Dart	2	A	Ranged
Blow Dart	2	A	Ranged Poison
Poison Arrow	3	A	Ranged Poison
Archery	3	A	Ranged (King may Use)
Sylvan Bow	3	A	Ranged (King May Use)
Sling Shot	K	A	Ranged
Sling Stone	K	A	Ranged
Well-Aimed Shot	4	A	Ranged
Pixie Dust	1	S	Lasts 3 Turns
Curse	2	S	Lasts 4 Turns
Illusion	2	S	Lasts 2 Turns
Control Plants	2	S	Lasts 2 Turns plus 1 Damage
Hex	3	S	Lasts 2 Turns
Transformation	3	S	Lasts until Healed
Sorcery	4	S	Does 1 Damage: Does not Immobilize

Card Name:	Range	Type	Notes
Mesmerized	1	E	Lasts 4 Turns
Be-spelled	2	E	Lasts 3 Turns
Command	3	E	Lasts 2 Turns
Forest Walk	K	M	3 Copies in Deck
Fly	4	M	4 Copies in Deck
Flitter	3	M	4 Copies in Deck
Skitter	2	M	5 Copies in Deck
Twitter	1	M	5 Copies in Deck
Dodge	-	D	Negate Attack of range 2+
Parry	-	D	Negate Attack of range 1
Shield	-	D	Negate Attack (Armor)
Helmet	-	D	Negate Attack (Armor)
Hide	-	D	Negate Attack
Invisibility	-	D	Negate Attack (Magic)
Vanish	-	D	Negate Attack and Move 3 spaces
Amulet	-	D	Negate Spell any Time (Magic)
Mist	-	D	Negate Move
Healing Powers	1	H	
Healing Arts	1	H	
Healing Herbs	1	H	
Dispell	1	X	Negate Spell any Time (Magic)
Disenchant	1	X	Negate Enchantment any Time (Magic)
Faerie Magic	-	X	Draw 2 cards
Trickery	-	X	Opponent must discard 2 cards





Pizza Pie Maker

Introduction

Children’s card game. 2-4 players.

Winning

The game ends when a player goes to draw a card and there are none left. The player with the most points in their oven at the end of the game wins.

Setup

Players are dealt 8 cards each. The youngest player goes first.

Turn Sequence

Eac turn is divided into 4 phases: Market Phase
Order Phase Sale Phase Overhead Phase

Market Phase

The current player draws one card and puts it in his or her hand.

Order Phase

The current player may make a ‘pie’. A pie is a combo of three or more cards that must include: 1 crust card, 1 sauce card, 1 cheese card, and 0 or more topping cards. Place the pie into the ‘oven’ (your scoring pile).

Deck Card List

Card Name:	#	Type	Notes
Crust	10	C	
Thin Crust	1	C	+1 point
Chicago Crust	1	C	+1 point
Cheese	10	E	
Sauce	10	S	
Mushrooms	5	V	
Onions	4	V	
Peppers	3	V	

Sale Phase

Earn points for your pie if you made one this turn: A basic pie of 1 crust card, 1 sauce card, 1 cheese card is worth 3 points. Each additional topping is worth 1 point. You may not duplicate toppings. Special Scoring Pies: Everything Pizza: Basic pie + 6 different toppings is worth 12 points.

Meatsa Pizza: Basic pie + 1 pepperoni + 1 sausage + 1 meatball card is worth 8 points. Veggie Pizza: Basic pie + 4 different veggie toppings is worth 10 points. White Pizza: Substitute garlic for sauce.

Double Ingredient: once per game you may duplicate any topping or cheese or sauce. Note: Some cards score extra points.

Overhead Phase

If your hand contains more that 8 cards discard down to 8 cards.

Card Type Abbreviations

- # Number of that type of card in the deck
- C Crust
- E Mozzarella Cheese
- S Tomato Sauce
- V Veggies Topping
- M Meat Topping
- X Special Topping

Card Name:	#	Type	Notes
Black Olives	2	V	
Pepperoni	5	M	
Sausage	4	M	
Meatballs	3	M	
Pineapple	1	X	+1 point
Anchovy	1	X	+1 point
Garlic	1	X	

Links

Go Here for a Pizza Maker card set and some expanded rules. Thanks Tom!





Plane Wars

Introduction

Card game for 2+ players. Raid/Skirmish level Fantasy combat. Each deck represents one of the races found in the Outer (or Inner) Planes of the AD&D Universe.

Currently available decks include:

- Githyanki
- Githzerai
- Mind Flayer
- Beholder
- Modron
- Slaadi
- Daemon
- Deva

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Victory

Defeat a Player by reducing him to zero Morale points.

The Decks

Each player uses his own Primary and Secondary deck. Each deck is specific to a single race. Players also share a common Spell Deck & Psionics Deck.

Morale

Each player starts with 50 Morale points.

Tokens

Use Coins to keep track of Recruitment points. Use Tokens to Indicate Immobilization.

Units & Actions

Units include Monsters, Fighters, & Wizards. A unit can make only one action before being immobilized. Actions include Attacking, Blocking, and using certain Traits.

Denote Immobilization by putting an Immobilization Token on the unit.

Setup

Each player draws a hand of 7 cards. The Funniest looking player goes first.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Cycle Phase
2. Plane Phase
3. Gate Phase
4. Spell Phase
5. Raid Phase

Cycle Phase

Remove one Immobilization token from each of your units. Max hand is 7 cards. Discard excess cards.

Plane Phase

Draw 2 cards in any combination from your Primary deck or Secondary deck or the Spell Deck or the Psionics Deck. If a deck runs out, shuffle the discard & draw from it. You may pay 5 Recruit points to draw an extra card.

Gate Phase

Gain 10 Recruitment Points (RP). Keep a running total. You may accumulate them from turn to turn. To put a Unit into play pay RP equal to the Units Base Force.

Weapon, Object, & Armor cards may be attached for free in this phase. A Unit may attach a max of one Armor & one Weapon card.

Spell Phase

Play spell & Event cards that are not appropriate in other phases. Spells & Events produce their effect for a phase (or a turn) & are then discarded. To play a Spell or Event card, you must have a unit in play that can cast the Spell or produce the Event.

Raid Phase

You may attack your opponent with one or more of your units. Each Unit card has a Force point value. If unblocked, the Unit does damage equal to its total Force.

Certain Spells and Events will increase a Units Force. This damage is subtracted from the opponents Morale total. Your opponent may block with his Units.

The Unit with the lower total Force is destroyed (discarded). Units may combine in Attack & Defense. If a Unit has a higher initiative, it does its damage first.

Trait List

- Stealth = Negate first blocker
- Slay = If unit unblocked it may do its damage to target unit
- Scout = Look at opponents hand (action)
- Fire = Initiative +1 & Force +1 if Unblocked
- Steal = If unit unblocked take control of target Object or Weapon
- Track = May attack target unit instead of opponents Morale
- Guard = Not negated by units that negate first blocker
- Swift = Negate first blocker
- Fly = Negate first blocker
- Wizard = Discard a card to give any unit any Special Ability
- Transport = Can be used as Stealth or Escape
- Missile = Initiative +2; Use an action to inflict 1 Damage
- Leader = All units get +1 Force
- Escape = Unit Cannot be target of attack (action)
- Fighter (F) = May use Weapons & Armor
- Magic User (U) = Player may use Spell cards (action)
- Heal = Prevent unit from being killed (action)
- Negate = Negate target attack
- Immobilize = Put 3 Immobilization tokens on target unit
- Recruit = Gain 10 Recruit points
- Berserk = +3 when attacking
- Disease = Blocked/blocking unit gets Force -1 permanently

- Poison = Blocked/blocking unit is killed
- Regenerate = If killed this unit goes back into its owners hand
- Scry = Look at opponents hand or next 4 cards in deck (action)
- Magic Resistance = Enemy spells cannot directly kill or damage the unit.
- Dispell = Negate a target Spell or Natural Magic Ability (Action)
- Tunnel = Negate first blocker
- Psionic = Unit gets +1 Force when blocking/blocking by non-psionic unit.
- Control = Gain control of unit until effect is dispelled.
- Unsummon = Put Blocked/blocking target back in opponents hand Note: All Units with a Base Force of 11+ are immune to Fear & Poison.
- M = Monster. Note some monsters have spell like abilities
- S = Spell (Event that requires a Magic User in play to cast)
- N = Natural Magical Effect (Event that requires appropriate unit in play to use)
- P = Psionic Ability (Event that requires a Psionic unit in play to use)
- E = Event (Requires appropriate unit in play to use)
- A = Armor (Must be attached to a unit that can use it)
- W = Weapon (Must be attached to a unit that can use it)
- O = Object (Must be attached to a unit that can use it)

Common Spell Deck

Card Name:	#	Type	Force	Notes:
Illusions	1	S	-	Negate
Protective Spells	1	S	-	Negate or Dispell
Defensive Magic	1	S	-	Negate or Dispell
Ensorcell	1	S	-	Immobilize
Invisibility	1	S	-	Stealth or Escape
Death Touch	1	S	-	Kill blocked/blocking unit
Energy Drain	1	S	-	Inflict 3 Damage & Draw 1 card
Elemental Magic	1	S	-	Inflict 7 Damage
Cataclysm	1	S	-	Inflict 4 Damage to all units
Dimension Door	1	S	-	Transport or Recruit
Planar Shift	1	S	-	Transport
Reincarnate	1	S	-	Put unit in discard back in Play
Battle Magic	1	S	-	1 or 2 Units get Force +3
Polymorph	1	S	-	Unit Immobilized or Force +5
Control Magic	1	S	-	Control target unit
Divination	1	S	-	Scry
Detection Magic	1	S	-	Scry
Power Word Stun	1	S	-	Negate
Cure	1	S	-	Heal

Card Name:	#	Type	Force	Notes:
Clerical Spells	1	S	-	Negate or Heal
Wall of Force	1	S	-	Negate all attacks this turn
Lightning	1	S	-	Inflict 6 Damage to unit
Power Word Blind	1	S	-	Immobilize
Symbol of Pain	1	S	-	Immobilize
Plane Walk	1	S	-	Transport
Flame Strike	1	S	-	Inflict 6 Damage to unit
Blade Barrier	1	S	-	Negate

Common Psionics Deck

Card Name:	#	Type	Force	Notes:
Telekinesis	2	P	-	Distribute 5 Damage
Teleport	2	P	-	Transport
Command	2	P	-	Take control of target unit
Astral Projection	2	P	-	Transport
Psionic Attack	2	P	-	Attacking unit gets Force +4
Psionic Defense	2	P	-	Blocking Unit gets Force +4
Mind Blast	2	P	-	Target takes 3 Damage
Levitation	2	P	-	Fly
Domination	2	P	-	Control
ESP	2	P	-	Scry
Probability Travel	2	P	-	Transport or Recruit

Githyanki Primary Deck Card List

Card Name:	#	Type	Force	Notes
Black Guard Captain	1	F	9	Leader
Black Guard Knight	1	F	8	-
Warlock	2	U	7	Wizard
Gish	2	F/U	4	-
Warrior	3	F	5	-
Holocaust Warrior	1	F/U	8	Fire
Ranger	1	F	5	Track, Scout, Missile
Rouge	1	F	4	Stealth, Scout, Steal
Assassin	1	F	5	Stealth, Slay
Mindslayer	1	F	6	+3 vs Mindflayers
Barbarian	1	F	5	Berserk
Red Dragon	1	M	10	Fire, Fly
Sword Stalker	1	F	7	Slay, Track
Gish Healer	1	U	2	Heal
Spectral Hounds	1	M	5	Swift, Track, Guard
Necromancer	1	U	8	Wizard, Slay

Githyanki Secondary Deck Card List

Card Name:	#	Type	Force	Notes
Beaded Armor	1	A	+1	-

Card Name:	#	Type	Force	Notes
Splint Mail	1	A	+2	-
Armor Blades	1	A	+1	-
Scythe Sword	1	W	+1	
Triple Bolt Crossbow	2	W	+1	Missile
Scimitar	1	W	+1	-
Crescent Blade	1	W	+1	-
Bladed Chain	1	W	+1	Initiative +1
Silver Sword	1	W	+2	-
Vorpal Silver Sword	1	W	+4	-
Unholy Silver Sword	1	W	+3	
Dimensional Key	1	O	-	Transport
Darkvision Raid	1	E	-	All attackers get +1
Backstab	2	E	+3	Play on Unit with Stealth
Fighting Style	2	E	+3	Play on Fighter
Cut Tether	1	E	-	Unsummon
Monstrous Attack	1	E	-	Monster gets Force +3

Notes: Evil man like beings that dwell in the Astral Plane. All Githyanki are Psionic.

Githzerai Primary Deck Card List

Card Name:	#	Type	Force	Notes
Cerebai Monk	1	F	8	Leader, Magic Resistance
Monk	2	F	6	Swift, Magic Resistance
Warlock	2	U	5	Wizard, Magic Resistance
Zerth	3	F/U	3	Magic Resistance
Warrior	6	F	4	Magic Resistance
Thief	4	F	3	Stealth, Scout, Steal, MR
Hunter	2	F	4	Track, Scout, Missile, MR

Githzerai Secondary Deck Card List

Card Name:	#	Type	Force	Notes
Simple Swords	4	W	+1	-
Simple Daggers	4	W	+1	May use with 1 other Weapon
Silver Sword	3	W	+2	-
Simple Bows	3	W	+1	Missile
Backstab	2	E	+3	Play on Unit with Stealth
Fighting Style	2	E	+3	Play on Fighter
Martial Arts	2	E	+5	Play on Monk

Notes: Chaotic Neutral Man like beings that dwell in Limbo. All Githzerai are Psionic.

Mind Flayer Primary Deck Card List

Card Name:	#	Type	Force	Notes
Elder Illithid	1	M	7	MR, Wizard, Leader, Psionic
Mind Flayer	7	M	6	Magic Resistance, Psionic, Slay
Umber Hulk	2	M	8	Tunnel
Symbionts	10	M	2	Fly

Mind Flayer Secondary Deck Card List

Card Name:	#	Type	Force	Notes
Devour Brain	4	E	-	Kill target blocking/blocked unit
Cause Confusion	2	N	-	Umber Hulk gets Force +2
Carapace	3	A	+1	Symbiont
Tentacles	3	E	-	Symbiont gets Force +2
Tracking Net	1	E	-	Track
Extractor Shuriken	1	W	+1	Mind Flayer gets Missile
Extractor Globe	1	W	+2	Mind Flayer gets Missile
Tentacle Hooks	1	W	+1	Mind Flayer
Tentacle Net	1	E	-	Immobilize
Super Intelligent	1	E	-	Mind Flayer; Scry or Recruit or Stealth
Carapace Symbiont	1	A	+2	Mind Flayer gets +2 when Defending
Strongarm Carapace	1	A	+2	Mind Flayer gets +2 when Attacking
Fastbreak Carapace	1	A	+1	Mind Flayer gets Swift
Backwatcher Carapace	1	A	+1	Mind Flayer gets Guard
Slippery Carapace	1	A	+1	Mind Flayer gets Stealth
Hardy Carapace	1	A	+3	-
Silent Carapace	1	A	+1	Mind Flayer gets Stealth

Note: Mind Flayers are Lawful Evil Tentacled bipeds that live on the Prime Material Plane. All Mind Flayers

can use Psionic cards.

Beholder Primary Deck Card List

Card Name:	#	Type	Force	Notes
Eye Tyrant	1	M	8	Leader, Wizard
Beholder	7	M	6	-
Xorn	1	M	7	Tunnel
Ettin	1	M	6	Guard
Gargoyle	1	M	5	Track, Fly
Otyugh	1	M	6	Disease
Giant Scorpion	1	M	4	Poison
Giant Slug	1	M	8	Missile (Spit)
Purple Worm	1	M	9	Tunnel
Troll	1	M	6	Regenerate
Roper	1	M	7	Immobilize
Rust Monster	1	M	3	Destroy Items of blocking/blocked unit
Spectator	1	M	3	Guard
Gas Spore Swarm	1	M	2	Guard; Force +2 if Defending

Beholder Secondary Deck Card List

Card Name:	#	Type	Force	Notes
Charm Person	3	N	-	Control Unit
Charm Monster	3	N	-	Control Monster or Recruit
Sleep	3	N	-	Immobilize
Telekinesis	3	N	-	Distribute 5 Damage
Flesh to Stone	3	N	-	Immobilize
Disintegrate Ray	3	N	-	Inflict 7 Damage
Fear	3	N	-	Unsummon
Slow	3	N	-	Negate

Card Name:	#	Type	Force	Notes
Cause Wound	3	N	-	Inflict 3 Damage
Death Ray	3	N	-	Kill target blocking/blocked unit
Anti-Magic Ray	3	N	-	Dispell
Swoop	3	E	-	Negate damage done to Beholder
Super Intelligent	1	E	-	Scry or Recruit or Stealth
Monstrous Attack	3	E	-	Monster gets Force +3

Notes: Beholders are Lawful Evil many eyed spherical beings that live on the Prime Material Plane. Their Monster minions are charmed slaves. All "N" type

cards in this deck require a Beholder to be in play to use.

Modron Primary Deck Card List

Card Name:	#	Type	Force	Notes
Messenger Drone	2	M	1	Fly, Scout
Monodrones	6	M	2	Fly
Duodrones	5	M	3	Fly
Tridrones	3	M	4	-
Quadrones	2	M	6	Fly
Pentadrone	1	M	7	Immobilize, Fly
Decaton	3	M/U	9	Wizard
Nonaton	1	M/U	10	Leader, Psionic

Modron Secondary Deck Card List

Card Name:	#	Type	Force	Notes
Javelins	4	W	+1	Missile
Bows & Crossbows	4	W	+1	Missile
Modron Swarm	4	E	-	All Modrons get Force +2
Thrusting Weapons	4	W	+1	-
Singlemindedness	4	E	-	Modron gets Force +3

Notes: Modrons are Immune to Mind affecting spells such as: Sleep, Fear, Charm, Control, Illusions. Modrons are Lawful neutral beings of regular shapes

native to Nirvana. Spell casting Modrons are immune to psionics.

Non-spell casting Modrons can use Weapons.

Slaadi Primary Deck Card List

Card Name:	#	Type	Force	Notes
Red Slaad	8	M	7	-
Blue Slaad	6	M	8	Psionic
Green Slaad	4	M	9	Magic Resistance, Psionic
Grey Slaad	2	M/U	10	Leader, Wizard, MR, Psionic

Slaadi Secondary Deck Card List

Card Name:	#	Type	Force	Notes
Bite Attack	4	E	+3	-
Claw Attack	4	E	+2	-
Poison Pellet	3	E	-	Red Sladd; Poison
Sword of Sharpness	2	W	+2	Green or Grey Slaad only

Card Name:	#	Type	Force	Notes
Gate	2	N	-	Recruit
Hop	4	E	-	Swift
Telekinesis	1	N	-	Blue & Green; Distribute 5 Damage
Passwall	1	N	-	Blue; Transport
Hold Person	1	N	-	Blue; Immobilize
Polymorph	1	N	-	Green; Unit Immobilized or Force +5
Fear	1	N	-	Green; Unsummon
ESP	1	N	-	Green; Scry
Detection	1	N	-	Green; Scry
Fireball	1	N	-	Green; Inflict 6 Damage to unit
Darkness	1	N	-	Green & Grey; Stealth
Regenerate	1	N	-	Red; Regenerate
Power Word Stun	1	N	-	Red; Immobilize
Magic Resistance	1	N	-	Dispell

Notes: Chaotic Neutral Frog like beings that dwell in Limbo.

Daemon Primary Deck Card List

Card Name:	#	Type	Force	Notes
Arcanadaemon	1	M/U	14	Leader, Psionic, Wizard
Yagnodaemon	1	M	13	-
Nycadaemon	1	M/U	13	Wizard
Mezzoodaemon	1	M/U	11	-
Derghodaemon	1	M	12	-
Hordlings	6	M	6	Regenerate
Diakk Flock	4	M	7	-
Hydrodaemon	2	M	10	Fly
Piscadaemon	3	M	6	Guard

Daemon Secondary Deck Card List

Card Name:	#	Type	Force	Notes
Audible glamor	1	N	+1	Diakk; Track
Enfeeblement	1	N	-	Diakk; Neutralize
Jump & Weakness	1	N	+3	Diakk
Create Darkness	2	N	-	Stealth
Cause Fear	2	N	-	Unsummon
Teleport	2	N	-	Transport
Sleep	1	N	-	Immobilize
Grab Attack	1	E	+4	Derghodaemon
Fly	2	N	-	Fly
Bite & Claws	2	E	+3	-
Giant Arm	1	E	+4	Yagnodaemon
Giant Weapon	1	W	+3	Yagnodaemon or Nycadaemon
Shocking Grasp	1	N	+2	-
Gliding Attack	1	E	+4	Hydrodaemon
Drain Life Energy	1	N	+3	-
Gate	1	N	-	Recruit
Summon Elemental	1	N	+5	-
Pincer Attack	1	E	+3	Piscadaemon

Card Name:	#	Type	Force	Notes
Tentacle Venom	1	E	-	Piscadaemon; Poison
Great Strength	1	N	+4	Nycadaemon or Mezzoodaemon
Magic Resistance	1	N	-	Dispell
Telekinesis	1	N	-	Distribute 5 Damage
Dimension Door	1	N	-	Transport or Recruit
Polymorph	1	N	-	Unit Immobilized or Force +5
Detection Magic	1	N	-	Scry

Notes: Daemons are Neutral Evil beings native to the plane of Hades.

Deva Primary Deck Card List

Card Name:	#	Type	Force	Notes
Planetar	1	M/U	14	Fly, Leader, Wizard, Psionic
Astral Deva	4	M	10	Fly, Psionic, Guard
Monadic Deva	6	M	9	Fly
Movanic Deva	9	M	8	Fly

Deva Secondary Deck Card List

Card Name:	#	Type	Force	Notes
Defender Sword	1	W	+4	Planetar
Mace of Disruption	2	W	+3	Astral Deva
Metal Rod	2	W	+2	Monadic Deva
Flame Tongue Sword	2	W	+1	Movanic Deva
Smite	2	E	+4	-
Multiple Attacks	2	E	+3	-
Etherealness	2	N	-	Stealth or Escape
Astral Travel	2	N	-	Transport
Cure	2	N	-	Heal
Heal	2	N	-	Heal
Detection	2	N	-	Scry
Dispell	1	N	-	Dispell
Invisibility	2	N	-	Stealth or Escape
Light	2	N	-	Negate or Force +1
Polymorph Self	1	N	+5	-
Teleport	2	N	-	Transport
Protection Magic	2	N	+3	Blocking Unit
Genius Intelligence	1	N	-	Unit gets to use any trait
Project Image	1	N	-	Monadic; Negate
Hold Monster	1	N	-	Monadic; Immobilize Monster
Holy Word	1	S	-	Inflict 8 Damage
Raise Dead	1	S	-	Put unit in discard back in your hand

Note: Devas are a good race that inhabit the Outer Planes of Good. All Deva Units have Magic Resistance

and are immune to: Poison, Fire, Lightning, Drain Energy, Death Spells





Planet Busters

Introduction

Space Genocide.

Victory

Destroy your opponents Homeworld or all of his Planets of the same resource type.

The Map

Use a large Hex map.

Counter Sets

There is a common set of "Planet Buster" counters.

- Each player has a set of numbered "Fleet Markers" of a unique identifying color.
- Each player has numbered "Fleet Mats" corresponding to each of his fleet Markers.
- Each player gets a screen to hide his Fleet Mats.
- Each player has a set of 10 "Planet" Hex Tiles of a unique color.
- Each player has a set of 10 "Planet Type" thin counters.

There is a common set of 84 "Ship" counters. The ship counter set contains 4 of each of the 21 ship types described on the Ship List Table.

Notes On Fleet Mats And Markers

Fleet Markers represent the position of your fleets on the Map. A Fleet Mat (not on the map) is where you store/display the ship counters that compose that fleet. If a Fleet has no ships, the Fleet Marker is removed from the board.

Multiple Fleets can be in the Same space. Ships in the same space can join or separate to make fewer bigger fleets or more smaller fleets at the will of the controlling player. A Fleet may have any number of ships.

Each player has a Maximum of 10 Fleets.

Setup

Each player distributes his planets randomly in one section of the map. (Planets should be 1D6+2 spaces apart) Players place one of their Planet Type thin counters under each one of their Planets however they like. Each player draws 20 random ships from the Ship counter pile.

You may place 0-5 ships (you choose from your 20; not random) on each of your Fleet Mats. Place PB counters with ships that carry Planet Busters. For each Fleet Mat that has ships on it, place the corresponding

Fleet Marker on one of your Planets. A Planet at start may have a maximum of 1 Fleet on it.

Planet Types

Each player has a set of 10 "Planet Type" thin counters. Each set is composed of 4 Planet types:

- 1 Homeworld
- 3 Population Resource Worlds
- 3 Metal Resource Worlds
- 3 Radioactives Resource Worlds

In setup a player places 1 thin counter under each of his 10 Planets exactly how he wants to. If a Player's Homeworld is destroyed he loses the game. If a player loses all 3 Worlds of a single Resource type, he loses the game.

When a planet is destroyed, it's thin counter must be revealed to all.

The Scouting Rule

If you have a ship in the same space as an enemy planet, and your opponent has no ship there, you may look at that planet's thin counter.

Ship Ratings

All ships have numerical scores in 6 categories: Movement, Attack, Defense, Planet Busters, Fighter Bays, and Cost. Movement (Move)- How far the ship can go in a turn. Ships with a Move = 0 are static defenses around the planet they orbit.

Attack (Atk)- Number of Attack dice rolled in engagement phase if attacking. Defense (Def)- Number of Defense dice rolled in engagement phase if attacked. Planet Busters (PB)- Number of PBs that can be carried.

Fighter Bays (Bays)- The number of fighter groups that can be carried. Cost- The number of Resources needed to buy this Ship.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Transport Phase
2. Engagement Phase
3. Mass Destruction Phase
4. Production Phase

Transport Phase

All of your ships(Fleets) may move. A ship may move a number of spaces equal to its Movement Rating. Ships with a move rating of 0 cannot move. They defend the planet they're based on.

Fighter squads can be carried around by "carrier" ships with bays. A Fleet moves at the speed of its slowest ship. Fleets in the same space can be joined or seperated at any time.

Place a "Move Counter" on fleets that have finished their move for the turn.

Engagement Phase

If opposing Fleets occupy the same space, there will be combat. Place a "Battle Counter" on the Current space being resolved. Players reveal their Fleet Mats of the involved ships.

Each ship present with an attack rating of 1 or more may attack a target ship. All attacks by both sides are simultaneous. All of a carrier's fighter squads must be destroyed before the carrier can be attacked.

Ships may combine their attack dice against a single target ship. The attackers roll a number of 6 sided dice equal to their combined Attack Rating. The defending ship rolls a number of 6 sided dice equal to its Defense Rating.

If the Attack total is higher than the Defense total,

the ship is destroyed. If the defense total is equal or higher, nothing happens. Place a "Destroyed Counter" on a ship that is destroyed but has not gotten to make its attack yet.

In an engagement each ship gets to attack once and then the phase ends.

Mass Destruction Phase

If you have a ship with Planet Busters located at an opponents planet, you may launch one or more of these weapons. Only 1 Launch order is allowed per ship per phase. Discard all PB counters used.

For each attack, on a roll of 1-3 on D6 the Planet is destroyed. Remove the Planet counter from the board.

Production Phase

Gain 4 new ships per turn. You can have a max of 20 ships. Gain fewer ships if you will go over the max.

(For example, If you have 17 ships, only gain 3 new ones) The ships are drawn randomly from the Ship counter pile. Place the newly built ship in the same space as any of your planets. Newly built ships come with the appropriate number of PB counters.

If a ship has used up some or all of its PBs, it may, at a friendly planet have them replaced. Note: Building a ship at a Planet with no ships will cause you to use a Fleet Counter and Mat for it.

Ship List Table

Ship Type:	MOVE	ATK	DEF	PB	BAYS
Fighter Squads	0	5	4	1	F
Interceptor Squads	0	3	7	0	F
Bomber Squads	0	6	2	2	F
Gunships	5	2	3	0	-
Missile Boats	2	5	1	2	-
Drone	5	0	1	4	-
Scouts	6	1	3	0	-
Monitor	1	6	3	0	-
Destroyers	3	3	3	1	-
Corvettes	4	3	2	1	-
Frigate	3	4	2	1	-

Planetary Defense Rule

If you have a ship in the same space as one of your planets, that ship gets +1 ATK and +2 DEF.

Decommission Rule

You may discard one ship you do not want at the beginning of Production Phase.

Faq

THE MAP: "Use a large Hex map." Q: How many hexes wide and long would you recommend? A: Planets should be 1D6+2 spaces distant from each other, so that in itself can serve as a rough guide.

Ship Type:	MOVE	ATK	DEF	PB	BAYS
Escorts	4	3	3	0	-
Battle Station	0	5	5	0	-
Defense Satellites	0	4	6	0	-
Battle Drone	4	5	1	0	-
Cruiser	2	3	4	1	-
Battler	2	5	2	1	-
Shield Ship	1	4	5	0	-
Assault Transport	2	2	2	3	1
Attack Scout	7	0	2	1	-
Carrier	3	1	2	0	4

SETUP: "Each player distributes his planets randomly in one section of the map." Q: How big a section? Half the map? Top and bottom quarters of the map? A: Each player should get a proportion equal to the number of players, so half the map for 2 players, or a third of the map for 3 players, etc.

Fleets

Q: Can the owning player freely create or combine fleets at will? A: Yes. No stacking limits in the "Basic" rules, however, you may decide you want some limits to fleet sizes and establish this as a house rule.

ENGAGEMENT PHASE: "If opposing ships occupy

the same space, there will be combat." Q: When there is combat, is the combat sequence repeated until one side is destroyed? Or is there only a single round of combat? A: Single round of combat.

MASS DESTRUCTION PHASE: "you may launch one or more of these weapons" Q: Does the attacker choose the number of Busters he will use and then roll for all of them at once? Or does he make one attempt, view the results, and then have the option of attacking again if he failed to blow up the planet on the preceding attempt? A: One attempt only per turn.

Space Burst Phase Optional Rule

This occurs before Engagement Phase. You may declare that a Ship is launching one or more of its Planet Busters as a Space Attack against the Enemy Fleet. For each PB launched, roll 1D6 for each enemy ship: On a roll of "6" the ship is destroyed.

Note that Fighters without transport (and not on a Friendly planet) are destroyed at the end of the turn. All Space Burst attacks are simultaneous.

Space Terrain

Star Gates: Go in one gate and come out any other. Nebula: A Ship must end its Movement upon entering one. Super Nova: No Ships may enter this space.

Alien Ruins: Gain a free Random ship once per game to first player to reach it. Asteroid Field: All Ships in this space get +1 Defense. Ion Cloud: All Ships in this space get +1 Attack.

Gravitic Anomaly: Entering this space does not use up a Movement Point. Neutral Planet: The first player to reach this planet gains control of it. At that time randomly determine its type: Roll 1D6:

1-2 Population, 3-4 = Metal, 5-6 = Radioactive.

Black Hole: Any ship in this space must at the beginning of its owners turn roll 1D6: On a roll of 1, it is sucked in and destroyed. Dark Matter: Fleets moving into this space do not have to stop if the space is occupied by an enemy Fleet, they may keep moving. Temporal Nexus: Once per Game the first player to reach it gets to draw 2 cards.

Counter Set Available

by Jimmy Badfish. Thanks!!!

new counter set at: Planet Busters - Zun Tzu Screenshots

Optional Planet Busters Races

At the beginning of the game, each player chooses one race.

Terran Star League

The Terrans are an unpredictable lot. They draw 2 cards per turn in their Draw phase.

Xil Hive Worlds

Insect Hive Mind Swarms. All of their non-fighter ships have +1 Fighter Bay. They do not lose if their Homeworld is destroyed.

Kitikiti Hunting Grounds

Aggressive Hominid Felines. All of their Ships get Attack Levels +1.

The Scroth

Xenophobic Crustaceans. All of their Ships get Defense Levels +1.

Tribes Of Chim

Bickering Screeching Simians. All Non-stationary ships get Move Levels +1.

Helminthi Space Kingdom

Warmongering Worms. They have a ship max of +5.

Robotite Industrial Complex

Efficient Robot Menace. They produce 1 extra ship every turn.

Orions Sect

Amoeboid Religious Fanatics. Planet Busters are effective on a roll of 1-4 vs. Planets. Orion Ships may self Destruct to get +2 Attack Levels.

Third Alliance Of The Cyborg Pirates

Every time they destroy an enemy Fleet they gain control of one of the Enemy ships just destroyed.

Optional Planet Busters Cards

The deck has 1 copy of each card in the list. In setup, each player draws 3 cards. At the beginning of a players turn, he draws 1 card.

At the end of a players turn, he must discard down to 7 cards. Unless otherwise stated, a card only lasts for the duration of the current turn. Cards are discarded when played.

Notation: Stationary Ships refer to Fighters, Satellites, and stations.

Planet Busters Card List

Card Name: Notes

- Interstellar Shortcut: All ships in Target Fleet get +2 Move
- Defend the Homeworld: Reveal your Homeworld. Move some or all of your Fleets there immediately. Can be played on Opponents Turn
- Sustained Burn: Target Fleet gets Move +1
- Surprise Attack: All ships in attacking Fleet get +2 Attack Level

- Ambush: All ships in defending Fleet get +2 Attack Level
- Defensive Formation: All ships in defending Fleet get +2 Defense Level
- Increased Production: Gain 1 Free Ship in your Production Phase
- Long Range Probe: Look at secret identity (Type) of target enemy Planet
- Scanners: Look at Ship composition of Target enemy Fleet
- Spies: Look at Opponents Hand
- Strategic Push: Get an extra Transport Phase this turn
- Bypass: Target Fleet may move through target enemy fleet without having to stop
- Boarding Action: At the end of Engagement Phase, take control of a non-fighter Target Ship in the same space as one of your fleets
- Space Mines: Target Enemy Fleet that moves into an empty space loses 1 random Ship
- Sabotage: Opponent must discard 2 random cards
- Diplomacy: Skip Engagement and Mass Destruction Phase this turn.
- Tactical Advantage: All ships in target Fleet get +1 Attack and Defense Levels
- Opportunity: Draw 2 Cards
- Jam Communications: Target Fleet may not Move this turn
- Data Analysis: Look at next 7 cards in the deck
- Decoy: Negate all attacks vs. Target Ship
- It's a Dud!: Negate target Planet Buster Attack
- Salvage: At the End of Engagement Phase take control of target enemy destroyed Ship
- Repairs: At the End of Engagement Phase gain back 1 Ship you lost
- Suicide Attack: At End of Engagement phase destroy one of your ships and a target Enemy Ship in the same space
- Intelligence: Negate a card just played by opponent
- Critical Hit: At end of Engagement phase destroy 1 random enemy non-fighter Ship That fought this turn
- Luck: Reroll target Dice roll
- Resupply: Target Ships PB refilled to max
- Redeploy: Move a Fleet from one of your planets to another you control
- Lure: Move an Opponents Fleet on your turn
- Switch: Switch the location of 2 of your Fleets
- Intercept: After Opponents Target fleet moves, move 1 of your Fleets to engage
- Retreat: After Opponents Target fleet Moves, move 1 of your Fleets in the opposite Direction to disengage
- Operations: Move one of your Fleets an extra time this turn
- Refit: Discard up to 3 of your ships (at your Planets) and draw random replacement Ships
- Afterburners: Target non-stationary Ship gets Move+3
- Fighter Base: Move 1 Fighter unit you control to any 1 of your Planets
- Strafing Run: Target Fighter gets +4 Attack Levels
- Skirmish: All ships in target Engagement get +2 Defensive Levels
- Point Defense: At end of Engagement phase destroy 1 enemy Fighter that fought this turn
- Press Offensive: Target space gets an extra Engagement Phase this turn





Plantation Masters

Introduction

Each player controls a plantation in Early America.

Victory

The player who scores the most points wins. Use paper and pencil to keep track of points.

End Of Game

The game ends when all cards are picked, and there are no cards left in the deck.

Dice

A six sided die is needed.

The Deck

Players share a common deck. There are 2 types of cards: Permanents and Events. There are 3 types of Permanents:

1. Cash Crop Fields
2. Buildings (Houses, Mills, Shops, etc.)
3. Slave Quarters (and Indentured Servants)

There are 5 types of Cash Crops:

1. Cotton
2. Tobacco
3. Sugar
4. Rice
5. Indigo

Setup

Players roll 1D6. High roll becomes the first Master.

Turn Sequence

Each turn has 2 Phases: Plant Phase Pick Phase

Plant Phase

Flip over the top $X+1D6$ cards of the deck.

X the number of Players.

Have them be face-up in the middle of the table visible to all players. These are called the Plantation cards.

Pick Phase

Players take turns picking one Plantation card each. The Master picks the first card. The player to his left picks the next card and so on.

It is called a Round when all Players have selected a card. If there are Plantation cards remaining, a new round starts. This continues until all Plantation cards have been claimed, ending the phase.

When a card is selected, it is immediately played. Events take their effect and are then discarded. Permanents are placed face up in front of their owners and represent the Buildings/farms that are on that players Plantation.

End Of Game Scoring

Each permanent has a basic point value. Cards you own will get or give bonuses to/from other cards on your Plantation. (If you own more than one copy of a card that benefits from another card, both Copies get the bonus.) Additional Scoring Bonuses/Penalties:

Title:	Score	Notes:
Modest Means	-10	Having no Big House
Harshest Master	-10	Having the Most Slave Quarters
King Cotton	+10	Most Cotton Fields
King Tobacco	+10	Most Tobacco Fields
King Sugar	+10	Most Sugar Fields
King Rice	+10	Most Rice Fields
King Indigo	+10	Most Indigo Fields

Cash Crop Cards

The player who picks this card chooses one type of Crop. All players get 2 points for each Field they have of that Crop type. This is the only type of scoring that occurs mid-game.

Support

Each Slave Quarters will Support 5 Fields or Buildings. In end scoring unsupported Fields & Buildings score no points.

Event Cards

If you draw an event card that causes a loss, you must randomly discard one of your Own permanents of the indicated type. To randomize the lost card, pick up all cards of the type you own, shuffle them and Draw one at random. Some buildings make you immune to

this type of loss.

Card List Notation

Copies of that card in the deck
E Event

Card List

Name:	#	Score	Notes:
Slave Quarters	20	2	Supports 5 Fields or Buildings
Indentured Servants	2	2	Supports 5 Fields or Buildings
Cotton Field	10	5	Gets +1 for every other Cotton Field
Tobacco Field	10	5	Gets +1 for every other Tobacco Field
Sugar Field	10	5	Gets +1 for every other Sugar Field
Rice Field	10	5	Gets +1 for every other Rice Field
Indigo Field	10	5	Gets +1 for every other Indigo Field
Big House	4	5	-
Kitchen	2	5	Big House gets +5
Wash House	2	5	Big House gets +5
Smoke House	2	5	Kitchen gets +5
Spring House	2	5	Wash House gets +5
River Dock	2	X	Get X points. X = Fields you own
Cooper	2	5	Gets +1 for every Sugar & Indigo Field
Drying House	2	5	Gets +2 for every Tobacco Field
Sugar Mill	2	5	Gets +2 for every Sugar Field
Spinning House	2	5	Gets +2 for every Cotton Field
Weaving House	2	5	Spinning House gets +5
Sewing House	2	5	Weaving House gets +5
Distillery	2	5	Sugar Mill gets +5
Boot Making Shop	2	5	Gets +1 for every Slave Quarters
Warehouses	2	5	You are Immune to loss of Fields Events
Carpenter/Joinery	2	5	You are Immune to loss of House Events
Stables	2	5	You are Immune to loss of Slaves Events
Carriage House	2	5	When played go first next turn
Blacksmith Shop	2	5	Carriage House & Stables get +4
Runaway Slaves	1	E	Lose 1 Slave Quarters
Slave Uprising	1	E	Lose 1 Slave Quarters
Malaria	1	E	Lose 1 Slave Quarters
Worked to Death	1	E	Lose 1 Slave Quarters
Blight	1	E	Lose 1 Field
Drought	1	E	Lose 1 Field
Locusts	1	E	Lose 1 Field
Fire	1	E	Lose 1 House
Hurricane	1	E	Lose 1 House
Indian Raid	1	E	Lose 1 House
Cash Crops	4	E	Score one Crop Type





Plassey

Introduction

Card game simulating the battle of Plassey 1757. One player is the Army of the East India Company. The other player is the Bengal Army.

An Anglo-Indian Force of 3,000 men defeated a Bengal Army of 50,000 men.

Victory

The first player to acquire all 5 Territory Markers wins.

The Decks

Each player has a unique deck. Each deck has 5 types of cards: Leader, Unit, Artillery, Defense, Special

Setup

The British get 2 Territory Markers. The Bengali get 3 Territory Markers. The Bengali player starts the game as the Attacker.

The Attacker Rule

The player who won the previous turn is the Attacker. The other player is the Defender.

Turn Sequence

- Each turn has 4 Phases:
1. Orders Phase
 2. Maneuver Phase
 3. Attack Phase

4. Resolution Phase

Orders Phase

Each player draws 9 cards from his own deck. If a deck runs out, shuffle the discard and draw from it.

Maneuver Phase

Each player may discard up to 5 cards and draw replacements.

Attack Players

Both players reveal a Meld from their hand. A Meld may contain up to: 1 Leader card 2 Unit cards (3 if Attacker) 2 Artillery cards 2 Defense cards (Play only if you are the Defender) 3 Special Cards

Resolution Phase

Each card has a Force value. The meld with the highest total value wins the turn. The Winner takes a Terrain Marker from his opponent.

Card List Notation

- L** Leader
- U** Unit
- A** Artillery
- D** Defense
- S** Special
- X** Play only if you have 2 or less Terrain Markers
- Z** Play only if you have 3 or 4 Terrain Markers

Anglo-indian Army Deck Card List

Card Name:	Type	Force	Notes:
Robert Clive	L	13	
Major Coote	L	11	
Major Kilpatrick	L	9	+3 if Attacking
Major Grant	L	7	
Major Guah	L	5	
English Officers	L	3	Unit cards get +1 each
6-Pounder Guns	A	11	
Howitzers	A	9	
Bengal Artillery	A	7	
Madras Artillery	A	7	
Bombay Artillery	A	7	
Vigorous Gunnery	A	9	

Card Name:	Type	Force	Notes:
Bombardment	A	9	
Royal Regiment	U	9	
European Troops	U	13	
British 39th Regiment	U	11	
Grenadier Company	U	9	
Sailors	U	1	Artillery Cards get +2 each
Bengal Sepoys	U	7	Native Troops
Madras Sepoys	U	7	Native Troops
Topasses	U	3	Indo-Portuguese Soldiers
English Discipline	S	2	Unit cards get +2 each
Iron Nerve	S	2	Unit & Leader cards get +2 each
Assault	S	3	Negate Defense Card
High Morale Under Fire	S	3	Defending Unit cards get +3 each
Monsoon Rains	S	2	Negate All Bengali Artillery Cards
Treachery & Conspiracy	S	4	Negate Bengali Leader Card
Confusion & Disorder	S	2	Negate All Bengali Unit Cards
Killed by Grapeshot	S	4	Negate Bengali Leader Card
Nawab Orders Retreat	S	2	Negate All Bengali Unit Cards
Elephants Stampede	S	2	Negate All Bengali Unit Cards
Mango Grove	D	12	X
Mud Embankments	D	10	X
Hunting Lodge	D	8	X
Brick Kilns	D	6	X
Water Tanks	D	4	Z

Bengal Army Deck Card List

Card Name:	Type	Force	Notes:
Nawab Siraj-ud-daula	L	12	
Mir Madan	L	10	
Mohan Lal	L	8	
Mir Jafar	L	6	
Yar Lutuf Khan	L	4	
Rai Durlabh	L	2	
32 Pound Guns	A	6	
24 Pound Guns	A	4	
French Guns	A	12	
Rockets	A	2	
Mobile Artillery Platforms	A	10	Pulled by 50 Oxen each & Elephants
Barrage	A	8	
Cannonade	A	8	
Vast Host	U	8	
Large Columns	U	6	
Loyal Troops	U	6	
Bengali Infantry	U	4	
Matchlockmen	U	4	
Pikes & Swords	U	2	
Disloyal Troops	U	1	6 copies of this card in deck
Pathan Cavalry	U	10	
French Contingent	U	2	Artillery Cards get +3 each

Card Name:	Type	Force	Notes:
Earthen Entrenchments	D	8	X
Redoubt	D	10	X
Small Hill	D	6	X
Water Tanks	D	4	Z
Formidable Appearance	S	3	Unit Cards get +2 each
Threaten Flank & Rear	S	3	Unit Cards get +2 each
Cavalry Charge	S	3	Attacking Unit Cards get +3 each
Strong Position	S	3	Unit & Artillery Cards get +1 each
Counter Attack	S	3	Defending Unit Cards get +3 each





Play Ground Skirmish

Introduction

Board & card game for 2 players. Fight between two groups of kids on the playground.

Victory

Drive the opposing gang off the playground.

The Map

Use an 8x8 chessboard. Make 8-10 spaces obstacle spaces. These include: Jungle Gyms, Monkey Bars, Teeter Tooters, Swings, Slides, etc.

Gangs

Each player has a gang of 8 kids. Use chits or miniatures to represent kids. Designate 2 kids to have skates, 2 to have skateboards, and 2 to be on bikes.

Setup

Each player places one kid on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Draw Phase Move Phase Fight Phase

Draw Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards. Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your kids. Kids cannot move through other kids except. The move card has a number.

This is the number of spaces the kid moves. Moves are diagonal or orthogonal. A Kid must end his move upon entering an Obstacle space.

Fight Phase

Play (discard) an Attack card to have a kid attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The kid that is the target of the attack is removed from the playground. (Runs home crying to his Mama.) Play a defense card to negate an attack.

Card List Notation

- Type** Purpose of card
- #** Number of that type of card in the deck
- M** Movement
- A** Attack
- D** Defense
- X** Special

Card List

Card Name:	#	Range	Type	Notes:
Find Cover	2	-	D	Only in Obstacle spaces
Dodge	2	-	D	Plus move 1 space
Duck	2	-	D	
Run Away	2	-	D	Plus move 2 spaces
Boys Don't Cry	2	-	D	
Spit Balls	2	2	A	
Big Water Gun	2	2	A	
Dodge Ball	2	3	A	
Water Balloon	2	4	A	
Wedgie	1	1	A	
Tittie Twister	2	1	A	
Noogies	2	1	A	
Indian Rope Burn	1	1	A	

Card Name:	#	Range	Type	Notes:
Walk	7	1	M	Any Kid
Run	7	2	M	Any Kid
Skates	2	3	M	Only kids with Skates
Skate Board	2	3	M	Only kids with Skate Boards
Bike	2	4	M	Only kids with Bikes
Trip	2	-	X	Negate target Move
Here's the Plan	2	-	X	Draw 2 Cards
Intimidation	2	-	X	Opponent discards 2 cards





Play Sets

Introduction

Activity for an adult and one or more small children (age 3+).

Materials

Large pieces of white paper. Markers, pens, pencils, crayons. Safety scissors.

Concept

Draw and cutout pictures of your favorite action figures. Draw background scenery on separate pages. Play with the picture cutouts out on the scenery.

I do this with my four year-old. Some 'play-sets' we have created include: Star Wars, Buzz Lightyear, Power Rangers, and Teenage Mutant Ninja Turtles. It's a lot of fun, it's quality time.

The kids really get into it. You get to improve your Art Skills.





Players & Playwrights

Introduction

Board game for 2-4+ players. Each player is a Theatre Troupe during the English Renaissance.

Victory

The player with the most Gold at the end of the game wins. The game ends when the players have gone through the deck twice. (The start of the English Civil War)

Dice

Six sided dice are needed.

Gold

Use Coins to represent Gold

Pawns

Each player has a unique pawn to represent his Troupe. (Use Chess pieces)

The Deck

Players share a common deck. There are 7 Suites (card types): Playwrights (Dramatists: The Men who wrote the plays) Actors (Players: The men who acted the plays) Troupes (Companies of Actors) Theatres (Playhouses: Where plays were performed) Dramatic Devices (How the plays were written) Stage Props (Special effects used to enhance the plays) Plays (Comedies, Histories, and Tragedies)

The Board

The board is a circular track of 32 spaces. The spaces are entitled thusly:

#	Title:	Type	Notes:
1	Playwright	A	Score Playwright cards
2	Performance	P	Score Meld
3	Rehearsal	R	Draw 1 Card
4	Actors	A	Score Actor cards
5	Morality Play	M	Gain 1 Gold
6	Performance	P	Score Meld
7	History	A	Score History Play cards
8	Performance	P	Score Meld
9	Profit Sharing	E	Lose 1D6 Gold
10	Performance	P	Score Meld
11	Comedy	A	Score Comedy Play cards
12	University Play	M	Gain 1 Gold
13	Pageant	M	Gain 1 Gold
14	Court Performance	P	Double Score Meld
15	Rehearsal	R	Draw 1 Card
16	Tour Countryside	P	Half Score Meld
17	Troupe	A	Score Troupe cards
18	Mummers Plays	M	Gain 1 Gold
19	Performance	P	Score Meld
20	Cycle Play	M	Gain 1 Gold
21	Trouble	T	Roll on Trouble Table
22	Stage Props	A	Score Stage Props cards
23	Rehearsal	R	Draw 1 Card
24	Mystery Play	M	Gain 1 Gold
25	Theatre	A	Score Theatre cards
26	Dramatic Devices	A	Score Dramatic Device cards
27	Rehearsal	R	Draw 1 Card

#	Title:	Type	Notes:
28	Performance	P	Score Meld
29	Trouble	T	Roll on Trouble Table
30	Masque	M	Gain 1 Gold
31	Tragedy	A	Score Tragedy Play cards
32	Patronage	E	Gain 1D6 Gold

Board Space Type Notation

P Performance
T Trouble
M Minor Performance
A Attribute
E Event
R Rehearsal

Board Download

[Click Here](#)

Setup

Players roll high on 1D6 to see who goes first. Each player is dealt a hand of 7 cards. Each player starts with 10 Gold.

Pawns start on the Profit Sharing Space.

Turn Sequence

Players take turns. Each turn has 3 Phases: Rehearsal Phase Performance Phase Exit Phase

Rehearsal Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

Performance Phase

Roll 1D6 and move that many spaces clockwise along the Track. If you land on an opponents Pawn steal one of his cards and Then roll and move again. If you land on an empty space, follow the instructions on that space.

Minor Performance Spaces

These were older types of plays: Cycle Plays: Religious Plays that used non-professionals as actors. Morality Plays: Allegorical Lessons Mummings Plays: Medieval Plays like St George & the Dragon University Plays: Classical Greek/Roman Philosophical Plays

#	Result:	Notes:
1	Death	Discard all your cards
2	Fire	Lose 2D6 Gold
3	Plague	Skip your next turn

Extra Scoring

When scoring a Play card in a Performance or if played solo on the Attribute space, you may quote a

Mystery Plays: Miracle Plays: Religious/Biblical Plays like the Nativity Pageant: Parades & Processions: Royal & Local Masque: Fancy Dress Dance: Entertainment of the Nobility

Event Spaces

Profit Sharing = The company was owned by the actors. Patronage = A patron provided only minor financial support but was very Useful for protection from legal troubles.

Performance Spaces

Performance: These were usually held at the Troupes own Theatre. Royal Performance: Troupes would get invited to palaces to perform there. Tour Countryside: When evicted by plague or Protestants, Troupes would hit the road To Score a Meld, play (discard) cards from your hand: You may play up to 1 card from each of the Seven Suites.

Gain Gold equal to the number of Suites played. Note: for the Royal Performance and the Tour Countryside spaces you Cannot include a Theatre card in the Meld. A Meld must contain at least 4 cards or it cannot be played.

A 5 card Meld earns 1 extra Gold. A 6 card Meld earns 2 extra Gold. A 7 card Meld earns 3 extra Gold.

Attribute Spaces

There is one for each of the card suites except for plays. (Play spaces are divided into 3 types: Comedies, Histories, & Tragedies) To score an attribute space, play (discard) 1 or more cards of the indicated type. Gain 1 Gold for each card so played.

Rehearsal Spaces

Draw 1 card and put it in your hand

Trouble Spaces

Roll 1D6:

#	Result:	Notes:
4	Protestants	Skip your next turn
5	Prison	Discard 3 random cards
6	Legal Problems	Lose 1D6 Gold

line from the play or some interesting Tidbit from the play or about it. If all the other players agree that your Contribution was worthwhile, you may earn 1

additional Gold.

Exit Phase

Max hand size is 8 cards. Discard excess cards.

Common Deck Card List Notation

W Playwrights

- A Actors
- T Troupes
- P Theatres
- D Dramatic Devices
- S Stage Props
- C Comedies
- H Histories
- X Tragedies

Common Deck Card List

Card Name:	Type	Notes:
Musicians	S	
Costumes	S	
Masks	S	
Fireworks	S	
Special Effects	S	
Hoists & Pulleys	S	
Simple Stage	S	
Open to the Sky	S	Theatre in the Round
Trap Doors	S	
Balconies	S	
The Globe	P	
The Rose	P	
The Curtain	P	
The Swan	P	
The Fortune	P	
The Red Bull	P	
The Hope	P	
Blackfriars	P	
Boars Head	P	
Tabard Inn	P	
Contrasts	D	
Poetry	D	
Powerful Emotions	D	
Sub-Plots	D	
Soliloquy	D	& Confidants
Pictorial Language	D	
Character Foils	D	
Audience Knowledge	D	
Conflict	D	
Irony	D	
The Lord Chamberlains Men	T	
The Kings Men	T	
Oxfords Men	T	
The Admirals Men	T	
Worcesters Men	T	
Leicesters Men	T	
Lady Elizabeths Men	T	
Prince Charles Men	T	
Queen Annes Men	T	
The Queens Revels	T	
William Shakespeare	W	

Card Name:	Type	Notes:
Shakespeare the Bard	W	
Shakespeare the Dramatist	W	
Christopher Marlowe	W	Dr Faustus
Ben Johnson	W	The Alchemist
George Peele	W	King Edward I
Thomas Kyd	W	The Spanish Tragedy
John Webster	W	The Duchess of Malfi
Thomas Middleton	W	A Chaste Maid in Cheapside
Thomas Heywood	W	A Woman Killed with Kindness
The Fool	A	
The Clown	A	
Brooding Figure	A	
Boy Player	A	
Famous Thespian	A	
Leading Man	A	
Master Orator	A	
Veteran Actor	A	
Star Performer	A	
Loves Labor's Lost	C	
Comedy of Errors	C	
Two Gentleman of Verona	C	
Midsummer Night's Dream	C	
Merchant of Venice	C	Dark Comedy
Taming of the Shrew	C	Farce
Merry Wives of Windsor	C	
Much Ado About Nothing	C	
As You Like It	C	Pastoral
Twelfth Night	C	
All's Well that Ends Well	C	Dark Comedy
Measure for Measure	C	Dark Comedy
Troilus and Cressida	C	Dark Comedy
Pericles	C	Late Romance
Cymbeline	C	Late Romance
Winter's Tale	C	Late Romance
Tempest	C	Late Romance
Henry VI Part I	H	
Henry VI Part II	H	
Henry VI Part III	H	
Richard III	H	
King John	H	
Richard II	H	Tragic
Henry IV Part I	H	
Henry IV Part II	H	
Henry V	H	Epic
Henry VIII	H	
Titus Andronicus	X	Roman
Romeo and Juliet	X	
Julius Caesar	X	Roman
Hamlet	X	
Othello	X	
King Lear	X	
Macbeth	X	
Antony and Cleopatra	X	Roman

Card Name:	Type	Notes:
Timon of Athens	X	
Coriolanus	X	Roman

Links

English Renaissance Theatre





Point Of No Return

"S.O.S. This is the Prescott. Maximum Burn. Repeat. We are out of Fuel. Velocity is Mark 5. Current Position 90.5-42-6.3. Bearing 34.7-78.9-69.2. We've reached the point of no return. Someone come & get us..." —Commander Randal F. Graves, Last Transmission—

Introduction

Spaceship combat using simple vector movement & inertia.

Map

Use a Hex map with a star field background.

Chits

Chits or counters are used to indicate the position of planets, ships, and other objects on the map. Players may want to use chits to indicate velocity, fuel, missiles, and damage.

Ship Record Sheets

Each ship should have its own record sheet with the following data: Ship Name, Captains Name, Allegiance, History. Crew number, experience, and morale. Hull Points, Cost, List of all systems.

Number of Fuel Tanks & Missiles carried. Velocity, Systems damaged. The records will be altered during play as the ship uses up fuel & missiles, and sustains damage.

Turn Sequence

1. Navigation Phase
2. Launch Missiles Phase
3. Gun Phase
4. Missile Strike Phase
5. Damage Control Phase
6. Resupply & Repair Phase
7. Docking Phase
8. Victory Phase

Notes

All sides act in each phase. All actions in a phase are considered simultaneous except for Navigation Phase.

Gun Attack Table

1-navigation Phase

Start with the fleet with the fewest ships. Players take turns moving one ship at a time. Move larger ships before moving smaller ships.

A ship can burn one fuel tank per engine per turn. The Burn can be used for 3 things: Acceleration, Deceleration, or Turning. (De)Acceleration changes velocity by one hex/turn per burn.

If used for Turning, the ships facing is turned 60 degrees per burn. Turns can take place at any point during the move. A ships velocity can be indicated by a marker chit.

A ship must always move(not including turns) a number of hexes equal to its velocity. Movement is always in the direction the ship is facing. Ships at 0 velocity may change their facing for free.

Ships that leave the map are lost from the scenario forever.

2-launch Missiles Phase

A ship can launch one missile per launcher per turn. Missiles have a range of up to two hexes. Declare launches & Targets.

Only one target per computer system is allowed. Multiple missiles may have the same target. They all make separate attack rolls.

3-gun Phase

Guns include beam & projectile weapons such as: Lasers, Particle Accelerators, Rail Guns, & Plasma Generators. Lasers can fire at ships or incoming missiles in the same hex (Range = 0). Particle Accelerators, Plasma Generators, & Rail Guns cannot target missiles.

Particle Accelerators have a range of 1 Hex. Rail Guns have a range of 2 Hexes. Rail guns are forward facing, they can only fire into the 2 hexes in front of the ship.

Plasma Generators have a range of 0. They use up a fuel tank when they fire. Only one target ship (or missile) per computer is allowed. Multiple guns may have the same target. They all make separate attack rolls.

All attack declarations for all guns are made before any resolutions are made.

D6	RESULT
1	Miss
2	Reflected
3	Surface Damage
4	Noncritical Puncture
5-6	Target Hit- Use Damage Table (Target Missile destroyed).

Modifiers

+1 to roll if target stationary.
 -1 to roll if target velocity is 3 or greater.
 -2 to roll if target velocity is 5 or greater.
 Plasma Generators get a +3 to rolls on this table.
 Treat a 'noncritical puncture' result as a 'Target Hit'

result against converted or nonmilitary targets.

4-missile Strike Phase

Roll on the missile attack table for all missiles not shot down by lasers.

Missile Attack Table

D10	RESULT
1-3	Miss
4-5	Near Miss
6	Launch Abort- Targeting computers Hesitate. Missile Did not launch.
7+	Target Hit- Use Damage Table.

Notes

Smart missiles have a +1 to rolls on the Missile Attack Table +2 to roll if target stationary. -1 to roll if

target velocity is 3 or greater. -2 to roll if target velocity is 5 or greater.

Damage Table

D6	RESULT
1-3	1D6 Cargo bays Destroyed (or half as much Armor, rounded up).
4-5	1D10 Cargo bays Destroyed (or half as much Armor, rounded up).
6	Critical damage or 1 Superstructure point destroyed.

Notes

Armor is destroyed before cargo bays. Empty cargo bays are destroyed before others. Cargo bays containing missiles are destroyed before those containing fuel tanks.

If no Cargo Bays are left, roll on the critical damage table. (Cargo Bays will of course be carrying cargo on transport ships.) (On other nonmilitary vessels replace

the cargo bay results with scilabs, crew quarters, luxury pods, or whatever is most common). Only spaces-tations & ground installations have Superstructure points.

1 Superstructure point is equivalent to 100 Cargo bays or Hull points. If a Nuclear missile hits roll 1D10 times on the Damage Table. If a Railgun hits roll 2 times on the Damage Table.

Critical Damage Table

D10	RESULT
1	Engine Damaged
2	Computer Damaged
3	Living Quarters Damaged- Automatically Kills crew or passengers.
4	Launcher Damaged
5	Sensor Suite Damaged (-1 to Attack rolls).
6	Nonessential System Damaged- Lifeboat, SciLab.
7	Gun Damaged- Laser, Particle Accelerator, Rail Gun, Plasma Generator.
8	Power Grid Damaged- Ship can take no actions until this system repaired.
9	Directional Thrusters Damaged- Ship cannot turn.

D10 RESULT

10 Ship destroyed in a spectacular explosion.

Notes

Reroll if target system has already been damaged.
Damaged systems do not function.

5-damage Control Phase

If a ship did not burn or attack this turn a crew may attempt to repair one damaged engine, computer, launcher, lifeboat, laser, sensor suite, or scilab.

Damage Control Table**D6 RESULT**

1-2 Total Loss. The system must be replaced at a port with shipbuilding facilities (Repay MC cost)

3 Extensive Damage. System can only be fixed at port.

4 Too soon to tell. Try again next turn.

5 System requires two turns to fix.

6 Minor Damage. System repaired.

6-resupply & Repair Phase

Ships docked at a station may replenish their supplies of fuel & missiles in this phase. Pay in megacredits for these items from the facilities supply surplus. They may also make repairs at this time if repair crews are available.

Roll on Damage Control table to determine if the damage is a total loss. Recalculate Supply totals of Repair facilities. Ships docked with each other may also trade cargos & crews in this phase

Repair Facilities

Space stations, bases, and colonies have the following stats: Docking Bays- The number of ships that may dock with the base at one time. Repair Crews- The number of damaged systems that can be replaced or repaired per turn. Superstructure Points- Units of Damage. Each point lost is a whole section of the structure destroyed.

Supply Surplus- Megacredits available that can be spent on replacing Fuel tanks, Missiles, Crews, and Systems. Resupply- Megacredits generated or recieved per turn. Defenses- Numbers of guns, missiles, launchers, computers, and sensors.

Laserarcs- Number of lasers that can be used against targets in any one 60 degree arc. Ground targets can only attack or be attacked from 3 arcs (The planet shields their other arcs).

7-docking Phase

Ships may automatically dock with satellites, space stations, and friendly ships in the same hex, only if both vessels are at the same velocity and facing. Space stations and satellites face all directions. Undocking also occurs in this phase.

Enemy ships with no ability to move or fight may also be boarded and will automatically surrender. Disabled ships may be towed at no detriment to the tower. A ship may make up to 2 docking connections, one per airlock it has.

If two or more ships are docked together only 1 of them may use their weapons. Ships docked to space stations may not fire their weapons.

8-victory Phase

Each scenario will specify victory conditions.

Lifeboats

These are launched in Navigation Phase. They can carry 1 crew to safety. If hit they are automatically destroyed.

They carry no weapons. They have one small engine and enough fuel for 3 burns.

Scenarios

Use the following rules for designing ships

Designing & Building Ships

ITEM	HULL	COST	CARGO	NOTES
Hull	—	1	—	1 per other system required
Living Quarters	1	2	—	Any damage kills crew in that module
Crew	—	4	—	Located in living quarters
Power Grid	—	2	—	Only 1 per ship required
Computer	1	3	—	Only 1 target per computer
Engine	1	3	—	1 Burn per turn

ITEM	HULL	COST	CARGO	NOTES
Directional Thrusters	—	2	—	Only 1 per ship required
Airlock	1	1	—	Allows 1 Docking connection
Cargo Bay	1	—	—	Holds Missiles & Fuel Tanks
Fuel Tank	—	1	1	Stored in cargo
Sensor Suite	1	3	—	A ship cannot target without sensors
Launcher	1	3	—	Fires 1 Missile per turn
Missile	—	1	1	Stored in cargo
Smart Missile	—	2	1	Stored in cargo, do not require a computer for targeting
Nuclear Missile	—	10	1	Smart Missile + Extra Damage
Laser	1	3	—	Attack 1 target per turn, unlimited ammo; Range=0
Particle Accelerator	2	7	—	(PA)Attack 1 target per turn, unlimited ammo; Range=1
Rail Gun	3	10	—	(RG)Attack 1 target per turn, unlimited ammo; Range=2
Plasma Generator	1	3	—	(PG)Attack 1 target per turn, Range=0
Lifeboat	1	4	—	Evacuates 1 crew.
Armor	1	1	—	Counts as 2 Cargo bays on Damage Table
Scilab	1	3	—	These are always destroyed before computers or sensors.
Luxury Pod	1	2	—	These are always destroyed before crew quarters.

Notes

Cost is in monetary units called Megacredits. The Hull column indicates how many Hull spaces the system occupies. A ship must have at least 1 hull point per system.

Hull points not occupied by systems are automatically considered to be cargo spaces. The Cargo column indicates how many cargo bays the material occupies. All ships must have (The Basic System Package): 1 crew quarters, 1 computer, 1 engine, 1 sensor suite, 1 power grid, 1 directional thrusters, 1 airlock.

Every ship also needs several cargo bays for holding fuel tanks. Building extra basic systems gives the added advantage that if a system is damaged there is a backup. Ships of hull size 100-199 must burn 2 fuel tanks to (de)accelerate (or turn) once.

Ships of hull size 200-299 must burn 3 fuel tanks

to (de)accelerate (or turn) once. Large warships are known as dreadnaughts. Ships cannot be built or upgraded during battles.

Scenario: The Tycho Imperative

Background- Political prisoners from a detention center on the moon have gained control of Tycho Base, a European Commonwealth mining colony and have demanded sovereignty. Negotiations lasting several months have failed. The New Tycho leadership has gained support from various African & South American Nations.

War ships from several commonwealth countries have been gathering at the L5 colony. The Europeans are split on the decision whether to attack. Either side will quickly give up if the war starts going against them.

Use the following victory conditions:

ACTION	VICTORY POINTS	NOTES
Destroy enemy Warship	1	-
Damage colony	2	Per 1 Superstructure point
Any Colony 50% damaged	Automatic Win	

One side will surrender if the other leads by 4+ Victory points or destroys all their Warships.

Setup: The Tycho Imperative

Map: The Moon should be in the middle. Tycho may be attacked from the 3 bottom hex arcs. L4 & L5

should be at opposite ends of the Map. Earth is not on the map. New Tycho will not directly attack Earth.

Ships start at their colonies. All ships automatically have: 1 crew, 1 launcher, & The Basic System package. All remaining Hull spaces are empty cargo bays that may be loaded with a mix of missiles and/or fuel tanks during setup using the spacestation starting supplies.

New Tycho Forces

NAME	TYPE	HULL	SYSTEMS
Afrikaner	African Warship	50	3 Launchers, 2 Computers, 1 PAgun
Zulu	African Warship	40	2 Launchers, 10 Armor
Alkatraz	Converted Freighter	30	5 Plasma Generators, 2 Engines
Freedom	Converted Tanker	40	25 Cargo Bays only carry Fuel tanks
Elba	Converted Passenger Ship	30	10 Crew Quarters, 3 Lifeboats, 2 Luxury pods
Justice	Converted Rescue Ship	20	2 Engines, 3 Crew Quarters, 1 Lifeboat, 2 Airlocks
Porto	Captured Warship	30	2 Lasers, 5 Armor
Tresspass	Converted Yacht	20	2 Engines, 2 Luxury pods
Nostros	Converted Science Vessel	20	2 Computers, 2 Sensors, 3 Scilabs
El Grande	South American Warship	40	2 Launchers, 2 Engines, 5 Armor, 1RailGun
Brazil	South American Warship	20	2 Launchers, 2 Lasers, 2 Computers

European Commonwealth Forces

The Europeans have to defend L4 and L5

NAME	TYPE	HULL	NOTES
Saxon	Warship	50	10 Armor, 4 Lasers, 2 computers, 2 Engines
Milan	Warship	40	4 Launchers, 10 Smart Missles
Spaniard	Warship	40	10 Armor, 3 PAGuns, 2 Crew Quarters, 2 Cews
Napoleon	Warship	60	10 Armor, 3 Engines, 2 Railguns
Joan of Arc	Warship	60	20 Armor, 2 Lasers, 2 computers, 2 Engines, PGGun
Berlinner	Warship	80	4 Launchers, 4 Computers, 30 Armor, 4 Lasers, Railgun

SPACE STATIONS	NEW TYCHO	L4	L5	NOTES
Docking Bays	6	4	4	-
Repair Crews	10	10	10	-
Launchers	4	6	6	-
Laserarcs	6	5	5	-
Computers	8	10	10	-
Superstructure Points	14	6	6	-
Starting Supplies	200	100	100	Missiles, Fuel tanks
Resupply Rate	6	10	10 Per turn	
Shipbuilding Facilities	No	No	No	For a longer game allow ship construction





Polis

Introduction

Card and Dice Game for 2-6 players. Greek City State Theme.

Victory And Game End

The first player to accumulate 100+ Victory Tokens wins. The first player to control 4 cities at the beginning of his turn wins.

Components

Components include: Population Marker Sets, Gold Coins, Victory Tokens, Growth Card Decks, Action Card Decks, City Counters, Dice, City State Mats, Greek Wonder Counters

Population Markers

Each player has a set of 60 Markers of a unique color. Unused PM are kept in each players store.

Gold Coins

Players share a common set of Coins. These are unlimited and can come in different denominations.

Victory Tokens

Players share a common set of Victory Tokens. These are unlimited and can come in different denominations.

Growth Card Decks

Each player has his own set of Growth Cards.

Action Card Decks

Each player has his own set of Action Cards.

City Counters

Players share a common set of City Counters. Counters are of 3 types: Improvements, Leaders, Events. Most of the Counters are kept in a cup.

Always keep 5 random Counters out of the cup face-up. These are called the Ready Counters. Improvements can be of 3 types: Military, Gold, or Victory.

Leaders provide the same effect as 2 Improvements.

Dice

Six and Ten sided dice are needed.

City State Mats

There are 10 City State Mats. City State Mats can hold up to 20 Population Markers, 8 Improvement Counters, 1 Greek Wonder Counter, and 1 Leader Counter. Each city also generates a bonus in 1 category as do improvements.

Greek Wonder Counters

Players share a common set of Greek Wonder Counters. These are kept face up. A Wonder costs 10 Gold to build.

You must control the City to build it. The city must have at least 3 other improvement already. You immediately gain 5 VT for building it.

A Wonder also provides a bonus just like a regular Improvement. A City may contain a maximum of 1 Wonder.

Setup

Each player selects 1 City State Mat (CSM). Each player selects a set of Population Markers (PM). A player puts 10 of his PM on his own CSM.

Each player starts with 2 Gold and 5 VT. Roll Dice to see who goes first. Players then take turns placing 1 PM on the CSM of 1 other player until each player has placed 5 PM in such a manner.

Control Of City States

The player who has the most PM in a City controls it. It is possible for a player to control many cities, or none.

Turn Sequence

Players take turns. Each turn has 6 Phases:

1. Growth Phase
2. Expenditure Phase
3. Action Phase
4. Culture Phase
5. Revenue Phase
6. End Phase

Growth Phase

You must play 1 Growth Card from your hand. Each growth card provides you with some combination of Extra Population Markers, Gold, and/or City Counters. Place the PM (your color) on any city in play.

(Remember the max PM in any city is 20. If you cannot place them, they are discarded) Keep the Gold. City Counters are chosen from the Ready Counters or

randomly from a common cup. A Growth deck has 6

Cards. The Six cards include:

#	PM	Gold	City Counters	Notes
1	0	1	1	-
2	1	-	1	-
3	2	2	-	-
4	3	1	-	-
5	4	-	-	-
6	2+3	-	-	2 PM in one city and 3 in another

When you play a Growth Card, place it face down in front of you. When all of your Growth cards have been used, place them all back in your hand.

Using City Counters

When you draw a city counter, they must be used immediately: Improvements: These may be placed in any city in which you have 1 or more PM. (Put them back in the cup if there is no where you can put them) A City may not have more Military counters than it has Gold Counters. Leaders: Place the Leader in any city of your choice that does not have one first.

If all cities have Leaders, replace any target Leader with the new one. The old Leader is put back in the cup. Events: Resolve and then place back in the cup when it is finished.

If you chose a Ready Counter, immediately draw another one from the cup to replace it.

Expenditure Phase

You may spend or save your Gold Coins as you like. Spend 1 Gold to move 1 or 2 of your PM from one city to another. Spend 2 Gold to gain 1 VT Spend 3 Gold to gain 1 PM in any City.

Spend 5 Gold to gain 1 City Counter. Spend 7 Gold to put your Face down Action cards back in your hand. Spend 10 Gold to gain a Greek Wonder.

Action Phase

You must play 1 Action Card from your hand. Each action card has 2 possible actions on it. You must choose 1 of the 2. An Action deck has 6 Cards. The Six cards include:

1. War or Peace
2. Colonize or Trade
3. Revolt or Civilization
4. Oratory or Diplomacy
5. Intrigue or Improve
6. Raid or Migrate

When you play a Action Card, place it face down in front of you. When all of your Action Cards have been used, place them all back in your hand.

The War Action

You can only declare war if you control a city state. Pick a city state you control (with at least 10 PM) and

a City state you don't control. The controller of the target city may immediately offer a Tribute of Gold.

If the attacker does not accept the Tribute continue: The attacker must pay 5 Gold to attack. Each side rolls 1D6 and adds 1 per Military Bonus the City has. The opposing city loses that many random Population Markers.

(A city may have zero population: no one controls it) The player with the higher modified roll gets 2 VP. If the modified rolls are within 4 the war is said to be a draw. If one side is 5+ more than the other, it is said to be the Winner.

The winner steals 3 VT from the Loser. (If the loser has less than 3 VT, none may be stolen) The Winner takes half of the Losers Gold. The Winner may destroy 1 Improvement or Wonder in the losing city.

The Winner may put to the sword (kill) none, some, or all of the PM in the losing city. The Winner may enslave none, some, or all of the PM in the losing city. Place enslaved PM in the Winners city and gain 1 Gold for each.

A player may not kill or enslave his own PM.

The Peace Action

Gain 2 PM in any city.

The Colonize Action

You can only Colonize if you control a city state containing a full 20 PM. Pay 5 Gold. Put a new City State Map into play. Move any 6 PM from the Old City into the new Colony.

The Trade Action

Gain 3 Gold.

Revolt Action

Target a City with a least 15 PM that you do not control. That city loses a random 1D6 PM.

Civilization Action

Gain 2 VT.

Oratory Action

Pick a city that you have at least 1 PM in. Convert 2 opponents PM in that city into your PM.

Diplomacy Action

Pick a city you have a PM in and any other target city. Those cities cannot raid or go to war with each other for 3 turns.

Intrigue Action

Pick 2 Cities you do not control and that are controlled by 2 different players. Those cities must go to war with each other as described in the War Action.

Improve Action

Gain 1 City Counter. Then Discard all the Ready Counters and replace with new ones from the cup.

Raid Action

Steal 2 Gold from target player.

Migrate Action

Move up to 4 of your PM from 1 city to any other.

City State Mat List

Name	Bonus
Athens	V
Sparta	M
Corinth	M
Thebes	G
Olympia	V
Rhodes	G

Culture Phase

Gain VT from all VT producing Leaders, Improvements and Wonders in Cities you control. Each such counter produces 1 VT. Some Leaders may produce 2 VT. If you are tied for first for control, get half the VT rounding up.

If there is no tie for first or second and you are second in control, get half the VT rounding up.

Revenue Phase

Gain Gold from all Gold producing Leaders, Improvements and Wonders in Cities you control. Each such counter produces 1 Gold. If you are tied for first for control, get half the Gold rounding up. If there is no tie for first or second and you are second in control, get half the Gold rounding up.

End Phase

Roll 1D6 for each Leader you control. On a Roll of 6 that Leader dies.

Name	Bonus
Byzantium	V
Argos	M
Taranto	G
Megara	M
Knossos	G
Delphi	V

V Victory
L Leader
I Improvement
E Event

Counter List Notations

M Military
G Gold

Greek Wonder Counter List

Name	Bonus
Statue of Zeus	M
Temple of Artemis	G
The Mausoleum	V
The Colossus	G

Name	Bonus
The Pharos Lighthouse	G
The Parthenon	V
The Oracle	V

City Counter List

Name	Type	Bonus
Sacred Band	I	M
Hoplites	I	M
Fleet	I	M
Army	I	M
Phalanxes	I	M
Archers	I	M

Name	Type	Bonus
Slingers	I	M
Warriors	I	M
Rowers	I	M
Marines	I	M
Biremes	I	M
Triremes	I	M
Soldiers	I	M
City Walls	I	M
Arsenal	I	M
Barracks	I	M
Acropolis	I	M
Hill-Top Fort	I	M
Chariots	I	M
War Galleys	I	M
Grain	I	G
Timber	I	G
Wine	I	G
Silver	I	G
Olive Oil	I	G
Honey	I	G
Pottery	I	G
Wool	I	G
Grapes	I	G
Fish	I	G
Agora	I	G
Slaves	I	G
Harbor	I	G
Port	I	G
Market Place	I	G
Farms	I	G
Marble Quarry	I	G
Bronze Ware	I	G
Round Ships	I	G
Workshops	I	G
Theatre	I	V
Stadium	I	V
Gymnasium	I	V
Temple	I	V
Council Hall	I	V
Democracy	I	V
Philosophy	I	V
Math & Logic	I	V
Medicine	I	V
Artisans	I	V
Law	I	V
Altar	I	V
Fountain House	I	V
Shrine	I	V
Assembly	I	V
Playhouse	I	V
Music	I	V
Poetry	I	V
Academy	I	V

Name	Type	Bonus
Sculpture	I	V
Socrates	L	VV
Plato	L	VV
Aristotle	L	VV
Pericles	L	MV
Leonidas	L	MM
Agamemnon	L	MM
Homer	L	VV
Hippocrates	L	VG
Aristophanes	L	VV
Solon	L	VG
Herodotus	L	VV
Alcibiades	L	MV
Lysander	L	MM
Demosthenes	L	VG
Sophocles	L	VV
Phidias	L	VG
Pythagoras	L	VG
Themistocles	L	MG
Miltiades	L	MM
Epaminondas	L	MV
Harvest	E	Gain 2 PM + 1 Gold
Festival	E	Gain 1 PM + 1 Gold + 1 VT
Olympics	E	Gain 3 VT
Disaster	E	Target Improvement destroyed
Ostracism	E	Discard target Leader
Plague	E	Target City loses 1D6 Random PM
Traitor	E	Move Leader to new city with no Leader





Pomerium

A Solo Game Of Warfare And Intrigue In The Roman Empire

inspired by Lloyd Krassner's [March On Rome: The Work Of Caesar Is Never Done](#)MARCH ON ROME by Steven Cranmer scranner@cfa.harvard.edu)

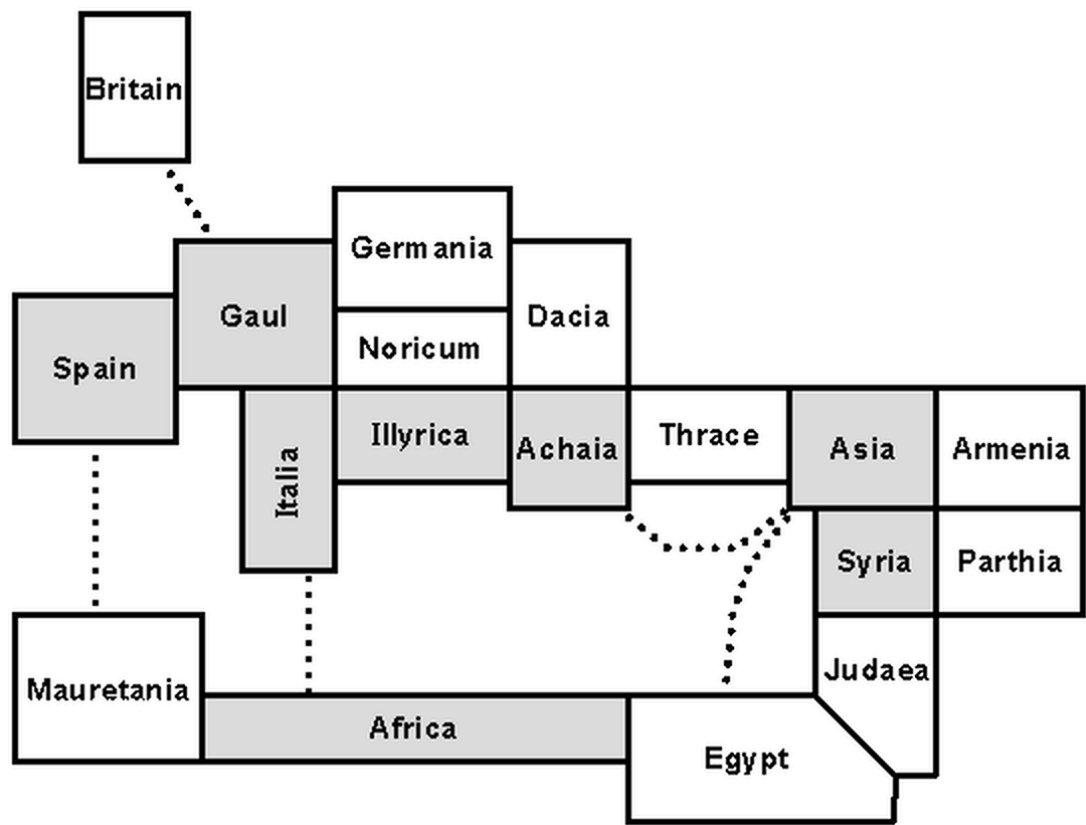
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Premise

The time frame is somewhere between 50 and 150 AD. An emperor of long standing has just died. You happen to know with certainty that you are his intended successor, but he died before announcing this

to the Senate. Your job: defeat the other powerful contenders to the throne and claim your rightful place as Imperator!

This paper-and-pencil game is a one-player variant on Lloyd Krassner's [March On Rome: The Work Of Caesar Is Never Done](#)March on Rome There are some aspects of the game that were inspired by several other of Krassner's WarpGames as well. The scope of the player's choices in the game is somewhat limited, possibly making this more of a simulation than a strategy game. However, it was my intent to construct something that can be played as a simple pastime rather than with a great deal of advanced forethought. Some suggestions for extensions are listed at the end of this document, and the reader is encouraged to make whatever changes seem appropriate.



Map

There are 8 “core” provinces (gray) and 10 “frontier” provinces (white). At the start of the game, the Roman Empire consists only of the core provinces, and all others are considered “lost.” Imperial provinces are either

controlled by generals or by procurators. A province is considered adjacent to another only if they touch on all or part of a side, or are connected by a sea route (dotted lines on map). Provinces touching corners only are not adjacent.

#	Province
1	Spain (core)
2	Gaul (core)
3	Italy (core)
4	Illyrica (core)
5	Achaia (core)
6	Asia (core)
7	Syria (core)
8	Africa (core)
9	Britannia
10	Germania

#	Province
11	Noricum
12	Dacia
13	Thrace
14	Armenia
15	Parthia
16	Judaea
17	Egypt
18	Mauretania
19	(roll again)
20	(roll again)

Set-up

The player is denoted as a 'PC' (Player Character), and the main opponents are denoted as 'NPC' (Non-Player Character) generals. The PC starts in a random core province (roll 1d8) with 2 + 1d6 legions.

There are 1 to 4 opposing NPC generals, all starting in other core provinces, determined randomly. The number of NPC generals and their legions are determined by rolling 1d12. Once the number of generals is determined, roll individually for each to obtain their legions and their starting core province. (If an occupied province is selected, roll again.)

1d12	no. of NPCs	legions per general
1-3	1	3 + 2d6
4-8	2	2 + 1d8
9-11	3	1 + 1d6
12	4	1 + 1d4

The legions belonging to PC and NPC generals do not go on the map; only markers of ownership go on the map. Legions are considered "instantly movable," because 1 turn equals 1 year, so they are accounted for as numbers, off the map.

All unoccupied core provinces are considered to be "senatorial provinces," and are governed by unambitious procurators. For each of these provinces, roll 1d6 to see if they have a legion garrisoned there or not:

1d6	no. of legions
1-4	0
5-6	1

Put white markers on senatorial provinces, and put markers for their legions on the map (to avoid off-board record-keeping for the procurators).

At the start of the game, all frontier provinces are not part of the Empire, and their military strengths are unknown.

Turn Sequence

#	Turn
I.	PC ACTIVITY
II.	NPC ACTIVITY
III.	RECRUITMENT PHASE
IV.	EVENT PHASE

I. Pc Activity

The PC can choose one of three options:

- Do nothing and wait,
- Attack a province adjacent to any province controlled by the PC (whether it is part of the Empire or not), or
- Approach a province adjacent to any province controlled by the PC with an offer of alliance. If alliance negotiations break down, a battle occurs.

II. Npc Activity

NPC generals have the same options as players, but their actions are determined randomly. The NPCs act in random order, re-determined every turn, by having each roll 1d20 and acting in ascending order of their rolls. Their actions are determined by rolling 1d6:

1d6	action
1	nothing
2-3	try for an alliance
4-6	attack

If an NPC is supposed to try for an alliance or attack a neighbor, first choose a random "home base" for the NPC out of that general's provinces (use whatever die spans the appropriate number). Then choose a random neighbor by rolling 1d6 and counting neighbors clockwise from due north.

Examples: Starting in Africa, a 3 is rolled. The chosen neighbor is Mauretania. Starting in Gaul, a 2 is rolled. The chosen neighbor is Germania.

Battles

When a battle occurs, each side must first roll 1d6 for initiative. (The higher roll has the initiative, rolling again at ties.) The side without initiative first determines how many legions to devote to the battle (see below). The side with initiative then gets to decide how many legions to devote. For PCs, it is obvious that having the initiative allows a more intelligent choice. For NPCs and barbarians, having the initiative means that one adds 2 legions to the randomly determined value, if they are available.

If one side in the battle is a barbarian nation, their total number of armies (equivalent to Roman legions)

available this turn, all of which will be devoted to the battle, is $2 + 1d6$. If left unconquered at the end of the turn, the remaining barbarian armies will disperse and they will raise $2 + 1d6$ fresh armies next turn, if attacked again. If a barbarian nation is involved with more than one battle in a turn, they only roll $2 + 1d6$ one time per turn.

1d6	opponent stronger	opponent equal	opponent weaker
1	40%	30%	20%
2	50%	40%	30%
3-4	70%	50%	40%
5	85%	75%	70%
6	100%	100%	90%

The NPC thus devotes this percentage of the total number of legions owned to the battle, rounding up.

The battle is resolved by fighting 1d6 “segments,” similar to *Culture & Conquest: Dice Game*. *Civilization Building*; Published In The Academic Gaming Review! Culture and Conquest. In each segment, each side rolls 3d6 (the side with initiative goes first). Each time a 1 comes up, the opponent loses X legions, where X is determined by the total number of legions on both sides of the battle:

total	X
2-13	1
14-26	2
27-39	3
40-52	4

and so on. If a battle ends in an equal number of legions on both sides, keep adding segments until the tie is broken. The winner is the side with more

1d6	NPC will be dominant	NPC won't be dominant
1-2	YES	YES
3-6	YES	NO

Procurator and barbarian responses are determined by rolling 1d6 on the following table:

1d6	Procurator	Barbarian
1	YES	YES
2-5	YES	NO
6	NO	NO

Any response of “NO” leads to a battle between the two sides. A response of “YES” leads to the dominant party obtaining all legions owned by the other party. (A barbarian nation has $2 + 1d6$ legions to provide in

1d20	Event
1	Assassination
2-3	New general arises

The PC decides freely how many legions, out of the total number owned, to devote to any one battle. NPC generals decide by rolling 1d6 on the following table. Every party's total legion ownership is “public knowledge,” so the NPC's decision depends on whether his or her opponent is stronger, weaker, or equal in total legions:

legions at the end, and the winner takes the province at stake. If a general has lost his or her last province, the remaining legions disappear.

Alliances

Alliances are effectively “mergers” between the two sides. Once an offer is made, two things must be determined: (1) the response to the offer, and (2) which side will be dominant when the merger is completed. (The side not dominant effectively disappears from the game.)

Dominance is decided between PC generals and NPC generals by which side has more total legions. This same criterion applies when two NPC generals decide to ally. However, when any general allies with either a procurator or a barbarian nation, the general will always be dominant.

PCs can of course turn down any offer where they will not end up dominant. NPC general responses are determined by rolling 1d6 on the following table:

an alliance.)

iii. Recruitment Phase

Each PC and NPC general gains 1 legion per province controlled.

Iv. Event Phase

1d6 events occur throughout the known world each turn. For each event, roll 1d20 on the following table. Events are resolved immediately.

1d20	Event
8-12	Prosperity
13-16	Local rebellion

1d20	Event
4-7	Epidemic

Assassination: A random general is killed. Both the PC and NPCs are liable (not procurators). If the PC general is chosen, the game is over.

New general arises: This only occurs if the total number of generals (PC + NPC) is 2 or less, and there exists at least 1 lost or senatorial province. If a new general can indeed arise, set up the new NPC like at the start of the game, with 2 + 1d6 legions. First roll 1d8 if there are core provinces open (keep rolling if provinces occupied by generals are chosen). If the new NPC arises in a senatorial province, and that procurator has a legion, then it can be added to the new general's total. If all core provinces are occupied by generals, roll 1d20 for all provinces.

Epidemic: Roll 1d20 for a random province. The general or procurator in control loses 1 legion, but does

1d20	Event
17-20	Barbarian invasion

not lose control of the province if the total number of legions goes to zero. Lost provinces are not affected.

Prosperity: Same as epidemic, but it is a gain of 1 legion for the general or procurator in control.

Local rebellion: Same as epidemic (with a loss of 1 legion), but if the owner's total goes to zero, consider the province lost and no longer part of the Empire.

Barbarian invasion: Roll 1d8 on the table below to determine which invader invades. Follow the "invasion route" in the table. The first province that is a part of the Empire is the one that is hit by 2 + 1d6 legions of barbarians. If the barbarians win, the province is lost and all remaining Roman legions (that were devoted to the battle) are killed. If the barbarians lose, all remaining barbarian legions are killed.

1d8	Invader	Route
1	Picts	Brit - Gaul
2	Celts	Germ - Gaul - Italy
3	Huns	Dacia - Noric - Gaul - Italy - Illy - Achaia - Thrace
4	Vandals	Dacia - Noric - Gaul - Spain - Mauret
5	Ostrogoths	Dacia - Achaia - Asia
6	Visigoths	Thrace - Achaia - Illy - Italy - Gaul - Spain
7	Armenians	Armen - Asia - Thrace - Achaia
8	Parthians	Parthia - Syria - Asia - Thrace

Victory Conditions

At the end of any turn, if the PC general controls at least 3 provinces and there are no other surviving NPC generals, the PC wins. If the PC (or any NPC) loses all owned provinces or is assassinated, he or she is out of the game.

Possible Extensions

- In battles, include the possibility for either side to surrender, or to have the attacker give up for any other reason.
- Include character traits and abilities, such as military skill, charisma, political ambition, and superstition. These can add flavor and affect the

outcomes of battles and alliance negotiations, and possibly give generals the chance to avoid assassination.

- Create random tables for generals' ages, ancestries (patrician, plebs, freed slave, etc.) and names (praenomina, nomina, cognomina).
- Allow generals to devote resources to non-military areas, but without introducing the added complexity of money (or "tribute"), which would probably be too time-consuming to keep track of for the NPCs. Generals could curry favor with the populace or make improvements in cities (like the Wonders of Culture and Conquest).
- Add more political backstabbing (see March on Rome).





Pork Chop Hill

"How many hordes in a chinese platoon?" -Unkown
US Marine

The forward slope => A Military Crest => hilltop =>
the CP => the chow bunker =>the rear slope

Introduction

Important note: this a variant of the "Attrition" Game in the WWI section. Two player Card game simulating the stagnant Warfare of the Korean War's later phase.

Objective

Chinese: Capture pork chop hill hills

Us:

Reduce Chinese inf. to zero. and hold the hill!

Supplies

The six territories on the hill must be taken:

Setup

US Player starts with all Territory Markers US Play-ers forces are weakend by the rotation of units out of Korea, Thus he only gets 50 squads. The Chinese are desperate to get the hill to use for leverage at the Pammajon Talks. They Get 100 Squads.

ARTILLERY BARRAGE Phase During the Korean War the Chinese forces are utterly lacking. They only roll a 1d2 during this phase. The US however had plenty of artillery. The US player rolls 1d6 for artillery bombardment and 1d6 for air support. To determine how many Chinese squads are killed.

Orders Phase

The US player is never ordered by the brass to charge.

Card List: Notes

Card	Note
Heavy Shelling:	-
	Active player plays in Barrage
	Phase. +1D6 squads killed
Machine Gun:	-
	Defending player plays in
	Defender Fire Phase. +2D6 squads killed
Hand Grenades:	-
	Either player plays in Defender Fire Phase
	Negate a Machine gun card or kill 1D6 enemy squads
Bunker:	-
	Defending player plays in Barrage Phase
	Negate casualties caused by artillery (Bunker Destroyed)
Barbed Wire:	-
	Defending player plays at end of Defender Fire Phase
	Play an additional Defender Fire Phase
Bugle Calls:	-
	When Active the Chinese player plays in Defender Fire Phase
	Negate a Barbed Wire or a Machine gun card
Reinforcements:	-
	Active player plays in Logistics Phase. Gain +1D6 squads
Napalm:	-
	US Active player plays in Barrage
	Phase. +2D6 squads killed

Card	Note
Mine Field:	-
	Defending player plays in
	Defender Fire Phase. +1D6 squads killed
Mortar Attack:	-
	Either player plays in Trench
	Fighting Phase. +1D6 squads killed
Bayonets:	-
	Either player plays in Trench Fighting Phase.
	You lose 1D6 squads. Opponent has 2D6 Killed
Break Down in Command:	-
	Active player plays in Logistics Phase. 1D6 squads killed
Major Offensive:	-
	Active player plays at end of turn
	Go again but skip Logistics & Artillery Barrage Phase
POW Captured:	-
	Active player plays in Logistics Phase

Look at opponents hand and discard one of opponents cards Notes: Yes these are the same cards as the original game but; hey look on the bright side now you can still use a 52 card deck! Assign each card a corresponding number 1 through 14 and there you go. Some cards only effect the Chinese. Watch Pork Chop

Hill by Gregory Peck for mood. I plan a second edition after I read the book the movie is based on.

SOLO-VARIANT: Play as US, the Chinese play all the cards they draw as soon as possible. Chinese Player always charges.





Pow

Introduction

Solitaire Card Game. You are a POW trying to survive and/or escape.

Victory

You successfully escape if your total Escape level is ever +3. If you go through the whole deck and survive, you are sent back Home after the War ends.

Death

If your Health level is ever -3 you die from physical ailments. If your Sanity level is ever -3 you lose the will to live and die.

Starting Levels

You start with a Level of zero in the following 3 categories: Health, Sanity, and Escape.

Card List

Card Name:	Notes:
Steal Food	Health +1
Rest	Health +1
Bread & Water	Health +1
Medical Attention	Health +1
Exercise	Health +1
Keep Clean	Health +1
Medical Lore	Health +1
Extra Clothing	Health +1
Rat Stew	Health +1
Calisthenics	Health +1
Red Cross	Health +1
Housekeeping	Health +1
Medicine	Health +1
Lye Soap	Health +1
Malnutrition	Health -1
Hard Labor	Health -1
Dysentary	Health -1
Yellow Fever	Health -1
Crowding	Health -1
Hypothermia	Health -1
Boils & Abscesses	Health -1

Setup

Shuffle the deck.

Turn Sequence

Draw a card. The card will alter the level of one of the 3 Categories. An Escape X card will reset your Escape Level to Zero.

Decision Making

Early Escape: Before Drawing a card you may decide to attempt an Early Escape: If you draw a Sanity +1 card, you may use it as an Escape +1 instead.

Good Behavior: Before Drawing a card you may decide to be on Good Behavior: If you draw an Escape +1 card, you may use it as a Health +1 instead.

Role Model: Before Drawing a card you may decide to help the other Prisoners: If you draw an Escape +1 card, you may use it as a Sanity +1 instead.

Bad Behavior: Before Drawing a card you may decide to be on Bad Behavior: If you draw a Sanity -1 card, you may use it as a Health -1 instead.

Card Name:	Notes:
Deprivations	Sanity -1
Hopelessness	Sanity -1
Light Deprivation	Sanity -1
Emotional Distress	Sanity -1
Desperation	Sanity -1
Sodomized	Sanity -1
Threats	Sanity -1
Water Torture	Sanity -1
Storytelling	Sanity +1
Discipline	Sanity +1
Problem Solving	Sanity +1
Creative Visualization	Sanity +1
Music & Poetry	Sanity +1
Makeshift Radio	Sanity +1
Time is on our Side	Sanity +1
Camaraderie	Sanity +1
Keep the Mind Occupied	Sanity +1
Card Games & Chess	Sanity +1
Brain Teasers	Sanity +1
Tap Code	Sanity +1
Escape Plan	Escape +1

Card Name:	Notes:
Beatings	Health -1
Parasites	Health -1
Typhoid Fever	Health -1
Poor Sanitation	Health -1
Brutal Guards	Health -1
Skin Infections	Health -1
Physical Punishment	Health -1
Locked in Irons	Health -1
Tuberculosis	Health -1
Exposure	Health -1
Starvation	Health -1
Poor Ventilation	Health -1
Isolation	Sanity -1
Boredom	Sanity -1
Solitary Confinement	Sanity -1
Interrogations	Sanity -1
Passivity	Sanity -1
Self-Pity	Sanity -1
Propaganda	Sanity -1

Card Name:	Notes:
Dig Tunnel	Escape +1
Escape Route	Escape +1
Fake Identification	Escape +1
Changing of the Guard	Escape +1
Conspiracy	Escape +1
Improvisation	Escape +1
Wire Cutters	Escape +1
Perfect Timing	Escape +1
Lookouts	Escape +1
Hand Tools	Escape +1
Deception	Escape +1
Dead of Night	Escape +1
Confiscation	Escape -1
Moved to New Cell	Escape X
Discovered	Escape X
Captured	Escape X
Surprise Inspection	Escape X
Patrols	Escape X
Snitch	Escape X





Power Rangers

Introduction

Card game for 2 players.

The Decks

One player gets a Ranger Deck. The other player gets a Bad guy Deck.

- Season 1: The MIGHTY MORPHIN POWER RANGER Deck is paired with the RITA REPULSA Deck.
- Season 2: The WHITE RANGER Deck is paired with the LORD ZED Deck.

Victory

The first player to win 5 hands wins the game.

Turn Sequence

Each turn has 4 phases:

- Draw Phase
- Plot Phase
- Attack Phase
- Victory Phase

Draw Phase

Both players fill their hands to 7 cards. If a deck ever runs out shuffle the discard pile & draw from it.

Plot Phase

Players may discard up to 4 cards & draw replacements.

Attack Phase

Played cards are placed face up onto the table. Each player may play 1 Special card and 1 Plot card. The Rita player may play 1 Monster card.

The Rita player may play more than one Lesser Minion, but they must be of the same type. (Example: Only

Putties, or only Tengas) The Rita player may play more than one Ally, but they must all be different. (Example: You can't have 2 copies of Goldar out at one time) The Ranger player may play more than one Ranger, but they must all be different.

The Ranger player may play more than one Dinozord, but they must all be different. The Ranger player may play only one Megazord. Weapon cards must be attached to Rangers to be played.

A Ranger can only have one Weapon attached. Zord Weapon cards must be attached to Zords to be played. Megazord Weapon cards must be attached to a Megazord to be played.

If 5 or more different Ranger cards are played the Ranger Player gets a +10 Force bonus. If 5 or more different Dinozord cards are played the Ranger Player gets a +10 Force bonus. If both players play a Green Power Ranger, both cards are discarded.

Victory Phase

Every card has a Force value. Each player adds up the total force of all of his played cards. The player with the highest total wins the hand.

Discard all played cards.

Card Type Abbreviations

Number of that card in the deck.

S Special

P Plot

R Power Ranger

W Weapon

DZ Dinozord

MZ Megazord

MZW Megazord Weapon

ZW Zord Weapon

A Allies

L Lesser Minions

M Monster

Mighty Morphin Power Ranger Deck Card List

Card Name	#	Type	Force	Notes
Zordon	1	S	10	Leader of the Power Rangers
Alpha 5	1	S	9	Robot aide to Zordon
Command Center	1	S	8	
Power Coins	1	S	7	Transmorphers
Wrist Communicators	2	S	3	

Card Name	#	Type	Force	Notes
Bulk & Skull	1	S	4	2 local thugs in Angel Grove
Teamwork	1	P	10	
Teenagers with Attitude	1	P	9	
Learn about Danger	1	P	10	
Recruit Allies	1	P	10	
Teleportation	1	P	9	
Confront Fears	1	P	9	
Save your Friends	1	P	10	
Escape Plan	1	P	9	
Break Spell	1	P	10	
Rescue Mission	1	P	10	
Quest	1	P	10	
Get Special Weapons	1	P	10	
Pink Ranger	3	R	6	Kimberly
Black Ranger	3	R	7	Zack
Blue Ranger	3	R	8	Billy
Red Ranger	3	R	9	Jason
Yellow Ranger	3	R	5	Trini
Green Ranger	2	R	10	Tommy
Tyrannosaurus	2	DZ	9	+5 if Red Ranger Played
Mastodon	2	DZ	6	+5 if Black Ranger Played
Sabretooth Tiger 2	DZ	7	+5 if Yellow Ranger Played	
Pterodactyl	2	DZ	5	+5 if Pink Ranger Played
Triceratops	2	DZ	8	+5 if Blue Ranger Played
Dragonzord	1	DZ	9	+5 if Green Ranger Played
Titanus	1	DZ	8	Carrier Zord
Megazord	3	MZ	10	Assembled from Dinozords
Megazord Tank Mode	2	MZ	10	Cannot attach Megazord Weapons
Mega Dragonzord	2	MZ	11	+5 if Dragonzord played
Ultrazord	1	MZ	12	+5 if Titanus played
Mammoth Shield	1	MZW	6	
Power Sword	1	MZW	7	
Cannons	2	ZW	4	
Laser Cannon	2	ZW	5	
Power Weapons	3	W	4	
Blade Blasters	3	W	3	Pistol/knives
Power Blaster	1	W	5	Assembled from Power Weapons

Rita Repulsa Deck Card List

Card Name	#	Type	Force	Notes
Rita Repulsa	5	S	10	Lead Bad Guy
Alien Moon Palace	1	S	7	
Green Ranger	3	A	9	Before becoming Good
Scorpina	3	A	7	
Goldar	3	A	8	
Squatt	3	A	5	
Baboo	3	A	6	
Finster	3	A	4	

Card Name	#	Type	Force	Notes
Tengas	5	L	4	Bird Men
Putties	7	L	3	Expendable clay warriors
Super Putties	3	L	5	
Divide & Conquer	1	P	10	
Trap	1	P	10	
Disrupt Communications	1	P	9	
Send to Other Dimension	1	P	10	
Damage Morphing Grid	1	P	10	
Impersonation	1	P	9	
Kidnap	1	P	10	
Transformation	1	P	10	
Magic Potion	1	P	10	
Item of Destruction	1	P	10	
Illusions	1	P	9	
Surprise Attack	1	P	10	
Sabotage	1	P	10	
Rampage	1	P	9	
Cause Nightmares	1	P	9	
Capture	1	P	10	
Take Hostages	1	P	10	
Bones	1	M	10	
Mighty Minotaur	1	M	10	
King Sphinx	1	M	10	
Pudgy Pig	1	M	9	
Knasty Knight	1	M	10	
Pineoctopus	1	M	9	
Dark Warrior	1	M	9	
Evil Eye Guy	1	M	9	
Shellshock	1	M	10	
Spit Flower	1	M	9	
Samurai Fan Man	1	M	9	
Fang	1	M	10	
Hatchosaurus	1	M	10	
Polluticorn	1	M	10	
Cyclopsis	1	M	10	
Lizzinator	1	M	10	
Rhino Blaster	1	M	10	
Mutant Rangers	1	M	10	

White Ranger Deck Card List

Card Name	#	Type	Force	Notes
Zordon	1	S	10	Leader of the Power Rangers
Alpha 5	1	S	9	Robot aide to Zordon
Command Center	1	S	8	
Power Coins	1	S	7	Transmorphers
Wrist Communicators	2	S	3	
Bulk & Skull	1	S	4	2 local thugs in Angel Grove
Teamwork	1	P	10	

Card Name	#	Type	Force	Notes
Teenagers with Attitude	1	P	9	
Learn about Danger	1	P	10	
Recruit Allies	1	P	10	
Teleportation	1	P	9	
Investigate Mystery	1	P	10	
Confront Fears	1	P	9	
Save your Friends	1	P	10	
Escape Plan	1	P	9	
Break Spell	1	P	10	
Rescue Mission	1	P	10	
Quest	1	P	10	
Get Special Weapons	1	P	10	
Pink Ranger	3	R	6	Kimberly
Black Ranger	3	R	7	Adam
Blue Ranger	3	R	8	Billy
Red Ranger	3	R	9	Rocky
Yellow Ranger	3	R	5	Aisha
White Ranger	2	R	10	Tommy: Team Leader
Red Dragon	2	TZ	9	+5 if Red Ranger Played
Lion	2	TZ	6	+5 if Black Ranger Played
Griffon	2	TZ	7	+5 if Yellow Ranger Played
Firebird	2	TZ	5	+5 if Pink Ranger Played
Unicorn	2	TZ	8	+5 if Blue Ranger Played
Tigerzord	1	TZ	9	+5 if White Ranger Played
Tor	1	TZ	8	Giant Turtle Carrier Zord
Thunder Megazord	3	MZ	10	Assembled from Thunderzords
ThunderzordAssault Team	2	MZ	10	Cannot attach Megazord Weapons
Mega Tigerzord	2	MZ	11	+5 if Tigerzord played
Thunder Ultrazord	1	MZ	12	+5 if Tor played
Power Sabre	1	MZW	7	
Cannons	2	ZW	4	
Laser Cannon	2	ZW	5	
Power Weapons	3	W	4	
Blade Blasters	3	W	3	Pistol/knives
Power Blaster	1	W	5	Assembled from Power Weapons
Power Cannon	1	W	7	
Saba	1	W	6	+5 if White Ranger Played
Shark Cycles	1	W	7	Cannot be played with Megazords

Lord Zed Deck Card List

Card Name	#	Type	Force	Notes
Lord Zed	5	A	10	Lead Bad Guy
Rita Repulsa	3	A	10	
Alien Moon Palace	1	S	7	
Scorpina	3	A	7	
Goldar	3	A	8	
Squatt	3	A	5	
Baboo	3	A	6	

Card Name	#	Type	Force	Notes
Finster	3	A	4	
Tengas	5	L	4	Bird Men
Putties	5	L	3	Expendable clay warriors
Super Putties	3	L	5	
Z Putty Patrol	3	L	6	
Confusion Spell	1	P	9	
Diabolical Scheme	1	P	10	
Trap	1	P	10	
Mysterious Dimension	1	P	10	
Cause Nightmares	1	P	9	
Capture	1	P	10	
Ambush	1	P	10	
Convert to Evil	1	P	10	
Sleep Spell	1	P	9	
Energy Drain	1	P	10	
Reverse Time	1	P	10	
Kidnap	1	P	10	
Create New Monster	1	P	9	
Serpentera	3	M	10	
Primator	1	M	10	
Saliguana	1	M	10	
Octophantom	1	M	10	
Showbiz Monster	1	M	9	
Flamehead	1	M	10	
Jaws of Destruction	1	M	10	
Bloom of Doom	1	M	9	
Stag Beetle	1	M	9	
Invenusable Fly Trap	1	M	9	
Guitardo	1	M	9	
Trumpethead	1	M	9	

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Power Up

Introduction

Two player card game of Super Powered Martial Arts Combat.

Fighters

Each fighter starts with 100 hits and 10 Power points.

Victory

Reduce your opponent to 0 Hits.

Setup

Each player draws a hand of 3 cards. Roll high on 1D6 to see who goes first.

The Deck

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Strategy Phase
2. Attack Phase
3. Power Up Phase

Strategy Phase

Draw 1 card from the deck. If the deck runs out shuffle the discard and draw from it. Max hand size is 7 cards. Discard excess cards.

Attack Phase

You may freely make one basic Hand to Hand (HTH) Attack for 1D6 points of Damage. A basic HTH attack costs 1 power point to make. Or you may play an energy blast card to make an energy attack.

You may play Attack cards to cause extra damage or make extra attacks. Your opponent may play defensive cards to evade attacks. Play a Stare Down card instead of Attacking.

Play a Knock Back card only if you did damage with an attack this turn.

Power Up Phase

If you did not attack this turn gain 2D6 power points.

Card Type Codes

- A** Attack
- D** Defense
- O** Other

Num# = Number of that card in the deck

Cost Cost in Power Points to use that card

Power Deck Card List

Card Name:	Num#	Type	Cost	Effect:
Special Technique	10	A	2	+1D6 Damage: Add to Hand to Hand Attack
Power Strike	5	A	5X	+XD6 Damage: Add to Special Technique
Boost Speed	10	A	3	Make 1 extra HTH Attack this turn.
Multiple Image Attack	5	A	5X	Make X extra HTH Attacks this turn. Add to Boost Speed
Block	10	D	1	Negate one HTH attack
Energy Blast	15	A	3	Does 2D6 Damage
Energy Bomb	5	A	5X	+XD6 Damage: Add to energy Blast
Hypersonic Dodge	10	D	3	Negate one Attack
Homing	5	O	2	Negate a Dodge card used against an energy attack
Discern	5	O	1	Look at opponents hand then draw 1 card from the deck
Deflection	10	D	X	Negate X points of damage done from an energy attack
Reflection	5	D	5X	Turn an X Dice energy attack back at its source.
Knock Back	5	A	0	Opponent cannot attack next turn and must discard a card.
Stare Down	5	A	1	Opponent must discard 2 random cards.
Think	5	O	1	Draw 3 cards in Power-up Phase: Do not attack or Power up

Card Name:	Num#	Type	Cost	Effect:
Super Power Up	10	O	0	When Powering up gain an extra 2D6 power points
Regenerate	5	O	5X	In Power Up phase heal XD6 Hits
Physical Drain	5	O	0	In Power Up phase convert X Hits into X power points





Pre-historic Warfare

Introduction

Card game for 2+ players. Each player controls a tribe (Band) of primitive human Foragers.

Victory

There are 2 ways to win:

1. Your tribe reaches a population of 30+ people cards
2. Eliminate all opposing tribes

The Cards

Players share a common deck. There are also generic marker cards:

- People (Persons)
- Prisoners
- Food

Dice

10 sided dice are needed.

Setup

The most primitive player goes first. Each player starts with 10 People and 2 Food cards.

Turn Sequence

Players take turns. Each turn has 7 phases:

1. NOMAD PHASE

- Draw 1 card from the deck.
- If the deck runs out, shuffle the discard & draw from it.
- Draw an extra card if you have 15+ people.
- Max hand size is 5 cards. Discard excess cards.
- Counter Cards & Cards in play are not kept in your hand.

2. HUNT (& GATHER) PHASE

Play (discard) a Hunting card gain the Indicated number of Food cards.

3. ELEMENTS PHASE

- You may Play (discard) 1 Hardship card on an opponent.
- Your opponent must discard 1 Person card.
- Your opponent may play certain Special cards to negate certain
- Hardship cards.

4. TRIBE PHASE

- Automatically gain 1 Generic Person Marker card & put it into play.
- Put any person cards from your hand into play.

- You may attach up to 2 Weapon cards to any person card.

5. FOOD PHASE

- Discard 1 Food card per 10 people you have.
- If you have no food cards left, discard a prisoner card (cannibalism).
- If you have no prisoners, discard a People card (Starvation).

6. RAID PHASE

You may play (discard) a Raiding card to attack an opponent's tribe: Pick which People & attached Weapon cards you want to attack with. Your opponent must defend with all of his people cards. (Each person may have 1 HTH Weapon & 1 Ranged Weapon attached) Each player rolls 1D10 for each of his Persons with a Ranged Weapon.

If the roll is equal to or less than the Weapon Strength, 1 target enemy is killed. (Attacks vs people with armor are at +1) After all Ranged Weapons are used, each person card makes 1 Hand to Hand attack. Each player rolls 1D10 for each of his HTH Attacks.

If the roll is equal to or less than the Persons Strength + attached Weapon Strength, 1 target enemy is killed. (Note: Generic People Markers have a Strength = 1) If the Attackers lost more people they retreat & the raid is over. (Defenders Win) If the Defenders lost more people, they retreat & the raid is over. (Attackers Win) If tied in casualties, start another round of attacks unless both players wish to retreat. The attacker may start an extra round of attacks by playing a Massacre card.

The defender may start an extra round of attacks by playing a Counter-Attack card. (Weapons & Armor attached to killed people are discarded) The Defender can play a Defense card to cause any die roll this phase to be rerolled. The Attacker can play a Tactics card to cause any die roll this phase to be rerolled.

7. AFTERMATH PHASE

Skip this phase if there was no raid. If the Defender won, he draws 3 cards from the deck. If the Attacker won:

1. He Frees all prisoners: he gains generic people cards of equal number.
2. He Captures 1D5 Generic people cards: They become prisoners.
3. He Steals 1D10 Food cards from the enemy.

Card Type Notation

Copies of card in deck

H Hardship

G Hunting/Gathering

FC Food Cards

STR Strength
P Persons (People)
W HTH Weapon
M Ranged Missile Weapon

D Defense
T Tactics
R Raiding
X Special

Common Deck Card List

Name:	#	Type	FC	STR	Note
Great Warrior	2	P	-	7	Attack rolls vs are at +1
Chieftain	2	P	-	6	Reroll 1 roll in Raid Phase
Big Man	4	P	-	5	
Warrior	6	P	-	4	
Hunter	8	P	-	3	Ranged Weapon gets Str+1
Strong Woman	4	P	-	2	
Spear Thrower	2	M	-	6	
Thrown Rock	2	M	-	4	
Boomerang	2	M	-	5	
Falling Boulder	1	M	-	3	
Bow & Arrow	2	M	-	7	
Recurved Bow	2	M	-	8	
Sling	2	M	-	5	
Javelins	2	M	-	5	
Heavy Spear	2	W	-	+3	
Stone Axe	2	W	-	+3	
War Club	2	W	-	+2	
Tree Trunk	1	W	-	+2	
Maul	2	W	-	+2	
Flint Knife	2	W	-	+1	
Bone Club	2	W	-	+1	
Sticks & Stones	2	M/W	-	2/+1	Both Ranged & HTH
Wooden Shield	2	A	-	-1	
Piecemeal Armor	2	A	-	-1	
Sentries	1	D	-	-	
Defensible Location	1	D	-	-	
Guard Dogs	1	D	-	-	
Set Traps	1	D	-	-	
Set Fire	1	T	-	-	
Surrounded	1	T	-	-	
Ambush	3	R	-	-	
Surprise Attack	3	R	-	-	
Pitched Battle	3	R	-	-	
War Party	3	R	-	-	
Mammoth Hunters	2	G	6	-	
Over-Exploitation	2	G	6	-	
Net Hunting	2	G	6	-	
Great Elk	2	G	5	-	
Big Game	2	G	5	-	
Kill Predator	2	G	5	-	
Aurochs	2	G	5	-	
Hunting Party	2	G	4	-	
Deer	2	G	4	-	
Hunting Grounds	2	G	4	-	
Rabbits	2	G	3	-	

Name:	#	Type	FC	STR	Note
Birds	2	G	3	-	
Rodents	2	G	3	-	
Eggs	2	G	3	-	
Spear Fishing	2	G	3	-	
Net Fishing	2	G	3	-	
Set Traps	2	G	3	-	
Shell Fish	2	G	3	-	
Reptiles	2	G	3	-	
Insects	2	G	2	-	
Honey	2	G	2	-	
Vegetables	2	G	2	-	
Fruits	2	G	2	-	
Gourds	2	G	2	-	
Berries	2	G	2	-	
Wild Grains	2	G	2	-	
Nuts & Seeds	2	G	2	-	
Mushrooms	2	G	2	-	
Roots	2	G	2	-	
Tubers	2	G	2	-	
Bark & Leaves	2	G	1	-	
Lice Infestation	1	H	-	-	Medical
Infection	1	H	-	-	Medical
Spoiled Food	1	H	-	-	Medical
Disease	1	H	-	-	Medical
Gangrene	1	H	-	-	Medical
Break Leg	1	H	-	-	Medical
Drowning	1	H	-	-	Medical
Saber Tooth Tigers	1	H	-	-	Animal
Bear Attack	1	H	-	-	Animal
Wolves	1	H	-	-	Animal
Snake Bite	1	H	-	-	Animal
Migration	1	H	-	-	Exposure
Move Camp	1	H	-	-	Exposure
Blizzard	1	H	-	-	Exposure
Bitter Cold	1	H	-	-	Exposure
Frostbite	1	H	-	-	Exposure
Hypothermia	1	H	-	-	Exposure
Power Struggle	1	H	-	-	Social
Domestic Dispute	1	H	-	-	Social
Murder	1	H	-	-	Social
Lost Child	1	H	-	-	Social
Infanticide	1	H	-	-	Social
Massacre	4	X	-	-	
Counter-Attack	4	X	-	-	
Trade	2	X	-	-	Draw 2 cards
Meeting of the Tribes	2	X	-	-	Draw 2 cards
Cave Shelter	1	X	-	-	Negate Exposure Hardship
Furs & Skins	1	X	-	-	Negate Exposure Hardship
Camp Fire	1	X	-	-	Negate Exposure Hardship
Taboos	1	X	-	-	Negate Social Hardship
Shaman	1	X	-	-	Negate Social Hardship
Herbal Remedies	1	X	-	-	Negate Medical Hardship
Grooming	1	X	-	-	Negate Medical Hardship

Name:	#	Type	FC	STR	Note
Primitive Surgery	1	X	-	-	Negate Medical Hardship
Dogs	1	X	-	-	Negate Animal Hardship





Prepper

Introduction

Card game for 2-4+ players. Each player represents a separate group of preppers who are preparing for the end of the world. Players accumulate supplies and advantages in several different categories. While this goes players Eliminate different end of the world scenarios until only one remains. The remaining scenario Will favor certain types of stockpile categories which will determine victory conditions.

Victory

The player with the highest Score at the end of the game wins.

The Decks

There are 2 common decks: Stockpile Deck Scenario Deck

Stockpile Deck

There are several Different Stockpile Categories:

- W** Weapons (guns, bows, knives, etc.)
- F** Food (canned goods, stored dry goods)
- A** Animals (livestock, horses)
- V** Vehicles (needed for bugging out)
- P** Plants (seed, fertilizers, farming implements)
- K** Knowledge (know how needed to survive and prosper)
- M** Medicine (antibiotics, pain killers, etc.)
- S** Shelter (Protective Shielding of your bunker)
- T** Trade (luxury items used for trade with other survivors)
- G** Water (Boats, fishing gear)
- P** Power (electricity, heat generation)
- C** Cold (cold weather gear, clothing)
- E** Equipment (Camping, Trapping)

Scenario Deck

The Scenario Deck contains 1 copy of each card described in the Scenario Deck Card List.

Setup

Shuffle the decks. Flip over all the Scenario cards face up and spread them over the center of the table

Scenario Card List

so that all of them are visible. Toughest player goes first.

Flip over the top 5 cards of the Stockpile Deck.

Turn Sequence

There are 3 Stages:

1. Prepping Stage
2. Scenario Stage
3. Scoring Stage

Prepping Stage

Players take turns. Each turn has 2 phases:

1. Availability Phase
2. Option Phase

Availability Phase

Flip over the top card of the Stockpile deck. Skip this phase if there are no cards left in the deck.

Option Phase

Take 1 of the face-up Stockpile cards and put it face-down in your Stockpile. You can look at your stockpile cards but not your opponents. Move to Scenario Stage if there are no more face-up stockpile cards.

Scenario Stage

Players take turns. Pick one of the face-up Scenario cards and put it face-down in the Scenario Discard pile. If there is only one Scenario left, it becomes the End of the World Scenario (EOTWS).

Once the EOTWS is determined, continue to the Scoring Stage.

Scoring Stage

The EOTWS will list categories that receive a bonus card value multiplier. For example: if it is the Zombie Apocalypse, all your Weapons cards are worth 3 times as much, and Your Vehicle cards are worth double (Run Away!) Your final score is equal to the total point value of all your stockpile cards. For every category you have zero cards in, get -5 points.

Name:	Notes:
Zombie Apocalypse	Weapons x3, Vehicles x3
Asteroid Impact	Shelter x3, Plants x2 Equipment x2
Sea Level Rise	Water x3, Trade x3
Super Solar Flare	Shelter x3, Power x2, Medicine x2
Nuclear War	Shelter x3, Food x2, Medicine x2
Ice Age	Cold x3, Power x2, Food x2
Super Virus	Medicine x3, Weapons x2, Vehicles x2
Volcanic Eruptions	Vehicles x3, Knowledge x2, Equipment x2
Ecological Collapse	Plants x3, Animals x2, Medicine x2
Pole Shift	Knowledge x3, Food x3
Economic Collapse	Trade x3, Weapons x3
Governmental Collapse	Knowledge x3, Weapons x2
Foreign Invasion	Weapons x3, Knowledge x2, Equipment x2
Electrical Grid Collapse	Power x3, Vehicles x2, Planrs x2
End of the Internet	Knowledge x3, Trade x2, Weapons x2
Earth Stops Rotating	Water x3, Knowledge x2, Cold x2
Robot Apocalypse	Weapons x3, Food x2, Knowledge x2
Peak Oil	Animals x3, Plants x2, Power x2
Massive Storms	Cold x3, Water x2, Shelter x2
Pandemic Outbreaks	Medicine x3 Vehicles x3

Stockpile Card List

Type	Value	Name
W	3	Knives & Clubs
W	3	Spears, Swords, & Axes
W	4	Bows & Crossbows
W	4	Handguns
W	5	Shotguns
W	5	Helmets, Kevlar Vests
W	6	High Powered Rifles
W	6	Weapon Cache
W	7	Automatic Weapons
W	7	Military Weaponry
F	3	Dog Food
F	3	Breakfast Bars
F	4	Cans of Beans
F	4	Beef Jerky
F	5	Spam
F	5	Bins of Rice
F	6	Food Stash
F	6	Basement Full
F	7	Store Full
F	7	Warehouse Full
A	3	Rabbits & Rodents
A	3	Dogs
A	4	Insect Farming
A	4	Poultry
A	5	Goats & Sheep
A	5	Aquaculture

Type	Value	Name
K	5	Books
K	6	Military Training
K	6	Veterinarian
K	7	Emergency Medicine
K	7	Agriculture
S	3	Remote
S	3	Isolated
S	4	Hidden
S	4	Compound
S	5	Bricks
S	5	Concrete
S	6	Fortified
S	6	Underground
S	7	Bunker
S	7	Hardened
Q	3	Fishing Lines & Hooks
Q	3	Crab Traps
Q	4	Cast Nets
Q	4	Snorkeling gear, Scuba
Q	5	Canoe, Kayak
Q	5	Rubber Raft
Q	6	Fishing Boat
Q	6	Sail Boat
Q	7	Catamaran
Q	7	Yacht
T	3	Salt, Sugar, Candy

Type	Value	Name
A	6	Cattle
A	6	Livestock
A	7	Horses
A	7	Herd
P	3	Vegetable Seeds
P	3	Fertilizers
P	4	Hydroponics
P	4	Wheat Grains
P	5	Beans
P	5	Potatoes
P	6	Maize
P	6	Corn
P	7	Farmland
P	7	Granary
V	3	Bicycles
V	3	Scooters
V	4	Motorcycles
V	4	Compact
V	5	Jeep
V	5	Van
V	6	Pickup Truck
V	6	SUV
V	7	Tractor, RV
V	7	Bus, Semi
M	3	Bandages & Topicals
M	3	Antihistamines
M	4	Geiger Counters
M	4	Gas Masks
M	5	Stimulants & Tranquilizers
M	5	NSAIDS & Steroids
M	6	Water Purifiers
M	6	Antivirals & Antifungals
M	7	Antibiotics
M	7	Opiates
K	3	Chemistry
K	3	Electrician
K	4	Mechanic
K	4	First Aid
K	5	Survival Training

Type	Value	Name
T	3	Nails, Screws
T	4	Clothing, Shoes, Camouflage
T	4	Gold, Jewelry, Eye Glasses
T	5	Toilet Paper
T	5	Paper
T	6	Ammunition
T	6	Cigarettes
T	7	Coffee
T	7	Liquor
P	3	Manpower
P	3	Draft Animals
P	4	Wood burning
P	4	Rechargeable Batteries
P	5	Coal burning
P	5	Solar Power
P	6	Water Power
P	6	Wind Power
P	7	Turbine
P	7	Ethanol
C	3	Insulation
C	3	Blankets
C	4	Firewood
C	4	Boots and Gloves
C	5	Long Johns
C	5	Wool Clothing
C	6	Space Heaters
C	6	Parkas
C	7	Bed Warmers
C	7	Arctic Gear
E	3	Compass, Maps
E	3	Lighters, Flints
E	4	Radios
E	4	Binoculars
E	5	Tubing, Hoses
E	5	Containers
E	6	Rope, Wire, line
E	6	Tarps
E	7	Tools
E	7	Traps and Snares





Presidential Candidates

Introduction

Character generation, Debate, and Voting.

Disclaimer

This game is dated for the political reality of 2007-8.

Candidates

In the Basic game, Players create 6 Presidential Candidates. Each candidate has 10 Traits and 20 Stances.

Candidate Traits

- Name
- Party
- Sex
- Age
- Race
- Religion
- Political Service
- Military Service
- Skeletons
- Presence

Candidate Stances

- Iraq Pullout
- New Orleans Rebuilding
- Abortion
- Same-Sex Marriages
- Prayer in School
- Stem Cell Research
- Affirmative Action
- Death Penalty
- Euthanasia
- Socialized Medicine
- Gun Control
- Energy Policy
- Social Security Benefits
- Immigration
- War on Terror & Civil Liberties
- Torture
- The War on Drugs
- Greenhouse Gasses
- School Vouchers
- Bilingualism

Name

Name a Candidate after all other traits and stances are determined.

Party

Pick party affiliation or roll 1D10:

D	Result
1-4	Democrat
5-8	Republican
9	Libertarian
10	Independent

Gender

Roll 1D10:

D	Result
1-9	Male
10	Female

Age

Roll 1D6:

D	Result
1	Young
2-5	Mature
6	Old

Race

Roll 1D10:

D	Result
1-9	White
10	Black

Religion

Roll 1D6:

D	Result
1-5	Protestant
6	Catholic

Political Service

Roll 1D6:

D	Result
1-3	Congressman
4-6	Senator
7-9	Governor
10	Businessman

Military Service

Roll 1D6:

D	Result
1-3	None
4-5	Served
6	War Hero

Skeletons

Roll 1D10:

D	Result
1-4	None
5	Flip-Flopper
6	Sex Scandal
7	Inhaled

D	Result
8	Embezzlement Charges
9	Fund Raising Controversy
10	Nepotism

Presence

Roll 1D10:

D	Result
1	Stump Speaker
2	Telegenic
3	Poor Speaker
4	Monotone
5	Charismatic

D	Result
6	Shrill
7	Weird Hair
8	Handsome
9	Ethnic
10	Unremarkable

Iraq Pullout

Roll 1D6

D	Result
1-2	Immediate
3-4	Phased
5-6	Stay the Course

D	Result
1-3	OK
4-6	Not OK

Stem Cell Research

Roll 1D6:

D	Result
1-3	OK
4-6	Not OK

New Orleans Rebuilding

Roll 1D6

D	Result
1-3	Bigger and Better than Before
4-6	Smaller on Higher Ground

Death Penalty

Roll 1D6:

D	Result
1-3	Yes
4-6	No

Abortion

Roll 1D6

D	Result
1-3	Pro-Life
4-6	Pro-Choice

Affirmative Action

Roll 1D6:

D	Result
1-3	Keep Quotas
4-6	Remove Quotas

Same Sex Marriage

Roll 1D6:

D	Result
1-3	OK
4-6	Not OK

Euthanasia

Roll 1D6:

D	Result
1-3	OK
4-6	Not OK

Prayer In School

Roll 1D6:

Socialized Medicine

Roll 1D6:

D	Result
1-3	National Healthcare
4-6	No

Gun Control

Roll 1D6:

D	Result
1-3	Guns for Everybody!
4-6	Restrict Guns

Energy Policy

Roll 1D6:

D	Result
1-3	Drill in Alaska and Build more Reactors
4-6	Lets go Green

Social Security Benefits

Roll 1D6:

D	Result
1-3	Reduce Benefits
4-6	Make future Generations Pay

Immigration

Roll 1D6:

D	Result
1-3	Amnesty
4-6	Build the Wall

War On Terror & Civil Liberties

Roll 1D6:

D	Result
1-3	Security trumps Privacy
4-6	Rights trump Security

Torture

Roll 1D6:

D	Result
1-3	Water Boarding OK
4-6	No Torture

War On Drugs

Roll 1D6:

D	Result
1-3	Decriminalize
4-6	Just say No

Greenhouse Gasses

Roll 1D6:

D	Result
1-3	Major Emission Reduction
4-6	Protect Industry

School Vouchers

Roll 1D6:

D	Result
1-3	OK
4-6	Not OK

Bilingualism

Roll 1D6:

D	Result
1-3	English Official
4-6	Melting Pot

The Game

The game proceeds in 4 stages:

1. Create the Candidates
2. Debate the Candidates
3. Votes the Candidates

Create The Candidates

6 Candidates for a basic game. As many as 20 Candidates for a more realistic game.

Debate The Candidates

Players debate on which are the best candidates.

Votes The Candidates

Players secretly vote for their favorite candidate. The candidate that gets the most votes wins. In case of a Tie, see the game entitled Hanging Chads and Vote Fraud.

Variants

More stances and updated stances. Conduct separate party primaries.





Presidential Race

Introduction

Board game for 2 players. Race for the US Presidency. One player is the Democratic Nominee. The other is the Republican Nominee.

Dice

Six-sided dice are needed.

Tokens

There are two types of Tokens: Money Tokens and Vote Tokens.

Vote Tokens

There are exactly 100 Vote Tokens (or just Votes). Each player starts the game with 37+1D6 Votes. The

remaining un-owned votes are in the center: These are the Undecided Votes.

Money Tokens

Each token represents one million dollars. There is no limit to the number of money tokens. Each player starts with 2D6 Money Tokens.

Pawns

Each player has a pawn representing his candidate and campaign efforts.

The Board

The board is a square track with 11 spaces on a side. (Like a Monopoly Board) Pawns travel clockwise. The Board has the following spaces:

#	Title	Notes:
1	Start (1st Corner)	+1 M
2	PAC Contributions	+4 M
3	Speeches	+1 V
4	Mass Mailings	+2 V -1 M
5	Florida	+2 V
6	Campaign Trail	Draw 1 card from the Campaign Deck
7	Individual Donations	+2 M
8	Get out the Vote Drive	+2 V -1 M
9	Print Ads	+4 V -2 M
10	New England States	+3 V
11	Scandal (2nd Corner)	-5 V
12	Soft Money	+3 M
13	Appearances	+1 V
14	TV Ads	+6 V -3 M
15	Texas	+2 V
16	Campaign Trail	Draw 1 card from the Campaign Deck
17	Hard Money	+1 M
18	Special Interest Groups	+2 M
19	Internet Ads	+3 V -1 M
20	Deep South States	+3 V
21	Mud-Slinging (3rd Corner)	-2 VO -1 V
22	Fund Raising	+2 M
23	Knock on Doors	+1 V
24	Newspaper Ads	+2 V -1 M
25	California	+3 V
26	Campaign Trail	Draw 1 card from the Campaign Deck
27	Public Funding	+1 M
28	Public Interest Groups	+2 V

#	Title	Notes:
29	Radio Ads	+2 V -1 M
30	Bible Belt States	+3 V
31	Negative Press (4th Corner)	-3 V
32	Special Interest Groups	+2 M
33	Campaign Promises	+1 V
34	Magazine Ads	+2 V -1 M
35	New York	+2 V
36	Campaign Trail	Draw 1 card from the Campaign Deck
37	Lobbyists	+2 M
38	Paid Advertisements	+4 V -2 M
39	Telephone Ads	+1 V -1 M
40	Mid-West States	+3 V

Notation

V Your Votes

M Your Money

VO Votes owned by Opponent

The Decks

There are 3 Decks: Candidate Deck Campaign Deck
Election Deck

Campaign Deck

Card Name	Notes:
Civil Liberties Groups	+2 V
Environmental Groups	+2 V
Media Attention	+3 V
Television Talk Shoes	+3 V
Manipulate the Media	+2 V
Skeleton in the Closet	-3 VO
Political Backlash	-5 VO
Political Pundits	-1 VO
Union Support	+5 V
Endorsement	+3 V
Public Awareness	+1 V
Black Vote	+5 V
Hispanic Vote	+5 V
Third Party Candidate	-6 VO
Conservative Interest Groups	+6 V
Christian Coalition	+5 V
Grass Roots Support	+1 M +2 V
Negative Campaigning	-4 VO -1 V
Personal Attacks	-4 VO -1 V
Law Firms	+3 M
Real Estate Industry	+4 M
Retirees	+2 M

Card Name	Notes:
Securities & Investment Groups	+4 M
Pharmaceutical Companies	+5 M
Computer Companies	+3 M
Entertainment Industry	+2 M
Oil & Gas Industry	+3 M
Tobacco Industry	+7 M
Gun Rights Lobby	+2 M
Political Consultant	+1 V
Campaign Manager	+2 V
Finance Chair	+4 M
Campaign Planning	+1 V
Volunteers	+2 V
Media Consultant	+2 V
Public Opinion Surveys	+2 V
Voting Blocks	+2 V
Address Issues	+1 V
Allegations	-2 VO
Controversy	-2 VO
Smoke Filled Room	+1 M
Appeal to Moderates	+2 V
Political Machine	+1 V +1 M

Candidate Deck

Card Name	Notes:
Favorite Son	+1 V
Ride on Coat Tails	+2 V
Personal Fortune	+5 M

Card Name	Notes:
Intelligent	+2 to Debate Rolls
Good Looking	+2 V +1 to Debate Rolls
Dark Horse	+2 V

Card Name	Notes:
Self Made Man	+3 M + 1 V
Congressman	+1 V
Business Tycoon	+4 M
War Hero	+5 V
Quick Wit	+2 to Debate Rolls
Senator	+3 V
Governor	+4 V
Charismatic	+4 V
Old Rich	+5 M
Confident	+2 V +1 to Debate Rolls
Religious	+3 V
Movie Star	+5 V

Setup

Both pawns begin on the start space. Both players draw & play 5 Cards from the Candidate Deck.

Turn Sequence

On your turn move forward 1D6 or 2D6 spaces. Follow the instructions of the space you land on. When gaining votes, take Undecided votes first.

If there are no undecided votes, take votes from your opponent. When losing votes, the lost votes go into the undecided pile. If a space or card asks you to spend money you don't have, you do not gain the indicated votes.

Extra Money

On your turn, you may convert 2 Money Tokens into 1 Vote.

Election Deck

Card Name	Notes:
Confusing Ballots	-1 VO
Long Lines	-2 VO
Short Hours	-2 VO
Inconvenient Locations	-2 VO
Hanging Chads	-1 VO
Lost Votes	-3 VO
Voter Error	-1 VO
Ballot Problems	-3 VO
Uncounted Ballots	-3 VO
Recount	+1 V

National Convention Multi-player Variant

Any number can play. The election is not the Presidential Election, but rather, a National Convention where a party selects its Presidential Candidate. All players belong to the same political party (Democrat or Republican).

Card Name	Notes:
Uptight	-3 V
Foolish	-3 V
Troubled Youth	-2 V
Sickness	-4 V
Poor Speaker	-4 V
Diplomatic	+2 V +1 to Debate Rolls
Strong Platform	+2 V +1 to Debate Rolls
Reformer	+2 to Debate Rolls
Military Service	+2 V
Lawyer	+2 to Debate Rolls
Public Speaker	+2 to Debate Rolls
Ticket Balance	+2 V

Debates

If you land on your opponent's pawn, there will be a debate. Both players roll 2D6 and add benefits from any Candidate cards. The higher roll wins the debate.

The winner takes votes from the loser equal to the difference of the rolls.

Damage Control Rule

If you are ever the target to lose votes (except in a debate) roll 1D6. On a roll of 6 or greater, you lose 2 less votes.

The Election

After 30 turns, the Popular and Electoral Votes occur. Both Players take turns drawing & playing 5 cards from the Election Deck. The player with the most Votes wins the Election.

Card Name	Notes:
Pick Up Key State	+4 V
Electoral College	+2 V
Winner Takes All	+5 V
Red State	+3 V
Blue State	+3 V
Electoral Votes	+2 V
Plurality System	+3 V
General Ticket	+2 V
Popular Vote	+1 V
High Turnout	+2 V

The Election Deck is not used. Each Nominee starts with 1D6 Money Tokens and 2D6 Votes.

Links

Electoral Vote Map





Primea

Introduction

Roleplaying campaign set on an alternate Earth. Magic exists in many forms. Pantheons of Gods walk the land. Pangea, the super-continent, never fully broke apart.

In some areas Dinosaurs still exist and have evolved into many new forms. Sub-races of humans and other non-human intelligent races exist. Civilizations that were separated by time & space on our own earth live side by side on Primea.

Game Designers Notes

Simple, versatile skill based system. Task Resolution: Skill vs Target number. This system is just bare

bones at this point.

To be useful, players will have to expand on the rules. Historically based cultures provide familiar archetypes from which to start.

Character Generation

- 1. Determine Culture/Race (Roll or Choose).
2. Determine Sex, Name, Appearance, Profession.
3. Each character starts with 2D6 (or 3D6) Experience Points (xps).
4. Assign Experience Points to buy Abilities.
5. Create personal history, motivations, relations.
6. Each character starts with 1D6 Possessions.

Table with 3 columns: D100, CULTURE/RACE, MAGICAL TRADITIONS// PROFESSIONS. Rows include Egyptian, Greek, Roman, Babylonian, Zulu, Aztec, Inca, Norse, Celtic, Mohawk, Hindu, Chinese, Japanese, Arabic, and Mongolian with their respective magical traditions and professions.

D100	CULTURE/RACE	MAGICAL TRADITIONS// PROFESSIONS
	-	Hunter, Witch doctor, Scavenger, Herbalist
33-34	Neanderthal	Spirit, Healing, Nature
	-	Shaman, Healer, Defender, Empath, Grower
35-36	Atlantean	Artificer, Elemental, Healing, Wizard, Force
	-	Wizard, Rogue, Fighter, Dream Merchant, Sage, Ranger, Con artist, Pickpocket
37-38	Lemurian	Death, Elemental, Mental
	-	Diabolist, Conjurer, Mentalist, Chaos Warrior, Cultist
39-40	Anglo-Saxon	Priest, Healing, Alchemy, Witchcraft
	-	Arthurian Knight, Yeoman, Paladin, Buccaneer, Falconer, Templar, Crusader, Pikeman
41-42	Renaissance	Divination, Alchemy, Artificer
	-	Artisan, Scientist, Scholar, Musketeer, Duelist, Sailor, Doctor, Lancer
43-44	Gothic	Death, Artificer, Creation, Mental, Illusion
	-	Macabre, Necromancer, Illusionist, Gypsy, Warlock, Grave digger, Jester
45-46	Amazon	Healing, Divination
	-	Warrior, Healer, Archer, Temple Maiden
47-48	Polynesian	Spirit, Death, Witchcraft
	-	Shaman, Diver, Warrior, Cannibal, Aquaculturist, Demon worshipper
49-50	Spaniard	Priest, Mental
	-	Rogue, Cleric, Jesuit Monk, Explorer, Inquisitor, Swordsman, Conquistador
51-52	Mayan	Priest, Divination, Force, Mental
	-	Astrologer, Warrior, Healer, Tracker, Mentalist
53-54	Caribbean	Spirit, Witchcraft
	-	Corsair, Voodoo priest, Swashbuckler, Smuggler
55-56	Russian	Fey, Priest, Artificer, Elemental, Music
	-	Thief, Enchanter, Artificer, Bard, Thug, Miner, Cossack, Writer, Circus Performer
57-58	Persian	Wizard, Creation, Illusion, Alchemy, Artificer
	-	Wizard, Magician, Alchemist, Soldier, Collector, Prince
59-60	Finnish	Music, Runes, Illusions, Divination
	-	Minstrel, Seer, Warrior, Ice witch, Forester, Reindeer Herder, Whaler
61-62	Hyborean	Witchcraft, Elemental, Spirit, Mental, Natural
	-	Barbarian, Beast Master, Elementalist, Bounty Hunter
63-64	Phoenician	Elemental, Force
	-	Pirate, Sea Trader, Weather Mage, Mercenary, Fisherman
65-66	Ethiopians	Spirit, Nature, Witchcraft, Music
	-	Warrior, Trader, Shaman, Herder, Farmer
67-68	Semite	Priest, Creation, Divination, Runes, Artificer
	-	Rabbi, Cabalist, Slinger, Moneylender, Rebel, Wanderer, Tailor, Goldsmith
69-70	Germanic	Fey, Rune, Witchcraft, Music
	-	Teutonic Knight, Executioner, Hermit, Brewer, Witch, Piper, Jester
71-72	Frankish	Illusions, Music
	-	Chevalier, Artist, Highwayman, Revolutionary, Romantic, Intellectual, Prostitute
73-74	Beduin	Spirit, Music, Divination
	-	Knife fighter, Dervish, Bandit, Dancing girl, Guide
75-76	Simmian	Nature, Spirit
	-	Shaman, Guerilla fighter, Berserker
77-78	Reptilian	Nature, Artificer, Elemental, Force, Priest, Alchemist
	-	Leader, Priest, Warrior, Breeder, Laborer, Perydactyl Rider, Raptor Rider
79-80	Troglodytes	Water, Artificer, Witchcraft
	-	Man-catcher, Scout, Gatherer, Slayer, Priest
81-82	Feline	Martial Arts, Healing, Force
	-	Seeker, Avenger, Elder, Caretaker, Stalker, Guardian
83-84	Byzantine	Mental, Illusion, Divination, Alchemist, Death
	-	Temptress, Beauocrat, Conscript, Spy, Informant, Sex Slave, Sorcerer, Cutpurse

D100	CULTURE/RACE	MAGICAL TRADITIONS// PROFESSIONS
85-86	Scottish	Priest, Healing, Music, Runes
-	-	Highlander, Clansman, Bagpiper, Blacksmith, Shepard
87-00	Pick/Reroll	-

World Map

The world is similar to ours. All the many civilizations are connected by trade. The Atlantic ocean is smaller.

- In the middle of the Atlantic is the small continent of Atlantis. Civilizations are located roughly where they used to exist on our world. Atlantis is a magical, rich melting pot.
- Hyborea is roughly Northeast Europe.
- The Mohawks represent one of hundreds of different tribes in North America.
- The Neanderthal's inhabit Canada.
- Neanderthal's are stronger than humans but are more pacifistic.
- Neanderthal culture & technology is on par with the Mohawks.
- Phoenician Colonies are scattered throughout the Mediterranean & Atlantic. Theirs is a seafaring culture.
- The Roman 'Empire' is small but expanding.
- The Greeks are composed of many warring City States.
- The Persians have a decadent, lazy empire.
- The Arabic lands are divided among many Caliphs.
- The Beduins live in the hot deserts claimed, but not inhabited by others.
- The Egyptian Empire is strong but stagnant.
- The Byzantines and Babylonians play politics with their larger neighbors.
- The Russians have a large but poorly run empire.
- The Feudal Anglosaxon baronies war amongst themselves and against their neighbors, the Scotts, Germans and Franks.
- The Semites have no homeland. They live among the cities of other peoples.
- The Aztecs war against the Inca to the North & the Mayans to the South.
- The Zulus are divided into many warring tribes.
- The Ethiopians represent a great variety of small African tribes.
- The Gothics inhabit Eastern Europe.
- The Central European Renaissance City states are currently experimenting with a new type of magic called science.
- The Spaniards are successful traders & colonizers.
- The many tribes of the Norse & the Finns are in Scandinavia.
- The Mongols regularly terrorize the Chinese & the Russians.
- Japan is split into the fiefs of many warring Shoguns.

- China is divided into many smaller realms.
- Lemuria occupies West Africa. It is ruled by Evil Sorcerers who envy Atlantis.
- The Hindus are divided into many small but peaceful kingdoms.
- The Polynesians are preyed upon by the amphibious Troglodytes.
- The Caribbean is a center of trade between the Americas & Atlantis.
- The Various types of Reptilians occupy Australia which has moved very close to India & Africa.
- The Simmians can be found in the Jungles of Africa hunting the Pygmies.
- The Felines are native to South America but they travel extensively.

A Plethora Of Pantheons

Some groups are monotheistic, others are polytheistic, others spirit worshiping. All religious spellcasters are able to draw "magical" power from their focus of worship. Each Pantheon exists on its own alternate dimension.

The gods & spirits can only travel to this Earth in areas where there are many worshippers of that Pantheon. Since this Earth has access to so many pantheons, it has been declared a neutral zone. The gods avoid conflict with each other on this world.

The people of Atlantis have a pantheon similar to the Greeks and Romans. The Hyborians have a pantheon similar to that of the Norse. The Christians include the Anglosaxons, Franks, Germans, Gothics, Renaissance, Scotts, Byzantines and Spaniards.

The Gothics are steeped in necromancy, and undead powers. The Moslems include the Arabs and Beduins. The Lemurians and Troglodytes worship ancient, evil, alien gods.

Abilities

Abilities are also referred to as skills, traits, stats, attributes, characteristics, knowledges, and bonuses. One experience point buys the first level in an ability. Two experience points buys the second level in an ability.

Three xps buys the 3rd level, and so on.

Action Resolution Table

Rolls on this table are known as action rolls.

D10	RESULT
1-5	Failure
6+	Success

Action Resolution Task Difficulty Modifier Table

DIFFICULTY	ADD
Cant Miss	+5
Routine	+4
Very easy	+3
Easy	+2
Less Difficult	+1

DIFFICULTY	ADD
Difficult	-1
More Difficult	-2
Very Difficult	-3
Extremely Difficult	-4
Impossible	-5

Action Resolution Special Case Modifier Table

MODIFIER	ADD
Per level of Ability	+1
No Ability Penalty	Varies
Wounded	-1/Wound

by -1. Magic resistance ability +1/Level to action roll.

Climbing

Check every 10 feet to save vs falling. Ropes & climbing gear +1 to +4 to action roll. Use Climbing or Balance skill.

Maneuver Actions

Use the action table to save vs mishaps. Encumbered -1 or more to action roll Avoiding traps usually tests reflexes and balance.

Stealth Actions

Use the action table to save vs being detected. Light increases difficulty. Metal Armor -4 to action roll.

Detection

Use the action table to detect opponents, illusions, etc. Usually tests perception. Blindness, invisibility -4 to action roll.

Resisting Poisons

Use the action table to save vs poisons. Potent poisons increase the difficulty. Poison resistance ability +1/Level to action roll.

Resisting Magic

Use the action table to save vs spells & unwelcome magical effects. Each spell level increases the difficulty

Combat

Combat is divided into rounds. During a round each combatant gets to take one action. Actions include: Attacking, aiming, moving, blocking, parrying, etc.

Determine Turn Order

Each participant gets a turn. Each side rolls 1D10. The Referee adds appropriate levels of the following abilities: Stealth, Tactics, Leadership, Reflexes The side with the higher total goes first.

Attack Table

D10	RESULT
1-5	Miss
6+	Hit

NOTES: A roll on this table is known as the attack roll. A natural roll of 10 is always a hit. A natural roll of 1 always misses.

Attack Table Attack Modifiers

MODIFIER	ATTACK
Medium Range	-2
Long Range	-4
Attacker Unarmed	+1/Level of Brawling Skill
Attackers Weapon Skill	+1/Level (if using weapon)
Attackers Martial Arts Skill	+1/Two Levels
Attack to Knock Prone	-1
Attack to Immobilize	-2 & +1/ Level of Wrestling ability
Attack to Knock unconscious	-2 (Blunt weapon)
Attack to Disarm	-2
Attacker Mounted	-1

MODIFIER	ATTACK
Defender Mounted	-1
Attack with two weapons	-1 with primary weapon; -3 with secondary weapon
Attacker Prone	-2
Defender Prone	+1
Defender Immobilized	+3
Attacker Encumbered	-1 or -2
Attacker Wounded	-1/Wound
Defender was hit last turn	+1
Attacking with Surprise	+4

NOTES: ATTACK values are added to the attack roll.

Attack Table Defense Modifiers

MODIFIER	DEFENSE
Defenders Reflex Ability	+1/Level
Defenders Martial Arts skill	+1/two Levels
Defender using Target Shield	+1

NOTES: DEFENSE values are subtracted from the attack roll.

Defend

If the action roll indicates a hit the victim may attempt to defend. The defender must be aware of the incoming attack (Perception roll). The defense attempt counts as the defenders action for the round.

The defense may be a dodge, parry, or block. To de-

MODIFIER	DEFENSE
Defender using Round Shield	+2
Defender using Wall Shield	+3
Defender invisible	+4

fend use the action table. Defending is a very difficult action.

All defenses: +1/Two Levels of Martial Arts ability. Dodging: +1/Level of Reflexes ability. Parrying: +1/Level of Weapon skill. Ranged attacks are parried at -3.

Shield Block: + shield size. Unarmed Block: +1/Level of Brawling or Wrestling ability. Versus Ranged attack -3.

Ranges

WEAPON	MAX RANGE	NOTES
Crossbow	360	One round to reload
Long Bow	300	
Musket	240	One round to reload
Short Bow	200	
Javelin		160
Pistol	120	One round to reload
Sling	100	
Spear	80	
Blowgun	60	
Hand axe	40	
Dagger	40	
Throwing Stars	40	

Notes: Maximum range is measured in feet. Short range is within 25%. Medium range is within 50%.

Everything over 50% of maximum range is long range.

Damage Result Table

D10	SEVERITY	DAMAGE	NOTES
1	Deflected	0	

D10	SEVERITY	DAMAGE	NOTES
2	Deflected	0	Knocked Prone
3-4	Minor Wound	1	
5	Minor Wound	1	Knocked Prone
6	Moderate Wound	2	
7	Moderate Wound	2	Knocked Prone
8	Major Wound	3	
9	Major Wound	3	Knocked Prone
10+	Mortal Wound	4	50% Dead/50% Amputation

NOTES: Rolls on this table are known as damage rolls. Each damage point reduces level of the Stamina Ability by one. If the combatant has negative Stamina left then that number serves as a wound penalty to all actions until healed.

Damage and wounds heal at a natural rate of 1 per day. Attacks to immobilize, disarm or knock uncon-

scious do no damage. They are successful on damage rolls of 5+.

Once immobilized a wrestler automatically 'hits' every turn doing damage. A hold can be broken using the action resolution table modified by the strength of both combatants. Getting up from a prone position counts as one's action for the round.

Attackers Damage Result Table Modifiers

MODIFIER	DAMAGE
Attacker Unarmed	-2
Light Weapon	+0(Dagger)
Average Weapon(1H)	+1(Sword)
Using 1H with 2 hands	+2

NOTES: DAMAGE values are added to the Damage Roll.

MODIFIER	DAMAGE
Heavy Weapon (2H)	+3(Battle axe)
Attackers Strength	+1/Level
Attacker Wounded	-1/Wound
Defender Wounded	+1/Wound

Damage Result Table Modifiers

MODIFIER	ARMOR
Leather Armor	+1
Chain Armor	+2
Plate Armor	+3

NOTES: ARMOR values are subtracted from the Damage Roll.

Major Wound Secondary Effect Table

D10	RESULT	NOTES
1-3	Leg Hurt	Cannot run; limited movement
4-6	Arm Hurt	Cannot use arm
7-9	Incapacitated	Cannot move or fight but awake
10	Unconscious	1D10 hours

Magic

A new character can only start with spells associated with his culture. Each 'type' of magic has a list of available spells. Each level of a spell costs one experience point.

For example to learn a 4th level spell costs 4 xp.

For each spell at a certain level learned in a type of magic, the character must know at least one spell of the next lower level.

To learn a 2nd level spell, a character must know a 1st level spell.

To learn a 4th level spell, a character must know one 3rd level spell, one 2nd level spell, and one 1st level spell.

A spell can be cast once per day.

Each level of the Raw Manna ability lets the character cast an extra two levels of spells per day. Spell store spells imbed a known spell into a physical object.

Sample Characters

Big Bad Balder

- Norse Warrior
- Abilities(9): Strength(2), Stamina, Melee Weapons, Sailing,
- Leadership, Personality, Oration
- Possessions: Battle Axe, Bag of Gold, Sailboat, Shield, Keg of Wine

Madogodius Atlantean Wizard

- Abilities(10): Literacy, Greek, Latin, Raw

manna(2)

- 1st Level Fire spell: Flaming weapon
- 2nd Level Fire spell: Fire Ball
- 1st Level Artificer spell: Contraption
- Possessions: Ring(Raw Manna +1), Staff, 3 Magical Contraptions: Magic Detection Goggles, Sextant(Navigation +1), Abacus (Mathematics +1)

Zeta

- Amazonian Warrior
- Abilities(9): Strength, Tactics, Melee Weapons, Archery, Running,
- Swimming, Seduction, Reflexes(2)
- Possessions: Long Bow, 15 Arrows, Spear, dagger

Corazon

- Renaissance Thief
- Abilities(10): Stealth(2), Sword fighting, Thrown Knife, Climbing,
- Lockpicking, Running, Luck, Bargaining
- Possessions: Brace of 4 Knives, Rapier, Lockpicking tools,
- vial of poison

Grift

- Celtic Ranger
- Abilities (10): Tracking, Survival(Forest), Animal Husbandry, Sword Fighting,
- Melee Weapons, Archery, Riding, Climbing, Swimming, Perception
- Possessions: Long Bow, 20 Arrows, Long Sword, Leather armor, Horse

Sir Darius

- British Knight
- Abilities (8): Nobility, Strength, Riding, Sword Fighting, Melee Weapons,
- Etiquette, Diplomacy, Stamina
- Possessions: Warhorse, Plate Armor, Great Sword, Lance, Page

Quixonjosoto

- Chinese Martial Artist
- Abilities (10): Martial Arts(2), Reflexes(2), Brawling(2), Balance
- Possessions: None

Zazun

- Chinese Soothsayer
- Abilities (8): Herbalism, Literacy, Mathematics, Martial Arts(2)
- 1st Level Divination Spell: Fortune Telling
- 1st Level Divination Spell: Detection
- Possessions: Tarot Deck, Abacus, Telescope, Starcharts
- L.K.
- Gothic Game Designer
- Abilities(6): Literacy, Appraisal, Medicine, Riding (horseless buggy), Oration, Artisan (Illustrator)

Sample Monsters

Some abilities of 'monsters' are not in terms of abilities. Because of this monsters are not created using xps, rather the referee must use his best judgement when designing monsters and when choosing to confront characters with them.

Centaur

- Speed of Horse = 4X human speed; Carry Heavy Burdens = 8X human
- Horse Kick = Attack: Damage +2 modifier; Carry Riders = 1 or 2 riders
- Thick Hide = Armor +1; Stamina = 3, Archery = 2, Reflexes = 1, Strength = 2, Melee Weapons level = 1
- Notes: Weakness for wine. Intelligent but unsophisticated. Has Bow and club.

Zombie

- Slow = Attack and Defense -1 in melee
- Stamina = 2, Strength = 1, Brawling = 1, Stealth = 2
- Regenerate = Heal 1 wound per round
- Immune to = Disease, poison, Mental magic, Illusion magic, Pain, sleep, charm, suggestion
- Notes: Undead. No penalty for being unarmed.

Skeleton

- Melee level = 1, Reflexes = 1
- Resistant to impaling weapons: These are at -2 on Damage roll.
- Immune to = Like zombie
- Notes: Undead. No penalty for being unarmed. Has axe and shield.

Djinn

- Flying = 8X human speed
- Stamina = 5, Reflexes = 4, Perception = 3, Strength = 4, Brawling = 4
- Fiery Aura = Defense +2, Damage +1, Attack +1
- Can cast any spell, up to 20 levels of spells per day.
- Notes: Very arrogant. Can be targeted as a demon, spirit, or elemental.

Nymph

- Seduction = 5
- Spells = Fey Travel X3, Vanish X2, Charm X3, Hold, Sleep, Entangle
- Notes: Fey. Solitary men will be seduced, drowned, and eaten.

Ogre

- Movement = 2X human speed, Strength = 6, Stamina = 7, Melee Weapons = 2
- Notes: Carries a 2H Maul (Damage +1)

Fire Drake

- Flying = 8X human speed
- Claws = 1 Attack: Damage +2; Bite = 1 Attack: Damage +3
- Tail sweep = 1 Attack: Damage -1, Attack +1
- Fire breath = 1 Attack: Damage +1, Attack +2, Range = 60
- Armored scales = Armor +4
- Stamina = 6, Reflexes = 3, Perception = 2
- Notes: Weakness for gold. Young Dragon. Intelligent.
- Can breath fire every third round. Tail sweep attacks to the rear.

Bestiary

- Giants- Very rare. Some are elemental titans. Some are magical creations. Some are isolated, evil subhumans.
- Dragons- Extremely rare. Great diversity of forms.
- Undead- Cursed souls & bodies. Often the work of death magic.
- Demons- Entities summoned from evil dimensions.
- Fey- Common. Wicked or winsome sprites, fairies, & trolls.
- Mythic Monsters- The work of Gods or mighty magic.
- Automatons- The servants of Artificers.
- Dinosaurs- In hidden valleys. Some have dragon-like forms.
- Carnivorous Plants- Beware the shrubbery.
- Simmians- Primitive intelligent apes.
- Felines- Noble, intelligent race of Cat-men.
- Reptilians- Sophisticated, Intelligent, bipedal dinosaurs.
- Troglodytes- Ancient, evil, intelligent Amphibian-

men.

Sample Adventures

Completion of an adventure will earn the characters gold, fame, magic items & experience points.

1. Infiltrate a Babylonian Ziggurat temple to steal its treasures.
2. Defeat an Arabic wizard.
3. Rescue a Greek prince from a Lemurian dungeon.
4. Party finds a Phoenician treasure map to a secret island.
5. Find a way to stop a Roman invasion.
6. Party is challenged by an Aztec God.
7. Retrieve an Islander's ancient relic to remove a terrible curse.
8. Steal a Caribbean pirate's treasure.
9. Assassinate the guildmaster of a Gothic city.
10. Explore a jungle inhabited by Zulus & Pygmies.
11. Retrieve devices stolen from a Russian artificer.
12. Collect rare ingredients for a Chinese alchemist.
13. Escort a frail Hindu astrologer to a far away observatory.

Sample Magic Items

ITEM	NOTES
Sword	Damage +1
Bow	Archery +1
Gauntlets	Strength +1
Staff	Raw Manna +3
Cape	Blur spell. Use 4X a Day
Potion	Heal 1D6 hits. One use.
Bracers	Defense +1
Spectacles	Perception +1. Fragile.
Helmet	Leadership +2. Silver.
Shield	Round Shield; Reflect spells on a roll of 1-4 on D10
Boots	Running +3
Pendant	Reflexes +1
Charm	Luck +1
Key	Unlock spell. Use once a Day
Wand	Energy Bolt spell. 2D6 Charges.
Dagger	Poison
Salve	Cure diseases & poison. 1D6 uses.
Scroll	One random spell. One use.
Mace	Damage +3 vs Undead.
Sword	Attack +1
Paint	Disguise Spell. One use.
Orb	Light spell. Continuous on command.
Sand	Sleep spell. One use.
Wand	Illusions spell. 2D6 Charges.
Carpet	Flying. Continuous on command. Carries up to 2 riders
Crystal Ball	Scrying Pool spell. Three times per day
Arrow	Damage +4. One use.
Headband	Martial arts +1.

ITEM	NOTES
Slippers	Dance +5.
Book	Herb Lore +3.
Girdle	Wrestling +2.
Gloves	Brawling +2.
Mask	Detect Spirit & Talk to Spirits X3 day each.
Bear Hide	Armor +2, Strength +1, Stamina +2
Feather Cape	Flying. Use 3X day.

Commonalities

The common universal currency is the Gold Piece.
The common trade language is Atlantean.





Privateers

Introduction

Card game for 2+ players. Latter half of the Seventeenth Century. Players are European Nations employing Privateers to attack each other's shipping.

Historical Note

In this era, only about 20% of a Nations Fleet would be Crown property, The remainder were privately owned ships, that when they were not augmenting the Battle Line, were permitted to do Commerce raiding on their own.

Nations

Each player must pick one: Spain, England, France, Holland

Victory

The first player to accumulate 100 Gold is the Winner.

The Deck

Players share a common deck. Card types include: Ships, Captains, Crews, Bases, Escorts Merchants, Treasures, Defenses, Events

Dice

6 sided dice are needed.

Setup

Each player is dealt a random hand of 7 cards. Players roll high on 1D6 to see who goes first.

Raid Table

2D6	Result:	Notes:
2-5	Disaster	The Privateer and all attached cards are discarded.
6-9	No Effect	The Merchant escapes or the Privateer is driven off.
10+	Success	The Merchant or Base is captured.

If the Privateer has a higher Strength get +1 to the Roll. If the Privateer's Strength is Double that of the Defender, get +2 to the Roll. If the Defender has a higher Strength get -1 to the Roll.

If the Defender's Strength is Double that of the Privateer, get -2 to the Roll. If a Merchant is captured, gain Gold equal to its Gold value. If a Base is captured, discard 1 Defense card, and gain control of the Base.

Turn Sequence

Players take turns. Each turn has 7 phases:

1. Fate Phase
2. Sailing Phase
3. Merchant Phase
4. Raid Phase
5. Privateer Phase
6. Taxes Phase
7. Settlement Phase

Fate Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

Sailing Phase

Put a Travel Token on each of your Merchants. If a Merchant has 3 or more Tokens, discard it and gain Gold = Merchants Gold Value + the value of any attached Treasure cards.

Merchant Phase

You may put a Merchant card from your hand into play. You may attach Escort and Treasure cards to any Merchant. You may play up to one Ocean, Island, or Coast Event card per Merchant.

Raid Phase

Each of your Privateers (Attacker) may attack one enemy Merchant or Base (Defender). Each Privateer must attack a different target. Players may play event cards to increase the Strength of Target Privateers, Merchants, and Bases.

Roll 2D6 on the Raid Table.

Privateer Phase

You may put a Privateer card from your hand into play. You may attach one Captain card and one Crew card to the Privateer.

Taxes Phase

Gain Gold from each of your bases = to their Gold Level.

Settlement Phase

You may put a Base card from your hand into play. You may attach Defense cards to any of your Bases. A Base may have a max of 2 Defense cards attached.

Max hand size is 8 cards. At the end of this phase, discard excess cards.

Common Deck Card List

Card Name:	#	Type	Str	Gold
Galleon	2	P	7	-
Patache	2	P	3	-
Zabra	2	P	4	-
Fragata	2	P	5	-
Sloop	2	P	2	-
Brig	2	P	3	-
Brigantine	2	P	4	-
Schooner	2	P	2	-
Vlieboot	2	P	4	-
Galeoncetes	2	P	5	-
Frigate	2	P	6	-
Havana	1	B	9	5
Port Royal	1	B	9	5
Cartagena	1	B	9	5
Tortuga	1	B	9	5
Port	2	B	8	4
Bastion	2	B	7	4
Fort	2	B	6	3
Town	2	B	5	3
Colony	2	B	4	2
Settlement	2	B	3	2
Outpost	2	B	2	1
Village	2	B	1	1
Merchantman	4	M	2	5
Trade Ship	4	M	1	4
Smuggler	4	M	3	2
Caravel	4	M	1	3
Troop Ship	4	M	4	1
Fat Merchant	4	M	1	6
Treasure Ship	4	M	1	7
Corsairs	2	C	+3	-
Buccaneers	2	C	+3	-
Pirates	2	C	+3	-
Marines	2	C	+2	-
Marauders	2	C	+2	-
Sea Dogs	2	C	+2	-

Card List Notation

P Privateer Ship
M Merchant ship
B Base
C Crew
X Captain
E Escort
D Defense
Copies in Deck
Str Strength

Card Name:	#	Type	Str	Gold
Cutthroats	2	C	+2	-
Sea Curs	2	C	+2	-
Convicts	2	C	+1	-
Slaves	2	C	+1	-
Captives	2	C	+1	-
Duke of Alba	1	X	+2	-
Duke of Medina	1	X	+2	-
Admiral du Casse	1	X	+2	-
Baron de Pointis	1	X	+3	-
Don Alvaro	1	X	+3	-
Captain Blake	1	X	+4	-
Captain Cavendish	1	X	+3	-
Captain Morgan	1	X	+5	-
Captain Hawkins	1	X	+4	-
Captain Drake	1	X	+5	-
Captain Kidd	1	X	+5	-
Flota	2	T	-	+7
Convoy	2	T	-	+6
Peruvian Treasure	2	T	-	+4
Precious Cargo	2	T	-	+5
Treasure Laden	2	T	-	+3
Garrison	2	D	+5	-
Stone Fortifications	2	D	+6	-
Earthworks	2	D	+4	-
Hilltop	2	D	+2	-
Maritime Center	2	D	-	+2
Haven	2	D	+1	+1
Pirate Lair	2	D	+3	-
Militia	2	D	+2	-
Beach Patrols	2	D	+1	-
Artillery	2	D	+7	-
Capitana	2	E	+7	-
Escort Armada	2	E	+6	-
Patrol Ship	2	E	+3	-
Galley Squadron	2	E	+5	-
Pair of Galleys	2	E	+4	-

Event Cards

Card Name:	#	Notes:
Major Expedition	2	2 of your Privateers may combine to Attack
Mutiny	2	Discard target Captain and take control of Ship
Plunder	2	Gain 2D6 Gold after Plundering a Base
Boarding Action	2	Privateer gets Strength +3 vs Merchant
Broadsides	2	Privateer gets Strength +4 vs Merchant
Sneak Aboard	2	Privateer gets Strength +5 vs Merchant
Siege	2	Privateer gets Strength +5 vs Base
Shipbuilding	2	Play an extra Privateer or Merchant this turn
Coastal Waters	2	Privateer gets Strength +2 vs Merchant
Azores	2	Islands: Add 1 Travel Token to Merchant
Canary Islands	2	Islands: Add 1 Travel Token to Merchant
Transatlantic Route	2	Ocean: Add 1 Travel Token to Merchant
Shipping Route	2	Ocean: Add 1 Travel Token to Merchant
Terra Firme	2	Coast: Add 1 Travel Token to Merchant
Barbary Coast	2	Coast: Add 1 Travel Token to Merchant
Scurvy	2	Discard target Crew card
Letter of Marque	2	Draw 2 cards
Safe Conduct	2	Target Merchant cannot be attacked this turn
Hurricane	2	Destroy target Merchant, Privateer, or Base





Progression

Introduction

Math themed Card game for 2-4+ players.

The Deck

- Cards are numbered zero to nine (0-9).
- There are 6 copies of each card.
- The Deck is composed of 60 cards.

Winning

The first player to make 5 Progressions wins. Keep track on a piece of paper.

Setup

Players cut the deck: The player with the highest cut goes first Shuffle the deck. The Deck is kept face down in the middle of the table. Each player is dealt 7 cards.

Turn Sequence

Players take turns. Each turn has 3 Phases: Draw Phase Progression Phase End Phase

Draw Phase

Draw 1 card from the top of the deck and put it in your hand. If the deck runs out, shuffle the discard and draw from it.

Progression Phase

You may play one progression from your hand. A Progression consists of 3 related numbers. A List of possible Progressions follows the Turn Sequence.

Note: To make an individual number greater than 9 requires 2 or more cards:

- Example 1: The number "3" requires only a 3 card.
- Example 2: The number "81" requires both an 8 card and a 1 card.
- Example 3: The number "125" requires a 1, a 2, and a 5 card.

Note a zero by itself may not be a number in a Pattern. A Progression must contain at least 4 cards.

End Phase

If you made a progression this turn, draw 1 card. Max hand size is 8 cards. Discard excess cards.

Progression List

There 7 types of Progressions currently available: Basic, Algebraic, Prime, Exponential, Pythagorean, Fibonacci, Geometric

Basic Progression

The numbers must be related by an addition or multiplication pattern: Examples:

- $88 + 90 + 92$ ($88 + 2 + 2$)
- $15 + 20 + 25$ ($15 + 5 + 5$)
- $83 + 84 + 85$ ($83 + 1 + 1$)
- $79 + 83 + 87$ ($79 + 4 + 4$)
- $23 + 34 + 45$ ($23 + 11 + 11$)
- $15 + 30 + 45$ ($(15 \times 1) + (15 \times 2) + (15 \times 3)$)
- $18 + 27 + 36$ ($(9 \times 2) + (9 \times 3) + (9 \times 4)$)
- $33 + 44 + 55$ ($(11 \times 3) + (11 \times 4) + (11 \times 5)$)

Algebraic Progression

The numbers must be related by an algebraic equality: Examples:

- $7 + 9 + 16$ ($9 + 7 = 16$)
- $7 + 9 + 63$ ($9 \times 7 = 63$)

Prime Progression

These are sets of sequential Prime Numbers: Examples:

- $13 + 17 + 19$
- $29 + 31 + 33$

Exponential Progression

A sequence of: Number + Number Squared + Number Cubed. Examples:

- $3 + 9 + 27$
- $4 + 16 + 48$
- $5 + 25 + 125$

Pythagorean Progression

The Squares of 3 sequential numbers. Examples:

- $4 + 9 + 16$
- $9 + 16 + 25$

Fibonacci Progression

3 Sequential numbers of the Fibonacci Sequence. Examples:

- $5 + 8 + 13$
- $55 + 89 + 144$

Geometric Progression

A sequence of: Number + Number x Coefficient +
((Number x Coef) x Coef) Examples:

- $2 + 16 + 18$ ($2 + (2 \times 3) + ((2 \times 3) \times 3)$)
- $5 + 10 + 20$ ($5 + (5 \times 2) + ((5 \times 2) \times 2)$)

Game Designers Notes

If any mathematicians out there would like to add
some more Progressions, Please let me know.





Prohibition

Introduction

Board and Dice Game. American Prohibition 1920's Theme. Players are smugglers transporting Alcohol.

Victory

The player with the most Bankrolls at the end of the game wins.

Space	Name:	Type:
1	Casino	E
2	Skyscrapers	C
3	Black Market	S
4	Babe Ruth	C
5	Dance Hall	E
6	Harlem Renaissance	C
7	Canada	S
8	Suffrage	C
9	Saloon	E
10	Art Deco	C
11	Moonshine Still	S
12	The Lost Generation	C

Board Notation

- S** Source
- E** Establishment
- C** Culture

Player Pawns

Each player has a unique Pawn.

Law Enforcement Pawns

In addition to the Player Pawns, there are 3 unique Law Enforcement Pawns:

1. Local Police
2. Prohibition Agent
3. FBI Agent

Dice

Six sided dice are needed.

Bankrolls

Money is counted in units called Bankrolls. Use coins to keep track of Bankrolls.

Game End

The Game ends when there are no Bankrolls left on any Culture spaces.

The Board

The Board is a circular Track of 24 Spaces:

Space	Name:	Type:
13	Speakeasy	E
14	Jazz Music	C
15	Rum Runners	S
16	Electrification	C
17	Dive	E
18	Car Culture	C
19	Mexico	S
20	Flappers	C
21	Night Club	E
22	Talkie Movies	C
23	Brewery	S
24	Golden Age of Radio	C

Cases

Shipments of Alcohol are counted in units called Cases. Use Tokens to keep track of Cases.

Setup

Place 2 Bankrolls on each Culture Space. Player Pawns start in the Speakeasy. Each Player starts with 3D6 Bankrolls.

Players roll high on 1D6 to see who goes first. The Law Pawns all start in the Casino.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Production Phase
2. Consumption Phase
3. Action Phase

Production Phase

Roll 1D6:

1	Black Market
2	Canada
3	Moonshine Still
4	Rum Runners

1	Black Market
5	Mexico
6	Brewery

The indicated "Source" space gains 2D6 Cases.

Consumption Phase

Remove 1 Case Token from every "Establishment" Space that has them. An Establishment with Case Tokens is "Wet". An Establishment without Case Tokens is "Dry".

Action Phase

On your turn roll 2 Dice. You may use a Die Roll to:

1. Move your Pawn that many spaces in any direction.
2. Move a Law Pawn that many spaces in any direction.

A Law Pawn can only be moved once per turn.

Landing On A Source Space

If your pawn lands on a Source space with Cases on it, you may buy None, some, or all of the Cases on it. Cases cost 1 Bankroll each. Place the Case Tokens in front of you.

Landing On An Establishment Space

If your pawn lands on an Establishment with no Cases on it, you may Sell all of your cases to it. The Establishment will pay 2 Bankrolls for each case.

Landing On A Culture Space

If your pawn ends its last move of the turn on a Culture space with 1 or 2 Bankrolls on it, take 1 Bankroll.

Landing On An Opponents Pawn

If you have no Cases and you land on an opponent's pawn with cases, You steal 1D6 cases from him.

Landing On A Law Enforcement Pawn

You may not use a roll to move your pawn onto a law pawn.

Moving The Police Pawn

If the Police pawn lands on an Establishment space with Cases on it, all those Cases are confiscated (removed from play)

Moving The Prohibition Agent Pawn

If the Prohibition Agent pawn lands on a Player Pawn with Cases on it, all those Cases are confiscated (removed from play) If there are more than one Player Pawns on the space, you pick Which one is stung.

Moving The Fbi Pawn

If the FBI pawn lands on a Source space with Cases on it, all those Cases are confiscated (removed from play)

Links

[Wikipedia](#)





Protecting The Skies

Introduction

Solo Dice Game. Simulation of an Air War between USA and an imaginary Middle Eastern Nation.

Materials

Paper, pencil, 1-2 six sided dice & 1 ten sider, nobody to play with.

Goal

The player plays the commander of Anti-Aircraft troops of an imaginary Middle Eastern Nation. The

goal is to bring down ten American war planes to create anti-war sentiment in the USA and halt the American assault.

Map

Draw a map of your nation with ten provinces and the capital city. Number the provinces with numbers from 1 to 10, 1 being the capital city. Place the 12 possible American bombing targets to provinces according to 1d10 rolls.

American Bombing Targets

#	Name	#	Name
1	International Airport	7	Military Base
2	TV Station	8	Ammo Factory
3	Power Station	9	Military Base
4	Power Station	10	Main Military HQ
5	Military Airport	11	Military Airport
6	Oil Distillery	12	Presidential Residence

Aa Troops And Weapons

#	Description
1d6	Long Range Missile Systems
	Against High Flying Bombers (B-52)
2d6	Short Range Missiles
	Against Low Flying Assault Planes (F15, Tornado(RAF), A10)
3d6	Units with Stinger Missiles
	Against Low Flying Assault Planes (F15, Tornado (RAF), A10)
3d6	Units with AA-guns
	Against Low Flying Assault Planes (F15, Tornado (RAF), A10)

PHASE 1: Deployment

Deploy your troops and units into provinces. The Units cannot be transferred from Province to Province after the American Assault has begun. Units can be deployed either as active or hidden. An active unit can fire against attacking troops but has a greater risk of being detected and attacked. A hidden unit cannot attack but the risk of being discovered is smaller. Once a hidden unit has changed to active status, it cannot be hidden again.

PHASE 2: American Assault

Roll Target Province Roll with 1d10. That's the Province the Americans are attacking. Then Roll d6 to determine, whether the Americans are attacking the

AA units or the Targets in the province. On 1-3 on d6, the Americans are attacking the AA units, on 4-6 on d6, another target in the province. If there is no targets in the province, Americans have bad intelligence and they attack targets with no value. During the first five turns, the Americans attack only with 1d6-1 B-52's, aftern that the Americans attack with 1d6-1 B-52's, 1d6-1 F-15's, 1d6-1 Tornados (RAF) and 1d6-1 A10's.

PHASE 3: Intercept

Against B-52's you can fire 1d6 Long Range Missiles if you have such unit active in a province. A Long Range Missile destroys a B-52 with 6 on d6.

Against Low Flying Bombers you can fire 1d6 Short Range Missiles, 1d6 Stingers and 1g6 AA-guns are at

range. A Short Range Missile hits a Low Flying Bomber with 5-6 on d6. A stinger and a gun hits with 6 on d6.

All unintercepted planes attack the targets. B-52 will kill an active AA unit with 5-6 on d6 and destroy other target with 4-6 on d6. A low flying bomber will kill an active AA unit with 4-6 on d6 and destroy another target with 5-6 on d6. A hidden AA- unit is killed with 6 on d6. The AA units will be attacked in order: 1. Long Range Missile Unit, 2. Short Range Missile unit, 3. AA-gun, 4. Stinger Unit.

PHASE 4: Regroup.

You count your losses. You can activate hidden AA-units.

Victory

You win if you destroy 10 American planes. Then the public opinion in the USA forces the President to stop bombings. You lose if the Americans destroy all the Targets or all your AA units.





Psionica

Introduction

Players are Psionic warriors trying to destroy each others minds and bodies. 2+ player card game.

The Deck

Players share a common deck. The deck contains 1 of each of the cards in the card list. The deck contains 9 power cards.

Cards of 2 or more types can be used for either purpose. Six sided dice (1D6) are needed.

Setup

Each player starts with 20 Physical points and 20 Mental points. Each player starts with 3 cards. Determine turn order by rolling high on 1D6.

The first player to go must discard a card.

Object

Reduce your opponent to 0 Physical or Mental points.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Power Phase
2. ESP Phase
3. Attack Phase

Card List

Card Name	Type	Notes
Psi Scream	M	May be used as a Power card
Mind Bomb	M	Opponent may discard 1 card to negate this card
Mental Blow	M	
Mind Twist	M	
Psychic Lobotomy	M/I	
Psionic Blast	M	You lose 2 Mental points
Id Insinuation	M	
Dream Stalker	M/E	Scry if used as an ESP card
Mind Stab	M	
Ego Whip	M	
Trance State	MD	
Thought Shield	MD	
Mind Wall	MD	

Discard Rule

All cards are discarded as soon as they are played.

Power Phase

The current player draws 2 cards. Max hand size = 7. Discard excess cards.

Esp Phase

The current player may play one card of the: "E" (ESP) type or the "R" (Regeneration) type. "Scry" means to look at an opponents hand.

Attack Phase

The current player may play 1 card of one of the following types: M (Mental Attack) P (Physical Attack) SM (Special Mental Attack) I (Incapacitating Attack) A mental attack will cause an opponent to lose 1D6 Mental points. A physical attack will cause an opponent to lose 1D6 Physical points. The attacker may play "Power" cards to enhance the attack damage.

the Power card must be played with its base card together and then the defender reacts. For Special mental attacks apply the card text. An Incapacitated player can play no cards until the end of his next turn.

The target opponent may play a D card (Defense) to negate any attack. The target opponent may play a PD card (Physical Defense) to negate any physical attack. The target opponent may play an MD card (Mental Defense) to negate any M, I, or SM attack.

Card Name	Type	Notes
Mind Barrier	MD	
Intellect Fortress	MD	
Tower of Iron Will	MD	
Delta Waves	R	Regain 1D6 Mental Points
Drain	SM	Steal 1D6 Mental points from opponent
Psychic Vampire	SM	Steal 2 random cards from opponent
Mind Switch	SM	Switch hands with opponent
Mind Trap	SM	Opponent that looks at your hand loses 1D6 MP's
Psychic Venom	SM	Opponent -1 Mental point for 1D6 turns in his Power phase
Memory Lapse	SM	Opponent loses 3 random cards
Amnesia	SM	Opponent loses 3 random cards
Mind Wipe	SM	Opponent loses 1D6 random cards
Electrokinesis	P	
Cryokinesis	P/I	
Pyrokinesis	P	
Energy Bolt	P	
Telekinetic Blow	P	
Telekinesis	P	
Molecular Agitation	P	
Mind over Matter	P	
Brain Burn	P/M	
Suggestion	P/I	
Domination	P/I	
Temporal Stasis	P/PD	
Combat Sense	PD	
Levitation	PD	
Invisibility	PD	
Teleport	PD	
Rejuvenation	R	Regain 1D6 Physical Points
Sense Aura	D	
Anti-psi	D	Discard one card when you play this card
Neutralize	D	Use any time to negate any card play
Reflection	D	Attack reflected back onto attacker
Mesmerize	I	
Fugue State	I	
Inflict Pain	I	
Fear	I	
Seizure	I	
Paralyzation	I	
Confusion	I	
Images	I	
Astral Projection	E	Search deck & put 1 card in your hand
Astral Sight	E	Scry and look at next 2 cards in deck
Clairvoyance	E	Scry and draw 1 card from deck
Precognition	E	Look at next 5 cards in deck
Total Recall	E	Search discard & put 1 card in your hand
Telepathy	E	Scry all opponents
Mental Probe	E	Scry and discard one of opponents cards
Brain Storm	E	Draw 3 cards
Power	X	Add 1D6 to target dice roll

Game Designers Notes

Unused card names: Head explodes, Head Bang,
Kill the Inner child





Psych Ward

Introduction

Card game for 2 or more players. Players are medical professionals working in a hospital psych ward. Match drugs to diagnoses to score points.

Objective

The game ends when all patients have been successfully treated. The player, at the end of the game, with the most patients in his file is the winner.

The Decks

Players share two common decks: The Patient Deck, and the Treatment Deck. The decks contain one of each card described in the lists.

The Patient Deck

Each card represents a patient. The card describes the patient's diagnosis and treatment requirements.

The Treatment Deck

The treatment deck has two types of cards: Drug Cards (used to treat) and Contraindication Cards (used to negate treatments) Note: A few Drug cards describe non-pharmacological treatment options. Contraindication cards represent ADR's (Adverse Drug Reactions), Side effects, Co-morbid disease states, Drug interactions, Kinetics, Dynamics, Dosing, and Administration errors that would result in therapeutic failure.

Setup

Each player starts with a hand of 5 random treatment cards. Determine Turn order (the player with the longest name goes first).

Patient Deck Card List

Patient Disorder:	Notes (Treatment Requirements)
Paranoid Schizophrenia	Treat with 1 drug for SZ
Catatonic Schizophrenia	Treat with 1 drug for SZ
Disorganized Schizophrenia	Treat with 1 drug for SZ
Undifferentiated Schizophrenia	Treat with 1 drug for SZ
Residual Schizophrenia	Treat with 1 drug for SZ

Turn Sequence

Players take turns. Each turn has 3 Phases: Admissions Phase Pharmacopoeia Phase Treatment Phase

Admissions Phase

The center of the table is referred to as the Ward. Take the top card of the Patient deck and place it face up in the Ward. (This is the newest admission) Note: As the game proceeds, there will be more and more admits.

Maximum patient population in the ward is 8 patients. If there are already 8 patients in the Ward, skip this phase.

Pharmacopoeia Phase

Draw 3 cards from the Treatment deck and put them in your hand. If the deck runs out, shuffle the discard and draw from it. Max hand size is 8 cards. Discard excess cards.

Treatment Phase

Discard any Treatment cards from your hand you don't want. You may attempt to treat a patient by playing an appropriate Drug card from your hand onto that Patient. Your opponents may play (discard) an appropriate Contraindication Card to cause a target Drug card to be discarded.

If you meet all the treatment requirements of a patient, put that patient Card into your File (A pile next to you). Some patients require 2-3 Drug cards for successful treatment; It is possible That a patient may be partially treated. In this case, the Drug cards remain On the patient from turn to turn. The player who finishes the treatment gets to keep the Patient for his or her file. One a patient goes to a File, discard all Drug cards on the patient.

During your turn you may play multiple Drug cards and treat multiple patients.

Patient Disorder:	Notes (Treatment Requirements)
Schizo-affective Disorder	Treat with 1 drug for SZ & 1 for BP
Psychotic Break	Treat with 1 drug for SZ & 1 BNZ
Psychosis	Treat with 1 drug for SZ & 1 BNZ
Violent Outbursts	Treat with 1 drug for SZ & 1 BNZ
Major Depression	Treat with 1 drug for DP (2)
Dysthymia	Treat with 1 drug for DP
Double Depression	Treat with 2 drugs for DP
Suicidal Ideation	Treat with 2 drugs for DP
Self Mutilation (Cutter)	Treat with 1 drug for DP
Depression with Psychotic Features	Treat with 1 drug for DP & 1 for SZ
Social Phobia	Treat with 1 drug for AX
Anxious Depression	Treat with 1 drug for DP & 1 for AX
Generalized Anxiety Disorder	Treat with 1 drug for AX (2)
Panic Attacks	Treat with 3 drugs for AX
Obsessive-compulsive Disorder	Treat with 2 drugs for OCD (2)
Post-traumatic Stress Disorder	Treat with 1 drug for AX
Manic Depressive	Treat with 1 drug for BP
Mixed Bipolar	Treat with 1 drug for BP
Manic Episode	Treat with 1 drug for BP & 1 BNZ
Depressive Bipolar	Treat with 1 drug for BP
Cyclothymia	Treat with 3 drugs for BP
Seasonal Affective Disorder	Treat with 1 drug for BP
Dyssomnia	Treat with 1 drug for SD
Insomnia	Treat with 1 drug for SD (2)
Alcoholic Detox	Treat with 1 BNZ
Benzo Detox	Treat with 1 BNZ
Opiate Detox	Treat with 1 ODT
Poly Substance Abuse	Treat with 1 BNZ & 1 ODT

SZ Schizophrenia
BP Bipolar
DP Depression
AX Anxiety

OCD Obsessive-compulsive Disorder
SD Sleep Disorder
BNZ Benzodiazepines
(X) Number of that card in the deck

Drug Cards (the Treatment Deck) Card List

Drug	Class	SZ	AX	DP	BP	OCD	SD
Ativan	BNZ	-	1	C	3	-	1
Xanax	BNZ	-	1	C	3	-	1
Halcion	BNZ	-	1	C	3	-	1
Valium	BNZ	-	1	C	3	-	1
Librium	BNZ	-	1	C	3	-	1
Dalmane	BNZ	-	1	C	3	-	1
Restoril	BNZ	-	1	C	3	-	1
Serax	BNZ	-	1	C	3	-	1
Clonazepam	BNZ	-	1	C	3	-	1
Tranxene	BNZ	-	1	C	3	-	1
Phenobarbital	BRB	-	3	C	-	-	2
Atarax	AH	-	3	-	-	-	1
Prozac	SSRI	-	1	1	C	1	-
Zoloft	SSRI	-	1	1	C	1	-

Drug	Class	SZ	AX	DP	BP	OCD	SD
Paxil	SSRI	-	1	1	C	1	-
Luvox	SSRI	-	1	1	C	1	-
Celexa	SSRI	-	1	1	-	1	-
Lexapro	SSRI	-	1	1	-	1	-
Wellbutrin	AAD	-	-	1	1	-	-
Bupropion	AAD	-	-	1	1	-	-
Effexor	AAD	-	1	1	-	-	-
Serzone	AAD	-	-	1	-	-	2
Remeron	AAD	-	-	1	-	-	2
Trazadone	AAD	-	-	1	-	-	1
Phenelzine	MAOI	-	-	3	-	3	-
Tranlycypromine	MAOI	-	-	3	-	3	-
Buspar	AAX	-	1	3	-	2	-
Ambien	HYP	-	-	-	-	-	1
Sonata	HYP	-	-	-	-	-	1
Elavil	TCA	-	-	2	-	2	3
Clomipramine	TCA	-	-	2	-	1	3
Amoxipine	TCA	-	-	2	-	2	3
Doxepin	TCA	-	-	2	-	2	3
Imipramine	TCA	-	-	2	-	2	3
Pamelor	TCA	-	-	2	-	2	3
Lithium	MS	-	-	3	1	2	-
Lithobid	MS	-	-	3	1	2	-
Depakote	MS	-	-	-	1	-	-
Valproic Acid	MS	-	-	-	1	-	-
Tegretol	MS	-	-	3	1	-	-
Carbamazepine	MS	-	-	3	1	-	-
Lamotragine	AAC	-	-	-	2	-	-
ECT	ECT	-	-	1	-	-	-
Haldol	TAP	1	-	-	2	2	-
Thorazine	TAP	1	-	-	2	-	-
Prolixin	TAP	1	-	-	2	-	-
Stelazine	TAP	1	-	-	2	-	-
Zyprexa	AAP	1	-	-	1	C	-
Olanzapine	AAP	1	-	-	1	C	-
Clozaril	AAP	2	-	-	3	C	-
Geodon	AAP	1	-	-	1	C	-
Seroquel	AAP	1	-	-	1	C	-
Quetiapine	AAP	1	-	-	1	C	-
Risperdal	AAP	1	-	-	1	C	-
Risperidone	AAP	1	-	-	1	C	-
Herbal Medication	-	-	3	3	-	-	2
Behavioral Therapy	BT	3	3	3	3	3	3
Clonidine	ODT	-	-	-	-	-	-
Methadone	ODT	-	-	-	-	-	-
Naltrexone	ODT	-	-	-	-	-	-

1 First Line Indicated (Drug of Choice)

2 Second Line Drug

3 Third Line Drug

C Contraindicated (= Do not use)

SSRI Selective Serotonin Reuptake Inhibitor

AAD Atypical Antidepressant

MAOI Monamine Oxidase Inhibitors

AAX Atypical Anxiolytic

HYP Hypnotic

BRB Barbiturate

AH Antihistamine

TAP Typical Antipsychotic

AAP Atypical Antipsychotic
MS Mood Stabilizer
ECT Electroconvulsive Therapy
AAC Atypical Anticonvulsant
ODT Opiate Detox
BT Behavioral Therapy is 2nd line for all Detox patients

Second And Third Line Drugs

You cannot treat with a 2nd line drug until another drug has been used or tried. You cannot treat with a 3rd line drug until 2 other drugs have been used or tried.

Contraindication Cards (the Treatment Deck) Card List

Contraindication:	Target Drug Cards:
Addiction	BNZ, BRB
Overdose	TCA, BRB, LI
Sexual Dysfunction	TCA, SSRI, MAOI, AAD
Seizures	Bupropion, TCA
Anticholinergic effects	TCA, AH, MAOI, Serzone
Refractory Disease State	Any
Drug Resistance	Any
Tolerance	Any
Drug Allergy	Any
Dermatological effects	TCA, AAP, TAP, MS
Anterograde Amnesia	BNZ
Paradoxical Excitement	BNZ
Dizziness	BNZ, BRB, Remeron
Withdrawal Symptoms	BNZ
Sedation	BNZ, TCA, Li, Paxil, Phenelzine
Activating	SSRI (not Paxil)
Autonomic Side Effects	TCA
Cardiac Side Effects	TCA, Li, Effexor
Weight Gain	TCA, Remeron, Li, AAP
Weight Loss (Anorexia)	SSRI, Effexor
SIADH	TCA, SSRI
Compliance Issues	Any
Precipitate Mania	TCA
Hypertensive Crisis	MAOI
Serotonin Syndrome	MAOI
Anxiety	SSRI
Nausea	SSRI, AAD, AAX
Comorbid COPD	BNZ
Comorbid Eating Disorder	Bupropion
Priapism	Trazadone
Orthostasis	TCA, Trazadone, Effexor, Risperdal
Nephrogenic Diabetes Insipidus	Li
Hematologic effects	Valproic Acid, Tegretol, AAP
Dystonia	TAP
Pseudoparkinsonism	TAP
Akathisia	TAP
Tardive Dyskinesia	TAP
Neuroleptic Malignant Syndrome	TAP
Interaction: Cimetidine	BNZ
Comorbid Alcoholic	BNZ, BRB
Interaction: OTC Decongestants	MAOI
Interaction: NSAIDS	Li

Contraindication:	Target Drug Cards:
Underdosage	Any
Therapeutic Failure	Any
Gynecomastia	TAP
Agranulocytosis	Clozaril
Comorbid Personality Disorder	Any
Not covered by Insurance	Any
Misdiagnosis	Shuffle patient back into deck
Transferred	Shuffle patient back into deck





Psychobabble

Introduction

Card game for 2-4+ Players. Players are Therapists trying to cure their patients and themselves.

Winning

The player with the most Total Victory Points (VP) wins. Gain 10 VP for each patient you cure. Lose 10 VP for each patient you fail.

Game End

The game ends after exactly 1 Hour.

The Board

The Board is a square track. Each side has 13 spaces.

Space:	Notes:
Red Office	Corner Starting Space
Generalized Anxiety	Gain 1 NP
Group Therapy	Cure 1 NP +1 per pawn on this Space
Chance	Draw 1 card from the Chance Deck
Set Goals	Cure 1 NP
Postmodern Life	Gain 1 NP
Chance	Draw 1 card from the Chance Deck
Quiet Desperation	Gain 1 NP
Psychobabble	Cure 1 NP
Chance	Draw 1 card from the Chance Deck
Rehab	Cure 2 NP
Self-Absorption	Gain 1 NP
Blue Office	Corner Starting Space
Relapse	Gain 2 NP and move back 1D6 Spaces
Defense Mechanisms	Cure 1 NP
Chance	Draw 1 card from the Chance Deck
Retail Therapy	Cure 1 NP
The Human Condition	Gain 1 NP
Chance	Draw 1 card from the Chance Deck
Victim Mentality	Gain 1 NP
Repression	Cure 1 NP
Chance	Draw 1 card from the Chance Deck
Anti-Depressants	Cure 2 NP
Insecurities	Gain 1 NP
Green Office	Corner Starting Space
Angst	Gain 1 NP
Pop Psychology	Cure 1 NP
Chance	Draw 1 card from the Chance Deck
Self-Realization	Cure 1 NP
Burnout	Gain 1 NP
Chance	Draw 1 card from the Chance Deck
Cognitive Dissonance	Gain 1 NP
Sublimation	Cure 1 NP
Chance	Draw 1 card from the Chance Deck
Self Help Books	Cure 1 NP
Apathy	Gain 1 NP

Space:	Notes:
Yellow Office	Corner Starting Space
Panic Attack	Gain 3 NP
Closure	Cure 2 NP
Chance	Draw 1 card from the Chance Deck
Denial	Cure 1 NP
Guilt Trip	Gain 2 NP and move ahead 1D6 Spaces
Chance	Draw 1 card from the Chance Deck
Dysfunctional Family	Gain 1 NP
Breakthrough	Cure 2 NP
Chance	Draw 1 card from the Chance Deck
Daily Affirmations	Cure 1 NP
Shame Spiral	Gain 2 NP

Dice

Six sided dice are needed.

Setup

Each player gets 1 Random Therapist card. Each player gets 2 Random Patient cards. Each player picks 1 Office to be their Home (starting) Office.

(If more than 4 players, players will have to share office space) Each player gets a set of pawns. (Pawn set color does not have to be the same as office color) A player's location pawns start in his office The least mentally stable player goes first.

Pawns

Therapists and Patients are collectively referred to as pawns. Pawns can be in the form of chits, counters, markers, etc.

Pawn Sets

Each player has a set of pawns of a unique color. All Pawns are numbered. For each number there are two pawns with that number.

(For example: two red #1's, two red #2's, two red #3's, two red #4's etc.) The #1 Pawns are used for a player's Therapist: Put one (the Identity pawn) on the player's Therapist card to indicate ownership. Put the other (the Location pawn) on the Board to show the therapists location. The other pawns are used in the same way for a player's patients.

Direction Of Movement

Pawns always move clockwise unless otherwise directed by a card or space.

Neurosis Points

Each pawn starts play with 2D6 Neurosis Points (NP). Use coins or tokens to represent NP. Stack these NP Tokens on the Therapist/Patient cards.

If a Patient is ever rid of all of his NP he is completely cured. The cured patient is removed from play and counts as positive VP for the owning player. If a

patient ever has over 20 NP he is considered to be a failed patient and Is removed from play and counts as negative VP for the owner.

If a Therapist pawn has over 20 NP, he can no longer gain new Patients and Any patient he lands on gains 1 NP. The term cure is also used to mean the removal or loss of NP.

Turn Sequence

Players take turns. On your turn get a number of dice equal to the number of pawns you control. Each of your pawns must move exactly once on your turn.

Roll one or two dice at a time. These are referred to as "Progress" rolls. Assign each roll to one of your pawns and move the pawn that number of spaces clockwise. When a pawn lands on a space it must obey the instructions on the space, but Only after it interacts with any pawns already there.

Landing On Other Pawns

If the space contains multiple pawns pick just 1 to interact with. If your therapist lands on another therapist: Send that therapist to his office, but he cannot recruit a new patient. If your therapist lands on an opponent's patient: You may gain control of that patient on a roll of 5 or better on 1D6 (Steal roll).

If your therapist lands on one of his own patients: That patient is cured 1 NP. If one of your patients lands on an opposing therapist: He may try to gain control of the patient on a roll of 5 or better on 1D6 (Steal roll). If one of your patients lands on an opposing patient: The opposing patient gains 1 NP.

If one of your patients lands on your therapist: The patient is cured 1 NP. If one of your patients lands on one of your other patients nothing happens.

Office Spaces

If one of your patients lands on your office, it is cured 1 NP. If your therapist lands on your office you may recruit a new Patient on a roll of 4 or better on 1D6 (Recruit Roll). If successful, draw a new patient card. The pawn for the new patient starts in the Office.

If your pawn lands on an opposing office, nothing happens.

Patient Limit

A player can have a max of 5 patients at a time.

Chance Deck Card List

Name:	Notes:
The Abyss	If this Patient has 15+ NP it is Failed
Insanity	If this Patient has 15+ NP it is Failed
Placebo	Cure 1 NP
Substitute Gratification	Cure 1 NP
Optimism	Cure 1 NP
Psychoanalysis	If this Patient has 5 or less NP it is Cured
Twelve Steps Program	Cure 2 NP
Wishful Thinking	Gain 1 NP & Move forward 1D6 Spaces
Sibling Rivalry	Gain 1 NP
Self-Sabotage	Gain 2 NP
Primal Scream Therapy	Cure 1 NP
False Memory Syndrome	Gain 2 NP
Commitment Issues	Gain 1 NP
Dream Interpretation	Cure 1 NP
Disillusionment	Gain 1 NP
Get No Respect	Gain 1 NP
Weekend Retreat	Cure 1 NP and move ahead 1D6 Spaces
Can't Get No Satisfaction	Gain 1 NP
Self-Fulfilling Prophecy	Gain 1 NP
Binge	Gain 2 NP
Existential Dread	Gain 1 NP
Catharsis	Cure 2 NP
Psychological Scars	Gain 1 NP
Unfulfilled Sexual Wishes	Gain 2 NP
Oppositional Defiant Disorder	Gain 2 NP
Paranoia	Gain 2 NP
Irrational Fear	Gain 1 NP
Delusions of Grandeur	Gain 2 NP
Phobia	Gain 2 NP
The Holidays	All Pawns gain 1 NP
Nervous Breakdown	Gain 3 NP
Insomnia	Gain 2 NP
Ambivalence	Gain 1 NP
Incorrect Diagnosis	Gain 2 NP
Redemption	Cure 1 NP
Emotional Baggage	Gain 1 NP
Newyorkitis	Gain 1 NP
Malignant Narcissism	Gain 2 NP
Midlife Crisis	Gain 3 NP
Adult Temper Tantrum	All Pawns in space Gain 1 NP
Moment of Clarity	Cure 1 NP
Encounter Group	Move Pawn to your Office
Shock Treatment	Cure 3 NP
Touch Inner Child	Cure 1 NP
Inner Demons	Gain 1 NP
Identity Crisis	Gain 3 NP
Go Postal	Patient is Failed

Name:	Notes:
Freudian Slip	Move back 1D6 Spaces
Synergy	Move forward 1D6 Spaces
Self-Actualization	Cure 2 NP
Sensitivity Training	Cure 1 NP
Empowerment Coaching	Cure 1 NP
Behavior Modification	Cure 1 NP
Cognitive Therapy	Cure 1 NP
Research Study Subject	Draw 2 more cards

Patient Card List

Name: Penis Envy Pam Arthur the Addict Obese Bertha Peeping Tom Billy the Bed Wetter Peggy the People Pleaser Nikki the Nympho Lithium Larry Charles in the Closet Psycho Ted Carl the Kvetch Sam Junior Co-Dependent Cathy Paranoid Pete Mr. Oedipus Complex Mrs. Munchausen OCD Adrian Grownup Child Star

Tony the Tough Guy Neville the Neatnick Mack the Mis-anthropist Joey the Jerk Bipolar Bob Anal Alan Melancholy Moe Vera the Psychic Vampire Doug the Double Dipper Helen the Hypochondriac High-Maintenance Missy Polymorphously Perverse Phil Cory the Control Freak Cindy the Confabulator Barney the Black Sheep Polly the Perfectionist David the Degenerate Nihilistic Nick

Therapist Card List

Name:	Notes:
Freudian Psychotherapist	Patients fully cured at 3 NP or less
Jungian Analytical Psychologist	Cure 2 NP when therapist lands on own patient
New Age Guru	Steal Roll +1
Life Coach	Reroll up to 2 Progress rolls per turn.
Existential Psychotherapist	When drawing Chance, draw 2 cards and discard one
Experimental Psychologist	Failed Patients are only -5VP
Doctor of Psychiatry	Your Patients cured 2 NP when they land on your Office
Personal Development Coach	Your Patients are immune to other player's patients
Relationship Counselor	Recruit Roll +1
Humanistic Psychotherapist	Your Therapist moves an extra 1D6 spaces on your turn
Holistic Healer	Patient Limit +1
Clinical Psychologist	Fully Cured Patients are worth 11 VP
Cognitive Behavioral Therapist	Reroll any one die roll on your turn





Pu Pu Platter

Introduction

Negotiations game for 3 or more players.

Scenario

Players are at a Chinese Restaurant. They order the Pu Pu Platter. When it arrives at the table it con-

tains the following items: 2 Eggrolls 2 Springrolls 2 Imperial (Fried) Shrimp 2 Chicken wings 2 Skewers of Teriaki Beef 2 Spare Ribs 2 Pork Dumplings 2 Pieces of Breaded Honey Chicken Players must determine who will get what items.





Pueblos

Introduction

Card game for 2-4+ players. Theme: American Southwest Indian Pueblo Peoples.

Victory

The first player to make 5 Melds wins the game. All 5 Melds must be of different types.

The Deck

Players share a common deck. The deck has 6 suites:

1. Gods
2. Dances
3. People
4. Crafts
5. Homes
6. Crops

Each Suite has 7 cards numbered 1 to 7. There are also 2 Misfortune cards: Raids and Drought.

Setup

Players cut the deck. High cut goes first. Each player is dealt a hand of 7 cards.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Draw Phase
2. Meld Phase
3. End Phase

Card List

Name	Type	Rank
Sunflowers	F	1
Beans	F	2
Gourds	F	3
Squash	F	4
Tobacco	F	5
Cotton	F	6
Maize	F	7
Villagers	P	1

Draw Phase

Draw 1 card from the deck. If the deck runs out, shuffle the discard and draw from it.

Meld Phase

You may make a Meld. A Meld consists of 6 cards. There are 6 types of Melds:

1. Sun: (Flush) All cards same suite.
2. Moon: (Straight) Cards numbered 1-6 or 2-7
3. Hopi: All cards from 6 different suites
4. Zuni: All cards the same Number
5. Pueblo: 3 cards from 1 Suite and 3 cards from another Suite
6. Myth: All cards different Numbers and different Suites

The Meld is discarded when played. When you play a Meld immediately draw 6 replacement cards from the deck. Remember, it takes 5 different types of Melds to win.

End Phase

You may play (discard) a Misfortune card in End phase to make a Target player discard 1 Random card from his hand. Max hand size is 7 cards. Discard excess cards.

Card List Notation

- G** Gods
D Dances
P People
C Crafts
H Homes
F Crops
M Misfortune

Name	Type	Rank
Sand Painting	C	2
Baskets	C	3
Pottery	C	4
Blankets	C	5
Turquoise Jewelry	C	6
Kachina Masks	C	7
Deer Dancers	D	1
Home Dance	D	2

Name	Type	Rank
Hunters	P	2
Farmers	P	3
Potters	P	4
Jewelers	P	5
Weavers	P	6
Priests	P	7
Pit House	H	1
Stone & Mortar	H	2
Mesa Homes	H	3
Shelter Masonry	H	4
Adobe Apartments	H	5
Cliff Dwellings	H	6
Ceremonial Kiva	H	7
Corn Husk Dolls	C	1

Name	Type	Rank
Corn Dancers	D	3
Shalako Dancers	D	4
Eagle Dancer	D	5
Snake Dance	D	6
Rain Dance	D	7
Trickster Coyote	G	1
Lost White Brother	G	2
Sand Altar Woman	G	3
Hard Being Woman	G	4
Skeleton Man	G	5
Tawa the Sun Spirit	G	6
Spider Grandmother	G	7
Drought	M	-
Raids	M	-

Links

Wikipedia





Punic Wars Combined Arms

Introduction

Board game for 2 players. Roman vs Carthaginian Punic War theme. No dice or cards. Each unit represents a cohort.

Victory

Destroy the enemy General.

The Map

Use a 12x12 square grid.

Roman Unit List

Unit Name	Move	Range	Defense	Max/Min	Notes
Scipio	6	1	3	1/1	General
Velites	4	3	2	-/2	Skirmish
Princepes	1	1	4	4/2	2 Pila
Hastati	1	1	3	-/2	2 Pila
Triarii	1	1	3	-/2	
Auxiliary Cavalry	6	1	2	4/2	
Onager	1	6	1	2/-	Artillery

Carthaginian Unit List

Unit Name	Move	Range	Defense	Max/Min	Notes
Hannibal	6	1	3	1/1	General
Caetrati (Slingers)	4	3	2	-/2	Skirmish
Numideans	6	3	2	2/-	Skirmish
Spanish Cavalry	6	1	2	-/2	
Scutarii	1	1	3	-/2	2 Pila
African Infantry	1	1	4	-/2	
Celts	1	1	3	3/-	Charge
Elephant	4	1	3	3/-	

Unit Special Abilities

All friendly units adjacent to the General get Defense +1 Skirmish units may attack at any point during their move. Units with Pila (javelins) may use them to attack with a range = 3. Keep track of how many Pila each unit has remaining.

Once per game a Celt unit may Charge. A charging Celt gets Move = 2 and does 2 Damage for that turn. Elephants do 2 Damage.

If forced to retreat, an Elephant is automatically destroyed. The Onager (catapult) cannot move & attack in the same turn.

Units

Use chits or miniatures to represent units. There are separate lists for Roman and Carthaginian units.

Unit Attributes

Each unit has 3 Attributes or Traits: *Move: the number of spaces the unit can move per turn. *Range: the maximum number of spaces distant the unit can apply damage. *Defense: the amount of damage the unit can take at one time before having to retreat.

Some units have additional special abilities.

Army Creation

Each player designs an army before play starts. An army is composed of 16 units. The Master List gives the maximum & minimum numbers for each unit type

Setup

Each player places one unit on each square of his back four rows. Units may not stack. Players take turns placing their units.

Determine who goes first in a non-random manner.

Facings

Units have facings: front, sides, and rear. A unit may change it's facing at the end of it's move. A unit may only attack in the direction it is facing (forward & diagonally forward) A non-skirmish/non-artillery unit attacking directly into the side of an adjacent unit does 2 damage.

A non-skirmish/non-artillery unit attacking directly into the rear of an adjacent unit does 3 damage.

Turn Sequence

Players take turns. Each turn has 2 phases: Move Phase Attack Phase

Move Phase

You can move some, none, or all of your units in move phase. Units can move orthogonally or diagonally. Units can move up to a number of spaces equal to their Move Trait.

Units cannot move through other units except for skirmishers who may Move through friendly units.

Attack Phase

Each of your units can attack one target enemy unit in Fire Phase. Different units may attack different targets. Each unit has a Range Trait (number of spaces out it can attack into) A unit can only attack a target that is within its range.

Units with ranges 2+ can attack over other units. An attack does 1 point of damage. As soon as a unit takes damage in a turn equal to its Defense Trait, it must retreat.

(Combined Arms: you must concentrate force & combine attacks) A retreating unit must move laterally or back towards its side of the board 1 space. A retreating unit unable to move is destroyed and is removed

from the board. Units that retreat off the board are destroyed.

A unit cannot move laterally if it will come in contact with an enemy unit. A unit that retreats must face away from its nearest attackers.

Double Whammy Rule

If you can force a unit to retreat a second time in the same phase, it is automatically destroyed.

Optional Rules

Terrain

Distribute Hills & Plateaus. Units occupying Hills have a Defense bonus of +1. Units cannot move into or through Plateaus.

Veteran Units

Each player may make 2 of his units Veterans. Veteran units get +1 to Defense & always do 2 Damage instead of 1.

Experienced Units

A unit that helps destroy 4 enemy units becomes a Veteran unit.

Campaign

Use a Larger map with bigger armies. Use all the other optional rules.

Board & Pieces Available!

Alecrespi An Italian Warpspawn fansite

Alternate Set Available!

Thanks Jose! [Click Here](#)





Push

Introduction

Board game for 2-4 players. Each player controls a Faction of Psychic Operatives. Based on the Movie of the same Name

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Victory

You win if at the end of your turn you control the center of the board. Control of the center represents the fulfillment of your own Master Plot and the foiling of the plots of the opposing Factions. The center space of the board cannot be entered by any counters.

To control the center space you must occupy with your own operatives the 4 spaces orthogonal or the 4 spaces diagonal adjacent to the Center square.

The Board

The Board is an 11 x 11 Square grid. The 4 spaces in each corner are called Faction Boxes. The Center square is key to winning as described in the "Victory" rules section.

Operatives, represented by counters, occupy squares. No stacking: Max one Operative per space.

The Factions

There are 6 possible Factions players can pick from:

1. Division (Government Agencies)
2. Rebel (Usually Division Escapees)
3. Triad (Mafias, Organized Crime Syndicates, Cartels)
4. Company (Multinational Corporations)
5. Mercenary (Freelance Paramilitaries)
6. Religion (Brain Washing Cult)

Faction Special Abilities

The Action Deck contains 5 Faction Cards. Each of the 6 Factions can use a Faction Card in a different way:

Faction:	Faction Card Use:	Notes:
Divisions	Arrogant	Draw 2 Action Cards
Rebels	Desperate	Reroll any Target Die roll
Triads	Ruthless	Move Operative Diagonally
Companies	Ambitious	Recruit an Operative
Mercenaries	Adventurous	Roll an extra Die roll in Move Phase
Religion	Fanatic	Make a Kill attack

Operative Type List

There are 13 types of Operatives:

Type:	Basic Abilities:
Watchers	Precognition; Can see the Future
Sniffers	ESP; Locate Hidden Things, People
Pushers	Mind Control by Eye Contact
Movers	Telekinesis; Levitate/Repel Objects
Shifters	Illusion; Change Appearance of Objects
Shadows	Hide People/Objects from Psychic Detection
Bleeders	Sonic Vocalizations Rupture Blood Vessels
Stitchers	Healing or Harming by Touch
Wipers	Partial or Complete Amnesia by Touch
Porter	Teleportation of Self only
Phaser	Able to Walk through Walls/Barriers
Changer	Alter Appearance of Self
Squads	Non-Psychic, Heavily Armed, Foot Soldiers

Operative Special Ability List

- 1. Watchers: Change the Future: Reroll 1 or more dice in Move Phase once only each turn. For example: You roll your 3 Movement Dice. You have one watcher and you decide to Reroll 2 of your dice (you could have picked 0, 1, or even all 3). You must keep the results of your Reroll. If you had a second Watcher, you could then repeat the process and Reroll some, all, or none of the dice and so on. For each Watcher you have in play your max hand size increases by 1.
- 2. Sniffers: Zero In: Get +1 or -1 to one Move Roll. This modification only applies if the Sniffer himself is using the Dieroll to move.
- 3. Pushers: Pushers have a lot of powerful Action cards dedicated to them.
- 4. Movers: Repulsion: When moving, they get to push any operatives in their way. Those operatives move in the same direction the Mover is going. More than one Operative at a time may be pushed along in line in this fashion. An Operative pushed off the board may reenter in the owning players Faction Box. If the Faction Box is full the operative is discarded.
- 5. Shifters: Bag of Tricks: Can move Diagonally.
- 6. Shadows: Protection: All attacks against the Shadow or friendly operatives adjacent to the Shadow are at -1 to the Diceroll. Enemy Sniffers cannot use their special +1/-1 Move ability

- to move adjacent to the Shadow or any friendly operative adjacent to the Shadow.
- 7. Bleeders: Run Away: They can chase enemy operatives away with their screams. Use a Move Roll to move an enemy operative that is adjacent to the Bleeder. The operative cannot use any special ability moves when fleeing (for example a Mover cannot Repulse). Sound Carries: Bleeders can attack operatives that are diagonally adjacent.
 - 8. Stitches: Healing Hands: The Stitcher may remove a Incapacitation counter from one adjacent friendly operative in your Move Phase.
 - 9. Wipers: Forgetfulness: Enemy operatives orthogonally adjacent to a Wiper cannot move.
 - 10. Porter: Port: Use a Move Roll of 6 to move a Porter you control to any empty space.
 - 11. Phaser: Jump: A Phaser can move through other operatives. They must end their move in an empty space.
 - 12. Changer: Switch: Use a Move Roll of 6 to have the switcher change places with any target Operative.
 - 13. Squads: Martyrs: If an enemy operative is adjacent to your squad, the only target they can attack is a squad.

Operative Counter Pool

Operatives are represented by Counters. Players share a common set of operative counters

Type:	Counters in Set:
Watchers	6
Sniffers	5
Pushers	5
Movers	4
Shifters	3
Shadows	3
Bleeders	4

Type:	Counters in Set:
Stitches	2
Wipers	2
Porter	2
Phaser	2
Changer	2
Squads	6

Player Control Marker Sets

Each player has a set of control Markers of a unique color. These are stacked with an Operative Counter on the Map to show ownership.

Dice

Six sided dice are needed.

Action Deck

Players share a common deck. There is one copy of each card in the list. Each card describes an operative type and an attack or special function or self-defense that that operative type can perform.

If the Operative type is "Any" then the card can be used by any Operative.

Compromise Effect Tokens

There are several types. These are stacked with Operatives to show:

- 1. Incapacitated
- 2. Neutralized
- 3. Captured

Operatives with one or more Tokens are said to be Compromised.

Setup

- Shuffle the Action Deck.
- Place the Operative Counters in a cup.
- Set the Compromise Tokens near the Mapboard.
- Each player picks a set of Control Markers.
- Each player picks one of the 6 Faction Types.
- Each player picks one faction box on the Map.
- Each player picks 4 random Operatives and places them in the 4 squares of
- his faction Box. Place a Control Marker under each of your Operatives.

- Roll high on 1D6 to see who goes first. Play proceeds clockwise.
- Each player is dealt a hand of 5 Action cards.
- The player who goes first only gets 3 cards.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Fate Phase
2. Recovery Phase
3. Move Phase
4. End Phase

Fate Phase

Draw 3 Action Cards and put them in your hand. If the deck runs out, shuffle the discard and draw from it.

Recovery Phase

- Roll 1D6 for each Incapacitated Operative. On a roll of 4+ remove the Effect Token.
- Roll 1D6 for each Captured Operative. On a roll of 5+ remove the Effect Token.
- Roll 1D6 for each Neutralized Operative. On a roll of 6+ remove the Effect Token.
- Get +1 to the roll if the Operative is in your faction Box.

Move Phase

Roll 3 Dice: These are your Move Rolls. You may assign each die to one of your operatives. You may chose not to assign some, none, or all of the dice.

A single operative may be assigned a max of one die.

The operative must move exactly that many spaces orthogonally on the Map equal to the value rolled on the move die assigned to him. If he cannot, then the die cannot be assigned to him. Operatives cannot move off the map or into the center space or into opposing

Faction Boxes. You cannot move or attack with Compromised Operatives. Neutralized and Incapacitated Operatives may still be Attacked.

You may choose not to use a Move Roll.

* One Move Roll of 6 may be used to Recruit a new Operative: Draw a random Operative Counter from the Pool and place it in an empty square of your Faction Box. If the Box is Full you may not take this option.

* A Move Roll of 5 may be used to Move any Non-Captured, Compromised Operative you control to an empty space into your Faction Box.

* A Move Roll of 2 may be used to Move any Neutralized Operative you do not control to an empty space into your Faction Box. The Operative then comes under your control. Replace its control marker with one of your own.

* A Move Roll of 1 may be used to steal a random card from an opponent if you have at least one of his Operatives in the captured stste.

* A Move Roll may be used to move enemies you have captured in addition to your own Operatives.

At any time during the Phase the current player may play Action cards from his hand. Cards are discarded as soon as they are played. Some cards call for an attack to Kill: Make sure the Attacking Operative is of the right type to use the card then Roll 1D6:

D6	Result
1-2	No Effect
3-4	Target Incapacitated
5-6+	Target Killed (Discarded)

Attacks are against orthogonally adjacent enemy Operatives. The defending player may play a Defense card (Negate Kill) if he has one and if it applies to the target Attacking and/or Defending Operatives. An Operative incapacitated twice is immediately sent to your Faction Box.

If there is no room in the Box, the Operative is discarded. When Making an Incapacitation Attack roll 1D6:

D6	Result
1	No Effect; 2+ Target gets Incapacitation Effect Token.
	When Making an Neutralization Attack roll 1D6:
1-2	No Effect; 3+ Target gets Neutralized Effect Token.
	When Making an Capture Attack roll 1D6:
1-3	No Effect; 4+ Target gets Captured Effect Token.
	When Making a Control Attack roll 1D6:
1-4	No Effect; 5+ Replace Targets Control Marker with one of your own.

End Phase

Max hand size is 6 cards. Discard excess cards.

Adjacency Terminology & Rules

A space is considered to be adjacent to all other spaces it shares a side or a corner with. Unless otherwise specified Attacks and Moves can only be orthogonal or diagonal.

Action Card List Notations

- ATK** Attack to Kill
- RC** Random Card(s)
- FAO** Friendly Adjacent Operative

Examples Of Action Card Usage

- To play the Trackers card you must have a Sniffer you control in play.

- To play the Disorientation card you must control a Bleeder who is being attacked. The card must be played before the Attack roll is made.
- To play the Know Destination card you must control a Porter and then move that Porter (not another Operative you control). This card gives you a powerful move that is in addition to your 3 Move Rolls.
- To play the Disappear card you must control a Porter who is being attacked. The card must be played before the Attack roll is made. The Porter must then move 1D6 spaces. If he cannot, the Attack is not averted and the Disappear card is discarded.
- To use the Disguise card you must have a Changer you control in Play. Move that changer a number of spaces from 1 to 5 of your choice (distance and direction).
- To play the Visitation card you must move a Porter you control 1-5 Spaces. If then there is an enemy operative adjacent you may Attack to kill it.
- To use the Kill Order Card you must have a Pusher you control in play. An Enemy Operative adjacent to that pusher will perform an attack to kill on a target Operative of your choice adjacent to it.

Action Card List

Name:	Requires:	Notes:
Faction	Any	5 Copies of this Card in Deck
Trackers	Sniffer	Opponent discards 2 RC from hand
Disorientation	Bleeder	Negate Attack
Know Destination	Porter	Move to any Empty Space
Disappear	Porter	Negate Attack and Move 1D6 Spaces
Disguise	Changer	Move 1-5 Spaces
Visitation	Porter	Move 1-5 Spaces and then ATK
Kill Order	Pusher	Cause Adjacent Enemy Operative to ATK
Vanish	Porter	Negate Attack and Move 1D6 Spaces
False Friend	Changer	Attack to Kill
Doppelganger	Changer	Attack to Kill Diagonal
Friendly Visage	Changer	Negate Attack
Treachery	Changer	Attack to Neutralize
Innocent Bystander	Changer	Negate Attack
See the Future	Watcher	Look at the next 7 cards in the Deck
Know Intentions	Watcher	Look at Opponents Hand
Sonic Scream	Bleeder	Attack to Incapacitate
Guns	Any	Attack to Kill
Money	Any	Recruit a New Operative
For Hire	Any	Recruit a New Operative
Hunted Down	Sniffer	Attack to Capture
Escape	Any	Remove a Capture Token
Rescue	Any	Remove a Capture Token
Push	Pusher	Attack to Control
Implant Memories	Pusher	Attack to Neutralize
Fatal Command	Pusher	Attack to Kill
Suicidal Thoughts	Pusher	Attack to Kill Diagonal
Mind Control	Pusher	Attack to Control Diagonal
Mind Wipe	Wiper	Attack to Neutralize
Surprise	Any	Attack to Kill
Ambush	Any	Attack to Kill Diagonal
Danger Sense	Watcher	Negate Attack
Mesmerize	Pusher	Negate Attack
Forget	Wiper	Opponent discards 2 RC from hand
Force Projection	Mover	Attack to Kill OR Negate Attack
Shatter	Bleeder	Attack to Kill or Incapacitate

Name:	Requires:	Notes:
Run Away	Any	Negate Attack
Safe Place	Any	Negate Attack
Automatic Weapons	Squad	Attack to Kill
Firepower	Squad	Attack to Kill
Surrounded	Squad	Attack to Capture
Move Undetected	Shadow	Negate Attack
Keep Hidden	Shadow	Negate Attack on FAO
Walk Through Walls	Phaser	Move 1-5 Spaces
Retreat	Phaser	Negate Attack
Bypass Security	Phaser	Move 1-5 Spaces
No Obstacle	Phaser	Move 1-5 Spaces and then ATK
Personal Army	Pusher	Attack to Control Target Squad
Deflection	Mover	Negate Attack
Levitation	Mover	Attack to Kill or Incapacitate
Collapse Structure	Mover	Attack to Kill Diagonal
Leverage	Any	Attack to Neutralize
Need Him Alive	Any	Negate Attack to Kill
Let Plot Unfold	Any	Negate Attack on Self or FAO
Paralysis	Stitcher	Attack to Incapacitate
Kinetic Blow	Mover	Attack to Kill Orthogonal or Diagonal
Inertial Fields	Mover	Negate Attack to Kill
Substitution	Shifter	Switch place with Adjacent Operative
Rupture Blood Vessels	Bleeder	Attack to Kill
Illusions	Shifter	Negate Attack
Trap	Any	Attack to Capture
Prediction	Watcher	Draw 2 Cards
Know Location	Sniffer	Attack to Neutralize
Psychometrics	Sniffer	Steal 1 Random Card from Opponent
Memento	Sniffer	Move 1-5 Spaces
Changing Future	Any	Negate a Watcher Action
See Decisions	Watcher	Target Roll must be Rerolled
Notebook	Watcher	Reroll Target Move Rolls
Contacts	Shifter	Recruit an Operative
Hide Building	Shadow	Negate any Action
Avoid Detection	Shadow	Negate Sniffer Action
Intentional Wipe	Wiper	Discard Hand. Draw 4 Cards
Selective Memory Loss	Wiper	Attack to Neutralize
Secret Notes	Wiper	Gain 2 Move Dice





Qadesh

Introduction

Wargame for two players. Simulation of the Battle of Qadesh in 1300 BC. Clash of the Warrior Kings.

Row	Spaces
1	01,02,03,04,05,06,07,08
2	09,10,11,12,13,14,15,16
3	17,18,19,20,21,22,23,24
4	25,26,27,28,29,30,31,32

- Between Rows 5 & 6 is the River Orontes.
- The river separates 36 from 37 and 28.
- The river separates 27 from 35.
- Spaces 48, 56, 64 are part of the Lake of Homs and may not be entered
- Spaces 40 is rough ground (Mud Flats)
- Space 36 is rough ground (the settlement of Qadesh)
- Space 1 is rough ground (the settlement of Shab-tuna)
- Spaces 7,8,15,15 are rough ground (Hills)
- Space 30 is rough ground (Camp of Rameses)
- Space 54 is rough ground (Encampment of the Hittites)

Pieces & Materials

Index cards (or Parchment or Clay Tablets) for unit stats and orders. Writing Implements. Six sided Dice.

The Egyptians get 5 red labeled tokens, one for each army. The Hittites get 5 blue labeled tokens, one for each army. Make up a Master index card for each army Tokens for fatigue, casualties, routing, scattered, and looting.

Place tokens directly onto Master index cards.

Playing Pieces

Each token or pawn on the board represents one army. Armies are also referred to as: Units, Divisions, Corps, Columns, Entourages, Contingents, etc. Each player has 5 armies.

Historical Notes

Most of the Egyptian Infantry was armed with composite bows. Close combat troops used Bronze Khopesh (Sickle) swords, Axes, Spears, Shields and Daggers.

Armor used by both sides was Bronze Scale Mail. Light Egyptian Chariots had a Driver and Armored Archer and were equipped with Javelins. The Egyptians also employed Libyan & Nubian Archers.

The Map

Use a Chessboard.

Row	Spaces
5	33,34,35,36,37,38,39,40
6	41,42,43,44,45,46,47,48
7	49,50,51,52,53,54,55,56
8	57,58,59,60,61,62,63,64

The Hittite Heavy Chariots had a Driver, Shieldman & Armored Warrior, all with long Spears. In mixed forces Infantry are able to hitch rides with the Chariots.

Egyptian Armies

All Units are composed of 4000 Infantry and 500 Light Chariots. Their base movement rate is 2 spaces per turn. Attacks are by Shock and Missile.

- ... P'Re (The Sun God of Heliopolis) Corps. ...
- Setup in one of the following: 26,27,28
- ... Amun (The God of Thebes) Division. ...

This unit has the Egyptian Leader Pharaoh Rameses II so it gets a leader Force bonus of +2. Sets up in or adjacent to the Egyptian Camp.

- ... Ne'arin Division (Northern Allies). ... Setup in one of the following: 7,8,15,16 in turn 2
- ... Ptah (God of Memphis) Division. ... Setup in one of the following: 9,17,25,33,41 in turn 4
- ... Sutekh (Set: The Lord of Upper Egypt) Division. ... Setup in one of the following: 9,17,25,33,41 in turn 6

Hittite Army

The attacks of all Hittite units are by Shock only. ... Reconnaissance in Force Column. ... This unit is composed entirely of 2,500 Heavy Chariots. Its base movement rate is 3 spaces per turn.

This is a numerically large chariot unit so it has a Force bonus of +1.

... Entourage of Muwatallish. ... This unit is composed entirely of 1,200 Heavy Chariots. Its base movement rate is 3 spaces per turn. This unit has the Hittite Leader of King Muwatallish so it gets a leader Force bonus of +2.

Setup in one of the following: 44,45,46,52,53,54

... Allied Host. ... This unit is composed entirely of 13,000 Infantry. Its base movement rate is 1 space per turn. Setup in or adjacent to camp.

... Hatti Main Body. ... Same as Allied Host.

... Vassal State Cohorts. ... Same as Allied Host.

Victory

Destroy the enemy unit containing the opposing Leader, or Occupy his camp and remove any 2 of his armies from play.

Turn Sequence

1. Scribe Orders
2. Resolve First Moves Phase
3. Resolve Second Moves Phase
4. Resolve Third Moves Phase
5. Resolve Fourth Moves Phase

Scribe Orders

Both players write down on an index card how they want each of their armies to move. Write down the path, space by space, that the army will attempt to move through. Examples: Amun Division (start space 30) à 22 à 14 Entourage of Muwatallish (start 46) à 45 à 44 à 36 An army may be ordered to move a number of spaces up to its base movement rate.

Units may not move diagonally. Two friendly units may not occupy the same space at the same time. A unit may be ordered to move one additional space but at the end of that phase gets a fatigue token on a roll of 1-3 on 1D6.

An army next to or in an enemy camp begins to loot on a roll of 1-3 on 1D6.

Resolve First Moves Phase

Every army of both players moves the first space of their order. (Unless an army was ordered not to move) All moves are simultaneous.

- If two opposing armies are in the same space there will be a Shock Battle.
- If two opposing armies are adjacent there will be a Missile Skirmish.

Defeat Table

1D6	Result:	Notes:
1	Stand Ground	Nothing
2	Bloodbath	Gain 1 additional Casualty Token
3	Scattered	Check morale to regroup on following phases
4-5	Routed	Immediately move 1 space away.
6	Decimated	Army destroyed: removed from play

The results of this table replace earlier results. For example: A unit was looting but you rolled a 5 so it is now routing.

Missile Skirmish Resolution

If you are Egyptian and adjacent to a Hittite unit roll:

- If a unit does not move or fight in a phase it may remove one fatigue token.

Fail To Move Roll

Every time a unit is about to make a normal move roll 1D6. On a roll of 6 the unit does not move.

- Add 1 if you are entering rough ground.
- Add 1 if you are crossing the river.
- Add 1 for every fatigue token you have.
- Add 1 if you are in the same space as an opposing army.

Resolve Later Moves Phase

Continue with the next written move on the order for every army just like in First Phase. Note that a unit must continue to move according to its orders. This may disengage the unit from combat.

Shock Battle Resolution

Occurs when 2 opposing armies occupy the same space. First determine if there is surprise. Each side rolls 1D6. The lower roll by 3 or more is surprised.

Next both sides roll 2D6. This is the battle roll.

- Get -1 for every Fatigue token your army has.
- Get -1 for every Casualty token your army has.
- Get +1 if you are the Hittite Player.
- Get -2 if you are Surprised.
- Get -2 if you are Looting.
- Get -2 if you are Scattered.
- Get -2 if you are Routing.
- Get +2 for having a Leader
- Get -1 if you the enemy has 1 or more additional armies adjacent to you.

The side with the highest modified roll is the winner. The loser gets 1 Casualty token and must roll on the Defeat Table.

1D6	Result:
1-2	Nothing
3-4	Hittites gain 1 Casualty Token
5-6	Hittites gain 1 Casualty Token and Rout

Get -1 for every Fatigue token your army has. Get -1 for every Casualty token your army has. Get +1 if Hittites are Looting.

Get -1 if Hittites are Scattered. Get -1 if Skirmishers or Hittites are in Rough Ground Get +1 for having a Leader. Get +1 if Hittites are Routing.

Get -1 if you the Hittites has 1 or more additional

armies adjacent to you. An Egyptian unit in the same space as a Hittite unit cannot skirmish. A Scattered, Routing, or Looting unit cannot skirmish.

Morale

Applies to units that are scattered, looting or routing. Scattered and Looting units do not move. Instead of moving in a phase, a scattered or Looting unit may try to rally.

To Rally, roll 1D6. On a roll of 4-6 you rally and are no longer scattered. Routing units instead of doing their normal move will move directly away from enemy armies. If unable (Fails) to move the routing army is destroyed.

If the army moves off the board it is gone forever.

And the end of the phase, the routing unit may try to rally. To Rally, roll 1D6. On a roll of 4-6 you rally and are no longer routing.

Synopsis Of The Actual Battle

Turn 1: RFC crosses the river and surprises P'Re. P'Re is scattered. RFC swings wide, west of Rameses camp.

Turn 2: RFC attacks Amun in camp and begins to loot.

Turn 3: Amun skirmishes and routs RFC.

Turn 4: EOM crosses the river and is skirmished by Ne'arin. EOM routs. EOM is skirmished by Amun and is destroyed when unable to cross the river





Quarks

Introduction

Card game for 2 + players. Quantum Particle Physics Theme.

Winning

Be the first player to accumulate 10 points.

The Deck

Players share a common deck. There are 4 card types: Quarks (Building Blocks of Baryons & Mesons) Carrier Particles Baryons (Composed of 3 Quarks) Mesons (Composed of 2 Quarks) Leptons (Composed of 2 Quarks) Score Cards Special Cards

Setup

All players start with a hand of 7 cards

Turn Sequence

Players take turns. Each turn has 3 Phases: Accelerator Phase Collision Phase Detector Phase

Accelerator Phase

Draw 1 card. If the deck runs out, shuffle the discard and draw from it.

Card List

Card Name:	#	Type	Score	Notes:
Up Quark	10	Q	-	U
Down Quark	10	Q	-	D
Charm Quark	4	Q	-	C
Strange Quark	6	Q	-	S
Top Quark	2	Q	-	T
Bottom Quark	4	Q	-	B
Gluon	6	c	-	G
Photon	6	c	-	P (Gamma & X-rays)
Z Boson	6	c	-	Z (Also W Bosons)
Electron	4	L	-	(Beta Particles)
Muon	1	L	-	
Tau Neutrino	1	L	-	
Proton	3	B	3	U+U+D
Neutron	3	B	3	U+D+D
Sigma	1	B	3	U+D+S
Omega	1	B	3	S+S+S

Collision Phase

You may play a Meson or Baryon card to the table. To do this, you must also play the required Quark cards with it. (Each Meson & Baryon card lists which Quarks are required) You may also play Score cards in the same way.

Score cards can use, as their requirements, Mesons & Baryons that You have already put into play. A specific Meson or Baryon can only be used as a requirement for 1 Score card during the game.

Collector Phase

Baryons, Mesons, and Score cards score points when played. Calculate what you scored this turn and add it to your running total. Discard cards in your hand in excess of 7.

Card List Notation

- Q** Quark
- c** Carrier Particles
- L** Leptons
- B** Baryons
- M** Mesons
- s** Score card
- X** Special card
- #** Number of copies of that card in the deck.

Card Name:	#	Type	Score	Notes:
Pentaquark	1	B	5	U+U+D+D+S
Pion	2	M	2	U+D
Kaon	2	M	2	S+U
Eta-c	2	M	2	C+C
Upsilon	2	M	2	B+B
Hydrogen Atom	1	s	4	Proton + Electron
Lepton Score	1	s	3	3 Leptons
Fusion Score	1	s	3	2 Baryons
Meson Score	1	s	2	2 Mesons
Fermion Score	1	s	1	1 Lepton + 1 Baryon
Boson Score	1	s	1	1 Meson + 2 Carriers
Hadron Score	1	s	1	1 Meson + 1 Baryon
Particle Zoo Score	1	s	2	1 Meson + 1 Baryon + 1 Lepton
Virtual Particles Score	1	s	3	G+Z+Q
Strong Nuclear Force Score	1	s	3	G+Q+Q
Weak Nuclear Force Score	1	s	3	Z+Z+Z
Glueball	1	s	3	G+G+G
Electromagnetic Waves	1	s	3	P+P+P
Elementary Particle Score	1	s	3	1 Lepton + 1 Quark +1 Carrier
Matter Particle Score	1	s	3	2 Leptons + 2 Quarks
Beta Decay Score	1	s	4	Proton + Neutron + Z
Particle Decay	1	X	-	Discard a Baryon to draw 3 cards
Atomic Fission	1	X	-	Draw 2 cards
Super Collider	1	X	-	Discard hand & draw 7 new cards
Heisenberg Uncertainty	1	X	-	All Discard hands & draw 7 new cards
Pauli Exclusion Principle	1	X	-	Opponent discards 2 random cards
Positron Beam	1	X	-	Opponent discards 3 cards
Quantum Mechanics	1	X	-	Look at next 7 cards & keep one

Links

Glossary Quarks





Quest For Iscandar

Synopsis

(Referenced from Teklords site) In the year 2199, Earth is under attack from an alien race called the Gamilons. Gamilon planet bombs covered the earth with a deadly radioactive pollution and the surface of the earth is now unlivable. All life on Earth has moved underground. But even there, far below the earth's surface, the deadly radiation poisoning is beginning to reach them. Now all life on Earth has just one year left to live.

But there is hope. On the planet Iscandar, there is a machine called the Cosmo DNA which can remove the radioactivity and restore Earth to it's natural state. The Star Force must travel 148,000 light years and back in just one earth year or all life on Earth will become extinct. But the Gamilons are determined to stop the Star Force at all costs.

Introduction

Star Blazers Card game for two players. One player uses the Star Force Deck. The other player uses the Gamilon Deck.

Disclaimer

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Level	Ship Condition:	Parsecs traveled this turn:
0	Undamaged	4D6
1	Minor Damage	3D6
2	Moderate Damage	2D6
3	Major Damaged	1D6
4	Crippled	0
5+	Destroyed	Game over: Star Force loses automatically

If the ship is undamaged or has only minor damage, the Star Force player may use cards that Allow him to travel extra Parsecs. Instead of moving the Argo may conduct repairs: Either discard a card that produces an automatic repair or roll 1D6: On a roll of 1-3 reduce the ship damage level by one to a minimum of zero.

Encounter Phase

The Gamilon Player may attack the Argo by playing cards from his hand. The attack may be either a Space attack or a Planet attack. You cannot use Space cards in a Planet attack.

Victory

If the Star Force player has traveled 148 Parsecs they automatically win. The Gamilon player automatically wins on the start of turn 21.

Turn Sequence

Each turn has 4 phases:

1. Countdown Phase
2. Strategy Phase
3. Warp Phase
4. Encounter Phase

Countdown Phase

Record the turn number.

Strategy Phase

Both players draw 3 cards from their respective decks. If a deck runs out, shuffle the discard and draw from it. Players may discard recon cards to look at each others hands.

Max hand size is 7 cards. Discard excess cards at end of phase.

Warp Phase

The Argo travels X number of Parsecs this turn. X depends on the level of damage sustained by the ship:

You cannot use Planet cards in a Space attack. Cards of the "Any" type may be used in either type of attack. An attack may only use one Unique card.

An attack can use a maximum of 2 Leader cards. Add up the Force value of all the attacking cards. The Space Force player may play cards from his hand in response.

The Space force player cannot use Space cards in a Planet attack and visa versa. The Space Force player may play any number of Hero Cards. If the Space Force Total is higher nothing happens.

If the Gamilon Total is higher roll 1D6:

Roll:	Argo Damage:	Space Force must discard X random cards:
1	0	1
2	+1	1
3	+1	2
4	+1	3
5	+1	4
6	+2 Levels	4 Cards

All cards played are discarded.

S Space
P Planet
U Unique
L Leader
H Hero

Card List Type Codes

A Any

Star Force Deck Card List

Card Name:	Force	Type	Notes:
Captain Avatar, Argo Commander	10	H	Argo cards get +5
Derek Wildstar, Deputy Captain	10	H	Fighters get +5; Ships Guns get +5
Mark Venture, Chief Navigator	10	H	Maneuver cards get +3
Sandor, Chief Mechanic	10	H	Discard to repair one Damage Level
Nova: Radar, Analysis, Nurse	10	H	Other Hero cards get +1
Eager, Assistant Navigator	5	H	Discard to move 1D6 Parsecs
Homer, Comm. Officer	5	H	Party cards get +1
Dash, Gunnery Officer	5	H	Ships Guns get +5
Orion, Chief Engineer	10	H	Discard to repair one Damage Level
Conroy, Black Tiger Pilot	10	H	Fighters get +5
Sparks, Engineer crewman	5	H	Discard to repair one Damage Level
Dr. Sain, Medical Officer	9	H	
IQ-9, Resident Droid	8	H	+5 if encounter is Planetary
Alex Wildstar	5	H	
Wave Motion Engine	5	S	Discard to move 1D6 Parsecs
Battleship Yamato (Argo)	10	SU	6 in deck
Earth Defense HQ	—	A	Discard to Draw 2 cards
Wave Motion gun	10	A	+5 if played with Argo card (3 in deck)
Machine creator	5	A	Discard to repair one Damage Level
Holography room	0	A	Discard to draw 2 cards
Auxillary engines	5	A	Maneuver
Space Warp	5	A	Discard to move 1D6 Parsecs
Make Repairs	—	A	Discard to repair one Damage Level
Fresh supply of Titanite	—	A	Discard to repair one Damage Level
Black Tiger Squadron	10	S	6 in deck
Anti-Missile Fire	4	A	Negate enemy Missile Cards
Rocket Anchor	5	A	+3 if Played with Argo; Ships Guns
Blaster	5	P	
Astro Automatic Pistol	5	P	
Shock Cannons	8	A	Ships Guns
Attack Party	8	P	
Infiltrate Base	8	P	Negate one enemy Base
Bow Missiles	6	S	
Survey Party	6	P	
Search Party	7	P	
Sleep Gas	6	P	Negate one enemy Planet Card
Explosives	6	A	Negate one enemy Base or Satellite

Card Name:	Force	Type	Notes:
Hide in Asteroid Field	7	S	
Asteroid Polarity Device	10	S	+5 if played with Asteroid Field
Dummy Argo	7	S	Discard to Look at opponents hand
Emergency Takeoff	6	P	Maneuver
Evasive Maneuvers	5	S	Maneuver
Capture Gamilon Pilot	5	A	Discard to Look at opponents hand
Navigation	3	S	Maneuver; Discard to move 1D6 Parsecs
Star Channel	7	S	Negate an opponents SU card
Message from Queen Starsha	7	S	Discard to move 1D6 Parsecs
Astro Compass	2	S	Discard to move 1D6 Parsecs
Delayed Action Rockets	5	S	
Rescue Mission	9	P	
Reconnaissance Flight	4	S	Discard to Look at opponents hand
Cause Volcanic Eruption	10	P	Must play with Wave Motion gun
Reflector Shield	7	A	+3 if Played with Argo

Gamilon Deck Card List

Card Name:	Force	Type	Notes:
Gamilon Fleet	7	S	
Gamilon Fighter Squadrons	6	S	Fighters
Heavy Attack	5	S	Gamilon Spacecraft get +2
Gamilon Space Carrier	4	S	Fighters get +4
Gamilon Fighter Carriers	6	S	Fighters get +2
Leader Desslok	10	L	Desslok cards get +5
Desslok Mines	10	SU	
General Talan	6	L	+2 if played with Desslok
Gamilon Fighter Base	6	A	Fighters
Torpedo Bombers	5	S	Fighters
Colonel Gantz	7	L	+5 if played with Reflex Gun
Ultra Menace Missile	10	SU	
General Krypt	8	L	Gamilon cards get +1
Major Bane	6	L	+2 if played with Gantz
Torpedo	4	A	
Missiles	5	S	
Floating Continent Base	6	PU	
Trapped in Gravity Field	8	P	
Gamilon Scout Plane	3	A	Fighter: Discard to Look at opponents hand
Missile Launch Site	7	P	
Patrol Ship	4	A	Fighter: Discard to Look at opponents hand
Robot Tanks	8	P	
Take Prisoners	9	P	
Trap	7	A	
Reflex Gun	10	AU	
Destroyer Squadron	7	S	
Reflector Satellites	5	A	+5 if Played with Reflex Gun
Gamilon Submarines	6	P	
Jelly Creatures	5	P	
Gamilon Flagship	7	S	Gamilon Spacecraft get +1
Space Net	10	SU	

Card Name:	Force	Type	Notes:
Ecto Gas	10	SU	May be played with Space Net
Radiation Sickness	10	A	Avatar sick
Solar Flare Sea of Fire	10	SU	May be played with Space Net
1000 Gamilon Warships	10	S	
General Lysis	8	L	Gamilon cards get +1
Octopus Star Storm	—	A	Play in Warp Phase: No travel this turn
General Volgar	6	L	+2 if played with Lysis
Galactic Whirlpool	10	SU	
Power Loss	—	A	Opponent must discard a random card
Low Food Supply	—	A	Opponent must discard a random card
Bee People	10	PU	
Palanosaurus Energy Monster	10	AU	
Magnetron Wave Space Station	10	SU	
Robot Guards	5	P	May be played with Magnetron
Relay Spy Satellite	7	SU	Discard to Look at opponents hand
Artificial Sun	10	SU	
SMITE	10	SU	Fighters
Drill Missile	9	S	+3 if played with SMITE
Rainbow Galaxy	10	SU	May be played with SMITE
Precision Bombers	6	S	Fighters
Destroy Argo Radar	6	S	+4 if Argo played
Space Bombs	7	S	
Balan Space Fortress	6	A	+2 if played with Artificial Sun
Kamikaze Attack	9	S	Must be played with a Leader
Magnetic Ray	10	SU	
Sulfuric Acid Sea	10	SU	May be played with Magnetic Ray
Relentless Missile Fire	9	S	
Desslok Cannon	10	SU	
Boarding Action	10	SU	May be played with Desslok Cannon
Radioactive Sleeping Gas	10	SU	May be played with Boarding Action

Links

Treklords Site Yamato Page StarBlazers.com Ulti-mate Resource





Quest For The Grail

Introduction

Scenario for WarpQuest. for the [Warpquest Core Rules](#) WarpQuest Core Rules. Each player is a Knight of the Round table.

The Scenario

- The map spaces represent distance and time.
- There is only one Module.

- The track is 30 spaces long.
- The "Artifact" is the Holy Grail.
- The Grail must be obtained and returned.

Knight Attributes

Each Knight has 10 Skills and 10 Quest Points. Roll on the Knightly Attribute Table to see what Skills you get. Each skill corresponds to one type of Challenge Roll.

Knightly Attribute Table

1D10	Skills:	Challenges:
1	Chivalry +2	Lady
2	Valor +2	Monster
3	Ranger +2	Animal & Survival
4	Sorcery +2	Magic
5	Seamanship +2	Sea

1D10	Skills:	Challenges:
6	Wisdom +2	Wit
7	War +2	Men
8	Strength +2	Knight
9	Quest Point +1	-
10	Pick one	

Challenges

If you fail a challenge you lose 1 Quest Point. If you are ever reduced to 0 Quest Points you automatically loose.

Fighting

If you lose a fight with another players Knight you lose a Quest Point and must turn over the Grail if you have it.

Card List

Name	Challenge:
Mordred	(Battle) Knight, DM +1
Morgan le Fey	Magic or Lady, DM +1
Dragon	(Battle) Monster, DM +1
Fire Breathing Wyrn	(Battle) Monster, DM +1
Black Knight	(Battle) Knight
Ogre	(Battle) Monster
Questing Beast	Monster or Animal. If you fail go back 1D6 spaces
Bandits	(Battle) Men
Saxon Raiders	(Battle) Men
Wild Pict Warriors	(Battle) Men
Brigands	(Battle) Men
Pirates	(Battle) Sea or Men
Mad Knight	Knight
Jester	Wits
Jousting Tournament	(Battle) Knight. If you fail go back 1D6 spaces
Melee Tournament	(Battle) Knight. If you fail go back 1D6 spaces
Knight Errant	(Battle) Knight
Wolf	(Battle) Animal
Bear	(Battle) Animal

Name	Challenge:
Lion	(Battle) Animal
Boar	(Battle) Animal
Green Knight	Knight or Magic
Flooded River	Sea or Wits. If you fail go back 1D6 spaces
Shipwreck	Sea
Black Plague	Survival
Waylaid by Beggars	Wits. If you fail go back 1D6 spaces
Waylaid by Children	Wits. If you fail go back 1D6 spaces
Bridge Troll	(Battle) Monster
Serpent	(Battle) Sea or Monster
Wood Nymph	Magic or Lady
Romantic Love	Lady. If you fail go back 1D6 spaces
Giant	(Battle) Monster, DM +1
Tricked by Dwarf	Wits. If you fail go back 1D6 spaces
Waylaid by Peasants	Wits. If you fail go back 1D6 spaces
Waylaid by Pilgrims	Wits. If you fail go back 1D6 spaces
Frigor & Waste	Survival
Take Vow	Wits. If you fail Strength -1
Take Oath	Wits. If you fail Wit -1
Evil Hag	(Battle) Magic or Monster or Lady
Rescue Princess	(Battle) Men or Monster
Incubus	(Battle) Magic or Monster or Lady
Visit land of Faerie	Magic, DM +1
Griffin	(Battle) Monster
Queen Maab	Magic or Lady, DM +1
Sword	Aid: Battle +2
Lance	Aid: Knight +2
Shield	Aid: Battle +2
Armor	Aid: Battle +2
Steed	Aid: Non-sea Battle +2
Squire	Aid: Battle +2
Men-at-Arms	Aid: War +4
Magic Philtre	Aid: Chivalry +4
Your Lady's Token	Aid: Chivalry +4
Virtue	Aid: Chivalry +4
Prayer	Aid: Magic +4
Courage	Aid: Valor +4
Bravery	Aid: Valor +4
Friendly Castle	Aid: War +4
Lady of the Lake	Aid: Magic +4
Helped by Arthur	Aid: Strength +4 or War +4
Helped by Merlyn	Aid: Magic +4
Helped by Lancelot	Aid: Strength +4 or War +4
Helped by Gwynevere	Aid: Chivalry +4
Helped by Gawaine	Aid: Battle +2
Helped by Galahad	Aid: Battle +2
Helped by Tristram	Aid: Battle +2
Helped by Priest	Aid: Wit +4
Helped by Hermit	Aid: Wit +4
Prophecy	Aid: Battle +4
Hospitality	Aid: Regain 1 lost Quest Point





Quest For The Old Ones

Introduction

Card game based on the Elf Quest Universe. Elf Quest is a copyrighted trademarked property. This is merely a Fan site.

Starting Tribes

Tribes are composed of elves. There are 2 types of elves: Non-character Members: Strength +0 and represented by tokens. Character Members: Represented by cards.

A Member card or token represents the Elf and its Bond Beast if it has one. Each player starts with a tribe of 20 Non-character Members. Decide what type of tribe you have: Wolf Riders, Sun Folk, Blue Mountain Gliders, or Go-Backs.

The Deck

Players share a common deck and discard pile. Shuffle the deck before play begins. If the deck ever runs out shuffle the discard and draw from it.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Fate Phase
2. Travel Phase
3. Encounter Phase
4. Recruit Phase
5. Replenish Phase

Fate Phase

Draw 1 card from the deck and put it in your hand. Max hand size is 7 cards. If after drawing you have 8 or more cards discard one of them.

Travel Phase

You may play a Land card. Play the card face up on top of your previously played Land card. You cannot play a Desert card if your last card was a Tundra card.

You cannot play a Tundra card if your last card was a Desert card.

Encounter Phase

If you just played a land this turn, the opponent to your right may play an Encounter card. The Encounter Card must match the Land type the active player played this turn. The opponent may attach a Weapon card to a combat encounter if the creatures can use it.

For Example: The opponent plays Sleep Dust with a Troll encounter.

Resolving Combat Encounters

The active player may play Aid Cards from his hand. Aid cards include Weapon Cards, Magic cards, and Ally cards. You may only play an Ally card if you have elves of a type that can ally with it.

For Example: Wolves will only ally if you have Wolf riders in your tribe. You may only play a Magic card if you have an Elf that can use it. You may only play a Weapon card if you have an Elf or ally that can use it.

Played Aid cards add to your combat total every round of the combat. Each round has 5 Segments:

1. Combat Roll Segment:

Roll 1D20. This is the combat roll.

2. Modifier Segment:

Add Character and Aid card bonuses to the Total. Subtract the Encounter Card Strength (and any attached Weapons) from the Total.

3. Casualty Segment:

Roll 1D6. This is the Casualty roll. On a roll of 1-3 you suffer one casualty. If you have suffered a casualty discard one Ally card you played if there are any.

If there are no ally cards roll 1D6: On a roll of 1-3 a Character (card) Member is killed. On a roll of 4-6 a non-Character (token) Member is killed.

4. Decision Segment:

If the Total is 11 or greater your Elves win the Combat: Combat phase is now over. If the Total is 10 or less you lose the round. Roll 1D6: On a roll of 1-4 the combat continues another round. On a roll of 5-6 your band of elves escapes and combat ends.

Aid cards and Encounter cards are discarded at the end of the encounter.

Healers

If you have a Character that is a healer roll 1D6 at the end of an encounter in which you lost a Tribe member. On a roll of 1-3 one casualty (Characters first) is negated.

Recruit Phase

If you traveled to a new Land this turn you may add Character cards to your tribe. Play the card(s) face up to the table in front of you. The Character cards must match the Land type.

For example you must be in the Desert to recruit Sun Folk Character Cards.

Replenish Phase

Unless otherwise stated on the card, Event cards are played during this phase. If you have a Food card you may discard it to take another turn. You may have a maximum of two turns in a row.

Victory

You automatically lose if there are no elves left alive in your tribe. To win you must awaken the Old one. To do this you must travel a distance of 15 land cards.

The last land you place must be a Mountain or Tundra (The Frozen Mountains). The last land you place

is considered to be an entrance to the "Palace". Once there you automatically face a combat encounter of Guardian trolls of Strength +17.

To defeat them you must win 3 Combat rolls during Combat Phase. During combat you may not retreat, you must either win or die trying.

Card List Notations

WR Wolf Riders (Forest)

SF Sun Folk (Desert)

BMG Blue Mountain Gliders (Mountain)

GOB Go-Backs (Tundra)

PV Preserver (Forest)

Character Cards

Card Name:	Tribe:	Strength:	Notes:
Cutter	WR	+5	Blood of Ten Chiefs
Skywise	WR	+3	
Leetah	SF	+1	Healer
Clearbrook	WR	+2	
Redlance	WR	+2	
Strongbow	WR	+4	
Treestump	WR	+4	
Scouter	WR	+2	
One-Eye	WR	+3	
Pike	WR	+3	
Nightfall	WR	+3	
Moonshade	WR	+2	
Dart	WR	+2	
Aroree	BMG	+3	
Tyldak	BMG	+3	
Lord Voll	BMG	+4	
Rayek	SF	+4	
Kahvi	GOB	+3	
Petalwing	PV	+3	
Ekuar	Elf	+2	
Halek	SF	+1	
Vaya	GOB	+3	
Kureel	BMG	+2	
Vok	GOB	+2	
Yif	GOB	+2	

Land Cards

Card Name:	Number in Deck:
Tundra	15
Forest	15
Mountain	15
Desert	15

Weapon Aid Cards

Card Name:	Strength:	User:
Sleep Dust	+4	Elves or Trolls
Sword	+3	All
Club	+2	Trolls or Humans
Fighting Claw	+2	Wolf Riders
Crossbows	+4	Trolls & Go-Backs
Arrow Whip	+2	WR, SF
Metal Armor	+9	Elves

Card Name:	Strength:	User:
Talon Whip	+3	BMG
Spear	+3	All
Shield	+2	GOB
Bow	+4	WR, GOB
Dagger	+2	All
Battle Axe	+3	Trolls & Go-Backs

Magic Aid Cards

Card Name:	Strength	Used by:
Lock-Send	+3	Elves
Fire Magic	+3	BMG, SF
Levitation	+3	BMG
Plant Shaping	+2	WR
Rock Shaping	+5	BMG, SF

Card Name:	Strength	Used by:
Anti-Healing	+3	BMG, SF
Mind Stun	+3	BMG, SF, WR
Magic Shielding	+2	SF
Beast Bonding	+3	GOB, BMG, WR

Ally Aid Cards

Card Name:	Strength	Allies with:	Notes:
Wolf pack	+3	WR	Bond Beasts
Giant Hawks	+4	BMG	Bond Beasts
Great Elks	+2	GOB	Bond Beasts
Star Jumper	+4	WR	Bond Beast: Wolf
Nightrunner	+4	WR	Bond Beast: Wolf
Tenspan	+4	BMG	Bond Beast: Giant Hawk
Picknose	+3	Elves	Troll
Troll Slaves	+4	Elves	Trolls
Olbar	+3	Elves	Human
Friendly Humans	+3	Elves	Humans
Preservers	+5	Elves	

Encounter Cards

Card Name	Strength	Land	Notes
Long Tooth	+3	Tundra	Saber Tooth Tiger
Mad Horn	+4	Tundra	Woolly Rhinoceros
Blood Worms	+4	Forest	Giant 6" Leeches
Bear	+2	Forest	
Crocodillian	+1	Forest	
Finback	+5	Forest	Dinosaur
Sting Tail	+0	Desert	Scorpion
Giant Spider	+2	Forest	
Giant Snake	+3	Forest	
Ice Trolls	+7	Tundra	Trolls
Cold Dwellers	+2	Tundra	Humans
Strangleweed	+3	Forest	
Swordfoot	+4	Forest	Small Dinosaur
Bone Woman	+2	Forest	Human Shamaness

Card Name	Strength	Land	Notes
Madcoil	+13	Forest	Magical Lion-Python
Greymung	+3	Mountain	Troll King
Guttlekraw	+5	Mountain	Troll King
Thief	+2	Forest	Outcast Human
Tunnel Dwellers	+1	Mountain	Trolls
Tunnel Makers	+1	Mountain	Trolls
Tribe of 5-Fingers	+0	Forest	Humans
Tribe of Round Ears	+0	Forest	Humans
Two-Edge	+11	Mountain	Elf-Troll
Winnowill	+9	Mountain	Evil BMG
Priest of Gotara	+2	Forest	Human

Food Cards

Card Name:	Land:	Card Name:	Land:
Deer	Tundra	Tree Wee	Forest
Bison	Tundra	Shellback	Forest
Sun Village	Desert	Bristle Boar	Forest
Sorrows End	Desert	Troll Brew	Mountain
Puckernuts	Forest	Beesweets	Forest
Tree Grazers	Forest		

Event Cards

Card Name:	Notes:
Gamestones	Negate a Troll Encounter at beginning of Encounter Phase
Fever Dream	Look at the next 7 cards in the deck.
Magic Feeling	Look at the next 7 cards in the deck.
Savah	If in the desert look at the next 7 cards in the deck.
Dreamberries	If you are in the Forest Look at the next 7 cards in the deck.
Astral Projection	Look at all opponent's hands if your tribe has a SF member
Sending	Look at all opponent's hands
Bellyworms	Sickness: Opponent must miss next turn
Trial of Heart	Discard 1 Character of Opponent with Characters of different types
Forbidden Grove	Opponent in Forest must miss next turn
Fly on Giant Hawks	Take an extra turn if your tribe has BMG
Travel on No-Humps	Take an extra turn
Lodestone	Take an extra turn
Travel on Zwoots	Take an extra turn if you are in the desert
Flesh Shaping	Attach to BMG elf: Elf gets Strength +2 permanently
My Eyes see with Joy	Put a Character card in the Discard pile into your hand
Stay Behind	Opponent discards 1D6 Non-character Member tokens
Recognition	Take control of Target Elf
Mind Snare	Look at one opponents hand and take one card
Healing Magic	Negate one Casualty at end of Encounter phase
Elf Children	Gain 1D6 Non-character Member tokens
Elf Joining	Gain 1D6 Non-character Member tokens in 1D6 turns
Burning Waste	Opponent whose tribe is in the Desert loses 1D6 Members
Hold Council	Draw 3 Cards

Wolfrider Variant Setup

Each player begins with a tribe of Wolfriders. Each tribe has 4D6 Non-character members. Remove all the Wolfrider character cards from the deck.

Each player is dealt 3 Wolfrider Character cards.

The remaining cards are shuffled back into the deck.

Links

Wingthings Links Elfquest Tours ElfQuest.com





Quest For The Pirates Chest

Introduction

Board Game for 2-6 players.

Victory

Be the first to bring the Pirate Chest back to your Port.

Pirate Vessels

Each player has 1 Pawn representing his Ship. The terms Ship and Pawn are interchangeable.

Roll The Bones

Six sided dice are needed.

Pieces Of Eight

4 Identical Coins are needed. To the back of each coin place a mark. Each of the 4 coins has its own special Mark:

1. Magic Compass
2. The Map

3. The Key

4. Dead Mans Chest

The Deck

Players share a common Deck.

The Board

The board is a circular Track divided into 24 spaces. Every third space is a Special Space:

3. Deserted Island
6. The Caribbean (Port)
9. Deserted Island
12. Pirate Island (Port)
15. Deserted Island
18. Ship Graveyard (Port)
21. Deserted Island
24. The Seven Seas (Port)

The other spaces are referred to as Open Sea Spaces.

The Ships

There are several Pirate Outfits vying for the Chest:

Captain:	Ship:	Crew:	Port:	Ability:
Jack Sparrow	Black Pearl	Rogues	Caribbean	Luck
Captain Kidd	Adventure	Scallywags	Pirate Island	Privateer
Davy Jones	Flying Dutchman	Crusty Crew	Graveyard	Kraken
Admiral Horatio	HMS Endeavor	Bully Brits	Caribbean	Blockade
The Dragon Lady	Pirate Junk	Chinamen	Seven Seas	Rockets
Captain Morgan	Pirate Fleet	Buccaneers	Caribbean	Raider
Ghost of Redbeard	Ghost Ship	Ghostly Crew	Graveyard	Ghostly
Black Bart	Royal Fortune	Salty Dogs	Seven Seas	Rampage
Dread Pirate Roberts	The Revenge	Cutthroats	Pirate Island	No Prisoners
Captain Barbossa	Skeleton Ship	Skeleton Crew	Graveyard	Undead
Blackbeard	Queen Anne	Sea Curs	Caribbean	Fearsome
Calico Jack	The Neptune	Female Crew	Seven Seas	Girl Power
Long John Silver	Hispaniola	Mutineers	Pirate Island	Mutiny
Captain Hook	Jolly Roger	Ship of Fools	Seven Seas	Never Land
Captain Blood	Arabella	Freebooters	Pirate Island	Swift
Sinbad the Sailor	Stolen Ship	Corsairs	Seven Seas	Steal
Mama Lola	Voodoo Queen	Zombies	Graveyard	Curses
Captain Nemo	Nautilus	Submariners	Seven Seas	Ram
Yellowbeard	The Lady Edith	Misfits	Pirate Island	Map

Luck

Whenever Jack Sparrow rolls a die, he instead rolls 2 dice and picks the one he wants. Whenever he draws 1 card, he instead draws 2 and discards 1.

Privateer

Whenever Captain Kidd moves, he may choose to move 1 space instead of rolling a die.

Kraken

Either immediately before or after moving Davy Jones may Summon the Kraken. Roll 1D6: An Opposing ship at that distance, not on a Special Space is destroyed. The Flying Dutchman is immune to Storms.

Swift

Captain Blood may move twice per turn.

Blockade

No ship may move through or past the HMS Victory. The Admirals max hand size is +2.

Rockets

The Pirate Junk is equipped with Rockets: It gets an extra +1D6 on Broadside Fights.

Girl Power

Calico Jack may discard 1 card to add 2 to any diceroll in a Fight.

Undead

Skeletons are immune to bullets and impaling thrusts: They get an extra +1D6 on Boarding Fights.

Raider

Whenever Captain Morgan rolls a die, he may add 1 to the result.

Ghostly

The Ghost Ship does not miss a turn when it is Sunk.

Rampage

Whenever Black Bart sinks an enemy ship in a fight, he gets an extra turn.

Curse Table

1D6	Curse:
1	Opponent cannot Move on his next Turn
2	Opponent gets -2 to all dice rolls until end of his next Turn.
3	Opponent must discard 1 Random Card.
4	Opponent must reveal his hand to all Players.
5	Opponent cannot use his Special Ability until end of his next Turn.
6	Opponent's Ship is Sunk

Setup

Each Player chooses which Pirate Captain he wants to be. Each player puts his Pawn on his Homeport. Each player draws 2 Cards.

Randomly place one of the 4 coins face-up on each

Fearsome

Blackbeard is one Rough Customer. He gets to draw 1 extra card at the beginning of his turn.

Never Land

Captian Hook as his move may go to any Port Space. Note that Never Land is somewhere in the Seven Seas.

Mutiny

Long John Silver may as his move go to any Deserted Island Space occupied by another Pirate.

Steal

If Sinbad lands on an Enemy Ship, instead of fighting it, he steals either a Coin or a random Card.

No Prisoners

If you are Sunk in a fight by the Dread Pirate Roberts, you must discard your hand plus you miss an extra turn: Miss 2 turns (not 1 turn as normal)

Map

If Yellowbeard is in play, he starts with the Hidden Map. Note that Yellowbeard's real Port is "St. Victim's Prison for the Extremely Naughty" which we have relocated to Pirates Island.

Ram

When attacking, Nemo may ram instead of Fighting. The rammed ship is automatically Sunk and any coins on it go to random Deserted Islands. The Nautilus gets +1 to Escape Rolls. The Nautilus is immune to Wind & Storm Event Cards.

Curses

Mama Lola can use her Voodoo Magic to Curse her Opponents. On her Turn she may pick one Opponent, and roll once on the Curse Table:

of the 4 Deserted Island Spaces. (The identity of the coins are hidden) Players roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. At the beginning of your turn, draw 1 Card from the deck and put it in your hand. If the deck runs out, shuffle the discard, and draw from it.

Roll 1 die and move the indicated number of spaces in either direction. If you land on a Face down coin, flip it over to reveal its identity. If you land on an Enemy ship you must fight it.

At the end of your turn discard down to 5 cards.

The Map

If you land on the Hidden Map (1 of the 4 Coins) you take possession of it. It is needed to find the Chest.

The Key

If you land on the Hidden Key (1 of the 4 Coins) you take possession of it. It is needed to find the Chest.

The Chest

If you land on the Hidden Chest (1 of the 4 Coins) you take possession of it only if You already have possession of the Key and the Map. If you have possession of the Chest and you make it to your Port, you win.

The Magic Compass

If you land on the Hidden Compass (1 of the 4 Coins) you take possession of it. The Ship with the Magic Compass gets 1 extra Move per turn.

The Deck

Card Name:	Notes:
Scurvy	Target Opponent cannot Move this turn
Trade Winds	Wind: Get an extra Move this Turn
Port of Call	You may as your Move return to your Home Port
Voodoo Magic	Pick a Target and roll on the Curse Table
Typhoon	Storm: Farthest Enemy Pawn is Sunk
Hurricane	Storm: Random Enemy Pawn is Sunk
Whirl Pool	Adjacent Enemy Pawn in Open Sea is Sunk
Tidal Wave	Target Enemy Pawn in Open Sea is Sunk
Hit Reef	Target on Special Space cannot Move this turn
Doldrums	Wind: Target Pawn in Open Sea cannot Move this turn
Gulfstream	Get 2 extra Moves this Turn
Westerlies	Wind: Move an extra 1D6 Spaces this Turn
Sargasso	Adj Enemy Pawns in Open Sea cannot Move on their next turn
Rum	Skip your Move and draw 2 extra Cards
Pursuit	As your Move go to same space as target enemy Pawn
Flee	Get +2 to Escape Roll
X Marks the Spot	As your Move go to any Deserted Island
Give Chase	As your Move go to space containing opponents Pawn
Set Sail	As your Move go to any empty Open Sea Space

Extra Moves

Note that extra Moves can also result in extra Fights.

Escape

If an opponents ship lands on you, you may attempt to avoid combat: Roll 1D6: On a roll of 5 or better, you escape and no Fight Takes place.

Fighting

If you land on a space containing 1 or more enemy Ships, you may pick one to Fight. You, the Attacker, may choose whether the Fight is BroadSides or Boarding or Both. BroadSides is at Long Range with Cannon.

Boarding is at Short Range with Gun & Sword. Each side rolls 1D6 and plays Fight Cards. The side with the highest Total wins. Attacker wins ties.

The Loser is Sunk, and must give his coins to the winner.

Ports Of Call

When you are at your Home Port, you cannot be Attacked or Destroyed.

On Being Sunk

When your ship is destroyed, your pawn returns to your Home Port, and You miss your next turn. If you had any coins, they go to the Ship that Sunk you, or if you were not Sunk in a Fight, they go back (Hidden) to random Deserted Islands.

Card Name:	Notes:
Becalmed	Opponent gets -3 to his Move Roll
Sandbar	Opponent gets -2 to his Move Roll
Rumors	Look at next 10 cards in deck
Spy Glass	Look at opponents Hand; Draw a card from the deck
Crows Nest	Look at opponents Hand; Draw a card from the deck
Thief	Steal 1 Coin from Adjacent Pawn
Scoundrel	Steal 1 Coin from Adjacent Pawn
Landing Party	Reveal & take (if Possible) Hidden Coin on Adjacent Space
Cannibals	Opponent on Deserted Island must have a Boarding Fight
Buccaneers	Opponent on Open Sea must have a Boarding Fight
Head Hunters	Opponent on Deserted Island must have a Boarding Fight
Imprisoned	Opponent at a Port Space cannot Move on their next turn
Captured	Opponent on Deserted Island cannot Move on their next turn
Stowaway	Discard to draw 2 cards
Betrayal	Opponent must discard 2 random cards
Treachery	Opponent must discard 3 cards
Mutiny	Opponent must have a Boarding Fight
Sea Monster	Opponent on Open Sea must have a Boarding Fight
Shipwrecked	Next Player to go is Sunk
Marooned	Opponent misses his next Turn
Catch the Wind	Wind: Get +1 to Move Roll or Escape Roll
Settle a Debt	Discard to Steal 1 Random Card from Adjacent Opponent
Lost	As his move, Move Enemy Ship 1D6 spaces in any direction
Knives	Get +2 to Boarding Fight
Axes	Get +3 to Boarding Fight
Pikes	Get +3 to Boarding Fight
Harpoons	Get +3 to Boarding Fight
Cutlasses	Get +3 to Boarding Fight
Pistols	Get +4 to Boarding Fight
Muskets	Get +4 to Boarding Fight
Grenades	Get +4 to Boarding Fight
Darkness	Get +5 to Boarding Fight
Swivel Guns	Get +1 to Boarding or Broadships Fight
Grapeshot	Get +2 to Boarding or Broadships Fight
Rally the Men	Get +3 to Boarding or Broadships Fight
Surprise	Get +4 to Boarding or Broadships Fight
Cannonballs	Get +2 to Broadships Fight
Run out the Guns!	Get +3 to Broadships Fight
Chain Shot	Get +3 to Broadships Fight
Bar Shot	Get +3 to Broadships Fight
Hot Shot	Get +3 to Broadships Fight
Triple Cannons	Get +4 to Broadships Fight
Rake the Stern	Get +4 to Broadships Fight
Blown Away!	Get +5 to Broadships Fight

Variant Rules

Larger Board

For 5 or more players a larger board is recommended: Space #27. Deserted Island Space #30. Barbary Coast Include an Extra Coin: Voodoo Doll If you

possess the Voodoo Doll, At the End of your turn you may pick a Target and Roll on the Curse Table. The Voodoo Doll then is placed on a random Deserted Island. Pirates in excess of 4 may choose the Barbary Coast as their Home Port.





Quest For The Princess Bride

Introduction

Card game for 2 players. Based on the Princess Bride Story. One player takes the role of Westly.

The other player takes the role of Prince Humperdink.

Disclaimer

The Princess Bride is a copyrighted property. This is merely a fan site.

Victory

Any player able to control the Buttercup token for 4+ consecutive turns wins. Any player who loses his Main Character (Westly or Humperdink) in a fight automatically loses. If the deck runs out, the player in control of the Buttercup Token wins.

Buttercup

The Princess Bride, Buttercup, is represented by a Token.

Setup

Decide amicably who is Westly and who is Humperdink. Humperdink starts in control of the Buttercup Token. Humperdink gets to go first.

Both players start with a hand of 7 randomly drawn cards. Both players start with their main Character card in play face up in front of them. (There is a Character card for both Westly and Humperdink)

Turn Sequence

Players take turns. The current player is known as the active player. Each turn has 5 phases:

- Fate Phase
- Recruit Phase
- Chase Phase
- Contest Phase
- End Phase

Fate Phase

Draw 3 cards. If you are in possession of the Buttercup Token, skip the next 2 Phases.

Recruit Phase

You may put Character cards into play from your hand face up in front of you. You may attach Modifier cards from your hand to your Characters.

Chase Phase

The Active player may go seeking for Buttercup, if he does not already control her. The Active player rolls 2D6 and adds any Chase Bonuses from any of his Characters, attached cards, and any Event cards he discards. (This is the Chase Roll) The Other player rolls 2D6 and adds any Escape Bonuses from any of his Characters, attached cards, and any Event cards he discards. (This is the Escape Roll) If the Chase roll does not exceed the escape roll, skip next phase. If the Chase roll exceeds the Escape roll go on to contest phase.

Contest Phase

There will be a fight if the active player won in chase phase. Roll 1D6 to determine the type of Fight:

1D6	Fight Type:
1-2	Wits
3-4	Strength
5-6	Sword

Each player selects a Character. The Active player must select a Human Character. Both players roll 2D6 and add any appropriate Fight Bonuses from his selected Character, attached cards, and any Event cards he discards. (This is the Fight Roll) If you played an animal, you may not play any Event cards unless they specify Animal. The player with the higher Fight Roll wins (Flip for ties).

The Loser must discard the selected Character card. The winner gains or maintains control of the Buttercup token.

End Phase

Discard down to 7 cards in your hand.

Obstacles

Card type. This can be selected (played) instead of a Character in Contest Phase if You are the non-active player, and it is not a Sword test. The Obstacle is discarded at the end of the Phase, win or lose. If you play an Obstacle, you may not play any Event cards unless they specify Obstacle.

Card List Notation

- W** Card that can only be used by the Westly Player
H Card that can only be used by the Humperdink Player
B Card that can be used by either Player
T Travel Card (Event card that gives a Bonus in Chase Phase)
F Fight Card (Event card that gives a Bonus in Con-

- test Phase)
V Event Card (Use once and discard)
M Modifier Card (Attach to Human Character card)
MC Main Character (Westly or Humperdink)
C Character Card
CE Chase or Escape
O Obstacle
A Ailment (Modifier card played on opponents Characters)

Card List

Card Name	Type	Use	Notes
Westly	MC	W	+1 to Wit and Sword Fights
Prince Humperdink	MC	H	+1 to Chase Rolls & Strength Fights
Vizzini the Sicilian	C	H	+2 to Wit Fights
Fezzik the Giant	C	B	+2 to Strength Fights
Inigo the Spaniard	C	B	+2 to Sword Fights
Count Rugen	C	H	+1 to Escape Rolls and Sword Fights
Sailing Ship	T	B	CE +2
Swift Boat	T	B	CE +2
4 White Horses	T	B	CE +4
Splendid Black Horse	T	B	CE +3
Expert Tracker	T	H	+3 to Chase
Expert Hunter	T	H	+3 to Chase
King Lotharon	C	B	+1 to Escape Rolls
Assassin	F	H	+2 to Wit Fight
Battle of Wits	V	B	Fight Type is Automatically Wits
Duel	V	B	Fight Type is Automatically Swords
Strength Contest	V	B	Fight Type is Automatically Strength
ROUS	C	B	Rodents of Unusual Size +1 to Strength Fights
The Sucking Squid	C	B	+1 to Strength Fights
Shrieking Tarantula	C	B	+1 to Strength Fights
Blood Eagle	C	B	+1 to Strength Fights
Betrayal	V	H	Take control of Target Character
Friendship	V	W	Take control of Target Character
Miracle Max	C	B	Discard Target Ailment in End Phase
Tortured	A	H	-1 to all Rolls
Mortal Wound	A	B	-1 to all Rolls
True Love	V	W	Draw 3 cards if you do not control Buttercup
Greatest Kiss	V	W	Draw 3 cards if you do control Buttercup
Long Journey	T	B	CE +1 and Draw 1 card
Guards	C	H	+1 to Sword Fights
Hirelings	C	H	+1 to Sword Fights
Drunk	A	B	-1 to all Rolls
Stomach Pains	A	B	-1 to all Rolls
Broken Heart	A	B	-1 to all Rolls
Jump	T	W	+3 to Escape
Trap	F	B	Non-active Player gets +2 to Fight Roll
Quick Wit	F	B	+2 to Wit Fight
Climb	T	B	CE +2
Castle Halls	T	B	CE +1 and Draw 1 Card
Siege	F	W	+2 to Sword Fight
Great Absence	V	B	Opponent cannot Chase this Turn

Card Name	Type	Use	Notes
Start War	V	H	Draw 3 cards if you do not control Buttercup
Empty Promises	V	H	Draw 3 cards if you do control Buttercup
Six Fingered Blade	M	B	+1 to Sword Fights (Item)
Brilliant Plan	F	W	Active Player gets +2 to Fight Roll
Full Sail	T	B	CE +2
Storm	T	B	+3 to Escape
Night	T	B	+3 to Escape
Castle Walls	T	H	+3 to Escape
Ideal Plan	F	B	+2 to Wit Fight
Shark Infested Waters	T	B	CE +3
Guilder Frontier	T	B	CE +4
Mind Reading	V	B	Look at opponents hand
Inconceivable	V	B	Draw 2 cards if you do not control Buttercup
Logical Explanation	V	B	Look at opponents hand
Coincidence	V	B	Draw 2 cards
Tireless	M	B	Character gets +1 to Strength Fights
Empty the Forest	V	H	Look at next 10 cards in the deck
Surprisingly Quick	F	B	+1 to Fight Roll
Kidnapping	V	H	Gain control of Buttercup
Cut Rope	T	B	+2 to Escape
Great Will	F	B	+3 to Strength Fight
Choke Hold	F	B	+4 to Strength Fight
Big Rock	F	B	+2 to Strength Fight
Trained Mind	M	B	Character gets +1 to Wit Fights
Cross the Channel	T	B	CE +2
Taunting	V	B	Opponent must discard 2 cards at random
Equestrian Skill	M	B	+1 to Escape
Capture	F	H	+1 to Fight Rolls
Conceited Opponent	F	B	+2 to Wit Fight
To the Pain	F	W	+3 to Wit Fight
Fog	T	B	+3 to Escape
Zoo of Death	V	W	Humperdink cannot Chase this turn
Well Known	T	B	+2 to Chase
Mistaken Identity	V	B	Opponent must discard 2 cards at random
The Man in Black	V	W	Opponent must discard 2 cards at random
Terrible News	V	H	Opponent must discard 2 cards at random
Fear	F	B	Target Character lose their Bonuses this Fight
As You Wish	V	W	Draw 3 cards if you do control Buttercup
Tragic Flaw	V	B	Look at opponents hand and steal 1 card
Wounded	V	B	Take control of target Character in Discard
Cliffs of Insanity	O	B	+1 to Strength Fights
Wedding Date	V	H	Win at end of next turn if you control Buttercup
Befriend in Defeat	V	W	Take control of target Character in Discard
Agrippa Defense	F	B	+2 to Sword Fight
Capo Ferro	F	B	+2 to Sword Fight
Master Swordsman	M	B	Character gets +1 to Sword Fights
Theatrics	V	B	Opponent must discard a non-major Character
Good Sportsmanship	V	B	Both players draw 3 Cards
Crowd Fighting Tactics	F	B	+2 to Strength Fight
Squeeze	F	B	+3 to Strength Fight
Run all Night	T	W	+3 to Escape Roll
Read Foot Prints	T	H	+3 to Chase
Armada	T	H	+3 to Chase

Card Name	Type	Use	Notes
Trapped in Ravine	T	B	+2 to Chase
Fire Swamp	O	B	+1 to Strength Fights
Classic Blunder	F	B	+3 to Wit Fight
Threats	F	B	+3 to Wit Fight
Find Weakness	F	B	+1 to Fight Roll
Rope or Vines	V	B	+3 to Fight vs Obstacle
Know Beasts	V	B	+3 to Fight vs Animal
Dizzying Intellect	M	B	Character gets +1 to Wit Fights
Iocane Immunity	M	B	Character gets +1 to Wit Fights
Cunning	M	B	Character gets +1 to Wit Fights
Impasse	V	B	Both players discard their hands
Snow Sand	O	B	+1 to Strength Fights
Courage	V	W	+1 to any Roll
Great Ship Revenge	T	W	+3 to Escape Roll
Dread Pirate Roberts	M	W	Attach to Westly only +1 to all Rolls
Disaster	V	B	Opponent gets -3 to target roll
Destiny	V	W	Search deck for card & put it in your hand
Blood Frenzy	F	B	Target animal gets +2 to Fight Roll
Perilous	F	B	Target obstacle gets +2 to Fight Roll
Man of Action	M	B	Character gets +1 to Sword Fights
Difficult Terrain	F	B	+3 to Sword Fight
Long Painful Recovery	V	B	Discard Target Ailment
Festivals	V	W	Humperdink cannot Chase this turn
Thieves Quarter	V	B	Put target Non-MC back in controllers hand
Back to the Beginning	V	B	Put target Non-MC back in controllers hand
Life isn't Fair	V	B	Steal 2 random cards from opponents hand
Brute Squad	C	H	+1 to Strength Fights
Revenge	M	B	Attach to MC. Hand size +1
Fate	V	B	Reroll target Dieroll
Reunited	V	W	Take control of target Character in Discard
Nursed Back to Health	V	B	Discard Target Ailment
Ultimate Suffering	V	B	+3 to Chase
Murder Plot	V	H	Win at end of next turn if you control Buttercup
Humiliation	A	B	-1 to all Rolls
Fatigue	V	B	Discard target Modifier card
Desperation	V	B	Discard your hand and draw 3 cards
Oracle	V	B	Look at next 10 cards in deck
Ressurrection Pill	V	B	Take control of target Character in Discard
Surprise	V	B	+2 to Sword or Strength Fight
Spoil his Plans	V	W	Opponent must discard 3 cards at random
Imprisoned	T	H	Westly cannot Chase this turn
King Bats	C	B	+1 to Strength Fights
Holocaust Cloak	V	B	+2 to Wit or Strength Fight
Wheelbarrow	V	B	+2 to Sword or Wit Fight
Panic	F	B	Opponent cannot play Fight Event Cards
Prepare to Die	F	B	+4 to Sword Fight. Opponent may draw 1 card
Break Down Door	V	B	+3 to Chase
Turn & Run	T	B	+3 to Escape
Pirates	F	W	+3 to Sword Fight
Florinese Dagger	F	B	+3 to Sword Fight
Fork in the Road	V	B	Target Player must draw 2 cards and discard 3





Quests Of The Librarian

Introduction

Card game for 2+ players. Each player takes the role of the Librarian. Players try to retrieve precious artifacts to expand the Library Collection.

Disclaimer

Based on the "Librarian" Series of Movies. This is merely a fan site.

Victory

At the beginning of the game, the players decide how many Artifacts Constitute a win. Play continues until someone has acquired the required number. Short Game = 3 Artifacts Mid Length Game = 5 Artifacts Long Game = 7 Artifacts Full Game = 9 Artifacts

The Decks

Players share 2 Common Decks: The Artifact Deck
The Action Deck

The Artifact Deck

18 Cards. Artifacts stored in the Library for safe-keeping. Each Artifact has a Special Ability it grants its owner.

The Action Deck

The Action deck is composed of 80 cards. There are 8 Suites. Each Suite has 10 cards.

Dice

Six sided dice are used.

Setup

Shuffle the decks. Each player is dealt a hand of 6 random Action cards. Flip over the Top card of the Artifact deck.

This card is the Prize.

Turn Sequence

Each turn has 6 Phases:

1. Fate Phase
2. Initiative Phase
3. Adventure Phase
4. Action Phase
5. Meld Phase
6. End Phase

Fate Phase

Roll 1D6 and add the number of players. This is the Fate number. Flip over that many cards from the Action deck. These are the Fate cards.

Initiative Phase

Each player rolls 1D6. These are the Initiative Rolls. The highest roll is the Initiative Leader. A player may discard a Companion card to cause a target die roll to be re-rolled.

A player may discard a Travel card to get +1 to their Initiative roll.

Adventure Phase

Starting with the Leader and going clockwise players take turns Picking 1 of the remaining Fate cards and putting it into their hands.

Action Phase

Starting with the Leader and going clockwise players take turns Playing Action cards from their hands to invoke their Special Abilities. This continues until no player has any more cards they want to play. A Location card may played (discarded) to look at an opponents hand.

A Danger card may be played (discarded) to cause a target player to Discard 1 random card from his hand. A Knowledge card may be played (discarded) to allow the player to look at The next 7 cards in the Action deck A Foe card may be played (discarded) to steal 1 random card from an Opponents hand and add it to your own. A Puzzle card may be played (discarded) to draw the top card of the action Deck and add it to your hand.

A player may play (discard) an Escape card at any time (out of order) to negate An Action card just played by another player.

Meld Phase

Starting with the Leader and going clockwise each player has the opportunity to make a Meld. A Meld consists of 8 cards, 1 from each of the 8 Suites. The first player to make a meld claims the current Prize and adds it to their Library.

Once the Prize is claimed, no further Melds can be made this turn. If the prize is claimed, flip over the top card of the Artifact deck to be the new Prize. Discard all Meld cards.

End Phase

Max hand size is 10 cards. Players discard excess cards.

Notes On Artifact Card Special Abilities

Some artifacts have the Flip ability: As an action in Action phase (once only per each Action phase) flip over the top card of the action deck: If it matches the card type Described by the card, you may put it in your hand, otherwise, discard it. For any artifact with the "Action:" notation, its ability is used as an action in Action phase (only once per each Action phase). The Bonus ability means, that the card is worth 2 Artifacts

for determining Victory, if you control at least 1 more Artifact of the type indicated.

Limited Meld means the card counts like an Action card in meld phase. However, this can only be done once per game. It is not discarded when so used.

Artifact Deck Card Notation

B Biblical
G Greek/Roman
M Modern
R Renaissance
A Arthurian
X Atlantis
U Gold

Artifact Deck Card List

Card Name:	Type:	Notes:
Spear of Destiny	B	All of your Fate rolls are at +1
Dead Sea Scrolls	B	Limited Meld: Use as a Knowledge or Puzzle card
Pandora's Box	G	Flip for Danger or Foe card
Ali Baba's Flying Carpet	R	Flip for Travel or Location card
Excalibur	A	Flip for Escape or Companion card
Davinci's Diary	R	Flip for Puzzle or Knowledge card
HG Wells Time Machine	M	Action: Look at next card in Artifact deck
Pan's Flute	G	Bonus Greek
Crystal Skull	X	Action: Look at Target Opponents hand
Medusas Head	G	You are Immune to Foe cards
Ark of the Covenant	B	Hand Size +1
Book of Solomon	B	Action: Discard 1 card to draw 1 card from the deck
Tesla's Death Ray	M	All Opponent's Hand Sizes are -1
Holy Grail	A	Also counts as a Biblical card
Trident of Poseidon	G	Hand Size +1
Live Unicorn	A	Bonus Arthurian
Philosophers Stone	U	Also Renaissance
Fountain of Youth	R	Limited Meld: Use as a Location or Companion card
Tree of Knowledge	B	Action: Look at next 7 cards in Action deck
Golden Fleece	G	Also Gold
Shroud of Turin	B	Bonus Biblical
Blackbeard's Chest	R	Also Gold
King Midas	G	Also Gold
Judas' Chalice	B	Limited Meld: Use as a Foe or Danger card
Golden Goose	U	Bonus Gold
Jet Pack	M	Limited Meld: Use as an Escape or Travel card
Little Boy Prototype	M	Bonus Modern

Action Deck Card Notation

K Knowledge
D Danger
T Travel

C Companion
E Escape
F Foe
P Puzzle
L Location

Action Deck Card List

Card Name:	Type:
Canoe	T
Spelunking	T
Mountain Climbing	T
Hiking	T
Plane	T
Train	T
Tour Bus	T
Boat	T
Horse Riding	T
Motorcycle	T
Leading Lady	C
Masonic Knight	C
Female Bodyguard	C
Romantic Interest	C
American Indian Guide	C
African Tribesman	C
Judson	C
Secretary	C
Buddhist Monk	C
Lovely Archeologist	C
Geography	K
Comparative Religions	K
Astronomy	K
Natural History	K
Literature	K
Mythology	K
Anthropology	K
Linguistics	K
Architecture	K
History	K
Roman Ruins	L
Mayan Temple	L
Museum	L
New Orleans	L
Shangri La	L
Serengeti	L
Amazon Rainforest	L
Solomon's Mine	L
Mombasa	L
Cairo	L

Card Name:	Type:
Arrow Traps	D
Water Death Trap	D
Bottomless Pit	D
Vampire Bats	D
Old Rope Bridge	D
Ghosts	D
Asp	D
River of Lava	D
Hippos	D
Headhunters	D
Serpent Brotherhood	F
Deadly Scorpion Cult	F
Time Traveling Ninjas	F
Previous Librarian	F
Fem Fatale	F
Thugs with Guns	F
Evil Uncle	F
Militia General	F
Count Dracula	F
Former Professor	F
Treasure Map	P
Secret Chamber	P
Language of the Birds	P
The Name of God	P
Masonic Symbols	P
Stumble Upon It	P
Hidden In Plain Sight	P
Two Part Musical Key	P
Break Code	P
Ancient Tome	P
Jump Off Cliff	E
Slip Bonds	E
Brawl	E
Jump Out of Window	E
Catch Train	E
Jump in River	E
Earthquake	E
High Speed Chase	E
Jump Out of Plane	E
Run for your Life	E





Quickie Figs

Introduction

Very simple Miniatures rules. Ranges, distances, and movement abstracted. No record keeping, charts, or tables.

Games resolved in under 10 minutes. Make up the rules as you go.

Anecdotal Preface

The idea for this game came after meeting a friend carrying a box of 14 "finely painted" (Happy now Ray?) miniatures. The Figs were a mix of Superhero and Sci-Fi (WH40K, Necromunda, etc). I immediately sorted them out into two sides of 7 each: A good and bad side.

We then determined by looking at the figs which could attack at long range, then at medium range, short range, and finally at point blank. This took about 5 minutes. We "roleplayed" out the results. This whole exercise was strangely satisfying...

We got to play with the figs, make armies, debate the relative strengths of the units, and explore how a confrontation might have played out, without actually playing out a game with cumbersome rules.

Figures

These rules are based on Sci-Fi figures, but other types will work just as well.

Randomizers

Six sided dice are useful.

Setup

Somebody brings a small number of figs, say 10 - 20+. Players divide the figs into 2 opposing forces, based on aesthetic reasons.

Turn Sequence

The game proceeds in turns in the following order: Extreme Range Turn Long Range Turn Medium Range Turn Short Range Turn Hand-to-Hand Combat Turns

Extreme Range Turn

Look at the figs. Determine which ones have weapons that can attack at extreme ranges. Missile Launchers, Auto-cannons, and other heavy weapons are good candidates.

For each Fig that can attack roll 1D6. On a roll of 1 an opposing Fig of the attacker choice is killed. All attacks are simultaneous.

Long Range Turn

Look at the figs. Determine which ones have weapons that can attack at long ranges. Rifles of all types and Heavy weapons are good candidates.

For each Fig that can attack roll 1D6. On a roll of 1 an opposing Fig of the attacker choice is killed. All attacks are simultaneous.

Medium Range Turn

Look at the figs. Determine which ones have weapons that can attack at medium ranges. Rifles and Pistols are good candidates.

For each Fig that can attack roll 1D6. On a roll of 1 an opposing Fig of the attacker choice is killed. All attacks are simultaneous.

Short Range Turn

Look at the figs. Determine which ones have weapons that can attack at short ranges. Pistols of all types and Thrown weapons are good candidates.

For each Fig that can attack roll 1D6. On a roll of 1 an opposing Fig of the attacker choice is killed. All attacks are simultaneous.

HTH Combat Turns

Look at the figs. Figs kill on a roll of 1 on 1D6. Figs with a HTH weapon (Sword, Bayonet) kill on a roll of 1-2 on 1D6.

Figs with HTH weapons in both hands (HTH Specialists) kill on a roll of 1-3 on 1D6. All attacks are simultaneous. The HTH turn is repeated until one side is completely killed off.

Optional Rules:

Armor

If a Fig is hit roll 1D6: Light armor negates the hit on a roll of 1. Medium armor negates the hit on a roll of 1-2. Heavy armor negates the hit on a roll of 1-3.

Magic & Psychic Powers

Some figs may be imbued with psionic attack ability. Treat this as the ability to make a regular attack roll during all turns.

Casualties

If an attack roll hits roll 1D6: 1-3 The attacking player picks the target. 4-6 The defending player picks the target.

Stay At Range

When a turn is over roll 1D6: 1-3 Combat continues at the same range. 4-6 Combat is at the next closer

range.

Fantasy Conversion

Extreme range: Magic Long range: Long Bows, Crossbows Medium Range: Short Bows, Javelins, Slings Short Range: Thrown weapons





Quidditch Cup

Introduction

Card game for 2 players. Players are each in control of opposing Quidditch teams.

Disclaimer

Harry Potter is a trademarked, licensed property. This is merely a fan site

The Deck

Players share a common deck.

Turn Sequence

Each turn is divided into 6 phases:

1. Draw Phase
2. Tactics Phase
3. Foul Phase
4. Action Phase
5. Modifier Phase
6. Score Phase

Draw Phase

Each player discards down to 2 cards (or less), and then draws 5 cards.

Tactics Phase

Each player may discard up to 2 cards and draw replacements.

Foul Phase

Play (discard) a Foul card to make your opponent discard 2 random cards. If one of the cards discarded is a Player card, your opponent gets 10 points.

Card List

Card Name	#	Force	Notes
Bludger 1	1	1	Ball
Bludger 2	1	2	Ball
Bludger 3	1	3	Ball
Bludger 4	1	4	Ball
Bludger 5	1	5	Ball
Bludger 6	1	6	Ball
Bludger 7	1	7	Ball
Bludger 8	1	8	Ball
Beater 1	1	1	Player

Action Phase

Each player makes 3 Action piles of face-down cards:

1. Bludger-Beater Pile (May contain Bludger, Beater, & Speed cards)
2. Quaffle-Chaser Pile (May contain Quaffle, Chaser, & Speed cards)
3. Snitch-Seeker Pile (May contain Snitch, Seeker, & Speed cards)

Players reveal their piles (flip them face-up). Each card has a Force value. Each pile has a total force equal to the sum of all the force cards played in a pile.

Modifier Phase

You may play a Magic card to cause any card in any pile to be discarded. You may play a Keeper card to cause both Quaffle-Chaser Piles to be discarded.

Score Phase

If you have the highest total in the Bludger-Beater Pile, and you have at least one Bludger and one Beater card, then your opponent draws one less card next turn. If you have the highest total in the Quaffle-Chaser Pile, and you have at least one Quaffle and one Chaser card, then you get 10 points. If your total in the Snitch-Seeker Pile is four times or more greater than your Opponents total, and you have at least one Snitch and one Seeker card, then you get 150 points and the game is over.

Card Name	#	Force	Notes
Chaser 4	1	4	Player
Chaser 5	1	5	Player
Chaser 6	1	6	Player
Chaser 7	1	7	Player
Chaser 8	1	8	Player
Snitch 1	1	1	Ball
Snitch 2	1	2	Ball
Snitch 3	1	3	Ball
Snitch 4	1	4	Ball

Card Name	#	Force	Notes
Beater 2	1	2	Player
Beater 3	1	3	Player
Beater 4	1	4	Player
Beater 5	1	5	Player
Beater 6	1	6	Player
Beater 7	1	7	Player
Beater 8	1	8	Player
Quaffle 1	1	1	Ball
Quaffle 2	1	2	Ball
Quaffle 3	1	3	Ball
Quaffle 4	1	4	Ball
Quaffle 5	1	5	Ball
Quaffle 6	1	6	Ball
Quaffle 7	1	7	Ball
Quaffle 8	1	8	Ball
Chaser 1	1	1	Player
Chaser 2	1	2	Player
Chaser 3	1	3	Player

Card Name	#	Force	Notes
Snitch 5	1	5	Ball
Snitch 6	1	6	Ball
Snitch 7	1	7	Ball
Snitch 8	1	8	Ball
Seeker 1	1	1	Player
Seeker 2	1	2	Player
Seeker 3	1	3	Player
Seeker 4	1	4	Player
Seeker 5	1	5	Player
Seeker 6	1	6	Player
Seeker 7	1	7	Player
Seeker 8	1	8	Player
Keeper	2	-	Player
Speed	4	5	Speed
Foul	2	-	Cheating
Magic	2	-	Cheating
House	4	-	See House Rules

Optional Setup Rules

House Rules

Each player chooses one House in setup: Gryffindor, Slytherin, Hufflepuff, or Ravenclaw. The Gryffindor player may use a House card to add 5 Force to any pile. The Slytherin player may use House cards as Foul cards. The Hufflepuff player may discard a House

card to draw 2 cards.

The Ravenclaw player may discard a House card to take an extra Tactics Phase.

Star Players

Each player rolls 3 times on the following table in setup:

1D6	Player	Notes
1	Star Captain	You may discard 1 additional card in discard phase
2	Star Chaser	Chaser cards get +1 Force
3	Star Beater	Beater cards get +1 Force
4	Star Keeper	Your opponent must defeat you by an additional +1 Force to score
5	Star Seeker	Seeker cards get +1 Force
6	Super Brooms	Speed cards get +2 Force

Links

quidditch.com





Rabbit Run

Introduction

Scenario for WarpQuest. for the [Warpquest Core Rules](#)WarpQuest Core Rules. Based on the Novel Watership Down by Richard Adams.

Each player controls a Band of Rabbits who have left Their overcrowded home Warren and are traveling the Countryside, looking for a good spot to establish a new Warren.

Disclaimer

Watership Down is a copyrighted property. This is merely a fan site.

The Scenario

The map spaces represent distance. There is only one Module. There is no "Artifact".

The Scenario is a one way trip. The winner is the first Band (Pawn) to reach the End Space (The site of the New Warren).

Rabbit Attributes

Each players Band contains 10 Rabbits. Each Band has 10 random Attributes (Skills). Each Band starts with a Hunger Point Total of -7.

Attributes Table

1D6	Attribute:	Manifestations:
1	Strength +1	Large Size, Tough, Sturdy, Ferocity, Aggression
2	Speed +1	Fast Runner, Sure Footed, Long Hind Legs
3	Cunning +1	Resourceful, Full of Tricks, Intelligent, Shrewd, Wily
4	Senses +1	Second Sight, Intuition, Seer, Danger Sense, Alert, Wary
5	Hiding +1	Concealment, Camouflage, Quiet Movements
6	Courage +1	Leadership, Story Teller, Persuasion, Camaraderie

Foes

If you encounter a Foe, you have to make several challenge Test Rolls:

1. Make a test vs Senses.
If successful add one to your next roll. . .
2. Make a test vs Hiding.
If successful, you evade the Foe. Discard it. If not. . .
3. Make a test vs Cunning.
If successful, you trick the Foe. Discard it. If not. . .
4. Make a test vs Speed.
If successful, you outrun the Foe. Discard it. If not. . .
5. Make a test vs Courage.
If successful add one to your next roll. . .

6. Make a test vs Strength.
If successful, you drive off the Foe. Discard it. If you fail, 1D3 Rabbits get killed. If you had to make a strength test your Strength Attribute is -1 for 1D6-1 turns.

Hunger

At the beginning of every turn increase your Hunger point total by one. If your Hunger total is ever 1 or more, you get a penalty of DM +2 on all Challenges. Instead of moving forward on your turn you may skip your move and rest and Forage instead to decrease your Hunger total by 1D6.

Module Card List

Card Name:	Challenge:
Wanderers	Courage x2. If successful gain 2 Rabbits and 2 Skills
Outskirters	Senses x2. If successful gain 2 Rabbits
Free the Hutch Rabbits	First Test: Senses & Courage
Second Test: Cunning & Speed	
If you pass both tests gain 3 Rabbits	
A Thousand Enemies	Foe
Stoat	Foe

Card Name:	Challenge:
Farm Cat	Foe (DM +1 to Senses test)
Dog off Leash	Foe (DM +1 to Strength test)
Brown Owl	Foe (DM +1 to Speed test)
White Owl	Foe (DM +1 to Speed test)
Hawk	Foe (DM +1 to Speed test)
Crow	Foe
Kestrel	Foe (DM -1 to Strength test)
Fox	Foe
Rats	Foe
Ferret	Foe
Weasel	Foe
Efrafa Wide Patrol	Foe (DM +1 to Strength test)
Marksman	Foe (Replace Strength test with Speed Test)
Gameskeeper	Foe (Replace Strength test with Speed Test)
Farmer	Foe (DM -1 to Hide test)
Stories of El-Ahrairah	Aid: Cunning +1
Insight	Aid: Cunning +1
Clever Plan	Aid: Cunning +1
Terror	Courage x2. If Failed miss next turn.
Exhaustion	Courage & Strength. If Failed miss next turn.
Bolt	Aid: Speed +1
Fast as a Hare	Aid: Speed +1
Lightning Dash	Aid: Speed +1
Dedicated Fighter	Aid: Strength +1
Spoiling for Action	Aid: Strength +1
Migration	Courage & Strength. If successful move ahead 1D6
Travel By Night	Courage & Strength. If successful move ahead 1D6
Hard Going	Courage & Strength. If failed move back 1D6
Encouragement	Aid: Courage +1
Undaunted	Aid: Courage +1
Show of Authority	Aid: Courage +1
Sniff, Listen, & Stare	Aid: Senses +1
Sentry Warning	Aid: Senses +1
Stamp Alarm	Aid: Senses +1
At Wits End	Courage & Cunning. If Failed miss next turn.
Perplexity	Cunning x2. If Failed miss next turn.
Cross River	Strength & Cunning. If successful move ahead 1D6
Lost	Cunning & Courage. If Failed go back 1D6
Scattered	Senses x2. If Failed go back 1D6
Sick at Heart	Courage x2. If Failed miss next turn.
Caught in Snare	Cunning x2. If Failed one Rabbit Killed
Myxomatosis	Senses & Courage. If Failed 1D6 Rabbits die
Road with Cars	Speed x2. If Failed one Rabbit Killed
Ditch	Aid: Hide +1
Shelter	Aid: Hide +1
Wind, Damp & Dew	Aid: Hide +1
The Black Rabbit of Elil	Courage x2. If Failed miss next turn.
Tractor	Courage x2. If Failed miss next turn.
State of Tharn	Courage x2. If Failed miss next turn.
Freeze in Panic	Courage x2. If Failed miss next turn.
Want to go Back	Courage x2. If Failed go back 1D6 spaces
Friendly Bird	Cunning x2. If successful move ahead 1D6
Thorn in the Paw	Speed Attribute -1 for 1D6 turns

Card Name:	Challenge:
Bullet Wound	Speed Attribute -1 for 1D6 turns
Rat Bite	Senses Attribute -1 for 1D6 turns
Bloody Wound	Hide Attribute -1 for 1D6 turns
Cowslips	Hunger Total -7
Grass	Hunger Total -7
Dandelions	Hunger Total -7
Clover	Hunger Total -7
Meadow	Hunger Total -7
Pasture	Hunger Total -7
Carrots	Senses x2. If successful Hunger Total -7
Garden Raid	Senses x2. If successful Hunger Total -7
Lettuce	Senses x2. If successful Hunger Total -7
Weariness	Strength x2. If Failed Miss next turn.
Fatigue	Strength x2. If Failed Miss next turn.
Experience	Gain one Random Attribute
Blessing of Frith	Aid: +1 to any Attribute

Game Designers Notes

I highly recommend reading the Novel.





Race To Messina

Introduction

Card Game for 2-3 Players. Theme: Invasion of Sicily 1943 starting after the capture of Palermo. There are 3 Versions of the Game:

1. Invasion Variant: 2 Player: Allies vs. Axis
2. Race Variant: 2 Player: British vs. Americans
3. Sicily Variant: 3 Player: British, American, and Axis

The Deck

Cards are of 2 main types:

1. Ally Cards (British & American)
2. Axis Cards (German & Italian)

— In the Sicily and Invasion Variants the Ally cards form one deck and the Axis cards form a second deck.

— In the Race Variant the Axis and Ally cards are mixed together to form a single deck. Cards are further described by:

1. Traits (Tank, Infantry, Air, Leader, etc.)
2. Force (A single Numerical Value between 1 and 10)
3. Special Abilities (Usually the discarding of a target card with a certain trait)

Progress Tokens

Players share a common set of Progress Tokens (PT).

Invasion Variant Victory

2 Player: Allies vs. Axis. The Axis tries to evacuate before the Allies take Messina. Only one player can win each hand.

The Ally player gets 1 PT every time he wins a hand. The Axis player gets 1 PT at the end of every turn no matter what. When the Ally player gets 10 PT, he has reached Messina and the game ends.

If the Axis player gets 20 PT the Evacuation is complete and the Game ends. If the Axis player has 15 or less PT at the end of the game, the Ally player wins. If the Axis player has 16 or more PT at the end of the game, the Axis player wins.

In case of ties the Axis player wins.

Race Variant Victory

2 Player: British vs. Americans. The Brits and Yanks are in a race to see who takes Messina first. It is possible in this variant for both players to win or lose the same hand (turn).

The first player to get 10 PT reaches Messina first and wins.

Sicily Variant Victory

3 Player: British, American, and Axis. The Americans and British race to Messina while the Axis tries to evacuate before either arrive. The Axis player plays hands against both the British and American players.

It is possible for both Allied players to win or lose during the same turn. The game ends when:

1. The Axis player gets 16 PT: The Axis player wins. (Evacuation complete)
2. The American player wins with 10 PT. (Patton gets there first)
3. The British player wins with 10 PT. (Monty gets there first)

In case of ties the Axis player wins.

Setup

Decide which Variant you are playing and assign Identities. Shuffle the cards.

Turn Sequence

Each turn has 6 Phases:

1. Logistics
2. Strategy
3. Deployment
4. Action
5. Resolution
6. Recovery

Note: If a deck ever runs out, shuffle the discard and draw from it.

Invasion Variant Logistics Phase

Each player fills their hand to 10 cards.

- The Axis player from the Axis deck.
- The Ally player from the Ally deck.

Invasion Variant Strategy Phase

Each player may discard up to 5 cards and draw replacements.

Invasion Variant Deployment Phase

Both Players reveal all cards they want to play from their hands. Player keep cards they don't want to play or can't play in their hands. These cards are played face-up in front of you.

Revealed cards are also called Deployed cards.

Invasion Variant Action Phase

Players take turns activating the special abilities of their cards. The Axis player goes first. Note that not all cards have a Special ability.

Players activate 1 card at a time. A single card can only be activated once. This continues until both players pass.

Most Special Abilities cause a target opponent's card with a specific trait to be discarded.

Invasion Variant Resolution Phase

Every card has a Force Value. Total the Force Value of all your deployed cards still in play. If your Total Force Value is greater than your opponents, you win the turn.

If tied, the Axis player wins. The Ally player gets 1 PT if he wins the hand.

Invasion Variant Recovery Phase

You must discard down to 2 cards or less. The Axis player gets 1 PT at the end of every turn no matter what.

Race Variant Logistics Phase

Note: All cards are combined into a single deck. Each player fills their hand to 12 cards. One player is the Americans, the other is the British.

Race Variant Strategy Phase

Each player may discard up to 4 cards and draw replacements.

Race Variant Deployment Phase

Both Players reveal all cards they want to play from their hands. Player keep cards the don't want to play or can't play in their hands. These cards are played face-up in front of you.

Revealed cards are also called Deployed cards. Note that players are revealing both Ally cards and Axis cards.

Race Variant Action Phase

Players take turns activating the special abilities of their cards. The American player goes first. Note that not all cards have a Special ability.

Players activate 1 card at a time. A single card can only be activated once. This continues until both players pass.

Most Special Abilities cause a target opponent's card with a specific trait to be discarded. Use your Ally cards only to target your opponents revealed Axis cards. Use your Axis cards only to target your opponents revealed Ally cards.

Race Variant Resolution Phase

Every card has a Force Value. Total the Force Value of all your Ally deployed cards still in play. Total the Force Value of all your Axis deployed cards still in play.

If your Total Ally Force Value is greater than your opponents Axis Total, you win the turn and you get 1 PT. If your Opponent's Total Ally Force Value is greater than your Axis Total, he wins the turn and gets 1 PT. Note: it is possible for both players to win the turn (and get a PT)

Race Variant Recovery Phase

You must discard down to 2 cards or less. The Axis player gets 1 PT at the end of every turn no matter what.

Sicily Variant Logistics Phase

3 Player: British, American, and Axis The Axis player draws 14 cards from the Axis deck. The American player draws 7 cards from the Ally deck. The British player draws 7 cards from the Ally deck.

Sicily Variant Strategy Phase

Each player may discard up to 3 cards and draw replacements.

Sicily Variant Deployment Phase

Players reveal all cards they want to play from their hands. Player keep cards the don't want to play or can't play in their hands. These cards are played face-up in front of you.

Revealed cards are also called Deployed cards. The Axis player must deploy 2 Sets of cards; one opposing the Americans, and one opposing the British. A Set can have a max of 7 cards.

Sicily Variant Action Phase

Players take turns activating the special abilities of their cards. The Axis player goes first against the Americans. The Americans go next.

The Axis player goes again, this time against the British. The British go last. The Axis player can only use cards in a Set against the opponent that that set is facing (The cards you deployed against the American cannot target the Brit players cards) Note that not all cards have a Special ability.

Players activate 1 card at a time. A single card can only be activated (use its special ability) once. This continues until all players pass (The Axis player must pass twice: Once vs. each opponent) Most Special Abilities cause a target opponent's card with a specific trait to be discarded.

Sicily Variant Resolution Phase

Every card has a Force Value. Total the Force Value of all your deployed cards still in play. If your Total Force Value is greater than your opponents, you win the turn.

If tied, the Axis player wins. Each of the 2 Axis Sets will have its own Force Total to be used against their respective opponents. Each time an Ally player wins a Hand he gets 1 PT.

Sicily Variant Recovery Phase

All players must discard down to 2 cards or less. The Axis player gets 1 PT at the end of every turn no

matter what.

Card List Notation

X Axis card

A Ally card

AA Ally card only American player can use

AB Ally card only British player can use

SA Special Ability

DT Discard Target Card with the following Trait

Progress = Gain 1 PT if you win this Turn Supply =

Draw 1 card: Put it in you hand or Reveal it Immediately Recon = Look at opponents Hand

Card List

Name:	Use	Force	Type	Notes:
Rubble	X	3	Terrain	SA: DT Strategy
AA Guns	X	3	Artillery	SA: DT Air
Counter Attack	X	5	Strategy	-
Pill Boxes	X	4	Defense	SA: DT Infantry
Luftwaffe	X	7	Air	SA: DT Naval
Summer Heat	X	4	Weather	SA: DT Infantry
Hills & Ridges	X	6	Terrain	-
Blow Bridges	X	5	Defense	-
Blow Tunnels	X	6	Defense	-
Bottleneck	X	7	Defense	-
Minefields	X	5	Defense	SA: DT Infantry or Tank
Demolition	X	6	Defense	-
Ambush	X	7	Strategy	-
German Pilots	X	7	Air	SA: DT Naval
Air Raid	X	8	Air	SA: DT Naval
German Buildup	X	3	Infantry	SA: Supply
Pull Back	X	4	Strategy	-
Trenches	X	6	Defense	-
Hube	X	5	Leader	SA: Gain 1 PT
Mountain Town	X	9	Terrain	-
Fortified Positions	X	10	Terrain	-
Infiltration	X	7	Infantry	-
Reconnaissance	X	2	Intelligence	SA: Recon
Dual Purpose Guns	X	8	Artillery	-
Evacuation	X	2	Strategy	SA: Progress
Fighting Withdrawal	X	5	Strategy	SA: Progress
German Ferry System	X	1	Naval	SA: Progress
Antitank Guns	X	5	Artillery	SA: DT Tanks
Rearguard Action	X	6	Strategy	-
No Water	X	4	Blunder	-
Skillfully Sited Guns	X	8	Artillery	-
Mortar Fire	X	3	Artillery	-
15th Panzergrenadiers	X	7	Infantry	Also Tanks
Panzer Division	X	7	Tanks	(Hermann Goring)
Company of Tigers	X	9	Tanks	-
Kesserlring	X	10	Leader	Defense & Terrain get +2F

Name:	Use	Force	Type	Notes:
Italian 6th Army	X	3	Infantry	-
Garrisons	X	2	Infantry	Also Defense
Slapping Incident	X	2	Blunder	SA: DT Leader
Friendly Fire	X	2	Blunder	SA: DT Air or Infantry
General Guzzoni	X	5	Leader	Italian Cards get +1F
Italian Tanks	X	3	Tanks	(Obsolete)
Machine Gun Battalion	X	4	Defense	SA: DT Infantry
Italian Guns	X	3	Artillery	-
Italian Fleet	X	3	Naval	SA: DT Naval
German Paratroopers	X	7	Infantry	-
Etna Line	X	9	Terrain	Also Defense
Flanking Maneuver	A	6	Strategy	SA: Defense or Terrain
Sherman Tanks	A	4	Tank	-
Montgomery	AB	9	Leader	Strategy Cards get +2F
Infantry Division	A	7	Infantry	-
Allied Bombs	A	7	Air	-
Aerodromes	A	6	Base	SA: Supply
Operation Husky	A	5	Strategy	SA: Supply (Also Naval)
Airfields	A	3	Base	Air Cards get +2F
Harbor	A	4	Base	SA: Supply (Also Naval)
Beach Heads	A	3	Base	SA: Supply (Also Naval)
Supply Ships	A	2	Base	SA: Supply (Also Naval)
US Rangers	AA	6	Infantry	-
1st Canadian Division	AB	8	Infantry	-
Capture Prisoners	A	7	Strategy	SA: DT Infantry
Manpower Superiority	A	10	Infantry	-
Mobile Warfare	AA	6	Strategy	Also Tanks
Breakthrough	A	6	Strategy	SA: Progress
Engineers	A	3	Infantry	SA: DT Defense
Paratroop Drop	A	4	Infantry	Also Air
Night Bombing	A	5	Air	Immune to Anti-Air
Assault	A	6	Strategy	-
Air Battle	A	4	Air	SA: DT Air
Grenades	A	3	Infantry	SA: DT Defense
Heavy Air Attacks	A	5	Air	-
Rifleman	A	4	Infantry	-
Cruiser Fire	A	8	Naval	SA: DT Tanks
Reserves	A	5	Infantry	-
British Tankmen	AB	5	Tanks	-
2nd Armored Division	AA	6	Tanks	-
Field Artillery	A	5	Artillery	-
Competition	A	5	Strategy	SA: Progress
General Keyes	AA	6	Leader	-
Artillery Battalion	A	6	Artillery	-
Seize Key Bridges	A	5	Strategy	-
Slug it Out	A	4	Strategy	-
Captured Guns	A	4	Artillery	SA: DT Artillery
Amphibious Landing	A	6	Strategy	Also Naval
General Patton	AA	10	Leader	Inf & Tank Cards get +1F
Naval Bombardment	AA	9	Naval	SA: DT Tanks
Intelligence Report	A	7	Intelligence	SA: Recon
Tactical Air Support	A	7	Air	Infantry Cards get +2F
General Alexander	A	4	Leader	Leader Cards get +1F

Name:	Use	Force	Type	Notes:
Pincer Movement	A	6	Strategy	-
British 8th Army	AB	7	Infantry	-
Commando Forces	AB	8	Infantry	SA: DT Defense
Veteran Force	AB	7	Infantry	-
American 7th Army	AA	7	Infantry	-





Racing To The North Pole

Introduction

Dice and board game for 2-4+ players Theme: The Race to the North Pole undertaken by various explorers in the early 1900's. Players move their pawn from the Start space to the North Pole and back again.

Victory

Get the most Victory Points (VP). 1 VP for reaching the North Pole. An extra 2 VP for being first to reach the North Pole.

1 VP for getting back (Surviving). 1 VP for being the first to get back. 1 VP for never failing a Morale Check.

Pawns

Each player has a Pawn of a unique color. The Pawn represents their expedition.

Dice

Six sided and Ten sided dice are needed.

The Board

The board is a track 30 spaces long including a start space at one end and The North Pole space at the other end.

The Deck

Players share a 50 card common Travel Deck. If the Deck ever runs out, shuffle the discard and draw from it.

Stats

Each player has 9 stats: Men, Dogs, Food, Gear, Skill, Will, Ship, Time, and Hoax.

Men

This is how many men are on the expedition. Each point of Manpower can represent 1 or several men. If an expedition is ever reduced to zero men, that players game ends immediately (They all perished).

The Base number of Men is 5.

Dogs

This is how many dog teams are on the expedition. If there are more Dogs than Men you get +1 to Movement Totals. If there are less Dogs than Men you get -1 to Movement Totals.

If there are no Dogs remaining you get -2 to Movement Totals. The Base number of Dogs is 7.

Food

This is how much food is being carried by the expedition. At the end of every turn, your expedition uses up 1 Food. If there is no Food left, roll once on the Casualty Table instead.

The Base number of Food is 10.

Gear

This represents supplies other than food. It is used in tests against cold weather. The Base number of Gear is 5.

Skill

This represents the knowledge needed to make the journey. It is used in tests involving navigation and assailing rough terrain. The Base number of Skill is 5.

Will

This represents the courage and determination needed to make the journey. It is used in tests involving morale and leadership. The Base number of Will is 5.

Ship

This represents how close your ship is to the North Pole. For every point of Ship move your pawns starting space forward by 2 Spaces. The Base number for Ship is 0.

Time

This is how much sooner your expedition starts than your opponents. For every point of Time start 1 turn earlier than your opponents. The Base number for Time is 0.

Hoax

Historians believe your claim is a Hoax. For every point of Hoax you have, you may reroll one die-roll on your turn or Get an extra round of discarding and redrawing during Travel Phase. The Base number for Hoax is 0.

Stat Table

1D10	Stat:	Base:
1	Men	5
2	Dogs	7
3	Food	10
4	Gear	5
5	Skill	5

1D10	Stat:	Base:
6	Will	5
7	Base	0
8	Time	0
9	Hoax	0
10	Choice	Pick One

Creating Your Expedition

Either choose one of the 6 Expeditions listed at the end or use the random method. To do the random method, roll a ten sided die 5 times on the Stat Table. When you roll on a Stat it increases from its base by 1.

For example: if you roll Skill, your skill score is increased from Base 5 to 6. If you roll Time, your Time score is increased from Base 0 to 1. Food is increased by 2 not 1, so if you roll Food, your Food score is increased from 10 to 12.

Setup

Create your expedition (Pick one or use the random Method). Place your pawn on its starting spot according to its Ship score. Roll high on 1D10 to see who goes first. Play proceeds clockwise.

Remember that players with a positive Time score get 1 or more extra turns of Movement before their opponents.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Event Phase
2. Travel Phase
3. End Phase

Event Phase

Roll once on the Event Table. Except for the Blizzard result, all other results will require you to make a Test against either Gear, Will, or Skill. Resolve a Test

by rolling 1D10. If the number rolled is equal to or less Than the value of the Stat, you pass the Test.

If it is less, you fail the test. Failed tests will usually result in a permanent loss of a stat or a penalty to your Move Total in Travel phase.

Travel Phase

Draw 5 Travel Cards. You may discard up to 2 cards and draw replacements. Add up the Move values of all 5 cards. This is your Move Total. Move that many spaces forward.

You must stop upon reaching the North Pole. If you land on an opponent's pawn that is not on its starting space, move it back 1 Space. If you have 2 or more Dog cards move an extra +1.

Max number of Dog cards you can play is equal to your Dog Stat. If you have 4 or more Trek cards move an extra +1.

End Phase

Consume 1 Food Point. If there is no Food left then -1 Dog. If there is no Food or Dogs roll on the Casualty Table.

Keep track of changing Stat scores.

Morale Checks

Every time you fail a test make an additional test against Will: If you fail by 4 or more points, your expedition immediately Gives up and starts heading back to your starting space.

Event Table

1D10	Event:	Test	Notes:
1	Blizzard	-	No Move. Skip Travel Phase this turn
2	Difficult Terrain	Skill	If Fail: Next Move Total -2
3	Hardships	Will	If Fail: -1 Will
4	Crevasse	Skill	If Fail: Roll once on Casualty Table
5	Sub-Zero Temps	Gear	If Fail: Roll once on Casualty Table
6	Lost Supplies	Will	If Fail: -1 Gear and -1 Food
7	Frost Bite	Gear	If Fail: Roll once on Casualty Table
8	Fatigue	Will	If Fail: Next Move Total -2
9	Eskimo Guides	Skill	If Pass: Next Move Total +2
10	Bitter Cold	Gear	If Fail: -1 Will

Casualty Table

1D6	Losses:	1D6	Losses:
1	-1 Man	4	-2 Dogs (-2 Men if no Dogs)
2	-1 Dog (-1 Man if no Dogs)	5	-1 Will (Defeatism)
3	-1 Will (Fear)	6	-1 Skill (Increasingly bad decisions)

Travel Deck

Card:	#	Move	Notes:
Trek	10	+1	-
Dogs	10	+1	-
Ice	5	+1	-
Snow	5	0	-

Card:	#	Move	Notes:
Hunting	5	0	(Gain 1 Food)
Cracked Ice	5	-1	-
Open Water	5	-2	-

Expeditions

Some Real. Some Hoaxes. All Fascinating:

Robert Peary

- Hoax +2
- Time +1
- Men +1
- Will +1

Frederick Cook

- Hoax +1
- Time +1
- Gear +1
- Will +1
- Skill +1

Fridtjof Nansen

- Ship +1

- Dogs +2
 - Time +2
- Roald Amundsen
- Ship +2
 - Food +2
 - Gear +1
 - Men +1
- Robert Falcon Scott
- Time +1
 - Skill +1
 - Will +3
- Ernest Shackleton
- Ship +2
 - Will +1
 - Men +1
 - Skill +1





Raging Gun Battle

Introduction

Each player controls one character in a Raging Gun Battle.

Deck & Dice

Players share a common deck. Dice are needed.

Ability Table

1D10:	Ability:	Notes
1	Tough	+2 Hit Points
2	Danger Sense	Attacks to hit character are at -1
3	Armed to the Teeth	Starts with 1 extra gun card
4	Smart	Draw +1 card per turn
5	Fast	One extra attack per turn at -1
6	Stealth	One Attack per turn at +1
7	Resourceful	Hand Size +1
8	Lucky	Reroll 1 die roll per turn
9	Tactics	Look at opponents hand anytime
10	Sharpshooter	Damage +1 on one attack per turn

Each Character Starts with 10 hit points and 1 Gun card.

1D6	Damage Points Inflicted
1-3	1
4-5	2
6	3

Turn Sequence

Players take turns. The player with the most knowledge of guns or John Woo Movies goes first. A player may only attack on his turn.

Draw

On the beginning of your turn draw 4 cards. Max hand is 7 cards. Discard excess cards.

Shooting

An opponent may play a "Opponent cannot Attack you this turn" card to prevent you from attacking them this turn. Every time you attack roll 1D6. Before rolling your target may play a Negate card to cause your Attack to automatically miss.

Before rolling you may play an "A" type card to add 1 to your roll. On a roll of 4 or higher you hit the target opponent.

Damage

Roll 1D6 for every attack that hits:

Character Archetypes

Each player picks one type of Character: Bruiser, Thug, Fem Fatale, Secret Agent, Mercenary, Black Ops Specialist, Hard-Boiled Cop, Enforcer, Hit-man, Rookie Cop, Assassin, Crime Boss, Gangster, Gun Nut, etc. Roll twice on the Ability table for your character.

Extra Attacks

You get one free attack per turn. You may play cards to gain additional attacks.

Ammo

You may have only one weapon in play at a time. If you play a new weapon discard the old one. When you play a new weapon card place 6 Ammo Counters on it.

Every time you attack remove an ammo counter. A weapon with no ammo cannot be used to attack.

Card Types

- D** Damage
- N** Negate Attack
- X** Extra Attack
- A** Attack Advantage
- B** Bullets
- C** Cardplay
- G** Gun

Card List

Card Name:	Type	Notes:
Dive For Cover	N	Negate Attack
Flip Over Table	N	Negate Attack
Jump Through Window	N	Negate Attack
Dodging Bullets	N	Negate Attack
Duck	N	Negate Attack
Turn Corner	N	Negate Attack
Covering Fire	N	Negate Attack
Take Cover	N	Negate Attack
See Adversary in Mirror	N	Negate Attack
Mad Dash	N	Negate Attack
Decoy	N	Negate Attack
Fumble Weapon	N	Negate Attack
Explosions	N	Negate Attack
Grapple	N	Negate Attack
Acrobatic Stunt	N	Negate Attack
Grazed	D	Damage -1
Just a Scratch	D	Damage -1
Flak Jacket	D	Damage -1
Flesh Wound	D	Damage -1
Dum Dum Shells	D	Damage +1
Armor Piercing Bullets	D	Damage +1
Head Shot	D	Damage +1
Bloodbath	D	Damage +1
Limp	D	Damage +1
Point Blank	A	Attack at +1
Fake Out	A	Attack at +1
Laser Sight	A	Attack at +1
Telescopic Sight	A	Attack at +1
Deflection	A	Attack at +1
Aimed Shot	A	Attack at +1
Squeeze off Shot	A	Attack at +1
Dirty Trick	A	Attack at +1
Ambush	A	Attack at +1
Surprise	A	Attack at +1
Crosshairs	A	Attack at +1
Attack from Behind	A	Attack at +1
Lock & Load	B	Add 1D6 Ammo
Reload	B	Add 1D6 Ammo
Double Clip	B	Add 1D6 Ammo
Extra Clips	B	Add 1D6 Ammo
Bandolier	B	Add 1D6 Ammo
Loose Rounds	B	Add 1D6 Ammo
Out of Ammo	B	Subtract 1D6 Ammo
Firepower	X	Extra Attack at -1
Pot Shot	X	Extra Attack at -1
Shoot First, Ask Later	X	Extra Attack at -1
Quick Draw	X	Extra Attack at -1
Shoot from the Hip	X	Extra Attack at -1
Two fisted Shooting	X	Extra Attack at -1
Wild Spray	X	Extra Attack at -1

Card Name:	Type	Notes:
Opportunity Shot	X	Extra Attack at -1
Shoot Through Wall	X	Extra Attack at -1
Shoot Through Door	X	Extra Attack at -1
High Speed Chase	X	Extra Attack at -1
Shoot Through Ceiling	X	Extra Attack at -1
Over the Shoulder Shot	X	Extra Attack at -1
Adrenaline Rush	X	Extra Attack at -1
Sliding Attack	X	Extra Attack at -1
Full Auto	X	Extra Attack at -1
Hair Trigger	X	Extra Attack at -1
Hail of Bullets	X	Extra Attack at -1
Guns Blazing	X	Extra Attack at -1
Sawed-off Shotgun	G	Damage +1
Uzi	G	Extra Attack at -1
Hand Cannon	G	Damage +1
Saturday Night Special	G	
Glock	G	
22 Beretta	G	
357 Snub-nosed Revolver	G	
Smith & Wesson	G	Damage +1
M61 Skorpion	G	Extra Attack at -1
Assault Rifle	G	Extra Attack at -1
Sniper Rifle	G	Attack +1
Machine Pistol	G	Extra Attack at -1
Browning 9mm	G	
MAC 10	G	Extra Attack at -1
45 Automatic	G	Damage +1
44 Magnum	G	Damage +1
Ingram M-11	G	Extra Attack at -1
Heckler & Koch G3	G	Extra Attack at -1
Gunplay	C	Discard to draw 2 cards
Firefight	C	Discard to draw 2 cards
Showdown	C	Discard to draw 2 cards
Standoff	C	Opponent must Discard 2 cards
Face-to-Face Staredown	C	Opponent must Discard 2 cards
Taunt	C	Opponent must Discard 2 cards
Play Dead	C	Opponent cannot Attack you this turn
Hide	C	Opponent cannot Attack you this turn
Innocent Bystanders	C	Opponent cannot Attack you this turn
Hostage	C	Opponent cannot Attack you this turn

John Woo Links

King of Gunfire A God Among Directors A Few Bul-
lets More





Ragnarok

Introduction

The last epic battle in Norse mythology of Good against Evil.

The Good Aesir & Vanir

UNIT	Move	Strngth	Range	NOTES
Odin	10	5	2	Supreme Ruler; Berserk; Magic
Balder	1	1	1	God of Beauty; Charm
Bragi	1	1	1	God of Poetry & Song; Song of Calm
Forseti	1	2	1	God of Justice; +1 when defending
Frey	10	4	1	God of Sun & Fey; Aura of Light
Freya	4	3	2	Goddess of Love
Frigga	4	2	1	Goddess of Winds, Wife of Odin, Dragon form; Charm
Heimdall	1	4	1	Guardian of the Rainbow Bridge; +1 vs Frost Giants
Idun	1	1	1	Goddess of Spring; Heal
Thor	4	5	2	God of Thunder, Magic Hammer, Flying Chariot
Magni	1	4	1	God of Strength
Modi	1	4	1	God of Courage, Berserk
Sif	1	3	1	Goddess of Skill, Berserk
Tyr	1	3	1	God of War & Law
Uller	2	3	2	God of Hunting
Vidar	1	4	1	God of Silence; Vidar's Boot
Fjalar	1	2	1	Dwarven Hero; +1 when defending
2 Valkyries	4	1	1	Warrior Maidens, Ride pegasai
2 Ravens	5	1	1	Spies
10 Einheriar	1	3	1	Honored Heroes
3 Dwarves	1	2	1	Magic Weapons
3 Elves	1	1	2	Arrows

The Evil Giants

UNIT	Move	Strngth	Range	NOTES
Loki	2	3	1	God of Mischief, Charm; Magic
Fenris Wolf	2	5	1	God; Great Wolf
Hel	10	4	1	Goddess of Death; Death Aura
Midgard Serpent	10	5	1	God; When Killed = Pool of Poison; Circles the world
Aegir	1	4	1	God of Storms & Sea; +1 in Sea terrain
Surt	1	5	2	Lord of the Fire Giants, Berserk
Thrym	1	3	1	Lord of the Frost Giants, Berserk
Naglfar	3	4	1	Ship of the Dead; Can Carry 4 Undead Hordes
5 Frost Giants	1	4	1	
6 Fire Giants	1	2	2	Arrows
4 Storm Giants	1	3	2	Lightning Bolts

UNIT	Move	Strngth	Range	NOTES
7 Stone Giants	1	1	2	Throw Boulders
9 Undead Hordes	1	1	1	
6 Wolves	2	1	1	

Terms

Strength- Value used for attack and defense. **Range-** The distance in hexes an attack will reach. If greater than 1, it is considered a ranged attack. **Berserk-Nongod** units adjacent to the god get +1 Strength.

Magic- Once on your turn pick one: +2 to Move or Strength or Range. **Charm-** Target adjacent unit cannot attack. **Heal-** Adjacent units get +1 Strength when defending.

Death Aura- When activated (up to once per turn) All adjacent nonundead units receive a Strength =2 attack. **Aura of Light-** All adjacent undead receive a Strength =1 attack. **Pool of Poison-** The Midgard Serpent cannot be killed by a ranged attack.

When killed all adjacent units receive a Strength =5 attack. The chit represents the Serpents head. **Song of Calm-** When activated (up to once per turn) All adjacent units cannot attack. **Vidar's Boot-** Target adjacent unit cannot move

Turn Sequence

A "round" is when each player has had a turn. **THE FATES-** Roll high on D6 to determine who goes first each round. Players take turns. Each turn has 2 phases:

1. MOVEMENT PHASE
2. BATTLE PHASE

Movement Phase

Each unit can move once per turn, a number of spaces up to its Move score. Only one unit per hex.

There is no stacking.

Battle Phase

Each unit can make one attack per turn against a unit in its attack range. For each attack roll a number of D6 equal to the attackers strength. Also roll a number of D6 equal to the defenders strength.

If the Attacker's Strength Total is higher, the Defender is slain. Slain units are removed from play. Attacks are not combined.

The Map

Use a hex grid. Use counters to represent units. The giants are coming from the land of Jotunheim. They are invading Asgard. Terrain features of Asgard include forests, mountains, seas, and the strongholds of the Gods. The main holding will be Valhalla, the court of Odin.

Setup

The Giant forces will be lined up on one side of the map. The forces of good will be clustered around Valhalla.

ODIN'S RULE (optional) If Odin & the Midgard Serpent are ever adjacent, they will automatically destroy each other.

Victory Conditions

Everybody dies.





Raid On Cadiz

Introduction

Solo Dice and Card Game. The year is 1587. You are the famous English Privateer Francis Drake. You are about to lead a mission to disrupt the preparations for the Spanish Armada.

Victory

If you get 20 or more Victory points you succeed in delaying the Armada by 1 year.

Record Keeping

You need to keep track of Victory Points and Fleet Damage. Use paper and pencil to keep a running total of each. You start the game with zero of each.

Victory Points

These represent damage done to the Armada: Loss of Ships and Provisions.

Fleet Damage Points

This represents damage to the English Fleet: Ships, Men, Provisions, Time, Opportunities, and Leadership.

Dice

A twenty sided die is needed.

The Deck

Cards are used to modify or reroll dice rolls.

Event Track

This is a map/timeline. Your fleet moves from 1 Event to the next, starting with Elizabeth, and Ending with the Portuguese Treasure Ship.

Events

There are 3 types of Events: Hazards, Opportunities, and Challenges.

Hazard Events

If you lose a Hazard Event, you accumulate 1 point of Fleet Damage. If you win nothing happens.

Opportunity Events

If you win an Opportunity Event, you gain the indicated number of Victory Points. If you lose nothing happens.

Challenge Events

If you win a Challenge Event, you gain the indicated number of Victory Points. If you lose a Challenge Event, you gain the indicated number Fleet Damage Points.

Turn Sequence

Each turn First draw 1 card and add it to your hand. Second, move to the next Event and resolve it. Third, if your hand has more than 5 cards, discard the excess cards.

If the deck ever runs out, shuffle the discard and draw from it.

Resolving Events

To resolve an event roll the D20 twice. The first roll is the Event Roll. The Second roll is the Fleet Roll.

If the Fleet Roll is equal to or greater than the Event roll, you win the Event. If it is less, you lose. You must subtract your Fleet Damage Point total from your Fleet Roll.

You may play (discard) cards from your hand to reroll your Fleet Roll or To add to your Fleet Roll.

Battle Events

Some Events are designated as Battle Events. Some cards can only be used during a Battle Event.

Special Events

Counter Command: Elizabeth sends a Message boat to tell you to call off the Expedition. If you lose this Event the game ends immediately. Start Over.

Dutch Spy Ship: If you win also remove 1 Fleet Damage Point.

Sand Banks: If you lose this, you automatically lose the Small Boats Event.

Capture Ships: If you win also remove 1 Fleet Damage Point.

Seize Provisions: If you win also remove 1 Fleet Damage Point.

Resupply at Sagres: If you win also remove 1 Fleet Damage Point.

Event Track

-	-
Elizabeth:	Starting Event
London Speculators:	Hazard -1FD
Counter Command:	Special Hazard
Headwinds:	Hazard -1FD
Storm:	Hazard -1FD
Dispersal:	Hazard -1FD
Foundering:	Hazard -1FD
Dutch Spy Ship:	Special Opportunity +1VP
Bay of Cadiz:	Opportunity +1VP
Sixty Carracks:	Battle Challenge +/-1
Sand Banks:	Special Hazard -1FD
Small Boats:	Battle Opportunity +1VP
Spanish Galleons:	Battle Challenge +/-1
Outer Harbor:	Opportunity +1VP
Forty Gun Genoese Merchantman:	Battle Challenge +/-1
Biscay Galleon:	Battle Challenge +/-1
Treacherous Channels:	Hazard -1FD
Inner Harbor:	Opportunity +1VP
Castle Batteries:	Battle Hazard -1FD
Town Batteries:	Battle Hazard -1FD
Spanish Reinforcements:	Battle Hazard -1FD
Repulse Landing:	Battle Hazard -1FD
Burn Warships in Port:	Battle Opportunity +2VP
Burn Warships and Stores:	Battle Opportunity +2VP
Burn Ships and Stores:	Battle Opportunity +2VP
Capture Ships:	Special Battle Opportunity +2VP
Seize Provisions:	Special Battle Opportunity +1VP
Borough Flees the Fray:	Battle Hazard -1FD
Wind Drops Becalmed:	Hazard -1FD
Destroy Shipping:	Battle Opportunity +1VP
Destroy Fishing Vessels:	Battle Opportunity +1VP
Coastal Attacks:	Battle Challenge +/-1
Destroy Stores of Barrel Staves:	Battle Opportunity +4VP
Fortress Baleeira:	Battle Challenge +/-1
Fortress Beliche:	Battle Challenge +/-1
Fort Cape St. Vincent:	Battle Challenge +/-1
Cascais Shore Batteries:	Battle Hazard -1FD
Disease:	Hazard -1FD
Resupply at Sagres:	Special Opportunity +1VP
Storm:	Hazard -1FD
Pursuing Caravels:	Battle Challenge +/-1
Burroughs Arrested:	Hazard -1FD
Portuguese Treasure Ship:	Battle Opportunity +3VP

Raid Deck Card List

Card:	Effect:
Singing the King of Spain's Beard	+5 Battle Only
English Privateers	+3

Card:	Effect:
Merchantmen	+1
Armed Pinnaces	+1

Card:	Effect:
Francis Drake	Reroll
Raiding Parties	+4 Battle Only
Royal Naval Galleons	+3
The Elizabeth Bonaventure	+2
The Golden Lion	+2
William Burroughs	Reroll
The Rainbow	+2
Captain Bellingham	Reroll
The Dreadnaught	+2
Captain Fenner	Reroll

Card:	Effect:
Expedition	Reroll
Distress the Enemy	+3 Battle Only
Boldness	+3
Long Range Guns	+3 Battle Only
Wreak Havoc	+4 Battle Only
Navigation	+3
Naval Power	+3
Superiority	+4
Exchange of Fire	+3 Battle Only
Regroup	Draw 2 Cards





Railroad Dispatch Usa

Introduction

Game for 2-4+ players. Theme: Railroad Building on the Continental USA.

Victory

Have the most Income and Victory Counters at the end of the game. The game ends at the end of the turn when all the rails have been built on, or the last level on the Tech Track has been bought.

The Board

The board is a map of the Continental US showing cities (green dots) and the Rails (red lines) that connect them. Rails are also called Lines, Rail Lines, Links, and Connections.

The Research & Development Chart

This chart depicts a sequence of improvements in railroad technology and policy. Advances are gained in strict order, and an advance only benefits the player who paid for it.

Rail Markers

Each player has a set of rail markers of a unique color. These are placed on rail Lines to show ownership. They are also used on the R&D Chart.

Sets have no size limit.

Income Counters

Players share a common set of Income Counters. Use denominations of \$1, \$5, and \$10.

Wealth Tokens

Players share a common set of Wealth Tokens (WT). Use denominations of \$1, \$5, and \$10.

Victory Counters

Players share a common set of Victory Counters. These count towards winning.

Loan Receipts

Bank Loans are for 10 Wealth tokens each. You may have a maximum of 2 Loans out at a time. Interest must be paid on Loans.

Stock Shares

Each player can issue up to 10 Stock Shares. Stocks are sold to the general public. Other players may then buy your Stocks from the General Public.

Dividends must be paid out on Stocks. If another player ever controls more than 50% of your stocks, he gains control of your railroad, and you are out of the game, unless you can immediately buy 1 or more of them back from him at their regular value (Each share = your current Income Total)

The Deck

Players share a common deck. There is one copy of each card described in the card list. There are 5 types of cards: City Cards Commodity Cards Railroad Cards Location Cards Special Cards

Setup

Each player chooses a set of Rail Markers. Each player starts with 5 Income Counters. Shuffle the Deck.

Players flip a coin to see who goes first. Play proceeds clockwise. Each player is dealt a hand of 7 cards.

Turn Sequence

Players take turns. Each turn has 8 Phases:

1. Opportunity Phase
2. Income Phase
3. Finances Phase
4. Maintenance Phase
5. R & D Phase
6. Build Phase
7. Contract Phase
8. End Phase

Opportunity Phase

Draw 2 cards and put them in your hand. If the deck ever runs out, shuffle the discard and draw from it. You may purchase additional draws for 5 WT each.

Income Phase

Gain 1 Wealth Token (WT) for every Income Counter you own.

Finances Phase

Loans may be paid off for 10 WT each. You may sell up to 3 Income Counters (discard them) to get 5 Wealth for each. You may sell Stocks Shares to the General Public: You may Issue 1 Stock Share of your company to gain Wealth equal to your current Income Total.

You may sell a Stock Share you own from another company. It is sold to the General Public. Gain WT equal to the current income of that company. You may buy Stock Shares from the General Public. These cost WT equal to the current income of that company.

Maintenance Phase

You must pay 1 WT for every Rail Line you control Interest on Loans must be paid: 1 WT per Loan Receipt. Dividends on Shares must be paid: 1 WT per Share to the owner of the Stock.

R & D Phase

You may pay WT to advance the Research Track to the next Level (Advance). The cost (in WT) to get to the next Level (Working your way down) is listed on the Track. You alone gain the benefit/Protection prescribed by that level.

Place a Rail Marker on that Level to show that you are the one who made it. You may buy up to 1 extra level at the same time, but it costs triple.

Build Phase

You may place 1 of your Rail Markers onto a Rail Line. The new Rail Line must be connected to your Rail Network. If it is your first Build of the game, place the Marker on any line extending from any East Coast City.

The first Line you build each turn costs 5 Wealth. The second Line you build each turn costs 10 Wealth. The third Line you build each turn costs 20 Wealth.

Research Track

Advance:	Cost	Notes:
Switch Frog	4	Gain 2 Victory Counters (VC)
New York Stock Exchange	5	Gain 1 Income Marker (IM)
Stourbridge Lion	3	Gain 1 VC
First Railroad Charter	5	Build 1 Rail Line (RL)
Tom Thumb	5	Gain 3 VC
Flat Bottomed T-Rail	4	Gain 2 VC
John Bull 0-4-0	3	Gain 1 VC
Old Ironsides 2-2-0	4	Gain 2 VC
Iron Bar Frames	5	Build 1 RL
Semaphores	4	Gain 2 VC
Telegraph	5	Draw 3 Cards
Bunk Cars	5	Gain 1 IM

Contract Phase

You may play a Contract. A Contract consists of 2 cards from your hand. One card is the Origin Location. The other is the Destination Location.

City and Location cards can be used as either Origins or Destinations. Commodity cards are used as Origins only. Railroad cards are used as Destinations only.

Trace a route on the map from the origin to the destination. This must be the shortest route possible. If 2 or more shortest routes are available, pick which one you want to use.

Each Rail Line on the Route earns its owner 1 IC and 1 VC. The route may use Lines owned by different players. Discard the Origin and Destination cards used.

Note that in order for a route to be valid, all lines on it must be built. When playing a Commodity card, the Destination card cannot be one of the Cities listed on the Commodity card.

End Phase

Obsolescence Rule: On a roll of 5+ on 1D6 Lose 1 Income Counter in End Phase. Max hand size is 7 cards. If you did not complete a Contract this turn, you may discard your hand and draw 5 new cards.

You may spend a minute to Trade cards with other players. You may take out 1 Loan in this Phase if you wish.

Blocked Off

If you get blocked off (you have no where else you can build rail to), you may build on any unclaimed line adjacent to an opponents network or you may discard a city card from your hand and build on a line connecting to it.

Advance:	Cost	Notes:
Panic of 1837	5	All other players lose 1 IM
American 4-4-0	5	Gain 3 VC
Head Lights	3	Gain 1 VC
Standard Gauge	6	Build 1 RL
Mogul 4-6-0	6	Gain 3 VC
Whistle Stop Tours	6	Draw 3 Cards
Land Grant Act	6	Build 1 RL
Gold Rush	6	Draw 3 Cards
Pacific Railroad Surveys	6	Build 1 RL
Steam Injector	4	Gain 2 VC
Industrialization	6	Draw 3 Cards
Coal Burning	6	Gain 1 IM
Railroad Bridges	6	Build 1 RL
Civil War	6	All other players discard their hands
Pullman Sleeping Car	6	Gain 1 IM
Consolidation 2-8-0	6	Gain 3 VC
Tank Cars	7	Gain 1 IM
Giant Stockyards	7	Draw 3 Cards
Block Signaling	5	Gain 2 VC
Steel Rails	7	Build 1 RL
Swiveling Pony Truck	7	Gain 3 VC
Refrigerator Cars	7	Gain 1 IM
Cog Railroads	7	Build 1 RL
Automatic Air Brakes	7	Gain 3 VC
Snow Sheds	7	Build 1 RL
Railroad Magnates	10	Pick a Magnate. All Players must pick this Advance
Black Friday	6	All other players lose 1 IM
Gilded Age	8	Gain 1 IM
Panic of 1873	7	All other players lose 1 IM
Knuckle Coupler	8	Gain 3 VC
Rail Tunnels	8	Build 1 RL
Camelback	6	Gain 2 VC
Granger Laws	8	All other players lose 1 IM
Closing of the Frontier	9	All other players lose 1 IM

Railroad Magnates

Name:	Notes:
Jay Gould	Draw 1 Extra card each of your turns in Opportunity Phase
Cyrus W. Field	Gain 4 VC
Edward H. Harriman	Immediately take 1 Stock from the General Public
Cornelius Vanderbilt	Max Hand Size +2
Daniel Drew	Gain 1 extra Stock (Above your starting 10)
Leland Stanford	Gain 1 VC and Immediately Build 1 Rail Line for Free
Collis P. Huntington	Gain 2 IC
Mark Hopkins	Gain 1 IC and Hand Size +1
Andrew Carnegie	Gain 1 IM and 2 VC

Card List Notation

X City Card

M Commodity Card

R Railroad Card

L Location Card

S Special Card

AACC And all Connected Cities

CID Copies in Deck

Rr Deck Card List

Type	Card Name:	Notes:
X	Portland Maine	-
X	New York	NY
X	Philadelphia	-
X	Washington DC	-
X	Richmond	-
X	Wilmington	-
X	Charleston	-
X	Savannah	-
X	Jacksonville	-
X	Buffalo	-
X	Pittsburgh	-
X	Cleveland	-
X	Columbus	-
X	Cincinnati	-
X	Detroit	-
X	Chicago	-
X	Milwaukee	-
X	Indianapolis	-
X	Nashville	-
X	Chattanooga	-
X	Charlotte	-
X	Columbia	-
X	Atlanta	-
X	Montgomery	-
X	Mobile	-
X	New Orleans	NO
X	Corinth	-
X	Memphis	-
X	Little Rock	LR
X	Vicksburg	-
X	St Louis	-
X	Davenport	-
X	St Joseph	-
X	Kansas City	KC
X	Duluth	-
X	Dallas	-
X	Houston	-
X	Bismark	-
X	Denver	-
X	Santa Fe	-
X	El Paso	EP
X	Helena	-
X	Salt Lake City	SLC
X	Spokane	-
X	Seattle	-
X	Pocatello	-
X	Portland Oregon	-
X	San Francisco	SF
X	Los Angeles	LA
X	Dodge City	DC

Type	Card Name:	Notes:
X	St Paul	-
X	Phoenix	-
X	Watertown	WT
X	Gasper	-
X	Omaha	-
M	Petroleum	Columbus, Buffalo, Dallas, Houston, KC, LA, Gasper, Minco
M	Meat Packing	Chicago, NY, Indianap, Milwaukee, Columbus, Dallas, Omaha
M	Textiles	PL Maine, Boston, NY, Charleston, Atlanta, Philly, Montg
M	Steel Works	Chicago, Pittsburgh, Buffalo, Davenport, Cleveland
M	Timber & Lumber	PL Oregon, Corinth, Charlotte, Montg, Jax, Houston, LR
M	Gold & Silver	Denver, Spokane, San Francisco, Helena, Seattle, Pocatello
M	Coal	Dallas, KC, Pitts, St Joe, St Louis, Cleveland, Cincinnati
M	Manufacturing	NY, Cleveland, Detroit AACC SF, LA, NO, KC, Milw, Omah
M	Sugar Beets	Jax, NO, Mobile, SF, Denver, SLC, Detroit
M	Hogs	Davenport, Columbus, Cincinnati, Indianapolis
M	Cattle	Davenport, Houston, Dallas, Bismark, SF, Denver, DC
M	Wheat	Helena, Bismark, Denver, Spokane, DC
M	Tobacco	Wilmington AACC and Nashville
M	Corn	St Joe, KC, St Luis, Davenport, Indianapolis, Cleveland
M	Cotton	Vicksburg AACC and Dallas, Atlanta, Montg, Columbia
M	Dairy	Milwaukee, Portland Both, Seattle, Duluth, Detroit, Pitts
M	Apples	New York, Spokane
M	Grapes	San Francisco, Buffalo
M	Oranges	Jax, LA, Pheonix
M	Rice	SF, NO, Houston, Savannah, LR, Corinth
R	Pennsylvania RR	Philadelphia, Pittsburgh Columbus, Indianapolis AACC
R	Norfolk & Western	Richmond, Columbus, Cincinnati
R	Baltimore & Ohio	Washington DC, Columbus, Indianapolis AACC
R	Three Boston Lines	Boston AACC
R	South Carolina Canal & RR	Columbia AACC
R	Chicago, Burlington, & Quincy	St Joseph AACC and Chicago, Omaha, St Paul, St Luis
R	Illinois Central	Chicago, St Louis, Memphis, Vicksburg, New Orleans
R	Chicago, Rock Island & Pacific	St Joseph AACC Chicago, Dallas, Houst, LR, DC, Minco, WT
R	New York Central	Cleveland, Columbus, Indianapolis AACC and NY, Cincinnati
R	Missouri Pacific	Kansas City, Little Rock AACC and New Orleans, El Paso
R	Louisville & Nashville RR	Nashville AACC and Mobile, New Orleans
R	Erie Lackawanna RR	NY, Buffalo, Cleveland, Cincinnati, Chicago, Indianapolis
R	Union Pacific	Seattle AACC and St Joseph, Denver, SL-City, Los Angeles
R	Central Pacific	San Francisco, Salt Lake City
R	Chesapeake & Ohio RR	Richmond, Cincinnati, Columbus, Chicago, Detroit
R	Chicago & Northwestern	Milwaukee, Gasper, Chicago, Duluth, WT, Omaha, St Paul
R	Chicago, Milwaukee, & St Paul	Chicago, Milwaukee, St Paul, Kansas City, St Joseph, Omaha
R	Atchison, Topeka, & Santa Fe	Los Angeles, El Paso AACC and Denver, St Jo, KC, Chicago
R	Denver & Rio Grand Western	Salt Lake City, Denver
R	NY, New Haven, & Hartford	New York, Boston
R	Northern Pacific	Spokane AACC and Duluth
L	East Coast	Any East Coast City
L	Big City	New York, Chicago
S	Stock Market Corner	5 CID. You may buy 1-2 Stocks directly from an opponent
S	Watered Stock	2 CID. Gain 1 extra Stock (Above your starting 10)
S	Rail Road Strike	Target Opponent loses 10 WT and discards 2 random cards
S	Financial Scandal	Target Opponent loses 2 IC and discards 2 random cards

Chicago Rule

All players may build on any rail line that connects directly to Chicago even if other players have built there already. When figuring a Route to, from, or through Chicago, you must pick only 1 persons rails to use, preferably your own.

Questions And Answers Section

QUESTION > Players take turns. Each turn has 8 Phases: > Is this: All players do phase 1, all players do phase 2, etc. or > first player does all 8 phases, second

player does all 8 phases?

ANSWER> first player does all 8 phases, second player does all 8 phases... sorry about the down time.

Question > R & D Phase

> Place a Rail Marker on that Level to show that you are the one who made it.

> You may buy extra levels at the same time, but they will cost double.

> When buying extra levels, are you leaving gaps that can be filled in by players after you? ANSWER> Do not leave gaps, you must buy the levels in order.





Railroad Run

Introduction

Card game for 2-5+ players. Railroad Building Theme.

Victory

The first player to 50+ Income Points is the winner.

Income Tokens

Use coins, poker chips, or tokens to keep track of Income Points. As you make Melds, your total, cumulative Income Score increases. Lowest possible income is zero (no negatives).

Share Markers

Each player has a set of 5 markers of a unique color. These represent shares owned in other players Railroads. The Most total Share Tokens that you can have at a time given to you by other players is 5.

Upgrade Counters

Players share a common set of Upgrade Markers. These represent improvements to your Engine Technology. Each counter you gain increases your max hand size by 1.

The Deck

Players share a common deck. There are 7 types of cards: Train cards Rail cards City cards Town cards Industry cards Bonus cards Event cards

Setup

Give each player 1 Train card. Shuffle the deck. Each player is dealt 4 more random cards.

Each player starts with 5 Income Tokens. A randomly determined player goes first. Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Income Phase
2. Event Phase
3. Operations Phase
4. Accounting Phase

Income Phase

Draw cards from the deck according to the Income Chart. If the deck runs out, shuffle the discard.

Income Chart

Income Points:	Draw:
10 or less	2
11-20	3
21-35	4
36+	5

Event Phase

You may play (discard) 1 or 2 Event cards from your Hand. Options (such as upgrading) count as Events. You may trade cards with other players in this phase.

Operations Phase

You may play a Meld from your hand. It is revealed to all players, scored, and then discarded. A Meld must contain:

1. Exactly 1 Train card
2. At least 1 Rail card
3. At least 2 City and/or Town cards (But not more than number of Rail cards played +1)
4. Zero or more Industry cards (Not more than number of City/Town cards played)
5. Zero to 2 Bonus cards

Each card has an Income Point (IP) value. Add up the total IP for the Meld. Add this to your Income Score. (To make this easy place IP Tokens directly onto the scoring cards and then just keep those Tokens) For every Share Token you have that an opponent has given to you, you must give that player 1 of your Income Tokens every time you make a Meld.

Accounting Phase

Max hand is 7 cards. Each Upgrade counter you have increases your hand size limit by 1. Discard excess cards.

Upgrade Option

To upgrade discard a Train card from your hand in Event Phase. Discard an additional 5 cards from your hand. Gain 1 Upgrade Counter.

Contracts Option

To take this option, discard a Train card from your hand in Event Phase. Gain 2 IP.

Buy Shares Option

To take this option, discard a City card from your hand in Event Phase. Give an opponent 1 card from your hand (your choice). Give that opponent 1 of your Share Tokens.

Dividends Option

To take this option, discard a City card from your hand in Event Phase. One Random opponent that has one of your Share Tokens must give you 1 IP.

Town Options

To take a town option, discard a Town card from your hand in Event Phase. There are several options available with Towns. Pick one:

1. Water Tower Option: Draw 2 cards and put them in your hand.
2. Coal Chute Option: Draw 3 cards, keep 1, discard the others.
3. Switch: Steal 1 random card from opponent. Give him 1 card from your hand.
4. Depot Option: Take the top card of the Discard and put it in your hand.

5. Train Yard Option: Search deck for 1 Rail card and put it in your hand.

Rails To Riches Option

To take this option, discard a Rail card from your hand in Event Phase. Search the deck for 1 Train card and put it in your hand. (If none left, shuffle the discard into the deck) Discard 1 IP.

Go West Young Man Option

To take this option, discard an Industry card from your hand in Event Phase. Draw 3 cards. Keep any City or Town cards you draw and discard the others.

Card List Notation

- T** Train cards
R Rail cards
C City cards
X Town cards
I Industry cards
B Bonus cards
E Event cards
Copies of this card in the Deck
IP Income Point Value

Common Deck Card List

Name:	Type	#	IP	Notes:
Train	T	15	1	Upgrade or Contracts Option
Rail	R	5	1	Mountains
Rail	R	5	1	Plains
Rail	R	5	1	Coastal
Rail	R	5	1	Forest
Rail	R	5	1	Desert
Rail	R	5	1	Hills
City	C	15	2	Buy Shares or Dividends Option
Town	C	15	1	Town Option
Passengers	B	2	-	1 IP per City in Meld
Mail	B	2	-	1 IP per Town in Meld
Long Haul	B	2	-	1 IP per Rail in Meld
Express	B	2	1	-
Freight	B	2	-	1 IP per Industry in Meld
Station	I	5	1	-
Copper Mine	I	1	1	+1 IP if Mountains present
Gold Mine	I	1	2	+1 IP if Mountains present
Quarry	I	1	1	+1 IP if Mountains present
Fishing	I	1	1	+1 IP if Coastal present
Port	I	1	2	+1 IP if Coastal present
Coal Mine	I	1	1	+2 IP if Hills present
Dairy Farms	I	1	1	+1 IP if Hills present
Cattle Ranch	I	1	2	+1 IP if Plains present
Cotton	I	1	1	+1 IP if Plains present
Corn Fields	I	1	1	+1 IP if Plains present

Name:	Type	#	IP	Notes:
Oil Drilling	I	1	1	+2 IP if Desert present
Longhorns	I	1	1	+1 IP if Desert present
Saw Mill	I	1	2	+1 IP if Forest present
Paper Mill	I	1	1	+2 IP if Forest present
Factory	I	1	2	-
Wreck	E	1	-	Look at opponents Hand. Discard Train card
Sell Stocks	E	1	-	Lose X IP. Draw X cards (X Max = 5)
Buy Out	E	1	-	Return Share Token. Give Opponent 1 IP
Survey	E	1	-	Look at next 7 cards in Deck. Keep 2 cards
Investors	E	1	-	Draw 3 cards
Obsolescence	E	1	-	Target Opponent loses 5 IP
Finance Crisis	E	1	-	All other players lose 3 IP each
Patent	E	1	-	All players pay you 2 IP
Politics	E	1	-	Steal 2 Random cards from opponents hand
Land Grants	E	1	-	Draw 4 cards. Other players draw 2 cards

Optional Rule: Trans-continental Rule

The first player to make a Meld with 4+ Rail cards in it gets a bonus 5 IP.

Optional Rule: Starting Companies

Each player starts with 1 of the following companies:

Optional Rule: Civil War Rule

The first time the deck is used up, all players must discard their hands.

Co. Name:	Special Ability:
Moneybags Rails	Start with +7 IP
Excelsior Rails	Start with 1 Upgrade Token
Investment Rails	Has 6 Share Tokens
Risky Rails	May play 3 Event cards in Event Phase
Surveyor Rails	Starts game with 3 extra cards

Links

Train Art

Playtesting: My younger son above with a 39 point

Meld: 1 Train = 1 1 City = 2 1 Town = 1 Transcontinental Bonus = 5 2 Maxed out Industries = 6 8 Rails = 8 2 Long Haul bonus cards = 16





Range War

Introduction

Wargame of the American West circa 1840-1900. Players are rival Land Barons trying to gain complete control of the same territory.

Victory

Control all Settlements on the Board. Players are eliminated if their Baron is killed.

Money & Dice

Six siders are needed. Use Monopoly money.

Maps, Counters, & Setup

First each player declares which Ranch they want to control. The are 4 Ranches: The OK Corral, The

Lazy B, The Graham Ranch, and The Johnson Ranch. There is a location counter for each ranch.

Each ranch has a location counter of a unique color. Each player has a set of Control Markers of the same color as their Ranch. Players will have to make a map.

Use a Hex map. Designate 30 random spots on the map to be "Settlement Spaces". Each player places their Ranch on a different Settlement space.

Ranches should be placed far apart. For each remaining Settlement space draw one random Settlement counter. Settlement counters are of a different color than the control markers.

Each player starts with a Baron Unit Counter and 2 Regulator Unit Counters. These are located, stacked, on your Ranch

Settlement Counter List

Type:	Number	Base Revenue
Farms	10	10
Coal Mine	6	20
Gold Mine	4	30

Type:	Number	Base Revenue
Town	6	10
Trading Post	4	10

Turn Sequence

Each Turn has 6 Phases:

1. Revenue Phase
2. Pay Phase
3. Recruit Phase
4. Build Phase
5. Raid Phase
6. Control Phase

Revenue Phase

Collect Revenue from each settlement you control. Revenue is in 'Dollars'. Ranches have a revenue of 20 Dollars per turn.

Pay Phase

Pay each of your units 2 Dollars. Discard unpaid units on a roll of 4+ on 1D6. Baron units do not have to be paid.

Recruit Phase

Draw N + 1 random Recruit counters from the Recruit Pile.

N Number of Players.

Players bid on each these Counters separately with their Dollars. Players bid secretly and then simultaneously reveal all their bids. If you loose a bid you keep your money.

If you win, you pay your bid to the bank, and gain control of the Counter. In case of a tie, no one wins, and the counter remains to be bid on again. Only one player at a time can control a Governor Counter.

If a Governor Counter is drawn, discard all other Governor Counters. Only one player at a time can control a Government Contracts (GC) Counter. If a GC is drawn, discard all other GC's.

Build Phase

In this phase you deploy Counters you just won in Recruit Phase. Place Units on Trading Posts or Towns you Control. At a cost of 10 Dollars you may automatically recruit a Regulator Unit.

A player can recruit a max of one Regulator per turn. A player places a Cowboy unit on his Ranch. Town Improvement Counters are placed on a Town you control.

A Town can only have one of each type of Improvement. Trading Post Improvement Counters are placed on Posts you control. A Post can only have one of each type of Improvement.

Farm Improvement Counters are placed on a Farm you control. A Farm can only have one Improvement. Mine Improvement Counters are placed on a Mine you control.

If you cannot deploy a unit you must discard it. Place your control Markers under your units to show ownership.

Counter Types

G Governor
C Government Contract
T Town Improvement
P Trading Post Improvement
F Farm Improvement
M Mine Improvement
U Units

Recruit Pile Counter List

Counter Name	#	Type	Rev	Shoot	Notes
Governor	8	G	1D6x10	-	
Govt Contracts	6	C	40	-	
Railway Station	4	T	10	-	
Saloon	4	T	10	-	
Bank	4	T	10	-	
Gambling Hall	4	T	10	-	
Trappers	2	P	10	-	
Horse Traders	2	P	10	-	
Cotton Mill	2	F	10	-	
Gin Mill	2	F	10	-	
Mother lode	2	M	10	-	
Cowboys	4	U	-	15	
Indian Braves	4	U	-	15	Red
Mexican Bandidos	4	U	-	15	Outlaws
Outlaw Gang	4	U	-	20	Outlaws
Lawmen Posse	4	U	-	15	Law
Lynch Mob	2	U	-	10	Law
Gunslinger	4	U	-	30	Outlaws
Local Sheriff	2	U	-	20	Law
Federal Marshall	2	U	-	30	Law
Confederate Rebels	2	U	-	25	South
Union Veterans	2	U	-	25	North
Texas Rangers	2	U	-	25	Law
Mountain Men	2	U	-	15	White

Number of that Counter in pile.

Raid Phase

Players bid to determine turn order for moving and attacking. In case of ties roll high on 1D6. Units can move up to 3 spaces.

There is no stacking Limit. Red units cannot stack

with White units. Outlaws cannot stack with Law units.

North units will not stack with South units When opposing units occupy the same space they will fight. Each side adds up their Shoot Value. The side with the highest Value gets the Fight Advantage.

In case of a tie roll high on 1D6. Roll 1D6:

#	Result
1-2	The side with the fight advantage loses one unit
3-5	The side without the fight advantage loses one unit
6	The side without the fight advantage retreats to an empty adjacent space

Keep rolling until one side is eliminated or retreats. Baron Units are the last to be killed. Baron units have a Shoot value of 30.

Regulator units have a Shoot value of 20.

Control Phase

Place a control marker counter on any settlement occupied by your units. Remove any enemy markers first. A settlement can only have one control marker on it.

Counterset Available!!!

Thanks Kap!





Rapa Nui

Introduction

Card game for 2+ players. Easter Island Theme. Players control rival tribes trying to build the most and biggest Moai.

Victory

The player with the most Moai points at the end of the game wins. The game ends when the players have gone through the deck 3 times. The player who draws

Suite:	Type:
Food	Resource
Wood	Resource
People	Resource
Stone	Resource

Resource cards have number values between 1 and 12.

Erosion Pile

Cards in the Erosion pile are out of the game. As play proceeds, cards will wind up in the Erosion pile. The Erosion pile is not the same as the discard pile.

Setup

Shuffle the deck. Players cut the deck. The player who cuts to the highest numbered resource card goes first.

Recut if tied. Play proceeds clockwise. Each player is dealt 6 cards.

Turn Sequence

Each turn has 5 Phases:

1. Rapa Nui Phase
2. Conflict Phase
3. Moai Phase
4. Deforestation Phase
5. Decline Phase

Rapa Nui Phase

Draw 4 cards and put them in your hand. If the deck runs out, shuffle the discard and draw from it.

Conflict Phase

You may play one Event card. Target one opposing player. If you play a Raid card, steal 1 random card from his hand and put it in yours.

the last card may finish his turn.

Moai Points

Use tokens to keep track of Moai Points

The Deck

Players share a common deck. There are 7 suites of cards:

Suite:	Type:
Raids	Event
Huri Moai	Event
Disasters	Event

If you play a Huri Moai card, your opponent loses 2 Moai Points. (Minimum zero) If you play a Disaster card, your opponent must discard 2 random cards. You may not play an Event card on your first 2 turns. Event cards, when played are sent to the discard pile.

Moai Phase

You may play a Moai Meld. A Moai meld must contain 1 card from each of the 4 Resource Suites (Food, Wood, People, and Stone). Gain Moai Tokens equal to value of the lowest numbered card in the Meld.

Deforestation Phase

If you just played a Moai Meld, automatically send the Wood card to the Erosion Pile. If the value of the Food card is greater than the wood card, send the Food card to the Erosion pile, otherwise send it to the discard pile. If the value of the People card is greater than the Food card, send the People card to the Erosion pile, otherwise send it to the discard pile.

If the value of the Stone card is greater than the People card, send the Stone card to the Erosion pile, otherwise send it to the discard pile.

Decline Phase

Max hand is 10 cards. Discard excess cards. After the deck has gone through once, max hand size becomes 8 cards. After the deck has gone through twice, max hand size becomes 6 cards.

Card List Notation

- F** Food
W Wood

P People
S Stone
R Raids
H Huri Moai

D Disasters
NV Numerical Value of the Resource card
Copies of that card in the deck

Card List

Card Name:	#	Type	NV
Islanders	2	P	1
Islanders	2	P	2
Islanders	2	P	3
Rapa Nui	2	P	4
Rapa Nui	2	P	5
Rapa Nui	2	P	6
Villagers	2	P	7
Villagers	2	P	8
Villagers	2	P	9
Tribe	2	P	10
Tribe	2	P	11
Tribe	2	P	12
Cannibalism	2	F	1
Dogs	2	F	2
Rats	2	F	3
Chickens	2	F	4
Fish	2	F	5
Shellfish	2	F	6
Yams	2	F	7
Bananas	2	F	8
Coconut Palms	2	F	9
Nesting Seabirds	2	F	10
Fishing Canoes	2	F	11
Sea Turtles	2	F	12
Palm Trees	2	W	1
Palm Trees	2	W	2
Toromiro Trees	2	W	3
Toromiro Trees	2	W	4
Stand	2	W	5
Stand	2	W	6
Grove	2	W	7

Card Name:	#	Type	NV
Grove	2	W	8
Woodlands	2	W	9
Woodlands	2	W	10
Forest	2	W	11
Forest	2	W	12
Carvers	2	S	1
Craftsmen	2	S	2
Rano Raraku	2	S	3
Tuff Volcanic Ash	2	S	4
Quarries	2	S	5
Trachyte	2	S	6
Scoria Pukao	2	S	7
Basalt Tools	2	S	8
Obsidian Eyes	2	S	9
Ahu Platforms	2	S	10
Monoliths	2	S	11
Stone Giants	2	S	12
Raid	8	R	-
Huri Moai	4	H	-
Rebellion	1	D	-
Erosion	1	D	-
Fire	1	D	-
Disease	1	D	-
Famine	1	D	-
Civil War	1	D	-
Deforestation	1	D	-
Extinction	1	D	-
Drought	1	D	-
Climate Change	1	D	-
Clan War	1	D	-
Collapse	1	D	-

Optional Combine Rule

In a meld, you may combine 2 or more cards of the same suite, to get a higher number in that suite. If the suite needs to be eroded, put the higer value card in

the erosion pile, and discard the smaller card(s).

Links

Wikipedia





Ravenloft Quest

Introduction

Each player controls a party of Heroes traveling through The Northern Core of Ravenloft, the Demi-Plane of Dread.

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The Board

- The Board is a track of 90 spaces.
- The start & end spaces are Mist spaces.
- The other spaces are Domain spaces.
- There are 11 Domains.
- Each Domain is 8 spaces long.

The Domains

- Lamordia
- Dementlieu
- The Boglands
- Forest of Shadows
- The Jagged Coast
- The Mistlands

- Mountains of Mystery
- The Vale of Tears
- Falkovnia
- Keening
- Tepest

Victory

The first player whose party (pawn) reaches the end space wins. You lose if all of your Heroes are killed.

Pieces

Each player's party is represented by a pawn of a unique color.

Setup

Pawns start the game in the Start space. Each player is dealt 5 Power cards. The creepiest player goes first.

Party Composition

Each party starts with 6 Heroes. Roll on the Hero table to determine each Heroes Identity:

Hero Table

1D20	Hero Type:	Fight	Holy	Magic	Scout	Notes:
1	Paladin	2	1	-	-	Darklords get +2 vs you
2	Priest	-	3	-	-	
3	Cleric	1	1	-	-	+1 vs Undead
4	Monk	1	1	-	1	
5	Knight	3	-	-	-	
6	Wizard	-	-	3	-	
7	Illusionist	-	-	1	1	+1 vs Men
8	Bard	-	1	1	1	
9	Ranger	1	-	-	1	+1 vs Locations
10	Elf	1	-	1	1	
11	Thief	1	-	-	2	
12	Druid	-	1	-	1	+1 vs Locations
13	Avenger	3	-	-	-	
14	Gypsy	-	-	-	3	
15	Arcanist	-	1	2	-	
16	Elementalist	1	-	2	-	
17	Anchorite	1	2	-	-	
18+	Pick One	-	-	-	-	

Turn Sequence

Players take turns. Each turn has 4 phases: Aid Phase Travel Phase Encounter Phase Resolution Phase

Aid Phase

Draw 1 card from the power deck. Max hand size is 7 cards. Discard excess cards.

If the deck runs out, shuffle the discard & draw from it.

Travel Phase

Roll 1D6 and move that many spaces forward.

Encounter Phase

Every Domain has an encounter Table. Roll once on the Encounter Table of the Domain your party is in. This is the Encounter roll.

Resolution Phase

Resolve the randomly determined encounter. Every encounter requires a challenge roll. There are 4 types of Challenge rolls: Fight, Holy, Magic, and Scout.

Each Encounter has a Difficulty level from 1 to 3. (Note each hero also has a level in each type or trait) Roll 1D6 for the Encounter & add the Difficulty Level. This is the Challenge Total.

Roll 1D6 and add the levels of your Heroes in the indicated trait. This is the Hero Total. Players may play Power cards to modify the Totals.

If the Hero Total is equal or greater than the Challenge Total, the Heroes win. Winning Heroes draw 1 card, and may move next turn. If the party loses, one of two things will happen depending on the Challenge description: 1 random party member is killed, or The party may not move next turn.

In the case of Quest challenges, if the party wins, they move forward 1d6 spaces, if they loose they must move back to the first space of the Domain.

Domain Notation

D Darklord Encounter
E Event Encounter
C Creature Encounter
M Magic Test
F Fight Test
H Holy Test
S Scout Test
L Lose 1 Hero
X Miss next move

Domain Listing

Lamordia - Renaissance

1D10	Encounter:	Type	Test	Fail	Notes
1	Fight Adam the Flesh Golem	D	M2	L	Undead
2	Blizzard	E	M2	X	Location
3	Isle of Agony	E	S1	X	Location
4	Investigate Dr. Victor Mordenheim	E	H1	X	Men
5	Deformed Beasts	C	F1	L	
6	Chased by Angry Mob	C	H2	X	Men
7	Flesh Golems	C	F1	L	Undead
8	Chase Adam	D	S3	X	Undead
9	Experimental Surgery	E	M1	L	Men
10	Hope for Redemption	Q	H3	Q	Men

Dementlieu - Renaissance

1D10	Encounter:	Type	Test	Fail	Notes
1	Dominic d'Honaire the Mesmerist	D	H3	X	Men
2	Pistol Duel	C	F1	L	Men
3	Locked up in Sanatorium	E	S1	X	Men
4	Coastal Sea Spawn	C	F1	L	
5	Gentry Intrigue	E	M1	X	Men
6	Romantic Entanglement	E	H2	X	
7	Low Class Rogues	C	S1	L	Men
8	Decadence	E	H1	X	Men
9	Plots within Plots	D	M1	X	Men
10	Thwart Insidious Plot	Q	S3	Q	Men

The Boglands - Necropolis - Chivalric

1D6	Encounter:	Type	Test	Fail	Notes
1	Glennis the Green Hag	D	F2	L	
2	Expose Plot for Revenge	Q	M2	Q	
3	Poisonous Creatures	C	F1	L	
4	The Great Salt Swamp	E	S2	X	Location
5	Stagnus Lake	E	S2	X	Location
6	Help Refugees	Q	H1	Q	

The Forest of Shadows - Necropolis - Chivalric

1D10	Encounter:	Type	Test	Fail	Notes
1	Death (The Grim Reaper)	D	H3	L	Undead
2	Armies of the Dead	C	F2	L	Undead
3	Ruins of Castle Avernus	Q	F3	Q	Location
4	Werewolves	C	F2	L	
5	Stone Circle	E	H2	X	Location
6	Giant Spiders	C	F1	L	
7	Doomsday Device	E	M3	L	
8	Unholy Order of the Grave	C	H2	L	Undead
9	Zombies	C	H1	L	Undead
10	Halfling Wererat Thieves	C	F2	L	

The Jagged Coast - Necropolis - Dark Ages

1D6	Encounter:	Type	Test	Fail	Notes
1	Damon Skragg the Ghoul Lord	C	H1	L	Undead
2	Look for Treasure Caches	Q	S3	Q	Location
3	Smugglers	C	F1	L	Men
4	Strange Whirlpool	E	M2	X	Location
5	Underwater Dwellers	C	F2	L	
6	Ghast Pirates	C	F2	L	Undead

The Mistlands - Necropolis - Dark Ages

1D8	Encounter:	Type	Test	Fail	Notes
1	Elf Ghost Mistwalker	D	M2	L	Undead
2	The Church of Ezra	E	H1	X	Men
3	Sinkholes of Silence	E	M1	X	Location
4	Pockets of Mist	E	S2	X	Location
5	Goblins	C	F1	L	
6	Dark Elves	C	F2	L	
7	Find Mysterious Tower	Q	S3	Q	Location
8	Obsession	E	H2	X	

The Mountains of Misery - Necropolis - Dark Ages

1D10	Encounter:	Type	Test	Fail	Notes
1	Silvertress the Dwarf Vampire	D	H2	L	Undead
2	Dark Elves	C	F2	L	
3	Broken Ones	C	F2	L	
4	Darklings	C	F1	L	
5	Tremors	E	S1	X	Location
6	Volcanic Activity	E	S2	X	Location

1D10	Encounter:	Type	Test	Fail	Notes
7	Jagged Foothills	E	S1	X	Location
8	Goblins	C	F1	L	
9	Aid Gnome Miners	Q	M	X	
10	Karganate Secret Society	C	H2	L	Men

The Vale of Tears - Necropolis - Dark Ages

1D6	Encounter:	Type	Test	Fail	Notes
1	Yako the Vassalich	D	H2	L	Undead
2	Lycanthropes	C	F2	L	Undead
3	Flooding	E	M1	X	Location
4	Maggot Golem	C	F2	L	
5	Giant Flesh Golems	C	F2	L	
6	Protect the Halfling Village	Q	S2	Q	

Falkovnia - Medieval

1D12	Encounter:	Type	Test	Fail	Notes
1	Vlad Drakov the Impaler	D	H3	L	Men
2	Dead Forest	E	S1	X	Location
3	Executions	E	M2	L	Men
4	Beggars	C	F1	X	Men
5	Torture	E	S2	X	Men
6	Ruthless Soldiers	C	F2	X	Men
7	Militia Brutality	C	F1	X	Men
8	Military Tribunal	E	H2	X	Men
9	Impalements	E	M2	L	Men
10	Border Patrols	C	F2	L	Men
11	Help Rebels	Q	S3	Q	Men
12	Defend the Innocent	Q	F3	Q	Men

Keening - Ruins

1D6	Encounter:	Type	Test	Fail	Notes
1	Tristessa the Banshee	D	H3	L	Undead
2	Zombies	C	F2	L	Undead
3	Mount Lament	E	S2	X	Location
4	Wall of Wind	E	M2	X	
5	Faerie Fire	E	M1	X	
6	Darkness	E	M1	X	

Tepest - Early Medieval

1D12	Encounter:	Type	Test	Fail	Notes
1	Laveeda the Annis	D	M2	L	
2	Leticia the Sea Hag	D	H3	L	
3	Lorinda the Greenhag	D	S1	L	
4	Goblins (Little Beasties)	C	F1	L	Men
5	The Shadow Rift	E	S2	X	
6	Superstitious Witch Hunt	E	H2	L	
7	Blackroot the Evil Treant	C	F2	L	
8	Violent Storm	E	F3	X	Location
9	Terrible Curse	E	M1	X	
10	Force Cage & Mindblank	E	M2	X	

1D12	Encounter:	Type	Test	Fail	Notes
11	Rescue Children	Q	S3	Q	
12	Prove Innocence	Q	H3	Q	

Power Card List Notation

A Aid: Use to increase your chances of winning an Encounter.

F Foe: Use against opposing player to make their Encounter tougher

X Special

Power Card List

Card Name	Type	Notes:
Matchlock pistol	A	Fight +2
Rapier	A	Fight +2
Fear	F	Creature gets +1
Revulsion	F	Creature or Darklord gets +1
Horror	F	Creature gets +2
Madness	F	Creature or Darklord gets +2
Closed Border	F	Darklord gets +3
Holy Water	A	+2 vs undead
Turn Undead	A	+2 vs undead
Find Weakness	A	+2 vs Darklord
Know Vulnerabilities	A	+1 vs Creature or Darklord
Holy Symbol	A	+2 vs undead
Holy Word	A	+2 vs Holy Encounter (Needs Holy Hero)
Good Secret Society	A	+1 vs any Encounter
Vistani Gypsies	X	Opponent must discard 3 random cards
Carnival	X	Opponent misses his next turn
The Fraternity of Shadows	X	Draw 3 cards
Dark Secrets	X	Cause Encounter Roll to be rerolled
Split up	F	Event Encounter gets +2
Something Sinister	F	Any Encounter gets +1
Macabre & Supernatural	F	Magic Encounter gets +2
Sinkhole of Evil	F	Undead gets +2
Corruption	F	Holy Test gets +2
Terror	F	Fight Test gets +2
Faith Magic	A	+2 vs Holy Encounter (Needs Holy Hero)
Healing Herbs	X	Put killed Hero back in play (Needs Scout Hero)
Resurrection	X	Put killed Hero back in play (Needs Holy Hero)
Reincarnation	X	Put killed Hero back in play (Needs Magic Hero)
Summoning	A	Magic +2 (Need Magic Hero)
Enchantment	F	Magic Test gets +2
Divination	X	Look at next 7 cards in deck
Necromancy	A	Holy +2 (Need Magic Hero)
Smite	A	Fight +2 (Need Fight Hero)
Stealth	A	Scout +2 (Need Scout Hero)
Backstab	A	Fight +2 (Need Scout Hero)
Courage	A	Holy +2 (Need Fight Hero)
Find Companion	X	Gain 1 Random Hero
Henchman	X	Gain 1 Random Hero
Magic Potion	A	+1 to any Encounter
Magic Ring	A	+1 to any Encounter

Game Designers Notes

I have a copy of the 2nd Edition Ravenloft Book.
These are only the Northern Core. I would like to do

all the other Domains as well.





Ready Aim Fire

Introduction

Two player Card game depicting Napoleonic era warfare.

The Decks

There are 3 decks:

- The Battalion decks cards as noted in the list.
- The Tactics deck.
- The Commander Deck as noted.
- The Tactics deck has 1 of each card in the list, and 2 of each Terrain card

Stack:	Start Max	Card Limit	Game Max Card Limit
Left Flank	2	5	
Left Centre	3	6	
Centre	3	6	
Right Centre	3	6	
Right Flank	2	5	

Place Battalion cards up to the starting maximum card limit face down in each stack. Line Infantry and Artillery may be placed in Centre stacks. Cavalry, Light Infantry and Horse Artillery may be placed in any stacks.

Shuffle the appropriate Commander Deck, deal yourself 6 cards, and add them to your Reserve deck. Shuffle your Reserve Deck, and deal yourself a hand of 5 cards. Once both players have completed above, turn cards in your stacks face up.

They will remain face up for the first turn only. After the first turn, all cards are played face down, representing the "Fog of War".

Victory Conditions

The first player to be routed from 3 of his 5 forward positions loses. Or (Optional) The Army Morale point is reached.

Turn Sequence

Players take turns. Each turn has 6 phases: Draw Phase Terrain Phase

3. Reinforce Phase
4. Attack Phase
5. Morale Phase
6. Discard and Redraw Phase

Draw Phase

Thoth - Draw 2 Cards from either your Reserve Deck or the Tactics Deck or a combination of the two.

Setup

Optional Thoth setup: Deal 13 (Thoth deals automatically, open the external hand window) cards and place in starting positions as noted below. Guard and Heavy Cavalry cards can be discarded and alternate cards drawn. Any cards that cannot be used are discarded.

Reshuffle the deck and draw 5 cards. Commence play. Each player chooses a Battalion deck.

Each player forms a line of 5 stacks of cards, starting maximum as noted. The opposing lines face each other. These stacks are called:

Draw 2 cards from your Reserve Deck. If the deck runs out, shuffle the discard and draw from it.

The maximum hand size is 7. Cards in your hand over the maximum do not have to be discarded until the Discard/Redraw Phase.

Terrain Phase

You may play a Terrain card onto an appropriate stack. Terrain cards remain in effect for the entire game

Reinforce Phase

You may move any or all battalions from your hand to any of your stacks. All reinforcements from your hand go to the bottom of the stack they reinforce. Prior to the above, you may reorganise one stack, and move one card from a stack to an adjacent stack.

You may move any card in a stack (You are not limited to the top one)

Attack Phase

You may make up to 3 attacks per turn.(or, each stack attacks, with one extra attack from any stack except the reserve) Your battalions are the attackers. Your opponent's battalions are the defenders. To attack, flip the top card of one of your stacks face up.

Your opponent flips the card in his line opposite to it over. Both players roll one die. These are called the Attack rolls. Add troop modifier to die roll and compare the difference between the 2 rolls.

Apply the result as follows: (Attacker to Defender)

Difference:	Result:
+4 or greater	Defender eliminated, morale check for other battalions in stack
+3	Defender eliminated, morale check for other battalions in stack. EXCEPT Austrian Line & 2nd Rate, and Prussian 2nd Rate Rout
+2	Defender Routs
+1	Defender Shaken
0	Both Battalion cards take immediate morale check. Battalion Shaken if test failed
-1	Attacker Shaken
-2	Attacker Routs
-3	Attacker eliminated, morale check for other battalions in stack. EXCEPT Austrian Line & 2nd Rate, and Prussian 2nd Rate Rout
-4 or worse	Attacker eliminated, morale check for other battalions in stack

Notes

Card eliminated - remove card from play Thoth - place Morale Check above stack. Card Routs - place card in discard pile Card Shaken - turn card through 900 Card now fights with -1 modifier Thoth - add Shaken marker to card.

Support

One battalion in the same stack as the attacker/defender can provide support to the battling card. Add +1 to the respective die roll. If the supported card is eliminated, the supporter routs. If the supported card is routed, the supporter is shaken. A Shaken card cannot offer support.

Infantry Vs Cavalry

Infantry cannot attack cavalry. Both cards are placed at the bottom of their stacks, and the attack counts against the number of attacks that turn.

Forming Square

When cavalry attack infantry, before the combat is resolved, the infantry must attempt to form square. This is accomplished by the infantry rolling less than their morale value (e.g. for a line infantry card to form square, it must roll a 7 or less.). If the infantry form square, they fight the combat at +3. If they fail to form square, the cavalry fight the combat at +3. The cavalry have a chance to abort the attack if the infantry from square by rolling less than their morale value (e.g. for a Lt. Cav Regiment to abort an attack on a square, it must roll a 7 or less). If this roll is achieved, they can "ride around" the square and not attack it. This counts against the number of attacks that can be made that turn. If the cavalry fail this roll, they must attack the square.

Cavalry

Cavalry are considered Blown following an attack, or after defence against opposing Cavalry. Place a Blown marker on the card (Thoth). The Blown status remains until removed by a successful Morale Check.

The first opportunity for a Morale Check to remove Blown status is the Morale Phase in your next turn, i.e. not your current turn

Artillery

Infantry and Cavalry cannot use any positive modifiers in combat with artillery batteries. This includes Terrain modifiers and Tactic cards EXCEPT when flanking, or defending a hill (+1 for "reverse slope") Artillery cannot be eliminated, routed, or shaken when ATTACKING Infantry and Cavalry, ie, ignore all -ve combat results.

Horse Artillery

As artillery EXCEPT attacking Lt Cav, Lancer, and 2nd Rate Cav can use positive combat modifiers against Horse Artillery.

Light Infantry

Light Infantry ignore Terrain modifiers for Hills, Woods, and River.

Notes

Destroyed battalions are removed from play. Surviving battalions are placed face down on the bottom of their stack. Tactics cards that modify the Attack roll are played before the roll is made.

Tactics cards are discarded immediately when played (to the discard pile).

Flank Attacks

If you destroy all the cards in one of your opponents stacks, the battalions in your stack facing the empty stack get to flank attack the enemy stacks adjacent to the empty stack. Battalions making Flank attacks are +2 to their Attack roll and may attack the enemy reserve stack. Cavalry battalions making Flank attacks are +3 to their Attack roll and may attack any enemy stack.

Artillery cards do not gain the +2 bonus, although they may Flank Attack.

Morale Phase

(Simultaneous) Every time you destroy an opposing battalion all other Battalion cards in the stack must take a morale check by rolling 2D6. Normal moral is 8 plus any Battalion card modifier, e.g. the Guard have a moral value of 10, while Second Rate units have a moral value of 7. To pass a moral check, the player must roll the units moral value or less. Any card that routs is placed in the Discard Pile. Any card that routs as a consequence of a failed moral check results in a further +1 to the moral check of any remaining cards in the stack who have yet to test. This modifier is cumulative. Morale checks are done in stack order, ie top card first, then next down, etc, etc.

If the Guard are eliminated, any adjacent stack (in

addition to the normal moral check for the elimination of a unit), must take a moral check. If the Guard are routed, the stack from which they routed must take a moral check. Shaken cards can be "revived" by a successful morale check (turn them back through 900). All shaken cards can test in this phase. Optional: a Shaken card can only be "revived" in the presence of a Commander card.

Discard And Redraw Phase

One card in the players hand can be discarded. The Players hand is then either made back up to 7 cards by drawing from the deck, or reduced to 7 by discarding cards.

Battalion Card List

Troop Type (Value):	France	Britain	Austria	Prussia	Russia
Guard (+2)	1	2	-	1	1
Elite (+1)	3	3	4	3	3
Line	9	9	8	6	7
Light	3	3	3	3	3
Second Rate (-1)	2	3	3	6	3
Heavy Cavalry (+2)	1	1	1	1	1
Dragoon (+1)	1	1	1	1	1
Light Cavalry	2	2	2	1	1
Second Rate Cav (-1)	-	1	-	1	1
Lancer (+1 vs Infantry)	1	-	1	1	1
Artillery	4	2	4	3	5
Horse Artillery	1	1	1	1	1

Note: Austrian and Prussian Second Rate need a result of +4 or greater to be killed; Austrian Line need a result of +4 or greater to be killed.

Commander Card List

There are 11 commanders available to each army as follows: (Att/Def)

Value	French	British	Austria	Prus.	Russian
0/1	1	0	2	1	1
1/0	1	1	2	1	2
1/1	4	4	3	5	3
1/2	1	4	3	3	2
1/3	0	1	0	0	0
2/1	3	1	1	1	3
2/2	1	0	0	0	0

The 11 cards are shuffled and 6 drawn for the commanders of the army at that particular battle. The player assigns his Army Commander and Divisional Generals, or you can live dangerously and do it randomly.

Divisional Generals

Each General is assigned 2 numbers relating to attacking phase or defending phase. These numbers relate to the number of re-rolls the general can make in the corresponding combat or morale phases. E.g. a general with a value of 2/1 can make 2 combat re-

rolls, or 1 combat and 1 morale re-roll, or 2 morale re-rolls on his players turn, and 1 re-roll either in the combat or morale phase during his opponents turn. These re-rolls can be made for any card in the stack the general is placed. Generals are always played face up, and to the side of the stack they relate to.

Each re-roll made endangers the general. If he makes one re-roll, he is eliminated on a die roll of 6, two re-rolls, he is eliminated on a roll of 5-6, 3 re-rolls 4-6 and so on. This roll is made after each re-roll in either the combat or morale phase. If the general is the only card in a stack, he is eliminated automatically if

attacked. If the Divisional General is killed, the stack he is with takes a morale check.

Army Commander

The Army Commander is placed behind the front stacks. He has 2 numbers assigned like the Divisional General, but uses them in the morale phase only after all re-rolls have been completed by the Divisional Generals. He doesn't have to roll to see if he is killed as a consequence of these rolls. The Army Commander can take over a stack if the Divisional General is killed. He

is then subject to all the rules pertaining to Divisional Generals.

The Army Commander moves onto a stack in the reinforcement phase. This move does not count against the number of reinforcements the player may make. If the Army Commander is killed, the entire army takes a morale check against their morale -1. Any cards in the front line that fail, are eliminated (they quit the battlefield) rather than go to the reserve stack.

Any further morale checks for the remainder of the battle are checked against the card morale -1.

Tactics Card List

Card Name	Effect:
Square Formation	Line Infantry automatically form square
Second Volley	Defending Infantry battalion rolls 2 dice and picks best
Fire at Will	Get 1 extra attack
Sabers & Pistols	Attacking Cavalry battalion gets 1 extra attack
Rapid Deployment	Draw 1 extra card.
Forced March	Draw 1 extra card, OR retrieve 1 Infantry card from Discard pile.
Infantry Charge	Attacking Line Infantry get +2 to their attack roll.
Socket Bayonets	Line Infantry get +1 to their attack roll.
Counter Attack	Defending Cavalry get +2 to their attack roll.
Broken Square	Infantry defending against Cav automatically fail to form square.
Limber	Draw 1 extra card, OR retrieve 1 Artillery card from Discard pile.
Grape Shot	Defending Art get +2 to attack roll (Cannot be used against Art).
Canister Shot	Art get +1 to their attack roll (Cannot be used against Art).
Cannon Ball	Attacking Artillery get +2 to their attack roll.
Fusillade	Infantry battalion gets 1 extra attack
Sniper	Cause a stack to make a morale check in its Morale phase.
Column	Get +1 Reinforcement move.
Overrun	Morale check at +1.
Take Prisoners	Routing battalion is eliminated.
Fighting Withdrawal	Defender gets +1 to attack roll.
Difficult Terrain	Opponent gets one less attack this turn.
Enfilade fire	Get +1 to attack roll.
Indirect fire	Attacking art get 1 extra attack vs next card down in opposition stack
Confusion	Opponent draws no cards this turn.
Advance	Get +1 attack this turn.
Scouts	Look at opponent's hand
Rifles	Light Infantry get +1 to their combat roll.
Probe	Get 1 extra attack with any Light Infantry in any of your stacks.
Rearguard Action	Draw 2 extra cards.
Cavalry Reform	Draw 1 extra card, OR retrieve 1 Cav card from the discard pile
Woods (x2)	+1 to defending infantry
	Cavalry cannot attack Infantry in woods
	Reduce Stack limit by 1
	Can only affect 1 card in stack
	Remains in play
Hills (x2)	+1 to defending card (including vs artillery)
	+1 to attacking artillery
	Remains in play

Card Name	Effect:
Redoubt (x2)	+1 to defending Infantry only
	Cavalry cannot attack redoubt
	Can only be used by 1 card in stack
	Can be played on a hill (modifiers can be combined)
	Stack limit reduced by 1
	Remains in play
River (x2)	+1 to all defenders EXCEPT vs attacking artillery
	River affects either flank and next stack in (eg River is played against right flank and right centre)
	Remains in play
Bridge (x2)	Negates effect of river for 1 attacking Infantry or Cavalry card.
	Remains in play

Optional - Army Breakpoint

Each card has a Breakpoint value of 2 plus any card modifier, i.e.:

Guard	4	Guard	4
Elite	3	Dragoon	3
Line	2	Lt. Cav	2
Light	2	Lancer	2
Second Rate	1	Second Rate Cav	1
Heavy Cav	4	Artillery Battery	2

When a card is eliminated, note down its Breakpoint value. When an Army passes its National Breakpoint value, it is defeated, and the opposition wins the battle. Cards in the discard pile count towards this value until they are removed from the discard pile by

either the discards being shuffled when the Reserve Deck runs out, or by an individual card being removed from the discard pile as a consequence of a Tactic card. National Break Point Values:

Nationality	Army Breakpoint	Nationality	Army Breakpoint
France	31	Prussia	29
Great Britain	31	Russia	30
Austria	30		

(the above Breakpoint value is the total Breakpoint value of the Battalion cards times 50% This can be adjusted as required)

force his opponent to eliminate a Battalion card in his discard pile (opponents choice).

Attacking Empty Stacks

If an empty stack is attacked, the attacker has the option to either flank attack the adjacent stack, or to

Cardset

[Click here to download cardset.](#)





Ready Fence

Introduction

Card game for 2 players. Simulation of a Fencing Match.

Victory

The first player to score 5 (or 15) points wins the bout.

The Deck

Players share a common deck.

Setup

Choose whether the match is to 5 or 15 points. Choose which of the 3 weapons both Fencers will be using: Foil, Epee, or Sabre. Each player starts with a hand of 2 cards.

Flip a coin to see who goes first.

Turn Sequence

Players take turns (Right of Way). Each turn has 3 phases:

1. Draw Phase
2. Attack Phase
3. Defense Phase

Draw Phase

The current player draws the top X cards from the deck. Foil Bout X = 2 (Midway between Epee & Sabre)

Epee Bout X = 1 (Cautious Match) Sabre Bout X = 3 (Animated Match) If the deck runs out, shuffle the discard & draw from it.

Attack Phase

The current player may make one Attack if able. To make an Attack, the current player must play an Attack card plus the indicated number of Movement cards. Instead of Attacking the current player may discard a Feint card to make his Opponent discard 3 random cards.

Defense

The defender may defend if attacked. To defend, the defending player must play a Defend card plus the indicated number of Movement cards. If the current player attacked, and the defender did not Defend, the attacker scores a hit (touch) and earns 1 point.

Max hand size is 7 cards. The current player discards excess cards at the end of his turn.

Card List Notation

- A** Attack Card
- D** Defense Card
- M** Movement Card
- X** Special Card
- F** Move Forward Card
- B** Move Back Card

Card List

Card Name:	#	Type	Cards required to Play (Notes):
Move Forward	20	M	-
Move Back	20	M	-
Deflection	4	D	1 B (Guard Parry)
Block	2	D	2 B (Beat Parry)
Retreat	2	D	3 B
Feint	2	X	(See Attack Phase)
Thrust	4	A	1 F (or Cut)
Lunge	2	A	2 F
Fleche	2	A	3 F (Running Attack)
Riposte	2	A	1 F + 1 B (Counter Attack)
Flick	2	X	(Negate Defense card (Whip))
Tactics	2	X	(Discard to draw 2 cards)
Ability	6	X	(See Fencers Rules below)

Fencers

Each Fencer gets an agreed upon number of Special Abilities:

1D6	Ability:	Notes:
1	Athletic	Use Ability cards as B or F cards
2	Finesse	Use Ability cards as Riposte cards
3	Experienced	Use Ability cards as Tactics cards
4	Aggressive	Use Ability cards as Lunge cards
5	Tricky	Use Ability cards as Feint cards
6	Cautious	Use Ability cards as Block cards

Cardset Available

Much Thanks to Alcrespi





Real Time Carnage

Introduction

By Matthew McCullough and Ross Heintzkill. The game is called Real-Time Role-Playing Game (RTRPG). It is a system that can be used for any shoot-em-up game, like UT or BF or CS or what have you.

It is played on graph paper, and requires two six-sided dice.

Okay, so you start out by sketching whatever environment you like on the graph paper. What's really fun is playing it at a friend's house and then drawing the house and playing there. It doesn't have to be too detailed a drawing, but you should put in furniture and doors and poles and what have you.

Then each player picks their weapons. You arbitrarily pick a point count, and each player gets that many points to spend on weapons. Now, I have a system set up for counting points that's not perfect, but it'll do.

Each weapon has Damage, ToHit, Refire, Range, Clip and Use stats. More on this later.

The objective of the game is to blow the bajesus out of your enemies. You take turns moving and shooting. Each turn, you get two actions. Actions are usually either moving, shooting, aiming or reloading.

Each of these usually cost one action.

Move: Depending on the size of the arena chosen, usually you can move 5 squares. Running allows you to move twice that, but you get -2 penalty to firing a weapon.

D6	Result
1	Left Leg
2	Right Leg
3	Left Arm

A leg shot decreases your speed to half, rounded down. Both legs hit decreases your speed to 1 square per move action. One arm hit gives you a -4 penalty when using a weapon that requires both hands, and you can't use a one-handed weapon in that hand.

Both arms hit means you're powerless, and out of the game (with your life, at least). All limbs shot means it's too painful to move, and you're out of the game (with your life, at least, but crippled completely). If you get hit in the torso twice, you die.

If you get hit in the head once, you die.

Now, range is generally: Short (10 squares or less), Medium (20-11 squares), or Long (40-21 squares). When using a weapon at ranges greater than intended, it's a -2 penalty at one range increment too many, and a -4 penalty at two range increments too many. When using a weapon at ranges lesser than intended, if the weapon is Cumbersome, it's a -2 penalty at one

Shoot: Depending on the weapon, a Shoot action fires a certain amount of shots at a target. If you hit a target, roll for damage. Note that if you have less bullets in your clip than you are allowed to fire per Shoot action, that sucks for you.

You can't Reload for free to get the rest of your money's worth.

Now, you generally roll 2d6 to fire a weapon, and it takes a 7 or greater to hit. Since there are all sorts of interesting things to do with an environment, most conditions won't be listed here. The rule of thumb is that a favorable condition is +1 ToHit and an unfavorable condition is -1 ToHit. Cover of varrying degrees prevents damage: if a person is completely behind a wall, no dice.

If a person is half behind a wall, the limbs of that half of the body can be hit. If a person is standing at a waist-high wall, their torso, arms and head can be hit. A damage roll indicating a leg hit is no good.

Aim: The Aim action gives you a +2 bonus to firing a weapon (1 shot, the recoil makes your aim go bad).

Reload: Once you run out of bullets, you gotta switch guns or reload. That's it. Each player is considered to have infinite ammo. Or you can play with limited amounts, it doesn't matter.

If you're using two weapons, you must reload both of them to continue to use both.

Damage: When you damage an enemy, roll a d6.

D6	Result
4	Right Arm
5	Torso
6	Head

range increment too little and a -4 penalty at two range increments too little.

Weapons: Generally, the worst weapon in the game has no Damage or ToHit bonuses, Short range, a low clip, a normal refire rate, and no Use statistics.

The Damage bonuses/penalties are obvious. They change your roll for damage. Now, a damage penalty of -2 means you can't actually kill a person with the gun, but you can knock them out of the running by hitting all four limbs.

Note that roll totals above 6 still count as 6.

ToHit bonuses/penalties are also obvious. They change your roll when attempting to hit someone. So a roll of 6 with a +1 ToHit bonus gives you 7.

Refire is basically how many shots you can fire with a Shoot action. You roll ToHit (and damage for hits) that many times.

Range is the distance a weapon is best used at.

Clip is the amount of bullets that the gun can fire before you need to reload.

Use is a special category. There a certain Use effects. Refire Penalty: When using this weapon, there is a subsequent (and stacking) -2 penalty ToHit for each additional shot fired by the weapon. This means that the first shot fired has no penalty, the next shot has a -2 penalty and the third shot has a -4 penalty.

Cumbersome: See Shoot. This normally applies to rifles and such. Double: You can use two of these, one in each hand. This normally applies to pistols, and

can be mix-and-matched (1 Uzi and 1 Pistol).

Slow Reload: This weapon takes longer to fire than just a slap-in-the-clip action. It takes two actions to reload this weapon.

Well I think that's it, but if you uncover all the gory rules you get a pretty simple shoot-em-up game. I've enclosed the stats for a few modern weapons. Realize that I didn't go to the trouble to label various types of each weapons (M-16, Desert Eagle).

The differences in those weapons are slight.

Name	Damage	ToHit	Refire	Clip	Range	Use	Cost
Pistol	0	0	1,	10	S	Double	320
Uzi	0	-1	5,	20	S	Double & Refire Penalty	640
Rifle	+1	+1	1,	10	L	Cumbersome	470
Machine Gun	+1	0	5,	20	M	Cumbersome & Refire Penalty	1500
Sniper Rifle	+2	+1	1,	1	L	Cumbersome & Slow Reload	510
Shotgun	0	+2	1,	5	M	Cumbersome	295
Sawed-Off Shotgun	-1	+3	1,	5	S	Double	330

Here is the "calculator" I used to come up with the prices.

Start at 100. Add or subtract (accordingly) 100 for damage bonuses/penalties. Add or subtract 50 for to hit bonuses/penalties.

Multiply this by the refire. Multiply this by 1.2 for

short range, 1.4 for medium range and 1.6 for long range. Add 10 for each bullet in the clip minus the refire (for the Machine Gun, you'd add 150).

Subtract 25 for Refire Penalty, Cumbersome of Slow Reload. Multiply by 1.5 for Double. Round the number to the nearest tenth.





Rebel Space

Introduction

Sci-Fi Card Game. Two Players.

Cards

The Rebel and Imperial players have their own unique decks of 65 cards.

Object

Reduce your opponents deck to 0 cards.

Setup

Each player draws 5 cards from their own deck.

Turn Sequence

Players take turns. The Rebel player goes first. Each turn has 5 phases: Draw Phase Activation Phase Attack Phase Deploy Phase End Phase

Draw Phase

Draw 1 or 2 cards from your deck. If you have no cards left in your deck, you lose.

Activation Phase

Move all your units in your Inactive Zone into your Active Zone.

Attack Phase

Declare whether or not you are attacking. If you are not attacking skip this phase. You may attack with some or all of your units.

Units include Heroes, ground units, and space units. Units may be combined into battle groups. Battle groups contain one or more units.

Battle groups are of 2 kinds: Ground groups, and Space groups. A ground battle group may consist of ground units and heroes. A space battle group consists of space units and (pilot/captain) heroes.

Some space units are fighters, others are ships. For each Fighter one Pilot hero may also attack in the same space battle group. For each Ship one Captain hero may also attack in the same space battle group.

Items and companions are attached to heroes. Active defender units may block attacking units. Inactive units cannot block. The above rules also apply to how the defender can form defending battle groups.

The defending player may let attackers through, or block attacking battle groups. Only ground units can

block ground units. Only space units can block space units. The exception: The rebel ion cannon and shields are ground units that affect attacking ships.

Attacking unblocked units do damage equal to the damage ratings of the attacking cards. For each point of damage that gets through, one card from the top of the defenders deck is discarded. If blocked, compare the battle value of the attacking group and the defending group that blocked it.

The battle values are the ground ratings in a ground attack, or space ratings in a space attack. The side with the lowest battle value is destroyed and discarded. The winning side always keeps at least one surviving unit but loses extra units with a combined value = or > than the battle value of the losing side.

The loser picks which of the winners units are destroyed. Heroes must be picked last. For example: An attacking ground rebel group has the Princess (3), two soldiers (1,1), a cycle (2), and a speeder (3). The defending imperial group is a Battle-Walker (4).

The Walker is destroyed. The Imperial player chooses whether the rebel loses a speeder and a soldier, or the cycle and both soldiers. Attacking cards are inactivated.

If unblocked, attacking units, instead of doing damage to the deck, may target an opposing unit in play, which must block. Space units can only target space units. Ground units may target ground units, or heroes.

Deploy Phase

You may deploy 3 points worth of cards. Notice that all units have a cost of 1 to 3 points. Points cannot be saved from turn to turn.

Deployed units are placed face up on the table in front of the controlling player. Units are placed into the player's Inactive Zone. Items and companions when deployed must be attached to a hero.

Units stay in play until destroyed in battle or by some card action.

End Phase

If you have more than 12 cards in your hand, discard the excess cards. Convert and Treason cards are played in end phase. Shuttle and Cybernetic cards are played in end phase.

Recruit and Medi-bot cards are played in end phase. Saboteur and Spy cards are played in end phase. Surprise attack, Multiple targets, and Trap cards are played in attack phase.

Psion Cards

Psion cards are played during battles to increase battle or damage ratings. They are attached to heroes

with the Psionic attribute. They are discarded at the end of the battle.

Rebel Card List

Card Name	Type	#	Grnd	Space	Dam	Cost	Notes
Young Protagonist	Hero	1	7	7	2	3	Pilot, Psionic
Princess	Hero	1	3	3	2	3	Captain
Smuggler	Hero	1	4	6	2	3	Pilot, Captain
Robot Sidekick	Comp	1	1	1	1	1	Companion
Alien Companion	Comp	1	2	2	0	2	Companion
Laser Sword	Item	1	3	0	0	1	Attach to Hero
Wise Mentor	Hero	1	5	0	2	3	Psionic
Rebel Commander	Hero	1	4	4	2	3	Captain
Superior Pilot	Hero	1	0	5	1	3	Pilot
Rebel Soldier	Ground	10	1	0	1	1	
Grav Cycles	Ground	8	2	0	1	1	
Air Speeders	Ground	6	3	0	1	2	
Rebel Base	Ground	1	1	0	0	2	Draw +1 card/turn
Ion Cannon	Ground	1	1	0	0	3	Facility;Defense*
Defense Shields	Ground	4	1	0	0	2	Facility;Defense**
Stunt Fighters	Space	15	0	3	1	1	Fighter
Fighter Bombers	Space	4	0	1	2	1	
Converted Freighter	Space	1	0	5	1	2	Ship
Rebel Warship	Space	5	0	7	1	3	Ship
Danger Sense	Psi	1	2	1	0	-	
True Aim	Psi	1	0	3	0	-	
Medi-Bot	Act	1	-	-	-	-	Take Hero from your discard
	-	-	-	-	-	-	and put it in your hand
Recruit	Act	1	-	-	-	-	Take any Hero from your deck
	-	-	-	-	-	-	and put it in your hand
Convert	State	1	-	-	-	-	Take control of opposing Hero
	-	-	-	-	-	-	for rest of game
Surprise Attack	Act	4	-	-	-	-	All attacking units get
	-	-	-	-	-	-	Ground or Space +2
Multiple Targets	Act	1	-	-	-	-	Rebels get an extra Attack Phase
Rebel Spies	Act	2	-	-	-	-	Look at opponents hand

* Destroy 1 attacking Ship

** Attacking Ships do no Damage

Imperial Card List

Card Name	Type	#	Ground	Space	Damage	Cost	Notes
Mysterious Emperor	Hero	1	7	7	2	3	Captain, Psionic*
Emperors Henchman	Hero	1	8	6	2	3	Pilot, Captain, Psi
Imperial Commodore	Hero	1	1	5	2	3	Captain
Imperial Captain	Hero	1	0	4	1	2	Captain
Bounty Hunter	Hero	1	6	4	1	3	Pilot
Alien Crime Boss	Hero	1	5	2	2	3	Captain
Squad Leader	Ground	1	3	0	1	2	
Elite Bodyguards	Compan	2	3	0	0	2	Companion

Card Name	Type	#	Ground	Space	Damage	Cost	Notes
Assault Troopers	Ground	3	2	0	1	1	
Troopers	Ground	10	1	0	1	1	
Fixed Defenses	G/S	4	4	2	0	2	Facility; Defense
Battle Walkers	Ground	4	5	0	1	2	
Plasma Sword	Item	1	3	0	0	1	
Robotic Probe	G/S	3	2	2	1	2	
Elite Interceptors	Space	4	0	4	1	2	Fighter
Interceptors	Space	10	0	2	1	1	
Bombers	Space	3	0	1	2	1	
Space Cruiser	Space	5	0	10	1	3	Ship
Giant Space Station	Space	1	0	12	3	3	Facility; May Attack
Telekinetics	Psi	1	3	0	0	-	
ESP	Psi	1	0	0	3	-	
Imperial Spy	Act	2	-	-	-	-	Look at opponents hand
Traitor	State	1	-	-	-	-	Take control of opposing
	-	-	-	-	-	-	Hero for rest of game
Shuttle	Act	1	-	-	-	-	Take Hero from your deck and
	-	-	-	-	-	-	put it in your hand
Cybernetics	Act	1	-	-	-	-	Take Hero from your discard
	-	-	-	-	-	-	and put it in your hand
Saboteur	Act	1	-	-	-	-	Destroy one opposing facility
Trap	Act	2	-	-	-	-	All defending units get
	-	-	-	-	-	-	Ground or Space +2

* Draw 1 extra card per turn

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FAQ's

1. Do the attacking units tap (turned sideways) to show they attacked? A: Use the Inactive Zone/Active Zone concept. This is important because it brings up another question:
2. Can units that attacked be used to defend on the oppents turn? A: Attacking units are inactivated. Inactivated units cannot block. Inactivated units are reactivated in the Activation Phase.

3. When attacking, do all your units attack or can you decide which units to use? (Linked to question 1 for tactical play.)A: Attack with some, none, or all.
4. Can you attack with both ground and space units or with ground OR space?A: In a single attack phase you may attack with: zero, one, or more ground battle groups AND zero, one, or more space battle groups. Remember, a battle group consists of one or more units.

Card Set

Thank you Jörg Hansen (j hansen@web.de) for this incredible Cardset! Download the complete.





Reboot Hacked

Introduction

Dice game based on the Computer Animated TV series Reboot. Solo or Multiplayer.

Disclaimer

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Victory

Have the most Victory Points (VP) at the end of 6 Rounds. If playing solo, try to beat your previous score.

Multiplayer Rounds

In a round, each player gets one turn. Roll high on 1D20 to determine first player. Play proceeds clockwise.

Episodes

Each player's turn represents a single episode.

Assets

This term is used to mean the result of any roll on any table. For example, if you rolled Megabyte on the Primary Threat table, Megabyte would then be an asset.

Engage

This term means that you immediately gain the indicated Asset. If an asset allows a Table roll, you gain that too.

Location Table

1D20	Locale:	Notes:
1-3	Principal Office	Roll on the Principal Office Table
4	The Edge of Beyond	Roll once on the Web Threat Table
5	Lost Angles	Engage Hexidecimal
6	Restaurant	Roll on the Restaurant Table
7	The Net	Non-Mainframers get +2
8	Energy Sea	Game Cubes get +3

Delete

This term means that the indicated asset, if present, is destroyed. It no longer effects play in any way this turn.

Guardians

This term refers to all Heroes and Allies.

Mainframers

Term used to describe all Heroes and Allies native to or who make Their home in Mainframe. Fans of the show will know who is who.

Power Levels

Each Asset has a power level and/or modifies the power levels of Other Assets.

Set Up

Lots of Dice. . . D6, D8, D10, 1D12, D20. . . At least 2 six siders of different colors are needed. Use pencil and paper to keep track of roll results, power calculations, and Victory Points (VP).

Turn Sequence

Each turn has 6 Phases:

1. Location Phase
2. Threat Phase
3. Hero Phase
4. Ally Phase
5. Key Phase
6. Score Phase

Location Phase

Roll 1D20 on the Location Table to determine the key location for The current Episode.

1D20	Locale:	Notes:
9	Spectral System	Roll on the Hero Selective Table
10	Damaged System	Engage Matrix
11	Satellite System	You may reroll 1 Game Table Result
12	Silicon Tor	Engage Megabyte
13	Level 31	You may reroll 1 Ally Table Result
14	Data Highways	Vehicles get +5
15	Pearson's Data Dump	Engage Frisket
16	Supercomputer	Engage Bob. Glitch gets +2
17	Desert Port System	Gain 1 extra roll on the Ally Table
18+	Mainframe Sector	Roll on the Mainframe Sector Table

Principal Office Table

1D8	Sector:	Notes:
1	The War Room	If Virus or Web Threat in play Power = 6
2	Mainframe Armory	CPU assets get +3
3	Clock Speed Room	Reroll 1 Dice roll this turn
4	Phong's Office	Engage Phong
5	Core Control Chamber	Power = 6
6	Deletion Chamber	Delete target Virus
7	Entrance Hall	Phong gets +7
8	Mainframe Archives	Roll Once on the Command Table

Command Table

1D10	Command:	Notes:
1	Unformat	Frisket gets +5
2	Leech	Engage a Random Game
3	Gateway	Engage a Random Location
4	Decoding	Reroll one Roll this turn
5	Delete	Delete a Virus
6	Return	Reroll the Location Roll
7	Hidden File	Bob gets +6
8	Data Compression	Megabyte gets +7
9	Reality Distortion Engine	Dot gets +5
10	File Lock	Negate any Target asset

Mainframe Sector Table

1D6	Sector:	Notes:
1	Baudway	Dot and Enzo get +2
2	Beverly Hills	Power = 2
3	Floating Point Park	All Mainframers get +1
4	Wall Street	Power = 3
5	Ghettty Prime	Megabyte assets get +3
6	Kits Sector	Get one extra roll on the Ally Table

Restaurant Table

1D6	Restaurant:	Notes:
1-4	Dot's Diner	Roll on Dot's Diner Table
5-6	Al's Wait and Eat	Roll on Al's Wait and Eat Table

Dot's Diner Table

1D6	Result:	Power	Notes:
1	Fastest Food in Mainframe	2	Engage Baudway
2	Cecil Dedicated Server	3	Bob gets -2
3	Alpha Numeric!	2	Engage Enzo
4	Enzo's Delivery Service	2	Engage Megabyte
5	Energy Shakes	1	All Guardians get +1
6	Business Woman	2	Engage Dot

Al's Wait And Eat Table

1D6	Result:	Power	Notes:
1	Dangerous Place	1	Engage Level 31
2	Slow Food	1	Negate Deletion of a Character this Turn
3	Tough Crowd	1	Roll on Numeral Table
4	Server Binome	1	+2 vs Game Threat
5+	Al	2	Pick one other Result on this Table

Threat Phase

Roll 1D6 on the Primary Threat Table to determine what is the major Threat for The current Episode.

Primary Threat Table

1D6	Threat:	Note:
1-3	Game Cube	Roll on the Game Cube Threat Table
4-5	Virus	Roll on the Virus Threat Table
6	Web	Roll on the Web Threat Table

Game Cube Threat Table

1D6(2)	Game:	Power	Notes:
1-1	A Dungeon Deep	18	4 Guardians get +2 each
1-2	Alien Combat	18	All Guardians get -1
1-3	Basic Combat	6	Engage Binky and Algernon
1-4	Castles and Knights	14	Bob gets +4
1-5	Circuit Racing	8	Non-Viral Vehicles get +4
1-6	Dinosaur Game	12	All Heroes get +2
2-1	Egyptian Tomb	16	Dot is +7. Engage Hexidecimal
2-2	Fairway Frolics	14	Andrala gets +4
2-3	Formula One	12	Non-Viral Vehicles get +5
2-4	Funhouse	18	Enzo gets +5
2-5	Gods, Mortal, & Demons	20	Delete Enzo, Andrala, and Frisket
2-6	Golden Fleece	10	Glitch gets +5
3-1	Horse Race	4	Allies get +1
3-2	Jet Ball	6	Enzo gets +4

1D6(2)	Game:	Power	Notes:
3-3	Kron the Destroyer	12	Matrix and Andrala get +3
3-4	Malicious Corpses	18	Enzo, Dot, and Frisket get +2
3-5	Martial Arts Thing	10	Bob gets +3
3-6	Merged Game	3	Roll again twice on this Table
4-1	Olympics	14	4 Guardians get +1 each
4-2	Pong	8	Engage Phong or Phong gets +3
4-3	Rampart	18	Bob and Glitch get +3
4-4	Road Warrior	12	Engage Megabyte
4-5	Rocky the Rabid Raccoon	16	All Guardians get +1
4-6	Santa Claus	18	Enzo and Andrala get +3
5-1	Space Battles	14	Matrix and Andrala get +3
5-2	Space Race	10	Engage Megabyte
5-3	Spy Mission	6	Enzo and Matrix get +3
5-4	Starship Alcatraz	12	Bob and Dot get +3
5-5	Toy Racers	18	Enzo gets +6
5-6	Treasure of Atlantis	10	Engage Andrala
6-1	Wild West	12	Bob gets +2
6-2	Wrestling	10	Matrix gets +3
6-3	Corrupted Game	2	Reroll. The game is Power -2
6-4	Game Hopping	2	Roll again twice. Matrix gets +4
6-5	Mega-User	14	Reroll. Game is Viral
6-6	ReBoot!	1	Reroll. Guardians get +1

Virus Threat Table

1D6	Virus:	Power	Notes:
1-3	Megabyte	7	Roll on the Megabyte Table
4-5	Hexidecimal	9	Roll on the Hexidecimal Table
6	Rare Virus	-	Roll on the Rare Virus Table

Megabyte Virus Table

1D10	Assets:	Power	Notes:
1	Herr Doktor	5	Delete Target Animal
2	Nefarious Plot	2	Roll on the Virus Plot Table
3	Lieutenant Chauncy	4	Target CPU becomes Viral
4	Drain Game Cube	3	Engage the Leech Command
5	Viral Binomes	2	Target Binome becomes Viral
6	Viral Legions	9	Vehicles
7	Control Virus	1	Roll twice more on this Table
8	Espionage	1	Roll on the Spy Table
9+	Hack & Slash	3	Robots

Virus Plot Table

1D8	Assets:	Power	Notes:
1	Security Drones	2	Robots
2	Missile Trap	2	Delete Bob

1D8	Assets:	Power	Notes:
3	Energy Drill	4	Delete Phong or a CPU asset
4	Neural Matrix Scrambler	5	Enzo becomes Viral
5	Trojan Horse	7	Delete Dot
6	Stabilize Tear	9	Engage Gateway Command
7	Megaframe	10	Roll 1D6: On 4+ Engage Mainframe Rebellion
8	Magnet	10	Delete any Character

Hexidecimal Virus Table

1D12	Assets:	Power	Notes:
1	Chaos Virus	2	Power +1D6
2	Medusa Bug	1	Bob gets +6. Animal
3	Create Portal	3	Reroll Location
4	Hardware Super Weapon	8	Also counts as a CPU asset
5	Nibbles	1	Roll 1D6: On 4+ Engage Wellman Matrix
6	Nullzilla	10	Animal
7	Nulls	2	Animal
8	Scuzzy	5	Animal
9	Transfinite Power	6	Delete Firewall
10	Flying & Teleportation	5	-
11	Fake Upgrade	7	-
12	Artistic Phase	1	Engage the Paint Program

Rare Virus Table

1D8	Virus:	Power	Notes:
1	Viral Bugs	4	Animal
2	Spectral Virus	5	Roll Once on the Hero Selective Table
3	Praying Mantis Virus	6	Matrix gets +3
4	Cron Virus	7	Delete Location
5	Daemon Virus	9	Roll 3 times on the Daemon Virus Table
6	Super Virus	10	-
7	Energy Absorbing Virus	8	-
8	Gigabyte	2	Engage Megabyte and Hex

Daemon Virus Table

1D8	Asset:	Power	Notes:
1	Zoom Room Command	5	Engage Mike the TV
2	Infection Seeds	2	Delete Location
3	Daecon	6	-
4	Guardian Armada	10	Viral Vehicles
5	Pure Guardian Code	4	Delete all Viruses
6	Restrict All Net Travel	3	Delete non-viral Vehicle
7	Turbo	5	Roll 1D6: On 4+ He is not Viral
8	Hexidecimal Resists	15	She is not Viral

Web Threat Table

1D12	Web Threat:	Power	Notes:
1	Web Slugs	1	Animal
2	Web Probes	2	Animal
3	Web Spores	3	Animal
4	Attack Drones	4	Animal
5	Web Creatures	6	Animal
6	Web Riders	5	Other Web Assets get +2
7	Web Herd	8	Animal
8	Web War	10	-
9	Infect Megabyte	2	Engage Megabyte
10	Infect Hexidecimal	2	Engage Hexidecimal
11	Stable Portal	1	Roll 1D10 twice more on this table
12	Massive Tear	1	Roll 1D10 three more times

Hero Phase

Roll 4 times on the Guardian Hero Table. You may then reroll any or all of these rolls once. A Hero may

be counted only once.

Guardian Hero Table

1D10	Hero:	Power	Notes:
1	Glitch	1	get 2 extra rolls for Key Tool Table
2	Phong	2	Roll once on the Principal Office Table
3	Frisket	3	Animal. +2 with Enzo. +2 with Andrala
4	Enzo	4	+1 with Bob. +1 with Dot
5	Andrala	5	+2 with Matrix
6	Dot	6	+2 with Bob
7	Matrix	7	+2 versus Web Threat
8	Bob	8	+2 vs Game Threat
9	Mainframer's Stick Together	1	Roll 1D8 Twice on this Table
10	To Mend and Defend	1	Pick one of the first 8 on this Table

Ally Phase

Roll once on the Ally Table. You may then reroll this roll once.

Ally Table

1D20	Ally:	Power	Notes:
1-2	Binome Format	1	Roll once on the Binome Table
3	Mike the TV	3	+3 vs Game Threat
4	Mouse	7	+2 vs Virus Threat
5	Ray Tracer	6	You may reroll Location Roll
6	The Crimson Binome	5	Engage the Saucy Mare
7	Maxine	5	Engage the IMAX
8	Random Vehicle	1	Roll on the Vehicle Table
9	Spectral Sprites	5	Roll on the Hero Selective Table
10	Teamup	1	Roll twice more on this table
11	Game Sprite	2	+5 vs Game Threat
12	Number Format	1	Roll on the Numeral Table
13	Teamup with Megabyte	10	Engage Megabyte
14	Code Master	8	Delete a Virus

1D20	Ally:	Power	Notes:
15	Gun and Trident	3	Engage Matrix and Andrala or give them +3
16+	CPU	1	Roll once on the CPU Table

Cpu Table

1D8	Ally:	Power	Notes:
1	CPU Cars	3	Vehicles
2	CPU Fighters	5	Vehicles
3	CPU ABC's	6	Vehicles
4	CPU General	4	Roll once more on this table
5	CPU Firewall	9	Delete Megabyte
6	CPU Navy Cruiser	7	Vehicles
7	Giant Robot	10	Vehicle Robot
8	CPU Platoon	4	-
9	CPU Tank	8	Vehicle
10	CPU Fleet	9	Vehicles

Vehicle Table

1D12	Vehicle:	Power	Notes:
1	Bob's Classic Convertible	2	Bob gets +3
2	V3 Bike	3	-
3	Data Crane	2	Engage Jimmy
4	Megabyte's Limousine	2	Megabyte gets +3
5	Combat Bike	5	Matrix, Andrala, and Megabyte get +3
6	Zip Board	2	All Guardians get +1
7	Dot's Car	2	Dot gets +3
8	Air Kart	2	Enzo gets +3
9	Ship	4	Engage Mouse
10	Mr. Mitchell's Yacht	4	-
11	The Saucy Mare	3	Roll Three times on the Saucy Mare Table
12	IMAX	3	Roll Twice on the Location Table

Binome Table

1D20	Ally:	Power	Notes:
1	Cyrus	1	Viral. +3 if Megabyte is an asset
2	Binky & Algernon	2	CPU assets. Vehicles get +2
3	Megabyte's Spies	1	Roll on the Spy Table
4	Specky	2	Dot and Mouse get +2
5	Old Man Pearson	3	Engage Pearson's Data Dump
6	Baby Binome	1	-
7	Binome Angry Mob	4	Viral. +2 if there is a Mainframe Sector in play
8	Tech Boys	2	Engage the War Room
9	Slimey Goober	1	Viral. Delete Glitch
10	Toque	1	Roll once on the Mainframe Section Table
11	Fax Modem & Data Nully	3	+3 vs Web Threats
12	Agent Twelve	1	Viral. Megabyte gets +4

1D20	Ally:	Power	Notes:
13	Dino DeHorrendous	3	-
14	Elvis Binome	2	-
15	Wise One	1	Engage the Damaged System
16	Senior Chief	2	Roll once on the CPU Table
17	Jimmy	1	Mainframe Sectors get +2
18	Biker Binome	2	Engage V3 Bike
19	Miss Brodie	1	Enzo and Andrala get +1
20	Evacuation	1	Roll Twice more on this Table

Numeral Table

1D6	Ally:	Power	Notes:
1	Number One	4	Gets +7 vs Game Threat
2	Seven	4	Roll 1D6: On 4+ he is Viral
3	Eight	2	-
4	Nine	3	Roll on Principal Office Table
5	Five	1	Roll on Dot's Diner Table
6	And	3	Roll on Al's Wait and Eat Table

Saucy Mare Table

1D8	Ally:	Power	Notes:
1	Mr. Christopher	2	Roll Twice more on this Table
2	Princess Bula	4	-
3	Web Surfer	1	Engage Ray Tracer
4	Web Shielding	3	+5 vs Web Assets
5	Ships Cannons	5	+3 vs Web Assets
6	Miss Sally	3	+2 vs Web Assets
7	Hacker	2	Engage Mouse
8	Cyberspace	2	Roll once on the Location Table

Spy Table

1D6	Ally:	Power	Notes:
1	Bad File Servers	2	Roll on Sector Table. Sector is Viral
2	Agent Six	3	Roll 1D6: On 4+ Engage Agent Twelve
3	Agent Twelve	4	Roll 1D6: On 4+ Engage Sergeant Smiley
4	Sergeant Smiley	2	Roll 1D6: On 4+ Engage Agent Six
5	Confusing Reports	2	Roll on the Plot Table
6	Search and Retrieve	1	Engage Hack and Slash

Hero Selective Table

1D8	Sprite:	Power	Notes:
1	Robert Cursor	6	May Delete Self and Target Virus
2	Powerlock	8	Virus
3	Copy Girl	1D6	Counts as 1D6 Allies
4	Pixel	5	Roll once More on this Table

1D8	Sprite:	Power	Notes:
5	Email	3	Viral assets get -1
6	Gigagirl	4	Roll Once More on this Table
7	Cold Boot	2	Roll Once More on this Table
8	Feline	2	Counts as an Animal

Key Phase

Roll once on the Key Tool Table. You may then reroll this roll once.

Key Tool Table

1D20	Key Effects:	Power	Notes:
1	Anything	1	Get Power +1D6
2	Communicator	1	Roll once on the Guardian Hero Table
3	Arm Trap	3	+5 vs Virus
4	Ignition	5	Vehicle
5	Containment Field	3	Negate one Viral or Web asset
6	Splitter	6	Reroll Viral Threat if there is one
7	Doubleheader	2	Roll Twice more on this table
8	Download	2	Double the Power of Bob & Glitch
9	Energy Shield	4	Negate one Deletion from this turn
10	Game Stats	2	+6 vs Game
11	Homing Signal	2	Engage Glitch
12	Med-Gun	4	Negate one Deletion of a Hero from this turn
13	System Scan	3	+4 in Non-Mainframe Location
14	Portal	3	Reroll Location
15	Cutter	5	Delete Plot
16	Mend	4	+3 vs Web
17	Probe	3	Reroll one result from the Hero Table
18	Line and Hook	3	Bob gets +5
19	Vid Windows	2	Roll once on the Ally Table
20	Multi-Tool	2	Pick one Additional Result on this Table

Engage Only Asset Table

Asset:	Power	Notes:
Wellman Matrix	3	Enzo, Matrix, and Dot get +2
Mainframe Rebellion	6	Matrix and Dot get +3

Scoring Phase

Guardian Power = Combined Power of all Heroes, Allies, and Key Assets. Threat Power = Combined power of all Game, Viral, and Web Assets. If the Threat Power

is greater than the Guardian Power, the Guardians fail and You score no points.

If the Guardian Power is greater, score Victory points equal to the Threat Power.





Reconquista

Introduction

Board, Dice and Card game. Simulation of warfare on the Iberian Peninsula 1050-1450. The map is designed for 5 players.

Each player selects one Identity:

- Leon (Orange)
- Castile (Red)
- Portugal (Green)
- Aragon (Yellow)
- Muslims (Purple)

The Map

Since I couldn't find anything else suitable, We are using a very nice Diplomacy variant Map developed and drawn by Macario Reyes ©1999. The land sections of the map are referred to as Provinces. Any Province that has a City symbol in it is referred to as a Rich Province.

All other Provinces are Poor Provinces.

Victory

At the end of your turn, control 15 Rich Provinces.

The Decks

Players share 2 Common Decks: The Event Deck and the Battle Deck The Decks contain one copy of each card listed.

Counters

Each player has a set of counters of a Unique color. Each Counter represents 1 Army.

Counter Set Composition

Name	#
King	1
General	5
Infantry	18
Cavalry	18

Tokens

Use Tokens to represent Gold.

Markers

Markers are used to indicate Provinces that have been Razed.

Dice

Six-sided dice are needed.

Stacking Rules

Any number of units may stack in a space.

Setup

Each player starts with a King and 4 other random counters in one of his provinces. Roll high on 1D6 to see who goes first. Reroll ties.

Turn Sequence

Players take turns. Each turn has 8 Phases:

- Event Phase
- Revenue Phase
- Tribute Phase
- Upkeep Phase
- Recruit Phase
- Expedition Phase
- Battle Phase
- Conquest Phase

Event Phase

Roll 1D6: on a roll of 5+ draw a card from the Event Deck

Event Deck Card List

Civil War, Revolt, Rebellion, Famine, Drought, Plague, Foreign Mercenaries, Holy War, Peace, King Killed, Prosperity, Epidemic, Crusade/Jihad, Unification, War of Succession, Internal Strife, Great Raid, Politically Weak, Vassalage, Short of Money, Population Expansion, Cabalgada, Fragmentation, Alliance, Exchange of Prisoners, Block Trade, Destroy Agriculture, Cattle Rustling, Decline, Depopulation, Exodus, Tax Jews, Powerful Nobles, Guerrilla War, Assassination, Conscription, Volunteers, Colonization, Poor Finances, Private Wars, Truce, Destruction, Ransoms, Loss of Favor

Civil War & War Of Succession

Roll 1D6 for each of your provinces except the one with your King: On a roll 5+ a Province, and all of its Units becomes neutral.

Powerful Nobles & Fragmentation

Roll 1D6 for each of your provinces except the one with your King: On a roll 4+ a Province, and all of its Units becomes neutral.

Revolt, Rebellion, Guerrilla War

Roll 1D6 for each of your Provinces:

#	Result
1-2	No Rebel Activity
3-5	Put 1 Rebel Unit in the Province
6	Put 2 Rebel Units in the Province

Treat Rebels as Neutral Infantry. Rebels must be fought in Battle Phase as if they were defenders.

Famine & Drought

Roll 1D6 for each of your Provinces:

#	Result
1-3	Province unaffected
5-6	Province is Razed

Plague & Epidemic

Roll 1D6 for each of your Units:

#	Result
1-4	Unit is unaffected
5-6	Unit is destroyed

Holy War & Crusade/jihad

Gain 1D6 random new Units for free in Recruit Phase.

Internal Strife, Private Wars, Politically Weak

You may not attack any Provinces this turn.

Peace, Truce, Exchange Of Prisoners

Target Opponent cannot attack any Provinces on his next Turn.

Destruction, Block Trade, Destroy Agriculture

Raids: Each of target opponents Provinces produces 1 less Gold in Revenue Phase.

Cattle Rustling & Ransoms

Raid: Gain 1D6 Gold. Target Opponent produces this much less in his next Revenue Phase.

Prosperity & Tax Jews

Each of your un-razed Provinces produces +1 Gold in Revenue Phase.

Vassalage, Foreign Mercenaries, Volunteers

Gain 1D6 Units for Free in Recruit Phase.

Population Expansion & Conscription

You may buy Units for 1 Gold each instead of 2 in Recruit Phase.

King Killed & Assassination

A New King Unit must be placed in any Province you control. Roll 1D6:

#	Result
1-2	Peaceful Transfer of Power
3-4	War of Succession: As card
5-6	Revolt: As card

Loss Of Favor

Opponent loses Target General. You gain a General.

Great Raid & Cabalgada

In raid phase you may target a Province that is 2 Provinces distant.

Short Of Money, Decline, Poor Finances

Each of your Provinces produces 1 less Gold in Revenue Phase.

Unification, Alliance, Colonization

Take control of target adjacent neutral State. Move 1 of your units to occupy it.

Depopulation & Exodus

New units cost 3 Gold each to recruit this turn.

Revenue Phase

Gain 4 Gold for each Rich Province you control. Gain 2 Gold for each Poor Province you control. A Razed Province provides half as much Gold.

Tribute Phase

Each of your Cavalry Units may raid/extract tribute from an Adjacent province you do not control. Roll 1D6

#	Result
1	Raid Fails: Cavalry Unit is destroyed
2	Raid Fails
3+	Raid Succeeds: Gain 1 Gold if the Province is Neutral, or

If the Province belongs to an enemy, put a Raze marker on it. A Province can only be Raided once per turn. A Province may only have 1 Raze counter on it.

Upkeep Phase

Pay 1 Gold for each Infantry and Cavalry Unit you have in play. Discard units you cannot pay for.

Recruit Phase

Pay 2 Gold to draw a random counter from your Counter Pile. The Unit may start in any Province you control (occupy).

Expedition Phase

You may move each of your units one space. For a stack to enter a Province you do not control, the Stack must contain a King or General. Cavalry that raided this turn may not move.

You may pay 4 Gold to Move a Stack by sea from a Coastal Province to any Coastal Province up to 4 spaces distant.

#	Result
1-3	Victory: The losing side may retreat
4-6	Great Victory: All Units of the losing side are destroyed

If the Defender won, the Battle is over and surviving Attacker Units retreat to an adjacent friendly Province. If the Attacker won the Battle continues with the Siege Hand:

Siege Hand

Each Player (Attacker & Defender) draws 7 cards from the Battle Deck. Players may discard 4 cards and

1-3	Victory: The losing side may retreat
4-6	Great Victory: All Units of the losing side are destroyed

If the Defender won, the Siege is over and surviving Attacker Units retreat back to the Province they attacked from. If the Attacker wins the Siege, surviving Defender Units retreat to an adjacent friendly Province. Units unable to retreat are destroyed.

Spoils of War: The winner of a Great Victory gets 1D6 Gold from Ransoms. Sack City: If the Attacker wins a Siege he plunders 1D6 Gold.

Battle Phase

A Battle takes place in every province in which the current player has moved in units but does not control the Province.

- A Rich Neutral Province will defend itself with 2 Infantry & 2 Cavalry.
- A Poor Neutral Province will defend itself with 1 Infantry & 1 Cavalry.

The current player is always the Attacker. The other side is the Defender. The player to the attackers left gets to control Neutral Defenders for the Battle.

The Battle is resolved in two hands: A Open Battle hand and then a Siege hand.

Open Battle Hand

Each Player (Attacker & Defender) draws 7 cards from the Battle Deck. Players may discard 4 cards and draw replacements. The Attacker may play in Open Battle: Infantry Cavalry Tactics Weapon and Morale Cards The Defender may play in Open Battle: Defense Infantry Cavalry Weapon Tactics and Morale Cards Each player determines his Battle Total (BT):

BT 1D6 for each Unit + Card Modifiers

One random enemy unit is destroyed for each roll of 5+. The side with the higher BT wins. Roll 1D6:

draw replacements. The Attacker may play in Siege: Besieger Infantry Weapon and Morale Cards The Defender may play in Siege: Fortification Infantry Weapon and Morale Cards Each player determines his Battle Total (ST):

ST 1D6 for each Unit + Card Modifiers

One random enemy unit is destroyed for each roll of 5+. The side with the higher ST wins. Roll 1D6:

Conquest Phase

You gain control of every Province you won a Siege in. To maintain control of a Province, you must have at least one Unit in it. If you move your last unit out of a Province, it reverts to Neutral status.

Remove all Raze counters from Provinces you control.

Loss Of The King

If your King Unit is killed in Battle/Siege, treat this as a King Killed Event on your next turn.

Battle Deck Card List

B Besieger Card
F Fortification Card
D Defense Card
T Tactics Card
I Infantry Card
C Cavalry Card
M Morale Card
W Weapon Card
CU Cavalry Unit

IU Infantry Unit
A All your Units
AC All your Cavalry
AI All your Infantry
ACI All your Cavalry or Infantry Units
G General (and/or King)
ST Siege Total
BT Battle Total
CPO Christian Player only may play this card
MPO Muslim Player only may play this card
AO Attacker only may play this card

Battle Deck Card List

Card Name:	Type	Notes:
Feudal Knights	C	CU +5 CPO
Swords	W	ACI +2
Rally	M	G +5
Attack Rear	T	G +5
Counter Attack	T	AC +3
Siege Artillery	B	ST+5
Siege Guns	B	ST+5
Halberds	I	AI +3
Refuge	F	ST+5
Mangonels	F	ST+5
Ambush	D	G +5
Frontier Guard	D	AI +3
Urban Militias	I	AI +3
Cantador	M	A +1 CPO
Siege Engineers	B	ST +5
Maces	W	ACI +2
Seize City	B	ST +5
Fortifications	F	ST +5
Starve Them Out	B	ST +5
Reputation	M	G +5
Scouts	T	G +5
Major Campaign	T	G +5
All-Out Assault	B	ST +5
Spears	W	ACI +2
Castle	F	ST +5
Fighting Spirit	M	A +1
Arm of Decision	C	AC +3
Long Hard Siege	B	ST +5
Relief Force	F	ST +5
Capture Town	B	ST +5
Pitched Battle	T	A +1
Single Combat	M	A +1
Champion	M	G +5
Revenge	M	A +1
Base Camp	T	BT +5 AO
Outposts	F	ST +5
Fortified Towns	F	ST +5
Garrison	F	ST +5
River	D	BT +5

Card Name:	Type	Notes:
Mobile Force	C	AC +3
Well Trained	M	A +1
Pursuit	T	AC +3
Reconnaissance	T	G +5
Massed Drums	M	A +1 MPO
Unusual Weapons	W	A +1 MPO
Jihad	M	A +1 MPO
Sortie	T	AC +3
Javelins	W	ACI +2
Armored Cavalry	C	AC +3
Archery	I	AI +3
Crossbowmen	I	IU +5
Mounted Crossbows	C	CU +5
Will to Resist	D	A +1
Slingers	I	AI +3
Refined Tactics	T	BT +5
Decisive Battle	M	BT +5
Religious Leader	M	G +5
Guides	T	G +5
Hernandadas	I	AI +3 CPO
Lances	C	CU +5
Great Cistern	F	ST +5
Elite Troops	C	CU +5
Crusade	M	A +1 CPO
Phalanx	T	AI +3
Peasant Levy	I	AI +3
Composite Bows	W	AI +3
Caballeros	C	CU +5 CPO
Peons	I	AI +3 CPO
Turkish Archers	I	IU +5 MPO
Norman Crusaders	I	IU +5 CPO
French Adventurers	C	CU +5 CPO
Italian Mercenaries	I	IU +5
Basque Mercenaries	I	IU +5 CPO
Almugavars	I	IU +5 CPO
Black Africans	M	A +1 MPO
Jinete Light Cavalry	C	CU +5 CPO
Berber Horsemen	C	CU +5 MPO
Saharan Cavalry	C	CU +5 MPO

Card Name:	Type	Notes:
Espionage	T	G +5 AO
Local Militias	D	AI +3
Defensible Frontier	D	BT +5
Drive out Invaders	D	BT +5
Defend Pass	D	BT +5
Defend Bridge	D	BT +5
Mountains	D	BT +5
Camels	M	AC +3 MPO

Card Name:	Type	Notes:
Almoravid Bodyguard	I	IU +5 MPO
Monk-Soldiers	D	IU +5 MPO
Order of Clatrava	C	CU +5 CPO
Order of Santiago	C	CU +5 CPO
Order of Alcantara	C	CU +5 CPO
Grenadine Jinete	C	CU +5
Almohade Foot	I	AI +3 MPO
Marinid Cavalry	C	AC +3 MPO

Optional Rules

Independent Powers

Anyone that has been completely wiped out may restart on a following turn in a Neutral Province.





Reds & Whites

Introduction

Two player card game depicting the Russian Civil War of 1918-1922. One player is the Reds (communists), the other is the Whites (monarchists).

Victory

There are 2 ways to win: – Each player starts the game with 20 Morale points.

1. If you reduce your opponent to zero Morale points, you win the game.
- There are 3 Fronts. – Each player starts the game with 3 Territory Markers for each front.
2. If you ever have all 6 Territory Markers on any 2 Fronts you win.

The Decks

Each player has their own unique deck.

Dice

Six sided dice are needed.

Fronts

There are 3 Fronts:

1. North-Western
2. South
3. East

Territory Markers

There are 6 Markers for each Front. Each player starts with 3 Markers for each Front. If either player accumulates 6 Markers at a Front, the Front is decided; there will be no more fighting at that Front.

When a Front is claimed discard all units stationed at that Front.

Morale Points

Use counters to keep track of Morale. Max Morale is 20.

Setup

Each player starts the game with 20 Morale points. Each player starts with 3 Markers for each Front. Each player starts with a hand of 5 cards.

Mulligan: Discard & Redraw if you drew no Leaders. The Red player goes first.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Rally Phase
2. Propaganda Phase
3. Event Phase
4. Attack Phase
5. Recruitment Phase
6. Reserve Phase

Rally Phase

Max hand size is 7 cards. Discard excess cards. Put a Rally token on one of your Leader cards that does not have one. You may move Units in this phase: The White player may only reattach Troops from one Leader to another Leader within the same Front.

The Red player in addition to reattaching troops may move up to 3 Units from one Front to another Front (Internal Lines of Communication).

Propaganda Phase

Draw 2 cards from your deck. If your deck runs out, shuffle your discard & draw from it. Gain 1 Morale Point if you did unblocked damage to your opponent on your last turn.

Event Phase

Play Event cards that do not apply to other phases: Epidemic, Sacked, Execution, Red Terrorism, Internal Lines, Railroads, Any card that allows you to draw cards, or your opponent to discard cards, White Terrorism, Purge, Assassination, Subversive Attack You may play a max of one event card in this phase that allows you draw extra cards.

Attack Event Card Rulings

Some event cards are meant to be played during Attack Phase: Subversive Attack, Confused & Divided, National Defense, Death Penalty, Counter Attack, Peasant Insurrection, Munitions & Supplies, Allied Firepower, Tanks & Artillery These can be played during yours or your opponents attack phase. Note: the card Confused & Divided causes the attacker to lose the Rally Marker he used to start the negated attack. This is done before blocking.

Loss Of Leaders Rulings

If one of your Leaders is discarded you may move his troops to a different Leader. If there is no other Leader put the troop cards in your hand. If you are

to discard a random Leader roll a die to determine which.

Attack Phase

Players may not attack on their first turn of the game. You may attack your opponent with one or more of your armies. An army must attack in the Front it is stationed.

Remove the Rally token from its Leader to have an Army attack. (Each activated Army requires the expenditure of a Rally Point) If the attackers are unblocked, take a Territory Marker from that Front from the defender who did not block. Your opponent may block with his Armies.

Remove the Rally token from its Leader to have an Army block. Each Troop & Leader card has a Force point value. The side with the higher total Force must discard 1 committed Troop card.

The side with the lower total Force must discard all units in 1 committed army. The loser must give the winner 1D6 Morale Points. A max of 2 White player Armies may combine to attack or block at one time.

A max of 3 Red player Armies may combine to attack or block at one time. A Leader may defend (but not attack) by himself without attached troops.

Reinforcement Rule

You may discard Leader and Troop cards from your hand in Attack Phase to increase the Force of a target Army by 1. Note that cards used for this purpose give the +1 Force Bonus and are then discarded.

The Red Deck Card List

Card Name:	#	Type	Force	Notes:
Trotsky	1	L	3	Troops get +1
Lenin	1	L	3	Soviet Troops get +1
Stalin	1	L	3	Bolshevik Troops get +1
General Tuhatshevski	1	L	2	-
Red Generals	2	L	1	Red Army Troops get +1
Revolutionary Commissars	4	L	1	Partisan Forces get +1
Red Partisans	10	T	1	-
Bolshevik Forces	5	T	1	-
Soviet Forces	5	T	1	-
Red Army	5	T	2	-
Subversive Attack	2	E	-	Take control of Target Troop
Epidemic	1	E	-	Opponent must discard 2 Troops
Confused & Divided	2	E	-	Negate Attack of target Army
National Defense	2	E	-	All your Troops get +1
Manpower	1	E	-	Discard to draw 3 cards
Communist Ideology	1	E	-	Discard to draw 3 cards
Revolutionary Spirit	1	E	-	Discard to draw 3 cards

Recruitment Phase

Troop and Leader cards are collectively called Units. Put Leader & Troop cards from your hand into play. Troops must be attached to a Leader.

A set of cards that includes a Leader & 1 or more Troops is called an Army. A minor Leader (Force = 1) can attach up to 2 troops. A major Leader (Force = 2) can attach up to 3 troops.

A Legendary Leader (Force = 3) can attach up to 4 troops. When assigning units, you must assign them to one of the 3 Fronts.

Front Assignment Limitations

Units that must be Played in the North-West: Yudenich, Americans, Serbs, Baltic Forces, Finns, Germans, Latvians Units that must be Played in the South: Wrangel, Denkin, Nestor Makhno, Ukrainians Units that must be Played in the East: Kolchak, Siberians, Czech Army Units that cannot be Played in the North-West: Cossacks

Reserve Phase

You may discard a card to do one of the following:

1. Draw a card
2. Put a Rally Token on a Leader
3. Gain 2 Morale Points (Max 20)

You may do this up to 2 times per turn.

Card Type Notation

L Leader

T Troops

E Event

Number of Copies of that card in the deck

Card Name:	#	Type	Force	Notes:
Peasant Conscripts	2	E	-	Discard to draw 3 cards
Death Penalty	1	E	-	Troops in target Army get +1
Counter Attack	1	E	-	Blocking Troops get +1
Red Terrorism	1	E	-	Opponent must discard 3 cards
Internal Lines	2	E	-	Put Rally Token on 2 Leaders
Railroads	1	E	-	Put Rally Token on Leader
Sacked	1	E	-	Discard target Leader
Execution	1	E	-	Discard target Leader

The White Deck Card List

Card Name:	#	Type	Force	Notes:
Czar Nicholas II	1	L	3	Troops get +1
General Pjotr Wrangel	1	L	3	-
Admiral Kolchak	1	L	2	-
General Anton Denikin	1	L	2	-
General Michael Alexeyev	1	L	1	Cossack Troops get +1
General Kornilov	1	L	1	Cossack Troops get +1
Nestor Makhno	1	L	1	Ukranian Troops get +1
General Yudenich	1	L	1	Russian Troops get +1
General Nikolai Judenits	1	L	1	-
General Krasnov	1	L	1	-
Czech Army	2	T	2	-
Ukranian Anarchists	2	T	1	-
Russian Whites	4	T	1	-
Germans	1	T	2	-
Serbs	1	T	1	(And Italians)
Baltic Forces	2	T	1	-
Finns	1	T	1	-
Poles	3	T	2	-
French & Romanians	1	T	1	-
Siberian Forces	2	T	1	-
Latvians	1	T	1	-
Don Cossacks	3	T	2	(And Ural Cossacks)
British Forces	1	T	2	(Entente Fleets)
American Forces	1	T	2	(And Canadians)
Epidemic	1	E	-	Opponent must discard 2 Troops
White Terrorism	1	E	-	Opponent must discard 3 cards
Japanese Occupation	1	E	-	Opponent must discard 3 cards
Allied Intervention	1	E	-	Discard to draw 3 cards
Entente Powers	1	E	-	Discard to draw 3 cards
Social Revolutionaries	1	E	-	Discard to draw 3 cards
Monarchists	1	E	-	Discard to draw 3 cards
Nationalists	1	E	-	Discard to draw 3 cards
Peasant Insurrection	1	E	-	Opponent cannot attack this turn
Munitions & Supplies	2	E	-	Troops in target Army get +1
Allied Firepower	2	E	-	Troops in target Army get +1
Tanks & Artillery	2	E	-	Target Troop gets +2
Purge	2	E	-	Discard Random Enemy Leader
Assassination	2	E	-	Discard Random Enemy Leader

Card Sets

Cards BGG

Links

Civil War Wikipedia





Redwall

Introduction

Two Player Card Game. Based on the Book "Redwall" by Brian Jacques

The Players

One Player represents Matthias the Mouse and The Defenders of Redwall Abbey. The other Player represents Cluny the Scourge and his Army of Rats.

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Victory

Whichever player wins the Final Battle wins the game. The Final Battle is hand #13. If the Cluny player wins 3 hands in a row, the next hand is Automatically the Final Battle.

Setup

Each player draws 7 cards from his deck.

Turn Sequence

- Each turn has 5 Phases:
- Adventure Phase
 - Strategy Phase
 - Battle Phase
 - Quest Phase
 - End Phase

Adventure Phase

Each player fills their hand to 7 cards. If the deck runs out, shuffle the discard and draw from it.

Strategy Phase

Players may discard up to 4 cards and draw replacements.

Redwaller Card List

Card Name	Type	Force
Matthias	C	10

Battle Phase

Players play a meld from their hands: A Redwaller Meld may contain:

- 1 Character card
- 1 Trait card
- 1 Object card
- 1 Follower card
- 1 Defense card
- 1 Event card A Cluny Meld may contain:
- 1 Character card
- 1 Hostage card
- 1 Quest card
- 1 Follower card
- 1 Siege card
- 1 Event card Each card has a Force Value The player with the highest total Force wins the hand.

Quest Phase

If the Redwall player won the hand, he may put an Object card from the Meld face up in front of him. These Object cards are known as Found Objects. Discard all other Meld cards from last Phase.

End Phase

Players must discard down to 2 cards.

Final Battle

This hand is played like a regular hand except that the Redwall Player gets a Force Bonus = Number of Found Objects he has. The Redwall player wins ties.

Card List Nomenclature

- C** Character
F Follower
S Siege
D Defense
H Hostage
T Trait
Q Quest
O Object
V Event

Card Name	Type	Force
Warrior Spirit	T	10

Card Name	Type	Force
Constance the Badger	C	9
Basil Stag Hare	C	8
Cornflower	C	7
Jes the Squirrel	C	6
Foremole	C	5
Warbeak the Sparrow	C	4
Methuselah	C	3
Father Mortimer	C	2
Friar Hugo	C	1
Martins Sword	O	10
Martins Armor	O	9
Martins Shield	O	8
Martins Belt	O	7
Warriors Colors	O	6
Owl Necklace	O	5
Abbey Bells	O	4
Grand Tapestry	O	3
Martins Scabbard	O	2
Candied Nuts	O	1
Shrew Union Rebels	F	10
Mole Miners	F	9
Swarm of Sparrows	F	8
Otters	F	7
Mouse Soldiers	F	6
Mouse Archers	F	5
Circus Performers	F	4
Lookouts	F	3
Guides	F	2
Redwallers	F	1

Card Name	Type	Force
Courage	T	9
Resourcefulness	T	8
Knowledge	T	7
Strength	T	6
Revenge	T	5
Headstrong	T	4
Stealth	T	3
Protector	T	2
Honor	T	1
Abbey Walls	D	10
Battle Plans Strategy	D	9
Boiling Porridge	D	8
Reinforcements Counterattack	D	7
Ramparts	D	6
Shore Up Defenses	D	5
Double the Guard	D	4
Drop Stones	D	3
Catapult	D	2
Big Crossbow	D	1
Cluny's Nightmares	V	10
Impersonate Cluny	V	9
Rescue	V	8
Secret Mission	V	7
I Am That Is	V	6
Sortie	V	5
Voice of Martin	V	4
Hornets Nest	V	3
Put Out Fire	V	2
Foraging Party	V	1

Cluny The Scourge Card List

Card Name	Type	Force
Cluny The Scourge	C	10
Captain Darkclaw	C	9
Captain Mangefur	C	8
Killconey the Ferret	C	7
Shadow the Sneak	C	6
Captain Cheese Thief	C	5
Captain Scragg	C	4
Captain Fangburn	C	3
Captain Frogblood	C	2
Rat Lieutenant	C	1
Traitor Takes Hostage	H	10
Prisoners	H	9
Kidnap Innocents	H	8
Damsel in Distress	H	7
Capture	H	6
Waylay Travellers	H	5

Card Name	Type	Force
Spy	V	10
Ruse	V	9
Diversionsary Attack	V	8
Disguise	V	7
Split Forces	V	6
Surprise Attack	V	5
Cause Terror	V	4
Theft	V	3
Plunder	V	2
Start Storeroom Fire	V	1
Rat Horde	F	10
Weasels	F	9
Savage Rats	F	8
Ferrets	F	7
Fierce Rats	F	6
Rat Bandits	F	5

Card Name	Type	Force
Trapped	H	4
Surrounded	H	3
Find Weakness	H	2
Steal Standard	H	1
Traitor Opens Gate	S	10
Starve Them Out	S	9
Psychological Warfare	S	8
Batter & Burn	S	7
Dig Tunnel	S	6
Infiltrate Listening Tunnels	S	5
Siege Tower	S	4
Spies Sneak Inside	S	3
Night Attack	S	2
Scale Walls	S	1

Card Name	Type	Force
Vermin	F	4
Impressed Troops	F	3
Sniveling Cowards	F	2
Blundering Fools	F	1
Asmodeus in his Lair	Q	10
Sparrow King	Q	8
Raging River	Q	6
Underground Labyrinth	Q	7
Cat in the Forest	Q	6
Riddle	Q	5
Chickenhound the Fox	Q	4
Sella the Vixen	Q	3
Captain Snow the Owl	Q	2
Squire Julian the Cat	Q	1





Reformation

Introduction

Card game for 2 players. Theme: European Protestant Reformation. One player represents the Protestants.

The other player is the Catholic Church.

Game End

The game ends when all the Territory cards have been captured.

Victory

The player with the most Population Points from Territory cards in his Victory pile at the end of the game wins.

The Decks

There are 3 decks:

1. Territory Deck
2. Protestant Deck
3. Catholic Deck

The Protestant and Catholic Decks are collectively called Faith decks. The cards from Faith decks are called Faith cards.

Territory Deck

This is a common deck. Players bid to win these cards. Each Territory card has a Population Point value.

Population Points (PP) determine the winner at the end of the game. A player keeps Territories he's captured in his victory pile (VP). If a player ever has to discard a card from his victory pile, it is immediately shuffled back into the Territory deck.

Protestant Deck

This deck is used by the Protestant player. These cards are used to bid on Territory cards. Each card has an Influence Value.

The player keeps these cards in his hand.

Catholic Deck

This deck is used by the Catholic player. These cards are used to bid on Territory cards. Each card has an Influence Value.

The player keeps these cards in his hand.

Setup

Shuffle the decks.

Turn Sequence

Each turn is divided into 9 Phases:

1. Reveal Phase
2. Draw Phase
3. Protestant Event Phase
4. Catholic Event Phase
5. First Bid Phase
6. Second Bid Phase
7. Third Bid Phase
8. Fourth Bid Phase
9. End Phase

Reveal Phase

Turn over the top 3 cards of the Territory deck. These are placed face up in the middle of the table. These are referred to as the Bid cards.

They are numbered in the order they were revealed, 1, 2, and 3.

Draw Phase

Each player fills their hand to 8 cards from their respective Faith decks. If a Faith deck runs out of cards, shuffle the discard and draw from it.

Protestant Event Phase

The Protestant player may play (discard) up to one faith card to produce The Event described on that card.

Catholic Event Phase

The Catholic player may play (discard) up to one faith card to produce The Event described on that card.

First Bid Phase

Players Bid for the first Bid card. Bids are made using Faith cards. A Bid can be zero, one, or more cards from a players hand.

Bids are secret. When both players have Bid, the Faith cards are simultaneously revealed. The player whose cards have the highest combined Influence value wins the Bid. The Winner captures the Bid card and puts it in his Victory pile.

All Faith cards bid by both players are discarded. If there is a tie, shuffle the Bid card back into the Territory deck.

Second Bid Phase

Players Bid for the second Bid card.

Third Bid Phase

Players Bid for the third Bid card.

End Phase

Players discard their unused faith cards.

Fourth Bid Phase

Players Bid for the fourth Bid card if there is one, as a result of an Event played in Event phase.

Territory Deck Card Notation

PP Population Points

Territory Deck

Name	PP	Notes
Northern Germany	7	Protestant Player gets +5 Influence
England	7	Protestant Player gets +3 Influence
Scotland	5	Protestant Player gets +1 Influence
Wales	3	Protestant Player gets +1 Influence
Holland	5	Protestant Player gets +5 Influence
Switzerland	3	Protestant Player gets +3 Influence
Denmark	5	Protestant Player gets +1 Influence
Norway	5	Protestant Player gets +1 Influence
Sweden	7	Protestant Player gets +1 Influence
Minority France	3	Protestant Player gets +1 Influence
Southern Germany	7	Catholic Player gets +1 Influence
Italy	5	Catholic Player gets +5 Influence
Spain	7	Catholic Player gets +5 Influence
Portugal	3	Catholic Player gets +1 Influence
Majority France	7	Catholic Player gets +3 Influence
Belgium	3	Catholic Player gets +1 Influence
Ireland	3	Catholic Player gets +3 Influence
Austria	5	Catholic Player gets +1 Influence
Poland	5	Catholic Player gets +1 Influence
Hungary	5	Catholic Player gets +1 Influence

Faith Deck Card Notation

IP Influence Points

BE Bid Effect

VP Victory Pile

Protestant Faith Deck Card List

Name:	IP	Notes:
Reville Church Abuses	3	BE: Opposing Bid cards are -1 each
Open Debate	1	Event: Play a fourth Bid card
New Doctrine	1	Event: Discard Target Bid card and draw Replacement
Justification by Faith	2	-
Renaissance Questioning	2	BE: You win a Bid you are tied for
Revolt Against Rome	4	Event: Look at Opponents Hand
Martin Luther	7	-
John Calvin	6	-
Ulrich Zwingli	5	+5 if Bidding for Switzerland
William of Orange	3	+5 if Bidding for Holland
Anglican Church	3	+5 if Bidding for England
Huguenots	3	+4 if Bidding for France
Gustavus Adolphus	5	+3 if Bidding for Sweden
John Knox	3	+5 if Bidding for Scotland
Erasmus Humanist Scholar	4	-
Translate Bible	4	-

Name:	IP	Notes:
Nationalism	4	-
Revolutionary Ideas	5	BE: Both players draw 1 Faith card immediately
Dynastic Intrigue	4	Event: Discard the third Bid card
Martyrs	5	BE: If you lose this Bid discard a card from your hand
Moveable Type Printing Press	6	Event: Discard this card to draw 2 Faith cards
Rebellious Princes	5	-
Turkish Threat	2	BE: Discard 1 random card opponent Bids
Conversions	4	-
Strengthened Civil Authority	5	-
Peace of Augsburg	3	+4 if Bidding for Germany
Confiscate Church Property	5	-
Replace Latin with Vernacular	4	-
Popular Support	3	-
Civil War	5	BE: If you lose this Bid discard a card from your VP
Free Cities	4	-
Babylonian Captivity	3	-
Grievances	3	-
Sweeping Changes	5	-
Desecrate Churches	1	-
Edict of Nantes	2	-

Catholic Faith Deck Card List

Name:	IP	Notes:
Papal Edict	3	-
Trial	2	-
Excommunication	4	Event: Discard Target Bid card and draw Replacement
Holy Inquisition	5	-
Unity of the Church	4	-
Declared Outlaw	2	-
Medieval Religion	2	-
Holy Roman Emperor	3	+3 If Bid for Germany
Counter Reformation	4	-
Reformer Killed	5	BE: If you lose this Bid discard a card from your hand
Phillip II of Spain	5	+2 Bid for Belgium or Spain
Energetic Pope	4	-
Council of Trent	5	Event: Discard this card to draw 2 Faith cards
Hapsburgs	5	-
Persecution	3	-
Book Burnings	1	-
Index of Forbidden Books	1	-
Demand Devotion to Duty	2	Event: Play a fourth Bid card
Political Maneuvering	3	BE: You win a Bid you are tied for
Jesuits	4	-
Squash Peasant Revolts	3	-
Put Down Student Riots	2	-
Church Rule	5	-
Rebels Submit	5	BE: Discard 1 random card opponent Bids
Fight the Heathen	5	BE: Both players draw 1 Faith card immediately
Papal Bull	3	-

Name:	IP	Notes:
Church Supremacy	7	-
Restoration	4	-
Bloody Religious Struggle	6	BE: If you lose this Bid discard a card from your VP
Condemnation	4	BE: Opposing Bid cards are -1 each
Recantation	5	-
Root out Heresies	2	Event: Look at Opponents Hand
Denouncement	3	-
Compromise	1	Event: Discard the third Bid card
Blasphemy	2	-
Arrests	3	-





Regimental Risk

Introduction

Napoleonic Wargame. This game uses Risk pieces but at a tactical level.

Battalions

Use Risk pieces: Infantry, Artillery, and Cavalry. Each figure represent 1 Battalion (Squadron, Battery).

Regiments

All the units in a single space (even if of different types) are collectively called a Regiment.

The Map

The map is divided into irregular shaped spaces. Each space has a Terrain Type and possibly 1 or more Terrain Features.

Terrain Types

- Clear- No special rules.
- Shallow Water- Units in Shallow water can only move on a roll of 3+ on 1D6. Units in Shallow water are +1 to be hit.
- Deep Water- Units cannot enter.
- Hill- Artillery on a hill can shoot +1 space (not into another hill).
- Ravine- Units in a Ravine are +1 to be hit and -1 to attack.
- Forest- Units in a Forest are -1 to be hit
- Only 3 units max may attack out of a Forest space.

Fortification Level 1- Units in a Level 1 Fort are -1 to be hit.

Fortification Level 2- Units in a Level 2 Fort are -2 to be hit.

Fortification Level 3- Units in a Level 3 Fort are -3 to be hit.

Terrain Features

- Road- Doubles Unit movement in the direction of the road.
- Fence- Units crossing a Fence can only move on a roll of 3+ on 1D6. Units crossing a Fence or charging over one are +1 to be hit.
- Ridge- Units behind a ridge are -1 to be hit.
- Wall- Units behind a wall are -1 to be hit.
- Trench- Units in a trench are -1 to be hit.
- Units crossing a wall can only move on a roll of 3+ on 1D6. Units crossing a wall or charging over one are +1 to be hit.

- Bridge- Units crossing a Bridge or charging over one are +1 to be hit.

Crowding

A space with more than 6 Units is said to be crowded. A max of 6 Units can attack out of a space. Units in a crowded space are +1 to be hit.

If there are 13+ units in a space, they are +2 to be hit. If 19+ they are +3 to be hit.

Turn Sequence

Players take turns. Each turn has 3 phases:

- Attack Phase
- Movement Phase
- End Phase

Attack Phase

Each of your units may make 1 Attack. Attacks are into an adjacent space. Roll 3D6 to attack with a unit.

Attacks are directed at a specific unit. Units attack one at a time A Unit that Breaks is removed from play. Cavalry and Bayonet attacks are considered to be Charges.

Retreats

A defending unit that is forced to retreat must move to an adjacent empty or friendly uncrowded space not adjacent to an enemy occupied space. If it cannot, it breaks. A unit forced to retreat twice in 1 turn breaks automatically.

Cavalry Attacks

Cavalry cannot attack a space with a Fortification. If a cavalry unit attacks a space containing Infantry, all infantry units in that space go into squares for the rest of the turn. Roll 3D6: On a roll of 12-13 one target enemy unit Retreats.

On a roll of 14+ one target enemy unit Breaks. If the roll is 7 or less the cavalry unit Breaks.

Overrun Rule

If a Cavalry unit breaks a defender, it may make a second attack in the same turn against the same regiment.

Cavalry Voluntary Retreat Rules

A Defending Cavalry unit may choose, once a turn, to avoid an attack by retreating. The unit moves to an adjacent empty or friendly uncrowded space not adjacent to an enemy occupied space.

Artillery Attacks

Roll 3D6: On a roll of 14-15 one target enemy unit Retreats. On a roll of 16+ one target enemy unit Breaks. If the target is an infantry square get +1 to the attack roll.

Artillery may attack at targets 2 spaces away, however they get -1 to the attack roll.

Infantry Attack

Infantry can attack by 3 methods: Skirmish, Volley or Bayonet.

Infantry Skirmish Attack

Roll 3D6: On a roll of 15-16 one target enemy unit Retreats. On a roll of 17+ one target enemy unit Breaks.

Infantry Volley Attack

Roll 3D6: On a roll of 13-14 one target enemy unit Retreats. On a roll of 15+ one target enemy unit Breaks. If the roll is 6 or less the infantry unit Breaks.

Infantry attack Fortifications at -1.

Infantry Bayonet Attack

Roll 3D6: On a roll of 11-12 one target enemy unit Retreats. On a roll of 13+ one target enemy unit Breaks. If the roll is 8 or less the infantry unit Breaks.

Infantry attack Fortifications at -1.

Movement Phase

Each of your units may move 1 space. Cavalry can move up to 2 spaces. Artillery cannot move if they attacked this turn.

Special Units

Figures can be marked to indicate that they are special units. Special units include: Leaders, Elite Units, Inferior Units, Light Cavalry, Light Infantry, Siege Guns.

Elite Units

Imperial Guard and such. They get +1 to their Attack rolls.

Inferior Units

They get -1 to their Attack rolls.

Leaders

Leaders are Cavalry that cannot attack. All other Units in the same space as a Leader are -1 to be attacked. The scenario will determine how many Leaders are present.

One type of attack the Regiment makes each turn will get +1 to its Attack roll. Leaders cannot be targeted directly for attack, however if their regiment is destroyed, they are removed from play.

Heavy Cavalry

Big Men. Big Horses. Heavy Breastplates. Heavy Cavalry get +1 to their attack rolls.

Dragoons

These Cavalrymen carried muskets/carbines and could skirmish like Infantry.

Light Cavalry

Usually noted for their reckless courage. Their main roles were scouting, screening, and pursuit. Light Cavalry get -1 to attack rolls.

They can move 1 extra space per turn.

Light Infantry

Light Infantry cannot make Volley or Bayonet Attacks. They can voluntarily retreat like Cavalry. Artillery attack them at -1.

They are +1 to Skirmish.

Siege Guns

These require 2 turns to move 1 space. They have a range +1. They are +2 vs. Fortifications.

End Phase

If a Regiment containing a Leader has been attacked this turn roll 3D6. On a roll of 17 the Leader is wounded and out of the Battle. On a roll of 18 the Leader is killed.

Flanking Rule

Attacks vs. a regiment in contact with 3 or more enemy held spaces are at +1. If the Regiment is also not in contact with a friendly held space it will automatically surrender in End phase.

Breakthrough Rule

If a Regiment is completely broken/retreated, all adjacent friendly Regiments are +1 to be hit.

English Troops

- Thin Red Line: English Infantry get +1 to Volley attacks.
- Bayonet and Volley attacks against them are at -1.
- English Gentlemen: Extra Leaders (But not for Cavalry)
- Light Guns: -1 to hit when targeting enemy Artillery.
- Low Proportion of Cavalry.
- Riflemen: Elite Light Infantry.
- Highlanders: Elite Infantry.
- King's German Legion: Elite Light Cavalry.
- Elite Heavy Cavalry: Life Guards, Royal Horse Guards.
- Light Cavalry: Light Dragoons, Hussars.
- Heavy Cavalry: Heavy Dragoons, Household Troopers.

French Troops

- Grand Batteries: If a Regiment is composed of 6 or more Artillery units, those units get +1 to attacks.
- Cavalry en Masse: If a Regiment is composed of 6 or more Cavalry units, those units get +1 to attacks.
- Demi-Brigades: Infantry Regiments composed of 2/3 Inferior Infantry and 1/3 Regulars.
- Columnar Attack: Inferior Infantry in Demi-

Brigades get +1 to Bayonet attacks.

- Imperial Guard (Grumblers): Elite Infantry.
- Voltigeurs: Light Infantry.
- Cuirassiers: Heavy Cavalry.
- Dragoons: Cavalry with Carbines.
- Hussars: Light Cavalry.
- Lancers: Elite Light Cavalry.

Russian Troops

Serfs: Large numbers of Courageous Infantry. Bravery: Attacks vs Russian Artillery are at -1. Cosacks: Lots of Inferior Light Cavalry.

Cuirassiers: Heavy Cavalry. Dragoons: Cavalry with Muskets.

- Hussars: Light Cavalry.

Polish Troops

- Uhlans: High proportion of Elite Light Cavalry.

Austrians

- Lack Initiative: Fewer Leaders.
- Large Numbers of Cavalry.

Prussians

- Landwehr: High Proportion of Inferior Infantry.
- Jaegers: Lots of Light Infantry.
- Hussars: Elite Light Cavalry.





Regiments & Roundshot

Introduction

Simple Napoleonic Miniatures Rules System. Uses Dry Erase Board, Markers, Dice, Risk Figures, and Regular Playing cards.

Scale: Men

- Each Infantry Figure represents a Battalion (Roughly 500-800+ men: around 6 Companies)
- Each Cavalry Figure represents a Regiment (Roughly 400-500+ men: around 4 Squadrons)
- Each Artillery Figure represents a Division (Roughly 20-30 guns: around 3 Batteries)
- Each Figure is also referred to as a Unit.

Scale: Distance

Each Inch = $\frac{1}{2}$ Mile (880 yards).

- Musket Fire is effective out 150 yards, so opposing
- Infantry/Cavalry must be touching (in Contact) to fight.
- Artillery is at Short range when touching an enemy unit (Canister).
- Artillery is at Effective range up to $\frac{1}{2}$ Inch (Round-shot).
- Artillery is at Long range up to 1 Inch (Round-shot/Spherical Case).
- Artillery is at Maximum range up to $1\frac{1}{2}$ Inch (Spherical Case).

Scale: Time

One Turn = $\frac{1}{2}$ Hour.

- Infantry can march up to 2 Inches in a turn.
- Cavalry can "walk" up to 5 Inches in a turn. (Cavalry only galloped when Charging & within Musket range)
- Artillery can move up to 1 Inch in a turn.

The Map

Use a white Dry Erase board. (I got a 2" x 3") Quickly Draw Bird-Eye View Terrain Features directly onto the board. Green Patches for Woods. Blue for Water. Red Lines for Roads Black Dots for Hamlets and Important Buildings Irregular shaded areas for larger Urban Areas.

Black Lines for Walls & Fortifications. Brown dotted lines for Hills.

Figures

Use plastic figures from a Risk Game. This will include: Infantry, Cavalry, and Artillery. Each player also needs an HQ figure to represent the General.

Treat the HQ as a Cavalry Unit.

The Orders Deck

Players share a regular 52 card deck plus Jokers.

Dice

Six sided dice are needed.

Rulers

Rulers are needed. Inches are the common unit used.

Victory

The first side to lose 20% of it's Units (Routed or Destroyed) retires the Field. Loss of the HQ is an automatic loss.

Formations

All friendly units of the same type that are touching belong to the same Formation. A Formation will be one of several types: Column Formation: All Units facing towards the Front of the Line. Units in column Formation move at +1 Inch per turn Line Formation: All Units Facing perpendicular to the direction of the line.

Irregular Formation: Anything else.

Basic Setup

This will vary for Specific Historical Scenarios. Each player divides his army into 4-5 Equal Strategic Columns. Players will start with only 1 Strategic Column in Play.

Players start on opposite ends of the Map. Place Units anywhere on your Half of the Map. Units must be touching, in Column or Line Formations.

Infantry Formations must have a minimum of 5 Units. Cavalry & Artillery Formations must have a minimum of 3 Units. All Formations must be within 1 Inch of another Formation.

The remaining Strategic Columns will arrive during the course of the battle.

Turn Sequence

Players take turns. Each turn has 8 Phases:

- Reinforcement Phase
- Strategy Phase
- Grand Maneuver Phase
- Bombardment Phase
- Volley Phase
- Charge Phase
- Rally Phase
- Logistics Phase

Reinforcement Phase

Roll 1D6 (The Reinforcement Roll) On a Roll of 6, one of your Strategic Columns arrives. These units will appear in Formation within 1 inch of each other and the edges of the board. Roll 1D6 for Location that they appear (Arrival Roll)

D6	Result
1	Left Flank
2-3	Center
4	Right Flank
5-6	You Choose

Strategy Phase

Draw 2 cards from the Orders Deck and put them into your hand. Good Generals get to draw 3 cards Famous Generals get to draw 4 Cards (Napoleon, Wellington, Fredrick the Great)

Grand Maneuver Phase

Many Actions and Reactions will occur in this phase. Discard a Number card to move 1 Formation or to break up a Formation into 2 smaller Formations. Discard a Number card to change the shape and/or orientation of a Formation.

If an infantry Formation moves into contact with a Cavalry Formation, the Cavalry may Immediately move away from the Infantry, at up to Full speed. The Pinned Infantry & Uncontrolled Cavalry Charge Rules must be Observed in this Phase. Units on Roads move at +1 Inch per turn.

Units in difficult Terrain move at half speed. A Disrupted Unit cannot move on a Roll of 1-3 on 1D6 (Fail to March Roll).

D6	Result
1	Unit Holds position but remains Disrupted
2-3	Unit Retreats
4-5	Unit Routs
6+	Unit Destroyed (Slaughtered/Captured/Dispersed)

Retreat Rules

A Routing Unit immediately moves directly away from enemy units at normal speed for 1 turn. The Retreating Unit remains disrupted at the end of its retreat.

Pinned Infantry Rules

If an Infantry is in direct contact with an enemy unit, it cannot move.

Uncontrolled Cavalry Charge Rules

If a Cavalry Formation charged last turn, roll 1D6 (Uncontrolled Charge Roll)

1-3 The Units of the Formation remain in Control

4+ The Formation Becomes Uncontrolled:

The Uncontrolled Formation automatically moves again (No Move card required) At full speed to contact the next closest enemy Formation and Charge it.

Bombardment Phase

All players may fire each of their Artillery Units once in this Phase. An Artillery Unit may Fire at an enemy Unit in Range. Artillery cannot fire through, or over friendly Units.

Enemy Units must be in LOS. Roll 2D6 (Bombardment Roll)

D	Result
2-6	No Effect
7-8	Unit Disrupted
9-11	Unit Routed
12+	Unit Destroyed

Modifiers:

- Target Disrupted +1
- Point Blank +1
- Effective Range +0
- Long Range -1
- Maximum Range -2
- Artillery is Disrupted -1

Disrupted Units Rules

To denote that a unit is disrupted, lay it on its side. A disrupted Unit that is disrupted again must roll 1D6 (Morale Test)

Rout Rules

A Routing Unit immediately moves directly away from enemy units at double speed. It will continue routing each turn until the HQ rallies it or it leaves the map. If one Unit in a Formation Routs, they all Rout on a roll of 1 on 1D6 (Break Roll) A Routing Unit that

cannot move is destroyed.

Artillery cannot be Routed except by other Artillery.

If Artillery gets a Rout result from Cavalry or Infantry roll 1D6 (Artillery Last Stand Roll)

1-3 The Artillery is Disrupted or remains so if already Disrupted

4-6 The Artillery is Destroyed

Volley Phase

All players may fire with each of their Infantry Units once in this Phase. Infantry may Fire at an enemy Unit it is touching. Roll 2D6 (Volley Roll)

D6	Result
2-6	No Effect
7-8	Unit Disrupted
9-11	Unit Routed
12+	Unit Destroyed

Modifiers: Target Disrupted +1 The Attacking For-

D6	Result
2-5	Charge Fails
6	No Effect
7	Target Unit Disrupted

Modifiers:

- Target Disrupted +2
- The Attacking Formation is Bigger than the Target +1
- Attacker is Disrupted -1
- Target in contact with Multiple Enemy Units +1
- Overrun Charge Attack +1

Overrun Rule

If a Cavalry Charge Routed or Destroyed a Unit, the Cavalry Unit may immediately Charge the next Unit in the Formation. Friendly Cavalry Units in Formation with the Overrunning unit are moved forward to stay in contact.

Failed Charge

Roll 1D6 (Failed Charge Roll)

D6	Result
1-2	Charging Unit Disrupted
3-4	Charging Unit Routed
5-6	Charging Unit Destroyed

Rally Phase

A Disrupted Unit not in contact with enemy Units and that was not attacked this turn, may Attempt to Reform. Roll 1D6 (Recovery Roll):

D6	Result
1-3	Unit Remains Disrupted
4+	Unit Reforms (Loses Disrupted Status)

Unit gets +1 to recovery Roll if HQ within 8" If the HQ is within 6" of a Routing Unit, it may attempt to Rally it. Roll 1D6 (Rally Roll):

mation is Bigger than the Target +1 Attacker is Disrupted -1 Target in contact with Multiple Enemy Units +1 If two Infantry just came into contact this turn, the one that was moving attacks second.

Charge Phase

A Cavalry Unit automatically charges an Enemy Unit it is Touching. An Infantry Unit may make a Bayonet Charge only if a Face card is played (discarded) Infantry cannot Charge Cavalry, even if they are touching. Roll 2D6 (Charge Roll)

D6	Result
8-11	Target Unit Routed
12+	Target Unit Destroyed

D6	Result
1-2	Unit continues to Rout
3+	The Unit ceases to Rout but is disrupted

The HQ may attempt to rally every Routing Unit in range once this Phase.

Logistics Phase

Maximum hand size is 4 cards, Discard excess cards.

The Orders Deck

Use a Regular deck of Cards:

Ace Cards

Dispatch Play (Discard) to: Move 2 of your Formations or Negate target Move by Enemy.

Number Two Cards

Smoke Play (Discard) to: Negate target Attack or Move by Enemy.

Number Three Cards

Disengage Play (Discard) to: Allow Pinned Infantry to Move or Give +2 to Uncontrolled Charge Roll

Number Four Cards

Infantry Square Play (Discard) to: Charge Roll by Cavalry vs Infantry is at -3

Number Five Cards

Breakthrough Play (Discard) to: Charge Roll by Cavalry is +3

Number Six Cards

Counter Charge Play (Discard) to: Charge Roll by Cavalry vs Cavalry is at -3

Number Seven Cards

Disciplined Firepower Play (Discard) to: Bombardment or Volley Roll +3

Number Eight Cards

Orderly Withdrawal Play (Discard) to: Turn a Rout into a Retreat

Number Nine Cards

Open Order Play (Discard) to: Bombardment Roll by Artillery vs Infantry is at -3

Number Ten Cards

Skirmisher Screen Play (Discard) to: Volley Roll by Infantry vs Infantry is at -3

Jack Cards

Column Play (Discard) to: Move a Unit that already moved this turn a second time or Move 2 Formations.

Queen Cards

Grand Strategy Play (Discard) to: Reinforcement Roll is at +2 or Modify Arrival roll by plus or minus 2 or Draw 2 cards

King Cards

Leadership Play (Discard) to: Recovery Roll is +2 or Rally Roll is +2

Joker Cards

Missed Opportunity Play (Discard) to: Opponent must discard 2 random cards





Regional Rails

Introduction

Board Game for 2-6+ players. Railroad Building Theme. Each player takes the role of 1 Railroad Company.

Victory

The game ends when one of the following happens:

1. All Cities on the map are built to.
2. Any player uses up all of his Rail Markers.

At this point the player with the most Victory Points wins. Players keep their VP hidden until the end.

The Map

This is a Hex Map. There are several Terrain Types/Features: Sea spaces: Blue Waves. Adjacent Land spaces are referred to as Coastal.

- Mountain spaces: Orange Angles
- Forest spaces: Green filled in Triangles
- Plains: Open/Blank Spaces
- Town Spaces: Open Circles. May be in Forests & Mountains
- City Spaces: Solid Circles
- Starting Cities: Solid circle surrounded by an open Circle. In the Corners. Rivers: Blue Lines on the Hex edges/sides

The individual Hexes on the map must be large enough to allow the easy un-stacked placement of up to 3 RM on each Hexside and 6 markers (4 RM, 1 SM, 1 DM) in the Interior while allowing the terrain features to still be visible.

Victory Points

Use Tokens to keep track of Victory Points (VP). Players share a common set.

Rail Markers

Each player has a set of 50 Rail Markers (RM) of a unique color.

Railroad Company List

Station Markers

Each player has 5 Station Markers (SM) the same color as their RM. You may build a SM in a city you are connected to. That city earns you 1 extra MB per turn.

A city may have a max of 1 Station.

Money Bags

Use poker chips to keep track of Money Bags (MB).

Train Level

Use Tickets to keep track of Train Levels. This is an abstract measure of the number of trains you have as well as how technologically advanced they are and the efficiency with which they are run. You may not build to cities and towns that are farther from your starting city than is your Train Level.

Obsolescence Tokens

These represent revenue losses due to changes in transportation and businesses models.

Dice

Six sided dice are needed.

Setup

- Each player picks one of the Railroads on the Railroad Company List.
- Roll high on dice to determine order for picking railroads.
- Each player places one of their RM in one of the Starting Cities.
- Roll high on dice to determine order for picking Starting Cities.
- All cities must be occupied before players start doubling up.
- Each player gets two secret random DM.
- Each player starts with a Train Level of 1.
- Each player starts with 5 MB and 10 VP.
- Finally players roll high on dice to determine Turn Order.

Company Name:	Special Ability:
Red Runner	Has 10 extra RM
White Wonder	Crossing Rivers cost 2 less
Blacks Tracks	Entering Towns and Cities costs 1 less
Grey Goose Express	Entering Mountains costs 2 less
Blue Lightning	Start with Train Level = 2 & pay 1 less in Upkeep Phase
Green Machines	Stations cost only 2 MB each
Yellow Fellow Lines	No penalty for buying a third or fourth RM in a turn
Purple Pusher	When buying your stocks players get 1 extra VP per stock
Silver Streak	May start game in any city on the Map
Golden Boy	Get +1 to Event Rolls
Indigo Engines	Starts game with 2 extra DM
Pink Puffer	When building does not pay for RM already present

VP Victory Points

MB Money Bags

DM Development Marker

Development Markers

These are placed on appropriate Towns or Cities. A Town or City with a DM earns 1 extra MB per turn. A Town or City may have a max of 1 DM placed on them.

A player may place one of his DM whenever he likes. Starting cities may not have a DM .

Development Markers

Name:	Placement:
Port	Coastal City next to a River
Mine	Mountain Town
Fishing	Coastal Town
Lumber	Forest Town
Factory	City with River on 4 Sides
Cattle	City next to a Plains
Shipyards	Coastal City next to a Forest
Cannery	Coastal City
Coal	Town next to 3 or more Mountains
Dairy	Town next to a Plains and a Forest
Mill	City next to a Plains and a River
Lighthouse	Coastal Town with Sea on 2 or more sides
Military Base	Town next to River, Forest, & Mountain
University	City next to 3 or more Towns
Brewery	Town with River on 2 or more sides
Quarry	Town next to a Mountain
Corn	Town next to a Plains
Oil	Town next to a Mountain and a Plains
Cotton	Town next to a River and a Plains
Capital	Any non-coastal City

Turn Sequence

Players take turns. Each turn has 7 Phases:

1. Build Phase
2. Income Phase
3. Event Phase
4. Upkeep Phase
5. Dividend Phase
6. Upgrade Phase
7. End Phase

Build Phase

A player pays for and places rail markers (RM) in this Phase. A Hex has six sides and one Interior region. RM are placed both on Hex Sides and the interior of Hexes.

In order for a railroad to connect from 1 hex to an adjacent hex you must build a RM on the hex side shared by both. To build on a Hexside/Border you must have a RM already built in the interior of one of the 2 connecting Hexes. To have a link to a town or city inside a Hex, you must build a RM in the interior

of that hex.

All RM you build must be continuously connecting from interior to hex side to interior to hex side and so on beginning from your Start City. A Max of 3 RM may be built on a Hexside. If it is a River Hexside it is a max of 2 RM.

A Hexside of a Mountain space may contain a max of 2 RM. The Interior of a Hex may contain a max of 4 RM. The Interior may contain a max 3 if it is a Town and/or Forest and/or Coastal.

The Interior may contain a max of 2 RM if it is a Mountain. The player must pay MB for the RM he builds according to the Building Cost Charts. You may also build 1 Station in a city you are connected to (interior RM) that does not already have a station. This costs 5 MB.

The third RM you build in a turn costs +1 MB. The fourth RM you build in a turn costs +2 MB. The max number of RM you can build in a turn is 4.

Hexside Building Cost Chart

Difficulty:	MB Cost:	Notes:
Base Cost	1	-
River (Crossing)	+2	-
Mountain (Into or Out of)	+1	-
From Coastal to Coastal	+1	-
Station (Into or Out of)	+1	Paid to Owner
For Every RM already present	+1	-

Hex Interior Building Cost Chart

Difficulty:	MB Cost:	Notes:
Base Cost	1	(Plains)
Town	+1	-
City	+2	-
Forest	+1	-
Coastal	+1	-
Mountain	+2	-
Station	+1	Paid to Owner
For Every RM already present	+1	-

Income Phase

Gain Money Bags (MB) from towns and Cities you are connected to. To be connected you must have a RM in the interior of the Hex containing that city or town. A City earns 2 MB A Town earns 1 MB A Development marker earns 1 extra MB A Station you own earns 1 extra MB For every additional starting City you connect to (not including your own) earn an extra 2

MB.

Gain 1 less MB for each Obsolescence Token you have. (On their first turn of the game each player will make 2 MB from being connected to their Start city)

Event Phase

Roll once on the Event Table:

Event Table

1D6	Event:	Notes:
1	Lost Contracts	Gain 1 Obsolescence Token
2	Trucks & Roads	Gain 1 Obsolescence Token
3	Train Wreck	Roll 2D6: If < your Train Level lose 1D6 VP
4	Mail	Gain 1 VP
5	Passengers	Gain 1 VP and 1 MB
6+	Freight	Gain 1 MB

Notes: Add +2 to your rolls for the first 3 Turns of the game.

Upkeep Phase

Pay MB equal to your Train Level for maintenance and overhead. Lose 3 VP for every MB you do not pay. VP levels can be negative!

Dividends Phase

You may buy Victory Points in this Phase. The first 1D6 MB you spend earn 3 VP each. (First Dividends Roll) The next 1D6 MB you spend earn 2 VP each. (Second Dividends Roll) After that every MB you spend earns 1 VP each.

Upgrade Phase

You may upgrade your Train Level by one and one only. This costs MB equal to twice the level you are buying. For example: you are at level 3 and you want to go to level 4. That would cost you 8 MB. (2 X 4)

End Phase

Check for end Game conditions.

Shutout Rule

You may build up to 2 RM on a Hexside or in an interior to prevent other players from accessing the hex.

Loans

You may borrow MB in Income Phase. For each MB you borrow lose 3 VP. You may borrow up to 2D6 MB

Tycoons List

Tycoon Name:	Special Ability:
Boss Hawg	Earn 1 VP each time you connect to a Town
City Slicker Sid	Earn 1 VP each time you connect to a City
Pick Axe Pete	Earn 1 VP each time you connect to a Mountain or Forest
Uncle Moneybags	Starts game with 7 extra MB
Fast Eddy	May buy up to 2 Train Levels per turn
Daddy Rawhide	Earn 1 VP each time you connect to a DM
Bob the Builder	May build 2 extra Stations
Philanthropic Phil	Gets +1 to Dividends Rolls
Bill the Bastard	Per Shutout Rule may build up to 3 RM
Lester the Investor	Gets +2 to Investment Rolls
Boris the Banker	Earn 1 VP each time a player takes a loan
Mike the Mechanic	Earn 1 VP each time another player goes up a Train Level
Rob the Robber Baron	Steal 1 VP from 1 target player on each of your turns
Dealer Dan	May pay 3 MB to get rid of a Obsolescence Token

Note: "Connections" refer to the first RM you build in the interior of a Hex

Optional Rule: Additional Railroads

You may pay 25 MB to start an extra Railroad. It may start in any city without a station that is not the starting space of one of your other railroads. Pick one of the remaining companies from the railroad company list.

Run it as if there were an extra player joining in the

on your turn. (Loan Availability Roll)

Stocks

You may buy stocks in Income Phase. Pay an opponent MB. For every MB you pay an opponent gain 2 VP.

You may buy up to 2D6 Stocks on your turn. (Investment Roll)

Regional Development

In Upgrade Phase you may pay 5 MB to draw 1 random unused DM.

End Game Scoring

Gain VP equal to your Train Level x 7 (multiplied by seven). Gain 2 VP for every town or city you are the only player with a connection to. Cash in: 1 VP costs 2 MB.

Optional Rule: Tycoons

Each player picks one Tycoon at the beginning of the Game. High Die roll picks first.

game. Keep its money and VP separate. (Combine your VP at end of game) Do not gain the 2 DM you normally get at start. It does get the starting 5 MB and 10 VP These extra railroads can have a max of 4 Stations and 40 RM.

If playing with Tycoons, you do not get an extra Tycoon; Your original and only Tycoon special ability applies to all the companies you own. (If you have Uncle Monebags the new company starts with an extra 7 MB)





Reiter & Tercio

Introduction

Warp Skirmish Board & card game for 2 players. Pike & Shot Theme. 16-17th Century Battlefield Warfare. Each figure represents a company or unit of men.

Victory

You win if you kill your opponent's Field Commander or Camp.

The Map

Use a chessboard or Grid.

The Men

Use chits or miniatures to represent units.

Units Table

Name:	Type	Hits	Move	Notes
Field Commander	N	2	C	Victory Condition
Camp	N	2	X	Victory Condition
Early Tercio	MLI	3	S	Mix of Pikes and Arquebus
Late Tercio	MHI	3	S	Mix of Pikes and Muskets
Pikemen	MI	2	F	Infantry Pikes & Halberds
Swiss Pike	MI	3	FE	Swiss Mercenaries
Landsknechts	MI	2	FE	German Pike Mercenaries
Arquebusiers	LI	2	F	Short Matchlocks
Muskeeters	HI	2	F	Longer Heavier guns than Arquebus
Crossbowmen	BI	1	F	-
Light Artillery	AH	1	F	Sakers, Falcons, Organ Guns
Heavy Artillery	AZ	1	S	Cannons, Culverins, Bombards, Mortars
Stradiots	M	1	C	Mercenary Light Cavalry with Lances
Mounted Gunners	L	1	C	Light Cavalry Arquebuses/Crossbows
Reiter	LM	2	C	Medium Cavalry with Swords & Pistols
Men-at-Arms	M	2	C	Heavy Cavalry with Shields & Lances
Gendarmes	M	2	CE	French Knights (Men-at-Arms)
Polish Hussars	M	2	CE	Lancers (Men-at-Arms)
War Wagons	LAH	3	S	Ribaudequins
Gustav Regiment	IAH	2	F	Mix of Infantry & Regimental Guns
Gustav Squadron	LMH	2	F	Mix of Reiter & Musketeers

Setup

Each player places his units on the squares of his back 2-3 rows. Units may not stack.

Army Composition

Players have to make their own scenarios.

Units Table Notation

M Melee
L Light Guns
H Heavy Guns
C Cavalry
I Infantry
F Foot
E Elite Unit
S Slow
A Artillery
Z Heavy Artillery
B Bow
N Non-combatant
X Immobile

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:
 1. Orders Phase

2. Move Phase
3. Battle Phase

Orders Phase

Draw 5 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 7 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units may move through other friendly units. The move card has a number: This is the number of spaces the unit moves.

You may move fewer than the indicated number of spaces. Some moves are diagonal, some orthogonal, and some can be either. "Knight" type move cards allow a man to move like a knight in chess.

Terrain List

Terrain:	Enter	Defense	Notes:
Clear	N	N	Fields
Road	H	N	Bridge
Rough	S	N	Grove, Crops, Dunes, Stream, Woods, Pass
Impassible	X	-	River, Lake, Swamp, Peaks
Difficult	N	2	Buildings, Sconces, Hills, Ruins
Defensible	S	2	Mountainous, Trenches, Walls, Ridge
Fortifications	S	3	Bastion, Redoubt

2 Attacker must play 2 Attack cards to kill unit in this space

3 Attacker must play 3 Attack cards to kill unit in this space

N Normal Movement/Defense

X Unit cannot enter this space

S Unit must stop upon entering this space

H Space counts as half a space for movement

Push Of Pike Rules

Pikes and Tercios may use any Movement card as an attack card to attack an adjacent unit.

Men-at-arms Special Rules

MAA and Gendarmes may use any Attack card to attack any adjacent non-melee unit that is not in a Defensive, Difficult, or Fortification Terrain. They cannot Attack Tercios or Pike Units with more than 1 Hit unless it is a flank Attack.

Light Cavalry Special Rules

Light Cavalry may use any Defense card. This represents their high mobility and ability to escape. Stradiots cannot Attack Tercios or Pike Units with more than 1 Hit unless it is a flank Attack.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) an Attack card to have a unit attack. A unit must use an attack card that is the same as his weapon. The attack card has a number.

This is the range of the attack. Some attacks are diagonal, some orthogonal, and some can be either. "Knight" type attack cards produce an attack with a range like a knight in chess.

The enemy unit that is the target of the attack loses 1 Hit. A Unit reduced to zero hits is Killed/Routed and removed from the map. Units cannot attack through other units.

Your opponent may play Defense cards to negate your attack cards.

Crossbowmen Special Rules

Crossbows were still in use early in the period, but were quickly being replaced by guns. A crossbow unit can use any attack card used by an Arquebus unit.

Heavy Artillery

3 Hits by Heavy Artillery on a Fortification space will breach the walls and reduce it to a Defensible space. 3 Hits by Heavy Artillery on a Defensible space will reduce it to a Difficult space.

Gustav Regiments

A Gustav Regiment has Pikes but only for defense. A GR is considered like a Pike unit when being attacked by Cavalry. A GR cannot use Melee Attack cards.

Flank (& Rear) Attacks

If a unit is orthogonally adjacent to 2+ enemy units, it is susceptible to Flank attacks: The orthogonally adjacent Units may use any attack card against the Flanked unit.

Fickle Allies

Some units may be designated as Fickle Allies. If one Fickle Ally is destroyed all similar allies will re-

treat.

Brilliant Commander Rule

Superior commanders can be given various advantages, such as a larger hand size, or increased drawing or discarding ability.

Card List Notation

Copies of card in deck
M Movement

A Attack
D Defense
NS All Units except Slow
X All Units
MAA Men-at-Arms & Gendarmes
LGT Light Gun Troops
HGT Heavy Gun Troops
H Units on Horses
K as a Knight would move in Chess
Type Purpose of card
User What type of unit can use the card

Card List

Card Name:	#	Range	Type	User:
Thin the Ranks	3	3	A	HGT
Hail of Fire	2	2	A	Guns
Rolling Fire	3	1	A	Guns
Volley Fire	2	1	A	Infantry Guns
Caracole	3	K	A	LGT
Shot	3	1	A	Gun or Artillery
Blast Away	3	2	A	Artillery
Enfilade	2	K	A	Artillery
Cannonade	3	3	A	Artillery
Bombardment	2	4	A	Heavy Artillery
Brave Attack	1	1	A	Elite Unit
General Melee	3	1	A	Melee
Put to the Sword	3	1	A	Melee
Quit the Field	1	1	A	Any vs Fickle Allies
March	4	1	M	Any
Advance	4	1	M	NS
Maneuver	4	2	M	NS
Ride	2	3	M	Cavalry
Flank	2	K	M	Cavalry
Swift Horses	2	4	M	Light/Medium Cavalry
Courage	1	1	M	Elite Unit
Failed Attack	4	-	D	All
Rally	2	-	D	Any Unit Adjacent to Commander
Skirmish	2	-	D	Cavalry
Stand Firm	2	-	D	Infantry
Steady	1	-	D	Elite Unit

Unit Abbreviation List

Unit Name:	Abr	Unit Name:	Abr
Field Commander	FC	Heavy Artillery	HA
Camp	C	Stradiots	S
Early Tercio	ET	Mounted Gunners	MG
Late Tercio	LT	Reiter	R
Pikemen	P	Men-at-Arms	MA
Swiss Pike	SP	Gendarmes	G

Unit Name:	Abr
Landsknechts	LS
Arquebusiers	A
Muskeeters	M
Crossbowmen	CB
Light Artillery	LA

Unit Name:	Abr
Polish Hussars	PH
War Wagons	WW
Gustav Regiment	GR
Gustav Squadron	GS

Italian Wars Army Lists

Italian Wars Imperial Army

Stat	#
FC	1
C	1
ET	2
P	4
A	4
LA	2

Stat	#
HA	2
S	2
MG	2
MA	1
WW	1

Italian Wars Late Swiss Army

Stat	#
FC	1
C	1
SP	10
A	4
LA	1

Stat	#
HA	1
S	1
MG	1
MA	1

Italian Wars Early French Army

Stat	#
FC	1
C	1
P	2
SP	4
LS	2
A	2

Stat	#
CB	2
LA	2
HA	2
MG	4
G	4

Italian Wars Late French Army

Stat	#
FC	1
C	1
P	2
LS	4
A	2
M	1

Stat	#
CB	1
LA	3
HA	2
MG	4
G	4

French Religious Wars

French Religious Wars Calvinist Huguenots

Stat	#
FC	1
C	1
P	4
A	6

Stat	#
LA	1
HA	1
MG	2
R	4

French Religious Wars Catholic Royalists

Stat	#
FC	1
C	1
P	6
A	4

Stat	#
LA	1
HA	1
MG	2
G	4

Dutch Revolt Army Lists

Dutch Revolt Rebels

Stat	#
FC	1
C	1
P	5
A	5

Stat	#
LA	1
HA	1
MG	4

Dutch Revolt Spanish

Stat	#
FC	1
C	1
LT	4
M	4

Stat	#
LA	1
HA	1
MG	4
MA	2

Thirty Years War Army Lists

Thirty Years War Imperial Army

Stat	#
FC	1
C	1
LT	8
M	4

Stat	#
LA	2
HA	2
R	4

Thirty Years War Swedish Army

Stat	#
FC	1
C	1
GR	10
HA	2

Stat	#
LA	2
GS	2
MG	2
R	2

COMMENTARY by Ron Always a good topic for a game. Like the slight change from other Warpskirmishes, in that each side has an immobile target as well as a mobile one, it isn't just "kill all the other

side's troops." While allowing players to mix'n'match troops and terrain is a unique twist also, most of us could use a little guidance. For example, an army made up of all firearm-carrying troops might appeal,

and for some terrains, might have tactical advantage, but historically that simply didn't happen in this time period. Similarly, the sorts of terrain people might like to defend may not be what was historically available. So, maybe something like (and this is purely speculation, don't have any historical references in front of me as I'm writing this): "you must have at least twice as many pike as arquebusiers, and no more than 1/2

pike can be elite"; "you cannot have more than 1 fortification per side if on a standard chessboard"; you cannot have more defensible squares than number of foot troop companies."

Card Set & Counters Available

Thanks Ron!!!





Remember The Alamo

Introduction

Simulates the siege of the Alamo in 1836. This is a variation of Lloyd Krasner's Alamo Game. Originally published on Warp Spawn 12/26/2000.

Variation written by Brian Peterson.

Game Information

Card game (no dice required). For 1 (Solo) or 2 players. Average playing time: 30 minutes.

Ages: 8 and up. The Texians and Mexicans have their own unique decks.

Special Cards

The doubler card is a special card. During an attack it has a force value of 0. It doubles the Force value of every other card in a player's hand.

If discarded the doubler card has a Force value of 5.

Turn Sequence

- Draw Phase
- Bombardment Phase
- Discard Phase
- Mexican Attack Phase
- Texian Fire Phase
- Mexican Reinforcement Phase

Draw Phase

If any player is out of cards both sides draw 4 cards from their respective decks. Otherwise each player draws 1 card.

Bombardment Phase

Players may elect to play & discard 1 or more Artillery cards. For each Artillery card randomly select & discard a card from the opponents hand. Continue until the sum of discarded Forces is greater than or equal to the the Artillery Force.

If your opponent is out of cards begin discarding from the top card of their deck. Continue the bombardment phase as long as players desire to use artillery.

Discard Phase

The Mexican player is limited to 8 cards in hand, select & discard excess cards. The Texian player is limited to 7 cards in hand, select & shuffle excess cards into deck.

Mexican Attack Phase

If the Mexican player elects not to attack the turn is over. All Mexican attacks in this phase require a Leader card. The Mexican player may attack with any number of non-Reserve Troops, up to 2 Reserve Troops, and only 1 of each of the following card types: Leader, Artillery, Tactics, and Equipment.

The Mexican attack is limited to 7 cards unless an equipment card is used as the 8th card. The Texian player may defend with any number of troops, up to 2 artillery cards, 2 equipment cards, and only 1 of each of the following card types: Leader, Tactics, Morale, and Defense. All Troop cards get a bonus of +1 Force if they are played with their matching Leader.

Add Force values on each side, multiply by 2 if a doubler card is played. The winner is the side with the highest total. If tied both sides discard all battle cards and end turn.

The Victory total is determined by subtracting the loser's Force total from the winner's. The winner selects survivors with a combined Force less than or equal to the Victory total. Discard all other battle cards from both sides.

The loser must also discard from their hand or draw & discard from the top of their deck a combined Force equal to or greater than the Victory total. Doubler cards are considered to be Force 5 for this purpose.

Texian Fire Phase

If the Texians did not lose the battle this turn skip this phase. If the Texian player has fewer cards than Mexican battle survivors, draw to match. The Texian player may elect to counter-attack all survivors with cards in hand.

The Mexican player may supplement survivors with cards in hand. A leader is not required in this phase. All other combat rules apply (see Mexican Attack Phase).

Mexican Reinforcements

If the Mexicans either won the battle or the Texian Fire Phase end turn. If no battle was fought or there are no survivors end turn. Same as Texian Fire Phase, except replace the word Texian with Mexican and vise-versa.

Goto to Texian Fire Phase and repeat until instructed to end turn.

Mexican Victory

Texian player goes to draw and there are no cards left in their deck.

Texian Victory

Mexican player goes to draw and there are no cards left in their deck.

Mexican Deck Card List

#	CARD	FORCE	NOTES
1	General Cos	3	1st Column, Leader
5	Aldama Battalion	2	1st Column, Troops
3	San Luis Companies	2	1st Column, Troops
1	Colonel Duque	1	2nd Column, Leader
1	General Castrillion	1	2nd Column, Leader
5	Toluca Battalion	2	2nd Column, Troops
2	San Luis Companies	2	2nd Column, Troops
1	Colonel Romero	1	3rd Column, Leader
5	Matamoros Companies	2	3rd Column, Troops
5	Jiminez Fusiliers	2	3rd Column, Troops
1	Colonel Juan Morales	1	4th Column, Leader
3	Light Companies	1	4th Column, Troops
1	Santa Anna	5	Reserves, Leader
5	Zapadores Battalion	3	Reserves, Troops
5	Grenadier Companies	3	Reserves, Troops
5	Mexican Batteries	3	Artillery
1	Battery at 250 yards	5	Artillery
1	Mexican Sharpshooters	1	Artillery
1	Scaling Ladders	1	Equipment
1	Muskets	1	Equipment
1	Carbines	1	Equipment
6	Breach	x2(5)	Tactics; Doubler
1	Encirclement	3	Tactics

Texian Deck Card List

#	CARD	FORCE	NOTES
1	William B. Travis	4	Leader, Texian Cavalry
1	Davy Crockett	5	Leader, Tennessee Volunteers
1	James Bowie	3	Leader, Texian Volunteers
1	James Bonham	1	Leader
1	Captain Baugh	1	Leader
1	Lt. George Kimball	1	Leader, Gonzales Ranging Co.
1	Captain Dickinson	1	Leader, Artillery
5	Texian Volunteers	2	Troops
2	Gonzales Ranging Co.	3	Troops
3	Texian Cavalry	3	Troops
1	New Orleans Greys	3	Troops
1	Alabama Red Rovers	3	Troops
1	Volunteer, ex-US Army	3	Troops
1	San Antonio Greys	3	Troops
1	Mobile Greys	3	Troops
2	Tennessee Volunteers	3	Troops
1	"Victory or Death"	4	Morale

#	CARD	FORCE	NOTES
1	"Never Surrender"	4	Morale
1	Waiting for Fannin	4	Morale
1	"Post of Honor"	4	Morale
1	Line in the Dust	4	Morale
1	McGregors Bagpipes	1	Morale
1	Stockade	1	Defense
1	Long Barracks	1	Defense
1	Low Barracks	1	Defense
1	Trenches	1	Defense
1	Earthwork Ramparts	1	Defense
3	12 Foot High Wall	2	Defense
1	Mission Church	1	Defense
1	Hospital	1	Defense
3	Kentucky Rifles	2	Equipment
2	Grapeshot	2	Equipment
1	Blunderbusses	1	Equipment
1	Raid	4	Tactics
5	Texian Fire	x2(5)	Tactics; Doubler
1	18-pdr. Cannon	3	Artillery
2	Lunette Artillery	2	Artillery
2	Chapel Artillery	2	Artillery
2	Cannons	2	Artillery

Rules For Solo Play

You'll find that Remember the Alamo makes an excellent solo game. You play the Texians. Whenever the Mexicans have a Leader and can play a full set of 7 or 8 cards they attack.

Whenever the Mexicans have an Artillery card & exceed 8 cards use it in bombardment phase. Use common sense when playing the Mexicans. When selecting a card from a player, shuffle the cards and pick the top card on the stack.

Game Designers Notes

This makes the game more suitable for solo play while enhancing the 2 player game. I've made significant changes to the artillery system, the force numbering system, Mexican leadership requirements, and added two extra phases Texian Fire & Mexican Reinforcements which really help keep the game balanced so that one player doesn't run away the game.





Remnant Of The Daleks

by SIR GERARD LUFT, KDM

The last of the Daleks have invaded the TARDIS Console Room. And it's up to the Eighth Doctor, Romana and K9 to stop them from taking over the TARDIS. Whoever controls the TARDIS controls all of Causality. Introduction This game is played with

two players. Each player begins with three characters cards and there own deck, as detailed below.

Set Up

The Doctor Character Cards

Character	Power	Toughness	Tap
The Doctor	2	1	-
Romana	1	2	+2 Attack Draws to Doctor if in the same area
K9	2	2	+1 Attack Draw to Doctor if in same area

The Dalek Character Cards

Character	Power	Toughness	Tap
Dalek	2	2	+1 Attack Draw to any Dalek in the same area
Dalek	2	2	+1 Attack Draw to any Dalek in the same area
Dalek	2	2	+1 Attack Draw to any Dalek in the same area

Deck

Area	Power	# in Deck
TARDIS Console Room	1	8
TARDIS Library	0	8
TARDIS Clock Garden	0	8
TARDIS Altar Room	0	8

Miniatures And Map

If you have any problem keeping track of who is in what area each turn, draw up a map of the TARDIS and pull out your Doctor Who actions figures or minia- tures! (As a matter of fact, these game rules were modified from a D20 Time Lord conversion we did. We created this system to better capture the fact that the Doctor's "attacks" are usually not combative per say. Additionally, the card system was created to better streamline an already streamlined system (i.e., D20))

The Turn

1. Each player lays his character cards (and minia- tures) out face up before him. Then they draw a card from their deck for each of their charac- ters, going right to left. The cards drawn indicate which area of the Console Room each individ- ual character is that turn (If random location seems unrealistic, one merely needs to watch a few episodes of Doctor Who, Star Wars Episode IV,

- or any early seasons of Star Trek: the Next Gen- eration, to see the heroes running "like chickens with their heads off" trying to save their derrières; it's just the fun of true space operas!).
2. If any character is in the same area with an op- ponent character, they may attack that opponent. (e.g., The Doctor, K9 and two Daleks are in the Library.
3. Before a conflict occurs, players must decide if they wish to Tap (rotate 90 degrees/ AKA siding) a character to Support another character in the same area (e.g., K9 taps to support the Doctor, and one Dalek taps to support the other Dalek. Characters tapped due to damage taken in previ- ous turns can not be tapped to support.
4. The attacking characters must choose their tar- gets. A character that is tapped to support can not be targeted. If there is a character that is tapped due to damage, then that character can be targeted. Only characters tapping to support are exempted from being targeted.
5. Players should take turn attacking. However all attacks are considered to be simultaneous.
6. A player draws one card from their deck for each character attacking. The character can draw more than one card if any other characters are tapped to support him or her (e.g., Tapping Ro- mana when in the same area as the Doctor allows the Doctor to draw two additional Attack Draws

when he enters into a Conflict). Each card in the deck has a Power score (either 0 or 1). Take the character's Power score and add that number of +1's that he or she received from their attack draw(s). If the modified Power of the character attacking is greater than the Toughness score of their target, then that character has been injured. The first time a character is injured, that character card is tapped. For the remainder of the game, that injured character can not tap to support another card in the same area. Also, if that tapped character is successfully hit again, then it is removed from the game.

7. After all conflicts have been resolved, characters that were tapped to support are untapped. The cards drawn for character location and Attack Draws are discarded. One does not need to

reshuffle the discard pile each turn. But if one does, the probability balance will be much more accurate (this we found after doing some serious play testing with this game).

8. The turn sequence repeats until all characters on one side are defeated. The player with the last "man" standing is the winner.

Important News

We have entered the Doctor Who fortieth anniversary celebration year! This coming year, Paul McGann continues his role as the current Doctor in an all new production of the legendary Doctor Who serial, Shada. Stay current with important news about the Doctor, Romana and K9 at: <http://www.bbc.co.uk/cult/doctorwho/>





Renaissance Fair

Introduction

Get the most out of your trip to the Renaissance festival. Board game for 2+ players.

- 4. Acting Tokens
- 5. Music Tokens
- 6. Education Tokens

Victory

Be the first player to get 5 of each type of token. There are 6 types of Tokens:

- 1. Craft Tokens
- 2. Game Tokens
- 3. Food Tokens

Bits & Pieces

Tokens (6 Types) Six-sided dice

The Board

The Board is an irregular circular track of 85 spaces.

Contents:	Type	Notes:
Entrance/Exit	X	Starting Space
Dark Ale	F	Drink
Ye Olde Playground	G	Kids
Live Chess Match	A	
Comedic Minstrels	M	
Alchemists Shoppe	E	
Frozen Treats	F	
Climbing Tower	G	
Armors Shoppe	C	Expensive
Ride the Dragon	G	Kids
Meat Pie	F	
Jousting Field	A	
Singing Executioners	M	
Encounter	V	
Maze	G	
Pottery Shoppe	C	
Lemonade	F	Drink
Carousel	G	Kids
The Mud Show	A	
Courtly Dance Show	M	
Glass Blower	E	
Archery	Challenge	G
Footwear Shoppe	C	
Pub Sing	F	Drink: or gain a Music Token
French Fried Potatoes	F	
Magician	A	
Celtic Music	M	
Medieval History Group	E	
Throwing Axes	G	
Games Shoppe	C	or gain a Games Token
Ice Water	F	Drink
Storytelling Monk	A	
Acoustic Guitar	M	
Combat Reenactment	E	

Contents:	Type	Notes:
Cannon Shoot	G	
Hammer Swing	G	
Toys Shoppe	C	Kids
Turkey Leg	F	
Royal Falconer	A	
Renaissance Melodies	M	
Encounter	V	
Throwing Knives	G	
Sword Smithy	C	Expensive
Medieval Beer	F	Drink
Laundry Wenches	A	
European Folk Music	M	(Hammered Dulcimer)
Graveyard	G	Kids
The Royal Feast	F	Also gain an Acting Token
Weavers Demonstration	E	
Mug Toss	G	
Candles Shoppe	C	
Polish Sausage	F	
Acrobats	A	
Instrumentalists	M	(Recorder & Lutar)
Local High School Club	E	
Fencing	G	
Henna Tattoos	C	
Cola Drinks	F	Drink
Puppetry	A	Kids
Maypole Dance	M	
Encounter	V	
Jacobs Ladder	G	Kids
Jewelry Shoppe	C	
Fried Dough	F	
Romantic Scoundrels	A	
Slay the Dragon	G	Kids
Gypsy Dancers	M	
Metal Smith	E	
Peasant Shoot	G	
Flute Maker	C	or gain a Music Token
Honeyed Meade	F	Drink
Feats of Strength/Skill	A	
Silly Songs Show	M	Kids
Heraldry	E	
Crossbows	G	
Costume Shoppe	C	Expensive
Italian Pizza	F	
Kids on Stage	A	Kids
Percussionists	M	
Historical Rein-actors	E	
Darts	G	
Puzzles Shoppe	C	or gain a Games Token
Wine & Spirits	F	Drink
Tarot Reader	X	Gain an Acting Token
Face Painting	C	Kids

Board Space Types

- X** Special Space
- C** Gain a Craft Token if you land here.
- G** Gain a Game Token if you land here.
- F** Gain a Food Token if you land here.
- A** Gain an Acting Token if you land here.
- M** Gain a Music Token if you land here.
- E** Gain an Education Token if you land here.
- V** Draw an Encounter card if you land here.

No Repeat Rule

A Player can only get Tokens from a specific space once. This also applies to encounter cards.

Kids

At the beginning of the game, declare if you are bringing kids (children). There are certain spaces designated as "Kid" spaces. You can only acquire tokens from these spaces if you have kids.

Craft Tokens

Some Craft spaces are described as "expensive". You may only get Craft tokens from a maximum of 2 expensive spaces.

Game Tokens

When gaining a token from a Game space roll the die: On a roll of 1 or 2, you must miss your next turn (You keep playing). On a roll of 6 you win and get an extra Game or Craft (Prize) Token.

1st Roll	Now Showing:
1	Live Chess Match
2	Jousting Field
3	The Mud Show

2nd Roll	Now Showing:
1	Feats of Strength & Skill
2	Laundry Wenches
3	Acrobats

3rd Roll	Now Showing:
1	Comedic Minstrels
2	Singing Executioners
3	Courtly Dance Show

4th Roll	Now Showing:
1	Acoustic Guitar
2	Instrumentalists
3	Percussionists

Acting & Music Tokens

You can only gain an Acting or Music Token from a space if there is a Performance occurring there this turn (as determined in the Show Time Phase).

Food Tokens

Food Spaces serve either Food or Drink. If you got food last time, you must get a drink this time and visa versa.

Education Tokens

You only need to collect 3 of these, not 5.

Encounter Deck

If you land on an encounter space, draw a card from the Encounter deck.

Turn Sequence

Play proceeds in Rounds. Each Round has 3 phases:

1. Show Times Phase
2. Players Turns Phase

Show Time Phase

Remove markers from previous turns. (Use markers to denote which performances are taking place) Roll 4 Dice:

1st Roll	Now Showing:
4	Magician
5	Storytelling Monk
6	Royal Falconer

2nd Roll	Now Showing:
4	Puppetry
5	Romantic Scoundrels
6	Kids on Stage

3rd Roll	Now Showing:
4	Celtic Music
5	Renaissance Melodies
6	Maypole Dance

4th Roll	Now Showing:
4	Gypsy Dancers
5	European Folk Music
6	Silly Songs Show

Players Turns Phase

During this phase each player gets a turn. The youngest player goes first. Play proceeds clockwise.

On your turn roll a die and move that many spaces, forwards or backwards. If you have kids and you roll a six, you do not move and you miss the turn (potty break).

Encounter Card List

Card Name:	Notes
Buy a Map	Move to any space on the board
Pickle Wheelbarrow	Gain a Food Token
The Beggar	Gain an Acting Token
The Jester	Gain an Acting Token
Fairies	Gain an Acting Token
Bagpiper	Gain a Music Token
Stilt Walker	Gain an Acting Token
The Insultor	All your opponents gain an Acting Token
Queens Procession	Gain an Acting Token
Parade	Gain an Acting Token
Bawdy Bearded Bard	Gain a Music Token
Heartstring Player	Gain a Music Token
Rickshaw	Move to any space on the board
Privy	Nothing
Rest	Nothing
Queens Guard	Miss your next turn

Links

Royal Chessmen





Renaissance Inventors At War

Introduction

Card and Board Skirmish Scale Game for 2 players.
Fantasy Theme: Renaissance Warfare with Leonardo
Da Vinci style Inventions.

Basic Scenario

Italian City States at War circa 1490. The Fivizzano are invading the Piombino.

Basic Scenario Victory Conditions

The Fivizzano win if they occupy 4 of the spaces of the city. The Piombinos win if they destroy 20 or more Units.

Basic Scenario Map Board

Use a 16 x 16 square grid Map. This is equivalent to 4 Chessboards arranged into a square. Each 8 x 8 section is referred to as a Quadrant.

The 2 eastern quadrants are land. The 2 western quadrants are water. 6 Squares of the NE corner of the SW Quadrant shall contain City Squares.

This is the Port City Commune of Piombino. Most of the Land spaces are Flat Land with a few clumps of Forests and Mountains and a few solitary Hills, Villages, and Swamps. One Road connects the City to a Village or two and then goes off the map.

A few Islands dot the Tyrrhenian Sea.

Terrain Types

Type:	Notes:
Flat Land/Islands	No rules Modifications. Water units are Prohibited.
Water/River/Lakes	No rules Mods. Land units are Prohibited.
Road/Bridge	Land units get Move +1 if any of their move is along the road
Settlement	Village/Town/City/Ruins: Attacks vs. Occupying Non-Fort Land Units at -1.
Forest	Land Units get Move -1 if any of their move is thru Forest. Min of 1.
Desert	Units must stop when entering.
Hills	Units get range +1 to their Missile Attacks.
Mountain	All Units and attacks are Blocked.
Swamp	Only Infantry can move into or through. Must stop when entering.

Unit Types

Unit:	Move	Hits	Range	Abr	Notes:
Infantry	2	2	2	Inf	
Engineers	2	1	1	Eng	
Cavalry	4	1	1	Cav	
Artillery	1	1	5	Art	
War Machine	3	3	3	WM	
Flying Machine	6	1	2	FM	
Fortification	0	3	5	Fort	Garrison included
Small Warship	5	2	3	SW	
Large Warship	4	3	4	LW	
Transport	3	2	1	Tsp	Can Carry 2 Land Units
Mine Field	0	0	0	MF	Land or Sea!

Unit Counters

Use counters to represent Units. Traditional Piombino Colors are Red & Yellow. Traditional Fivizzano Colors are White & Purple.

Other Counters

Players share a common set of Damage Counters. Bridge Counters are also needed.

Stacking, Moving, & Attacking Limits

Basic rule of thumb is one Unit per space with many exceptions: Land Units in Transports or carried by other Units. Note if a transporting unit is destroyed, the Units it carries are also destroyed. Up to 2 Forts can be in 1 Space.

Up to 1 Land Unit can be stacked with Fortifications. A Fort must be destroyed before any Land Units stacked with it can be attacked. Friendly Units can move through each other.

FM can stack with Friendly and Hostile Land & Sea Units, but not other FM. Attacks vs. FM are at range -1. For instance: An Engineer can only attack an enemy FM if it is in the same square. Note: Cavalry in this game are considered to be equipped with Missile weapons and explosives and are as versatile as Infantry & Engineers in the targets they can engage.

Note: Forts come with integral garrisons equipped with Artillery pieces. Note: Ships come with fighting crews, marines, & Artillery pieces. FM are not improved or hampered by any terrain except Mountains.

Mine Field: Units can enter spaces occupied by Mine Fields: Non-FM & Non-Engineer Units entering a Minefield lose a Hit on a roll of 7+ on 1D10. You can be destroyed by your own mines! If a Fort is reduced to 2 or less hits its range is reduced to 2.

Engineers: Special Rules

Engineer Units are Attack +2 vs. Fortifications and Bridges. Engineer Units may build pontoon Bridges across rivers: this uses up a full move: Place a Bridge Marker on an adjacent River space. Units may move on it as if it were Flatland. The Pontoon Bridge is considered to have 1 Hit. Engineers are immune to Minefields. Instead of moving, on a roll of 6+ on 1D10 they can clear a Minefield they occupy: Remove the Minefield Unit.

No other Unit can attack or remove a Mine Field. Repairs: Instead of Moving an engineer on a roll of 9+ on 1D10 can restore 1 lost Hit to a WM, Ship, or Fort it shares a space with.

Capture Rules

Boarding Actions: When a ship is damaged by another adjacent ship roll 1D10: (Capture Roll) On a roll of 7+ the ship does not lose a hit but is instead captured (it changes sides). If the Attacking ship was carrying Infantry get +1 to the roll. Get -1 if the defender is carrying Infantry.

Castle Storming: When a space containing a single Fort and no other land units is damaged by attacking adjacent infantry roll 1D10: (Capture Roll) On a roll of 7+ the Fort does not lose a hit but is instead captured (it changes sides). Attacker gets +1 if a friendly Engineer unit is also adjacent to the Fort.

Dice

10 sided Dice are needed.

Inventions & Leaders

These give advantages that last the duration of the entire battle.

Tactics Deck

These cards mostly give short duration benefits. These cards are discarded when played.

Fivizzano Attacking Army List

The Attackers have: 8 Flying Machines 6 War Machines 8 Infantry 4 Cavalry 6 Artillery 4 Engineers 6 Small ships 2 Large Ships 2 Transports 1 Roll on the Leader Table 6 Rolls on the Invention Table Units start in the bottom half of the Southern Quadrants.

Piombino Defending Army List

The 6 city spaces each hold 1 Fortification. They also have: 4 More Forts occupying Villages and/or Islands. 4 Infantry 3 Artillery 2 Cavalry 1 Engineer 2 War Machines 6 Flying Machines 6 Small Ships 6 Mine Fields (Land & Sea in any combination) 1 Roll on the Leader Table 4 Rolls on the Invention Table Units start scattered in the Northern Quadrants

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Draw Phase
2. Move Phase
3. Attack Phase
4. End Phase

Draw Phase

Draw 2 Tactics Cards. If the deck runs out, shuffle the discard and draw from it.

Move Phase

Each of your Units may be Moved once. A Unit can move up to a number of spaces equal to its Move Rating.

Attack Phase

Each of your units may make 1 Attack vs. a target within its range. When attacking roll 1D10: (Attack Roll) On a roll of 7 or higher the attack is successful and the target loses 1 Hit. Use counters to keep track of lost hits.

A Unit with zero hits is destroyed.

End Phase

Max Hand size is 5 cards. Discard excess cards.

Deck Notation

Adj Adjacent

Ship Refers to Warships and Transports

Land Units = Does not include Forts

Invention Table

1D100 Invention:	Notes:
01-02 Submersibles	Small Ships get Attack +1
03-04 Hot Air Balloons	FM get Attack +1
05-06 Propellers	FM & Ships get Move +1
07-08 Fire Bombs	FM get Attack +1
09-10 Rockets	Artillery & Ships & FM get Range +1
11-12 Greek Fire	Ships get +1 Attack
13-14 Torpedoes	Ships get +1 Range vs. other Ships
15-16 Giant Bladed Crane	Warships get +1 Attack vs. other Adj Ships
17-18 Rotating Turrets	War Machines get +1 Attack
19-20 Organ Guns	Artillery & WM get +1 Attack vs. Inf & Cav
21-22 Fire Throwers	WM & Ships get +1 Attack
23-24 War Wagons	WM can transport 1 Land Unit Each
25-26 Treads	War Machines get Move +1
27-28 Steam Power	WM & Ships get Move +1
29-30 Ornithopters	FM get Move +1
31-32 Repeating Crossbows	Infantry get 1 extra Attack per turn
33-34 Helicopters	FM get Move +1
35-36 Mine Sweeper	Small Warship has Engineer Abilities
37-38 Steam Cannons	Artillery get Attack +1
39-40 Mighty Mortar	Artillery get Attack +2 vs. Forts
41-42 Great Bombard	Artillery get Range +1
43-44 Breech Loading Guns	Artillery get 1 extra attack per turn
45-46 Giant Ballistae	Ships get Range +1
47-48 Scythed Chariot	WM gets Attack +1 vs. Adj Inf & Cav
49-50 Indirect Canister Shot	Artillery get Attack +1 vs Adj Target
51-52 Mobile Shield Walls	Infantry get Hits +1
53-54 Giant Trebuchet	Art & Forts get Range +1
55-56 Mechanical Soldiers	Infantry get +1 Hits
57-58 Armored Ships	Ships get +1 Hits
59-60 Mine Layer	Each of your Small Ships carry 1 MF
61-62 Armored Cars	WM get +1 Hits
63-64 Enfilading Angles	Forts get Attack +1
65-66 Mobile Siege Towers	WM get Range +1
67-68 Battering Rams	WM get Attack +2 vs. Forts
69-70 Baroque Earthworks	Forts get +1 Hits
71-72 Grenades	Infantry get Attack +1
73-74 Muskets	Infantry get Range +1
75-76 Demolitions	Engineers get Attack +1
77-78 Reiter Cavalry	Cavalry get Attack +1
79-80 Poison Smoke Bombs	Art & Engineers get Attack +1 vs Forts
81-82 Fire Kites	Engineers get Range +1
83-84 Mounted Arquebusiers	Cavalry get Range +1
85-86 Border Horse	Cavalry get Move +1
87-88 Paddle Wheels	Ships get Move +1
89-90 Parachutes	FM can transport 1 Infantry each
91-92 Double Hull	Ships get +1 Hits
93-94 Diver Suits	Sabotage: Opponent starts with one less Ship
95-96 Remote Control Guns	WM get 1 extra attack per turn
97-98 Unicycle Troops	Infantry get Move +1
99-00 Infernal Contraption	WM get Attack +1

Inventions Detailed Explanations

Minelayer: The ship may lay the MF Unit into any sea space they moved out this turn. This does not count as an attack. **Mine Sweeper:** The Ship functions as if it were an Engineer (on Water Only). A ship with an Engineer Unit aboard can clear mines exactly as if

the ship itself were an engineer.

Parachutes: The Infantry can be dropped directly onto enemy units. If so roll an unmodified 1D10: on 1-7 the Parachute troops are killed. On 8+ the enemy unit(s) are destroyed... or in the case of a Fort or Ship are captured!

Leader Table

1D10	Leader:	Notes:
1	Wondrous Inventor	Start with 2 extra Inventions
2	Great General	Max Hand Size +2
3	Drill Master	All of your Infantry get Attack +1
4	Famous Admiral	All of your Warships get Move +1
5	Gun Enthusiast	All your Artillery get Attack +1
6	Flight Pioneer	All your FM get Move +1
7	Renowned Builder	All your Forts get Hits +1
8	Mercenary Captain	Start with 2 extra Infantry
9	Unrivalled Equestrian	All your Cavalry get Attack +1
10	Mechanical Genius	All your WM get Move +1

Tactics Deck

C#	Name:	Notes:
01	Dive Bomb	FM gets Attack +3 vs. Non-FM in same space
02	Boiling Oil	Fort gets Attack +3 vs. Adj Non-FM
03	Mud	Negate Move of Target Land Unit
04	Fog	Negate Move
05	Breakdown	Target WM cannot Move or Attack this turn
06	Explosion	Target Art that just attacked is destroyed
07	Powder Kegs	Inf & Engineers get Attack +3 vs. Adj Land Unit
08	Pike Formation	Negate Attack on Inf by adj Inf or Cav
09	Stone Balls	Art gets Attack +3
10	Smoke Screen	Negate Attack
11	Retreat	Negate Attack vs. Cav
12	Out Flank	Unit gets 1 extra Move
13	Forced March	1 or 2 Inf Units gets Move +1
14	Air Currents	FM gets Move +3
15	Dogfight	FM gets Attack +3 vs. FM
16	Lost Orders	Negate Move
17	Fate Intervenes	Negate Tactics Card
18	Confusion	Move Enemy Unit
19	Breakthrough	Non-Fort Non-artillery Unit gets Attack +3
20	Rally	Cav or Inf Unit gets back 1 Lost Hit
21	Reinforcements	Gain 1 Unit. Starts at edge of Map
22	Pinned Down	Negate Move of Non-FM Unit Attacked by you last turn
23	Charge	Cav or WM gets Attack +3 vs Adj Target
24	Bombardment	Art gets Attack +3
25	Iron Tipped Rams	Ship gets Attack +3 vs. Adj Ship
26	Secret Weapon	Roll once on the Invention Table
27	Decoys	Negate attack on non-Fort Unit
28	Hidden Movement	Switch 2 of your Units within 5 spaces of each other

C#	Name:	Notes:
29	High Ground	Unit gets +1 Range
30	Observation Balloon	Steal one random Tactics card from Opponents Hand
31	Spy Glass	Opponent must discard 2 Random Tactics Cards
32	Calculations	Draw 2 Tactics Cards
33	Negotiate Surrender	Adjacent Damaged Unit is destroyed
34	Scaling Ladders	Infantry get attack +3 vs. Fort
35	Reserve Move	1-3 Units get extra Move but they cannot attack
36	Exploding Warheads	Art or Ship gets Attack +2
37	Men-at-Arms	Cav get Attack +3 vs Non-Fort, Non-WM Adj Land Unit
38	Stink Pots	Engineers or Art get Attack +2
39	Caltrops	Put MF counter on Space adj to your unit
40	Signal Flares	Unit gets 1 extra Move

Tactics Deck Conversion

Each Tactics card is numbered so players can use numbered counters instead of making up a cardset.

City State Special Abilities

Each City State gets its own unique advantages:

City	Struct	Ability
VENICE	(The Arsenal)	1 extra Transport, 1 extra Small Ship, 1 extra Large Ship
MILAN	(Famous Armorers)	Inf & Cav get Hits +1
ROME	(Swiss Pikemen)	2 extra Inf. All Inf get Attack +1
FLORENCE	(Home of the Renaissance)	2 extra rolls on the Invention Table
FERRARA	(Grand Palaces)	2 extra Forts. Forts get Hits +1
MANTUA	(School of Princes)	2 extra rolls on the Leader Table
RIMINI	(Scoundrels)	Draw 1 extra Tactics card every other turn
URBINO	(Chivalry)	2 extra Cavalry. Cav get Attack +1
FIVIZZANO	(Court Archers)	Inf get Attack +1 & Range +1
PIOMBINO	(Industrial Port)	2 extra Units of any type
GENOA	(Maritime Republic)	1 extra Transport, 1 extra Small Ship. All Ships Move +1
SIENA	(Engineering)	1 extra WM, 1 extra Engineer, 1 extra roll on Invention Table





Reserve Chess

<body>

Introduction

Chess Variant.

MATERIALS, SETUP, and OBJECTIVE Same as in normal chess.

Variations

Every time you capture an enemy piece, you may take any one of your captured pieces, and put it into your reserve. On your turn, instead of moving, you may take any piece from your reserve, and put it on any empty space on the board, except checkmate. When your pawns reach your opponents back row, instead of promoting them, you may put them into your reserve.





Resident Evil Quest

Introduction

Based on the Resident Evil Franchise. Quest style game using track, cards, and Dice. Each player is a team of Operatives, Mercs, and/or Survivors that have Infiltrated a Top Secret Underground Umbrella Corporation Research Facility With the intent to destroy it.

The teams will fight Zombies, mutants, Umbrella employees, and Facility Defenses. They will be aided by cards representing Weapons, Alice, and new recruits.

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Victory

Make it to the end of the Track and destroy the Boss Monster you encounter there. Be the first player to do this.

Losing

If all your Agents are killed. Build a new team and start over from square one.

Decks

There are 4 Common Decks: Agent Deck: Contains Agents you can recruit for your team. Aid Deck: Helpful events and things you find along the way. Encounter Deck: Foes and unfavorable events.

Boss Deck: Big Monsters Each deck will have its own Discard. If any decks run out, shuffle the discard and draw from it.

Dice

Six and ten sided dice are required.

The Track

The Facility is represented by a track that is 40 spaces long. The first space is the Entrance. The end space is the Final Encounter.

Pawns

Each player will have 1 Pawn to represent their team's location on the Track. This is also called the Team Marker.

Setup

Shuffle the Deck. Players roll high to see who goes first. Place pawns on the start space.

Each player draws 3 Aid cards.

Building A Team

Each player draws 7 cards from the Team Deck and Discards one.

Unit And Attack Stats

Friends (Agents, Mercs, Survivors) and Foes Zombies, Monsters, etc.) are called Units. Units have 3 Stats: Life: How many hits are required to kill the Unit. Evade: Chance of avoiding all Damage if successfully hit by a Foe Attacks: Each unit gets 1 or more attacks per turn.

Each attack has the following stats: Initiative: Determines attack turn order. Higher scores attack sooner. Aim: Chance of hitting an enemy. (On a 10 sided die) Strength: Damage inflicted by a successful hit. (Usually 1 point)

Regeneration

Some Monsters have this ability. If not killed during a turn, the remove 1 point of damage at the end of the turn.

Contamination

Many Monsters and Zombies have this ability. If an Agent is damaged but not killed, there is a 50% they will turn into a Zombie At the end of the turn which must be fought immediately by the team: Transformed Agent Zombie stats: Life = 2 Evasion = 3 One Attack: Bite: Initiative = 8 Aim = 5 Strength = 1 Contamination

Alice

Alice, the kick-ass superhuman agent and the star of the series is Part of all teams, but not always around. She comes and she goes. Powerful Aid cards represent her presence. Save one for the final Boss. Note: Alice is immune to contamination.

When an Alice card is played, she will stay for the entire turn. Then discard her.

Turn Sequence

Players take turns. Each turn has 6 Phases: Aid Phase Recruit Phase Move Phase Encounter Phase Fight Phase End Phase

Aid Phase

Draw 1 Aid Card and add it to your hand.

Recruit Phase

Some Action Aid cards are played in this phase.

Move Phase

Roll 1D6 and move your Team Marker (Pawn) forward that many spaces.

Encounter Phase

If you land on another player's pawn immediately move forward 1 space. Draw 1 card from the Encounter Deck. This will be something you have to fight this turn. If you reached the Final Space draw a card from the Boss deck instead of the Encounter deck.

Fight Phase

Units make attacks in order of Initiative. Let an opposing player control the Monsters and Zombies. If

playing solo determine the targets of monsters randomly.

Attacks with the same Initiative are considered to be simultaneous. When making an attack roll 1D10: If this equal to or less than the Aim score of The Attack then the Attack hits. The Defending Unit then rolls 1D10. If this equal to or less than the Evade score of The Unit then the Attack is negated.

Attacks that hit and are not evaded do Damage. Usually just 1 point of damage. A Unit that has more Damage than Life is killed. Discard killed Unit cards.

Some Foes give a reward when they are killed. During a fight Phase turn all Units get to attack (usually just once) Repeat the Fight Phase sequence until one side is completely killed off or an Aid card allows you to escape.

End Phase

Make Contamination Checks. Max hand size is 6 cards. Discard excess cards.

The Agent Deck

Agent:	Life	Evade	Atks	Init	Aim	Str	Notes
Jill Valentine Operative	3	5	1	6	7	1	-
Carlos Olivera Merc	2	4	1	5	6	1	-
Rain Ocampo Operative	3	3	1	4	5	1	-
K-Mart Survivor	1	7	1	4	4	1	-
Matt Addison Activist	1	4	1	3	3	1	-
Luther West Survivor	1	5	1	6	6	1	-
Chris Redfield Operative	2	5	1	6	5	1	-
Barry Burton Operative	2	5	1	4	6	1	-
Leon Kennedy Merc	2	4	1	5	5	1	-
Ada Wong Spy	2	6	1	7	8	1	-
Nicholai Ginovaef Merc	2	4	1	5	5	1	-
Mikhail Victor Merc	2	4	1	5	5	1	-
Peyton Wells	2	4	1	5	6	1	-
Security Operative	2	4	1	5	5	1	-
Civilian Survivor	1	3	1	3	2	1	-
Scientist Defector	1	3	1	4	3	1	-
STARS Team Operative	3	5	1	6	6	1	-
Freelance Operative	2	4	1	5	5	1	-
Paramilitary Merc	2	4	1	4	5	1	-
Special Police Operative	2	4	1	4	5	1	-

Aid Deck

Card:	Notes:
Run Away	Escape: End combat after turn 3
Withdraw	Escape: End Combat after turn 2. Move back 1D6 spaces
Evasion	Escape: End Combat after turn 2

Card:	Notes:
Rearguard	Escape: End combat after turn 3. Kill 1 Agent
Stealth	Escape: Negate Combat
Shotgun	Weapon: Aim +2 and Strength +1
Assault Rifle	Weapon: Initiative +1 Attacks +1 and Strength +1
Machine Pistol	Weapon: Attacks+1
Sniper Rifle	Weapon: Initiative +3 and Aim +2 and Strength +2
Grenade	Weapon: Attack: Aim +2 and Strength +3
Custom Revolvers	Weapon: Attacks +1 and Strength +2
Mini-Gun	Weapon: Attacks +3 and Strength +2
SAW Gun	Weapon: Attacks +2 and Strength +2
Rocket Launcher	Weapon: Initiative +3 and Strength +5
Katana	Weapon Attacks +1 and Aim +1 and Strength +1
Sacrifice	Kill target Agent and do 2 Damage to Foe
Trap	Do 1 Damage to Foe
Superior Firepower	All Agents get Attack +1
Kill Zone	All Agents get Aim +2
Shoot First	All Agents get Initiative +4
Shutdown Computer	Negate Laser Grid
Air Masks	Negate Nerve Gas
Hide	All Agents get +10 Initiative this turn
Body Armor	Life +1 permanently
First Aid	Remove 1 Hit of Damage
CPR	Restore Agent who just died to 1 Hit of Life
Stim Pack	Remove 1 Hit of Damage and Initiative +2 and Attacks +1
Head Shot	Strength +2 vs Non-Group Foe
Last Stand	If 2 or less Agents, All Agents get Evade +2 and Strength +1
Infiltrate	Move Forward 1D6 Spaces.
Gather Supplies	Draw 2 Aid Cards
Map	Move Forward 1D6 Spaces.
Armory	Draw next 2 Weapon cards in Aid deck. Shuffle the deck
Detailed Plan	Draw 3 Aid Cards
Rescue	Draw 1 card from the Agent Deck
Backup	Draw 1 card from the Agent Deck

ALICE AID CARDS (These are part of the Aid Deck)

Card:	Life	Evade	Atks	Init	Aim	Str	Notes
Kick-Ass Alice	6	7	1	7	8	2	-
Pissed-Off Alice	5	6	1	8	8	3	-
Tough Alice	4	6	1	6	7	2	-
Anti-Serum Alice	3	4	1	4	5	1	-
Post-Coma Alice	4	5	1	5	6	2	-
Amnesia Alice	5	5	1	5	6	2	-
Psychic Alice	4	5	1	9	8	3	-

Encounter Deck

Card:	Notes:
Ambush	Foes get Initiative +10. Draw Again
Surprise	Foes get Initiative +8. Draw Again

Card:	Notes:
Short Range	Foes get Initiative +6. Draw Again
Laser Grid	Attack of Aim = 5 Damage = 5 against each Agent
Nerve Gas	Each Agent killed on a roll of 1-2 on 1D6
Sealed Doors	Agents may not escape this turn. Draw Again
Trapped	Agents may not escape this turn. Draw Again
Surrounded	If attacked by a group Agents may not escape this turn. Draw Again
Pursuit	Agents may not escape this turn. Draw Again
Panic	Random Agent cannot Attack this Combat Phase. Draw Again
Way Blocked	Team goes back 1D6 Spaces. Draw Again
Viral Infection	Random Agent Contaminated
Red Queen	Team goes back 1D6 Spaces. Draw Again
Transformation	Random Agent killed. Draw Again
Bad Clone	Fight Agent from Discard. If none Draw again

FOE ENCOUNTER CARDS (These are part of the Encounter Deck)

Card:	Life	Evade	Atks	Init	Aim	Str	Notes
Ravenous Zombies	6	3	1	3	3	1	Group. Gain +1 Atk/turn
Mutant Ravens	4	6	2	6	3	1	Group. Gain +1 Aim/turn
Scientists	2	3	1	3	3	1	When killed Draw again
Commandos	5	6	4	6	5	1	Group. After Draw 1 Aid
Search Team	4	5	3	5	4	1	Group. After Draw 1 Aid
Test Subjects	3	3	1	5	5	1	Group. Contaminate
Bio-Weapons	4	4	2	5	5	1	Group
Los Plagas Zombies	4	4	1	4	4	1	Group. Contaminate
Zombie Dogs	2	5	1	7	5	1	Group. Contaminate
Undead Horde	5	3	2	3	3	1	Group. Regenerate
Super Zombies	6	4	2	5	5	1	Group
Lickers	3	6	2	6	6	1	Group
Supersoldiers	5	5	3	5	5	2	Group
Crimson Heads	4	6	2	5	5	1	Group
Uber Licker	3	5	1	6	6	2	-
Clone Zombies	4	3	2	4	3	1	Group. Contaminate
Hunters	5	6	2	5	6	1	Group
Regenerador	3	4	1	5	5	1	Regenerate
Chimera	3	4	1	4	4	1	-
Nosferatu	2	3	1	5	5	1	-

Boss Deck

Card:	Life	Evade	Atks	Init	Aim	Str	Notes
Tyrant	8	6	2	7	7	2	-
G-Mutation	10	3	1	4	4	1	Gain 1 Strength per turn
Super Mutant	9	5	2	6	6	3	-
T-Type Nemesis	7	4	1	5	5	2	Regenerate

Note: You cannot Escape a Boss in the Final Space.





Resident Evil Relived

Introduction

Meld Making Card game for 2-4+ players. Based on the Resident Evil Franchise.

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Victory

Be the first to score 70 Meld Points.

The Deck

Players share a common Deck. There are 10 card types: Alice Cards (Friend) Ally Cards (Friend) Team Cards (Friend) Weapon Cards (Friend) Mission Cards (Friend) Villain Cards (Foe) Umbrella Cards (Foe) Experiment Cards (Foe) Zombie Cards (Foe) Event Cards (Foe) Every card has a point value between 1 and 5.

Setup

Shuffle the Deck. Randomly determine who gets to go first in the first turn. Randomly determine who the Dealer is.

Turn Sequence

Each turn has 5 phases: Deploy Phase Recruit Phase Action Phase Meld Phase End Phase

Deploy Phase

First Deal 2 Cards face down to each player. Next Deal 3X Stacks of 2 Cards each to the center of the table.

X number of players.
All stack cards are visible to all players.

Recruit Phase

Players take turns taking 1 stack of cards and putting it into their hand. This continues until all stacks are taken (each should get 3 stacks). The First player to go in the first turn is determined randomly. Play proceeds clockwise. On each consecutive turn, the player to the left of the player who Went first last time now gets to go first.

Action Phase

Players take turns taking 1 action each, in the same order as in Recruit phase. When taking an action, discard 1 card from your hand. This produces a result That depends on the type of card you discard:

Card:	Result:
Alice Cards (Friend)	Draw 3 cards and keep 1
Ally Cards (Friend)	Draw 2 cards and keep both
Team Cards (Friend)	Gain 1 Meld Point
Weapon Cards (Friend)	You go first next turn. (Play proceeds clockwise)
Mission Cards (Friend)	Draw 5 cards and discard any 5 cards from your hand
Villain Cards (Foe)	Steal 1 Random card from Opponents hand
Umbrella Cards (Foe)	Put 1 card from discard into your hand
Experiment Cards (Foe)	Opponent must discard 1 random card
Zombie Cards (Foe)	Draw 1 card. Opponent discards 1 card of his choice
Event Cards (Foe)	Draw 1 card. Look at opponent's hand

Note: If you play a Weapon card, no one else may play one. Each player only gets one action per turn. A player may choose not to take an action (not play a card).

Meld Phase

To make a Meld, a player needs to have 1 card of each of the 10 Types. Play your meld face up so ev-

eryone can see. Gain Meld points = to the total point value of all cards in your Meld.
If the total of your friend cards is greater than the total of your Foe Cards, gain an extra 5 Meld points. All Meld cards are discarded after scoring.

End Phase

Max hand size is 10 cards. Discard excess cards.

Alice Card List

Card	Points
Super Strong	2
Killing Machine	5
Martial Arts	4
Gunplay	3
Super Human	5

Card	Points
Psionic Powers	2
Anti-Serum Alice	1
Telekinesis	3
Kick Ass	4
Wake from Coma	1

Ally Card List

Card	Points
Jill Valentine Operative	5
Carlos Olivera Merc	3
Rain Ocampo Operative	4
K-Mart Survivor	1
Matt Addison Activist	1

Card	Points
Luther West Survivor	2
Chris Redfield Operative	3
Barry Burton Operative	4
Leon Kennedy Merc	2
Ada Wong Spy	5

Team Card List

Card	Points
Special Police Unit	3
Paramilitary Unit	4
Stars Alpha Team	5
Stars Delta Team	4
Freelance Operatives	3

Card	Points
Prison Survivors	1
Convoy Survivors	1
Security Operatives	2
Mercenaries	2
Alice Clones	5

Weapon Card List

Card	Points
Shotgun	3
Sniper Rifle	4
Truck	5
Pair of Pistols	1
Sword	2

Card	Points
Grenade	2
Assault Rifles	3
Machine Pistols	1
Mini-Gun	5
Head Shot	4

Mission Card List

Card	Points
Extraction	3
Last Stand	5
Power Shutdown	3
Infiltration	2
Attack	1

Card	Points
Escape	4
Gather Supplies	1
Reach Safe Haven	5
Disguise	2
Rescue	4

Villain Card List

Card	Points
Ozwell Spencer Scientist	3
James Marcus Scientist	2

Card	Points
Major Timothy Cain	3
Tyrant	4

Card	Points
Albert Wesker Scientist	2
Red Queen Program	5
Doctor Sam Isaacs	1

Card	Points
G-Mutation	5
Scientists	1
Super Mutant	4

Umbrella Card List

Card	Points
Underground Laboratory	4
Submarine	3
Helicopter	3
Commandos	2
Search Team	1

Card	Points
Headquarters	5
Umbrella Corporation	5
Gunships	2
Scarab Device	1
Secret Research Facility	4

Experiments

Card	Points
T-Virus	5
Project Alice	5
Progenitor Virus	4
Test Subjects	1
Bio-Weapons	3

Card	Points
Cloning	1
Nemesis Program	4
Outbreak	2
Infection	2
Los Plagas Parasite	3

Zombie Card List

Card	Points
Zombie Dogs	1
Chainsaw Zombie	1
Undead Horde	2
Zombie Apocalypse	5
Super Zombies	4

Card	Points
Ravenous Zombies	3
Lickers	4
Mutant Crows	2
Undead Supersoldiers	5
Crimson Heads	3

Event Card List

Card	Points
Faked Death	2
Laser Grid	1
Nerve Gas	1
Captured	3
Contamination	5

Card	Points
Memory Wipe	4
Interrogation	3
Pursuit	2
Ambush	4
Trapped	5





Resident Evil Skirmish

Introduction

Based on the Resident Evil Franchise. 8 X 8 Skirmish Miniature and Card rules. 2 Player Game. One player is the Heroes. The other is the Umbrella Corporation.

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Victory

Completely eliminate all enemy Units.

The Board

Use an 8 X 8 Chessboard for a basic game.

Units

Use figurines or counters to represent Units.

The Deck

Players share a common deck.

Setup

For a typical 8 X 8 game, each side should have about 20 Hit points worth of units. Units are placed on a players back 2 rows.

Good Guys Unit List

Name:	Hits	Notes:
Alice	7	Psychic, Operative, Superhuman, Shotgun, 2 Pistols
K-Mart	1	Survivor, Lucky
Jill Valentine	4	Operative, 2 Pistols
Carlos Olivera	3	Merc, Double Tap
Rebecca Chambers	4	Operative, Medic
Rain Ocampo	2	Operative, Pistol and Knife
Luther West	2	Survivor, Shotgun
Chris Redfield	3	Operative, Assault Rifle
Barry Burton	3	Operative, Shotgun
Leon Kennedy	2	Merc, Shotgun
Ada Wong	4	Operative, Pistol and Knife
Nicholai Ginovaef	2	Merc, Assault Rifle
Mikhail Victor	2	Merc, Machine Gun
Peyton Wells	2	Operative, Assault Rifle
Security Specialist	3	Operative, Double Tap
Civilian	1	Civilian
Scientist Defector	1	Civilian, First Aid
Alpha Team Member	3	Operative, Sniper Rifle
Paramilitary Member	2	Merc, Flamethrower
Freelancer	2	Merc, Sniper Rifle

Bad Guys Unit List

Name:	Hits	Notes:
Tyrant	9	Monster, Tough
Nemesis	8	Monster, Mutable

Name:	Hits	Notes:
Agent	4	Operative, Double Tap
Test Subject	1	Zombie, Mutable

Name:	Hits	Notes:
Super Mutant	8	Monster, Claws
G-Mutation	10	Monster, Mutable, Slow
Licker	1	Monster, Tongue
Uber Licker	3	Monster, Tongue
Mutant Ravens	1	Monster, Swarm
Commando	3	Merc, Double Tap
Soldier	2	Merc, Assault Rifle
Guard	1	Merc, Assault Rifle
Scientist	1	Civilian, Mutable
Executive	1	Civilian, Mutable

Name:	Hits	Notes:
Bio-Weapon	4	Zombie, Claws
Zombie Dog	1	Zombie, Fast
Undead	1	Zombie, Slow
Super Zombie	3	Zombie, Fast
Supersoldier	4	Zombie, Assault Rifle
Crimson Head	2	Zombie, Fast
Chainsaw Zombie	3	Zombie, Rend
Hunter	4	Monster, Tough
Regenerador	4	Zombie, Quick Heal

Special Card Use Table

Trait:	Use:
Fast	Charge: M = 2 then A = 1
Slow	Opponent can play a Special card to negate this units Movement.
Zombie	Regenerate: Regain 1 Lost Hit
Mutable	Transform: Gain 2 Hit Points. Unit becomes a Monster. One time only.
Survivor	Hide: Defense
Civilian	Run Away: Move = 1 away from enemy unit.
Merc	Firepower: A = 2 or 3
Operative	Martial Arts: A = 1 or Defense
Swarm	Too Many to Kill: Defense or M = 1
Psychic	Telekinesis: A = 3 for 3 Damage. This unit suffers 1 Damage.

Weapon Card Use Table

Trait:	Use:
Tongue	Tongue Whip: A = 2
Shotgun	A = 3 for 2 Damage
2 Pistols	A = 2 and A = 3
Pistol & Knife	A = 1 and A = 2
Assault Rifle	A = 3 and A = 4 to Adjacent Targets
Sniper Rifle	A = 4 or 5 for 2 Damage
Double Tap	A = 2 for 2 Damage
Lucky	Defense
Medic	Restore 1 Lost Hit to Adjacent Friendly Unit
Tough	Thick Skinned: Defense
Claws	A = 1 and A = 1 to different Targets
Rend	A = 1 for 2 Damage
Flame Thrower	A = 1 and A = 2 and A = 2 for 2 Damage to Adjacent Targets
Machine Gun	A = 3 and A = 3 and A = 3 for 2 Damage to Adjacent Targets
Quick Heal	Regenerate: Regain 1 Lost Hit
First Aid	Adjacent Unit Regains 1 Lost Hit
Superhuman	Defense or M = K

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Draw Phase
2. Action Phase
3. End Phase

Draw Phase

Draw 5 Cards. If the Deck runs out, shuffle the discard and draw from it.

Action Phase

Play cards from your hand to have your units Move and Attack. Move and Attack cards have an associated Range value that determines The exact distance in spaces in which a Unit moves or is hit by an attack from its source. Attacks do one hit point worth of damage unless otherwise stated.

You opponent may play Defense cards to negate Attacks. All played cards are discarded. Units can only use one move card per turn.

Exception: Fast units and Superhuman units can move twice per turn. Units can only use one attack card per turn. Exception: Monsters and Operatives can attack twice per turn.

End Phase

Max hand size is 5 cards. Discard excess cards.

Card List Notation

A Attack
D Defense
M Move
K As a Knight in chess
X Other
Z Extra Damage
 Elite = Mercs and Operatives

Common Deck Card List

Card:	#	Type	Range	Notes
Special	4	X	-	Per Unit Trait
Weapon	4	X	-	Per Unit Trait
Head Shot	1	Z	-	Elite Damage +2
Knife	2	A	1	Elite and Survivors
Pistol	2	A	2	Elite
Aimed Shot	1	A	3	Elite
Body Armor	1	D	-	Elite
Grenade	1	A	K	Elite
Narrow Escape	1	D	-	Good Guys
Hand to Hand	4	A	1	-
Bite	4	A	1	Monsters and Zombies
Tear to Pieces	2	Z	-	Monsters and Zombies Damage +1
Feel no Pain	2	D	-	Monsters and Zombies
Gather the Horde	2	X	-	Bad Guys. Draw 2 cards
Walk	6	M	1	Can be used to move up to 3 Friendly units
Jog	5	M	2	Can be used to move up to 3 Friendly units
Run	4	M	3	Not useable by Slow Units
Sprint	2	M	4	Fast Units
Reload	1	X	-	Good Guys. Draw 2 cards





Restauranteur

Introduction

Game for 2-4+ players. Restaurant building theme.

Winning

The player with the most Coins at the end of the game wins.

End Of Game

The game ends immediately when one of the following happens:

- 1. Any player runs out of Tokens to use.
- 2. All restaurants of a single Type are built.
- 3. Players go through the Deck twice.

The Board

The board represents the city. Use an 8x8 grid chessboard. There are 8 horizontal rows and 8 vertical columns.

Rows are marked 1 through 8. Columns are marked 1 through 8. A space on the board may only ever contain 1 District or 1 Restaurant.

Dice

Use eight sided dice (D8). One roll of such die is referred to as a 1D8 Two rolls as 2D8. Two such dice are needed. They should be of different colors.

Random Row Or Column

Roll 1D8 to determine a random Row. Roll 1D8 to determine a random Column.

Determining A Random Restaurant Type

1D8	Type:
1	Italian Restaurants
2	Chinese Restaurants
3	Burger Joints
4	Mexican Restaurants

Random Space On The Board

Roll 2D8. The first die indicates row. The second die indicates column.

Random Space On Given Row Or Column Method

The row or column is determined by a non-random method. Roll 1D8 to determine a space along its length.

Location Counter Set

There is a set of 64 Counters to be placed on the spaces of the board: 6 Italian Restaurants 6 Chinese Restaurants 6 Burger Joints 6 Mexican Restaurants 6 Coffee Bars 6 Bar and Grills 6 Sushi Restaurants 6 Bar-B-Que Restaurants 2 Government Districts 2 Commercial Districts 2 Industrial Districts 2 Parks & Recreation Districts 4 Wealthy Residential Districts 4 Poor Residential Districts

Token Sets

Each player receives a set of 20 Tokens of a unique color. Tokens are used to represent ownership. There are mostly placed on top of Counters.

Coins

Coins are used to represent money. Players share a common set of coins. Coins not owned by any player are kept in the bank.

A player's personal collection of coins is known as his Bank account.

The Deck

Players share a common Deck.

1D8	Type:
5	Coffee Bars
6	Bar and Grills
7	Sushi Restaurants
8	Bar-B-Que Restaurants

Determining A Random District

1D8	Type:
1	Government Districts
2	Commercial Districts
3	Industrial Districts

1D8	Type:
4	Parks & Recreation Districts
5-6	Wealthy Residential Districts
7-8	Poor Residential Districts

Board Setup

Distribute the 16 Districts to the board. Each row gets 2 random Districts randomly placed. (Use the Random space on a given row method) If 2 Districts would occupy the same space reroll.

All Coins are in a pile called the Bank. All Restaurant counters are in a pile called the Build Pile. The Deck is shuffled and is kept face down.

Flip over one card face up to start the discard pile.

Player Setup

Each player gets a set of Tokens. Each player gets 10 Coins in their Bank Account. Players roll high on 1D8 to see who goes first.

Each player gets 4 Random Restaurant Counters. Place these face down in front of the player. The owning player may look but the other players may not.

This is known as their Restaurant Pool. Each player is dealt a hand of 4 Cards also kept secret.

Turn Sequence

Players take turns. Each turn has 6 Phases: Investment Phase Recruit Phase Build Phase Improvement Phase Income Phase End Phase

Investment Phase

The active player receives 1 Coin. If you have the most restaurants of a given type (for each type) get one extra coin.

Recruit Phase

The active player draws 1 card and puts it in his hand. The first time the deck runs out shuffle the discard and draw from it.

Build Phase

You may build one restaurant. Building a restaurant costs 10 Coins. The restaurant must come from your Restaurant Pool.

When a restaurant is built, draw a replacement counter from the Build Pool. Place the restaurant counter on an open space on the board with one of your Tokens on top of it. When building a restaurant you must also discard a number card.

The restaurant must be placed on a row or column matching that number. You may not build a Restaurant adjacent to another of the same type.

The Common Deck Card List

Improvement Phase

You may play one Improvement card. An improvement card costs 5 Coins. Place improvements face up on the table in front of you.

You can have a maximum of 5 Improvements.

Income Phase

You must either play an income card or initiate a random Income sequence.

Playing Income Cards

When playing a Restaurant income card all restaurants of that type earn income. They gain 1 coin for every adjacent (Orthogonal or diagonal) district. When playing a District income card all restaurants adjacent to that type of District earn 1 coin each.

All players earn income, not just the active player.

Random Income Sequence

Roll 2D8 (row and Column) to get a random space on the board. If that space is a restaurant, that restaurant earns income for each adjacent District. If that space is a District, each adjacent restaurant earns 1 coin.

Monopoly Income Bonus

If you have the only restaurants of a given type on the board they gain 1 Star.

End Phase

Discard cards in your hand in excess of 4.

Star Ratings

All restaurants start with a base rating of 1 Star. Certain Improvements and bonuses increase the number of Stars. When a restaurant receives income multiply by its Star Rating to get the number of coins it earns.

Note: a restaurant cannot get extra stars from multiple copies of the same improvement.

Card Types

N Number

I Income

X Improvement

Name	#	Type
Number One	4	N
Number Two	4	N
Number Three	4	N
Number Four	4	N
Number Five	4	N
Number Six	4	N
Number Seven	4	N
Number Eight	4	N
Italian Restaurants	1	I
Chinese Restaurants	1	I
Burger Joints	1	I
Mexican Restaurants	1	I
Coffee Bars	1	I
Bar and Grills	1	I
Sushi Restaurants	1	I
Bar-B-Que Restaurants	1	I
Government Districts	1	I
Commercial Districts	1	I

Card Descriptions

Mailing Campaign

Select one target District. All adjacent Restaurants earn income.

Billboard Campaign

Select one row or column. All restaurants on it earn income.

Radio Campaign

Select one quadrant of the map. All restaurants in it earn income.

Air Banner Campaign

Select one side of the map. All restaurants in it earn income.

Delivery Service

Choose one of your restaurant types. Those restaurants (of yours) earn income from districts 2 spaces away

Drive-through

Choose a restaurant type you own. Those restaurants (of yours) earn income from all districts on the same row or column.

Discounts

Choose 2 restaurant types you own. When any restaurant of that type earns income, your opponents must give you 1 coin for each restaurant of that type they own. Opposing Discounts cancel out.

Buying Restaurants of any type costs you 2 less coins.

Name	#	Type
Industrial Districts	1	I
Parks & Recreation Districts	1	I
Wealthy Residential Districts	2	I
Poor Residential Districts	2	I
Mailing Campaign	1	I
Radio Campaign	1	I
Billboard Campaign	1	I
Air Banner Campaign	1	I
Delivery Service	3	X
Drive-through	3	X
Discounts	3	X
Cooking Staff	3	X
Wait Staff	3	X
Management	3	X
Executives	3	X
Human Resources	3	X
Marketing	3	X

Cooking Staff

Choose a restaurant type you own. Each of your restaurants of that type gain 1 Star.

Wait Staff

Choose a restaurant type you own. Each of your restaurants of that type gain 1 Star.

Supply Chain

Choose a restaurant type you own. Each of your restaurants of that type gain 1 Star.

Management

Increase the size of your restaurant pool by one. You may build one extra restaurant per turn. Instead of building a restaurant, you may move 1 of your Restaurants per turn in Build Phase for 2 Coins.

Executives

Increase the total number of improvements you can have by 3. Draw one extra card per turn. You may discard 1 improvement in End Phase.

Human Resources

Increase your hand size by one. You may purchase one extra improvement per turn. Pay 2 less coins in overhead for your improvements.

Marketing

You may play an extra Income phase on your turn. In the Random income sequence you may substitute a number card for one of your rolls before the roll is made.





Revolution

Introduction

Card Game. Simulates a Coup in a Developing Country. 2 Player Game. One player is the Government. The other is the Rebels.

Victory

Neutralize all of opponents units.

The Cards

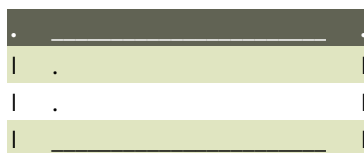
To play you will have to make your own cards. There are 140 cards in the deck. There are three types of cards: unit, dummy, & modifier cards.

Use unlined colored index cards. One side should be blank or have the name 'Revolution' written on it. The other side should include: Name of the card. For example: Death Squad; Propaganda Card Type. For example: Paramilitary unit; Modifier; Dummy Card Force Value. A number 0-12 All information in the card description. For example: +8 vs Leaders Sample Card:

•	_____	•
	Death Squad	
	.	
	.	
	.	
	.	
	.	
	.	
	.	
	Paramilitary unit	
	.	
	7	
	+8 vs Leaders	
	.	
	.	
	.	

Sample Card:

•	_____	•
	Propaganda	
	.	
	.	
	.	
	.	
	.	
	.	
	.	
	Modifier	
	.	
	4	
	+4 For Media	
	.	



Setup

Shuffle. Deal out all the cards. Each player has their own Draw pile (70 cards each in a 2 player game). Each player will have a Reserve pile (Starts with 0 cards).

There is one discard pile for Casualties & used up modifier cards.

Turn Sequence

There are 2 phases in a turn:

1. Draw Phase
2. Conflict Phase

Draw Phase

Draw to fill hand to 10 cards. If a players draw pile runs out, he shuffles his reserve pile and his reserve pile becomes his new draw pile. If a player drew no unit cards, a mulligan, he reveals his hand, discards it, and draws again.

If a player gets 3 mulligans in a row, he loses the game.

Conflict Phase

Players put their Unit cards face up on the table. Modifier cards remain in the player's hands. After each player has had a look, the cards are put back into the player's hands.

Modifier Cards

POWER	NUMB	FORCE	NOTES
Oppression	2	4	+5 vs Groups
Disruption	2	2	+5 vs Business
Martyr	2	4	+5 For Leader
Demonstrations	2	3	+5 For Groups
Imprisonment	2	4	+5 vs Leader
Confiscation	2	2	+5 vs Media
Influence Peddling	2	3	+5 For Business
Diplomacy	2	4	+5 For Foreign
Documentation	2	4	+5 For Media
Interrogation	2	3	+5 For Paramilitary
Humanitarian Aid	2	2	+5 For Groups
Guerrilla warfare	2	4	+5 For Military
Propaganda	2	3	+5 For Media
Threats	2	4	+5 vs Media
Concealment	2	2	+5 For Civilian
Corruption	2	4	+5 vs Civilian
World Opinion	2	2	+5 For Foreign

Conflict proceeds in a series of rounds: Each player plays one Unit card face down. The unit cards are revealed. At this time either player may play a Dummy card.

If a dummy is used both unit cards go to their owners reserve piles. If a dummy is not used players may play Modifier cards face down. The modifier cards are revealed.

The unit with the highest modified Force point total wins. The Winner keeps his unit card, putting it into his reserve pile. The Losing unit card & all modifier cards used by both players go to the common casualty (discard) pile.

The Rounds are repeated until one player has no unit cards left. Both players reveal their hands to show no unit cards remain. Each player puts their hand into their reserve pile.

Sample Round

Player A plays Infantry face down. Score = 8 Player B plays Police face down. Score = 6 Unit cards are flipped face up. No one plays a dummy card. Player A plays Propaganda(+3) & Confiscation(+2) face down. Score = 13 Player B plays Interrogation (+3 & +5 bonus) face down. Score = 14 Modifier cards are flipped face up.

Player B wins. He puts the Police into his reserve pile. All other cards go to the casualty pile.

POWER	NUMB	FORCE	NOTES
Terrorism	2	3	+5 vs Foreign
Treason	2	4	+5 For Leaders
Assassination	2	4	+5 vs Leaders
Atrocities	2	4	+5 For Paramilitary
Infiltration	2	3	+5 vs Paramilitary
Bribery	2	2	+5 vs Military
Occupation	2	4	+5 For Military
Sabotage	2	6	
Dummy	10	0	Discard both units to reserve

NOTES: The force bonuses in the notes column are in addition to the point value of the card. Dummy

cards are technically not Modifier cards.

Unit Cards

POWER	NUMB	TYPE	FORCE	NOTES
Foreign Business Interests	2	FB	6	
Foreign Military Advisors	2	FM	8	
Foreign Arms Dealers	2	FB	7	
Foreign Dignitary	2	FL	7	
Foreign Media	2	FC	6	
Military Leader	2	L	12	
Paramilitary Leader	2	L	11	
Civilian Leader	4	L	10	
Wealthy Families	2	BL	9	
Death Squad	2	P	7	+8 vs Leaders
Air Power	2	M	11	
Tanks	2	M	10	
Artillery	2	M	9	
Infantry	6	M	8	
Military Police	2	MP	7	
Police	4	P	6	
Riot Control Police	2	P	5	+4 vs Groups
Thugs	2	PG	5	
Labor Unions	3	CG	4	
Peasants	5	CG	2	
Intellectuals	2	C	3	
Students	4	CG	3	
Media	4	C	7	
Business	4	CB	6	
Criminal	2	CB	4	
Militia	4	PC	5	
Bureaucrats	2	C	5	
Religious groups	2	CG	3	
Ethnic Groups	2	CG	2	
Political Opposition Parties	2	C	3	

NUMB is number of that card in the deck.

Type Abbreviations

M Military
P Paramilitary

C Civilian
B Business
F Foreign
L Leader
G Group





Rifle & Axe

Introduction

Type: Worker Placement Game. Theme: USA Kentucky 1780 Pioneer Settlement. Players: Recommended 1-4 players.

Notes: These Settlements simulate places such as: Harrods Fort, Logans Fort, and Boones Station.

Time Frame

Each turn is equal to 3 Months. The Game starts in Spring. Every Fourth Turn is a Winter Turn. The Game lasts 5 years (20 turns).

Victory

The Player with the most Awards at the end of the game wins. There are 5 Awards: Population Award: Most Folk Happiness Award: Most Happiness Builder Award: Most Structures + Plots Prosperity Award: Most Money Hoarder Award: Most Grain + Livestock + Food

#	Resource:	Starting Value:
1	Folk	10
2	Housing	10
3	Clothing	10
4	Happiness	10
5	Livestock	10
6	Horses	8
7	Tools	4
8	Planted Seed	0
9	Food	6
10	Grain	10
11	Rifles	4
12	Wood	4
13	Lumber	0

Values

You will have a value for each resource. These can also be referred to as units, points, scores, levels, or ranks.

Consumable Resources

Some Resources are used up regularly such as food and wood.

Dice

Six and Ten sided Dice are used.

Cubes And Tokens

Each player has a set of cubes and tokens of a unique color. Cubes have a value of one. Tokens have a value of five.

Boards

There are 3 types of Boards:

1. Resource Boards (Each player gets his own)
2. Action Board (One Shared by all players)
3. Structure Board (Each player gets his own)

A Board consists of a grid. Each Box in the grid will have writing and Must be large enough to hold 20 or more cubes or tokens.

Resource Boards

The Resource Boards are used to keep track of player's resources. A Resource Board is a 5x5 Grid of 25 spaces marked as follows:

#	Resource:	Starting Value:
14	Housewares	10
15	Salt	4
16	Lye	0
17	Hides	0
18	Peace	0
19	Containers	10
20	Looms	1
21	Plots	6
22	Gunpowder	4
23	Metal	4
24	Money	5
25	Implements	6

Reusable Resources

Some resources can be reused such as tools and rifles. They are occasionally used up during consumption phase or on the mishap table.

Score Keeping Resources

Happiness can be gained or lost but is not used for anything except determining the Happiness award at the end of the game.

Starting Resources

You do start the game with a fair number of Resources and Structures. Start the games with blocks and tokens placed on the Boards to match.

Folk Resource

Each Folk Resource represents 10 people: Men, Women, Children, and Slaves. Possibly the most important resource in the game because Folk provide the Labor necessary to do Actions on the Action Board. Each Folk Point you have allows you to conduct 1 Action on your turn.

Housing Resource

Cabins and Blockhouses provide Housing for your Folk. Your starting housing level of 10 is due to the 10 Cabins you start with. If you have less housing than Folk your happiness will suffer and You will have harder Winters.

Structures are built using the Build Action.

Clothing Resource

Deerskin, Burlap, Wool, Buffalo Hide, Flax. . . This includes Cloth as well as Clothes plus Bedding and Blankets. Clothing is a factor for happiness and a mitigator of Winter. Clothes come from the Trade, Homespun, and Tailor Actions.

Happiness Resource

Happiness gains are calculated in Happiness Phase. Basics such as housing, food, housewares, and clothing factor in Happiness Phase. Some Buildings give a one-time Happiness Boost.

The Cooking and Cleaning Actions directly add to Happiness.

Livestock Resource

Guinea Hens and Chickens are kept inside the Stockade. Cows and Pigs are left to forage amid bluegrass and clover in forest clearings. Livestock are a source of Food and Hides.

Livestock are gained by Trade and Husbandry actions, and in the Livestock Phase.

Horses Resource

These are kept in Horse Corrals. Horses allow for more Trade Actions. Horses limit Harvest actions because they are needed to haul the Grain from the fields.

Horses are gained by Trade and Husbandry actions, and in the Livestock Phase.

Tools Resource

Basic Hand Tools: Axes, Pick Axes, Hammers, Knives, etc. Limiting factor for numerous actions. Tools are gained by Trade or Blacksmith Action.

Planted Seed

Grain (Seed) is planted in Spring. It is Harvested in Fall.

Food Resource

Comes from numerous actions: Trade, Hunting, Milk & Butcher, Grind & Husk, Fishing, and Gathering. Your Folk must be Fed every Turn.

Grain Resource

Grain Crops such as Wheat, Corn, Barley, etc. Tools and Horses are needed to Harvest it. Grain also acts as Seed for later Harvests, so don't grind all of it.

Gained by Trade or the Plant and Harvest Action.

Rifles Resource

Kentucky Long Rifles. Very Accurate. Small bore used a small bullet, Economizing on scarce and costly lead and powder. Gained by Trade only. Each Rifle you have gives you Fight +1.

After a violent Indian encounter roll 1D6 for each Folk killed: On 3+ you also lose one Rifle (Looted by the Indians).

Wood Resource

Logs used for log cabins, fences, stockades, and most structures. Gained by the Clear Land action.

Lumber Resource

Cut and Shaped Wood: Planks, Shingles, Barrel Staves, etc. Lumber is needed for most Structures and for Storage. Lumber creation uses up wood and is a Carpenter Action.

Wood and Lumber are not available through Trade because they are too heavy.

Housewares Resource

Plates, Cooking Utensils, Furniture, Pottery, Candles, Brooms, etc. Housewares are gained by Trade, Blacksmith, Carpenter, and Home Industry Actions.

Salt Resource

Salt is a necessary part of the diet. Lack of Salt will result in Death. Salt is acquired from Trade and the Salt Lick Actions.

Lye Resource

Lye can be made from Charcoal and Urine. It is used up in the Soap-Making & Cleaning Action. It is also poured on attacking Indians from Blockhouse Trapdoors.

If you have both Lye and Blockhouses get Fight +1. Lye is acquired from Trade and owning the Leaching Vat Structure.

Hides Resource

Deerskin, Bearskin, Beaver Pelts, etc. Hides can be Traded for good Money. Sources of Hides are the Hunting, Trapping, and Butchering Actions.

Hides can be converted into Clothes through the Tailoring Action.

Peace Resource

The local native Indians are members of the Shawnee Tribe. Peace Points are gained by the Gift Giving Action. You can spend a Peace Point to reroll your result on the Indian Raid Table.

Container Resource

This refers to Baskets, Barrels, Kegs, Noggins, Piggins, Jugs, etc. Container Units are made in Carpenter, Weaving, and Home Industry Actions. Containers are needed to preserve extra Food, Salt, Grain, Lye, and Gunpowder from turn to turn.

Looms Resource

This includes various specialized tools for making cloth such as Flax Brakes, Swinging posts, Hatchels, Spindles, and very complicated Looms. Your Loom Score limits the number of Weave Actions you can take per turn.

Plots Resource

Plots are areas of cleared Land where crops can be grown. Crops along with Horses and Tools limit how many Harvest Actions you can take.

Gunpowder Resource

Rifles require Gunpowder. Gunpowder is only acquired by Trade. Each Hunting Action uses up 1 Gunpowder Unit.

Each Violent Indian Encounter uses up 2 Gunpowder Units. If you have an Indian Encounter and have no Gunpowder, your rifles Produce no Fight bonuses.

Metal Resource

Iron, Tin, Cooper, Lead. Used by Blacksmith to make Tools and Housewares. Lead is used to make Musket Balls.

If you have an Indian Encounter and have no Metal, you will be Short on ammo and you get only half your Rifle Bonus rounding down. Metal is acquired through the Trade, Mining, and Smelting Actions.

Money Resource

During trade actions you can sell surplus Grain and Hides. The profits can be spent to acquire a wide variety of Resources.

Implements

Tools used specifically for Agriculture: Plows, Hoes, Scythes, etc.

Structure Boards

The Structures Boards are used to keep track of player's resources. A Structure Board is a 4x4 Grid of 16 spaces marked as follows:

#	Structure	Start	Labor	Wood	Lmbr	Max	Benefit:
1	Cabins	10	1	2	1	None	+1 Housing
2	Corral Pens	2	1	2	0	None	Horse Limit +4
4	Stockade	0	6	10	4	1	+10 Fight
5	School House	0	2	2	2	1	+5 Happy
6	Blockhouse	0	2	4	2	4	+2 Fight +1 Housing
7	Tub Mill	0	2	1	2	1	+1 Grind Action
8	Church	0	4	4	4	1	+10 Happy
9	Road	0	10	0	0	1	+1 Trade Action
10	Smithy Shop	0	2	2	2	1	+1 Blacksmith Action
11	Carpenter Shop	0	2	2	2	1	+1 Carpenter Action
12	Hominy Block	0	1	2	0	1	+1 Grind Action
13	Courthouse	0	6	6	6	1	+15 Happy
14	Log Stations	0	4	6	2	None	+2 Fight +2 Housing
15	Leaching Vat	0	1	0	2	1	Gain 1 Lye per turn
16	Root Cellar	0	1	0	1	None	+1 Storage

Cabin Structures

Basic no-frills Log Cabin. Houses 1 Folk Unit.

Corral Pen Structures

Each pen holds up to 4 Horses.

Stockade Structure

Compound Wall complete with firewalks for riflemen and reinforced gates.

Schoolhouse Structure

The proverbial one room schoolhouse, complete with schoolmarm. One Time Happiness Bonus.

Blockhouse Structures

Set at the corners of the Stockade. Defensive Structures that also serve as Leaders' dwellings.

Tub Mill Structure

Water Powered by stream. Used to grind the Fort's Flour.

Church Structure

Probably Presbyterian. Preacher with Bible in one Hand and Axe in the other. One Time Happiness Bonus.

Road (structure)

Rough Trail Leading back to civilization. Get 1 Free Trade Action per Turn that does not require a Folk action.

Smithy Shop Structure

Get 1 Free Blacksmith Action per Turn that does not require a Folk action.

Carpenter Shop Structure

Get 1 Free Carpenter Action per Turn that does not require a Folk action.

Hominy Block Structure

Tree sized Mortar and Pestle used to smash corn.

Courthouse Structure

The first steps to Statehood. One Time Happiness Bonus.

Log Stations Structure

Mini-Forts. Two Cabins with a Stockade Wall. Built far from the main Fort.

Leaching Vat Structure

For Homemade Lye.

Root Cellar Structures

Cool Underground Storage Space.

Action Board

The Action Board is used in the Action Phase. A Resource Board is a 6x5 Grid of 30 spaces marked as follows:

#	Action:	Notes:
1	Recruit	Gain 1 Folk. Limit: Horses. Max 1 per 20 Folk
2	Clear Land	Gain 1 Plot and 2 Wood. Limit: Tools & Horses
3	Build	Gain 1 Structure (Costs per Rules). Limit: Tools & Horses
4	Animal Husbandry	Gain 1 Livestock. Limit: Once per 5 Livestock
5	Hunting	Cnvrt 1 Gunpdr to 1 Food & 1 Hides. Lmt: Rifles & Horses
6	Milk & Butcher	Convert 1 Livestock into 1 Food & 1 Hides. Limit: Tools
7	Plant	Spring. Convert Grain into Planted Seed. Limit: Implements
8	Harvest	Convert 1 Planted Seed into 8 Grain. Limit: Implements
9	Grind & Husk	Convert 4 Grain into 4 Food. Limit: Implements
10	Weaving	Gain 1 Clothes or 1 Container. Limit: Looms
11	Tailoring	Convert 1 Hides into 1 Clothes
12	Soap Making	Convert 1 Lye into 1 Happiness
13	Cooking	Convert 1 Wood into 1 Happiness. Limit: Food
14	Home Industries	Gain 1 Housewares
15	Gift Giving	Convert 1 Gift (See Rules) into 1 Peace. Limit: Horses
16	Visit Saltlicks	Gain 1 Salt. Limit: Horses. Max 4 times per turn
17	Mining	Gain 1 Metal. Limit: Tools
18	Fishing	Gain 2 Food. Max 6 times per turn
19	Trapping	Gain 2 Hides. Limit: Tools. Max 6 times per turn
20	Gathering	Gain 1 Food. Max 10 times per turn
21	Barrel Making	CP. Convert 1 Lumber into 5 Containers
22	Planks & Shingles	CP. Convert 4 Wood into 4 Lumber
23	Furniture Making	CP. Convert 2 Lumber into 2 Housewares
24	Tools & Handles	CP. Convert 1 Wood into 1 Tool
25	Loom & Spindle	CP. Convert 2 Lumber into 1 Loom

#	Action:	Notes:
26	Smelting	BS. Convert 1 Wood into 1 Metal
27	Metal Housewares	BS. Cnvrt 1 Metal into 1 Housewares & 1 Happiness
28	Shoe Horses	BS. Use up 1 Metal. Gain 1 Trade Action this turn
29	Make & Repair Tools	BS. Convert 1 Metal into 1 Tool or 1 Implement
30	Trade Convoy	See Trade Action Rules. Limit: Horses

Limit Rules

Most actions have limits. These are cumulative for the limiting factors. So for Instance: You have 8 Tools. . . You could take 8 Actions total based on this such as 4 Clear Land Actions and 4 Plant & Harvest Actions but not 8 of each. Hard Limits (example: Max 6) usually indicate all natural resources within range Are used up for the Season.

Specialist Actions

CP Carpenter

BS Blacksmith

You may get up to one Carpenter and one Blacksmith Action per turn. Specialist Actions do use up Folk Actions.

Recruit Action

Gain 1 Folk. Limit: Horses Limit: Max 1 per 20 Folk you have rounding down. This involves representatives traveling to far-off cities and towns to attract more settlers. Folk you recruit this turn may not take actions this turn.

(Not in Winter. No one will come)

Clear Land Action

Gain 1 Plot and 2 Wood. Limit: Tools and Horses. Cutting down trees also frees up land for agriculture. The Horses are used to drag the fallen Trees away.

Build Action

Gain 1 Structure on the Structure Board. Limit: Tools and Horses. Some structures you can only build one of such as the Church or Stockade. Others have no limit such as Cabins and Corral Pens.

Each Structure has its own Build Costs in Wood, Lumber, and Labor. Each point of Labor requires 1

Folk to work on, so to build the Stockade you would Need to commit 6 Folk that turn to build it. Each point of labor used also requires an equal number of Tools to be used.

Each build also requires 1 Horse to lug the Wood and lumber around.

Animal Husbandry Action

Gain 1 Livestock. Limit: Once per 5 Livestock (Not in Winter) This involves careful sheparding of domesticated animals.

Hunting Action

Convert 1 Gunpowder into 1 Food & 1 Hides. Limit: Rifles and Horses Geese, Ducks, Pigeons, Grouse, Wild Turkey, Elk, Bears, Deer, Buffalo, Panthers, etc. Max Hunting limit is 5 Actions (Everything within range).

Trade Convoy Action

Limit: Horses Each Trade action allows you to Sell one type of good (in any quantity) and Buy one type of Good (also in any quantity).

Goods (Resources) are bought and sold at the same price according to the Buy and Sell Table. . .

(Note: You cannot sell any Resources committed to an Action this turn)

(Note: If somehow you have no Horses left, you can still make 1 Trade Action)

(Note: Trade Housewares include rarer things like Books, Sausage Mills, Candle Molds, Mirrors, Glasses, Scissors, Vermilion, Combs, Ribbons, Razors, Brass Kettles, etc.)

(Note: Clothes include all manner of Cloth, Wool, Thread, Blankets, Linens, Handkerchiefs, Shirts, Beads, Belts, etc.)

Buy And Sell Table

Item:	Value:	Notes:
Grain	1	Usually to be Sold
Hides	2	Usually to be Sold
Food	2	Raw Sugar
Horses	6	Including Saddles, Bridles
Rifles	5	-
Tools	4	Hatchets, Knives, Awls

Item:	Value:	Notes:
Implements	4	-
Metal	2	Brass Wire, Copper Wire, Steels
Gunpowder	2	Flints, Gunlocks
Salt	2	-
Lye	2	Soap
Containers	2	-
Livestock	4	-
Clothes	3	Notes
Housewares	3	Notes

Milk & Butcher Action

Gain 1 Food. Limit: Half of Livestock rounding down (Milking) Or Convert 1 Livestock into 1 Food & 1 Hides. Limit: Tools (for Slaughtering)

Plant Action

Convert 1 Grain into 1 Planted Seed. Limit: Spring Only Limit: Plots: You cannot grow more crops than you have available farmland. Limit: Horses: Needed to drag (in Y-shaped sleds called Lizards) the grain from the fields.

Limit: Implements (Hoes, Plows, Tillers)

Harvest Action

Convert 1 Planted Seed into 8 Grain. Limit: Fall Only Limit: Horses: Needed to drag (in Y-shaped sleds called Lizards) the grain from the fields. Limit: Implements (Scythes)

Grind & Husk Action

Per Action Convert 4 Grain into 4 Food. Limit: Implements (Threshers) If you have less Grain than 4 the conversion will still occur at a 1 to 1 basis. For Wheat this involves grinding it into Flour (Food). For Corn this involves removing the Husks and pounding some of it into Hominy and Grits.

Weaving Action

Gain 1 Clothes or 1 Container. Limit: Looms Home-spun Cloth is made from Flax. The coarsest Thread becomes sacking. Buffalo or Sheep Wool are combined with linen to make warmer Linsey-woolsey.

Tailoring Action

Convert 1 Hides into 1 Clothes. Moccasins, Shirts, Trousers, Leggings, Breechclouts, Hats, etc.

Soapmaking Action

Convert 1 Lye into 1 Happiness This includes the actual cleaning done with the soap as well. If this action is not done at least once per turn, you will actually lose 2 Happiness instead.

Cooking Action

Convert 1 Wood into 1 Happiness. Limit: Food The wood is needed to fuel the cooking Hearths. If this action is not done at least once per turn, you will actually lose 2 Happiness instead. Some cooked and processed foods included: Cheese, Spicebush Tea, Cornmeal Bread, Johnny Cakes, Hominy, Corn Pone, Butter, Venison, Buffalo Hump Stew, Roasted Eggs, Baked Potatoes, Beans, Tarts, etc.

Home Industries Action

Gain 1 Housewares This includes a variety of home-made products (usually by the Women): Dyes, Candles, Pottery, Rugs, Brooms, etc.

Gift Giving Action

Convert 1 Gift into 1 Peace Point. Limit: Horses Gifts can include: Rifles, Horses, Tools, Clothes, and Housewares. This includes social activities as well such as Peace Talks, Smoking of the Peace Pipe, Feasting, Games, Sermons, and Religious Ceremonies, etc. The Shawnee were Allies of the British during the American Revolution and Not easily mollified.

Visit Saltlicks Action

- Gain 1 Salt.
- Limit: Horses.
- Limit: 4 times per Turn.
- Saltlicks are natural Brine Springs.
- There will be a limited number in Range of the Settlement.

Mining Action

- Gain 1 Metal.
- Limit: Tools (Sledge Hammers, Shovels, Picks)

Fishing Action

- Gain 2 Food. (1 Food in Winter)
- Limit: Max 6 times per turn (All the good fishing spots within range).

Trapping Action

- Gain 2 Hides.
- Limit: Tools (Traps)

- Limit: Max 6 times per turn (More and the animal populations in range are depleted).

Gathering Action

- Gain 1 Food (Not in Winter) (Gain 1 Food and 1 Happiness in Summer)
- Limit: Max 10 times per turn.
- Herbs, Nuts, Wild Grapes, Crab Apples, Persimmons, Berries, Maple Syrup

Barrel Making Action

- Carpenter. Convert 1 Lumber into 5 Containers

Planks And Shingles Action

- Carpenter. Convert 4 Wood into 4 Lumber

Furniture Making Action

- Carpenter. Convert 2 Lumber into 2 Housewares
This includes wooden plates (Trenchers), cups, utensils, and Toys as well.

Tools And Handles Action

- Carpenter. Convert 1 Wood into 1 Tool

Loom And Spindle Action

- Carpenter. Convert 2 Lumber into 1 Loom

Leader List

Name:	Notes:
1. James Harrod	Gain 1 extra Build, Trade, or Recruit Action per turn
2. Daniel Boone	Fight +2. Gain 1 extra Hunt Action per turn
3. George Rogers Clark	Fight +4
4. Benjamin Logan	Fight +2. Gain 1 extra Build Action per turn
5. Ann Lindsay	Gain 1 extra Home Industry, Cooking, or Weaving Action per turn

Note: Extra Actions do not count against Folk Actions.

Turn Sequence

Players can take their turns simultaneously. Each turn has 12 Phases:

1. Growth Phase
2. Livestock Phase
3. Boon Phase
4. Action Phase
5. Hardship Phase
6. Mishap Phase
7. Raid Phase
8. Consume Phase
9. Seasonal Phase
10. Storage Phase
11. Happiness Phase

Smelting Action

- Blacksmith. Convert 1 Wood into 1 Metal
- The Wood is used to heat the Furnace.

Metal Housewares Action

Blacksmith. Convert 1 Metal into 1 Housewares and 1 Happiness. Metal Housewares include Utensils, Pressing Irons, Tankards, Pewter Plates, Cooking Pots, Tin Ovens, Waffle Irons, etc. These are precious possessions to pioneer women.

Shoe Horses Action

Blacksmith. Use up 1 Metal. Gain 1 Trade Action this turn This is an extra action; It does not use up a Folk Action.

Make & Repair Tools Action

Blacksmith. Convert 1 Metal into 1 Tool or 1 Implement.

Setup

Every player gets 1 Resource & 1 Structure Board. The Action Board is in the center of the Table. Each player has their own set of cubes and Tokens.

Each player picks one of the 5 available Leaders to lead their Settlement.

12. End Phase

Growth Phase

Population growth due to births and immigration. Roll once on the Growth Table per 20 Folk (rounding down) you have Roll 1D6 on the Growth Table

Growth Table

1D6	New Folk	Type:
1	1	Births
2-4	1	Immigrants
5+	2	Immigrants

Each Immigrant arrives with 1 Clothes, 1 Rifles, 1 Tools, 1 Housewares, and 2 rolls on the Immigrant Extra Supplies Table:

Immigrant Extra Supplies Table

1D6	Supplies:
1	1 Horses
2	1 Food
3	1 Grain

1D6	Supplies:
4	1 Livestock
5	1 Salt
6	1 Gunpowder

Livestock Phase

Livestock Populations increase through Breeding. Gain 1 additional Livestock per 5 Livestock you own. Roll 1D6: On 4+ gain 1 Horse.

Boon Phase

Roll once on the Boon Table: Do not roll in Winter.

Boon Table

1D10	Boon:	Notes:
1	Scotch Irish	Gain 1 Immigrant
2	Germans	Gain 1 Immigrant (2 in Spring)
3	Craftsman	Gain 1 Carpenter or Blacksmith
4	Bountiful Harvest	Gain 4 Grain (8 in Fall)
5	Stone Cutter	Gain 1 extra Build Action this turn
6	Fertility	Gain 1 extra Livestock
7	Good Times	Gain 2 Happiness
8	Traders	Gain 1 extra Trade Action this turn
9	Bountiful Nature	Gain 1 extra Hunting Action this turn
10	Kentucky Militia	Fight +20 this and next turn

Action Phase

You get actions equal to your Folk Score. Place cubes (your color) onto the action squares of the Action Board. Very Important: Be sure not to exceed any Limits!!! (And keep track of Leader, extra, and specialist actions) Adjust your resource levels (Resources

used up and Resources gained).

At the end of the phase remove all cubes from the Action Board.

Hardship Phase

Roll once on the Hardship Table:

Hardship Table

1D10	Hardship:	Notes:
1	Wander Off	-1 Livestock
2	Predators	-2 Livestock
3	Thieves	-3 Livestock
4	Flood	-4 Grain or Food
5	Locusts	-4 Grain or Food

1D10	Hardship:	Notes:
6	Blight	-4 Grain or Food
7	Old Age	-1 Folk
8	Yellow Fever	-2 Folk
9	Influenza	-3 Folk
10	Cholera	-4 Folk

Mishap Phase

Roll twice on the Mishap Table:

Mishap Table

1D10	Mishap:	Notes:
1	Rust	-1 Rifles
2	Strife	-1 Happy or Peace
3	Broken	-1 Implements
4	Wear & Tear	-2 Clothes
5	Rot	-1 Wood or Lumber

1D10	Mishap:	Notes:
6	Spoilage	-2 Grain or Food
7	Fire	-1 Cabin
8	Breakage	-1 Tools
9	Wet	-1 Gunpowder
10	Wear Down	-1 Housewares

Raid Phase

Roll once on the Indian Raid Table: You can spend a Peace Point to reroll.

Indian Raid Table

1D10	Result:	Fight	Loses	Notes:
1	Trade	0	0	See Rules
2	Truce	0	0	-
3	Murder	5	1	-
4	Abduction	9	1	-
5	Scalpings	11	2	-
6	Horse Raid	13	-	Lose 1D6 Horses
7	Skirmish	15	2	-
8	Ambush	17	2	-
9	War Party	21	3	See Catastrophe Rules
10	Siege	25	3	See Catastrophe Rules

Indian Trade Result

The Indians will trade (Barter) with you. For each Rifle, Gunpowder, Horse, or Clothes you give them, they will Give you 2 Food or 2 Hides.

Indian Fighting

Losses are in terms of Folk killed. Roll 1D6: On a roll of 4+ the Settlers successfully defend themselves and suffer 2 Less loses. If the Settler Fight Level is greater than the Indian Fight Level get +1 to the roll. If it less then get -1 to the roll.

Catastrophic Military Failure

In the case of War Parties and Sieges. . . If the Settler Fight Level is less than the Indian Fight Level roll 1D6:

on 5+ the Fort is overrun and you automatically lose the game.

Consume Phase

Each of your Folk consumes 1 Food. If you are short roll 1D6 for each unfed Folk: On 5+ they move away or die of Starvation. Every 10 Folk (rounding down) also consume 1 Salt.

If you are short roll 1D6 for each unfed Folk: On 4+ they move away or die of Salt Deficiency.

Seasonal Phase

Keep Track of the Seasons. Winter to Spring to Summer to Fall to Winter. If it is winter roll once on the Winter Table:

Winter Table

1D6	Severity:	Notes:
1	Mild	-
2	Mild	-1 Fuel
3	Moderate	-1 Livestock -1 Fuel

Fuel includes Wood and Lumber to keep the Fires going. In a Harsh Winter lose 1 extra Folk if there is a Housing Shortage. In a Harsh Winter lose 1 extra Folk if there is a Clothes Shortage.

In a Harsh Winter lose 1 extra Folk if there is a Fuel Shortage. In a Harsh Winter lose 1 extra Folk if there is Starvation.

Storage Phase

Add up the total number of Grain, Food, Lye, Salt, and Gunpowder units You have. If this number is more than the number of containers you have Then you must lose the difference.

1D6	Severity:	Notes:
4	Moderate	-1 Livestock -2 Fuel
5	Harsh	-2 Livestock -3 Fuel
6	Harsh	-1 Folk -2 Livestock -4 Fuel

Happiness Phase

Gain 2D6 Happiness. Gain 1 Happiness for a Mild Winter. Lose 1 Happiness for a Harsh Winter.

Lose 1 Happiness if there is Starvation. Lose 1 Happiness for each Folk lost this Turn. Lose 1 Happiness if there is a Clothes Shortage.

Lose 1 Happiness if there is a Housing Shortage. Lose 1 Happiness if there is a Housewares Shortage.

End Phase

Take a moment to make sure all counters and tokens are Correctly placed, and no phases or players were skipped.

Links

Kentucky Pioneers





Rifts Adventures

Introduction

Card Game for 2-4+ players. Theme: Rifts Adventuring Parties.

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Play Description

Each player controls a party of Adventurers. Players take turns either equipping and healing their Characters and/or traveling to new locations or fighting Foes.

Victory

Be the first to accumulate 10 Adventure Tokens (AT).

Adventure Tokens

Every time you defeat a Foe gain 1 AT.

The Decks

There are 6 Types of Decks:

1. Character Aid Deck
2. Magic Aid Deck
3. Psionic Aid Deck
4. Equipment Aid Deck
5. North America Location Adventure Deck
6. North America Foe Adventure Deck

Dice

Six, Ten, and Twenty sided dice are the most commonly used.

Character Deck Notation

FT Fighter
AV Adventurer
MG Mage
RC Racial Class
PY Psychic
BF Base Force

Character Deck Card List

Name:	Type	BF	Skills:
Borg Mercenary	FT	7	Cyborg +1
Escaped Slave Borg	FT	5	Cyborg & Survival
Crazy Mercenary	FT	8	Stealth & Crazy & Minor Psychic
Cyber-Knight	FT	10	Wilderness & Psi-Sword
Discharged Coalition Pilot	FT	4	Pilot & Power Armor
Juicer Mercenary	FT	4	Drugs & Pilot
Headhunter Mercenary	FT	5	Wilderness & Cyborg
AWOL Coalition Grunt	FT	4	Power Armor
Dismissed CN Specialist	FT	6	Stealth & Power Armor
Coalition Elite Veteran	FT	5	Power Armor
Retired Coalition Tech	FT	2	Repair & Power Armor
Body Fixer	AV	2	Heal +2
City Rat	AV	3	Urban & Pilot & Cyborg
Cyber-Doc	AV	2	Cyborg & Heal & Cybernetics
Operator	AV	3	Repair Skill +2 & Pilot
Rogue Scientist	AV	3	Knowledge & Repair
Rogue Scholar	AV	3	Knowledge & Communicate
Vagabond	AV	3	Survival
Wilderness Scout	AV	5	Wilderness +2
Line Walker	MG	3	Ley-Lines
Techno Wizard	MG	3	Artificer & Repair & Fly

Name:	Type	BF	Skills:
Shifter	MG	3	Summon
Elemental Warlock	MG	4	Wilderness
Mystic	MG	2	Scrying & Minor Psychic
Dragon Hatchling	RC	12	Fly & Mage & Breath & Tough
Burster	PY	10	Pyrotechnics
Rogue Coalition Dog Pack	PY	9	Hunt +2
Psi-Stalker	PY	8	Drain
Mind Melter	PY	12	Major Psychic

Ability Definitions

Bonus +1 or +2 or more - The Character gets a further bonus (to rolls) to whatever bonuses the ability normally gives.

- Major Psychic - This Character may use Major Psychic Power Cards.
- Minor Psychic - This Character may use Psychic cards but not Major Psychic Power Cards.
- Hunt - This Character gets +2 to Track Rolls. Uses Major Psychic Power cards not as written, but to gain 1D6 Force with the Attack or Protect Ability. Can use other Psionic cards normally.
- Drain - This Character gets +2 to Track Rolls. Uses Major Psychic Power cards not as written, but to gain 1D6 Force with the Attack or Tough Ability. Can use other Psionic cards normally.
- Pyrotechnics - Uses Major Psychic Power cards not as written, but to gain 1D10 Force with either the Attack or Chaos Ability. Can use other Psionic cards normally.
- Mage - Character can use all Magic Cards.
- Fly - Character gets bonuses to Travel and Escape.
- Breath - Every other Combat Round get +1D6 Force.
- Tough - Rolls vs. this Character on the Hit Result Table are at +1.
- Scrying - In Decision Phase you may look at the next 1D10-3 cards in any deck.
- Summon - Uses Major Psychic Power cards not as written, but to gain 1D10 Force with either the Attack or Protect Ability.
- Artificer - Every Non-cybernetic Equipment card owned by party gets +1 Force.
- Ley Lines - When in Combat roll 1D6: on a roll of 4+ this Character gets +1D10 Force for the turn and gets to draw 1 Magic Card from the deck.
- Wilderness - This Character gets +2 Force in Wilderness Locations and gets bonuses to Track and Travel and Escape rolls in Wilderness Locations
- Survival - Get bonus in Travel Phase
- Knowledge - Get bonus in Travel & Resupply Phase
- Communicate - Get bonus in Resupply Phase
- Repair - Get 1 Repair roll in Recuperate Phase.

- Heal - Get 1 extra Heal roll in Recuperate Phase.
- Cybernetics - Every Cybernetic Equipment card owned by party gets +1 Force
- Urban - This Character gets +2 Force in Urban Locations and gets bonuses to Track and Travel and Escape rolls in Urban Locations.
- Power Armor - This Character can use Power Armor.
- Drugs - This character gets +1D6 Force in Combat, however on a roll of 6 this Character takes 1 Wound at the end of Combat.
- Psi-Sword - Uses Major Psychic Power cards not as written, but to gain 1D6 Force with the Attack Ability. Can use other Psionic cards normally.
- Stealth - This Character gets +1D10 Force in the first round of Combat. Character gives bonus to escape rolls.
- Crazy - Character gets 1D10 -4 Force to Combat. Reroll each round. Negative values count.
- Pilot - Character gets +3 Force from attached Vehicle.
- Cyborg - Character gets +2 from attached Cybernetic Implants.
- Attack - Character gets an extra attack roll. Protection - Negate Target Attack on a roll of 4+ on 1D6.
- Chaos - Roll 1D6 vs. target Enemy Unit: 1-2 = Unit behaves normally; 3-4 = Unit does not Attack; 5-6 = Unit Attacks for your side
- Sensors - Get +2 Force on first Round of Combat. Get +1 to Track rolls.
- Immobilize - Target Enemy Unit cannot attack for 1D6 -3 Rounds.
- Negate Magic - Discard a target Magic Card attached to a Foe
- Psionic Defense - Discard a target Magic Card attached to a Foe

Equipment Deck Notation

- W** Weapon (Max 2 per Character)
- A** Armor (Max 1 per Character) PA = Power Armor
- V** Vehicle (Max 1 per Character)
- I** Item (Max 2 per Character)
- RV** Robot Vehicle (Same as Vehicle; It just has arms & legs, Characters ride inside)
- C** Cybernetic Implants (Max 4 per Character)

Equipment Deck Card List

Name	Type	Force	Notes:
Dead Boy Body Armor	A	2	Tough
Riot Armor	A	3	Tough
Gladiator Armor	A	4	Tough
Crusader Armor	A	5	Tough
Samson Power Armor	PA	8	Tough
Titan Power Armor	PA	7	Tough & Fly
SAMAS Power Armor	PA	10	Attack & Tough & Fly & Sensors
Glitter Boy Power Armor	PA	14	Attack & Tough & Sensors
Neural Mace	W	2	Immobilize
Vibro Blades	W	3	-
Laser Pistol	W	2	-
Laser Rifle	W	3	-
Mini Missile Launcher	W	4	2 Uses
Rail Gun	W	5	5 Uses
Grenade Launcher	W	4	3 Uses
Assault Laser Rifle	W	4	-
Heavy Plasma Cannon	W	5	Use every other Round
Rocket Launcher	W	6	2 Uses; Use every other Round
Ion Blaster	W	4	Use every other Round
Particle Beam Rifle	W	6	Use every other Round
Pulse Rifle	W	3	-
Hand Grenades	W	3	3 Uses
Fusion Block	W	7	Single Use
Titan Combat Robot	RV	18	Attack & Protect & Sensors
Titan Explorer Robot	RV	14	Attack & Protect & Sensors
Titan Recon Robot	RV	12	Attack & Protect & Sensors
Coalition Mark V APC	V	10	Attack & Protect & Sensors
Hover Cycle	V	3	Fly & Attack
Big Boss ATV	V	4	Protect
Mountaineer ATV	V	5	Protect
Highway Motorcycle	V	2	-
Wastelander Motorcycle	V	3	-
Northern Gun Sky King	V	6	Fly & Attack & Protect
Wilks Jet Pack	V	1	Fly
Partial Conversion	C	4	Tough
Full Conversion	C	6	Tough & Sensors
Bionic Hand	C	2	-
Bionic Limb	C	3	-
Bionic Arm	C	3	-
Built in Tools	C	2	Stealth
Extra Limbs	C	4	Attack
Bionic Legs	C	3	Tough
Eye Augmentation	C	3	Sensors
Head Implants	C	2	Sensors
Life Support	C	4	Tough & Survival
Built in Weapons	C	5	Attack
Multi-Optics Helmet	I	1	Sensors
Motion Detector	I	2	Sensors
Compu-Drug Dispenser	I	3	Drugs
Protein Healing Salve	I	1	Heal; 3 Uses
Robot Medical Kit	I	2	Heal
Robot Surgeon System	I	2	Heal +1

Name	Type	Force	Notes:
Universal Translator	I	2	Communicate
Robot Tool Kit	I	2	Repair
Survivalist Bag	I	3	Survival
Wilderness Kit	I	3	Wilderness
Portable Lab	I	2	Knowledge
Robot Lock Pick Gun	I	2	Stealth in Urban Location
Communicators	I	2	Protect
Surveillance Equipment	I	3	Track

Psionic Deck Notation

HS Healing

SS Sensory

PS Physical

MS Major

XX Roll 1D10

Psionic Deck

Name:	Type	Force	Notes:
Bio-Regenerate	HS	1	Heal +2
Exorcism	HS	1	Negate Possession
Resist Fatigue	HS	3	Heal
Psychic Surgery	HS	6	Heal +4
Detect Psionics	HS	2	Srying
Deaden Pain	HS	2	Tough
Induce Sleep	HS	6	Immobilize
Object Read	SS	3	Srying or Repair
Astral Projection	SS	7	Srying +2
Clairvoyance	SS	4	Srying or Escape
Sense Magic	SS	4	Magic Defense
Total Recall	SS	5	Draw 2 cards from any Aid Deck
Mind Block	SS	6	Psionic Defense
Telepathy	SS	7	Srying or Communicate
Empathy	SS	5	Communicate
Death Trance	PS	1	Escape
Ectoplasm	PS	3	Attack or Escape
Nightvision	PS	4	Stealth
Impervious	PS	8	Tough
Resistance	PS	7	Tough
Telekinesis	PS	8	Attack or Immobilize
Inner Strength	PS	8	Attack or Tough
Levitation	PS	5	Escape or Immobilize
Alter Aura	PS	3	Communicate or Escape
Bio-Manipulation	MS	10	Immobilize
Electrokinesis	MS	10	Attack or Chaos
Emotion Transmission	MS	11	Communicate or Chaos
Hydrokinesis	MS	9	Attack or Survival
Hypnotic Suggestion	MS	11	Communicate
Possession	MS	14	Control
Mind Bolt	MS	15	Attack
Mind Bond	MS	12	Control or Srying
Mind Wipe	MS	14	Immobilize
Psi Shield	MS	13	Psionic Defense
Psi Sword	MS	15	Attack or Protect

Name:	Type	Force	Notes:
Pyrokinesis	MS	XX	Attack or Chaos
Force Field	MS	12	Protect
Telemechanics	MS	9	Repair +2 or Scrying

Magic Deck Card List

Name	Force	Notes:
Sense Evil	1	Scrying
Blinding Flash	1	Attack
Befuddle	2	Chaos
Chameleon	2	Escape or Stealth
Fear	2	Chaos
Energy Bolt	3	Attack
Invisibility	3	Escape or Stealth
Paralysis	3	Immobilize
Armor of Ithan	3	Tough
Energy Field	4	Protect
Fire Ball	4	Attack
Magic Net	4	Immobilize
Fly	5	Escape +2
Illusion	5	Chaos +2
Circle of Flame	5	Attack or Protect
Lightning Bolt	6	Attack
Time Slip	6	Escape or Stealth
Impervious	6	Tough
Animate Dead	7	Attack or Protect
Life Drain	7	Attack
Dispel	7	Negate Magic
Metamorphosis	8	Immobilize or Tough
Curse	8	Immobilize
Commune	8	Scrying
Slow	9	Immobilize
Protection Circle	9	Protect
Summon Beasts	9	Attack or Protect
Enslave	10	Control
Summon Swarm	10	Attack or Protect
Banishment	10	Immobilize
Fog	11	Escape or Stealth
Summon Entity	12	Attack or Protect
Mist	12	Escape
Storm	13	Attack or Chaos or Escape
Restoration	14	Heal +4
Dimensional Portal	15	Escape or Supply 2
Teleport	15	Escape or Stealth
Summon Monster	15	Attack or Protect

Party Size Limit

The total Base Force of all Characters in your Adventuring Party cannot exceed 40. Party size cannot exceed 8 Characters.

Setup

Shuffle the Decks. Each player draws 2 Characters. For each Character draw 2 cards. These can be from the Equipment, Psionic, or Magic Decks.

Players roll high on 1D20 to see who goes first.

Turn Sequence

Players take turns. Each turn has 2 Acts:

1. Decision Act
2. End Act

Decision Act

You must decide what your party will do this turn:

1. Heal & Repair - Go to Recuperate Phase
2. Travel to new Location - Go to Travel Phase
3. Look for nearby Adventure - Go to Mission Phase
4. Resupply - Go to Supply Phase

You only get 1 Phase per turn. The others will be forfeit.

Recuperate Phase

Make 1 Healing roll for each Wounded Character. Roll 1D20. On a roll of 16+ the Character is fully Healed. Skills, Magic, Psionics, and Equipment can give extra Heal rolls.

Each player draws and discards cards from the Adventure deck until they draw a location card. Keep it. This is that Parties starting locale. Likewise, if you have damaged Equipment, you can attempt to repair it. However unlike wounded Characters, Equipment cards do not get automatic Repair rolls. Repair

rolls must come from non-wounded Character Abilities, Magic, or Psionic card plays.

Travel Phase

Travel Phase is divided into 3 Stages:

1. Survival Stage
2. Encounter Stage
3. Destination Stage

Survival Stage

Your party must make a Survival Roll. Roll 1D20. On a roll of 16+ you travel without incident. Otherwise roll on the Hazard Table.

For each Character with the Survival Ability get +1 to the Survival Roll. If at a Wilderness Locale each character with the Wilderness Ability adds +2 to the Survival roll. If at a Urban Locale each character with the Urban Ability adds +2 to the Survival roll.

Get +1 to the roll for each player with the knowledge Ability If all Characters are on non-damaged Vehicles get +1 to the Survival roll. If all Characters are flying get a further +1 to the Survival roll. After completing Travel Phase go on to Encounter Phase and then Destination Phase.

Hazard Table

1D20	Hazard:	Notes:
1	Crash	One random Vehicle is damaged
2	Destroyed	One random non-vehicle Equipment is discarded
3	Broken	One random non-vehicle Equipment is damaged
4	Hurt	One random Character is wounded
5	Sick	One random Character is wounded
6	Lost	Party misses rest of turn and must start at Travel Phase next turn
7	Ambush	Flip cards till you get a Foe. They get +5 Force
8	Dissipate	One random Magic Card must be discarded
9	Exhaustion	One Random Psionic Card must be discarded
10	Separated	One Random Character is lost for the next 1D6 turns
11	Totaled	One Random Vehicle is discarded and 1 random Character wounded
12	Left Behind	Discard 2 random cards from your hand
13	Weakened	Get -2 to all your rolls for the rest of this and next turn
14	Short Circuit	One Random Cybernetic Implant is damaged
15	Out of Ammo	One Random Weapon is discarded
16	Stuck	Party misses rest of turn and must start at Travel Phase next turn
17	Detained	Remain at your starting Location. Your turn ends.
18	Hunger	Get -1 to all your rolls for the rest of this and next turn
19	Exposure	Get -1 to all your rolls for the rest of this and next turn
20	Out of Fuel	One Random Vehicle is discarded

Encounter Stage

Arrive here after Travel Phase. Roll 1D20 (Encounter Roll): On 11+ flip over the top card of the

Foe Deck and fight it. If you are forced to escape roll 1D6 on the Escape Table

Escape Table

1D6	Result:	Notes:
1-2	Retreat	Remain at your starting Location. Your turn ends.
3	Minor Delay	Go on to Travel Phase next turn
4	Major Delay	Go on to Destination Phase next turn
5-6	Continue Forward	Go on to Destination Phase now

Destination Stage

If you survived Encounter Phase flip over the top card of the Location Deck. This is your new Location.

Supply Phase

To Resupply make a supply roll. Roll 1D20. On a roll of 10+ you may Resupply. If less you may not Resupply. For each Character with the Communicate Ability get +1 to the Supply Roll. If at a Wilderness Locale each character with the Wilderness Ability adds +2 to the Supply roll.

If at a Urban Locale each character with the Urban Ability adds +2 to the Supply roll. Get +1 to the roll for each player with the knowledge Ability If you gained Supplies from this locale last turn get -5 to the roll. To supply, draw cards from decks as allowed by the locale you are at modified by a roll on the Bonus Supply Table on a roll of 11+ on 1D20.

Supply Phase Examples

Examples: Lets say you are at the Northern Wastelands. As your supply action you may draw and keep

1 card from the top of any Aid Deck except the Equipment deck. Ex: If you are at Tolkeen, you get 2 cards but must pick from the Character or Magic Deck. If you pick from the Character deck and it is not a Mage then discard it and draw again from the Magic deck. Ex: If you are at Chi-Town, you get 2 cards from any Aid deck except the Magic deck. If you draw a Mage from the Character deck, discard it and draw again.

Ex: If you are at Psi-World, you get 2 cards but must pick from the Character or Psionic Deck. If you pick from the Character deck and it is not Psychic then discard it and draw again from the Psionic deck. Ex: In Old Canada draw and keep 1 card from the top of any Aid Deck. When you get an Aid card either put it in your hand or attach it to a Character.

Usage Rule

Every time a Character uses a Magic or Psionic card for its Force Bonus or one of its Abilities make a 1D6 Use Roll: On a roll of 5+ the Aid card provides this one last benefit but is then used up and discarded.

Bonus Supply Table

1D20	Result:	Notes
1	Vehicle Park	Flip top 3 Equipment cards keep first Vehicle you draw
2	Magical Mentor	Gain 1 Magic Card
3	Depleted	Gain 1 less Supply Card this turn
4	Psychic Friend	Gain 1 Psionic Card
5	Broker Agreement	Gain 1 AT
6	Garbage Heap	Gain 1 Damaged Equipment Card
7	Framed	Lose 1 AT
8	Take Credit	Steal 1 AT from Opponent
9	Hostile Natives	You cannot Resupply here again until you complete a mission
10	Leads	Get +5 to next Supply Roll here
11	Analyze Data	Get +2 to a Future roll of your Choice
12	Study Maps	Next Travel Phase you may ignore Foe Cards
13	Medical Care	Heal up to 2 Party Wounds
14	Rumors of Foes	Get +3 to next Mission Roll
15	Training	All Characters get 1 Experience Token
16	Fixer	Repair 1 Damaged Item
17	Gift	Gain 1 Equipment card
18	Guide	Gain +5 to next Survival Roll
19	Black Market	Gain 1 extra Aid card of your Choice
20	Lean Times	Get -3 to further Supply Rolls here

Mission Phase

Roll 1D20 on the Mission Table (Also called the Track or Tracking roll). Get +1 to the roll for each

instance of Tracking Ability. If at a Wilderness Locale each character with the Wilderness Ability adds +2 to the roll.

If at a Urban Locale each character with the Urban Ability adds +2 to the roll. Get +1 to the roll for each

Character with the knowledge Ability.

Mission Table

1D20	Result	Notes:
1-4	Find Nothing	-
5-6	Meet Foes	Fight Foes
7-8	Ambushed	Fight Foes. They Attack First every Round
9-10	Surprise Foes	Fight Foes. All Your Characters get +5 Force first Round
11	Rescue Mission	Fight Foes & Gain 1 extra Character Card
12	Help Locals	Gain 1 AT
13	Protect Town	Fight Foe & get 1 extra AT if you win
14	Discovery	Get +5 to a Future Roll of your Choice
15	Solve Mystery	Gain 1 extra Magic Card
16	Abandoned Equipment	Gain 1 extra Equipment card
17	Battlefield Remains	Gain 1 extra Damaged Equipment card
18	Psychic Impressions	Gain 1 extra Psionic Card
19	Major Adventure	Fight 3 Foes in a Row. Gain 2 extra AT if you win all
20+	Minor Adventure	Fight 2 Foes in a Row. Gain 1 extra AT if you win all

Gaining Loot

Every Time you fight Foes and win, roll 1D10 on the Loot Table:

Loot Table

1D10	Result:
1-5	Nothing
6+	Gain 1 Aid card that was attached to the Foe

Experience

Every Time you fight Foes and win, roll 1D10 for each Character. On 6+ the Character gets 1 Experience Token. Each Experience Token increases the Force of a Character by 1.

Combat Resolution

Combat occurs between Characters and the revealed Foe Card. This may take place as a result of Encounter Phase or Mission Phase. Each Foe card lists a number of Tokens and the Force of each Token.

Combat proceeds in Rounds. Each Round has 5 Segments:

1. Escape Segment
2. Character Attack Segment
3. Action Segment
4. Foe Attack Segment
5. Morale Segment

Rounds will continue until the party escapes or all units of one side are eliminated. Some Foes get to draw Aid cards at the beginning of the Combat. Each Aid Card drawn will give its Force bonus to one of the Tokens.

Distribute these evenly. A token can get more than 1 card if there are more cards than tokens. For example: Psionic 3 means draw 3 cards from the Psionic

Deck. Tech 1 means draw 1 card from the Equipment Deck.

Escape Segment

The Party may attempt to escape or evade combat. Make an escape roll: Roll 1D20. On 16+ the party escapes, otherwise they must fight. If at a Wilderness Locale each character with the Wilderness Ability adds +2 to the Escape roll.

If at a Urban Locale each character with the Urban Ability adds +2 to the Escape roll. Get +2 for each Character with the Stealth and Escape Abilities. If all Characters are on Vehicles get +1 to the Escape roll.

If all Characters are Flying get a further +1 to the Escape roll.

Character Attack Segment

For every 10 Force a Character has rounding down, a Character gets 1 Attack roll: To make an Attack roll 1D6: On a roll of 4+ one random Foe Token loses 1D10 Force. A Token reduced to zero or less Force is destroyed (discarded).

Action Segment

The Characters may use abilities that affect Combat. This includes: Chaos, Control, Summon, Immobilize

Foe Attack Segment

For every 10 Force a Token has rounding down, it gets 1 Attack roll: To make an Attack roll 1D6. A roll of 4+ is a hit. (The Protect Ability may be used at this point to possibly negate the attack) Determine Randomly which Character is hit. For each hit roll 1D10 once on the Hit Result Table: If Character has Tough Ability add 1 to the Hit Result Roll.

Hit Result Table

1D10	Result:
1 or less	3 Wounds: Character is Killed (discarded)
2-3	2 Wounds: Character is Incapacitated
4-6	1 Wound: Character is Wounded
7	Event: Roll on Combat Event Table
8	1 Random Aid Card attached to the Character is discarded
9-10+	1 Random attached Equipment card is damaged

Wounded Status

A Character that is Wounded can still Fight but gets 1 less Attack Roll. A Character with 2 Wounds is incapacitated (still alive) and is immobilized until healed

back to 1 or less Wounds. Immobilized characters cannot attack or take any action.

A Character that receives 3 Wounds is killed. Note: Damaged Equipment provide no benefits until repaired.

Combat Event Table

1D10	Event:	Notes:
1	Berserk	Character gets +2D6 Force for rest of Combat
2	Pinned Down	Character Immobilized next Round
3	Out of Ammo	Character gets 1 less attack next Round
4	Show Fear	Foes get -1 to Morale Check this Round
5	Captured	Character Immobilized for rest of Combat
6	Panic	Character Immobilized for 1D6 Rounds
7	Knocked Out	Character is at 1 Wound & Immobilized for 1D6 Rounds
8	Mad	Character gets Crazy Ability for rest of Combat
9	Screw Loose	Character gets Crazy Ability Permanently
10	Confused	Character attacks own Party next Round

Morale Segment

Roll 1D10. This is the Morale Check. On a roll of 9+ the Foes will Run Away. Die Roll Modifier List: Foe is Monster -1 Foe is Human +1 Per Token destroyed this Round +1 Foes at less than half starting Tokens +1 If Foes retreat it is still considered a Victory; you get the AT and get to loot.

draw from it.

Wiped Out

If all your Characters are killed or Immobilized in a combat, discard all your cards and half your AT rounding down. Start again with 2 new Characters.

End Act

Max hand size is 5 cards. Discard excess cards. If a deck ever runs out of cards, shuffle the discard and

North America Adventure Location Deck Notation

U Urban Location
W Wilderness Location

North America Adventure Location Deck

Name:	Type	Supply	Foe Bonuses per Token:
Northern Wastelands	W	Non-Tech 1	D-Bees +3
Old Canada	W	Any 1	Xiticix +3
Northern Americas	W	Any 1	Xiticix +2
Alberta	W	Any 1	Magic +2
Refugee Camp	U	Character 1	-
Settlement	W	Any 1	-
Tolkeen	U	Magic 2	Magic +5
Chi-Town	U	Tech 2	CN +5
Coalition States	U	Tech 2	CN +4

Name:	Type	Supply	Foe Bonuses per Token:
Fort El Dorado	U	Any 2	Mutants +3
Kingsdale	U	Magic 2	Magic & Tech +2
Lone Star City	U	Tech 2	Tech & Mutants +3
Farms	W	Any 1	-
Dinosaur Swamp	W	None	Monsters +7
Military Outpost	W	Tech 1	-
Badlands	W	None	Mutants, Magic, Psionics +2
Federation of Magic	W	Magic 3	Magic +4
Free State of Lazlo	U	Magic 2	Magic +3
Psi-World	W	Psionic 2	Psionic +4
Devil's Gate	W	None	Magic, Psionic, Monsters, Demons +2
Free Quebec	U	Tech 2	CN & Tech +3
Ley Line Nexus	W	Magic 1	Magic +4
Iron Heart	U	Tech 2	CN & Tech +2
Black Market	U	Any 2	-
Border Town	U	Any 1	-
Pecos Empire	W	Any 2	D-Bees, Mutants +2
Desert	W	Any 1	D-Bees, Mutants +3
Rio Grande Border	W	Any 1	Undead +3

Notation: Bonuses are given to each Token of the indicated type if you fight them while at that Location.

Adventure Foe Deck Card Notation

TKS Tokens

FPT Force Per Token

M Monster Foe

U Undead Foe

N Demon Foe

D D-Bee (Dimensional Being/ Alien) Foe

X Mutant Foe

Z Magic Foe

R Robot Foe

P Psychic Foe

H Human (Mostly) Foe

CN Coalition

UO Urban Only

WO Wilderness Only

Magic X = Foe draws X Magic Cards (each is attached to 1 Token) Psionic X = Foe draws X Psionic Cards (each is attached to 1 Token) Tech X = Foe draws X Equipment Cards (each is attached to 1 Token)

North America Adventure Foe Deck

Name:	Type	TKS	FPT	Notes:
Xiticix Swarm	D	10	5	WO
Xiticix Scouts	D	4	5	WO
Xiticix Warriors	D	7	7	WO
Xiticix Hive	D	12	4	WO
Vampire Tribe	U	7	7	Magic 1
Vampire Kingdom	U	9	7	Psionic 1 Magic 1
Vampire Gang	U	6	7	Tech 1
Degenerate Mercs	H	4	8	Tech 3
Petty Warlord	H	8	4	Tech 2 WO
Rift Demons	MN	2	20	Magic 4
Squid Humanoids	DP	8	6	Psionic 1
Goblinoids	DZ	6	7	Magic 1
Wolfen	D	10	5	Tech 2
Alien Demons	DNP	7	6	Tech 1 and Psionic 1
Elder Beings	DPZ	5	8	Psionic 1 and Magic 1
CN Enforcer Robot	R	2	24	Attack

Name:	Type	TKS	FPT	Notes:
CN Spider Walkers	H	3	18	Attack
CN APC Troopers	H	6	8	Tech 1
CN SAMAS Squad	H	5	12	Tech 2
CN Sky Cycle Wing	H	8	6	Tech 1
CN Dog Pack Patrol	H	4	8	Psionic 2
CN Skelebot Platoon	R	10	4	Tech 2
Necromancer Cult	Z	6	8	Magic 4
Wild Psi-Walkers	MP	3	10	Psionic 3
Dinosaurs	M	4	12	WO
Iron Juggernaut	RZM	1	39	Magic 2
Simvan Raiders	D	5	6	Tech 1 Magic 1
Mutant Cycle Gang	X	6	6	Tech 1 Psionic 1
Gargantuan Mutants	M	2	25	Psionic 1
Full Conversion Borgs	H	4	9	Tech 4
Merc Mages	Z	3	10	Magic 3
Giant Demon	MNZ	1	47	Magic 1 WO
Fire Dragon	M	1	35	Breath WO
Thunder Dragon	M	1	44	Breath WO
Techno Wizard Militia	H	4	8	Magic 2 Tech 2
Juicer Gang	H	4	8	Drugs Tech 2 UO
Mutant Gang	XP	5	7	Psionic 1
Mutant Animals	X	6	9	WO
Crazies	H	5	8	Tech 2 UO
Marauding Bandits	H	6	6	Tech 1
Head Hunters	H	5	6	Tech 3
Assassin Scum	H	4	9	Tech 2
City Rat Pack	H	6	4	Tech 1 UO

Links

[Rifts](#) [Wikipedia](#)





Ring War

Introduction

Two player card game simulating the struggle between the forces of good and evil in Tolkein's "The Hobbit" and "The Lord of the Rings".

The Decks

There are two decks. One player uses the Forces of Light Deck. The other player uses the Dark Powers Deck.

Each deck contains one of each of the cards described in its list.

Victory

The first player to have 10 Quest tokens or 10 War tokens wins. If at the end of a turn one player has 10 Quest tokens and the other Player has 10 War tokens the player with the 10 Quest tokens wins.

Setup

Each player starts with 5 Quest tokens and 5 War tokens.

Turn Sequence

- Draw Phase
- Aid Phase
- Scout Phase
- Action Phase
- Resolution Phase

Draw Phase

Each player fills his hand to 9 cards. If a deck runs out shuffle the discard and draw from it.

Aid Phase

Each player may discard up to 3 cards and draw replacements.

Scout Phase

Reveal a card with the Scout property to look at your opponents hand. The revealed card may not be your reserve card this turn.

Action Phase

Each player puts 4 cards face down in 2 piles: The War Pile and the Quest pile. (Each pile will contain 3 cards) When both players have made 2 piles, the piles are revealed (flipped face up) This will leave each player with one card in their hand. The remaining card is called the reserve card.

Resolution Phase

Each card has a Quest value and a War value. Each player adds up the Quest values of the cards in his Quest pile. The player with the highest total value wins the Quest Contest.

The winner of the Quest contest takes one Quest token from his opponent. In ties, no tokens are exchanged. If one player's total value is twice his opponents, he may take 2 tokens.

Each player adds up the War values of the cards in his War pile. The player with the highest total value wins the War Contest. The winner of the War contest takes one War token from his opponent.

In ties, no tokens are exchanged. If one player's total value is twice his opponents, he may take 2 tokens. A pile may only contain one location card.

The player with the most armies in his war pile gets +3 to his War total. The player with the most cavalry armies in his war pile gets +1 to his War total.

- If 2 cards in a pile share the same alliance the pile gets +1.
- If 3 cards in a pile share the same alliance the pile gets +3.
- If 4 cards in a pile share the same alliance the pile gets +5.

A single card may belong to more than one alliance at a time.

Card List Notation

- A** Alliance
- W** War
- Q** Quest

Middle Earth - War Of The Ring - Dark Powers - Card List

Unit Name:	A	W	Q	Notes:
Sauron the Dark Lord	M	7	6	Maia: Lord of the Rings
Saruman the White	I	4	4	Istari: Maia
Witch King of Morgul	AU	5	5	High Nazgul
Nazgul Ring Wraiths	MU	4	4	Black Riders: Scout: +1 vs One Ring
Barrow-Wights	U	0	3	Monster: Undead
Mouth of Sauron	M	2	0	General: All your armies get +1W
Orcs of the Red Eye	MG	2	2	Army: Goblins
White Hand Orcs	IG	2	2	Army: Goblins
Orcs of Angmar	AG	2	2	Army: Goblins
Uruk-hai	G	3	2	Army: Hobgoblins
Half Orcs	IG	3	0	Army
Trolls	T	4	3	Army: Giants
Olog-hai	T	5	3	Army: Black Trolls
Balrog Demon	U	6	5	Monster
Shelob the Great	S	0	4	Monster: Spider
Great Spiders	S	0	3	Monsters
Cave-Drake	D	4	3	Monster: Dragon
Winged Fire-Drake	D	4	4	Monster: Dragon
Smaug	D	5	5	Monster: Dragon
Black Numenoreans	-	2	0	Army: Men
Umbar Corsairs	M	2	0	Army: Men
Easterlings of Rhun	A	3	0	Army: Men: Sagath: Cavalry
Men of Harad	M	2	0	Army: Men: Southrons
Balchoth Barbarians	M	2	0	Army: Men
Wargs	W	2	3	Monsters: Great Wolves
Wolf Riders	GW	3	2	Army: Orcs & Wargs: Cavalry
Great Bats	-	0	2	Monster
Vampires	U	0	3	Monsters: Undead
Gaurhoth Werewolves	UW	0	3	Monsters: Shapeshifters
Fell Beasts	U	0	2	Monsters: Nazgul get +1
Wainriders	M	3	0	Army: Men: War Chariots: Cavalry
Flies of Mordor	M	0	2	Monster: Swarms
Dunlendings	I	2	0	Army: Men
Haradrim Mumakils	M	3	0	Army: War Elephants: Cavalry
Hillmen	A	2	0	Army: Men
Smeagol Gollum	-	0	5	Monster: +3Q vs Frodo or the One Ring
Kraken	-	0	3	Monster
Bandits	-	1	2	Men: Scout
Wormtongue	I	2	2	Traitor: +3 vs King Theoden
Southron Spy	I	1	2	Scout
Gothmog	A	3	0	General: All your armies get +1W
Variags of Khand	M	3	0	Army: Men: Cavalry
The Grond	-	1	0	Giant Battering Ram: +5W vs. Locatns
The Lidless Eye	M	2	3	Magic: Scout
Corruption	-	0	3	Magic: +1Q per opposing hero
Palantir	-	0	3	Seeing Stones: Maia get +2: Scout
Crebain	-	1	2	Large Black Crows: Scout
Mordor	M	4	3	Location
Moria	-	0	3	Location: Balrog gets +2Q
Mount Doom	M	0	4	Location

Unit Name:	A	W	G	Notes:
Mirkwood	S	0	3	Location
Misty Mountains	-	0	3	Location

Notes:

M Mordor Alliance
A Angmar Alliance
I Isengard Alliance
U Undead Alliance
S Spiders Alliance

D Dragons Alliance
G Goblins Alliance
T Trolls Alliance
W Wolves Alliance

The Corruption card is = 0 if any Hobbits are played

Middle Earth - War Of The Ring - Forces Of Light - Card List

Unit Name:	A	W	G	Notes:
Gandalf the Grey	F	5	6	Hero: Istari, Wisest of the Maiar
Radagast the Brown	-	2	3	Hero: Istari, Maiar
Elrond Half-elven	E	0	4	Hero: Elf King
Aragorn (Strider)	GF	5	5	Hero: Rightful King of all Dunedain
Legolas the Elf Lord	EF	4	5	Hero: Elf
Gimli the Dwarf Lord	DF	4	5	Hero: Dwarf
Frodo the Ring Bearer	HF	0	6	Hero: Hobbit
Samwise	HF	0	5	Hero: Hobbit: +2 vs Shelob the Great
Merry	HRF	1	3	Hero: Hobbit
Pippin	HGF	1	3	Hero: Hobbit
Bilbo Baggins	H	0	4	Hero: Hobbit: +2 vs Smaug
Boromir	GF	0	4	Hero: Prince of Gondor
Faramir	G	3	0	Hero: Brother of Boromir
King Theoden	R	3	0	Hero: King of the Mark
Eomer	R	4	0	Hero: Son of Theoden
Eowyn	R	2	0	Hero: Sister of Eomer: +4 vs Nazgul
Gwaihir the Windlord	B	4	4	Hero: King of the Eagles
Giant Eagles	B	5	4	Army: Scout
Treebeard	T	3	4	Hero: Treefolk Leader
Ents T	5	0		Army: Treefolk
Huorns T	4	0		Army: Animated Trees
Thorin Oakenshield D	4	4		Hero: King Under the Mountain
Grey Mountain Dwarves D	3	0		Army: Khazad
Iron Hill Dwarves	D	3	0	Army: Khazad
Rivendell Grey Elves	E	3	0	Army: Sindar
Lothlorien High Elves	E	3	0	Army: Noldor
Mirkwood Silvan Elves	E	3	0	Army: Laiquendi
Teleri Sea Elves	E	2	0	Army
Half Elves	E	2	0	Army
Galadriel	E	0	4	Queen of Lorien
The Shire	H	0	3	Location
Tom Bombadil	HT	0	4	Spirit of the Woods
Beorn	N	0	4	Hero: Shapeshifter
Bard of Esgaroth	N	1	2	Hero: +4 vs Dragons
Men of Gondor	G	2	0	Army: Dunedain
Men of Arnor	G	2	0	Army: Dunedain
Force from Lebennin	G	2	0	Army: Dunedain
Horsemen of Rohan	R	3	0	Army: Rohirrim: Cavalry
Helms Deep	R	4	0	Location
Bardings of Dale	N	2	0	Army: Northmen

Unit Name:	A	W	Q	Notes:
Beorning Bear Men	N	3	0	Army: Northmen
Rangers of the North	N	3	0	Army: Northmen: Scout
Woses of Druadan	N	1	2	Scout
Woodmen of Mirkwood	N	2	0	Army: Northmen
Dead Men of Dunharrow -	5	0		Army: Undead
Fellowship	F	0	3	
Minas Tirith	G	4	0	Location
Lorien	E	0	3	Location: Haven
Rivendell	-	3	3	Location: Haven
The One Ring	F	0	6	Ruling Ring: Invisibility
Cracks of Doom	-	0	4	Location
Sting	H	0	3	Magic Sword: +1 with Frodo
Anduril	-	0	3	Magic Sword: +2 with Strider
Shadowfax	R	0	3	Magic Steed: Scout: Gandalf gets +1

Notes:

E Elf
D Dwarf
G Gondor
N Northmen
R Rohan
H Hobbit
B Eagles
T Ents
F Fellowship

The One Ring gets +3Q if played with the Cracks of Doom. A pile that contains both Legolas and Glimli gets +2. Gandalf is +1 vs the Balrog.

Strider is a scout. Boromir = 0 if the One Ring is played. Pippin = 0 if Palantir is played.

Middle Earth Links

<http://haven.theonering.net/> Gaming Havens

Disclaimer

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Contributions

Special thanks to Martin Hermansky for playtesting, analysis, finding and correcting critical flaws in the Dark Powers deck, and coming up with new alliances.

Card Set Available

Thanks Zak!





Robber Barons Of The Gilded Age

Introduction

Board game for 2-6+ players. Theme: America Post Civil War; Age of Steel; Gilded Age Economic Empire Building

Board & Card Set Available

[Click Here](#)

Victory

The player with the most Legacy points at the end of the game wins.

Game End

The game ends when the Legacy Deck is Empty.

Dice

Six sided dice are needed.

Legacy Deck

This deck contains cards representing acts of Philanthropy that Contribute to your Legacy. Each card has a Legacy Point Value. Legacy cards you buy go to your Legacy Pile.

Space	Description:
1	*Start Space (Corner)
2	Railroads (Great)
3	Railroads (Great)
4	Railroads (Great)
5	Lumber (Minor)
6	*Business
7	Shipping (Major)
8	Shipping (Major)
9	Sugar (Minor)
10	Tobacco (Minor)
11	*Legacy (Corner)
12	Steel (Great)
13	Steel (Great)
14	Steel (Great)
15	Coke (Minor)
16	*Business
17	Mining (Major)
18	Mining (Major)

Business Deck

This deck contains cards that represent various Events that will Enrich or impoverish you. Most Business Cards are discarded after being played; Others go to your Legacy Pile.

Money

The basic form of currency in this game is the \$1 Million dollar Note.

The Bank

Where the Money is. One player is the Banker. The Banker makes Change and prevents thefts.

Control Markers

Each player gets a set of control markers of a unique color.

Pawns

Each player gets one unique pawn (figure) to represent themselves on the board.

The Board

The Board is a Square Track divided up into spaces. Each side has 11 spaces including the corners:

Space	Description:
21	*Legacy (Corner)
22	Banking (Great)
23	Banking (Great)
24	Banking (Great)
25	Machinery (Minor)
26	*Business
27	Utilities (Major)
28	Utilities (Major)
29	Textiles (Minor)
30	Meat Packing (Minor)
31	*Legacy (Corner)
32	Oil (Great)
33	Oil (Great)
34	Oil (Great)
35	Coal (Minor)
36	*Business
37	Real Estate (Major)
38	Real Estate (Major)

Space	Description:
19	Gold (Minor)
20	Silver (Minor)

Space	Description:
39	Merchandising (Minor)
40	Retail (Minor)

Board Space Types

There are 6 types of spaces on the Boards: The Start Space Legacy Spaces Business Spaces Great Industry Spaces Major Industry Spaces Minor Industry Spaces

Investments, Trusts & Monopolies

If you have a Control Marker on an Industry space, that Space is one of your Investments. If you own all the Control Markers on an Industry space, you have a Trust. If you have Trusts on both spaces of a Major Industry, you have a Monopoly.

If you have Trusts on both spaces of a Great Industry, you have a Great Monopoly.

Setup

Each player starts with \$10 Million Dollars. Each Player selects his Pawn and his Control Tokens All Pawns begin on the Start space. Players roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. Each turn has 2 Phases: Revenue Phase Speculation Phase

Revenue Phase

Gain \$1 Million for each Control Marker you have on the Board. Gain \$1 Million for each Trust you control. Gain \$3 Million for each Monopoly you control.

Gain \$5 Million for each Great Monopoly you control.

Speculation Phase

Choose 1, 2, or 3 Dice: Roll that many dice. Get a Total and move your Pawn clockwise that many spaces.

Fleecing Your Opponents

If you land on an opponent's pawn steal \$1 Million from him and Immediately move forward another 1D6 spaces.

Investments

If you land on an Industry Space you may pay \$1 Million to: Option 1 = Put 1 of your Control Markers (CM) on it or you may pay \$2 Million for Option 2 = Put 1 of your CM's on it and remove 1 CM of an Opponent's. Option 3 = Do Nothing All Money paid goes to the Bank. Note that a single space may have multiple Control Markers.

You may repeat Option 2 multiple times.

Start Space

If you land on or go past the Start Space gain \$1 Million or draw 1 card from the Legacy Deck. If you land on a Legacy Space draw 1 card from the Legacy Deck.

Legacy Cards

If you land on a Legacy Space draw & reveal 1 card from the Legacy Deck. When you draw a card from the Legacy Deck, you must either buy it or Put it on the bottom of the Legacy deck. The cost of a Legacy card is equal to its Legacy Value in Millions.

Place the Legacy card you bought into your Legacy pile.

Business Spaces

If you land on a Business Space draw & Reveal 1 card from the Business Deck. If the Business deck runs out, shuffle the discard and draw from it.

Bankruptcy

Before going Bankrupt you must sell off your Control Markers to the Bank for 1\$ Million per Marker. Sold Markers are removed from the board. If you ever run out of money, you are out of the game: Shuffle your Legacy cards back into the Legacy deck.

You may reenter the game on a later turn just as if you were starting a new game.

Business Deck Card Notation

*Risky Venture: Roll two dice. Subtract the second from the first. This may be a negative number. Gain (or lose) that much in Millions. *Bad Legacy: Add this card to your Legacy Pile. Gain Millions Equal to its value, however, its value counts against your Legacy.

* Business Legacy: Put this card in your Legacy Pile. Its Value adds to your Legacy * Innovation: Add this card to your Legacy Pile. Gain Millions Equal to its value, plus, its value adds to your Legacy. * Demand: Place a Control Marker on one of your Trusts. * Production: Place a Control Marker on one of your non-Trust Investments.

* Scandal: Add this card to your Legacy Pile. Its value counts against your Legacy. * Costly Scandal: Add this card to your Legacy Pile. Lose Millions Equal to its value, Plus its value counts against your Legacy. * Monopolize: Replace an Opponents CM with one of your own.

* Business Plan: Move your Pawn to any target Space.

Business Deck Card List

Card Name:	Notes:
Income Tax	All Players pay 10% of their Money to the Bank.
Estate Tax	Pay 10% of your Money to the Bank
Taxes	All Players lose 1D6 Million
Speculation	Risky Venture
Depression	No one collects revenue on their next 2 Turns
Market Panic	No one collects revenue on their next 2 Turns
Price Fixing	Bad Legacy = 9
Self Made Man	Gain 2 extra Speculation Phases
Collusion	Monopolize & Bad Legacy = 3
War Profiteering	Bad Legacy = 9
Gilded Age	Gain 1D6 Million
Manipulate Stock Prices	Bad Legacy = 7
Unfair Business Practices	Bad Legacy = 8
Captain of Industry	Business Legacy = 6
Tycoon	Business Legacy = 7
Magnate	Business Legacy = 5
Industrialist	Business Legacy = 4
Mogul	Bad Legacy = 4
Robber Baron	Bad Legacy = 5
Welfare Capitalism	Innovation = 6
Mass Production	Innovation = 5
Global Vision	Innovation = 7
Consumerism	Demand
Expansion	Demand
Homestead Act	Demand
Immigrant Labor	Demand
Growing Middle Class	Demand
Franchising	Innovation = 5
Intimidation & Brute Force	Bad Legacy = 4
Deception & Dishonesty	Bad Legacy = 5
Criticism	Scandal = 5
Profit Sharing	Innovation = 6
Minimum Wage	Business Legacy = 5
Shorter Work Day	Business Legacy = 4
Improve Standard of Living	Business Legacy = 3
Bribe Officials	Bad Legacy = 6
Pay off Judges	Bad Legacy = 7
Buy Politicians	Bad Legacy = 8
Purchase Congressmen	Bad Legacy = 7
Influence Peddling	Bad Legacy = 4
Wrong Guess	Lose 1D6 Million
Corner the Market	Monopolize
Labor Unions	Lose 1D6 Million
Shrewd Dealing	Monopolize
Controversy	Scandal = 6
Investigation	Scandal = 5
Misanthropy	Scandal = 4
General Strike	Lose 1D6 Million
Labor Confrontations	Costly Scandal = 4
Gospel of Wealth	Gain 1D6 Million
The American Dream	Business Legacy = 4
Rags to Riches	Business Legacy = 5

Card Name:	Notes:
Theory of the Leisure Class	Scandal = 3
Exploitation	Bad Legacy = 5
Cunning	Business Plan
Wits & Energy	Business Plan
Ruthlessness	Business Plan
Scheme	Business Plan
Prospecting	Risky Venture
Entrepreneur	Innovation = 2
Conspiracy	Bad Legacy = 4
Overproduction	Target Opponent loses 1D6 Million
Raise Capital	Gain 1D6 Million
Mechanization	Production
Applied Technology	Production
Mergers	Monopolize
Patents	Production
Increased Trade	Demand
Boom Times	Demand x2
Distribution Problems	Target Opponent loses 1D6 Million
New Manufacturing Processes	Production
Invention	Production
Government Contracts	Demand & Bad Legacy = 4
Massive Fraud	Bad Legacy = 10
Child Labor	Bad Legacy = 5
Sweatshops	Bad Legacy = 4
Dog-eat-dog	Monopolize
Discovery	Production
Black Friday	All Players pay you \$2 Million
Black Gold	Go to an Oil Space
Age of Steel	Go to a Steel Space
Iron Horse	Go to a Railroad Space
Miner 49er	Go to any Ore Space
Kick-Backs	Bad Legacy = 5
Extravagance	Scandal = 2
Mass Marketing	Demand
Laissez faire	Gain 1D6 Million
Favorable Legislation	Gain 1D6 Million
Excessive Wealth	Target Opponent gets Scandal = 4
Massacre Strikers	Scandal = 5
Factory Fire	Costly Scandal = 2
Trouble in the West	Lose 1D6 Million
Financial Battle	Monopolize x2
Modernization	Production
Industrial Revolution	Production & Demand
Rings of Corruption	Bad Legacy = 9
Government Land Grants	Gain 1D6 Million
Government Loans	Gain 1D6 Million
Public Funding	Gain 1D6 Million
Stock Watering	Bad Legacy = 3
Skim Assets	Bad Legacy = 4
Milk Companies	Bad Legacy = 5
Siphon Proceeds	Bad Legacy = 6
Manipulate the Stock Market	Bad Legacy = 9
Charge for Services	Steal 1D6 Million from Target Opponent

Card Name:	Notes:
Force a Deal	Steal 1D6 Million from Target Opponent
Cutthroat Competition	Steal 1D6 Million from Target Opponent
Mass Production	Production
Economic Crash	No one collects revenue on their next 2 Turns
Workers Uprising	Target Opponent loses 1D6 Million
Labor Demands	Target Opponent loses 1D6 Million
Populist Revolt	All Players lose 1D6 Million
Anti-Trust Act	Place a Control Marker on an Opponents Trust
Interstate Commerce Laws	Target Opponent loses 1D6 Million
Absorb Competitors	Monopolize
High Tariffs	Gain 1D6 Million
Dividends	Gain 1D6 Million
Line of Credit	Gain 1D6 Million

Legacy Deck Card List

Card Name	Legacy Value:
Schools	2
Grand Hotels	3
Hunting Lodge	1
Museum	4
Grand Station	5
Art Collection	3
Foundation	9
Humanitarianism	5
Public Libraries	4
Patronage	3
Benefactor	2
Infrastructure	4
Education	3
Monumental Architecture	5
University	8
Colleges	7

Card Name	Legacy Value:
Hospitals	6
Concert Halls	5
Philanthropy	6
Contributions	5
Parklands	3
Churches	3
Opulence	4
Charities	5
Orchestras	3
Mansions	2
Estates	3
Castles	4
Endowments	6
Institutes	5
Land development	4

Links

Robber Barons The Gilded Age Railroads The Land-lord's Game





Robotech Skirmish

Introduction

Board & card game for 2 players. Battle between Zentradi and the Robotech Defense Force. Takes place in the Robotech Universe.

Each figure represents a single Battle Pod, Armor Suit, Veritech Fighter or Destroid.

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Robotech Unit Table

Name	Move	Hits
Veritech Fighter	6	3
Super Veritech	6	4
Excaliber	3	4
Gladiator	3	3

Zentradi Unit Table

Name	Move	Hits
Tactical Battle Pod	4	1
Light Artillery Pod	3	1
Heavy Artillery Pod	2	1

Setup

Each player starts with 16 Hits worth of Units. Designate one unit to be your Commander. Each player places one unit on each square of his back two rows.

Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 6 cards.

Discard excess cards.

Victory

Destroy 10+ of the Hits of the opposing side or the opposing Commander.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units.

Units Table Notation

Move The types of Move Cards the unit can use.

Name	Move	Hits
MAC II	2	5
Raidar X	3	3
Spartan	2	2

Name	Move	Hits
Officers Battle Pod	5	2
Female Power Armor	6	3

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except if they are using Space Move cards. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) a Special Ability card to have a unit attack. The Special Ability card has a number. Cross Index this number to the Special Ability Table for each type of unit.

The SA Table will list the type and range of attack

that unit can make using that type of SA card. Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes one Hit of Damage.

Units reduced to zero hits are destroyed and removed from the map. Units cannot attack through other units. Units may play defense cards to negate attacks.

Card List

Card Name:	#	Range	Type	Notes
Ground Slow	5	1	M	
Ground Medium	5	2	M	
Ground Fast	5	3	M	
Space Slow	4	4	M	
Space Medium	3	5	M	
Space Fast	3	6	M	
Missile Intercept	1	-	D	Versus Missiles only
Blocking Terrain	1	-	D	
Evasion	1	-	D	
Heroic Evasion	2	-	D	Commander only
Special Ability #1	5	-	X	
Special Ability #2	5	-	X	
Special Ability #3	5	-	X	
Special Ability #4	5	-	X	
Special Ability #5	5	-	X	
Critical Hit	1	-	X	Attack does 1 Extra Hit of Damage
Reflex Missile	1	-	X	Negate Defense card used vs Missile
Tactics	2	-	X	Draw 2 cards

Special Ability Tables

All abilities are Attacks of the indicated range unless otherwise stated. If two or more abilities for the

Card List Notation

M Movement

X Special Ability

D Defense

Type Purpose of card

Number of that type of card in the deck

same number are indicated you may use one or the other.

Veritech Fighter

#	Ability	Range
1	Jet Mode High Powered Lasers	2
1	Guardian Mode Laser Head Mounts	1
2	Heavy Missiles	5-6

#	Ability	Range
3	GU-11 55mm Gun Pod	1-2
4	HTH	1
5	Dodge	Defense

High Powered Lasers can only be used if unit used

a Space Move card this turn.

Super Veritech

#	Ability	Range
1	Jet Mode High Powered Lasers	2
1	Guardian Mode Laser Head Mounts	1
2	Heavy Missiles	5-6
2	Boosters	Move = 4
3	GU-11 55mm Gun Pod	1-2

#	Ability	Range
4	HTH	1
4	Wrist Missiles	4-5
5	Dodge	Defense
5	Missile Launching Pod	4-5

High Powered Lasers can only be used if unit used

a Space Move card this turn.

Excaliber

#	Ability	Range
1	Forearm Particle Beams	4-5
2	Missile Pods	5-6
2	M-89 Machine Guns	1
3	Gun Cluster	1-2

#	Ability	Range
4	Flame Thrower	1
4	Missile Pods	3-4
5	HTH	1
5	Grenade Launcher	K

K As a knight moves in chess

Gladiator

#	Ability	Range
1	Missile Pods	3-4
1	HTH	1
2	Battle Mace	1

#	Ability	Range
3	Top Laser Turret	1
4	Gun Cluster	1-2
5	Flame Thrower	1

Mac II

#	Ability	Range
1	Quad Autocannons	5
2	Quad Autocannons	6
3	Tri-Laser Cannons	3

#	Ability	Range
4	Tri-Laser Cannons	4
5	HTH	1

Raidar X

#	Ability	Range
1	Double Barrel Laser Cannons	2
2	Double Barrel Laser Cannons	3
3	Double Barrel Laser Cannons	3

#	Ability	Range
4	Double Barrel Laser Cannons	4
5	HTH	1

Spartan

#	Ability	Range
1	Missile Launchers	4
2	Missile Launchers	5
3	Missile Launchers	5

#	Ability	Range
4	Missile Launchers	6
5	Stomp	1

Tactical Battle Pod

#	Ability	Range
1	Dual Mounted Particle Beam Cannons	1-2
2	Top Mounted Laser Guns	1-2
3	Autocannons	1

#	Ability	Range
4	Dodge	Defense
5	Kick	1

Light Artillery Battle Pod

#	Ability	Range
1	Dual Mounted Particle Beam Cannons	1-2
2	Autocannons	1

#	Ability	Range
4	Light Missile Launchers	3
5	Light Missile Launchers	4

#	Ability	Range
3	HTH	1

#	Ability	Range
---	---------	-------

Heavy Artillery Battle Pod

#	Ability	Range
1	Dual Mounted Particle Beam Cannons	1-2
2	Autocannons	1
3	HTH	1

#	Ability	Range
4	Missile Launchers	4
5	Missile Launchers	5

Officers Battle Pod

#	Ability	Range
1	Dual Mounted Particle Beam Cannons	1-2
2	Autocannons	1
3	Arm Mounted Particle Beam Cannons	1-2

#	Ability	Range
4	Impact Cannon	1-2
5	HTH	1

Female Power Armor

#	Ability	Range
1	Inertia Vector Control System	Defense
2	Dual Chest Autocannons	1-2
3	Triple Barreled Pulse Lasers	1

#	Ability	Range
4	Missile Launchers	3-4
5	HTH	1

Links

<http://www.robotech.com> Robotech.com





Rockets & Rayguns Operational

Introduction

Rebel troops are attacking Ming's Palace. Who will carry the day?

Unit List Stats

Type: Number of such units in the basic scenario and Whether they are (T)roops or (L)eaders. Move: Number of movement points the unit gets per turn. Range: Distance in hexes the unit can attack into. Damage: Change to kill target on a roll of 1D6. Save: Chance to avoid destruction on a roll of 1D6.

IMPERIAL UNITS LIST	Type	Move	Range	Dam	Save
War Rockets	4T	7F	5	4	4
Elite Imperial Guards	6T	4	2	3	3
DRACs	4T	6	3	3	3
Beastmen soldiers	4T	5	1	4	3
Mud Men	4T	3	1	1	2
Palace Guards	10T	2	2	1	1
Savages	5T	4	1	2	1
Ray Cannons	6T	-	8	4	1
Evil Emperor Ming	L	4F	1	5	5
Princess Aura	L	5F	1	2	4
Commodore Morgo	L	2	1	3	3
Swordmaster Koros	L	3	1	3	2

Notes: War Rockets can carry 2 Troops and any Leaders. Flying Leaders are using personal vehicles. DRACs = Death Ray armored cars.

DRACs can carry 2 Troops and any Leaders.

DRACs, War Rockets, and Ray cannons cannot be carried. Troops and Leaders may 'carry' other Leaders.

Ray Cannons cannot target Leaders.

REBEL UNITS LIST	Type	Move	Range	Dam	Save
Human Hero Flash	L	8F	1	5	5
Human Heroine Dale	L	3	1	1	4
Human Scientist Zarkov	L	5F	1	2	2
Rebel Troops	16T	3	2	1	1
Rebel Rocket Scooters	2T	5F	2	1	2
Forest Archers on Gliders	2T	4F	2	3	1
Forest Archers	4T	4	3	3	2
Missile Ballistas	4T	2	6	4	1
Forest Chieftan Baron	L	6	3	4	3
Hawkmen	10T	6F	2	2	2
Hawkman Chieftan Voltan	L	6F	1	3	3
Hawkmen with Bombs	2T	5F	1	4	1
Ferries	4T	2	-	-	3

Notes: Ferries can carry 2 Troops and any Leaders. Ferries move only in water hexes. Missile Ballistas cannot target Leaders.

Missile Ballistas cannot move and attack in the same turn. Flying Leaders are using personal vehicles. Troops and Leaders may 'carry' other Leaders.

Terrain Types Chart

Type	MPCost	Save
Clear	1	-
Forest	2	+1
Swamp	3	+1
Desert	2	-

MPCost: Move points expended by unit to enter the space. Notes: Flying units pay 1 MP to enter any space. D.R.A.C.s cannot enter MP cost = 3 Terrains.

Save: Increase in units Save Stat. Flying units do not get Terrain Save bonuses.

The Map

Use a hex map. Use the terrain types listed in the above chart. The center of the map contains a set of structure hexes that represent Ming's Palace.

Setup

All Imperial troops are positioned within 2 hexes of the palace. Rebel troops are setup all along the edges of the map.

Type	MPCost	Save
Ravine	3	-
Mountain	3	+1
Structure	2	+1
Water	X	-

Stacking

Up to 6 units may be in one hex. Enemy units cannot occupy the same hex.

Victory

The Rebels win if Ming is Killed. The Imperials win if all Rebel Leaders are killed.

Turn Sequence

Players take turns. The Rebels go first. Each turn has 2 Phases:

1. Move
2. Attack

Each unit gets one move and attack per turn.

Leader Bonus

Units in the same hex as a leader get +1 to their Damage Stat.





Rockets & Rayguns Roleplaying

Setting

The world of Mongo, ruled by the cruel and ruthless Emperor Ming.

Dice

Ten siders required.

Character Generation

Characters start with a skill level = 0 in all skills. Choose a Class for your character. Each class affords bonuses in certain skills.

Character Classes

There are 6 basic Classes:

- Hero
- Heroine
- Scientist
- Forestman Noble
- Hawkman Noble
- Rebel Leader

Main Hero

- Marksmanship +3
- Hand to Hand +3
- Pilot +3
- Engineering +1
- Strength +3
- Agility +3
- Charisma +3

Heroine

- Charisma +4
- Medicine +1

Scientist

- Marksmanship +1
- Pilot +1
- Science +3
- Engineering +3
- Charisma +1
- Medicine +2

Forestman Noble

- Marksmanship +1
- Hand to Hand +2
- Pilot +2
- Archery +3

- Engineering +1
- Strength +1
- Agility +2
- Charisma +2
- Animal +1

Hawkman Noble

- Marksmanship +2
- Hand to Hand +2
- Pilot +1
- Engineering +1
- Strength +2
- Charisma +2
- Hawkmen can Fly

Rebel (outlaw/bandit) Leader

- Marksmanship +2
- Hand to Hand +2
- Pilot +2
- Engineering +1
- Charisma +2
- Agility +1
- Animal +1

Master List Of Skills

- Marksmanship
- Hand to Hand
- Pilot
- Archery
- Science
- Engineering
- Strength
- Agility
- Charisma
- Animals
- Medicine

Marksmanship

Pistols and Rifles of all types.

Hand To Hand

Armed and unarmed combat. Also Thrown weapons.

Pilot

Aircraft and Spacecraft.

Archery

Bows of all types.

Sciences

A smattering of everything from astronomy to zoology.

Engineering

The skills needed to build and repair any kind of device, vehicle, robot, or structure.

Strength

Physical muscle, brawn, stamina, endurance.

Agility

Reaction time, reflexes, balance. Running speed. Ability to dodge attacks.

TASK	MODIFIERS
Easy	+3
Moderate	-
Difficult	-2

Hand To Hand Combat

Attacks hit on a roll of 6+ on 1D10. Add HTH skill of Attacker. Subtract HTH or Agility skill of Defender.

Ranged Combat

Attacks hit on a roll of 6+ on 1D10. Add Archery or Marksmanship skill of the Attacker. Add the HTH skill if it is a thrown Weapon.

Subtract targets Agility skill level.

Damage Table

1D10	Wound Severity	Recovery	Notes
1-4	Minor	Min/Hrs	-1 to task rolls
5-6	Moderate	Days	-2 to task rolls
7-8	Severe	Weeks	-4 to task rolls

Healing

A successful Medicine task roll will reduce a Wound by one severity level.

Weapons Table

Weapon	Damage
Dagger	-
Rapier	+1
Staff	-

Charisma

Personality and Leadership.

Animals

Animal handling, husbandry, taming, and riding

Medicine

Healing Arts.

Basic Task Resolution

Tasks succeed on a roll of 6+ on 1D10. Natural Rolls of 10 automatically succeed. Natural Rolls of 1 automatically fail.

TASK	MODIFIERS
Very Difficult	-4
Unskilled	-1

RANGE	MODIFIERS
Short	+1
Medium	-
Long	-2
Extreme	-4

Damage Results

If an attack hits roll 1D10 on the Damage table. Add the attackers strength if it is a HTH, thrown weapon, or bow attack. Add the weapon damage bonus.

Subtract Armor bonuses.

1D10	Wound Severity	Recovery	Notes
9	Grievous	Months	-8 to task
10	Death	-	-

Weapon	Damage
Club	-
Heavy Axe	+2

Weapon	Damage
Grenade	+2
Arrows	+1

Peoples & Races Of Mongo

- Humans
- Forestmen (Human) also called Foresters
- Hawkmen
- Mudmen
- Beastmen
- Savages (Human)
- Dragonmen
- Sharkmen
- Desert Bandits (Human)
- Lionmen
- Tuskmen
- Simmians
- Cavemen (Human)
- Cliffmen (Human)
- Amazons (Human)

Non-player Characters

- Peasants- Strength +1, Farming +3, Animals +1
- Robot Guard- Armor +1
- Conscript Soldier or Guard- Marksmanship +1
- Rebels- Marksmanship +1, HTH +1, Pilot +1

- Outlaws- Marksmanship +1, HTH +1
- Elite Imperial Guard- Marksmanship +1, HTH +1
- Imperial Officer- Marksmanship +1, HTH +1, Charisma +1
- Imperial Spy- Marksmanship +1, HTH +1, Agility +1
- Rocket Ship Pilot- Pilot +1 or +2
- Forestmen- Archery +2
- Hawkmen- Flying, Marksmanship +1
- Mudmen- Strength +1
- Beastmen- HTH +2, Agility +1, Strength +1
- Savages- Strength +1, HTH +1, Archery +1
- Dragonmen- HTH +1, Armor +1
- Sharkmen- Waterbreathing, HTH +2
- Desert Bandits- Marksmanship +1, HTH +1, Animals +1
- Lionmen- HTH +2, Strength +2
- Tuskmen- Strength +2
- Simmians- Strength +1
- Cavemen- Strength +1
- Cliffmen- Agility +2, HTH +1, Archery +1
- Amazons- Agility +1, HTH +1, Archery +1

Beasts Of Mongo

Creature:	HTH	Str	Armor
Tigron	+3	+3	+2
Wolvron	+2	+2	+2
Octosak	+4	+1	+1

Creature:	HTH	Str	Armor
Turtodon	+1	+2	+3
Tree Tiger	+2	+2	+1
Venomous Tree Lizard	+1	+1	+1

Common Currency

Mingols

Lands Of Mongo

*Central Region Mingo, The Capital of Ming's Empire

*West Region The Great Mongo Desert

*East Region Sky cities of the Hawkmen

*North Region Arboria, Kingdom of the Forestmen

*South Region The Jungles of Mongo

Sample Advanced Technologies Of Mongo

- Floating Cities- The Hawkmen only have several.
- Rocket Scooters- Also available in the West.
- Rocket Ships- Really planes, they are not space-worthy.
- Mings most formidable force is his Rocket Fleet.
- Rocket Cars- A fast way to get around.
- Rocket Submarines- Capable of limited flights.
- Bombs- That can make huge craters.
- Air Suit- Underwater use.
- Tear Gas- For flushing out Rebels.
- Gas-Gun- Poison or Knockout gas.

- Gas Masks- Standard issue for Ming's Soldiers.
- Cars, Trucks, Trikes, Motorcycles- Armored versions also
- Speedboats, Light Cruisers- Boats of all sizes.
- Spacephone- Radio Communications.
- Photography- Color. Motion pictures not available.
- Electrode Guns- Energy Artillery weapons.
- Death Rays- Small arms energy weapons
- Death Rays- Machine gun versions, often on vehicles.
- Electric Eye- Motion detectors, often linked to death rays.
- Thermiton Throwers- Can be used for rapid tunneling.
- Concretite- Reinforced Concrete.
- Electric Power- Electric appliances and lighting
- High Rise Buildings- 100+ stories tall in Mingo
- Elevated Highways- Used to connect High Rises.
- Healing Spectrum Ray Light- Healing times reduced 10%.
- Million Volt Thermoray- Energy Source
- X-Ray Photography- Medical use.
- Electric Chair- For fast executions.
- Coma Drug & Antidote- For fake deaths.

- Loud Speakers- For Public Announcements.
- Explosives- Go Boom!

Notes

Advanced technologies are only common to the the central region, and are very rare elsewhere.





Rockets & Rayguns Skirmish

Introduction

Will Flash rescue Dale or will they go down in flames aboard the Imperial Flagship. Find out in next weeks

cliff hanger. Strap on your jetpack and get ready for some high flying adventure.

Imperial Units	Fly	Leg	Range	ToHit	HTH	Save
6 Gun Turrets	-	-	20	3	-	-
15 Rocket Crew	-	1	-	-	1	-
6 Imperial marines	-	1	12	3	3	2
6 Conscript guards	-	1	10	2	2	-
2 Beastmen soldiers	-	2	-	-	4	-
Commodore Morgo	-	2	4	3	3	2
Swordmaster Koros	-	2	-	-	5	3

Note: The Gun Turrets are Part of the Map, not chits

Rebel units	Fly	Leg	Range	ToHit	HTH	Save
20 Hawkmen	6	1	8	2	2	-
Hawkman Chieftan Voltan	7	1	-	-	5	3
Human Hero Flash	-	3	5	4	5	4
Heroine Dale (Prisoner)	-	3	-	-	2	4
10 Forest Archers on Gliders	4	2	4	4	2	-
Forest Chieftan Baron	5	3	6	5	3	3
Rocket Scooter	8	-	-	-	-	-
10 Bombs	-	-	-	-	-	-

Battle Map This is an ariel battle, but it is played in two dimmensions on a hex or grid map. Terrain features include clouds. All units are represented by counters on the map. In the center of the map is Imperial War Rocket Ajax. Sky hexes should extend 20 spaces from the edge of the rocket.

War Rocket Ajax When designing the floorplans of Ajax include 2 gun turrets on the port side, 2 star-board, 1 forward, and 1 aft. Each turret has its own crew unit to man it. Other rooms should include the engine room, the control room, crew quaters, storage, the brig, and passageways. Around the outside of the rocket there should be a catwalk. Include plenty of doors for access to the catwalk.

Rebel Setup The Rebel player places his units on the edge of the map. Each side of the map must contain at least 7 units.

Imperial Setup Each gun turret must contain 1 crew unit. Morgo must occupy the control room with 1 crew. Put 1 crew in the engine room. All other units can be put anywhere on board. Dale is kept in the Brig.

Turn Sequence

1. Rebels Move
2. Rebels Attack

3. Imperials Move
4. Imperials Attack

Stacking Units One unit per space. The exception is when a unit is being carried. A rebel flying unit may carry Flash or Dale but cannot attack while doing so. The rebel unit carrying Flash or Dale gets save=4.

Movement Units in the sky use their Fly stat for their movement rate. Units onboard the Rocket use their Leg stat for their movement rate.

Hand to Hand These attacks are made by units against adjacent units. Both combatants roll dice equal to their HTH value. The unit with the lower total is destroyed.

Ranged Attacks The range stat is the distance in hexes the weapons will reach. Roll 1D6. If this is equal to or less than the tohit stat the target has been hit and killed. The Imperials use heavy energy beam weapons. The hawkmen carry lighter versions with less range. The Forest Rebels use bows that fire arrows with explosive tips. The archers have the least range but are the most accurate. Morgo and Flash have energy pistols.

Saves Some powerful or heroic units get saves. If they are killed by an attack roll 1D6. If the roll is equal to or less than the save stat the unit survives unharmed.

Clouds A unit gets -1 to his tohit stat to hit units in clouds. Units can move into, out of, or through clouds at no penalty.

The Catwalk & Turrets Units inside the hull of the rocket cannot attack or be attacked by those outside. Units on the catwalk can attack or be attacked by other flyers. Units on the catwalks have some cover, they get an extra save=2 when hit by ranged attacks from other flyers. Units manning the turret guns get save=4 when hit by ranged attacks from other flyers. The turret guns can only attack in a 90 degree arc.

Bombs One rebel unit can carry one bomb. Instead of attacking, a unit may detonate a bomb in an unoccupied adjacent space, wall, or door. Bombs can be used to destroy doors or blow open walls. If detonated in the control room or the engine room the rocket will crash at the end of 4 turns, killing all on board. Bombs can be used to destroy an adjacent turret and any crew inside.

Rescuing Dale Dale cannot be attacked while in the

brig. She cannot be moved by the Imperial player. She cannot leave the brig until someone opens the door from the outside or a bomb is used to demolish a cell wall.

Jet Scooter The scooter can carry 2 units. It starts the game with Flash. It can land on the catwalk. It cannot be destroyed, but it can be stolen by imperial units.

Rebel Victory Conditions Rebels lose 10 points for each rebel hero killed. They get 10 points for Dale if she escapes. They get 10 points for destroying the Rocket.

Imperial Victory Conditions Imperials get 10 points for each rebel hero killed except Dale. They get 10 points for Dale if she remains prisoner. They lose 10 points if the rocket is destroyed.

Links

Antonio "Spark" Farquar vs. the Star Emperor





Rockets & Rayguns Strategic

Introduction

Full Scale War for Mongo.

Unit List Stats

Type: Number of such units in the basic scenario and Whether they are (T)roops or (L)eaders. Move: Number of movement points the unit gets per turn. Initiative: Higher level units attack first during Battle

Phase.

Damage: Change to kill target on a roll of 1D6. Save: Chance to avoid destruction on a roll of 1D6. Cost: Support points to purchase. The second number in parentheses indicates the maximum number of such units that can be recruited per turn.

Recruit: Part of the map where these troop types can be recruited.

IMPERIAL UNITS LIST	Type	Move	Init	Dam	Save	Cost	Recruit
War Rockets	T	3F	5	4	4	6(1)	Central
Elite Imperial Guards	T	1	3	3	3	4(3)	Central
DRACs	T	2	4	3	4	5(2)	Central
Beastmen soldiers	T	1	3	4	3	4(3)	South
Mud Men	T	1	2	1	2	2(4)	South
Imperial Conscripts	T	1	1	1	1	1(10)	Central
Savages	T	1	2	2	1	2(4)	South
Ray Cannons	T	1	8	4	1	5(2)	Central
Guard Commander	L	2	+3	+1	2	3(2)	Central
Evil Emperor Ming	L	3F	+7	+3	5	-	
Princess Aura	L	4F	+6	+2	4	-	
Commodore Morgo	L	2	+4	+2	3	-	
Swordmaster Koros	L	3	+5	+1	2	-	
Ming's Weather Machine	T	-	10	1	1	-	

Notes: War Rockets can carry 1 Troop. Flying Leaders are using personal vehicles. Troops and Leaders may 'carry' other Leaders.

DRACs = Death Ray Armored Cars. The weather machine has unlimited range. The weather machine effects all armies in a single territory

REBEL UNITS LIST	Type	Move	Init	Dam	Save	Cost	Recruit
Human Hero Flash	L	4F	+8	+5	5	-	
Human Heroine Dale	L	1	+5	+1	4	-	
Human Scientist Zarkov	L	3F	+4	+2	2	-	
Rebel Troops	T	1	1	1	1	1(12)	West
Rebel Rocket Scooters	T	3F	2	1	2	3(4)	West
Rebel Leaders	L	2	+3	+1	2	3(3)	West
Forest Gliders	T	2F	2	3	1	3(1)	North
Forest Archers	T	1	3	3	2	3(4)	North
Missile Ballistas	T	1	6	4	1	4(2)	North
Forest Chieftain Baron	L	2	+7	+4	3	-	
Hawkmen	T	3F	2	2	1	3(7)	East
Hawkman Chieftain Voltan	L	4F	+6	+3	3	-	
Ferries	T	2	-	-	3	1(4)	Any

Notes: Ferries can carry 1 Troop. Ferries move only in water hexes. Flying Leaders are using personal vehicles.

Troops and Leaders may 'carry' other Leaders.

The Map

The map is of the one major continent on Mongo. There are about 5 Regions on the continent. The Emperor controls the Central and Southern Regions.

The Rebels control the North, East, and West Regions. Each Region is divided into 10 Territories. 1-3 of these territories of each region are Major Cities One city in the Central region is Ming's Palace.

Include several Impassable Mountain Territories. Each Region produces 10 Support Points divided amongst its Territories. (Each territory produces 0-2+ Support Points) The Central Region produces 20 Support Points. Indicate certain Territories as being Defensible.

The continent is surrounded by water territories.

Setup

Each side should start in control of an equal number of territories. Each side starts with all of their Personality type Leaders. Ming starts with 50 support points worth of units.

The Rebels start with 25 support points worth of units. Units start on cities.

Stacking

Up to 5 troops and any number of Leaders may be in one territory at the end of Move Phase. Flying units may fly over stacks of other units

Victory

The Rebels win if Ming is killed. The Imperials win if all Rebel Leaders are killed.

Turn Sequence

Players take turns. The Rebels go first. Each turn has 4 Phases:

1. Move
2. Attack

3. Support
4. Recruitment

Move Phase

Each unit gets one move on their players turn.

Attack Phase

Opposing units fight when they occupy the same territory. Each unit gets one attack per Battle phase. Units from both sides get to attack.

Units with higher initiative attack first. Leaders can be targeted only if they are stacked with no troops. Units in Cities or Defensible Territories get +1 to their Save Stat.

This save bonus goes to the side that most recently controlled the territory.

Leader Bonus

Leaders give their Damage bonus to the Damage Stat of one Troop units they are stacked with. Leaders give their Initiative bonus to the Initiative Stat of one Troop units they are stacked with. A Troop can receive bonuses from only one Leader at a time.

Support Phase

Every Territory you control generates a certain number of support points. To control a territory you must have one unit in it. Hexes that contain units from both sides produce no support points.

Recruitment Phase

Purchase units with support points. Units start in Cities.





Rolling Thunder

Introduction

Solo Dice Game. Simulation of an American Rolling Thunder Bombing Mission during the Vietnam War circa 1966.

Materials

Paper, pencil, 1-2 six sided dice, nobody to play with.

Rolling Thunder Strike Force Composition

#	Descr
16	F-105 Bombers (Thuds)
8	F-105 Wild Weasels
10	F-4 Phantoms (Fighters)
2	EB-66 EW Aircraft (Jamming)

Fuel Limit

After 12 turns the planes begin to run low on fuel and start turning back. All remaining Bombing targets (Turns 13-24) are considered to be on the way back.

If 2 or more bombers get 'Damaged' results the target is destroyed.

Contact

On every turn you are not bombing roll 1D6. On a roll of 1 on 1D6 the strike force encounters hostile forces. Roll 1D6 again: On a roll of 1-3 on 1D6 a SAM site is encountered. On a roll of 4-6 on 1D6 a flight of Mig-21's are encountered.

Sam Site

1D6 Missiles are launched at the Strike Force. For each Missile make a Jamming Roll of 1D6: On a roll of 4-6 the missile is jammed and misses. Get a -1 for each EB-66 EW Aircraft destroyed.

For each missile not jammed roll 1D6 to see which kind of plane it attacks:

1D6	Result:
1-4	Wild Weasel
5-6	Thud

The Planes have returned and the mission is over on turn 25.

Acquiring Targets

The first target will be in range on turn 1D6. After a target has been bombed, the next target will appear in another 1D6 turns.

Target Types

Roll to see what the target is:

1D6	Type:	Objective Points:
1-3	Ho Chi Minh Trail	2
4-5	Strongpoint	3
6	Staging Area	4

Bombing Runs

Each bomber can make only one bombing run per game. When reaching a target decide how many of your Thuds will drop their loads. For each plane that bombs roll:

1D6	Result:
1-2	Target missed or Minor Damage (No Objective points)
3	Moderate Damage (-2 Objective points)
4	Major Damage (-1 Objective points)
5-6	Target Destroyed (Gain Full Objective points)

An attacked plane may try to evade. Wild Weasels evade on a roll of 1-4 on 1D6. Thuds evade on a roll of 1-3 on 1D6.

Planes that do not evade are destroyed. After this barrage the Weasels will destroy the SAM site with Shrike Missiles on a roll of 1-5 on 1D6. If the Weasel attack misses repeat the process.

Mig-21 Flight

1D6 Migs will make a single pass. 1D6 of the Phantoms will get to make Intercept Rolls. To Intercept roll 1D6: On each roll of 5-6 on 1D6 one Mig is shot down. Next the surviving Migs get to attack. For each roll 1D6: On a roll of 4-6 on 1D6 one American plane is destroyed.

Roll 1D6 to see which type:

1D6	Result:
1-3	Thud
4-5	Phantom
6	Weasel (or EB-66 EW if no Weasels remain)

An attacked plane may try to evade. Phantoms evade on a roll of 1-4 on 1D6. Wild Weasels evade on a roll of 1-3 on 1D6.

Thuds evade on a roll of 1-2 on 1D6. Finally 1D6 of the Phantoms will get to make Pursuit Rolls. To Pursue roll 1D6: On each roll of 5-6 on 1D6 one Mig is shot down. You can't intercept or pursue with more phantoms than you have.

Scoring

Keep a running tally of points while you play. Start with 10 Objective points. Each Target bombed adds its listed Objective points.

Each SAM site destroyed is worth 2 Objective points. Each Mig shot down is worth 1 Objective point. Every

American plane lost is -2 points.

Graphics

Graphic at the top of the page done by: Mike Marinos (mikemarinos@yahoo.com)

THOTH MODULE by Zak The new Thoth module for Rolling Thunder is now available (while not yet in the CardSets page).

The desktop has been completely redesigned by Mike Marinos and is really worth a look. Please note that you need the latest Thoth release (1.5.0) to use the "buttons" on the desktop - key "1" rolls a D6 while key "2" determine the target type. The rules are also available in PDF format with the usual "F2" key.





Roman Invasion Of Britain

Introduction

Board Game for 2-4+ players. Roman Expansion into the British isles circa 43-84 AD. Players take turns capturing Regions.

Victory

The player with the most VT at the end of the game wins.

Game End

The game ends when all Regions have been captured.

The Map

Britain is divided into Native Tribal Regions. Each Region has a Resistance Level of 2 to 5.



Tokens

Players share a common set of Victory Tokens (VT) and Capture Tokens (CT).

Deck is kept Face up, the topmost card is always visible. Keep a separate discard for each.

Dice

Six sided dice are needed for the Revolt Phase.

The Decks

There are 2 Common Decks:

1. The Roman Deck
2. The Briton Tribe Deck

The Roman Deck is kept face Down. The Briton

Roman Deck

- There are 10 card types:
- Victory
- Auxiliary
- Strategy
- Base
- Tactics
- Motivation
- Commander
- Diplomacy

- Legion
 - Weakness
- Each card has a Strength from 3-7

The Briton Deck

Each card has a Strength from 3-7

First Attack

The first attack(s) of the game must be against Cantiaci (Most South Eastern Region). No other Regions may be attacked until Cantiaci is Captured.

Setup

Each player starts with 3 VT. Each player draws 1 card from the Roman deck and puts it in their Hand. Flip over 6 pairs of cards from the Roman Deck.

These are placed face up in the middle of the Table. These are called Resource Pairs. The player with the most knowledge of Roman History goes first.

Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 6 Phases:

- Resource Phase
- Muster Phase
- Campaign Phase
- Occupation Phase
- Revolt Phase
- Fortify Phase

Resource Phase

If there are less than 6 Resource Pairs available, flip over pairs from the Roman Deck until there are six.

Resistance	VT gain:
R	G
2	3
3	5

If you tried and failed to capture a Region this turn lose 1 VT (for each failure). If you required the help of another player, you must share the VT award: You get half the VT rounded up. The helper gets half the VT rounded Down. If you still have cards in your hand and you so desire, you may attack an additional Region:

1D6	Region:
1	Icenii
2	Silures
3	Cornovii

Ignore this if the region does not have a CT. If you recapture a Region that has revolted gain an extra 2 VT.

— Clarification- A Resource pair is just 2 cards from the top of the Roman deck placed face up to the center of the table.

Muster Phase

Take Resource pairs of your choice until you have 6 or 7 cards in your hand.

— Clarification- There are 6 pairs available from resource phase. If you have 5 or less cards in your hand pick one of these pairs and put them in your hand (you have to take both cards in the pair). If you still have less than 5 cards pick another pair and so on.

Campaign Phase

You may attack an adjacent uncaptured Region. (The Target Region must share a border with a Captured Region) Commit as many Roman cards as you want from your hand. (This is called the Commitment Action).

Flip over a number of Briton cards equal to the Resistance Level of the Region. (This is called the Briton Draw) If the total Strength of the Roman cards is greater than that of the total Strength of the Briton cards, the Region is captured. Place a Capture Token (CT) on a captured Region.

If the total Strength of the Britons was equal or greater, the player with the least VT (if tied, the player to your left) may play up to 1 Roman card from his hand to complete the capture. (This is called a Reserve Play).

Occupation Phase

If you captured a Region gain VT according to the Resistance Level of the Region:

Resistance	VT gain:
4	7
5	9

Repeat the Campaign and Occupation Phases.

Revolt Phase

Roll 1D6 (Revolt Roll): On a Roll of 6 there is a Revolt: Remove a Capture Token from a Region as determined by a second roll:

1D6	Region:
4	Atrebates
5	North Most Brigantes
6	North Most Caledonii

Fortify Phase

Max hand size is 5 cards. Discard excess cards.

Special Scoring Regions

Triovantes is worth an extra 2 VT because it contains the towns of Camulodunum and Londinium. South most Dobunni is worth an extra VT because it has the town of Verulamium. Ordovices is worth an extra VT because it has the town of Viroconium.

East Brigantes is worth an extra VT because it has the town of Eboracum. Silures is worth an extra VT because it has the town of Caerleon. Cornovii is worth

an extra VT because it has the town of Deva.

Briton Tribe Card Notation & Discussion

Luck Discard in Fortify Phase if Topmost card of deck.

A Briton Draw that contains 2 different card types gets +1 Strength. A Briton Draw that contains 3 different card types gets +2 Strength. A Briton Draw that contains all 4 card types gets +3 Strength.

Briton Tribe Deck Card List

Name:	Strength	Type:	Notes:
Ambush	7	Gambit	Luck
Great Leader	7	Leader	
Tribal Center	7	Troops	
Serious Reverse	7	Gambit	
Outnumber Romans	7	Troops	
King	7	Leader	
Surprise	6	Gambit	Luck
Druids	6	Leader	
Fierce Defense	6	Gambit	
Revolt	6	Gambit	
Substantial Force	6	Troops	
Stronghold	6	Terrain	
War Chief	5	Leader	
Horsemen	5	Troops	
Just Cause	5	Troops	

Name:	Strength	Type:	Notes:
Raid	5	Gambit	Luck
Chariots	5	Troops	
Frontier	5	Terrain	
River Crossing	4	Terrain	
Warriors	4	Troops	
Resistance	4	Troops	
Opposition	4	Troops	
Guerilla Warfare	4	Gambit	
High Ground	4	Terrain	
Skirmish	3	Gambit	
Hill Fort	3	Terrain	
Rebels	3	Troops	
Refuge	3	Terrain	
Marshes	3	Terrain	
Natives	3	Troops	

Roman Card Notation & Discussion

V Victory
A Auxiliaries
S Strategy
B Base
T Tactics
M Motivation

C Commander
D Diplomacy
L Legion
W Weakness

Sea Cannot be used to capture landlocked regions. Important: A Commitment Action and supplementary Reserve Play must not contain cards of the same type. All played cards must be of different types.

Roman Deck Card List

Name	Strength	Type	Notes:
Invasion	7	S	
Conquered	7	V	
Claudius	7	M	
Triumphant General	7	C	
Client States	7	D	
Tribes Divided	7	W	
Legionary Fort	7	B	
Campaign	7	S	
Open Battle	6	T	
No Common Purpose	6	W	
Governor	6	C	
Siege	6	T	

Name	Strength	Type	Notes:
Glory	6	M	
Exterminated	6	V	
Senator	6	C	
Come to Terms	6	D	
Petty Quarrels	6	W	
Prestige	6	M	
Expedition	5	S	
Legio Augusta II	5	L	
Legio Hispana IX	5	L	
Legio Gemina XIV	5	L	
Legio Valeria Victrix XX	5	L	
Expansion	5	S	
Naval Supply	5	S	Sea
Fleet Support	5	S	Sea
Captured	5	V	
Romanized Populace	5	S	
Force Engagement	5	T	
Military Tribune	5	C	
Assimilation	4	S	
Defeated	4	V	
Annexed	4	V	
March	4	T	
Occupation	4	S	
Politics	4	M	
Submission	4	V	
Truce	4	D	
Massacre	4	T	
Hostages	4	D	
Suppressed	3	V	
Surrender	3	V	
Routed	3	V	
Engineers	3	A	
Allies	3	A	
Ballista	3	A	
Tribute	3	D	
Cavalry	3	A	





Rome Is Burning

Introduction

Card game for 2+ players. Roman Emperor theme. Players compete for the chance to be Emperor. The most Decadent player wins.

Victory

The player with the highest Score at the end of 7 turns wins.

The Deck

Players share a common deck. The deck has 2 main card categories:

A Assassinations

B Bread & Circuses

There are 2 types of Assassination Cards:

P Political Support

M Military Support

There are 2 suites of Political Support Cards:

I Intrigue

C Civic

There are 2 suites of Military Support Cards:

S Soldiers

R Reputation

There are 2 types of Bread & Circuses Cards:

V Private Entertainments

U Public Entertainments

There are 2 suites of Private Entertainments Cards:

O Orgies

T Tortures

There are 2 suites of Public Entertainments Cards:

G Arena Games

D Decrees

Board & Dice

The board is circular track divided into 12 spaces. One space is designated as the Palace space. Six sided dice are needed.

Pawns are needed.

Player Status

Each player is either the Emperor or a Plebeian. Only one player at a time can be the Emperor. At the beginning of the game all players start out as Plebeian.

Turn Sequence

Setup Phase Dice Phase Power Phase Score Phase

Setup Phase

Shuffle the discard into the deck. Place the top two cards of the deck face up on an empty space of the board. Going clockwise draw and put two cards on every empty non-palace space.

Dice Phase

Each player gets a pawn. All pawns start on the Palace space. Players take turns.

Roll high on 1D6 to see who goes first. On his turn, a player rolls one die and moves that many spaces in either direction. If he lands on a stack of cards, he takes it.

If he lands on an opponent's pawn, he may take any one card belonging to that player. Dice phase ends when all cards have been taken.

Power Phase

Each player gets one point for every card he holds. Plebian players score an extra point for each Assassination card they hold. A Plebian scores the square of the number of Political support cards he holds A Plebian scores the square of the number of Military support cards he holds A Plebian scores the square of the number of Intrigue cards he holds A Plebian scores the square of the number of Civic cards he holds A Plebian scores the square of the number of Soldier cards he holds A Plebian scores the square of the number of Reputation cards he holds The Emperor scores an extra point for each Bread & Circus card he holds.

The Emperor scores the square of the number of Private Entertainment cards he holds. The Emperor scores the square of the number of Public Entertainment cards he holds. The Emperor scores the square of the number of Torture cards he holds.

The Emperor scores the square of the number of Orgy cards he holds. The Emperor scores the square of the number of Arena cards he holds. The Emperor scores the square of the number of Decree cards he holds.

Score Phase

The player with the highest score becomes the new Emperor. In case of a tie, the old Emperor remains in Power. The Emperors running total score is increased by his score this turn.

Other players earn no points this turn.

The Deck

Card Name:	Category	Type	Suite
Blackmail & Bribes	A	P	I
Rumors & Plots	A	P	I
Betrayal	A	P	I
Conspiracy	A	P	I
The Emperors Madness	A	P	I
Plebian Revolt	A	P	C
The New Republic	A	P	C
Great Oratory	A	P	C
The Peoples Choice	A	P	C
Support of the Senate	A	P	C
Centurions	A	M	S
Praetorian Guard	A	M	S
March on Rome	A	M	S
Generals	A	M	S
Legions	A	M	S
Conquests	A	M	R
Victorious Campaign	A	M	R
Defend the Frontier	A	M	R
Tributes	A	M	R
Triumphs	A	M	R

Card Name:	Category	Type	Suite
Chariot Races	B	U	G
Mock Sea Battles	B	U	G
Gladiators	B	U	G
Christians	B	U	G
Lions & Beasts	B	U	G
Distribute Bread	B	U	D
Pay Soldiers	B	U	D
Build Temples	B	U	D
Public Works	B	U	D
Declare Holiday	B	U	D
Senators Wives	B	V	O
Vestal Virgins	B	V	O
Slave Girls	B	V	O
Temple Maidens	B	V	O
Bath Houses	B	V	O
Crucifixions	B	V	T
Impalements	B	V	T
Put to the Sword	B	V	T
Flayed Alive	B	V	T
Beheadings	B	V	T

Cardset Available

Alecrespi An Italian Warpspawn fansite

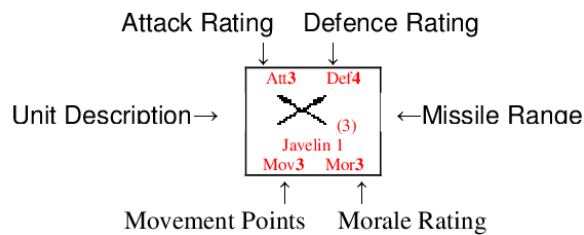




















Rowftap Counter Set

















by Michael Murgatroyd
(mike-angie.scartho@virgin.net)
Below are counters for the basic army lists given with the amended rules. Print off, stick on card, cut out and away you go!
The counters will fit on 3 cm hex grids quite com-

fortably. I use a software program for the hex maps called Graph Paper Printer which was originally free to download but I believe now charges a small fee. In any case, check it out on your search engines.
Counter Key



















Att7 Def7  Hoplite 1 Mov2 Mor6	Att7 Def7  Hoplite 2 Mov2 Mor6	Att7 Def7  Hoplite 3 Mov2 Mor6	Att7 Def7  Hoplite 4 Mov2 Mor6	Att7 Def7  Hoplite 5 Mov2 Mor6	Att7 Def7  Hoplite 6 Mov2 Mor6	Att7 Def7  Hoplite 7 Mov2 Mor6	Att7 Def7  Hoplite 8 Mov2 Mor6
Att4 Def4  Peltast 1 Mov3 Mor6	Att4 Def4  Peltast 2 Mov3 Mor6	Att3 Def4  (3) Javelin 1 Mov3 Mor3	Att3 Def4  (3) Javelin 2 Mov3 Mor3	Att4 Def4  Med Cav 1 Mov6 Mor6	Att4 Def4  Med Cav 2 Mov6 Mor6	Att3 Def3  LC Spear 1 Mov6 Mor3	Att8 Def7  General Mov4 Mor10

















GREEK ARMY

Att6 Def6  (6) Spear/Bow 1 Mov2 Mor6	Att6 Def6  (6) Spear/Bow 2 Mov2 Mor6	Att6 Def6  (6) Spear/Bow 3 Mov2 Mor6	Att6 Def6  (6) Spear/Bow 4 Mov2 Mor6	Att6 Def6  (6) Spear/Bow 5 Mov2 Mor6	Att7 Def7  (6) Immortals 1 Mov2 Mor9	Att4 Def4  MI Spear 1 Mov3 Mor6	Att4 Def4  MI Spear 2 Mov3 Mor6
Att3 Def3  LC Spear 2 Mov6 Mor3	Att2 Def3  (5) LC Bow 1 Mov6 Mor3	Att3 Def4  (3) Javelin 1 Mov3 Mor3	Att3 Def4  (3) Javelin 2 Mov3 Mor3	Att4 Def4  Med Cav 1 Mov6 Mor6	Att4 Def4  Med Cav 2 Mov6 Mor6	Att3 Def3  LC Spear 1 Mov6 Mor3	Att8 Def7  General Mov4 Mor10

















PERSIAN ARMY

Att6 Def6  Phalangites 1 Mov2 Mor9	Att6 Def6  Phalangites 2 Mov2 Mor9	Att6 Def6  Phalangites 3 Mov2 Mor9	Att6 Def6  Phalangites 4 Mov2 Mor9	Att6 Def6  Phalangites 5 Mov2 Mor9	Att6 Def6  Phalangites 6 Mov2 Mor9	Att7 Def7  Hypaspists 1 Mov2 Mor9	Att7 Def7  Hypaspists 2 Mov2 Mor9
Att3 Def3  LC Spear 2 Mov6 Mor3	Att4 Def4  Companions 1 Mov5 Mor9	Att3 Def4  (3) Javelin 1 Mov3 Mor3	Att3 Def4  (3) Javelin 2 Mov3 Mor3	Att4 Def4  Med Cav 1 Mov6 Mor6	Att4 Def4  Med Cav 2 Mov6 Mor6	Att3 Def3  LC Spear 1 Mov6 Mor3	Att8 Def7  General Mov4 Mor10

















MACEDONIAN ARMY

Att7 Def4  Elephant 1 Mov4 Mor3	Att7 Def4  Elephant 2 Mov4 Mor3	Att7 Def4  Elephant 3 Mov4 Mor3	Att7 Def4  Elephant 4 Mov4 Mor3	Att3 Def3  (5) Chariot 1 Mov5 Mor6	Att3 Def3  (5) Chariot 2 Mov5 Mor6	Att3 Def3  (5) Chariot 3 Mov5 Mor6	Att3 Def3  (5) Chariot 4 Mov5 Mor6
Att6 Def5  (6) MI Bow 1 Mov2 Mor3	Att6 Def5  (6) MI Bow 2 Mov2 Mor3	Att6 Def5  (6) MI Bow 3 Mov2 Mor3	Att6 Def5  (6) MI Bow 4 Mov2 Mor3	Att4 Def4  Med Cav 1 Mov6 Mor6	Att6 Def4  (3) MI Javelin 1 Mov2 Mor3	Att6 Def4  (3) MI Javelin 2 Mov2 Mor3	Att8 Def7  General Mov4 Mor10

















INDIAN ARMY

Att7 Def4  Elephant 1 Mov4 Mor3	Att7 Def4  Elephant 2 Mov4 Mor3	Att6 Def6  Spearmen 1 Mov2 Mor6	Att6 Def6  Spearmen 2 Mov2 Mor6	Att6 Def6  Spearmen 3 Mov2 Mor6	Att5 Def5  Spanish 1 Mov2 Mor6	Att5 Def5  Spanish 2 Mov2 Mor6	Att6 Def5  Gaul 1 Mov2 Mor6
Att6 Def5  Gaul 2 Mov3 Mor6	Att3 Def3  (4) Sling 1 Mov3 Mor3	Att3 Def4  (3) Javelin 1 Mov3 Mor3	Att3 Def4  (3) Javelin 2 Mov3 Mor3	Att4 Def4  Med Cav 1 Mov6 Mor6	Att3 Def3  LC Spear 1 Mov6 Mor3	Att3 Def3  LC Spear 2 Mov6 Mor3	Att8 Def7  General Mov4 Mor10

















CARTHAGINIAN ARMY

Att6 Def6  Legionaries 1 Mov2 Mor9	Att6 Def6  Legionaries 2 Mov2 Mor9	Att6 Def6  Legionaries 3 Mov2 Mor9	Att6 Def6  Legionaries 4 Mov2 Mor9	Att6 Def6  Legionaries 5 Mov2 Mor9	Att6 Def6  Legionaries 6 Mov2 Mor9	Att3 Def4  (3) Javelin 1 Mov3 Mor3	Att3 Def3  (6) Bow 1 Mov3 Mor3
Att5 Def5  Auxiliaries 1 Mov2 Mor6	Att5 Def5  Auxiliaries 2 Mov2 Mor6	Att5 Def5  Auxiliaries 3 Mov2 Mor6	Att4 Def4  Med Cav 1 Mov6 Mor6	Att4 Def4  Med Cav 2 Mov6 Mor6	Att3 Def3  LC Spear 1 Mov6 Mor3	Att3 Def3  LC Spear 2 Mov6 Mor3	Att8 Def7  General Mov4 Mor10

ROMAN ARMY (Early Imperial)

Att6 Def6  Warband 1 Mov2 Mor6	Att6 Def6  Warband 2 Mov2 Mor6	Att6 Def6  Warband 3 Mov2 Mor6	Att6 Def6  Warband 4 Mov2 Mor6	Att6 Def6  Warband 5 Mov2 Mor6	Att6 Def6  Warband 6 Mov2 Mor6	Att3 Def4  (3) Javelin 1 Mov3 Mor3	Att3 Def3  (6) Bow 1 Mov3 Mor3
Att3 Def4  (3) Javelin 2 Mov3 Mor3	Att3 Def3  (6) Bow 2 Mov3 Mor3	Att4 Def4  Heavy Cav 1 Mov5 Mor6	Att4 Def4  Med Cav 1 Mov6 Mor6	Att4 Def4  Med Cav 2 Mov6 Mor6	Att3 Def3  LC Spear 1 Mov6 Mor3	Att3 Def3  LC Spear 2 Mov6 Mor3	Att8 Def7  General Mov4 Mor10

GALLIC ARMY

Att6 Def6  Warband 1 Mov2 Mor6	Att6 Def6  Warband 2 Mov2 Mor6	Att6 Def6  Warband 3 Mov2 Mor6	Att6 Def6  Warband 4 Mov2 Mor6	Att3 Def3  (6) Bow 1 Mov3 Mor3	Att3 Def3  (6) Bow 2 Mov3 Mor3	Att4 Def4  Heavy Cav 1 Mov5 Mor6	Att4 Def4  Heavy Cav 2 Mov5 Mor6
Att4 Def4  Heavy Cav 3 Mov5 Mor6	Att4 Def4  Heavy Cav 4 Mov5 Mor6	Att3 Def3  (5) LC Bow 1 Mov6 Mor3	Att3 Def3  (5) LC Bow 2 Mov6 Mor3	Att3 Def3  (5) LC Bow 3 Mov6 Mor3	Att3 Def3  LC Spear 1 Mov6 Mor3	Att3 Def3  LC Spear 2 Mov6 Mor3	Att8 Def7  General Mov4 Mor10

GERMAN/GOTH/HUN ALLIANCE



Rpg To Ccg Conversions

by SIR GERARD LUFT, KDM

What is included below is a simple framework to convert D20 RPG characters to “Magic the Gathering-like” CCG cards, and visa versa. For those rare CCG players who have never played MTG, similar systems include: MTG’s Doctor Who, Cactus Games Redemption, Starquest: the Regency Wars, to name a few.

D20 Rpg Characters To "mtg-like" Ccg Cards

- POWER= Att + Average Dmg of primary weapon or total levels of spells available per day
- TOUGHNESS= Armor Class + Hit Points

Power

1	4
2	11
3	23
4	47
5	94

toughness

1	14
2	28
3	56
4	112
5	224

DEPLOYMENT COST (Power + Toughness)/2= Deployment Cost

"mtg-like" Ccg Card To D20 Rpg Character

Power

1	Att0, Average Damage 4; or 1st level wizard
2	Att+1, Average Damage 6
3	Att+15, Average Damage 8
4	Att+33, Average Damage 14
5	Att+51, Average Damage 43; or 10th level wizard
6	Att+69, Average Damage 119
7	Att+87, Average Damage 285; or 20th level wizard
8	Att+105, Average Damage 643; or 25th level wizard
9	Att+123, Average Damage 1373; or 30th level wizard

Toughness

1	AC10, HP4
2	AC16, HP10
3	AC20, HP36
4	AC25, HP87
5	AC30, HP194

1	AC10, HP4
6	AC35, HP413
7	AC40, HP956
8	AC45, HP1947
9	AC50, HP2934





Rules Of Order

Introduction

Card game for 2+ players. Representation of a parliamentary debate. Based on Robert's Rules of Order. Players compete to capture the Floor, which enables them to Use up (gain) the most Time.

Victory

The player with the most Time Chips at the end of the game wins.

The Deck

Players share a common deck.

Time Chips

There are 100 Time Chips (Use tokens, coins, beads, whatever)

The Floor

Use a special item (Key, pencil, mallet, whatever) to represent the "Floor". Only one player at a time can have the "Floor". Sometimes no one will have the Floor and the next player able to Play a Gain card gets the Floor.

Only the person with the Floor can play Time cards & gain time chips.

Setup

All 100 Time chips are in a pile in the middle of the table. Each player is dealt a hand of 5 cards. The loudest player has the Floor first (or flip a coin).

Turn Sequence

- Players take turns.
- Each turn has 4 Phases:
 - Proposal Phase
 - Motions Phase
 - Oration Phase
 - Resolution Phase

Common Deck Card List

Card Name	Type	TTG	Notes
Limit Debate	L	-	
Majority Vote	L	-	
Out of Order	L	-	Opponent discards 1 card

Proposal Phase

Draw 1 card.

Motions Phase

There are 2 possibilities here:

1. If no one has the Floor, you may play a "Gain" card to get possession of the Floor.
2. If an opponent has the "Floor" you may play a "Lose" card on that player to make them lose the Floor (at this point, no one has the Floor). You may then Play a "Gain" card to get possession of the Floor.

An opponent may play a "Negate" card to nix your play of a "Lose" card.

Oration Phase

If you have the Floor, you may play 1 Time card and gain the indicated number of Time chips from the center pile. When there are no more time chips left in the center pile, the game ends. If you have the Floor but have no time card to play, you automatically lose the Floor.

Resolution Phase

Max hand size is 5 cards. Discard excess cards.

Censure Rule

A censured player loses the Floor and skips his next turn.

Card List Notation

- T** Time card
G Gain Floor
L Lose Floor
N Negate the play of a Lose Floor card
X Special
TTG Time Tokens Gained by playing the Time card

Card Name	Type	TTG	Notes
By-Laws	L	-	
Motion to Adjourn	L	-	All players discard 1 card
Indecorum	L	-	Opponent Censured
Question of Order	L	-	
Rescind	L	-	
Strike Out	L	-	
Withdraw a Motion	L	-	
Suppress	L	-	Opponent gains 1 card
Defer	L	-	Discard 1 card
Objection	L	-	Draw 1 card
Postpone	L	-	Look at opponents hand
Take a Recess	L	-	Look at next 5 cards in deck
Fix the Time	L	-	All players draw 1 card
Extend Limits	N	-	
Amend an Amendment	N	-	
Undebatable	N	-	
Amend Standing Rules	N	-	
Main Motion	G	-	Next Time card played gets +5
Order of Precedence	G	-	Look at next 5 cards in deck
Raise a Question of Privilege	G	-	
Seconded	G	-	All players discard 1 card
Reconsidered	G	-	
Adopt a Report	G	-	
Appeal	G	-	Opponent is Censured
Refer	G	-	Opponent gains 1 card
Commit	G	-	
Division of the Question	G	-	
Informal Consideration	G	-	Look at opponents hand
Lay on the Table	G	-	All players draw 1 card
Suspend the Rules	G	-	Draw 1 card
Incidental Motion	G	-	Discard 1 card
Inquiry	G	-	Opponent discards 1 card
Reconsider	G	-	
Substitute	G	-	
Leave to Continue	G	-	
Make Nominations	G	-	
Special Order	G	-	
Oratory	T	15	
Read Papers	T	10	Lose Floor and draw 1 card
Confined Debate	T	5	
Debate	T	20	Opponents may draw 1 card
Rhetoric	T	10	
Drone on and on	T	20	Lose Floor
Point by Point	T	15	
Review	T	15	
Introduction	T	5	Draw 1 card
Fine Points	T	10	
High Points	T	10	
Anecdotes	T	5	Play a second Time card this turn
Monologue	T	10	
Announcements	T	5	
Proposals	T	10	
Inflammatory Rant	T	15	You are Censured

Card Name	Type	TTG	Notes
Deliberation	T	20	All players draw 1 card
Resolution	T	10	All players discard 1 card
Argument	T	10	
Discussion	T	15	
Lecture	T	20	Discard 1 card
Illustration	T	5	
Instruction	T	10	
Outburst	X	-	Negate Time card; You are censured
Prepared Notes	X	-	Draw 3 cards
Opposition Disorganized	X	-	Opponent discards 3 cards

Chairman & Secretary

The winner of the previous game is the Chairman. The Chairman gets to go first in the next game. The last place loser of the previous game is the Secretary.

The Secretary goes last and gets to shuffle and deal the cards (and serve drinks)

Optional Cutthroat Rule

During your Motions Phase, if you have control of the Floor, an opponent may play a "Lose" card on you to make you lose the Floor.

Links

<http://www.robertsrules.com/> Robert's Rules of Order.





Rules Of War

Introduction

Generic Rules for Combat in any scale or era. No Cards are used, just hex maps, dice, and counters. The basic concept is to be able to have: Relatively quick battles with 20-30 units to a side.

A minimum of record keeping. Easy set up. A very simple rules-system, easily learned, and easily modified.

Equipment

- Hex Maps
- Counters (or Miniatures)
- Dice

Scenarios

The designer of a scenario must determine the following: Which Armies to use. How many units and what types. What map to use.

Setup- Initial Placement of Units Victory conditions

- The opponent picks which side he wants to play.

Unit Stats

Each unit has 6 stats:

1. Movement Rating (Movement Points)
2. Range Rating (In Hexes)
3. Attack Rating
4. Defense Rating
5. Morale Rating
6. Hits Rating (Number of Kills before the Unit is Destroyed)

Turn Sequence

Each Round has 4 phases.

- Initiative Phase
- Player A Movement Phase
- Player B Movement Phase
- Morale Phase

Initiative Phase

Determine turn order by rolling high on 1D10. Reroll ties. The Player with the high roll chooses whether he wants to be Player A or Player B. The Player with the low roll is left with the choice not taken.

A Player gets -2 to his roll if his Leader unit is destroyed.

Facing

All unit counters must have an arrow to indicate their direction of facing. Units can only move in the direction they face. After each hex moved a unit may change its facing 60 degrees.

A unit can only attack units it is facing in a 120 degree arc. Hand to Hand attacks against the back or rear of a unit are at Attack +2. The Defender gets defense -3.

Routing units immediately change their facing 180 degrees.

Stacking

Only one ground unit per hex, except for units that can carry other units. This may be altered depending on the scale of the map.

Movement Phase

MP Movement Points.

MPs are expended upon entering an adjacent hex. Units may move up to their movement allowance.

- A unit that is not damaged, pinned, etc, can always move at least 1 hex.
- A unit may spend a movement point to change its facing to any direction.
- A unit may (dis)mount a vehicle in the same hex if both pay 1 MP.

Attacking

All units may attack only once per turn. Any unit may attack at any time during either Movement Phase. Resolve attacks immediately.

If players want to attack at the same time, the attacks are simultaneous. Each unit has an attack range in hexes. When attacking roll 1D10. this is the Attack roll.

An Attack Hits if the roll is less than or equal to the Attack rating of the Attacker. Natural Rolls of 1 always hit, and rolls of 10 always hit. If an attack hits the Defender may attempt to save.

The Defender saves on a roll on 1D10 less than or equal to the Defense value of the Defender. If a unit receives a number of hits equal to its Hits Rating it is killed and is removed from play. Unless otherwise stated all attacks must be Line of Sight.

Combined Attacks Rule

Every unit after the first to attack the same target unit gets Attack Rating +1.

Overkill Rule

If an attack hits, subtract the roll result from the attack rating. This is the Overkill factor. The defender reduces his Defense rating by this factor.

For example: the attacking tank has an Attack rating = 9. It rolls a 5. The overkill factor is $9 - 5 = 4$. The defending infantry has a Defense rating = 6. The Modified defense rating is $6 - 4 = 2$.

Overrun (free Advance)

A unit that has destroyed an adjacent enemy unit may move into its hex.

Morale Phase

Units must make morale checks every time they are hit but not destroyed. Units must also check morale if an adjacent friendly unit routs. If they roll equal to or less than their Morale Rating on 1D10 they keep fighting.

On a higher roll they rout. They move away from enemy units at top speed. If they move off the board they are removed from play. Routing units may roll to rally every turn after they rout.

If they roll equal to or less than half (round up) of their Morale Rating on 1D10 they rally. Morale checks

Skirmish	1 Man
Tactical	10
Brigade	100
Operational	1,000; Countries
Strategic	10,000 Men; Continent
Small Naval	Coastal Region

Army Eras

For two armies to fight they must have the same Scale, Era, and Terrain Set. The Name of the Army basically determines what Nationality and Era it belongs to. Some possible Eras, or Time Periods, include: Ancients, Roman Empire, Medieval, Feudal Japan, Napoleonic, WWI, WWII, Modern, Future

Basic Ground Terrain Set

Terrain Type	MP	Defense	Notes
Open	1	-	Grass lands, plains
Forest	2	+1	Woods, Defense +2 vs Ranged Attacks
Water	-	-	Impassable
Shallow Water	2	-1	-
Mountainous	-	-	Impassable
Buildings	-	-	Impassable
Bridge	2	-1	-

are at -2 if the Leader unit is destroyed. Morale checks are at -1 if they are outnumbered 2 to 1.

Fire Support

These are attacks that are generated somewhere off map. This usually represents Artillery batteries or Air strikes. These can strike anywhere on the map.

They are limited in ammo and number of attacks per turn.

Spotting

Some lists include spotting ranges as a unit stat. This is the range in hexes a unit will spot enemy units. Once spotted, any unit can attack it.

Army List Stats

Every Army List includes the: Nationality or Era, Scale, Terrain Set

Army Scales

For two armies to fight they must have the same Scale, Era, and Terrain Set. Scales can be in terms of manpower, or distances. Some possible Scales include:

Skirmish	1 Man
Large Naval	Ocean
World War	Entire Globe
Interstellar Space	Single Solar System
Galactic Space	Light Years

Terrain Sets

For two armies to fight they must have the same Scale, Era, and Terrain Set. The Armies Scale basically determines what Terrain Set it will use. A Terrain Set will list what Terrain types are available and how they effect play.

A Terrain type will have one or more of the following attributes: Defense: A bonus or penalty applied to the Defense Rating of any unit occupying the space. MP: The number of Movement points required to enter the space.

Terrain Type	MP	Defense	Notes
Marsh	2	-1	-
Desert	2	-	-
Low Wall	2	+1	-
Fortress	3	+2	Walls, Defense +3 vs Ranged Attacks

Elevation Rule- Determine the elevation of all hexes. A higher elevation costs 1 additional MP to enter. At a higher elevation get +1 Defense if being attacked from

below and get +1 to attack units below.

Units may not stack unless the Army List allows it.

Wwi Ground Terrain Set

Terrain Type	MP	Defense	Notes
No Mans Land	1	-	
Mine Field	1	-1	Units moving through receive an Attack of strength = 5.
Barbed Wire	2	-2	
Trenches	2	+3	
Roads	$\frac{1}{2}$	-	
Pill Box	2	+4	
Fortress	2	+6	3 Hits
Hill	1	+1	Attack +1; Costs 2 MP to go uphill
Forest	2	+1	
Buildings	2	+2	Also Ruins
Airfield	1	-	
Water	-	-	Impassable

Terrain Bonuses do not protect against gas. Indi-

cate direction of wind.

Wwii Squad Ground Terrain Set

Terrain Type	MP	Save
Clear	1	-
Road	1/2	-
Tall Grass	1	2
Bocage	2	4
Building	3	5

Terrain Type	MP	Save
Rubble	3	6
Trees	2	3
Mud	2	-
Barbed Wire	4	-
Pill Box	3	7

Save If a unit in this terrain is hit it is not killed on a

1D10 roll under this value.

Basic Space Terrain Set

Terrain Type	MP	Defense	Notes
Void	1	-	Empty Space
Gasses	2	+1	Attack at -1
Radiation Belt	2	+2	Attack at -2
Asteroid	-	-	Impassable
Space Hulks	-	-	Impassable (Unless Destroyed: 2 Hits)
Dark Matter	2	-	-
Star Dust	2	-	-
Satellites	-	-	Impassable (Unless Destroyed: 1 Hit)

Army Lists

Some sample army or unit lists are provided below:

Historical Army Lists

Persian Wars Greek Army List

Unit Name	Move	Range	AH	AR	Defense	Morale	Notes
Spartan Warband	2	1	8	-	8	10	
Athenian Hoplites	2	1	7	-	7	8	
Ionian Peltasts	3	3	4	2	4	6	
Cretan Bowmen	3	6	3	2	3	5	
War Chariots	4	3	5	2	5	9	
Heavy Infantry	2	1	7	-	7	7	
Corinthian Phalanx	2	1	7	-	8	9	
Greek Archon	4	1	8	-	7	10	Army Leader

Use the Basic Ground Terrain Set. Scale: Skirmish-Tactical-Brigade. All units have a Hits Rating = 1.

AH Attack Rating vs adjacent units. Hand to Hand.

AR Attack Rating vs units 2 or more hexes away. Ranged Attacks.

Persian Wars Persian Army List

Unit Name	Move	Range	AH	AR	Defense	Morale	Notes
Immortals	2	6	6	2	6	9	
Persian Archers	3	6	3	2	3	7	
Scythed Chariots	4	1	5	-	4	6	
Scythian Horse Archers	6	5	2	1	3	4	
Phrygian Javelineers	3	3	4	2	4	3	
Ethiopian Tribesmen	3	4	3	1	3	2	
Arabian Nomads	6	5	4	1	3	2	
Indian Heavy Chariots	4	3	4	2	4	4	
Egyptian Levies	2	1	4	-	5	4	
Mede Cavalry	6	5	5	1	6	6	
Assyrian Light Chariots	5	3	3	1	3	5	
Bactrian Spearmen	2	1	4	-	5	2	
King Xerxes	4	1	6	-	7	10	Army Leader

Use the Basic Ground Terrain Set. Scale: Skirmish-Tactical-Brigade. All units have a Hits Rating = 1.

AH Attack Rating vs adjacent units. Hand to Hand.

AR Attack Rating vs units 2 or more hexes away. Ranged Attacks.

Punic Wars Roman Army List

Unit Name	Move	Range	AH	AR	Defense	Morale	Notes
Velites Skirmishers	3	3	3	2	3	3	
Hastatus Heavy Infantry	2	3	5	2	5	7	Pila
Princepes Heavy Infantry	2	3	6	2	6	8	Pila
Triarii Veteran Spearmen	2	1	6	-	7	9	
Centurion	2	1	7	-	7	9	ArmyLeader
Auxillary Light Infantry	3	3	3	2	3	2	
Aux. Heavy Infantry Cohort	2	3	5	2	5	6	Pila
Heavy Cavalry	5	1	4	-	4	4	

Use the Basic Ground Terrain Set. Scale: Tactical-Brigade. All units have a Hits Rating = 1. Units with Pila get 2 ranged attacks, on the same turn, the very

first turn they enter into HTH during the battle. They can make no other Ranged attacks.

Punic Wars Carthagian Army List

Unit Name	Move	Range	AH	AR	Defense	Morale	Notes
War Elephants	4	1	7	-	4	5	
Balearic Slingers	3	4	2	1	2	3	
Spanish Heavy Infantry	2	3	5	2	5	7	Pila
Spanish Light Infantry	3	3	3	2	3	7	
Numidian Light Cavalry	6	3	3	2	3	4	
Spanish Cavalrymen	6	3	4	2	4	7	Pila
African Heavy Infantry	2	1	5	-	6	7	
Celt Heavy Cavalry	5	1	5	-	4	6	
Celt Warbands	2	1	6	-	5	7	
Hannibal	5	1	6	-	7	10	Army Leader

Use the Basic Ground Terrain Set. Scale: Tactical-Brigade. All units have a Hits Rating = 1. If an Elephant unit routs, it will attack friendly units blocking its escape route.

Units with Pila get 2 ranged attacks, on the same turn, the very first turn they enter into HTH during the battle. They can make no other Ranged attacks.

Barbarian Army List

Unit Name	Move	Range	Attack	Defense	Morale	Notes
Pathfinders	4	6	3	4	4	Short Bows
Naked Warriors	4	1	5	3	8	Always Charge
Swordsmen	3	1	5	4	7	
Spearmen	3	1	4	4	6	+1 Defense vs Shock Cavalry
Axe Throwers	3	3	4	4	6	
Hunter Archers	3	8	2	3	5	
Axemen	3	1	6	4	7	
Heavy Cavalry	5	1	5	4	6	
Berserkers	3	1	7	4	9	Always Charge
Chieftain	3	1	6	5	8	Army Leader

Use the Basic Ground Terrain Set. Scale: Skirmish-Tactical-Brigade. All units have a Hits Rating = 1. A unit cannot make a ranged attack and move in the same turn.

Units may charge into combat: Move +1 (+2 if Cavalry), Attack +1, Defense -1. This List represents Vikings, Celts, Gauls, Visigoth tribes.

Medieval Army List

Unit Name	Move	Range	Attack	Defense	Morale	Notes
Peasant Rabble	2	1	2	2	3	
Halberdiers	3	1	6	4	6	Set Spears +1
Crossbowmen	3	14	3	3	5	
Longbowmen	3	12	4	2	5	
Shortbowmen	3	8	2	2	4	
Pikemen	2	1	5	4	6	Set spears +2
Swordsmen	3	1	5	5	6	
Footmen	3	1	4	4	5	
Shield Men	2	1	3	6	5	+1 Defense vs Ranged Attacks
Mntd Crossbows	7	14	2	3	5	
Horsemen	7	1	5	4	5	
Mounted Knights	6	1	6	6	7	
Knights on Foot	2	1	6	6	7	
Nobility	6	1	6	6	6	Army Leader

Use the Basic Ground Terrain Set. Scale: Skirmish-Tactical-Brigade. All units have a Hits Rating = 1. A unit cannot make a ranged attack and move in the same turn.

Units may charge into combat: Move +1 (+2 if Cav-

alry), Attack +1, Defense -1. Units with Set Spears get +X Defense vs Shock Cavalry and they get to attack first in any HTH. Ranged units always get to make missile attacks before an enemy attacks in HTH.

Feudal Japan Army List

Unit Name	Move	Range	Attack	Defense	Morale	Notes
Ashigaru Spearmen	3	1	3	3	4	Set Spears +1
Ashigaru Gunners	3	12	2	1	3	
Bushi Spearmen	3	1	4	4	6	Set Spears +1
Bushi Musketeers	3	16	3	2	5	
Bushi Spear Cavalry	8	1	3	3	5	+1 Attack vs Routers
Buddhist Monks	4	1	5	5	7	
Ninja	4	1	5	3	5	
Samurai Swordsmen	3	1	6	5	8	
Samurai Naginata	3	1	5	6	8	Set Spears +1
Samurai Archers	3	12	4	3	7	
Samurai Heavy Cavalry	6	1	4	4	8	
Samurai Horse Archers	7	10	3	3	7	
Daiyamo	6	1	6	7	9	Army Leader

Use the Basic Ground Terrain Set. Scale: Tactical-Brigade. All units have a Hits Rating = 1. A unit cannot make a ranged attack and move in the same turn.

Units may charge into combat: Move +1 (+2 if Cav-

alry), Attack +1, Defense -1. Units with Set Spears get +X Defense vs Shock Cavalry and they get to attack first in any HTH. Ranged units always get to make missile attacks before an enemy attacks in HTH.

Napoleonic Era Army List

Unit Name	Move	Range	A1	A2-5	A6+	Morale	Defense
Guard Infantry	3	3	7	3	-	9	6
Elite Infantry	3	3	6	3	-	8	5
Line Infantry	3	3	5	2	-	7	4
Light Infantry	4	5	5	3	-	8	6
Militia	3	3	2	1	-	4	3
Heavy Cavalry	5	3	5	2	-	8	5
Dragoons	6	2	4	2	-	7	6
Shock Cavalry	5	1	6	-	-	8	4
Field Pieces	2	12	8	6	3	6	3
Howitzers	2	8	6	3	1	5	2
General & Staff	5	1	3	-	-	9	6

Use the Basic Ground Terrain Set. Scale: Company (1 Hex = 100 yards) A unit may only have one Formation marker at a time. A unit without a formation marker is considered to be in line in close order. A unit must make a morale check to change its formation or else it does nothing.

Units may instead of attacking put on or take off a Column Formation marker. A unit with a column marker is Attack -1, Defense -1, Move +1. Heavy Infantry (Line, Elite, Guard) may instead of attacking put on or take off a Square Formation Marker. Infantry in Squares are Move = 0, Attacks -1, Defense +5 vs Cavalry, and Defense -2 vs other troop types.

Units that are hit receive a 'Disrupted Formation' counter. Disrupted Units get a -1 to all ratings ex-

cept Range. A unit that receives a second 'Disrupted Formation' counter is destroyed.

Militia and Light Infantry can never inflict a second Disrupted counter, instead, the unit that was hit must check morale. Artillery cannot move and attack in the same turn. Howitzers may make indirect attacks over the heads of friendly troops.

Non-artillery units may make bayonet/saber charges at adjacent enemy units. Charging units get Attack +2 and Defense -2.

A1 Attack Rating at Range = 1

A2-5 Attack Rating at Ranges = 2-5

A6+ Attack Rating at Ranges = 6+

Guard Infantry- Old Guard, Young Guard Elite Infantry- Musketeers, Grenadiers, Highlanders Line

Infantry- Fusiliers, Sappers, Gendarmes, Legere, Jagers Light Infantry-(Rifles) Skirmishers, Cacadores, Voltigeurs, Zouaves Militia- Landwehr, Blunderbus-sars, Partisans Heavy Cavalry- Cuirassiers, Carabin-ers, Chasseurs Dragoons- Also Hussars, Cossacks

Shock Cavalry- Lancers, Uhlans, Mamelukes How-itzers fire shells. Field pieces fire canister and round shot. Round Shot attacks every unit it passes through in a straight line.

World War I Unit List

Unit Name	Move	Range	Attack	Defense	Notes
Infantry	2	2	6	5	
Snipers	2	4	4	6	
Flame Throwers	2	1	6	2	Attack +5 vs Pillboxes
Cavalry	4	1	4	1	Cannot enter Barbed Wire
Machine Guns	1	2	7	5	
Mustard Gas	-	4	8	-	All units have a Def = 5 vs Gas
Tanks	2	4	6	8	
Mortars	1	6	2	5	
Light Artillery	1	12	2	4	
Medium Artillery	1	20	3	3	
Siege Guns	1	32	4	2	Attack +5 vs Fortresses
Headquarters	1	1	1	2	Army Leader
Airplane	40	1	2	5	Attack +5 vs other planes
Flak Guns	1	6	5	4	

Use the WWI Terrain Set. Scale: Tactical-Brigade. All units have a Hits Rating = 1. Only Infantry, Snipers, Flame Throwers, Airplanes, Cavalry, and Tanks can move and attack in the same turn. Siege guns attack every other turn.

Mustard gas is an attack chit carried by some in-fantry. It is discarded when used. Gas affects all units

in a line of 4 hexes. Attacks must be in direction of the wind. Airplanes must land at a friendly airfield at the end of every other turn.

Only Flak guns and Airplanes may attack Airplanes. Airplanes ignore terrain when moving and when being attacked. All units have a Morale Rating = 7.

World War II Squad Unit List

Unit	R5	R4	R3	R2	R1	OA	MP
Sniper Rifle	-	2	3	3	2	-	6
Rifle	-	1	2	2	2	-	6
SMG	-	-	1	2	3	-	6
Officer	-	-	1	2	2	-	6

Use the WWII Terrain Set. Scale: Tactical. All units have a Hits Rating = 1.

RX Attack value at range = X

OA Unit is out of ammo when an attack roll of this value is made.

Unit	R5	R4	R3	R2	R1	OA	MP
Flamethrower	-	-	-	1	4	10	4
Machinegun	-	1	2	3	3	10	4
Mortar	2	2	2	1	1	10	4

All units have a Morale Rating = 7. A squad without a officer has Morale -2.

Science Fiction Army Lists

Space Fleet Unit List

Unit Name	Move	Range	Attack	Defense	Hits	Notes
Interceptor Fighter	7	5	2	6	1	Attack +5 vs Fighters
Assault Fighter	6	6	6	4	1	
Fighter Bomber	5	3	2	3	1	Attack +5 vs Ships
Heavy Fighter	5	6	5	5	1	
Light Fighter	8	4	4	6	1	
Escort Corvette	4	8	3	6	2	Attack +4 vs Fighters

Unit Name	Move	Range	Attack	Defense	Hits	Notes
Hunter Corvette	5	9	5	5	2	
Gunship Corvette	4	10	4	4	2	Attack +2 vs Ships
Destroyer Ship	4	12	5	4	3	Attack +2 vs Fighters
Cruiser Ship	3	14	6	5	4	
Battle Ship	2	16	7	6	5	+1 vs Ships

Use the Basic Space Terrain Set. Scale: Skirmish-Tactical. All units have a Morale Rating = 10. All Fighters have Defense +3 vs Ships All Ships have Attack +2 vs Corvettes All Corvettes have Attack +2 vs

Fighters Ships & Corvettes have -1 Move, Attack, and Defense per hit lost.

Use Damage counters to designate hits. Players pick one of their vessels to be their leader unit.

Star Wars Galactic Empire Fleet Unit List

Unit Name	Move	AD	Hull	Shields	Cargo	Notes
Star Galleon	2	0/1/1	1	2	-/3	Point Defense
Carrack Light Cruiser	5	1/1/2	1	2	-/-	Attack Rating = 5
Republic Dreadnaught	2	1/1/1	1	2	1/2	Bombardment
Imperial Escort Cruiser	3	1/1/1	1	2	6/-	Point Defense
Galleon	3	-	1	1	-/2	-
Super Star Destroyer	3	7/3/5	6	12	12/9	Bombardment
Lancer Frigate	3	2/2/2	1	3	-/-	Point Defense
Strike Cruiser	3	2/1/2	2	6	1/-	Bombardment
Assault Transport	4	2/0/1	1	3	-/1	Point Defense
Interdictor Cruiser	3	1/1/1	1	6	-/-	Attack Rating = 5
Victory Destroyer	3	2/0/2	2	2	2/2	Bombardment
Victory II Star Destroyer	3	2/2/2	2	6	2/-	Bombardment
Imperial Star Destroyer	3	2/1/2	3	3	6/3	Bombardment
Imperial II Star Destroyer	3	4/1/3	4	8	6/3	Bombardment
Death Star	1	8/8/8	12	18	24/18	Bombardment

Use the Basic Space Terrain Set. Scale: Skirmish-Tactical. All units have a Morale Rating = 10. All ships have a Defense Rating = 0.

Shields & Hull are the same as Hits. Shields are lost before Hull points. Cargo: The first value is the number of fighter squads carried. The second Cargo value is the number of troop regiments carried.

Surviving Troop regiments may count towards victory objectives. Ships with the Bombardment ability may count towards victory objectives. Ships with Point Defense have an Attack Rating = 6 vs Fighters Ships with Point Defense have an Attack Rating = 4 vs Ships Ships with Bombardment have an Attack Rating = 4 vs Fighters Ships with Bombardment have an Attack

Rating = 6 vs Ships All attacks have a Range = 1.

AD Attack Dice: The number of Attacks the unit can make per turn in 4 arcs:

Front/ Aft/ Sides (Port & Starboard) The Death Star can make 1 Special Attack every other turn at Range = 5. This attack automatically destroys any target it hits. As it move, any ship may hyper jump out of the battle. Enemy ships may attack first.

Interdictor Cruisers have Gravity Wells that prevent all ships on the map from hyper jumping. Use Damage counters (or change) to designate hits. Ships reduced to half hull points have half AD and Movement.

Players pick one of their vessels to be their leader unit.

Star Wars Galactic Empire Fighter Unit List

Unit Name	Move	AD	Defense	Notes
Tie Fighter Squad	7	1	6	Point Defense
Tie Interceptor Squad	8	2	7	Attack Rating = 5
Tie Defender Squad	7	3	6	Attack Rating = 5
Tie Bomber Squad	6	2	5	Bombardment
Slave-1 (Boba Fett's Ship)	6	2	7	Attack Rating = 7

All fighter Squads have only 1 hit, but notice, they do have a Defense Rating. All Attacks are into the

forward Arc.

Star Wars Rebel Alliance Fleet Unit List

Unit Name	Move	AD	Hits	Shields	Cargo	Notes
Corellian Frigate	3	1/1/2	1	3	-/-	Attack Rating = 5
Dauntless Cruiser	3	2/2/4	3	8	4/2	Bombardment
Corellian Gunship	5	2/1/2	1	2	-/-	Point Defense
Liberator Cruiser	4	2/1/2	2	6	6/3	Bombardment
Bulwark Battlecruiser	3	8/2/5	5	11	10/4	Bombardment
Nebulon-B Frigate	3	2/1/1	1	3	2/-	Attack Rating = 5
Alliance Dreadnaught	3	1/1/1	1	2	1/2	Bombardment
Mon Calamari Cruiser	3	2/2/2	2	3	3/1	Bombardment
Bulk Cruiser	3	1/0/1	1	2	-/-	Bombardment
Bulk Transport	2	-	1	2	-/6	-
Medium Transport	3	0/0/1	1	1	-/2	Point Defense
Alliance Escort Carrier	3	1/0/1	1	2	6/-	Point Defense
Corellian Capitol Ship	3	2/1/2	2	6	-/1	Bombardment
Corellian Corvette	3	2/1/2	1	2	-/-	Point Defense
Assault Frigate	3	3/0/2	2	6	-/-	Bombardment
Millennium Falcon	6	1/1/1	1	1	-/-	Point Defense

Corellian Frigates have Gravity Wells that prevent all ships on the map from hyper jumping. The Millen-

nium Falcon has a Defense Rating = 5.

Star Wars Rebel Alliance Fighter Unit List

Unit Name	Move	AD	Defense	Notes
A-Wing Squad	8	1	7	Point Defense
B-Wing Squad	6	3	5	Bombardment
X-Wing Squad	7	2	6	Attack Rating = 5
Y-Wing Squad	6	2	6	Attack Rating = 5

One of a Y-Wings Attack Dice may be fired into any arc. Squads with a Jedi pilot have Attack and Defense Ratings +2. Any Fighter Squad that hits the Death Star has 1 in 1D10 chance of Destroying it.

ing the Death Star.

Jedi Squads have a 1-5 in 1D10 chance of destroy-

Fantasy Army Lists

Middle Earth - War Of The Ring - Dark Powers - Army List

Unit Name:	Move	AM	AR	Defense	Morale	Notes
Sauron the Dark Lord*	0	7	-	9	10	Magic = 20
Saruman the White*	4	2	-	8	7	Istari, Maiar, Magic = 10
Witch King of Morgul*	4	9	-	8	10	High Nazgul
Nazgul Ring Wraiths*	4	8	-	8	10	Black Riders
Barrow-Wights	2	6	-	7	10	Undead
Mouth of Sauron*	4	4	-	6	8	
Orcs	2	3	2	2	4L	Goblins
Uruk-hai	2	5	3	4	6L	Hobgoblins
Half Orcs	2	4	3	3	5L	
Trolls	3	6	-	5	8L	Giants
Olog-hai	3	7	-	6	9L	Great Trolls

Unit Name:	Move	AM	AR	Defense	Morale	Notes
Balrog Demon	4	9	-	8	10	2 Hits
Shelob the Great	3	8	-	6	10	Spider
Great Spiders	3	6	-	4	9	
Cold-Drake	4	7	-	7	7	Dragons
Winged Fire-Drake	8F	8	5	8	9	2 Hits
Black Numenoreans	2	5	2	4	7L	Men
Umbar Corsairs	2	4	2	3	5L	Attack +1 at Sea
Easterlings of Rhun	2	4	3	3	4L	Men
Men of Harad	2	4	3	3	5L	Southrons
Balchoth Barbarians	2	5	3	3	6L	Men
Wargs	4	6	-	5	8L	Great Wolves
Wolf Riders	4	6	2	4	7L	Orcs & Wargs
Great Bats	8F	3	-	2	9L	
Vampires	8F	7	-	6	8	Undead
Gaurhoth Werewolves	4	6	-	6	9	Shapeshifters
Fell Beasts	8F	5	-	4	8	Carry Nazgul
Wainriders	4	4	2	3	6L	War Chariots
Flies of Mordor	6	3	-	6	10L	Swarms
Dunlendings	2	4	2	3	4L	Men
Haradrim Mumakils	3	7	2	8	8L	War Elephants
Hillmen	2	3	2	3	7L	
Smeagol Gollum	3	1	-	8	3	
Kraken	1	9	-	8	9	3 Hits, Water Only
Variags of Khand	2	4	3	4	5L	Men
Siege Towers	1	4	3	6	9L	
Catapults	1	1	3	2	5L	Breach = 2, Range = 3
Battering Rams	1	1	-	4	7L	Breach = 4
Ships	6	4	2	6	6L	Carry = 1

Use the Basic Ground Terrain Set. Scale: Skirmish-Tactical-Brigade. All units have a Hits Rating = 1.

AM Attack Rating Melee. Used against adjacent opponents.

AR Attack Rating Ranged. Used against opponents 2 hexes away.

Units with an AR rating have a Range Rating = 2. Units with a * are 'Heroes'. Heroes may stack unlimited on other Units. Units with an L after their Morale rating are Legions.

Heroes cannot attack Legions. Legions cannot attack Heroes stacked on a Legion. Legions adjacent to

or stacked with heroes get +1 on all their ratings.

On a roll of 1-5 on 1D10, Ships, Siege Towers, Catapults, and Rams are captured, not destroyed. The letter F after the move rating indicates the unit can fly. Each Ship can carry one non-ship Legion and any number of Heroes.

Sauron never moves from his Lair in Mordor. Units with Magic points can cast spells. Units with breach ability use this as an attack rating to destroy walls and Fortifications.

Units get no terrain bonus when attacked by Siege Towers.

Middle Earth - War Of The Ring - Forces Of Light - Army List

Unit Name:	Move	AM	AR	Defense	Morale	Notes
Gandalf the Grey*	6	5	-	9	10	Istari, Maiar, Magic = 8
Radagast the Brown*	5	4	-	9	9	Istari, Maiar, Magic = 6
Aragorn*	5	8	5	9	10	Strider
Legolas the Elf Lord*	4	6	6	8	10	
Glimli the Dwarf Lord*	4	7	-	8	10	
Frodo the Ring Bearer*	4	-	-	9	9	
Eomer*	4	7	-	9	10	

Unit Name:	Move	AM	AR	Defense	Morale	Notes
Faramir*	4	5	–	7	9	
Eowyn*	4	7	–	8	10	
King Theoden*	4	5	–	6	10	
Gwaihir the Windlord*	8F	6	–	9	10	Carry 1 Hero
Eagles	8F	6	–	4	8L	Carry = 1
Treebeard*	2	9	–	9	10	Treefolk
Ents	2	8	–	9	10L	Treefolk. Hits = 2
Huorns	1	7	–	8	10L	Treefolk
Grey Mountain Dwarves	2	6	–	6	10L	Khazad
Iron Hill Dwarves	2	6	–	6	10L	Khazad
Rivendell Grey Elves	4	6	5	5	9L	Sindar
Lothlorien High Elves	4	6	5	5	9L	Noldor
Mirkwood Silvan Elves	4	6	5	5	9L	Laiquendi
Teleri Sea Elves	4	4	4	4	8L	Attack +1 at sea
Half Elves	4	5	4	5	8L	
Shire Hobbits	2	2	2	4	7L	
Men of Gondor	2	5	3	4	8L	Dunedain
Men of Arnor	2	4	3	4	7L	Dunedain
Lakemen of Esgaroth	2	4	3	3	7L	Northmen
Horsemen of Rohan	4	5	2	4	8L	Rohirrim
Bardings of Dale	2	4	4	3	8L	Northmen
Beorning Bear Men	3	6	–	5	9L	Northmen
Rangers of the North	4	6	4	5	9L	Northmen
Woses of Druadan	3	5	3	5	6L	Pukel Men
Woodmen of Mirkwood	3	4	4	4	7L	Northmen
Dead Men of Dunharrow	2	8	–	7	10L	Undead
Ships	6	4	2	6	6L	Carry = 1

Middle Earth Magic

Magic Spell:	Effect
Haste	1D10 Target Adjacent units get Move Rating +1D10 this turn.
Barrier	Designate 1D10 connected hexes that enemy units may not enter this turn.
Aid	Any rating of any Target Unit +/- 1D5 this turn. Cast before roll is made.
Fear	1D5 Target Adjacent units must make a Morale Check at -2.

A Spellcaster can use one spell per turn. The Aid spell can be cast during the opponents turn. Each spell cast uses up one Magic Point.

Game Designers Notes

More Army Lists and Terrain Sets are on their way.

Middle Earth Scenario Outline

Battle of Morannon, outside the Black Gates of Mor-dor.

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Rules Of War For The Ancient Period

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Introduction

Generic Rules for Combat in any scale or era. No Cards are used, just hex maps, dice, and counters. The basic concept is to be able to have: Relatively quick battles with 20-30 units to a side.

A minimum of record keeping. Easy set up. A very simple rules-system, easily learned, and easily modified.

Equipment

- Hex Maps
- Counters (or Miniatures)
- Dice

Scenarios

The designer of a scenario must determine the following:

- Which Armies to use.
- How many units and what types.
- What map to use.
- Setup- Initial Placement of Units
- Victory conditions
- The opponent picks which side he wants to play.

Unit Stats

Each unit has 6 stats:

1. Movement Rating (Movement Points)
2. Range Rating (In Hexes)
3. Attack Rating
4. Defense Rating
5. Morale Rating
6. Hits Rating (Number of Kills before the Unit is Destroyed) NB All units in the Ancient period rules have a hits rating of 2

Turn Sequence

Each Round has 4 phases.

- Initiative Phase
- Player A Movement Phase
- Player B Movement Phase
- Morale Phase

Initiative Phase

Determine turn order by rolling high on 1D10. Reroll ties. The Player with the high roll chooses

whether he wants to be Player A or Player B. The Player with the low roll is left with the choice not taken.

A Player gets -2 to his roll if his Leader unit is destroyed.

Facing

All unit counters must have an arrow to indicate their direction of facing. Units can only move in the direction they face. After each hex moved a unit may change its facing 60 degrees.

A unit can only attack units it is facing in a 120 degree arc. Hand to Hand attacks against the back or rear of a unit are at Attack +2. The Defender gets defense -3.

Routing units immediately change their facing 180 degrees.

Stacking

Only one ground unit per hex, except for units that can carry other units. This may be altered depending on the scale of the map.

Movement Phase

MP Movement Points.

MPs are expended upon entering an adjacent hex. Units may move up to their movement allowance. A unit that is not damaged, pinned, etc, can always move at least 1 hex.

A unit may spend a movement point to change its facing to any direction.

Attacking

All units may attack only once per turn. Any unit may attack at any time during either Movement Phase. Resolve attacks immediately.

If players want to attack at the same time, the attacks are simultaneous. Each unit has an attack range in hexes. When attacking roll 1D10. this is the Attack roll.

An Attack Hits if the roll is less than or equal to the Attack rating of the Attacker. Natural Rolls of 1 always hit, and rolls of 10 always hit. If an attack hits the Defender may attempt to save.

The Defender saves on a roll on 1D10 less than or equal to the Defense value of the Defender. If a unit receives a number of hits equal to its Hits Rating it is killed and is removed from play. Unless otherwise stated all attacks must be Line of Sight.

Combined Attacks Rule

Every unit after the first to attack the same target unit gets Attack Rating +1.

Overkill Rule

If an attack hits, subtract the roll result from the attack rating. This is the Overkill factor. The defender reduces his Defense rating by this factor.

For example: the attacking tank has an Attack rating = 9. It rolls a 5. The overkill factor is $9 - 5 = 4$. The defending infantry has a Defense rating = 6. The Modified defense rating is $6 - 4 = 2$.

Overrun (free Advance)

A unit that has destroyed an adjacent enemy unit may move into its hex.

Type	Scale
Skirmish	1 Man
Tactical	10
Brigade	100

Army Eras

For two armies to fight they must have the same Scale, Era, and Terrain Set.

Terrain Sets

For two armies to fight they must have the same Scale, Era, and Terrain Set. The Armies Scale basically

Morale Phase

Units must make morale checks every time they are hit but not destroyed. Units must also check morale if an adjacent friendly unit routs. If they roll equal to or less than their Morale Rating on 1D10 they keep fighting.

On a higher roll they rout. They move away from enemy units at top speed. If they move off the board they are removed from play. Routing units may roll to rally every turn after they rout.

If they roll equal to or less than half (round up) of their Morale Rating on 1D10 they rally. Morale checks are at -2 if the Leader unit is destroyed. Morale checks are at -1 if they are outnumbered 2 to 1.

Army Scales

For two armies to fight they must have the same Scale, Era, and Terrain Set. Scales can be in terms of manpower, or distances. Some possible Scales include:

Type	Scale
Operational	1,000; Countries
Strategic	10,000 Men; Continent

determines what Terrain Set it will use. A Terrain Set will list what Terrain types are available and how they effect play.

A Terrain type will have one or more of the following attributes: Defense: A bonus or penalty applied to the Defense Rating of any unit occupying the space. MP: The number of Movement points required to enter the space.

Basic Ground Terrain Set

Terrain Type	MP	Defense	Notes
Open	1	-	Grass lands, plains
Forest	2	+1	Woods, Defense +2 vs Ranged Attacks
Water	-	-	Impassable
Shallow Water	2	-1	-
Mountainous	-	-	Impassable
Buildings	-	-	Impassable
Bridge	2	-1	-
Marsh	2	-1	-
Desert	2	-	-
Low Wall	2	+1	-
Fortress	3	+2	Walls, Defense +3 vs Ranged Attacks

Elevation Rule- Determine the elevation of all hexes. A higher elevation costs 1 additional MP to enter. At a higher elevation get +1 Defense if being attacked from below and get +1 to attack units below.

Ancient Period Army Lists

The following lists are based on those given in the original rules but expanded by myself. Please feel free to modify them if you feel they need it.

Please note the composition of ancient armies varied tremendously with circumstances and many nations used a wide variety of local or mercenary troops as and when necessary. The following are typical ex-

Units may not stack unless the Army List allows it.

amples only, using the core troop types of each army.
Where troop types have a choice of weapons that choice is yours.

Greek Army

- 1 General
- 8 Units Hoplites
- 2 Units Peltasts
- 2 Units Psiloi
- 2 Units Medium Cavalry
- 1 Unit Light Cavalry

Persian Army

- 1 General
- 6 Units Spearmen/Bow (1 Unit may be Immortals)
- 2 Units Medium Infantry
- 2 Units Light Infantry
- 2 Units Medium Cavalry
- 3 Units Light Cavalry

Macedonian Army

- 1 General
- 6 Units Phalangites
- 2 Units Hypaspists
- 2 Units Light Infantry
- 1 Unit Heavy Cavalry/Companions
- 2 Units Medium Cavalry
- 2 Units Light Cavalry

Indian Army

- 1 General
- 4 Units Elephants
- 4 Units Chariots
- 4 Units Medium Infantry/Bow
- 2 Units Medium Infantry/Spear
- 1 Unit Medium Cavalry

Carthaginian Army

- 1 General
- 2 Units Elephants

Greek Army

- 3 Units Spearmen
- 4 Units Medium Infantry/Gauls/Spaniards
- 3 Units Light Infantry
- 1 Unit Heavy or Medium Cavalry
- 2 Units Light Cavalry

Roman Army

- 1 General
- 6 Units Legionaries
- 3 Units Auxiliaries
- 2 Units Light Infantry
- 2 Units Medium Cavalry
- 2 Units Light Cavalry

Gallic/germanic Army

- 1 General
- 6 Units Warband
- 4 Units Light Infantry
- 1 Unit Heavy Cavalry
- 2 Units Medium Cavalry
- 2 Units Light Cavalry

Celtic Army

- 1 General
- 4 Units Chariots
- 6 Units Warband
- 3 Units Light Infantry
- 2 Units Light Cavalry

Late German/goth/hun Army

- 1 General
- 4 Units Medium Infantry
- 2 Units Light Infantry
- 4 Units Heavy Cavalry
- 5 Units Light Cavalry

MV Move

RNG Range

H2H ATTACK-Hand to Hand

ATM ATTACK- Missile

DFS Defence

MRL Morale

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
General	4	-	8	-	7	10	
Hoplites-Standard	2	-	7	-	7	6	
Hoplites-Spartan or Theban	2	-	8	-	8	9	
Peltasts	3	-	4	-	4	6	
Psiloi-Javelin	3	3	3	2	4	3	
Psiloi-Bow	3	6	3	2	3	3	
Psiloi-Sling	3	4	3	2	3	3	
Heavy Cavalry	5	-	4	-	4	6	

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
Medium Cavalry	6	-	4	-	4	6	
Light Cavalry-Javelin	6	-	3	-	3	3	
Light Cavalry-Bow	6	5	2	2	3	3	

Persian Army

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
General	4	-	8	-	7	10	
Spearmen/Bow-Standard	2	6	6	2	6	6	
Spearmen/Bow-Immortals	2	6	7	2	7	9	
Medium Infantry-Spear	3	-	4	-	4	6	
Light Infantry-Javelin	3	3	3	2	4	3	
Light Infantry-Bow	3	6	3	2	3	3	
Light Infantry-Sling	3	4	3	2	3	3	
Heavy Cavalry	5	-	4	-	4	6	
Medium Cavalry	6	-	4	-	4	6	
Light Cavalry-Javelin	6	-	3	-	3	3	
Light Cavalry-Bow	6	5	2	2	3	3	
Chariots	5	3	3	2	3	6	
Elephants	4	-	7	-	4	3	
Mercenary Hoplites	2	-	7	-	7	6	
Mercenary Peltasts	3	-	4	-	4	6	

Carthaginian Army

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
General	4	-	8	-	7	10	
Spearmen-Standard	2	-	6	-	6	6	
Spearmen-Citizen	2	-	6	-	6	9	
Spanish Medium Infantry	2	-	5	-	5	6	
Gallic Medium Infantry	2	-	6	-	5	6	
Light Infantry-Javelin	3	3	3	2	4	3	
Light Infantry-Bow	3	6	3	2	3	3	
Light Infantry-Sling	3	4	3	2	3	3	
Heavy Cavalry	5	-	4	-	4	6	
Medium Cavalry	6	-	4	-	4	6	
Light Cavalry-Javelin	6	-	3	-	3	3	
Elephants	4	-	7	-	4	3	

Roman Army (early Imperial)

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
General	4	-	8	-	7	10	
Legionaries	2	-	6	-	6	9	
Auxiliary Infantry	2	-	5	-	5	6	
Light Infantry-Javelin	3	3	3	2	4	3	
Light Infantry-Bow	3	6	3	2	3	3	Light Infantry-

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
Sling	3	4	3	2	3	3	
Heavy Cavalry	5	-	4	-	4	6	
Medium Cavalry	6	-	4	-	4	6	
Light Cavalry-Javelin	6	-	3	-	3	3	
Elephants	4	-	7	-	4	3	
Artillery	2	12	3	2	3	6	

Macedonian Army

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
General	4	-	8	-	7	10	
Phalangites	2	-	6	-	6	9	
Hypaspists	2	-	7	-	7	9	
Light Infantry-Javelin	3	3	3	2	4	3	
Light Infantry-Bow	3	6	3	2	3	3	
Light Infantry-Sling	3	4	3	2	3	3	
Heavy Cavalry-Companions	5	-	4	-	4	9	
Heavy Cavalry	5	-	4	-	4	6	
Medium Cavalry	6	-	4	-	4	6	
Light Cavalry-Kontos	6	-	4	-	4	6	
Light Cavalry-Javelin	6	-	3	-	3	3	
Light Cavalry-Bow	6	5	2	2	3	3	
Artillery	2	12	3	2	3	6	
Elephants	4	-	7	-	4	3	
Mercenary Hoplites	2	-	7	-	7	6	
Mercenary Peltasts	3	-	4	-	4	6	

Indian Army

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
General	4	-	8	-	7	10	
Medium Infantry-Javelin	2	3	6	2	4	3	
Medium Infantry-Bow	2	6	6	2	5	3	
Medium Cavalry	6	-	4	-	4	6	
Light Cavalry-Javelin	6	-	3	-	3	3	
Light Cavalry-Bow	6	5	2	2	3	3	
Chariots	5	5	3	2	3	6	
Elephants	4	-	7	-	4	3	

Celtic/gallic/germanic Army

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
General	4	-	8	-	7	10	
Warband	2	-	6	-	6	6	
Light Infantry-Javelin	3	3	3	2	4	3	
Light Infantry-Bow	3	6	3	2	3	3	
Light Infantry-Sling	3	4	3	2	3	3	
Heavy Cavalry	5	-	4	-	4	6	

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
Medium Cavalry	6	-	4	-	4	6	
Light Cavalry-Javelin	6	-	3	-	3	3	
Chariots	5	3	3	2	3	3	

Late German/goth/hun Army

UNIT TYPE	MV	RNG	H2H	ATM	DFS	MRL	NOTES
General	4	-	8	-	7	10	
Medium Infantry-Spear/sword	2	-	6	-	6	6	
Light Infantry-Javelin	3	3	3	2	4	3	
Light Infantry-Bow	3	6	3	2	3	3	
Heavy Cavalry	5	-	4	-	4	6	
Medium Cavalry	6	-	4	-	4	6	
Light Cavalry-Javelin	6	-	3	-	3	3	
Light Cavalry-Bow	5	3	3	2	3	3	

Rules originally published by Lloyd Krassner. Edited and additions by Mike Murgatroyd September 2001.





Running Man The Home Game

Introduction

Board Game based on the 1987 SF Movie. One player is the Runners. The other is the Stalkers.

Winning

The Stalkers win if all of the Runners are killed. The Runners get a minor victory if 1 or more of them make it to the Rebel Hideout. The runners get a major victory if 1 or more of them makes it first to the Satellite Uplink and then the Hideout.

The game ends when all stalkers are killed or all Runners are either Killed or escaped.

The Runners

There are 4 Runners:

1. Ben Richards
2. Laughlin
3. Weiss
4. Amber

The Stalkers

There are 5 Stalkers:

1. Sub Zero
2. Buzz Saw
3. Dynamo
4. Fire Ball
5. Captain Freedom

The Game Zone

The Map or Board is also known as the Game Zone. The Board is an 8x8 grid. There are 4 main locations located in the corners: Runner Entry Stalker Entry Satellite Uplink Rebel Hideout. The 2 Entry points are in opposite corners. The center 4 squares are known as the Intersection.

In order to go from any corner location to any other corner Location, you must first enter an Intersection space. Runners and stalkers may not enter each others entry points. Stalkers may not enter the Satellite or rebel squares either.

Counters

Each runner and stalker has his own counter. Counters may Stack.

Hits & Damage

All Characters have Hits. Ben has 5 Hits. All the other runners have 2 Hits.

Captain Freedom has 4 Hits. All the other Stalkers have 3 Hits. Whenever a Character takes damage place a Damage Counter on it.

If a Character has more Damage Counters than Hits, it is killed.

Setup

Place the Ben, Laughlin, and Weiss counters on the Runner entry square. Place Subzero on the Stalker Entry Point. Runners go first (Head start).

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Run Phase
2. Action Phase
3. Hide Phase

Run Phase

Draw 3 cards and put them in your hand.

Action Phase

Use Move cards to move your units. A unit may make a max of 2 moves in a turn. The unit must move the entire distance described by the move card or not at all.

Runners stacked together may use a single card to move together.

K Move like a Knight in Chess.

Runners may never move into a space occupied by a Stalker. Runners may never move through a space occupied by a Stalker, except if It is a K card. All units may stack with each other.

Attack cards are used to make attacks against opposing units in the same space. Note: All attacks are (short range) within the same square. If runners are stacked, an attack against them will hit a random one.

A unit may make up to 2 attacks in a turn. Defense cards are played to negate an attack.

Character Entry

Amber enters the game on turn 4. If Sub zero is killed, both Dynamo and Buzz Saw immediately enter the Game Zone. If Sub Zero is not killed Dynamo and Buzz Saw enter on turn 6.

If both Dynamo and Buzz saw are killed, Fire Ball immediately enters, otherwise Fireball enters on turn 10. If Fire Ball is killed, Captain Freedom immediately enters play, otherwise Captain Freedom enters on turn 14.

Card List Notation

M Move
A Attack

D Defense
X Special
Number of Copies of card in deck

Runner Deck

Card Name	#	Type	Notes:
Scramble	2	M	Move 1 Space orthogonally
Sneak	2	M	Move 1 Space diagonally
Rush	2	M	Move 2 Spaces orthogonally
Clamber	2	M	Move 2 Spaces diagonally
Run	2	M	Move 3 Spaces orthogonally
Sprint	2	M	Move 3 Spaces diagonally
Tight Squeeze	2	M	K = Move like Knight in Chess
Dodge	2	D	And draw 1 card
Hide	2	D	And discard 1 card
Block	2	D	-
Distraction	2	D	Only if another Runner stacked or adjacent
Narrow Escape	2	D	And move 1 space in any direction
Run Away	2	D	And you must immediately play a Move card
Gas & Flare	1	A	Auto-Kill Fire Ball
Garrote	1	A	Auto-Kill Sub Zero
Crash Vehicle	1	A	Stalker may not move next turn
Ambush	1	A	Opponent must discard 1 card
Use Own Weapon	1	A	Auto Kill Buzz Saw
Mangle	1	A	Ben Only. Does 2 Damage. Or draw 1 card
Electrocution	1	A	Auto-Kill Dynamo
Pinned	1	A	Stalker goes back to his Entry point
Grapple	1	A	Or use as a Defense Card
Lucky Punch	1	A	-
Rebel Help	1	X	Draw 3 Cards

Stalker Deck

Card Name	#	Type	Notes:
Stalk	2	M	Move 1 space orthogonally
Search	2	M	Move 1 space diagonally
Hunt	2	M	Move 2 spaces orthogonally
Jog	2	M	Move 2 spaces diagonally
Vehicle	2	M	Move 3 spaces orthogonally
Pursuit	2	M	Move 3 spaces diagonally
Short-cut	2	M	K = Move like a Knight in Chess
Cage	1	X	Negate Move Card. Draw 1 Card
Trap	1	X	Negate a Move Card. Opponent discards 1 Card
Barricade	1	X	Negate Move Card
Dead End	1	X	Negate Move Card. Move 1 Space in any direction
Armor	1	D	-
Combat Training	1	D	And Draw 1 Card
Parry	1	D	And Opponent discards 1 Card
Attack	4	A	-
Hand to Hand	2	A	Cannot use Defense cards vs this Attack

Card Name	#	Type	Notes:
Hit & Run	1	A	And then Move 1 space in any direction
Slash	1	A	Sub Zero Only or draw 1 card
Choke Hold	1	A	Opponent Discards 1 card
Impale	1	A	Does 2 Damage
Burn	1	A	Fire Ball Only or draw 1 card
Cut	1	A	Sub Zero or Buzz Saw Only or draw 1 card
Jet Pack	1	M	Fire Ball Only. Move 3 or K Spaces or draw 1 card
Skates	1	M	Sub Zero Only. Move 1 or 2 Spaces or draw 1 card
Motorcycle	1	M	Buzz Saw Only. Move 2 or 3 Spaces or draw 1 card
Go - Kart	1	M	Dynamo Only. Move 3 or 4 Spaces or draw 1 card
Surveillance	1	X	Look at Opponents hand
Fear	1	X	Opponent discards 2 random cards

Links

[Running Man Wikipedia](#)





Russia And The West

Introduction

Card game for 2 players. One player represents the West, the other Russia.

Premise

Since the Cold War has ended and the fall of the Soviet Union as a Superpower, Russia has maintained an active war-footing with the West, using every means Possible (covert, hacking, criminal, disinformation, hard force, etc.) to Subvert and destabilize the Western powers and the New world order. Their long term goal is to remain a major player in an illiberal, multipolar world.

History

The game starts in the year 2000. Each turn represents 2 years. The game ends in 2020. There are a total of 11 Turns.

Objective

- If any player wins 3 Hands in a row, they win the game.
- The winner of the first turn gets 1 Victory point.
- The winner of the second turn gets 2 Victory points.
- The winner of the third turn gets 3 Victory points and son.

The player with the most Victory points at the end of the game wins. Use pen and paper to record Victory points.

The Deck

Players share a common deck. Some cards can be used by both players. Some cards can only be used by

one side.

Turn Sequence

1. Players are dealt 7 cards each.
2. You may reveal a Spy card to look at your opponent's hand.
3. Players can discard up to 4 cards and draw replacements.
4. A player may discard an economic card to draw 2 cards.
5. A player may discard a military card to make his opponent discard a random card
6. A player may discard a political card to draw 3 cards and discard 2 cards.
7. A player may discard a culture card to gain 1 Victory point.
8. Players reveal their hands.
9. The player with the highest Force total wins the hand.

-Every card has a Force value. -A player can only count cards that match his side or that can be used by both players. -A player may only use 1 card of the same type, so for example, he could use one Military card toward his total but not two. This is the "One-Type-only Rule".

-If a player reveals a Crime card he may break the One-Type-Only Rule once unless His opponent plays a Law card. A card with the "Any" type may be assigned any type its owner wants (Political, cultural, etc.)

10. Discard all cards.

Card Notation

R Russia
W West
B Both

Card List

#	Name:	User	Force	Type
1	Vladimir Putin	R	5	Any
2	Russian Federation	R	2	Any
3	Semi-Criminal Oligarchy	R	2	Crime
4	Soviet Roots	R	2	Culture
5	Encourage Nationalism	R	4	Culture
6	Dis/Misinformation	R	4	Info
7	Security State	R	3	Any
8	Undermine Democracies	R	3	Political

#	Name:	User	Force	Type
9	Green Men Incursions	R	4	Military
10	Support Dictatorships	R	4	Economic
11	Reflexive Control	R	4	Political
12	Disseminate Fake News	R	2	Info
13	Hack CIA Computers	R	3	Spy
14	Cyber Theft	R	3	Spy
15	Exploit International Crisis	R	3	Political
16	Erode Western Values	R	3	Culture
17	Promote Far Right Radicalism	R	2	Political
18	Oil Politics	R	4	Economic
19	Non Linear War	R	2	Any
20	Russia Tycoons	R	3	Economic
21	Russian Mafia	R	4	Crime
22	KGB Machinery	R	3	Spy
23	FSB Federal Security Service	R	5	Spy
24	Control National Responses	R	4	Culture
25	Multi Vector Foreign Policy	R	2	Political
26	Attack Liberalism and Globalism	R	3	Culture
27	Interfere in Elections	R	3	Political
28	Intimidate Diplomats/Journalists	R	1	Crime
29	GRU Intelligence Directorate	R	2	Spy
30	Targeted Killings	R	2	Spy
31	Paramilitary Groups	R	4	Military
32	Subvert Decision Making Ability	R	3	Info
33	Covert Activities	R	2	Spy
34	Disrupt and Sabotage	R	2	Political
35	Erode Institutional Trust	R	3	Culture
36	Gerasimov Doctrine	R	3	Any
37	Russian Frontier Annexations	R	3	Military
38	Shadow Tactics	R	2	Any
39	Hybrid Information Warfare	R	2	Info
40	Confuse Fact and Fiction	R	2	Info
41	Global Insurgency	R	2	Military
42	Campaign of Destabilization	R	3	Political
43	Export Illiberal Ideology	R	2	Culture
44	Compromise National Security	R	3	Spy
45	Asymmetrical Diplomacy	R	2	Political
46	Influence Campaign	R	3	Political

#	Name:	User	Force	Type
1	NSA National Security Agency	W	4	Spy
2	NATO Treaties	W	3	Military
3	NATO Alliance	W	4	Military
4	German Leadership	W	3	Economic
5	Western Aid	W	2	Economic
6	Western Democracies	W	3	Political
7	World Bank	W	2	Economic
8	Western Institutions	W	3	Culture
9	Liberal Democracies	W	2	Culture
10	Rule of Law	W	2	Law

#	Name:	User	Force	Type
11	European Union	W	3	Politics
12	American President	W	5	Any
13	USA Superpower	W	5	Economic
14	Targeted Sanctions	W	1	Economic
15	United Nations	W	3	Politics
16	International Law	W	2	Law
17	Little Foreign Investment	W	3	Economic
18	Low Oil Prices	W	4	Economic
19	Expansion of the EU	W	3	Political
20	Expansion of NATO	W	3	Military
21	Western Criticism	W	1	Culture
22	Internal Criticism	W	1	Culture
23	Protests	W	1	Political
24	Expulsion	W	1	Law
25	Reset Policy	W	1	Politics
26	Asset Seizure	W	1	Economic
27	Confront Interference	W	4	Any
28	Repair Damage	W	2	Any
29	American Exceptionalism	W	3	Culture
30	Aspirational Character	W	4	Culture
31	Vision and Purpose	W	5	Culture
32	Strong Alliances	W	4	Military
33	Diplomacy	W	1	Political
34	Negotiation	W	1	Political
35	Expose Actions	W	4	Info
36	Force Projection	W	4	Military
37	United Front	W	4	Political
38	Security Guarantees	W	3	Military
39	Economic Superiority	W	5	Economic
40	CIA Central Intelligence Agency	W	4	Spy
41	Military Superiority	W	4	Military
42	New World Order	W	3	Political
43	Cultural Domination	W	3	Culture
44	Military Deployments	W	3	Military
45	Probe and Investigate	R	2	Info
46	US Cyber Command	R	3	Spy

#	Name:	User	Force	Type
1	Espionage	B	2	Spy
2	Counter Intelligence	B	2	Spy
3	Counter Terrorism	B	2	Spy
4	Reforms	B	1	Any
5	Military Intervention	B	2	Military
6	Corruption	B	2	Crime
7	Nuclear Politics	B	2	Politics
8	Regional Conflict	B	2	Military
9	War Crimes	B	2	Law
10	Challenge to Power	B	1	Any
11	Power Struggle	B	1	Any
12	Grand Bargain	B	2	Political

#	Name:	User	Force	Type
13	Public Approval	B	2	Culture
14	Period of Upheaval	B	1	Any
15	Retaliation	B	1	Any
16	Scandal	B	2	Culture
17	Disaster	B	1	Any
18	Criminal Prosecution	B	2	Law
19	Global Recession	B	2	Economic
20	Russian Economy	B	2	Economic
21	Occupation	B	2	Military
22	Unrest	B	2	Political
23	Separatists	B	2	Military
24	Independence Movements	B	2	Political
25	Political Theatre	R	2	Political
26	Territorial Claims	B	2	Political
27	Media Manipulation	B	2	Info
28	Show Superiority	B	2	Political
29	Sphere of Influence	B	1	Any
30	Force Multiplier	B	1	Any
31	Overwhelm Response	B	1	Any
32	Exploit Networks	B	1	Any
33	Treaty	B	2	Political
34	Outmaneuver	B	1	Any
35	Hard Power	B	2	Military
36	Unexpected Outcomes	B	1	Any
37	Propaganda	B	2	Culture
38	Rhetoric	B	2	Culture
39	Leverage	B	2	Politics
40	Policy	B	1	Any
41	Self Serving Denials	R	2	Political
42	Intelligence Analysis	R	2	Spy
43	Accusations	B	2	Political
44	Isolate	B	2	Cultural





Russo-german War

Introduction

Board & card game for 2 players. WWII East Front very abstract simulation Each figure (unit) represents an army or armored division. One player is the Germans, the other is the Russians (Soviets).

Victory

Destroy all opposing units.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units. There are 2 types of units: Infantry and Armor The German player starts with: 3 Armor 5 Infantry The Russian player starts with: 4 Armor 12 Infantry

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 4 phases: Orders Phase Move Phase Fire Phase Recruit Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.
Discard excess cards.

Card List

Card Name:	#	Use	Type	Range	Notes
Blitzkrieg	4	G	M	2	

Move Phase

Play (discard) a Move card to move one of your units. The move card has a number. This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving up to three units forward the indicated number of spaces using a single move card. A unit can move only once per turn.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. The enemy unit that is the target of the attack is automatically Killed and removed from the map. Your opponent may play certain Defense cards to negate your attack.

Recruit Phase

Players may play a Recruit card to gain back one lost unit. The unit starts in an empty space in that players back row.

Card List Notation

- M** Movement
- A** Attack
- D** Defense: Negate Attack card played by opponent
- G** Negate Attack (of Range = 1) card played by opponent and destroy attacker
- V** Destroy Attacker (of Range = 1) chit. (does not negate attack)
- N** Negate Move card played by opponent
- K** Recruit
- X** Opponent must discard 2 cards
- Z** Draw 2 cards
- Use** Which player can use the card
- G** German Player only
- R** Russian Player only
- T** Tank units only
- I** Infantry units only
- #** Number of this card in the deck

Card Name:	#	Use	Type	Range	Notes
Mechanized Infantry	1	G	M	2	I
Russian Winter	1	R	N	-	
Columns	4	-	M	1	
Frontal Assault	1	-	A	1	
Prepared Defenses	2	-	Q	-	
Mass Surrender	1	G	A	1	
War Without Mercy	1	-	A	1	
Poorly Armed	2	G	Q	-	
Rail Lines	2	-	M	2	
Unorganized	1	G	N	-	
Counter Offensive	1	R	A	1	
Professionalism	2	G	D	-	
Elite Units	1	G	A	1	
Human Waves	1	R	A	1	
Air Superiority	1	G	A	3	
Frozen Mud	1	R	N	-	
Pocket of Resistance	1	R	A	1	
Manpower	1	R	K	-	
Luftwaffe	1	G	A	3	
Artillery	1	-	A	2	
Blizzard	1	R	D	-	
Allied Supplies	1	R	K	-	
Manufacturing	1	R	K	-	
Tough Resistance	1	R	D	-	
Freezing Cold	1	R	A	1	
Unsupplied	1	-	A	1	
Surrounded	1	-	A	1	
Atrocities	1	G	A	1	
Panzers	1	G	A	1	T
Armored Spearhead	1	-	M	2	T
Rockets	1	-	A	2	
Massed Armor	1	-	A	1	T
Street Fighting	1	R	V	1	I
Fortifications	1	R	D	1	
Leadership	1	-	Z	-	
Propaganda	1	-	X	-	
Hitler's Meddling	1	R	X	-	
Stalin's Resolve	1	R	Z	-	
War of Attrition	1	R	V	1	
Reserves	1	G	K	-	
General Manstein	1	G	Z	-	
General Guderian	1	G	Z	-	
Combined Arms Tactics	1	G	A	1	
Mobile Warfare	1	G	M	2	
General Konev	1	R	Z	-	
Marshal Zhukov	1	R	Z	-	
Steamroller Tactics	1	R	A	1	T
Scorched Earth	1	-	X	-	
Bleed Them Dry	1	R	V	1	

Moscow Option

Designate one space on the Russians second to last row to be Moscow. If Moscow is occupied for 2 consecutive turns by the Germans, the German player wins.

Summer/winter Offensives Options

Alternate every 6 turns to be Summer then Winter, starting with summer. In summer, cards referring to cold, freezing, winter and blizzards cannot be played. In winter the Luftwaffe and Air Superiority cards cannot be played.





Russo-turkish War

Introduction

Board & card game for 2 players. Abstract simulation of the Russo-Turkish War of 1877. (Russia's fifth war against Turkey (The Ottoman Empire) in the 19th Century) One player is the Turks, the other is the Russians.

Victory

Destroy all opposing units.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units. Each figure (unit) represents an army of 20,000 men. Each player starts with 12 units.

Each unit has 3 Hits.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck. The deck contains one of each listed card.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Orders Phase
2. Move Phase
3. Attack Phase
4. Recruit Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Card List

Move Phase

Get one free move (one unit one space). For additional moves: Play (discard) a Move card to move one of your units one space. Moves can be diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving up to three units forward the indicated number of spaces using a single move card.

A unit can move only once per turn.

Attack Phase

Play (discard) an Attack card to have a unit attack an adjacent unit. Attacks can be diagonal or orthogonal. The enemy unit that is the target of the attack takes one point of damage.

A unit reduced to zero hits is destroyed and removed from the map. Your opponent may play Defense cards to negate your attack.

Recruit Phase

Players may play a Recruit card to gain back one lost unit. The unit starts in an empty space in that player's back row.

Card List Notation

Use Which player can use the card

T Turkish Player only

R Russian Player only

Number of this card in the deck

M Move

A Attack

D Defense: Negate Attack card played by opponent

G Negate Attack (of Range = 1) card played by opponent and destroy attacker

V Destroy Attacker (of Range = 1) card. (does not negate attack)

N Negate Move card played by opponent

K Recruit a replacement unit

P Unit recovers one lost hit

E Play after doing damage to do 1 extra point of damage

X Opponent must discard 2 cards

Z Draw 2 cards

Card Name:	Use	Type
Tsar Alexander II	T	N
Slavic Nationalism	R	K
Russian Plan	R	Z
Sultan Abdul Hamid II	T	Z
Battle Hardened Army	T	D
Heavily Fortified Province	T	D
Turkish Fortress	T	D
Cossacks & Uhlans	R	A
Hussars & Dragoons	R	A
Diversiary Offensive	R	X
Precarious Finances	T	X
Asia Minor Reinforcements	T	K
Protect the Flanks	-	D
Travel by Rail	R	M
Turkish Irregulars	T	K
Factional High Command	R	X
Well Managed Deployment	-	M
Reconnaissance	-	X
Seize the Passes	-	A
Balkan Mountains	T	D
Imperial Guard & Grenadiers	R	K
Romanians & Bulgarians	R	K
Cross the Danube	R	M
Gourko's Raid	R	A
Headlong Advance	-	M
Threaten LOC	-	N
Active Turkish Defense	T	D
Heavy Fire	-	E
Field, Horse & Mountain Guns	-	A
Entrenched Infantry	-	D
Forced March	-	M
Dug In	-	D
Bad Roads	-	N
Assemble the Forces	-	M
Large Redoubts	T	D
Catastrophic Losses	-	E
Strengthen Position	-	P
Light Opposition	-	A
Long Range Bombardment	-	A
Deep Narrow Trenches	T	D
Attack in Close Order	-	A
Shoulder to Shoulder	-	Q
Headlong Assault	-	A
Cut to Pieces	-	Q
Fire Superiority	-	A
Skirmish Screen	-	A
Bayonet Charge	-	A
Overrun	-	A
Counter Attack	-	A
Replacement Draft	R	K

Card Name:	Use	Type
Earthworks	-	D
Damaged Prestige	-	X
Strategic Position	-	D
Reserves Exploit Success	-	E
Attack in Open Formation	-	A
Pursue Routing Troops	-	E
Slaughter Attackers	-	Q
Disastrous Assault	-	Q
Set-Piece Attack	-	A
Harassing Fire	-	N
Hail of Fire	-	E
Ammunition Stockpile	-	E
Repeating Rifles	-	E
Attackers Disorganized	-	D
Attack Strongest Point	-	Q
Formal Siege	R	A
Siege Mortars	T	A
Surprise Attack	-	A
Press Home the Attack	-	E
Beaten Back	-	D
Second Line Entrenchments	R	Q
Exact a Heavy Toll	-	E
Ferocious Assault	-	A
Atrocities	-	E
Take no Prisoners	-	E
Minor Clash	-	D
Break Through	-	M
Occupation	-	M
Drive	-	M
Columns	-	M
Epic March	R	M
Appalling Weather	-	N
Winter Campaign	-	N
Rapid March	-	M
Snow Drifts	-	N
Hitch Ride with Cavalry	R	M
Natural Defenses	T	N
Parallel Routes	R	M
Menaced by Reserves	-	N
Little Progress	-	N
Encirclement	-	A
Terrific Fight	-	V
Heavy Opposition	-	V
Storm the Redoubts	-	A
Thirst for Glory	-	A
Take Captives	-	E
Rearguard Action	-	D
Ensuing Clash	-	A
March on Constantinople	R	M
Advancing Army	-	M

Card Name:	Use	Type
Mobilization	R	K
Summon Reinforcements	R	K
Great Power Intervention	T	D
First Reserve	T	K
Second Reserve	T	K
Conscription	T	K
Epic Defensive Battle	-	Q
Pasha Intrigue	R	X
Arrive by Sea	-	M
Uncoordinated Attacks	-	Q
Waves of Infantry	-	A
Fanatical Bravery	-	A
Fight to the Last Man	R	D
Determined Defense	-	D
Legendary Stubbornness	R	D
Desperate Attacks	-	A
Great Assault	-	A
Siege Guns	R	A
Krupp Guns	-	A

Card Name:	Use	Type
Bold Offensive	-	A
Inconclusive Battle	-	V
Telegraph	R	Z
Divide their Forces	-	M
Classic Pincer Movement	R	A
Night Assault	R	A
Well Planned Assault	R	A
Rifle Battalions	-	A
Feint Attacks	R	X
Draw off Reserves	R	X
Cholera	-	X
Typhoid	-	X
Officer Casualties	T	X
Military Reorganization	T	X
Collect Stragglers	-	P
Reinforce Garrisons	-	P
Siege of Plevna	R	A
Prepared for War	T	Z





Sailor Moon

Introduction

Help Sailor Moon & the Sailor Scouts protect Earth from the Negaverse and the Negamoon.

Decks

One player uses the Space Scouts Deck. The other player uses the Nega Deck. Each deck has 60 cards.

Turn Sequence

Each turn has 5 phases: Draw Phase Transformation Phase Reveal Phase Battle Phase Discard Phase

Draw Phase

Each player draws 10 cards. If a players deck runs out, shuffle the reserve pile and draw from it.

Transformation Phase

Players may discard up to 5 cards and draw replacements.

Reveal Phase

Players reveal their hands. Hands are placed on the table face up. Summon cards allow you to take any one character from your deck and put it into play.

Battle Phase

Each player determines the battle total for his hand. Add up the Force value of all your cards. For each Character, you can count only one of his or her character cards.

The Nega player may only use either Negaverse or Negamoon cards and any minion or power cards. Cards that are not used or do not count do not add to your Battle Total.

Discard Phase

Compare the players Battle Totals. The player with the higher total wins the hand. All cards are discarded.

Object

The first player to win 3 hands is the Game Winner.

Card List Notation

- # Number of that card in the deck.
- SS** Sailor Scouts
- A** Ability
- C** Companions
- D** Device
- E** Enemy
- M** Minion
- SW** Shadow Warrior

Sailor Scouts Card List

Card Name:	#	Type	Force	Notes
Sailor Moon	5	SS	10	Serena
Moon Crystal Healing Activation	1	A	5	+5 with Sailor Moon
Moon Sceptre Elimination	1	A	4	+5 with Sailor Moon
Cosmic Moon Power	1	A	4	+4 with Sailor Moon
Moon Healing Activation	1	A	3	+4 with Sailor Moon
Moon Tiara Magic	1	A	3	+3 with Sailor Moon
Imperium Silver Crystal	1	D	5	+5 with Moon or Rini
Crescent Moon Wand	1	D	9	Moon
Sailor Jupiter	3	SS	9	Lita
Jupiter Thundercrash Zap	1	A	4	+5 with Sailor Jupiter
Jupiter Thunder Dragon	1	A	4	+4 with Sailor Jupiter
Jupiter Thunder Crash	1	A	3	+4 with Sailor Jupiter
Sailor Mars	3	SS	8	Raye
Mars Celestial Fire Surround	1	A	4	+4 with Sailor Mars
Mars Firebird Strike	1	A	3	+4 with Sailor Mars
Mars Fire Ignite	1	A	3	+3 with Sailor Mars

Card Name:	#	Type	Force	Notes
Sailor Venus	3	SS	7	Mina
Venus Love Chain Encircle	1	A	3	+4 with Sailor Venus
Venus Meteor Shower	1	A	3	+3 with Sailor Venus
Venus Crescent Beam Smash	1	A	2	+3 with Sailor Venus
Sailor Mercury	3	SS	6	Amy
Shine Aqua Illusion	1	A	3	+3 with Sailor Mercury
Mercury Ice Bubbles Freeze	1	A	2	+3 with Sailor Mercury
Mercury Bubbles Blast	1	A	2	+2 with Sailor Mercury
Pocket Communicators	1	D	-	Summon
Wrist Communicators	1	D	-	Summon
Transformation Pens	1	D	3	Any Sailor
Guardian Cat Luna	1	C	1	Summon
Guardian Cat Artemis	1	C	1	Summon
Prince Darien	3	C	10	Darien
Knight Armor	1	A	5	+5 with Darien
Tuxedo Mask Rose Throw	1	A	4	+5 with Darien
Tuxedo Mask Cape & Cane	1	A	4	+4 with Darien
Moonlight Knight	1	A	3	+4 with Darien
Rini	3	C	6	Chibi Usa
Luna Ball	1	D	3	+4 with Rini
Crystal Time Key	1	D	-	Summon
Sailor Uranus	1	SS	7	Space Sword Blaster
Sailor Neptune	1	SS	5	Deep Submerge
Sailor Pluto	1	SS	6	Time Stop
Sailor Saturn	1	SS	8	Silence Glaive
Sailor Teleport Power	1	A	-	Summon x 3
Sailor Planet Power	1	A	2	+2 per Scout present
Combination Attack	1	A	2	+1 per Scout present

Nega Deck Notes

There is one of each card listed in the Nega Deck.
Note that there are 4 lists, but all cards are shuffled to

make one deck. Yoma get +2 if the Nega player plays a
Negaverse Hand Droids get +2 if the Nega player plays
a Negamoon Hand

Nega Deck: Season One Negaverse Card List

Card Name:	Type	Force	Notes
Negaforce	E	10	Divine Ally
Queen Beryl	E	10	Power Staff & Crystal Ball
Negaverse Magic	A	9	
General Jedite	E	6	Makes Human Golems
General Nephrite	E	7	Power of the Stars
General Zoycite	E	8	Black Homing Crystal
General Malachite	E	9	Black Domes
Doom Tree Alan	E	8	Cardians get +3
Doom Tree Ann	E	7	Cardians get +3
Doom Tree	E	9	Cardians get +3
Game Machine Man	SW	6	Shadow Warrior
Bobo the Vulture	SW	5	Shadow Warrior
Techniclone	SW	7	Shadow Warrior
Pox	SW	6	Shadow Warrior
Bakene	SW	6	Shadow Warrior

Nega Deck: Monster Of The Week Minions From Both Seasons

Card Name:	Type	Force	Card Name:	Type	Force
Minotaron	Cardian	4	Thunderclap	Droid	4
Vampeal	Cardian	4	Jellax	Droid	4
Skulker	Cardian	3	Regalia	Droid	2
Four Face	Cardian	3	Grim Man	Droid	3
Mophead	Cardian	2	Black Widow	Yoma	4
Amphibia	Cardian	2	Dream Dolly	Yoma	2
Insectia	Cardian	3	Gemini Warrior	Yoma	3
Genie of the Time Warp	Droid	3	Blizzard	Yoma	4
Injector	Droid	2	The Doom & Gloom Girls	Yoma	4
Hypnotica	Droid	3	Ninjana	Yoma	3

Nega Deck: Generic Bad Guy Powers & Special Abilities

Card Name:	Type	Force	Notes
Mind Control	A	9	
Teleport/Dimensional Portals	A	-	Summon
Telekinesis	A	4	
Levitation/Fantastic Leaps	A	3	
Paralysis/Sleeping Spell	A	2	Negate Force of one Character
Positive Energy Deflection	A	1	Negate Force of one Attack
Dark Energy Attack	A	8	
Illusions/Invisibility	A	5	
Elemental Attacks	A	6	
Drain Energy	A	7	

Nega Deck: Season Two Negamoon Card List

Card Name:	Type	Force	Notes
Four Sisters Catzi	E	5	Dark Fire Attack
Four Sisters Bertie	E	4	Dark Water Attack
Four Sisters Avery	E	6	Dark Whip Attack
Four Sisters Prizma	E	7	Dark Lightning Attack
Rubeus	E	6	Negamoon Strobe
Emerald	E	7	Droids get +1
Sapphire	E	8	Brother of Prince Diamond
Prince Diamond	E	9	Leader of Negamoon family
Wicked Lady	E	8	Discard Rini cards
Dark Powers	A	7	
Wise Man	E	10	Doom Phantom
Dark Crystal	D	10	
Energy Orb	D	9	
Spaceship	D	5	Chamber of Mirrors
Time Travel	A	-	Summon

Game Designers Notes

A CCG of Sailor Moon exists. I have not seen any of the cards, but I'm sure they look great. I'm guessing a deck theme in the CCG would be one sailor scout and her powers, or one group of enemies. My non-collectible version crams a lot of characters into 60

cards.

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Samnite Wars

Introduction

Wargame for 2-4+ players. Theme: Expansion of the Roman Republic. Each player on his turn takes the role of a Consul of Rome, trying to protect the Republic and expand its borders.

On other players turns, players are the enemies of Rome.

The Map

The map depicts the main regions of Italy in antiquity. Rome is in the Latin Region. The Region marked Gaul refers to those Celts inhabiting the Po Valley.

Umbria also includes Picenum.



Victory

The game ends when Rome controls 6 or more Regions and the current Consul declares the game to be over. The player with the most Prestige Tokens (PT) is the winner.

Prestige Tokens

Players share a common set of Tokens. Each player will accumulate their own pile of PT. A Players pile is known as his "Triumph".

There is no limit to the number of PT.

Glory Of Rome

Coins not owned by any player are kept in a pile off the map. This pile is known as the "Glory of Rome"

Gold Coins

Players share a common set of Coins.

Tax Base And Treasury

Coins are owned by Rome and not individual players. Coins not owned by Rome are kept in a off-map pile called the "Tax Base" Coins owned by Rome are kept in a pile known as the "Treasury" Treasury coins are kept on the Map (by Sardinia). During his turn, the current first Consul has access to the Treasury.

Coins spent are returned to the Tax Base.

Dice

Six and ten sided dice are needed.

The Fate Deck

Players share a common deck. The Fate deck is kept face up. The discard is kept face down.

Control

To show that Rome controls a Region, place a PT on it on the map. The Samnites must have 3 Tokens to be controlled.

Setup

Place a PT on the Latin Region on the map. Each player starts with 1D6 PT in their Triumph pile. The Treasury starts with 1D6 Coins.

Players roll high on 1D10 to see who goes first.

Turn Sequence

Players take turns. On his a turn a player controls Rome and has the title of First Consul. All other players are referred to as the Foes.

Each turn has 7 Phases:

1. Fate Phase
2. Taxation Phase
3. Strategy Phase
4. Event Phase
5. Resolution Phase
6. Prestige Phase
7. Etcetera Phase

Fate Phase

All players fill their hand to 10 cards. The Fate deck is kept face up. The discard is kept face down.

Taxation Phase

Place 2 + X Coins into the Treasury.

X The Number of Regions controlled by Rome including the Latins.

Strategy

The current player (The Consul) may pay X Gold to draw X cards and put them in his hand

Event Phase

The Consul rolls on the Event Table.

The Event Table

1D10	Event:
1	Revolt
2-4	Peace (Pax Romana)
5-7	Raids
8-0	War

Resolution Phase

Resolve the current Event.

Revolt

If you get the Revolt event, there is a Rebellion in a Region controlled by Rome. If Rome only controls the Latins, then a Latin city revolts. If there is more than one Region, a region other than the Latins revolts.

The Foes (all players except the Consul) decide which Region Rebels. The Consul decides which other Player will take the role of the Rebels. If there are 4+

players, the Roman player may pick one player to be his ally.

That player must give the Consul 2 cards from his hand. Likewise the Rebels may pick another player to be his ally. The Consul and the Rebels simultaneously play 1 or more cards face up to the table.

This is known as a "War Effort". A War Effort can contain a maximum of: 1 Ally card, 1 Strategy Card, 1 Troop Card, 1 Weapon Card, 1 Battle Card Each player totals up the Force value of his played cards. The side with the highest value wins. If tied roll players roll high on 1D6 to break the tie.

If the Consul wins, he gains 3 PT. If the Rebels win, the Consul loses 6 PT and roll 1D6: On a roll of 1-3 the Region frees itself from Roman Control: Remove the PT from it on the map. In revolts, Rome is the attacker, and the Rebels are defenders.

Peace

If you get the Peace event, the Consul has 2 options he may pick from:

1. Pax Romana
2. Campaign

If he chooses Pax Romana, he gains 1 Prestige Token (PT). If he chooses Campaign, he spends 2 Gold and must pick a Region to invade. The target Region must share a border with a region Rome already controls.

The Consul decides which other Player will take the role of the Defenders. If there are 4+ players, the Roman player may pick one player to be his ally. That player must give the Consul 2 cards from his hand.

Likewise the defender may pick another player to be his ally. The Consul and the Defenders simultaneously play 1 or more cards face up to the table. This is known as a "War Effort". A War Effort can contain a maximum of: 1 Ally card, 1 Strategy Card, 1 Troop Card, 1 Weapon Card, 1 Battle Card Each player totals up the Force value of his played cards.

The side with the highest value wins. If tied roll players roll high on 1D6 to break the tie. If the Defenders win, the Consul loses 6 PT.

If the Consul wins, he gains 1D6 PT and 1D6 Gold, and a Conquest card may be played. If the Consul does not have a conquest card, another player may play a conquest card. If there are several, players roll high on 1D6 to see who gets the honor. The player who plays the Conquest card gains PT according to the card and a PT is placed on the newly conquered Region to show that Rome now controls it.

If no one has a conquest card, then the Region was defeated but remains free.

Raids

Enemy Regions are Raiding the Republic. If you get the Peace event, the Consul has 2 options he may pick from:

1. Fortify
2. Campaign

If he chooses Fortify, he spends 1D6 Gold from the Treasury. If he chooses Campaign, he spends 2 Gold and must pick a Region to invade. The target Region must share a border with a region Rome already controls.

The Consul decides which other Player will take the role of the Defenders. If there are 4+ players, the Roman player may pick one player to be his ally. That player must give the Consul 2 cards from his hand.

Likewise the defender may pick another player to be his ally. The Consul and the Defenders simultaneously play 1 or more cards face up to the table. This is known as a "War Effort". A War Effort can contain a maximum of: 1 Ally card, 1 Strategy Card, 1 Troop Card, 1 Weapon Card, 1 Battle Card Each player totals up the Force value of his played cards.

The side with the highest value wins. If tied roll players roll high on 1D6 to break the tie. If the Defenders win, the Consul loses 6 PT.

If the Consul wins, he gains 1D6 PT and 1D6 Gold, and a Conquest card may be played. If the Consul does not have a conquest card, another player may play a conquest card. If there are several, players roll high on 1D6 to see who gets the honor. The player who plays the Conquest card gains PT according to the card and a PT is placed on the newly conquered Region to show that Rome now controls it.

If no one has a conquest card, then the Region was defeated but remains free.

War

If you get the War event, an enemy Region attacks the Roman Republic. Roll on the Region Table to determine which. If you get the Latins, treat it as a Revolt instead of a War result.

If you roll a region not adjacent (sharing a Border) to the Republic, then use the result in Parenthesis instead. If you roll a Region that Rome already controls, treat it as a Revolt of that Province instead. The Consul decides which other Player will take the role of the Attacker.

If there are 4+ players, the Roman player may pick one player to be his ally. That player must give the Consul 2 cards from his hand. Likewise the attacker may pick another player to be his ally.

The Consul and the Attacker simultaneously play 1 or more cards face up to the table. This is known as a "War Effort". A War Effort can contain a maximum of: 1 Ally card, 1 Strategy Card, 1 Troop Card, 1 Weapon Card, 1 Battle Card Each player totals up the Force value of his played cards. The side with the highest value wins.

If tied roll players roll high on 1D6 to break the tie. If the Consul wins, he gains 2D6 PT. If the attackers win, the Consul loses 2D6 PT, Rome loses half its Treasury (Round down) and roll 1D6: On a roll of 1-3 one (non-Latin) Region controlled by Rome regains its freedom. Remove the PT from it from the Map. The Consul chooses which region.

The Region Table

1D10	Region:	Notes:
1	Latins (Revolt)	Civilized
2	Etruscans (Peace)	Civilized; Hellenized
3	Samnites (Peace)	Semi-Civilized
4	Campanians (Peace)	Civilized, Hellenized
5	Gauls (Etruscans)	Un-Civilized
6	Umbrians (Samnites)	Semi-Civilized
7	Messapians (Samnites)	Semi-Civilized
8	Lucanians (Peace)	Semi-Civilized
9	Bruttians (Peace)	Semi-Civilized
0	Tarentines (Peace)	Civilized; Hellenized

Prestige Phase

The Current Consul gains PT equal to the amount of Gold in the Treasury.

Etcetera Phase

All players may discard up to 5 cards from their hands. If the Treasury ever has more than 20 Gold, it immediately loses 1D10 Gold from Corruption.

Losing Battles

A consul may not choose to campaign if Rome lost a Battle the previous turn. This rule may be negated by playing the Recruitment or Conscription cards.

Ally Cards

Ally cards are worth 3 Force if you are currently in the role of that Region. They are worth 2 Force if you are the Consul and Rome controls that Region. Otherwise they are worth 1 Force.

Use Of Cards

Many cards have the "Only" condition. The Consul may use cards specific to non-Roman regions if Rome controls them. For instance, if Rome controls Gaul, the Consul may use the Chariot card.

Victory Cards

These are used to modify the PT gained or lost by the Consul after a Battle that Rome has won. These can be played by any player.

Defeat Cards

These are used to modify the PT gained or lost by the Consul after a Battle that Rome has lost. These can be played by any player. If a Defeat card is played, the entire Treasury is lost.

Peace Cards

These are played by the consul during a Pax Romana Event.

The Fate Deck

Card Name	Type	Force	Notes:
Latins	A	-	
Etruscans	A	-	
Samnites	A	-	
Campanians	A	-	
Gauls	A	-	
Umbrians	A	-	
Messapians	A	-	
Lucanians	A	-	
Bruttians	A	-	
Tarentines	A	-	
Siege	B	2	Attacker only
Fortifications	S	2	Defender only
Warriors	T	2	Non-Civilized only
Soldiers	T	2	Civilized only
Hoplites	T	2	Hellenized only
Maniples	S	3	Rome and Samnites only
Tribesmen	T	1	Non-Civilized only
Barbarians	T	1	Non-Civilized only
Hordes	T	3	Non-Civilized only
Discipline	S	2	Civilized only
Swords	W	1	+1 for non-Semi-Civilized only
Javelins	W	1	+1 for Samnites
Spears	W	1	-
Shields	W	1	-
Slingers	W	1	-
Armor	W	1	+1 for Civilized only
Cavalry	T	2	-
Initiative	B	2	-
Leadership	B	2	-
Tactics	B	2	-
Terrain	B	2	-
Morale	B	2	-
Surprise	B	3	-
Archers	W	2	Messapians only
Phalanx	S	3	Hellenized only

Card List Notation

A Ally Card
B Battle Card
C Conquest Card
V Victory Card
P Peace Card
D Defeat Card
X Special Cards
W Weapon Card
T Troops Card
S Strategy Card

Card Name	Type	Force	Notes:
Ferocity	B	2	Non-Civilized only
Warships	T	2	Civilized vs. Civilized only
Greek General	B	3	Free defending Tarentines only
Legions	T	3	Rome only
Centurions	S	2	Rome only
Military Roads	S	2	Rome only
Gladius & Pilum	W	2	Rome only
Fortified Camps	B	2	Rome only
Italian Allies	T	1	-
New Foe	S	2	Enemy of Rome only
Coalition	S	2	Enemy of Rome only
Artillery	W	2	Civilized only
Chariots	W	2	Gauls only
City States	S	2	Civilized Defender only
Tyrant	S	2	Hellenized only
Citizenship	C	-	Gain +3 PT
Assimilation	C	-	Gain +3 PT
Integration	C	-	Gain +3 PT
Garrison	C	-	Gain +1 PT
Influence	C	-	Gain +2 PT
Power	C	-	Gain +2 PT
Annexation	C	-	Gain +2 PT
Expansion	C	-	Gain +2 PT
Colonies	C	-	Gain +2 PT
Occupation	C	-	Gain +1 PT
Development	C	-	Gain +2 PT
Subjugation	C	-	Gain +1 PT
Plunder	V	-	Gain 3 Gold
Take Slaves	V	-	Gain 2 Gold
Decisive Victory	V	-	Gain +2 PT
Pyrrhic Victory	V	-	Lose -2 PT
Severe Terms	V	-	Gain +1 PT and 2 Gold
Sue for Peace	V	-	Gain +2 PT and 1 Gold
Humiliating Defeat	D	-	Lose -2 PT
Pass Under the Yoke	D	-	Lose -2 if Rome is the Attacker
Ransoms	D	-	Lose -1 PT
Rome is Sacked	D	-	Lose -4 PT Rome as defender only
Tribute	P	-	Gain 3 Gold Gain +3 PT
Trade	P	-	Gain 1 Gold Gain +1 PT
Govern	P	-	Spend 2 Gold Gain +4 PT
Build	P	-	Spend 4 Gold Gain +8 PT
Taxation	P	-	Gain 3 Gold
Prosperity	P	-	Gain 2 Gold Gain +2 PT
Patronage	P	-	Spend 3 Gold Gain +6 PT
Politics	P	-	Spend 1 Gold Gain +2 PT
Intrigue	P	-	Spend 2 Gold Opponent Loses 4 PT
Dictatorship	P	-	Gain +1 PT
Treaty	X	-	Negate a War Event; Pax Romana Instead
Hostages	X	-	Negate a War Event; Pax Romana Instead
Diplomacy	X	-	Negate a War Event; Pax Romana Instead
Scandal	X	-	Consul loses 3 PT
Plague	X	-	Consul may not Campaign
Recruitment	X	-	Spend 2 Gold. Consul may Campaign

Card Name	Type	Force	Notes:
Conscription	X	-	Spend 2 Gold. Consul may Campaign

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The Game Crafter





Samurai Quest

Introduction

Board game for 2+ players. Each player controls a Samurai adventuring in the countryside.

Victory

Be the first player to accumulate 20 Honor points. If a Samurai ever has wound markers equal to or greater than his Strength Attribute level, he is killed, and the player must start over with a new Samurai.

The Board

The Board is a circular track divided into 36 spaces. Every sixth space is a Fortress.

Attribute:	Notes
Skill	Personal Physical fighting ability
Strategy	Leadership Ability on the Battlefield
Wit	Ability to outwit opponents
Will	Fighting ability vs spirits & resistance to magic
Court	Courtly etiquette
Honor	Deeds befitting a Samurai
Strength	Ability to resist wounds, poison, disease
Command	Number of retainers allowed

Setup

For your Samurai roll 1D6 for each attribute to determine its starting level. Keep track of Attribute levels on a piece of paper. Each Samurai starts at a different Fortress.

Encounter Deck

- The Encounter deck has 4 types of cards:
- F** Foes
 - L** Locations
 - C** Companions
 - I** Items

Turn Sequence

Players take turns. On a players turn he rolls 1D6 and moves that many spaces in either direction. If he lands on an empty space, he draws 1 card from the Encounter Deck.

If he lands on a space with a card, he follows the rules on the card. If he lands on a Fortress space, nothing happens. If he lands on a space occupied by another Samurai, they will Duel.

Figures

Use a miniature or pawn to represent your Samurai.

Dice

Six sided dice (D6) are needed.

Decks

There are 2 common decks: The Encounter Deck, and the Spell Deck.

Attributes

Each Character has 8 Attributes:

Spells

Normal Spell Hand size is zero. Some companions & Items can increase this. At the beginning of your turn fill up your spell hand from the spell deck.

Spells are cast when appropriate. Spells are discarded as soon as they are used.

Encounters

If a Samurai lands on an empty space, he draws 1 card from the Encounter Deck. This card is placed face up on the space. It will remain there until it is destroyed.

If it is a Foe there will be a battle. If it is a Location, follow the rules on the card. If it is a Companion, the Companion will join the Samurai if The Samurai does not already have companions equal to his Command level.

If it is an Item, attach it to your Samurai or a companion. If a companion or Item is not taken, leave it in the space.

Locations

Every time a location is visited roll 1D6. On a roll of 6 the Location card is discarded.

Companions & Items

Companions & Items improve one or more of your Samurai's Attributes or provide some Other special benefit or ability.

Fighting Foes

The Foe will fight using one Attribute indicated on the card. Roll 3D6 & add the Foes level to get the Foe Attack Level Roll 3D6 & add the Samurai's level to get the Samurai Attack Level If the Samurai's Attack level is equal or greater, the Samurai Wins. Discard the Foe and gain 1 Honor Point or 2 Honor Points if The foes initial Attribute level was greater.

If the Foes attack level was higher, the Foe wins. If

the Foe wins, the Samurai must gain 1 Wound marker or lose 1 Companion. The Winning Foe card is not discarded.

Dueling Samurai

If a Samurai lands on a space occupied by another Samurai, they will Duel. The Samurai whose turn it is may choose which Attribute is used in the Duel. Any Attribute may be used except Honor.

Each Samurai rolls 3D6 & adds their level in the chosen Attribute to get an Attack Total. If it is a tie, no one wins. The Samurai with the higher Attack total wins.

The Loser loses 1 Honor. The Winner gains 2 Honor.

Items

A Samurai can only get the benefit from one Katana (Sword) & one Armor at a time.

Encounter Deck Card List

Card Name	Type	Level	Notes
Dojo	L	-	Gain Skill +1
Training Camp	L	-	Gain Battle +1
Tea Ceremony	L	-	Gain Court +1
Temple	L	-	Remove 1 Wound Counter
Shrine	L	-	Gain 1 Honor
Oracle	L	-	Look at next 5 cards in deck
Hermit	L	-	Gain Will +1
Go Master	C	-	Wit +1 & Strategy +1
Retired General	C	-	Strategy +2
General Tiger	C	-	Skill +5 (Discard after one use)
General Ox	C	-	Strategy +5 (Discard after one use)
General Monkey	C	-	Wit +5 (Discard after one use)
Eater of Dreams	C	-	Will +5 (Discard after one use)
War Horse	C	-	Skill +1 & Strategy +1
Protective Spirit	C	-	Will +2
Karate Master	C	-	Skill +2
Guards	C	-	Wit +1
Infantry	C	-	Strategy +1
Archers	C	-	Strategy +1
Cavalry	C	-	Strategy +1
Alchemist	C	-	Spell Hand +1
Scribe	C	-	Spell Hand +1
Sage	C	-	Spell Hand +1
Wu Jen (Wizard)	C	-	Spell Hand +1
Shukenja (Sorcerer)	C	-	Spell Hand +1
Sohei (Warrior Priest)	C	-	Spell Hand +1
Diplomat	C	-	Court +2
Herald	C	-	Court +2
Emperors Seal	I	-	Court +2
Daikyu (Great Bow)	I	-	Skill +1

Card Name	Type	Level	Notes
Fine Wakizashi	I	-	Skill +1
Fine Katana	I	-	Skill +1
Crystal Katana	I	-	Spell Hand +1
Jade Katana	I	-	Skill +2
Imperial Katana	I	-	Skill +2
Serpent Shurikens	I	-	Skill +3 (One Use)
Magic War Fan	I	-	Skill +1
Magic Kabuto (Helmet)	I	-	Strength +1
Fine Armor	I	-	Strength +1
Imperial Armor	I	-	Command +1
Dragon Scale Armor	I	-	Strength +2
Jade Armor	I	-	Strength +2
War Banner	I	-	Command +1
Magic Gong	I	-	Will +2
Magic Bell	I	-	Will +2
Bandits	F	3	Strategy (Men)
Barbarians	F	5	Strategy (Men)
White Ape Men	F	6	Strategy (Men)
Bakemono (Goblins)	F	4	Strategy (Men)
Wako (Pirates)	F	2	Strategy (Men)
Tengu (Bird Men)	F	1	Strategy (Men)
Kensai (Sword Saint)	F	8	Skill (Man)
Buso (Savage Ghoul)	F	4	Skill (Spirit)
Typhoon Dragon	F	12	Skill (Dragon 3 Honor if Defeated)
River Dragon	F	9	Skill (Dragon)
Ronin (Rogue Samurai)	F	3	Skill (Man)
Tattooed Man	F	6	Skill (Spell Caster)
Foo Dogs	F	5	Skill (Monsters)
Geisha (Assassin)	F	4	Wit (Woman)
Yakuza (Thieves)	F	1	Wit (Men)
Kolat Assassin	F	2	Wit (Man)
Kappa (Turtle Men)	F	6	Wit (Monster)
Con Tinh (Maiden Spirit)	F	5	Wit (Spirit)
Ninja (Assassin)	F	7	Wit (Men)
Fox Woman	F	3	Wit (Spirit)
Bajang (Evil Spirit)	F	4	Will (Spirit)
Necromancer	F	7	Will (Spell Caster)
Ogre Magi	F	5	Will (Spell Caster)
Gaki (Wicked Spirits)	F	3	Will (Spirit)
Oni (Demon)	F	6	Will (Monster)
Kue (Demon Ghost)	F	2	Will (Spirit)
Earthquake Beetle	F	4	Strength (Monster)
Turtle Dragon	F	6	Strength (Dragon)

Spell Deck

Spell:	Notes:
Healing	Remove 1 Wound Counter
Flying	Move an extra 1D6 spaces

Spell:	Notes:
Fireblast	Strategy +5
Storm	Destroy any Encounter card on the Board
Invisibility	Ignore Foe Encounter or Duel
Fate	Reroll target Die roll
Illusion	Adjacent Opponent misses his next turn
Flaming Sword	Skill +5
Banish Evil	Level +5 vs Spirits
Protection	Level +5 vs Monsters
Fear	Level +5 vs Men
Spell Bind	Level +5 vs Spell casters
Dragon Control	Level +5 vs Dragons
Wards	Wit +5
Curse	Opponent gets -1 to all rolls for 2 turns
Divination	Look at next 5 cards in encounter deck

Note: the spell deck contains 2 copies of each card listed.





Samurai Warfare

Introduction

Card game for 2-4+ players.

Victory

The first player to amass 5 Victory Tokens (VT) wins the game.

#	Type:	Notes:
1.	Shogun	Noble Leader/General
2.	Terrain	Battlefield Conditions
3.	Samurai	High Class Warriors

Victory Tokens

Players share a common set of Victory Tokens (VT).

Shogun Sword

A toy Katana is used to indicate who the current Shogun is.

Setup

The oldest player gets the Shogun Sword. Shuffle the Deck.

Turn Sequence

Each turn has 7 Phases:

1. Preparations Phase
2. Strategy Phase
3. Tactics Phase

Type:	Effect:
Shogun	Look at next 5 cards in deck and put 1 of them into your hand.
Terrain	Steal 1 random card from target player.
Samurai	Draw 3 cards and discard 2 from your hand.
Ashigaru	Draw 2 cards.
Strategy	Draw 1 card and look at target player's hand.
Special	Target player must discard 1 random card.

Battle Phase

Players take turns playing 1 card each. Cards are played face up to the table in front of their owner. Some cards have Battle Actions as described in the card list. When played in this Phase, the Battle Action immediately takes effect.

This continues until all players have played all cards they possibly can. A Player may have a max of 1 of each card type in play.

The Deck

Players share a common deck. The deck has 6 card types:

#	Type:	Notes:
4.	Ashigaru	Peasant Soldiers
5.	Strategy	Tactics, Plans, Formations
6.	Special	Unusual Circumstances

4. Battle Phase
5. Victory Phase
6. Shogun Phase
7. End Phase

Preparations Phase

Each player fills their hand to 8 cards. If the deck ever runs out, shuffle the discard and draw from it.

Strategy Phase

Each player may discard up to 3 cards and draw replacements.

Tactics Phase

Starting with the Shogun and going clockwise, each player may in turn play (discard) 1 card. The type of card discarded will determine what effect is produced:

Victory Phase

Each player adds up the Force values of all his cards in play. The highest score wins and gains a Victory Token. All played cards are discarded.

Shogun Phase

The winner of the turn gets the Shogun Sword.

End Phase

Players may discard up to 1 card from their hand if they have any cards in their hand.

Card List Notation

Z Shogun

T Terrain

S Samurai

A Ashigaru

S Strategy

X Special

BA Battle Action

F Force

Destroy = Discard a card in play

TP Target Player

Common Deck Card List

Card:	#	Type	Force	Notes:
Yari Spearmen	4	A	2	Spear
Yumi Archers	4	A	4	Archer
Matchlock Gunners	4	A	6	Guns
Clan Swordsmen	2	S	3	Sword
Naginata	2	S	4	Spear
Bushi Archers	2	S	5	Archer
Horse Archers	3	S	7	Cavalry; Archer
Heavy Cavalry	3	S	8	Cavalry
Takeda	1	Z	7	BA: Your Guns get +3F
Masamune	1	Z	6	BA: TP must discard 1 Card
Tokugawa	1	Z	8	BA: Draw 2 cards
Honda	1	Z	10	BA: Look at hand of TP
Masashige	1	Z	9	BA: Draw 1 card
Minamoto	1	Z	6	BA: Your Archers get +3F
Motonari	1	Z	6	BA: You may play an extra Terrain
Nobunaga	1	Z	7	BA: You may play an extra Samurai
Toyotomi	1	Z	7	BA: You may play an extra Strategy
Fukushima	1	Z	5	BA: Your Spears get +3F
Musashi	1	Z	8	BA: Your Swords get +3F
Naomasa	1	Z	5	BA: Your Cavalry get +3F
Explosives	1	X	3	BA: Destroy target Terrain
Sohei Warrior Monks	1	X	6	Spear
Ronin Mercenaries	1	X	5	Sword
Portuguese Soldiers	1	X	7	Guns
Ninja Assassin	1	X	2	BA: Destroy target Shogun
Cannons	1	X	9	Guns
Retainer	1	X	5	BA: You may play an extra Shogun
Rebellion	1	X	3	BA: TP discards 2 cards
Seppuku	1	X	1	BA: Destroy target Shogun
Betrayal	1	X	4	BA: TP discards 1 card
Spies	1	X	3	BA: Look at hand of TP
Fortress	1	T	10	Fort; BA: Your Archers get +3F
Castle	1	T	9	Fort; BA: Your Guns get +3F
River	1	T	8	BA: Steal random card from TP
Open Ground	1	T	2	BA: Destroy Target Spears
Stronghold	1	T	7	Fort; BA: You may play an extra Samurai
Treacherous Terrain	1	T	7	BA: TP must discard 1 Card
Difficult Terrain	1	T	6	BA: Destroy Target Spears
Mountain	1	T	6	BA: Destroy Target Cavalry
Forest	1	T	5	BA: Draw 1 Card
Thunderstorm	1	T	4	BA: Destroy Target Guns
Heavy Snow	1	T	6	BA: Destroy Target Ashigaru

Card:	#	Type	Force	Notes:
Roads	1	T	3	BA: You may play an extra Ashigaru
Invasion Fleet	1	S	10	BA: Destroy Target Non-Fort Terrain
Allied Clan	1	S	4	BA: You may play an extra Samurai
Reserves	1	S	3	BA: Draw 1 Card
Campaign	1	S	9	BA: You may play an extra Strategy
Siege	1	S	7	BA: Destroy Target Fort
Surprise Attack	1	S	8	BA: Destroy Target Ashigaru
Ambush	1	S	8	BA: Destroy Target Guns
Cut Off Supplies	1	S	7	BA: TP must discard 1 card
Counterattack	1	S	6	BA: Your Spears get +3F
Surrounded	1	S	6	BA: Destroy Target Samurai
Superior Tactics	1	S	2	BA: Steal random card from TP
Forced March	1	S	5	BA: You may play an extra Ashigaru

Links

Top 10 Samurai





San Juan Hill

Introduction

Spanish American War 1898. Card Game for 2 players. One player gets the American deck.
The other player gets the Spanish deck.

The Decks

Each deck is composed of 32 cards. Each card has a name, type, and force value.

Object

- Players play 8 hands.
- If both win 4 hands, the game is a draw, and history unfolds as in the books.
 - If The Americans win 5+ hands, then they take the hill with fewer casualties.
 - If the Spanish win 5+ hands, the Americans suffer a military disaster & retreat.

Turn Sequence

- Each hand (Turn) has 4 phases:
1. Draw Phase
 2. Reserve Phase
 3. Attack Phase
 4. Withdrawl Phase

Card Type Chart

Abbreviation	Meaning
U	Infantry Units
A	Artillery
L	Leaders
M	Morale

Abbreviation	Meaning
E	Equipment
T	Terrain
S	Special

CARD LIST American forces

Unit Name	Type	Force	Notes
Rough Riders	U	5	
Lieutenant Colonel Teddy Roosevelt	L	5	
Artillery	A	2	
US Regiments	U	3	
Infantry	U	3	
Dismounted cavalry	U	2	
Gatling Guns	A	2	
Sims-Dudley dynamite gun	S	1	Eliminate opposing Terrain
Volunteer formations	U	1	

Drawphase

Each player draws up to 8 cards from their own deck. If a deck runs out, shuffle the discard and draw from it.

Reserve Phase

Each player may discard up to 2 cards and draw an equal number of new cards. The American player may discard his Observation balloon card to look at the Spaniard's hand after the Spaniard does reserves, and before the American does.

Attack Phase

Players may play one card, from their hand, of each of the 7 types of Cards listed in the Card Type Chart. The American player may play up to 2 Infantry Units (U). The Spanish player may play up to 2 Terrain cards (T).
Some cards can eliminate others. Discard target eliminated card. Each player adds up the force values of his played un-eliminated cards. The player with the higher force value wins the hand.
Tied hands remain tied. Played cards are discarded.

Withdrawl Phase

Players may discard up to 3 cards from their hands.

Unit Name	Type	Force	Notes
Aging equipment	E	1	
Black powder	E	1	
Springfields	E	1	
Breech loading Krag-Jorgensen rifles	E	3	
Old field pieces	A	1	
Buffalo Soldiers	U	3	
General Joe Wheeler	L	1	
Division and brigade commanders	L	2	
Easily flanked	T	4	
Encirclement	T	4	
V Corps	U	3	
Grimes Battery	A	2	
71st NY	U	3	
Colonel Leonard Wood	L	3	
Former Spanish trenches	T	3	
Troopers	U	3	
General Shaftner	L	3	
Reform scattered units	M	3	
Observation balloon	S	0	Look at opponents hand
Jingo Press Sensationalism	M	4	
War Mongering	M	3	
Charge!!!	M	3	
Remember the Maine!	M	3	

CARD LIST Spanish Forces

Unit Name	Type	Force	Notes
Companies	U	2	
Bravery	M	3	
Grim determination	M	3	
Battalions	U	2	
Artillery	A	3	
Leader casualties	S	1	Eliminate opposing Leader
Sharpshooters	M	3	
Trenches	T	3	
General Linares	L	3	
Well trained	M	3	
Mauser rifles	E	4	
German-made Krupp pieces	A	5	
Recruited Cubans	U	1	
Remingtons	E	2	
Spanish gunners under Ordo-ez	A	3	
Machetes	E	1	
Heat & humidity	M	1	
Malaria, Typhoid Fever, & Dysentery	S	1	Eliminate opposing Unit
Blockhouses	T	3	
Fortified positions	T	3	
Delaying force	U	1	
Bloody Ford	T	3	
Kettle Hill	T	1	
Counterattack	T	3	
Spanish reserve units	U	2	

Unit Name	Type	Force	Notes
Main Spanish line	U	4	
Sierra's cavalry	U	2	
Bustamante's Naval infantry	U	2	
High Ground	T	5	
Entrenchments	T	3	
Detachments	U	1	
Accurate Fire	A	4	





Santas Workshop

Introduction

Card game for 2-4+ players. Each player is one of Santa's Elves helping to make toys for Christmas. The Elf who makes the most Toys by games end wins.

Game End

The game ends when there are no cards left in the deck, and all Player's hands are empty.

Victory

The player with the most points worth of cards in his Toy pile at the End of the game wins.

The Deck

The deck has 9 Suites of Toy Cards and 6 special cards. Each Suite has 7 cards numbered 1 through 7. A card's number is its point value.

Setup

Players cut the deck: Highest cut goes first. Each player is dealt 5 cards. Play proceeded clockwise.

Turn Sequence

Players take turns. Each turn has 4 Phases: Draw Phase Event Phase Meld Phase Pass Phase

Card List

Card Name	#
Balls	7
Dolls	7
Toy Soldiers	7
Puppets	7
Sleds	7
Nut Crackers	7

Draw Phase

Draw 3 cards from the deck. If the deck runs out, shuffle the discard and draw from it.

Event Phase

You may play one Special card from your hand. Once played, a Special card is removed from the game. If you play a Coal card, a target player must discard 2 Random cards from his hand.

If you play a Naughty card, steal 2 random cards from A target player's hand. If you play a Nice card, draw 2 cards from the deck and put them in your hand.

Meld Phase

Play one meld from your hand. A Meld consists of 1 or more Toy cards from the same Suite. These cards go to your Toy pile.

Pass Phase

Max hand size is 7 cards. Give excess cards of your choice to the next player clockwise to you.

Card List Available

[Click Here Thanks Ron!](#)

Card Name	#
Stuffed Animals	7
Drums	7
Rocking Horses	7
Coal	2
Naughty	2
Nice	2





Satan's Folly

by Dana Darby sz3d@yahoo.com

Introduction

This is a simulation of the War in Heaven from John Milton's Paradise Lost. In it, the forces of Satan fight the forces of God in a battle for control of Heaven before the Son defeats them and they are cast out of Heaven and into Hell.

Contents of rulebook:

1. Map and chits
2. Victory conditions
3. Set-up
4. Unit descriptions
5. Turn sequence-with break down of how to play the game
6. Optional rules
7. Designer notes
1. MAP & CHITS

The following items are needed for play:

1. Hex grid map.
2. Cardboard counters either commercial or home-made from poster board.
3. Dice for all players.
2. VICTORY

Satan player: You must have achieved a moral victory by the end of turn 20 or eliminate all of Heaven's forces first. A moral victory is achieved by eliminating 40 points of power. Keep track of the units killed by the Satan player. On the start of turn 20, if the total

of power from these dead unit equals 40 or more, then Satan has a moral victory.

Force of Good player: Prevent Satan from achieving his goal by the end of turn 20.

3. SETUP

The map should be drawn as follows: Satan's forces assemble in the "Quarters of the North" and build a palace. On the top one third of the map, draw 8 "city hexes" to represent the palace of Satan. The Satan player may place a wall around the entire city. Just draw a dark line around the city hexes. The rest of the map may have forests, hills, plains, rivers and mountains. Each player can take turns drawing a terrain feature on the map or the players can mutually agree on a map before hand.

4. UNIT DESCRIPTIONS

POW Power points

MOV Movement points

C Carry 1 unit

C2 Carry 2 Units

R Ranged Attack up to two hexes away

R3 Ranged Attack up to three hexes away

F These units can fly.

Breach = Unit automatically moves through walls destroying them

Draw the following units on the cardboard counter. Place a mark to represent either Satan or Forces of Good on the counters to avoid confusion, as to whose counter belongs to who.

ANGELIC FORCES (available to both sides)

UNIT	POW	MOV	NOTES
Seraphim	1	3	See designer notes at the end of rules.
Cherubim	2	3	
Thrones	2	3	
Dominions	3	3	
Virtues	3	4	
Powers	3	4	
Principalities	4	4	
Archangels	4	4	
Angels	4	4F	

Note: Each side draws from a pile of 27 chits. Make three chits per type of angelic unit. Alternate drawing the chits until all of them are gone. This will leave one side with an extra chit. Discard that chit so the forces

are equal.

LEADERS (one each of the following) The rebel angels:

UNIT	POW	MOV	NOTES
Satan	6	5F	leader of the rebels
Belial	4	4F	became the god of luxury

UNIT	POW	MOV	NOTES
Beelzebub	4	4F	second in command of the rebels

Leaders of God's forces:

UNIT	POW	MOV	NOTES
The Son	8	6F	became the Messiah, enters on turn 16
Gabriel	5	4F	guardian of Eden
Michael	5	4F	leader of God's forces during the great battle
Abdiel	4	3F	stood up to Satan in Book V and fought in the battle

Available Rebel units

UNIT	POW	MOV	NOTES
Infernal Engines	XR3	1	Power Points = 1D6-1; Reroll for each attack;
	-	-	(5 available)
	-	-	Cannot move & attack on the same turn
	-	-	Available after turn 8.
Lens Towers	3R3	0	Located on edges of city;
	-	-	(4 available)
	-	-	Create deadly beams of Light & Heat
Flying Machines	3	4FC	-
	-	-	(3 available)

Available Divine units

UNIT	POW	MOV	NOTES
Juggernaut	5	2C	Breaches wall automatically
UNIT	POW	MOV	NOTES(5 available)

5. TURN SEQUENCE

Draw Phase Movement Phase Attack Phase Advance turn marker

The following sequence is done in order for each turn. Eight turns equal one day in Heaven. Historically the war was fought for three days.

5-1: Draw Phase

Each player draws to replenish a max hand of 3 spell chits. Unflip and unrotate unit chits from previous turn.

5-2: Movement Phase

Each unit is given a MOV value. This is the total number of movement points the unit has each turn it is in the game. Players take turns moving units until all units have moved once.

Rotate units to indicate that they have moved. Units may move up to a number of hexes equal to their movement rate. Units may move in any direction as long as they pay the movement cost.

Units do not have to use their entire movement allowance. Terrain features may cost more to enter, consult the terrain section for more information. Unless otherwise noted, all units can move at least one hex per turn.

F These units can fly.

5-3: Terrain

Even with penalties the minimum movement rate = 1 hex per turn Clear = Costs 1 Move point to enter City spaces = Costs 2 Move points to enter. +1 Power to defense rolls for defending units Forest = Costs 2 Move points to enter. +1 Power to defense rolls Mountains = Costs 3 Move points to enter. +1 Power to defense rolls Rivers = Separate adjacent hexes. Costs 2 Move points to cross. Units being attacked from across a river get +2 Power to defense rolls. Walls = Separate adjacent hexes. Costs 3 Move points to cross, unless breached, then it costs 0 points. Flyers do not receive move penalties, they can move up to their full MOV value at only 1 point per hex.

5-4: Stacking & Carrying

Only one unit may occupy a space unless it is carrying other units. Carried units attack at -1 Power to a minimum of 1. Carried units cannot be attacked.

If a unit is destroyed all units it is carrying are also destroyed. Units carrying other units cannot be carried.

5-5: Attack Phase

Each unit is given a POW value. This is the total power the unit has when either attacking or defending. Units may attack only once per turn. They may defend as many times as necessary. Players take turns

attacking target units until all units have attacked.

Units may combine their attacks against a single target. Units can attack targets in an adjacent hex. Units with ranged attacks can target defenders within two hexes.

The attacker rolls 1D6 for every point of power used in the attack. This is the attack roll. The defending unit rolls 1D6 for each of its power points. This is the defense roll. If the attackers total is higher, the target is destroyed, otherwise the defender survives.

Spells may contribute power points to the attackers or the defenders. Flip units to indicate that they have attacked or cast spells. NOTE: Remember to add any power points from terrain if defending or any points from spells cast.

Example: A unit with a POW of 3 attacks a unit with a POW of 4.

- The attacker rolls 3 dice and gets a 3, 2, 5 for a total of 10.
- The defender rolls 4 dice and gets a 4, 3, 3, 1 for a total of 11.
- The defender survives. The attacker flips his unit over to show that it has attacked this turn.

5-6: Spells

The spell pile mix should be 1 chit for each of the spells listed below. A leader can cast one spell per turn. Each player has a hand of 3 spell chits they replenish in Draw Phase.

A player casts a spell from his hand through a leader unit he controls. Once spells are cast they are discarded unless they are to be used as markers. Unless otherwise noted spell have a range of 2 hexes.

Spells- Notes

- Shield- Unit gets +3 Power Points on Defense roll. Cast at beginning of Attack phase
- Haste- Unit gets +2 Move Points. Cast at beginning of move phase
- Fly- Unit Flies at Move Points = 4 this turn. Cast at beginning of move phase
- Aid- Unit gets +2 Power Points. Cast at beginning of Attack phase
- Inspire- All adjacent friendly units get +1 Power points this turn. Cast at beginning of Attack phase
- Rage- Unit gets +3 Power Points on Attack roll. Cast at beginning of Attack phase
- Fireball- Range = 2 attack for 4 Power Points
- Lightning Bolt- Range = 3 attack for 3 Power Points
- Invulnerability- Unit cannot be Destroyed. Cast at beginning of Attack phase
- Negate- Negate the effect of spell just cast within 3 hexes
- Mesmerize- All adjacent enemy units cannot attack. Cast at beginning of Attack phase
- Winds- Negate all nonmagical ranged attacks against target. Cast before Defense roll made

- Wall of Fire- No unit may enter 1-3 adjacent target hexes targeted by caster within 3 hexes of caster. Cast at beginning of move phase
- Earthquake- 3 Adjacent hexes within 3 hexes of caster. Ground units in these hexes attacked for 2 Power Points
- Poison Gases- Unit -2 Power Points. Cast at beginning of Attack phase
- Summon- Move any Friendly unit from anywhere adjacent to caster
- Teleport- Caster or Friendly unit adjacent to caster can move to any empty hex
- Control- Take control of unit this turn. Cast at beginning of Attack phase
- Fear- Move enemy unit. Unit cannot end move adjacent to one of your units. Cast in move phase before unit moves

6. OPTIONAL RULES:

Command control: Units cannot move or fight unless they are within 3 hexes of a friendly leader. It is recommended that you get some experience first with the game before you try this rule.

No spells: Eliminate the spell rules. This will make the game more like a regular wargame and less "colorful."

Prince of Lies: The Satan player must recruit his forces before the game. Each angelic unit will follow Satan on a roll of 5 or 6 on a 6 sided die. The Satan player can add 1 to the die roll up to a maximum of 6 times.

This will simulate the fact that he can make an extra effort to get some classes of angels over other classes.

7. GAME DESIGNERS NOTES

The information for this game from Books V and VI of Paradise Lost. Additional sources were consulted for information on the units involved. Historically this battle is lost by Satan on the third day when the Son casts him and his followers out of Heaven after a crushing defeat in which Satan's cannons are buried under mountains.

Here is a run down of the events in the book: Day One: Both sides meet on a plain outside Satan's palace in the "Quarters in the North." They both form a giant phalanx and advance on one another. Michael cleaves Satan's right side off and Satan and his followers retreat.

Day Two: After a council of war, Satan decides to build cannons or infernal machines to fight with. These cannons take Michael by surprise and wreak havoc on Heaven's forces. Then they regroup and throw mountains on top of the cannons to bury them.

Day Three: The Son arrives per God's will and rides a chariot into battle and defeats Satan and his forces. The rebels retreat to the Gates of Heaven and are cast out.

The main problem with this game is the lack of detailed information. We are told that the forces line up in a classic Greek style formation and face off. But there are also chariots and cannons and some Roman style tactics.

But not much in the way of detail. We are not told exactly what the angels are capable of doing in a fight, so much of this is speculation. Consulting the internet for information, we find that the angel are grouped by "choirs" and that there are nine classes of angels. Hence the angelic units in the game. The combat capabilities are purely arbitrary and were done to provide favor between the classes. The spells were added to

give the leaders added ability against the "common angel" and can be considered an optional rule if need be. The extra "non-angelic" units are added to make the game more fun. The infernal engines are , of course, historically accurate, the rest is speculation.

References from the book Paradise Lost: Book V
Book VI





Satsuma Rebellion

Introduction

Card Game for 2 players. Theme: The Satsuma Rebellion in Japan in 1877. The Modern Imperial Army destroyed the last of the Samurai.
One player is the Samurai. The other player is the Imperial Army.

Victory

The game ends when the Samurai player has accumulated 9 Casualty Markers. At that point, the last of the Samurai have been wiped out. Victory is a function of how many casualties the Samurai were able to inflict on the Imperials.

Imperial Casualties:	Victory:
7 or less	Greater Imperial Victory
Exactly 8	Historically Equivalent
9 or more	Greater Samurai Moral Victory

Terminolgy

The terms hand and turn are equivalent.

Strategy Phase

Each player may discard up to 3 cards and draw replacement cards.

Casualty Markers

Players start with no Casualty Markers. The loser of every hand gains 1 Casualty Marker.

Attacker & Defender Rule

One player is the Attacker and the other is the Defender. In the first turn of the game, the Samurai player is the Attacker. On all subsequent turns, the player who won the previous hand is the attacker.
One exception to this is the Escape rule: If the Samurai player used an Escape card the previous hand and won the hand, he remains the defender.

The Decks

- There are 2 decks:
1. The Samurai Deck
 2. The Imperial Deck
- Each card has a Strength value. There are 8 suites:
1. Force
 2. Reserves
 3. Leader
 4. Attack
 5. Defense
 6. Morale
 7. Weapons
 8. Escape

Clash Phase

Players reveal their hands. Each card has a Strength Value. Each player adds up the Strength values of all his Useable cards.
A player may only use 1 card from each suite. The Attacker may not use Defense cards or Escape cards. The Defender may not use Attack cards.
The player with the highest total Strength is the winner. The loser gains 1 Casualty Token. If tied, both players gain 1 Casualty Token and both retain Their Attacker/Defender status for the next turn.
All cards are discarded at the end of the phase.

Setup

Players pick who will be the Samurai and who will be the Imperials. Players shuffle their respective decks.

Card List Notation

- F** Force
R Reserves
L Leader
A Attack
D Defense
M Morale
W Weapons
E Escape

Turn Sequence

- Each turn has 3 Phases:
1. Logistics Phase
 2. Strategy Phase
 3. Clash Phase

Logistics Phase

Each player draws 7 cards from their own deck. If a deck ever runs out, shuffle the discard and draw from it.

Samurai Deck Card List

Card Name:	Notes:
Takamori Saigo	L10
Samurai Warriors	F7
Traditional Army	W5 or M6
Tragic Hero	M5
Foxholes	D2
Kyushu Samurai	R2
Shigakko Schools	R2
Bushido	M8
Satsuma Armories	W5
Student Agitators	M3
Iso Arsenal	W3
Honor	M9
Raiders	A5
Armed Uprising	R2
Bodyguard	T2
Volunteers	R2
Skirmishes	A3
Small Clashes	F4
Suicidal Ferocity	F6 or M7
Rebel Detachment	F3 or A4
Block Passes	D5
Night Assault	A7
Out Fight & Outmaneuver	F9

Card Name:	Notes:
Dug In	D3
Popular Support	M3 or R2
Kichijuro Ikebe	L3
Satsuma Army	F5
Isolated Sword Duels	F1
Discover Imperial Spies	M2
Sentinels	D1
New Positions	E5 or D6
Break Out	E6
Fight to the Death	M7
Retreat	E3
Kagoshima Samurai	R2
Guerrilla Fighting	F3
Surround Imperials	A6
Vintage Matchlocks	W3
Mount Enodake	D5
Slip Through Fog	E5
Divide Forces	F4
Heavy Rain	E4
Shinsuke Beppu	L4
The Last Samurai	F2 or M7
Dispatch Guards	A2
Vanguard	A5 or F4

Imperial Deck

Card Name:	Notes:
General Taketa Tani	L5
Imperial Guard	F6
Peasant Conscripts	R4
Meiji Emperor	M8
Westernized Army	W6 or F5
Tokyo Police	F4
Crush the Rebels	M4
Systematic Attacks	A8
Trap Rebels	A6
Kumamoto Castle	D7
Determined Resistance	D5 or M4
Garrison	D5
Advance Guards	F5
Concentrated Fire	W8 or F7
Relief Force	F4
General Yamagata	L8
Frontal Assault	A6
Cold Steel	W3 or F2
Small Arms Fire	W4 or F3
Dislodge Rebels	A6
Marine Landing	R4
Infantry Companies	F4

Card Name:	Notes:
Rebels Surrender	A7
Infantry Brigade	F6
Naval Bombardment	A4
Rear Attack	A9
Sniping	F1
Rebel Supply Problems	M5
Mountain Artillery	W6
Sortie	F4
Link Up	M6
Breakthrough	F7
Replace Losses	R5
Government Offensive	A5
Regroup	R3 or D2
Mop Up	A3 or M3
Rapid Forced Marches	A5 or F4
Encirclement	A6
Fierce Battle	F5
Heavy Casualties	F6
Outnumber Rebels	R4
Patrols	D3
Siege	A4
Krupp Field Guns	W6

Links

Wikipedia

Card Name:	Notes:
Modern Firearms	W8

Card Name:	Notes:
Gatling Guns	W7





Scooby Doo Mystery Game

Introduction

Solve Mysteries with Scooby Doo & the gang of Mystery Inc. Card game for 2+ players.

Disclaimer

Scooby Doo is a licensed, trademarked, copyrighted property. This is merely a fan site.

Winning

The first player to solve 3 Mysteries is the winner.

The Deck

Players share a common deck

Setup

Shuffle the deck. The youngest player goes first.

Turn Sequence

Players take turns. Each turn is divided into 4 phases: Mystery Phase Find Clues Phase Chase Phase Capture Villain Phase

Mystery Phase

Lay the top eight cards of the deck face up on the table. These are known as clue cards.

Find Clues Phase

Players (starting with the current player) take turns taking one clue card and Putting it into their hand. Continue until all 8 clue cards are taken. Max hand size is 13 cards. Discard excess cards. Special cards take effect (played & discarded) as soon as they are picked.

Chase Phase

Any player may discard 2 of a kind from their hand to draw 2 cards from the top of the deck and put them into their hand.

Capture Villain Phase

Any Player may solve a Mystery. To solve a Mystery, you must play from your hand the following combination of 7 cards: 1 Scooby card 1 Shaggy card 1 Fred card 1 Velma card 1 Daphne card 1 Villain card 1 Location card

Card List

Card Name:	#	Type
Scooby Doo	8	Scooby (Character)
Shaggy	8	Shaggy (Character)
Freddy	8	Freddy (Character)
Daphne	8	Daphne (Character)
Velma	8	Velma (Character)
Zoinks	1	X = Opponent must discard 1 random card
Scooby Snacks	1	X = Draw 2 cards
Mystery Machine	1	X = Draw 3 cards and discard 2
Jeepers	1	X = Opponent must discard a Character card
Mystery Club Convention	1	X = Take a Location clue card & go again
The Van Breaks Down	1	X = Opponent must discard a Location card
Scrappy Doo	1	X = Counts as Velma & Fred
Gypsy Woman	1	X = Look at next 8 cards in deck & go again
Secret Identity	1	X = Opponent must discard a Villain card
Velma loses her glasses	1	X = This card does nothing
The Malt Shop	1	X = Discard all Character Clue Cards
Best Pals	1	X = Counts as Scooby & Shaggy
Chase Scene	1	X = Counts as any card type for Chase Phase

Card Name:	#	Type
Pull off the Mask	1	X = Draw a card & go again
The Girls	1	X = Counts as Daphne & Velma
I have a Plan	1	X = Take 2 Clue Cards
Captain Cutler	1	Villain
The Creeper	1	Villain
Snow Ghost	1	Villain
Shadow Phantom	1	Villain
Dracula	1	Villain
Miner 49'er	1	Villain
Chinese Zombies	1	Villain
Frankenstein's Monster	1	Villain
Haunted Castle	1	Location
Spooky Island	1	Location
Ship Graveyard	1	Location
The Big Top	1	Location
The Wax Museum	1	Location
The Abandoned Mine	1	Location
The Lighthouse	1	Location
Funland Park	1	Location

number of copies of that card in the deck.

X Special





Score

Introduction

Scenario for WarpQuest. for the [Warpquest Core Rules](#)WarpQuest Core Rules. Each player takes the role of a teenager looking to "Score" on a Saturday night.

Variant Rules

There is only one Module. There is no Artifact. The journey on the board is a one way trip.

Spaces on the board represent time not distance. There are 6 types of challenges: Alcohol, Sex, Drugs, Music, Trouble, Fight Each player starts with 6 skills. If a card lists two types pick one.

If you fail the challenge discard the card (no one gets wounded or killed). If you win the Challenge, keep the card. The player with the most cards in the most challenge types wins.

If you win a "fight" with an opponent take any one of his cards.

Skill Table

1D6	Skill	Notes
1	Stupidity	+1 to Trouble Challenges
2	Smooth Talking	+1 to Sex Challenges
3	Tough Guy	+1 to Fight Challenges

1D6	Skill	Notes
4	Stoner	+1 to Drug Challenges
5	Tape Collection	+1 to Music Challenges
6	Tolerance	+1 to Alcohol Challenges

Score

Card Name	Notes
Six Pack of Beer	Alcohol
Vodka Bottle in each Hand	Alcohol
Beer Keg	Alcohol
Long Neck Flask	Alcohol
Wine Coolers	Alcohol
Wine in a paper Bag	Alcohol
Chugging	Alcohol
Game of Quarters	Alcohol
Bar Hopping	Alcohol
Pub Crawl	Alcohol
Beer & Chicken Wings	Alcohol
Mixed Drinks	Alcohol
Hard Liquor	Alcohol
Tequila Shots	Alcohol
Dance Club	Music
Live Band	Music
House Music	Music
Head Bangers Ball	Music
Mosh Pit	Music or Fight
Stage Diving	Music or Trouble
Techno Rave	Music
Hip Hop	Music
Grunge	Music
Dance Music	Music
Battle of the Bands	Music

Card Name	Notes
Rap Music	Music
Heavy Metal	Music
Hardcore	Music
Retro Disco	Music
Nitrous Oxide	Drugs
Mary Jane	Drugs or Sex
Smokin Dope	Drugs
Grass	Drugs
Pass the Joint	Drugs
Burn	Drugs
Dime Bag	Drugs
Psychadelic Haze	Drugs or Music
Water Bong	Drugs
Weed	Drugs
Light Up	Drugs
Cocaine	Drugs
Spanish Fly	Drugs or Sex
Spin the Bottle	Sex
Truth or Dare	Sex or Trouble
Hippy Chick	Sex
Condoms	Sex
Two Sisters	Sex
Beach Bunny	Sex
Party Girl	Sex or Drugs
Wham Bam Thank You Maam	Sex
Punk Rock Girl	Sex or Music
Sex on the Beach	Sex or Alcohol
Back Seat	Sex
Dinner & a Movie	Sex
College Dorm Orgy	Sex
Hot Tub	Sex
Skinny Dipping	Sex or Trouble
Roomates	Sex
Boy Toy	Sex
Gang Bang	Sex
Biker Chick	Sex or Fight
Ass Whooping	Fight
Fight in the Bowling Alley	Fight
Scuffle in the Parking Lot	Fight
You Lookin at Me?	Fight
Hicks	Fight
Punks	Fight
Lowlifes	Fight
Fight Club	Fight
Looking for Trouble	Fight or Trouble
Saturday Nights alright for Fighting	Fight
Mailbox Baseball	Trouble
Cops Break up Party	Trouble
Shoot Bottle Rockets at Houses	Trouble
Driving Drunk	Trouble or Alcohol
Street Racing	Trouble
Toilet Paper Cars	Trouble
Shoplifting	Trouble

Card Name	Notes
Loud Stereo Speakers	Trouble or Music
Broken Bottles	Trouble or Alcohol
Loud & Obnoxious	Trouble or Fight
Juvenile Delinquent	Trouble
Break Window	Trouble
Vandalism	Trouble
Graffiti	Trouble
Crash Party	Trouble or Fight
Trespassing	Trouble
Money	Aid: +4 to Drug, Alcohol, or Music Challenge
Cool Car	Aid: +4 to Sex Challenge
Good Looks	Aid: +4 to Sex Challenge
Stash	Aid: +4 to Drug Challenge
Gang	Aid: +4 to Fight Challenge
Bad Attitude	Aid: +4 to Fight or Trouble Challenge

Game Designers Notes

Aspirations of my younger days... My "Score" was never that high :)





Scortch

Introduction

Module for the Warp Empires system. You must use the Warp Empires system to play this game. Based on the animated film WIZARDS by Ralph Bakshi.

Wizards is a trademarked, licensed property. This is merely a fan site. One player is the good Wizard Avatar. The other player is his evil brother Blackwolf.

Both battle for world domination. On Avatar's side is Magic, Elven Races, and Faerie Folk. Blackwolf's armies are filled with Mutants, Demons, and Ancient Technologies.

Scortch

Location	Type	Notes
Black World Mountains	H	North
Glass Wastes	H	South
Bogs	D	West
Steam Lake	X	West
Cnidair River	D	West
The Spine Mountains	H	Southeast
The Crypts of Doom	2	Scattered
The Greater Crater	X	Central
The Glass Wastes	H	Central
The Black River	H	West Central; Terrible Smell
The Hot Lands	H	East & Central
The Great Depression	H	North Central
Hellmouth	2	North; One Demon unit per turn costs -1
Scortch-1	3	Capital city; Blackwolf's starting Location
Skir	0	Fishing Village; Faerie sympathizers
Theca	0	Village; Hunters & Trappers; Faerie sympathizers
Queenston	1	City; One Technology unit per turn costs -1
Phyte	1	City; On the Black River
Accked	1	City; One Mutant unit per turn costs -1

Montagar

Location	Type	Notes
City of Montagar	2	Capital City
Breeding Wye	2	Mining Town; One Dwarf unit per turn costs -1
Rana Bottom	1	University Town
Seaport	2	Coastal Town
Summer Home	0	Town; Avatars Starting Location

Map

The land of Halcionia is divided into two main areas: Scortch and Montagar. Scortch is southeast of Montagar. Note: Rivers may cross multiple spaces.

Location Types

- 0-3+** Revenue generated by the site
- H** Hostile terrain: Units must stop when entering this space
- D** Difficult terrain: Units must stop when entering this space
- X** Barrier: No units may enter this space

Location	Type	Notes
Perthswale	2	Trading Town
Wendl	1	Trading Post
Blossom	1	Faerie Town
Toothache Mountain	H	East: Runs North South
Footprint Lakes	D	North
Salamander River	D	Surrounds the city of Montagar
Novay Onwl River	D	Central
Lostwoods	D	Central
No Return	H	Cliffs; Borders Scortch
Whisper Falls	D	One Faerie unit per turn costs -1
Western Highlands	D	Southwest
Faun's Shoulder	0	Landmark for sailors
Fog Dragon Downs	D	North
Ariath River	D	Bridged in several places

Victory

Blackwolf must destroy all opposing units to win. The Avatar player automatically wins if Blackwolf is destroyed.

Setup

- The Evil player starts with Blackwolf and 15 random units.
- The Evil player distributes his units throughout Scortch.
- The Good player starts with Avatar and 7 random units.
- The Good player distributes his units throughout Montagar.

Action Deck

Players have seperate action decks.

Revenue Phase

You cannot generate income from enemy cities. (You only deprive your opponent of the income.)

Blackwolf Unit List

Unit Name	#/Speed	Type	Force	Notes
BlackWolf	1F	L	15	Wizard
Lich General	2F	L	10	Demon
Demon Warlord	1F	L	8	Demon Armies get Force +1
Demon Technomage	2F	L	5	Technology units get Force +1
High Mutant Officers	4M	L	6	Mutants
Toadies	2M	A	3	Mutants
Low Mutants	4M	A	3	Mutants
Reich Henchmen	2M	A	4	Mutants

Recruit Phase

Montagar units may start in any non-hostile, non-difficult space in Montagar. (Their populations are spread out) Scortch units must start in Scortch-1 (the City)

Move Phase

Flyers can move up to 4 spaces. Flyers can jump over enemy units, hostile and difficult terrain.

Battle Phase

Towns & Cities give defending units +1 Force each.

Unit & Card Type Notation

L Leader
K Knowledge
A Armies
P Place
E Event
T Technology
X Magic
S Strategy
R Resources
M Morale

Unit Name	#/Speed	Type	Force	Notes
Reptilians	2M	A	6	Mutants
Dream Machine	1M	T	12	
Panzer Tanks	2F	T	12	
Howitzers	2S	T	10	
Luftwaffe planes	2FF	T	10	
Machine Guns	2M	T	8	
Salamander Riders	2F	A	5	Mutant Cavalry
Wolfmacht	2F	A	3	Mutant Cavalry
Max & Fritz	1M	A	2	Mutants
Demon Shock Troops	2M	A	7	Demons
Goblin Mob	2M	A	4	Mutants
Fascist Pig Mutants	2M	A	6	Mutants
Nazi Black Guard	2M	A	7	Demons
Reptilion Rex	1M	A	8	Mutant
Pit Roaches	2F	A	10	Cavalry
Robots	1M	T	9	Robots

Blackwolf Action Deck Card List

Card Name:	#	Notes
Quick Victories	10	Move 1 Stack
Operational Maneuvers	4	Move 2 Stacks
Full Scale Invasion	2	Move 3 Stacks
Robot Assassins	1	Opponent must discard 2 cards
Dictatorship	1	Gain 3 Revenue points this turn
Pistols & Rifles	1	Battle: Armies get Force +1
Propaganda	1	Recruit a Mutant Unit for Free
Mutants Rule!	1	Battle: Mutant Armies get Force +1
Messenger	1	Search chit pile for unit and put it in play
Technomancy	1	Recruit a Technology Unit for Free
Black Arts	1	Battle: Technology Units get Force +1
Plunder Ancient Ruins	1	Recruit a Technology Unit for Free
War Machine	1	Gain 3 Revenue points this turn
Wild Rumors	1	Battle: Opposing Armies get Force -1
Betrayal	1	Discard opposing Leader & Draw a card
Journey into Hell	1	Recruit a Demon Unit for Free
Spies	1	Look at opponents hand
Scorch Wildlife	1	Negate move of Target Stack in Scorch
Radiation	1	Kill target Army unit in Scorch Hazard Space

Avatar Unit List

Unit Name	#/Speed	Type	Force	Notes
Avatar	1F	L	17	Wizard
Necron 99 (Peace)	1F	L	10	Robot
Red Elves	4M	A	6	Elves
Yellow Elves	2M	A	5	Elves
Brown Elves	2M	A	7	Elves
Blue Elves	2M	A	5	Elves

Unit Name	#/Speed	Type	Force	Notes
Satyrs	2M	A	5	Satyrs
Dwarves	2M	A	6	Dwarves
Gnomes	2M	A	4	Gnomes
Mountain Faeries	2FF	A	2	Faeries
Meadow Faeries	1FF	A	1	Faeries
Sawmp Faeries	1FF	A	2	Faeries
Wood Faeries	2FF	A	2	Faeries
Knights of Stardust	2FF	A	3	Faeries
Heavy Infantry	2M	A	6	Elves
Ross Cavalry	2F	A	5	Elves
Centaurs	2F	A	8	Centaurs
Archers	2M	A	7	Elves
Royal Guard	2M	A	8	Elves
Genarian	1M	L	-	PresidentofMontagar; Elf Armies get +1 Force
Bayard	1F	L	10	Prince of Montagar; Elf Armies get +1 Force
WeeHawk	1F	L	13	Elf Hero
Hartmoon	1F	L	9	Relative of WeeHawk
Jephyr	1F	L	6	Faun King; Satyr Armies get +2 Force
Elinore	1F	L	7	Half-breed; Mage
Reenah	1F	L	5	Gnome Mage
Sayriah	1FF	L	4	Archer; Faerie Armies get +2 Force
Swift-As-Sound	1F	L	11	Centaur Scout; Centaur Armies get +2 Force
Wind Catcher	1F	L	10	Cavalry & Centaur Armies get +1 Force

Avatar Action Deck Card List

Card Name:	#	Notes
March	20	Move 1 Stack
Grand March	8	Move 2 Stacks
Union of the Tribes	4	Move 3 Stacks
Fireballs	1	Battle: Spell; Force = 12
Gnome Tutors	1	Look at next 10 cards in your deck & put 1 in your hand
Lightning Bolts	1	Battle: Spell; Force = 10
Giant Pink Rat	1	Battle: Spell; Force = 5
Magic Arts	1	Mage, Faerie, and Elf Units get Force +1
Illusions	1	Battle: Spell; Enemy armies are -1
Healing Arts	1	Battle: Take one less Casualty
Wizards Wrath	1	Battle: Spell; Force = 15
Banish	1	Discard opposing Demon
Lost	1	Negate Move by target Stack
Cutting Sarcasm	1	Battle: Leader gets Force +3
Medieval Weapons	1	Battle: Armies get Force +1
Valiant Determination	1	Battle: Armies get Force +3
Fortifications	1	Battle: If Defending in Montagar, Armies get Force +2
Counterattack	1	Battle: If Defending, Armies get Force +2
Panic the Mutants	1	Battle: Mutants armies get Force -2
Mutants Desert	1	Discard target Mutant Army
Oil Shortage	1	Negate Move by target stack containing Technology Units
Ammo Shortage	1	Battle: Opposing armies get Force -2
Radiation Sickness	1	Mutant Units get Force -1

Card Name:	#	Notes
Break Mutant Ranks	1	Battle: Force +10
Elven Spies	1	Look at top 7 cards of opponent's deck
The Good Lands	1	Gain +5 revenue this turn
Charm	1	Battle: Spell; Gain control of Target non-leader unit
Bewilder	1	Battle: Spell; Opposing armies get Force -2
Scouts	1	Look at top 5 cards of opponents deck
Breakdown	1	Battle: Discard opposing Technology Card
Weather Dragon	1	Look at top 4 cards of opponents deck & discard 2
Rescue	1	Search Unit pile for a Leader and put it in play
East Elfland	1	Recruit an Elf unit for Free
Blue Elf Saboteurs	1	Opponent gets -3 Revenue this turn
Use Captured Weapons	1	Battle: Armies get Force +2
They've Killed Fritz!	1	Discard opposing Mutant Army
Fight the Good Fight	1	Recruit a unit for Free
Felsing the Wise	1	Look at Opponents hand
Scouts	2	Look at target Stack

Note: Only Wizards, Mages, Elf armies & Faerie armies can cast spells.

Warp Empires Ruleset

Introduction

Generic ruleset for a series of empire building/conquest games.

Map

The map depicts an irregular, interlocked set of territories.

Control Markers

Use chits to represent control markers.

Units

Use chits to represent units. Units include Leaders & non-leader units.

Deck

Players share an action deck. In some games, each player will have their own action deck. The action deck cards allow you to move your units.

Setup

Most Leader units will be in play. Others will be mixed into the unit chit pile. Each player will start with several non-leader units in play.

Starting points of units will be determined by the scenario.

Turn Sequence

- Players take turns. Each turn has 7 phases:
- Draw Phase

- Move Phase
- Battle Phase
- Revenue Phase
- Recruit Phase
- Upkeep Phase
- Control Phase

Draw Phase

First discard any cards you don't want. Each player draws 5 action cards. Max hand size = 7. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Move Phase

Use Action cards to move stacks or units in stacks. A Fast unit can move 1-3 spaces. A Medium speed unit can move 1-2 spaces.

A Slow unit can move 1 space. Units can move into but not through opposing stacks. Fortifications cannot move (Move = 0).

Your opponent can only look at the top unit of your stacks

Battle Phase

When two opposing stacks occupy the same territory there will be a battle. Each unit has a force value. Add up the total Force values for each side.

Players may play action cards to increase their force value. If one stack has a Leader and the other does not, the stack with the leader gets an additional 5 Force. The side with the highest force value wins.

The losing stack must retreat one space. The losing stack loses half of its units. The winner picks the first unit lost, the loser picks the remainder. Fortification units in the losing stack are destroyed automatically.

The winning stack loses units with a force equal to at least half the force total lost by the losing stack. The

winner decides which units are lost. Destroyed units are returned to their chit pile. Captured leaders are set aside and not returned to the chit pile.

After a battle both sides replenish their hands to 7 cards.

Revenue Phase

Gain revenue points for every revenue generating territory you control.

Recruit Phase

Draw 5 random units from the unit chit pile. Purchase units. A units cost is equal to its Force value. If you purchased all the drawn units, draw another 1D6 random units.

Revenue may be saved from turn to turn. Discard unpurchased units back to your unit chit pile. Units start in any revenue generating territory you control.

Upkeep Phase

Number of Units that automatically receive upkeep = 5 x total Revenue. Discard excess units. Example: You generate 10 revenue points per turn...

You may have up to 50 units.

Control Phase

Place a control marker on every revenue generating territory occupied by one of your units. Only one control marker per space.

Unit Deck Abbreviations

S Slow

M Medium speed

F Fast

F Force

F Fortification

Number of that unit in the chit pile.





Sea Battles

Abstract WWII Naval Strategy Game

Ship Types

#	SHIP	MAX	MAX	MAX	MAX	-	-
SHIPS	TYPE	HITS	MOVE	RANGE	DAMAGE	ATTACKS	NOTES
1	PT Boat	1	6(x2)	1	6	1	Torpedo
1	Submarine	2	3	2	6	1	Torpedo, Underwater
2	Destroyer	3	5	3	3	1	
1	Frigate	4	4	4	4	1	
1	Cruiser	5	4	4	5	2	
1	Battleship	6	3	5	6	2	
1	Carrier	6	3	4(x2)	6	3	

Battlefield Map

Use an 8 x 8 or larger square or hex map. All ships can move and shoot vertical and horizontal but not diagonal. Each side starts with 1 of each ship and 2 destroyers for a total of 8 ships.

Turn Sequence

1. INITIATIVE- Roll high to see who goes first
2. COMMAND ROLLS- Roll 6D6. These scores are the players command rolls for this turn. A roll cannot be used for less than its value
3. MOVE- Use up a command roll to move a ship that many spaces in one direction
4. ATTACK- Use up a dice roll to set the Range of the attack and another to determine the Damage in Hits Inflicted

Sample Move

A player rolls 1, 3, 3, 4, 6, 6. He moves a destroyer forward 1 space (He could have used a 3 or a 4, but not a 6; The maximum move of a destroyer is 5) He removes the die showing 1. He Fires to the right at a range of 3 (Maximum range for a destroyer is 3) and hits a battleship for 3 Damage. He removes both dice showing 3's. The Battleship is reduced to 3 Hits for the rest of the game (He would have liked to do 6 damage which would sink the battleship, but the maximum damage a destroyer can do is 3). He uses the roll of 4 to move his cruiser to the left. He is unable to use the two rolls of 6 for anything useful so they are wasted.

Terrain

On the Sea map mark several spaces as land obstacles. Ships cannot move over land but they can shoot over it. Torpedo attacks cannot be made over land.

Pt Boats

Fast and maneuverable, PT Boats can move twice in a turn. Example: A player uses a command roll of 6 to move the PT forward 6 spaces and a second roll of 2 to move it left 2 spaces.

Submarines

Since they are underwater and hard to detect, other boats can only attack subs if they right next to them, range = 1.

Carriers

Attacks (Up to 3 per turn) made by carriers are really made by their fighters and bombers which have much longer ranges than ship artillery. 2 command rolls can be used to determine the range of the attack. Example: A roll of 3 and a roll of 4 can be combined to hit a ship 3 to the left and 4 back. (4 is the max for either roll)

Objective

Completely destroy all enemy ships.

Variants

Increase the number of ships per side. Roll 4D6 instead of 6D6. Allow diagonal movement and attacks. Destroy opponents carrier to win. Rolls of 6 can be used to repair 1 point of damage.

Counter Set

The following amazing counter set was created by Janne Thorne: jan.thorne@mail.bip.net Janne has also

made counters and cards for Blitz, Midway, & Cannonade.

??[Download Sea Battle Counters](#)





Sea Intercept

Introduction

Card game for 2 players. Modern Naval Warfare Theme.

Game End

The game ends when a player goes to draw a card, and there are no cards left in the deck.

Victory Conditions

The player with the most deployed units at the end of the game wins. Bases & Carriers count as 2 units each.

The Deck

Players share a common deck. There are 4 types of cards mixed into the deck: Unit, Detect, Attack, Counter

Setup

Each player is dealt 9 cards. Determine who goes first.

Turn Sequence

Players take turns. Each turn has 7 phases:

1. Reserve Phase
2. Deployment Phase
3. Mission Phase
4. Detection Phase
5. Attack Phase
6. Counter Phase
7. Orientation Phase

Reserve Phase

The active player draws 3 cards. Max hand size is 9 cards. Discard excess cards.

Deployment Phase

The active player may put up to 2 unit cards from his hand into play. Units put into play are put face up in front of the player. A player may put Attack, Counter, and Detection cards in play face down, under units that can use them.

Unit Card List

Cards stacked under units are called Option cards. Note that deployed units stay in play from turn to turn for the rest of the game unless that unit is destroyed.

Mission Phase

If your opponent has no units in play, he must discard 1 random card and you may draw 1 extra card from the deck. The active player decides if he wants to attack a target unit of his opponent. If a unit is chosen, this unit is the defender.

The active player picks which of his units is attacking. This unit is the attacker.

Detection Phase

The active player must play a Detect card that can be used by the attacker, and that can target the defender. The Detect card can come from the players hand, or be one of the attackers option cards.

Attack Phase

The active player must play an Attack card that can be used by the attacker, and that can target the defender. The Attack card can come from the players hand, or be one of the attackers option cards.

Counter Phase

The opposing player may play a Counter card that can be used by the defender, and that can target the attacker, the attack card, or detect card. The Counter card can come from the opposing players hand, or be one of the defenders option cards. If no Counter card is played, the defender and all its options are destroyed (discarded).

If a counter card is played, the defender survives and remains in play. All Detect, Attack, and Counter cards played are discarded after being played.

Orientation Phase

The active player may attack with a second unit repeating the mission, detection, attack, and counter phases. The turn ends when the active player has no more units he can or wants to attack with.

Unit Type:	#	Type:
Submarine	8	Sub
Airplane	12	Air (Includes Helicopters)
Military Base	2	Ground

Unit Type:	#	Type:
Warship	6	Sea
Carrier	2	Sea

Number of that card in the deck

Detect Card List

Card Name:	#	User:	Target:
AEW: Advanced Early Warning*	1	All	All
Acquire Target	1	All	All
Bearing Only Attack	1	All	All
Aerial Refueling	1	Air	All
Strike Mission	1	Air/Sea/Sub	All
Reconnaissance Mission	1	Air/Sea/Sub	All
Counter Attack	1	All	All
Jumping Jacks	1	Air	All
ESM: Electronic Signal Measures	1	All	All
Racket: Unknown EM signals	1	All	All
Passive Detection	1	All	All
ECCM: Counter-Counter Measures	1	All	All
LRCAP: Long Range Combat Air Patrol	1	Air	Air/Sea/Ground
Visual Identification	1	All	Air/Sea/Ground
OTH: Over-the-Horizon*	1	Warship	Sea/Ground
AsuW: Anti-Surface Warfare	1	All	Sea/Ground
Outer Screen	1	Warship	Air/Sub
AAW: Anti-Air Warfare	1	All	Air
Air Defense Envelope	1	Sea/Ground	Air
AWAC: Airborne Warning and Control	1	Air	Air
Bogie: Unknown air contact	1	All	Air
ASW: Anti-Submarine Warfare	1	Air/Sea/Sub	Sub
Convergence Zone	1	Sea	Sub
Goblin: Unknown sub contact	1	All	Sub
SURTASS	1	Sea	Sub
Sonobuoys	1	Air	Sub
Dipping Sonar	1	Air	Sub
Hunter-Killer	1	Sea/Sub	Sub
Skunk: Unknown surface contact	1	All	Sea

* Attacker must have an Airplane in play to use this card.

(SURTASS = Surface Towed Array Sonar System)

Attack Card List

Card Name:	#	User:	Target
CG: Guided Missile Cruiser	1	Warship	All
DDG: Guided Missile Destroyer	2	Warship	All
FFG: Guided Missile Frigate	2	Warship	All
Guided Weapon	2	Air	All
ARM: Anti-Radiation Missile	2	Air/Sea	Air/Sea/Ground
Air Cannon	1	Air	Air/Sea/Ground

Card Name:	#	User:	Target
SSM: Surface-to-Surface Missile	2	Sea/Sub/Ground	Sea/Ground
Standoff Weapons	2	Air	Sea/Ground
Cruise Missile	2	Sea/Ground	Sea/Ground
Naval Gunfire	1	Warship	Air/Sea
Attack Sub	1	Sub	Sub/Sea
Boomer	1	Sub	Sea/Ground
Amphibious Assault Force	2	Sea	Ground
Torpedo	4	Air/Warship/Sub	Sub/Sea
SAM: Surface-to-Air Missile	2	Sea/Sub/Ground	Air
AAM: Air-to-Air Missile	2	Air	Air
AAA: Anti-Aircraft Artillery	1	Sea/Ground	Air
AGM: Air-to-Ground Missile	1	Air	Ground
ASM: Air-to-Surface Missile	2	Air	Sea
ASROC: Anti-Submarine Rocket	1	Air/Sea	Sub

Counter Card List

Card Name:	#	User:	Target Attacker/Attack/Detect
Poor Weather	2	All	Air/Sea
Civilian Contact	1	All	All
Mission Kill	1	All	Air
Anechoic Coating	1	Sub	All
Overestimate BDA	2	All	All
Blip Enhancement*	1	Sea	All
Chaff	1	Air/Sea	Missiles
CIWS: Close-In Weapon System	1	Sea/Ground	Missiles
ECM: Electronic Counter Measures	2	All	All
EMCON: Emissions Control	1	All	All
Flares*	1	All	Missiles
Hard Kill	1	All	Missiles/Air
Soft Kill	1	All	Missiles
IADS: Integrated Air Defense Systems	1	Ground	All
Inner Screen	1	Sea	Air/Sub
Jamming	1	All	All
CAP: Combat Air Patrol*	2	All	Missiles/Air
ROE: Rules of Engagement	2	All	All
Topography	1	All	All
Weapons Stores Expended	1	All	All
Zig-Zagging	2	Air/Sea/Sub	All
Thermocline	1	Sub	All
BINGO FUEL: Low on Fuel	1	Any	Air
Under Radar Horizon	1	Air	All

* Defender must have Air units in play to use this card. **(BDA Battle Damage Assessment)**





Search For El Dorado

Introduction

Card game for 2+ players. Search for El Dorado Theme.

Victory

The player with the most Discovery points at the end of the game wins.

End Game

The game ends when the deck has been run through twice.

The Deck

Players share a common deck. There are 6 card types: Leaders Followers Motivation Search Hazards Discovery

Setup

Shuffle the deck. Each player is dealt 7 cards. Flip a coin to see who goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Passage Phase
2. Legend Phase
3. Expedition Phase
4. Search Phase

Passage Phase

If you already have exactly 7 cards in your hand, you may Discard your entire hand.

Legend Phase

Fill your hand to 7 cards. The first time the deck runs out, shuffle the discard and draw from it.

Card List

Name:	Type:	Notes:
Lake Guatavita	D	DP = 1
Muisca Tribe	D	DP = 1
Golden Temple	D	DP = 2
Sacred Lake	D	DP = 1
Rich Gold Mine	D	DP = 2

Expedition Phase

You may play an expedition. An Expedition consists of a meld of 3 cards: 1 Leader, 1 Follower, and 1 Motivation Stack these in a staggered pile face-up in front of you. Place 3 Tokens on top of the Expedition.

The Expedition stays in play until it is destroyed, or It makes a Discovery.

Search Phase

For each of your expeditions in play, pick 1 card from an Opponents hand. Depending on what you draw:

1. Discovery: Place the Discovery card in your Victory Pile:

It counts towards winning the game: Discard the Expedition.

2. Hazard: Discard it. Remove one Token from the Expedition.

If the Expedition has no Tokens, it is lost: Discard the Expedition.

3. Search: Discard it. You may pick again.
4. Motivation: Remove one Token from the Expedition and Pick again.
5. Leader: Discard it. Look at one opponents hand.
6. Follower: Discard it. Look at the next 3 cards in the deck.

Card List Notation

L Leaders
F Followers
M Motivation
S Search
H Hazards
D Discovery
DP Discovery Points

Name:	Type:	Notes:
Legends	M	
Fevered Imagination	M	
City Paved with Gold	M	
Just a Little Farther	M	
Tales of the Last Survivor	M	

Name:	Type:	Notes:
Amazon River	D	DP = 1
Golden Artifacts	D	DP = 2
Colombia	D	DP = 1
Guyana	D	DP = 1
Bogata	D	DP = 1
Sebastian de Benalcazar	L	
Gonzalo Jimenez de Quesada	L	
Hernan Perez	L	
Gonzalo Pizarro	L	
Francisco de Orellana	L	
Pedro de Ursa	L	
Governor of El Dorado	L	
Don Antonio de Berrio	L	
Sir Walter Raleigh	L	
Philipp von Hutton	L	
Ships	F	
Treasure Hunters	F	
Invaders	F	
Restless Conquistadors	F	
Daring Men	F	
Dangerous Men	F	
Fortune Hunters	F	
Soldiers	F	
Governors Men	F	
Adventurers	F	
Lust for Gold	M	
Greed	M	
Obsession	M	
Rumors	M	

Name:	Type:	Notes:
Tales of the Gilded One	M	
Fabled Kingdom	M	
Tribe to the East	M	
City of Omagua	M	
Entrada	S	
Interrogate Natives	S	
Reconnaissance	S	
Fruitless Search	S	
Terra Incognito	S	
Trackless Jungles	S	
Hostile Mountains	S	
Fetid Swamps	S	
Uncharted Territory	S	
Wilderness	S	
Suicidal Mission	S	
Murder	H	
Skirmish	H	
Hardships	H	
Starvation	H	
Cannibalism	H	
Hunger	H	
Disappointment	H	
Ill-Fated	H	
Doomed	H	
Massacre	H	
Amazons	H	
Natives Attack	H	
Disease	H	
Madness	H	

Links

Wikipedia





Sector Control

Introduction

Board and Card game for 2-4 players. Space Conquest Theme.

Victory

The first player to amass 500 Victory Points (VP) is the winner.

1. Economic Sector	OOTSG Economic Bonus +1 FECF
2. Research Sector	OOTSG Research Bonus +1 FECF
3. Military Sector	OOTSG Military Bonus +1 FECF
4. Espionage Sector	OOTSG Espionage Bonus +1 FECF
5. Exploration Sector	OOTSG Exploration Bonus +1 FECF
6. Culture Sector	OOTSG Cultural Bonus +1 FECF
7. Logistics Sector	OOTSG Hand Size +1 FECF. Also Draw Bonus +1
8. Strategic Sector	OOTSG +2 VP in Control Phase FECF
9. Hazard Sector	No one may build Colonies in this Sector

OOTSG = Owner of this Sector gets
FECF For each Colony Present in the Sector.
Sectors that share a side are adjacent. Sectors diagonal to each other are not adjacent.

Colony Counters

Each player get a set of counters of a unique color. These represent his colonies. Colonies can be built and destroyed, but they cannot be moved.

Occupation And Control Of Sectors

If you have at least 1 Colony in a sector you are said to occupy it. If you have more Colonies in a sector than any other player, you are said to Control it. The terms own and dominate can also be used. If 2 or more players occupy a sector and no one controls it, the Sector is said to be disputed.

Victory Points

Players record VP they accumulate with paper and pencil.

Random Advance Table

1D6	Attribute Level Increase:
1	Exploration +1
2	Economics +1

Sector Map

The map is a 6 X6 grid composed of 36 Tiles. Tiles are also referred to as Sectors and Spaces. There are 9 types of Tiles and 4 Copies of each:

Civilization Attributes

Players have levels in 6 attributes: Exploration Economics Culture Military Espionage Research Players start with a base level = 0 in each attribute Use paper and pencil to keep track of attribute levels

Dice

Six sided dice (D6) are needed

Setup

To set up the Map, shuffle the tiles and randomly draw them out of a pile One at a time, forming a 6 X 6 grid one row at a time. Hazard Spaces may not occupy corners. Each player starts with 3 Colonies in one corner Sector of the Board.

Each player rolls 6 times on the Random Advance Table Each player selects a colored set of colony counters. Each player names his race/civilization. Players roll high on 1D6 to see who goes first

1D6	Attribute Level Increase:
4	Military +1
5	Espionage +1

1D6 Attribute Level Increase:

3 Culture +1

Turn Sequence

Players take turns Each turn has 5 phases:

1. Logistics Phase
2. Trade Phase
3. Action Phase
4. Control Phase
5. End Phase

Logistics Phase

Draw 3 cards from the top of the deck and add them to your hand. If the deck ever runs out, shuffle the discard and draw from it. Occupation of Logistics Sectors allows you to draw 1 extra card for each such Sector you occupy.

Trade Phase

All players may trade cards with each other. Limit this to 2 minutes.

Action Phase

You may make one or more Melds. A meld consist of two or more cards with the same Attribute (plus your level In that attribute) giving a combined level of 20 or more. (For example: Lets say you are trying to make a Military Meld: You have a Military level = 5 and you have the Empire card = 10 and The Fleet Action card = 8 for a combined score = 23) Discard the cards of a Meld after it is made.

Exploration Meld

An Exploration meld lets you put a new colony in a Sector where you do not Already have a colony. It must be adjacent to a sector you already occupy.

Economics Meld

An Economics Meld will allow you to gain an extra Colony in any one Sector you already occupy. There is

Espionage Table

1D6	Action	Notes
1	Infiltration	Look at opponent's hand and steal 1 card of your choice
2	Compromise	Opponent must discard his entire hand
3	Neutralize	Opponent must skip his next Action Phase
4	Insurrection	Steal 1 target Colony (Like a Cultural Meld)
5	Sabotage	Destroy 1 target Colony anywhere
6	Secret Agenda	Draw 4 Cards

Control Phase

Gain 1 VP for every Colony you own. Gain 2 VP for every Sector you occupy. Gain an additional 1 VP for every Sector you dominate.

1D6 Attribute Level Increase:

6 Research +1

no limit to the number of colonies that may be in one sector.

Military Meld

A Military meld will destroy all enemy colonies in any one Sector you occupy or in a Sector adjacent to a Sector you occupy. Remove those colonies from the Board. To prevent this, your opponent may immediately play a Card-only defensive Military Meld with a level of 8 or higher.

Alternatively, you can use a Military Meld to transport 1 Colony to an adjacent sector. You may both move the colony to a sector you don't already occupy and you may completely abandon one you do.

Cultural Meld

A Cultural Meld will cause you to take control of one enemy colony in Any one sector you occupy. Remove the colony counter and Replace it with one of your own. To prevent this, your opponent may immediately play a Card-only defensive Cultural Meld with a level of 8 or higher. Alternatively, a Cultural Meld can be used to gain 5 Victory Points.

Research Meld

A Research Meld allows you to make 1 roll on the Random Advance Table. These rolls permanently increase your levels in those Attributes.

Espionage Meld

An Espionage Meld will allow you to make one roll on the Espionage Table. To target an opposing player, you must share at least 1 sector with him. To prevent the results of an Espionage Roll, your opponent may immediately Play a defensive Espionage Meld with a level of 12 or higher.

Alternatively, an Espionage Meld can be used to search the deck for any one Card, and put it in your hand.

End Phase

Max hand size is 8 cards. Max Hand size is increased by 1 for each colony you have in a Logistics Sector. Discard excess cards.

Card List Notation

X Exploration
E Economics

C Culture
M Military
S Espionage
R Research

Sector Control Card List

Card Name	Type	Value
Long Ranger Sensors	X	3
Active Scanners	X	4
Jump-Drive Cartography	X	5
Robotic Probes	X	6
Expedition Team	X	7
Colony Ship	X	8
Terraforming	X	9
Star Gates	X	10
Space Marines	M	3
Drop Troops	M	4
Space Cruisers	M	5
Space Carriers	M	6
Battle Star	M	7
Fleet Action	M	8
Stellar Invasion	M	9
Empire	M	10
Psycho-Social Engineering	R	3
Bio-Genetic Engineering	R	4
Quantum Metallurgy	R	5
Astrophysics	R	6
Artificial Intelligence	R	7
Nano-Technology	R	8
Psionics	R	9
High Energy Physics	R	10
Mining Robots	E	3
Industrialization	E	4
Trade Routes	E	5
Luxury Goods	E	6
Universal Banking	E	7
Xeno Merchandizing	E	8
Interstellar Bazaar	E	9
Galactic Stockmarket	E	10

Card Name	Type	Value
Ambassadors	C	3
Artistic Achievements	C	4
Xeno Politics	C	5
Diplomatic Alliance	C	6
Federation	C	7
Cultural Supremacy	C	8
Hegemony	C	9
Assimilation	C	10
Micronization	S	3
Hyper Encryption	S	4
Security Systems	S	5
Surveillance Techniques	S	6
Stealth Technology	S	7
Holographic Disguise	S	8
Spy Networks	S	9
Super Agents	S	10
Weapon Merchants	EM	2
Space Rangers	XM	2
Astroguard	CM	2
Contact Experts	CX	2
Trade Delegation	CE	2
Space Traders	XE	2
Survey Ships	RX	2
Cyber Commandos	MS	2
Space Scouts	XS	2
Industrial Spies	ES	2
Imperial Agents	CS	2
Technocrats	RC	2
New Products	RE	2
Prototype Weapons	RM	2
Experimental Gadgets	RS	2

Automatic Melds

If by Research bonuses and colony bonuses alone you have a total bonus of 20 or more in an attribute, you get 1 automatic Meld every turn for that attribute. Bonuses above 20 apply to a second Meld each turn. For example if you were +25 in Espionage, you would

get 1 automatic Espionage Meld each turn and +5 towards a second Espionage Meld each turn.

Links

Sector Tiles Prototypes by Jimmy





Sengoku Alliance

Introduction

Board and card game for 2-8+ players. Theme: Sengoku Period of Japan.

THE MAP Board The Board depicts a map showing Provinces in Medieval Japan Each province is given a red number that denotes its Victory Point Value. Provinces with colored dots are the Homelands of the six clans. Blue lines indicate connections between

Provinces separated by Water.

The 15 numbered track on the bottom is used to keep track of what Round it is. The six large dots are used to stack Honor Tokens for each of the six clans.

Clans

There are 6 Clans:

#	Clan:	Token Color:	Starting Province:
1.	Shiba	Red	Red Dot
2.	Hatakeyama	Blue	Blue Dot
3.	Hosokawa	Green	Green Dot
4.	Yamana	Yellow	Yellow Dot
5.	Ouchi	Orange	Orange Dot
6.	Akamatsu	Black	Black Dot

Clan Tokens

Each Clan has a set of Tokens of a unique color. Set size is not limited. These are used to indicate control of Provinces.

Honor Tokens

There is a set of White Honor Tokens used by all the Clans.

Castle Tokens

There is a set of Brown Castle Tokens used by all the Clans.

Round Marker

This is placed on the 15 numbered track on the bottom of the map to keep track of what the current Round is.

The Decks

There are 2 Decks:

1. The Faction Deck
2. The Battle Deck

The Faction Deck

There are 3 cards for each Clan in the Faction Deck.

The Battle Deck

The battle deck has 60 cards. The deck has 1 copy of each card described in the card list.

Setup

Shuffle the Decks. Place the Round marker on the #1 of the Round Track. Each Clan gets 4 Honor Tokens stacked on the Colored Spots on the Board.

Each player gets 4 Honor Tokens. Place a Clan Token in each Home Province with a matching color. Each Home Province gets 1 Castle Token.

Each player draws 3 cards from the Faction Deck. (If there are 8 players, draw 2 cards instead) These cards are your Allies. If you have 2 Faction cards of the same Clan it is a Double Ally.

If you have 3 Faction cards of the same Clan it is a Triple Ally. Players keep their Ally Identities secret from each other. Each player is dealt 2 cards from the Battle Deck.

Place 1 Token for each Clan on their Starting Location as indicated by the colored dots on the Map. Draw straws to determine who is first Shogun.

Turns, Rounds, & Shoguns

A round is when all players have taken 1 turn. The Shogun Player goes First. Play proceeds clockwise.

At the beginning of a New round, the player to left of the last Shogun becomes the new Shogun. Use a special Token to indicate who is the Shogun. The Clan with the most Provinces at the end of a Round gains 2 Honor Tokens.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Muster Phase
2. Intrigue Phase
3. Conquest Phase
4. Honor Phase

Muster Phase

Draw 5 cards from the Battle Deck and put them in your hand.

Intrigue Phase

Event cards are played in this Phase.

Conquest Phase

You may play 1 or more Melds. A Meld consists of 1 or more Clan cards of the same clan and up to 1 Daimyo card and 1 Samurai card. Add up the Force value of all the cards in the Meld to get a Total Force value.

You may take control of adjacent Provinces with a total Province value equal or less than the Total Force value of the Meld. Note that these provinces are conquered one after the other, thus (generally) increasing the number of adjacent provinces. For example: Lets say you had a Total Force value of 7. You could take control of a province of value 3 and then another two of value 2 each. Provinces with Castles require 2 extra Force to Conquer.

Any opposing player may play a Defense Card from his Hand to prevent certain Clans from being attacked or to eliminate Samurai and Daimyo cards from Melds. A Clan that loses its Home Province gives 1 Honor Token to the Clan that took it. When a Clan conquers a Province place one of its Clan Tokens on the map in that province and remove any Clan Token that was already there.

A Province may have a maximum of 1 Clan Token on it.

Battle Deck Card List

Card Name	Type	Force	Notes:
Shiba	C	1	
Shiba	C	2	
Shiba	C	3	
Shiba	C	4	
Shiba	C	5	
Hatakeyama	C	1	
Hatakeyama	C	2	
Hatakeyama	C	3	
Hatakeyama	C	4	
Hatakeyama	C	5	
Hosokawa	C	1	
Hosokawa	C	2	
Hosokawa	C	3	
Hosokawa	C	4	
Hosokawa	C	5	
Yamana	C	1	
Yamana	C	2	
Yamana	C	3	

Honor Phase

Max hand size is 2 cards. Discard excess cards.

Rebel Return Rule

If a Clan is completely removed from the board, they may come back at any time by attacking with a Meld of that clan into either their own Home Province, or any other Province that is not the Home Province of an Opponent (or adjacent to one).

Game End

A Full game ends at the end of 15 Rounds. Players may agree to a shorter (or even a longer) game.

Victory

At the end of the game, the player with the most Victory Points wins. A Player gets Victory Points equal to the value of the Provinces occupied by the Clans he is allied with according to his Faction cards. He also gets VP for each Honor Token he and his Allies have. A double ally scores double, and a triple Ally score triple.

Battle Deck Card List Notation

- C** Clan Card
- M** Meld Card
- D** Defense Card
- V** Event Card

Card Name	Type	Force	Notes:
Yamana	C	4	
Yamana	C	5	
Ouchi	C	1	
Ouchi	C	2	
Ouchi	C	3	
Ouchi	C	4	
Ouchi	C	5	
Akamatsu	C	1	
Akamatsu	C	2	
Akamatsu	C	3	
Akamatsu	C	4	
Akamatsu	C	5	
Daimyo	M	1	
Daimyo	M	2	
Daimyo	M	3	
Daimyo	M	4	
Daimyo	M	5	
Samurai	M	1	
Samurai	M	2	
Samurai	M	3	
Samurai	M	4	
Samurai	M	5	
Naval Invasion	M	1	Attack any Coastal Province
Foreign Mercenaries	M	3	The Clan who uses this card loses 1 Honor Token
Treaty	D	-	Target Clan cannot be Attacked this Turn
Hostage	D	-	Target Clan cannot be Attacked this Turn
Ninja	D	-	Discard target Daimyo Card
Duel	D	-	Discard target Samurai Card
Seppuku	V	-	Discard Hand and Draw 5 new cards
Honorable Wife	V	-	Gain control of target Adjacent Province
Build Castle	V	-	Place a Castle Token onto a Target Province
Bushido	V	-	Shuffle the discard into the deck and draw 1 cards
Way of the Warrior	V	-	Shuffle the discard into the deck and draw 2 cards
Way of the Sword	V	-	Shuffle the discard into the deck and draw 3 cards
Rebel Monks	V	-	Remove Target Clan Marker from the Map
Disaster	V	-	Target Player discards his Hand
Treachery	V	-	Draw 1 Faction card and Discard 1 Faction card
Betrayal	V	-	Draw 1 Faction card and Discard 1 Faction card
Spy	V	-	Look at one Random Faction card of Opponent
Geisha	V	-	Look at one Random Faction card of Opponent
Poetry	V	-	Target Clan gains 1 Honor Token
Literature	V	-	You gain 1 Honor Token

The Treaty Card

The attacker may break the treaty, and attack anyway, if so, the attacking Clan loses 1 Honor Token. If the Attacker abides by the Treaty and does not attack or attacks a different Clan, the Clan gains 1 Honor Token.

The Attacker may use his Meld to attack a Different Clan at no penalty.

The Ninja Card

The player who plays this card loses 1 Honor Token.

The Ransom Card

The attacker may break the treaty, and attack anyway, if so, the attacking Clan loses 2 Honor Tokens.

The Duel Card

The Attacker may decide to not discard his Samurai card. If he does not, he must discard 2 Honor Tokens.

The Honorable Wife Card

This cannot be used to target a Clans Home Province or last remaining Province.

The Rebel Monks Card

This cannot be used to target a Clans Home Province or last remaining Province.

Card Set Map

BGG Link





Seven Samurai Skirmish

Introduction

Simple tactical skirmish rules. Based on the classic movie Seven Samurai.

Counters

Use cardboard counters to represent: Men, Horses, Guns, Armor, Wounds.

Victory

The Bandits win if all the Samurai are killed. The Samurai win if the Leader, lieutenants, and 15 bandits are killed. The remaining bandits will flee.

The Map

Use a hex map. The map is of the village and its immediate surroundings. The village is a maze of 20 houses and a few other structures (Well, fences).

A stream borders one side of the village. The terrain outside the village is a mix of clear and forest plus a few outlying houses.

Stacking

Units may not stack.

Terrain Types

*Clear *Forest: Units in forest cannot be shot at except by adjacent units. Units cannot shoot through

Unit Stats

Type:	Force	Move	Notes
Villagers	1	2	
Samurai	4	3	Can make 2 attacks per turn
Bandits	2	2	
Lieutenants	3	3	
Leader	4	3	Can make 2 attacks per turn

Turn Sequence

Players take turns. On a players turn each of his men can move once and attack once.

Moving

It costs a unit one move to enter a clear space. Units cannot move through other units. It costs a unit one move to get on or off a horse (you cannot ride it until next turn).

forest hexes. It costs horses two moves to enter a Forest space.

*Houses: HTH attack rolls into or out of houses get Force -2. Units have no penalty when shooting out of houses. Only units adjacent to houses may shoot into them. (Roll at Force -1) It costs an extra move to enter or leave a house.

Horses may not enter houses. The average house will occupy 4-6+ spaces. *Stream: It costs units two moves to enter a Stream space.

Attack rolls at units in streams get Force +1 *Fences: It costs units one move to climb a fence. Horses are blocked by fences.

Samurai Setup

The Samurai player sets up first. The 7 Samurai and 40 villagers are in the village. The Samurai have swords.

The villagers have spears. One Samurai has a gun. Three Samurai have armor.

Bandit Setup

The bandits are placed anywhere on the edges of the map. There are 37 Bandits with assorted hand weapons. 20 of the Bandits have Horses.

10 of the Bandits have guns. There are two Lieutenants with swords, armor and horse. There is one Leader with swords, armor and horse.

The bandits get the first turn.

Horses

A horse can move 9 spaces per turn. Villagers and wounded men cannot ride horses. If thrown from a horse you cannot get up and back on until next turn.

A horse without a rider will not move.

Hand To Hand Attacks

These are made against adjacent opponents. The attacker rolls a number of 6 sided dice equal to his force score. The attacker gets +1 to the roll for every

friendly unit adjacent to the defender.

The defender rolls a number of 6 sided dice equal to his force score. If the attackers total is greater, the defender loses 1D6 Force points. A unit with 0 or fewer force points is killed.

Stack Wound counters under the wounded man to indicate his Force reduction. If the defender is on a horse, he takes no damage on a roll of 1-3 on 1D6, but is instead thrown from his horse. (lands in same space) Further attacks against thrown riders are at +1 Force until the end of the turn. If the defender is wearing armor, he takes no damage on a roll of 1-3 on 1D6.

Gun Attacks

Guns have a range of 10 spaces. Attacks past 6 spaces are at -1 Force. The shooter rolls 1D6.

If the roll is equal to or less than the attackers Force the target is hit. The defender loses 1D6 Force points if hit. Terrain features and other units will block line of sight.

Guns require one turn to reload. Once fired flip the gun counter over. The gunner may reload (flip the counter up) if he does not move or attack.

A unit may pick up the gun of a dead man in the same space.

Morale

If a villager is in the open and adjacent to any bandit the villager will Panic on a roll of 1-3 on 1D6: A Panicked villager will not attack and will run away if possible. Add 1 to the roll if the villager is next to a samurai. A villager will cease to panic if an adjacent Samurai uses up a move to Yell exhortations at him.





Seven Years War

Introduction

2 player Card Game simulation of the Seven Years War. This was a Global Conflict from 1756 to 1763. One player represents the coalition of Britain and Prussia.

The other player represents the coalition of France and its Allies.

Campaign Grid

This a Chart divided into 4 Campaign Areas. The Areas are:

1. Europe
2. North America
3. India
4. West Indies

Areas 2-4 are collectively referred to as Colonial Areas.

Game Length

The game lasts 7 turns. Each turn represents one year.

Medals

Each player gets a unique set of 28 Medals. Medals can be in the form of counters, tokens, coins, etc.

Victory

There are 3 ways of achieving Victory:

1. If you win the European Campaign you automatically win the game.
2. If you have won more colonial campaigns than your opponent at

The end of the game, you win the game.

3. If campaign wins are tied, the player with the most medals on the

Grid at the end of the game wins.

The Deck

Players share a common deck. Some cards will have multiple copies in the deck. Each card has a Force value ranging from 0 to 7.

Some cards can only be used by one of the coalitions. Some cards can only apply their force to certain Campaign Areas. Some cards produce special effects in addition to their Force value.

Turn Sequence

Each turn is divided into 7 Phases: Plan Phase Execute Phase Turmoil Phase Conflict Phase Difficulty Phase Resolve Phase Aftermath Phase

Plan Phase

Each player fills his hand to 9 cards. If the deck runs out, shuffle the discard & draw from it.

Execute Phase

Players may discard up to 5 cards and draw replacements.

Turmoil Phase

Some cards allow you to draw additional cards. Some cards force your opponent to discard random cards. Players take turns using these types of cards.

Flip a coin to see who goes first.

Conflict Phase

Flip a coin. The loser goes first. Players take turns laying one card at a time, face up, onto any 1 of the 4 Campaign Areas. Players continue until they run out of cards or do not want to lay any more.

Difficulty Phase

Some cards cause an opposing card in the same Area to be discarded. These discards occur in this phase.

Resolve Phase

For each area, for each player, add up the total Force of all their Cards played into that Area this turn. The Player with the highest total force in an area wins that Area and gets to place 1 of his Medals in it. In case of a tie, no one gets a Medal.

Aftermath Phase

Medals remain in place. Discard all cards in the Campaign areas. The player with the most total medals in play is known as the "Winning" player.

(Certain cards designate winning and losing players) If you ever have 3 medals in excess of your opponents in an Area, you Automatically "Win" that Campaign. If a Campaign is won, no further cards can be played to it for the rest of the game.

Card List Notation

N North America
E Europe
W West Indies
I India
C Colonies
B Only the British player may use this card
F Only the French player may use this card
A Any player may use this card or Any Campaign

Area

X Opponent must discard 2 random cards from his hand
Z Draw 3 cards from the deck and add them to your hand
L Only the Losing player may use this card
V Only the Winning player may use this card
Copies of that card in the deck
***** Opponent must discard a card from the same area in Difficulty phase

Card List

Name:	#	Force	Use	Loc
Clive of India	1	7	B	I
Native Troops	4	3	A	C
Frederic the Great	1	7	B	E
Prussian Armies	2	6	B	E
William Pitt	1	Z	B	-
Empress Maria	1	Z	F	-
French Armies	2	5	F	E
European Allies	2	4	A	E
Austrian Armies	1	5	F	E
Forts	4	4	A	A
Sieges	4	5	A	A
Corruption	1	X	A	-
Incompetence	1	X	A	-
Louis XV	1	X	B	-
King George	1	X	F	-
General Wolfe	1	5	B	N
General Montcalm	1	4	F	N
Fleet	2	5	A	C
Ships of the Line	2	5	A	C
Naval Superiority	2	6	B	C
Intrigue	2	3*	A	A
Russian Armies	1	4	F	E
Hanover	1	4	B	E
Expedition	4	4	A	C
Disease	4	1*	A	C

Name:	#	Force	Use	Loc
Isolated	1	1*	B	C
Privateers	2	4	A	C
East India Company	1	5	B	I
The Dutch	1	3	F	I
Mercenary Troops	2	3	A	A
Nawabs	2	4	A	I
Low Level Conflict	2	X	A	-
Atrocity	2	Z	A	-
Garrison	4	1	A	C
Surrender	2	1*	A	A
General Barrington	1	5	B	W
Exploit Opportunity	2	Z	A	-
Spain	1	3	F	W
Minorca	1	X	F	-
West Africa	1	X	B	-
New France	1	4	F	N
American Colonies	1	5	B	N
European Armies	2	4	A	A
Diplomacy	2	1*	A	A
Balance of Power	2	Z	L	-
Trade Route Profits	2	Z	V	-
Attack Ally	2	X	A	-
Deception	2	4	A	A
Counter-marches	2	4	A	E





Shared Universes

Introduction: Shared Universes is an addition to the universe of wargaming and roleplaying. Gamers are often very creative and talented people. Unfortunately there is often nowhere to go for the amateur writer or artist. Poems get buried away never to be seen again. The doodles never get turned into paintings. Ideas die, never having been fully explored. Most gamers have a few drawings and adventure ideas hidden in old folders. Shared Universes is an attempt to give this raw undeveloped talent a place to go, to grow, to be seen, and to communicate. In Shared Universes, like-minded artists band together, for inspiration and support, in organizational units called journey groups. Players may decide to work on group projects together called, appropriately, shared universes. Artifacts, such as drawings and stories, not only have their own intrinsic value but also contribute to a larger work of art, the shared universe. As players build up their portfolios and the groups archives grow, the players and the group will move onto continually more sophisticated and fulfilling projects.

Shared Universes is a gaming system that provides players with a framework in which to create their own art and literature. The rules give guidelines and starting points for the creative process. Players are not just playing a game, they are producing permanent records of their ideas in writing and in art. As players refine their skills the game becomes richer and more rewarding.

The Journey: All players are considered to be on a journey. A journey of imagination, self exploration, learning, creating, experience, ideas, growth, sharing, and mastery.

Journey Names: Every player should take a journey name. These names should be descriptive and fanciful. Some examples include: Earthborn, Starbright, Dreamdancer, Lost Angel, Birdman. The journey name is one of the players' many alter egos. Players should draw a picture of the physical incarnation of their journey name. A player, of course, may use different names for different journeys.

Journey Groups: Every artist and writer needs an audience. This is the primary function of the journey group. Groups may be composed of just several friends or they may be larger, community based, clubs or organizations. Journey groups are called J-groups for short.

Journey Group Names: Every journey group should give itself a name. Some sample names: The Ghost Writers; Anonymous Artists Political Action Group; Sidereal Messengers; Prometheans; The Underground; Undead Poets Society; The Fellowship; Futurians; Tech Hombres Gang; The Journeymen.

Journey Sessions: When a journey group meets it is called a session. Formal sessions may occur once a week, once a month, or whenever convenient. A session is broken down into two main parts: show and tell, and brainstorming. During show and tell, players take turns showing off and reading out loud whatever art and writing they have done since the previous session. During brainstorming players work on group projects and give feedback about each others personal projects.

Guardian of Knowledge: Abbreviated GK, this individual is the groups' leader, organizer, record keeper, and judge. The actual responsibilities of the GK may be spread among several people. This position has more responsibility than authority as most decisions of a group will be arrived at democratically.

The role of the GK includes the following tasks:

- Inspire players
- Maintain interest or call for a change of topic
- Mediate disputes; Keep the peace; Negotiate compromises
- Call Votes
- Award Story Teller Points
- Offer suggestions and advice
- Maintain the archives
- Provide focus and organization if and where it is needed.

Artifacts: Artifacts are another name for anything created for a journey universe. Drawings, songs, stories, and jewelry are all artifacts. Artifacts also include events such as performances and festivals.

Special Projects: A player or group may decide to do a special project. Special projects, in the most general sense, are collections of artifacts, usually with a unifying purpose or theme, displayed together. An example of a special project would be a series of books, each containing a collection of short stories and illustrations. A special project may incorporate work from many universes.

Universes: The concept of the 'Universe' is central to the Shared Universes game. A universe is simply a fictional background that players use as a framework for creating artifacts. Artifacts help to detail a universe and detailed universe gives inspiration for the creation of more artifacts. Imagination is the only limit to the number of possible universes. Universes may be of several types: shared, closed, personal, and parallel.

Shared Universe: Everyone in the journey group may use a shared universe. The GK may keep a file in which anyone who wishes may keep a copy of their work. All players should have full access to the GKs Shared universe files.

Closed Universe: In this universe only certain people may contribute under certain conditions. Players

should make a charter document detailing who has access to the universe.

Personal Universe: This includes very personal, private work of a single player.

Parallel Universe: This is material that supplements another universe but is kept separate for whatever reason. For example, if a player creates an artifact for a specific universe and the other players do not feel it belongs there, the GK may decide to put the artifact in a parallel universe file. The most common use for a parallel universe is as a place to keep rough draft material which will outnumber finished artifacts.

Archives: An archive is a collection of artifacts. Players will have their own personal archives and the GK will keep the journey groups archives. Artifacts of a single universe may be kept together in what is known as a single "library". To help keep the archives organized, individual artifacts should be recorded, cataloged, and labeled with the creators name, the date of creation, the artifacts title, the universe it was created for and any other important information.

Possession: They say possession is nine tenths of the law. No player is under any compulsion to give their work to another player. Avoid potential problems by making copies of your work. Players should avoid plagiarizing published authors. Always include references and credits where necessary.

Story Teller Points: Story teller points or STPs are an abstract measure of productivity, quality, and ideas generated by players. The GK awards STPs either during or after a Journey session. The GK's award may be influenced by players opinions. Players keep track of their STP totals from session to session. As players accumulate STPs they increase in level and

STPs	RANK	TITLE
0	0	Initiate
100	1	Novice
200	2	Aspirant
300	3	Adept
400	4	Artisan
500	5	Artist
600	6	Seeker
700	7	LOREMASTER

Journey Roleplaying & Storytelling Resolution: Many of the shared universes will, after some development, become ripe settings for roleplaying. In Shared Universes style roleplaying the distinction between players and game master is blurred. Players are collectively creating a story and have some control over all elements of the story. Players resolve events, actions, and plot lines by debating what result would be the most dramatic and appropriate to the story. If it improves the story, players may change events that occurred earlier.

SHARED UNIVERSES The following universes are available as starting points to any player and any group. These suggestions are by no means exhaustive.

corresponding title. An artifact may be used to acquire points only once in a particular Journey group. If a player belongs to more than one group that player will have different STP totals and ranks in each.

Awarding Story Teller Points:

- 1 for attending a Journey session
- 1 for being a GK at a Journey session
- 1 for a quick Sketch
- 1+ for a Poem, story outline, or character concept
- 1+ per page of writing
- 1+ for a really good idea
- 1+ for creating a new Universe
- 5+ for a detailed Illustration
- 5+ for a Short Story or Essay
- 5+ for a game design or set of RPG rules
- 10+ for a detailed Painting
- 20+ for a Book or Novel
- 5+ for a Comic Strip
- 1+ for a Photograph
- 5+ for completing a special project
- 1-20+ for Craft items: Metalwork, Sculpture, Jewelry, Glass, Costumes, Clothing, etc
- 5+ for Acting, Orations, Speeches, Monologues
- 10+ for putting on a Play, Concert, or Festival
- 5+ for a Song or Instrumental piece
- 10+ for an Album or Video
- 1+ for attending Craft or Renaissance Fairs
- 1+ for selling an Artifact
- 10+ for having your work published or displayed in public
- 10+ for having your own Webpage
- 1+ for every 1,000 hits A single artifact or project may acquire points in several categories.

STP Rank & Title Table:

STPs	RANK	TITLE
800	8	Dreamspeaker
900	9	Shaman
1000	10	Oracle
2000	11	Prophet
3000	12	Demi-God
4000	13	Lesser God
5000	14	Greater God

Discover and explore new universes:

ANIME MAYHEM Japanese animation is stereotypically postapocalyptic, violent and intensely sexual. Common elements include big eyes and transformers. Players may enjoy taking turns drawing sequential scenes for an action sequence. Artifacts: Character sketches; Storylines; Technical diagrams; Haikus; Film festivals; and of course, merchandising.

FANTASY ARMIES Two player-generals draw 10 or more units that are in their armies. The GK draws a map of the battlefield. Other players determine the result of the confrontation. Artifacts: First hand written accounts of the battle by soldiers and commanders; maps depicting troop movements; General's bat-

tle plans; Historian's notes; and drawings of the battle in progress.

PERSONAL MYTHOLOGY This concept is best suited for a personal universe. Examine your own psychological landscape. Depict personal problems as battles between heros and monsters. Transform places in the real world into legendary lands. People become gods and titans. Goals become quests. Sorrow becomes the destruction of nations. Anger becomes earthquakes and tidal waves. Obstacles become mountains. Love is a golden age. Minutes become eras

ART HISTORY Get Some books on an artist, such as Picasso. First try

duplicating some of their paintings, then try making some new paintings in the same style. This journey will be the most rewarding if the players have adequate supplies (paints, brushes, canvasses) on hand.

STELLAR LANDSCAPES Draw, or preferably, paint a landscape of one of the planets or moons in our solar system. Some are rocky, some are volcanic, some are icy, some have atmospheres, some do not. This journey will be most rewarding if you first do some research on the heavenly bodies you are depicting. From Triton you can see the rings of Saturn. If you run out of places in our solar system do landscapes of alien planets.

FLOORPLANS OF A SPACESHIP Make a detailed technical diagram. Types of ships might include: research vessels, space stations, colony ships, fighters, battleships, world ships. If everyone in the group does a few, you may have enough for a whole fleet. Tie this in with Space Fury. Artifacts: Captains logs; Ship recognition manuals; Histories of each ship class.

INN OF THE GOURMET GORGON The Inn is located in Findell, a fantasy realm filled with magical creatures of every description. The house specialty is Dragontail steak and Fireberry wine. Artifacts: Menu; Recipes; Actual edible meals; Bistro magic; and short stories.

LANTASIA A classic fantasy realm complete with elves, dwarves, orcs, wizards, knights, dragons, and mighty spells.

FANTASTIC ARCHITECTURE Using the laws of physics, magic, and aesthetics, players design buildings. Mix ancient with modern styles. Experiment with materials, cultures, and locations. Artifacts: Exterior and interior views; Floorplans.

FUTURE HISTORY Players speculate about what changes in science, medicine, technology, transportation, culture, government, art, sports, computers, agriculture, energy, entertainment, economics, work, and human evolution will occur in the next 25, 50, 75, 100, 200, 500, 1000 years. Artifacts: Essays; Histories; Timelines.

DREAM LOGS Players make records of their dreams. After doing this for awhile players might try lucid dreaming. Artifacts: Dream journals; Dream catchers

RAYGUNS & ROCKETSLEDS This universe is straight from 1930's science fiction comics. Be sure to include bubble helmets, jetpacks, and cliffhangers. Ar-

of a thousand years. Artifacts of this soul searching include: Poetry; Fables; Pantheons; and fine art.

MYSTIC JOURNEYS Players create artifacts with mystical, occult, spiritual and religious themes. The goal is for players to create a personal religion for themselves. Through the meditative and reflective act of creating artifacts players discover what they really believe in. Artifacts: Rituals; Holy symbols; Scriptures on Universal truths, Mans relationship to the universe, the structure of the cosmos, Self actualization, and the nature of God.

tifacts: Serial adventure comics. **GIANT ASPARAGUS FROM PLANET X** This universe is that of the 1950's B-movies. Common elements include: earth invasions, mutant monsters, and mad scientists. Artifacts: Movie posters; Short films in black and white.

KUNG FU FIGHTERS This universe is that of contemporary martial arts movies and arcade games. Common elements include gratuitous death and special moves. Artifacts: Character descriptions, high scores.

EXPLORERS Human exploration of the galaxy is still incomplete after hundreds of years of missions. The history logs are filled with thousands of incredible accounts of first contacts. This shared universe is particularly good for short stories. Artifacts: Survey crew logs.

PRIMEA An alternate universe of human and dinosaur evolution on planet Earth. Dinosaurs still exist and several races of hominids have built civilizations. The cities of Cro-Magnon, Homo Erectus and the Neanderthals live in a delicate balance of competition and coexistence. Artifacts: Maps; Descriptions of the relationships between the races of man; Dinosaur based technology.

CHILDRENS BOOKS Players create stories and illustrations for childrens books and fables. A lot of great art has been created since the mid 1800's for childrens books. Artifacts: Illustrated Fairy tales.

UNDERGROUND This is the universe of 1960's under-ground comix. Common themes are sex, drugs, rock n roll, changing morals, psychedelia, political protest, and dark humor. Players should experiment with the possibilities of the comix format.

CITY PLANNER Players design in detail a utopian city that they create using current technology. This should also include the cities government and legal system.

NATURALISTS Players make collections of natural phenomenon. This can turn into a very satisfying pastime and a nice change from wargames. Artifacts: Rock and crystal collections; Pressed leaves; Insects; Seashells; Bird watching; Camping trips; fishing trips.

BEATNIK SCENE Players dress in black, make some coffee, and read some homegrown poetry. As extra incentive give the hippest cat a prize, dig. Make sure to have some jazz in the background.

FILKING Players write songs and music for their favorite novels. This is a sign of a real fan.

SCIENCE FANTASY THEATER Costumed players enact scenes from their favorite works of fiction. Big STP's for this category, especially for long performances.

DRAGONBAIT Do a RPG in a cartoon style with gags, puns, mayhem, and punchlines. Artifacts: Character sketches, strips.

NOVA A science fiction universe where human empires fight using every weapon of war and every form of treachery at their disposal.

HISTORIAN Players do projects using their favorite historical period as subject matter. This may require some research. The possibilities for Historical Roleplaying are very rich.

MUTOG This universe details the years and centuries on planet earth after a nuclear holocaust. Menaces include radiation, mutants, and rebuilding civilization.

HORROR SHOW Save your scariest and strangest stuff for this universe. Stories may or may not be unconnected.

CONSPIRACIES In this universe there is some truth behind most conspiracy theories. Watch your back.

THE PUZZLING Players create mathematical, word, and visual puzzles to confound each other.

BROKEN LANDS The broken lands is a fantasy setting populated with savage barbarians, beautiful amazons, foul beasts, filthy cities, constant warfare, and exotic locations. Magic is ritualistic and diabolic. This is a good universe for artists who love drawing muscles, and writers who love describing fierce, grisly combats.

D-TRAVELERS D-Travelers is a universe in which dimension travelers have both high tech and magic at their disposal.

SUPERHEROS A universe where super heros and supervillans are behind every nook and cranny.

CYBERPUNK In the not so distant future

EROTICA Players Artifacts: Drawings, Letters, Photos, Sculpture, Experiences.

LOVE BONDS This is a closed universe shared by two lovers.

HISTORICAL WHAT IFs Players recreate history. What if the Roman Empire did not fall?

NEW SPORT Players design a new type of team sport. Artifacts: Rules; Playing equipment; Demonstration game.

ANATOMY Players produce artifacts describing human, animal and monstrous figures.

SCAVENGER HUNT The GK creates an elaborate scavenger hunt, puzzle or mystery for the players to solve.

COSMIC BALANCE Demons, Titans, Gods, Deities, and Avatars are locked in an eternal struggle for control of the multiverse. Artifacts: Epics

ALL THE QUEENS MEN Set in the Victorian era, intrepid English scientists and their companions explore the hollow earth, the planets, and other fantastic places.

VEHICLES Players produce designs for fantastic vehicles. Artifacts: Blueprints

WESTERNS Players pay tribute to the legends of the old west.

COMPUTER ART Players produce artwork using computers.

THE SIMULATORS What do humans of the 5th millennium do for entertainment? They engage in highly elaborate holographic simulations. The simulation controllers easily mix historical and fantastic elements in the most bizarre combinations possible. Roleplayers will often find themselves in very awkward situations.

Game Designers Notes

This 'gaming system' was written before the advent of the Internet & the Web.





Sharpe's Adventures

Introduction

Scenario for WarpQuest. for the [Warpquest Core Rules](#) WarpQuest Core Rules. Each player is a British Officer in Spain circa 1809.

Based on the Sharpe's Rifle Series of Books and Films by Bernard Cornwell.

Disclaimer

"Sharpe" is a copyrighted property. This is merely a fan site.

The Scenario

The map spaces represent time. The pawn represents the Officer and his men. There is no Artifact.

Officer Attribute Table

1D6	Skill:	Notes:
1	Endurance +1	The Ability to withstand Wounds
2	Brawling +1	Hand to Hand Combat Armed & Unarmed
3	Shooting +1	Speed & Accuracy with Firearms
4	Tactics +1	Battlefield Strategy
5	Intelligence +1	Capacity for Intrigue
6	Leadership +1	Charisma, Honor, Oratory

Wounds

Every time an officer is wounded his Endurance is reduced by 1D6. An Officer reduced to zero or less Hits is killed.

Challenges

The Module is set up to show what skill rolls are required by the Challenge and What happens if you succeed or fail. If you go back or go ahead as a result of a card do not draw a new card from the Challenge Deck

Confrontations

If a player's pawn lands on an opposing officer, they will have a confrontation. Randomly select a Skill on

There is only one Module. The track is 30 spaces long. Upon reaching the end your officer is promoted! (One Promotion = one Campaign) Try to keep your officer alive long enough to be promoted.

Campaign

Each player starts out as a Sergeant. First Promotion is to Lieutenant. Second Promotion is to Captain.

Third Promotion is to Major. All wounds are healed in-between campaigns. After each promotion gain 2 rolls on the Attribute Table.

Officer Attributes

A Sergeant starts with 10 Endurance and 12 rolls on the Attribute Table.

the Skill Table (Reroll Endurance). Both players make a Skill roll. The lower roll moves back 1D6 spaces.

Card List Notation

- C** Challenge
- A** Aid
- W** Wounded (Lose 1D6 Endurance)
- R** Retreat (Go back 1D6 Spaces)
- V** Victory (Go ahead 1D6 Spaces)
- B** Brawling
- S** Shooting
- T** Tactics
- I** Intelligence
- L** Leadership
- Diff** Difficulty Modifier (Added to Challenge roll)
- Suc** Succeed
- Heal** Gain Back 1D6 lost Endurance

Challenge Deck Card List

Card Name:	Type	Diff	Fail	Suc	Skill
Patrol: Avoid Chasseurs	C	-	W	-	Tactics
Battle: Rally Troops	C	-1	R	V	Leadership
Camp: Defend Lady's Honor	C	-	R	-	Brawling or Leadership
Battle: Rescue Senior Officer	C	+1	-	V	Shooting + Brawling
Patrol: Two Charging Lancers	C	-	W	-	Shooting or Brawling
Camp: Duel with Pistols	C	-	W	-	Shooting
Battle: Defy Bad Orders	C	-1	R	-	Tactics or Leadership
Battle: Drive Off Cavalry	C	-	W	-	Shooting
Patrol: Lead Column	C	-2	R	-	Tactics
HQ: Intrigues	C	-	R	V	Intelligence
HQ: Ambitions	C	+2	-	V	Intelligence
Battle: Capture Eagle	C	+1	W	V	Brawling + Tactics
Patrol: Night Skirmish	C	-	W	-	Shooting
Camp: Flogging	C	-	W	-	Intelligence
HQ: Face Inquiry	C	-	R	-	Intelligence
HQ: Serious Accusations	C	+1	R	-	Intelligence
Camp: Train Green Troops	C	-	R	V	Leadership
Patrol: Befriend Spanish Rebels	C	-	-	V	Leadership
Patrol: Blow up Bridge	C	-	R	V	Tactics
Patrol: Treachery	C	+1	W	-	Brawling + Tactics
Battle: Hold Town	C	+3	R	V	Tactics + Shooting
Camp: Mutineers	C	+2	R	-	Leadership + Brawling
Camp: Rival Officers Plot	C	-	R	-	Intelligence
Heroics	A	-	-	-	Brawling +3
Stirring Speech	A	-	-	-	Leadership or Intelligence +2
Protect the Innocent	A	-	-	-	Leadership +3
Chosen Men	A	-	-	-	Shooting +3
For Honor	A	-	-	-	Leadership or Brawling +2
Wit & Wisdom	A	-	-	-	Intelligence +3
British Regulars	A	-	-	-	Brawling or Shooting +2
Spanish Partisans	A	-	-	-	Tactics or Brawling or Shooting +1
Friends in High Places	A	-	-	-	HQ (Headquarters) +3
Mend Wounds	A	-	-	-	Heal
Love of a Beautiful Woman	A	-	-	-	Heal
Experienced Soldier	A	-	-	-	Tactics +3
Courage	A	-	-	-	Battle +3
Ambush	A	-	-	-	Battle or Patrol +2
Covering Terrain	A	-	-	-	Patrol +3
Friend in Need	A	-	-	-	Camp +3

Rotation Card List

Card Name:	Type	Diff	Fail	Suc	Skill
Battle: Forlorn Hope	C	+1	W	V	Leadership + Brawling
Camp: Framed for Theft	C	+2	R	-	Intelligence
Patrol: Picket Duty	C	-	W	-	Tactics
Patrol: Blow Up Dam	C	+1	R	V	Tactics
Patrol: French on the Prowl	C	-	W	-	Tactics or Shooting
HQ: Admiration	C	-	-	V	Leadership or Intelligence

Card Name:	Type	Diff	Fail	Suc	Skill
HQ: Class Warfare	C	+1	R	-	Intelligence
Camp: Blaggard Sergeant	C	-1	R	-	Intelligence
Battle: Assault Fort	C	+2	W	-	Shooting
Battle: Deserter Army	C	+1	W	V	Tactics + Brawling
Patrol: Deliver Ransom	C	+2	R	-	Leadership + Intelligence
HQ: Disorderly Conduct Charge	C	-	R	-	Intelligence + Leadership
Camp: Bet of Honor	C	-	-	V	Shooting x2
Camp: Inspection	C	+1	R	-	Intelligence or Leadership
HQ: Accept Mission	C	-2	-	V	Leadership
Camp: Settle a Score	C	+1	W	-	Brawling + Intelligence
Patrol: Messenger Duty	C	-	R	-	Tactics
Patrol: Rescue Hostages	C	+2	W	V	Brawling + Tactics
Patrol: Escort Envoy	C	-	R	V	Tactics + Intelligence
Patrol: Fools Errand	C	+1	W	-	Tactics + Leadership
HQ: French Spy	C	+2	R	-	Intelligence
Camp: Quartermaster Duty	C	-	R	-	Intelligence
Patrol: Sword Fight	C	-	W	-	Brawling x2
Patrol: Scout the Frontier	C	-	-	V	Tactics x2
Battle: Rearguard Action	C	+1	W	V	Leadership
Patrol: Dangerous Business	C	-	W	-	Brawling + Tactics
Battle: Counter Attack	C	-	W	V	Leadership x2
Patrol: Reconnaissance	C	-	-	V	Tactics + Intelligence
Battle: French Column	C	+2	W	V	Leadership + Shooting
HQ: Court Marshal	C	+3	R	-	Intelligence + Leadership
Patrol: Murderous Scoundrel	C	+2	R	-	Brawling + Intelligence
Battle: French Infantry	C	+1	W	V	Tactics + Shooting
HQ: Wellington's Favor	C	-1	-	V	Leadership
Intelligence Officer	A	-	-	-	HQ (Headquarters) +3
95th Rifles	A	-	-	-	Shooting or Patrol+2
Rocket Troops	A	-	-	-	Battle +3
Sharpshooter	A	-	-	-	Shooting +3
Portuguese Cacadores	A	-	-	-	Patrol or Battle +2
Win the Day	A	-	-	-	Brawling or Battle +2
Truce	A	-	-	-	Patrol or Camp +2
Swear Vengeance	A	-	-	-	Leadership +3
Crack Company	A	-	-	-	Shooting or Battle +2
60th Rifles	A	-	-	-	Tactics or Shooting +2
Disguise	A	-	-	-	Patrol +3
Reinforcements	A	-	-	-	Tactics or Brawling +2

Rotation Cardlist

This is meant to keep the main cardlist fresh. If you get bored with the regular cards simply take some out and replace them with some rotation cards. You can change the ratio of Challenge cards to Aid cards to increase or decrease the difficulty.

Playing Without Cards

*By Salo:

At least in solo....

The mechanism is simple. Just make a list of all challenge cards with excel (or whatever spreadsheet you prefer) and randomize the list. Then print it out.

Now, when you face a challenge, roll 1d10. If you get 7, you face the seventh challenge on the list. When you have dealt with the challenge, mark it used. When you face another challenge, roll the 1d10 again. If you get a 10, then you face the 10th UNMARKED challenge on the list.

Just make sure, that there are 10 more challenges in the list than there are spaces on the game board.

The challenges that top the list happen more often than those at the bottom of the list. This property can be used without randomizing by the game designer.

Hope you get what I mean.

*By Tom:

Another way of doing this, though it would intro-

duce more instances of a thing/event goes something like this.

Make a table of all the cards in a deck, number them. Each card now as a unique number (cardnumber)

- Take the Number of Cards in the list, divide that number by 100.(totalcards/100)
- Each card is then given a Percentile Number

Card	Percentile
1	14
2	28
3	42
4	57

equal to (cardnumber)*(totalcards/100)

When you are asked to draw a card roll a percentile (2d10 the first die being 10's the second die being 1's or use the 2d6 method descibe in countermoves issue 2) and consult the card table

Say you have a deck of 7 card (total-cards/100)=14.28

Card	Percentile
5	71
6	85
7	99

#	#	#	#
you would get	card 1	on a percentile rool of	14 or less
	card 2	-	15 thru 28
	card 3	-	29 thru 42

* By Zak:

I use a simple trick to test some of the Lloyd productions before creating the real cards: i set for each card a number and then i put on a cup a number of numerical markers correspoing to the card # - i own a lot of boardgames so i have a full collection of numerical markers but in any case is very easy to create a

generic set of such a counter.

With this mechanism you can have the random distribution of the deck (one instance of every card - or more if needed) and you don't need the printed card since you simply index the card list with the numbers in your "hand". Nothing special but it works.





Sherwood

Introduction

Card game. Three Decks. One player is Robin Hood, stealing from the rich to give to the poor. The other player is the most evil Sheriff of Nottingham.

Object

Accumulate the most victory points by acquiring cards from the Prize Deck.

Prize Deck List

#	Card Name	Victory Points
1	Peasants	0
6	Fat Merchant	1
5	Tax Collector	2
4	Nobleman	3

#	Card Name	Victory Points
1	Tournament	4
1	The Kings Messenger	5
1	Prisoners	6
1	Maid Marion	7

Number of such cards in the deck

Robin Hood Deck List

#	Card Name	Force Value	Notes
30	Arrows	0	
5	Woodsmen	5	
10	Merry Men	10	
5	Yeomen	15	Can shoot 2 arrow cards in Arrow Phase
1	Friar Tuck	20	
1	The Moor	30	
1	Little John	30	
1	Sir Ivanhoe	40	
1	Robin Hood	50	Can shoot 3 arrow cards in Arrow Phase
5	Heal Wounds	0	

Sherwood Sheriff Deck List

#	Card Name	Force Value	Notes
10	Crossbow Bolts	0	
10	Shieldmen	5	Negates one arrow card in Arrow Phase
10	Guards	10	
15	Halberdiers	15	
5	Knights	20	
5	Chivaliers	25	
1	Sheriff of Nottingham	30	
4	Trap	0	

Setup

One player has the Sheriff deck, the other has the Robin Hood deck. The Prize Deck is placed between them off to one side. All decks have their own discard piles.

The Sheriff starts with 6 cards. The Robin Hood player starts with 3 cards.

Turn Sequence

1. Draw Phase
2. Prize Phase
3. Ambush Phase
4. Arrows Phase
5. Melee Phase
6. Victory Phase

7. Recovery Phase

Draw Phase

Each player draws 3 cards from their deck.

Prize Phase

Draw 1 card from the Prize deck. Place it in the center of the table between the players.

Ambush Phase

Character cards are any cards that have a Force value greater than zero. Each player selects from his hand which Character cards he wants to participate in the ambush. A player may choose zero cards, or up to all of the Character cards in his hand.

These cards are placed face down behind a barrier so the other player cannot see them. The selected Character cards are called the Combatant cards. When both players are done with this, the Combatant cards are then simultaneously revealed face up on the table.

Arrows Phase

Skip this phase if there are no combatants. The Robin Hood player may play (discard) Arrow cards. The Sheriff player may play (discard) Crossbow Bolt cards.

A player may play one arrow or bolt card per combatant played in Ambush phase. Each arrow or bolt card played kills one enemy combatant. Killed Combatants are discarded. A player decides which of his combatants are killed by enemy arrows or bolts.

Melee Phase

Each side adds up the Force values of all of their remaining combatants. These are known as the Melee totals. The higher total wins.

All combatants of the loser are discarded. The winner keeps cards with a total force value equal to the difference between the winning and losing sides melee totals. The winner always keeps at least one combatant.

For example: Winner = 70, loser = 50, difference = 20. The winner may keep combatants with a total melee value of 20 or less, or any one unit, even if it has a force value greater than 20.

Victory Phase

If there are no combatants discard the Prize card and start a new turn. If only one player has combatants left, than that player keeps the Prize card. Each player keeps a Victory pile with the Prize cards they have won.

Recovery Phase

The player who won the Prize card may place his surviving combatants back in his hand.

Game End & Victory Determination

The game ends when the last Prize card has been won or discarded. Each Prize card has a Victory point value. The player with the most Victory points in his pile wins the game.

The Trap Card

The Sheriff player may include this card with his combatants in Ambush Phase. If used, skip the Arrows Phase and go directly to Melee Phase.

The Heal Wounds Card

The Robin Hood player may use these cards in Recovery Phase to put one of his combatants discarded this turn back into his hand.

The Tournament Card

If this Prize card is played, skip the Ambush and Melee phases. The player who plays the most arrows or bolts wins the card. Such cards are revealed simultaneously. Discard the Tournament if there is a tie.





Ships Of The Line

Introduction

Card game for 2 players. Players are rival 15-18th century Warships trying to sink each other.

Object

Destroy your opponents ship by reducing any one of his stats to zero.

Ship Stats

Each ship has three stats:

1. Hull
2. Rigging
3. Crew

Each stat has a starting value of 7 points. Cannon attacks will reduce these starting values. If the Hull stat goes to zero the ship will sink.

If the Rigging stat goes to zero the ship can no longer move. If the Crew stat goes to zero, then all aboard have perished.

Deck

The Deck has 56 cards. Players share a common deck. There are 7 types of cards.

The deck contains 8 cards of each type.

Card Type List

North Wind South Wind East Wind West Wind Cannon Balls Chain Shot Grape Shot

Turn Sequence

Play is simultaneous. Each turn has 5 phases:

1. Load Phase
2. Reload Phase
3. Sail Phase
4. Fire Phase
5. Retire Phase

Load Phase

Each player is dealt enough cards to fill their hand up to 7 cards. If the deck runs out, shuffle the discard and deal from it..

Reload Phase

Each player may discard up to 4 of his cards. Players are dealt replacement cards.

Sail Phase

Players simultaneously reveal none, one, or more Wind cards. The wind cards revealed may not include opposites. North and South are opposites.

East and West are opposites. For example, you can play a South and a West card together. You may play more than one of the same Wind card.

For example, you can play 2 North cards and 3 East cards. The player with the most Wind cards is said to be the Advantaged player. The player with fewer Wind cards is said to be the Disadvantaged player.

If tied, both players are said to be Equals. Discard all played cards.

Fire Phase

The Advantaged player may attack. The Disadvantaged player may not attack. If Equals, both players may attack.

An attacker may reveal attack cards of only one type. For example, a player may reveal one or more Cannon Ball cards, but cannot also reveal Chain and Grape Shot. Each Cannon Ball card will reduce the opponents Hull Stat by one.

Each Chain Shot card will reduce the opponents Rigging Stat by one. Each Grape Shot card will reduce the opponents Crew Stat by one. Discard all played cards.

Retire Phase

Players may discard up to 3 cards.

Cardset Available

Much Thanks to Alcrespi [Click Here](#)





Shot, Shell & Grape

Introduction

Two player Card game depicting Napoleonic era warfare.

Victory

The first player to be routed from 3 of his 5 forward positions loses.

The Decks

There are two common decks: The Battalion deck and The Tactics deck. The Battalion deck has 2 of each card in the list. Battalion cards are also referred to as units.

The Tactics deck has 1 of each card in the list. Six and eight sided dice are needed.

Setup

Each player is dealt half the Battalion deck. Each player forms a line of five stacks of cards. The opposing lines face each other.

These stacks are called: -Left Flank -Left Center -Center Center -Right Center -Right Flank Additionally each player has a Reserve stack. The Reserve stack is placed behind the line. Place Battalion cards face up in each stack.

Line Infantry and Artillery may be placed in Center stacks. Cavalry and Light Infantry may be placed in any stacks. Horse Artillery are considered as cavalry for the setup purpose.

Any troop type may be in the reserve stack. Center stacks must contain at least 3 cards. Flank stacks must contain at least 2 cards.

Players can look at their cards and then create the stacks.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Draw Phase
2. Reinforce Phase
3. Attack Phase
4. Morale Phase
5. Terrain Phase

Draw Phase

Draw 2 Tactics cards. Maximum hand size = 7 tactics cards. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Reinforce Phase

You may move up to 2 battalions from one of your stacks to an adjacent stack. Reinforcements are placed on the bottom of the stack. This type of movement is called a reinforcement.

Alternatively, battalions can be moved within the same stack. Your Reserve is adjacent to all of your other stacks. You may move any card in a stack. (You are not limited to the top one)

Attack Phase

Each of your stacks gets one basic attack per turn. You get one free additional attack per turn that can be made by any one of your stacks. Your battalions are the attackers.

Your opponent's battalions are the defenders. To attack, pick the top card of one of your stacks. The reserve stack never attacks.

The defender is the card in the opponent's line opposite to the attacking card. Both players roll one eight sided die. These are called the Combat rolls. The attackers combat roll is called the Attack roll.

The defenders combat roll is called the Defense roll. The opponent's card is destroyed on a combat roll of 7 or higher. Line Infantry vs cavalry and light infantry get -1 to their attack roll. (They ride/run away) Line Infantry vs non-flanking cavalry get +2 to their defense roll.

Cavalry vs Artillery or Light Infantry get +1 to their attack roll. Line Infantry vs Light Infantry get -1 to their defense roll. Artillery vs Line Infantry get +1 to their defense roll.

Heavy battalions get +1 to their combat rolls. Elite battalions get +2 to their combat rolls. Shock cavalry get +1 to their combat rolls vs other cavalry.

Militia get -1 to their combat rolls. Destroyed battalions are discarded. Surviving battalions are placed face down on the bottom of their stack.

Tactics cards that modify the Attack roll are played before the roll is made. Tactics cards that allow Defenders an extra attack are only used if their first attack misses. Tactics cards are discarded immediately when played.

A Battalion can be used as an attacker only once on its owners turn.

Flank Attacks

If you destroy all the cards in one of your opponents stacks, the battalions in your stack facing the empty stack get to flank attack the enemy stacks adjacent to the empty stack. Battalions making Flank attacks are

+2 to their Attack roll and may attack the enemy reserve stack. Cavalry battalions making Flank attacks are +3 to their Attack roll and may attack any enemy stack.

Defense rolls against flankers are at -1. If you flank stacks on two sides, this is called a double envelopment, and you get an additional +1 to Flanking Attack rolls.

Morale Phase

Every time you destroy an opposing battalion roll 2D6. This is called the Morale check. On a roll of 10+

all of the battalions in the destroyed battalion's stack rout and are placed in the reserve stack.

If the reserve stack routs, all of those battalions are discarded. A stack rolls at +1 if it contains any Militia. A stack rolls at -1 if it contains any Elite units.

A stack rolls at +1 if an Elite unit was destroyed.

Terrain Phase

You may play a Terrain card onto an appropriate stack. Terrain cards remain in effect until a Maneuver card is played to remove them.

Battalion Card List

Card Name	Type
Grenadiers	Line (Elite)
Dragoons	Cavalry
Lancers	Cavalry (Shock)
Hussars	Cavalry
Skirmishers	Light
Cuirassier	Cavalry (Heavy)
Musketeers	Line
Old Guard	Line (Elite)
Young Guard	Line
Howitzers	Artillery
Fusiliers	Line
Chasseurs	Cavalry
Landwehr	Light (Militia)
Sappers	Line
Mortars	Artillery
Highlanders	Line (Elite)
Mamelukes	Cavalry

Card Name	Type
Cossacks	Cavalry
Carabiners	Cavalry (Heavy)
Uhlans	Cavalry (Shock)
Troopers	Line
Horse Art	Artillery
Cacadores	Light
Gun Battery	Artillery
Field Pieces	Artillery
Zouaves	Light
Voltigeurs	Light
Gendarmes	Line
Blunderbussars	Light (Militia)
Partisans	Light (Militia)
Legere	Line
Jagers	Line
Congreve Rkts	Artillery

Tactics Card List

Card Name	Effect
Square Formation	Cavalry vs Line Infantry are -3 to their attack roll.
Second Volley	Defending Infantry battalion gets 1 extra attack
Fire at Will	Get 1 extra attack with any unit on your turn.
Sabers & Pistols	Attacking Cavalry battalion gets 1 extra attack
Rapid Deployment	Get +1 Reinforcement move.
Forced March	Get +1 Reinforcement move (Move infantry only).
Frontal Assault	Line Infantry get +2 to their attack roll and are +1 to be hit.
Bayonet Charge	Line Infantry get +2 to their attack roll and are +1 to be hit.
Rifles	Light Infantry get +1 to their combat roll.
Probe	Get 1 extra attack with any Light Infantry in any of your stacks.
Screen	Defense roll +1 vs attacking Light Infantry
Counter Attack	Defending Cavalry get +2 to their defense roll.
Dismounted	Your Cavalry battalion is considered to be Infantry this turn.
Limber	Get +1 Reinforcement move (Move Artillery only).
Double Canister	Artillery get +2 to their defense roll.

Card Name	Effect
Cansiter	Artillery get +1 to their defense roll.
Round Shot	Artillery get +1 to their attack roll.
Cannon Ball	Artillery get +1 to their attack roll.
Shrapnel	Attacking Artillery brigade gets 1 extra attack
Spherical Case	Attacking Artillery brigade gets 1 extra attack
Fusillade	Any Line Infantry gets 1 extra attack.
Sniper	Cause a stack to make a morale check in its Morale phase.
Commander	Morale check at -1.
Esprit de Corps	Morale check at -1.
Disordered	Line Infantry get -1 to their attack roll.
Wheel about	Morale check at -1.
Rearguard Action	Get +2 Reinforcement moves from reserve.
Attack Column	Get +2 to attack roll.
Lost Orders	Opponent gets one less Attack this turn.
Column	Get +1 Reinforcement move.
Overrun	Unit making Flank attack gets a second attack.
Take Prisoners	Routing battalion is discarded.
Fighting Withdrawal	Defender gets +1 to defense roll.
Difficult Terrain	Opponent gets one less attack this turn.
Field Officer	Morale check at -1.
Lost Cohesion	Morale check at +1.
Refuse Flank	Negate attacking units Flank attack bonus.
Conscripts	Morale check at +1.
Enfilade fire	Get +1 to combat roll.
Crossfire	Battalion may attack top unit in stack diagonal to it.
Bombardment	Get 1 extra attack with any artillery in any of your stacks.
Confusion	Opponent gets -1 Reinforcement move this turn.
Advancing Line	Get 1 extra attack with any Line Infantry in any of your stacks.
Scouts	Look at opponent's hand
Blocking Terrain Left	Terrain: Attacks vs left Flank at -1 on attack roll.
Blocking Terrain Right	Terrain: Attacks vs right Flank at -1 on attack roll.
Redoubt	Terrain: Attack vs. center stack is at -1 on attack roll.
High Ground	Terrain: Get +1 to combat roll. Artillery gets +2.
Maneuver	Discard Terrain card (3 in deck)

Army Specialties: Optional Rules

Before play starts each player rolls once on the table below. The indicated benefit lasts the entire game.

1D6	Ability	Notes
1	Superior Discipline	Morale checks at -1
2	Genius Commander	Maximum hand size +2
3	Fire Drill	Line Infantry combat rolls at +1
4	Advanced Artillery	Artillery combat rolls at +1
5	Elite Cavalry	Cavalry combat rolls at +1
6	March Drill	Get +1 Reinforcement move per turn





Silk Road

Introduction

Board game for 2-4+ players. Players are caravan merchants carrying goods back and forth between China and Arabia.

Victory

The first player to accumulate 25 coins is the winner.

Coins

Money in the game is counted in units of coins.

The Deck

Players share a common deck. There are four main types of cards: Imports (Goods from Arabia) Exports (Goods from China) Road (Terrain along the Silk Road) Special (Obstacles and Opportunities)

The Board

The board consists of a track 9 spaces long. The leftmost space is Arabia. The rightmost space is China.

Arabia and China are referred to as destination spaces. The 7 intervening spaces are called road spaces.

Pawns & Caravans

Each player has a unique pawn representing their caravan. Note: A Caravan can carry a max of 5 Goods (cards). These goods are not part of your hand.

Goods can be played onto a caravan when it is at the destination that matches the type of goods. (Imports for Arabia and Exports for China)

Setup

Players' pawns start in China. Each player starts with 10 Coins. Each player is dealt 5 cards from the deck.

The player with the most Trade cards goes first. If tied, the player with the most Guard cards goes first. If still tied, flip a coin. Play proceeds clockwise.

Free Trade Rule

Players at any time may trade cards from their hands with each other.

Turn Sequence

Players take turns. Each turn has 6 Phases:

1. Draw Phase
2. Buy Phase
3. Travel Phase
4. Bandit Phase
5. Sell Phase
6. End Phase

Draw Phase

Draw 3 cards and put them into your hand. If the deck runs out, shuffle the discard and draw from it.

Buy Phase

Note: A Caravan can carry a max of 5 Goods (cards). If you are in Arabia, you may place Import cards of One type (Gold, Silver, or Gems) onto your Caravan. If you are in China, you may place Export cards of One type (Silk, Tea, or Spices) onto your Caravan.

Each card of goods costs 1 Coin to buy. Note: You can have different types of goods on your caravan, but you can only buy one type per turn. If at a destination, you may discard a Trade card to draw 3 cards.

Travel Phase

You may play (discard) a Road card to move 1 Space on the track. You may play multiple road cards, but they must all be of one type. For example: You may play 3 Deserts, but not a Desert and a Mountain.

Caravans that share the same space may trade goods. You may discard a Guard card to move 1 extra space.

Bandit Phase

The player to your left may play (discard) a Bandit card on you. You may play (discard) a Guard card to negate this. If you do not negate it, you must discard 1 of the goods cards on your Caravan of your choice.

Sell Phase

If you are in Arabia, you may sell all the Export goods on your Caravan. If you are in China, you may sell all the Import goods on your Caravan. You get 2 Coins per good card sold.

Get an extra coin if you sold 2 types of goods. Get 2 extra coins if you sold all 3 types of goods. You may play (discard) a Trade card to earn an extra coin for each good you sell of 1 type.

Sold goods cards are discarded.

End Phase

Max hand size is 7 cards. Discard excess cards.

Card List Notation

I Import

- X Export
- R Road
- S Special
- # Number of copies of that card in the deck

Card List

Name	Type	#	Name	Type	#
Silver	I	6	Tea	X	6
Gold	I	5	Spices	X	5
Gems	I	4	Silk	X	4
Steppes	R	12	Bandits	S	5
Desert	R	10	Guards	S	5
Mountains	R	8	Trade	S	5

Optional Rule — Personalities

Make up a card for each personality. At the beginning of the game, each player gets to draw 1 personality

card.

Personality:	Notes:
Guide	You may draw 1 extra card in Draw phase if you are on a Road
Trader	Your hand size is +2
Merchant	All your Goods earn 1 extra coin when sold
Caravan Master	Your Caravan can hold up to 3 extra goods
Captain of the Guard	You are immune to Bandits





Silver Surfer

Introduction

Card Game with Silver Surfer Theme.

Disclaimer

The Silver Surfer is a copyrighted, licensed property. This is merely a Fan site.

Victory

Have the most Plot Points at the end of the game. The game ends when the deck runs out.

The Deck

Players share a common deck. There are 7 cards types:

- SK** Surfer Skill
- SE** Surfer Energy Attack
- SA** Surfer Allies
- SS** Surfer Speed
- ST** Surfer Toughness
- SB** Surfer's Board
- SC** Surfer Action
- V** Villains
- F** Foes
- X** Superpowers (Used by Villains)
- L** Locations
- P** Plots

Every card has a Plot Point (PP) Value.

Setup

The most brooding, cosmic, dramatic player goes first.

Card List

Card Name:	Type	PP
Cosmic Endurance	ST	5
Impervious to Elements	ST	5
Cosmic Blast	SE	8
Flying Board	SB	4
Space Born Skill	SK	9
Double Back	SS	6
Searing Energy	SE	8
Sky Rider	SK	9
Board Attack	SB	4

Turn Sequence

Players take turns. Each turn has 5 phases:

- Fate Phase
- Action Phase
- Resolution Phase
- Plot Phase
- Recovery Phase

Fate Phase

Draw cards from top of deck to Fill Hand to 8 cards.

Action Phase

Discard up to 4 cards and draw replacements.

Resolution Phase

You may play a Meld. A Meld is a card combo that must include:

1. Exactly one Foe or one Villain
2. Up to two Surfer cards* with PP \geq to the Foe or Villain
3. Up to one Location card
4. Up to one Superpower card if a Villain was played
5. One or two Plot cards.

* The Surfer cards cannot be of the same type.

Plot Phase

If you played a Meld gain PP = Total PP of the cards you played in the Meld.

Recovery Phase

You may discard any unwanted cards. Maximum ending hand size is 4 cards. Discard excess cards.

Card Name:	Type	PP
Doctor Doom	V	11
Quasimodo	V	10
Thor	F	15
The Monster of Badoon	F	9
Robot Monster	F	8
Cavemen	F	3
Dinosaurs	F	5
Naval Warships	F	6
Fighter Jets	F	6

Card Name:	Type	PP
Summon Board	SB	4
Cosmic Thrust	SE	8
Healing Energy	SC	3
Cosmic Power Bolt	SE	8
Melt Weapon	SC	3
Cosmic Burst	SE	8
Track Any One	SC	3
Supersonic Speeds	SS	6
Sentinel of the Spaceways	SK	9
Herald of Galactus	SK	9
The Defenders	SA	7
The Avengers	SA	7
The Star Masters	SA	7
The Fantastic Four	SA	7
Cosmic Commandos	SA	7
Superhuman Strength	ST	5
Indestructible	ST	5
Cosmic Energy Powers	SE	8
Energy Beams	SE	8
Silver Skin	ST	5
Hyperspace Travel	SS	6
Blinding Speed	SS	6
Master of Cosmic Forces	SK	9
Silver Board	SB	4
Dodge Blows	SS	6
Pure Heart	ST	5
Cosmic Shock	SE	8
Disguise	SC	3
Cover Vast Distances	SS	6
Sense Aura	SC	3
Lightning Speed	SS	6
Surprise	SS	6
Neutralize Device	SC	3
Galactus	V	17
Thanos	V	16
Loki	V	15
The Overlord	V	14
The Stranger	V	13
Mephisto	V	12

Card Name:	Type	PP
Yetis	F	4
The Hulk	F	11
Alien Invasion Fleet	F	9
Armed Guards	F	3
Mind Control	X	7
Magic Powers	X	5
Infernal Plot	X	4
Ultimatum	X	4
All Knowing	X	7
Protective Field	X	6
Energy Drain	X	6
Dematerialize	X	5
Pacific Ocean	L	2
Zenn-La	L	4
The Underworld	L	5
Deep Space	L	4
Arctic Circle	L	3
Modern Metropolis	L	2
Asgard	L	5
Savage Earth	L	3
Catastrophe	P	8
Decoy	P	6
Hostages	P	6
Kidnapping	P	6
Misunderstanding	P	7
Rescue Innocent	P	7
Time Travel	P	5
Space Travel	P	4
Cataclysm	P	8
Love Interest	P	7
Spacecraft	P	4
Scientist	P	5
Meteor Shower	P	7
Madness	P	5
Competition	P	5
Space Scrambler	P	4
Null-Life Bomb	P	9
Ultimate Nullifier	P	10





Simulchess

Objective

Capture the opponents King.

Setup

Normal chess setup. Paper & writing instruments needed.

Turn Sequence

Players take their turns simultaneously.

1. Write Move Orders in secret.

Indicate piece you want to move and where you want it to go.

2. Reveal Orders Simultaneously.
3. Move & Capture.

Special Rules

If opposing pieces are ordered into the same square, both are 'captured'. A piece cannot move this turn if it made a capture last turn. You can never order a piece to move into a square occupied by one of your own pieces.





Sin City

Introduction

Card game based on the Frank Miller Comic Sin City. 2+ Players. Common Deck.

Disclaimer

Sin City is a copyrighted, licensed property. This is merely a fan site.

Victory

The first player to accumulate 100 Sin Points is the winner.

Sin Points

Sin Points are referred to as Sins. Use Change to keep track of Sin Points.

The Deck

Players share a common deck. The deck has 2 card Types:

1. Characters
2. Events

Character Cards

Characters have 2 main stats: Fighting & Sinning.

Event Cards

Event cards are played when appropriate and are then discarded.

Dice

Six sided dice (D6) are needed.

Setup

Each player is dealt a hand of 7 cards. The most evil player goes first. (or roll high on 1D6)

Turn Sequence

Players take turns. Each turn has 5 Phases:

- Luck Phase
- Help Phase
- Sin Phase
- Kill Phase
- End Phase

Luck Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

Help Phase

You may put Character cards into play from your hand. Character cards are placed face up in front of you.

Sin Phase

Gain Sin Points equal to the Sinning Stat of each of your Characters in play.

Kill Phase

You may attack an opposing target Character with one of your Characters. The attacker must first roll 1D6: (The Find Roll)

#	Result
1-3	The attacker cannot find the Target.
4+	The attacker finds the Target and may attack.

Next both Characters roll dice equal to their Fighting Stat. The higher score lives. The lower score dies. In case of a tie, both die.

Killed Character cards are removed from the game. A Character may only attack once per turn.

End Phase

Max hand size is 7 Cards. Discard excess cards.

Heroes

Hero Characters cannot attack Victims. Heroes earn 10 Sin Points for killing Crime Bosses and Psychopaths.

Victims

Victim Characters cannot attack. They can defend of course.

Psychopaths

Psychopath Characters can only attack Victim Characters. They can even attack Victims controlled by the same player. Victims instead of being killed outright are captured and tortured.

Roll 1D6 at the end of each turn for each victim:

#	Rule
1-2	The Victim is killed (The Psychopath earns 1 extra Sin Point)
3-5	The Victim is tortured (The Psychopath earns 1 extra Sin Point)
6+	The Victim escapes

If the Psychopath is killed, all victims escape. If a Hero is defeated in combat by a Psychopath, he is treated like a Victim but gets a +1 to rolls on the above table. Note: Obviously Characters that are captured by a psychopath cannot Attack or generate sin points or conduct any other actions.

Criminals

Criminal Characters can attack Victims, Heroes, Agents and other Criminals. They earn 1 Sin Point for every Character they kill.

Agents

Agent Characters can attack Criminals, Crime Bosses, Heroes and other Agents. They earn 2 Sin Points for every Character they Kill.

Crime Bosses

Crime Bosse Characters cannot attack. A Crime Boss can only be attacked if the controlling player has no other Agents or Criminals in play. A player may only have one Crime Boss in play at a time.

#	Result
1-2	Look at an Opponents hand
3-4	Look at the next 1D6 cards in the deck.
5-6	Get +2 to a Find roll in Kill Phase this turn

Tough

If a Tough Character is killed, roll 1D6:

#	Result
1-3	Killed: Remove from game
4+	Survives: Put in Discard pile

Common Deck Character Card List

Card Name:	Type	Fight	Sin	Notes:
Dame	V	1	1	
Thug	C	2	1	
Private Investigator	H	3	1	Investigation
Serial Killer	P	4	3	Tough
Prostitute	V	2	1	
Model	V	1	1	
Photographer	V	1	1	Investigation
Assistant	V	1	1	

Doctor

Character Trait. When one of your characters is killed roll 1D6. On a roll of 6 the Character is not killed.

Defender

A Character with this Trait cannot attack. (But may defend)

Law

Character Trait. Instead of Attacking the Character may roll 1D6: On a roll of 6+ the target Character is apprehended by the police and Thrown in Jail: Discard the target character.

Investigation

If you have a character with this trait, you may in your Sin Phase roll 1D6:

Common Deck Card List Notation

E Event
C Criminal
A Agent
P Psychopath
H Hero
V Victim
B Crime Boss

Card Name:	Type	Fight	Sin	Notes:
Niece	V	1	1	
IRA Terrorists	A	4	1	
Explosives Expert	A	4	1	
Son	V	1	1	
Paid Killer	A	4	1	
Police Officer	H	2	1	Investigation
Chauffeur	C	4	1	Defender
Ex-Military	H	5	1	
Catholic Priest	V	1	2	
Psychiatrist	V	1	1	Doctor
Actress	V	1	1	
Money Man	C	1	3	
Multi-Millionaire	B	1	3	
District Attorney	H	1	1	Law
Torturer	P	3	2	Investigation
Fem Fatale	A	3	1	
Crooked Cop	C	3	2	Law
Detective	H	3	1	Law; Investigation
Wife	V	1	1	
Sinister Doctor	P	3	3	Doctor
Thief	C	2	1	
Eloquent Goons	C	2	1	
Dealer	B	2	2	
Cowgirl	A	3	1	
Professional Athlete	V	4	1	
Police Security	A	3	1	Defender
Editor	V	1	2	
Madam	B	3	2	
Huge Thug	C	3	1	
Daughter	V	1	1	
Secretary	V	1	1	Investigation
Honest Cop	H	3	1	Law
Sucker	V	1	1	
Bartender	V	2	1	Investigation
Angry Transsexual	C	3	2	
Little Girl	V	1	1	
Guards	C	2	1	Defender
Parole Officer	H	2	1	Law
White Slavery Ring	B	2	4	
Enforcer	A	4	1	
Assassin	A	5	1	
Shadowy Crime Lord	B	4	4	
Bruiser	H	5	1	Tough
Street Thug	C	2	1	
Japanese Assassin	A	6	1	
Stoolie	C	1	1	Investigation
Landlady	V	2	1	
Mercenaries	A	3	1	
Organ Harvesting Operation	B	3	4	
Exotic Dancer	V	2	2	
Barfly	V	2	1	
Pornographer	V	1	2	
Protector	H	4	1	Tough

Card Name:	Type	Fight	Sin	Notes:
Sociopath	P	4	3	
Street Gang	C	3	2	
Senator	B	1	3	Law
Tong Gang Member	C	3	1	
Lawyer	V	1	1	Law
Street Doc	V	2	1	Doctor
Gambler	V	1	1	
Skinhead	C	2	1	
Traitorous Whore	V	1	2	
Hitman	A	3	1	
Mafia Thug	C	3	1	
Waitress	V	1	1	
Mob Boss	B	3	4	

Common Deck Event Card List

Card Name:	Notes:
Friend	Search the deck for Agent and put it in your hand.
Twin Guns	Fighting +2
Back-Up	Fighting +2
Military Hardware	Fighting +2
Razor Wire	Fighting +2
Martial Arts	Fighting +2
Shootout	Fighting +2
Revenge	Fighting or Find Roll +1
Tar Pits	Fighting or Find Roll +1
Old Town	Find Roll +2
Know Where to Look	Find Roll +2
On the Run	Find Roll -2
Scene of the Crime	Law Roll +2
Beat Up Some Cops	Law Roll -2
Cops Show Up	Discard target Character
Prison	Discard target Character
Seduction	Take control of target Character
Dead Cop	All players draw 2 cards
Hospital Stay	Put killed Character into your Hand
Suicide	Target Non-Boss Character Killed
Execution	Target Non-Boss Character Killed
Framed	Discard target Hero
Call in Favors	Draw 2 cards





Sino-japanese War

Introduction

Three Player Wargame. The first player is the Japanese. The second player is the Nationalist Chinese. The third player is the Communist Chinese.

The Map

Use a hex map of mainland China. Include about 20 cities on the map. Also include mountains and rivers.

Setup

All sides start with 20 armies. Use counters to represent armies. The Communists start in the Northwest. The Nationalists start in the Southwest and South. The Japanese start in the North and East.

Victory

The game ends after 9 years. Keep track of the year (turn number). The game starts in 1939 and ends in 1945. The Game ends right before the Atomic bombs are dropped. The player controlling the most cities at the end wins.

Yearly Turn Sequence

- Each year is divided into 4 phases:
1. Reinforcement Phase
 2. Japanese Action Phase
 3. Nationalist Action Phase
 4. Communist Action Phase

Reinforcement Phase

Each player gains a number of armies equal to: 1 Free Army + 1 Army for every 2 cities the player

controls. New Armies are placed in or adjacent to a controlled city.

Action Phase

During his action phase a player may move and attack with his armies. A player gets 20 action points (AP) at the beginning of his phase. Every time he moves an army or attacks with an army he must discard 1 AP. An individual unit may move and attack multiple times. Unused AP are discarded at the end of the turn. Armies may not stack. It costs 2 AP for an army to move into a Mountain hex. It costs 1 AP for an army to cross a River. All players may attack all other players.

Battles

The active player may attack an adjacent opposing army. Both players fill their hands to 10 cards. Players may discard up to 4 cards and draw replacements. Each card has a force value. Players add up the Force value of all their cards. Each player is limited to the number of cards of a certain type that he can Use in his hand. See the Card limit Tables. For instance the Nationalist player could use 8 Infantry max, but the Japanese player could use only 4 Infantry max. The Higher Force Total wins the battle. An Army attacking across a river gets -1 to its Force Total. An Army that already fought a battle this turn gets -1 to its Force Total. An Army defending in a city or mountain gets +1 to its Force Total. The defender wins ties. The losing army is destroyed. Used cards are discarded. Unused cards may be discarded or kept in the players hand to be used in later battles.

Nationalist Card Limit Table

Card Type:	Max:
Infantry	8
Tanks	1
Artillery	1
Fighters	1
Bombers	0

Card Type:	Max:
Tactics	2
Morale	2
Strongpoint	1
Leader	1

Communist Card Limit Table

Card Type:	Max:
Infantry	6
Tanks	1
Artillery	1
Fighters	1
Bombers	0

Card Type:	Max:
Tactics	3
Morale	3
Strongpoint	1
Leader	1

Japanese Card Limit Table

Card Type:	Max:
Infantry	4
Tanks	2
Artillery	2
Fighters	2
Bombers	1

Card Type:	Max:
Tactics	2
Morale	2
Strongpoint	1
Leader	1

The Deck

Card Name:	#	Force
Chinese Infantry	20	1
Infantry	20	1
Tanks	10	2
Artillery	10	2
Fighters	10	2
Flying Tigers	5	3

Card Name:	#	Force
Bombers	5	2
Tactics	10	2
Morale	15	2
Strongpoint	10	3
Leader	5	3

Number of that card in the deck.
Strongpoint cards can only be used by a defending army. The Flying Tigers count as Fighters. Flying Tigers can only be used by the Nationalist armies

against the Japanese.
Chinese Infantry count as Infantry. Chinese Infantry can only be used by Chinese armies.





Ski Race

Introduction

Card and Board game for 2-4+ players. Alpine Ski Race theme.

Victory

First player to reach the Finish line is the winner.

The Board

The board is a track 100 spaces long. The first space is the starting gate. The last space is the finish line.

Each space is assigned a random number from 1 to 10. When making a board roll 1D10 for each space. The starting space has a value of 2.

Pawns

Each player has 1 pawn representing their Skier.

The Deck

Use a common deck of cards. Aces have a value of 1. Jacks are wild cards: They are equal to the number of the space you are on.

Discard a Queen to draw 3 cards and keep 1. Discard a King to draw a card and look at your opponent's hand.

Setup

Players cut the deck. High cut goes first. Each player is dealt a hand of 4 cards.

Turn Sequence

Players take turns. Each turn has 2 phases:

1. Downhill Phase
2. Gate Phase

Downhill Phase

On your turn, you must play a card that is within 1 of the number of The space you are on. For example, if you are on a 4, you may Play either a 3, 4, or a 5. Move your pawn forward a number of spaces equal to the value of The card you just played. If you cannot play an appropriate card, you do not move, instead Discard your hand and Draw 4 new cards. (This is called "Missing the Gate") If after drawing 4 cards, you still do not have one can play, you are considered to have "crashed" and automatically lose the game.

Spaces with a value of 10 are jumps. On a jump space, you may play a card of any value.

Gate Phase

Draw 1 card from the deck. If the deck runs out, shuffle the discard and draw from it. If you landed on an opponents pawn this turn, you must look at their hand, and then immediately take another turn.





Skyie

Introduction

Fantasy with an arial bent.

Tactical Rules

Click [Fantasy Fliers: Small Unit Aerial Combathere](#) for the tactical rules.

World Background

The details of the war of the wizards is forever lost in time. The results of that war still afflict us and forever will. Eons later the residues of their mighty magics are still at work. Whole continents shattered into tiny fragments float in or above a sea of burning blood. The only way the isolated survivors could travel, trade, or communicate was by flying.

Everything that could fly was forced into service by whomever found it first. Things that should never fly were made to by magic and ingenuity. The landscape is still in ruins but the skies are filled with the most marvelous beasts and wondrous contraptions as never existed before. Men still travel, trade, and make war, but now they do it in the air on the backs of their creatures and creations in this world we now call Skyie.

Sights Of Skyie

Some of the remaining solid earth rises from the boiling blood sea, however, most of the land fragments (or rocks) float in the air at a variety of elevations. These fragments are moving or stationary. Some tumble. Some rise and fall into the sea. Smaller ones can

be pushed around. Most are land. Some have springs of pure water. Some have waterfalls that shower the fragments beneath. Some are balls of shimmering water or muddy swamp. Some are barren and others have giant trees. Some are giant veins of precious metals with mining towns forming scaffolding all around and underneath. The city-states have many fragments connected together by stone bridges. Far above these are the cloud cities of the Djinn and the Giants. Very isolated fragments are the roosts of hawkmen and hideouts of pirates. Great ships and swarms of flyers lay siege to Floating Castles that are held aloft by powerful spells. Tribal humanoids defend their tunneled-out rocks with great tenacity. There are rocks of solid Ice and others of burning sand. Small frags are the lairs of mythical monsters, hermits and even families. Great schools of flying fish are pursued by magical whales and the vessels of flying fishermen. Tremendous Storms, Magical Vortexes, and plumes of Fire may send fragments spinning out of their orbit.

The ruins of pre-cataclysm cities can be found exposed on the surface of many rocks. Artifacts of the ancient wizards still remain to be found. The faeries of the woods and waters have all sprouted wings and taken to the air. Insects have been magically bred into giant forms to serve as steeds. Demons and their horrible mounts rise from the depths burning sea in search of victims. Undead riders move from rock to rock killing the inhabitants and using the corpses to swell their ranks. Lawless barbarian raiders of all races take every chance to terrorize and pillage their neighbors. Skyie is a world of great beauty and even greater danger.





Sleep

Introduction

Card Game 2+ players. Players are trying to see who can get the best nights rest.

Game End

The game lasts 16 turns. Each turn represents Half an Hour. This would correspond to a full nights sleep of 8 hours.

Victory

The player with the most Sleep Tokens at the end of the game wins.

Sleep Tokens

Use a common pile of Tokens (counters, chits, markers, coins, etc) Players accumulate these during play.

Sleep Track

Each player has a Sleep Track. A Sleep Track has 5 Stages:

- Stage 0 (Awake)
- Stage 1
- Stage 2
- Stage 3
- Stage 4 (Slow Wave Sleep = Delta Sleep)
- Each player has a Pawn to show which Sleep Stage they are on.

Setup

Each player is dealt a hand of 2 cards. Each player starts at Sleep Stage 0.

Turn Sequence

Each turn is divided into 6 Phases:

- Draw Phase
- Sleep Phase
- Wake Phase
- REM Phase
- Score Phase
- End Phase

Card List

Card Name	Type	Notes
Sleeping Pills	F	

Draw Phase

Each Player draws 2 cards. If the deck runs out, shuffle the discard and draw from it.

Sleep Phase

Each player may Play (discard) a Sleep card to advance 1 Stage on the Sleep Track to a Deeper Level of Sleep (Towards stage 4) Each player may play up to 2 Sleep cards in this Phase.

Wake Phase

Each player may Play (discard) 1 Wake card to cause an opponent To move backwards 1 Stage on his Sleep Track. A single player may only be hit with 1 Wake card per turn.

Rem Phase

If you are at Stage 2 or deeper Sleep you may play (discard) 1 REM card. If you do this, move yourself back to Stage 1 Sleep. (You will score extra Sleep Tokens for this) You may play an REM card on an Opponent.

Score Phase

Each player gains Sleep Tokens equal to the Sleep Stage they are at. For Example: If you are at Stage 4 you would get 4 Tokens. If a player played a REM card this turn, he gets an extra 6 Tokens for A Total of 7 Tokens (1 for being at Stage 1 plus the bonus 6)

End Phase

Max hand size is 3 cards. Discard excess cards.

Card List Notation

- S** Sleep Card
- W** Wake Card
- F** Fall Asleep: Sleep Card: Can only be used in Stage 0.
- R** REM Sleep Card
- Z** Can be used as either a F card or a W card

Card Name	Type	Notes
Sweet Dreams	R	

Card Name	Type	Notes
Nod Off	F	
Warm Milk & Cookies	F	
Counting Sheep	F	
Yawning	F	
Micro-Sleep Episodes	F	
Slumber	S	
Rest	S	
Rejuvenate	S	
Deep Sleep	S	
Relax	S	
Siesta	S	
Oblivion	S	
Coma	S	
Quality Sleep	S	
Unconscious	S	
Doze	S	
Somnolence	S	
Sandman	S	
Forty Winks	S	
Melatonin	S	
Crash	S	
Beauty Sleep	S	
Conk Out	S	
Hibernate	S	
Shuteye	S	
Sleep Deprived	S	

Card Name	Type	Notes
Rapid Eye Movement	R	
Paradoxical Sleep	R	
Dreamland	R	
Subconscious	R	
Dream World	R	
Lucid Dreaming	R	
Dream State	R	
Visual Imagery	R	
Sleep Paralysis	R	
Nightmares	W	
Too Cold	W	
Too Hot	W	
Blanket Thief	W	
Jet Lag	W	
Cohabitation	W	
Comorbidity	W	
Insomnia	W	
Sleep Walking	W	
Street Noises	W	
Alarm Clock	W	
Obstructive Sleep Apnea	W	
Snoring	W	
Restless Leg	W	
TV	Z	
Radio	Z	





Slimed

Introduction

Ghostbuster Backgammon. One player is the Ghostbusters (GB). The other player is the Ghosts.

Rules

Use a regular backgammon board. Same Rules as backgammon except for the following differences: The Ghostbuster player has on only 5 pieces. In setup these are placed one each on the last 5 points on his side of the board.

The Ghost player has 20 pieces. In setup these are placed in 4 stacks of 3 on the last 5 points on his side of the board. When a Ghostbuster piece captures a ghost piece it is sent to the bar.

The bar is called "The Containment Field". Ghosts cannot escape the bar. If a ghost captures a ghost-

buster the GB is "slimed".

A slimmed GB remains where it is trapped under the ghost that caught it. If the ghost moves, the GB is un-slimmed and may move. Any number of Ghosts may stack onto a slimmed GB.

If only one Ghost is slimming a GB, another GB may land on the Ghost and capture it, setting the first GB free. The GB wins when all the Ghosts are put in the containment field. The Ghosts win if all the GB are slimmed.

Pieces never "end-off" the board, they keep going around. Pieces continue to circle the board until the victory conditions are met.

Disclaimer

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Smart Gaming

by Themcganndoctor@aol.com

Smart Fundamental Rules - Simple Miniature Adventure Rules And Tactics

Introduction

These miniature rules may be used for fantasy or medieval miniature war gaming, but can easily be adapted to any genre. These rules were inspired from Little Armies by H. G. Wells and Kriegspiel.

Components

You will need plastic or metal miniatures (or counters) and, if you wish, some terrain (expensive, fancy terrain, or simple paper cutouts). You will also need a twenty sided die (d20).

Players

In addition to however many players are playing armies, one should follow the classic idea of having a Judge ("Time Keeper" or "Umpire"), to make rulings on combat resolutions. This is a simple game, and interpretation of rules will be an issue.

Scale

In the fundamental rules, one may use a 100:1, 10:1 OR 1:1 scale. All that matters is that the scale is constant for each and every unit.

The Rules

Set Up

Set up the table top as each player sees fit.

The Turn

1. THE MOVE

Each player rolls a d20. The highest number moves their miniatures first, then the next highest roll, and so on. FOOT SOLDIERS AND SMALL OR MEDIUM MONSTERS (goblins, skeletons, fairies, etc) move 6 inches in one turn. KNIGHTS AND LARGE MONSTERS move 12 inches.

The Judge will have to decide how terrain barriers, such as bushes and low walls affect movement rates. Obviously high walls and trees are complete barriers to one's path of movement.

2. PROJECTILES

Beginning with the first player (he who rolled the highest in the move phase), projectile combat is resolved (e.g., bows, crossbows, slings, etc.) The effective range for projectiles is 30 inches. For each inch past 30 inches, a +1 modifier is added to those units COMBAT ROLL.

The COMBAT ROLL IS RESOLVED BY THE PLAYER ROLLING A D20 FOR EACH UNIT FIRING. The base chance to hit an opponent is a roll of 11 or higher. Each +1 penalty for range is added to that base chance. So an archer aiming at a target 50 inches away must roll a 12 or higher in order to hit. If there is intervening terrain in the way of the target, one must roll a d20 if the combat roll is successful. If one rolls a 1-10, the arrow or bolt hits that obstacle instead. If one is firing into hand-to-hand combat, the same roll is made. On a roll of 1-10 one hits their own unit instead of the target.

The projectile phase continues with the Second Player, the Third, and so on till each player has a chance to fire their bows or crossbows.

3. HAND-TO-HAND

When two or more units approach 1 inch of each other they may engage in hand-to-hand combat. For the first turn of that combat the player with the longest weapon goes first, then the one with the second longest, and so on. Combat between units with equal sized weapons is simultaneous. If the units continue to fight each other in subsequent turns, then the order is reversed: the shortest weapon goes first.

The COMBAT ROLL IS RESOLVED BY ROLLING A D20. The chance to hit is a roll of 11 or higher. If one hits, then they score 1 point of damage. The armor that is worn by the unit is considered into this damage, by its ABSORPTION LEVEL. Each piece of armor may absorb one (1) point of damage for each level it has:

Leather Or Padding 1

Shield 2

Chain Mail 3

Plate 4

When there is no absorption level left for that unit, then the unit itself receives the next point of damage, and is defeated.

Dungeon Ideas

The Judge can arrange dungeon setting and labyrinths with wall terrain, to create a dungeon adventure for the players. Players may play a 1:1 scale,

working together to battle monsters that the Judge attacks them with.

Special Rules

Large Monsters

For Dragons and other large and powerful monsters, one may wish to give the monster an absorption level of 5, to represent its large size and tough hide. For dragons one may give it a special attack in the Projectiles phase with its dragon breath. Dragon breath may affect an area of 3 inches by 3 inches in front it, dealing out 5 points of damage to each unit in that area. In my NARNIA campaign, I give each unit a chance to make a FAITH role to avoid all damage from dragon breath or magic. If the unit rolls 11-20 on a d20 it avoids all damage from dragon breath or magic.

Coming Soon: Smart Basic Rules

- Skirmish rules
- unit experience
- tough monsters
- magic rules

Introduction

These rules are expansions to the SMART FUNDIMENTAL RULES. Unlike the FUNDIMENTAL RULES, these focus more on the Fantasy genre.

Experience

The experience rules provide a way to increase the effectiveness of veteran units. These rules can be used for any scale, whether it is 1:1 or 1:100, or more. When a unit defeats an enemy unit, it receives experience points (xp). As that unit accumulates more experience, its level rises. All units are considered to be 1st level when they enter a player's army. These rules are only for human units (infantry, archers and knights). The level of monsters should be always at a level decided by the Judge.

Unit Experience Levels

LEVEL	XP
1st level	0
2nd level	24
3rd level	54

The formula for xps needed to advance in level: levelxlevelx6

Unit Xps Awarded

LEVEL	XP
1st level	1
2nd level	4
3rd level	9

The Formula for xps awarded for defeat a unit: level squared (levelxlevel)

The Effects Of Experience

Combat (projectile And Hand-to-hand)

The target to hit is still the same (11-20 on 1d20). To hit a target, the unit rolls the 1d20 adds that attacking units Experience level to the roll, and subtracts the defending unit's experience level from the roll. If the modified score is 11-20, it is a hit. Other wise, no damage is inflicted.

Damage

The unit inflicts 1 damage point per level. A unit can absorb (after armor has absorbed as much damage as it can) as many damage points in a battle as it has levels (e.g., a 3rd level knight, after his plate armor and shield have absorbed their maximum damage, can receive 3 damage points before being defeated).

Sample Monsters And Their Levels

Examples are from my NARNIA SMART CAMPAIGN:

First Level Monsters

- goblins
- giant bats
- skeletons
- sprite demons

Second Level Monsters

ghouls hobgoblins magician (can cast two spells per battle) giant snake zombie

Third Level Monsters

- giant centipedes
- dwarf
- elf (can cast three spells per day)
- gnome

Very Simple Magic System

A creature, who can cast spells, has a range in inches equal to its level. If the battle is on a 1:1 scale, then its area of effect has a diameter equal to the spell caster's level. If the battle is not a skirmish (i.e., the scale is greater than 1:1, then the area of effect is 1 unit). The spell causes 1 point of damage per spell caster's level.

In my NARNIA CAMPAIGN, I give the good guys a FAITH roll to avoid all magic damage. The unit rolls 1d20: if the roll, with the unit's level added to it, is 11 or greater, they avoid all magic damage or effects. A fair Judge should also devise some sort of magic resistance roll for victim units.

Coming Soon: Smart Intermediate Rules

- More powerful sample creatures
- A larger experience list (so you don't have to do

the calculations yourself

- The importance of terrain (and tips on really inexpensive terrain!)





Soap Box

Introduction

Game of Oration. Players pretend to be USA presidential candidates.

Player Roles

There are 3 types of Player Roles:

1.	Candidates	At least 2 players
2.	Judge	One player only
3.	Citizens	All remaining Players

Setup

Players decide what roles they want to be. Determine how much time is available to play. The Judge picks which issues he wants to cover in the allotted time.

Sample Issue List

1.	Global Warming
2.	Over Population
3.	Stem Cell Research
4.	Middle East Peace Process
5.	Racism
6.	Abortion Controversy
7.	Domestic Economy
8.	Election Reform
9.	Term Limits
10.	Campaign Fundraising
11.	Star Wars Missile Defense

Sequence Of Play

The Judge picks one issue. Each candidate gets 2-5 minutes to address the issue. The Judge determines speaking order, rules of conduct, and watches the clock.

Candidates should explain how they as president of the USA would solve the problem. After all candidates speak on an issue, the Judge and the citizens vote to see which of the candidates they most agree with on that particular issue. The candidate that gets the most votes for that issue gets an "Electoral Vote".

If the Issue vote is a tie, neither candidate gets an Electoral Vote. At the end of the gaming session, the player with the most Electoral Votes wins the presidential election.

1.	Global Warming
12.	Iraq
13.	Education
14.	Energy Development
15.	Space Exploration
16.	Immigration Policy
17.	War on Drugs
18.	Foreign Relations with China
19.	Health Care
20.	AIDS





Solar Invasion 2100

Introduction

The year is 2100. Human beings have been intensively colonizing the solar system for the last 70 years in relative peace.

The Map

Each player gets an identical space hex map. Place a counter representing Earth in the center. Place the L4 and L5 space stations 15 spaces from earth on either side.

Place the moon 10 spaces from Earth. NEOSTAT or Near Earth Orbit Station is adjacent to Earth and moves 1 hex per turn in orbit clockwise. GEOSTAT-5 or Geo-synchronous Orbiting Station is 2 hexes from Earth and moves 1 hex per turn in orbit clockwise.

There are many more space stations and satellites in Earth orbit, however these are the only ones with weapons.

Victory

The Earth wins if all of the Mother Ships are destroyed. The fighters are not jump capable, and will self destruct. The Aliens win if Earth is destroyed.

Counters

Use counters or chits to represent units and Attack markers.

Setup

Units may stack. The Human player sets up first. The shuttles are located on Earth or NEOSTAT.

5 Transports are located at each of these 4 sites: NEOSTAT, the Moon, L-4, L-5. The Alien Fleet starts within 2 hexes of any 1 side of the map.

Reinforcements

Every 3rd turn the Earth gains the ability to launch one additional Missile per turn. 8 Transports arrive from Mars on turn 4. 2 Transports arrive from Venus on turn 6.

8 Excavators arrive from the Asteroids on turn 8. 6 Solar Sails arrive from Mercury on turn 10. 6 Ramjets arrive from Jupiter on turn 12.

Nuclear Warheads

The governments of Earth have more than 20,000 nuclear warheads in storage left over from earlier arms races. At the start of the invasion the earth can only

launch 8 per turn from Ground based launchers. Missiles launched from Earth and NEOSTAT are large ICBMs.

Missiles launched from shuttles & transports are smaller & have shorter ranges.

Lasers & Mass Drivers

The giant lasers on L-4, L-5, and GEOSTAT are for pushing Solar Sails around. There are other giant lasers in the solar system, but they are not effective weapons at this range. Numerous other stations have less powerful lasers, also for the same purpose. Solar Sail ships are capable of concentrating and redirecting these laser emissions.

The Tycho base Mass Driver is normally used to send materials mined on the moon to other locations. Special 'Catcher' Transport ships are used to recover the shipments. The excavator ships from the asteroid fields are actually small hollowed out asteroids filled with refineries. Small Mass drivers on board can be used for propulsion and as weapons. There are other mass drivers in the solar system, but they are not effective weapons at this range.

Ramjets are able to fire directed bursts of ionic plasma from their engines. Ramjets scoop up gasses from the outer atmospheres of the gas giants. The Mercury Solar Array collects solar energy from the sun. This energy is beamed to collector dishes at other far away stations in the form of Infra-red radiation.

The Aliens

The Kathar are still a young race: aggressive, and impetuous. They have conquered numerous other less militant races. They are currently fighting wars on several fronts.

Initial reconnaissance of Earth mistook us for a peaceful race. There was no reports of Nuclear Weapon stockpiles. A small task force was sent to enslave us.

The Kathar ships use antimatter energy weapons.

Turn Sequence

Both players go simultaneously. Each turn has 2 Phases:

1. Action Phase
2. Resolution Phase

Action Phase

Each player moves his units and places his attack markers on his own map. Players cannot look at each others maps. Each unit can move a number of spaces up to its speed rating.

Units may stack. If a unit is attacking, place an Attack Marker on the target space. The target space must be within the units range. U = Unlimited range.

Rotate counters 180 degrees to indicate that they have moved and attacked. All Shuttles and Transports start the game unarmed. Up to 7 Shuttles and/or Transports can be loaded with Missiles per turn in near earth orbit.

Once armed these units have enough missiles for the rest of the battle. Alien Ships may not move onto moons, planets, or stations.

Resolution Phase

Players look at each others maps. If an attack marker occupies the same hex as an enemy unit, than

that unit takes 1 Hit of damage per attack marker. Remove the Attack markers from the board once resolved or leave them stacked on the Target to keep track of damage.

Any unit that takes damage equal to or in excess of its hits is destroyed and removed from the board. If there is more than 1 enemy unit stacked in the space, all are hit by the attack.

Alien Counter List

Unit Name	#	Speed	Range	Hits	AMN
Mother Ship	6	3	E/10	5	24
Fighters	60	6	E/5	1	60

Each Mother ship can make 4 attacks per turn.

Number of that type of unit in the fleet

E Energy weapons

U Unlimited

AMN Attack markers needed

Human Counter List

Unit Name	Number	Speed	Range	Hits	AMN	Loc
Shuttles	20	2	M/4	1	20	Earth
Transports	30	4	M/4	1	30	Earth, Moon, Mars, Venus, L-4, L-5
Solar Sails	6	5	L/5	1	6	Mercury
Excavators	8	4	R/3	1	8	Asteroids
Ramjets	6	8	E/2	1	6	Jupiter
L-4 Colony	1	0	L/U	15	1	L-4
L-5 Colony	1	0	L/U	15	1	L-5
Tycho Base	1	0	R/U	20	R	Moon
Earth	1	0	M/12	30	8	Earth
NEOSTAT	1	1	M/20	10	2	NEOSTAT
GEOSTAT-5	1	1	L/U	5	1	GEOSTAT-5
Mercury Solar Array	1	0	L/U	-	1	Mercury: Off Map

Note: the Mercury Solar Array is off the map and cannot be attacked. Earth can launch 8 Missiles per turn and NEOSTAT can launch 2.

Number of that type of unit available

M Missiles

L Lasers

E Energy weapons

U Unlimited

AMN Attack markers needed

Loc Starting Location

Single Board Variant

Use just one hex map. All units from both players are on the same map. Attack counters are unnecessary if the attacks are resolved immediately.

Players take turns moving and attacking. The Aliens go first. To resolve an attack roll a six sided die: On a roll of 1-3 the attack misses.

On a roll of 4-6 the attack hits.





Solar Racers

Introduction

Card game. Space race game for 2+ players.

Winning

The first player to travel 100 AU (Astronomical Units)

The Deck

Players share a common 65 card deck

Card Types

There are 4 major card types:

- 1. Propulsion
- 2. Difficulty
- 3. Breakdown
- 4. Repairs

Setup

Each player is dealt a hand of 7 cards. Youngest player goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

- 1. Astrogation Phase
- 2. Propulsion Phase
- 3. Breakdown Phase
- 4. Repair Phase

Astrogation Phase

Draw 1 card from the top of the deck and put it in your hand. If the deck runs out, shuffle the discard pile and draw from it.

Common Deck Card List

#	Type	Title:	Notes:
7	P	Solar Sail: Solar Wind	Travel 5 AU
5	P	Solar Sail: Solar Flare	Travel 10 AU
3	P	Solar Sail: Orbital Lasers	Travel 20 AU
7	P	Ramscoop: Space Dust	Travel 5 AU
5	P	Ramscoop: Ion Cloud	Travel 10 AU
3	P	Ramscoop: Stellar Gas	Travel 20 AU
7	P	Slingshot: Planetoid	Travel 5 AU
5	P	Slingshot: Planet	Travel 10 AU
3	P	Slingshot: Gas Giant	Travel 20 AU

Propulsion Phase

Every propulsion card has an AU (Astronomical Units) value of distance. There are 3 types of Propulsion every players ship is capable of:

- 1. Solar Sail
- 2. Ramscoop
- 3. Slingshot Effect

Play one or more cards of a single type. Your ship travels the combined distance in AU's. Your opponent may play a Difficulty card to negate one of your Propulsion cards of the appropriate type.

Record the distance you traveled this phase.

Breakdown Phase

You may put a breakdown card from your hand onto one of your opponents. That opponent cannot play Propulsion cards of the indicated type. The breakdown stays in play until it is repaired.

Repair Phase

You may play a Repair card to discard a Breakdown card of the indicated type that Is affecting your own ship.

Card List Notation

- # Number of copies of that card in the deck.
- P Propulsion
- D Difficulty
- B Breakdown
- S Repairs

#	Type	Title:	Notes:
2	D	Sunspot	Negate Solar Sail Card
2	D	Empty Space	Negate Ramscoop Card
2	D	Navigation Error	Negate Slingshot Card
2	B	Micro-meteor Damage	Cannot use Solar Sail Cards
2	B	Reactor Meltdown	Cannot use Ramscoop Cards
2	B	Superstructure Cracks	Cannot use Slingshot Cards
2	R	Panel Refit	Fix Micro-meteor Damage
2	R	Core Stabilization	Fix Reactor Meltdown
2	R	Robotic Soldering	Fix Superstructure Cracks
2	R	Space Station	Fix any Breakdown

Cardset Available

Cool Set! Thanks ShaunGamer. From Paper Worlds





Solitaire Conquest

Introduction

Solitaire board and card game with a fantasy conquest theme

The Board

Draw a map of a continent with 12 connected regions. Name them if you like. Each region must be large enough to hold one stack of cards.

The Decks

There are two decks: The Foe deck and the Ally deck. The Foe deck has 44 cards.

Setup

11 of the 12 regions are dealt 4 cards each. These stacks of 4 cards are called 'Hordes'. Horde cards are face up.

Place a pawn in the empty space. The pawn represents your army.

Turn Sequence

Each turn has 4 Phases: Raise Army Phase Reinforcement Phase March Phase Conquest Phase

Raise Army Phase

Draw 3 cards from the Ally deck.

Reinforcement Phase

You may draw one card from the Ally deck. You may repeat this phase.

Horde Card List

Card Name	Force	Type	#
Hill Giant	1	G	2
Stone Giant	2	G	2
Ice Giant	3	G	2
Fire Giant	4	G	2
Cloud Giant	5	G	1
Storm Giant	6	G	1
Titan	7	G	1
Kobold Mob	1	H	2
Goblin Warparty	2	H	2
Orc Warband	3	H	2

March Phase

You may move your pawn one or more regions. You must end your move adjacent to a region with a horde.

Conquest Phase

You may destroy one Horde in region that is adjacent to your pawn. Your army must have a higher Force total than the target Horde. Each card has a Force value.

A Horde gets +1 if it has two cards of the same type. A Horde gets +2 if it has three cards of the same type. A Horde gets +3 if it has four cards of the same type.

Discard the destroyed Horde. Discard all your Ally cards.

Winning

If you destroy all the Hordes you win. Defeating all the Hordes scores 10 points. Every card left in your Ally deck scores an additional point.

Losing

If you are unable to destroy all the Hordes you lose.

Card List Notation

- G** Giants
- H** Humanoids
- U** Undead
- D** Dragon
- #** Number of that card in the deck

Card Name	Force	Type	#
Skeletons	1	U	2
Zombies	2	U	2
Ghouls	3	U	2
Ghasts	4	U	2
Wights	5	U	1
Wraiths	6	U	1
Vampire	7	U	1
Fire Drake	1	D	2
Wyvern	2	D	2
White Dragon	3	D	2

Card Name	Force	Type	#
Hobgoblin Riders	4	H	2
Gnoll Raiders	5	H	1
Bugbear Ambushers	6	H	1
Ogre Tribe	7	H	1

Card Name	Force	Type	#
Green Dragon	4	D	2
Black Dragon	5	D	1
Blue Dragon	6	D	1
Red Dragon	7	D	1

Card List Notation

E Elves

D Dwarves

M Men

H Holy Men

Ally Card List

Card Name	Force	Type	#	Notes
Elf Scouts	1	E	2	
Elf Hunters	2	E	2	
Elf Warriors	3	E	2	
Elf Archers	4	E	2	+1 vs Humanoids
Elf Lancers	5	E	1	+1 vs Humanoids
Elf Lord	6	E	1	Other Elves get +1
Elf Mage	7	E	1	
Dwarf Clans	1	D	2	
Dwarf Crossbows	2	D	2	
Dwarf Warhammers	3	D	2	
Dwarf Siege Engines	4	D	2	
Dwarf Rune Master	5	D	1	Other Dwarves get +1
Dwarf Giant Slayer	6	D	1	+2 vs Giants
Dwarf Lord	7	D	1	+1 vs Giants
Spearmen	1	M	2	
Swordsmen	2	M	2	
Longbowmen	3	M	2	
Halberdiers	4	M	2	
Knights	5	M	1	+1 vs Dragons
Wizard	6	M	1	Other Men get +1
Hero	7	M	1	+2 vs Dragons
Monks	1	H	2	
Zealots	2	H	2	
Crusaders	3	H	2	
Clerics	4	H	2	
High Priest	5	H	1	Other Holy Men get +1
Paladin	6	H	1	+1 vs Undead
Saint	7	H	1	+2 vs Undead

FAQ's 1) Does the player's army have any force value? —Yes of course. An army of a Monk(Force = 1), a Hero(Force = 7) and Elf Warriors(Force = 3) would have a total force = 11 (13 vs a Horde with 1 or more Dragons) 2) Can you use all of the allies in your hand in a given battle? —You have to use all of them. 3) The first phase allows you to draw 3 allies, the next phase allows you to draw 1 and then another 1. If you can always draw 5 allies what is the purpose of having 2 phases? —You can draw as many as you like. The 2 phases was supposedly to avoid confusion (Oh well) 4) You lose if you don't defeat all the Hordes. That implies that you only go through the ally deck once. Correct?

—Absolutely correct.

5) There is a point bonus for conserving allies. Is there any standard to evaluate the quality of victory? That is, if you get only the bare 10 points it's a marginal victory, if you have 15 points it's a great victory, if you have 20 points it's a spectacular victory, etc. By the same token, is there any standard to evaluate the quality of defeat? That is, if you have only 1 region left unconquered it's a temporary defeat, if you have 3 left unconquered it's a campaign defeat, if you have 5 left unconquered it's a catastrophic defeat, etc. —Sounds good to me.





Solo Crusade

by zak965

Ver 1.1 Solo Crusade is a simple set of rules to play a solo adventure with your favourite RPG. The underlying idea is very simple: one or more pools of "tiles" are used to represent the map, the encounters, the events and in general every possible obstacle/help during your quest. Using a pool of tiles rather than simply roll some dices to create the adventure has a some major of advantages

- visual representation of your travel: the tiles played on the table are much more "satisfactory" than a never-ending sequence of dice rolls.
- Better control of the random factor: you can have tiles that can be drawn only once, tiles that are replaced when played

Game Material

- Your favourite RPG rules
- (www.opengamingfoundations.com)
- Paper and pencil
- A good number of tiles

To create the tiles I personally use 3x3 cardboard counters where I paint a simple icon: with this technique I can add tiles very quickly and at zero cost. Alternatively you can use create some images with your computer or re-use old CCG cards.

Character Creation And Advancement

You can choose any character you like: only a small list of skills will be used (Climb, Search, Wilderness Lore, Jump, Gather Information) so you should reduce the skill points available. For the advancement you can use the CR of the monsters and traps: another mechanism is to set a fixed XP value for each adventure.

Pool Composition

Normally the adventure include one basic pool (Travel Pool) that represent the terrain you're moving trough: this pool include

- basic terrain (ex: Plains)
- encounters
- help (ex. healer)
- interesting places (village, market)
- obstacles
- the destination of the travel
- an intermediate location

Each adventure will describe the exact nature of the tile: as an example one Obstacle could be represented by a "Wrong Path" tile where you must test your scout skills to progress in the adventure or suffer the

negative effects. Basic terrain tiles roughly represent 1 day of travel without specific encounters: these tiles make possible to heal (at the usual rate) and eventually camp (spending more than one day on a place without travelling - needed to heal quickly). Some basic terrains can include a side effect: as an example on a

Encounters can be fixed (a tile represent a specific foe) or random: in this case you can have a specific pool that include the different enemies or use a dice to generate a random enemy. Obstacles normally will need a skill check (climb, search, dex) to avoid them: if the skill check is not successful you will suffer a negative outcome, normally a loss of hit points (wound, disease, poison) or a forced reshuffle of the tiles already played. Intermediate locations are used to create a longer path to the final destination: in this case at the first reshuffle the Travel Pool will include the intermediate location and not the final destination. When you reach the intermediate location you remove this tile, put the final destination tile on the Travel Pool, reshuffle the pool and continue your travel. A typical intermediate location is the "Stair" tile on a dungeon: every time you reach a Stair tile you can go down one level in the dungeon (where enemies will be stronger and treasures richer); depending on the depth of your dungeon you will have to draw a number of Stairs tiles (going trough the pool obviously) before meeting the Dungeon Boss.

Leaving An Adventure

You leave the adventure normally to fully recover your health without the need for camping or if you want to equip yourself. Since you're supposed to follow the same path backward (and now you know the obstacles on the way home) you don't need to draw any tile: some adventures will allow to leave the quest automatically while sometimes you will need to check for any encounter on the way home.

Healing

You can normally heal at the standard rate only on the basic terrain tiles: you can alternatively camp on the same tiles to speed up the healing with less risk. Each adventure define the probability of an encounter while camped.

Adventure Format

I will use the d20 rules as a base for the Encounters, Traps and Treasure. Skill checks: a skill check is written in the following format

Skill Name (DC)

Where DC is the standard Difficulty Class of the d20 rules. As usual, to pass a skill check roll 1d20 and add the skill value: this value must be greater or equal to the DC. Reshuffles: a formula R(x) means that you must take at least x played tiles, put them on the relative pool and reshuffle. R(*) means that all the tiles must be reshuffled. Unless specified otherwise

the selected tiles must include, if possible, at least one encounter or obstacle tile; unless specified otherwise you cannot choose a "positive" tile.

Adventure #1

The wilderness (lev.1) Pool #1 (Travel)

#	Icon	Description
7	Plain	-
2	Obstacle	Climb(10) or R(3)
2	Encounter	roll on the encounter table
1	Wrong Path	Wilderness Lore (10) or R(*)
1	Bandit Camp	Final destination: 1 Bandit Leader + 1d3 bandits
1	Trail Lost	Wilderness Lore (8) or R(*)
1	Recent tracks	Intermediate location
-		replace with Bandit camp and R(*)

At the adventure start remove the Bandit Camp tile: when the Recent tracks tile is drawn replace it with Bandit Camp and reshuffle. Healing and camp are only possible in the Plain tiles.

Camp

Roll 1d6: on a result of 6 you face 1d2 bandits. Add +1 to the roll for every consecutive day spent without travelling. Leaving the Wilderness You can leave the adventure in any moment - roll 1d6 following the camp rules and, after defeating any enemy, you can leave the Wilderness. Encounter Table (1d10)

D10	Result
1	Bandit
4	Darkmantle
5-6	Viper

D10	Result
7-8	Wolf
9	1d3 bandits
10	Boar*

* Boar charge: if the initiative roll of the Boar is twice or more your roll then the Boar gain a +3 on the first attack and double any damage. Treasure Only bandits have a treasure: roll on the Level 1 treasure table for Coins and divide by 10 the result. Once on

the Bandit camp you can roll for a full Level 1 treasure plus a roll the full gold (this represent the Leader gold).

Adventure #2

The Hobgoblin forest (lev 1) Pool #1 (The forest)

#	Icon	Description
10	Forest	-
2	Encounter	Roll on the encounter table
1	Trap(Pit)	Search(10) or 1D6 hits
1	Closed Area	Wilderness Lore(8) or R(*)
1	Trail Lost	Search(15) or R(3)
1	The Lair	Final destination: you can now use pool #2

Pool #2 (the Lair)

D6	Result
1-4	hobgoblin
5	2 Hobgoblin
6	3 Hobgoblin

#	Icon	Description
7	Empty	(corridor or empty room)
2	Trap(Pit)	Search(10) or 1D6 hits
1	Dead End	R(*)
1	Main Room	Final destination. Roll 1d6:

Main Root:

If the first tile drawn is the Main Room take another tile, put the Main Room back on the pool and reshuffle. Encounter Table (1d8)

D8	Result
1-4:	Hobgoblin
5:	Darkmantle
6-7:	Goblin
8:	Dire Wolf

Treasure

No treasure for the enemies in the forest: roll once for a standard treasure once in the Main Room of the

Lair. Camp (only on the Forest tiles) Roll 1d6: on a result of 6 you face 1 hobgoblin. Add +1 to the roll for every consecutive day spent without traveling. Leaving the Forest You can leave the adventure in any moment - roll 1d6 following the camp rules and, after defeating any enemy, you can leave the Forest.

Adventure #3

The Hobgoblin forest (lev 2): the hunt for the tribe Pool #1 (The forest)

#	Icon	Description
10	Forest	
3	Encounter	Roll on the encounter table
1	Trap(Pit)	CR 1; no attack roll necessary (1d6);
-		Reflex save (DC 20) avoids; Search (DC 15)
1	Closed Area	Wilderness Lore(8) or R(*)
1	Trail Lost	Search(15) or R(3)
1	The Lair	Final destination: you can now use pool #2

Pool #2 (The Lair)

#	Icon	Description
10	Empty	(corridor or empty room)
2	Trap(Pit)	CR 1; no attack roll necessary (1d6);
-		Reflex save (DC 20) avoids; Search (DC 15)
1	Dead End	R(*)
2	Encounter	Roll 1d6:
-		1-4 = 1d2 Hbgoblins,
-		5-6 1d3+1 Hobgoblins
1	Secret Passage	Search(DC 10): if successful take the next 2 tiles and
-		skip one of the tiles and use the other OR
-		use both tiles in the desired order
1	Stair	Replace with Main Room and R(*)
1	Main Room	

Final destination. 1 Hobgoblin leader, 1 Ogre, 1d3 Hobgoblins When entering the Lair remove the Main Room tile: when the Stair tile is drawn replace it with

Main Room and reshuffle. If the first tile drawn is the Stair take another tile, put the Stair back on the pool and reshuffle. Encounter Table (1d8)

D8	Result
1-3:	Hobgoblin
4:	2 Hobgoblins
5:	Darkmantle

D8	Result
6-7:	1d3 Goblins
8:	Dire Wolf

Treasure

No treasure for the enemies in the forest and in the Dungeon: once on the Main Room roll once for a Level 2 treasure and once for a Level 1. Camp (only on the Forest tiles) Roll 1d6: on a result of 5-6 you face 1d3 hobgoblin3. Add +1 to the roll for every consecutive day spent without traveling. Leaving the Forest You can leave the adventure in any moment - roll 1d6 following the camp rules and, after defeating any enemy,

you can leave the Forest. Roll twice if you are in the Lair.

Adventure #4

The Black Pit (lev 2-3) The Black Pit is an old dungeon where a wizard was used to experiment the creation of unholy creatures. A lot of treasures are kept well secured by the inhabitants of these dark places. Pool #1 (level 1)

#	Icon	Description
6	Corridor	-
2(3)	Encounter	Roll on the Encounter table. Use 2 tiles in the 1st level and 3 tiles on the 2nd level.
1	Library	Roll 1d100: 20% of finding one random Minor Scroll
1	Laboratory	Roll 1d100: 20% of finding a random Minor Potion
3	Room	Draw a tile from the Rooms pool
1	Trap	Roll 1d6:
-		1-4 (arrows) CR 1; +10 ranged (1d6/x3 crit); Search (DC 20)
-		5-6 (pit trap) CR 1: Search (DC 15);
-		if you fail the roll you fall on a pit with 2+1d3 Rats.
-		To leave the pit: Climb (DC 10) - on a roll of 1-2 you
-		suffer 1d4 hits for the fall.
1	Trap	Roll 1d6:
-		1-3 (poison arrow) CR 1; Search (DC 20) - no roll for damage:
-		automatic 1d4 hits and poison (Injury DC 11,
-		intial and secondary damage: 1d2 Dex)
-		4-6 (scything blade) CR 1; +8 melee (1d8/x3 crit);
-		Search (DC 21)
1	Stair	Replace with Main Room and R(*)
1	Main Room	Final destination: roll on the Encounter Table
1	Dead End	R(*)
1	Secret Passage	Search(10): if successful take the next 2 tiles and
-		skip one of the tiles and use the other OR
-		use both tiles in the desired order

Pool #2 (Rooms)

#	Icon	Description
3	Empty Room	-
1	Item	Roll 1d100: 20% of finding one random Mundane item
1	Gem	Roll 1d100: 20% of finding one random gem
1	Trap	(arrow) CR 1; +10 ranged (1d6/x3 crit); Search (DC 15)
1	Potion	Roll 1d100: 20% of finding one random Minor Potion
1	Gold	Roll on the level 1 gold column
1	Weapon	Roll 1d100: 20% of finding one random Minor Weapon

Note: on Level 2 the percentage to find any treasure is 30% When entering the dungeon remove the Main Room tile: when the Stair tile is drawn replace it with Main Room, add the third encounter tile and reshuffle

If the first tile drawn is the Stair take another tile, put the Stair back on the pool and reshuffle. Encounter Table (1d8)

roll	Level 1	roll	Level 2
1	Ogre	1	Ogre
2	Monstrous Spider (medium)	2	Monstrous Spider (Huge)
3	Monstrous Scorpion	3	Monstrous Scorpion
4-5	Worg	4-5	1d3 Worg
6-7	1d4 Gnoll	6-7	1d3 Monstrous Centipede
8	HellHound	8	1d3 HellHound

Treasure

No treasure for wandering monsters the Dungeon: once on the Main Room roll once for a Level 3 treasure and once for a Level 2.

Camp

You cannot camp inside the dungeon. Leaving the Black Pit You can leave the adventure in any moment - roll 1d6: on a result of 6 roll on the Encounter Table; add +1 to the roll if you're on Level 2.





Solo Rules For Mythos

Objective

Rules for common deck Solo play.

To Win

Complete any one Adventure card you have drawn. You immediately lose the game if your investigator is ever reduced to zero or less sanity.

Setup

Take all of your Mythos cards and shuffle them together in a common deck, including adventure cards. Add and remove cards to suit your tastes. Pick an investigator. You start with no cards in your hand.

Draw and discard cards until you get a location card. Put that location into play.

Turn Sequence

When you have nothing else you can do draw a card. Some cards have to be played immediately, others can be put in your hand. Maximum hand size is 13 cards. Discard excess cards.

If you draw a location card of the same region as your current location immediately put it into play and discard the previous location. If you draw a location card from a different region, you may go there if you discard an appropriate travel card from your hand, otherwise put the location card in your hand. You can always go to Dream locations from anywhere.

From a Dream location you can to any other location. If you draw an ally, tome, or artifact card you may put it into play if you are at a matching location, otherwise put it in your hand. If you draw a corrupt cultist you are immediately attacked by it.

If you draw a monster while at a gate site you are immediately attacked by it, otherwise discard it. Ignore joining. The strength of an attacker causes a loss

of that many sanity points, or points worth of allies. Allies receiving any damage are discarded. If you draw a spell card you may attach it to an appropriate card, otherwise put it in your hand.

Spell cards are discarded as soon as they are cast. If you draw a phobia card it effects you. If you draw an adventure card set aside in a separate pile. If you complete this or any adventure card you draw, you win the game.

A "round" now means the next three draws. A "turn" now means until the end of all responses to the next draw. If you draw a great old one it immediately goes into play and replaces the previous great old one.

Reinterpretation Of Cards

Many cards that target your opponent, will have no affect in solo play. For example: "Curse of the Rat thing" does nothing. The "Tiara of Opulent Fantasy", "Ambush", and "Mist of R'lyeh" do nothing.

Cards that increase the value of your threat now instead decrease the strength of attackers. For example: "Unaussprechlichen Kulten" decreases the the strength of living dead by 1. Other cards now target the last card drawn instead of your opponent. For example: "Yithian Mental Contact" can be used to negate a card just drawn and "Instability in the Mythos" can negate an attacker just drawn.

Spells that target opponent's allies now target attacking corrupt allies. Some event cards now target you instead of your opponent. For example: "Townfolk Riot" targets your investigator. Event cards now target your allies instead of your opponents allies. For example: "Influenza" and "Hound of Tindalls" target your allies.

In addition to these examples, many more cards have to be reinterpreted, a task left to the eager investigator.





Somalia 93

Introduction

Card game for 2 players. Theme: The US Mogadishu Operation in Somalia on October 3, 1993. One player is the Americans. The other player is the Somalis.

Decks

One player uses the American Deck. The other player uses the Somali Deck. Each deck has 45 cards. Each deck has 3 suites and 15 cards in each suite. The 3 suites in the American deck are:
S Soldiers
W Weapons and Vehicles
T Tactics
The 3 suites in the Somali deck are:
C Combatants
F American Friction (& Blunders)
T Tactics & Weapons
Each card has a Force Value from 1 to 5.

Turn Sequence

Each turn has 5 phases: Logistics Phase Deployment Phase Contact Phase Combat Phase Casualty Phase

Logistics Phase

Each player draws 7 cards from his own Deck. If the deck runs out, shuffle the Reserve pile and draw from it.

Deployment Phase

Each player may discard up to 5 cards to their Reserve pile and draw replacement cards. If the deck runs out, shuffle the Reserve pile and draw from it.

Contact Phase

Both players reveal their hands. They place their cards face up on the table.

American Card List

Card Name	Type	Force
Medics	S	3
Sergeant	S	2
Sniper	S	4

Combat Phase

Each player determines their Combat Force Total (CFT) for their hand: The American Player adds up the Force Values of all Soldier cards and adds 1. This is the Soldier Total (ST). The American Player adds up the Force Values of all Weapon cards and adds 1. This is the Weapon Total (WT). The American Player adds up the Force Values of all Tactics cards and adds 1. This is the Tactics Total (TT).
 $American\ CFT = ST \times WT \times TT$
The Somali Player adds up the Force Values of all Combatant cards and adds 1. This is the Combatant Total (CT). The Somali Player adds up the Force Values of all Friction cards and adds 1. This is the Blunder Total (FT). The Somali Player adds up the Force Values of all Tactics cards and adds 1. This is the Tactics Total (TT).
 $Somali\ CFT = CT \times FT \times TT$

Casualty Phase

If the Somalis have a higher total, the Americans suffer 8 casualties. If the Americans have a higher total, they suffer 2 casualties. Flip a coin if there is a tie.

Object

If the Americans win 3 hands in a row, they are able to extract their comrades and escape. The game ends when this happens. Count the total number of American casualties. Compare this to the actual number of casualties (91). The American player "wins" if his total is less. The Somalis "win" if the total is more.

Turn By Turn

The American player draws 8 cards in the first 2 turns because of surprise. The Somali player draws 8 cards on turns 5-14 because of superior numbers. On turns 15+ the American player draws 9 cards because of the arrival of the Armored Column.

Card Name	Type	Force
US Rangers	S	4
Squad Leader	S	2
Delta Force	S	5
Special Forces	S	4
Navy SEAL	S	3
Assault Force	S	3
Veteran Commandos	S	5
D-Boys	S	5
Ground Commander	S	1
Night Stalkers	S	1
Drivers	S	1
Light Infantry	S	2
Radio Communications	T	1
Ariel Reconnaissance	T	1
Suppression Fire	T	4
Small Unit Tactics	T	5
Heroics	T	3
Mow Down Crowds	T	4
Defensive Perimeter	T	3
Shoot Everything	T	5

Card Name	Type	Force
Covering Positions	T	4
Return Fire	T	2
Hand Signals	T	1
Camaraderie	T	5
M-60 Pig Gunner	W	5
Minigun	W	4
Grenade Launcher	W	2
SAW Gunner	W	2
Body Armor & Helmets	W	1
Flash Bang Grenades	W	1
50 Cal Machine Gun	W	3
M 16 Rifles	W	5
Thrown Grenades	W	1
Helicopter Gunships	W	5
Five-Tons	W	2
Humvees	W	3
Ground Convoy	W	3
Blackhawks	W	4
Little Bird Helicopters	W	4

Somali Card List

Card Name	Type	Force
Skinny Bandits	C	3
Veteran Street Fighters	C	5
Warlords Bodyguard	C	5
Armed Civilians	C	1
Angry Mob	C	1
Pick Up Trucks	C	1
Clan Militias	C	4
Tripod Mounted HMG	C	2
Irregulars	C	2
Adid Supporters	C	2
Somali Gunmen	C	4
Hired Guns	C	3
Revengers	C	3
Militia Leader	C	4
Hordes of Gunmen	C	5
Ambush	T	4
City Warfare	T	5
Roadblocks & Barricades	T	2
Pot Shots	T	1
Blackhawk Down	T	5
RPG Fire	T	5
Automatic Weapons	T	4
Burning Tires	T	2

Card Name	Type	Force
Shooting from Rooftops	T	1
AK-47's	T	3
Civilian Shields	T	1
Crossfire	T	3
Punish the Invaders	T	2
Heavy Small Arms Fire	T	4
Overrun Position	T	3
Chaos & Panic	A	3
Trapped in Shooting Gallery	A	1
Stranded in Killing Zone	A	1
Exhaustion & Wounds	A	4
Communication Breakdown	A	3
Leadership Crisis	A	2
Unit Integrity Collapse	A	3
Missing Equipment	A	1
Mishaps & Accidents	A	2
Leave No Man Behind	A	5
Navigation Errors	A	5
Lost Convoy	A	5
Pinned Down	A	4
American Casualties	A	4
Shock & Horror	A	3





Sopwith

Introduction

Dice game for 2 players. WWI theme. Ariel Dogfight. One player is a British Sopwith Camel.

The other is a German Fokker Triplane.

Dice List

DX	Stat:	Sopwith	Fokker
20	Visibility	+2	-
12	Speed	+1	-
10	Maneuverability	-	+1

Visibility

20 Sided Die. The Sopwith pilot had better visibility.

Speed

12 sided Die. The Sopwith had less drag, and was faster than the Triplane. The Sopwith pilot, having more visibility and speed than his Opponent, could often choose if and when a fight would happen.

Maneuverability

10 Sided Die. The Triplane had greater wing surface and hence more Lift than the Sopwith. The Triplane was less stable and so, more maneuverable than the Sopwith.

The Triplane, with greater Lift and maneuverability, often had an advantage in a Dogfight.

Hit Table

1D8	Result:	Notes:
1	Pilot Killed	Plane crashes
2	Bail Out	Pilot Parachutes out or makes crash landing
3	Engine Hit	Speed -2
4	Steering Hit	Maneuverability -1
5	Pilot Wounded	All Stat Rolls -1
6	Smoke	Visibility -2
7	Structural Damage	Defense -1
8	Fire	All Stat Rolls -1

Stalling

On a natural Roll of 1 on the Maneuver roll the plane stalls. Roll 1D6: On 4-6 the Sopwith regains

Victory

Shoot your opponent out of the skies.

Dice

Each player has a set of 5 dice of a unique color.

DX	Stat:	Sopwith	Fokker
8	Firepower	-	-
6	Defense	-	+1

Firepower

8 Sided Die. Both fighters had similar armaments

Defense

6 Sided Die. The Triplane was sturdier and could take more damage.

Turn Sequence

Both Players roll their 5 dice. (Get +1 to all rolls if you were the Attacker last turn) The player with the higher visibility score is the Attacker. The other player is the Defender.

If the Defender has a higher Speed, he may choose to escape, and end the turn. If the Defender has a higher Maneuverability, he becomes the Attacker, and his Opponent is now the Defender. If the Attacker has a higher Firepower score than the Defender's Defense score, the Defender is hit, and must roll on the Hit Table:

control and does not crash. On 5-6 the Triplane regains control and does not crash.

Ace Pilot Skill Table

1D6	Result:	Notes:
1	Speed Demon	Speed Roll +1
2	Natural Spotter	Visibility Roll +1
3	Barnstormer	Maneuverability Roll +1
4	Marksman	Firepower Roll +1
5	Survivor	Defense Roll +1
6	Dogfighter	Player may reroll one of his rolls each turn





Sorcerers

Introduction

Card game for 2 Players. Based on the movie "Sorcerers Apprentice". One player is the good Merlinians. The other is the evil Morganians.

Disclaimer

Sorcerers Apprentice is a licensed, copyrighted property. This is merely a fan site.

Victory

The Merlinian player has 2 ways to win:

- 1. Destroy Morgana: Defeat her by 7 or more power in a Combat.
- 2. Prime Merlinian Succession: Keep Dave Stutler in play for 7 consecutive turns. The Morganian player has 1 way to win:
 - 1. Cast the Rising Spell: Keep Morgana in play for 5 consecutive turns. Both players may win by the following method:
 - 1. Army of Sorcerers: Have 6 more Sorcerers in play than your opponent in End Phase. Note: when counting Consecutive turns, the count is made in Event phase.

Time Markers

Use these to keep track of turns in play for Dave and Morgana.

The Deck

Players share a common deck. There are 7 card types:

- Merlinian Sorcerers
- Morganian Sorcerers
- Spells
- Amplifiers
- Objects
- Events
- Defense

Setup

Shuffle the deck. Both players draw 5 cards. The Merlinian player starts with Balthazar in play and the Grimhold which is equipped to Balthazar.

The Morganian player starts with Horvath in play.

The Grimhold

The Grimhold is a special object. It starts in play and can never be discarded, however it can be stolen.

The FIRST time any of the following Sorcerers are played, the player playing them must control the Grimhold, that is, it must be equipped on to one of his Sorcerers: Morgan Le Fay, Sun Lok, Abigail Williams, Veronica Gorloisen

Dice

These are helpful for randomly selecting Sorcerers in Encounter phase.

Cards In Play

Only Sorcerer and Object cards are considered to be "In Play". These cards are not immediately discarded at the end of the phase in which they are played. They remain face-up on the table in front of the player that controls them until some combat or spell effect causes them to be discarded. Objects must be equipped (or attached) to a Sorcerer. They are placed touching or overlapping the sorcerer card.

A sorcerer may have up to 3 Objects attached. If a Sorcerer is discarded in a Duel, the Sorcerer who dispatched him gets his Objects. If that Sorcerer has too many, discard the excess. The Grimhold must be kept. It cannot be discarded and must be kept in play, even if there are no sorcerers remaining, in which case it will automatically equip to the next sorcerer to come into play on any side.

Turns

Turns can represent any period of time from a few seconds to years.

Turn Sequence

Each turn has 6 Phases:

1. Lore Phase
2. Recruit Phase
3. Event Phase
4. Encounter Phase
5. Duel Phase
6. End Phase

Lore Phase

Both players draw 2 cards from the deck. If the deck is empty, shuffle the discard and draw from it.

Recruit Phase

You may put one Sorcerer into play from your hand and any number of objects. Your sorcerers may give their objects to each other (Max 3 Objects per Sorcerer). Excess objects are discarded.

The Merlinian player may only recruit Merlinian Sorcerers. The Morganian player may only recruit Morganian Sorcerers.

Event Phase

Starting with the Merlinian player, players may take turns discarding cards with Event Abilities to activate and immediately resolve those abilities.

Encounter Phase

Each player randomly picks one of their Sorcerers. Use Dice to facilitate this if necessary.

Duel Phase

Also called Combat Phase. The two Sorcerers who have encountered each other will now fight.

FIRST Each player will make an Attack Combo: Attack Combos are revealed Simultaneously. For their Attack Combo each player may play:

- One Spell
- One Event
- Up to 3 Amplifiers

All cards have a Power Rating. Some cards will cause certain opposing cards to be discarded or be reduced in Power.

SECOND Derive a Power Total for each Sorcerer: Add the Sorcerers power (Innate power as listed on his card) plus his equipped objects plus his Spell plus any played Event and/or Amplifiers.

THIRD Each player may play up to one Defense Negation Card. These will cause certain opposing cards to be discarded, thus changing the Power Totals.

FOURTH Determine Combat Winner The Sorcerer with the Higher Power Total is the Combat Winner. The losing Sorcerer is discarded. (Not necessarily dead, but stunned, trapped, unconscious, hurt, etc.)

FIFTH Use of Protection Spells The Combat Loser may play a Protection spell. This Prevents the losing Sorcerer from being discarded and his objects from being stolen.

SIXTH Combat Result The winner takes the losing Sorcerers objects AND looks at his opponents hand AND then steals one target card from his opponents hand. Note: Even if loser played a protection spell, you still get to look at his hand and take a card. If the Power Total is tied, nobody wins or loses, nobody is discarded.

Important: If a sorcerer did not have a spell card in the combat, he cannot play any Amplifier cards, but Objects and Events still count, as will as the Sorcerers innate power. If a spell card is negated, any amplifiers played still count.

End Phase

Max hand size is 5 cards. Discard excess cards. Check for Victory Conditions. Record Time Markers.

Card Special Abilities

- First to Fight: Instead of picking a random Sorcerer in Encounter phase, you may play this Sorcerer instead.
- Prime Mover: If this character is defeated, he is not discarded, but is immediately shuffled back into the Deck.
- Nemesis: This Sorcerer will always win a Duel against his named nemesis.
- Charisma: All you other Sorcerers in play get +1 Power.
- Repurpose: This Sorcerer when in a duel may use a Spell card as an Amplifier.
- Greater Amplification: All Amplifiers played by all your Sorcerers get +1 Power.
- Amplification: All Amplifiers played by this Sorcerer gets +1 Power.
- Confidence: This Sorcerer when in a Duel will get +X Power where X is equal to the number of other Sorcerers you have in play.
- Experience: When Chosen in an Encounter (and not replaced) immediately draw 2 cards.
- Charlatan: If this Sorcerer is defeated in a Duel, your opponent must immediately discard his entire hand (Before taking a card from you).
- Researcher: If in play draw an extra Card in Lore Phase.
- Repository: If in play your maximum hand size is +2 Cards.
- Betrayer: When in a Duel, may discard one Morganian (but not Morgan) in play for +5 power. Do this during the Simultaneous Reveal.
- Illusionist: This Sorcerer when in a duel may use an Amplifier card as a Spell.
- Conjurer: This Sorcerer when in a duel gets +5 Power is he uses a Creature Spell
- Innocent: When Chosen in an Encounter (and not replaced) opponent must immediately discard 1 Random card.
- Deal with the Devil: Once every Lore phase, you may discard X cards to draw X replacement cards.
- Hard to Kill: If defeated by less than an excess of 5 power, do not discard him (He still loses his objects).
- Inquisition: If he wins a Duel he will steal an extra card from opponents hand.
- Protect: If defeated, this Sorcerer is not discarded, nor are his objects lost, however the winner still gets to look at his hand and take a card.
- Negate: Target opposing revealed card during Duel does not count and is discarded. Event Ability (EA): Discard this card in Event Phase to get its special effect.
- Scry: Look at Opponents Hand.
- Divination: Look at next 7 cards in Deck.
- Track: Discard to search deck for 1 card of the

indicated type and put it in your hand. Shuffle deck afterwards.

- Find: Discard to search discard for 1 card of the indicated type and put it in your hand.
- Sacrifice: At the moment of Simultaneous Reveal say "Sacrifice". Both Sorcerers are discarded.
- Drain: When played, steal 1 Random card from opponents Hand
- Up in smoke: Discard target non-Grimhold object.
- Imbue: Sorcerer gets the stated ability

Common Deck Card Notation

- G** Merlinian Sorcerers
B Morganian Sorcerers
S Spells
A Amplifiers
O Objects
E Events
D Defense
P Power
EA Event Ability
PE Play in Encounter Phase

Common Deck Card List

Name:	Type	Power	Notes:
Grimhold	O	+1	Special
Balthazar Blake	G	10	First to Fight; Prime Mover
Dave Stutler the Apprentice	G	5	Nemesis Morgan; Prime Mover
Veronica Gorloisen	G	9	Charisma
Oberon Zell-Ravenheart	G	2	Repurpose
Alexander Sanders	G	3	Greater Amplification
Gerald Gardner	G	4	Confidence
Eliphas Levi	G	8	Experience
Count Saint Germaine	G	1	Charlatan
Robert Fludd	G	6	Researcher
Doctor John Dee	G	7	Repository
Maxim Horvath	B	8	Betrayer; Prime Mover
Drake Stone	B	1	Illusionist
Sun Lok	B	4	Conjurer
Abigail Williams	B	5	Innocent
Morgan Le Fay	B	12	Charisma; Prime Mover
Aleister Crowley	B	2	Repository
Doctor Faust	B	9	Deal with the Devil
Rasputin	B	6	Hard to Kill
Frater Marabas	B	3	Researcher
Torquemada	B	7	Inquisition
Leather Shoes	A	+1	Energy Spell gets +2P
Merlin Circle	A	+5	-
Shock Bolt	S	5	Negate target Amplifier
White Magic	S	6	Can only be used by Merlinians
Black Magic	S	6	Can only be used by Morganians
Vision	E	+2	EA: Scry
Ceremony	A	+4	-
Ritual	A	+4	-
Star Chamber	A	+5	Location
Training	E	+3	EA: Draw 3 Cards
Alchemical Preparations	A	+4	EA: Draw 2 Cards
Astrology	E	+2	EA: Divination
Charm	S	7	EA: Track any type of card
Hex	S	7	EA: Opponent discards 2 cards
Crystal	O	+1	May be used as a +3P Amplifier
Sacred Dagger	O	+2	Gets +3P if you don't use a Spell
Heroics	E	+5	Sacrifice
Incantation	A	+3	-

Name:	Type	Power	Notes:
Incense	A	+3	-
Banish	D	+1	Negate: Creature Spell
Power of Prophecy	S	7	EA: Track any type of card
Book of Abramelin	O	+1	Imbue: Amplification
Key of Solomon	O	+2	Imbue: Repository
See the Past	S	6	EA: Find any type of card
Deflect	D	+3	Negate: Telekinesis Spell
Ethereal Form	D	-	Protect
Energy Bolts	S	8	Energy
Tessla Coils	A	+5	Your Energy Spell gets +2P
Lightning Bolts	S	9	Energy
Call Item	S	5	EA: Steal Object
Ensnare	S	5	Trap
Hungarian Mirror Trick	S	6	Trap
Disguise	S	6	EA: Skip rest of turn
Transformation	S	6	Creature
Animate Sword	S	7	Telekinesis
Insect Swarm	S	8	Creature
Fying Daggers	S	7	Telekinesis
Dragon	S	9	Creature
Needle Cloud	S	5	Telekinesis
Chinese Urn	S	9	Trap Sacrifice
Energy Drain	S	8	Drain
I Need Soldiers	S	5	EA: Track Sorcerer
Capture Soul	S	7	Trap Sacrifice
Imprison	S	7	Trap
Spirit Escape	D	+2	Negate a Trap Spell
Incinerate	S	6	EA: Up in Smoke
Fire Ball	S	6	Energy
Levitation	S	5	Telekinesis. Negate Amplifier Card
Plasma Bolts	S	7	Energy
Electric Bolts	S	5	Energy
Magic Missile	S	6	Energy
Mind Push	S	5	Telekinesis
Confetti Storm	D	-	Protect
Satellite Dishes	A	+5	Your other Amplifiers get +2P
Wizards Hat	A	+1	Your Creature Spell gets +2P
Ricochet	E	+2	Your Energy Spell gets +1P
Hostage	E	+6	EA: Steal Object
Threaten	E	+2	-
Car Chase	E	+3	-
Martyr	E	+2	PE Imbue: First to Fight
You Should Run	D	-	Protect
Back for More	E	+2	EA: Find Sorcerer
Distraction	E	+1	Negate Spell
Vacuum Globe	D	+1	Negate Energy Spell
Telekinetic Blow	S	7	Telekinesis
Resuscitate	S	5	EA: Find Sorcerer
Force Pummel	S	6	Telekinesis
Smoke	D	-	Protect
Kinetic Slam	S	8	Telekinesis
Hide in the Earth	D	-	Protect
Pin to Ceiling	S	5	Telekinesis

Name:	Type	Power	Notes:
Escape	D	-	Protect
Cane	O	+1	-
Magic Repair	S	5	EA: Find Object
Illusion	S	6	EA: Opponent discards 2 cards
Clear your Mind	A	+4	Discard X Cards for +XP
Freeze	S	-	Duel is automatically a tie
Will Power	A	+5	Your Telekinetic Spell gets +2P
Vibrate Molecules	S	5	May use this card as an Amplifier
Force Field	D	+1	Negate Energy Spell
Encantus	O	+1	Imbue: Research
Chains	S	7	Trap
Cool Car	D	-	Protect
Fire Shield	D	+1	Negate Energy Spell
Wolves	S	6	Creature
Persian Rug Trick	S	8	Trap
Pendant	O	+1	Your Trap spells get +2P
Heavy Coat	A	+1	Opposing Telekinesis Spell -2P
Dragon Ring	O	+2	-
Bronze Bull	S	8	Creature
Concrete Eagle	S	9	Creature





Sorcery Chess

Welcome Knave!

The premise of sorcery chess is that the king is also a powerful wizard. The rules are that of normal chess plus the following differences.

Spell Acquisition & Spell Books At the end of a players turn, that player makes one roll on the Spell Table. The player records the spell on a record sheet called the spell book. Both players may look at each others spell book.

5's the Limit A player can have no more than 5 spells in their spell book. If by the end of the turn the player has acquired more than 5 then that player must cross off (forget) spells of his choice until only 5 are left.

Move or Magic On your turn you may move a chess

piece normally or cast a spell. Most spell merely modify the way a piece can move.

Optional Rule: Magic Chivalry Players cannot check or checkmate on a turn they cast a spell.

Skipping If a piece is given the power to skip it can jump over pieces like a king in checkers. Pieces that are jumped are not captured.

Events These are not spells. They occur immediately.

Artifacts These behave like permanent spells. A player may only have 1 of each type of artifact.

Optional Card Version Make 1 card for each spell on the list. Instead of rolling on the list draw 1 card. Hands are played face up.

Maximum hand = 5 spell cards.

Spell Table

D100	Spell
01-02	Lordly Standing: Knight moves like a King
03-04	Masonic Secret: Rook moves like a King
05-06	Divine Authority: Bishop moves like a King
07-08	Squires Errand: Pawn moves like a King
09-10	Feebleness: Opponent forgets 2 spells of his choice
11-12	Arcane Study: Roll again Twice on Spell Table
13-14	Counterspell: Negate an opponents spell as it is cast
15-16	Teleport: Move one of your pieces anywhere except capture or check
17-18	Pawn Skip: Pawn can skip
19-20	Queen Skip: Queen can skip
21-22	Rook Skip: Rook can skip
23-24	Knight Skip: Knight can skip
25-26	Bishop Skip: Bishop can skip
27-28	King Skip: King can Skip
29-30	Probability shift: Reroll a diceroll
31-32	Knight Templar: Move knight like bishop
33-34	Holy Ground: Move rook like bishop
35-36	Divine Moment: Move king like bishop
37-38	Monks Deliverance: Move Pawn like Bishop
39-40	Pilgrimage: Move bishop like rook
41-42	Charge: Move knight like rook
43-44	Trade Fair: Move pawn like Rook
45-46	Kings Highway: Move King like Rook
47-48	Queen's Revenge: Move Queen like Knight
49-50	King's Battle: Move King like Knight
51-52	Juggernaut: Move Rook like Knight
53-54	Paladin: Move bishop like Knight
55-56	Strength of the Common Man: Move pawn like Knight

D100	Spell
57-58	Knight Moves: Move Knight like King. No Capturing.
59-60	Bulwark: Move Rook like King. No Capturing.
61-62	Intercession: Move Bishop like King. No Capturing.
63-64	King of Thieves: Move pawn like King. No Capturing.
65-66	Procession: Move Queen twice. No capturing
67-68	Joust: Move Knight twice. No capturing
69-70	Pilgrimage: Move bishop twice. No capturing
71-72	Siege Tower: Move Rook twice. No capturing
73-74	Forced March: Move Pawn twice. No capturing
75-76	Master Stroke: Move king twice. No capturing
77-78	Follower: Move 2 pieces this turn one after the other.
79-80	Transferral: Switch locations of two pieces you control.
81-82	Call Defender: Move any one of your pieces to an unoccupied square adjacent to the king
83-84	Knighting Ceremony : Promote any pawn to a Knight
85-86	Opponent forgets one spell of your choice.
87-88	Antimagic: Event. No one can cast spells on their next 3 turns.
89-90	Steal Magic: Steal one of opponents Spells.
91-100	Roll on Wild Magic spell table

Wild Magic Spell Table

D100	Spell
01	Fey magic: Forget all current Spells and roll for new spells equal to the number you had.
02	The Meek Shall inherit: Event. All pieces move as pawns on both players next 3 turns.
03	Shield: Target piece cannot be captured by pawns on opponents next 3 turns.
04	Invulnerability: Target piece cannot be captured on opponents next turn.
05	Hand of Fate: Cause opponent to reroll a Spell roll immediately after it is made. Cast on Opponents turn.
06	Kings Crown: Artifact. You may have an extra spell in your spellbook.
07	Hex: Target unoccupied space cannot be moved into or through for both players next 3 turns.
08	Petrify: Target non king piece cannot move or be captured for next 3 turns of both players.
09	Plague: Event: Each player must destroy one of their pieces.
10	Eldritch Barrier: Target piece cannot be target of spells for next 3 of both players turns.
11	Exchange: Players exchange Spellbooks.
12	Mirror Image: One row or column is reversed this turn.
13	Excommunicate: One of opponents Knights is turned into a pawn.
14	Thief: Steal one of opponents artifacts.
15	Merlins Staff: Artifact: You may change your Spell roll by +1 or -1.
16	Magical Vortex: Event. Both players forget all their spells.
17	Drain: Destroy an artifact
18	Dispel: Destroy a spell that lasts longer than 1 turn

D100	Spell
19	Hallucinatory terrain: Shift whole column or row over 1 square distance this turn. Cannot cast if this results in a captures or figures going off board.
20	All the Kings Men: You may move some or all of your pieces this turn.
21	Battle Frenzy: Move 2 pawns this turn.
22	Invisibility: Piece is removed from board. Its moves are recorded on paper in secret. Piece may capture or be captured. Piece may move this turn. Lasts for next 3 of both players turns.
23	Death Spell: Forget 2 Spells and Destroy target non king piece.
24	Mystic Ward: Opponent may not cast spells on his next 3 turns.
25	Barring Ways: Prevents a normal move. Opponent must do something else. Cast on opponents turn.
26	Resurrection: One of your captured pieces reenters play on an unoccupied space on your back row.
27	Reverse Time: Undue the last 2 turns. This spell is forgotten. (No time loops)
28	Word of Recall: Send target piece to its original starting square if the space is not occupied.
29	Translocation: Switch places of one of your pieces with opponents piece of same type.
30	Father to Son: Switch places of your king and one of your pieces.
31	Black Magic: Force opponent to cast one of his spells this turn. You choose the target and the spell results.
32	Old Tricks: Event. Regain a spell you previously cast.
33	Major Arcana: Event. Gain any one spell.
34	Possession: Play on opponents turn. Opponent must make a normal move of your choice.
35	Spellbind: Neither player may make a normal move on their next turn.
36	Banish: Destroy target pawn.
37	Hold: Target nonking piece cannot move next turn.
38	Confusion: Switch location of two of opponents pieces.
39	Cursed ground: Mark a box of 4 squares. Any pieces remaining within after opponents next 3 rounds are destroyed.
40	Destiny: Opponent must capture next turn.
41	Tempest: Move any 4 of opponents pieces like kings
42	Chaos: Move six of opponents pieces this turn.
43	Weird: Move any or all of your pieces like kings this turn. No capturing.
44	Mislead: Move an opponents nonking piece twice this turn.
45	Cowardice: Opponent must move a piece backwards twice next turn.
46	Delude: Move an opponents piece like a king this turn.
47	Turn the tides: Opponent may not move any pieces forward on his next 2 turns.
48	Phase: Move one of your rooks. It may move through 1 figure.
49	Ritual: You may cast this and two other spells this turn.
50	Wrap: Move one of your pieces. It may move off the side of the board and reenter through the opposite side.
51	Morganas Orb: Artifact. Roll for 2 spells and pick one.
52	Kings Scepter: Artifact. You may have an extra spell in your spellbook.
53	Excalibur: Artifact. King may move like a Knight.
54-100	Roll again or create your own spells.





Space 1889 Empires

Introduction

Space 1889 Theme. Module for the Warp Empires system. You must use the Warp Empires system to play this game.
Various Victorian Powers fight for control of Mars.

Disclaimer

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Map

Map of Mars divided into Territories. When creating a random Map roll on the Territory Type Table:

Race:	Special Ability:
British	Air Supremacy: All Ships get Force +1
German	Ground Supremacy: Battalions & Forts get Force +1
Canal Martian	Established: Start the Game with 4 Cities
High Martian	Raiders: Gunboats get Force +1 & Speed +1
French	Traders: All Cities get Income +1
Russian	Cheap Goods: All Units cost 1 less
American	Fast Going: All Units get Speed +1
Belgians	Tricky: Draw +1 card per Turn
Japanese	Strategists: Max hand size = 10

Common Unit List

Unit Name	#	Force	Speed	Notes
Ground Battalion	20	2	S	Required to control a City
Fortifications	10	4	-	Cannot Move
Gunboats	15	2	VF	(Martian Screw Galley)
Aerial Cruiser	10	4	F	(Martian Cloudship)
Aether Battleship	5	8	M	May carry 1 Battalion

Setup

Each player starts with a City with 5 random units and a hand of 5 cards.

Units & Action Deck

Players share a common Action deck and Unit chit pile.

Territory Type Table

1D6	Type:
1	City
2-4	Flats
5	Ravines
6	Peaks

Note: No Units may Enter Peaks. Ground Battalions may not enter Ravines.

Victory

You win if you control 50% the Cities on the Map

Powers

Each player picks a Power:

Draw Phase

First discard any cards you don't want. Each player draws 3 action cards. Max hand size = 7. Discard excess cards.
If the deck runs out, shuffle the discard and draw from it.

Move Phase

Use Action cards to move stacks or units in stacks. A Very Fast unit can move 1-4 spaces. A Fast unit can

move 1-3 spaces.

A Medium speed unit can move 1-2 spaces. A Slow unit can move 1 space. Units can move into but not through opposing stacks.

Revenue Phase

Each City Generates 4 Income Units per Turn.

Action Deck Card List

Card Name:	#	Notes:
Minor Move	15	Move 1 Stack
Major Move	10	Move 2 Stacks
Grand Move	5	Move 3 Stacks
Wind & Steam	5	Move 1 Stack of all Ships
Surprise	2	Battle: Attacker gets Force +10
Trap	2	Battle: Defender gets Force +10
Out Maneuver	2	Battle: Stack gets Force +5
Machine Guns	2	Battle: Each Unit in Stack gets Force +1
Big Guns	2	Battle: Battleships & Cruisers in Stack get Force +3
Rams	2	Battle: Martian Ships in Stack get Force +2
Close Combat	2	Battle: Battalions in Stack get Force +3
Armor	2	Battle: Human Ships in Stack get Force +2
Swift Attack	2	Battle: Gunboats in Stack get Force +3
Guided Torpedo	1	Battle: Destroy Target Ship
Evasion	2	Battle: Negate Battle Card
Sandstorms	2	Negate Move
Adventurers	1	Steal 2 random cards from opponent
Treaty	2	Opponent may not attack this turn
Sabotage	1	Destroy Random Unit in target Stack
Spies	2	Look at opponents Hand
Scouts	2	Look at target Stack
Resupplied	2	Draw 3 cards
Martian Treasures	2	Gain 10 Income Units

Warp Empires Ruleset

Introduction

Generic ruleset for a series of empire building/conquest games.

Map

The map depicts an irregular, interlocked set of territories.

Control Markers

Use chits to represent control markers.

Units

Use chits to represent units. Units include Leaders & non-leader units.

Deck

Players share an action deck. In some games, each player will have their own action deck. The action deck cards allow you to move your units.

Setup

Most Leader units will be in play. Others will be mixed into the unit chit pile. Each player will start with several non-leader units in play.

Starting points of units will be determined by the scenario.

Turn Sequence

Players take turns. Each turn has 7 phases: Draw Phase Move Phase Battle Phase Revenue Phase Recruit Phase Upkeep Phase Control Phase

Draw Phase

First discard any cards you don't want. Each player draws 5 action cards. Max hand size = 7. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Move Phase

Use Action cards to move stacks or units in stacks. A Fast unit can move 1-3 spaces. A Medium speed unit can move 1-2 spaces.

A Slow unit can move 1 space. Units can move into but not through opposing stacks. Fortifications cannot move (Move = 0).

Your opponent can only look at the top unit of your stacks

Battle Phase

When two opposing stacks occupy the same territory there will be a battle. Each unit has a force value. Add up the total Force values for each side.

Players may play action cards to increase their force value. If one stack has a Leader and the other does not, the stack with the leader gets an additional 5 Force. The side with the highest force value wins.

The losing stack must retreat one space. The losing stack loses half of its units. The winner picks the first unit lost, the loser picks the remainder. Fortification units in the losing stack are destroyed automatically.

The winning stack loses units with a force equal to at least half the force total lost by the losing stack. The winner decides which units are lost. Destroyed units are returned to their chit pile. Captured leaders are set aside and not returned to the chit pile.

After a battle both sides replenish their hands to 7 cards.

Revenue Phase

Gain revenue points for every revenue generating territory you control.

Recruit Phase

Draw 5 random units from the unit chit pile. Purchase units. A unit's cost is equal to its Force value. If you purchased all the drawn units, draw another 1D6 random units.

Revenue may be saved from turn to turn. Discard unpurchased units back to your unit chit pile. Units start in any revenue generating territory you control.

Upkeep Phase

Number of Units that automatically receive upkeep = 5 x total Revenue. Discard excess units. Example: You generate 10 revenue points per turn...

You may have up to 50 units.

Control Phase

Place a control marker on every revenue generating territory occupied by one of your units. Only one control marker per space.

Unit Deck Abbreviations

- S** Slow
- M** Medium speed
- F** Fast
- F** Force
- F** Fortification
- #** Number of that unit in the chit pile.





Space Base

Introduction

Players control rival commercial colonies on a small piece of stable crust on a volcanic moon.

Equipment

The map is a 10 x 10 grid. Map spaces must be large enough to hold a card. Two ten sided dice are needed.

Each player will need a set of colored control tokens. Paper & pencil to keep track of Credits. The deck consists of 120 cards

Setup

Each player starts with 50 credits. Each player begins with one Outpost card. Players place their Outpost cards in opposite corners, within 2 spaces of the corner space.

Turn Sequence

Players take Turns. Each Turn is divided into several Phases. When each player has taken a Turn, that is the end of the Round.

1. Transfer Phase
2. Repair Phase
3. Meteor Phase
4. Production Phase
5. Control Phase
6. Draw Phase
7. Build Phase

Transfer Phase

By playing (discarding) a Transfer card a player may:

1. Move a site he controls to any other space adjacent to a site he also controls, or . . .
2. Switch the location of any two site cards he controls.

Repair Phase

Repair sites damaged by meteors. Pay 1 credit to remove 1 point of damage.

Meteor Phase

Each turn a meteor hits a random space. (How convenient) Roll two ten sided dice to determine the X and Y axes. If the space contains an installation, it receives 1D10 points of Damage. Damaged sites are considered to be "defunct".

Empty spaces and resource spaces are unaffected. Shield generators and installations adjacent to shield generators are unaffected.

Production Phase

Some installations produce income (credits). If an installation meets all of its functional requirements, then it is functional and produces income. If an installation cannot meet all of its functional requirements, then it is considered defunct.

Defunct sites produce no income. For example, a Spaceport must be adjacent to a Colony, a High tech industry, and a Power source. To be functional, all of the adjacent required sites must also be functional.

Installations may meet requirements using adjacent sites controlled by opponents.

Control Phase

By playing (discarding) a Control card a player may:

1. Replace the control marker on an opponents site with one of your own markers.

The target site must already be adjacent to one of your sites. Or. . .

2. Look at opponents hand and steal one card.

Draw Phase

Draw one card. If a player has 9 or more cards in his hand he must discard down to 8 cards.

Build Phase

A player may place one or more "site" cards onto the map. One site card per space. A site may be placed in an empty space orthogonally adjacent to a site you control.

Place one of your control markers onto any site you place.

Resource Sites

There are three types: Metals, Radioactives, Ice + Organics. These are called resources or ores.

Extractors

These mine raw materials from all adjacent resource sites, even resources of different types.

Outpost

Each player starts the game with one of these. Outpost cards are removed from the deck before play. Outposts are power sources.

Outposts are also extractors.

Refineries

These process the raw ores collected from all adjacent extractors, even resources of different types. To be functional these must be adjacent to an extractor, which is adjacent to any resource site.

Solar Panel Array

These catch solar energy that can power all adjacent installations.

Geothermal Plant

These catch geothermal energy that can power all adjacent installations. To be functional these must be adjacent to a volcano site.

Volcano

These are not considered to be resource sites. In build phase these may be placed in any empty space.

Reactor Core

These produce nuclear energy that can power all adjacent installations. To be functional these must be adjacent to a refinery, which is adjacent to an extractor, which is next to a Radioactives resource site.

Factory

These are producing manufactured goods. To be functional these must be adjacent to a refinery, which is adjacent to an extractor, which is next to a Metals resource site.

Hydroponic Dome

These are producing food, water, and Oxygen. To be functional these must be adjacent to an extractor, which is next to an Ice + Organics resource site.

Colony

These contain relatively large populations of enterprising colonists. To be functional these must be adjacent to a hydroponic dome.

Transport Hub

All sites adjacent to the hub are also considered to be adjacent to each other. This applies only to people and materials. This system does not transmit power or shielding.

Research Station

These are studying the local geology, biology, meteorology, and astronomy.

Shield Generator

The generator and all adjacent sites are immune to meteor hits.

High-tech Industry

These are producing sophisticated electronics, vehicles, computers, robots, etc. To be functional these must be adjacent to a Colony, and a Factory

Bio-med Labs

These are producing new drugs derived from the native life-forms. To be functional these must be adjacent to a Colony, and a Research Station

Space Port

Centers of trade and commerce. To be functional these must be adjacent to a Colony, and either a High-Tech Industry or Bio-Med Lab

Card List

The number of that type of card in the deck.
Income = Credits produced in Production Phase

I Installation site

IP Installation site that produces power

R Resource site

V Volcano site

A Action Card

#	Name	Type	Income	Requirements
4	Outpost	I	1	None, Produces Power, Functions as Extractor
8	Volcano	V	0	None
9	Metal	R	0	None
6	Radioactives	R	0	None
9	Ice + Organics	R	0	None
8	Extractor	I	1	Power, Resource sites
8	Solar Panels Array	IP	0	None; Produces power
6	Geothermal Plant	IP	0	Volcano; Produces power

#	Name	Type	Income	Requirements
4	Refineries	I	2	Power, Extractor (Any Ore)
4	Reactor Core	IP	3	Refinery (Radioactives); Produces power
5	Hydroponic Dome	I	2	Power, Extractor (Ice + Organic ores)
5	Factory	I	3	Refinery (Metals)
4	Transport Hub	I	0	Power
4	Shield Generator	I	0	Power
4	Research Station	I	1	Power
4	Colony	I	3	Power, Hydroponic Dome
3	High-Tech Industry	I	4	Power, Colony, Factory
2	Bio-Med Labs	I	4	Power, Colony, Research Station
2	Space Port	I	5	Power, Colony, High-Tech Industry or Bio-Med Lab
10	Transfer	A	-	Play in Transfer Phase
10	Control	A	-	Play in Control Phase

End Of Game

The game ends when the last card is drawn from the deck.

Victory

The player with the most credits at the end of the game is the winner.





Space Blast

Introduction

Backgammon variant on a circular board with cards and a sci-fi theme. One player is the Terran Defense Force. The other player is the Evil Empire.

Object

The first player to occupy all four planet spaces is the winner.

The Board

The board is in the shape of a circular track. The circle is divided into 28 spaces also known as sectors. One space represents Planet Earth. (Space #1) The opposite space is Planet X, home of the Evil Empire. (Space #15) Moving clockwise from Earth, Space #8 is the Planet Nimrod.

Moving clockwise from Planet X, Space #22 is the Planet Cygnus-7. All other spaces are known as Deep-Space sectors. The deck and the discard pile (the vortex) can be kept in the interior of the circle.

Also in the interior there is an area called the scrap heap where destroyed units are kept.

Pieces

Each side has 15 pieces or units. Make them using cardboard counters (or chits). Use blue chits for the Terran Defense Force units.

Use red chits for the Evil Empire units. Chits should be marked with their force value, a number between 1 and 5.

The Deck

Both players share a common deck. The deck contains 2 of each card on the list.

Setup

Each player starts with 5 cards. Each player puts all 15 of his units on his homeworld.

Turn Sequence

Players alternate turns. The player whose turn it is, is known as the attacker, the other player is the defender. The Evil Empire goes first.

Each turn has 5 phases:

1. Draw Phase
2. Roll Phase
3. Build Phase
4. Move Phase

5. Fight Phase

Draw Phase

Draw two cards. If the deck runs out, shuffle the discard and continue. Base maximum hand size = 6.

Discard excess cards. Max hand size +1 if you control Nimrod. Max hand size +1 if you control Cygnus-7.

Max hand size -2 if you are not in control of your Homeworld.

Roll Phase

Roll two six sided dice (2D6). Cards can be used to modify these dice rolls.

Build Phase

If a player rolls doubles (two sixes, snake-eyes, etc.) he may place one of his destroyed units back into play onto his homeworld (Earth or Planet X). He may only do this if he currently occupies (controls) his homeworld by having one or more of his units on his homeworld space. The player still uses the die rolls for movement.

Move Phase

As in backgammon, move one or two of your units a number of spaces indicated by the dice. Both dice can be assigned to one unit, or each die roll can be assigned to two different units. Die rolls (from roll phase) must be used.

Terran units move clockwise. Evil Empire units move counterclockwise. A unit cannot use the second die if, as a result of its first roll, it lands on a space containing enemy units.

Cards can be used to modify which units move and by how much. Played cards are discarded. Rolling doubles does not allow you to move four times as in normal backgammon rules.

Fight Phase

Each unit has a force value. See the Unit Lists. If a space contains opposing units there will be a fight. Each side adds up the force value of all of its units present to get a force total.

The attacker may play attack cards to increase his total. The defender may play defense cards to increase his total. Played cards are discarded.

The higher total wins. All units of the loser are destroyed and sent to the scrap heap. The winner keeps units with a total force value equal to the difference between the winning and losing sides force totals.

The winner always keeps at least one unit. For example: Winner = 7, loser = 5, difference = 2. The winner may keep units with a total force value of 2 or

less, or any one unit, even if it has a force value greater than 2.

Terran Defense Force Unit List

#	Force	Unit Name
1	5	Sol-1
2	4	Stellar Navy
3	3	Space Marines

Number of units (chits) of this type.

Sol-1: Flagship of the Terran Defense Force. Commanded by the heroic Captain Stark Raving. Stellar Navy: Two main fleets of battlecarriers, and their escorts.

Space Marines: Three battle groups of zero-g power armor commando troops and their heavily armed trans-

#	Force	Unit Name
4	2	Solar Scouts
5	1	Planetary Patrol

ports. Solar Scouts: Also called the Space Rangers. Squads of fast, stealthy ships for reconnaissance and ambush. Planetary Patrol: Also called the Star Guard. Local law enforcement and rescue operations. Armed to deal with pirates and criminals. Also includes a variety of ships pressed into military service.

Evil Empire Unit List

#	Force	Unit Name
1	5	Vindicator
2	4	Star Cruisers
3	3	Imperial Enforcers

Vindicator: Personal Dreadnought of Emperor Phlebotamus. Star Cruisers: Massive Hulks bristling with armor and weapons and filled with divisions of elite shocktroops. Imperial Enforcers: An unsavory lot of alien mercenaries, cyborg bounty hunters, and mutant

#	Force	Unit Name
4	2	Robot Drones
5	1	Clone Troopers

raiders.

Robot Drones: An assortment of probes, androids, drone ships, and death machines. Clone Troopers: Swarms of expendable ground troops and space fighters. Best for terrorizing civilians.

Deck Card List

Card Name	Notes
Ion Thrusters	Add +1 to one die roll
Warp Overdrive	Add +2 to one die roll
Maximum Burn	Add +3 to one die roll
Hyper Jump	Roll one additional die in Roll Phase
Strategic Move	Use one die roll to move all units in one space
Space Combat Tactics	Use one die roll to move backwards
Defend the Homeworld	Move target unit directly to your homeworld
Hold Position	Do not use one die roll
Battle Computers	Cause one of your die rolls to be rerolled
Continuous Wave Laser	Attacker +1 Force
Plasma Generator	Attacker +2 Force
Disruptor cannon	Attacker +3 Force
Antimatter Missiles	Attacker +4 Force
Nova Bomb	Attacker +5 Force
Surprise Attack	Attacker +1D6 Force
Plasteel Armor	Defender +1 Force. *
Electronic Countermeasures	Defender +2 Force. *
Inertial Force Field	Defender +3 Force. *
Evasive Maneuver	Defender +4 Force. *

Card Name	Notes
Ablative Energy Shields	Defender +5 Force. *
Ambush	Defender +1D6 Force. *
Espionage	Look at opponents hand. Play on opponents draw phase.
Jam Transmission	Target enemy unit cannot move this turn. *
Reinforcements	Rebuild one extra destroyed unit in build phase.
Major Offensive	Discard 2 cards and take another turn.

Notes: Unless specified otherwise, all cards target your own units during your own turn. * Play on opponents turn.





Space Cruisers

Introduction

Very simple space ship combat.

Equipment

Use a hex map (large hexes) with a starfield background. 10 and 6 sided dice are needed. Ship figures and stands are needed.

The Micro-Machine Star Trek line works nicely.

Systems Table

1D10	System
1	Phasers (or cargo bay if playing with fighters)
2	Phasers
3	Photon Torpedoes
4	Drives
5	Shields
6	Armor
7	Scanners
8	Security Team
9	Cloaking Device
0	Elite Crew

System Notes

Phasers: Range = 6. Damage = 1D6. Hits on roll of 5+. Phasers can be fired into a 120 degree arc in front of the ship. Photon Torpedoes: Range = 4. Damage = 2D6. Hits on roll of 7+.

Torps fire in a straight line. Drives: Each level of drives can be used to move a ship one space forward or make one 60 degree turn per turn. For each Drive add 1 to the ships initiative roll.

Shields: Attacks that do 4 or less points of damage are negated. Attacks that do 5+ damage are negated, but destroy a shield. Armor: Each level of armor gives the ship 10 more hull points.

Scanners: Each scanner gives one attack per turn +1 to hit. Security Teams: Each security team can attack one adjacent uncloaked ship per turn that has no shields. Roll 1D6. On a roll of 1-2 the team is destroyed.

On a roll of 5-6 the target ship is destroyed. Cloaking Device: A ship may decide to cloak for the turn. Cloaked ships cannot attack. Cloaked ships are -3 to be hit.

A ship will only ever have 1 Cloaking Device. Reroll duplicate rolls. Elite Crew: For each elite crew add 1 to the ships initiative roll. Each elite crew allows the ship to attempt to evade 1 attack per turn.

The target attack is evaded on a roll of 1-3 on 1D6.

Basic Military Hull

Every military ship has the following basic features: 10 Hull points 1 Phaser 3 Drives 1 Shield

Additional Systems

In the Basic rules every ship has 5 additional systems. Roll 5 times on the System table to see which systems a ship has.

Setup

Each side should have an equal number of figures. Or each side should have an equal number of construction points if using the advanced rules.

Turn Sequence

Each turn has 4 phases: 1 Cloak Phase 2 Initiative Phase 3 Move Phase 4 Attack Phase

Cloak Phase

Ships with cloaking devices may cloak.

Initiative Phase

Each ship rolls 1D10. This is the ships initiative number.

Move Phase

The ship with the lowest initiative moves first. The next lowest moves next and so on. Reroll tied initiatives.

Only 1 ship per hex.

Attack Phase

The ship with the highest initiative attacks first The next highest attacks next and so on. For each attack roll 1D10. This is the To hit roll. Phasers hit on a roll of 5 or more.

Torps hit on a roll of 7 or more. Scanners & cloak-ing modify the To hit roll. Security teams may also attack.

Critical Damage Table

1D10	Effect
1-2	1 Weapon system destroyed (reroll if none left)
3-4	1 Drive destroyed (reroll if none left)
5-6	Warp Core
7-8	Life Support
9-0	Super Structure

If the Warp Core is hit twice the ship explodes. If Life Support is hit twice the entire crew is killed. If the Super Structure is hit twice the ship breaks apart.

Basic Rules Sample Ships

Ship Name: 5 Additional systems The Courageous: Shields, Torps, Security, Drives x2 The Victorious: Scanners, Armor x2, Shield, Elite Crew The Noblesse: Elite Crew, Shield, Torps, Drives, Scanners The At-lantea: Phasers, Drives, Shields x2, Cloak

Advanced Rules

Shipbuilding

The basic military hull is worth 2 construction points. Each additional system is 1 construction point. Small ships have 0-3 additional systems.

Corvettes, escorts, gunships, raiders Medium Ships have 4-6 additional systems. Destroyers, frigates, cruisers Large ships have 7-10+ additional systems. Battle Ships, capitol ships, dreadnaughts, carriers

Basic Commercial Hull

The basic commercial hull is worth 2 construction points. 10 Hull points 2 Drives 3 Non military systems Non military systems include: Cargo bays, Science Labs, Mining equipment, Passenger accommodations, etc.

Space Station Hulls

The basic Space station hull is worth 2 construction points. Space stations have no drives 20 Hull points 4 Non military systems. All weapons mounted on Space stations fire out of any arc.

Expanded Critical Damage Table:

If an attack hits, a ship may try to evade if it has an elite crew. Security teams may be evaded. If an attack hits, and it is not evaded, roll for damage.

Shields will absorb damage. Too much and the shields blow (are destroyed). If the ship has no shields, each point of damage destroys one hull point.

If a ship has negative hull points, every phaser hit it takes requires 1 roll on the Critical Damage Table. Torp hits require 2 rolls.

Fighter Hulls

The basic fighter hull costs 2 construction points. They have 1 hull point. Any roll on the critical damage table will destroy them.

They have 5 drives, 1 phaser, 1 elite crew Up to 5 fighters can be carried by a ship for every cargo bay the ship has. Fighters can have a maximum of 3 additional systems

Rule And Equipment Supplement

By: Andrew (rebel_explorer@hotmail.com)

Crew Points:

All cruisers start with 10 crew points. Boarding attacks are done at the same distance, however roll 1d6 for both ships. This is the number of crew point casualties you inflict on the opposing crew. Subtract that total from their Crew Point total. If that number reaches 0, then that ship is captured. All ships can board, security teams now only give a +5 to Crew Point totals now. If the attacker loses all crew points and defender does not, the attacker's ship is captured by the defender.

Ramming: When a ships captain is using desperate tactics they might choose to ram their enemy. When this occurs they slam their ship into their foe's. This is done during the movement phase. Damage done to rammed ship: 2D6+(# of Drives ramming ship has) Hull Point Damage, 2D6 Crew Point damage, and one roll on critical hit table Damage done to rammer's ship: 2D6-(# of Shields still operating on rammed ship) Hull Point Damage, 1D6 Crew Point damage, all sheilds go down, and one roll on critical hit table

1d10	Effect
1-2	1 weapon system is destroyed, attackers choice (reroll if none are left)
3-4	1 Drive is destroyed (reroll if none left)
5	Warp Core damaged
6	Life Support damaged
7	Super Structure damaged
8	Ordinance Bays hit and explode. Roll 2 more times on Critical Damage table. 1d6 crew point casualties.
9	Sensors Damaged. Targeting is more difficult. -3 on To Hit rolls
10	System Shock: Cannot move or fire weapons for 1d3 turns.

Damage Control Parties:

Engineers on your cruiser that are trained to fight fires and repair damage during a battle. Roll a 1d8 and look at the Damage Control Table. You must say out loud to other players which system which one you are trying for, THEN roll if you fail on that roll, you

continue to roll for that system unless you wish to change to another system. And must again declare what you are trying to fix. You can roll once a turn as long as you have crew points. This is done during the cloaking phase. (Can repair 1d4 Hull Points per day after battles after all systems that aren't totally destroyed have been repaired.)

Damage Control Table

D8	RESULT
1-5	Total Trashed. Must be replaced from Starport or Spacestation.
6	No progress made, make another attempt next turn.
7	System requires two turns to complete repairs.
8	Minor damage, system repaired.

Escaping Battle:

Sometimes discretion is the better part of valor, and surrendering isn't much better than death. So escape is an option for tacticians and cowards alike. To retreat a ship from the battle, firstly it must have a "Warp" or "Hyperspace" drive systems, so larger ships and long range scouts only. And it must have functioning drives, and no ships on opposing sides can have a functioning ship with interdicting fields active. If these requirements have been met, then escape can be attempted. Roll a 1d10, and on 8-10 the ship managed to charge it's jump engines and escape. On a roll of 1, the ships "Hyperspace" drive completely fails and must be repaired before you can attempt again.

Critical Hits:

When a natural 10 (no modifiers made it a 10) is rolled an attack automatically hits, and does double its damage. And if a natural 1 is rolled, the attack automatically misses.

Elite Crew Evasion:

When a 6 is rolled on the evasion roll, a critical hit happens against the ship because the crew messed up and dodged INTO the blast rather than away from it.

New Equipment - And New Units

More Crew: This upgrade grants a ship 10 more crew points.

Nuetron Cannon: These weapons only inflict damage on crews on ships. And only if the target ship has no more functioning shields. Otherwise their shields soak up the radiation. Stats: Range: 5 Damage: 1d8 vs Crew To Hit: on 6+

Heavy Marine Armor: This upgrade gives your crew armor to help resist weapons fire during boarding actions. Prevents 1 Casualty to your crew during boarding operations.

Heavy Weapons and Explosives: This upgrade gives your crew better weapons to inflict more casualties on opposing crews. +2 to Casualty Roll.

Automated Defense Systems: This is a computer controlled weapon and containment system helps keep enemy boarding parties at bay. Inflict +1 on Casualty Roll, and -2 to your Casualties. Counts as two (2) systems. A ship will only ever have one Defense system.

Teleporters: This gives your ship a means of teleporting troops onto enemy ships at range, as long as their shields are down. Stats: Range: 6 Effect: Counts as Boarding action, however repelling boarders cannot capture attackers ship this way. (Unless defending ship also has a teleporter.) A ship will only ever have one Teleporter.

Mines: There are 2 different system versions: Mines can be targeted, a successful hit explodes it. Remote Detonation: You deploy a radio controlled mine at your current location that will stay there until you detonate it. Stats: Damage: 1d8 To Hit: +7 Radius of Effect: All Hexes immediately surrounding the mine.

Proximity: Same as the Remote Detonation mines,

however rather than being controlled by a player, they go off if ANY ship passes within a hex of it.

Fighter Squadrons/Strike Craft: 5 Different Types - All fighters/strike craft can dock with carriers to replenish ammunition and ships to the squadron (explained below). Drones: Doesn't require crew points to man them. However they are specialized equipment and can't be replaced during battle. Carries only a light gun pod. Stats: Drives: 5 Range: 3 Damage: 1D4x2 To Hit: 6+ 120 degree fire arc Hull Points: 5 Ammo: 3 Attacks before needing to dock.

Interceptors: Counts as two systems. These fighter planes are designed to intercept and destroy other strike craft. They have give a +5 to Crew Points For the purpose of manning the squadron. The squadron is short range and cannot "warp" or "hyperspace" away. If the squadron isn't totally destroyed, you can refit it with Crew Points from its parent space ship/carrier. This pulls points from the carrier and puts them into the squadron and refits the squadron up to its full 5 again. Carries a dual gun pod and a concussion missile. Also has "Elite Crew" system for the squadron. Stats: Drives: 5 Range: 3 Damages: 1D4x3 with Gunpod; 1D8 with Concussion Missile ToHit: 6+ 120 degree fire arc with gunpod H.P.: 5 Ammo: 3 / 1 Attacks before needing to dock for more ammo.

Bombers: Counts as two systems. These specialized strike craft are specifically designed to attack larger ships. They give a +5 to Crew Points for the purpose of manning the squadron. The squadron is short range and cannot "warp" or "hyperspace" away. If the squadron isn't totally destroyed, you can refit it with Crew Points from its parent space ship/carrier. This pulls points from the carrier and puts them into the squadron and refits the squadron up to its full 5 again. Carries a Photon Torpedo and Light Gunpod. Also has "Elite Crew" system for the squadron. Stats: Drives: 4 Range: 4/3 Damages: 2D6 with torpedo; 1D4x2 with Gunpod To Hit: 7+ / 6+ 120 degree fire arc with gunpod. H.P.: 5 Ammo: 1 / 3 Attacks before needing more ammo.

Gunships/Corvettes: Counts as three systems. These are a heavier strike craft designed to fight other strike craft, and be rapid assault craft against larger ships. They give a +5 to Crew Points for the purpose of manning the craft. This ship is short range and cannot "warp" or "hyperspace" away. If the ships crew isn't totally killed, you can refit them from its parent ship. This pulls points from the carrier puts them into the smaller craft, and refits them upto its full 5 again. Carries ONE of two different packages. The Anti-Strike Craft, and the Anti-Large Craft. The strike craft version is 2 turrets that each have 2 gun pods and a concussion missile pod. The bomber version is 1 turret with 2 gun pods and 2 torpedo tubes. Also has "Elite Crew" system. Stats: Strike Craft Version: Drives 5 Range: 3 Damages: 1D6x2 (two different attacks) with gun pods; 1D8x2 Concussion missiles. To hit: 6+ H.P.: 5 Ammo: 4 / 2 before needing more ammo. Bomber Version: Drives: 5 Range: 4/3 Damages: 2D6x2 with torpedo; 1D2x4 with gunpod To Hit: 7+ / +6 120 degree fire

arc with gun pod. H.P.: 5 Ammo: 2 / 4 before needing more ammo.

Heavy Fighters/Long Ranger Fighters: Counts as independent vessel/squadron, but can be refit exactly like other fighters. Designed to be long range scouts, and hit 'n run attackers. Has its own 5 Crew Points for the purpose of manning its ships. Its a long range squadron and CAN "warp" or "hyperspace" away. If the squadron isn't totally destroyed you can refit like other squadron up to its full 5 again. Carries 1 phaser 2 torpedos and a Fighter Shield. The Fighter Shield is a weaker version of larger ship shield array. It soaks damage 1-3, but 4+ shuts the shield down and the ships are exposed to damage as normal. Also has "Elite Crew system. Stats: Drives: 5 Range: 6 / 4 Damages: 1D6 with Phaser; and 2D6 with torpedo To Hit: 6+ / 7+ 120 degree fire arc with gunpod H.P.: 5 Ammo: 2 attacks with torpedo before needing more ammo.

Nanotech Repair Module: These single use expendable droid and standard part supply kits can instantly repair one system on your vessel that as been destroyed or damaged including critical damage. Or restore 1d8 Hull Points. But it can only be used ONCE per battle. Do this during Cloaking Phase.

CIWS Point Defense Cannons: This system is used to fire at incoming missile and torpedo attacks. Negates the torpedo or missile attack on 7+.

"Battle Hammer" Naval Mass Driver Cannon: Counts as 2 systems. These large guns are used to pound and smash their way through ships armor and shielding. Using APDS rounds fired through magnetic rails, these are impressive weapons. Range: 10 Damage: 2D6 To Hit: 6+ 120 degree Fire Arc.

Missile Batteries: This weapon system fires salvos of missiles at ships and fighter squadrons. Only has 2 salvos. Decent IFF targeting software and guidance technology. Range: 6 Damage: 2D4/ salvo To Hit: 5+ 120 degree fire arc.

Expanded Missile Racks: This upgrade adds two more salvos to a particular missile pod.

Rapid Fire Missile Racks: This upgrade allows a missile pod to fire two salvos at once but at -2 accuracy.

Salvaging/Mining Operations: (For use with roleplaying and different scenarios) A module to mine asteroids, melt down and extract the different resources for construction and repairs. As well as salvaging wrecks for supplies such as ammunition, fuel, food, etc.

Science Labs: Astrometrics, Biology, Chemical, etc (For use with roleplaying and different scenarios) Different scientific equipment for studying different phenomena, mapping space, life forms, minerals, chemicals, etc.

Advanced Hydroponics: (For use with roleplaying and different scenarios) Growing enough food for your crew between stops is a challenge with out this module. But with it you can setup operations deep into space, and even help in the construction of space stations and colonies.

Advanced Factories, Manufacturing Bays, and Materials Processing: (For use with roleplaying and different scenarios) Generally mobile shipyards and space stations would have these for building ships and supplies at the frontlines to help support fleets. Building anything from uniforms, parts, and ammunition all the way up to Strike Craft and Destroyers and Frigates. These bays are also wonderful to help with the construction of space stations and colonies as long as raw material is available.

Expanded and Enlarged Cargo/Flight Bays Large Bays in ships designed for carrying large amounts of cargo, fighters, and troops and their equipment from point to point.

Interdictor Field Generators: These field generators destabilize jump fields, and prevent the use of "warp" or "hyperspace" in the area. All ships that were in "warp" drop out, And are in normal space again. All attempts to re-enter "warp" again will fail until the generator is deactivated, or the ship in which the system is housed

is crippled or destroyed.

Advanced Fleet Command Module: This advanced communication and sensor suite gives a battle group commander near-complete information concerning all ships at his or her command. This equipment allows this commander to make decisions faster and more accurately. Effect: +2 to initiative for all ships in that fleet. A battle group will only have one Commodore or Admiral, and will only have one suite like this.

Repair Beams: Counts as 3 systems, and has turret built in. Repairs 1d3 Hull Points or roll 1d10 on 9,10 Make a roll on Damage Control Table. This is fired like a gun but it always hits. Stats: Range: 2 360 degree fire arc.

Advanced Medical Treatment Center: (For use with roleplay or certain scenarios.) This treatment center has highly trained personel and the best technology available to help treat injured. Its advanced equipment can even bring back recently killed personel. After a battle roll 1d4. Treatment Effect Table:

#	Result
1-2	No effect the dead were too far gone.
3	1 Crew Point saved, added back to a ship of choice.
4	1d3 Crew Points saved, added back to ship(s) of choice.

Repeating Ion Beam Cannon: This weapon is used for quantity of fire, not quality. This weapon is used most often by pirate bands who want to scare civilian ships into surrendering. While not harmless, its more of a back up weapon. Stats: Range: 4 Damage: 1d2x3 ToHit: 4+ 120 Degree fire arc.

Improved Directional Thrusters: This array of thrusters helps improve movement by allowing the ship to move side ways one hex, at the cost of 2 movement points, and backwards one hex at the cost of 2 movement points.

"Trident" Grand Cannon: Counts as 3 systems. This huge partical beam cannon fires like a torpedo, down a row of hexes. However its beam is so large that it envelopes ships and continues past them firing all the way through its range until the beam dissapates. The energy drain on it is so intense that a failure roll must be made everytime before it fires. Roll 1d6 1-3 it fires normally, 4-5 gun overloads and shuts down(Counts as destroyed, but can be repaired) On a 6, it explodes destroying the gun, and make a Critical Hit roll and the gun may NOT be repaired. It may fire every 2 turns. This weapon continues to do damage to each ship until all damage points used. For example, if it did 12 damage, and a target ship has only 2 shields, then both shields fail at 5 damage points, and 2 damage is carried over into the Hull Points. Stats: Range: 9 Damage: 4d6 ToHit: 7+ Fires only forward.

Ionized Torpedos: These special torpedos ionize the armor on them allowing them to slip through the shields of ship unmolested and detenate on the hull of the targeted ship. The equipment to create the effect is bulky in the torpedo and reduces the warhead size. Stats: Range: 6 Damage: 1d4+1 ToHit: 7+ Fires

in straight line like other torpedos. CIWS Point Defenses gain a +2 tohit vs these torpedos because of the emissions created by the ionization.

Battle Platforms: Counts as 2 systems. These immobile weapon platforms are deployed like a mine, however it is crewed, houses its own shield, and a battery of weapons. Contains 7 Crew Points of its own. If fighters are launched from this platform, the Crew Points must be pulled from it. Mounts 1 shield system, and one of these weapon systems:

- 1 Phaser
- 1 Repeating Ion Beam Cannon
- 1 Missile Battery
- 1 Interceptor Squadron
- 1 Bomber Squadron
- 1 Photon Torpedo

Space Cruisers Material

by Geo Gibson (techromancer@wncol.net)

Here's that extra stuff I'd done for Space Cruisers. It's mostly been used in solo games, so I can't say it's been extensively playtested :) Some of the modifications have been left out, either because they aren't in any kind of usable form yet or else because they only make sense in scenarios.

Extra "space Cruisers" Rules

These are the extra rules I've been using for some solo games. I use miniatures on a hexless surface (two sections of posterboard that have a starfield painted on them); each hex is assumed to be 1 inch on the

table. Two inches might work better if you have the space.

Fighters: Fighters are fielded in squadrons (usually 2-5 fighters); each squadron moves as a unit and rolls one initiative die. Hits are always assigned to any damaged fighters first. Fighters do not have to move between turnings (see below).

Movement (additional): Ships cannot usually turn twice; some forward movement must occur in between. A ship may turn twice (without a move in between), but the second facing change costs 2". Fighters ignore this rule.

Extra Systems

Enhanced Battle computer: allows Critical rolls to be modified by plus or minus one. A ship with an EBC only suffers -2 when targetting a Cloaked Ship.

Tractor Beams (all Military ships have one): Range is 3". A ship can use its tractor beam to latch onto another vessel (same size or smaller) to tow it. Towed ships remain within 3" of the other vessel; the towing ship loses 1" of movement while the beam is engaged. Ships with operable drives cannot be towed unwillingly. Stations cannot be towed and fighters cannot possess tractors. If a second tractor is added, a ship can tow a vessel one size larger at a cost of 1 extra inch of movement (a small vessel with 2 tractors could tow a medium vessel at -2" to its move, or a large vessel if it had three tractors, though it would then be at -3" movement). These usually have a 120 degree rear arc.

Self-destruct

Sometimes a Captain will destroy his/her/its own ship rather than allow it to fall into enemy hands (or tentacles, etc.). Self-Destruction is announced during the Cloaking phase and replaces the ship's Movement Phase (on its initiative). Normally, a ship will self-destruct on a 10 or less on a d10 (automatic success). For each Critical it has taken the roll is at a penalty of 2 (so a ship that has taken 3 criticals will only self-destruct on a 4 or less).

If the die roll is made, the ship is utterly destroyed. Nearby vessels may take damage as well. This is equal to 1d6 for each two of the following systems the vessel had intact when it exploded: Weapons, Fighter Bays, Drives. This damage is rolled (seperately) against each vessel within 1"; for every further inch the damage drops by a die. A self-destructing fighter does no damage to anyone else, as the explosion is too small.

Damage Control Parties

All ships and stations (but not fighters) have crew that can attempt to repair ship damage. Each vessel

has 1 roll per Size Category (small ships 1, medium ships 2, large ships 3) per turn. This roll is made after the Cloaking Phase and before Initiative. Shields and criticals can be repaired; hull points can be repaired between games. The specific damage that is to be repaired must be declared before the die is rolled (repairs Shields or Drives or Phasers, etc.). Repairs are rolled on 1d6 as follows: for shields 5-6, for Criticals, destroyed drives or weapons systems 6.

The following is used for my pseudo-campaign, where a day or two may pass between battles and I want damage to carry over. Assume each Damage Control party not otherwise occupied can repair d3 hull points per day, though never more than half the original hull points of the vessel (without access to a shipyard, repair dock, etc.). Access to a friendly base adds +1 to chances of success and number of hull points repaired. Larger bases (or repair docks, etc.) probably repair ships faster. Note that since a space station is usually a base, it always gets the +1 bonus.

Space Crusiers- Custom Version

by Rabbidgerbal@aol.com

I added a few systems and possibilities in your critical hits section and wanted to share them with you... here's my version.

Space Cruisers

Introduction

Very simple space ship combat.

Equipment

Use a hex map (large hexes) with a starfield background. 10, 20, and 6 sided dice are needed. Ship figures and stands are needed.

The Micro-Machine Star Trek line works nicely.

Basic Military Hull

Every military ship has the following basic features:

- 10 Hull points
- 1 Phaser
- 3 Drives
- 1 Shield

Additional Systems

In the Basic rules every ship has 5 additional systems. Roll 5 times on the System table to see which systems a ship has.

Systems Table

1D20	System
1	Phasers (or cargo bay if playing with fighters)
2	Phasers
3	Photon Torpedoes
4-6	Drives
7-9	Shields
10-11	Armor
12	Scanners
13	Security Team
14	Cloaking Device
15	Elite Crew
16	Chain guns
17	Ion shockwave
18	Targeting computers
19	Jump plasma turbine
20	choose your own from above, limitations in systems still valid

System Notes

Phasers: Range = 6. Damage = 1D6. Hits on roll of 5+. Phasers can be fired into a 120 degree arc in front of the ship.

Photon Torpedoes: Range = 4. Damage = 2D6. Hits on roll of 7+. Torps fire in a straight line.

Drives: Each level of drives can be used to move a ship one space forward or make one 60 degree turn per turn. For each Drive add 1 to the ships initiative roll.

Shields: Attacks that do 4 or less points of damage are negated. Attacks that do 5+ damage are negated, but destroy a shield.

Armor: Each level of armor gives the ship 10 more hull points.

Scanners: Each scanner gives one attack per turn +1 to hit.

Security Teams: Each security team can attack one adjacent uncloaked ship per turn that has no shields. Roll 1D6. On a roll of 1-2 the team is destroyed. On a roll of 5-6 the target ship is destroyed.

Cloaking Device: A ship may decide to cloak for the turn. Cloaked ships cannot attack. Cloaked ships are -3 to be hit. A ship will only ever have 1 Cloaking Device. Reroll duplicate rolls.

Elite Crew: For each elite crew add 1 to the ships initiative roll. Each elite crew allows the ship to attempt to evade 1 attack per turn. The target attack is evaded on a roll of 1-3 on 1D6.

Chain guns: may fire twice at a range of one hex or less. 7 or better hit each shot 1d6 damage each. 120 degree

Ion shockwave: range one hex, 360 degree arch blast count one hex circle. Disable each ship 1d6 on a six for the rest of this turn and next turn. that damaged ship may not move or fire.

Missiles: range 3 or less. 2d6 damage 360 degree field of fire. roll 7+

Target computer: +1 from each weapons to damage. reroll duplicate rolls

Jump Plasma Turbine: 1 use, may move 5 hex. Roll 1d6=6 critical hit self

Setup

Each side should have an equal number of figures. Or each side should have an equal number of construction points if using the advanced rules.

Turn Sequence

Each turn has 4 phases:

1. Cloak Phase
2. Initiative Phase
3. Move Phase
4. Attack Phase

Cloak Phase

Ships with cloaking devices may cloak.

Initiative Phase

Each ship rolls 1D10. This is the ships initiative number.

Move Phase

The ship with the lowest initiative moves first. The next lowest moves next and so on. Reroll tied initiatives.

Only 1 ship per hex.

Attack Phase

The ship with the highest initiative attacks first The next highest attacks next and so on. For each attack roll 1D10. This is the To hit roll. Phasers hit on a roll of 5 or more.

Torpedoes and Missiles hit on a roll of 7 or more. Scanners & cloaking modify the To hit roll. Security teams may also attack.

If an attack hits, a ship may try to evade if it has an elite crew. Security teams may be evaded. If an attack hits, and it is not evaded, roll for damage. Shields will absorb damage.
Too much and the shields blow (are destroyed). If

the ship has no shields, each point of damage destroys one hull point. If a ship has negative hull points, every phaser hit it takes requires 1 roll on the Critical Damage Table.
Torpedo + missile hits require 2 rolls.

Critical Damage Table

1D10	Effect
1	1 Weapon system destroyed (reroll if none left)
2	1 Drive destroyed (reroll if none left)
3	Warp Core
4	Life Support
5	Super Structure
6	Targeting Computer hit all weapons fire at negative one.
7	maneuvering thruster damage may choose a turn OR fly straight a turn
8	weapons internal damage -1 damage and -1 range all weapons
9	malfunctions roll 1d6 before each movement/weapon fire on a 6 fail.
10	laugh it off it only took out the ships restroom!

If the Warp Core is hit twice the ship explodes. If Life Support is hit twice the entire crew is killed. If the Super Structure is hit twice the ship breaks apart.

Basic Rules Sample Ships

- Ship Name: 5 Additional systems
- The Courageous: Shields, Torps, Security, Drives x2
 - The Victorious: Scanners, Armor x2, Shield, Elite Crew
 - The Noblesse: Elite Crew, Shield, Torps, Drives, Scanners
 - The Atlantea: Phasers, Drives, Shields x2, Cloak

Advanced Rules Shipbuilding

The basic military hull is worth 2 construction points. Each additional system is 1 construction point.

- Small ships have 0-3 additional systems.
- Corvettes, escorts, gunships, raiders
- Medium Ships have 4-6 additional systems.
- Destroyers, frigates, cruisers
- Large ships have 7-10+ additional systems.
- Battle Ships, capitol ships, dreadnaughts, carriers

Basic Commercial Hull

The basic commercial hull is worth 2 construction points.

- 10 Hull points
- 2 Drives
- 3 Non military systems

Non military systems include: Cargo bays, Science Labs, Mining equipment, Passenger accommodations, etc.

Space Station Hulls

The basic Space station hull is worth 2 construction points. Space stations have no drives

- 20 Hull points
- 4 Non military systems.

All weapons mounted on Space stations fire out of any arc.

Fighter Hulls

The basic fighter hull costs 2 construction points. They have 1 hull point. Any roll on the critical damage table will destroy them. They have 5 drives, 1 phaser, 1 elite crew Up to 5 fighters can be carried by a ship for every cargo bay the ship has.

Fighters can have a maximum of 3 additional systems





Space Freighters

Introduction

Card game for 2-4+ players. Space Trading Theme. Deliver goods to far flung worlds for mega credits.

Victory

The player with the most Mega Credits (MC) at the end of the game wins.

Game End

The game ends at the end of the turn that the last card was drawn from the deck.

The Deck

Players share a common deck. There are 4 card types:

- 1. Goods
- 2. Worlds
- 3. Events
- 4. Aid

Goods Cards

There are 4 types of goods:

- 1. Organics
- 2. Tech
- 3. Luxury
- 4. Materials

Mega Credits

Use coins to keep track of Mega Credits (MC)

Setup

Pick one player to go first. Play proceeds clockwise.

Turn Sequence

- Players take turns. Each turn has 4 phases:
- 1. Draw Phase

- 2. Trade Phase
- 3. Delivery Phase
- 4. End Phase

Draw Phase

Flip over the top card of the deck. If it is an Event card resolve it immediately. If it is a World, Good, or Aid card, put it in your hand.

You can play (discard) an Aid card from your hand to negate a negative Event card.

Trade Phase

Players may freely trade cards in their hands.

Delivery Phase

You may make a delivery of goods to a World. Each World will pay a certain amount of MC for specific types of goods according to its text. To make a delivery you must play (discard) a World card and One or more Goods cards from your hand.

The goods cards can be of the same or different types. If you sell more than one card of the same exact type of good, you must sell it at a Discount: The second card earns 1 less MC, the third card earns 2 less MC and so on. You can only deliver to one world in Delivery Phase.

End Phase

Max hand size is 7 cards. Discard excess cards.

Card List Notation

- O** Organics
- T** Tech
- L** Luxury
- M** Materials

Value = MC Bonus when sold

SRT Skip the Rest of this and next Turn

Common Deck World Card List

Name	O	T	L	M
Prison Planet	6	6	10	6
Frozen World	10	10	3	7
Radioactive World	7	12	9	9

Name	O	T	L	M
Double Planet	11	11	4	6
Gas Giant	5	9	5	6
Robot World	8	7	8	7

Name	O	T	L	M
Star Base	12	6	2	8
Research Station	6	9	6	7
Hive World	11	9	7	12
Fringe World	6	10	7	6
Core Planet	4	6	5	12
Mega Metropolis	8	8	6	8
Jungle Planet	7	4	9	7

Name	O	T	L	M
Shipyards	11	6	7	9
Agro Station	12	6	9	3
Pleasure Planet	4	8	6	12
Capital World	2	8	3	7
Rebel World	7	10	4	2
Alien World	3	10	6	10
War Torn World	5	3	9	8

Common Deck Goods Card List

Name:	Type	Value
Designer Clones	O	+2
Alien Specimens	O	+1
Rare Medicines	O	-
Anti-Aging Drugs	O	-
Terran Seed Stock	O	-
Genetic Samples	O	-1
Nutrient Bars	O	-2
Teleportation Pads	T	+2
Matter Replicators	T	+1
Sapient Computers	T	-
Nanotech Robots	T	-
Anti Gravity Pods	T	-
Cybernetic Implants	T	-1
Universal Translators	T	-2

Name:	Type	Value
Anti-Matter	M	+2
Dark Matter	M	+1
Super Conductors	M	-
Xenomorphic Crystals	M	-
Radioactives	M	-
Ceramic Composites	M	-1
Trans-Metalloid Alloys	M	-2
Psionic Snuff	L	+2
Alien Aphrodisiacs	L	+1
Harmonic Inducers	L	-
Old Earth Art	L	-
Virtual Reality Modules	L	-
Centauri Cigars	L	-1
Betelgeuse Beer	L	-2

Common Deck Aid Card List

Name:	Notes:
Laser Turret	Negate Pirate or Rock Hazard
Missile Salvo	Negate Pirate or Rock Hazard
Disruptor Beam	Negate Pirate or Rock Hazard
Particle Cannon	Negate Pirate or Rock Hazard
Force Field	Negate Energy or Rock Hazard
Repulsor Field	Negate Energy or Rock Hazard
Inertia Screen	Negate Energy or Rock Hazard
Deflector Shields	Negate Energy or Rock Hazard
Ion Thrusters	Negate Pirate or Energy Hazard
Solar Sail	Negate Pirate or Energy Hazard
Ram Scoop	Negate Pirate or Energy Hazard
Sling Shot Effect	Negate Pirate or Energy Hazard
Secretive Passenger	Play with shipment to gain 9 MC
Smuggling	Play with shipment to gain 7 MC
Contraband	Play with shipment to gain 5 MC
Shortage	Play with shipment to gain 3 MC

Common Deck Event Card List

Name:	Notes:
Lost in Space	SRT
Malfunction	SRT
Rescue Mission	SRT Gain 6 MC
Salvage Mission	SRT Gain 9 MC
Discover Alien Artifact	SRT Gain 12 MC
Scanner Sweep	Look at next 7 cards in deck
Passive Sensors	Look at next 5 cards in deck
Repairs	Lose 7 MC
Replace Fuel Cells	Lose 6 MC
Pay Crew Bonuses	Lose 5 MC
Interstellar Tariffs	Lose 4 MC
Docking Fees	Lose 3 MC
Asteroid Field	Rock Hazard. Discard 3 Random Cards
Micro Meteor Storm	Rock Hazard. Discard 3 Random Cards
Space Junk	Rock Hazard. Discard 3 Random Cards
Comet Debris	Rock Hazard. Discard 3 Random Cards
Deep Space Raiders	Pirate Hazard. Discard 3 Random Cards
Orbital Scavengers	Pirate Hazard. Discard 3 Random Cards
Planet Side Bandits	Pirate Hazard. Discard 3 Random Cards
Alien Marauders	Pirate Hazard. Discard 3 Random Cards
Gravitic Anomaly	Energy Hazard. Discard 3 Random Cards
Solar Flare	Energy Hazard. Discard 3 Random Cards
Ion Storm	Energy Hazard. Discard 3 Random Cards
Nebula Vortex	Energy Hazard. Discard 3 Random Cards





Space Fury

<body>

Introduction

Quick & Dirty Tactical Space Fighter Combat Rules. Special rules for pilots: 10 Skills, Panic, Quirks, Special maneuvers. Very easy ship construction system.

Custom Space Fury

Check out these cool mods by Erick Iwasenko at: Custom Space Fury

Supplies

A space hex map is required. Use painted miniatures or chits to represent ships. 10 and 6 sided dice are used

Turn Sequence

1. Stealth Phase: Cloaking
2. Detection Phase: Detect Cloaked Fighters
3. Tactics Phase: Determine who goes first in movement phase
4. Movement Phase: Normal movement or attempt Special Attack Maneuvers
5. Special Maneuvers Phase: Offensive or Defensive
6. Missile Launch & Move Phase: Move Missiles, Declare targets of Missiles & Rockets
7. Gun Declaration Phase: Declare Targets
8. Gun Resolution Phase: Roll ToHit & Damage
9. Missile Resolution Phase: Roll ToHit & Damage
10. Morale Phase: Taunting, Panic checks, Rally checks

1. STEALTH PHASE

Ships with cloaking devices may cloak or uncloak. Ships that attack or communicate immediately uncloak. Cloaked, undetected fighters cannot be attacked.

2. DETECTION PHASE

A fighter with basic sensors will detect cloaked fighters up to 10 hexes away on a roll of 1-2 on D10 A fighter with the scanner enhancement will detect cloaked fighters up to 20 hexes away on a roll of 1-4 on D10 Detected fighters can be attacked

3. TACTICS PHASE

Each player rolls 1D10. This is the Initiative roll. The high roll gets to move last in Movement phase. Actions in all other phases are considered simultaneous.

Pilots with Tactics skill add 1 to their sides initiative roll.

4. MOVEMENT PHASE

Fighters have a base Speed =4 For each point of speed a fighter may move forward 1 space or change its facing one hex face (60 degrees). Fighters with a Jump drive and that are in a jump point may jump to another star system. Any number of units may occupy the same space

5. SPECIAL MANEUVERS PHASE

Fighters may attempt special offensive maneuvers. See corresponding Tables.

6. MISSILE LAUNCH & MOVE PHASE

A fighter can launch some or all of its missiles & rockets. Missiles move like fighters. They begin in the same space with the same facing as the ship that launched them. Missiles persist from turn to turn until they hit a target, are lost, or are shot down.

Rockets only last one turn. They can be aimed at targets in a 60 degree arc extending from the front of the fighter. Rockets launched from the same pod in the same turn must be aimed at the same target. Place the rockets in the same hex as the target.

7. GUN DECLARATION PHASE

Guns in standard fixed mounts may fire at targets in a 60 degree arc extending from the front of the fighter. Fixed Guns may also fire at targets in the same hex that were in the hex from a previous turn or that entered the hex this turn from one of the 3 hexes the fighter is facing. Guns in turrets may fire in any direction.

Guns may be aimed at fighters, missiles, or rockets.

8. GUN RESOLUTION PHASE

All attacks are considered simultaneous Use the To Hit Table for each attack Roll on the Damage Table for attacks that hit

9. MISSILE RESOLUTION PHASE

Missiles & Rockets not shot down may roll to hit

10. MORALE PHASE

This phase is divided into 3 segments: Taunt, Cool, and Rally. Taunt Segment : Pilots with taunt skill may taunt target opponent pilots within 10 Hexes. Target is taunted on a roll of 1-5 on D10.

Cool Check Segment: Pilots whose ships have been hit or who have been taunted must save on 1-6 on D10 or roll on the Panic Table. Rally Segment: Pilots with leadership skill can attempt to rally another pilot that failed a cool roll or is already panicked. The chance to rally is 1-5 in D10. Rallied pilots do not panic.

Rally range= 20 hexes

Factions

1	Colonial Federation
2	Terran Empire
3	Andromeda Alliance
4	Corporate Mercenaries
5	Fringeworld Pirates
6	Templars of the Church of Mankind

1	Colonial Federation
7	Independent Warlords
8	Rebel Worlds
9	Planetary Defense Force
10	Alien Invasion Force

Fighter Construction

In single session games ship enhancements are determined randomly using the Primary Enhancements Table. For 11 enhancements add 11 to the cost; for

FIGHTER COST	ENHANCEMENTS
20	0
21	1
23	2
26	3
30	4
35	5

12 add 12, and so on. This is the law of diminishing returns.

The better its made the more it costs. Pilots must also be purchased. Their cost is equal to their number of experience points.

FIGHTER COST	ENHANCEMENTS
41	6
48	7
56	8
65	9
75	10

Basic Systems

All fighters have these systems built into their cost:

- Hull- Contains all other systems. Affords minimal protection. Base Armor Modifier = 0
- Cockpit & Life support- 1 pilot. 1 week of Oxygen
- Reactor Core- Converts Fuel into energy
- Fuel Reserve- Enough fuel for 4 days of cruising, or 5-30 minutes of sustained weapon fire at maximum speed.
- Power grid- Distributes power to all systems

- Standard Engine- Base Speed = 4
- Directional thrusters- Base Maneuver Modifier = 0
- Central Computer- Controls all systems
- Targeting- Base ToHit Modifier = 0. Pilot may fire at one target per turn
- Sensors- Passive & Active. Used for detection, targeting, and navigation
- Weapon- All off the rack fighters come with one Laser (Range =5, Damage +0, ToHit +0, Gun)

Primary Enhancements Table

D10	ENHANCEMENTS	NOTES
1	Targeter	ToHit Modifier +1 with one weapon vs one target
2	Engines	Speed +1
3	Thrusters	Base Maneuver Modifier +1
4	Missile Rack	2 Missiles: Speed =6, Maneuver +4, ToHit +1, Damage +4
5	Extra Laser	Range =5, Damage +0, ToHit +0
6	Special Weapon	Roll on Subtable
7	Armor	Base Armor Modifier +1
8	Deflector Shield	Absorbs 1 Hit, then blown
9	Special System	Subtable
10	Pick 1 Result	

Special Weapon Table

All guns contain enough ammo or active materials to fire about 50 times

D10	SYSTEM	NOTES
1	Turbo Laser	Range =3, Damage +1, ToHit +1, Gun
2	Particle Accelerator	Cost =2 Enhancements; Range =8, Damage +1, ToHit +0, Gun
3	Rail Gun	Cost =2 Enhancements; Range =6, Damage +3, ToHit -1
4	Chain Gun	Range =2, Damage +2, ToHit +1; HE shells

D10	SYSTEM	NOTES
5	Ion Gun	Range =4, Damage +X, ToHit -1;
-		A nondeflected hit causes System shock
6	Rocket Pod	Range =6, Damage +2, ToHit +0; Contains 8
-		Rockets; 1-4 may be fired at one time.
7	Plasma Generator	Range =1, Damage +0, ToHit +2, Gun
8	Nuclear Missile	Cost =2 Enhancements, Like normal missile but Damage +25
9	Turret	Attached weapon may fire in all arcs & target
-		Missiles & Rockets
10	Pick 1 Result	

Special Systems Table

D10	SYSTEM	NOTES
1	Jump Drive	Allows travel between stars
2	Escape Pod	If fighter explodes, pilot escapes in pod (Speed =2)
-		on a roll of 1-3 on D6
3	Cloaking Device	Cost =2 Enhancements; Ship may Cloak
4	Jammer	Missiles are -1 ToHit this fighter or any adjacent fighters
5	Scanners	Enhanced Sensors; Detection +2, Detection Range +10
6	Streamlining	Non-streamlined Ftrs in Atmospheres: speed -1 & maneuver -1
7	Copilot	Cockpit accomidations & Life support for a copilot
8	Afterburner	Speed +4; can be used once; Costs 1 to replace
9	Storage Space	Doubles fuel capacity or may be used to carry cargo
10	Pick 1 Result	

To Hit Table

D10	RESULT
1-4	Miss (Missile Lost)
5-6	Near Miss
7-10	Hit!

All attacks use the same table

- Defending Fighter Maneuver Bonus -1
- Missiles are +1 to hit
- Missiles & Rockets are -1 to be hit
- Attacking Pilot Accuracy Skill +1
- Defending Pilot Evasion Skill -1
- Defender moved 4+ Hexes -1
- Attacker moved 4+ Hexes -1
- Defender Stationary -1
- Attacker Stationary -1

To Hit Roll Modifiers

- Attacking Fighter Targeting system Enhancements +1

Damage Table

D10	RESULT
1-3	Deflected (No Damage)
4-6	Minor Structural Damage; +1 to next Damage Roll
7-8	Moderate Structural Damage; +2 to next Damage Roll
9+	Critical Damage Table

Damage Roll Modifiers

- Attackers Weapon Bonuses +X
- Defending fighter Armor Enhancement -1
- Defenders Accumulated Structural Damage +X
- Defender has Deflector Shield: Attack is automatically deflected & shield is destroyed (Blown).

Critical Damage Table

D10	RESULT: NOTES
1	System Shock: Ship can do nothing on its next turn except launch escape pod
2	Weapon Destroyed: Roll 1D6: on 1-3 attacker picks, 4-6 defender picks
3	Engines Hit: Speed -1
4	Thruster Hit: Maneuver -1
5	Targeting Damaged: -1 to all ToHit rolls with Guns
6	Special System Destroyed: Roll 1D6: on 1-3 attacker picks, 4-6 defender picks
7	Reroll: 1D6 on this table
8	Basic System Destroyed: Roll on the Basic System Destroyed Table
9+	Ship Explodes

Basic System Destroyed Table

D10	SYSTEM	RESULT
1	Cockpit	Pilot Killed
2	Life support	Pilot Killed
3	Communications	Detection -2
4	Sensors	ToHit -2, Detection -4
5	Antigravity	Maneuver -1
6	Fuel Reserve	Ship Explodes
7	Reactor Core	Ship Explodes
8	Power Grid	Permanent System shock
9	Computer	ToHit -2, Detection -2, Maneuver -1, Ship cannot Jump
10	Reroll	-

Types Of Play

There are several ways to play space fury. These include:

1. Duel- One ship versus another. Single playing Session.
2. Squads- One squad versus another. Single playing Session.
3. Scenarios- Several sample scenarios are included at the end of the rules. Single playing Session.
4. Campaign Missions- This is several connected

scenarios where the results of one scenario affect the next scenario. This level of play requires a gamemaster. Multiple playing Sessions.

5. Roleplaying- The gamemaster will have to develop nonpiloting skills and quirks. Adventure possibilities may include rescue missions, exploring systems in the neutral zones, first contacts, diplomatic missions, hunting down spies and pirates, dangerous reconnaissance missions, and sabotaging enemy bases.

Pilot Level Table

Level	Experience(XP)	Skills	Reputation	Cool
1	1	1	Green	3
2	3	2	Green	4
3	6	3	Regular	5
4	10	4	Regular	6
5	15	5	Regular	7

Level	Experience(XP)	Skills	Reputation	Cool
6	21	6	Regular	8
7	28	7	Veteran	9
8	36	8	Veteran	9
9	45	9	Veteran	10
10	55	10	Elite	10

Notes: First level skill is always Basic Combat Pilot.

Experience Points Table

ACTION	XP AWARDED	NOTES
1 Year of Training	1	Academy quality
Minor Battle	1	7 or less ships per side

ACTION	XP AWARDED	NOTES
Major Battle	2	More than 7 ships per side
1 Kill	1	Defenseless or very inferior
	-	targets do not count

Terran Defense Force Officer Ranks

Pilot Rank	Prerequisites	Pilot Rank	Prerequisites
Private	Level 1	Lieutenant	Level 6 & Leadership skill
Corporal	Level 2	Major	Level 8
Sergeant	Level 4 & Tactics skill	Captain	Level 10

Pilot Skills

D10	Skill	Notes
1	Accuracy	+1 to hit with one gun attack
2	Speed	+1 Speed
3	Evasion	+1 Evasion
4	Stunts	+1 to attempt Special Maneuvers
5	Tactics	+1 to Initiative rolls. A pilot cannot be a
-		wingleader unless he has this skill
6	Engineering	Required to do Repairs at Dock
7	Taunting	+1 to Taunt & +1 to Cool Rating
8	Navigation	Required for hyperspace Jumps
9	Lucky	Each level of luck allows the pilot to reroll
-		any 1 Dieroll he makes during a battle.
10	Leadership	+1 to Rally

Quirk Table

Quirks have a strong Roleplaying element. Players should have their pilots act out their quirks, moments of panic, and heroism in the spirit of the game. Sometimes pilots will develop personality quirks and particular flying styles.

At every level increase on a roll of 1 on D6 a quirk will manifest itself. When roleplaying, pilots' quirks and personalities are much more complex and characters may develop multiple quirks to varying degrees. Characters quirks will change and evolve over time.

Characters may roll under their cool rating om D10 to control their quirks.

D100	QUIRK
1-5	Foolhardy: will charge large groups of enemies. Cool +3. Saves at -3 versus taunts.
6-10	Creep up: will not fire weapons until within 3 hexes. Tactics +1
11-15	Focused: Will only attack 1 enemy at a time and will not change targets until that enemy is destroyed. Speed +1
16-20	Dutiful: Will never leave a comrade at the expense of the mission. Will be the last to leave a battle. Wingmen are Cool +1.
21-25	Uncontrollable: Will not stay in formation. Speed +1.
26-30	Over cautious: Will hang back and fire from a distance. Likes to cloak. Evasion +1.
31-35	Fixated: Will go for the mission goals at the expense of everything else. Evasion -1 Speed +1 Accuracy +1.
36-40	Safety in Numbers: -2 Cool when not in formation. +2 cool when in formation. Tactics+1.
41-45	By the Book: Will not do special maneuvers. Tactics +1 Leadership +1.

D100	QUIRK
46-50	Sneaky: Will always try to get behind enemies and tail them. Accuracy +1
51-55	Hot Dogger: Will attempt special maneuvers whenever possible. Stunts +1
56-60	Trigger Finger: Will fire all missiles as soon as possible.
61-65	Dogfighter: Cool -2 if ganged up on. Evasion +1.
66-70	Intimidating: Taunt+1 Must be a veteran.
71-75	Superiority Complex: Taunt +1. Don't expect much backup.
76-80	Straight Runs: Accuracy +1 Cannot end a move with a turn.
81-85	Responsible: Will not do Special maneuvers. Wingmen are Cool +1.
86-90	Proximity sensitive: Will always attack the nearest opponent over other targets.
91-95	Speed Demon: Moves at full allowance when not in formation. Speed +1
96-100	Taciturn: Cool +1, Cannot Taunt.

Panic Table

Roll on the panic table when a pilot fails a cool roll.

1D10	Pilot Reaction
1-	Revenge: The pilot must attack with all weapons if possible, one of the ships that attacked it.
2-	Rout: The pilot turns around and flees off the map as quickly as possible for the rest of the game.
3-	Freeze up: The pilot maintains same speed and course next turn and cannot do anything else.
4-	Stop Everything: The pilot cannot move next turn.
5-	Yikes!: Pilot must attempt a special maneuver next turn if an enemy is within 5 hexes.
6-	Distracted: Pilot is -1 on all rolls next turn.
7-	Systems Check: Pilot cannot attack next turn.
8-	Keep your distance: Pilot will try to stay at least 3 hexes away from enemy craft.
9-	Shaken: Pilot -1 on all cool rolls for rest of battle.

10- Help!: A nearby friendly ship will move to put itself between the

panicked ship and its attackers next turn.

Special Maneuvers

Pilots with stunt skill add 1 to their rolls on the special maneuver success tables. Attack & defense maneuvers use the same table:

Special Maneuver Success Table

D10	RESULT
1-2	Failed miserably. You may not attack this turn. Speed -2 next turn.
3-4	Failed & Off Course. Accuracy -2.
5-7	Failed, you Hesitated. You may attack normally.
8+	Maneuver Successful.

Attack Maneuvers

1. Strafe- Accuracy +1. Must have moved a minimum of 3 hexes in a straight line.
2. Tail- Accuracy +2 vs enemy fighter you are directly behind within 1 Hex and facing their rear arc.
3. Dive- Fighter must have moved at maximum speed. Move forward 1 Hex.
4. Revolver- Weapons can fire out of any arc. Only if fighter has not moved this turn.

5. Careful Aim- Accuracy +1, Only if fighter has not moved this turn.
6. Loop- Perform this maneuver only if you have not yet moved this turn. Move backwards 3 or 4 Hexes.

Defensive Maneuvers

1. Roll- Slide ship to the right or left on space.
2. Dodge- Evasion +1, Easy maneuver: +1 on Defensive maneuver success roll.

3. Brake- Evasion+2, Move backwards 1 or 2 Hexes
4. Hard Turn- Evasion +2. No attack this turn. Change facing 1 hex to the left or the right.

Formations

A formation is a group of 2 or more fighters flying together with the same facing & within 1 hex of

another formation member. The wingleader of a formation gets Tactics +1. There can be only 1 Wingleader. The wingmen get Detection +1.

All fighters in the formation get Accuracy +1 and Maneuver -1.

Sample Fighter Descriptions: Human Designs

#ENH	TYPE	SYSTEMS
4	Interceptor	Turbo Laser, Speed +1, Maneuver +2, Targeter +1
3	Defense Fighter	2 Rocket Launchers, Laser, Shield
4	Light Fighter	Laser, Speed +2, Maneuver +2
5	Scout	1 Laser, Scanners, Cloak, Streamlining,
-		Jump, Storage
6	Assult Fighter	4 Lasers, Jump, Shield, 1 Missile
5	Escort Fighter	1 Particle Accelerator, 1 Ion Gun, Jump,
-		Armor, Shield
10	Gunship	Copilot, Chain Gun+Turret, Rail Gun, 2 Armor,
-		2 Shields, 2 Missiles,
10	Heavy Bomber	Laser+Turret, Shield, 4 Nukes
7	Fighter Bomber	4 Missiles, 2 Lasers, Maneuver +1, Armor
3	Symbiote Fighter	2 Copilots, 2 Lasers

SAMPLE SCENARIOS: Skirmishes Roll 1D6 + The total number of fighters. Each side has this many levels worth of pilots.

D6	SIDE A	SIDE B
1	2 Fighter Bombers	4 Interceptors
2	3 Defense Fighters	3 Light Fighters
3	4 Assault Fighters	2 Escort Fighters & 1 Gunship
4	3 Assault Fighters	5 Light Fighters
5	2 Scouts	1 Heavy Bomber
6	2 Interceptors	2 Symbiote Fighters + 1D6 extra levels of pilots

Game Designers Notes

Vietnam Air Fury Variant

Joe Nixon <commander1@yahoo.com> has created a Vietnam version of Space Fury: Check out the [Vietnam Air Fury: By Joe Nixon. Variant Of Space Fury](#) Vietnam Air Fury</L> Link.

Yes, I rewrote it again, but this version kicks butt!





Space Hole

Introduction

Solo Dice & Card game. The player must defend and build up his Space colony.

Space Junk

Six sided dice are needed. Tokens to indicate damage and power are needed. Pen & paper to record Megacredit totals are needed.

The Deck

The deck has 4 types of cards mixed in: Events, Invaders, Defenders, and Structures.

Base

You start with your base card in play. The Base has the following attributes: It can take 10 hits of Damage before being destroyed. It has a built in laser turret: It attacks with one die every battle turn.

It generates 5 power points every turn. A Base allows you to have two defenders.

Setup

You start with your base, zero Megacredits, and no cards.

End Of Game

The game ends at the end of the turn when the last card has been drawn from the deck. If your base is ever destroyed the game ends immediately and you lose with a score = 0.

Scoring

Your score is equal to your Megacredit total at the end of the game.

Turn Sequence

Each turn has 5 Phases:

1. Space Karma Phase
2. Event Phase
3. Build Phase
4. Power Phase
5. Income Phase

Space Karma Phase

Draw 1 card. If it is an Invasion or Event card it is resolved in Event Phase. Otherwise, keep it in your hand.

Max hand size is 5 cards. Discard excess cards.

Event Phase

An Invasion or Event card drawn last phase is resolved now. For Event cards just follow the instructions on the card. Discard the Event card after it is resolved.

For Invasion cards are resolved through Battle Rounds. In a Battle Round the Invader attacks, and your Defenders & Laser Turrets attack once each.

Roll 1D6 for every level of Force an Invader or Defender has. A roll of 1 will do one point of damage to the opposing side. Use counters placed on the cards to record damage.

Each damage counter so placed reduces the cards Force by one point. An Invader or Defender card reduced to 0 Force is destroyed. Destroyed cards are discarded.

When the invaders inflict damage a random defender card will be hit first. If there are no defender cards, Force domes will be attacked next. Force Domes can take 3 Hits before being destroyed.

If all force domes are destroyed, Laser Turrets (Force = 1) are next. If all Laser Turrets are destroyed, then the Base card will be attacked next. The Base card can take 5 hits and it has a built in Laser turret that can make a one die attack every round.

Build Phase

You may play one Structure card or one Defender card from your hand. The played card is placed face-up on the table in front of you. Note: You cannot have more Defender cards than your structure cards allow.

Excess are discarded.

You cannot play a structure if you can't provide it a power token this turn in power phase.

If you did not play a card you may remove all the damage tokens on one of your cards.

Power Phase

Your Base and Solar Array cards generate power points. Other Structure cards use up Power Points. Some structures also need the presence of other structures to be maintained.

For example: Each Colony requires one power point plus the food output of one Agrodome. Note: One

Agrodome could not support 2 Colonies. Place a Power Token on every structure that is able to meet all of its upkeep demands.

Income Phase

Some structures generate income. If such a structure has a power token on it then it is able to generate all of its income this turn. Otherwise it generates no income.

Record all income generated from all structures. At the end of this phase discard all Power tokens.

Structure Card List

Card Name:	#	\$	P	D	Notes:
Base	1	0	0	2	Generates 5 power/turn
Solar Array	7	0	0	0	Generates 5 power/turn
Agrodome	6	1	1	0	Supports Colony
Colony	4	3	1	1	Requires 1 Agrodome
Mine	8	1	1	0	Supports Refinery
Refinery	4	2	1	0	Requires 2 Mines
Factory	1	3	1	0	Requires 2 Refineries
Starport	1	5	2	1	Requires 2 Colonies
Research Labs	2	1	1	0	
Stargate	1	7	3	1	Requires 1 Lab
Command Center	1	0	1	1	Hand Size +2
Laser Turret	4	0	1	0	Force = 1
Force Dome	2	0	1	0	3 Hits

Number of that card in the deck

\$ Number of Megacredits generated each turn

P Amount of Power used up per turn

D Number of Additional Defender cards that may be in play.

Defender Card List

Card Name:	Force	Notes:
Space Rangers	2	Discard at end of turn to look at next 1D6 cards in deck
Astro Guard	2	
Space Marines	3	
Space Navy	4	
Battle Station	4	
Space Knights	3	
Star Fighters	3	
Space Hero	5	Can only take 1 Hit
Star Force	3	
Space Patrol	2	
Space Scouts	2	Discard at end of turn to look at next 1D6 cards in deck
Space Troopers	3	
Alien Artifact	5	Play & use only if you have a Lab

Invader Card List

Card Name:	Force
Alien Predators	3
Imperial Stormtroopers	4
Berserker Robots	6
Alien Invaders	3

Card Name:	Force
Space Pirates	3
The Warstar	6
Alien Parasites	4
Dalek Exterminators	5

Card Name:	Force
Corporate Mercenaries	3
Cyborg Collective	6
Little Green Men	4
Alien Brainsuckers	5
Mutant Space Zombies	3
Cylon Raiders	4

Card Name:	Force
Space Monster	5
Romulan Warbirds	4
Vampiric Space Beavers	3
Starmada	6
Time Warp Fugitives	3
World Eater	7

Event Cards List

Card Name:	Notes:
Solar Flare	Randomly distribute 2 points of damage to your defenders
Reinforcements	Take 1 defender from your discard & put it in your hand
Lost in Space	Discard 1 random Defender
Supernova	Discard your hand
Lab Explosion	Discard 1 Lab
Core Instabilities	Discard 1 Mine
Terraform	All Agrodomes income +2 for rest of game
Black Hole	Discard 1 random Defender
Emergency Repairs	Discard all Damage counters
Seismic Events	Generate no income this turn
Intergalactic War	Discard 1 random Defender
Sabotage	Discard one random structure*
Dilithium Crystals	Gain 10 Megacredits per Mine
Space Traders	Gain 3 Megacredits per Structure
Planet Bombs	Discard one random structure*
Meteor Swarm	Discard one random structure*
Space Virus	Discard 1 Defender or Colony
Discovery	Gain 50 Megacredits if you have a Lab
Merchant from Venus	Gain 20 Megacredits per Colony
Cosmic Con Artist	Lose half of your Megacredits
Interstellar Tax Men	Lose 2 Megacredits per Structure
Repairs	Take 1 structure from your discard & put it in your hand

* If Base is hit, it takes 1 Damage counter.

Babylon 5 Variant

By C. Gerard Luft Babylon 5 for spacehole. Uses the same rules as spacehole, only the names of some cards have changed. The player tries to operate b5 while defending against invaders.

B5 Structure Card List

Card Name:	#	\$	P	D	Notes:
Hull	1	0	0	2	Generates 5 power/turn
Fusion reactor	7	0	0	0	Generates 5 power/turn
Garden	6	1	1	0	supports b5
Living quarters	4	3	1	1	requires 1 garden
Loading bay	8	1	1	0	supports refinery
Factory	1	3	1	0	requires 2 refineries
Landing bay	1	5	2	1	requires 2 living quarters
Research lab	2	1	1	0	

Card Name:	#	\$	P	D	Notes:
Hyperspace jumpgate	1	7	3	1	requires 1 lab
Command and control	1	0	1	1	+2 hand size
Ppg turret	4	0	1	0	Force = 1
Hull armor	2	0	1	0	3 Hits

Defender List

Card Name:	Force	Notes:
Ranger Observers	2	Discard to look at 1d6 cards in deck
Security	2	
Marines	3	
Jeffrey Sinclair	4	Ranger Commander
Michael Garibaldi	4	Security Chief
Ranger Strike Team	3	
Star Fury Fighters	3	
Co Capt John Sheridan	5	can only take 1 hit
Susan Ivanova	2	xo lt cmd
Ranger Marcus Cole	2	discard to see 1d6 cards
White Star	3	
Alien Artifact	5	only if lab present

Invaders List

Card Name:	Force	Card Name:	Force
Centauri agents	3	Drazi sunhawk	3
Minbari colonial fleet	4	Vorlon cruiser	6
Minbari expeditionary fleet	6	Centauri colonial fleet	4
Minbari agents	3	Centauri battle fleet	5
Narn agents	3	Minbari battle fleet	5
Narn expeditionary fleet	6	Space pirates	4
Psi corp telepathic military	4	Night watch	3
Narn battle fleet	5	Centauri expeditionary fleet	6
Secret police	3	Rouge soul hunter	3
Narn colonial fleet	4	Shadow ship	7

Event List

same as in spacehole.





Space Insurrection

Introduction

"The Universe is Mine! Mine! All Mine I tell you!"
—Lord Phallius, Space Tyrant—

Map

Draw 10 Planets indicated by circles. Devise names for all the planets. Make each circle large enough to hold a dozen or more chits. The terms: Planet, World, and System are interchangeable.

Setup

Each player starts with a base on one loyal world and 7 random Unit chits in his reserve pile. All other worlds are neutral.

Victory

All Worlds loyal to your side at the end of the turn, or Elimination of all of your opponents units from the board.

UNITS	TYPE	ACTIONS
Assassin	EP	Kill (Public Personality)-3
Security	PP	Kill (Espionage Personality)-3; Deploy Personality-3
Star Cruiser	M	Transport Troops; Attack Cruiser-3; Blockade; Bombardment-3
Troops	M	Attack (Troops, Rebels, Installation)-4; Control World-3; Subdue Uprising-4
Diplomat	PP	Incite uprising-3; Control World-3; Deploy Personality-4
Agent	EP	Surveillance, Spy-4; Deploy (Personality, Rebels)-3
Sabateur	EP	Sabotage (Military unit)-3; Sabotage (Installation)-4
Governor	PP	Recruit-5; Deploy (Personality, Troops)-5; Subdue Uprising-3
Rebel Leader	EP	Deploy (Rebels)-5; Incite uprising-4
Rebels	M	Attack (Troops or Installation)-3, Incite uprising-3; Deploy Rebels-4
Base	MI	Deploy (Troops, Star Cruiser, Installation)-5
Force Field	MI	Planet Immune to Bombardment
Ion Gun	MI	Attack Star Cruiser-3
Loyal World	–	Recruit-5; Deploy Base-4; Deploy Personality-4; Repair-2

Worlds are part of the Map. TYPES: PP = Public Personality Unit; EP= Espionage Personality; M = Military Unit;

MI Military Installation

Turn Sequence

1-Recruit Phase 2-Blockade Phase 3-Surveillance Phase 4-Movement Phase 5-Action Phase

Counters

Each player needs a set of 10 "Loyal World" counters of a color unique to that player. Each player needs a set of 30 blank "Identification" counters of a color unique to that player. Identify your units by placing your Identification counters under them.

Recruit Pile

Chit Mix: Make 10 of each unit type. Force Fields & Ion guns only 5 each. Include 1 or 2 each of each of the special chits. When making chits write the name of the unit and an identification number #1-10.

Recruit Phase

Draw 1 chit from the recruit pile per successful recruit attempt by Loyal Planet and Governor (on a loyal planet) you control. Only 1 governor per planet gets this benefit. If the planet is blockaded by enemy Star Cruisers the ability of Loyal Planets and Governors becomes Recruit-3.

Worlds disrupted by bombardment cannot recruit. Governors on worlds disrupted by bombardment cannot recruit. Recruited chits go into your reserve pile.

Neutral worlds and worlds with uprisings do not recruit chits. You can have a maximum of 7 chits in your reserve before you must discard back to the recruit pile.

Blockade Phase

Star cruisers may declare they are blockading the world they currently orbit.

Surveillance Phase

Non-wounded Agents have two different actions they may take:

1. Observe-2 an opponents reserve pile.
Observe-2 means that the observation succeeds on a roll of 1-2 on D6.

2. Observe-2 an enemy unit. If successful, The controlling player must declare that units' movement orders immediately. The agent gets observe-4 if he is in the same system as the unit.

Movement Phase

All players write down movement orders for all of their units. A unit can move to any world on the map from any other world. Blockading Cruisers may not move.

Players reveal their orders. Example Order: Move Agent#3 to Cassioia. Players move their units. All movement is considered simultaneous.

Rebels, Ion Cannons, Shields, and Bases do not move (Rebel Leaders may move). Troops can only move if a Star cruiser transports them. Example Order: Move Star cruiser #1 and Troops#2 to planet Jungla.

Units not given written orders do not move. Smugglers rule: Every enemy personality trying to get on or off a blockaded world must roll D6: On a roll of 1-2 they are destroyed. Disrupted & wounded units may move.

Action Phase

Wounded Personalities can take no other action except heal Disrupted units, installations, and worlds

can take no other action except repair. Conduct all the actions on one planet before moving to the next. Go in Alphabetical order by planet.

Players with units on the World take turns. In a turn, one unit takes one action. The Player with more units in the System goes first.

Blockading Cruisers may not do any further actions. Worlds disrupted by bombardment cannot deploy. Units on worlds disrupted by bombardment cannot deploy.

Governors may only deploy on loyal Worlds. A unit may only attempt to control a world if no enemy troops are present. An agent that acted in surveillance phase may not act in this phase.

Wounded/disrupted units that are wounded/disrupted again are eliminated.

Determining Action Success

All actions are written in the form: Action-X For example: Sabotage-3 This means the sabotage action is successful on a roll of 1-3 on D6. Sabotage-4 means the sabotage action is successful on a roll of 1-4 on D6

Explanations Of Unit Actions

Actions can only be taken against units in the same system. A unit may only undertake one of the following actions if the action is listed in the units description.

ACTION	SUCCESS
Deploy	Put target chit from your reserve pile into same system
Attack	Roll D6: on 1-4 Target Destroyed; on 5-6 Target Disrupted
Kill	Roll D6: on 1-3 Target Killed; on 4-6 Target Wounded
Sabotage	Roll D6: on 1-2 Target Destroyed; on 3-6 Target Disrupted
Bombardment	Target Military Units/Installations; Roll D6: 1 = Destroyed; 2-6 = Disrupted
Bombardment	Target a Worlds Industry. The World becomes Disrupted.
Heal	Remove Wounded result from personality. All personalities have Heal-3
Repair	Remove Disrupted result from unit. All nonpersonality units have Repair-3
Control World	World (not in Uprising) becomes loyal to your side.
Incite Uprising	The world becomes Uncontrolled and Hostile to all players Indicate with an 'Uprising' marker.
Subdue Uprising	Remove 'Uprising' marker, World becomes loyal to your side.
Spy	All further actions this turn against target of espionage are at +1 to the success roll For example: Kill-3 becomes Kill-4; Only 1 such bonus allowed vs target.

Installations

Only one of each type of Installation can be deployed on a world.

Gaining Control Of Worlds

Only Diplomats & Troops can gain the loyalty of worlds. The world must first be rid of all enemy Troops & Installations. Once a world becomes loyal to you, put any rebels on it you control into your reserve.

You cannot Deploy rebels onto a world you control.

Optional Sample Special Chits

Betrayal- Play as an action. Gain control of target personality. Sabotage- Play as an action. Automatic success. Any Military target. Deploy Rebels- Play as an action. Automatic success. Any target planet.

Careful Planning- Personality gets an extra Action this turn. Tactical Superiority- Military unit gets an ex-

tra Action this turn. Assassination- Play as an action. Automatic success. Any target Personality.

Quick Recovery- Play as an action. Target unit healed or repaired. Deploy Personality- Play as an action. Automatic success. Any target planet. Incite Uprising- Play as an action. Automatic success. Any target planet.

Subdue Uprising- Play as an action. Automatic success. Any target planet. Diplomacy- Play as an action. Automatic success. Any target neutral planet comes under your control.

Game Designers Notes

Similar to Emporex but cleaner & more elegant. Its like getting to be both the rebels & the evil empire. Special thanks to Lorenzo Hernandez & Dan S. for pointing out several flaws in the rules (which have been "fixed")

Counters & Planet Maps

The following amazing sets were created by David Ashton: david.ashton@chesdatasys.co.uk David has also made counters and cards for Stratastar.

To view the Planet Maps at David's site





Space Nazi Skirmish

Introduction

Board & card game for 2 players. Abstract Skirmish level space combat.

Disclaimer

Based on the Iron Sky Movie. This is merely a fan site.

Premise

In 1945 Nazis, using flying-saucers, escaped to and colonized the Dark side of the moon. They call themselves the Fourth Reich. Ever since, and unknown to us, they've been plotting their return. Their Fleet is currently in Low Earth Orbit, bombarding New York With large Moon rocks and sending down waves of Attack saucers.

Unknown to the Nazis and to each other, each of the major Earth Nations has secretly weaponized their communication and science Satellites. These have now banded together to fight off the Nazi Invasion Fleet.

Victory

Complete destruction of the opposing Fleet.

Ship Special Card Table

Ship:	Notes:
Gotterdamurung Battleship	Mega Cannon: A = 4 (Does 3 Damage)
Siegfried Zeppelin Carriers	Broadside: A = 2
Flying Saucer Squadron	Swarm: A = 1

Nazi Fleet Notes

The Gotterdamurung can make up to 4 attacks per turn.

United Nations Fleet Unit Table

Ship Origin:	Type	Hits
USA Flagship	L	6
Chinese Warship	L	6
Russian Cruiser	L	6
Indian Warbarge	M	5
British Bomber	M	5

The Map

Use an 8x8 chessboard.

The Units

Use chits or figures or miniatures to represent units. Units can also be referred to as Ships or Squadrons.

Table Terminology

- D** Dreadnaught
- C** Carrier
- F** Flying Saucer Squadron (40 Fighters)
- L** Large Ship
- M** Medium Ship
- S** Small Ship
- Adj** Adjacent
- Dam** Damage
- Foe** Enemy Unit
- LOS** Line of Sight
- OPP** Opponent (Opposing Player)

Nazi Invasion Fleet Unit Table

Ship Type:	Type	Hits
Gotterdamurung Battleship	D	40
Siegfried Zeppelin Carriers	C	5
Flying Saucer Squadron	F	1

Ship Special Card Table

Ship:	Notes:
USA Flagship	Directed Energy Weapons: A = 2 and A = 3
Chinese Warship	Missile Salvo: A = 3 and Adjacent A = K
Russian Cruiser	Sturdy: Defense or Damage +1 to an attack it makes
Indian Warbarge	Warhead Barrage: A = 4
British Bomber	Bombing Run: M = 2 and then A = K
German Spacesub	Stealth: Defense or M = K
French Frigate	Point Defense: Defense or A = 2
Australian Gunboat	Chainguns: A = 1
Japanese Mecha	Reflex Gun: M = 1 and then A = 3
Italian Corvette	Speedy: Defense or M = 5

Un Fleet Notes

Large ships can make up to 2 attacks per turn. Small ships can make up to 2 moves per turn. In Scenarios the UN will have 1 ship of each nationality.

Setup

Each player places one unit on each square of his back two rows.

Stacking Rules

Friendly Units may stack. Ships in the same space are targeted separately. Important Note: Saucer Squads stacked with carriers are Not considered to be "onboard" during the battle.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Tactical Phase
2. Move Phase
3. Fire Phase

Tactical Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Card List

Card Name:	#	Range	Type	Notes:
Slow	6	1	M	-
Medium	5	2	M	-
Fast	4	3	M	-
Slide	3	K	M	-
Sustained Burn	2	4	M	UN Ships Only
Infiltrate	2	K	M	Nazi Squads Only

Move Phase

Play (discard) a Move card to move one of your Units. The move card has a number. This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a unit to move like a knight in chess. Units may move through (past) other units.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Every attack does a base of 1 Damage (Target loses 1 Hit).

Use Chits or coins to record damage. A unit reduced to 0 Hits is Destroyed. Your opponent may play Defense cards to negate your attack.

Units may attack through (past) other units.

Card List Notation

M Movement

A Attack

D Defense

S Special

K as a Knight would move in Chess

Type Purpose of card

Card Name:	#	Range	Type	Notes:
Plasma Weapons	4	1	A	-
Lasers	4	2	A	-
Rail Guns	4	K	A	-
Missiles	2	3	A	UN Ships Only
Particle Beam	4	4	A	-
Rockets	4	2	A	Nazi Ships Only
Nukes	2	4	A	UN Ships Only (2 Damage)
Computer Targeting	2	K	A	UN Ships Only
Evasive Maneuver	2	-	D	-
Battle Computers	4	-	D	UN Ships Only
Heavy Armor	2	-	D	Nazi Big Ships Only
Multiple Targets	2	-	D	Nazi Squads Only
Ship Special	5	-	S	Per Unit Rules

Invasion Scenario

The Nazis have 5 Zeppelins. There are 5 Saucer Squadrons stacked with each Zeppelin. Opposite, the USA ship is in the lead.

Moon Scenario

The Nazis have just launched the Gotterdamurung. Each UN ship starts with 1 Damage.

Aftermath Scenario

The Nazis have been defeated. Each UN ship starts with 2 Damage. The UN Fleet has discovered vast amounts of Helium 3 stored at The Nazi Moon Base. They all start to attack each other in a Big free for all.

UN ships are scattered randomly around the board. On a players turn, he may control any ships and may attack any ships. A player gets 1 Victory Point for every point of Damage he inflicts.





Space Opera Campaigns

Explore the mysteries of outer space with your trusty ship and intrepid crew.

Setup

Randomly determine and record the 6 systems from the SHIP SYSTEMS TABLE, for your ship. Randomly determine and record the skills of your 6 crew mem-

bers. Your Captain has 3 skills, one from each skill table.

Your Science Officer has 2 skills, one from Command and one from Science table. Your Chief Engineer has 2 skills, one from Command and one from technical table. You have 3 Specialists each with one skill each. Roll 1d6 (1-2 Science, 3-4 Technical, 5-6 Ship Systems)

COMMAND	SKILLS TABLE	SCIENTIFIC	SKILLS TABLE
1D6	Skill	1D6	Skill
1	Integrity	1	Physical Science
2	Diplomacy	2	Medical
3	Cunning	3	Biological Science
4	Security	4	Communications
5	Combat	5	Psychology
6	Roll on Ship Systems table	6	Roll on Ship Systems table

TECHNICAL	SKILLS TABLE	SHIP	SYSTEMS	TABLE
1D6	Skill	1D6	1-4	5-6
1	Engineering	1	Ship Shields	Physical Science
2	Computers	2	Ship Weapons	Security
3	Astrogation	3	Ship Speed	Bio Science
4-5	Roll on Ship Systems Table	4	Computers	Cunning
6	Pick	5	Astrogation	Diplomacy
-		6	Pick one	Pick 1&roll again

Turn Sequence

- 1. Mission Phase
- 2. Action Phase
- a. Threat
- b. Mishap
- c. Failure

Object

Complete 10 missions in the shortest time possible.

Mission Phase

If you decide to remain at Starbase, you may replace any killed Crewmembers and repair any Ship damage Roll once on the Mission Table. Roll twice on the Aid Table, aid results increase your skills.

Mission Tables

Action Phase

a) If you decide to go on the mission, you must first encounter 1D6-3 threats. Roll on the threat table for each threat. The threats are resolved one at a time.

b) For each threat, roll twice on the Mishap table. Mishaps decrease your skills. The mission may be resolved after all threats are successfully overcome. If your crew and ship have skills and systems that match those of the threat/mission, you automatically overcome/complete it successfully.

c) If you do not have the required skills you fail the threat/mission. If you fail, roll on the Failure Result Table. If you fail, your turn ends immediately. Keep track of all successfully completed missions.

I	Requires	II	Requires
1-Deliver Vaccine	Medical	1-Evacuate Colony	Speed X2
2-Chart Star Cluster	Astrogation X2	2-Nebula Gas Samples	Physical Science
3-Strange New World	Biology & Physical Science	3-Diplomatic Mission	Diplomacy X2
4-Prisoner Transfer	Security X2	4-Mediate Dispute	Diplo & Commo
5-Peace Talks	Diplomacy & Integrity	5-Trade Negotiations	Diplo & Cunning
6-Repair Satellite	Engineering	6-First Contact	Commo X2

III	Requires	IV	Requires
1- Rescue Mission	Medical, Security, & Engineering	1-Border Patrol	Shields & Wpns
2-Intercept Smugglers	Security & Communications	2-Monitor Primitives	Commo & Psych
3-Distress Signal	Communication & Speed	3-Salvage Space Hulk	Engineering
4-Reconnaissance	Astrogation & Security	4-Escort	Speed & Wpns
5-Assist Refugees	Medical & Psychology	5-Plague Ship	Medical & Wpns
6-Bug Hunt	Combat & Biology	6-Apprehend Criminal	Secty & Cunning

V	Requires
1-Espionage Mission	Cunning X2
2-Survey Mission	Astrogation & Physical Science
3-Lost Ship	Security & Astrogation
4-Investigate Alien Ruins	Communication & Engineering
5-Pursue Military Raiders	Speed & Weapons
6-Forbidden Planet	Physical Science & Diplomacy

Aid Tables

I	Skill or Ability	II	Skill or Ability
1-Medikkit	Medical	1-Antidote	Medical
2-Anti-Matter Torpedo	Ship Weapons	2-Navigation Beacon	Astrogation
3-Star Charts	Astrogation	3-The Slingshot Effect	Ship Speed
4-Special Maneuver	Ship Speed	5-Frequency Modulation Ship Shields	
5-Reboot	Computer	5-The Right Tool	Engineering
6-Convincing Bluff	Diplomacy	6-Brilliant Oration	Diplomacy

III	Skill or Ability	IV	Skill or Ability
1-Outwit	Cunning	1-Logic	Cunning
2-Inspiration	Cunning	2-Linguistics	Communications
3-Alien Warning Buoy	Communications	3-Labkit	Biology
4-Psychometrics Analysis Psychology	Psychology	4-Psych Profiles	Psychology
5-Poignant Revelation	Psychology	5-Martial Arts	Combat
6-Surprise Attack	Combat	6-Instincts	Combat

V	Skill or Ability	VI	Skill or Ability
1-Life Form Scan	Security	1-Codebreaker	Security
2-Red Alert	Security	2-Experimental Data	Physical Science
3-Rules of Engagement	Integrity	3-Humanity	Integrity
4-Passive Scan	Security	4-Active Scan	Physical Science
5-Time Travel	Cunning & Security	5-Phaser Banks	Ship Weapons
6-MultiPhaseic	Ship Shields	6-Windows 2300	Computer

Threat Tables

I	Test	II	Test
1- Gravitic Anomaly	Physical Science & Astrogation	1-Supernova	Shields & Speed
2-Blackhole	Speed X2 or Astrogation X2	2-Meteor Shower	Shields & Wpns
3-Solar Flare	Shields X2 or Astro & Speed	3-Worm Hole	Spd or Astro X2
4-Space Pirates	Wpns&Shds or Secty & Cmbt	4-Enigma	Cunning & Intgty
5-Ancient Defense Sys	Comp&Commo or Shields X2	5-Time Loop	Cunning
6-Radiation Leak	Engineering or Physical Science	6-Dimensional Rift	Cunning&Astro

III	Test	IV	Test
1- World Eater	Eng&Physical Science	1-Brain parasites	Security&Med
2-Hostile Natives	Diplo&Commo or Cmbt&Secty	2-Alien Mind Control	Psych&Commo
3-Terrorist	Psych&Diplo or Cmbt&Secty	3-Drax Battlecruiser	Shlds&Wpns x2
4-Psycho Experiment	Integrity and Psychology	4-Alien Shapeshifter	Bio & Cunning
5-Alien Predator	SectyX2 or CmbtX2 or BioX2	5-Penalcolony	Cunning & Secty
6-Xeno Infestation	Biology & Security	6-Alien parasite	Integrity&Psycho

V	Test	VI	Test
1- Alien Mind Trap	Integrity & Psychology	1-Alien Collector	Cunning&Psych
2-Planetary Volcanism	Physical Science	2-Alien Slave Traders	Cunning & Cmbt
3-Exotic Narcotic	Medical & Security	3-Computer Society	Comp&Psycho
4-Love Interest	Integrity	4-Court Martial Trial	Integrity X2
5-Neutral Zone Trespass	Commo&Diplo or Speed X2	5-Traitor	Integrity&Psycho
6-Tech Scavengers	Combat & Communications	6-Duel to the Death	Combat X2

VII	Test	VIII	Test
1- Terraforming Disaster	Physical Science & Biology	1-Alien Possession	Psycho&Medical
2-Mad Scientist	Cunning & Engineering	2-Hostage situation	Security X2
3-Hedonist Society	Integrity & Security	3-Rogue Android	Comp& Eng
4-Deadly Computer Virus Computer X2	4-Murder Trial	Integ&Cunning	
5-Stowaway	Security	5-Space Gypsies	Cunning&Diplo
6- Disturb Cosmic Entity Diplomacy X2	6- Cyborg Menace	Comp&Cunning	

IX	Test	IX	Test
1- Rebel Saboteur	Security & Engineering	1-Assassin	Security & Cmbt
2-Criminal Mastermind	Security & Cunning	2-Core Meltdown	Engineering X2
3-Fungal Spores	Medical & Biology	3-Nanotech Swarm	Comp&Eng
4-Naked Singularity	Physical Science & Astrogation	4-Event Horizon	Cunning & Astro
5-Evil Duplicate	Combat & Psychology	5-Religious Fanatics	Diplo & Combat
6-Nemesis	Cunning & Psychology	6-Shipwreck Survivors	Secty & Medical

XI	Test	XII	Test
1-Hostage Situation	Secty&Psych or Secty&Diplo	1-Abduction	Commo&Secty
2-De-evolution	Bio X2 or Medical & Biology	2-Hologram	Computers
3-Teleportation Accident	Engineering & Medical	3-Exponential Growth	Biology & Comp
4-Asteroid Field	Astrogation & Ship Shields	4-Test of Honor	Integrity & Cmbt
5-Choose Chancellor	Diplo x2 & Security	5-Civil War	Wpns&Spd&Cun
6-Death Star	Cunning&Wpn	6-Last Star Fighter	Wpn&Shld&Spd

Failure Result Table

1D6	Result	Effect
1-2	Ship Damaged	The Ship loses 2 random systems
3-4	Mission Delayed	Miss next Turn
5-6	Crewmember Killed	1 Random Crewmember killed

Mishap Tables

I	Lost	II	Lost
1-Gullibility	Cunning	1-Weapons are Useless	Ship Weapons
2-Hesitate	Combat	2-Computer Bug	Computers
3-Give in to Temptation	Integrity	3-Lax Security	Security
4-Arrogance	Diplomacy	4-Malfunction	Engineering
5-Mathematical Error	Astrogation	5-Unknown to Science	Physical Science
6-Medical Error	Medical	6-Xenophobia	Communication

III	Lost
1-Alien Power Drain	Ship Shields
2-Allergies	Biological Science
3-Lost Sleep	Psychology

III	Lost
4-Science Officer	All Science skills
5-Chief Engineer	All technical skills
6-Ship's Captain	All Captain's skills

Drax Campaign

The final conflict to decide who will rule the galaxy, has begun!

Setup

As per the Standard game but all Ships systems come from the WARTIME SHIP SYSTEMS TABLE. In addition, the player also receives TWO additional ships that form his fleet. One Destroyer-class ship with 2

systems from the WARTIME SHIP SYSTEMS TABLE.

One Light Cruiser-class with 4 systems from the WARTIME SHIP SYSTEMS TABLE. Your Science Officer can be replaced with a Tactical Officer who has 2 skills from the Command table. You have 3 Specialists each with one skill each. Roll 1d6 (1-3 Technical, 4-6 Ship Systems) Your other two ships do not have extraordinary officers.

All three ships may combine their abilities to successfully defeat threats and accomplish missions.

Wartime Ship Systems Table

1	Ship Shields
2	Ship Weapons
3	Ship Speed
4	Combat

1	Ship Shields
5	Cunning (Flag Bridge)
6	Pick one

Object

Successfully complete your missions in order to defeat the Drax. The WAR TIMELINE tracks your victory and defeats, with each one affecting the final outcome of the war. The WAR TIMELINE begins at the center display. At the end of every mission phase, update the WAR TIMELINE.

For every completed mission, advance the WAR

TIMELINE by one. For every failed mission, lower the WAR TIMELINE by one. When a WAR TIMELINE display shows a number, the player rolls 1d6. If the result falls between the displayed numbers, the war ends with victory going to the displayed side.

DRAX	DRAX	DRAX	MINOR	MINOR	STALEMATE
(1-3)	(1-2)	(1)	LOSSES	LOSSES	-

WAR	STALEMATE	MINOR	MINOR	PLAYER	PLAYER	PLAYER
-	-	VICTORY	VICTORY	(6)	(5-6)	(4-6)

Mission Phase

If you remain at Starbase, you may replace any killed Crewmembers and repair damage to one ship, or

replace a ship lost in battle. Roll once on the WARTIME Mission Table. For each ship in the player's fleet, roll once on the WARTIME Aid Table.

Wartime Mission Tables

I	Requires	II	Requires
1-Negotiate Alliance	Diplo & Cunning	1-Rescue Prisoners	Cmbt&Cunning
2-Border Patrol	Shield & Wpns	2-Escort	Speed&Wpns
3-Distress Signal	Commo&Spd	3-Border Raid	Spd & Wpnx2
4-Military Raiders	Cunning&Cmbtx2	4-Espionage	Cunningx2
5-Peace Talk	Diplo&Commo&Cunning	5-Reconnaissance	Sectry&Astro
6-Starbase Assault	Wpnx3&Shldx2&Cunning	6-Piracy	Spdx2&Cmbtx2

Wartime Aid Tables

I	Skill or Ability	II	Skill or Ability
1-Mark V Torpedo	Weapons	1-Starfighter Squadron	Spdx2&Wpn
2-Tactics	Speed	2-Double Front	Shield
3-Surprise Attack	Combat&Cunning	3-Red Alert	Security&Shld
4-Turbolasers	Weapons	4-High Command	Cunning x2
5-Deflector Array	Shields x2	5-Destroyer	Shield&Wpns
6-Destroyer	Shield&Wpns	6-Marines	Cmbtx2&Cuning

Action Phase

All mission have 1d6/2 threats, use the WAR TIME THREAT TABLE Mishaps only occur on a roll of (6) for each threat. Use WARTIME FAILURE TABLE for failure verses WARTIME THREATS only.

War Time Threat Tables

1d6) 1-3 use Table I, 4-5 use Table II, 6 use Standard Threat tables

I	ENEMY	II	ENEMY
1-Drax Battlecruiser	Shlds&Wpns x2	1-Drax Battlecruiser	Shlds&Wpns x2
2-Drax Fighter Squadron	Spd x2 & Wpn	2-Space Pirates	Secty & Cmbt
3-Drax Task Force	(Shld&Wpn)x2	3-Traitor	Integrity&Psycho
4-Drax Flotilla	(Shld&Wpn&Spd)x2	4-Assassin	Secty & Cmbt
5-Drax Legion	(Cmbt & Cunning)x2	5-Rebel Saboteur	Secty&Eng
6-Drax Fleet	(Shld&Wpn&Spd)x3	6-Nemesis	Cunning&Psycho

Wartime Failure Table

If all the systems aboard a ship are lost, then the ship is considered destroyed.

1D6	Result	Effect
1-4	One Ship Damaged	1-3)Player's Ship, 4-5)Light Cruiser, 6)Destroyer loses 1d6/2 systems
5-6	Crewmember Killed	1 Random Crewmember killed

A Long Way Home

One lone Starship begins a desperate journey across the cosmos searching for a way home ...

Setup

As per the Standard game: 1 ship with 6 systems, a Captain, a Science Officer, a Chief Engineer, and 3 Specialist.

Object

To successfully return HOME. For each successfully completed mission, you gain 1 Journey Point. For every 6 Journey Points you accumulate, you may roll on the JOURNEYS END TABLE, with a +1 bonus every additional 6 Journey points. The cost to roll and the bonus received is subtracted from your accumulated total.

Journeys End Table

2.	Catastrophe!! (roll twice one the Threat Table, failure results in loss of ALL Journey Points)
3.	Lone wolf (next TWO missions get no AID)
4.	Darkest days (roll once on Threat table, failure results in -1 Journey Point)

2. Catastrophe!! (roll twice one the Threat Table, failure results in loss of ALL Journey Points)
5. Too much for some (one random crew member out of action until revived)
6. Dangerous ground (next mission has 1d6-1 Threats)
7. Your Journey continues ...
8. Never give up, never surrender (next crewmember to be revived gets +2 roll)
9. Clear sailing (next mission has no Threats)
10. A Friend in need (roll once on the Aid table, permanently add to your ship's abilities)
11. A New Hope (roll once on Threat Table, success means +1 Journey Point, roll again on this table)
12. All Good Things. . . (roll once on Threat Table, success means you've made it HOME!!)

Mission Phase

Because you are far from home, your ship's systems can not automatically be repaired. And new crew members must be drawn from the members of the crew. For each ship system you try to repair roll 5+, add +1 for each Engineer skill and +1 for the matching skill (ie. Weapons skill to repair Ship's Weapon ability) Crew members may be revived on a one-time roll of 6, add +1 for each Medical, Computer, or BioSci skill. Replacement crewmen come from your 3 Specialist, pick the one your promoting and have them role once on the appropriate crew skill table (ie. Science table if replacing the Science Officer).

A replacement Captain comes from either your Science Officer or Chief Engineer with an additional role on the Command table. Surviving crew members earn new skills after each successful mission on a roll of 6. A new skill may come from ANY crew skill table. Attempted repair and crew replacement does not penalize the player with a missed turn.

Roll once on the JOURNEY MISSION Table. Roll twice on the AID Table.

Action Phase

No change from the Standard game.

Journey Mission Tables

I	Requires	II	Requires
1-Restock supply	Medical	1-Evacuate Colony	Speed X2
2-Chart Star Cluster	Astrogation X2	2-Stable wormhole	Physical Sci x2
3-Strange New World	Biology & Physical Science	3-Diplomatic Mission	Diplomacy X2
4-Hijacking	Security X2	4-Mediate Dispute	Diplo & Commo
5-Peace Talks	Diplomacy & Integrity	5-Trade Negotiations	Diplo & Cunning
6-Crystal Breakdown	Engineering	6-First Contact	Commo X2

III	Requires	IV	Requires
1-Rescue Mission	Medical, Security, & Engineering	1-Isolationist World	Shields & Wpns
2-Crew Runaways	Security & Communications	2-Sleeper Ship	Commo & Psych
3-Distress Signal	Communication & Speed	3-Salvage Space Hulk	Engineering
4-Reconnaissance	Astrogation & Security	4-Gauntlet	Speed & Wpns
5-Assist Refugees	Medical & Psychology	5-Plague Ship	Medical & Wpns
6-Bug Hunt	Combat & Biology	6-Retreaval	Secty & Cunning

V	Requires	VI	Requires
1-Overlord Returns	Cunning X2	1-Overhaul Drive	AstroX2&Enginer
2-Survey Mission	Astrogation & Physical Science	2-Inhuman Ally	Biology&Diplo
3-Lost Ship	Security & Astrogation	3-Race to a Cure	Speed&Medical
4-Investigate Alien Ruins	Communication & Engineering	4-Forgotten War	Shld&Wpn&Itgy
5-Pursue Military Raiders	Speed & Weapons	5-Crystal Traveller	Comp&Diplo
6-Shoreleave	Physical Science & Diplomacy	6-Paradise Lost	Integrity&Psycho

Failure Result Table

1D6	Result	Effect
1-3	Ship Damaged	The Ship loses 1d6/3 random systems
4-5	Crewmember Killed	1 Random Crewmember killed
6	Lost in the Dark	Lose 1 Journey Point

A Campaign Of Terror

A Horror from beyond the Galaxy threatens to devour all Life!!

Setup

No change from the Standard Game.

Object

To defeat the Alien Horror threatening the Human Colonies before they fall to the invaders. But to defeat the Alien's, you must first develop the means to defeat

them. For every successful mission you get 1d6 Victory Points, add the total to your running tally. Once your score reaches 30, you've found the key to defeating the Alien terror and victory is yours!!

Mission Phase

No change to Standard Game except that the longer the Alien terror has to expand its reach into our galaxy, the greater its threat and the fewer resources are available to help you. The following chart shows the AID rolls and THREAT rolls for missions during the current turn.

TURN	AID	THREAT (Terror wins)
1	2 rolls	1d6-3
3	2 rolls on 2-6	1d6-2
6	2 rolls on 3-6	1d6-1
9	2 rolls on 4-6	1d6

TURN	AID	THREAT (Terror wins)
12	2 rolls on 5-6	1d6
15	2 rolls on 6	1d6 (1)
18	1 roll on 6	1d6 (1-2)
21	n/a	1d6 (1-3)

Horror Mission Tables

I	Requires	II	Requires
1-Evacuate Colony	Speed X2	1-Terror Planet	Phy Sci & Cung
2-Rescue Mission	Medical & Engineering	2-Hive Landing	Wpns & Combat
3-Distress Signal	Communication & Speed	3-Salvage Space Hulk	Enginer & Psych
4-Reconnaissance	Astrogation & Security	4-Escort	Speed & Wpns
5-Assist Refugees	Medical & Psychology	5-Plague Ship	Medical & Wpns
6-Bug Hunt	Combat & Biology	6-Take Sample	Med & Combat

Horror Threat Tables

I	Test	II	Test
1-Planetary Survivors	Secty & Medical	1-Living Nightmare	Cmbt&Security
2-Terror Mind Control	Psycho&Commo	2-Mind Trap	Psychology x2
3-Terror Evolution	Medical & Computer	3-Terror Spores	Medical & Bio
4-Crew Possession	Psycho&Medical	4-Doppelganger	Bio & Cunning
5-Terror Predator	(Secty or Cmbt or Bio)X2	5-Vigalanty Fanatics	Diplo & Combat
6-Planetary Infestation	Biology & Security	6-Crew Parasite	Integrity&Psycho





Space Program

Introduction

Card game for 2+ players. Each player represents a National Space Program. Players acquire technologies, perform Missions, and develop Space Industries.

Victory

The player with the most Prestige Points (PP) at the end of the game wins. The game ends when players have gone through the deck twice.

Turns

Each turn represents a Decade.

The Deck

Players share a common deck. There are 8 card Types:

Type:	PP
D	0
L	1
M	2
N	3

- D** Disasters (Catastrophic failures that setback space programs)
- L** Lift Capability (Escape Earth Orbit)
- N** Near Earth (Space Stations & Bases close to the Earth and Moon)
- M** Missions (Requiring only Lift Capability to pursue)
- Z** Zero-G Industries (Industries that can take place in Near Earth Space)
- S** Stellar Transport (Technologies used to travel to other Planets)
- P** Projects (Missions requiring Stellar Transport)
- I** Industry (Mining Operations requiring Stellar Transport)

Prestige Points

Each time you put a card into play, you get a number of Prestige Points (PP) According to the type of card:

Type:	PP
Z	4
S	5
P	6
I	7

Card Limits

- D** There is no limit to the number of Disasters you can get stuck with.
- L** Basic Technologies upon which all Space programs depend
- M** You cannot play more Mission cards in a turn than you have Lift cards
- N** You cannot have more Near Earth cards in play than you have Lift cards
- Z** You cannot have more Zero-G cards in play than you have Near Earth cards
- S** You cannot have more Stellar cards in play than you have Near Earth cards
- P** You cannot have more Project cards in play than you have Stellar cards
- I** You cannot have more Industry cards in play than you have Stellar cards

Logistics Phase

Take X cards from the top of the deck and place them face up on the table.

- X** 2 x Number of Players.
- The cards are called Bid cards at this stage. Going clockwise, Players take turns picking one Bid card and putting it into their hand. The player with the fewest PP picks first. (or random player if PP totals are tied) Continue until all cards are picked.

Implementation Phase

Each player may put up to 2 cards into play. If you were forced to take a Disaster card, you may not put any cards into play this turn. You cannot put into play more than one card of a single type.

(For example: Only one Lift card not two) Cards you put into play are placed face up in front of you.

Prestige Phase

Keep a running total of the PP value of all cards you have in play.

Maintenance Phase

Max hand size is 5 cards. Discard excess cards.

Turn Sequence

Each turn has 4 Phases:

- Logistics Phase
- Implementation Phase
- Prestige Phase
- Maintenance Phase

Common Deck Card List

Type	#	Card Name
L	4	Multi-Stage Rockets
L	4	Space Shuttles
L	4	Space Planes (Scramjets, etc.)
L	2	Space Elevator
M	2	Unmanned Deep Space Probes
M	2	Space Telescope
M	2	Atmospheric Penetrator Probes
M	2	Orbital Probes
M	2	Manned Space Expeditions
N	2	LEO Station (Low Earth Orbit)
N	4	GEO Station (Geosynchronous Orbit)
N	1	L-4 Space City (Lagrange Point)
N	1	L-5 Space City (Lagrange Point)
N	2	Moon Base (Lunar Colony)
Z	1	Zero-G Manufacturing
Z	1	Zero-G Materials Research
Z	1	Giant Space Solar Panels
Z	1	Zero-G Pharmaceuticals
Z	1	Zero-G Tourism
S	2	Ion Engine
S	2	Sling Shot Effect
S	2	Solar Sail
S	2	Ramscoop
S	2	Nuclear Powered Spacecraft
P	1	Generation Ship
P	1	Inner Planet Bases (Mercury, Venus)
P	1	Alpha Centauri Probe
P	1	Mars Terraforming Project
P	1	Outer Planet Outposts (Uranus, Neptune, Pluto)
I	1	Moon Mining
I	1	Asteroid Belt Mining
I	1	Jupiter Atmospheric Extractor
I	1	Saturn Ring Mining
I	1	Mars Mining
D	1	Malfunction
D	1	Fuel Leak
D	1	Explosion
D	1	Equipment Failure
D	1	Meteorite Impact





Space Scouts

Introduction

Card and Bookkeeping game. Explore the mysteries of outer space with your trusty ship and intrepid crew.

The Cards

Players draw from a common deck that includes: Mission, Threat, Mishap, and Aid cards.

Setup

Randomly determine and record the 6 systems on your ship. Randomly determine and record the skills of your 6 crew members. Your captain has 3 skills. You have two officers with 2 skills each, and 3 crew with 1 skill each. When determining crew skills, you may roll on any of the 3 Skill determination Tables.

Turn Sequence

- Players take turns. Each turn has 3 phases:
1. Draw Phase
 2. Action Phase
 3. End Phase

Object

Have the most mission and threat cards in your Completion Pile by the end of the game.

Draw Phase

Draw one card from the deck. The game ends when a player goes to draw a card and there are none left.

Action Phase

You may decide whether to go on a mission or return to Starbase. If you return to Starbase you may replace any killed Crewmembers and repair any Ship damage. If you go on a mission, play a mission card onto the table face up.

Your opponent may play a Threat card from his hand. If your crew and ship have skills and systems that match those on the threat card, you have overcome the threat successfully. Place threats you have overcome in a separate Completion pile.

You may also play Aid cards to give your crew and ship extra skills. Your opponents may play Mishap cards to cause your crew and ship to lose skills. Aid and mishap cards effect only the current threat or mission.

Discard Aid and mishap cards as soon as they have been played. If you do not have the required skills you fail the threat. If you fail the threat, discard the threat card and the mission card and roll once on the Threat Failure Result Table.

Your opponents may keep playing threats until they run out or you fail one. You may play threats on yourself. If you overcome all the threats you may try the mission.

If you have the required skills, you complete the mission and get to keep the mission card. Keep your completed mission cards in your Completion pile. If you fail the mission discard it. You do not have to roll on the failure table.

End Phase

Discard cards in excess of 10 cards from your hand. Scan cards may be played in this phase.

Crew Member Command Skill Determination Table 1

1D6	Skill	1D6	Skill
1	Integrity	4	Security
2	Diplomacy	5	Combat
3	Cunning	6	Pick

Crew Member Scientific Skill Determination Table 2

1D6	Skill	1D6	Skill
1	Physical Science	4	Communications
2	Medical	5	Psychology

1D6	Skill	1D6	Skill
3	Biology	6	Pick

Crew Member Technical Skill Determination Table 3

1D6	Skill	1D6	Skill
1	Engineering	4-5	Roll on Ship systems table
2	Computers	6	Pick
3	Astrogation		

Ship Systems (skills) Determination Table

1D6	System	1D6	System
1	Ship Shields	4	Computers
2	Ship Weapons	5	Astrogation
3	Ship Speed	6	Pick

Random Crewmember Determination Table

1D6	Crewmember	1D6	Crewmember
1	Captain	4	Crew 1#
2	Officer #1	5	Crew 2#
3	Officer #2	6	Crew 3#

Threat Failure Result Table

1D6	Result	Effect
1-2	Ship Damaged	2 random ship systems destroyed
3-4	Mission Delayed	Miss next Turn
5-6	Crewmember Killed	1 Random Crewmember killed (lost, disabled, converted)

Mission Card List

Name	Skills Required
Deliver Vaccine	Medical
Evacuate Colony	Speed X2
Chart Star Cluster	Astrogation X2
Nebula Gas Samples	Physical Science
Strange New World	Biology & Physical Science
Diplomatic Mission	Diplomacy X2
Prisoner Transfer	Security X2
Mediate Dispute	Diplomacy & Communications
Peace Talks	Diplomacy & Integrity
Trade Negotiations	Diplomacy & Cunning
Repair Satellite	Engineering
First Contact	Communication X2
Rescue Mission	Medical, Security, & Engineering
Border Patrol	Ship Shields & Weapons

Name	Skills Required
Intercept Smugglers	Security & Communications
Monitor Primitives	Communication & Psychology
Distress Signal	Communication & Speed
Salvage Space Hulk	Engineering
Reconnaissance Mission	Astrogation & Security
Escort Mission	Ship Speed & Weapons
Assist Refugees	Medical & Psychology
Quarantine Plague Ship	Medical & Weapons
Bug Hunt	Combat & Biology
Apprehend Criminal	Security & Cunning
Espionage Mission	Cunning X2
Survey Mission	Astrogation & Physical Science
Explore Dyson Sphere	Ship Speed & Astrogation
Investigate Alien Ruins	Communication & Engineering
Pursue Military Raiders	Ship Speed & Weapons
Forbidden Planet	Physical Science & Diplomacy
Investigate Lost Ship	Astrogation & Security
Reestablish Contact	Communication

Threat Card List

Threat Name	Skill Test
Gravitic Anomaly	Physical Science & Astrogation or Speed X2
Supernova	Shields & Speed
Blackhole	Speed X2 or Astrogation X2
Meteor Shower	Shields & Weapons or Astrogation & Speed
Solar Flare	Shields X2 or Astrogation & Speed
Worm Hole	Speed X2 or Astrogation X2
Space Pirates	Weapons & Shields or Security & Combat
Ancient Defense System	Computers & Communications or Shields X2
Radiation Leak	Engineering or Physical Sciences & Computers
Dimensional Rift	Cunning & Astrogation or Cunning & Physical Science
Paradox	Cunning & 1 random skill
Enigma	Cunning & Integrity
Time Loop	Cunning
World Eater	Engineering & Physical Science
Hostile Natives	Diplomacy & Communications or Combat & Security
Brain Parasites	Security & Medical
Alien Mind Control	Psychology & Communications
Terrorist	Psychology & Diplomacy or Security & Combat
Drak Battlecruiser	Ship Shields X2 & Weapons X2 or Speed X2
Psychological Expermnt	Integrity and Psychology
Dream Manifestations	Psychology X2
Alien Shapeshifter	Biology & Cunning
Alien Predator	Security X2 or Combat X2 or Biology X2
Penalcolony Descendants	Cunning & Security
Xeno Infestation	Biology & Security or Medical & Security
Alien Induced Madness	Psychology & Security
Alien Paradise	Integrity & Psychology
Alien Mind Trap	Integrity & Psychology

Threat Name	Skill Test
Alien Collector	Cunning & Psychology
Planetary Volcanism	Physical Science
Alien Slave Traders	Weapons X2 or Cunning & Combat
Exotic Narcotic	Medical & Security
Computer Society	Computers & Psychology
Love Interest	Integrity
Court Martial Trial	Integrity X2
Neutral Zone Trespass	Communications & Diplomacy or Speed X2
Traitor	Integrity & Psychology
Tech Scavengers	Combat & Communications
Duel to the Death	Combat X2 or Cunning X2
Cookbook for Man	Communications & Cunning
Terraforming Disaster	Physical Science & Biology
Alien Possession	Psychology & Medical
Mad Scientist	Cunning & Engineering
Edge of the Universe	Speed X2
Bored Gods	Integrity X2 or Cunning X2 or Psychology X2
Hostage situation	Security X2
Hedonist Society	Integrity & Security
Rogue Android	Computer & Engineering
Deadly Computer Virus	Computer X2
Murder Trial	Integrity & Cunning or Diplomacy X2
Stowaway	Security
Space Gypsies	Cunning & Diplomacy
Rebel Saboteur	Security & Engineering
Assassin	Security & Combat
Criminal Mastermind	Security & Cunning
Disturb Cosmic Entity	Diplomacy X2
Accelerated Aging	Medical X2
Power Core Meltdown	Engineering X2
Cyborg Menace	Computers & Cunning
Fungal Spores	Medical & Biology
Nanotech Swarm	Computers & Engineering
Naked Singularity	Physical Science & Astrogation
Event Horizon	Cunning & Astrogation
Evil Duplicate	Combat & Psychology
Brainwashing Machine	Psychology & Engineering
Religious Fanatics	Diplomacy & Combat
Nemesis	Cunning & Psychology
Transhuman Veteran	Cunning & Combat
Shipwreck Survivors	Security & Medical
Hostage Situation	Security & Psychology or Security & Diplomacy
Abduction	Communication & Security
De-evolution	Biology X2 or Medical & Biology
Hologram	Computers
Teleportation Accident	Engineering & Medical
Exponential Growth	Biology & Engineering
Asteroid Field	Astrogation & Ship Shields
Test of Honor	Integrity & Combat

Aid Cards

Card Name	Skill or Ability gained:
Medikit	Medical
Antidote	Medical
Anti-Matter Torpedo	Ship Weapons
Navigation Beacon	Astrogation
Star Charts	Astrogation
The Slingshot Effect	Ship Speed
Special Maneuver	Ship Speed
Frequency Modulation	Ship Shields
Reboot	Computer
The Right Tool	Engineering
Convincing Bluff	Diplomacy
Brilliant Oration	Diplomacy
Outwit	Cunning
Logic	Cunning
Inspiration	Cunning
Linguistics	Communications
Alien Warning Buoy	Communications
Labkit	Biology
Psychometrics Analysis	Psychology
Psych Profiles	Psychology
Poignant Revelation	Psychology
Continuous Wave Laser	Combat
Surprise Attack	Combat
Instincts	Combat
Life Form Scan	Security
Codebreaker	Security
Red Alert	Security
Experimental Data	Physical Science
Rules of Engagement	Integrity
Humanity	Integrity
Passive Scan	Look at next 10 cards in deck
Active Scan	Look at opponents hand
Time Travel	Cunning & Security

Mishap Cards

Card Name	Skill Lost:
Gullibility	Cunning
Weapons are Useless	Ship Weapons
Hesitate	Combat
Computer Bug	Computers
Give in to Temptation	Integrity
Lax Security	Security
Arrogance	Diplomacy

Card Name	Skill Lost:
Malfunction	Engineering
Mathematical Error	Astrogation
Unknown to Science	Physical Science
Medical Error	Medical
Xenophobia	Communication
Alien Power Drain	Ship Shields

Solo-play Rules

Only keep Aid cards in your hand. You must face missions and threats as you draw them. You may only go to Starbase in End phase after you have failed a mission.

Mishap cards apply to the next drawn mission or

threat, then discard the Mishap.

Optional Rule - Experience

After completing a mission roll 1D6. On a roll of 1-2 one random crewmember gains one random skill.

Game Designers Notes

You may want to name and draw pictures of your ship & crew members before play starts.

Alternate Rules For Space Scouts

7 set Missions with threats. An action deck with only Aid & Mishap cards.

Decks

There are 3 decks: Mission Deck: Mission cards only Threat Deck: Threat cards only Action Deck: Aid & Mishap cards

Setup

Each player works up a ship & crew as normal. Draw 7 Mission cards. Place them face up on the table.

For each mission draw 2 threat cards & place them face up on top of the mission. The Mission & Threat Decks are not used for the rest of the game. Start with no cards in your hand.

Object

The game is over when all 7 missions have been completed. The player with the highest Victory Total at the end wins the game. Missions in your Completion Pile are worth 2 VP.

Threats in your Completion Pile are worth 1 VP.

Draw Phase

Draw one card from the Action Deck.

Action Phase

You may decide whether to go on a mission or return to Starbase. If you return to Starbase you may replace one killed Crewmember or repair all Ship damage. If you go on a mission, target any one of the missions on the table.

You must first overcome any Threat cards on the Mission, the topmost first. If your crew and ship have skills and systems that match those on the threat card, you overcome the threat successfully. Place threats you have overcome in a separate Completion pile.

You may also play Aid cards to give your crew and ship extra skills. Your opponents may play Mishap cards to cause your crew and ship to lose skills. Aid and mishap cards effect only the current threat or mission.

Discard Aid and mishap cards as soon as they have been played. If you do not have the required skills you fail the threat. The failed threat card remains on top of the mission. If you fail the threat, roll once on the Threat Failure Result Table.

If you have overcome the threat you may stop, or try the next threat. If you overcome all the threats you may try the mission. If you have the required skills,

you complete the mission and get to keep the mission card.

Keep your completed mission cards in your Completion pile. If you fail the mission roll on the Failure table. The failed mission remains in play.

A player may attempt only one mission per turn.

End Phase

Discard cards in excess of 10 cards from your hand. Scan cards may be played in this phase.

Non-card Version Of Space Scouts

Introduction

Dice and Bookkeeping game. Explore the mysteries of outer space with your trusty ship and intrepid crew.

Setup

Six and 10 sided dice are required. Randomly determine and record the 6 systems on your ship. Randomly determine and record the skills of your 6 crew members.

Your captain has 3 skills. You have two officers with 2 skills each, and 3 specialists with 1 skill each. When determining crew skills, you may roll on any of the 3 Skill determination Tables.

Turn Sequence

Players take turns. Each turn has 2 phases:

1. Mission Phase
2. Action Phase

Object

Be the first to complete 10 missions.

Mission Phase

Roll once on the Mission Table.

Action Phase

You may decide whether to go on the mission or return to Starbase. If you return to Starbase you may replace any killed Crewmembers and repair any Ship damage. If you decide to go on the mission, you must first encounter 1D6-3 threats. Roll on the threat table for each threat.

The threats are resolved one at a time. The mission may be resolved after all threats are successfully overcome. For each threat/mission roll twice on the Aid table and twice on the Mishap table.

Aid results increase your skills. Mishaps decrease your skills. If your crew and ship have skills and systems that match those of the threat/mission, you automatically overcome/complete it successfully. If you do not have the required skills you fail the threat/mission.

If you fail, roll on the Encounter Failure Result Table. If you fail, your turn ends immediately. Keep track of all successfully completed missions.

Crew Member Command Skill Determination Table 1

1D6	Skill	1D6	Skill
1	Integrity	4	Security
2	Diplomacy	5	Combat
3	Cunning	6	Pick

Crew Member Scientific Skill Determination Table 2

1D6	Skill	1D6	Skill
1	Physical Science	4	Communications
2	Medical	5	Psychology
3	Biological Science	6	Pick

Crew Member Technical Skill Determination Table 3

1D6	Skill	1D6	Skill
1	Engineering	4-5	Roll on Ship systems table
2	Computers	6	Pick
3	Astrogation		

Ship Systems Determination Table

1D6	System	1D6	System
1	Ship Shields	4	Computers
2	Ship Weapons	5	Astrogation
3	Ship Speed	6	Pick

Encounter Failure Result Table

1D6	Result	Effect
1-2	Ship Damaged	The Ship loses 2 random systems
3-4	Mission Delayed	Miss next Turn
5-6	Crewmember Killed	1 Random Crewmember killed

Mission Table

1D100	Name	Skills Required
01-03	Deliver Vaccine	Medical
04-06	Evacuate Colony	Speed X2
07-09	Chart Star Cluster	Astrogation X2
10-12	Nebula Gas Samples	Physical Science
13-15	Strange New World	Biology & Physical Science
16-18	Diplomatic Mission	Diplomacy X2
19-21	Prisoner Transfer	Security X2
22-24	Mediate Dispute	Diplomacy & Communications
25-27	Peace Talks	Diplomacy & Integrity
28-30	Trade Negotiations	Diplomacy & Cunning

1D100	Name	Skills Required
31-33	Repair Satellite	Engineering
34-36	First Contact	Communication X2
37-39	Rescue Mission	Medical, Security, & Engineering
40-42	Border Patrol	Ship Shields & Weapons
43-45	Intercept Smugglers	Security & Communications
46-48	Monitor Primitives	Communication & Psychology
49-51	Distress Signal	Communication & Speed
52-54	Salvage Space Hulk	Engineering
55-57	Reconnaissance Mission	Astrogration & Security
58-60	Escort Mission	Ship Speed & Weapons
61-63	Assist Refugees	Medical & Psychology
64-66	Quarantine Plague Ship	Medical & Weapons
67-69	Bug Hunt	Combat & Biology
70-72	Apprehend Criminal	Security & Cunning
73-75	Espionage Mission	Cunning X2
76-78	Survey Mission	Astrogration & Physical Science
79-81	Explore Dyson Sphere	Ship Speed & Astrogration
82-84	Investigate Alien Ruins	Communication & Engineering
85-87	Pursue Military Raiders	Ship Speed & Weapons
88-90	Forbidden Planet	Physical Science & Diplomacy
91-93	Investigate Lost Ship	Astrogration & Security
94-96	Reestablish Contact	Communication
97-00	Reroll	

Threat Table

#	Threat Name	Skill Test
1D100	Gravitic Anomaly	Physical Science & Astrogration or Speed X2
01	Supernova	Shields & Speed
02	Blackhole	Speed X2 or Astrogration X2
03	Meteor Shower	Shields & Weapons or Astrogration & Speed
04	Solar Flare	Shields X2 or Astrogration & Speed
05	Worm Hole	Speed X2 or Astrogration X2
06	Space Pirates	Weapons & Shields or Security & Combat
07	Ancient Defense System	Computers & Communications or Shields X2
08	Radiation Leak	Engineering or Physical Sciences & Computers
09	Dimensional Rift	Cunning & Astrogration or Cunning & Physical Science
10	Paradox	Cunning & 1 random skill
11	Enigma	Cunning & Integrity
12	Time Loop	Cunning
13	World Eater	Engineering & Physical Science
14	Hostile Natives	Diplomacy & Communications or Combat & Security
15	Brain Parasites	Security & Medical
16	Alien Mind Control	Psychology & Communications
17	Terrorist	Psychology & Diplomacy or Security & Combat
18	Drak Battlecruiser	Ship Shields X2 & Weapons X2 or Speed X2
19	Psychological Experiment	Integrity and Psychology
20	Dream Manifestations	Psychology X2
21	Alien Shapeshifter	Biology & Cunning
22	Alien Predator	Security X2 or Combat X2 or Biology X2

#	Threat Name	Skill Test
23	Penalcolony Descendants	Cunning & Security
24	Xeno Infestation	Biology & Security or Medical & Security
25	Alien Induced Madness	Psychology & Security
26	Alien Paradise	Integrity & Psychology
27	Alien Mind Trap	Integrity & Psychology
28	Alien Collector	Cunning & Psychology
29	Planetary Volcanism	Physical Science
30	Alien Slave Traders	Weapons X2 or Cunning & Combat
31	Exotic Narcotic	Medical & Security
32	Computer Society	Computers & Psychology
33	Love Interest	Integrity
34	Court Martial Trial	Integrity X2
35	Neutral Zone Trespass	Communications & Diplomacy or Speed X2
36	Traitor	Integrity & Psychology
37	Tech Scavengers	Combat & Communications
38	Duel to the Death	Combat X2 or Cunning X2
39	Cookbook for Man	Communications & Cunning
40	Terraforming Disaster	Physical Science & Biology
41	Alien Possession	Psychology & Medical
42	Mad Scientist	Cunning & Engineering
43	The Edge of the Universe	Speed X2
44	Bored Gods	Integrity X2 or Cunning X2 or Psychology X2
45	Hostage situation	Security X2
46	Hedonist Society	Integrity & Security
47	Rogue Android	Computer & Engineering
48	Deadly Computer Virus	Computer X2
49	Murder Trial	Integrity & Cunning or Diplomacy X2
50	Stowaway	Security
51	Space Gypsies	Cunning & Diplomacy
52	Rebel Saboteur	Security & Engineering
53	Assassin	Security & Combat
54	Criminal Mastermind	Security & Cunning
55	Disturb Cosmic Entity	Diplomacy X2
56	Accelerated Aging	Medical X2
57	Power Core Meltdown	Engineering X2
58	Cyborg Menace	Computers & Cunning
59	Fungal Spores	Medical & Biology
60	Nanotech Swarm	Computers & Engineering
61	Naked Singularity	Physical Science & Astrogration
62	Event Horizon	Cunning & Astrogration
63	Evil Duplicate	Combat & Psychology
64	Brainwashing Machine	Psychology & Engineering
65	Religious Fanatics	Diplomacy & Combat
66	Nemesis	Cunning & Psychology
67	Transhuman Veteran	Cunning & Combat
68	Shipwreck Survivors	Security & Medical
69	Hostage Situation	Security & Psychology or Security & Diplomacy
70	Abduction	Communication & Security
71	De-evolution	Biology X2 or Medical & Biology
72	Hologram	Computers
73	Teleportation Accident	Engineering & Medical
74	Exponential Growth	Biology & Engineering
75	Asteroid Field	Astrogration & Ship Shields

#	Threat Name	Skill Test
76	Test of Honor	Integrity & Combat
77-00	Reroll	

Aid Table

1D100	Card Name	Skill or Ability
01-03	Medikit	Medical
04-06	Antidote	Medical
07-09	Anti-Matter Torpedo	Ship Weapons
10-12	Navigation Beacon	Astrogation
13-15	Star Charts	Astrogation
16-18	The Slingshot Effect	Ship Speed
19-21	Special Maneuver	Ship Speed
22-24	Frequency Modulation	Ship Shields
25-27	Reboot	Computer
28-30	The Right Tool	Engineering
31-33	Convincing Bluff	Diplomacy
34-36	Brilliant Oration	Diplomacy
37-39	Outwit	Cunning
40-42	Logic	Cunning
43-45	Inspiration	Cunning
46-48	Linguistics	Communications
49-51	Alien Warning Buoy	Communications
52-54	Labkit	Biology
55-57	Psychometrics Analysis	Psychology
58-60	Psych Profiles	Psychology
61-63	Poignant Revelation	Psychology
64-66	Continuous Wave Laser	Combat
67-69	Surprise Attack	Combat
70-72	Instincts	Combat
73-75	Life Form Scan	Security
76-78	Codebreaker	Security
79-81	Red Alert	Security
82-84	Experimental Data	Physical Science
85-87	Rules of Engagement	Integrity
88-90	Humanity	Integrity
91-93	Passive Scan	Security
94-96	Active Scan	Physical Science
97-99	Time Travel	Cunning & Security
00	Reroll	

Mishap Table

1D100	Card Name	Skill Lost
01-07	Gullibility	Cunning
08-14	Weapons are Useless	Ship Weapons
15-21	Hesitate	Combat
22-28	Computer Bug	Computers

1D100	Card Name	Skill Lost
49-54	Malfunction	Engineering
55-63	Mathematical Error	Astrogation
64-70	Unknown to Science	Physical Science
71-77	Medical Error	Medical

1D100	Card Name	Skill Lost
29-35	Give in to Temptation	Integrity
36-42	Lax Security	Security
43-48	Arrogance	Diplomacy

1D100	Card Name	Skill Lost
78-84	Xenophobia	Communication
85-91	Alien Power Drain	Ship Shields
92-00	Reroll	

Card Set Available

Thanks Zak for another great card set!





Space Station Alpha

Introduction

Bidding & Placement Game. Each player represents a space agency: NASA, European Union, Russia, Japan, etc. Players are working together to build the ISS (International Space Station).

Players add Modules and score points.

Objective

The game ends at the end of the turn when all 60 modules have been placed. The player with the most victory points at the end of the game wins.

The Board

Use a Chessboard. The center 4 spaces of the board represent the Core Command & Control Module. The Core Module is a self supporting active vehicle with the following capabilities: Propulsive control, Piloting station, Main Engine, Gyrostabilizers, Fuel storage, Assembly area, Operational quarters, Multiple module docking ports, Life support Monitoring systems, Environmental controls (Energy, Electrical, Temperature, Atmosphere)

Player Markers

Each player has a set of 40 blank counters (markers) of a unique color

Module Counters

Players share a Build pile (cup) of 60 cardboard counters representing Space Station Modules. The Build pile contains 4 of each of the 15 types of modules in the list.

The Event Deck

Players share a common deck.

Setup

Each player starts with a hand of 6 randomly dealt cards.

Turn Sequence

Each turn is divided into 5 phases: Planning Phase Bidding Phase Deployment Phase Scoring Phase Event Phase

Planing Phase

Take X random Module counters out of the pile and place them to the side of the board face up.

X number of players.

If there are modules remaining from previous turns, only enough New Modules are drawn to have X Modules up for bidding.

Bidding Phase

Players bid on the Module counters using Funding Cards from the event deck. Bids are made secretly, and then simultaneously revealed. Note the funding cards have different values.

In case of ties, players cut the deck, the highest funding value revealed wins. If you lose a bid put your funding card(s) for that bid back in your hand. If a Module receives no bids, it remains to be bid on next turn.

The winner of a Bid (highest bid) gets to deploy that module next phase.

Deployment Phase

Place the modules you won last phase into play (0, 1 or more modules). A module can be placed on any space on the board adjacent to another module (or Core). Place a marker (of your color) next to the module to show your ownership of the module.

Maximum of one Module per space. The player who bid the most Funding last turn deploys first, followed by the next most, and so on.

Scoring Phase

Gain one VP (Victory Point) for every Module you place. If you place 4 or more of your own modules in a row (orthogonal or diagonal), gain 3 VP. Gain 1 additional VP for each of your Modules in a row in excess of 4 modules.

Play event cards that allow for additional special scoring. Owners of Truss Exterior Frameworks gain 1 VP every time a module is built (O or D) adjacent to it. Owners of External Stowage Platforms gain 1 VP every time a problem is played.

Event Phase

Each player draws 3 cards from the Event Deck. Max hand size = 10 cards. Discard excess cards. If the deck runs out, shuffle the discard and draw from it.

End Of Game Scoring

Earn extra VP at the end of the game: The player with the most modules a single type gets 1 VP (check

for all 15 types) The player with the most Research modules gets 5 VP. The player with the most Service modules gets 5 VP. The player with the most Modules gets 3 VP.

Module Counter List

Module:	Type	Notes
Multi-Purpose Logistics	S	Reusable Cargo Module; Carried by Shuttle
External Stowage Platform	S	Trash, Food, Water, Oxygen, Fuel, Equipment
Living Quarters	S	Crew Compartments, Galley, Hygiene, Exercise
Truss Exterior Framework	S	Structural Component
Unity Node	S	Pressurized Mating Adaptor, Control Moment Gyros
Photovoltaic Module	S	Solar Panel Array plus Batteries, Radiators
Air Lock	S	EVA Capability
Remote Manipulator System	S	Cargo Crane plus Robotics, Moveable Truss
Docking Platform	S	Universal, Emergency Crew Return Vehicle
Communications	S	Radio Antennae, Computers, Telemetry
Astrophysics	R	Observatory, Spectrophotometers, Radio Telescopes
Bioastronautics	R	Biochemistry, Hydroponics, Medical Monitoring
Engineering	R	Materials Technology, Electronics, Physical Sciences
Earth Observation	R	Meteorological, Oceanographic Research
SPACEHAB	R	Habitable Experimental System Rack Storage

S Service Module

R Research Module

Event Deck Card List

Card Name:	#	Notes
Funding 10	7	Used for Bidding
Funding 20	7	Used for Bidding
Funding 30	7	Used for Bidding
Funding 40	7	Used for Bidding
Funding 50	7	Used for Bidding
Collision	1	Problem: Put target Module back into the Build pile
Air Leak	1	Problem: No one may bid or build this turn
Power Loss	1	Problem: No one may bid or build this turn
Major Malfunction	1	Problem: Each Docking Platform earns its owner 6 VP
Attitude Control Adjustment	2	Each Unity Node earns its owner 3 VP
Space Flight Experiments	3	Each SPACEHAB earns its owner 2 VP
New Drug Synthesized	1	Each Bioastronautics earns its owner 6 VP
New Manufacturing Techniques	1	Each Engineering earns its owner 6 VP
New Astronomical Data	1	Each Astrophysics earns its owner 6 VP
New Meteorological Data	2	Each Earth Observation earns its owner 3 VP
Crew Rotation	2	Each Living Quarters earns its owner 3 VP
Maintenance Space Walk	2	Each Air Lock earns its owner 3 VP
Supply Shipment	3	Each Multi-Purpose Logistics earns its owner 2 VP
Telecommunications	3	Each Communications earns its owner 2 VP
Reposition Element	2	Each Remote Manipulator earns its owner 3 VP
Reroute Power	2	Each Photovoltaic earns its owner 3 VP
Commander	1	Play during Crew Rotation to earn 2 VP
Flight Engineer	1	Play during Crew Rotation to earn 2 VP
Science Officer	1	Play during Crew Rotation to earn 2 VP

Card Name:	#	Notes
Political Turmoil	1	Players draw no cards or Modules this turn

Number of copies of card in deck

Links
Iss





Space Swarm

Introduction

2-4+ player board & card wargame. Each player controls an Advanced Spacefaring Alien Civilization

Victory

There are 2 ways to Win:

1. Control all the Star Cluster spaces in play
2. Occupy the most spaces when the deck runs out.

The Board

Use a Hex grid. Each Hex (space) has a terrain type. Randomly distribute the following terrain types (roll 1D20):

#	Result
1	Alien Ruins - First visitor here gets to draw 1 card
2	Star Cluster - A Race occupying this space gets Production +1
3	Nebula - Stacks in this space get Defense +1
4	Super Nova - Stacks may not enter or move through this space
5	Black Hole - A stack entering this space must stop
6	Dark Matter - Enemy Stacks in this space may be passed through
7	Quasar - Any Stack that ends its turn here has 1 Fleet destroyed
8	Worm Hole - Any Stack in this space may move to any other Wormhole
9	Asteroid Field - Stacks in this space get Attack +1
10+	Deep Space - No effects

Auto Map Generator Available!!!

Thanks Peter!!

Pieces

Each player starts with a set of counters of a unique color or design. The counters are called Fleets. A stack of Fleets in a space is called a "Stack" or "Armada".

When referring to all your Fleets use the term "Race".

Attributes

Your Race has the following six basic attributes (traits): Initiative, Attack, Defense, Movement, Production, Strategy

- Each Race has a base Attack value = 1
- Each Race has a base Defense value = 1
- Each Race has a base Movement value = 1
- Your Race has a base Production level = 1
- Your Race has a base Strategic level = 1
- Your Race has a base Initiative level = 1

The Attack value is how much damage a Fleet can inflict in attack phase. The Defense value is how much damage a Fleet can take before being destroyed. The Movement value determines how many spaces a Fleet (or stack) may move.

The Production Level is the number of new Fleets you get each turn. The Strategic Level is how many stacks or partial stacks you may move per turn. The

Initiative level determines which stack attacks first in Attack Phase.

As you gain cards, the values of your attributes will increase. Certain terrain types will give attribute bonuses to your Race or occupying stacks.

The Deck

Players share a common deck. There are 2 Types of cards: Technology cards and Event cards. Technology cards are played in Research Phase only and stay in play.

Event cards are played in other Phases and are discarded when played. The bonuses/effects of Event cards last only the current Phase. The deck contains one of each card described in the card list.

Setup

Each player starts with three Fleet counters on one Cluster space. Players should start in opposite corners (or as far apart as possible). Each player draws 2 cards.

If a player has no Technology cards in his draw it is a Mulligan: He reveals the cards, discards them and draws 2 new cards.

Turn Sequence

Players take turns. A round is when all players have had a turn. Turn order is determined at the

beginning of a round in the Round Bid.

Each player's turn has 5 phases:

1. Development Phase
2. Production Phase
3. Move Phase
4. Attack Phase
5. Research Phase

Round Bid

In the first round, a random player goes first followed by the other players going clockwise around the table. In later rounds the player with the highest Initiative picks his place in the turn order of the round. For example: If there are 4 players, the high Init can pick to take his turn either first, second, third, or fourth in the Round and this cannot be overturned by another player later in the Round Bid.

This is followed by the player with the next highest initiative and so on. If Initiative is tied the race with the highest Strategic Level picks next. If Strategic Level is tied the highest Movement rating picks next.

If Movements are tied go in clockwise order. Record current Turn Order so no one forgets.

Development Phase

Place one Technology card from your hand face up on the table in front of you. Your race immediately gets the ability or attribute bonus indicated on the card you just played. These Technology cards remain in play permanently.

Max hand size is 2+ your Strategic score. Discard excess cards.

Production Phase

Gain a number of new Fleet counters equal to your Production attribute. Place the new Fleets on top of your existing stacks.

Move Phase

You may move up to a number of stacks equal to your Races Strategic level. This includes partial stacks if you are breaking up a larger stack. A stack may be moved up to a number of spaces equal to your Races Move trait.

Common Deck Card List

Card:	#	Type:
Attack +1	7	T
Defense +1	7	T
Movement +1	7	T
Strategic +1	7	T
Production +1	7	T
Initiative +1	7	T

You may move your stacks into (but not through) spaces occupied by enemy stacks. 2 or more of your stacks in the same space at the end of the phase will automatically combine to form 1 stack. As a Stack Moves, it may pick up or drop off Fleet counters (same player's) in the spaces it moves into/through.

On a turn, a given Fleet counter may not move a total number of spaces greater than that controlling player's move trait.

Attack Phase

If two or more opposing stacks occupy the same space, they will fight. The Stack with the highest Initiative Attacks first. Attacks by Stacks with the same Initiative are simultaneous.

If there is more than one opposing stack present choose one to target. Each stack inflicts damage = The Races Attack Value x The number of Fleets in the Stack. A Fleet can take as much damage as its Defense value before being killed.

Excess damage not enough to kill a Fleet is ignored. The phase may end with stacks from more than 1 player occupying the same space.

Example Of Combat

Joe's Race has a total Attack = 1 and Defense = 1
 Ron's Race has a total Attack = 1 and Defense = 2
 Ron has a stack of 3 Fleets & Joe has a stack of 5 Fleets in the same space. Ron inflicts 3 damage, so 3 of Joe's Fleets are killed. Joe inflicts 5 damage, so 2 of Ron's Fleets are killed.

(Each of Ron's Fleets can take 2 damage: it would take 6 damage to kill all 3)

Research Phase

Draw 2 cards from the deck and put them in your hand. If no cards remain, the game ends.

Using Technology Cards As Event Cards

You may at any time during your turn or another players turn discard an Technology card from your hand to give your Race the indicated Bonus/Ability for the remainder of the current turn (or Bid).

Card:	#	Type:
Attack +2	2	E
Defense +2	2	E
Movement +2	2	E
Strategic +2	2	E
Production +2	2	E
Initiative +2	2	E





Space Warriors

Introduction

Basic Science Fiction Tactical Skirmish Combat game for 2+ players.

Victory

Vaporize your enemies into small piles of plastic and pewter.

Warriors

Use plastic warriors from Kid’s toy-sets. Ruleset appropriate for Aliens, Science-Fantasy, and Space Opera. Warriors are also referred to as Units.

The Board

Large Hexes. Big enough for vehicles and oversize units. Max one Unit per space.

Dice

Six and ten sided dice are needed.

Cards

Use Cards from Candyland: 6 Colors: Equal numbers of. . . Red, Orange, Yellow, Green, Blue, and Purple. If the deck ever runs out, shuffle the discard and draw from it.

Card Actions

Card Color	Action
Red	Move 1 Space
Orange	Move 1 or 2 Spaces
Yellow	HTH Attack into Adjacent Space (Range = 1) and Hit on 1-2
Green	Defend against an attack on 1-3
Blue	First Special
Purple	Second Special

Movement

Use Red and Orange Cards. Facing does not matter. You can Move through (past) other friendly Units.

Flying

Flying units can fly over and attack over any ground unit.

Stacking

Generally, it is 1 unit per space. You can have more, but only as many figurines as will reasonably fit in the

Action Tokens

Use glass stones or pebbles. These are used to keep track of which units have had their turn.

Damage Tokens

Use Poker Chips. This keeps track of how much Damage the unit has taken.

Setup

Place Warriors onto the map according to the scenario.

Turn Sequence

Place an Action Token next to each unit. Players roll high on 1D6 to see who goes first. Players take turns activating one unit at a time.

When you activate one of your Units, remove its Action Token. Then draw 2 Cards for the current Unit. Use these cards to have the Unit Move and Attack.

Note: A Unit may make multiple Moves and Attacks per turn. Discard cards when used or if they are un-useable. Continue to the next unit until no units have any Action Tokens.

space. Sweep, Grenade, and Bomb attacks will effect all units in a space.

Attacking

Use Yellow Cards. When you attack roll 1D6 to see if you hit If you roll a 1, 2, or 3, you hit and the target Unit takes 1 Damage. You cannot attack through other units.

Defending

When a Unit is hit, it may immediately draw 1 card to try to defend. If it is a Green card, roll 1D6. On a roll of 1, 2, or 3, the attack is negated and no Damage is taken.

This represents a Dodge.

Passive Abilities And Traits

> Slow: Slow Units can move a maximum of 1 space per turn. The unit is also less able to dodge so only defends on a roll of 1-2 using a Green card.

> Skilled: Whenever this unit draws cards it gets to

draw 1 extra card. Numerous: Armies with this trait get 50% more credits to spend.

> Drain: Whenever this unit kills an adjacent enemy unit, they Immediately get to take an extra turn.

> Double: This ability costs 2 credits.

> Half: This ability costs 0.5 Credits.

> Pilot: Sometimes required to operate Vehicles.

The Random Trait

If a Unit has the random trait, roll once on the Random Trait table (before the battle) to see what ability they have.

Random Trait Table

1D10	Trait
1	HTH Specialist
2	Armor
3	Tough
4	Small Arms Specialist
5	Skilled

1D10	Trait
6	Psionic
7	Stealth
8	Balanced Fighter
9	Flyer
0	Heavy Weapon Specialist

Special Cards

Depending on the identity of the Unit and its Equipment layout Special cards will have a variety of Effects including Attacks, Defenses, Movement, and More.

Damage

Most Units have only 1 Hit, that is, 1 point of Damage is enough to destroy them. Important Heroes and Large Units will have extra Hits.

Unit Type X Special Card List Notation

>Attack 1 (1-4) = Attack of Range = 1 and Hits on roll of 1, 2, 3, or 4

>Indirect 2 (1-3) = Attack of Range = 2 and Hits on roll of 1, 2, or 3 Indirect Attacks can be made over other Units in the way Note: All Grenade Attacks are Indirect.

>Bomb = Units adjacent to the target will be hit on a roll of 1-2 on 1D6

>Defend (1-2) = Negate an Attack on a roll of 1 or 2

>Parry (1-3) = Negate an HTH Attack on a roll of 1,2, or 3.

>Move 3 = Unit can move 1, 2, or 3 spaces

>Stun 1 (1-4) = An Attack of range 1 that does no damage. If unit is Hit on a roll of 1, 2, 3, or 4 it loses its Action Token and does not get Another Action Token next turn. Stunned Flying units will crash (They will suffer 1 hit on a roll of 1-4 on 1D6)

>Vaporize 1 (1-3) = Attack of Range 1 and Hits on roll of 1, 2, or 3. A Vaporizing Attack cannot be defended against with Armor or Toughness.

>Push 3 (1-4) = Range 1 and Hits on roll of 1, 2, 3, or 4. A Pushed unit must move backwards 1 space into an empty space. If it cannot, it suffers 1 Hit.

>Sweep 1 (1-3) = 2 Attacks of Range 1 against 2 enemy units that are adjacent To both this Warrior and each other. Attacks hit on a roll of 1, 2, or 3.

>Inspire 3 (1-4) = Target Friendly Unit up to 3 spaces away is inspired on a Roll of 1, 2, 3, or 4. An Inspired Unit draws 1 extra card on its turn. A Unit can be Inspired a max of once per turn.

>Rally 3 (1-3) = Target Friendly Unit up to 3 spaces away is Rallied on a Roll of 1, 2, or 3. A Rallied Unit draws 1 extra Action Token on its turn. A Unit can be Inspired a max of once per turn.

>Restore (1-3) = Return a killed unit back to life. Unit must have been killed this or Last turn. Healer must be adjacent to empty space where unit was killed. Or can be used to regain 1 lost hit on a unit with multiple hits.

>Repair (1-3) = Like restore but for Robots, Androids, and Vehicles.

>Flying 3 = Unit can move 1, 2, or 3 spaces. It can move over other Units.

>Trap 1 (1-3) = Attack of Range = 1 that hits on a roll of 1, 2, or 3. A Trapped Unit takes no Damage, but must use its next turn to try to escape on a roll of 1-4 on 1D6. If it fails, it must try again the following turn.

Unit Type X Special Card Activation List

Unit Type:	Blue Card:	Purple Card:	Notes:
Fast	Move 3	Move 4	
Frag Grenade	None	Attack 2 (1-3)	Bomb
Stun Grenade	None	Stun 2 (1-5)	Half
Plasma Grenade	None	Vaporize 2(1-4)	
Martial Arts	Parry (1-4)	Attack 1 (1-3)	HTH
Crushing Attack	Attack 1 (1-3)	Attack 1 (1-3)	HTH
Vibro Knife	Attack 1 (1-2)	Attack 1 (1-4)	HTH
Neuro Knuckles	Stun 1 (1-5)	None	HTH
Chain Sword	Attack 1 (1-4)	Parry (1-3)	HTH
Plasma Sword	Attack 1 (1-4)	Vaporize 1(1-3)	HTH Double
Electro Whip	Stun 1 (1-4)	Attack 1 (1-2)	HTH
Nano Filament	Vaporize 1(1-5) None	HTH	
Space Mace	Stun 1 (1-3)	Stun 1 (1-4)	HTH Half
Power Glove	Stun 1 (1-3)	Attack 1 (1-3)	HTH
Vibro Axe	Sweep 1 (1-3)	None	HTH
Energy Staff	Stun 1 (1-4)	Parry (1-4)	HTH
Force Shield	Push 1 (1-3)	Defend (1-3)	HTH
Laser Rifle	Attack 3 (1-2)	Attack 4 (1)	Half
Energy Rifle	Attack 2 (1-3)	Attack 3 (1-2)	Half
Bolter Rifle	Attack 2 (1-4)	Attack 3 (1-3)	
Particle Rifle	Attack 3 (1-4)	Attack 4 (1-3)	Double
Gyrojet Rifle	Attack 3 (1-3)	Attack 4 (1-2)	
Flamer Rifle	Sweep 1 (1-3)	Sweep 2 (1-2)	
Needler Rifle	Sweep 2 (1-2)	Sweep 3 (1)	Half
Pulse Rifle	Sweep 2 (1-3)	Sweep 3 (1-2)	
Fusion Rifle	Vaporize 3(1-3)	Vaporize 4(1-2)	Double
Blaster Rifle	Vaporize 1(1-3)	Vaporize 2(1-2)	Half
Disruptor Rifle	Vaporize 1(1-4)	Vaporize 2(1-3)	
Death Ray Rifle	Vaporize 2(1-4)	Vaporize 3(1-3)	Double
Force Rifle	Push 2 (1-3)	Push 3 (1-2)	
Sonic Rifle	Stun 2 (1-3)	Stun 3 (1-2)	Half
Web Rifle	Trap 2 (1-3)	Trap 3 (1-2)	
Sniper Rifle	None	Attack 5 (1-5)	
Laser Bazooka	None	Attack 6 (1-4)	Heavy
Auto Cannon	Attack 3 (1-4)	Attack 4 (1-3)	Heavy
Missile Launcher	None	Indirect 5(1-3)	Heavy Bomb
Plasma Projector	None	Sweep 3 (1-3)	Heavy
Disintegrator Ray	None	Vaporize 4(1-4)	Heavy
Force Beam	None	Push 3 (1-5)	Heavy
Stasis Beam	None	Stun 5 (1-5)	Heavy
Armor	Defend (1-4)	None	
Power Armor	Move 2	Defend (1-3)	
Tough	Defend (1-2)	Defend (1-2)	
Force Field	Defend (1-3)	Defend (1-4)	Double
Wings or Flyer	Flying 3	Flying 4	
Arrest or Tentacles	None	Trap 1 (1-4)	
Small	Move 1	Defend (1-3)	
Stealth	Defend (1-3)	Attack 1 (1-4)	
Cloaking	Defend (1-5)	Attack 1 (1-4)	Double
Leader	Inspire 3 (1-4)	Rally 3 (1-3)	Double

Unit Type:	Blue Card:	Purple Card:	Notes:
Medic or Heal	None	Restore (1-3)	Double
Mechanic	Repair (1-3)	None	
Regenerate	Defend (1-3)	Regain 1 Lost Hit	
Charm	Stun 2 (1-3)	Trap 2 (1-2)	
Psionic	Blue Psi Power	Purple Psi Power	Double

Unit Notes

A Unit can have multiple Abilities. For Example A Single Unit might have a Chainsword, Flying, and Armor, so A special Card (Blue or Purple) could be used by it for any of those effects.

Heavy Weapon Penalty

A unit equipped with a Heavy Weapon also gets the slow trait. This can be mitigated by paying 1 credit to remove the penalty.

Pistols

Any weapon listed as a Rifle may be taken as a pistol instead. Pistols cost half the price of a Rifle. Treat a pistol like a rifle except that it cannot use purple cards.

Treat Shoulder mounted turrets like pistols.

Psionic Power List

Power:	Cards	Notes
Psionic Blast	B/R	Attack 3 (1-4)
Paralyze	B/O	Stun 2 (1-5)
Mind Control	B/Y	Control 2 (1-3) target unit for 1D6 turns
Madness	B/G	Trap 3 (1-4)
Telekinesis	B/B	Push 2 (1-4)
Levitation	B/P	Self or Adj Target: Move 4
Cause Panic	P/R	Push 1 (1-5)
Fields of Force	P/O	Self or Adj Units gets Force Field for 3 Turns
Misdirection	P/Y	Target Foe 3 (1-5): Move 3
Sonic Scream	P/G	Stun (1-4) Affects all units within 2 Spaces
Psychic Heal	P/B	Restore (1-3)
Psychic Storm	P/P	Attack 4 (1-3) Adj units stunned (1-3)

Army Types

There is a great variety of troop types in the far reaches of Space.

Space Pirates

Irregular Forces. Heavily Armed and Ready for a Fight. Arrrrgh! All units get HTH Specialist and Small Arms Specialist.

Robots

Heavy Hitters with a Heavy Chassis. All units get Armor and Heavy Weapon Specialist.

Free Weapon Abilities

> HTH Specialist: Unit is equipped with a HTH hand weapon for free. ALSO when attacking with a Yellow Card unit hits on 1-4.

> Balanced Warrior: Unit is trained and equipped for close range combat. Unit gets a free HTH weapon and a free Pistol and all attacks with a Pistol hit with a Purple Card on a roll of 1-3.

> Small Arms Specialist: Unit comes with a Rifle for free and all attacks with a rifle get -1 to the roll to hit.

> Heavy Weapon Specialist: Unit gets a free Heavy Weapon and all attacks with a Heavy Weapon get -1 to the roll to hit.

Psionic Powers

For a Unit to use a psi power, it must first play a Blue or Purple card, then It must play a second card. The combination of the 2 cards will Determine what power is activated.

Androids

More Sophisticated than Robots but still with a hard shell. All units get Power Armor and are Skilled.

Space Marines

Known for their Power Armor, but otherwise they're a mixed bag of specialists. All units get Power Armor and Random. If you get Armor on Random, pick the result you want.

Space Orcs

A common menace of the space lanes. All units get Random and are Balanced Fighters. If they get Balanced Fighter twice on Random reroll the result.

Space Elves

Effete but not afraid to mix it up. All units are Skilled and are Balanced Fighters.

Space Dwarves

Short humans that have evolved to live on Heavy gravity worlds All units get Armor and Tough.

Mini Men

Diminutive humans engineered for life on resource poor colonies. All units get Small and Stealth.

Greys

Cryptic aliens with more Brains than Brawn. All units get Psionic and are Small Arms Specialists.

Little Green Men

Small but still in the Conquering business. They are Small and Numerous.

Hawkmen

These guys love to go into battle with their shirts off. They have Wings and are Balanced Fighters.

Ameoboids

Not big on personality, individual Blobs will have random abilities. All units get Random and Drain.

Predators

Badass Alien Hunters who like to go mono-e-mono. All units get HTH Specialist and Stealth.

Mutants

They opened up the genetic can of worms with these guys. All units get 2 rolls on the random table. Treat duplicate Random rolls as a result of Fast.

Psychics

An 'awakened' population. Usually they just want to be left alone. All units get Psionic and Stealth.

Cyborgs

Half Man, Half Machine. All Kickass. All units get Tough and Random. If you get Tough twice on Random Table treat result as Crushing Attack.

Space Rangers

Exploring the frontiers of space and loving every minute of it. All units get Tough and Small Arms Specialist.

Astro Guards

Space Cops. Call for Backup! All units get Tough and Arrest.

Exo-exterminators

Defending the homeworlds from all manner of Alien scum. All units get Small Arms Specialist and Balanced Fighter.

Space Mercs

Corporate and freelance mercenaries. Hired Guns. All units get Small Arms Specialist and Skilled.

Space Bugs

Hive Minds. Alien Infestations. Usually the correct choice is Orbital Nukes. They are Fast and have Crushing Attack.

Cat People

when you hear the purring its too late. All units get Stealth and are Skilled.

Dog Men

This type of crossbreeding afforded immunity to a particularly bad alien plague. All units get Tough and Fast.

Space Vixens

Like Supernova hot. Va-Va-Voom! All units get Charm and Balanced Fighter.

Bounty Hunters

A fearsome cast of highly armed and highly motivated Cretans. All units get Tough and Skilled.

Clone Soldiers

What Space Empires are built on. They are numerous and are Small Arms Specialists.

Big Brains

Eggheads. Occasionally floating in jars and with robotic appendages. Self-important. All Units get Psionic and Random. If you get Psionic twice, That's 2 Brains! Treat result as Skilled.

Space Zombies

Hard to Kill even in Space. All units get 2 Hits and Regeneration.

Lizard Men

They still made it to space even with their pea sized brains. All units get Tough and are HTH Specialists.

Transhumans

Suffer from Major Superiority Complexes. Other humans are just jealous. All units get Skilled and 2 Hits.

Psychic Vampires

It's hard to suck blood through a space suit. All units have Psionic and Drain.

Space Troopers

For Empires who can't afford clones. All units have Armor and are Small Arms Specialists.

Space Rebels

All those Space Troopers have to be fighting somebody. All units have Stealth and are Small Arms Specialists.

Psi Knights

Veterans of the Psychic Wars. All units get Psionic and Skilled.

Space Colonists

A rag-tag, riff-raff band of homesteaders defending their acre of dirt. These independent militia units are Numerous and Random.

Space Miners

Asteroid Mines, Volcano Worlds. Radioactive Zones. Dangerous Work. All units are tough and are Heavy Weapons Specialists (Modified Mining Equipment).

Space Simians

Planets of the Apes. These big guys get 2 Hits and Crushing Attack.

Space Squid

Space Calamari, Molluscs in space. Hard Shells and Tentacles. All units get Armor and Tentacles.

Crab Men

Space Crustaceans. Exoskeletons and Claws. These Bad Boys all get Armor and Crushing Attack.

Space Inquisitors

Classic Xenophobic pseudo-religious order. Cleansing Worlds. Purification by Fire. All units get Armor and are Balanced Fighters.

Space Raiders

Spec-OPS, Commandos, Smugglers, Slavers, Nomads, Spice Raiders, Away Teams. Sneaky Gits. All units get Stealth and are Balanced Fighters.

Noble House Troops

The private armies of Futuristic Feudal Dynasties. They are numerous and are Balanced Fighters.

Go Gang

Most of these lower class, quasi-criminal groups have a need for speed: jet packs, Hover boards, Gravity Belts, Hover Discs, and so on. All units get Flyer and are Balanced Fighters.

Space Goons

Local Organized Crime. This crew is Tough and are Balanced Fighters.

Vehicle Rules

All armies have access to vehicles. Light Vehicles give their users the Fast or Flying trait. Light vehicles include Motorcycles and Hover bikes, etc.

If a unit on a light vehicle is hit, there is a 1-3 on 1D6 chance the Vehicle is destroyed instead and the rider unscathed. Medium Vehicles will be fast or Flyers, have Armor, 1-3+ Hits, and may support 1 or more Heavy Weapons. Medium Vehicles include Battle Pods, Air Cars, Ornithopters, Crawlers, etc.

Medium Vehicles must be destroyed before the pilot and passengers can be individually targeted. If a vehicle is destroyed, those inside will take 1 Hit on a roll of 1-3 on 1D6. The pilot can also operate 1 Vehicular (attached Heavy) Weapon per turn.

If there are more weapons, they would have to be operated by passengers.

Equipment Transfers

Units can loot the bodies to get better weapons and equipment. a Transfer takes a full turn to accomplish. Armor is usually not transferable.

Units can also give equipment to adjacent units. Likewise, abandoned Vehicles can be pressed into service.

Sample Non-weapon Equipment

- Medikit: Unit gets Heal Ability.
- Psi Torc: Unit gets Psionics.
- Cloaking Device: Unit gets Cloaking
- Defense Belt: Unit get Force Field.
- Commanders Helmet: Unit gets Leadership.
- Jump Pack: Unit gets Flying.
- Scout Suit: Unit gets Stealth.

Credits And Building Armies

Armies are purchased with Credits. Each Warrior costs a base of 4 Credits. Each additional Ability, Weapon, Item, or Extra Hit costs 1 or more Credit.

Light Vehicles cost 2+ Credits. Medium Vehicles cost 8-12+ Credits. Each Seat costs 1 Credit. Not including vehicles, additional abilities should count for about a quarter of the cost of an army.

Sample Warrior Builds

- Space Simian(4) with Missile Launcher(1), Skilled(1) and Stealth(1). Total Cost = 7
- Space Ranger (4) with Leadership (2). Total Cost = 6
- Space Marine (4) with Chainsword (1) and Bolter Pistol (0.5). Total Cost = 5.5
- Space Orc (4) with Vibro Axe(1) and Force Shield (1). Total Cost = 6
- Cat Person (4) with Needler Rifle (0.5) and Blaster

Pistol (0.25). Total Cost = 4.75

- Space Rebel (4) with Frag Grenades (1). Total Cost = 5
- Little Green Man (4) with Laser Rifle (0.5). Total Cost = 4.5
- Gyro Tank: Medium Vehicle with 5 Hits (5), Fast (1), Armor (1), Twin-Autocannons (2), and can hold 1 Pilot (1) and 2 Passengers (2). Total Cost = 12

Combo Warriors

These have a base cost of 5 or 6. They are a combo of 2 Unit Types. Samples:

- Space Orc Raiders(5): Balanced Fighter, Random, and Stealth.
- Little Green Space Bugs (6): Small, Crushing Attack, Numerous, and Fast.
- Big Brained Robots (6): Armor, Heavy Weapon, Psionic, and Random!





Spanish Armada

Introduction

Solo card game using a regular deck of cards. Based on the Failure of the Spanish Armada to invade England in 1588. The Armada had 122 Ships. The English 66.

The English sank 2 Spanish Ships and were able to disperse the Armada. The dispersed Armada drifted into the North Sea and had to circle around Ireland in treacherous weather to return home. On the journey home 39 transports foundered or ran aground.

Setup

Split up the deck into 2 halves: Red Half (Spanish Armada) Black Half (English Squadrons)

Turn Sequence

Each turn has 3 Phases:

1. Straggler Phase
2. Maneuver Phase
3. Engagement Phase

Straggler Phase

Flip over the top 4 cards of the Red deck. These are called Straggler cards. Draw cards from the Black Deck to fill your hand to 5 cards.

These are called Raider cards. If the Black Deck runs out, shuffle the discard and draw from it.

Maneuver Phase

You must play (discard) exactly 1 Black card for a special effect:

- Ace = Flip over another Red card and draw another Black card
- Deuce = All your other cards are worth +2
- Three = Shuffle 1 target Straggler back into the Red Deck

- Four = Shuffle 1 random Escaped card back into the Red Deck
- Five = Look at the next 7 cards in both decks and draw another Black card
- Six = Automatically Disperse one Random Straggler
- Seven = Draw 3 cards and keep 1
- Eight = All Stragglers are at -3
- Nine = Disperse any target Straggler card
- Ten = Shuffle all Stragglers back into deck and flip over 4 new Stragglers
- Jack = Discard your Hand and draw 5 new Black cards
- Queen = Disperse 2 target Stragglers of total value 10 or less
- King = Draw 2 Black Cards

You cannot play more than 1 card in this phase to get a special effect.

Engagement Phase

Discard a Raider card to disperse a Straggler of equal or less value. You may combine 2 Raider cards to disperse a single straggler of equal or lesser value. Put dispersed straggler cards into your Victory pile.

Put any Stragglers you didn't disperse into the Escape pile.

Aces 1; Jacks = 11; Queens = 12; Kings = 13.

Scoring

The game ends when there are no cards left to draw from the Red deck. Your score equals the combined value of the cards in your Victory Pile:

- Total victory = 150+ (Armada Sunk)
- Partial victory = 125+ (Historical victory)
- Marginal escape = 100+ (Armada thwarted)
- Dismal Failure = 99 or less (The Spanish conquer England)





Spanish Civil War

Introduction

Card game for 2 players. Simulation of the Spanish Civil War 1936-9. One player is the Nationalists (Rebels).
The other player is the Republicans (Loyalists).

Victory

You win if you reduce your opponent to zero Territory Tokens or Morale Tokens.

The Decks

Players share a deck. Some cards can be used by only one Player. Card Types include: Units, Leaders, Air Power, Strategy, Defense, Offense

Territory Tokens

Each player starts the game with 5 Territory Tokens (TT).

Morale Tokens

Each player starts the game with 10 Morale Tokens (MT).

Turn Sequence

Players take turns. The current player is referred to as the active player. The other player is the Defender.
The Nationalist Forces go first. Each turn is divided into 4 Phases:
1. Recruit Phase
2. Event Phase
3. Attack Phase
4. Logistics Phase

Recruit Phase

Both players fill their hands to 8 cards. (If a deck runs out, shuffle the discard and draw from it) Next,

players may discard up to 4 cards and draw replacement cards.

Event Phase

Event cards are played in this Phase. Players take turns, the active player first. Event cards are discarded when played.

Attack Phase

Players simultaneously reveal the cards they want to play. A player may play some, none, or all of his cards. Each card has a Force value.
The player with the highest Force total wins the hand. If a player uses a Leader card and his opponent does not, he gets +5 to his total. If a player uses an Air Power card and his opponent does not, he gets +4 to his total.
If a player uses a Strategy card and his opponent does not, he gets +3 to his total. The active player may play Offensive cards (not Defense). The defender may play Defense cards (not Offensive).
The loser loses one Morale Token (removed from play) If the Active player won, he may take a TT from the defender. All played cards are discarded.

Logistics Phase

Players must discard down to 3 or fewer cards.

Card List Notation

- N Nationalists
- R Republicans
- B Both Players
- U Units
- L Leader
- A Airpower
- E Event
- S Strategy
- O Offensive
- D Defense

Common Deck Card List

Card:	Type	Use	Force	Notes
General Francisco Franco	L	N	5	
General Emilio Mola	L	N	3	
Italian Corps	U	N	2	Blue and Black Shirts

Card:	Type	Use	Force	Notes
Italian Armored Troops	U	N	4	Light Tanks/Mini Tanks
Portuguese Aid	E	N	-	Salazar; Draw 2 cards
Unified Leadership	L	N	3	
French Monarchists	U	N	1	And Irish Catholics
Non-Intervention Policy	E	N	-	Opponent discard random 2 cards
Stalin's Purges	E	N	-	Opponent discard random 2 cards
Condor Legion	A	N	4	Luftwaffe
Regular Army Officers	L	N	3	
Fascist Italian Aid	E	N	-	Mussolini; Draw 2 cards
Nazi German Aid	E	N	-	Hitler; Draw 2 cards
Army of Africa	U	N	5	
Republican Government Flees	E	N	-	Opponent loses 1 Morale Token
Loyalist Internal Civil Wars	E	N	-	Opponent discard random 2 cards
Catholic Support	E	N	-	Draw 2 cards
Spanish Foreign Legion	U	N	4	
Assault Guard	U	N	3	Rural Police Paramilitaries
Navarrese Carlists	U	N	3	
Fascist Falangists	L	N	2	
Fifth Column	O	N	2	
Poor Republican Leadership	E	N	-	Opponent discard random 2 cards
Italian Air Force	A	N	2	
Airlift	E	N	-	Draw 2 Cards
Stuka Dive Bombers	A	N	3	
International Brigades	U	R	4	
Mixed Brigades	U	R	3	
Gold Reserves	E	R	-	Draw 2 Cards
Soviet Air Power	A	R	3	
Soviet Armor	U	R	5	T-26 Tanks
Soviet Military Aid	E	N	-	Draw 2 cards
Civil Guard	U	R	2	Urban Police Paramilitaries
Organized Trade Unions	L	R	2	
Workers Militias	U	R	1	
Revolutionary Army	U	R	3	
Intellectuals	E	R	-	Draw 5 Cards and keep 1
Revolutionary Groups	L	R	2	
Popular Uprising	E	R	-	Gain 1 Morale Token
Defense of Madrid	D	R	5	
Anarchist Guerillas	U	R	2	
Garibaldi Battalion	U	R	2	
Communist Brigades	U	R	2	Trotskyists
Basque Forces	U	R	2	
Political Commissars	L	R	1	
Mexican Aid	E	R	-	Draw 2 cards
General Vicente Rojo	L	R	2	
Loyalist Aircraft	A	R	2	
Leftist Propaganda	E	R	-	Draw 2 cards
Women's Brigades	U	R	1	
General Jose Miaja	L	R	2	
Major Siege	O	B	4	
Vanguard	O	B	3	
Spear-Head	O	B	2	
Sever Communications	O	B	3	
Complete Surprise	O	B	5	

Card:	Type	Use	Force	Notes
Broad Offensive	O	B	3	
River Crossing	O	B	2	
Mountains	D	B	4	
Counter-Attack	D	B	3	
Humiliating Repulse	D	B	5	
Garrison	D	B	2	
Strong Position	D	B	4	
Fighting Withdrawal	D	B	1	
Vicious Stalemate	D	B	2	
Savage Fighting	S	B	2	
Artillery Support	S	B	4	
Bad Weather	S	B	2	
Desperate Battle	S	B	3	
Ground Attack Missions	A	B	2	
Aerial Bombardment	A	B	1	
Foreign Zone of Control	E	B	-	Draw 2 Cards
Atrocities & Massacres	E	B	-	Opponent discard random 2 cards
Executions & Assassinations	E	B	-	Opponent discard random 2 cards

Links

Wikipedia Spanish Civil War





Spanish Empire

Introduction

Card game for 2-4+ players. Theme: The Spanish Empire: 15-18th Centuries. Each player is a Noble Family in Spain, trying to serve the Crown by arranging the loans and manpower to fight the Wars and Discover, conquer, and exploit new lands in the name of Empire.

Victory

At the end of the game players add up the Victory Points from all The Empire and Exploitation cards they own. The player with the most Victory points is the winner.

Game End

The game ends, when all the War and Colonization cards in the Empire deck have been claimed.

The Decks

There are 2 decks: The Empire Deck The Spanish Deck

The Empire Deck

There are 27 cards in the Empire Deck: 9 War Cards 9 Colony Cards 9 Event Cards

Setup

All players are dealt 3 cards from the Spanish Deck. Flip a coin to see who goes first.

Turn Sequence

Players take turns. Each turn has 7 phases:

1. Empire Phase
2. Event Phase
3. Viceroy Phase
4. War Phase
5. Conquest Phase
6. Exploitation Phase
7. End Phase

Empire Phase

If there are not 2 Empire cards face up, flip over 1 or 2 Empire cards until there are 2 Empire cards face up. These are called Opportunity cards.

Event Phase

If 1 or 2 Empire cards are Event cards, they take effect in the order They were drawn. They are then discarded.

Viceroy Phase

Draw 1 card from the Spanish Deck and put it in your hand. You may discard an Investment card to draw 2 Spanish cards. You may discard a Politics card to cause a target Opportunity card to be Shuffled back into the Empire Deck.

War Phase

If one of the Opportunity cards is a War card you may claim it. To claim it you must discard 3 cards consisting of: 1 Investment Card or Support Card 1 War Card or Fight Card or Ship Card 1 Politics Card or Support Card Discard the Spanish cards. Put the War card face up in front of you.

Conquest Phase

If one of the Opportunity cards is a Colonization card you may claim it. To claim it you must discard 3 cards consisting of: 1 Investment Card or Support Card 1 Discovery Card or Ship Card 1 Conquest Card or Fight Card Discard the Spanish cards. Put the Colonization card face up in front of you.

Exploitation Phase

If you control a Colonization card you may attach an Exploitation card to it. To do this you must also discard a Manpower Card or Support Card. The Exploitation card is placed next to the target Colonization Card.

A Colonization card may have a maximum of 1 Exploitation card attached.

End Phase

Max hand is 5 cards. Discard excess cards.

Empire Deck Card List Notation

- E** Event
- W** War
- C** Colonization
- AP** All Players
- TP** Target Player
- CP** Current Player
- RC** Random Card

Empire Deck Card List

Card Name:	Type	VP	Notes:
Spanish Armada	E	0	AP Discard 2 RC
Treaty of Utrecht	E	0	AP Discard 1 RC
English Privateers	E	0	TP Discard 1 RC
Treaty of Tordesillas	E	0	CP Draw 2 cards
Barbary Pirates	E	0	TP Discards 1 RC
Golden Age of Spain	E	0	AP Draw 2 cards
Inquisition	E	0	CP Steal 1 RC from TP
Bankruptcy	E	0	TP Discards 2 RC
Pax Hispanica	E	0	CP Draws 1 Card
North Africa	C	1	
Philippines	C	2	
Canary Islands	C	3	
Mariana Islands	C	4	
West Indies	C	5	
Spanish Main	C	5	
Mexico	C	6	
Inca Empire	C	7	
Aztec Empire	C	8	
Anglo-Spanish War	W	1	
War with France	W	2	
Thirty Years War	W	3	
War of Spanish Succession	W	5	
Dutch Revolt	W	4	
Ottoman Empire	W	5	
Italian Wars	W	6	
Annexation of Portugal	W	7	
Granada	W	8	

Spanish Deck Card List Notation

P Politics Card
C Conquest Card
S Ship Card
A Army Card

D Discovery Card
U Support Card
E Exploitation Card
I Investment Card
F Fight Card

Spanish Deck Card List

Card Name:	Type	Notes:
Governor	C	
Conquistadors	C	
Native Allies	C	
Disease	C	
Missionaries	C	
Guns & Steel	C	
Invasion	F	
Occupation	F	
Massacre	F	
Religious Crusade	F	
Expedition	D	
Explorers	D	
Portuguese Navigator	D	

Card Name:	Type	Notes:
Sea Power	S	
Marriage	P	
Dynasty	P	
Negotiation	P	
Diplomacy	P	
Alliance	P	
Balance of Power	P	
Truce	P	
Gold Mines	E	8 VP
Silver Mines	E	7 VP
Teas	E	6 VP
Coffee	E	5 VP
Tobacco	E	4 VP

Card Name:	Type	Notes:
Voyage of Discovery	D	
Castilian Adventurers	D	
Genoese Sailor	D	
Foreign Mercenaries	A	
Brilliant General	A	
Great Siege	A	
Italian Veterans	A	
German Troops	A	
Swedish Pikemen	A	
Spanish Tercios	A	
Portuguese Immigrants	M	
Black Slaves	M	
Native Laborers	M	
Genoese Settlers	M	
Spanish Colonists	M	
Mestizos	M	
Mulatos	M	
Galleons	S	
Belgian Fleet	S	
Caravels	S	

Card Name:	Type	Notes:
Spices	E	3 VP
Sugar	E	2 VP
Plantations	E	2 VP
Italian Financiers	I	
Genoese Bankers	I	
Seville Merchants	I	
Antwerp Investors	I	
Portuguese Entrepreneurs	I	
Royal Debt	I	
Borrowed Capitol	I	
Bills of Exchange	I	
Adelantados	I	
Fugger Loans	I	
International Traders	I	
Foreign Credit	I	
Collaboration	U	
Imperial Idea	U	
Common Enterprise	U	
Foreign Expertise	U	

Links

[Spanish Empire Wikipedia](#)





Spanish Saint Augustine

Introduction

Card game for 2-4 players. Theme: Survival and Accomplishment in the Florida City of St. Augustine. St. Augustine was founded in 1565 by Pedro Menendez. It is the oldest, continuously inhabited European Settlement in North America. For the first 200 years of its existence, it was controlled by Spain. The town itself was always very small and poor, but it held an important strategic position. It helped defend the treasure Fleets on their way back to Spain by preventing the English and French from building their own settlements along the Gulf stream. Players actively recruit Townsfolk, earn Gold, gain Military Glory, and build Structures while being mercilessly subjected to Hurricanes, Raids, Disease, and Hostile Indians.

Turns & Game End

Each turn is equal to about a Decade. The game ends after 20 Turns, at which point, historically the British take control of the City.

Victory Points

The player with the most Victory Points (VP) at the end of the game wins.

Player Mats

Each Player gets a Player Mat. Each Mat is divided up into 7 Boxes:

1. Government
2. Churches
3. Forts
4. Population
5. Gold
6. Glory
7. Victory Points

Government, Churches, and Forts are collectively called Buildings. Population, Gold, and Glory are collectively called Resources.

Tokens

Players share a common set of tokens. Tokens are placed in the Boxes on Player Mats to keep track of each player's Score in that Category.

The Decks

There are 2 Common Decks:

1. The Event Deck
2. The Action Deck

The Event Deck

One Random Event occurs each year.

The Action Deck

The Deck has 4 Suites:

1. Economic (Types: Industry, Agriculture, Trade)
2. Military (Types: Fight the French, Fight the English, Control)
3. Population (Types: Indians, Blacks, Europeans)
4. Buildings (Types: Government, Churches, Forts)

Each suite has 3 Types of card. There are 4 cards for each Type. In addition the Deck has 4 Leader (Wild) cards.

Setup

Each player gets 7 Population, 5 Gold, and 3 Glory. Shuffle the Decks.

Turn Sequence

Each turn is divided into 7 Phases:

1. Draw Phase
2. Trade Phase
3. Meld Phase
4. Building Phase
5. Event Phase
6. Score Phase
7. End Phase

Draw Phase

Each Player fills their hand to 10 Action Cards. If the deck runs out, shuffle the discard and draw from it.

Trade Phase

Players may trade Action cards with each other. Players may also trade Tokens on their Player Mats.

Meld Phase

Players may make Melds. A Meld consists of 1 or more cards of the same Type. You can make a max of 4 Melds, one from each Suite.

A Meld can have a Maximum of 4 Cards. One card in a Meld may be a Leader. One card in a Meld earns 1 Token.

Two cards in a Meld earns 3 Tokens. Three cards in a Meld earns 6 Tokens. Four cards in a Meld earns 10 Tokens.

Tokens from a Population Meld go into the Population Box. Tokens from a Economics Meld go into the Gold Box. Tokens from a Military Meld go into the Glory Box.

Tokens from a Government Building Meld go into the Government Box. Tokens from a Church Building Meld go into the Church Box. Tokens from a Fort Building Meld go into the Fort Box.

Building Phase

Buildings provide bonus Resources. The Player with the highest Church Score gets 4 Population. The Player with the second highest Church Score gets 2 Population.

The Player with the highest Government Score gets 4 Gold. The Player with the second highest Government Score gets 2 Gold. The Player with the highest Fort Score gets 2 Glory.

The Player with the second highest Fort Score gets 1 Glory.

Event Phase

Flip over the Top card of the Event Deck. The Event affects all Players. If the Event is a Raid: All players lose 1D6 Population, 1D6 Gold, 1D6 Glory, and 1D6 Buildings If the Event is a Hurricane: All players lose 1D6 Population and 1D6 Buildings If the Event is a Disease: All players lose 2D6 Population If the Event

is an Indian Revolt: All players lose 1D6 Population, 1D6 Glory, and 1D6 Buildings If the Event is Piracy, each player loses 1D6 Gold.

Each player rolls the dice separately for his own Losses. When you lose Building Points roll 1D6 to see which type:

1-2 Government

3-4 Church

5-6 Forts

Score Phase

Players gain VP in Score Phase: Gain VP = 1 X Your Population Gain VP = 2 X Your Gold Gain VP = 3 X Your Glory

End Phase

Players may discard their Action hands down to zero cards. Each player loses one-half his Gold rounding down. Each player loses all his Glory.

Event Deck Notation

R Raid

H Hurricane

D Disease

I Indian Revolt

P Piracy

Copies = Number of Copies of that card in the Deck.

The Event Deck

Name:	Type	Copies:
Destroy City	R	1
Invasion	R	1
Land of Living War	R	1
English Siege	R	1
Constant Assaults	R	1
Retaliation	R	1
Laid to Waste	R	1
French Attack	R	1
Hurricane	H	5
Great Storm	H	5
Disease	D	1
Plague	D	1
Great Hunger	D	1

Name:	Type	Copies:
Fever	D	1
Epidemic	D	1
Small Pox	D	1
Apalachee	I	1
Massive Attack	I	1
Raiding Creeks	I	1
Indian Killings	I	1
Pirate Raids	P	2
Corsairs	P	2
Interlopers	P	2
Privateers	P	2
Subsidies Withheld	P	2

Action Deck Notation

M Military

B Building

P Population

E Economy

L Leader

Action Deck Card List

Name:	Suite	Type:
Massacre	M	Fight the French

Name:	Suite	Type:
Salvage	E	Industry

Name:	Suite	Type:
Capture Fort	M	Fight the French
Bloody Encounters	M	Fight the French
Drive them Out	M	Fight the French
Battle	M	Fight the English
War	M	Fight the English
Counter Attack	M	Fight the English
Skirmish	M	Fight the English
Naval Attack	M	Control
Defend Coast	M	Control
Supply Network	M	Control
Exploration	M	Control
Spanish Colonists	P	Europeans
Soldiers & Prisoners	P	Europeans
Shipwreck Survivors	P	Europeans
Floridanos	P	Europeans
Slaves	P	Blacks
Free Africans	P	Blacks
Escaped Slaves	P	Blacks
Fort Mose Militia	P	Blacks
Seminole Alliance	P	Indians
Timucuan People	P	Indians
Surruque Tribe	P	Indians
Converts	P	Indians
Coquina Mining	E	Industry
Naval Stores	E	Industry

Name:	Suite	Type:
Situado	E	Industry
Fishing	E	Agriculture
Citrus Groves	E	Agriculture
Cattle Ranching	E	Agriculture
Corn Planting	E	Agriculture
Spanish Merchants	E	Trade
English Smugglers	E	Trade
Cuban Traders	E	Trade
Indian Trade	E	Trade
Castillo	B	Fort
Outposts	B	Fort
Garrisons	B	Fort
River Forts	B	Fort
Missions	B	Church
Franciscan Friars	B	Church
Chapels & Convents	B	Church
Catholicism	B	Church
Adelantado	B	Government
Rebuild Town	B	Government
Royal Officials	B	Government
Presidio	B	Government
Governor	L	Leader
Admiral	L	Leader
Priest	L	Leader
Explorer	L	Leader

Links

St Augustine





Spawn

Introduction

2 Player Shibumi Set Game.

Equipment

Shibumi Set: 4 x 4 Board. 3 sets of 16 Red, White, and Black Balls.

Rules

Players take Turns. On your turn:

FIRST place 1 Red Ball, 1 White Ball, and 1 Black Ball. All three Balls you place must be touching each other. (At least 1 Ball must be touching the other 2. This may be a line or cluster and may be all on one level or multiple levels.) For purposes of this game balls on the same level that are orthogonally or diagonally adjacent are considered to be touching.

If you ever run out of balls of one of the colors, then only place two balls of the remaining two colors. If you ever run out of balls of two of the colors, then only place one ball of the remaining color.

THREE BALL BAN: A Ball when placed may NOT be DIRECTLY touching 2 or more balls of the same color as itself. (For example: You place the Red Ball: It may be touching a max of 1 other Red Ball.)

SECOND Remove 1 Ball from the Board of any color. It may not be one of the three balls you just placed. It may be a ball that is one lower than the highest currently built level allowing for a ball immediately above it to drop into its space.

It may not result in a situation that breaks Three Ball Ban Rule. (Skip the Second Action on the first turn of the game.)

Visibility Rule

If a ball is completely buried (hidden from view), it does not count towards placement rules. If it is later revealed, it then counts.

Aim

If you are unable to place your balls you lose and the other player wins. If you ever break the Three Ball Ban Rule you lose and your opponent wins.

- If you complete the pyramid on your turn you win.

Haiku

Red White Black Balls Stack Three to Place One
to Remove

- Avoid Three the Same





Spectrum

Introduction

Gin Rummy variant with novel deck. Poker variants are possible of course.

The Deck

52	cards:	Notes
7	Red	
7	Orange	
7	Yellow	
7	Green	
7	Blue	
7	Indigo	
7	Violet	
1	Infra-Red	Wild card for Red, Orange, or Yellow
1	Ultra-Violet	Wild card for Blue, Indigo, or Violet
1	Prism	Wild card for any color

Color Order

A prism divides white light into a rainbow that has the colors in the following order: ROYGBIV.

Play

The most colorful player goes first. Players start with 7 random cards. Players take turns drawing one card from the deck or discard and then discarding one

card face up.
The first player to get a combo wins.

Combos

3 of a kind & 4 of a kind.
"A kind" = all of one color (all red, all green, etc) or colors in order (ROY or GBI or OYGB, etc)
7 of a kind (all blue, all yellow, etc) or 7 in a Row (ROYGBIV)





Speed Racer

Introduction

Go Speed Racer! Go! Pick your Driver, Car, Modifications, and go!

Disclaimer

Speed Racer is a licensed, copyrighted, trademarked property. This is merely a fan site.

Victory

It takes 50 Speed Points to cross the Finish line. Determine 1st, 2nd, and 3rd place.

The Decks

- There are 5 Decks:
- The Driver Deck
 - The Car Deck
 - The Equipment Deck
 - The Action Deck
 - The Episode Deck

The Action Deck

- The Action Deck has 4 types of cards:
- Foe Cards
 - Obstacle Cards
 - Villain Cards
 - Aid Cards

Setup

Each player Draws 1 Driver, 1 Car, and 3 pieces of Equipment. Place these cards face up in front of you. Each player starts with a hand of 5 Action cards. Players roll high on 1D6 to see who goes first. Draw 1 card from the Episode deck to see who the Villain is this game.

Turn Sequence

- Players take turns. Each turn has 3 phases:
- Draw Phase

- Threat Phase
- Speed Phase

Draw Phase

Draw 2 cards from the Action Deck. Max hand size is 7 cards. Discard excess cards.

Threat Phase

You may play a Villain card on yourself or any opponent may play one Villain, Foe, or Obstacle card on you. These are collectively referred to as 'Threat' cards. Each Threat card has a Threat Level. Roll 1D6 and add the Threat Level of the Threat card to get the Total Threat Value. The Threat has one of several Descriptors: Fight, Jump, Turn, etc. Roll 1D6 and add any bonuses you have from your Driver, Car, or Equipment in the Indicated Descriptor. This is the Total Skill Value.

You may also play Aid cards of the appropriate type for additional bonuses. If the Total Skill Value is equal to or greater than the Total Threat Value, you Overcome the Threat. If not, you fail the Threat. Threat and Aid cards are discarded.

Speed Phase

If you overcame the threat from Threat phase roll 1D6 and add any Speed bonuses you have. Add this value to your running Speed Point Total. If you failed the Threat, you get no Speed points. If you were not challenged by a Threat you may roll with an extra bonus of +2.

The Villain

Every time a Villain card is played, you have to face the Threat described on the Episode card. The third time a Villain card is overcome means the Villain is finally, totally defeated, andNo one can play any more villain cards. The player that defeated the Villain for the third time gains 1D6 Speed points.

Race Car Deck Card List

Card Name	Notes
Mach 5	Jump & Speed +1
Mach 5 Formula One	Speed +2
Mock Mach 5	Jump & Speed & Turn +1

Card Name	Notes
Shooting Star	Speed +1 (Spiffy Black & Yellow)
Black Tiger	Turn +1 (Number 4)
Car 13	Jump +1 (Yellow)
Car 001	Repair +1 (Red)
Melange X-3	Speed +1 (Sporty Black Coupe)
Supersonic Car	Speed +3 & Turn -1

Driver Deck Card List

Card Name	Notes
Speed	Speed +1 & Fight +1
Racer X	All Threats +1 (Rex Racer)
Kim Jugger	Speed +1 (Competitive Racer)
Janine Trotter	Turn +1 (Aspiring Racer)
Twinkle Banks	Jump +1 & Turn +1 (Girl Daredevil)
Rock Force	Speed +1 & Turn +1 (One Armed Racer)

Equipment Deck Card List

Card Name	Notes
Powerful Auto Jacks	Jump +1
Super Grip Tires	Turn +1
Auxiliary Motors	Turn +1
Rotary Saws	Rough Terrain +3
Safety Cockpit	Repairs +3
Super Headlights	Darkness +3
Submersible	Water +3
Homing Robot	Hand Size +1

Card Name	Notes
Special Brakes	Turn +1
GRX Engine	Speed +1
Retractable Wings	Jump +1
Jet Engines	Speed +1
Oil Slick	Fight +1
Mizmo Raygun	Fight +1
Super Charged	Speed +1

Episode Deck Card List

Card Name	Notes
Monster Car	Jump +2 (Laser Tank created by the Mad Dr McFife)
Mammoth Car	Speed +4 (Cruncher Block: Crime Lord)
International Assassins	Fight +2 (Professor Anarchy: Evil Mastermind)
Race Rudolph Elegantor	Jump +2 (Notorious Aristocratic Mastermind)
Ace Deucey	Fight +2 (Mercenary)
Mr. Cumulus	Navigate (Maniacal Villain with Atomic Bomb)
Tongue Blaggard	Fight +2 (Unscrupulous Crime Boss)
Kadar	Turn +2 (Greedy Villain)
Jack Rival	Fight +2 (Unethical CEO of the Rival Motor Company)

Action Deck Card List: Aid Cards

Card Name	Notes
V-Gas Drug	Speed +2
Go Speed Racer! Go!	Speed +2
Driving Skill	Turn +2

Card Name	Notes
Smoke Bombs	Fight +2
Overtake the Pack	Speed +2
Short Cut	Speed +2

Card Name	Notes
Elude Danger	Turn +2
Quick Reflexes	Turn +2
Martial Arts	Fight +2
Calculate Speeds	Navigate +4
Navigation Whiz	Navigate +4
Natural Talents	Turn +1 or Jump +1
Fearless	Jump +2
Expert Marksman	Fight +2

Card Name	Notes
Sparky	Repair +2
Pops	Repair +2
Chim Chim	Fight +2
Spritle	Fight +2
Pit Stop	Repair +2
Trixie	Navigate or Fight +2
Inspector Detector	+2 vs Villain

Action Deck Card List: Foe & Obstacle Cards

Card Name	Notes
Villain Cards	7 in Deck
Motorcycle Bandits	Fight
Skull Duggery	Fight (Enemy Driver)
Axle Spikes	Speed
Zoomer Slick	Speed (Enemy Driver)
Henchmen	Fight
Alpha Team	Turn (Enemy Drivers)
Assassins	Fight
Grudge Match	Speed
Zero Visibility	Darkness
Spin out	Turn
Thugs	Fight
Dirty Tricks	Turn or Fight
Gunman	Fight
Falling Rocks	Turn
Log Trap	Speed
Night	Darkness
Chasm	Jump
Bridge Out	Jump or Water
Canyon	Jump or Navigate
River	Water
Maze	Navigate

Card Name	Notes
Jungle	Rough Terrain or Navigate
Blizzard	Darkness or Navigate
Underground Base	Fight
Avalanche	Turn
Lava Flow	Speed
Rubble	Jump
Ramp	Jump
Pile of Flaming Wrecks	Jump
Mud Slide	Turn
Foliage	Rough Terrain
Sabotage	Repair
Mechanical Failure	Repair
Engine Problems	Repair
Flat Tire	Repair
Quicksand	Jump or Turn
Remote Control Car	Fight
Road Block	Rough Terrain
Flooding	Water
Icy Road	Turn
Signposts Altered	Navigate
Detour	Navigate





Spellfire Ccg

Objective

Rules for common Deck play. These changes are based on the first edition rules.

To Win

Raze all of your opponents' Realms. The game is a tie if all Realms of all players are razed in the same turn.

Realm Deck

Put one of each Realm in this deck.

Common Deck Construction

Take all the other cards and shuffle them together in a common deck. There are no Realms in this deck. Put in one of each unique card.

All Champions, Holdings, and Artifacts are considered unique. Add other cards in numbers to suit your tastes.

Setup

Players are dealt 6 Realms from the Realm deck. Arrange these into rows as per the normal rules. The Realm deck is not used again for the rest of the game.

Each player takes 40 random cards from the common deck. These 40 cards are their play deck. During a game, players use their play deck, not the common deck.

After the game, the play decks are mixed back into the common deck.

Rules Modifications

In Step 2 Players cannot automatically rebuild a razed Realm. Realms can only be rebuilt as a result of the abilities of another card. Players cannot attack on their first turn.

There is no limit to hand size. Champions cannot be used directly from your hand to attack or defend in Step 4. Each Realm may attach one dungeon Spellfire Link

Spellfire Decks

Theme Decks I have made: Ravenloft with holdings & artifacts Undead deck with Unarmed combat cards Undead deck with Allies Dragonlance with holdings & artifacts Wizards Forgotten Realms Wizards with holdings & artifacts Greyhawk Wizard with holdings & artifacts Dragon Wizards Monster Wizards Priests Greyhawk Priests with holdings & artifacts Forgotten Realms Priests with holdings & artifacts Dragon Priests Heroes with Swords Heroes with Unarmed combat cards Allies Dragons with Unarmed combat cards Dragons with Allies Thieves AD&D Giants with holdings & artifacts Psionics Deck Psionics/ Dark Sun with holdings & artifacts Monsters Underdark with holdings & artifacts Swimmers Dwarf/Gnomes Elf/Halflings with Magic items Flyers Auto-defeat





Spelljammer

Introduction

Battle between Good & Evil in the SpellJammer Universe. Based on the AD&D RPG by TSR. Card game for 2+ players.

Disclaimer

Spelljammer is a licensed, copyrighted product. This is merely a fan site.

Victory

Control the most Locales when the deck runs out.

Alignments

At start each player must pick whether they are going to be Good or Evil. A good player can control Good & Neutral Ships. An evil player can control Evil or Neutral Ships.

2 Player Game

One Good player vs One Evil Player.

4 Player Game

2 Good players vs 2 Evil Players.

Odd Number Cutthroat Game

Teams optional. Any player can control any type of ship.

Deck

Players share a Common Deck. The Deck has 8 types of cards mixed in: Locales, Ships, Monsters, Equipment, Crew, Characters, Events, Combat The discard pile is called the "Void".

Tokens

Use tokens for: Gold, Jam tokens Six, eight, and ten sided dice are needed.

Setup

Select teams and alignments. Players start with a hand of 7 cards drawn from the deck. Players start with 10 Gold.

Jamming

Normally the cards in play you control will be on the table, vertically face-up, in front of you (Normal Position). To 'Jam' a card rotate it horizontally onto its side (Jammed). To Unjam a card that is jammed, rotate it back to the normal (unjammed) position.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Unjam Phase
2. Explore Phase
3. Trade Phase
4. Recruit Phase
5. War Phase
6. Control Phase

Unjam Phase

Unjam (or remove a Jam token from) all of your jammed cards. A card with Jam tokens cannot be unjammed.

Explore Phase

Draw one card and put it in your hand. Maximum hand size = 12. Discard excess cards. You may put one Locale card in play under your control.

Jam an Explorer ship card to Draw an extra card.
Jam an Explorer ship card to put one Locale card in play under your control.

Trade Phase

Gain 1D6 Gold. Jam your Locales to gain gold from them equal to the amount of gold indicated on the card. Jam a Trader ship card to gain 1 Gold.

Jam a Pirate ship card to gain 1D6 -3 Gold.

Recruit Phase

Purchase Ships from your hand. Ships come into play unjammed. You may also buy Equipment, Crew, and Characters.

Attach these cards to target unjammed ships If you buy a Carrier Ship, you may attach one Scout for free.

War Phase

You may Jam one or more ships to attack a target Locale. (Attacking Fleet). Your opponent may Jam ships to defend the target (Defending Fleet). The Fleet with the most Scout ships may look at the opponents hand and gets Tactics +2 for the rest of the phase.

The Battle proceeds in a series of rounds. Each round roll once on the Battle Table (The Battle Stat Roll). The ship stat indicated by the roll is the Primary Stat for the current round.

The fleet with the highest combined total of the primary Battle Stat gains a Combat Advantage of +1. Players may play (Discard) Combat cards to increase their score in the Primary stat or decrease their oppo-

nents score. The fleet with the highest total Cost gains a Combat Advantage of +1 (or +2 if its Cost total is over twice the opponents fleet). Next each fleet rolls 1D6 and adds its Combat Advantages (Combat Roll).

The side with the highest combat total wins. (reroll ties) The losing fleet must discard a Ship card. Repeat this process until one side is destroyed or flees. After each round of Battle either player may choose to retreat his fleet.

Fleets

A fleet may contain ships of only one race unless you play an Ally card.

Battle Table

1D8	Battle Stat:	Notes:
1	Range	Catapults, Cannons, Ballistae, Jettisons, etc.
2	Impact	Blunt Rams, Piercing Rams
3	Speed	Helm, Rigging, Maneuverability
4	Crew	Boarding Actions, Marines
5	Hull	Size, Hits
6	Armor	Wood, Metal, Stone, Crystal, etc.
7	Tactics	Initiative, Command, Surprise, Invisibility
8	Magic	Wizards, Clerics, Bards, Spells, Magic Items

Control Phase

If you destroyed or routed the defenders in War phase, you take control of the target Locale.

Ship Card Notation

H/A Hull/Armor
M/T Magic/Tactics
C/S Crew/Speed
I/R Impact/Range
CS Command Ship

Role	Descr
P	Pirate
E	Exploration
T	Trade
C	Carrier
Race	Descr
G	Good

Role	Descr
E	Evil
N	Neutral
Human	Hum
Lizard Men	LM
Mind Flayer	MF

Ship Card List

Ship Type	Cost	Role	H/A	M/T	C/S	I/R	Race
Mantis	7	-	6/4	1/1	26/5	3/1	E: Scro
Battlewagon	13	-	8/5	2/1	60/3	8/5	E: Scro
Scorpion	6	P	6/4	2/1	7/5	2/1	E: Orcs
Porcupine Ship	3	-	3/1	1/1	4/4	2/1	E: Goblin
Triop	6	P	5/7	2/2	6/6	6/1	E: Goblin
Blade	4	S	1/4	0/1	2/7	1/2	E: Goblin
Night Angel	5	S	4/4	1/5	4/5	4/1	E: Kobold
Mammoth	13	P	9/4	1/1	47/2	9/3	E: Ogre

Ship Type	Cost	Role	H/A	M/T	C/S	I/R	Race
Black Widow	13	P	10/3	2/2	23/3	10/6	E: Neogi
Slavetrader	11	T	10/3	2/1	23/3	10/2	E: Neogi
Deathspider	11	C	10/3	2/1	23/3	10/2	E: Neogi
Mindspider	5	-	4/4	0/2	5/5	5/1	E: Neogi
Urchin	2	S	1/0	0/1	4/5	1/0	E: Neogi
Tyrant Ship	7	P	2/7	2/1	25/5	0/0	E: Beholder
Tyrant Scout Ship	4	SE	1/6	2/1	8/6	0/2	E: Beholder
Tyrant Ramship	8	-	2/7	2/1	25/5	2/0	E: Beholder
Nautiloid	7	PT	4/4	2/1	15/4	4/1	E: Mind Players
Dreadnaught	14	-	9/4	3/1	31/3	9/2	E: Mind Players
Jade Spider CS	15	C	10/7	2/1	24/1	6/0	E: Drow
Jade Spider	5	-	2/7	2/1	6/6	3/0	E: Drow
Vodoni Diamond	20	-	10/3	2/2	70/5	10/0	E: Vodoni
Hunter Killer	10	P	6/3	2/1	43/5	1/2	E: Vodoni
Werewolf	10	-	6/0	2/1	44/4	8/1	E: Vodoni
Nightwolf	8	SE	4/4	2/1	28/6	0/1	E: Vodoni
Flying Pyramid	12	-	9/7	2/1	19/1	1/6	E: Undead
Skeleton Ship	3	S	1/0	0/1	2/5	0/1	E: Undead
Antlership	9	-	9/5	2/1	17/2	8/1	E: Undead
Tradesman	4	TPE	3/3	2/1	6/4	0/1	N: All
Mosquito	3	S	1/3	1/1	1/5	0/0	N: All
Stinger	2	-	1/3	1/1	3/5	0/1	N: All
Celestial Dragon	17	-	8/8	1/1	15/6	1/8	N: Monster
Thorn Ship	5	S	1/1	2/1	16/6	0/2	N: Thri-Kreen
Leaf Ship	9	-	7/2	2/1	45/4	7/2	N: Thri-Kreen
Unity Ship	4	-	3/0	2/1	8/5	3/1	N: K'r'r'r
Stone Galleon	14	-	9/5	2/1	43/2	1/10	N: Space Giants
Eagleship	4	E	4/2	2/1	5/5	0/1	N: Aarakocra
Corbina	2	S	1/0	1/1	1/4	0/1	N: Aarakocra
Boatfly	11	E	5/2	1/1	9/2	1/14	N: Lizard Men
Wasp	3	PE	2/2	2/1	5/4	0/1	N: LM +Hum
Turtleship	8	-	4/5	1/1	13/4	4/1	N: LM +Hum
Hammership	7	PT	6/2	2/1	16/4	6/1	N: LM +Hum
Dragon Ship	5	E	5/3	2/1	11/4	1/1	N: Shou Lung
Flaming Dragons	6	-	5/3	2/1	11/4	1/2	N: Shou Lung
Whaleship	7	T	10/4	2/1	20/3	9/1	N: Human + MF
Octopus	7	P	7/1	2/1	16/4	3/2	N: Human + MF
Lamprey	4	-	3/4	2/1	6/6	3/1	N: Humanoid + Hum
Locusts	3	S	1/4	0/1	7/7	0/1	G: Wa
Tsunami	22	C	20/6	3/2	48/5	3/10	G: Wa
Caravel	2	T	1/0	1/1	3/2	0/1	G: Human
Longship	2	PE	1/0	1/1	6/2	0/1	G: Human
Drakkar	2	PE	1/1	2/1	4/1	0/1	G: Human
Great Galley	2	T	2/1	2/1	6/1	0/1	G: Human
Damselfly	2	S	1/4	2/1	2/4	0/1	G: Human
Hummingbird	3	S	1/0	2/1	2/7	0/2	G: Human
Batship	18	-	5/5	4/1	9/7	1/11	G: Human
Quad of Thay	16	-	6/7	5/1	14/7	4/0	G: Human
Ptah Battlebarge	10	T	6/0	2/1	15/2	6/5	G: Human
Vipership	6	-	3/3	2/1	3/7	3/1	G: Human
Squid Ship	6	PE	5/3	1/2	10/4	5/1	G: Human
Cuttle Command	10	C	14/1	2/2	23/3	1/2	G: Human
Battle Dolphin	5	-	8/3	2/2	15/4	1/1	G: Human

Ship Type	Cost	Role	H/A	M/T	C/S	I/R	Race
Quentins Libraria	6	-	3/1	5/1	7/5	3/1	G: Human
Iambus	4	-	4/3	5/1	7/4	0/1	G: Human
Dragonfly	3	E	1/0	2/1	3/5	0/1	G: Elves + Human
Swan Ship	4	-	3/1	2/1	5/5	0/1	G: Elves + Human
Shrikeship	4	-	3/4	1/1	8/5	3/1	G: Elves + Human
Flitter	3	S	1/1	1/1	2/6	0/0	G: Elves
Firewind Flitter	2	-	1/0	0/1	1/6	3/0	G: Elves
Radiant Ship	4	-	3/2	2/1	6/4	0/1	G: Elves
Man-o-War	6	-	6/1	2/1	14/5	1/1	G: Elves
Monarch	12	-	10/4	2/1	28/4	1/3	G: Elves
Armada	17	C	10/3	2/1	28/4	2/11	G: Elves
Deathglory	5	-	7/2	2/1	9/4	1/2	G: Gnomes
Bolaship	5	-	3/3	1/1	4/4	10/1	G: Gnomes
Whelk	5	-	4/2	2/1	6/4	4/1	G: Gnomes
Yawl Wagon Train	3	T	2/5	2/1	3/1	0/0	G: Gnomes
Sidewheeler	4	E	3/1	1/1	10/2	0/0	G: Gnomes
Citadel	28	-	30/7	2/1	40/3	2/6	G: Dwarves
Stoneship	35	-	30/7	2/1	35/2	30/3	G: Dwarves
Clipper	11	P	7/4	2/1	33/2	1/10	G: Giff
Great Bombard	5	-	4/2	1/1	10/2	4/3	G: Giff
Ship Type	Cost	Role	H/A	M/T	C/S	I/R	Race

Locales Card List

Locale Name:	Gold	Notes
Kapri Spacestation	1	Elf fleets get tactics +1
Leuthilspar	3	Elf ships cost -1
Gamaro Base (Moragspace)	1	Scro, goblin, orc ships cost -1
Rock of Bral (Wildspace)	3	Cosmopolitan. Captains cost -1
Free City of Greyhawk	3	Human ships cost -1
Free Neogi (Greyspace)	2	Neogi ships cost -1
The Grinder (Greyspace)	1	Humans (Asteroid Field)
Marner (Greyspace)	2	Humans & Dwarves (Archbarony of Ratik)
Krynnspace	2	Kindori (Giant Whale Riders)
Kristophan (Krynnspace)	2	Humans (Southern Hosk Empire)
Palanthus(Krynnspace)	2	Humans (Black Market) Equipment costs -1
Waterdeep (Realmspace)	3	Humans
Evermeet (Realmspace)	2	Elf Fleets get Magic +1
Wa (Realmspace)	2	Wa ships cost -1
The Dock (Realmspace)	2	Shou Lung ships cost -1
Plata	1	Aarakocra shipa cost -1

Character Card List

Character Name	Align	Cost	Notes
Captain Wrackblood	E	3	Scro, Tactics +2, Impact +2, Crew +4
Ancient Mariner	E	5	Ghost Captain, Crew +10, Pirate
Griktha	E	1	Neogi, Magic +2
Oolph Clawstem	E	3	Neogi, Magic +4, Tactics +2

Character Name	Align	Cost	Notes
Admiral Icarus	G	4	Elf, Magic +4, Speed +4
Captain Yerthad	G	2	Elf, Tactics +3, Magic +1
Captain Krissos	G	2	Elf, Impact +3, Magic +1
Cap'n Gyudd	G	2	Dwarf, Crew +2, Tactics +2
Eliminster the Wizard	G	4	Human, Magic +8
Wo Han Do	G	3	Wa Ninja, Crew +5, Tactics +1

CREW CARD LIST	Align	Cost	Notes
Crack Gunners	N	2	Range +4
Veteran Marines	N	2	Crew +8
Crack Crew	N	1	Speed +2

Equipment Card List

Card Name	Cost	Notes
Accelerator	3M	Range +7 & Speed -1
Improved Rigging	1	Speed +2
Elemental Firebomb	3M	Range +10 (One use only)
Helmseeker Missile	3M	Range +13 (One use only)
Sphere of Annihilation	4M	Range +25 (One use only)
Rudder of Speed	2M	Speed +4
Trident of the Phlogiston	2M	Crew +6 Magic +2
Armor Plating	1	Armor +2
Double Ballistas	2	Range +3
Astrolabe	6M	Ship gets Explorer Ability
Cargo Barge	1	Ship gains Trade ability
Jolly Roger	1	Ship gains Pirate ability

M Magic Item

Combat Card List

Card Name:	Notes:
Blow the Hold	Destroy one of your ships & an opponents
Outguess	Negate a Combat card
Evasive Action	Reroll Battle Table Roll
Blur Spell	Armor +5
Cloudkill Spell	Crew -10
Disintegrate Spell	Hull -10
Sleep Spell	Crew -10
Teleportation Spell	Move Crew card to different Ship
Fireball Spell	Range +2D6
Lightning Bolt Spell	Range +7
Polymorph Spell	Crew +20
Fear Spell	Magic +5
Command Spell	Crew -20
Slow Spell	Speed -5
Shield Spell	Armor +3
Disenchantment Spell	Discard target Magic Item
Feeblemind Spell	Magic -5
Charm Spell	Crew +10
Blessing Spell	Magic +2

Card Name:	Notes:
Dark Sendings Spell	Magic -2
Confusion Spell	Tactics -5
Detect Spell	Tactics +4
Dispell Spell	Negate Spell Card
Warp Wood Spell	Hull -5
Hold Spell	Speed -10
Cone of Cold Spell	Speed -2 or Range +4
Repulsion Spell	Ram -10
Globe of Invulnerability	Spell: Magic -5
Heat Metal Spell	Armor -5
Transmute Rock to Mud	Spell: Hull -10
Alter Reality Spell	Cause Target Dieroll to be rerolled
Banish Spell	Discard target Monster
Haste Spell	Speed +5 or Ram +5
Invisibility Spell	Tactics +5
Illusion Spell	Tactics +5
Meteor Swarm Spell	Range +3D6
Web Spell	Crew -5 or Speed -2
Darkness Spell	Tactics -5
Control Winds Spell	Speed +4
Damage Rigging	Speed -3
Hull Holed	Speed -1 or Ram -1 or Range -1
Broadsides	Range +5
Ambush	Defenders get Tactics +5
Surprise Attack	Attackers get Tactics +5
Boarding Action	Crew +5
Gravity Plane Shift	Crew -10
Out of Range	Range -2 or Crew -4 or Ram -2
Asteroid Field	Terrain: Tactics +5
Skeleton Minefield	Terrain: Crew +7
Nebula	Terrain: Tactics +5
Ghost Ship	Put ship from Void into play for this phase only
Decoy	Tactics +4
Burning Pitch	Range +4
Greek Fire	Range +3
Out of Ammo	Range -5
Helm Hit	Speed -5
Out of the Sun	Ram +5

Event Card List

Card Name	Notes:
Gate Spell	Unjam Target Ship
Divination Spell	Look at next 10 cards in deck
Saboteur	Put 1D6 Jam counters on target ship
Foul Air	Put 1D6 Jam counters on target ship
Lost in the Phlogestin	Put 1D6 Jam counters on target ship
Solar Flare	Put 1D6 Jam counters on target ship
Plague Ship	Put 1D6 Jam counters on target ship

Card Name	Notes:
Treasure Ship	Jam one of your Pirate Ships for 1D6 Gold
Wraithship	Destroy Target Ship
Discovered	Destroy a Jammed Scout Ship
Salvage	Put target ship card in the Void into your hand
Decommission	Discard 1+ of your Ships to get your Gold back
Diplomacy	Ally Card
Alliance	Ally Card
Confederation	Ally Card
Common Enemy	Ally Card
Similar Motives	Ally Card
Treaty	Ally Card
Dark Alliance	Ally Card for Attacking Evil Player
Defense of the Realm	Ally card for Defending Good Player
Aperusa Space Gypsies	Opponent loses 1D6 Gold
Allura	Destroy Jammed Explorer Ship
Maelstrom	Destroy Jammed Explorer Ship
Piracy	Opponent loses 1D6 Gold
Privateers	Destroy Jammed Trader Ship
Patrols	Destroy Jammed Pirate Ship
Escort	Destroy Jammed Pirate Ship
Assassin	Destroy target Character
Celestial Navigation	Remove 1D6 Jam counters on target ship

Links

[Ahzad Jinsai's Spelljammer Page](#)





Spelljammer Skirmish

Introduction

Board & card game for 2 players. Takes place in the Spell Jammer Universe. Pick your Fleet: Humans, Neogi, Elves, Beholders...

Abstract skirmish level Ship combat. Each figure represents a single Ship (unit).

Disclaimer

'Spell Jammer' is a copyrighted/trademarked property. This is just a fan site.

Victory

You win if you Destroy the opposing Flagship.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Ships.

Fleet Table Notation

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

Scro Fleet Table

#	Type	Hits	Class
1	Battlewagon	3	Flagship
2	Mantis	2	
5	Scorpion	1	

Notes: Ship Effect Card: Catapults & Bombards (Attack range = 4) for Battlewagon Ship Effect Card: Grappling Rams (Attack range = 2) for Mantis Ship Effect Card: Ram Claws (Attack range = 1) for Scorpion Race Effect Card: Orc Marines (Attack range = 1) for all Ships. Fleet Effect Card: Metal Plates (Defense) for all Ships.

Mind Flayers Fleet Table

#	Type	Hits	Class
1	Dreadnaught	3	Flagship
2	Octopus	2	
5	Nautiloid	1	

Notes: Ship Effect Card: Mind Flayers!!! (Attack range = 1) for all Ships Race Effect Card: Illithid Magic (Attack range = K) for all Ships. Fleet Effect Card: Pool Helm (Move range = K) for all Ships

Neogi Fleet Table

#	Type	Hits	Class
1	Black Widow	3	Flagship
2	Deathspider	2	
5	Mindspider	1	

Notes: Ship Effect Card: Grappling Rams (Attack range = 2) for all Ships. Race Effect Card: Umber Hulks (Attack range = 1) for all Ships. Fleet Effect Card: Urchin Swarm (Attack range = K) for all Ships.

Beholder Fleet Table

#	Type	Hits	Class
1	Tyrant Ship	3	Flagship
2	Tyrant Ramship	2	
5	Tyrant Scout Ship	1	

Notes: Ship Effect Card: Beholder Circuit (Attack range = 4) for Flagship. Ship Effect Card: Ram (Attack range = 1) for Ramship. Ship Effect Card: Magic Missiles (Attack range = 2) for Scouts.

Race Effect Card: Magical Eye Beams (Attack range = 3) for all Ships. Fleet Effect Card: Orbus (Move range = K) for all Ships.

Elven Fleet Table

#	Type	Hits	Class
1	Armada	3	Flagship
2	Monarch	2	
4	Man-o-War	1	
1	Radiant Ship	1	

Notes: Ship Effect Card: Flitter Swarm (Attack range = K) for Armada & Monarch. Ship Effect Card: Maneuverable (Move range = K) for Man-o-War. Ship Effect Card: Blind (Attack range = 2) for Radiant Ship.

Race Effect Card: Elven Magic (Attack range = 5) for all Ships. Fleet Effect Card: Living Hull (Defense) for all Ships. Fleet Effect Card: Flitter Swarm (Attack range = K) for Armada & Monarch.

Wa Fleet Table

#	Type	Hits	Class
1	Tsunami	5	Flagship
7	Locust Swarms	1	

Notes: Ship Effect Card: Huge Size (Defense) for Tsunami. Ship Effect Card: Rudder of Propulsion (Move range = K) for Locusts. Race Effect Card: Samurai (Attack range = 1) for all Ships.

Fleet Effect Card: Ki Power (Move range = 3) for all Ships.

Shou Lung Fleet Table

#	Type	Hits	Class
1	Dragon Ship	3	Flagship
2	Flaming Dragons	2	
5	Junks	1	

Notes: Ship Effect Card: Fire Cannons (Attack range = 2) for all Ships Race Effect Card: Extra Warriors (Attack range = 1) for all Ships. Fleet Effect Card: Rockets (Attack range = 4) for all Ships.

Goblin Fleet Table

#	Type	Hits	Class
1	Triop	3	Flagship
2	Porcupine Ships	2	
5	Blades	1	

Notes: Ship Effect Card: Lateral Fins (Move range = 4) for Triop. Ship Effect Card: Ram Mines (Attack range = 1) for Porcupine Ship. Ship Effect Card: Kamikaze Ram (Attack range = 1) for Blade.

Race Effect Card: Lots of Ballistae (Attack range = 3) for all Ships. Fleet Effect Card: Expendable Goblin Horde (Defense) for all Ships.

Vodoni Fleet Table

#	Type	Hits	Class
1	Vodoni Diamond	3	Flagship
2	Hunter Killer	2	
5	Nightwolf	1	

Notes: Ship Effect Card: Spire Ram (Attack range = 1) for Diamond. Ship Effect Card: Attack Ship (Attack range = 1) for Hunter Killer. Ship Effect Card: Spy ship (Move range = K) for Nightwolf.

Race Effect Card: Were Wolves (Attack range = 1) for all Ships. Fleet Effect Card: Lycanthropes (Defense) for all Ships.

Dwarf Fleet Table

#	Type	Hits	Class
1	Citadel	6	Flagship
2	Stoneship	3	

Notes: Ship Effect Card: Blunt Ram (Attack range = 1) for all Ships. Fleet Effect Card: Stone Construction (Defense) for all Ships. Race Effect Card: Siege Engines (Attack range = 4) for all Ships.

Human Fleet Table

#	Type	Hits	Class
1	Cuttle Command	3	Flagship
2	Battle Dolphin	2	
5	Squid Ship	1	

Notes: Ship Effect Card: Mages (Attack range = 5) for all Ships. Fleet Effect Card: Dragonfly Squadron (Attack range = K) for all Ships. Race Effect Card: Sailors (Move range = 2) for all Ships.

Lizardman Fleet Table

#	Type	Hits	Class
1	Bloat Fly	3	Flagship
2	Turtleship	2	
5	Hammership	1	

Notes: Ship Effect Card: Ballistae (Attack range = 3) for Bloatfly. Ship Effect Card: Hard Shell (Defense) for Turtleship. Ship Effect Card: Hammerhead Ram (Attack Range = 1) for Hammership.

Fleet Effect Card: Wasp Squadron (Attack Range = K) for all Ships. Race Effect Card: Rugged Ships (Defense) for all Ships.

Giff Fleet Table

#	Type	Hits	Class
1	Clipper	3	Flagship
1	Clipper	3	
6	Great Bombard	1	

Notes: Ship Effect Card: Broadships (Attack range = 4) for Clipper. Ship Effect Card: Big Gun (Attack range = 5) for Great Bombard. Fleet Effect Card: Helm-seekers (Attack range = 6) for all Ships.

Race Effect Card: Hand Guns (Attack range = 2) for all Ships.

Drow Fleet Table

#	Type	Hits	Class
1	Jade Spider Command Ship	3	Flagship
1	Jade Spider Command Ship	3	
6	Jade Spider	1	

Notes: Ship Effect Card: Hard Shell (Defense) for all Ships. Fleet Effect Card: Grappling Ram (Attack range = 2) for all Ships. Race Effect Card: Adamantine Drill (Attack range = 1) for all Ships.

Aarakocra Fleet Table

#	Type	Hits	Class
1	Eagle Ship	2	Flagship
3	Eagle Ship	2	
4	Corbina	1	

Gnome Fleet Table

#	Type	Hits	Class
1	Deathglory	2	Flagship
1	Bolaship	2	
2	Whelk	2	

Notes: Ship Effect Card: Water Cannons (Attack range = 3) for Deathglory. Ship Effect Card: Bola Whip (Attack range = 2) for Bolaship. Ship Effect Card: Giant Space Hamsters (Move range = 1) for Sidewheelers.

Ship Effect Card: Hard Shell (Defense) for Whelks. Ship Effect Card: Iron Golem (Attack range = 1) for Yawl. Fleet Effect Card: Contraptions (Attack range = 2) for all Ships.

Race Effect Card: Gnome Illusionists (Defense) for all Ships.

Thri-kreen Fleet Table

#	Type	Hits	Class
1	Leaf Ship	2	Flagship
3	Leaf Ship	2	
4	Thorn Ship Squad	1	

Notes: Ship Effect Card: Living Crystal Hulls (Defense) for Leaf Ships. Ship Effect Card: Suicide Run (Attack Range = 1) for Thorn Ships. Fleet Effect Card: Crystal Throne (Move range = 3) for all Ships.

Race Effect Card: Thri-kreen Warriors (Attack range = 1) for all Ships.

Setup

Each player places one Ship on each square of his back row. Ships may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Maneuver Phase Fire Phase

Spelljammer Card List

Notes: Ship Effect Card: Jettisons (Attack range = 2) for Eagle Ships. Ship Effect Card: Loop Maneuver (Defense) for Corbinas. Fleet Effect Card: Speed (Move range = 3) for all Ships.

Race Effect Card: Aerodynamics (Move range = K) for all Ships.

Orders Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.

Moves can be diagonal or orthogonal. "Knight" type Move cards produce an attack with a range like a knight in chess. Instead of moving just one Ship in any direction, you have the option of moving one or more Ships forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. You cannot attack through other ships.

Every attack does 1 point of damage. Use Chits or coins to record damage. A ship reduced to 0 Hits is destroyed and removed from the board.

Your opponent may play (discard) Defense cards to negate your attack.

Card List Notation

M Movement

A Attack

D Defense

X Special

K as a Knight would move in Chess

Type Purpose of card

Dam Damage (inflicted or prevented)

Number of that card in the Deck.

Card Name:	#	Range	Type	Notes
Race Effect	4	-	X	
Fleet Effect	4	-	X	
Ship Effect	4	-	X	
Blunt Ram	2	1	A	
Piercing Ram	2	1	A	
Warriors	2	1	A	
Archers	2	2	A	
Sleep	1	2	A	Spell
Charm	1	2	A	Spell
Greek Fire Projector	2	2	A	
Jettison	1	2	A	
Ballistae	5	3	A	
Cloudkill	1	3	A	Spell
Disintegrate	1	3	A	Spell
Petrification	1	3	A	Spell
Bombards	2	4	A	
Catapults	3	4	A	
Cone of Cold	1	4	A	Spell
Fire Ball	1	5	A	Spell
Lightning Bolt	1	6	A	Spell
Minor Helm	8	1	M	
Tread Phlogiston	7	2	M	
Rigging	6	3	M	
Spell Jamming	5	4	M	
Major Helm	4	5	M	
Gate	1	6	M	Spell
Evasion	2	-	D	
Saving Throw	2	-	D	
Shield	1	-	D	vs non-Spell Attack
Illusion	1	-	D	Spell
Invisibility	1	-	D	Spell
Magic Resistance	1	-	D	vs Spell
Cure Wounds	2	-	D	Spell
Dispell	1	-	D	vs Spell
Hold Spell	2	-	X	Negate Move Card
Scrye	1	-	X	Look at opponents hand
Divination	1	-	X	Look at next 7 cards in deck





Spells And Swords

The Basic Rules

Basic Game

These are also referred to as the Basic Rules or the D20 Easy Rules. These rules are very different from the standard rules. In some ways they are incompatible. The Basic Game is designed to speed up play in all ways. The Basic game is even more Epic. It relies on the GM's judgement to an even greater degree.

- Character Generation and advancement is simply a Matter of drawing cards from the Trope Deck.

- All Randomization is resolved by using the Fate Table.
- For a truly Basic Experience, Do everything as Mind's eye.
- PURPOSES OF THE D20 EASY RULES
- For a new GM to gain Confidence.
- For an intermediate GM to get things going quick.
- For very tired GM's who don't have their stuff ready.
- For experienced GM's just winging it and concentrating on the story and imaginative descriptions.

Fate Table

#	Result
1	Terrible Failure
2-5	Failure
6-15	Success

#	Result
16-19	Heroic Success
20+	Super Heroic Success

Purpose Of The Fate Table

- Use the Fate Table to help determine the results of anything that requires some randomization.
- Everything else is at the whim of the GM.
- Players can argue their case. The GM may take it under consideration.
- The GM's decisions are final.
- Rolls on the Fate Table may apply to a group or individual.
- Have a Roll Off: Foes roll high on D20 to see who wins.

Critical Accompaniments

-Friends, Dice, Miniatures, Maps, Food, Atmosphere, Soundscapes, Props, etc.

Bring Your Buddies

-Friends: This is not a Solo game. A GM and a single player is sufficient.

Atmosphere

-A Theatrical Room appearance can be amazing.
-How to spend your hard earned Money. Don't spend all your money on Rule Sets. Your Money and Effort is better spent on other things.

-Do up a room: Get a Video of a burning log. Get Shadows going in the Room, Skulls, Flickering Candles, Large Fantasy Monster Models, Wooden Game Table, Shields & Weapons mounted on the Walls, Lava Lamps, Tankards for Ale (Punch), A Chest full of Glittering Treasure, Mounted Demon Heads, Mist gener-

ator, Lightning Globe, Maps, Dusty Tomes, Cobwebs, Sand Timer, Daggers, Staves, Costume Closet with Robes, Cloaks, etc. Shelves with Helmets, Orbs, Rubber Masks, Potion Bottles, Scrolls, etc.

Food And Drinks

-Prepare some themed Dishes: Dragon Balls, Gelatinous Cubes, Turkish Delight, Golden Apples, Serpent Skewers, Kobold Cookies, Gingerbread Golem Men.

-Be sure to have some themed drinks ready too: Beer or Near Beer in Tankards, Flagons of Nectar or Cherry Juice, Goblets of Punch or Wine Coolers, Mugs of Grog or Spiced Cider. Make it part of the experience. Make sure the Drinks are age appropriate.

Auditory Stimulus

- Sound Effects!!! The GM should not be embarrassed. This can be good fun.
- Mood Music. A lot of really good stuff is available on the Internet.
- Voices. Not everybody is a Voice actor. Practice helps but Sometimes you need to nip this one in the bud.

Gaming Table Props

- Tiny but cheap and fun: Plastic and Metal Figs, Terrain, Cool Dice, etc.
- Hand Drawn and colored Maps and Art, Documents, Doodles of Foes, Items, and Locations, etc.

Storytelling

-Some beloved RPG themes will happily repeat themselves: Heroism, Self-sacrifice, Sword & Sorcery, Chainmail Bikinis, Guys with big Swords and Helmets, Mighty Magics, Fantastic Beasts, all in just 1-2 hours.

Danger And Imagination

-If the PC is killed just start again... This time I'm thinking of a Wizard... -The GM wants to be super descriptive: Our Wizard is inscribing Runes on floating sword but is attacked by a gelatinous creature out of nowhere, looking to fill it's belly with Fresh Meat and Magic. Having barely survived, our Wizard gets another surprise Attack, This time by a Treacherous Planar Spider he thought was his friend. As revenge he impales the Alien Arachnid in the Thorax. He is burned by the Ichor but he also receives a new Rune. Now he must go on a Quest to discover what the rune does.
-The GM has the power of the Gods: They reward your Heroism with 1 extra Wound after death. They get another Chance. -Let the players add details: For a Tactical Advantage, the player wants The Room to have a large stone block in the middle. The GM says this is Ok.

Basic Combat

- Use Fate Deck to Attack.
- Defense Subtracts from Damage Rolls.
- Basic Attacks do 1D10 Damage.
- Heavy and 2-H Weapons do +2 Damage.
- Armor subtracts from Damage Rolls.
- Fighters have 30 Wound Levels.
- Rogues and Priests have 20 Wound Levels.
- Mages have 10 Wound Levels.
- Minor Minions have 5 Wound Levels.
- More Important Monsters and Foes have 5 or 10 Wound Levels per Size Level.
- Getting Reduced to zero or less Wound Levels results in Death.
- Base Movement Rate = 6

Trope Card Types

Types	Description
Classes	A PC may have max 3 (Multi-Class Character. A PC must start with at least 1 Class. If one is not drawn, discard a card and pick a Class card from the Deck)
Races	A PC may have max 1 (If no such card is drawn in Character Generation, the Character is considered Human and remains Human)
Relics	A PC may have max 5 (More interfere with each others Magic)
Ability	A PC may have max 3 (There is only so much you can be good at)
Companion	A PC may have max 3 (Those in excess get on each others Nerves)

- Zone of Control: When using a Map and you are adjacent to a Foe, you can only move 1 Space.

Magic Use

-A single Arrow or Sword Strike can cause Death. Likewise a single spell has the potential to Damage, Kill, or Incapacitate. Taking this to its natural conclusion means that Mages and Priests should be able to Attack with Magic every round, much like Fighters and Rogues can. To reflect this, Spells with the * denotation, do not cost any PP to cast.
-Priests get 5 PP per Day (Note: If your PC has 2 Priest Classes, that would be 10 PP)
-Mages get 10 PP per Day (Note: If your PC has 2 Mage Classes, that would be 20 PP) (Note: If your PC has 1 Priest and 1 Mage Class, that would be 15 PP)

The Nitty Gritty

-As play proceeds in the Basic rules Mode, the GM and the Players will probably, at numerous points, want more guidance and options in the Rules System.
-At this point the GM can start slowly, piece by piece, adding more Rules from the Standard (Advanced) Game Rule System to the ongoing Basic Rules Play.
-The GM may need to implement some Standard rules even in the first Session.

The Trope Deck

-This is used for Character Generation and Progression. These Cards describe the Powers and Possessions of the Characters. -A Starting Character Draws 2 Cards from the Deck. -At the end of the first Session, If the PC survives he gets to draw 1 more Card.
-At the end of an Important or Eventful Session the PC may earn an extra Trope Card. The Resolution of a Quest, Module, or Adventure should also earn another Trope Card. -Notes: Death Save: If a PC is about to die, roll 1D20: On a Heroic Success result they live. Once per day. -Notes: Slay: If the indicated type of Character is Hit it takes an extra 2D10 Damage.

Types	Description
Magic Talent	A PC may have max 1 (More interfere with each other)

Trope Card List

Card	Description
Wizard	Class: Mage: Lists: Wizard. Energy Magic
Warrior	Class: Fighter: HTH Attack +2. Damage +2
Elf	Race: Defense +2. Ranged Attack +2
Dwarf	Race: Wounds +5. Defense +2
Magic Sword	Relic: HTH Damage +2. Attack +2
Druid	Class: Priest: Lists: Druid
Ranger	Class: Fighter: Attack +2. Outdoor Skills +5
Thief	Class: Rogue: Stealth +5. Search +5
Magic Armor	Relic: Armor +5
Magic Staff	Relic: Lists: Lightning
Rune Magic	Magic Talent: Lists: Rune
Cleric	Class: Priest: Lists: Clerical
Healing Magic	Magic Talent: Lists: Healing
Fire Magic	Magic Talent: Lists: Fire
Ice Magic	Magic Talent: Lists: Ice
Barbarian	Class: Fighter: Wounds +5. Strength Skill +5
Amazon	Class: Fighter: Defense +2. Ranged Attack +2
Archery	Ability: Ranged Attack and Ranged Damage +3
Magician	Class: Mage: Lists: Illusions
Scoundrel	Class: Rogue: Stealth +5. Social +5
Pirate	Class: Rogue: HTH Attack +2. Sea Skills +5
Paladin	Class: Fighter and Priest: Lists Paladin
Ninja	Class: Rogue: HTH Attack +2. Defense +2
Magic Shield	Relic: Defense +4
Holy Symbol	Relic: Lists: Holy
Mighty Blow	Ability: HTH Damage +4
Mighty Deed	Ability: Move +5. Strength Skill +5
Great Strength	Ability: HTH Damage +2. Strength Skill +5
Uncanny Dodge	Ability: Defense +4
Great Knowledge	Ability: Lore +5. PP +5
Eagle Eye	Ability: Search +5. Ranged Attack +2
Alchemy	Magic Talent: Lists: Alchemy
Magnificent Steed	Companion: Wounds = 15. Move +10
Magic Wand	Relic: Lists: Enchantment
Magic Helmet	Relic: Defense +2. Search +5
Magic Boots	Relic: Move +5. Stealth +5
Magic Cloak	Relic: Stealth +5
Magic Bow	Relic: Ranged Attack +2 and Ranged Damage +4
Magic Lyre	Relic: Lists: Song Magic
Monster Slayer	Ability: Slay Monster. Death Save
Giant Slayer	Ability: Slay Giant. Dodge +2
Dragon Slayer	Ability: Slay Dragon. Move +5
Magic Amulet	Relic: PP +5
Magic Book	Relic: Lists: Enchantment
Magic Ring	Relic: Lists: Anti Magic
Witch Hunter	Class: Fighter: Slay Mage. Move +5

Card	Description
Assassin	Class: Rogue: Slay Fighter. Stealth +5
Demi	God Race: Wounds +5. Death Save
Knight	Class: Fighter: Armor +5. Social +5
Monk	Class: Priest: Move +5. Defense +2
Muscularity	Ability: Attack +2. Strength Skill +5
Magic Orb	Relic: Lists: Divination
Wits	Ability: Social +5. Death Save
Trickery	Ability: Defense +2. Death Save
Earth Sea Magic	Magic Talent: Lists: Earth, Sea
Wind & Water Magic	Magic Talent: Lists: Water, Air
Monster Pet	Companion: Wounds = 20. Damage +2
Body Guard	Companion: Wounds = 20. Death Save
Loyal Beasts	Companion: Wounds = 15. Stealth +5. Search +5
Sage	Companion: Wounds = 10. Lore +5
Bard	Companion: Wounds = 10. Social +5
Magic Blade	Relic: Damage +5

Spells And Swords Gm Advice

Game Master Advice And Options

- Gygax Maxim: Players should be in real danger 25% of the time but feel in danger 75% of the time.
- It's Ok for the GM to remind players of things that are Common Knowledge, or of Facts that their Characters would personally know or should know.
- Remember that the GM and players are engaging in a piece of shared fiction.
- Most players go off the Rails. They prefer a Sandbox Campaign to being Railroaded.
- The GM should ask for Feedback from players during and in-between sessions.
- Find out what players like: Combat, Role Playing, Problem Solving, etc.
- Players should be rewarded for problem solving and Teamwork. Getting past a Trap without having to make a Risky Skill Roll or Saving Throw is always preferable.
- After every move, the GM should ask "What do you do?"
- Players should Roll for their Actions first. Next the Players can describe their Success or Failure based on the Roll.
- If a player says his character does something, he does it. No takebacks.
- If a player does not react in time neither does his character.
- Players and the GM may share secrets the other players don't know.
- Introduce Moral Dilemmas: What to do with cute baby Kobolds? What to do when captured Foes beg for Mercy. Do you make deals with Monsters? Is there more to life than looting, seducing, and murdering? Are all Humanoids irredeemably evil?
- Baby Sitter NPC's are disliked by players for good reason. They take away their agency and give it to the GM. The GM may introduce a weak NPC,

the Shepard, who has info relating to the Quest or Adventure at hand. Instead of the baby sitter doing everything for the PC's the Shepard would require protection.

- Some players dislike the presence of too many Party Members. The GM will have to balance this carefully.
- Some players will think you are lazy if you don't do certain minimum things, such as having a few miniatures available or having a detailed map of the dungeon, or a colored map of the region.
- Some players really like the idea of mysterious Lone Wolf PC's. The GM can have these rotate in at pivotal Story points only to suddenly disappear, but otherwise the Player should also control a Character who is more of a team player.
- Random Encounters for their own sake can be an unnecessary time waster. The same goes for Random Dungeons. A Dungeon should, story-wise, have some reason to exist.
- Things that aid in Character development: PC Interactions with each other. Humor. Meaningful progression. Gaining Lands, Titles, Armies, Buildings, Settlements, Artifacts, Followers, Powers, etc.
- Advanced Storytelling: Meaningful Sidequests that revolve around the Character's Backstories, Sense of Exploration, World Maps, Geo-politics, Discovering Secrets
- Each session should answer some questions and ask new ones.
- The First session should establish the World, The Characters place in the World, and why the Characters are traveling together.
- Name your Campaign.

Story Telling Tropes

Ultimate Weapons, Puzzle Bosses, Team-up with previous Foe, Recurring Foes, Betrayal, Treachery, Lies, Hidden Identities, Friends and Family Members

in Disguise, Big Bad controlled by even Bigger Bad or Ambitious Villain. Friends or Family Member is really Villain, Artifact is valuable for a different reason, Find Murder, Death of Father Figure, Plot Twist in storyline, Unknown, unrevealed motivations, Need of Rescue, guilt and innocence, Fake Death, Blackmail, Great Curse, Dependents, Find Map, Key, Timer on Death Trap, pending Disaster, Acquire Leverage, Complications, Tremendous Risks, Martyr, Unexpected Ally, Mysterious Stranger, Elaborate Disguise, Reveal Clue, Not Believed, Earn Trust, Follow up Leads, Risk Ritual to get Info, Captured, On the Run, Hidden Agenda, Romance, Marriage, Birth, Turn back Time, Elaborate Caper, Sea Voyage, Demi-God, Seventh Son of Seventh Son, Family Heirloom, Ancestral Castle, Prophecy, Latent Powers, Chased by Secret Society, Hunted, Great Discovery, etc.

How Players Meet

You meet in a Tavern, Prisoners, Refugees, From same Village, Town, Academy, Hired by plotting Noble, Sent by King, Recruited by Wizard Friend, On Crusade Together, All are Pilgrims, Agency or Military Mission, All are Survivors, Veterans of the Psychic Wars, Hired by Thieves Guild, Secret Society Intrigues, etc.

Storyline Flowchart

The GM can set up a Campaign Decision Tree. The players, after every completed scenario, will have to decide what to do next: Protect the Town, Investigate the Haunted Tower, Explore the Mist Filled Swamp. Every decision will have consequences: If the players visit the Tower, the Town is overrun by Zombies and the Swamp has a Black Dragon make its Lair there. There will be missed opportunities as well as Heroic Accomplishments.

Dealing With Overpowered (op) Items, Spells, And Pc's

- What has been given can be taken away.
- Magic Items are easily used up, stolen, broken, confiscated, and the like.
- Disagreeable power (munchkin) gamers can just as easily be poisoned, disintegrated, or fall down a Bottomless Pit.
- Spells can be banned, or modified if need be.
- Some effects that may at first seem difficult to handle, will reveal their weaknesses. For example: Invisibility: The Invisible foe can be covered with water, paint, mud, or dust. Detect Invisibility Spells are available. Animals with enhanced senses can find them. Area Attacks can often hit an invisible Foe.
- Another hard ability for a novice GM to deal with may be Flight. Flying Units are easily spotted and are vulnerable to ranged Attacks. Flyers will also attract the attention of some potentially very strong Flying Monsters.

Clocks And Timers

Timers count Down. The GM has something happen when the Timer reaches Zero, such as: They get Trapped in the room, The Guards arrive, The Volcano Erupts, the Tower Collapses, The Princess drops into the Pit, The Dragon Awakes, etc. The GM assigns a number of Ticks to the Timer. A Tick will go off based on Time (For Example: 1 Tick per Minute) or based on some other event such as: Failing a Skill Check, Killing a Guardian, Allowing another Piece to be added to the Clockwork Relic, For each Crack in the Magic Crystal, etc. Ticks can be added to the timer, representing the event being delayed, such as sticking your finger in the Dyke.

Multiple Characters For Each Player

Most of the Drama in the Game comes from the possibility of your Character getting Killed. This is mitigated by each player playing 2-3 Characters. New Characters in the S&S Ruleset are also quick to make. New Characters can also be easily recruited in Town, on the Road, or even in Dungeons as liberated Captives and Slaves. Players can also Share Characters, so if a Party gets separated, the players can all shift to Characters within one of the Parties until they all meet up again. If a player is having trouble keeping track of more than one Character at a time, the GM can take over, treating the extra Characters more as Followers and Companions of the main Characters. The PC's may want to expand their Entourage of Followers even further.

This can be accomplished by Charm Spells, Hiring Mercenaries, and Recruiting Retainers with promises of Fame, Fortune, and Revenge. It is very possible however, that an Adventuring Party of 40 Members will attract some extra unwanted attention (Skirmishes will be turned into small Wargaming Battles).

Lifespan Of Gaming Groups

Some groups last years, or even decades. Sadly, most fizzle out rather quickly. People start off enthusiastic but quickly lose interest. Some people just don't get along. There will be creative differences, and playstyle differences. People have bad days: You may be boring that day, or irritable, or just not into it. Real life gets in the way: People move away, get sick, get new jobs, new friends.

When introducing new people to your game, keep it light, maybe play for just a couple of hours, with a total of 4 players. After the RPG, you can play a quick regular Board game or Eurogame that you think they might like as a way to break them in gently.

Crafting: 2-d Mapping

The easiest way to create a Dungeon Map. You should already have a small version of the Map drawn out on an index Card or Graph Paper. You will need a 1 inch square Vinyl Game Mat and a Non-permanent

Marker. The marker ink can be wiped off the Mat with a damp cloth. Simply draw in Walls and other Map features. Use Miniatures to show locations of Characters and Foes on the Map. You could use Counters or small tiles to represent things like chests, furniture, pits, stairs, pillars, secret doors, statues, etc. instead of drawing them in.

Ready Made Modules

Most modules can be easily fixed to work with any Rule-System. So if you have or find one you like, feel free to use it in full or in part. Most modules concentrate on a single location, or small area, so your current campaign setting can be easily incorporated. Maps of Settlements are Great. The functions of buildings and Names of NPC's and locales can be readily changed to suit your needs. If you are looking for a Dungeon crawl, practically any premade Dungeon can be made to work out perfectly. First of all, premade Dungeons almost always look really nice. Second, as long as the rooms are numbered and not too many disparate details are written on to the map itself, a room can be anything you want it to be. You fill in the contents: the Traps, Puzzles, Treasures, and Foes to your liking.

Crafting: Making Your Own Gm Screen

Use 2 School folders staples together so that the screen is 3 pages long. A reinforced Central Page with a left and right Flap. To the side facing the Players, fasten some appropriate color artwork to the 3 pages. To the side Facing the GM fasten some useful Tables and Charts from the Combat and Adventuring Rules Sections. If you are anything like me, you have at least 30+ Modules, each with its own GM screen: Art, Adds, and Module Text on the players side and Maps on your side. Some opaque tape can hide the Adds and Text, and you are ready to go.

Crafting: The Joy Of Index Cards

Compact, Tough, Convenient, Multi-purpose. Can be kept in Index Card Boxes. Some things you can do with them:

- Maps of Mini-Dungeons or Dungeon Levels made up of 5 or so rooms.
- Encounter Notes containing NPC and Monster Stats.
- To be used as Map Features directly on the Table. A 3x5 Card easily translates to 3x5 Spaces. Draw in (Birds Eye View) Walls, Doors, Chests, Pillars, Pools, Stairs, Statues, Coffins, Tables, Thrones, Barrels, Shrines, Rubble, and other Room Features.
- Use as Character Record Sheets (its a little tight, but it works).

Combat Rules

Combat Rules

Combat Rounds

In a Combat Round one side gets to attack first, then the other. A Combat round is about 10 Seconds.

Sides

A side may consist of a single Combatant or many. There are usually exactly 2 Opposing Sides though more are possible.

Surprise

If one side is hidden by Stealth or Invisibility, they may try to attack first with Surprise. Roll 1D20 and add the lowest Stealth Bonus of the Attacking Group, then subtract the highest Alertness Bonus of the Group being Attacked. If the total is 11 or more the attackers get Surprise. The side with Surprise gets +2 Attack Bonuses in the First Round. A Surprise Attack can also be referred to as an Ambush.

Initiative

If neither side has Surprise, then each side rolls 1D20. The High Roll attacks first. This order continues for the remainder of the Combat. Each side adds their lowest initiative Bonus to the Roll.

All combatants on the same side make their Attacks Simultaneously. When dealing with the Player Characters, simply go around the table Clockwise.

Combat Round Actions

Below is a list of common Actions that might be taken during Combat.

Combat Round Actions List

- Walk - Move at Normal Speed
- Run - Move at Double Speed. Will Result in Fatigue.
- Hide - Requires Stealth Check
- Lookout - Hard Skill check Modified by Alertness to find Hidden Foe and sound Warning
- Sneak - Move while Hidden. Half Speed
- Disengage - Fighting Withdrawal or Flee
- Hack and Slash - Continued Attack for HTH (No Movement. Get Attack +1)
- Mighty Blow - Continued attack for HTH. (No Movement. Get Damage +1)
- Defensive Stance - Continued attack for HTH. (No Movement. Get Defense +1)
- Aimed Shot - Continued attack for Ranged Attack. (No Movement. Get Attack +1)
- Close to Attack - Move at Normal Speed and Attack
- Charge - Move at Double Speed and Attack. See Charge Rules.

- Hurling Charge - Throw Weapon while Charging. It gets Damage +1
- Sneak Attack - Move while Hidden and Attack.
- Leap Attack - (Pounce) From Above. Attack and Damage +1. If attacker misses he fumbles.
- Change Facing - Free Action/Reaction. Cannot change Facing if Surprised
- Stand Up - Easy Skill Check Modified by Swift. Get -2 per Adj Foe and for Slippery Ground
- Pick up Dropped Item - Easy Skill Check Modified by Search. Get -2 Penalty per Adjacent Foe
- Mount - Or Dismount from Steed
- Battle Cry - Effects last 1D2 +1 Rounds
- Cast Spell - No Moving. Make Spell Check
- Rally - Target Panicked Units in Range. Hard Skill Check Modified by Leadership
- Set to Receive Charge - Requires Spear or Pole-Arm. Attack First after Foe Moves on his Turn
- Go into Overwatch - Requires Ranged Weapon. Attack First after Foe Moves on his Turn
- Feint - Get Defense +2 on Foes next Attack and Attack +2 on your next Attack
- Defensive Stance - Get Defense +4 on Foes next Attack
- Light Fuse - On Gunpowder Bomb
- Apply Poison - One Topical Dose to Weapon Surface
- Rummage - Find specific Item in Pouch, Bag, Sack, Backpack
- Quaff - Drink Potion
- Stop Bleed - Use Bandages. Bind Wound
- Intimidate - Target Foe
- Taunt - Target Foe

Reactions

- There are several situations in which a Character can Act during a Foe's Turn. These usually
- Have a Defensive Nature, or Allow you to attack after a Foe moves but before he Attacks.
- Counterspell - Quickly cast this spell to negate a

- Spell just cast by a Foe before it takes Affect.
- Shield Spell - Before Foe makes attack roll Quickly cast this to increase your Defense.
- Catch Missile - If Foe's Attack does not hit make a Hard Skill Check to grab the object out of
- Thin Air. You must have at least one level of Catch Missile Skill to Attempt this.
- Receive Charge - Charging Foe runs straight into your Weapon. You must have taken Set to
- Receive Charge as your previous Action. You attack after a Foe moves but before he Attacks.
- Fire from Overwatch - Shoot Foe with Ranged weapon after he moves but before he Attacks. You must have taken Go into Overwatch as your previous Action.

Zone Of Control Rule

When engaged with a Foe in HTH you cannot move except to Disengage. Exception: You are 3+ Size Classes bigger than opponent.

Attacking

Combatants for the most part get a single attack per Round of Combat. If they attacked last Round and they are attacking again this Round, and are not moving, this is referred to as a Continued attack. Attack will be with chosen Weapon.

An Attacker picks his target and rolls 1D20 on the Attack Table. The Attacker adds his Attack Bonuses and Subtracts the Targets Defense Bonuses.

The Brawl Rule

This only applies to Humans, Demi-Humans, and Humanoids who are attacking each other. There is 50% (1-10 on 1D20) a Melee Attack will become a Random Brawl Attack instead of using a Weapon in hand. Roll for this before making the attack Roll. See the Random Brawl Table.

Attack Table

1D20:	Result:	Notes:
1	Auto Fumble	Attacker Rolls on Fumble Table
2-3	Fumble	Attacker Rolls on Fumble Table
4-8	Miss	Attack Fails
9	Weapons Locked	Attack Fails; Foe gets Attack -2 next round
10-19	Hit	Attack Succeeds
20+	Critical Hit	Get +4 Damage Bonus

Attack Table Modifiers

Situation:	Mod:	Notes:
Attacker Prone	-2	Lying on the Ground

Situation:	Mod:	Notes:
Defender Prone	+2	-
Attacker Blinded	-6	Both Eyes
Defender Blinded	+6	-
Attacker has Surprise	+2	Unseen, Unknown, Unaware
Attacking from Behind	+2	May be Chasing Defender
Attacker making Flank Attack	+1	From Side
Defender Smaller	-1	2 Size Classes or more
Defender Larger	+1	2 Size Classes or more
HTH Range (Ranged Weapon)	-	Point Blank. Too Close to use Ranged Weapons
Close Range (Ranged Weapon)	+1	Phalanx Long Pikes (2-5 Meters)
Sort Range (Ranged Weapon)	-	Most Thrown Weapons (5-20 Meters)
Medium Range (Ranged Weapon)	-	Short Bow, Javelins (21-50 Meters)
Long Range (Ranged Weapon)	-	Long Bow, Arbalest (51-150 Meters)
Far Range (Ranged Weapon)	-1	Catapults, Ballista (151-400 Meters)
Defender Surrounded	+1	On at least 2 Sides (2-4+ Foes)
Defender Immobilized	+3	Defender unable to Move or Attack
Defender Partially Immobilized	+1	Entangle Attack or Grab
Attacker Partially Immobilized	-2	Entangle Attack or Grab
Defender being Grappled	-	50% you will hit other grappler
Attacker has Longer Weapon	+1	Does not apply to Longer attacks
Attacker has Height Adv	+1	On Slope, Stairs. Looking Down
Attacker on Difficult Ground	-2	Mud, Slippery, Steep Slope, Jagged Rocks
Attacker in Tight Position	-2	Low Ceiling, Narrow Walls
Attacker Reduced Visibility	-2	Fog, Mist, Smoke, Clouds, Dusk, Dust, Snow, Rain
Attacker Fatigued	-1	Exhaustion
Attacker Encumbered	-1	Weighed Down
Defender Good Cover	-4	Ranged Attack by Attacker. Behind Parapet
Defender Partial Cover	-2	Ranged Attack by Attacker. Behind Low Wall
Defender Good Concealment	-3	Ranged Attack by Attacker. Jungle Surroundings
Defender Partial Concealment	-1	Ranged Attack by Attacker. Tall Grass
Defender Moved on last Action	-1	Ranged Attack by Attacker. Foe Running Away
Attacker makes Hard Maneuver	-2	During Swashbuckling type acts: Swinging, Sliding
Defender has Small Shield	-1	Buckler, Target (Defend vs Max 1 Attack per Turn)
Defender has Medium Shield	-1	Round, Kite (Swift -1)
Defender has Large Shield	-2	Wall (Swift -2)

Fumbles

Fumble Table:

Rule of Thumb: People are Clumsy. They have a tendency to fall and drop things. Roll 1D8 on the

Fumble Table (hth Weapon)

1D8	Result:
1	Drop Weapon or Item. Or Weapon Stuck (In Door, Tree, Ribcage, etc.)
2	Weapon or Shield or Item Breaks.
3	Body Part Hurt: Roll on Random Body Part Table.
4	Trip or Knocked Down: Go Prone. Initiative -1 next Round.
5	Disorientated: Do nothing on your next Round.
6	Stagger: Cannot Move next Round and get -1 Defense Penalty.
7	Friendly Fire: Accidently Attack Ally instead of Foe.
8	Injure Self: Roll on Light Wound Table

Fumble Table (ranged Weapon)

1D6	Result:
1-3	Drop Weapon or Ammo. Initiative -1 next Round.
4-5	Weapon or Ammo Breaks. Initiative -1 next Round.
6	Friendly Fire: Accidentally Attack Ally instead of Foe.

Damage

If an Attack hits, it will do Damage. The Successful Attacker rolls 1D20 on the Damage Table. The Attacker

adds his Damage Bonuses and Subtracts the Targets Armor Bonuses.

Damage Table

1D20:	Result:	Notes:
1-4	Superficial Wound	Get 1 Wound Marker. Minor Wound
5-7	Superficial Wound	Get 1 Wound Marker. Foe Rolls 1D6 on Fumble Table.
8-10	Light Wound	Get 2 Wound Markers. Flesh Wound
11-13	Light Wound	Get 2 Wound Markers. Roll on Light Wound Table
14-16	Heavy Wound	Get 3 Wound Markers. Major Wound
17-18	Heavy Wound	Get 3 Wound Markers. Roll on Major Wound Table
19+	Instant Death	Foe Suffers Immediate Gory Death. Mortal Wound

Damage Table Modifier List

Situation:	Mod:	Notes:
Large Weapon	+2	Two Handed. Great Sword. Battle Axe, Pole Arm
Lesser Weapon	-1	Knife, Club, Dart, Heavy Rock
Light Weapon	-2	Shiv, Torch, Stick, Stone, Cesta, Bola
Brawl Attack	-3	Unarmed Strikes, Grappling
No Damage Weapons	xx	No Damage. Usually Entangling. Net, Lasso, Man Catcher
Helmet	xx	All Armor comes with a Helmet (Alertness -2)
Very Light Armor	-1	Leather, Hides, Padding, Quilted, Aketon, Gambeson
Light Armor	-2	Studded Leather, Ring Mail, Piecemeal (Swift -1)
Medium Armor	-3	Chain Mail, Half-Plate, Brigandine (Swift -1 Stealth -1)
Heavy Armor	-4	Scale, Splint, Lamellar (Initiative -1 Swift -1 Stealth -1)
Very Heavy Armor	-5	Panoply, Laminar (Initiative -1 and Swift -1 Stealth -2)
Super Heavy Armor	-6	Full Plate Mail (Initiative -1 Swift -2 Stealth -4)

Wounded Condition

A Unit with more Wound Markers than half their Wound Level gets a -1 to all Rolls. Wound Markers can also be referred to as Wound Counters.

minimum of Armor +1).

Helmet Rule

If you have no Armor except a Helmet get Armor +1.
If you have Armor but no Helmet get Armor -1 (to a

Light Wounds

These take 1D4 Days to Heal on their own. Be careful of Infections.

Light Wound Table

1D6	Complication:
1	Knocked Out (Unconscious And Prone and Drop Weapon) for 2D6 Rounds.
2	Body Part 75% Hurt or 25% Broken.

1D6	Complication:
3	Roll 1D6 on Fumble Table.
4	Dazed: Miss next Attack.
5	Stun: Get -2 to all Rolls for 1D6 Rounds)
6	Bad Scar: Permanent. -1 to Appearance.

Major Wounds

These take 1D4 Weeks to Heal on their own. Most Major Wounds will Cause the victim to be knocked

Prone and miss their next Action per GM. Unless Unconscious or missing a Leg the Character can keep on fighting.

Major Wound Table

1D8	Complication:
1	Broken Body Part: Roll on Random Body Part Table. (Break)
2	Lose 1 Eye. Partial Blindness.
3	Skull Crack: Knocked Out (Unconscious) for 1D2 Hours.
4	Lost Limb: Permanent. Move -4 or loss of Arm or Hand. (Amputation)
5	Bleed: Victim will Die in 2D10 Minutes if Bleeding not Stopped
6+	Break from Blunt Weapon. Amputation from Cut. Bleed from Impale.

Bleeding

Actually stopping a Bleed is quite simple. Bandages and pressure will do. At the beginning of every Round

you start with one or more Bleeds, Roll once on the Bleed Table:

Bleed Table

1D6	Effect:
1	Life Blood Draining Out: Get 1 Wound Marker
2	Not enough Blood to Brain: Pass out (unconscious) for 2D6 Rounds
3	Hazy: Roll on Fumble Table
4	Dizzy: Get -2 to all Rolls next Round
5+	Weakened: Strength -1

Death By A Thousand Cuts

A Heroic Player Character that has as many or more Wound Counters then their Wound Level will die in 2D6 Rounds. They require Healing that will increase their Wound Level to at least 1 to prevent Death. Non-Heroic Foes and Creatures will just die immediately.

Body Parts regenerate in 1D6 Minutes. Broken Body Parts regenerate in 3D20 Minutes.

Burn Damage cannot be regenerated.

Instant Death

Eviscerations, Beheadings, Cut in Two, Crushed Skulls, Heart Impaled, etc.

Harmfull Conditions

Stunned

Often Result of Blunt Weapon Attacks. Character Gets -2 to All Rolls.

Healing

Without any assistance a Character will heal 1D2 Wound Counters per Day. If the Character remains at full rest they will heal an additional 1D2 Wound Markers. It takes 1D8 Days to heal a Hurt Body Part. It takes 6-8 Weeks to heal a Broken Body Part.

Care by a Herbalist will double Healing Rates. Mag-ical Healing can be Instantaneous.

Distracted

Result of Illusion magic, Ventriloquism, Thrown Rocks, etc. The Distracted Character be preoccupied with the Distraction and will not notice other threats or what's going on around them. They are easy (+5) to Ambush or Sneak Past.

Regeneration

Units that can Regenerate Remove 1 Wound Counter at the end of every one of their rounds. Hurt

Blinded

Both Eyes. Darkness. Blinding Powder. Flash Spell. Character gets -6 to all Rolls requiring Sight. Movement Halved or Less. This may be Temporary or Permanent.

Partial Blindness

One Eye Damaged or Destroyed. Character has a Blind Spot and gets -1 to all Rolls requiring Sight.

Chill

From Cold and Freeze Attacks. Move at Half Speed and Get -1 to all Rolls during and 2D10 Minutes after Attack. If Cold exposure continues, the effects of the Chill will Continue with it.

After a long exposure, Hypothermia and or Frostbite might set in to be handled as the GM sees fit. Hypothermia: -3 to all Rolls and save every hour vs Death and Confusion. Frostbite: Save or loose fingers or other extremities.

Shock

From Electrical and Lightning Attacks. Get -3 to all Rolls on Next 1D2 Rounds. The Shocked Character

must Save or be Knocked Out for 1D4 Hours.
Characters in Metal Armor receive no Bonuses from it when facing a Shock Attack.

Burn

From Fire and Acid Attacks. Automatically Roll for Damage again next Turn at Damage -1.

Sickened Or Stench

Severe Nausea, Vomiting, Retching, Coughing, Dizziness. This counts as 2 Sickness Penalties: Total of -2 to all Rolls for as long as it lasts. Usually 2D20 Minutes.

Confusion

Roll 1D10 on the Confusion Table every Round you are Confused. Confused Characters get no Dodge Bonus and are +2 to be hit by Opponents.

Confusion Table

1D10	Actions or Inactions:
1.	Stand in Place. Stare Blankly. Mumble.
2.	Go Prone. Sit Down. Yawn. Moan & Groan.
3.	Move in random Direction at Half Speed.
4.	Drop Items. Remove Clothing. Contortions.
5.	Yell or Ask Questions. Anxious.
6.	Attack Random Adjacent Target. Throw Things.
7.	Laugh or Cry Uncontrollably. Repetitive Behavior.
8.	Jump up and down and Point. Gibberish
9.	Move in random Direction at full Speed.
10.	Play with Object. Write on Walls. Break Stuff.

Madness

Curses Mostly. Like Confusion, but instead of Checking every Round, check every 1D10 Minutes or 1D2 Hours.

Knocked Back

Push. Wind. Mighty Blows. Shield Bash Unit pushed back 1D2 Spaces or More. A Unit pushed this way could get impaled on a Spike or Fall off a ledge. If thrown against a Wall, roll for Damage -1.

Knocked Down

Gust of Wind Spell. Dragon Wings Buffett. Character is Prone. There is a 50% the Character will Drop whatever he is holding. Prone Characters get a -2 to all Combat related Rolls. It takes a full Round to get back up.
He is +2 to be hit by Opponents.

Choke

Choke Hold. Choking Gas. Spore Clouds. Chain. Rope The Character must Save vs Death or be Knocked out for 1D10 Minutes. If Character was knocked out, Save vs Death again or Choke to Death. He is +1 to be hit by Opponents and -1 to all rolls while choking but not yet Knocked out.

Knocked Out

Sleep Spell. Wounds causing Skull Crack. Character completely unconscious, immobilized. This could be for Rounds, Minutes, Turns, or Hours.
If not otherwise stated Foe is knocked out for 2D6 Rounds. He gets no Dodge Bonus and is +3 to be hit by Opponents.

Disarmed

Disarm by Weapon. Disarm by Brawl. Damage Table Result. Target Loses his Weapon. Drops within 1D3 Meters. 1 Round to retrieve. A character can use a regular Weapon based Attack to Disarm an Opponent.
Such an attack does no Damage. Attack -4. If Attack hits Foe Disarmed.

Entangle

If you see the Term Entangled by itself it can mean either Immobilized or Partially Immobilized. The GM rule which is the actual outcome.

Immobilized

Paralyzation Spell. Web Spell. Vine Spell. Grapple Attack Character cannot move. Character still aware of his surroundings. He gets no Dodge Bonus and is +3 to be hit by Opponents. In some cases Character may be able to break free. This may require a Strength Test or Escape Artist Test according to the GM.

Random Body Part Table

1D10	Part:
1	Hand
2	Foot
3	Arm
4	Leg
5	Knee

Partial Immobilization

Grab, Net, Chain, Man Catcher, Pincer Staff. Entangle Attack One or more limbs remain Free. Depending on which ones, the Character may still be able to Move or Attack. Also referred to as being Pinned or Grabbed. He gets no Dodge Bonus and is +1 to be hit by Opponents.

Body Part Hurt

Roll 1D10 to Determine Random Body Part. The Character will get -1 to All Rolls for any Hurt Part. For Legs, Knees, Groin, and Feet get Move -2.
A Hurt Head will also be Stunned for 1D4 Rounds. A Hurt Arm or Hand will give an additional -1 Penalty for all Rolls necessitating that part.

1D10	Part:
6	Head
7	Neck
8	Groin
9	Chest
10	Guts

Body Part Broken

Roll 1D10 to Determine Random Body Part. The Character will get -2 to All Rolls for any "Broken" Part. For Legs, Knees, and Feet get Move -4.
A Broken Head counts as a Skull Crack. A Broken Neck is Instant Death. A Broken Arm or Hand make those parts unusable.
A Broken Chest refers to Broken Ribs. Gut and Groin Damage can be interpreted as internal Injuries. It takes 6-8 Weeks to heal up a Break

Hand gets -2 to all Rolls when using a Weapon or Tool in it. An Injured Chest or Gut gives Toughness -1

Permanent Injuries

Sometimes (25%) a "Break" never quite heals right. The individual is considered to be Lame or otherwise Injured. A Head Injury gives a permanent -1 to all Rolls.
A Lame Leg, Knee, or Foot results in Swift -1 A Lame Arm or Neck gives Strength -1 A Lame Groin gives Dodge -1 and is useless in the Bedroom. A Lame

Alternate Wound Table Results

The Light and Major Wound Tables are best suited for Humans, Demi-Humans, and Humanoids fighting each other with Melee Weapons. Many other situations are possible. For example: A Fire Ball or Lightning Bolt would produce very different results. If a Wound Table produces a result that is wildly inappropriate to the nature of the attack, the GM may simply substitute a different result of his own making. Creative (and Funny) Solutions are Best. If at a loss for Ideas, The GM may simply assign an additional Wound Marker or a roll (at -2) on the Fumble Table.

Monster Fumbles

The Fumble Tables apply poorly to most Monsters. For more Generic Results roll 1D6:

1D6:	Result:
1	Monster misses next Action (Head Stuck in Crevasse)
2	Monster misses next Attack (Loses track of tiny Foes)
3	Monster get Attack -2 to its next Attack
4	Foes get Attack +2 to next attack vs Monster
5	Foes get Damage +2 to next attack vs Monster
6	Monster Knocked Down (Trips over self while giving Chase)

Large Creature Attacks

Large creatures are often unstoppable. Movement and attacks combine into one. They can simply Push into you, Drag you around, Envelop you, Step on you,

with no particular effort. To avoid these types of Attacks Save vs Crush using Swift and Dodge Bonuses and move your Character just enough Spaces to get out of the way.

Disengage

A character may take this action to escape or to gain a better Battlefield Position. This comes in several flavors: -Fighting Withdrawal: Move Backwards at half-speed while facing your opponent. Attacks you make are at -2. Get Defense +1 while Doing this.

-Flee: Move away from Foe at full speed with your back to foe. He may chase you to get the bonus for attacking from behind. You retain your Weapon and shield while Fleeing. -Rout: Having Failed a Fear or Morale Saving Throw you drop your Weapon and Shield and Run away from Danger at Swift +2 until you are Fatigued. Pursuers get +2 Attack.

Dual Wield

The Character has a Weapon in each hand, and attempts to make one Attack with each. The Attacks can be against the Same or a Different Target. Without this Skill, Both Attacks are at Attack -2 and Damage -1.

With the Skill there are no Penalties. Dual Wield Cannot be combined with the Skills of Sweep or Extra Attacks. In Dual Wield the first weapon is usually a Blade of some sort. The Off-Hand weapon is usually a Dagger, but just as often, it can be a Cloak, Torch, or other Improvised Weapon.

Charge Rules

Characters may charge into HTH Combat. This may be combined with a Battle Cry, but not with Ambushes, Surprise Attacks, or Backstabs. They get Attack +1, Swift +2, Damage +2, and Defense -4 for 1 Round. This usually happens only on the first turn of a Combat, However in a lengthy Combat when a combatant is not adjacent to any Foes, he may make an additional charge.

A Combatant who is Fatigued, Encumbered, or has a Hurt or Broken Leg, Knee, or Foot may not Charge. Other Conditions (Difficult Ground) may prevent Charges according to the GM's discretion. If the Defender has a Longer Weapon and sees the Charge coming, he will automatically be able to get an attack in First even if it is out of order.

Mounted Combat

Mounted Combat requires a character have a skill of Ride +2 or Greater. The Mount (Steed) is usually referring to a Horse, however in a Fantasy setting, many other types are Available: Dragons, Griffons, Pegasi, Pterodactyls, Wargs, Unicorns, War-Rhinos, Giant Mastiffs, Giant Bats, Giant Wasps, Giant Spiders,

Centaur, etc. For every level of Ride you have, your mount gets Swift +1 and Save vs Fear +1.

Versus Unmounted Foes you get Attack and Damage +1. If your Mount is Moving get Damage +1 from Momentum.

Underwater Combat

Terrestrial Bipeds move at half speed in Water. Armor gives an extra Swift -2 and Dodge -1. Shields give an extra Swift -1 Blunt, Swinging, Cutting, Slashing, and Slicing Weapons are ineffective underwater. They get penalties of Attack and Damage -3.

Only Thrusting, Piercing, and Impaling Weapons work Properly. These include: HTH: Spears, Daggers, Punch Daggers, Tridents, Forks, Man Catchers, Pincer Staffs, Claws, Short Swords, Spike and Razor Armor Mods, Garrotes, Hooks, Nets Ranged: Thin Javelins, Slender Darts, Spear Guns, All-Metal Bows and Crossbows The Range of all Ranged Weapons is halved.

Dog Pile

Combat Tactic of Smaller races vs Larger ones. A Character may find he is surrounded by a Dozen Goblins or Kobolds who are all trying to Grapple him at once. Treat this as a single Grapple Attack. This combined attack gets Brawl +1 for every 2 Attackers that throw themselves on the Pile. A Successful Break will scatter them all. Assume that 2 Runts can fit into a single space.

Horde Attack

Like a Dog Pile but attackers are using weapons, and are not necessarily trying to grapple. The combined attack gets Attack +1 and Damage +1 per 2 Attackers. If the Attack fails they are scattered.

Weapons And Morale

Skirmish Scale Morale Rules

When and if to make a Morale Check is in the GM's providence. As a rule of thumb, a Check may Be warranted if any of the Starred Conditions on the Modifier List are Met. The Unit making the Check is called the Affected Unit. If the unit makes the Morale Check it may continue to act and Fight as normal. If the affected unit fails the check, it is said to be panicked.

NF Never Fails Morale Checks

Treat a Morale Check as a Saving Throw with the following Modifications:

Morale Check Modifier List

Condition:	Mod:	Notes:
Against Overwhelming Odds*	-2	4 to 1 or More
Affected Unit has Wounded Status*	-1	6+ Wound Counters
Ally Fails Morale Check*	-1	-
Facing Superior Foe*	-2	Immune to Normal Weapons, etc.
50% or More of Allies Killed*	-2	-
Affected Unit is Runt or Smaller	-2	Also Animal Herbivores
Affected Unit is a Coward	-2	Green Troops
Affected Unit is a Hero	+6	Also Giants, Dragons, Angels
Affected Unit is a Player Character	+6	-
Affected Unit is a Fighter	+2	-
Affected Unit is a Mage	-1	-
Affected Unit is Charmed	NF	Or Possessed, Controlled, etc.
Affected Unit is Undead	NF	Also Slimes, Spirits, Swarms
Affected Unit is Elemental	NF	Also Animated Units
Affected Unit is a Demon	+4	Also Monsters
Affected Unit is a Beast	+3	Also Carnivores, Large Animals
Affected Unit is Elite	+2	Also Veterans, Experienced Troops
Affected Unit is Fearless	+/-X	Due to Skill, Spells, Items

Failed Morale Checks

A Panicked Unit must roll on the Failed Morale Check Table:

1D4	Result:	Notes:
1	Rout	Run at Swift +2. Drop Shield and Weapon
2	Flee	Run. Keep Items
3	Fighting Withdrawal	Move Backwards. Half Speed. May Still Attack
4	Surrender	Throw yourself at their Mercy

Notes: The Panic Condition will wear off after 2D6 Minutes.

Rally Check

A Leader may attempt to Rally Panicking Units that can hear him (Medium Range). This is a Hard Skill Check Modified by the Leadership Skill.

Weapon Abilities (optional)

Weapon:	Notes:
Arrow or Bolt	Impale. Variable Range
Bastard Sword	Cut. Impale. If 2-H get Dam +1
Battle Axe	Cut. 2-H. Dam +2. Heavy
Blow Gun	Impale. Dart. Damage -2. Short Range
Bola	Blunt. Dam -2. Entangle. Stun. Short Range Throw
Boomerang	Blunt. Dam -1. Medium Range Throw. Returns to Thrower
Broad Axe	Cut. Tool. If 2-H get Dam +1
Broad Sword	Cut. Impale. Def +1 (Basket Hilt)
Bullet	Impale. (Arquebus)
Crescent Knife	Cut. Impale.
Club	Blunt. Dam -1
Cutlass	Cut. Impale. Armor +1 (Solid Hand Guard)
Dagger	Impale. Short Range Throw. Save vs Death +2
Dart	Impale. Dam -1. Short Range Throw
Flail	Blunt. Ignore Foe's Shield

Weapon:	Notes:
Garotte	Grapple. 2-H. Choke
Great Sword	Cut. 2-H. Impale. Dam +2. Heavy
Hammer	Blunt. Tool
Hand Axe	Cut. Tool. Short Range Throw
Heavy Armor	Blunt. Brawl Strikes Dam -2
Hook Sword	Cut. Get +1 to Disarm or Grab
Hurlant	Blunt. Medium Range. Solid Heavy Sphere Ammo. Knocked Out
Javelin	Impale. Med Range Throw.
Knife	Cut. Dam -1. Impale. Short Range Throw. Save vs Death +4
Knights Sword	Cut. Impale. Attack +1 (Vikings Sword, Arming Sword)
Long Sword	Impale. 2-H. Dam +2. Heavy. Attack +2 vs Heavy Armor
Mace	Blunt. Stun
Man Catcher	Blunt. 2-H. Dam -3. Entangle
Main Gauche	Impale. Dam -1. Save +4 or break Foes Weapon
Maul	Blunt. 2-H. Save vs Knockdown
Morning Star	Impale. Save vs Stun (Spiked Club, Thorn Club)
Net	No Damage. Close Range Throw. Entangle
Pike	Impale. 2-H. Init +3. Long Reach. Heavy
Pole Arm	Cut. 2-H. Impale. Dam +2. Heavy. Init +2. Long Reach. (Halberd)
Powder Blower	Close Range. One Dose.
Rapier	Impale. Dam +1 If Foe does not have Med or Hvy Armor
Scimitar	Cut. Ignore Light Armor (Falchion, Sabre, Tulwar)
Shield	Blunt (Bash). Dam -2
Short Sword	Cut. Impale. Save vs Bleed (Gladius)
Sling Stone	Blunt. Long Range
Small Sword	Impale. Defense +1 (Court Sword, Dress Sword. Light and Quick)
Spear	Impale. Long Reach. Init +1. Med Range Throw. (Blade Staff)
Spiked Armor	Impale. Brawl Attacks. Dam -1
Spiked Shield	Impale (Bash). Dam -1
Spring Knife	Impale. Short Range. Dam -1. Spring Loaded. Fires Blade
Staff	Blunt. 2-H. Defense +2 (Quarter Staff)
Throwing Disc	Cut. Medium Range Throw.
Trident	Impale. Long Reach. Init +1. Short Range Throw (Two Pronged Spear)
War Club	Blunt. Knockback.
War Hammer	Blunt. Save +4 or break Foes Shield or Hemet
War Pick	Impale. Attack -1. Ignore Foe's Armor
War Whip	Entangle. Ignore Foe's Shield.
Whip	Entangle. Dam -2

Using 2-h Weapons One Handed

Get Attack and Damage -2. Exceptions: Weapons with Long Reach Set to receive Charge. These are often braced against the defenders foot, while he holds a sword or shield in the other.

Sweep Attacks

The Sweep skill allows for multiple adjacent Foes in HTH to be Attacked. A Regular size Weapon (Long Sword) will reach a max of 2 Foes. A Large Weapon (Great Sword, Halberd) will reach all adjacent Foes in HTH range.

Thrown Objects And Weapons

A number of Weapons are considered to be in the Thrown Category. These Include: Daggers, Knives, Spears, Javelins, Darts, Hand Axes, Bolas, Small Bombs, Runestones, Flasks, Vials, Nets, Lassos, Throwing Stars, Boomerang, Rocks, Throwing Stick, Atlatl, etc. Some of the Above can also be used as Melee Weapons. If you have Skill in one of these As a Melee Weapon you are also considered to be just as skilled when Throwing it. Thrown weapons listed above will reach Short Range. Javelins and Atlatl will go to Med Range If you have the Skill Thrown Weapon, the Attack Bonus applies to all the Weapons listed above but only when thrown, not when used in Melee.

Damage done by Thrown Weapons are affected by

the users Strength. Most Melee Weapons such as Swords and Battle Axes are not meant for throwing but can be thrown anyway out to Close Range. They get Attack -1 and Damage -1.

Sample Improvised Weapons

All Improvised Weapons get Damage -1. These are Additional Penalties:

- Lit Torch (Damage -1. Burn)
- Hot Branding Iron (Or Fireplace Poker. Attack -1. Burn)
- Lantern (Smashes on contact. Burn One time)
- Cloak (No Damage. If hits Foe gets Attack-2 to Next Attack)
- Flagon (Damage -1. Cold Liquid)
- Broken Bottle (Damage -1. Fragile: If Hits 50% Bottle Shatters)
- Metal Helmet (Damage -1. Can then be Worn)
- Frying Pan (Damage -1. Hot Liquid one time)
- Kitchen Cleaver (Damage -1. Axe Skill applies)
- Kitchen Knife (Damage -1. Dagger Skill applies)
- Thrown Rock (Short Range. Damage -1. Save or be Knocked out for 2D10 Minutes)
- Large Rock (2H. Crush Skull. Dam +2. Attack -1. Drop after Attack. 1 Round to pick up)
- Shovel (Attack -1 unless used 2H)
- Climbing Spike or Caltrop (Impaling)
- Broom (Damage -1. Fragile: If Attack Hits 25% Broom Breaks)
- Length of Rope (Grapple only. Attack +1. Save or 25% Entangle or 25% Disarm or 25% Choke)
- Length of Chain (Close Range. Save or 25% Entangle or 25% Disarm or 25% Choke)
- Splash Foe with Cold Liquid in Face (Close Range. No Dam. If hits Foe loses next Action)
- Splash Foe with Hot Liquid in Face (Close Range. Damage -1. Burn)
- Bar Stool (Damage -1. Fragile: If Attack Hits 50% Stool Breaks. Stun)
- Smack Foe's Head Against Wall (Brawl Grab Maneuver. Stun)
- Entangle Foe in Curtains (No Damage. Entangle)

Firearms

The only available Firearms in Spells and Swords are Matchlocks. These require a lit fuse (Both Ends) to be carried by the Gunner. The Gunner also needs Gunpowder, Priming Powder, Wadding, and Lead Bullets.

They are very Loud when Fired. This ruins stealth but can scare away some Foes. Once Fired it takes 1D4 +2 Rounds to reload the Gun. Damage done by guns are not affected by the users Strength.

All Guns (Hand Cannons) get Attack -1 and Damage +1. Sometimes used in Duels. There are Several types available:

1. Pistol: Short Range. Favorite of Pirates, Some Rogues, and Nobles.

2. Blunderbuss: Short Range. Hits 1D3 Adj Foes. Favorite of Gnome Homesteaders.
3. Arquebus: Long Range. Favorite of Halfling Militias and Some Dwarf Mercenaries
4. Musket: Large Arquebus. Long Range. Found in Human Troop Formations.

For various reasons, Guns are not particularly common amongst Humanoids.

Crossbows

Expensive and complicated to make compared to most Bows. Damage done by crossbows are not affected by the users Strength. Repeating Crossbows take 6 Rounds to Reload once emptied.

They come in several types:

1. Pistol Crossbow: Medium Range. 1 Round to Reload. Damage -1.
2. Repeating Pistol Crossbow: Short Range. 4 Shots/Round. Dam -2. Holds 12 Bolts

Many Rogues like a Blade in one Hand and a Repeater pistol in the other.

3. Light Crossbow: Long Range. 2 Rounds to Reload. Favorite of Orcs and Hunters.
4. Repeating Light Crossbow: Med Range. 4 Shots/Round. Dam -1. Holds 20 Bolts

This is a Favorite of Gnomes and Goblins.

5. Arbalest Heavy Crossbow: Long Range. Damage +2. 6 Rounds to Reload.

The Arbalest is a Favorite of Dwarves and Castle Defenders.

6. Dart Thrower: Short Range. Spring Powered. 1 Round to Reload.
7. Hurlant: Blunt. Medium Range. 2 Rounds to Reload. Solid Sphere Ammo.

Bows & Arrows

The most common ranged Weapons of the Age, for War and Hunting. Some are made in simple process, others require great skill in their Manufacture. Unlike Crossbows and Guns, Damage done by Bows are affected by the users Strength.

For Recurved Bows and Long Bows to reach Long Range requires the Shooter to have At least a Strength +1, otherwise they will only fire out to Medium Range. They come in several types:

1. Short Bow: All races smaller than men (except Elves) are restricted to Short Bows (Medium Range). Favorite of Wood Elves.
2. Recurved Bows: Finely made Bows used by Nomads and Horse Peoples.

(Long Range. Attack & Damage +1). Also called Composite or Reflex Bows.

3. Long Bow: (Long Range) Self Bow, made of one piece of Wood.
4. Flange Bow: (Medium Range) Made of Fish Bone. Can be used Underwater.

Arrows (Arrow Heads) can come in Many Types, the most common being:

- 1. Bodkin (Armor Piercing Spikes: Negate +2 worth of Armor Bonus. Not Toughness)
- 2. Broadhead (Good for Hunting and against Unarmored Foes)
- 3. Barbed (Gets Stuck Good. Will do Damage upon Removal. Used for Fishing)
- 4. Blunt (Target Practice or for hunting small Game)

Slings

Favorite Weapon of Halflings, who by the way, are also great Throwers and Skippers of Stones. Lightweight, Compact, Easily Hidden, They are often kept as a backup by many types of Rogues And Lower Class or Primitive Fighter Types. Even some Priests and Mages will keep one tucked Away. Ammunition consists of Rocks of a certain Size or Manufactured Metal Bullets (Dam +1). Damage done by Slings are affected by the users Strength. Projectiles will sometimes have humorous inscriptions carved into them. They can reach Long Range. Larger projectiles can

be used such as Runestones and small Bombs, But normally only out to Medium Range.

Unarmed Combat
Hand To Hand Randomness

Fighting in Melee can be truly Chaotic. Combatants easily lose Weapons and often An Unarmed Attack presents itself as the best seeming Option. For purposes of your Typical Skirmish Swordfight there is a 50% that every attack made by a PC, Human, Demi-Human, or Humanoid will not be with their chosen weapon but rather, will be a Random Brawl Attack as listed in the Random Brawl Attacks Table. Note that this Table Is very much subject to GM interpretation. For example, If the attacker is holding a Weapon And Shield, some of these attacks may be considered unavailable, such as Grapple Attacks, in which case the GM may substitute those with a result above or below it. Note that 2H requires 2 Free Hands. An Unmodified Brawl Attack is Damage -3.

Random Brawl Attacks Table

1D60	Type:	Notes:
1	Wild Swing	Attack -2 and Damage +1
2	Basic Punch	50% Foe gets Initiative -1 next Round
3	Foot Stomp to Knee	If Hits Foe has Broken Leg
4	Dislocate Shoulder	If Hits Foe has Hurt Arm
5	Groin Shot	If Hits Foe goes Prone and is Distracted for 1D6 Rounds
6	Poke in the Eye	If Hits Foe has Partial Blindness 50% Permanent
7	Thumbs in Both Eyes	2H. If Hits Foe is Blind Permanent
8	Solar Plexus	If Hits Foe Stunned for 1D4 Rounds
9	Break Jaw	If Hits Foe has Broken Head and cannot Speak
10	Foot Stomp	If Hits Foe has 50% Broken or 50% Hurt Foot
11	Jab	Attack +2 and Damage -1
12	Slap	If Hits Foe Stunned for 1D3 Rounds
13	Gut Punch	If Hits Foe cannot Attack Next Turn
14	Choke Hold	2H. Grapple. Attack +1 If Hits Foe Subdued and Choke
15	Bear Hug	2H. Grapple. Damage +1 If Hits Foe Subdued
16	Head Butt	Attack +1 Attacker and Foe Stunned 1D3 Rounds
17	Disarm	No Damage. Attack -1 If Hits Foe Drops Weapon
18	Pommel Strike	No Weapon Bonuses. Damage +1
19	Basic Grab	If Hits Foe is Grabbed
20	Bite	Attack -1 Damage +1. 25% Foe loses Finger or Ear
21	Break Nose	If Hits Foe's Nose is Broken. Appearance -2
22	Black Eye	If Hits Foe Partial Blindness for 1D10 minutes
23	Scratch	Damage +1. If Hits Foe Appearance -1
24	Improvised Weapon	Wall, Rock, Helmet, Bottle, etc. Damage +1
25	Throw Sand in Eyes	No Damage. If Hits Foe Blind for 1D6 Rounds
26	Push	If Hits Foe 50% Knocked Down 50% Knocked Back
27	Shove	Attack +1. If Hits Foe Knocked Down
28	Trip	Damage -1. If Hits Foe Knocked Down
29	Pull Hair	Attack +1. If Hits Foe is Grabbed

1D60	Type:	Notes:
30	Arm Lock	Grapple. If Hits Foe is Subdued and Arm Hurt
31	Finger Lock	If Hits Foe is Grabbed and Hand Hurt
32	Flip	If Hits Foe Knocked Down + Lands on other Side of Attacker
33	Throw	If Hits Foe Knocked Down + Lands on other Side of Attacker
34	Bash in Skull	Damage +1. If Hits Foe gets Skull Crack
35	Basic Kick	Damage +1
36	Elbow Strike	Attacker may make an additional Attack at Attack -1
37	Leg Sweep	If Hits Foe is Knocked Down
38	Knee Strike	This may be declared a Strike or Grapple by Attacker
39	Wrestle	2H. Grapple. If Hits Foe is Subdued
40	Pick up and Throw	2H. Grapple. Smaller Foe or Str +2. If Hits Foe Knocked Down
41	Throat Punch	If Hits Foe gets Minor Wound and Choke
42	Strangle	If Hits Foe Grabbed and Choke
43	Roundhouse Kick	Attack +1 then you get Def -1 until your next Attack
44	Body Slam	Attack +1 Damage +1. If Hits Foe Knocked Down
45	Intimidate	No Damage. Make Intimidation Attempt
46	Taunt	No Damage. Make Taunt Attempt
47	Wink	No Damage. If Hits Foe Misses Next Attack
48	Drag	If Hits Foe goes Prone and is Grabbed
49	Clinch	No Damage. Get +2 Defense vs Next Attack
50	Headlock	Grapple: If Hits Foe Knocked Out
51	Axe Kick	If Hits Foe Dazed
52	Face Claw	If Hits Bad Scar: Permanent. -1 to Appearance.
53	Body Blow	If Hits Broken Rib (Chest)
54	Box Ears	If Hits Foe Dizzy
55+	Opportunity Attack	Pick one Result from this Table

Rules For Brawling

There are 2 basic Brawl Attack Types: Strikes and Grappling. For both types, Brawl Attacks are Damage -3. Strikes are like regular weapon Attacks. They also include all HTH fighting Maneuvers that are not specifically Grapples or Grabs, so this includes things like Shoves, Trips, Disarms, Improvised Weapons, Pommel Strikes, Flips, Throws, etc.

If the Attacker is wearing Gauntlets the Brawl Damage Penalty is only -1. If the Main Attack is a Brawl attack the Attacker may pick any one feasible Attack type listed on the Random Brawl Attacks Table.

Grapple Rules

The intent of a Grapple is to Subdue your Opponent. A subdued Foe is immobilized and Can only act to try to Break the Hold. A successful Grapple attack results in a Subdual. The Subdued Foe may on his next move attempt to break the Hold. This is a Basic Skill Check Modified by Strength and Brawl Skill Bonuses. If the Hold is not broken the Subducer May automatically do one of the following things on his next action:

- 1. Let go. Break the Hold. Set the Defender free.
- 2. Simply maintain the Hold, but nothing more. Or talk to them: Persuasion +2
- 3. Apply Pressure: Automatic Hit. Roll on the Damage Table with Damage +1
- 4. Hurt or Break a Hand or Arm.

- 5. Disarm the Subdued Foe.
- 6. Outright Kill the Subdued Foe: Snap Neck, Suffocation, Strangulation, Dagger through Gap in Armor, etc. The Foe may save vs Death.

Grabs

The Attacker grabs the Foe with One Appendage. This is not considered a proper Grapple, The Grabbed Foe may attempt to Break free of the grip. The means of the Break can Have much more variety than breaking from a Subdual. For instance: Cutting off you own Hair, Cutting Opponents Hand Off, etc. While Grabbed, the Foe cannot move, but the Attacker can drag the Foe around at half speed, if the Foe is same size or smaller. The Attacker gets Attack +3 to his Next attack. The grabbed Foe gets +1 to his next Attack vs Attacker. A Monster that successfully grabs a Foe will maintain the Hold and will then next turn make an attack of a type that would be a logical next step to its attack sequence, such as Bite, Swallow, Squeeze, Sting, or a further mauling (Claws, Talons)

Brawling While Prone

Many of the Brawl Attacks are either impossible or very unlikely while you are prone (or your Opponent) at the GM's discretion. If this is the case, 50% no attack

is possible. 50% substitute the Random Brawl Roll for a Basic Kick or Basic Grab.

Magic Rules

Magic

-There are basically 2 ways to generate and control Magic.

- 1. The first is through the direct casting of Spells.
- 2. The second is indirect and can be either safer or much more dangerous:
 - The safer way is to use Relics and Magic Items.
 - The more dangerous and powerful Method is to Summon Spirits, Elementals, Demons, and other

- creatures who will cast Sells for you.
- Read the Sections on Summoning to better understand how this is done.

Cost Of Casting A Spell

Casting a Spell costs 1 Power Point (PP).

Spell Checks

Everytime you are casting a Spell you must make a Spell check. Magic is a fickle thing, and asking favors from a God even more so. Roll 1D20 on the Spell Check Table.

Spell Check Table

1D20	Result:	Notes:
1	Auto Failure	Roll on the Spell Failure Table. Natural Roll of 1.
2-4	Spell Failure	Roll on the Spell Failure Table.
5-6	Spell Success	Exhaustion: Caster gains a -4 Fatigue Penalty.
7-8	Spell Success	Unconscious: Caster Knocked out for 1D4 Hours.
9+	Spell Success	No further Complications.
20	Auto Success	Natural Roll of 20.

Spell Check Modifiers

Situation:	Mod:
Caster Wounded	Per Wound Penalties
Caster Confused	-4 Penalty
Caster Distracted during casting	-3 Penalty
Magical Focus Item used	+1 Bonus or More
Spell Cast from Magic Item	+4 Bonus
One PP Spent by Caster	+4 Bonus
Casting from Book an unknown Type of Magic	-8 Penalty (or Scroll)
Casting Lightning Bolt during a Storm	+2 Bonus (Environmental)
Casting a Healing Spell on Holy Ground	+2 Bonus (Locational and Alignment)
Per 7 Levels known in Magic Lists	+1 Bonus

Types Of Magic

Examples: Fire Magic, Healing Magic, etc. These are also known as Lists. A player that knows at least one Spell in a Type of Magic is said to know that Type.

Spell Success

The Spell produces the intended affects.

Spell Failure Table

1D20	Result:
1-5	Fizzle: Spell Does not Work. Lose 1 PP and use of that spell for the Day.
6-9	Spellburn: Fizzle plus Caster Suffers 1 Wound Marker.
10-13	Missfire: Wrong Target(s). Wandering Spell. Ricochet.
14-17	Chaos: Spell does something Weird, Unexpected, or otherwise Damaging.
18-20	Corrupt: Permanent: Caster Mutated, Marked, Tainted, Changed, Magic Signature.

Divine Disapproval

Priests get Disapproval instead of Fizzle. They have angered their God(s). In order to get the Spell back,

they must repent. Repentance may include: Prayer, Fasting, Rituals, Self Flagellation, Alms, Sacrifice, Hair Shirts, Pilgrimage, Crown of Thorns, Quest, Confession, Self Mutilation, etc. Punishment can be for days, weeks, months, or even years.

Power Points (pp)

Calculating Total Pp

These are the Total number of PP the Character has. Power Points are Generated in 4 Ways: (To get Total PP add all of these together)

1. Total Level in all Magic Types Known (For Example: Carl knows Wizardry = 5 and Illusion = 3 so total is $5 + 3 = 8$)
2. Certain Magic Items give a PP Bonus (For Example: Carl has a Ring that provides PP +1)
3. Number of Magic Skills known by Caster (1 PP each no matter what the Skill Level) (For Example: Carl knows Arcane Lore and Raw Power so total is $1 + 1 = 2$)
4. Bonus: Per 7 Levels known in Magic Lists (For Example: Carl knows Spell Lists at Level 8 so he gets PP +1)

-Carl has a Grand Total of $8 + 1 + 2 + 1 = 12$ PP

List Of Magical Skills

Raw Power, Wild Magic, Arcane Magic, Faith, Piety, Astrology, Planar Lore, Alchemy, Rune Lore, Wisdom, Meditation, Fortune Telling. These all contribute to generating PP.

Power Point Uses

A Power Point can be used by a Spell Caster to cast a Spell or to Enhance a Spell he just Cast in one of the Following Ways as permitted by the GM:

Power Point Uses List

1. Cast a Spell the Caster already knows.
2. Double Duration of Spell being cast
3. Spell Does Damage +1
4. Foes Save at -4 vs Spell
5. Get +4 to the Spell Check Roll
6. Double Number of Adjacent Foes Affected by Spell
7. Increase Quality or Quantity of Summoned Creatures
8. Improve Quality of Information Received by Spell
9. Increase Number of Allies Affected by Spell
10. Increase Bonuses or Penalties Delivered by Spell
11. Expand possible Targets: Self to Allies. Allies to Foes
12. Increase Range of Spell one Step (Touch - Short - Medium - Long - Far)

Recovering Power Points

Get all your PP back after an 8 hour Sleep. A one hour Short Rest will restore 1 PP. The Short Rest must

be in the FORM of Sleep unless the Player is an Elf or has the Meditation Skill.

Important Note: Getting PP back will NOT reset how many times a particular Spell can be cast per day.

Spell Discussion Topics

Spell Lists Known

- Unlike Skills, Spells are not learned individually.
- Instead, you learn a level of Magic in a List that contains that Spell.
- For example: Instead of Learning the Light Spell, what you are actually doing is learning one level in the Solar Magic List.
- If you have one or more levels in a list, you know and can cast any spell on that list (If you currently have the PP to do it).

Max Number Of Magic Types Knowable By Caster

- For simplicity this is known as the Prodigy Number.
- This starts at 3.
- If the Caster has the Magic ATTRIBUTE get +1
- If the Character has either the Faith or Arcane Magic SKILL get +1
- If the Caster has the Magic Prodigy ADVANTAGE get +1
- Some Relics allow their owners to know another Specific List.

Spells Per Day

- A Spellcaster can cast each spell he knows up to once per day. (He will run out of PP long before casting every spell he knows.)
- Exception: Those marked with ** can be cast 3x/Day.
- Exception: Those marked with * can be cast 7x/Day.
- Some spells imply greater time periods than 1 day in between castings: Focus and Ritual spells in particular.

Focus Spells

-Focus Items or Creatures are summoned/created by certain Spells. You can't replace a Focus Item or Focus Creature until the current one is destroyed.

Ritual Spells

Ritual Spells often have very special requirements such as:

1. Expensive or Incredibly Rare Components.
2. Long Incantations.
3. Casting at special times of the year. (Conjunctions, New Moons, Eclipses)
4. Multiple Casters working together. (Circles, Covens, Covenants)

- 5. Multiple Castings.
- 6. Casting at special Locations. (Groves, Holy Sites, Ley Lines, Nexus Points)
- 7. Lots of Research. Knowing Rare Lore such as True Names. Deciphering Ancient texts.
- 8. Human or Monster Sacrifices.
- 9. Extra PP used up during Casting. (May need a large Source: Battery, Rifts, etc.)

Limits Of Magic Item Usage

- Many Magic Items with Spell-like effects can be used multiple times Per day according to their description.
- A Scroll contains 1 Spell that is used up when cast.
- Some Magic Items allow you to Store Spells. The Spell is used up when cast.
- A Caster may attempt to cast a Spell directly from a Book (Tome, Grimoire). If he does so he gets -4 to his Spell Check roll.
- Some Items have Charges. Each casting uses up a Charge. Recharging requires the use of certain Spells, or other Items.

Creative Spell Usage

Players will often think of alternative uses for Spells to solve problems at hand. The GM should allow for this at his discretion. Examples using Ice Mage Spells: Using the Wall of Ice Spell to create an Ice Sculpture, or a Slippery Floor, or Freeze Over the surface of a Lake. The Players may wish to Tone Down the Power of a Spell. For example using the Blizzard Spell to create a gentle Snowfall or a Winter Wonderland Or using the Ice Shards Spell to create a Harmless but Distracting Barrage of Snowballs.

List Of Curses

1D30	Curse:	Notes:
1	Vanity Curse	In love with your own image. Save or Stare for 1 Hour.
2	Bad Luck	Get -2 to all Rolls
3	Lose Voice	Communication Difficulties
4	Clumsy	Missed Attacks always result a Fumble
5	Misfortune	If something bad is going to happen, it targets you
6	Laughter	Inappropriate Uncontrollable Laughter
7	Illness	Roll once on the Disease Table
8	Jinx	Ally suffers Bad Luck or Misfortune
9	Warts	Appearance -3 Penalty
10	Obese	Move, Dodge, and Appearance -2
11	Lycanthropy	Change into a Werewolf
12	Vampirism	Change into a Vampire
13	Madness	Confusion Penalty

Specialization

- If you have 2+ levels in a list, Spell-Fires on this List become Fizzles.
- If you have 3+ levels in a list, you may, when casting a Spell from this list, apply any one PP effect to that spell. (Example: double duration)
- If you have 4+ levels in a list, Miss-Fires on this List become Spell-Fires.
- If you have 5+ levels in a list, you may, when casting a Spell from this list, apply any two PP effects to that spell. (Example: double duration and increased range)
- If you have 8+ levels in a list, Chaos Results on this List become Miss-Fires.
- If you have 9+ levels in a list, you may, when casting a Spell from this list, apply any three PP effects to that spell. (Ex: double dur, incr range, Damage +1)

Focus Items

-Certain Spells will allow the caster to construct a very specific Magic Item. The item created is unique. The Caster may make a replacement if the Item is destroyed, but he cannot make more than 1 copy of the Item.

-The primary example of this is the Witch: She can have 1 Familiar, 1 Cauldron, 1 Crystal Ball, and 1 Broom.

-Note that even though it is a living creature, and it is summoned not Crafted, a Familiar are also considered to be a Focus Item. This also applies to Spirit Totems.

Curses

Magical Maledictions. Curses are usually Permanent. Curses that affect more than one individual are called Hexes.

Breaking a Curse often requires a difficult Quest.

1D30	Curse:	Notes:
14	Eternal Sleep	Break Curse to Wake up
15	Poverty	Lose all Wealth, Valuables
16	Haunting	Ghosts, Shades, Specters, Apparitions, Haunts, etc.
17	Forgetfulness	Always losing things
18	Leprosy	Every 1D6 Months lose something
19	Polymorph	Change into Something else. May be on a rotating Schedule
20	Death Curse	Delayed: in 20 years prick your finger on a Spindle
21	Slimy	Dripping. Easily Tracked. Appearance -4. Escape Artist +4
22	Hairy	Abnormally Hairy. Appearance -3
23	Sex Change	Become opposite Sex
24	Color Change	Something Unusual: Green, Purple, Blue, etc.
25	Untrustworthy	Others do not trust you. Social Interactions -5
26	Obsession	GM picks what Character is obsessed about
27	Transformed Body Part	Atrophied, Clawed, Oversize, Tentacle, etc.
28	Age Gain	Turns very Old
29	Age Loss	Turns into Baby
30	Blindness	Blindness Penalty

Enchanted Items

These are created by the Enchant Item Spell. Classes that start with the Enchant Item Spell include the Enchanter, Artificer, and Rune Master. These Enchantments last only 1 Day. The nature of the Enchantment depends on what Item the Spell Caster is Targeting.

Enchanted Items List

1. Give Weapon Attack +1 and Damage +1
2. Give Weapon Attack +2 or Damage +2
3. Give Armor Suit Armor +2
4. Give Boots Swift +2
5. Give Shield Defense +2
6. Give Cloak Stealth +3
7. Give Arrow or Bolt Attack +5 or Damage +5
8. Give Saddle Ride +2
9. Give Ring Saving Throw Rolls +2
10. Give Amulet 2 Power Points

Lost Spells

Some Spells are Forgotten, Unknown, or Lost to Time. Some Spells are not really Lost, they are just hard to learn or find. Assume Gods and some other immortal Casters have full access to this list.

Through Arduous Research or the finding of Rare Tomes, they can be rediscovered. A partial list of such rumored Spells includes:

- Resurrect Spell (25% the Target cannot be brought back and never will again)
- Eternal Winter Spell (Entire Kingdom Afflicted. Chill)
- Fire Storm Spell (Large Area. Set a Castle Ablaze. Save or Damage +1. Burn)
- Blight Spell (Entire Kingdom Afflicted with Dead Plants)

- Plague Spell (Entire Kingdom Afflicted with Disease)
- Hex Spell (Entire Kingdom Afflicted. Various Effects: Speaking in Tongues, etc.)
- Flood Spell (Can Inundate an entire Kingdom)
- Multiplier Spell (Target Spell is x100. Ex: Animate Spell will animate 100 Swords not 1)
- Maelstrom Spell (Long Range. Large area. Dam +1. Knock Down Foes. Wreck Structures)
- Conjure Building Spell (Inn, Castle, Tower, etc. Only 1 can exist at a Time)
- Whirlpool Spell (Long Range. Ship must Save or be Sucked Down)
- Earthquake Spell (Collapse Tower or Castle Wall. Those nearby Save or Roll on Dam Table)
- Divine Intervention Spell (The Target God is summoned and will actually Show up)
- Permanency Spell (Lost. Makes Durations Permanent)
- Meteor Swarm Spell (Lost. Army, City, Fleet Killer)
- Volcanic Eruption Spell (Lost. Army, City, Fleet Killer)
- Exchange Bodies Spell (Lost)
- Wish Spell (Lost)
- Miracle Spell (Lost)

The Art Of Summoning

- Summoning is a 3 part process.
- The First part is Summoning the Target Creature.
- The Second part is Protecting the Caster from the summoned Creature.
- The Third part is Compelling the summoned Being to Fight or Cast Spells.

What Can Be Summoned

- Anything can be Summoned.

- Any Creature off the Monster List can be Summoned.
- It will not be a specific creature unless a true Name is known.
- The ones we are most interested about here are the Creatures who are intelligent, Who are most likely to break free, and who are casters in their own right.
- These include: Powerful Spirits, Guardian Spirits, Demons, Devils, Elemental Spirits, Alien Mages, Vengeful Spirits, Horrors, Paradox Spirits, Banshees, Liches, Dragons, Dragon Spirits, Storm Spirits, Abominations, and Chaos Spirits.

Pentagrams

- If the intention is to summon a Combatant, the Summoner cannot cast a Pentagram on it.
- If there is a Pentagram, Either the Creature will be trapped within it, or the Caster will put himself inside it where he will be protected.
- Pentagrams are Force Fields that will prevent a creature from attacking the caster that tried to summon it.
- Pentagrams are Ritual Spells (2D2 Hours to Draw) and Calligraphy +5, and so must be cast way before the actual Summoning.
- The Caster can create several Pentagrams. (Limited to The Prodigy Number)
- Pentagrams are used for Summoned Spell Casters, not Combatants, as their Spells and Attacks will not penetrate the Pentagram.

Failed Spell Checks When Summoning

Evil Creatures will be Mad. If there is no Pentagram, they will immediately attack the Caster of the Summon Spell. If the Caster is missing, the creature will go on a rampage and attack everyone nearby (in the same room). If there is a Pentagram, they will try to break the Pentagram.

Compulsion

- At this point the Summoner can designate his guest to be either a Combatant (Or undertake some more complicated Mission) or use him as proxy for Spell Casting.
- The Combatant will immediately start Fighting.
- A Proxy Spell caster must either be compelled by a successful act of Social Persuasion or a Charm, Dominate, or Control Spell.
- Note that the Summoner can still target a Summoned creature within a pentagram with Spells. Banish Spells get a Spell Check at +8.

Summoned Combatants

- Most Summoned Creatures will fight for a single Combat and then return to Wherever it was they came from.

- Generally the methods of their attacks are unspecified. It is simply presumed that they either make physical attacks or just fight to the best of Their ability to kill their intended targets.
- However this can be modified to specify both The attack Modes (Grapple instead of Bolts) and the intention (Entrapment instead of Death).

Summoned Spell Casters

- Up to every other round, the Summoned Proxy Spell caster can cast a Spell it knows.
- If there is no mention of it in the Bestiary give the Creature 1D6 +9 PP.
- When it gets to zero PP, the Creature will immediately Attempt to break free.
- Proxy Spell casters can only cast spells at the request of their Summoner. They do Not decide what Spells to cast.

Breaking Free

-If a Combatant is fighting something that is immune to it, it will try to Break Free. A Proxy Caster will try to break free every 1D6 +9 Minutes. A Creature who breaks free will immediately attack his Summoner.

Super Powerful Beings

-Aside from Demons and Devils, Creatures such as Sphinx and Djinn can also be summoned. Depending on their personality and Mood they may or may not be Helpful.

-Creatures of Good Intent: Angels, Devas, Cherubs, Archons, Ancestral Spirits, Friendly Ghosts and others can also be summoned. They will resist non-good casters as much as possible. Good casters they are much more likely to assist or at least not do harm to.

-Entities such as Kaiju, Eldrazi, and Godlings and Gods can also sometimes be summoned. These require long and costly Rituals. These Beings cannot be controlled by the Caster. They will act according to their own will once they get here.

Types Of Magic

Types Of Magic = Magic Lists

Notation

- * This Spell can be used 7x/Day
- ** This Spell can be used 3x/Day

Air Magic

- Gust of Wind Spell* (Long Range. Knock back Arrows. Foes go Prone. Lasts 1D4 +1 Turns)Tornado Spell (Like Storm Mage)
- Summon Air Elemental Spell (For 1 Combat)
- Breeze Spell* (Pushes Sail Boat, Airship, Windmill, etc. in Desired direction at good speed)
- Feather Fall Spell (Reaction: Self and 2D6 allies Fall very Slowly)

- Glider Staff Spell (Fly Fast. Focus Item. Retracting Fan Wings)
- Extinguish Spell (Like Water Spell)
- Air Form Spell (Self. Become an Air Elemental for 1 Combat)
- Dissipate Spell (Negate Tornado, Gas Cloud, Air Elemental, Wind Component of Storm)
- Fly Spell (Self and up to 9 Others. Medium Speed. For up to 1 Hour)

Alchemy Magic

- Identify Potion Spell** (Close Range. Or Components. More Accurate than Alchemy Skill)
- Brew Potion Spell (Pick one from Potion List)
- Transmutation Spell (Ritual. Change one Substance into another)

Anti-magic Magic

- Dispel Spell (Negate ongoing Spell except for explicit Curses)
- Counterspell Spell (Negate a Spell just cast within Far Range)
- Counter Drain Spell** (Like a Counterspell but costs 1D2 Extra PP)
- Anti-Magic Globe Spell (10 Foot Radius. Spells & Magic Items will not Penetrate. 10 Min)
- Curse Breaker Spell (Negate Curse or Know the Steps to)
- Unsummon Spell (Banish Summoned Creature)
- Rebound Spell (Return attacking Spell back onto its caster. Far Range)
- Shatter Spell** (Medium Range. Destroy Target Item. Dam +4 to Construct)

Artificer Magic

- Create Magic Item Spell (Magic item must be made with Trade Skill +5)
- Enchant Item Spell (Like Enchantment Magic)
- Shatter Spell** (Medium Range. Destroy Target Item. Dam +4 to Construct)

Beer Magic

- Beer Magic Spell (Create 1 Batch from the Magic Beer List)
- Brewing Spell (Instantly Brew a Keg of regular Beer)

Black Magic

- Weakness Spell** (Short Range. Curse. Target Gets -2 to rolls on all Physical Actions)
- Paralyzation Spell** (Medium Range. Target Immobilized for 2D6 Rounds)
- Darkness Spell** (Fill up to 7 Adj Spaces. Lasts 1 Combat or Encounter)
- Fear Spell (Medium Range. 2D6 Adjacent Foes must Save or Flee)

- Silence Spell (Med Range. Up to 24 Spaces. Spells cannot be cast. For 1 Combat)
- Evil Eye Spell (Medium Range. Permanent Curse. Hard to get rid of)
- Torment Spell (Short Range. Target gets Distracted Penalty for 2D6 Rounds)

Notes: List can also be referred to as Dark Magic or Evil Magic

Candle Magic

Make Simple Candle** (Imbue Candle with 1 Spell you or ally are about to Cast) Make Layered Candle (2 or more Spells in same candle) Notes: Spells in Candle can be made to cast as soon as a layer is lit, right after the Layer has melted, or all the time during the burning of a layer. This is a mini-ritual: Cast the Spell to be imbued at the candle while the wax is hardening. This type of Magic requires the caster to have the skill Candle Making +5.

Cantrip Magic

- Minor Mend Spell** (Repair, Rejoin, Sew, Fix Broken item)
- Heating Spell* (Heat up a Bowl of Soup)
- Cooling Spell* (Turn a cup of Water into a Snowball)
- Water Spell** (Fill a Bucket)
- Fan Spell** (Slight Breeze for up to 10 Minutes)
- Light Candle Spell* (Tiny Flickering Flame)
- Trip Spell** (Medium Range. Save or Trip)
- Fumble Spell (Medium Range. Target Attack becomes a Fumble)

Notes: Beginning Magic known to Apprentices

Chaos Magic

- Summon Demon Spell (For 1 Combat. 1D6 Minor, 1d3 Lesser, or 1 Major Demon)
- Wall of Chaos Spell (Flesh, Maws, Limbs, Claws, Tentacles. Regenerates)
- Tentacle Spell** (Erupt from ground or Casters Body. Brawl +5 Dam +2 for 1 Combat)
- Summon Abomination Spell (1D3 Attacks. Tough +2 Attack +2 Dam +2. 4 Mutations)
- Corruption Spell (Target gains 1 Permanent Mutation)
- Chaos Bolt Spell** (Medium Range. Damage +4. Melts Flesh. Deforms Metal)

Clerical Magic

- Blessing Spell** (Allies get +1 Attack, Defense, Armor, and Damage Bonuses for 1 Combat)
- Circle of Protection Spell (Foes cannot enter. Lasts 2D6 Rounds. Shelters 10)
- Dispel Spell (Negate ongoing Spell except for explicit Curses)
- Detect Evil Spell** (Medium Range, Recognize the presence of Evil. Lasts 1 Hour)

- Holy Aura Spell** (Self gets +1 Defense and Damage Bonus vs Evil Foes for 6 Hours)
- Turn Undead Spell* (1D6 Undead must Save or Flee once per combat. Requires Holy Symbol),

Conjuration Magic

- Banquet Spell (Feast for 40+. Extra Food Disappears)
- Armamentalist Spell (Outfit 10 Fighters including Shields and Helmets. Lasts 1 Day)
- Sticks & Stones Spell (Arrows, Bolts, Sling Stones, etc. Lasts 1 Battle)
- Minor Wish Spell** (Tool, Tent, Rope, Rug, Lantern, Statue, Wagon, Clothing. Lasts 1 Day)
- Conjure Ship Spell (Only 1 can exist at a Time. Crew not Included)
- Simulacrum Spell (Create copy of Individual. Concentrate to control of it. Lasts 1 Day)
- Conjure Servants Spell (2D6 Faceless Workers for 1 Day of type appropriate to job)
- Conjure Myrmidons Spell (2D6 Faceless Fighters for 1 Hour)

Desert Magic

- Sand Storm Spell (All must take Cover. Lasts 1D6 Hours. No Visibility. Distraction)
- Mirage Spell (Illusion at a Distance. Mislead)
- Swarm Spell (Locusts, Scarabs, Poisonous Scorpions or Asps. Lasts 1 Combat)
- Quicksand Spell (Long Range. 1D6 Adj Foes. Save or be Stuck. Sink in 1D6 Minutes)
- Desert Twister Spell (Like Storm Mage Tornado Spell)
- Seek Water Spell (Know direction to nearest Oasis, Well, Settlement, Caravan)
- Summon Desert Monster Spell (For 1 Combat)

Detection Magic

- Detect Invisible (Self or Ally. Lasts 10 Minutes)
- Detect Spirits (Self or Ally. Lasts 10 Minutes)
- Detect Treasure (Self or Ally. Lasts 10 Minutes)
- X-Ray Vision Spell (Self or Ally. See through Walls. Lasts 3D6 Minutes)
- Wizards Eye (Floating Eyeball. Roams around. Caster can see through it. Lasts 1 Hour)
- Eagle Eye Spell (See Details clearly at long and even Far Distances. Lasts 1 Hour)
- Vigilance Spell (Gain Alertness +5 for 12 Hours)
- Alarm Spell (Proximity Alarm. Intruder Alert!)
- Detect Lies Spell (Self or Ally. Lasts 10 Minutes)
- Detect Trap Spell (Self or Ally. Lasts 10 Minutes)
- Detect Illusions Spell (Self or Ally. Lasts 10 Minutes)
- Detect Secret Door Spell (Self or Ally. Lasts 10 Minutes)

Diabolism Magic

- Summon Demon Spell (For 1 Combat. 1D6 Minor, 1D3 Lesser, or 1 Major Demon)
- Deviltry Spell (Next Hour Cast any 3 spells on Summoning List. Only apply to Demons)
- Demonic Form Spell (Self or Ally. Physical Form of Lesser Demon)
- Control Demons Spell (For 1 Combat. 1D6 Minor, 1D3 Lesser, or 1 Major Demon)
- Hell Fire Spell** (Bolt. Medium Range. Damage +2)

Disease Magic

- Cause Disease Spell (Medium Range. Target and 1D6 Adj Foes get 1 random Disease)
- Affliction (Medium Range. Target gets 1 specific Disease)
- Sicken Spell (Medium Range. Target and 1D6 Adj Foes suffer from Sickening Condition)
- Cure Disease Spell (like Healing Spell)
- Diseased Swarm (Summon Swarm with Disease Trait)
- Blight Spell (Ritual. Cause Crops to Die in one Village)
- Stagnant Water Spell (Ritual. Cause all fish to Die quickly in one small Lake)
- Plague Spell (Ritual. Cause Herds or Inhabitants of one Village to get 1 random Disease)

Divination Magic

- Divination Spell (See a Likely possible Future. Ritual. Sacrifice)
- Scry Spell** (See and Hear. Target known individual or location. 10 Min. Any Distance)
- Read Mind Spell** (Long Range. Know innermost Secrets of single Target)
- Visions Spell (Ritual. Self or Ally. Reveal Destiny, Fate. Part of Initiations)
- Speak to the Dead Spell** (Ask 1D8 Questions)
- Communion Spell (Gain Knowledge from Angel or Higher Being)
- See the Past Spell (Near or Far. Vision per GM)
- See the Future Spell (Near or Far. Vision per GM)

Druidism Magic

- Vine Spell** (Vines Entangle 1D6 Adjacent Foes for 1 combat. Medium Range)
- Shapeshift Spell* (Self. Any Animal Form. Transform back at will)
- Tree Walk Spell** (Enter a tree and come out another one up to several miles away)
- Charm Animal Spell (Close Range)
- Control Plant Spell (Medium Range. Lasts 1 Combat)
- Swarm Spell (Insects, Squirrels. Lasts 1 Combat)

Earth Magic

- Summon Earth Elemental Spell (For 1 Combat)

- Stone Skin Spell** (Armor +4 and Brawl Damage +2 for 1 Combat)
- Petrification Spell (Short Range. Curse. Target Save or be turned to Stone)
- Stone Bridge Spell (Create a walkway over a Chasm. Or make Stairway)
- Tunnel Spell (Up to 30 Feet through Solid Rock)
- Stone Wall Spell (Or Dirt, Rock, Rubble, Sand, etc. Seal up Gap)
- Tremor Spell (All in Med Range Knocked Down Dam -1. Or Collapse Ceiling, Walls. Dam +1)
- Spitting Earth Spell** (Med Range. Dam +2. 1D4 Adj Targets. Impale or Stun. Stone Bolts)

Elven Magic

- Bind Foe Spell (Med Range. Foe Immobilized. Strands of Light. Permanent)
- Shape Tree Spell (Target Tree becomes Permanent Tree House or Treant for 1 Combat)
- Elf Lord Spell (Target Elf Doubles Height. Atk, Dam, Dodge, and Tough +4 for 1 Combat)
- Elf Angel Spell (Target Elf gains Wings 1 Day. Fly Fast. And Cured of Curses or Diseases)
- Frozen Fire Spell (Medium Range. All Elves healed. All Others Damage +2)
- Elven Blight (Kills all non-Elf Plant life for 1D3 Miles leaving Desert Wasteland)
- Summon Guardian Spell (Elven, Nature, or Elemental Spirit for 1 Combat)

Elemental Magic

- Ice Magic Spell (Cast any one Ice Magic Spell)
- Flame Magic Spell (Cast any one Fire Magic Spell)
- Stone Magic Spell (Cast any one Earth Magic Spell)
- Air Magic Spell (Cast any one Air Magic Spell)
- Water Magic Spell (Cast any one Water Magic Spell)
- Lightning Magic Spell (Cast any one Lightning Magic Spell)

Enchantment Magic

- Sleep Spell (Med Range. 1D6 Adj Foes. Sleep for 1D4 Hours if not woken up)
- Charm Person Spell (Med Range. 1D4 Adj Foes. Permanent)
- Polymorph Spell (Any type to Any type. Max SL 10. Ex: Human into Elf or Centaur)
- Illusory Spell (Any One Spell on Illusionist Class List)
- Growth Spell (Long Range. Target Grows to Giant Size)
- Shrink Spell (Medium Range. Target Shrinks to Tiny Size)
- Ward Spell (Location becomes Invisible, Hard to Find. Lasts 1 Day. Requires Password)
- Enchant Item Spell (Create a Temporary Magic Item)

- Silence Spell (Med Range. Up to 24 Spaces. Spells cannot be cast. For 1 Combat)
- Great Sleep Spell (Ritual. All Foes in entire Room for 2D4 Hours if not woken up)
- Mass Sleep Spell (Ritual. All Foes in Castle for 1D4 +6 Hours if not woken up)

Energy Magic

- Magic Missile Spell* (1D3 Missiles. Short Range. Damage +1 each. Pick Targets)
- Disintegrate Spell (Foe, Item, Door. Save or be Destroyed. Medium Range)
- Recharge Spell (Add two Charges to a magic item that uses charges)
- Energy Bolt Spell** (Long Range. Damage +3)
- Tap Energy Spell (Steal 1D4 Power Points. Short Range)
- Absorb energy Spell (Negate Spell cast at you. Gain 2 PP)
- Drain Energy Spell (Target loses 1D6 Power Points. Medium Range)
- Channel Spell (Give or take up to 2D6 PP from a willing Ally)

Fey Magic

- Fly Spell (Self and up to 9 Others. Medium Speed. For up to 1 Hour)
- Sleep Spell
- Charm Spell
- Geas Spell
- Vanish Spell (Self Teleport. Up to Long Range to a secluded spot)
- Invisibility Spell (Stealth +5. Self and up to 6 Allies for 1 Combat or 10 Minutes)
- Summon Fey Spell (Nearest Fey Creature comes calling for 1 Combat or 1 Favor)

Fire Magic

- Resistance to Fire (+8 Save vs Fire Attack)
- Fireball Spell (Medium Range. 2D6 Adjacent Foes. Damage +4. Burn)
- Wall of Fire Spell (+2 Damage Bonus to Cross. Burn. Fill up to 7 Spaces)
- Summon Fire Elemental Spell (For 1 Combat)
- Fire Bolt Spell** (Medium Range. 1 Target. Damage +5. Burn)
- Ring of Fire Spell (All Creatures within Medium Range. +2 Attack and Damage. Burn)
- Immolation Spell (Short Range. Single Target. Damage +6. Burn)
- Flaming Weapon Spell** (For 1 Combat. Med Range. Damage +1. Burn. Weapon or 2D10 Missiles)
- Fire Form Spell (Caster becomes a Fire Elemental for 1 Combat)
- Pyrotechnics Spell** (Smoke and/or Fireworks. Obscure or Distract)

Force Magic

- Telekinesis Spell** (Move things Around through the Air Slowly for 2D6 Minutes)
- Telekinetic Blow Spell** (Fling Foe into Walls, Ceiling, Pick up & Drop. Stun)
- Volley Spell (Throw Dozens of Objects at 2D3 Adj Foes. Med Range. Damage +1)
- Throw Boulder (Long Range. Damage +2. Catch and Throw Missile back at Giant or Catapult)
- Forcefield Spell (One Block Long. 20 Feet High. Impenetrable. Invisible. Up to 6 Hours)
- Push Spell* (Medium Range. Dam -2. Knockback)
- Force Cage Spell (Trap 2D3 Adj Foes. Medium Range. Move Cage Slowly. Up to 6 Hours)
- Reverse Missiles Spell (Send Target Missiles back at Attackers)
- Crushing Grip Spell (Suffocate, Snap Neck of Target. Short Range)

Grecos Pagan Magic

- Blessing of Apollo (Bacchus) - Lose all Inhibitions. Large Group for 4 Hours
- Blessing of Athena (Minerva)- Target gets Archery +4 for 1 Combat or Wisdom for 1 Day
- Blessing of Aphrodite (Venus) - Gain Appearance +5 for 1 day and cast 1 Charm Spell
- Blessing of Ares (Mars) - Target Gets Strategy +5 for 1 Battle or Attack +5 for 1 Combat
- Blessing of Hades (Orcus) - Cast any one Necromancy Spell
- Blessing of Zeus (Saturn) - Gain Courtship +5 for 1 day and cast 1 Lightning Bolt Spell
- Blessing of Poseidon (Neptune) - Cast any one Sea or Water Magic Spell
- Blessing of Hermes (Mercury) - Same as Haste Spell or Fly Spell

Gyptos Pagan Magic

- Spell of Mummification - Ritual. Create Mummies
- Spell of Thoth - Target gets Wits +5 and Arcane Lore +5 for 1 day
- Spell of Ra - Cast any one Light Spell
- Spell of Bast - Gain Luck and Summon 2D3 Cats or Cat Beasts for 1 Combat
- Spell of Osiris - Gain Wisdom for 1 day and Cast any one Necromancy Spell
- Spell of Set - Gain Guile +5 for 1 day and Cast any one Illusion Spell
- Spell of Isis - Gain Wings, Poison Lore +5, Herbalism +5 and Raw Power for 1 Day
- Spell of Geb - Cast any one Earth Magic Spell
- Spell of Horus - Get Attack +2 and Cast any one Paladin Spell this Combat
- Spell of Anubis - Cast any one Desert Spell or Fear Spell or Summon Jackals

Healing Magic

- Heal Wound Spell** (Remove All Wound Counters and 1 Hurt or Broken Body Part Status)
- Cure Disease Spell (All Allies. Short Range)
- Lay on Hands Spell** (Remove 1D3 Wound Counters from Ally)
- Restoration Spell (Close Range. Restore Lost Limb)
- Revitalize Spell (All Allies. Short Range: Negate Sleep, Slow and Paralyzation)
- Neutralize Poison Spell** (Any type of Poison)

Holy Magic

- Smite Spell** (Target's next Attack is Attack and Damage +7)
- Divine Wrath Spell (All Evil Foes within Long Range Save or Die)
- Purify Spell** (Negate Acid Attack or Create Vial of Holy Water or clean Foul Water)
- Sanctuary Spell (Evil Beings cannot enter Area. 1 Hour)
- Exorcism Spell (Spirit must Save or Flee. Ritual)
- Command Spell (Control Target for 1 Combat or 1 Encounter)
- Communion Spell (Gain Knowledge from Angel or Higher Being)
- Walk on Water Spell (Self or target. Short Range. Up to 1 Hour)
- Divine Intervention (Summon 1 Angel for 1 Combat)

Ice Magic

- Blizzard Spell (Battlefield. 1D4 Hours. Chill. Missile Attacks and Lookout -3)
- Freeze Spell (Short Range. 1D2 Adj Foes. Immobilized for 1 Hour. Damage +2)
- Immunity to Cold (Self and 2D6 Allies. +8 to saving Throws vs Cold. 2D6 Hours)
- Ice Shards Spell (Medium Range. 1D6 Adjacent Foes. Damage +3)
- Summon Ice Elemental Spell (For 1 Combat)
- Wall of Ice Spell (Fill up to 7 Spaces. Melts in a Day. Can use to Freeze a Lake)
- Ice Castle Spell (Can only maintain one of these at a time. 1D3 Hours to Construct)
- Ice Dagger Spell** (Make Object out of Solid Ice. Ice Sculptures)
- Cone of Cold Spell** (Medium Range. 2D6 Adjacent Foes. Chill. Damage +1)
- Cold Spell** (Med Range. Negate Fire Spell. Or use to make Floor Slippery 7 Spaces)

Illusion Magic

- Illusion Spell* (Mislead, Trick, Fool, Distract. Medium Range)
- Mirror Images Spell** (Produce 3 Displaced Identical Images of Self)

- Gaze Reflection Spell (Reflect Gaze Attack back upon Foe)
- Invisibility Spell (Stealth +5. Self and 6 Allies for 1 Combat or 10 Minutes)
- Detect Invisible** (Medium Range for 10 Minutes)
- Blur Spell** (Self. Defense Bonus +3 for 1 Combat)
- Glamour Spell** (Self or other Appears as Someone else for 1 Encounter)
- Hypnotize Spell (Target programmed to do an action when activated)
- Fear Spell (Medium Range. 1D6 Adjacent Targets must Save or Run Away in Fear)
- Magic Mouth Spell (Permanent Illusion. Can ask Riddles, Passwords, Intelligent)

Inquisition Magic

- Detect Evil Spell**
- Hold Spell** (Short Range. Target Person Immobilized for 1D6 Rounds)
- Detect Lie Spell**
- Torment Spell (Short Range. Target gets Distracted Penalty for 2D6 Rounds)
- Read Mind Spell** (Long Range. Know innermost Secrets of single Target)

Invocation Magic

- Word of Power Spell (Cast with another Spell. Affects all those who can hear the Word)
- Fear Spell
- Weakness Spell
- Bless Spell**
- Domination Spell (Short Range. Control Target for 1 Combat or Encounter)
- Torment Spell (Short Range. Target gets Distracted Penalty for 2D6 Rounds)
- Death Spell (Short Range. Living Targets Heart Stops)
- Hold Spell** (Short Range. Target Person Immobilized for 1D6 Rounds)

Kabbalist Magic

- Create Golem Spell (1D2 Months to Carve)
- Aspects of Augury (Cast any 1 Divination Magic Spell)
- Chants of the Cantor (Cast any 1 Song Magic Spell)
- Scroll Spell (Wizard Magic)
- Protection Magic (Cast any 1 Anti-Magic Magic Spell)
- Light Spell** (Solar Magic)
- Legend Lore (Cast any 1 Lore Magic Spell)
- Healing Ways (Cast any 1 Healing Magic Spell)
- Holy Ways (Cast any 1 Holy Magic Spell)
- Finding Ways (Cast any 1 Detection Magic Spell)
- Desert Origins (Cast any 1 Desert Magic Spell)

Lightning Magic

- Lightning Bolt Spell** (Long Range. Dam +3. Shock)
- Chain Lightning (Medium Range. Bounces from Foe to Foe. 1D6 Foes. Dam +1. Shock)
- Shock Spell (Short Range. 2D3 Adj Foes. Dam +1 and Shock)
- Lightning Storm Spell
- Forked Lightning (Two Bolts. Same or Different Targets. Medium Range. Dam +2. Shock)

Lore Magic

- Comprehend Languages Spell (Spoken and Written. 2D4 Hours)
- Relic Lore Spell (Self. Relic Lore +5 for 1 Hour)
- Monster Lore Spell (Self. Monster Lore +5 for 1 Hour)
- Dragon Lore Spell (Self. Relic Lore +5 for 1 Hour)
- Historical Lore Spell (Self. History +5 for 1 Hour)
- Geographical Lore Spell (Self. Geography +5 for 1 Hour)
- Religious Lore Spell (Self. Religion +5 for 1 Hour)

Love Magic

- Charm Spell
- Love Spell (Cause 2 people to fall in Love)
- Lust Spell (Cause 2 people to fall in Lust)
- Beauty Spell (Target gets Appearance +5)
- Seduction Spell (Target gets Courtship +5)
- Infatuation Spell (Target falls in love with first person he sees)
- Unrequited Love (Cause target to fall in Love with a particular person)
- Ultimate sacrifice (Caster gives his life in exchange for targets life)

Mind Magic

- Psychic Blast Spell** (Long Range. +4 Damage and Save or Stun)
- Mind Control Spell (Medium Range. Control Target for one Combat or Encounter)
- Feeble Mind Spell (Medium Range. Target Caster cannot Cast Spells for 1 Combat)
- Forget Spell (Short Range. Target Forgets one Memory. Permanent)
- Read Mind Spell** (Long Range. Know innermost Secrets of single Target)
- Telepathy Spell* (Long Range. Communicate with 1 or more Targets for up to 10 Min)
- Find Spell (Know Location of Target Person)
- Obscure Spell (Hide Location of Target to Magical Searches. Lasts one day)
- Mental Barrier (+4 to Save vs Mental Attacks & Effects)
- Confusion Spell** (Medium Range. 2D6 Adjacent Foes. Confusion)

Mirror Magic

- Walk Through Mirror Spell (Portal to another Mirror. If small, objects can be passed through)
- Scry Spell** (Like Divination Spell. You can cast Spells through Mirror)
- Mirror Trap Spell (Gazers Trapped in Alternate Mirror Dimension permanently. Dispel to escape)
- Mirror Images Spell** (Like Illusionist Spell)
- Copy Spell (Gazer copied. Copy emerges to fight. Spell, not copy, lasts until Mirror broken)
- Self Love Trap Spell (Gazer will fall in love with image of self. Will die if unattended)

Mysticism Magic

- Astral Travel Spell (Target can Travel the Astral Plane. Communicate with those far away)
- Comprehend Languages Spell (Spoken and Written. 2D4 Hours)
- Dimension Door Spell (Create a Gateway to some other Place or Plane. Lasts 1 Hour)
- X-Ray Vision Spell (See through Walls. Lasts 3D6 Minutes)
- Luck Spell (Give Self or Target Luck)
- Anti-Magic Globe Spell (10 Foot Radius. Spells & Magic Items will not Work. Lasts 10 Minutes)
- Calm Spell** (All within Medium Range Become Peaceful and Non-Aggressive)

Necromancy Magic

- Raise Dead Spell (1D6 Skeletons, Zombies. Freshness Counts. Permanent)
- Control Undead Spell (Med Range. Target and 1D6 Adj Foes under Casters Control Permanently)
- Wither Spell (Med Range. Plant or Fey Save or Die. Or use to Atrophy Limb Permanently)
- Drain Life Spell (Short Range. Target loses and Caster gains 1D4 Wound Markers)
- Death Touch Spell (Touch. Target Must Save at -1 or Die)
- Speak to the Dead Spell** (Ask 1D8 Questions)
- Convert to Lich (Self. Ritual Process can take years, multiple castings)
- Restore Dead to Life Spell (Ritual. Requires a great sacrifice or Unbreakable Vow)

Norse Pagan Magic

- Blessing of Thor - Same as Thunder Spell or cast any 1 Lightning Magic Spell
- Blessing of Odin - Cast any 1 Rune Magic Spell
- Call Warriors Spell - 2D6 closest Barbarians or Vikings. For 1 Week. Max 1 at a time
- Odin's Ravens Spell - One Flock. They will fly miles to Spy. For 2 Weeks. Max 1 at a time
- Odin's Wolves Spell - One Pack. They will scout and skirmish. For 1 Week. Max 1 at a time
- Summon Valkyrie Spell - For 1 combat. Shield Maiden with Sword on Pegasus

- Blessing of the Fates - Same as Luck Spell. Cast on whole party
- Trickery of Loki - Cast any 1 Illusion Magic Spell
- Favor of Heimdal - Cast any 1 Portal Magic Spell
- Favor of Hel - Cast any 1 Necromancy Magic Spell
- Blessing of Frigg - Cast any 1 Divination Magic Spell

Pagan Pantheon Magic

- Prophetic Powers (Cast 1 spell from the Divination Magic List)
- Healing Ways (Cast 1 spell from the Healing Magic List)
- Storm Caller (Cast 1 spell from the Storm Magic List)
- Sea Speaker (Cast 1 spell from the Sea Magic List)
- Desert Dweller (Cast 1 spell from the Desert Magic List)

Paladin Magic

- Lay on Hands Spell**
- Detect Evil Spell*
- Cure Disease Spell
- Smite Spell
- Holy Aura Spell**

Polymorph Magic

- Turn to Toad Spell (Med Range. Target max SL 7. Permanent until kissed)
- Shapeshift Spell* (Self. Any Animal Form. Transform back at will)
- Doppelganger Spell** (Self or Ally. Look like specific Individual. 2 Hours)
- Turn to Dragon Spell (Med Range. Change Smaller Target into SL 12 Dragon for 1 Day)
- Turn to Sheep (Med Range. Target max SL 12. Lasts 1D3 Hours)
- Undo Polymorph Spell (Short Range)
- Elemental Form Spell (Self. Fire, Water, Air, Earth, Ice Elemental for 1 Combat)
- Polymorph Spell (Any type to Any type. Max SL 10. Ex: Human into Elf or Centaur)
- Gill Form Spell (Transform 2D6 Target Allies into Tritons or Merfolk for 1 Day)
- Swarm Form Spell (Self. For up to 4 Hours. Terrifying Visage)
- Gaseous Form Spell (Self. For up to 30 Minutes. Good for Escapes)
- Inanimate Form Spell (Target Item or Creature Max SL 8. Ex: Vase into Cat or visa versa)
- Transform Spell** (Stone Statue or Painted Creature into Flesh For 1 Combat. Short Range)
- Transmogrification Spell (Ritual. Make Target Polymorph Spell Permanent)

Portal Magic

- Create Rift Spell (Must find a weak spot with an appropriate connection)

- Stabilize Rift Spell (Turn unstable Rift into a Stable Portal or fix unstable Portal)
- Portal Guardian Spell (Roll on Portal Guardian Table. Max 1 per Portal)
- Find Rift Spell** (Far Range. See Nexus Points, Ley Lines, Dimensional anomalies)
- Look Through Rift Spell** (See what's on the Other side)
- Activate Portal Spell** (Turn Portal on and off. Change Destination if possible)
- Seal Portal Spell (Magical Lock. Permanent. Can be complicated)

Rune Magic

- Symbol of Power Spell** (Cast with another Spell. Affects all who can See the Symbol)
- Glyph of Courage Spell** (Allies. Short Range. Defense +3. All Saves at +3)
- Sigil of Subdual Spell** (Foes. Short Range. Get -2 to All Rolls)
- Enchant Item Spell (Like Enchanter)
- Stone Magic Spell (Cast any one Geomancer Spell)
- Carve Rune Stone Spell (Create one Rune Stone or one Charm)
- Rune Staff Spell (Focus Item. Owner gets Wild Magic and Spell Checks +1)

Sea Magic

- Gill Form Spell (Transform 2D6 Target Allies into Tritons or Merfolk for 1 Day)
- Summon Sea Monster Spell (For 1 Combat)
- Summon Aquatic Steeds Spell (2D6 Mounts for 10 Hours or Combatants for 1 Combat)
- Dismiss Sea Creature Spell (Target Swims away)
- Control Oceanic Being Spell (Long Range. For 1 Combat)
- Water Blast Spell* (Medium Range. 1D2 Adj Foes. Damage +2. Save or Knockdown)
- Lure Spell (All Creatures within Long Range Approach Caster. Sirens Song)

Shadow Magic

- Spider Climb Spell** (One Target can Climb Walls and Ceilings. Lasts 30 Minutes)
- Blink Spell** (One Target. Short Range Teleport. Can be used as a Defensive Reaction)
- Wizard Eye Spell** (Hovering Eye. Can scout ahead and go through Walls. Lasts 10 Min)
- Shadow Walk Spell** (Target gets Stealth +5. Lasts 30 Minutes)
- Ghost Form Spell (Target Insubstantial. Walk through Walls. Cannot Attack or be Attacked)

Shamanism Magic

- Bloodlust Spell (2D6 Allies get +2 Attack and Damage Bonuses for 1 Combat)
- Lightning Bolt Spell** (Long Range. Dam +2. 1D6 Adj Foes. Shock)

- Medium Spell (Cast any 1 Spirit Magic Spell)
- Visions Spell (Ritual. Self or Ally. Reveal Destiny, Fate. Part of Initiations)
- Fetishes Spell (Crafting: Totems, Masks, and other Primitive Magic Items)
- Weather Control Spell (Rain, Storms, Sunshine, Takes 2D6 Rounds to Start/End a Storm)

Solar Magic

- Light Spell** (Lights up room for 1 Hour. Light Emanates from Target Object)
- Flash Spell* (Blind 1D4 Adjacent Foes for 1D4 Rounds. Short Range)
- Solar Infusion Spell (Allies. Med Range. Reverse Loses of Strength, Toughness, Swift)
- Radiance Spell (Self or Ally. Target Glows and gets +2 to all Rolls for 1 Combat)
- Warmth Spell** (Self & Allies in Medium Range get +6 Save vs Cold for 1 Combat)
- Sun Scorch Spell (All in Medium Range. Damage +1. Burn)

Song Magic

- Mockery Spell (Save or Damage -1. Medium Range)
- Cure Madness Spell (Close Range. Cure Madness)
- Calm Spell** (All within Medium Range Become Peaceful and Non-Aggressive)
- Lure Spell (All Creatures within Long Range Approach Caster. Sirens Song)
- Song of Healing Spell (Cast any 1 Healing Magic Spell)
- Charm Animal Spell (Med Range. 1D4 Adjacent Animals. For 1 Day)
- Enthral Spell** (All within Medium Range Distracted. 10 Minutes)
- Curse Spell (Medium Range. Target Cursed. Pick from Curse Table)

Sorcery Magic

- Raise Dead Spell (1D6 Skeletons, Zombies. Freshness Counts. Permanent)
- Brew Potions Spell (Like Alchemist)
- Cloud Kill (Medium Range. Poison Smoke Cloud. Save or Die)
- Web Spell** (Medium Range. Immobilize 2D6 Foes. Strength Save to Break Free)
- Charm Monster Spell (Medium Range. Control Target Permanently)
- Teleport Spell (Med Range. To Known Location. Self and 10 Allies)
- Creeping Doom Spell (Summon Damage causing Insect Swarm for 1 combat)
- Fog Spell (Like Storm Mage)
- Scry Spell** (See and Hear Goings on from a great Distance)
- Death Bolt Spell (Medium Range. Single Target. Save or Die)

Spider Magic

- Summon Swarm Spell (Spiders of Course. Poison. Far Range for 1 Combat)
- Summon Giant Spider Spell (Medium Range for 1 Combat)
- Spider Bite Spell (Far Range. Target Bitten. Lethal Poison)
- Web Spell** (Medium Range. Immobilize 2D6 Foes. Strength Save to Break Free)
- Spider Climb Spell** (One Target can Climb Walls and Ceilings. Lasts 30 Minutes)
- Control Arachnids (2D6 Targets. Medium Range for 1 Combat)

Spirit Magic

- Detect Spirits Spell* (Medium Range. 10 Minutes)
- Speak to Spirits Spell** (Local ones. One Conversation)
- Ancestral Recall Spell (Advice & Wisdom. One Conversation)
- Summon Allied Spirits Spell (Animal, Nature, Elemental, etc. Will fight for 1 Combat)
- Banish Spirits Spell (Spirit must Save or Leave)
- Totem Spirit Spell (Focus. Gain 1 Boon: Strength +1, Luck, Wisdom, Alertness +2, etc.)
- Trap Spirit Spell (Trap Spirit in Object or Location. Permanent)

Storm Magic

- Gust of Wind Spell* (Long Range. Knock back Arrows. Foes go Prone. Lasts 1D4 +1 Turns)
- Sand Storm Spell (Like Desert Mage)
- Lightning Storm Spell (Storm will cast 1 Lightning Bolt every 1D4 Rounds)
- Hail Storm Spell (Those caught in the open must Save or Damage -4 every turn)
- Weather Control Spell (Rain, Storms, Sunshine, Takes 2D6 Rounds to Start/End a Storm)
- Blizzard Spell (Like Ice Mage)
- Tornado Spell (Long Range. Swift +4. Lasts 1 Combat. Foes Save or Flung for Damage +3)
- Fog Spell (Poor Visibility. Covers Battlefield. For 1 Battle)
- Thunder Spell** (All in Medium Range. Damage -1. Stun. Audible at Far Range)

Summoning Magic

- Summon Outsider Spell (See the Art of Summoning in the Magic Rules)
- Summon Spirit Spell (See the Art of Summoning in the Magic Rules)
- Summon Elemental Spell (See the Art of Summoning in the Magic Rules)
- Draw Pentagram Spell** (See the Art of Summoning in the Magic Rules)
- Control Summoned Creature Spell* (See the Art of Summoning in the Magic Rules)

- Summon Item Spell** (Owned by Caster. Flies to his hand at great Speed)
- Summon Swarm Spell (For 1 Combat)
- Summon Steeds Spell (2D6 Riding Horses or the like for 8 Hours)
- Summon Stalker Spell (Invisible. Stealth and Track +5. Beast Assassin. For 1 Mission)
- Summon Creature Spell (Nearby Animals, Beast, or Monster. For 1D3 Hours)

Sword Magic

- Attacker Sword Spell** (Sword gets Attack +3 for 1 Combat)
- Defender Sword Spell** (Wielder gets Defense +4 for 1 Combat)
- Fire Sword Spell (Sword gets Attack +1 and Burn for 1 Combat)
- Ice Sword Spell (Sword gets Attack +1 and Chill for 1 Combat)
- Energy Sword Spell (Sword can shoot Energy Bolts. Medium Range. Damage +1 for 1 Combat)
- Slayer Sword Spell (Sword gets Damage +4 for 1 Combat)
- Light Sword Spell** (Sword shines with Bright Light for 4 Hours. Allies get Morale +2)
- Speed Sword Spell (Wielder gets to Attack twice per Round with Sword for 1 Combat)
- Mend Sword Spell (Repair Broken Sword)
- Return Sword Spell* (Sword Returns to Owners Hand)

Teleport Magic

- Blink Spell* (Self. To location within Sight)
- Teleport Spell (To Known Location within 100 Miles. Self and 10 Allies)
- Teleport Object Spell (Long Range. Send Letter. Bomb. To Known Location or within sight)
- Return Home Spell (To Known Location within 10 Miles: Home Base, Town. Self and 10 Allies)
- Return to Start Spell (To Known Loc within 1 Mile: beginning of Dungeon. Self and 10 Allies)
- Teleport Attack Spell (non-Lethal (into Cage) or lethal (into Ground, Sky). Max SL = 10)

Thaumaturgy Magic

- Air Gondola Spell (Levitate a platform which can carry passengers, Items. Far Range. 6 Hours)
- Wizardly Ways Spell (Cast any one Spell on the Wizardry Magic List)
- Acidic Explosion Spell (Rock Projectiles. Long Range. Damage +2. Target and 2D4 Adjacent Foes)
- Tracer Attacks Spell (Second and later Ranged Attacks vs Target at Attack +2)
- Wax Healing Spell* (Touch. Heal 1 Wound. Requires Hot Wax and Starch Powder)
- Receiving Spell (Create 6 + 1D6 Small Items. Hear what the Objects could hear. Lasts 6 Hours)

- Telekinesis Magic (Cast any one Spell on the Force Magic List)

Time Magic

- Haste Spell (2D6 Allies Dodge, Swift, and Attack Bonus +4 for 1 Combat)
- Slow Spell (1D6 Adj Foes. Med Range. Dodge, Swift, and Attack -2 for 1 Combat)
- Aging Spell (Med Range. Target becomes Young or Old for 1 Day)
- See the Past Spell (Near or Far. Vision per GM)
- See the Future Spell (Near or Far. Vision per GM)
- Stop Time Spell (For all except caster who gets an extra 2D6 Rounds)
- Time Rift Spell (Target or Object becomes lost in Time)
- Precognition Spell** (See what happens in the next 1D6 Minutes)

Unholy Magic

- Cutting Spell** (Med Range. Invisible Atk. Dam +4. Complications are Lost Limbs)
- Divination Spell (See a Likely possible Future. Ritual. Sacrifice)
- Desecration Spell (Despoil Good Location/Item or give place/Item an Evil Aura)
- Summon Snakes Spell (Many Small Poisonous Vipers or one Giant Python for one Combat)
- Geas Spell (One Continuous Command: Chop Down Forest, Don't use Weapons, Kill Dragon)
- Demonology Spell (Cast any one Spell on the Diabolism List)

Voodoo Magic

- Shamans Ways (Cast any one Spell on the Shaman List)
- Necromantic Ways (Cast any one Spell on the Necromancers List)
- Illusionists Ways (Cast any one Spell on the Illusionist List)
- Ways of Witchcraft (Cast any one Spell on the Witchcraft List)
- Mysticism (Cast any one Spell on the Mystic List)
- Druidism (Cast any one Spell on the Druid List)
- Voodoo Doll (Ritual. Focus Item. Target is Hurt. Up to Far Range)

Water Magic

- Breathe Water Spell** (up to 2D6 Target Allies for 2D6 Hours)
- Summon Water Elemental Spell (For 1 Combat)
- Extinguish Spell** (Put out fire. Reaction: Negate Fire Spell or Attack)
- Wall of Water Spell (20 Feet High. 1 Block Long. Up to 1 Hour. Or fill Med Size Room)
- Water Tentacles Spell (Short Range. Attack +1 Dam +1 Parry Defense +2. For 1 Combat)

- Water Blast Spell* (Medium Range. 1D2 Adj Foes. Damage +2. Save or Knockdown)
- Rock to Mud Spell (Med Range. Dam +5 vs Earth Foe. Holes in Stone Walls. Liquify Stairs)
- Water Form Spell (Turn self into a Water Elemental for 1 Combat)
- Walk on Water Spell (Self or target. Short Range. Up to 1 Hour)

Witchcraft Magic

- Familiar Spell (Focus Item. Cat, Toad, Snake, Spider, Raven, etc.)
- Speak to the Dead Spell** (Ask 1D8 Questions)
- Cauldron Spell (Focus Item. Brew Potions Spell 1x/Day)
- Broom Spell (Focus Item. Fly Fast)
- Crystal Ball (Focus Item. See and Hear Goings on from a great Distance 3x/Day)
- Evil Eye Spell (Medium Range. Permanent Curse. Hard to get rid of. Attempts at -4)
- Glamour Spell** (Appear as Someone else for one Encounter)
- Toad Spell (Turn Target into a Toad. Medium Range)

Wizardry Magic

- Counterspell Spell (Negate a Spell just cast within Far Range)
- Knock and Lock Spell (Magically Open or Seal Door)
- Detect Magic** (Sense if something is Magical or Enchanted. 10 Minutes. Medium Range)
- Shield Spell** (Self or Adjacent Ally. Defense Bonus +5 for 1 Combat)
- Magic Missile Spell* (1D3 Missiles. Short Range. Damage +1 each. Pick Targets)
- Levitate Spell** (Fly Slow. Self, Other, or Object. Short Trip)
- Animate Spell (Statue, Weapon, Tool, comes alive for 1 Combat. Some Objects will Levitate)
- Disintegrate Spell (Foe, Item, Door. Save or be Destroyed. Medium Range)
- Scroll Spell (Imbue a Scroll with a Spell. Requires Special Inks and Parchment)
- Wizards Eye Spell (Floating Eyeball. Roams around. Caster can see through it. Lasts 1 Hour)
- Unseen Servants Spell** (2D6 for Light Housework. Same Room. Distract. No Attack. 1 Hour)

Skills And Saves

Saving Throws

Unlike premeditated Skill Checks, Saving throws are Reactions to particular Magical Attacks or Life threatening Situations. In some cases GM may decide to handle these as Skill Checks. Roll 1D20 on the Saving Throw Table.

Saving Throw Table

1D20	Result:
1-12	Failure
13+	Success

Note: a Natural roll of 1 is always a failure and a Natural roll of 20 is always a success.

Save Modifiers

Humans get to reroll 1 Failed Saving Throw per Day
Dwarves get +4 vs Poison, Charm, Cold, Acid, Smells, Crushing Traps
Gnomes get +4 vs Mechanical Traps, Lies, Earth type Magics
Elves get +4 vs Disease, Paralyzation, Sleep, Aging, Fairy Magic
Halflings get +4 vs Death, Madness, Missiles, Drain, Blade Traps
Fighters get +4 vs Fear, Petrification, Breath, Gaze, Blindness,
Swallow Priests get +4 vs Control, Curses, Confusion, Polymorph,
Fire Rogues get +4 vs Falls, Blasts, Illu-

sions, Capture Traps
Mages get +4 vs Spells, Fire, Rods, Staves, Wands, Scrying
Monsters get +X to all Saves, where X = their Total Armor Bonus

Skill Checks

- Players will encounter many non-combat situations requiring Skill Checks.
- All Classes will start with a few non-combat Skills.
- Note that a number of primary Combat Skills such as Strength, Toughness, And Dodge can be used as Skill Checks in certain Situations.
- Roll 1D20 to make a Skill Check:
- A Roll lower than the Target Number indicates outright Failure or a partial (Mixed) Success.
- A Roll that is equal to or higher is a Success.
- A Natural roll of 1 is always a failure.
- A Natural roll of 20 is always a success.

Skill Check Table

Difficulty:	Modified Roll required to Succeed (Target Number)
Easy	5
Moderate	10
Hard Skill	15
Heroic	20

Skill Check Terminology

- The proper Terminology for describing a Skill Check:
 - Example 1: Make a Hard Skill Check Modified by Leadership
 - Example 2: Make an Easy Skill Check Modified by Swift

Modifying Skill Check Rolls

- Levels in a Skill will add to the Roll.
- Some Attributes will add to a Skill Roll.
- Some Spell effects and Magic Items will add to a Skill Roll.

Skill Failure Interpretations

- Examples of Bad results (Mishaps):
- You were crafting something and it breaks.
 - The Seduction went poorly. You won't get another chance.
 - They Catch you in an Obvious Lie.
 - You attempt to jump the Chasm but fall in.
 - You burn the Turkey in the Oven.
 - You totally do not see the Poison Needle trap.
 - You try to Bend the Iron Bars of the prison, but they won't budge.

Skill Partial Success Interpretations

The GM may allow for this as a way to mitigate a Failure result. The Attempt succeeds or can be retried

but at a cost. The character must now deal with a troublesome Condition or Complication such as:

- You don't know the Lore off the top of your head, but you can research it.
- Fool some of the people some of the time.
- You jump the Chasm and barely catch the Ledge. Another Climbing or Strength Check is required to pull yourself up.
- A Work in Progress: Several more Craft Checks required to build the item.
- You fiddle with the Lock but you hear the guards approaching. You will have To Hide and try again later.
- You notice the Needle trap a second too late. Make a Dodge check to Avoid the Poison Needles flying up at you.
- You make a Strength Check and are able to Lift the Heavy Gate, but you strain your Back in the Process

Skill Success

You get it on the first try. You know your stuff.

Contested Skill Tests

This is where 2 Individuals are directly struggling over a single result. Lets say they are Haggleing. One Character has Haggle +5. The other Has Haggle +3. Both roll 1D20. The first Characters adds +5 to his roll. The other Character adds +3 to his roll. The Character with the higher Total Wins the Contest.

Detection Type Skills

Skills used for Discernment, Perception, Observation:

- The most noticeable of these is the Search Skill. It is the bread and butter of Dungeon Crawlers. Search is used for finding Traps, Secret Doors, and Hidden Treasure.
- The Alertness Skill is very much combat related and is used for detecting Foes, Hidden or not, in any environment.
- Herbalism and Mycology are specialized. They are used to find and identify Useful/Magical Herbs and Mushrooms, usually in Wild Settings.
- The Track skill is used to find Men and creatures by following their trails.
- Woodcraft and Survival Skills have a pathfinding component where the Quickest, easiest, and safest Route is sought.
- The Investigation Skill is used to find Clues, and then piece them together.

Random Npc Disposition Table

1D6	Attitude:	Modifier:
1	Hostile	-2
2	Skeptical	-1
3-4	Neutral	-

Social Skills

A typical Roleplaying session may involve several combat skirmishes. It is also inevitable that Players will meet NPC's and Monsters who would rather Talk than Fight. Combat rules can become highly detailed. Likewise, Negotiations and acts of Persuasion can also be more complex than a simple Skill Roll. Below is a list of Skills/Abilities that can affect the outcomes of prescribed Social Interactions: Appearance, Jest, Seduction, Haggle, Etiquette, Streetwise, Diplomacy, Carousing, Disguise, Guile, Preach, Leadership, Debate, Inspiration, Intimidation, Interrogation, Gossip, Intrigue, and Taunt

Persuasion

After dealing with Attitude Adjustments, ultimately the players will have to make a roll to persuade the NPC to give them what they want. This could include: Information, Secrets, Lore, Rumors, Access, Favors, Money, Help, Reduced Prices, Something for Free, To Borrow or Have an important Object, Guidance, Directions, Release from Imprisonment, A Vow, A Promise,

- The Maze skill is used to find the exit or locations within a Labyrinth.
- The Puzzle skill is used to figure out a puzzle that is delaying the players.

Social Interactions

Role Playing is not Method Acting. Dice rolls are a valid way to resolve a Social Encounter.

Npc Disposition

This describes the NPC's opinion of the Characters. It will not be Obvious Persuasion Rolls will be modified by this Initial Attitude. A successful Insight Check will reveal the Disposition of an NPC. The Characters can try various things (Checks) to improve this Initial Reaction.

For example: Carousing, Jestng, Performing, Gifts, Streetwise, Etiquette, etc.

1D6	Attitude:	Modifier:
5	Open	+1
6	Friendly	+2

Employment, Recruitment, Gold, Skipping the Line, etc.

Persuasion Rolls

The PC has to determine which Social Skill he is going to use to try to Persuade the NPC. This requires some strategizing to pick the most appropriate one. For example: The PC could be using Intimidation to Threaten and Shake-down the NPC. The PC uses Streetwise to show the NPC they have much in Common. PC uses Jest to Lighten the Mood and win the day with Wit. The PC uses Gossip as a way to share not so Trivial Information in a Casual way. The PC uses Etiquette to impress with the right combination of Manners. The PC uses Guile to get what he wants using a carefully built structure of Lies. The PC uses Intrigue to weasel his way into a Situation. The PC uses Interrogation to Force the NPC into telling what he knows. The PC uses Haggle to get a better price. The PC uses Disguise to Trick an unsuspecting NPC. The PC uses Seduction to Distract the NPC or Lure them away. The PC may use Inspiration to get a group of Crusaders to join them on their Quest.

Modifiers To Persuasion Rolls

Mod:	Example:
+2	Bribery (A Good Bribe or simply a fair compensation)

Mod:	Example:
+4	Leverage (A Favor Owed. Family Ties)
+6	Blackmail (Threaten to reveal a Secret)
-8	Caught in a Lie
-2	Disturbing Appearance
+/-	Unknown NPC Motivations
-6	Using an inappropriate Social Skill

Persuasion Impossible

Some Guys just cannot be negotiated with. Having a Theological Debate with the Evil High Priest is not going to get him to change his evil ways. You may succeed in Distracting him for a Moment (Go for the Kill!) but that would be all.

Experience Rules

Character Progression Via Adventuring

Unlike many games, Characters in S&S do not have class Levels.

-Most Individual Skills however do have Levels that can be improved upon. (Note: Some do not: They are one Shots: either you have them or you don't).

-Some Skills and Abilities are learned relatively quickly during the Intense life and Death Antics of Adventuring and Dungeon Crawling.

-So for instance, in the last session the GM notices that a surviving Character spent most of his time Looking for Traps, Fighting, and Hiding. As a Reward, the

GM gives him Search +1, Stealth +1 and Long Sword +1 (Attack Bonus). - Most skills are improved incrementally. You get +1 not +2 at a time.

-In General, most Skills cannot exceed a total of +5 and a few hover lower than that such as Strength at +3 and Toughness at +4.

-Many Skills and Abilities require both Experience and Training to advance all the way to the max of +5. Tutors can make for interesting NPC's.

-Other Skills are quickly learned by Adventuring. These include: Climbing, Swimming, Alertness, Shield, Heavy Armor, Hagglng, Carousing, and Swiftng. - Mages can sometimes learn a Spell quickly if they see it cast up close during a fight and then have time to study a written copy of it found in a Scroll, Tome, or Spell Book.

Character Progression Via Training And Non-adventuring Experience

A Character can also learn Skills, Abilities, and Spells by Training.

-This is usually much slower and more expensive than Level gains through Adventuring. However, there are many Skills you can just not learn in a Dungeon. There are few opportunities to practice Dance or Study Geography in the Underworld.

-Training also has its limits. Combat skills can rarely be increased beyond +3 by this method. Most

Skills require an experiential component to reach levels +4 or +5.

-For example: A Mage may require 8 years of Class-room and Library study to get to Arcane Lore +4, but to get to +5 might require the actual act of visiting another Dimension or Three to get a true understanding of what is out there.

-Learning a Spell could take 1-2+ years by Study alone.

Availability Of Starting Skills

So lets say a Character is trying to get to Attack +5 with Long Sword. They will undoubtedly notice that many of the Character Classes have Starting Skills such "All Weapons +1" or "Blades +1" or even "Swords +1". All of these Starting Skills include Long Sword Skill in addition to many other Weapons. However, many starting skills like these are not available once classes have been Chosen, So the Player is stuck learning Long Sword at +1 increments.

The more levels a player has in a skill, the more Experience and Training he'll need to get to the next level. Figure double the time, expense, and effort. The GM will have to determine which Starting Skills (especially Combat ones) are available after the fact and in what situations.

Beginning And Unlikely Heroes

-You may wish to start a character as a young, up and coming, inexperienced individual, not a Full Fledged Hero. They would have fewer Skills and Spells and Skills at lower Levels. They would have titles such as: Page, Apprentice, Squire, Adept, Disciple, Acolyte, and Student.

-You may also wish to recruit civilian types as adventurers. This would include individuals that may be older but have few Adventuring type Skills such as: Farmers, Shepherds, Fishermen, Cooks, Stable Hands, Laborers, Scholars, and Craftsmen.

Multiclassing

-A Class (or Career type) is basically just a collection of Skills. If a Character has some or all of those skills, he can basically pass himself off as a member of that class. Some skills require years of study and practice to develop so this may not always be quick or even desirable goal.

-Individuals who lack the necessary skills or trap-pings are referred to as Charlatans, or simply as inept examples of their profession.

Qualitative Experience

- Instead of giving out 5XP or 1,500XP at the end of a session, like in many Game Systems, the GM and players Should make a record of what Skills were used.
- For Example: In this Session Nine Fingered Pete the Thief killed two Orcs with a Dagger, Lied to a Guard, Courted a Tavern Wench, Caroused in a Tavern, Lost at Gambling, and Pickpocketed a Nobleman.
- It doesn't matter if the attempt was a success or failure, what matters is that the Action had consequences. Sometimes we learn more from our mistakes.
- The same also Applies to Spellcasting. The GM will award Skill and Magic Type level advancements based on these qualitative records.

Improving Social Class

Improving one's social class requires some combination of Heroic Actions, Wealth, Luck, Timing, Political Maneuvering, Recognition, Acceptance, Divine Intervention, Magic, Connections, and oftentimes Treachery, be it subtle or outright. Each of the Four Class Archetypes: Fighter, Mage, Rogue, and Priest follows a different path to Worldly Fame And Fortune. The Leadership and Governance of populations will surely change the nature of Your Campaign. Players may even wish to avoid it. Eventually though someone caves. The Lure of Worldly power and influence is too great. At this point, skills like Politics, Intrigue, Administration, Etiquette, Administration, Strategy, Leadership, Logistics, and Guile will start to become more important and the rules in the War and Politics Section will become a much more prevalent part of the Game.

Progression As An Imperial Agent

Agents gain Military Ranks much like Soldiers do. Successfully completing Field Missions is the quickest way to advance. Agents can give orders to lower ranking Soldiers and have the power to commandeer equipment, positions, and operations. Higher Ranking Agents can lead teams of lesser Agents and Soldiers. As rank increases, they are given more responsibility and authority as well as access to the War Rooms and Secrets of their Peers. At this point, they can be found directing major operations and assigning Missions to multiple Teams of agents. They can also request Desk jobs where they are a Department Head at one of the Academies. Above that they may become Academy Controllers or even make direct reports to the Senate or the Emperor Himself.

Feudal Noble Birthright Table

Knights And Nobles Feudal Progression

-Knights start as lower class Nobility in a Feudal Society. They start off as Pages and then become Squires in service to a knight. Knighthoods can be purchased or awarded.

-Some own no land. Un-landed Knights are usually in the Service of a greater Noble as part of his personal Army. Some are Crusaders, going to the nearest or worst conflicts with Evil Invaders. Some are Knights Errant or Quest Knights, seeking adventure.

-Templars and Hospitalers defend the strongholds and carry out the duties of their Orders.

-Some Knights are Landed Knights. This is often a grant of Vassalage by a Count, but can also be bought. The Landed Knight has a small Fortified Manor house and will be in control of one Village (Sometimes more).

-The Landed Knight will nominally be in control of all of the local fighting forces, such as the Militia, and any Levied Troops. If he is wealthy he may retain up to a dozen or so mercenary Soldiers. Also the Count may install a small garrison that includes a handful of Non-landed Knights, to either spread his authority around or protect a vulnerable area.

-The Next step up would be to become a Count. A Count conveniently owns/controls an area the size of a Hex. This can be a grant in return for loyal service, or more likely a gift to a Relative or an inheritance. The Hex may contain scores of Settlements, as well as mines, and other Resources. He has the power to Tax the populace and Levy Troops. At this point, his holdings are referred to as Estates.

-Above the Count is the Baron, who might control 6 or more Counties. Exceptional Service is needed to be rewarded with this Rank.

-Above the Barons are the Dukes. A Rank requiring a flair for intrigue and politics to attain. Dukes will serve the King as Generals, Admirals, and Stewards in his absence. A Duke may oversee as many as a Dozen or more Counties.

-Above the Dukes is the King himself. In a tiny kingdom, 1-6 Hexes, there may not even be any Ranks between a Knight and a King, except of course for the King's favored knights and Subjects. In a Kingdom of 30+ Hexes, or with large populations, the other Noble Ranks will become apparent. In some cases, depending on it's history, a kingdom may not have certain ranks, such as Baron or Duke, or some ranks may have larger or smaller Estates, or employ a different naming scheme, such as Barons being called Earls.

-Characters of the Noble Class are usually guaranteed to have an Estate. They are born into the Aristocracy or Royalty, and it is their birthright. Roll on the Noble Birthright Table:

1D12	Situation:
1	Child of Minor Nobility. First in line. Your parent is Gentry
2	Child of Minor Nobility. First in line. Your parent is a Knight
3	Child of Lesser Nobility. First in line. Your parent is a Count or Countess
4	Child of Major Nobility. First in line. Your parent is a Baron or Baroness
5	Child of Greater Nobility. First in line. Your parent is a Duke or Duchess
6	Child of Royalty. First in line. Your parent is a King or Queen
7	Get in Line. Roll 1D6 again. 1D3 older siblings have precedence over you
8	Usurped. Roll 1D6 again. Your title and lands have been stolen. Fight to get it back
9	Title for Sale: You have bought the Title of Gentry or Knight but have no Holdings
10	Gentry: You have a modest Estate equivalent to that of a Landed Knight
11	You are a Count or Countess. Roll for the Contents of your Estate.
12	You are a Baron 75% or a Duke 25%

The Contents Of Your Estate

- The Contents of your estate. Roll up the description of each Hex you control
- For a Hex, this includes Primary Terrain Type, Populace Size, and Presence of Mines
- These Rules can be found at the end of the World Building Rules Page
- If your Estate is limited to a single Village, the Rules on the World Building Page should be sufficient to give a quick description of it.

Mage Progression

-Alchemists can start off immediately with a small laboratory. As they progress the lab will get larger, get more workers, and have a higher output of potions. The usual constraints are competition, demand, and access to rare ingredients.

-Artificers are in a very similar situation to alchemists except they are crafting relics in their Workshops. This goes for inventors as well. Sometimes multiple Artificers and Tradesmen will combine forces in large arsenals or shipyards to make large magical flying ships and enchanted artillery.

-Libraries. Many Mages will find the tasks of working in and for Magical Libraries perfect for their mild temperaments. Head Librarian in the Mage World is a highly prestigious position. Scholars, Sages, and Savants, in particular will be attracted to this kind of work.

-Witchcraft. Witches and Warlocks with a social bent will join and form Covens. These are groups of Witches found in multiples of 13. Their combined powers increase with each such multiple. Each Witch gains an additional 1D3 Power Points, and they get to cast Spells they otherwise would not know.

-Bestiaries. Some Mages like to gather Animals and Monsters with which to experiment on. Chaos Mages in particular. Aviaries specialize in Birds. Aquariums in Aquatic Creatures.

-Greenhouses. For those Mages with a Green Thumb. Plants, Herbs, and Fungi, can be grown and used for a variety of purposes: As Guards, Pets, for Healing, as Spell components, and sometimes purely for collecting.

-Catacombs and graveyards. Found beside and beneath settlements. The perfect places for Necromancers to collect bodies for experimentation on and raising the Dead.

-Towers. Located at Ley Line Nexus points, Rifts, or other Magical anomalies. Wizards and Mages of all types will make their homes here to collect the extra Power Points that concentrate in these spots. They can also be used to power large Magical Relics.

-Portals. Found or made. Rare Portals are often claimed by Mages for different purposes. Some stick around to make sure they remain Sealed. Some use them as jumping off points for their adventures. Some act as Toll Keepers, charging others exorbitant fees to use them. Some Mages use them to get easy access to otherwise rare resources and knowledge. Some portals offer a source of powerful Creatures useful for building an army of defense or conquest.

-Universities. Some Mages are interested in teaching the next generation of Magic Users. They can be Teachers and Deans in charge of molding young minds.

-Mage Orders. Groups of like minded Mages will often band together for some greater purpose. Usually this is to fight some Major Foe or Set of Foes. They will go on self imposed missions and spend much of their time recruiting new members and hiding the targets of their enemies.

-Chantry. A Safehouse (or Fraternity House) for 2D6 Allied Mages and their companions. Often has some of the Features available in the other listings mentioned above.

Priest Progression

The Gods will require certain worldly actions of their most Devoted Followers. A Priest may just know instinctively what he has to do. A spiritual or mental communication may show the way. A Dream or Omen or Vision may clarify that which needs to be done. Usually the activity must be completed before another Task is presented. Some Activities have nothing to do with what the rest of the party is doing, and will take the Priest away from their company for anywhere from days to even years. If so, a replacement Character will be needed while the Priest is away doing his God given Chores.

Priest Progression List

1D40	Task:
1-	Repair Church: Damaged by Raid, Disaster, Fire
2-	Run Chapel: Tend to the everyday needs of the Flock
3-	Finish Cathedral: Large, costly structure requiring years of skilled Labor
4-	Take Vow: Silence, Celibacy, Poverty, Homelessness, Suffering
5-	Conduct Ceremony: Sanctify, Consecrate, Funeral, Birth, Marriage, etc.
6-	Preach: Gain a certain number of new followers. Spread the Word
7-	Rebuild Congregation: Casualties of War, Plague
8-	Pray: And Lead others in Prayer. Prayers energize the Gods
9-	Meditate: Achieve higher Mental, Spiritual States
10-	Show Mercy: Where others would show none
11-	Receive Prophecy: Divine Proclamation, Important Omen. Religion altering.
12-	Bring Gifts, Offerings: To newborn Messiah, Far away Holy Man, Scion, etc.
13-	Make Sacrifice: That others will not make. Martyrdom
14-	Help Individual on Quest: Retrieve Holy Texts
15-	Study: Gain Skill Levels in Religion, Theology, Faith, Wisdom
16-	Teach: Inspire receptive Minds
17-	Fight Chaos Cult: Destroy their Unholy places
18-	Transcribe for Celestial: Write down new Commandments, Holy Laws, Decrees
19-	Banish Demon: A Blight set lose upon the Overworld
20-	Destroy Undead: Rest their Souls. Put them out of their Misery
21-	Exorcise Spirit: Save someone's Soul. Exorcise possession
22-	Aid Inquisition: Assist in their Holy Purge
23-	For the Holy Record: Witness Event, Miracle, Inspiring Deed
24-	Collect Tithe: Monies for the Church Coffers
25-	Build Temple: Where there was none before
26-	Ordain Worshipper: Lay person becomes member of the Clergy
27-	Join Monastery: In Brotherhood with the Monks and Friars who already live there
28-	Missionary work: Preach to strangers who live far away
29-	Go on Pilgrimage: A long Journey to visit a Holy Site
30-	Undertake Crusade: Fight the Armies of Evil and Chaos
31-	Advise Noble: Keep them from falling into Temptation
32-	Climb the Ranks: An Increase in God given Authority and Responsibility
33-	Reform the Church: Purge it of Corruption
34-	Heal the Sick: Travel Far and Wide to Cure Diseases and perform Miracles
35-	Recover Holy Relic: Chalice, Arms, Icon, Artifact lost or in the wrong hands
36+	Lead, Guide, Admonish: Keep fellow Adventurers on the Straight and Narrow

Imperial Progression

-A player should at some point acquire one of two critical stepping stone Classes:

1. Noble (Aristocrat)
2. Government Official (Minor or Major)
 - The typical goal is to become either a Gladreon Senator or General.
 - As an elected Senator he and his faction can either try to assassinate the Emperor or defeat him in a Political Arbitration or Vote of no Confidence. He can then slip into the Sandals of the new vacancy.
 - As a Victorious and Popular General he can march on Gladreous for a full out Military Coup, taking the position of Emperor by Force.

Dwarven Progression

-Dwarven Fighters usually follow a slow progression, starting off as Heroes, Bodyguards, Generals, or closely related Nobles.

-If for any reason the current line is wiped out, which is not that unusual, he may be asked to become the next Dwarven Lord (King).

Barbarian Or Viking Progression

-A Politically Ambitious Barbarian may start off as a Bodyguard or Huscarl to the current Chief. If the Chief is killed or defeated in Battle, Old Age, or a one on one Duel, the Player may easily take his position. If the Barbarian is a Noble, related to the Chief, he be next in line, or just take it by force, as may be his

right.

-A Chief may rally other tribes to his side, thus becoming either a King or War Chief leading a Great Horde of Barbarians against their enemies.

-Nomads will sometimes follow a similar path. The names of their leaders will be different altogether: Hetman, Khan, etc.

-Gypsies too can also take this Route. They are more of a Mercantile bent though, with titles such as Horse Master or Elder.

-Bandits are the least loyal of all these groups and will splinter apart while even in small numbers. However you can find those who fashion themselves to be Chiefs or even Kings.

Rogue Progression

- Rogues have a handful of ways to progress:
- They may become Guild Masters of Thief and Assassins Guilds.
- They may become Spy Masters for Espionage type Agencies.
- They may become Mob Bosses of Thuggish Criminal Family Mafias.
- As Duelists they may open Fencing Schools.
- As Thugs they may run their own Enforcer/Bodyguard Agencies.
- They may rise in the Ranks of the Eastern Ninja Clans.
- In areas known for Begging, the Sale of Information and Rumors, Plague, or unusual Traditions one individual may earn the title of Beggar King.
- Sometimes a demented, sewer-dwelling, individual will organize the local orphans into bands of Pick-Pockets and Cut-Purses. They will claim the Title of King of Thieves.
- Pawnshop Owners usually fill the role of public fences.
- Artistic Criminals can function as Forgers and Counterfeiters.
- Of course great monies can be made in the trade of Slaves, Drugs, and Dark Magics. Some of this may be as Smugglers or even at public or private auction if the Law, or absence of Law allows.
- Rebels and Renegades can amass great power depending on the number and quality of followers they can attract.

Pirate Progression

- The lowly Pirate may work himself into the position of First Mate.
- Through Mutiny or the rules of Succession he might find himself wearing the Captains hat.
- If he tries to go legit he might become a Privateer.
- He might also become the Mayor of a secluded Pirate Town.
- Truly Ambitious Pirates will build up a Marauding Fleet and Become Pirate Kings.

Aeronaughts

- Aeronaughts of a piratical bent will organize themselves as Pirates.
- Likewise, Mercantile types will organize as merchants, and so on.
- Airships are rare and expensive, so any groups the player joins or forms will be on the smallish side.

Merchant Progression

- Merchants, if their businesses are successful, will acquire Shops, Warehouses, Caravans, Trade Ships, Trade Fleets, Guild Master Positions, , Charterships, Mines, Factories, and Lucrative Deals.
- These benefits may come from different Countries. They may also be awarded Noble Titles and Official Government Positions
- If they are Explorer types, they may own ships of Exploration and Discover new Trade Routes to New Lands to which they are given first rights to settle and exploit.

Bard Progression

- A catchy tune, a well-turned phrase, a well-told Tale. These are the claims to fame of a Bard. This is their Legacy, their path to immortality.
- Finding Lost Lore, Recording Heroic Deeds, Writing Books, Poems, and Sagas of Mythic Figures. Such deeds a Bard finds greatly satisfying.
- There do exist Bardic Schools where a player may find and rise in position. A player may even want to found his own School of Bardic Skills, Magic and Knowledge.
- Other Entertainer Types (Dancers, Musicians, Singers, etc.) can follow a similar path, possibly with a greater emphasis on fame and fortune.

Campaign Setting

S&s Campaign Setting: The Empire Of Gladreon

-For those GM's that are interested, a Campaign Setting is Provided.

-The Campaign is called The Empire of Gladreon.

-It is Basically a Fantasy setting juxtaposed over a map of the Mediterranean during the Roman Empire.

-Humans are most common, but there are also large populations of Elves.

Prehistory

Mud Men Magic And Mutation

The Great Creator Spirit of the Early Earth created all of the plants and animals out of the one thing he had plenty of, in excess, in the beginning, namely Mud. After this initial burst of divine inspiration, the excess of Magical energy infused in the young planet

began to mutate the handful of Mud Men, Plants, and Beasts into a great variety of forms, many of which are still recognizable today. All of the Demi-humans and Humanoids in their most primitive forms, took shape in these Days: Humans, Elves, Dwarves, Goblins, Orcs, Kobolds, etc. Trees and Flowers, Birds and bees, and monsters of every sort, all made their first appearances.

Dragons

Many Creatures have alternate origins as compared to the Early Mud Beings. Dragons are some of the most ancient beings in the Universe. Planets are merely nurseries for them. They Fly through Space with the greatest of ease at speeds far greater than that of light, hopping from one Galactic wonder to the next, feeding on Cosmic Whales and other interstellar prey. The females, after mating, will settle on a young planet to raise their Brood. When old and fast enough the entire Pod will head back off into space.

Giants

Several Planes of Existence lie in close contact to the Prime Material Plane. These include the Elemental planes of Fire, Earth, Air, and Water. From here all sorts of Elemental Creatures can make their way to magically imbued planets. Many Giants, such as Frost or Sea Giants, are a proper 50/50 mix of the Prime Material and Elemental Energies.

Spirits

In some places the connections to the Spirit world are strong and the Spirits that manifest nearly every thing, being, and location are able to be communicated with and make their presence and powers known.

Fey

Like the Elemental and Spirit Planes, there are also the planes of Fairy. Fey creatures with all their quirks love to explore and meddle with the worlds they can reach.

Demon Dimensions

Demons and Devils will access worlds by means of Portals. When possible their intent is to conquer and destroy the inhabitants of vulnerable planets. This is always made easier when chaos Cultists, power hungry Mages, and evil Priests invite them in.

Positive Planes

Angels, Devas, and Cherubs will always be on the watch for Demon Invasions. They will do what they can to protect the innocent and stop the spread of Demon Kind.

Early Religion

-Before the rise of the Pagan Pantheon Religions (Greek, Norse, Celtic, Sumerian, etc.) in the three major Continents of the Hemisphere (Afratan, Urto, Sybitus) religious practices were a primitive combination of Elemental, Spirit, and Ancestor Worship.

-The main practitioners of this form are known as Animists. They can still be found in desolate and far removed Wildernesses applying their beliefs just as their ancient ancestors did.

Pagan Gods

If humanoids exist on a planet, eventually some Pagan Gods will arrive as well, looking for worshippers. The Prayers of the faithful restore their Divine Energies. They will invite themselves in and set up shop. The Pagan Gods will further alter the world to suit the purposes by populating it with their closest servants, namely monsters and creatures that already embody the culture and ideals they represent.

The Earliest Groups And Settlements

First came primitive Tribes, followed by Barbarian Chiefdoms. With the Domestication of the Horse came the Nomads. The invention of agriculture led to the first Settlements. The first small cities predated written history, but with the introduction of Writing and Pagan religion came the first Ancient Civilizations, namely the Proto-Celtic, Norse, Greek, Sumerian, and Egyptian peoples. Some of the earliest Cities still stand, but with new names, changed demographics, and different governments.

Gladreon

-The Country of Gladreon is equivalent to the Roman Republic. It is peopled by Men and a large population of Iron Elves: A Stern Lot: Stoic Warriors, Law Makers, Industrious Engineers, and Noble Historians, with a streak of Hedonism, and a penchant for Mystery Cults and Arena spectacles.

-The Current Emperor is the Human Lord Longinus the Pious. His other Immediate family members include his wife Lady Longinus and their 4 Daughters. His Mother, is a famed Oracle who still Lives, but his Father was killed fighting an Orc Warlord over a Century ago (It was Foretold but he accepted this as a noble fate).

-The Empire is split into 6 Provinces. Each maintains 1 to 3 Legions or Fleets, as well as contingents of native troops.

Inhabitants Of Gladreon

-The lower classes wear simple Togas, Cotton or Woolen, and Leather sandals. The upper classes wear fine clothing: Velvet Togas dyed Purple or Red, Embroidered with Gold fringes and tassels, Laurel Leaf Crowns, and Rich Jewelry.

-In the Lower Classes both Men and Elves take on the roles of Free Servants, Workers, Soldiers, Skilled Craftsmen, Innkeepers, Millers, Bakers, Butchers, Street Performers, Tutors, Mercenaries, Free Gladiators, Courtesans, and Imperial Agents.

-Weaker Humanoid Slaves such as Goblins and kobolds do Farming, Construction, Herding Rag Picking, Rat Catching, Street cleaning, food tasting, and other Menial Tasks.

-Strong Humanoid Slaves such as Orcs and Gnolls, and captive Monsters, Beasts, and Giants are reserved for the Arenas. The Gladreons have a Blood thirsty side and the Arenas help satisfy this Craving. Slaughters involving captured Drow are especially favored.

-The Gladreons speak a language called Antiquin. this is the official Language of the Empire. It is precise and technical, well suited to such fields as Law, Economics, Government, and Engineering. It is accepted as the Common Tongue of the Empire.

Religious Practices Of Gladreon

-The Gladreons long ago adopted the Greek Pantheon. Since their language is different from that of the Grecos Peoples, the names of the Gods are different as well. They are linguistically referred to as the Gladric and Grecos Pantheons.

-The Planets and the Months of the year are conveniently named after the Gods.

-The Empire is Rife with underground Cults. These are shared by Elves and Humans alike. Some are Demon Worshippers. Others are imports from foreign Lands. The most popular is the Cult of Mithar the Gleaming God, a Good Warrior Deity, but not sanctioned by the State. Druidism and Witchcraft are also popular amongst some of the poorer Inhabitants, while Vampire Cults can be found amongst the rich and powerful.

Hedonism In The Empire

-There are of course, those serious individuals (Some Senators) that encourage the pursuit of Philosophy, Law, and Religion instead, but they are mostly ignored.

-The bulk of Gladreons prefer to spend their time at Feasts (with Vomitorium's), Sports, Circuses, Passion Plays, Cult Gatherings, Orgies, Torture Sessions, Brothels, Drug Dens, Arena Combats, Chariot Races, Victory Parades, Hunting Trips, Gambling, Brothels, Slave Auctions, Public Tortures, and Executions, and Festivities of any kind where they can overindulge in wine and witness the sufferings and degradations of others first hand.

-Should they tire of these diversions, some look for activities involving much more personal Risk, such as Politics, Adventuring, Soldiering, becoming Imperial Agents, or even entering the Hippodrome as a Charioteer or the Arena as a Gladiator.

Seas And Oceans

The Middle Ocean (the Midoc)

Barely larger than a Sea. Bad storms are relatively rare. The Midoc is Safe for frail rowed vessels such as biremes and triremes. Often joked about as a Gladreon Lake. To the Far west are the Straights of Gax which leads to the Western Ocean, home of the Western Islands.

The Attic Sea

The Middle Sea connects to Attic Sea which separates Gladreon from Grecos. It is a narrow, shallow Sea.

The Ageis Sea

The Midoc also connects to the Ageis Sea, which in turn connects to the isles and city States of Grecos.

Grecos

-The Greek Lands are East of Gladreon are populated by Men and Golden Elves: They are Lovers of Poetry, Mythology, Dance, Wine, Music, Philosophy, and Heroics.

-The basic unit of Government in the Region is the Independent City State.

-Popular garb includes simple white Togas, Sandals, and Jewelry.

-In Sports and a number of other public activities they prefer nudity.

-The Region is Coastal, Rocky, and mostly unsettled Wilderness. Monsters of a Greek flavor are very Common. Most City States will have Centaurs, Satyrs, Fauns, and Nymphs living just outside the walls. Temples to Dionysus will often have all of these congregating openly to indulge in Wine and Frolicking.

Religions Of Grecos

-Both the Golden Elves and the Humans worship the many Gods of the Greek Pantheon. It is interesting to note that the Gods will appear before Elves as Elvish beings, and before Men as Human Beings. Every race perceives a God as one of their own.

-The Gods themselves very much enjoy visiting their worshippers in various disguises. The evidence of this is the many Demi-Gods that can be found also walking the Earth.

-Each City state will have its own Patron God. The Gods offer protection and Aid in return for Prayers, Libations, and Sacrifices.

Grecos And Empire

-In times of War the inhabitants of Grecos will be the first to join the fight, fielding Armies and Navies composed of Arthenion Fleets, Spartos Hoplites, Corithon Phalanxes, Centaur Cavalry, and the occasional Charmed Monster, led by Heroes, Enchanters, and Demi-Gods.

-The main exports of Grecos are Fish, Olive Oil, Wine, and Pottery. The Inhabitants of Grecos are famed Sailors and Mariners. Their Fishing, Trade, and War Fleets are second to none.

-Amongst their secret weapons include Greek Fire and Large Mirrors that concentrate light into beams of energy that on a sunny day can burn through ships.

Locations In Grecos

-The large Island of Cretos sits close to Gyptos. It is ruled by King Midiac, a sorcerer who can turn his Foes into statues of Gold. Needless to say, Cretos is a rich land. It is also known for having a large population of Minotaurs with their Labyrinthine Lairs. A small population of Brutish, primitive Humans called the Cretans make their home in the Hills.

-The Island of Theras. An Island ring surrounding a Giant Active Volcano. This can blow at any time, but the Salamander inhabitants have not fled as of yet.

-The Island of Cyclos. Inhabited by a tribe of Cyclops. They are Sheep herders and Man-eaters. For sport they throw boulders at passing ships, but they rarely hit. A great Artifact known as the Golden Fleece is said to be hidden on the island, luring Heroes to their Doom.

-The Straights of Hartoon, home to a Clan of Sea Sirens, famous for wrecking ships and devouring their crews.

Beginning Of The Empire

-250 Years Ago there was a great invasion of the Overworld by the Denizens of the Underworld. It was led by the Demon Overlord Korash the Conquerer.

-The Overworlders were on the Verge of Defeat, but were Rallied by The Kingdom of Gladreon. The Underworlders were driven back and the Overworlders were Victorious. Korash himself was slain by a mighty ritual unsummoning spell cast by a Circle of Gladreon Enchanters who gave their lives to empower the Spell. As Tribute, many surviving Good Kingdoms declared Gladrien their Overlord and thus began the Gladreon Empire.

-The Empire encompasses most of the lands surrounding the Middle Sea. There are Six Provinces: Gladreon, Grecos, Gyptos, Levantis, Spanika, and Northern Afratan

Military And Empire

-The Empire taxes its members and maintains 7 Legions, 2 Naval Fleets and 1 Airship Fleet for its protection. A Legion has about 10,000 Troops. -Each Legion is composed of 85% Soldiers and 15% Auxiliary Troops. The Empire also Recruits Hero Types called Imperial Agents to go on special Missions.

Imperial Agents

-Player Characters in this Campaign can be Imperial Agents. They are granted great Independence to

pursue Investigations and Mission goals however they want.

-Missions of Imperial Agents include: Investigating suspected Cults, Escorting Diplomats and Inquisitors, Monster Hunting, Pursuing Fugitives, Recovering Relics, Rescuing Captives, Clearing-Out Dungeon Sites, Quelling Rebellions, Hunting Bandits and Pirates, Breaking up Assassins Guilds, etc.

-Agents are usually assigned to a particular Legion or Province. Some larger Cities contain Imperial Academies. There are 3 Main Academies found in the Capitol cities of Gladreon (Gladreon), Athenos (Grecos), and Gizan (Gyptos).

-These Impressive Fortified Structures contain Armories, Training Grounds, Libraries, Workshops, Laboratories, Government Offices, Classrooms, Dormitories, Officer Residences, Hospitals, and large numbers of support personnel.

Non-imperial Agent Player Characters

-Some possible Starting Scenarios for PC's who are not Imperial Agents include:

-New Agents: Characters are straight out of the Academy and are trying to pass the trials to become Agents. They are not agents yet. They are randomly assigned bunks together. The 7 Trials will last 7 Weeks. Trials test Magic Ability, Fighting Ability, Leadership, Stealth, Strategy, Diplomacy, Investigation, and Survival Skills.

-Characters are Champions of a Feudal or Dwarven Kingdom with its own concerns. They may be a Band of Knights or Dwarven Defenders off to deal with a Major Foe.

-Characters are Rogue types pursuing semi-criminal activities in the inner coastal cities. They may be Pirates, Thieves, Scoundrels, Thugs, and other unsavory types.

-Characters are a mixed bag of surviving Refugees from a Humanoid Raid. They were not previously adventuring types, but they lost almost everything in the Raid. Now, They have a Map, some found equipment, and are looking for adventure and revenge.

-Characters were once Imperial Agents or soldiers, but have long since retired. Some are gnarled veterans. Others did little of interest during their careers. Now they are out on their own, trying to make their own fortunes, without the Empire's interference, as independent adventurers and mercenaries. They may have skills/abilities greater than the typical starting Character.

Northern Lands

The Dwarven Kingdoms Of Skandar

-Far North of the Borders of the Empire, especially in the mountainous regions, on the Icy Sub-continent of Skandar are the Kingdoms of the Dwarves.

-Over the Centuries the Dwarves have carved entire Cities into the Mountains. This mining and digging

has resulted in great wealth. Every Dwarven City is a major source of Iron, Gold, and Gems. Their Craftsmen are unrivaled in forging objects of great beauty and power.

-These Kingdoms, however, are always under threat from the Evil Inhabitants of the Underworld. Many a Kingdom has fallen to invasion from below. Some of these have been reclaimed, but many still remain the desecrated abodes of Orcs, Dragons, and things even more sinister.

-Those Dwarves who, in their greed, have gone too far down into the underworld have been transformed into degenerate forms such as the Dour Duergar, the Magically insane Derro, and the Elemental Azaer as described in the Bestiary.

-There are a Dozen Large Northern Dwarf Kingdoms, and Scores of Smaller ones. Dwarves do not share their homes with Elves or Humans, but they will occasionally reside near Gnomes. They dislike Elves, finding them arrogant, and worse.

-Dwarves will Ally with Humans and other Demihumans when Evil spreads across the land.

-Dwarves will trade with peaceful humans who live near the Mountains. Human Foodstuffs, Cloth, Fabrics, and Wood in exchange for Base Ores, Gems, Gold, and Crafted Items.

Norse Culture

The Northern Regions are dominated by the Norse Pantheon, worshipped by Dwarves and Men. The Norse Gods appear as Dwarves to their Dwarven Worshipers. the main religious advocates of Humans are Priests, Bards, and Druids. For Dwarves the Myths are taught by Bards, Sages, and Rune Masters.

Northern Men

-Men in landlocked Northern locations are primarily Barbarians. Those in coastal regions are akin to Viking Sea Raiders. The Northern Barbarians are not to be underestimated. Their Hordes number in the tens of thousands, and their Fighting Skills are Legendary. They live and die by the sword. They Raid the Humanoids surrounding them with great ferocity. Tribes of Barbarians stretch all the way from the Eastern edge of Skandar to the Western Ice Fields, The Frozen Wastes of Sibexia, Down into the Lands of Rus and Slav, and even into the Great Forest itself. In the Plains regions they are notable horsemen and charioteers.

-There are also groups of Humans who worship the Finnish Pantheon. These more peaceful tribes are composed of Ice fishers, Seal hunters, and Reindeer herders. They are found scattered in the Western regions of Skandar. They will attempt trade before war. An occasional Celtic Tribe can also be found in the far north, a testament to the great range of Celtic culture when it was at it's height.

Northern Monsters

-As if the weather were not terrible enough, there are many other Dangers that make their home in the Far North. White Dragons and Frost Giants are amongst the larger threats. -Beasts, Undead, and Fey run amok in the northern Forests and Marshes. Tribes of Orcs and Gnolls make large areas of Skandar their hunting grounds.

-In the Arctic Regions Polar Krakens and Devil Whales push icebergs out of the way to get at their favorite meals of Giant Squids and Great White Sharks.

-The Ice King, a powerful Ice Mage and Necromancer has been collecting the bodies of Barbarians and underworld humanoids for decades. He has amassed a great army of undead and is almost ready to release them upon the heart of the Empire. The Empire has foreseen this with Divination Magics, and an entire Legion has stood at the edge of the Great Forest ready for many years waiting to repel them.

-The Ice Queen (Yes, they are Married) lives in an Ice Palace farther North than her husband. She guards her Domain with Ice Elementals, Ice Giants, Snow Goblins, and Winter Wolves. It is thought she controls a Portal to the Elemental Plane of Ice and plans to use it to power a great Spell that will cover the Earth in a never ending Winter.

Gnome Settlements

-Gnomes with a natural bent occupy Hilly Regions and Forest Grottos. Urbanized Gnomes set up Ghettos in the Larger Cities. Like Halflings, their settlements are on the small side, rarely larger than small Towns, or underground Keeps.

-Like Dwarves, Gnomes will settle underground. Like Elves they have distant Fey origins. Like men, they are highly adaptable and inventive, and like halflings they know how to have a good time.

Old Norn

-Gnomes are not interested in Religion. The only being they come close to worshipping is an Ascended Gnome Prankster that goes by the title Old Norn.

-Old Norn will show up to protect a Gnomish community in need, or to pull off a particularly clever Prank. He is Immortal and has over 100 levels in Skills and Magic. He has a Home in the far North; Part of a snow-bound Gnomish village. From there he entertains the other inhabitants with Illusions, Pyrotechnics, Inventions, and Magical Toys he makes in his giant workshop. The Town (Norn's Village) is periodically attacked by Snow Goblins, but they are easily driven off by Norn and the local Militia.

The Central Lands

The Central Lands

-These are mostly Wild lands. The largest feature being The Great Forest which extends in a continuous

swath throughout all the Kingdoms and Domains of the Region. It is so extensive that whole armies, and entire migrating tribes can pass through without even being noticed by the permanent inhabitants.

-Immediately North of the Central Feudal Kingdoms are large Celtic and Norse Barbarian Tribes. They live in the Taiga regions of the Great Forest and are separated from Skandar by The Jarlfjord Sea.

Celtic Lands

-Before the arrival of the Brotherhood and Krell the Savior, Most inhabitants of the Central Regions worshiped the Gods of the Celtic Pantheon. Their Religious leaders are Pagan-Priests, Healers, Witches, Shamans, and Druids.

-In most places on the continent the Older Celtic Tribes have been absorbed by the Krellian Feudal Kingdoms. The main exception to this is the Large Western Islands known as Albion, which retain a vibrant and culturally rich group of Celtic Chiefdoms and Kingdoms.

The Feudal Kingdoms

-Many of these have developed into Monarchy and Renaissance style Societies. They are not part of the Empire, but most have strong trade and Military alliances with it. These Realms are primarily composed of Humans with small numbers of Demi-Humans.

The Brotherhood And The Savior

-In the past millennium several Feudal Kingdoms have developed based on a newer Religion called The Brotherhood, and its Ascended Leader Krell the Savior. The presence of the Brotherhood has given rise to the Arthurian Legends. These two forces have provided the Moral and Mythic basis for the Medieval style of these centrally located powerful Feudal Kingdoms. Its Religious Leaders include Holy Priests, Friars, Clerics, Paladins, and Inquisitors.

Danizod

Danizod - A Northern Region of the Great Forest.

- Notable for the presence of Norse influences and Barbarians.
- Home to several Port Cities and Raider Fleets.
- Also present are Dwarven Trade Embassies with large Walled-in Warehouse Complexes.
- They ply the Northern Seas in Stout Cogs and are known as the Sea Dwarves.

Nethay

Nethay - The North West Corner of the Great Forest.

- Known for it's constant flooding and the building of Dykes, Water-mills, Canals, Locks, Levees, Flood plains, and rich Top Soils.
- Industrialized with Ports, Linens, Canning, and Shipbuilding.

- The Feudal Kingdoms there have built formidable Fleets for trade and war.
- Ancestors were Sea Raiders and Vikings.

Findel

Findel - The Western portion of the Great Forest.

- Site of Camelot and the descendants of King Arthur's Court. Multiple small Kingdoms all showing Fealty to Lord Artain, the current Liege who sits at the at the head of the Round Table.
- Lord Artain is a Scholar King steeped in History, Religion, Chivalry, Mythology, Politics, and Economics. He is frequently visited by the great Wizard Merlyn where they indulge in Feasts, Hunts, Friendly Tournaments, and long discussions Flavored by Honied Ale. It is hard to leave the Kings presence without being graced with a Fresh Quest.
- The Celtic Roots of the Region are strongly upheld in these otherwise Feudal and Brotherhood controlled Lands.
- The Fey have an incredibly strong presence here. The dimensional Barriers between here and the Fairy lands are exceedingly thin at best.

Clovine

Clovine - Rolling Hills. The Heart of the Great Forest, but also with lots of Rich Farmland.

- King Clovis is seen as an equal to the rest of the Aristocrats. The other Nobles are very powerful and are constantly bickering amongst themselves. The upper classes live in a never ending state of political Intrigue. This often breaks out into open Warfare (Knightly Skirmishes and short Sieges) that actually affects the lower and middle classes very little. Many Tournaments include Duels to the Death.
- The Upper classes also abide by a very strong self imposed code of Chivalry.
- Hidden in the Hills and towering Trees are numerous clans and tribes of the smaller types of Giants: Hill, Spriggan, Ettins, Fomorian, Firbolg, etc.

Tolis

Tolis - Southern Section of the Great Forest. Right above the Imperial Province of Gladreon. The trees are giving way to Farmland, Valleys, Scrubland, and arid Hilly regions of Broken Lands studded with low Flat-Topped Mountains, themselves festooned with Small but heavily fortified Castles.

- Famous for their many fine Sword Smith's and Artisan Armorers.
- Tolis also boasts some of the Worlds most excellent Vineyards.
- A Strong Imperial presence is felt here, especially in Trade.

- Underworld Demon incursions are also a thing here. Exorcisms, Demon Hunting, Cult Activity, and Inquisitor operations are steadily on the rise.

Pruse

Pruse - decentralized trade dragons

Lithany

Lithany - hobgoblins raids plains

Ukar

Ukar - Gothic undead brotherhood

Bosh

Bosh - valleys reform wars schism

Slovek

Slovek - Orcs mud mishmash

Auster

Auster - Goblins hills political rebellion

Swekia

Swekia - Mercenaries mountains

The Renaissance Cities

-More Recently, in several independent Human Chartered Cities, there have been stunning advances in Philosophy, Art, Invention, and the Sciences. No new major Religions have arisen, but these cities have taken on a distinct Renaissance personality, attracting gifted artisans from everywhere and from every race.

Humanity And The Problem Of Evil

-More so than most Demi-Humans, Humans have the potential for great Evil. In many times and places in their history, they have fallen prey to worshipping Demons, Devils, and Gods of Chaos and Darkness. Historically this has led to the downfall and utter destruction of several Human Kingdoms. In most places that humans dwell in numbers, one can be sure to find the influence of Evil Forces.

Halfling Enclaves

-Halflings find small secluded valleys to carry out their idyllic, pastoral lifestyles. However more adventurous types can be found throughout the Continent.

-Halflings depend on the bigger races for their protection and existence. They settle within their realms as far as possible from Evil Lands. Their settlements are small Villages and Hamlets, with their Homes built into the Ground, sticking out like tiny Moss-covered Hills dotted with round Windows and Doors. Most

Halflings prefer this rural environment, but many can be found in Towns and Cities, flourishing in diverse occupations.

Religion And Halflings

- As far as religion goes, they take their cues from the bigger folk that surround them:
- Lightfoot Halflings will worship the same Gods as any nearby Elves.
- Hairfoot Halflings will worship the same Gods as any nearby Humans.
- Stout Halflings will worship the same Gods as any nearby Dwarves.

The Halfling Pantheon

-Halflings do have their very own, albeit small Pantheon:

- Ergo Proudfoot: Creator of the Halfling Race. He used the leftover primordial clay originally used to make the Human Race.
- Etta Proudfoot: Mother in all things to the Halfling Peoples. The Great Provider: Crops, Cooking, Children, and Cheer. Animals and Health. She is worshipped more than all the others put together.
- Ardo Tallfellow: Protector of the Halflings: God of Slings and Stones. God of Trickery, Adventure, Fighting, and Thieving. Handsome and a Good Dancer.
- Flenny Fleetfoot: God of Fishing, Carousing, Pipeweed, Music, and Long Naps.
- Religious Leaders can include Healers, Druids, Lay Priests, and even Bards.

The Southern Lands

Gyptos

-The Egyptian Lands are populated by Men and the Copper Elves: Known for their Decadent Mages, Necromancers, and Priests of great power. they use their Slaves to build great pyramids and Temple Complexes filled with Statues and Monoliths of Power.

-The current Leaders of Gyptos are the Pharaonic Dynasty of the Ra-Patra, headed by the Pharaoh Antekan Ra-Patra, a powerful Human Mage of Necromancy and Desert Power.

-The Gyptos make extensive use of Servants and Slaves from other races, including Arkadian Humans, Chained up Undead Skeletons, but mostly Humanoids such as Sand Goblins, Jackal-Men, and Lizard Men, who are set to work building Pyramids, Palaces, Temple Complexes, and other Monolithic Architecture. Note: Skeletons disintegrate after a few hard years in the hot sun.

Religions Of Gyptos

- Most Gyptos worship the Gods of the Egyptian Pantheon in Massive Temples.
- There are also the not so secret Cults devoted to the worship of Djinn or Sphinxes.
- The Sphinx will have lavish Observatories and Libraries.
- The Djinn will have intricately carved Mosques with towering Minarets.
- These places of worship are often occupied or visited by the said entities themselves.
- To gain Favor, worshippers of the Sphinx must solve Riddles and Puzzles and those of the Djinn must impress with the finest of Storytelling.
- Djinn Cultists hope the Djinn favor them with Wish magic. This is popular with Rogues and Fighters hoping to find a shortcut to fame and fortune.
- Followers of the Sphinx hope to learn more of the mysteries of the Universe. This is popular with Mages, Sages, and Priestly types.

Necromancy In Gyptos

-Over the millennium, Gyptos Spell Casters have become obsessed with the concept of Death. Some will start to dabble in Necromancy and wind up converting themselves into some sort of Undead creature: Lich, Mummy, Vampire, or Ghoul, at which point they retire from all connections they had with the living world, hiding themselves in Tombs, Mausoleums, Underworld Catacombs, and Pyramid Crypts. Some actively hunt the living and are themselves then hunted down and killed. With the use of Control Undead Spells some of these lost souls are spared to be used as Guards and Soldiers.

-Other devote themselves to the priesthood. Some place their souls into Statues to find peace within the Stone. Still others polymorph themselves into fish, birds, reptiles, and other animals, to live out the remainder of their lives wild, naked, and free.

-Those who worship Djinn or Sphinx may polymorph themselves into such beings, however, they are almost never accepted as equals by other creatures of this type.

Gyptos And Empire

-Gyptos contributes huge amounts of wheat to sustain the Legions of the Empire. They also contribute large numbers of Infantry, led by Fearsome Stave wielding Jackal Men and Nimble Light Charioteer Archers. They also employ mercenary Light Cavalry from the many desert Nomad Tribes. Their Fleets are composed of large, oared, artillery-laden, War Barges.

-Except for the all important river deltas, large portions of Gyptos are composed entirely of desert. The shifting sands hide the massive ruins of earlier ages.

-Treasure hunters will find much to pick from. The ruins are filled with Undead and Demon Cults. Many make full contact with the Underworld. Above ground,

adventurers will have to contend with Heat, Thirst, and Sand Storms. Sand Giants, Nomads, Scorpion Men, Serpent People, and Giant Scorpions prowl the Dunes, looking for their next victims.

Levantis

- A Province of the Empire.
- This refers to the Desert Lands just north of Gyptos. It contains about 20 small to medium size cities, Two of which are on a large Island called Syprez.
- They have the Middle Ocean on one side, and the Arkadian Empire on the other.
- These lands are Holy. Gladreon Temples, Djinn Mosques, Krellian Churches, and Junite Synagogues dot the landscape at Holy sites found nowhere else. This land is considered to be the birthplace of the Junites, The Djinn Worshippers, and even the Brotherhood.
- The area is populated by small tribes and Kingdoms of Desert Elves and Humans. There is even a Clan of Desert Dwarves in the Region. Gladreon keeps 2 Legions in the area to counter any moves made by the Arkadians.
- Levantis provides a Combined Crusader Army equivalent to a Legion, However they are more interested in crusading against Underworld threats than fighting the Cataphracts and Heavy Chariots of the Arkadians.

Spanika

- A much ignored Province of the Empire.
- The westernmost part of the Continent of Urotan is the Land known as Spanika.
- At its Southern Edge are the Red Cliffs of Gax. The wild central lands are hilly and rocky and overrun with all manner of Humanoids and Giantkind: Goblins, Ogres, Hill Giants, Orcs, and Lizard Folk.
- The North is occupied by several Feudal Human Kingdoms (Casteon, Leonis, Portus, etc.) and Celtic Tribes. The Far South is held by a Desert Elf Kingdom of Djinn Worshipers known as Moortan. The Moortani are known for their splendid Architecture and Equestrian skills.
- The Empire is content to let the current inhabitants of Spanika deal with the central Humanoid and Giant Threats. In time of War, however, the Empire will heavily recruit mercenary forces from this area, including Skirmishers, Light and Heavy Cavalry.

Northern Afratan

- A Desolate Province of the Empire.
- Across the straights of Gax and leading all the way to Gyptos, the desert stretches all the way to the edge of the Sea. This rugged coastal Land is

comprised of a series of minor Ports, Fishing villages, Colonies, Trading Outposts, Hidden Pirate Dens, and Sea-side Towns.

- One of the more interesting locations is the Ruins of the City of Carthune. It was here that the Demon Lord Korash met his fate 500 years ago. The City is still full of mindless Demons and Chaos Abominations. Carthune was a Rich Port City and it is widely believed great treasures and relics can still be found there by anyone brave enough to come close.
- Afratan Mercenaries come to the Empire usually by way of Gyptos.

The Eastern Lands

The Arkadian Empire

-Outside the Gladreon Empire resides the Arkadian Empire, Commanded by the Bronze Elves, Sometimes called the Desert Elves. (They substitute for the Persian Empire). Arkad is Ruled by a single Warrior Priest King; Persod the Third. The Empire is composed of dozens of Vassal states who pay large tributes. They share a large border with the Gladreon Empire so the two will often be trading and skirmishing at the same time in different places.

-The Main Religions of the region are the Summerrian and Babylonian Pantheons. Djinn and Sphinx cults, like in Gyptos, are prevalent as well. Other major cults include the Zorians and the Junites, both mostly observed by Humans.

-The Zorians worship a Good Fire God who Fights a never ending war with a Being of Great Evil.

-The Junites worship a Good Earth God whose main spheres of influence include Creation and Law.

-Humans comprise over half the population of Arkad. They are often treated with more respect and hospitality than by their peers in the Gladreon Empire.

-Bronze Elves who feel the pull of Evil will often try to overcome this by throwing themselves into religion, often spending decades as minor Temple servants and officials in order to reestablish inner peace and humility.

Hitani Minor

North of Levantis is the Rocky Region known as Hitani Minor. It is currently under the control of the Arkadian Empire. It is saturated with Ruins of a previous civilization known as the Hitani. Their broken Statues of Strange and forgotten Gods are everywhere to be found. The Coastal areas are studded with City States, Port Cities, Pirate Towns, and Fishing Villages. The interior is filled with Giants, Dragons, Orc warbands, and Amazon Tribes.

The Underworld

The Underworld

Simply put, the Overworld describes what is above Ground and all those that live there. Below Ground is

the Domain of the Underworld filled with the Denizens of the Dark. The Underworld is much more extensive than most Overworlders realize.

Giant Caverns house underground Seas and Cities. Empires of Humanoids who have never seen the light of Day wage Wars that last hundreds of years. The lowest Depths are home to fearsome Demons, Undead, Elementals, and unimaginable Horrors. Overworld Heroes are often lured into the Underworld by the promise of easily found Treasure and Ancient Magics. Underworld Creatures are often pushed up and out into The Overworld to escape their stronger neighbors. Underworlders also often raid the Overworld for Slaves, Animals, Food, Wood and other useful Materials. Features of the Underworld:

1. Caverns: All Sizes, All Types, Filled with all Manner of Monster
2. Humanoid Underground Dwellers: Orcs, Goblins, Rat-Men, Duergar, Drow, Derro, Kobolds, Bugbears, Ogres, Trolls, Minotaurs, Troglodytes etc.
3. Underground Lakes: Home of Aquatic Humanoid Races and the Greatly Feared Aboleths
4. Underground Rivers: Lead to the Seas. Plied by Slaver Ships brimming with Slaves
5. Underground Seas: Filled with Albino Fish, Sea monsters and plied by Pirates.
6. Outposts: Guard vulnerable areas such as crossroads and Wide Passageways
7. Strongholds: Fortifications of wary Populaces filled with Traps and Armories
8. Cities: Home to many Humanoid Underworld Dwellers: The Drow's are most Magnificent
9. Portals: Source of Demons, Elementals, and Alien Beings: Mind Flayers, Beholders, Xorn
10. Fungal Forests: Source of Food, Medicinals, and even Building Materials
11. Giant Swarms: Main Food Source for many Denizens: Megalopedes, Giant Cockroaches, Giant Rats, Giant Bats, Giant Worms, Giant Crabs, Demon Larvae, Giant Fireflies
12. Florescent Fungus: Many Colors and Varieties. Lights the Underworld
13. Ancient Ruins: Lost Human and Demi-Human Cities filled with Catacombs of the Undead
14. Lava Tubes: Miles of Natural Mazes and Labyrinths.
15. Temples and Shrines: Sites of Portals. Priests and Fanatic Cultists
16. Thriving Trade Towns: All manner of Goods, particularly Slaves
17. Monster Lairs: Dragons, Purple Worms, Giant Spiders, Lurkers, Slimes, Umber Hulks, etc.
18. Volcanic: Magma Lakes, Lava Fissures. Fire Resistant Creatures of all types.
19. Mines: Gold, Gems. The Greed of many Races knows no end. Worked by thousand of Slaves
20. Giants: Stone, Earth, Rock, Fomorian and others are quite comfortable in the Underworld

Natural Cave System Encounter Table

1D40	Encounter:
1	Stalagmite Forest: Nothing
2	Lost in Maze of Caverns: Delay
3	Blind Moths: Nothing
4	1D4 Giant Millipedes SL = 6. Armor = 1
5	Explorer: Skeletal Remains
6	Stalactite Cave: Nothing
7	1D6 Giant Earwigs SL = 5. Jump
8	Chasm: Fly or Climb or Delay
9	Giant Worm SL = 9
10	Crevice: Save or Fall for 2D6 Damage
11	1D6 Big Black Beetles SL = 3. Armor = 2
12	Dropped Item: Treasure
13	1D4 Albino Crabs SL = 4. Armor = 3
14	Dead End: Delay
15	1D6 Luminous Scorpions SL = 2. Poison
16	Rat Swarm: 1D6 Damage
17	Dripstone Cave: Nothing
18	Mushrooms: Mycology
19	Stone Arches: Nothing
20	3D6 Kobold Ambushers

1D40	Encounter:
21	Terraces: Nothing
22	Gap: Jump Required
23	Shaft: Climb Skill Check or Fall to Death
24	Cave In: All Save or Damage +2
25	Underground River: Save or Swept Away
26	3D6 Cave Goblins
27	Ravine: Fly or Climb or Delay
28	Flying Bloodsuckers: Swarm.
29	Narrow Passages: Delay
30	2D6 Dwarf Adventurers: Neutral
31	Lofty Caverns: Nothing
32	Briny Pools: Blind Fish: Fishing Opportunity
33	Stone Staircase: Nothing
34	Phosphorescent Fungus: Nothing
35	Uneven Ground: Save or Break Leg
36	Xorn: Three Armed Rock Eater SL = 8
37	Stone Bridge over Chasm: Nothing
38	Drafty Cave: Cave Bear: Animal
39	Blocking Boulder: Remove or Delay
40	Beholder: Evil Eye Monster Floating About

Dungeon Building

Discussion

The GM can use these tables to create a dungeon while the in the middle of play. This can be impressive but is less than ideal. More likely the GM will use these tables to help quickly prepare a dungeon beforehand.

Dungeon Room Encounter Table

- 1. Special(Roll on Table)
- 2. Trap (Roll on Table)
- 3. Stress (Roll on Table)
- 4. Secret Door
- 5. Find Captive (Roll on Table) and roll again
- 6. Treasure (Roll on Table) and roll again
- 7. Debris(Roll on Table)
- 8. Creature (Roll on Table) Wandering
- 9. Creature (Roll on Table) Lair
- 10. Trap (Roll on Table) and roll again
- 11. Creature (Roll on Table) and roll again
- 12. Intact Furniture (Roll on Table) and roll again
- 13. Secret Door and roll again
- 14. Intact Furniture (Roll on Table)
- 15. Debris (Roll on Table) and roll again
- 16. Thing (Roll on Table)
- 17. Nothing
- 18. Treasure (Roll on Table)
- 19. Thing (Roll on Table) and roll again
- 20. Roll Twice on this Table

Room Number Of Exits Table

- 1. one
- 2. two

Room Exits Type Table

#	Result
1-2	Adjacent Room
3-8	Passageway

Thing Table

- 1. Shrine, Altar
- 2. Statue, Idol
- 3. Paintings, Tapestries, Rugs, Curtains
- 4. Fireplace, Hearth, fire pit, oven
- 5. Fountain, Pools, Cistern, Well
- 6. Grinding Stone
- 7. Mechanical Clock
- 8. Barrels, Crates, Boxes, Baskets
- 9. Forge, Furnace
- 10. Large Relic
- 11. Large Mirror
- 12. Basin, Tub
- 13. Cauldron
- 14. Brazier, Incense Burner
- 15. Vent, Chimney, Treadwheel Fan
- 16. Spinning Wheel, Loom
- 17. Potters Wheel
- 18. Rack, Iron Maiden, Thumbscrew, Vise
- 19. Wheelbarrow
- 20. Operating Table

Furniture Table

- 1. Table and Chairs
- 2. Desk, podium, lectern, writing table
- 3. Work Tables
- 4. Bookshelves
- 5. Weapons Rack
- 6. Bed
- 7. Cupboard
- 8. Bench
- 9. Dresser
- 10. Stools
- 11. Couch
- 12. Chest (Coffer. Hutch, Trunk)

- 2. Rogue
- 3. Mage
- 4. Priest
- 5. Noble
- 6. Townsfolk
- 7. Peasant
- 8. Merchant
- 9. Craftsman
- 10. Child
- 11. Villager
- 12. Servant

Captive Table

- 1. Fighter

Special Table

#	Result
1-3	Riddle
4-6	Puzzle

Puzzle Type Table

#	Result
1	Musical
2	Math
3	Physics
4	Astrology

#	Result
5	Relic Lore
6	Search
7	Alertness
8-12	Wits Skill

Chest Table

#	Result
1-2	Trap and Treasure
3	Special and Treasure
4	Mimic

#	Result
5	Empty
6-8	Treasure

Creature Type Table

- 1. animal
- 2. animated (Construct)
- 3. monster
- 4. undead
- 5. spirit
- 6. giant
- 7. dragon
- 8. demon
- 9. fey
- 10. elemental
- 11. abomination (Aberration)
- 12. beast
- 13. humanoids
- 14. humanoids (Demi-Human)
- 15. slime

- 16. swarm
- 17. plant
- 18. Fighter or Rogues
- 19. Mage or Priest
- 20. Fungus

Treasure Table

- 1. copper
- 2. silver
- 3. gold
- 4. gems
- 5. magic item Table
- 6. roll twice
- 7. Key or Map
- 8. Jewelry

Door Encounter Table

#	Result
1	locked
2	locked

#	Result
9	secret, hidden, concealed
10	secret, hidden, concealed

#	Result	#	Result
3	stuck, barred, or gate	11	open door
4	stuck, barred, or gate	12	open door
5	trapped	13	no door: passage opens into room
6	trapped	14	no door: passage opens into room
7	Magically Sealed	15	Magic Mouth or talking carving
8	Guardian Creature	16-20	closed door

Passageway Table

#	Result	#	Result
1	narrows	11	sharp turn
2	short ceiling	12	becomes Maze
3	debris	13	curved
4	trap	14	side door
5	stairs	15	T-split
6	slope	16	L then R
7	Y-split	17	R then L
8	intersection	18	widens
9	creature	19	Maze
10	shaft 1D6	20	nothing

Debris Table

- 1. Rubble
- 2. broken furniture
- 3. bones of dead creature
- 4. Dead Adventurer
- 5. Scrawl, Runes
- 6. pool of stagnant water
- 7. remains of a Fire
- 8. broken barrel or crates
- 9. blood stains
- 10. tattered tapestries
- 11. broken glass
- 12. evil presence
- 13. slime trail
- 14. broken weapon, item
- 15. chaos presence
- 16. burned out torches
- 17. mushroom growth
- 18. chains With skeleton
- 19. shredded clothing
- 20. roll twice

Stress Table

- 1. Exhaustion Marker - Move -1
- 2. Consume 1 days rations and drink 1 days worth of Water or Wine
- 3. use up torches - 1 days worth
- 4. fear marker - run away, paralyzed at 2 markers
- 5. anger marker- attack ally at 2 markers
- 6. disorientation marker - madness at 2 markers
- 7. get lost - separated
- 8. Lose item

Trap Table

- 1. Magical
- 2. Acid: Damage Burn
- 3. Fire: Damage Burn
- 4. Water: Drown
- 5. Crush: Walls close in
- 6. Crush: Rolling Boulder
- 7. Crush: Ceiling Lowers
- 8. Imprison: Gate or Wall Lowers
- 9. Imprison: Giant Net
- 10. Imprison: Metal Cage
- 11. Delay: Illusion: Infinite Stairs or Rooms: Stress
- 12. Explosion: Damage
- 13. Alarm: Guardians, Foes
- 14. Gas: Poison Table
- 15. Projectile: Arrows or Bolts: Damage, Poison
- 16. Projectile: Spear or Ballista: Damage
- 17. Projectile: Darts or Needles: Poison
- 18. Scythe: Blade: Cutting
- 19. Fall: Chasm
- 20. Fall: Pit
- 21. Projectile: Crossfire
- 22. Rotating Room
- 23. Separation: Teleport
- 24. Chamber of Darkness
- 25. Gas: Potion Effect
- 26. Crush: Cave Inn
- 27. Ice: Freezing Trap
- 28. Howling Wind: Strip Flesh from Bones
- 29. Crush: Giant Gears. Mechanical Contraption

Magical Traps Table

- 1. Curse
- 2. Death

- 3. Lightning
- 4. Fire
- 5. Petrification
- 6. Teleport
- 7. Polymorph
- 8. Shrink
- 9. Disintegrate
- 10. Time Rift

Pit Traps Table

- 1. bare floor
- 2. monster- snake, spider crab, swarm
- 3. spikes
- 4. poison spikes
- 5. door
- 6. secret door
- 7. passageway
- 8. slick walls
- 9. water or fills with water
- 10. bottomless pit
- 11. overgrowth (cushioned)
- 12. roll twice

Width Of Passageway Or Shaft

#	Result
1	Spaces = 1D4
1-2	Five spaces
3-6	Ten spaces

Direction Of Shaft

#	Result
1-2	Up
3-4	Down
5-6	Both

Shaft Ends In

#	Result
1-3	Passageway
4-6	Room

Irregular Room Shape

#	Result
1-2	T - Shape
3-4	Cross Shape
5-6	L - Shape
7-8	Missing Corner

Unusual Room Shape

Large Relic Table

- 1. Apparatus or Contraption
- 2. Engine
- 3. Portal
- 4. Throne
- 5. Battery
- 6. Crystal or Rock
- 7. Coils
- 8. Statue or Idol
- 9. Armillary Sphere
- 10. Monolith or Pyramid
- 11. Pipe Organ
- 12. Large Altar

Length Of Passageway Or Shaft

#	Result
1-2	Short 1D6 x 10 Spaces
3-4	Medium 3D6 x 10 Spaces
5-6	Long 6D6 x 10 Spaces +

#	Result
7	Fifteen spaces
8	Twenty + spaces

Room Size

#	Result
1-2	Small (5x5; 25 spaces)
3-4	Medium (10x10; 100 spaces)
5-6	Large (15x15; 225+ spaces)

Room Shape

#	Result
1-2	Square
3-4	Rectangular
5-6	Irregular

#	Result
9	U - Shape
10	Z - Shape
11-12	Unusual Shape

#	Result	#	Result
1	Circle	7	Triangular
2	Oval	8	Hexagon
3	Trapezoidal	9	Pentagon
4	H - Shape	10	Octagon
5-6	Curved Extension(s)	11-12	Angular Extension(s)

Basic Dungeon Encounter Table

1D100	Encounter:
1	Poison Arrow Trap. One takes 1D6 Damage +1 & Poison
2	Camouflaged Spiked Pit Trap. One takes Damage +2
3	Covered Pit Trap. One takes Damage -1. Impact
4	Spear Trap. One Takes Damage +2. Impale
5	Scouring the Hallways: Giant Centipede
6	In Round Room: Blood Bat Swarm
7	Webs Floor to Ceiling: 2D4 Giant Spiders
8	Smell of Guano: Bat Swarm
9	Long Corridor: Rat Swarm
10	Natural Chamber: Insects Swarm
11	Bickering Goblins Breaking Stuff: 2D6 Humanoids
12	3d6 Scavenging Rat Men
13	2D4 Hobgoblins Skulking About
14	Smells Blood: Very Hungry Ogre
15	Attracted to Noise: Troll
16	Rise up in Priestly Vestments: 2D6 Skeletons
17	2d6 Zombies in Armor Slumped against the Walls
18	Endless Staircase Trap: Wits Check or Delay
19	Bottomless Pit Trap. One must Save or Vanish
20	Hissing Gets Louder: Giant Snake
21	Bells and Chimes Puzzle: Music Skill Check or Delay
22	Chest: Moldy Clothing
23	Dusty Shelves: Search for Valuable Book
24	Broken Furniture: Search for Magic Ring
25	Pile of Broken Weapons: Search for Magic Weapon or Sword
26	Holes in Walls: Search for Scroll
27	Spilled Bottles: Search for Medicinal
28	Shattered Glassware: Search for Potion
29	Exploding Runes: Trap. All Save or Damage +2
30	Rust Eater Monster SL = 5 consuming Sword
31	Junk Draw: Search for 1D6 pieces of Jewelry
32	Target Puzzle: Check vs Wits and Archery or Delay
33	Skeletons Chained to Walls: Nothing
34	Stuck Wooden Door: Open or Delay
35	Locked Iron Door: Open or Delay
36	Clutter: Search for Key: Opens Next Locked Door
37	Locked Stone Door: Open or Delay
38	Metal Bars: Bend Bars or Delay
39	Iron Portcullis: Lift Gate or Delay
40	Illusion: Detect Magic to find Secret Door
41	Statue Puzzle: Wits Check to find Secret Door
42	Carefully Hidden: Search Check Secret Door

1D100	Encounter:
43	Small and up High: Search Check Secret Door
44	Storage Room: Find Old Tools
45	Behind Tapestry: Wits check for Secret Door
46	Scrawled Graffiti: +2 to next search for Secret Door
47	Pots emanating Foul Odor: Nothing
48	Lying in Wait: 2D6 Troglodytes with Nets
49	Poison Gas: Trap. All Weak Poison
50	Green Slime Covering Wall
51	Cistern: Water Logged Ghouls: Undead
52	Cursed Doll: Trap. One gets Minor Curse
53	Vaulted Ceiling: Wyvern
54	On Stone Dias: Living Statue
55	Dripping from Ceiling: Grey Ooze
56	Filling Corridor: Gelatinous Cube
57	Haunted Chamber: Spirit
58	Rune Carved Archway Trap: Polymorph
59	Torch lit Stairwell: Nothing
60	Perched on Upper Ledge: Alabaster Gargoyle
61	Dead End: Basilisk
62	Dank Pool: Giant Toad SL = 7 Swallow and Jump
63	Overgrowth: 2D6 Mushroom Men
64	Sub-Complex: 3D6 Snake Men
65	New Tunnel: Giant Horned Beetle SL = 8 Armor = 3
66	Snails Everywhere: Nothing
67	Search to find Small Chest: 1D6 x 100 Mixed Coins
68	Strange Noises: Nothing
69	Teleporter Trap: Separation for half of Party
70	Narrow Shaft: Separation for one party member
71	Toppled Statue: Nothing
72	Dark Corner: Search for Magic Shield
73	Great Hall: Search for Magic Armor
74	Game Board Puzzle: Gaming Skill Check or Separated
75	Scythe Blade. Trap One takes Damage +2. Chop
76	Ceiling Blocks Fall: 1D3 take Damage +1. Crush
77	Pile of Rubble: Nothing
78	Brazier and Pile of Charcoal: Nothing
79	In Mouth of Giant Carved Skull: Secret Door
80	Find Trapped Book in Pile of Books
81	Rolling Boulder: Trap. All must Save or Damage +2
82	Pivoting Bookcase: Perception Check for Secret Door
83	Clouds of Flying Insects: Nothing
84	Skeletons hanging from Chains: Nothing
85	Sarcophagus: Coffin Corpse: Undead
86	Flaming Oil. Trap. 1D3 take Damage +1 Burn
87	Hole in the Wall. 2D6 Giant Ants emerge
88	Heap of Trash: Search for Magic Relic
89	Pile of Rotting Wood: Search for Magic Wand or Staff
90	Lever Puzzle & Revolving Wall: Wits Check or Separated
91	Oubliette with Scratches on Walls. Nothing
92	Two Talking Doors: One is Safe. One is a Trap
93	Magic Mouth on Wall gives Clue: +2 to Detect Next Trap
94	Water Elemental in Fountain: Monster
95	Shrinking Trap: One Shrinks for rest of Adventure

1D100	Encounter:
96	Flooding Room: Trap. All Drown unless Trap Disarmed
97	Altar: Trap: One loses 1 Level of Experience
98	Pool of Blood: Nothing
99	Statue: Answer Riddle or it Attacks: Monster
00	Pedestal with Bowl of Magic Fruit

Secret, Locked, And Stuck Doors

If you don't find the secret Door or you can't open the Stuck or Locked Doors, you must backtrack and face 2 additional encounters in the Dungeon.

Delays

If you are delayed use up a Ration and face 2 additional encounters in the Dungeon.

Separation

If unstated 1 party member is Separated. Both Groups will find each other after 1D4 Encounters

Trap Trigger List

1D6	Trigger:
1	Opening a Door
2	Stepping on a Pressure Plate
3	Tripwire

Cursed Items

Make sure a few of the Magic Items are cursed ones. These situations have good roleplaying potential.

Gm At Work

The GM will determine the exact details of things like numbers of Foes, Magic Items, Riddles, Puzzles,

apart.

Traps

In most cases only the first Character to come across a trap has a chance to detect it before it is sprung. Often this is one of the Characters in the Front Rank.

Trap Triggers

Roll on the Trap Triggers list to see what sets off a Trap.

1D6	Trigger:
4	Opening a Chest
5	Picking up an Object
6	Magical Proximity Detection

etc.

General Use

The Basic Dungeon can be used in conjunction with any of the more specific Encounter Tables below. The GM might alternate roll on two or more tables.

Ruined Castle Encounter Table

1D40	Encounter:
1	Throne room with Skeletal Remains: Nothing
2	Armory: Find 1D4 x 1D20 Armor and Weapons
3	Watchtower: View of the Landscape
4	Lords Chambers: Possible Magic Item
5	Kennel: Zombie Dogs Whining: 2D6 Undead
6	Iron Gates: Lift Gates or Delay
7	Torch Puzzle: Need Fire. Check vs Wits
8	Great Hall in Disarray
9	Giant Rats: 2D6 Hungry Vermin Attack
10	White Skinned Ghoul Wearing Noble Robes Attacks
11	Kitchen: Recover Cooking Implements
12	Study: Search to Find Valuable Book
13	Courtyard: Overgrown Rose Bushes
14	Valuable Tapestry. 1000 Gold. Heavy. Bulky

1D40	Encounter:
15	Battlements: Attacked by Wight
16	Crumbling Staircase: Save or Fall Damage +1
17	Smithy: Recover Smiths Tools
18	Stable: Recover Riding Equipment
19	Tower with Rotting Catapult
20	Princes Chambers: Attacked by Werewolf
21	Princesses Chambers: Attacked by Banshee
22	Parapets: Hear Wolves Crying
23	Audience Chamber: Skeleton with Dagger in Back
24	Stairs: Spirit Painting on Wall
25	Courtroom: Attacked by Redcap in Jester Outfit
26	Servants Chambers: 1D100 Loose Copper Coins
27	Banquet Hall: Dancing Ghosts at one end
28	Chapel: Pray to receive Blessing
29	Dressing Room: Some Salvageable Clothing
30	Cellar: Find 1D100 Bottles of Wine
31	Torch Holder Mechanism: Find Secret Passage
32	Hollow Suit of Armor Attacks
33	Guest Bedroom: Possessed by Specter
34	Stained Glass Windows: All Get Luck +1
35	Drawbridge: Moat Monster Attacks
36	Dining Hall: Recover Silverware 400 gold
37	Chandelier Falls: Save or Damage +1
38	Courtyard: Granite Gargoyle Attacks
39	Vestibule: Recover Gold Plated Candlesticks 200 gold
40	Game Room: Recover Ornate Ivory Chess Set 300 gold

Demonic Temple Encounter Table

1D20	Encounter:
1	Ceremony: 2D6 Cultists with Daggers
2	Bloody Shrine: Nothing
3	Guards with Spears: 2D4 Foes
4	Empty Holding Cells: Nothing
5	Cornered Evil Priest Spell Caster Level 1D6
6	Pile of Naked Fresh Dead Bodies
7	Captive tormented by 2D6 Imps
8	Pit of Fire: All take 1D2 Damage from Embers
9	Stepping through Rift: 1D6 Minor Demons
10	Torture Chamber: Cultist with Burning Brand

1D20	Encounter:
11	Running toward you 1D6 Demon Dogs
12	Prisoner Cells: Rescue 2D6 Captives
13	Pair of Lesser Demons tearing a body apart
14	Giant Cauldron full of Cannibal Soup
15	Major Demon eating a Live Captive
16	Library with Books on Demon Lore
17	Room full of Bones
18	Cistern with foul Murky Water
19	Demonic Carvings on Walls: Nothing
20	Giant Demon Idol with Gemstone Eyes

Wizards Tower Encounter Table

1D20	Encounter:
1	Storage Pantry: Find Spell Ingredients
2	Wall Panel: Disintegration Trap
3	Portal to Unknown Location
4	Clockwork Beast Guard

1D20	Encounter:
5	Laboratory: Find 1D6 Potions
6	Chemical Jars: Poison Gas Cloud Trap
7	Observatory: Find Telescope & Star Charts
8	Trophy Room: Search for Lesser Fetish
9	Summoning Chamber: Major Abomination
10	Strange Chamber: Polymorph Trap
11	Menagerie: Giant Spider on ceiling
12	Aquarium: Electric Eels Attack
13	Aviary: Cockatrice lurking about
14	Apparatus: Electrical Trap: Damage +1
15	Library: Find 1D6 Valuable Books
16	Broken Vats: Slime Monster Attacks
17	Workshop: Recover Inventors Tools
18	Gravitic Anomaly Puzzle: Physics Skill Check or Delay
19	Storage Area: Search for Minor Technomancy Device
20	Experimentation Room: Flesh Golem Attacks

Quests And Portals

The Wayfarer System

The Wayfarer System gives some tools and options to Game Masters who need to create an adventure on the Fly. Basically it is a series of Encounter Tables that allows the GM and Players to start playing with Minimal Preparation. It is intended that the GM roll secretly on these tables, and then have the players roleplay the results.

1D6	Starting Location:
1	Wilderness
2	Village
3	Town

Steps In The Wayfarer System

- Address the Following steps in order.
- 1. Character Readiness
 - 2. Determine Adventure Type
 - 3. Determine Distance to Adventure Site

I. Character Readiness

If the Characters do not have characters generate New ones. Or use already established experienced Characters. The GM may need to randomly determine their starting Point:

1D6	Starting Location:
4	City
5	Castle
6	Temple

Ii. Determine Adventure Type

1D10	Type:
1-2	Classic Dungeon
3-4	Major Foe
5-6	Other World

1D10	Type:
7-8	Quest
9-10	Geopolitical

Or pick one. For lower level characters, new players,

or a quicker start pick the Classic Dungeon Option.

Iii. Determine Distance To Adventure Site

1D10	Distance
1	You're there already. How Convenient!
2	1 Wilderness Trek
3	2 Wilderness Treks
4	1 Sea Voyage then 1 Trek
5	1 Trek then 1 Portal

1D10	Distance
6	1 Trek 1 Portal 1 Trek
7	2 Treks 1 Portal 1 Trek
8	1 Trek 1 Sea Voyage 2 Treks
9	1 Sea Voyage 1 Trek 1 Portal 1 Trek
10	3 Treks

Classic Dungeons

Once you have navigated the wilderness Treks, Sea Voyages, and Portals, you can enter the Dungeon! To complete the Dungeon will require 3D6 consecutive encounters on the Basic Dungeon Encounter Table.

Major Foes

Determine who the Major foe is at the beginning of the Adventure by rolling on the Major Foe Table. After completing the Treks and Dungeon you will meet, fight, and hopefully defeat the Foe. Like all encounters the GM will have to provide the details on the Major Foe. Major Foes are listed on a separate Page.

Other Worlds

You need magic or a Portal to get There. The GM picks or Roll on the Other Worlds Table to see where you are going. The GM will have to Make up encounter

Portal Difficulty Table

1D8	Difficulty:
1	Portal in Dungeon
2	Portal Hidden
3	Must Solve Puzzle to Access Portal
4	Portal Magically Sealed

Tables suitable for these alien worlds. Other Worlds are listed on a separate Page.

Quests

These are usually Provided to the Player Characters by a meddling Non-player Character. The GM will have to Flesh these out. Quests are listed on a separate Page.

Geopolitical

For Higher Level Characters with Holdings. Defend your Kingdom, Start Wars, Manage your resources, build your Empire.

Portals

A portal could place you in a different Climate Zone, Planet, or even a different Dimension. Most Portals are hard to find, have guardians, and may be within dungeons. Roll 1D3 times on the Portal Difficulty Table:

1D8	Difficulty:
5	Portal Broken (Must be Repaired)
6	Portal Trapped
7	Portal Guarded on This Side
8	Portal Guarded on Other Side

Portal Guardian Table

1D10	Guardian:
1	Living Statues
2	Tentacle Monster
3	Slimes
4	Carnivorous Plants
5	Gargoyles

1D10	Guardian:
6	Golems
7	Elemental
8	Undead
9	Spirit
10	Demon

Wilderness Treks

Several Wilderness Trek Tables are Available depending on the Terrain Type. Pick the desired or most

Appropriate Table or roll on the Master Table. To complete a Trek will require 1D8 consecutive encounters.

The Tables themselves are located on their own separate page.

Wilderness Treks Master Table

1D12	Wilderness Type:
1	Temperate Forest
2	Jungle
3	Desert
4	Frozen
5	Sylvan Forest
6	Plains

1D12	Wilderness Type:
7	Mountainous
8	Hills
9	Volcanic
10	Swamp
11	Savannah
12	Badlands

Note: A City by Itself is a source of much Adventure. The Cosmopolitan City Encounter Table could substitute for a Wilderness Trek.

Quests

Adventures include Basic Dungeons, Major Foes, Other Worlds, and Quests. This Section details Quests.

If you complete a Quest within a Certain Time Frame, you will gain an Double XP. There may be additional good and bad consequences to completing a Quest such as Friendships forged, Enemies made, and Treasures earned. Note: A Geas is a Magical Quest that

the Character is compelled to complete.

Pick a Quest from the Table or Roll Randomly. These are Rarely straight-forward affairs. Multiple Steps are often required including multiple Treks, Searches, Encounters, Interactions, and Battles.

Quests Table

1D100	Quest:
1	Major Quest
2	Slay a Monster
3	Rescue a Child
4	Protect a Village
5	Retrieve a Holy Relic
6	Rescue a Fair Maiden
7	Escort Pilgrims
8	Escort a Merchant
9	Deliver a Message
10	Rescue a Hero from Prison
11	Deliver an Item
12	End a Curse
13	Fight an Enemy
14	Travel through a Portal
15	Enter into a Tournament
16	Capture a Beast
17	Catch a Thief
18	Vanquish Rebels
19	Save a Character from Himself
20	Avenge a Noble
21	Defeat Brigands
22	Cure Lepers
23	Visit Faerie Forest
24	Retrieve Rare Herbs
25	Pilgrimage to an Island
26	Betray Someone
27	Stop a Ceremony
28	Aid in a Ceremony
29	Destroy a Portal
30	Break an Enchantment
31	Partake in a Battle
32	Scout an Enemy Army
33	Recruit a Great Hero
34	Sabotage an Enemy
35	Steal an Item
36	Partake in a Hunt
37	Visit an Oracle
38	Travel to the Spirit World
39	Evacuate a Village
40	Defend an Outpost
41	Engage in Intrigue at a Palace
42	Join a Crusade
43	Aid Traveling Refugees
44	Aid a Migrating Tribe

1D100	Quest:
51	Engage in a Duel
52	Find a Runaway
53	Pay a Debt
54	Retrieve a Mages Spell Book
55	Negotiate a Peace
56	Make a Request of a King
57	Aid in an Escape
58	Aid in a Heist
59	Aid a Faction
60	Trick a Noble
61	Defeat a Highwayman
62	Cure a Knight of a Poisoned Wound
63	Get Rare Ingredients for a Spell
64	Settle a Matter of Honor
65	Settle a Matter of Chivalry
66	Solve a Crime
67	Investigate a Mystery
68	Investigate a Legend
69	Capture a rare Animal for a Bestiary
70	Capture a rare Bird for an Aviary
71	Take this Child as your Ward
72	Help Fulfill a Prophecy
73	Marry this Widow
74	Assassinate an Official
75	Infiltrate a Secret Society
76	Aid Rebels
77	Take Role of Champion
78	End an Injustice
79	Recover a Body
80	Assist a Guild
81	Retrieve a Hero from Hell
82	Rescue a Goddess
83	End the Torment of a God
84	Patrol the Badlands for a Time
85	Lead a Tribute Caravan
86	Lead Settlers to a New Land
87	Champion a Cause
88	Enter into the Service of a Noble
89	Win the Hand of a Princess
90	Return a Treasure to its Rightful Owner
91	Settle a Theological Debate
92	Solve a Great Puzzle
93	Explore an Unknown Territory
94	Escort a Monk to his Destination

1D100	Quest:
45	Aid Survivors of a Natural Disaster
46	Escort a Diplomat
47	Rescue Shipwreck Survivors
48	Defeat Pirates
49	Aid a Castle Siege
50	Spy at the Royal Court

Major Quests

These are multi-step, complicated affairs. The Character(s) must first find and then free, ally with, or reunite 1D6 +2 Pieces (Objects or Beings) of Great Power (Importance). This is usually followed by a Showdown with an Epic Foe. Objects can include: Relic Fragments, Crystal Shards, Weapons, Forces, Essences, Seeds, Pearls, etc.

Beings might include: Spirits, Wizards, Oracles, Giants, Sages, Goddesses, Dragons, Djinn, Sphinx, Angels, etc. Each object will of course be located in a different, far-away Dungeon. The Epic Foe will be Awesomely Tough, even after reuniting all the Pieces. If Major Foe would be for example an Adult Dragon, an Epic Foe would be an Elder Dragon or something even tougher.

Major Foes

A sample List of Big Bads and where to find them.

- Dark Lord: High Level Evil Wizard (Dark Tower)
- Black Knight: High Level Knight (Blocking Bridge)
- Chaos Lord: High Level Chaos Warrior (Bastion of Bedlam)
- Amazon Queen: High Level Amazon (Island Palace)
- Barbarian Warlord: High Level Barbarian (Mountain Villages)
- Viking Chieftain: High Level Viking (Northern Castle)
- Beast Lord: High Level Beast Master (Jungle)
- Warlord: High Level Commander (Army Camp)
- Obsessed Hunter: High Level Hunter (Dark Forest)
- Vengeful Pit Fighter: High Level Gladiator (Burned City)
- Dishonorable Sword Master: High Level (Secluded Island)
- Sky Pirates: High Level Aeronauts (Flying High)
- Pirates: High Level Pirate (Raiding the Coast)
- Mastermind Spymaster: High Level Agent (Secret Island)
- Legendary Assassin: High Level Assassin (City Rooftops)
- Bandit Lord: High Level Bandit (Broken Hills)
- Sultan Raider: High Level Nomad (Desert Encampment)
- Terrible Technomancer: With Powerful Weapon (Town)
- Mob Boss: High Level Thug. (City Streets)
- Mad Inventor: High Level Tinkerer (Workshop)
- King of Thieves: High Level Thief steals Parties

1D100	Quest:
95	Defeat a Demon Horde
96	Help Break a Devil's Contract
97	End a Hex
98	Fight in the Arena
99	Find Philosophers Stone
00	Reunite two Lovers

Relic (City)

- Chaos Cult Leader: High Level (Corrupted Cathedral)
- Evil High Priest: High Level (Ziggurat)
- Evil Witchdoctor: High Level (Primitive Tribe)
- Master Fighting Monk: High Level (Imposing Dojo)
- Overeager Inquisitor: (Town under Suspicion)
- Afterlife Invoker: High Level (Leading Crusade)
- Pagan Priest of Death: High Level (Temple)
- Demented Alchemist: High Level (Dangerous Laboratory)
- Obsessed Artificer: High Level (Malfunctioning Factory)
- Crazy Chronomancer: High Level (The Future or Past)
- Chaotic Conjurer: High Level (Captured Town)
- Death Knight: High Level Undead Knight (Stronghold)
- Power Hungry Summoner: High Level (Tower)
- Cruel Vizier: High Level Desert Mage (Palace)
- Bestial Elementalist: High Level (Rocky Wasteland)
- Evil Enchanter: High Level (Lost Isle)
- Alien Mage: High Level Force Mage (Alternate Dimension)
- Ice Queen: High Level Ice Mage (Ice Palace)
- Psychotic Mentalist: High Level (Poor Section of City)
- Nefarious Necromancer: High Level (Necropolis)
- Zombie Lord: High Level Necromancer (Graveyard)
- Powerful Pyromancer: High Level (Burned out Settlement)
- Sea King: High Level Seamancer (Underwater Temple)
- Shadow Mage: High Level (Hunting PC's)
- Sinister Sorceress: High Level (Ruined Castle)
- Storm Lord: High Level Storm Mage (Causing Havoc on the Coast)
- Witch: High Level (Swamp Coven)
- Overlord: High Level Commander (Stronghold)
- Puppet Master: High Level Illusionist (Mad House)
- Dungeon Keeper: High Level Demon (Monster Filled Dungeon)
- Dragon Master: High Level Mage able to Control Dragons (Crag)
- Demonologist: High Level Mage able to Control Demons (Fire Pits)
- Ogre Magi: High Level Ogre Mage (Army of Ogres)
- Troll King: High Level (Slave Filled Mines under the Mountain)
- Lich Lord: High Level Undead Mage (Trap Filled

- Tomb)
- Mummy Pharaoh: High Level Undead Priest (Ancient Pyramid)
- Hexer: High Level Warlock with Great Curse (Inspecting his Handiwork)
- Skeleton King: High Level Undead Noble (Skull Castle)
- Goblin King: High Level (Mountain Warrens)
- Kobold Emperor (Narrow Caverns)
- Alien Warlock (Dimension Traveling Citadel)
- Colossus (Ruined Acropolis by the Sea)
- Brooding Sorcerer (Twisted Tower)
- Rampaging Behemoth (City Ruins)
- Leviathan (Subterranean Sea)
- Ghoul King (Underground Throne)
- Demon Lord (Hot Halls)
- Devil General (Fiery Pits)
- Hydra (Jagged Cliffs)
- Orc Warlord (Torch Lit Camp)
- Vampire Lord (Vast Fastness)
- Cultists (Secret Altar)
- Cosmic Horror (Forgotten Gateway)
- Dark Elf Queen (Shadowy Demesne)
- Medusa (Sculpture Garden)
- Skeleton Lord (Catacombs)
- Beast Men (Jungle Refuge)
- Spider Horde (Dense Mist Filled Forest)
- Wish Granting Djinn (Hidden Oasis)
- Mysterious Sphinx (Temple Complex)
- Snake Men in their Underground Complex)
- Troglodyte King (Damp Tunnels)
- King of the Crab Men (Seaside Caves)
- Barbarian Chieftain (Trophy Lined Hall)
- Death Lord (Ruined Keep)
- Cabal (Guarded Fort)
- Slime Outbreak (Oozing up from Below)
- Golden Golem (Golem Factory)
- Mad Shaman (Hillside Grottos)
- Ghost Regent (Mausoleum)
- Werewolf Clan (Den Network)
- Fey Enchantress (Sylvan Palace)
- Illusionist (Magnificent Maze)
- Biomancer (Labs and Bestiary)

- Fire Giants (Volcanic Caves)
- Frost Giants (Ice Caves)
- Stone Giants (Rocky Ravines)
- Hill Giants (Giant's Playground)
- Bored Cloud Giant (Cloud Castle)
- Dragon Men (Gilded Fortress)
- Snow Dragon (Icy Peaks)
- Forest Dragon (Wild Woods)
- Swamp Dragon (Fetid Marsh)
- Mountain Dragon (Peaks)
- Volcanic Dragon (Lair)
- Naga Queen (Pillared Alcazar)
- Pit Fiend (Guarding a Portal)
- Greater Abomination (befouling Church Lands)
- Dinosaurs (Lost Jungle Island)
- Fungus Lord (Mushroom Forest)
- Wraith Lord (Mounds by the Moor)
- Skeletal Dragon (upon an Ancient Battlefield)
- Macabre (Creepy Manor House)
- Faerie King (under the Black Hill)
- War Machine Relics (waiting in their Armory)
- Wraith Lord (Barrow Downs)
- Voodoo Priest (Borderland Hideaway)
- Giant Psychic Brain (Spacious Safehold)
- Evil Warrior Monks (Monastery)
- Pagan Cult in their Sanctuary)
- Merchant Lord (Fortified Port)
- Nymph Sorority (Frolicking in the Woods)
- Minotaur in his Labyrinth)
- Lizard Man King (Crag)
- Evil Eye Beholder (Under the Ground)
- Rat King (Sewer Kingdom)
- Morlocks (Abandoned Mines)
- Mantis Men (Great Hive)
- Winged Apes (the Hollow Earth)
- Mind Flayer in his Underworld Realm)
- Aberrations (Deep Dark Prison)
- Horrible Horde (Locked beneath the Earth)

Other Worlds

These are reached by Portals or Void Ships. Some Sample Encounter Tables are included below.

Other World Table

1D60	World:	Description:
1	Gafunk	Fungus World
2	Udixar	Giants Dominate lesser Species
3	Enorma	Gas Giant: All Creatures are Flyers
4	Slod	Overrun by Undead
5	Lqode	Water World
6	Diathi	Vampires Rule
7	Icierel	Frozen World
8	Niophorn	Chaos Corrupted
9	Feogol	Desperate, Dying World
10	Gurona	Eden World: Newly Created

1D60	World:	Description:
11	Golyn	Fracton Ordered
12	Strum	Witches and Witch Hunters
13	Udada	Jungle World. Beast World
14	Exath	Dragon Masters and Rebels
15	Ukananay	Many Moons. Moon Collector
16	Detora	Feudal World. Knights
17	Cresath	Desert World. Sphinx and Djinn
18	Ezo	Fragmented Shard World
19	Okaran	Largest Bazaar in the Universe
20	Gythano	Giant Skull of a Dead God
21	Slion	Technomancer Intrigue
22	Igg	Insect Colony World
23	Zarial	Angels vs Devils
24	Feydon	Fey Magic Predominates
25	Tyriot	Savage Sword & Sorcery
26	Ageon	Grecos vs Gyptos vs Nord
27	Equon	Horse World
28	Icho	Other Worldly Ninja and Samurai
29	Zian	Island World. Pirates!
30	Grok	Dark Elves Reign Supreme
31	Findar	Land of Great Wizards
32	Ingus	Fire World
33	Domax	Five Schools of Magic
34	Mentus	Psychic Magic Common
35	Yurg	Player Character Starting World
36	Riza	World of Fire and Ice
37	Sqwim	Mind Flayer Slave World
38	Drask	Mutant Kingdoms
39	Xanthor	Everyone born with a Single Spell
40	Antoon	Max Fifth Level Spells
41	Nilus	Babel, Gyptos, and Sphinx
42	Quotal	Cree, Xoltos, and Incata
43	Krokus	Primordial Patrons hold Sway
44	Priseem	Beings of Light, Energy, and Spirit
45	Mawg	Leviathans, Giants, and Titans
46	Xoxx	Claimed by Lords of Law
47	Tictoc	Clockwork World
48	Carnum	Twisted Carnival World
49	Mephet	Surreal Magic Level
50	Ganash	Storm World
51	Zardo	Dinosaur World
52	Kish	Gyptos Pantheon
53	Fytis	Elder and Outer God Cultists
54	The Maze	Goblin World
55	Aldamanse	Fantasy Napoleonics
56	Brix	Steam Punk
57	Skol	Horror World: Pure Evil
58	Anx	Fairy Tale World
59	Giess	Dream World
60	Themos	Cherubic Pleasure World

Gafunk Mushroom Forest Encounter Table

1D20	Encounter:	1D20	Encounter:
1	Toadstools: Mycology	11	Edible Mushrooms: Forage
2	Giant Caterpillar: Monster	12	Fungus Among Us: All Disease
3	Giant Spiders: Monster	13	Goblin Fungus Collectors: Humanoids
4	Mushrooms: Mycology	14	Fungisaur: Monster
5	Yellow Spore Cloud: All Disease	15	Rot Shambler: Monster
6	Red Spore Cloud: All Weak Poison	16	Mold Monster: Monster
7	Green Slime: Monster	17	Deathcap: Someone is Poisoned
8	Giant Crab: Monster	18	Mushroom Stools: Nothing
9	Mushroom Men: Humanoids	19	Rotting Zombie: Undead
10	Pod People Village: Resupply	20	Mushroom Plots: Forage

Uxidar Encounter Table

1D30	Encounter:
1	Five Hill Giants leading 3D6 Chained Goblins
2	Bluffs: Delay
3	Sleeping Mountain Giant
4	Crags: See Roc Overhead
5	Hill Giant Compound
6	Forested Hills
7	Giants Playground
8	Boulder Field
9	Three Stone Giants playing Catch
10	Two Giants Making a Stew out of Orcs
11	Hidden Human Village
12	Dwarven Tunnel System
13	Hill Giant Chasing a Human
14	Light Woods
15	Mountain Giant Digging a Hole
16	Cages of Elf Captives
17	Giant Footprints
18	Two Headed Giant having an Argument
19	Band of Dwarven Giant Slayers fleeing a Dragon
20	Fire Giant Castle
21	Cavern: Four Red Skinned Ogres playing Poker
22	Ruins with a Bottomless Pit containing 10 Banshees
23	Cave Entrance: Minotaur and Wearbear playing Chess
24	Hobgoblin Marauders: 2D6 Mixed Weapons
25	Lair: Dragon and Demon playing Snooker
26	Goblin Scavengers: 2D6 Poorly Armed
27	Ambush: Giant Cyclops with a Slingshot
28	Two Trolls fighting Three Wereboars with Torches
29	River: Delay
30	Demon Selling Dwarf Burgers to a crowd of Goblins

Notes: Giant Gold in Use: Each Coin is worth 1000 gold.

Niophorn Encounter Table

1D20	Encounter:
1	Mutated Human Bandits
2	Strange Plant life
3	Beast Men
4	Slime Pits: Delayed
5	Naga
6	Giant Mushrooms
7	Mutated Plants
8	Cave System
9	Minor Abomination
10	Valley

1D20	Encounter:
11	Lesser Abomination
12	Jagged Rocks: Accident
13	Major Abomination
14	Settlement
15	Mutated Animal
16	Temple
17	Mutated Beast
18	Forest
19	Desert Hills
20	Stronghold

Strum Encounter Table

1D30	Encounter:
1	Toll Road: Pay or Fight or Delay
2	Burning Village
3	Bridge: Troll Underneath
4	Storm: Delay
5	Witch Hunter: Hostile
6	Village with Witch being Burned Alive
8	Refugees on the Road
9	Hovel of Evil Woodsman: Axe
10	Inquisitor: Hostile
11	Ruins
12	Creepy Forest
13	Monastery
14	Pilgrims
15	Hermit with Lantern
16	Roadside Inn

1D30	Encounter:
17	Mysterious Castle
18	Village plagued by a Hex
19	Church Bells Ringing
20	Witches House
21	Marshland
22	Man looking for Missing Children
23	Ghouls in the middle of a Meal
24	Wolves Howling
25	Moonless Night
26	Witch riding a Broom
27	Dead Body in the Road
28	Highwayman
29	Abandoned Wagon
30	Witch Coven in a Ceremony

Ezo Encounter Table

1D20	Encounter:
1	Woodland Shard
2	Roiling Storm: Delay
3	Tumbling Shard
4	Soaring Dragon
5	Flying Merchant Ship
6	Strange Gravity: Delay
7	Hunting Hawkmen
8	Farming Shard
9	Flying Pirate Ship
10	Flight of Birds

1D20	Encounter:
11	Trading Post
12	Waterfall between Shards
13	Castle Shard
14	Gliding Roc
15	Floating River
16	Thin Air: All take 1D6 Damage
17	Village in the Sky
18	Freefall: Save or Disappear
19	Shard Archipelago
20	Sky City

Adventuring Rules

Adventuring

Below are various things the GM and players must be aware of upon entering as dangerous an environment as a Dungeon.

Marching Order

The players and GM must always be cognizant of the Parties Marching Order: Who's in front and Who's in Back. Every Space wide a corridor is will allow Another party member to join the Front Rank. The GM needs to know who Approaches a Door first and who is the first to enter a room. When entering a Room or Facing

off for a Combat Encounter in a Room the players may

want Or need to alter their Rank arrangements.

Movement Rates

Speed:	Notes:
Sprint	Swift +4
Run	Swift +2
Normal	Per Movement Rate
Cautious	Swift -2 (Can still make Search Skill Checks)
Crawl	Move Rate = 1

Noise

Players in conversation can be heard by Foes on the other side of a door. Players in Heavy Armor do not tread quietly. Combats can be extremely loud. Accidentally breaking or dropping things may tip off prospective enemies. Many Monsters have acute hearing. They know you are coming. If the players are arguing, this means that their characters are also arguing.

Light

- Some Underground settings have fluorescent Fungi or glow stone to light The way. Others leave the Characters in utter Blackness. Some Characters will have Infravision, most others require a light Source.
- Players must state who is holding a Torch or a Lantern.
- The GM and players must keep track. Oil and torches get used up. These are usually counted in terms of Days Supply, such as a Days worth of Torches, or a Days worth of Lamp oil.
- Some will flicker out during a Combat (They can later be relit).
- Some Spells and Magic Items provide Light.
- Light Sources can be seen from great Distances by your Foes but the Opposite is not true. Characters without light will be Blinded. Blinded Characters have a tendency to panic.
- Quality of Light is also an issue. A Torch may light up a small room Sufficiently, but in a larger room the ceiling and corners may be Hidden in shadow.

Opening Doors

A successful Lock picking Skill Check might do the trick, but sometimes Brute Force is required. A Flask of Acid will corrode and weaken a Lock Mechanism. Bombs and Exploding Rune Stones work great. Certain Spells are extremely effective: Knock and Lock, Disintegrate, Lightning Bolt, Tunnel, Energy Bolt, etc. Physical means will also work eventually: Hammers, Picks, Crowbars, and even Kicks and Body Slams. Many of these Methods are very Noisy and are sure to attract attention, especially from Anyone on the other side of the door.

Dungeon Time

Lingering in Dungeons is never recommended. The GM should check for Wandering Monsters every hour at least, more if the party is Doing things to attract attention to themselves like being noisy or lighting Up the place. Figure a base 25% of one showing up.

Resting

Short rests (30 Minutes) will allow recovery from Fatigue and Exhaustion. Long Rests (8+ Hours) are required to replenish Spells. Successful Long rests are unlikely due to the presence of wandering monsters.

Wandering Monster Table

1D10	Threat:
1-4	Nuisance Encounter
5-7	Weaker than Party
8-9	Equal Strength to Party
10	Stronger than Party

Searching

Cautious and Paranoid Players will spend lots of Time (Real and In-Game) using the Search Skill to thoroughly examine their surroundings in search of traps, treasures, and secret doors. This can entail an excessive amount of Dice Rolling and secrecy as the GM will not want to tell Players outright that they have failed Skill Checks. One possible Solution to streamline this process is to treat the Party as a single individual. For each hidden thing make one Hard Skill Check modified by Search. Use the highest Search skill of the party (Do not lose your Rogues). The GM can then simply pick which characters find what. This seems to work OK, unless you like rolling lots of dice.

Fatigue Rules

After Several Minutes of Extreme Physical Activity, Individuals will Tire. Running, Fighting, lifting heavy loads can all produce this effect. Fatigue kicks in after 2D4 + X Minutes, where X is the Characters Toughness. The basic Fatigue Penalty is -1 to all Rolls. Another Penalty will be earned every 1D3 + X minutes after the first. For penalties after the first the Character must save or Pass Out for 1D3 Hours.

Encumbrance Rules

Characters have a tendency to weigh themselves down with too much Stuff. Each Encumbrance Penalty

will give a -1 to all Rolls involving Physical Activity and -1 to Movement. #EP = Number of Encumbrance Penalties

Items Carried:	#EP	Notes:
Fully Equipped	0	Armor, Shield, Helm, Full Pouch, Rations, Gear, 2-4 Weapons
Extra Set of Equip	1	Enough for a Another Adventurer
Large Treasure Bag	1	Filled with Gold, Jewelry, Coins, Magic Items
Something Heavy	1	Saddle, Canoe, Table, Barrel, Human Body, War Drum, Crate

Jumps And Leaps

A Character can jump straight up 1.5 times his height. With a running Start a character can clear a 10 Foot Gap (+1 Foot per level). Skill Check: Add Swift Bonus. -1 for Halflings. -2 for Dwarves and Gnomes.

Leaping Attack: Often a Character will Jump off a ledge, Wall, Tree branch, etc. to attack a Foe beneath him. The Attacker gets Attack +2 and Damage +2. There is a 50% the Leaping Attacker will hurt himself also in the Maneuver: Suffer a Light Wound and roll on the Light Wound Table.

Chases

When Chasing a Fleeing Foe, each round, each participant in the Chase rolls 1D20 and Adds their Swift (or Ride) Bonus. The Highest Roll moves farthest. The Run-Away starts with a slight lead. If a pursuer beats the Roll of the Run-Away 2 rounds in a row, he catches him.

If the Run-Away out-runs a pursuer 2 rounds in a row, that pursuer gets too far behind and drops out of the chase. The GM may of course modify aspects of this depending on the details of the Chase. For instance, the Run-Away may have a much larger Head Start. The Pursuers, if far behind, may want to continue the Chase for minutes or hours. If the Run-Away gets out of sight, the Pursuers may require Tracking Skill Checks. Difficult Terrain and obstacles such as running through a crowded market may become an issue for both sides. One side may acquire mounts. Pursuers may not be friendly towards each other. A Wagon may lose a Wheel.

Complications and combat during the Chase will make things more interesting.

Swimming

- A Character can hold his Breath for 2 Minutes.
- The Beginning of Every Minute After that Save vs Death or Drown.
- Get -1 to each consecutive Roll. Add Toughness and Swim Bonuses to Roll.
- A Character with Swim Skill can hold their breath for 3 Minutes.

- A Character without Swim Skill moves at half Speed when Swimming.
- A Character with Swim Skill moves at regular Speed when Swimming.
- A Diving Character gets Swift +2 on the round he dives in.

Climbing

A Character who Fails a Climbing Skill Check will Fall. Rope gives Climb +1. Spikes give Climb +1 Rope and Grappling Hook gives Climb +2. Characters Climb at half their normal move rate.

Make one Climbing Check per 20 Feet or Less. Straight Walls give Climb -2. Ice Walls give Climb -1.

Smooth, Slippery Walls give Climb -2 Rough, Cracked Walls give Climb +1 Walls with Ledges give Climb +1 Sloped Walls or Trees give Climb +1

Falling

Incremental Damage Rule: Every 10 Feet or less after the first adds Damage +1. If a Character Saves vs Fall ignore the Incremental Damage Rule. The Slow Fall skill adds to the Saving throw as long as the Character is able to grab things on the way down.

Consuming Rations

A ration is one days food. Most Settlements will have plenty of food available for a few coins. A small Dungeon may only require a couple of Days to clear.

An expedition to the Underworld could take weeks. A normal load carried by an Adventuring Character would be around 10 Rations.

Diseases

Effects: When you catch a Disease roll 1D3 times on this Table. Incubation Period: The effects of a Disease will begin in 2D20 Hours. A Disease will last 1D4 Weeks.

The Sickness Penalty is a -1 to all Rolls, Saves, and Checks.

List Of Disease Effects

1D20	Disease Effect:	Notes:
1.	Blindness	Blindness Penalty
2.	Deafness	Communication Difficulties
3.	Speed Loss	Move -2
4.	Muscle Weakness	Strength -2
5.	Endurance Loss	Toughness -2
6.	Need for Sleep	18 Hours a Day
7.	Lethal	Save vs Death on Days 2, 3, and 4
8.	Vomiting/ Dizziness	Sick Penalty
9.	Feverish	Sick Penalty
10.	Malaise	Sick Penalty
11.	Delirious	Confusion Penalty
12.	Paralysis	Immobilized
13.	Pain/ Cramps	Sick Penalty
14.	Headaches	Sick Penalty
15.	Lose Voice	Communication Difficulties
16.	Diarrhea	Sick Penalty
17.	Coughing	Sick Penalty
18.	Pox/ Boils	Sick Penalty
19.	Itching/ Rash	Sick Penalty
20.	Shortness of Breath	Strength, Toughness, and Move -1

Recurring NPC's

There is always a chance one of these guys will just randomly show up to make the Parties Day better or worse. Better or at least more interesting than a Wandering Monster. These, of course, are just a sample of what's possible. You never know when your players are going to Develop an unexplained interest in a minor NPC.

Recurring NPC List:

1. Minor Villain - Will harass the party from a distance. Get them to walk into Monster Lairs, Traps, and minion infested Areas. Likes to trick them. Makes Sport of it.
2. Competing Adventure party - Mirror Image of the Party, but more Evil. Will fight them, Steal from them, Intimidate them, and leave them to die every time they have an advantage
3. Halfling Burglar - Nicest little guy ever. However he has a bad habit of stealing Relics From the Party, especially the overpowered ones. If caught will escape.
4. Trouble maker - Unbeknownst to this individual, he accidentally makes trouble for the Party even before they get where they are going. A Merchant or Rogue usually.
5. Love Interests - Meddling. Some cuter than others. Dependents or even Hero types.
6. Bard - Latch on to Party. Looking for inspiration for Stories and Songs. Also Safety in numbers when traveling at night on the roads.
7. Mercenary - Always getting left behind, Separated. Bad Luck. Not too bright.
8. Traveling Merchant- Always asking top dollar. Will make a pretty penny on the Party.

9. Explorer will Exchange Rumors - Filling in empty spaces on his Maps and in his Journals
10. Runaway Princess - She didn't want to get Married.
11. Scoundrel being chased - Lawmen not far behind. Hide me!
12. Duelist with a Vendetta - Always harassing the same Character.
13. Lone Wolf - May have Competing Missions. Might help momentarily or try to Get the Party to leave. Might need help but rarely admits to it.
14. Peaching Priest - Will Heal party in hopes of getting Converts.
15. Alchemist looking for Ingredients - It's just on the top of that Ridge!
16. Ranger with Dire Warnings - Over Dramatic.
17. Quest giver - Wizard, Spy, Noble. Sometimes has Maps, Keys, and other useful items To give those who will do their dirty work for them.
18. Gnome Sky Captain - Balloon Airship. Gnome Crew. Taxi for hire.
19. The Giant Slayers - Will trade relics. Especially Armor that doesn't fit them, and spellcaster Stuff they cannot use. They have Beer! Party of Adventuring Dwarves.
20. Madman speaking nonsense - The occasional good Clue, Rumor, or Warning

Barriers And Obstacles:

Below is a sample List of Actions your party may need to do to navigate or clear a path through a Dungeon. Some are hard. Some are Easy. Some are obvious. Some are not obvious at all. Consequences vary. Some require skill checks, or Spells, or the use of particular items. Some are in the form of puzzles,

traps, tricks, or Creature encounters.

Sample Actions

- put together pieces of map
- find hidden writings on document
- use glasses with multiple colored lenses
- use compass to find cardinal directions underground
- use key in door with 20 magic locks
- burn away cobwebs
- knock ladder lose
- shoot switch
- press switch at bottom of pool
- open covered shaft
- bomb bricked up opening
- crawl through hole
- climb wall sideways
- climb vines
- spiral stairway
- open chest
- break barrier by jumping onto it with all your weight
- find secret passage in grave in wall
- push lid off sarcophagus
- use lever to open sewer grate
- use bolt cutter to break chains
- slide down metal cable using grappling hook
- swing on chandelier to get to balcony
- pull levers up or down
- deflect missile aimed at you
- unbar doors
- jump from moving platform
- climb up chasm
- rotating stone bridge
- use figurine as key
- blocking vines fall limp at smell of pipe-weed
- replace object with one of same exact weight
- open door in spiked wall moving towards you
- jump past swinging axes by learning pattern
- use math to calculate frequency needed
- do not step on trap activating floor stones
- use lasso, whip, or vine to swing across pit
- use floor switch to change height of platforms
- use crystal staff in conjunction with floor map and beam of sunlight
- use mirror to reflect light beam onto light sensitive switch
- light torch to open door
- jump from exact spot
- use portal on floor of pit
- use sliding block to help climb
- needed object behind block in wall
- ring gong or giant bell X number of times
- lower water level to use raft
- shoot embossed metal plate in wall or doorframe

- drop marked block onto target
- fix exposed wiring in contraption
- set dials on apparatus to zero to activate
- align a series of magnets
- set off domino type chain reaction
- place metal discs in specified order on machine
- play correct melody on glass organ
- pick correct cylinder recording for automatic symphony
- Find missing Cog for mechanism
- revive puppet boy to get clues
- animated hands on walls will move you up or down shaft
- use technology skill to decipher control panel
- maneuver block to use as part of a bridge
- reduce light or cross area before false floor tiles become visible
- defeat foes in a certain order to get a hint
- get large foe to trap his head in a small opening
- kill foes before they become fully activated
- foe afraid of water. swim to safety
- get horde to fight you in narrow tunnel
- use maze skill to figure out where hidden passages should be
- sneak past guards

World Building

Alignments And Religion

There are basically 2 Alignments: Good and Evil. Each has a vast assortment of Higher Powers that can Worshipped. Most all Player Characters are considered to be of the Good Alignment.

Priests in particular must specify the exact Entities they Worship and draw their Powers from. Other classes may call upon any number of Beings without expecting any Divine Interventions.

Good Aligned Powers include: The Lords of Light, Gods of Nature, Angels, Devas, Solarians, Cherubs, Lords of Law, Good Dragons, The Good Gods of Various Pantheons, Saints, Gods of Mercy, Gods of Justice, Gods of Vengeance, Ascended Souls, Holy Spirits, Dwarven Ancestors, Demi-Gods, Celestials, Eternal Champions, etc.

Evil Aligned Powers include: Demon Lords, Devil Princes, Cosmic Horrors, Dead Gods, Lords of Darkness, Lords of Chaos, Outer Gods, Elder Gods, Alien Gods, Evil Dragons, Insane Gods, Gods of Death and the Underworld, Greater Abominations, Bestial Gods, Shadow Lords, Nether Lords, Gods of Disease, Pestilence, War, Destruction, etc.

Traveling Speeds

Journeys, Voyages, Quests. Speed = Distance Covered per Day in Miles

Method:	Speed:	Notes:
Foot, Marching Troops	20	
Wagon, Cart	25	Donkey, Mule
Elephant, Camel	25	Large Pack Animals
Large Monsters	25	
Running Messenger	30	Big Monsters
Riding Horse, Chariot	30	Riding Carriage
Giant Size Monster	35	
Galloping Riding Horse	40	Hulking or Enormous Monster
Magical Horse	45	Huge or Immense Monster
Unicorn	50	Gigantic Monster
Gargantuan Monster	55	
Vast Monster	60	
Raft, Barge	20	
Row Boat	25	River Boat
Canoe	30	Harbor Boat, Catamaran
Sailing Boat	35	Skiff, Fishing Boat
Galley	40	Bireme, Trireme
Long Boat, Cog	45	Merchantman
Carrack	50	
Sloop, Caravel	55	
Galleon, Man-of-War	60	
Slow Flyers	100	
Medium Flyers	150	
Fast Fliers	200+	

Cost Of Hirelings And Followers

Hirelings Table

Type:	Cost:
Desperate Civilians	These will pay you for Protection. Trainable
Gullible Humanoids	1-3 Gold per Day. Not welcome in Civilized Lands
Low Quality Hirelings	4-5 Gold per Day. Hazard Pay. Poorly Equipped
Former Brigands	6-7 Gold per Day. Treacherous. Low Morale
Typical Mercenaries	8-10 Gold per Day. Reduced Share in Treasure
Better Mercenaries	11-15 Gold per Day. Reduced Share. Well Equipped
Hero Quality Retainers	16-20+ Gold per Day. Equal Share in Treasure
Charmed Persons	Nothing. May be Poorly Equipped. Always Loyal
Fanatics, Zealots, Cultists	A Pittance. Will only Follow Religious Leader
Knights, Honorable Fighters	Varies. Less if Vow or Oath of Service Involved
Page, Squire, Adept, Disciple	Simple Upkeep. Promise of Training, Knowledge
Slave or Prisoner Soldiers	Nothing. Threats and Brutality keep them in Line

Quick Villages And Towns

These will be located at Crossroads. Most will have a large Stream or small River running through them. The 3 Main Establishments will be a Mill, a Church, and an Inn. The Houses and Shops of Merchants and Craftsmen will be located near the center of town. Farms, Orchards, and Pastures will be located farther out. The next Settlement will be a days travel (20 Miles away)

Holidays, Holy Days, Feast Days, Trade Days, Festivals, And Fairs

These can be Major or Minor. They may have a Religious, Historical, Agricultural, or Economic origin. Many are Seasonal: Fall, Winter, Spring, Summer For example: A Market Day may be in the Fall, post-Harvest.

A Courting (May-pole) Festival might take place in the Spring. Festive Activities may include: Cooking, Decorating, Contests, Music, Singing, Dancing, Sto-

rytelling, Ceremonies, Acrobats, Jugglers, Bonfires, Plays, Fireworks, Masks, Gift Giving, Rituals, Processions, and Parades.

Contests And Tournaments

Activities include: Games, Sports, Races, Feats of Strength, Archery, Equestrian Skills, Hammer, Spear, Discus Throws, Boxing, Wrestling, Jumps, Debates, Pie Eating, Jousting, Knightly Melees

Craft Guilds

Craft Guilds are found in Large Towns and Cities. They demand that practitioners join the Guilds and pay the Dues. They will provide apprenticeships to younger members. Each Trade skill will be represented by its own unique Guild.

Merchant Guild

A Merchant Guild is found in Large Towns and Cities. They demand that practitioners join the Guilds and pay the Dues. Members will own Shops, Warehouses, Caravans, and Trade Ships.

They can provide Armed Escorts, Bodyguards, Insurance, and Banking Services.

Thieves Guilds

Basically Criminal Organizations. You better pay your dues. Actively engaged in Theft, Smuggling, Contraband, Fencing, Racketeering, Protectionism, Collections, Spying, Gambling, Begging, and Assassinations. Some specialize, others have their hands in every pot. Many prefer to recruit young street orphans.

Fighter Orders

There can be a great variety in these. For example: Companies of Free Lances, Mercenary Troops, Bodyguards, Marines, The Holy order of Templars, Hospitalers, Gladiator Schools, Fencing Schools, Dojos, Knightly Orders, Fighter Academies, Rangers of the North, The Red Riders, etc.

Mage Orders

These are fewer in number than Fighter Orders: Wizard Schools, The Circle of Good Mages, Alchemists Guild, The Great Library. Most Mages are highly secretive and may never pass on their hard earned knowledge. Others may only take on one apprentice at a time, or in a lifetime. Mages can be hired to cast Spells, brew potions, and Forge Magic Items.

Cosmopolitan City Encounter Table

Temples, Cults, And Churches

Usually one Celestial power and his/her followers dominate the worship in a City. In others, one may find a Temple Row, devoted to a plethora of Pantheons. Shrines devoted to the powers of Chaos and Evil can always be found, but these are always well hidden. Primitive tribes will have Shamans, and the sacred groves of Druids can be found deep in most Forests and other Terrains as well.

City Temples will actively collect tithes and indulgences. They will also charge handsomely for casting Spells that heal and cure.

Law And Order

- In most cases the Whims of a Noble is the Law. Might makes Right.
- Usually the local Nobility will be in charge of keeping the peace as well as a maintaining a Military Garrison, and possibly a Private Army.
- The local Law enforcement may be divided into several organizations: City Guard, Night Watch, Port Authority, Bureau of Monster Hunting, Department of Undead Control, Ghost Busters, etc. Many of these groups will be more or less corrupt or only competent enough to handle the local pickpockets.
- Every place will have its own set of obscure Laws that usually benefit the powers that be. There will also be enough Religious Laws, Magical Mandates, Royal Decrees, and Military Proclamations, that the party may want to invest a few Skill Levels in Law just to avoid them.
- Lawyers (Barristers) can always be hired in Lieu of breaking out of Jail.
- Imprisonment is a common punishment, but the party will also encounter: Dismemberment, Public Humiliation, Branding, Torture, Fines, Ball and Chain, Quarry Work, Sale into Slavery, Trial by Combat, the Gladiator Pits, and Death Sentences.
- Jails may range from tower accommodations with fine dining to Dark, Muddy Pits with nothing but cockroaches to eat. Characters who repeatedly escape imprisonment will, upon recapture, be given increasingly harsh sentences including magical restraints.
- Tax Men will be accompanied by a Chest of coins and a Dozen Soldiers Each. Tariffs are collected at the gates, at the docks, and in the streets.

1D100	Encounters:
1	Tailed by Gang of Thieves
2	Strutting Noble Fop
3	Cut Purse
4	Bazaar: Magic Item for Sale
5	Pick Pocket
6	Street Performers
7	Con Artist
8	Gambling Hall
9	City Guards
10	Challenged by a Duelist
11	Tax Collector
12	Victory Parade
13	Street Preachers
14	Riots: Angry Mob
15	Pugnacious Thugs
16	Cloaked Stranger: Assassin
17	Charlatan Selling Fake Potions
18	Drunken Revelers
19	Mourners: Funeral Procession
20	Beggars Row
21	Leper: Someone Save or Disease
22	City Watchman
23	Mercenaries
24	Ghost: Spirit
25	Churlish Ruffians
26	Press Gang for Warships
27	Tea Houses
28	Red Light District
29	Vampire at Night: Undead
30	Werewolf with Perfect Hair: Undead
31	Plague Outbreak: All Save or Disease
32	Fire: Pandemonium
33	Holy Day
34	Man Hunt
35	Circus in Town
36	Arena Spectacle
37	Chariot Races
38	Caravan Arrives
39	Army Recruitment
40	Harvest Festival
41	Treasure Ship Arrives
42	Wedding Season
43	Carnival
44	Inquisition
45	Public Execution
46	Devil Offering Contract
47	Slave Market
48	Insulted by Rakes
49	Demon Pulled Rickshaws
50	Bath Houses

1D100	Encounters:
51	Street Barbers
52	Smell of Sewage and Incense
53	Pilgrimage Site
54	Blessed Fountain
55	Astrological Event
56	Busy Port
57	Belly Dancers
58	Spice Merchants
59	Stage Exposition
60	Temple Street
61	Old City Walls
62	Idols Bathed in Milk
63	Flower Festival
64	Aviary & Bestiary
65	Botanical Gardens
66	Art Academy
67	Ruins of Ancient Palaces
68	Steps to the Sacred River
69	Exquisite Tombs
70	Emporium
71	Amphitheatre Concert
72	Distilleries
73	Smell of Flowers & Smoke
74	Breweries
75	Shipyards
76	Wineries
77	Domes and Minarets
78	Monuments and Statues
79	Gurus in Trances
80	Chanting Monks
81	Minor Official
82	Royal Scandal
83	Book Market
84	Step Wells & Water Carriers
85	City Square: Wanted Posters
86	Street Vendors
87	University
88	Observatory
89	Craftsman's Guilds
90	Magic Shop
91	Clothiers and Cobblers
92	Black Berry Trees: Forage
93	Alchemists Row
94	Djinn Mosques: Calls to Prayer
95	Devonic Churches: Ringing Bells
96	Pagan Saturnalia
97	Feast Day and Vomitorium
98	Magical Ceremony
99	Masquerade
00	Approaching Enemy Army

Taverns And Inns

This is where your average low level adventurer hangs out, when not in a Dungeon. Best to Flesh it

out a bit.

Tavern Visit Encounter Table

1D20	Encounter:
1	Cards: Gambling Skill Check to win or lose 3D10 Gold
2	Dice: Gambling Skill Check to win 5D10 Silver
3	Feast: Cost 1D6 x 5 Gold
4	Round of Ale: Cost 2D6 x 5 Copper
5	Round of Wine: Cost 2D6 x 5 Silver
6	Round of Liquor: Cost 2D6 x 5 Gold
7	Gossip: Gossip Skill Check for Rumor
8	Conversation: Carousing Skill Check for Rumor
9	Stranger: Carousing Skill Check to Recruit Minor Hero
10	Cloaked Figure Offering Quest
11	Barroom Brawl: 2D6 other Patrons
12	Pass Out: Nothing
13	Pickpocket: 1D10 x 10% of Coins Stolen
14	Game of Skill: Throw Daggers, Knives, Darts to get Patrons respect
15	Chess: Gaming Skill Check to get Patrons respect
16	Wench: Courting Skill Check for Rumor
17	Tales of Adventure: Storytelling Check to get Patrons Attention
18	Jig: Dance Skill Check to get Patrons to befriend you
19	Ballad: Song Skill Check to calm Patrons
20	Musical Interlude: Musician Skill Check to Join Patrons in Festivities

Rumors Table

1D20	Information:	1D20	Information:
1	Location of a Basic Dungeon	11	Location of a Wanted Criminal
2	Location of a Portal	12	Location of a Monster
3	Location of a Major Foe	13	Connection to a Sea Captain
4	Location of a War or Battle	14	Location of a Ruins
5	Location of a Magic Item	15	Location of a Castle
6	Location of a Treasure	16	Location of Fey
7	Location of a Spell Caster	17	Knowledge of a Curse or Enchantment
8	Connection to Thieves Guild	18	Secret of a Commoner
9	Connection to Assassins Guild	19	Secret of a Spell Caster
10	Location of a Person of Interest	20	Secret of a Noble or Official

Minor Hero Recruitment Table

1D10	Minor Hero:	1D10	Minor Hero:
1	Warrior	6	Ranger
2	Barbarian	7	Soldier
3	Thief	8	Cleric
4	Rogue	9	Priest
5	Mage	10	Bard

Shops And Businesses

1D60	Establishment:	1D60	Establishment:
1	Shoe Maker	31	Blacksmith
2	Furrier	32	Painter
3	Tailor	33	Doctor
4	Barber	34	Roofer
5	Jeweler	35	Locksmith
6	Tavern	36	Rope Maker
7	Old Clothes	37	Inn
8	Pastries	38	Tanner
9	Mason	39	Scribe
10	Carpenter	40	Sculptor
11	Weaver	41	Rug Maker
12	Chandler	42	Harness Maker
13	Mercer	43	Hay Merchant
14	Cooper	44	Cutler
15	Baker	45	Book Seller
16	Wine Seller	46	Illuminator
17	Saddler	47	Lawyer
18	Purse Maker	48	Candle Maker
19	Wood Seller	49	Tinker
20	Magic Shop	50	Potter
21	Book Binder	51	Healer
22	Glove Maker	52	Herbalist
23	Wood Carver	53	Alchemist
24	Fish Monger	54	Horse Trader
25	Vegetable Stall	55	Glass Blower
26	Butcher	56	Cloth Merchant
27	Beer Seller	57	Fortune Teller
28	Buckle Maker	58	Boat Builder
29	Plasterer	59	Smoke Shop
30	Spice Merchant	60	Weapon Merchant

Settlement Functions

Here we have divided settlements into 10 Essential Categories of Functions with 8 examples of Structures

for each. Every listed Sub-function is not Required, but it is Representative. The List should help the GM in Fleshing out his settlement descriptions.

Settlement Functions List

1D10	Functions	1D8 Structures
1	Military	Walls, Gates, Fortifications, Garrisons,
-		Moats, Armories, Arsenalns, Academies
2	Government	Courts, Prisons, Palaces, Castles,
-		Constabularies, Tax Collections, Parliament, Ministry
3	Economic	Markets, Ports, Warehouses, Shops,
-		Banks, Black Markets, Exchanges, Caravans
4	Religious	Temples, Shrines, Monasteries, Churches,
-		Graveyards, Monuments, Covenants, Holy Sites
5	Social	Inns, Taverns, Arenas, Bath Houses,
-		Brothels, Theatres, Gambling Houses, Tea Houses
6	Agriculture	Farms, Pasture, Orchards, Mills,
-		Fisheries, Vineyards, Butchers, Bakeries

1D10	Functions	1D8 Structures
7	Industry	Factories, Mines, Quarries, Workshops,
-		Guilds, Plantations, Artisans, Foundries
8	Knowledge	Libraries, Labs, Universities, Henges,
-		Conservatories, Greenhouses, Observatories, Mage Towers
9	Services	Cistern, Sewers, Trash Removal, Hospitals,
-		Roads, Post Offices, Fire Stations, Aqueduct
10	Gatherings	Festivals, Fairs, Circuses, Carnivals,
-		Competitions, Feasts, Tournaments, Holy Days

World Hex Map Generator

First draw the outlines of 1D4 Continents on a Hex Map

Hex Features

20 miles across. 1 days travel. what's in a Hex?

Primary Terrain Of A Hex (table)

#	Description
1	Coastal or Island: or roll again or pick one
2	Large River or Delta: or roll again or pick one
3	Mountains, Crag
4	Hills
5	Desert, Salt Flats, Dunes
6	Forest, Woods, Groves, Glades
7	Plains, Steppes, Heath, Farmland
8	Swamps, Bogs, Marsh Fens, Estuary
9	Cold, Tundra, Arctic, Taiga, Glacial
10	Barrens, Wasteland, Badlands, Brokenlands
11	Jungle, Rainforest, or Fungal or roll again
12	Sylvan Woods or Savanna or roll again
13	Volcanic or roll again
14	Large Lake: or roll again or pick one
15	Valley (Guaranteed 1 River)
16	same as last roll or pick one
17-20	GM picks

Hex Population Table

#	Description
1-4	Wilderness - Sparse 1D20 x 1D10
5-7	Light - Villages 1D20 x 100
8-9	Medium - Villages and Towns 2D6 x 1000
10	Heavy - Villages and Towns and City 2D6 x 10,000
11-12	Monstrous - Ruins, Humanoids, Dragon, Giants

Water Sources

#	Description
1-2	River
3-4	Small Lakes
5-7	Streams, Creeks
8	Deep Wells (by Settlements only)

Notes: Cold climes will usually have Snow and Ice plus roll 1D3 times Swamps are their own water sources plus roll 1D3 times For Deserts roll (1D3 -

1D3) times plus 50% for an Oasis For Volcanic roll (1D4 - 1D3) times. For Jungle roll 2D4 times For Forest and Farmland roll 1D6 times. For Coastal roll 1D4 times For Plains, Savannas, Hills, and Mountains roll 1D3 times For Broken Lands roll 1D2 times

Mine Type Table

1. Copper
2. Silver

- 3. Gold
- 4. Tin
- 5. Iron
- 6. Iron
- 7. Gems
- 8. Sulfur
- 9. Mercury
- 10. Crystal

Note: Most Hexes have the potential for a few (1D3) Small Mines. 1D6 Larger Mines will be found in Mountains and Hills.

Quarry Type Table

- 1. Granite
- 2. Sandstone
- 3. Marble
- 4. Limestone
- 5. Slate
- 6. Basalt
- 7. Quartzite

Geo-political Event Table

1D20	Event:
1	Goblin Raiders becoming a major nuisance
2	Orc Marauders Terrorizing Countryside
3	Flooding: 1 Hex from River or Sea
4	Blight: 1 Hex
5	Plague: Entire Region
6	Pestilence: 1 Hex
7	Drought: Entire Region
8	Harvest Time: Food and Income
9	Holy Day: Major Religion
10	Festival: Minor Holiday
11	Peace in our Time
12	Prosperity
13	Barbarian Raiders: 1D3 Hexes
14	Pirate Raids: All Coastal Hexes
15	Bandits: 1 Hex
16	Brigands: 1 Hex
17	Minor Monster on the loose: 1 Village
18	Major Monster running Amok: 1 Hex
19	A Minor Hero offers Services
20	Horse People Invasion
21	Earthquake: 1 Hex
22	Volcano: 1 Mountain Hex
23	Tidal Wave: 1 Coastal Hex
24	Blizzard or Heat Wave or Storms: 1D6 Hexes
25	Tribal Migrations: Tens of Thousands of People
26	Receive Trade Delegation
27	New Trade Route Opportunity
28	Merchant Shipping getting Pirated
29	Trade Caravans getting Attacked
30	Assassination attempt on major Personage

- 8. Gneiss

Note: Stone of 1 type can always be quarried in Mountains, Hills, and Barrens. Salt is always available on Coasts, Islands, and Salt Flats.

War And Politics

Geo-politics

Geopolitical Sessions occur when characters are high enough Level to have their own holdings. This can also be done quickly At the beginning or ending of an evening involving a more Typical Quest or Dungeon Crawl. If a War is being fought, this Could easily take up a whole evening. Roll once on the Geo-Political Event table to see what is happening in the Kingdom. In general Roll once per month per Superhex (1 Hex and surrounding 6 Hexes). Some results are innocuous. Others can lead to the downfall of A once prosperous kingdom.

1D20	Event:
31	New Dungeon Discovered
32	New Portal Discovered
33	A New Major Foe Sets-Up Shop
34	Peasant Uprising: 1 Hex
35	Heresy in Major Religion
36	Land Dispute: Neighboring Kingdom
37	Trade Dispute: Trade Partner
38	Major Raids: Nearby Nation
39	Border Skirmishes: Neighboring Kingdom
40	Major Artifact Unearthed: Continent
41	Major Fire: One City
42	Feuding Noble Families: Internal
43	Major Foe Attacks
44	Declaration of War: By Neighboring Kingdom
45	Regional War: Two Nearby Kingdoms
46	Asked to Join War as Ally: Nearby Kingdom
47	Nearby Kingdom Destroyed/Conquered
48	Court Intrigue
49	Royal Wedding
50	Promising Noble comes of Age
51	A Noble is Born
52	Crusade or Jihad is Called
53	Technological Improvement
54	New Fashion
55	A Great Work of Art/Literature/Music is Produced
56	A New Temple is built
57	A New Religion gains many followers
58	Factional Warfare: City
59	A New Guild Arises: Trade, Crafts, Thief, Assassin
60	A New Warrior achieves Knighthood
61	A Noble or Hero Dies
62	A Well-known Hero goes on a Quest
63	A Magic User builds a Tower
64	Receive Diplomats seeking Alliance
65	Tax Collector with Taxes Robbed
66	Duel between Nobles
67	Infamous Criminal Caught
68	Fair Weather: Good Crops in 1D6 Hexes
69	Scandal: Blackmail
70	Neighboring Kingdom demands Tribute
71	Usurper make his Move
72	Great Injustice
73	Rebellion of the Nobles
74	Zombie Outbreak: 1 Hex
75	Popular Unrest: Entire Kingdom
76	Kidnapping of Important personage
77	Insurgency
78	Agitators decrease Loyalty in 1D3 Hexes
79	Major Astronomical Event
80	Omen: Important Prophecy Revealed
81	Sabotage Revealed: Fire, Poison, Disease
82	Noble Cursed
83	Location Hexed

1D20	Event:
84	Espionage: Enemy Spy Uncovered
85	Treasure or Relic Stolen
86	Storms at Sea: Loss of Ships
87	Threatening Enemy Troop Movements
88	Enemy sues for Peace
89	Plot Revealed
90	New Relic Forged
91	Subversion: Troops join Enemy
92	Refugees: Increase your population
93	Emigration: Population losses
94	Land is Degraded: Becomes Desert, Swamp
95	Racial Tension: Riots, Killings
96	Religious Tension: Riots, Killings
97	Economic Downturn: Depression, Recession
98	Madness: Noble goes mad
99	Spoilage: Stored Crops
00	Haunting: Castle, Countryside

What Rulers Do

Besides from dealing with events and Crises, you get to Collect Taxes! Basically you get 1 Gold per Population per Year in taxes. A village will have average 300 people. A County (1 Hex) will have around 60,000 people. Severe Taxes would be double this or More.

A Basic Soldier is paid 1 Gold per Month. Gold can be used to build Armies, Fleets, Castles, Arenas, Aqueducts, Irrigation, Harbors, Lighthouses, Libraries, Bridges, Roads, Walls, Outposts, etc. as well as paying For soldiers, officials, and other retainers. This can also Go to the funding of the Magical manufacture of Relics. Other possibilities include:

- Throwing Parties and Feasts
- Hosting Tournaments, Jousts, and Contests
- Spending quality time in your Harem
- Bribing the Masses with Bread and Circuses
- Holding Lavish Courts to impress Nobles and Foreign Dignitaries
- Deploying Spies, Moles, Saboteurs, and Assassins
- Training Troops and Underlings
- Raiding your Neighbors
- Going to War with your Neighbors
- Resolving Judicial Matters
- Signing Papers

- Arguing with your Advisors
- Purging Traitors and Banishing Undesirables
- Improving Basic Services: Law, Fire, Sewage
- Improving your Agriculture and Industry
- Issuing Decrees of questionable merit
- Granting Titles and Lands to new or existing Nobles
- Hiring Retainers for important court positions
- Adding to the Aviary or Bestiary or Trophy Room
- Brooding, Fiddling, or Ranting and Raving

Morale For Large Battles

During Regular Combat (Not the direct result of Spells or Magic) Characters and Troops may Panic (25% Surrender 25% Fighting Withdrawal 25% Flee 25% Rout). Morale Checks can be made multiple times during a Battle and for different reasons:

1. Facing Overwhelming Odds.
2. Foes are Monstrous or Magical. Immune to Normal Weapons
3. Your Side has taken many Casualties.
4. Allies are Fleeing or Routing.

Commanders may make Leadership Skill Checks to Rally Panicked Troops. Panicked Troops will lose Cohesion and become Disordered. They lose Formation Bonuses.

Mass Battle Unit Combat Factor List

CF	Unit Type:
4	Peasant Rabble, Kobold
5	Levied Troops, Imp, Halfling, Gnome, Goblin, Wolf
6	Militia, Dwarf, Elf
7	Soldiers, Orc, Hobgoblin
11	Sprite

CF	Unit Type:
12	Gnoll, Lizard Man, Human Cavalry
17	Clay Golem, Zombie
18	Bugbear
20	Hero, Spellcaster
20	Minotaur
22	Ogre, Treant, Werewolf, Medusa
24	Hill Giant
25	Centaur, Warg, Unicorn
27	Mountain Troll
30	Manticore
32	Vampire
42	Young Dragon
44	Stone Giant
47	Lich
49	Sphinx
52	Fire Giant, Frost Giant
62	Tentacle Monster
64	Adult Dragon
75	Cloud Giant
85	Large Hydra
89	Storm Giant
99	Pit Fiend
115	Titan
120	Legendary Dragon
148	Kraken

Mass Battle Rules

Mass Battles are Fights between large numbers of Combatants. An individual Combatant is referred to as a Troop. A group of Troops is referred to as a Unit.

Each Troop has a Combat Factor (CF). Refer to the Unit List. In General, all Troops in a Unit are identical and have the same CF. The Total CF (TCF) of a Unit is equal to the ((Number of Troops in the Unit) x (Their CF))

Example: A Unit of 1000 Soldiers. Each Soldier has a CF of 7. The TCF of the Unit = 7000.

Example: A Unit of 200 Ogres. Each Ogre has a CF of 22. The TCF of the Unit = 4400.

Battles take place in Battle Turns. Two opposing Units face off in a Battle Turn. In this example the Soldiers are Fighting the Ogres.

During a Battle Turn each Fighting Unit makes a 1D10 x 10 Battle Roll and converts this to A Percentage. They then multiply this with the TCF to get a Battle Damage Total (BDT). Subtract the BDT from the Foe's TCF to get a new TCF for the Foe.

For example: The Soldiers make a Battle Roll of 70%. Their BDT = 0.7 x 7000 = 4,900. This BDT is more than the TCF of the Ogres, so they are completely wiped out.

The Ogres make a Battle Roll of 50%. Their BDT = 0.5 x 4400 = 2200. The TCF of the Soldiers is reduced to 7000 - 2200 = 4,800. In terms of numbers of Troops they are reduced from 1000 Troops to 686 Troops.

Unit Movement

Players Roll high on 1D20 to see which side moves its Units first each Battle Turn. Add the Leaders Strategy Skill to the Strategic Initiative Roll. Units can Move up to 2 Spaces per Battle Turn.

Fast Units can move 3 Spaces. Flying Units can move 4 Spaces and ignore Terrain Modifications. A Unit can Fight any Adjacent Enemy Unit at the cost of 1 Movement Point.

A Space containing Difficult Terrain costs 2 Movement Points to Enter. It costs 1 Movement Point to Change a Formation or put a Unit in Formation. Defensive Formations cannot Move.

Formations

Troops that are capable of it can form up in Formations. Formations are usually established at the beginning of a Battle Each Troop gets +2 CF when in an Attack Formation. Each Troop gets +3 CF when in a Defense Formation.

Formations must have a minimum of 30 Troops. A Unit that fails a Morale Check becomes Disordered and goes out of Formation. Sample Attack Formations: Attack Column, Marching Phalanx, Skirmish Line, Advance by Ranks, Wedge, Checkerboard, Pincer, Assault Sample Defense Formations: Square, Circle, Defensive Line, Fortified Position

Strategic Skill Contests

Before the Battle Rolls are made, opposing Leaders may make a 1D20 Strategy Roll. Add the Leaders Strategy Skill to the Strategy Roll. The Winner gets +10 to his own Battle Rolls.

The Loser gets -10 to his Battle Rolls. Make a New Strategy Roll at the beginning of each Battle Turn.

Sea Voyage Table

1D50	Encounter:
1	Desert Island: Nothing
2	Sargasso Sea: Delayed
3	Doldrums: Delayed
4	Lost: Delayed
5	Monsoon: Storm
6	Tidal Wave: Storm
7	Hurricane: Storm
8	Tropical Paradise: Resupply
9	Ghost Ship: Pirates
10	Sea Serpent: Monster
11	Kraken: Monster
12	Leviathan: Monster
13	Merfolk: Sea People
14	Cursed Ship: Pirates
15	Skeleton Crew: Pirates
16	Port: Resupply
17	Harbor: Resupply
18	Cannibal Island: Dangerous Resupply
19	Sea Devils: Sea People
20	Safe Passage: Counts as 2 Encounters
21	School of Fish: Resupply Rations
22	Tritons: Sea People
24	Shipwreck Survivors: Add Crew
25	Spoilage: Out of Rations
26	Mutinous Crew: Mutiny

Sea Voyage Monsters

You will have to fight these. Cutting off a Few Tentacles, Hurting an Eye, or Feeding them a Few Crew Members is Often enough to send them on their way.

Pirates

A Pirate ship will have average 50 Crew. If less they may Offer you to join their crew. Outrun them if you can. Some you have to fight. Some it may just be better to Surrender to.

Sea People

Some races are nicer than others. Often they just want to trade. If you look weak and they are strong, they will attack.

For Each Day Without A Ship Table

Wilderness Treks

Sea Voyages

These can be perilous. To cross the sea will require 1D8 consecutive encounters. Roll 1D50 on the Sea Voyage Table:

1D50	Encounter:
27	Sirens: Monster
28	Giant Octopus: Monster
29	Sea Dragon: Monster
30	Crab Men: Sea People
31	Buccaneers: Pirates
32	Corsairs: Pirates
33	Undead Sea Rovers: Pirates
34	Fishing Village: Resupply
35	Pirate Town: Dangerous Resupply
36	Reef: Damage Hull
37	Rocks: Damage Hull
38	Shallows: Damage Hull
39	Giant Whirlpool: Storm
40	Dolphins: All Gain Luck +1
41	Strong Headwinds: Delay
42	Sea Turtles: Resupply Food
43	Whale Sighting: Nothing
44	Dinosaur Island: Dangerous Resupply
45	Flying Fish: Resupply Fish
46	Calm Sea: Nothing
47	Driftwood: Nothing
48	Stowaway: Add Crew
49	Giant Squid: Monster
50	Flotsam and Jetsam: Nothing

Delays

Each Delay has a 50% chance of using up all your rations. At the end of every encounter without rations there is a 25% the Crew will Mutiny.

Resupply

Fill up on Rations and Water. Medical Help may be available. Regain Power Points and Luck Points.

Storms & Hull Damage

If you lose the Ship you are shipwrecked. Drowning, Sharks, and Dehydration are now options. It is assumed the Survivors are on A raft or grabbing onto some Flotsam and Jetsam. Roll 1D6 on the For each Day without a Ship Table:

1D10	Result
1	Someone Dies of Dehydration
2	Storm: Someone Drowns
3	Possible Hypothermia or Heat Stroke
4	Shark Attack
5	Picked up by a Fishing Boat

1D10	Result
6	Picked up by a Merchant Vessel
7	Captured by Sea People
8	Washed up on a Friendly Shore
9	Washed up on a Dangerous Shore
10	Picked up by Pirates

Arial Encounter Table

1D60	Encounter:
1	Dragon
2	Clear Skies
3	Roc
4	Headwinds: Delay
5	Giant Eagles
6	Air Pirates
7	Bat Swarm
8	Flying Apes
9	Air Elemental
10	Blue Sky
11	Wind Spirit
12	Cloudy
13	Hawk Men
14	Rain
15	Wind Demon
16	Storm
17	Cloud Giant Floating Cloud Castle
18	Bird Men
19	Storm Giants Throwing Lightning
20	Tornado
21	Wyvern
22	Updraft
23	Hail Stones
24	Drakes
25	Cold Air
26	Downdraft
27	Thin Air
28	Flying Serpent
29	Jet Stream
30	Angel, Deva, or Cherub: Gives Blessing

1D60	Encounter:
31	Wind Tunnel
32	Manticore
33	Blown Off Course
34	Gryphon
35	Migrating Birds
36	Hippogryph
37	Flock of Birds
38	Djinn
39	Overcast
40	Sphinx
41	Cirrus Clouds
42	Giant Wasps
43	Cumulous Clouds
44	Slyphs
45	Thunderhead
46	Giant Owl
47	Cold Front
48	Thunder Bird
49	Wind at Your Back
50	Phoenix
51	Men on Flying Carpets
52	Howling Wind
53	Pterodactyls with Lizardmen Riders
54	Turbulence
55	Goblin Balloon Brigade
56	Gust of Wind
57	Pot Shots from the Ground
58	Dark Skies
59	Gargoyles
60	Dusk

Greek Island Encounter Table

1D30	Encounter:
1	Rocky Shore
2	Minotaur's Maze
3	Roman Wilderness of Pain
4	Alluring Forest Nymphs
5	Deserted Battlefield
6	Frolicking Satyrs and Fauns

1D30	Encounter:
16	Cyclops with Club
17	Oracle in Mountain Cave
18	Cretans with Slings
19	City State
20	Maenad Ceremony
21	Rocky Hills

1D30	Encounter:	1D30	Encounter:
7	Shepard with Goats	22	Harpy Nest
8	Medusa's Lair	23	Sheer Cliffs
9	Grove of Olive Trees	24	Sorceress
10	Prowling Cerebus	25	Ruins
11	Small Farms: Wheat	26	Bandits
12	Drunken Centaurs	27	Traveling Merchants
13	Vineyard	28	Hoplites
14	Hydra	29	Noble in Disguise
15	Pagan Temple	30	Pagan Procession

Temperate Forest Encounter Table

1D80	Encounter:
1	Black Bears: Animal
2	Wolf Pack: Animal
3	Cougar: Animal
4	Poisonous Snake: Animal
5	Witches House: Hostile
6	Deer: Hunting
7	Stream: Fishing
8	Lake: Fishing
9	Lake Monster: Monster
10	Giant Spider: Monster
11	Treant: Monster
12	Lost in the Woods: Delay
13	Ford Stream: Delay
14	Gnoll Band: Humanoids
15	Orc Patrol: Humanoids
15	Hunter: Neutral
16	Ranger: Neutral
17	Wood Cutter: Neutral
18	Traders: Neutral
19	Trapper: Neutral
20	Foxes: Nothing
21	Rabbits: Hunting
22	Squirrels: Nothing
23	Berry Bushes: Forage
24	Bandits: Hostile
25	Brigands: Hostile
26	Highwaymen: Hostile
27	Brown Bears: Animal
28	Waterfall: Delay
29	Grizzly Bears: Animal
30	Warthogs: Hunting
31	Young Green Dragon: Monster
32	Bridge Troll: Monster
33	Chimera: Monster
34	Roc: Monster
35	Faeries: Fey
36	Pixies: Fey
37	Brownies: Fey

1D80	Encounter:
38	Gypsies: Neutral
39	Storm: Delay
40	Wood Elves: Neutral
41	Druid: Neutral
42	Minstrels: Friendly
43	Noble with Escort: Neutral
44	Village: Resupply
45	Hamlet: Resupply
46	Farmstead: Resupply
47	Keep: Resupply
48	Crossroads: Nothing
49	Roadside Inn: Settlement
50	Toll Road: 1 Gold each to pass
51	Clearing: Nothing
52	Rare Herbs: Herbalism
53	Rare Mushrooms: Mycology
54	Four Leaf Clover: All get Luck +1
55	Poison Ivy: 1D3 Get -1 to all Rolls next Encounter
56	Training Montage: Someone gets Attack Skill +in one Weapon
57	Quail: Hunting
58	Tree Syrup: Forage
59	Acorns: Forage
60	Illness Flu: One Disease
61	Bad Footing: Accident
62	Bear eats your Food: Zero Rations
63	Mysterious Traveler: Neutral
64	Fresh Water: Nothing
65	Shady Glen: Nothing
66	Dense Hedgerows: Delay
67	Owl: Nothing
68	Hippogriff: Monster
69	Stag: Hunting
70	Elk: Hunting
71	Owlbear: Monster
72	Werewolf: Monster
73	Skunk: -4 to Social Encounters for 3 days
74	Moss Monster: Monster
75	Nature Priestess and Followers: Neutral
76	Warg: Monster
77	Goblin Raiders: Humanoids
78	Ghost: Spirit
79	Ghoul: Undead
80	Harpy: Monster

Desert Encounter Table

1D40	Encounter:
1	Desert Twister: Delay and Damage -1
2	Minor Sphinx: Monster
3	Dao Djinn: Monster
4	Quicksand: Trap
5	Sand Storm: Delay and Damage -2
6	Nomads: Neutral
7	Caravan: Neutral
8	Dunes: Nothing
9	Lost in the Desert: Delay
10	Heat Stroke: Someone gets Damage +3
11	Out of Water
12	Sunburns: Someone gets -2 to all Rolls for 4 Days
13	Oasis: Resupply
14	Dervishes: Neutral
15	Giant Scorpion: Monster
16	Scorpion Men: Humanoids
17	Well: Resupply
18	Heat: Nothing
19	Sun: Nothing
20	Sand: Nothing
21	Poisoned Well: Weak Poison
22	Walking in Circles: Delay
23	Buried Ruins: Side Quest
24	Sand Giant: Monster
25	Locust Swarm
26	Vultures: Nothing
27	Giant Ant Lion: Monster
28	Poisonous Asp: Animal
29	Jackals: Animal
30	Cactuses: Resupply
31	Nomad Tribe Camp: Neutral
32	Lesser Sphinx: Monster
33	Arid Landscape
34	Jinn Djinn: Monster
35	Soft Sand: Delay
36	Bandits: Hostile
37	Heat: Nothing
38	Giant Crocodile in Waterway: Monster
39	Parched Earth: Nothing
40	Cold Nights: Nothing

Out Of Water In The Desert

Everyone must save (Partial Success or better) or Die after every Encounter until resupplied. Add your Constitution Bonus to the Roll. Note: After a Delay there is a 50% of running out of Water.

Neutral Encounters will 75% give you Water.

Side Quest

Possible Minor Dungeon or adventure.

Frozen Wilderness Encounter List

1D60	Encounter:
1	Frozen Tundra: Nothing
2	Windswept Plains: Nothing
3	Snow Flurry: Nothing
4	Frost Giant: Monster
5	Northern Barbarians: Hostile
6	White Dragon: Monster
7	Glacier: Nothing
8	Icy Peaks: Nothing
9	Snow Drifts: Nothing
10	Winter Wolves: Animal
11	Polar Bear: Animal
12	Kodiak Bear: Animal
13	Arctic Foxes: Nothing
14	River Salmon: Fishing
15	Ice Fishing: Fishing
16	Walrus: Hunting
17	Seals: Hunting
18	Penguins: Hunting
19	Yeti: Monster
20	Ice Witch: Hostile
21	Snow Sprites: Fey
22	Fishing Village: Resupply
23	Northern Dwarves: Neutral
24	Blizzard: Delay and All Damage +3
25	Cold Snap: Delay and All Damage +2
26	Frozen Winds: Delay and All Damage +1
27	Snow Goblins: Humanoids
28	Gnoll War Band: Humanoids
29	Rams: Hunting
30	Moose: Hunting
31	Reindeer Herders: Neutral
32	Elk: Hunting
33	Snow Hares: Hunting
34	Ice Fields: Delay
35	Fall through the Ice: Someone takes Damage +3
36	Mammoths: Animal
37	Mastodons: Animal
38	Sabre Tooth Tiger: Animal
39	Cavemen: Neutral
40	Heavy Snow: Delay
41	Ice Springs: Shelter
42	Ice Cave: Shelter
43	Icy Wastes: Nothing
44	Avalanche: All Take Damage +2 and Delay
45	Aurochs: Hunting
46	Barbarian Guides
47	Snow Beast: Monster
48	Caribou Range: Hunting
49	Frozen Dead: Undead
50	Dire Wolves: Animal

1D60	Encounter:
51	Pinelands: Nothing
52	Wolverine: Animal
53	Glacial Crevasse: Shelter
54	Hoar Shade: Spirit
55	Viking Raiders: Hostile
56	Tribal Hunters: Neutral
57	Wendigo: Monster
58	Snow Blind: Delay
59	Snow Devil: Monster
60	Winters Chill: All Take Damage +1

Freezing

After every Encounter in Freezing Wilderness that is not a resupply or Shelter, or the party must make

a survival roll. On a Failure they each take 1D6 Cold Damage.

Swamp Encounter Table

1D50	Encounter:
1	Will o Wisp: Delay
2	Marsh Gas: All -2 to all Rolls next Encounter
3	Young Black Dragon: Monster
4	Sawgrass: All take 1D4 Damage
5	Biting Insects: All -2 to all Rolls next Encounter
6	Swamp Fever: All Disease
7	Bog Wraith: Spirit
8	Giant Toad: Monster
9	Water Moccasin: Animal
10	Mired Down: Delay
11	Owlbear: Monster
12	Slogging through Mud: Delay
13	Bog Troll: Monster
14	Shambling Mound: Monster
15	Quagmire: Delay
16	Marsh Goblins: Humanoids
17	Goblin Shaman: Hostile
18	Giant Rats: Monster
19	Alligator Pit: Animals
20	Leeches: All -2 to all Rolls next Encounter
21	Herbs: Herbalism
22	Mushrooms: Mycology
23	Fetid Pools: Nothing
24	Giant Wasp: Monster
25	Sunken Hollow: Delay
26	Hydra: Monster
27	Blue Bayou: All -1 to all Rolls next Encounter
28	Swamp Thing: Monster
29	Mucking Around: Delay
30	Swamp Ghoul: Undead
31	Pond Apple Slough: Forage
32	Mud Monster: Monster
33	Peat Bog: Nothing

1D50	Encounter:
34	Lizard Men: Humanoids
35	Fen: Nothing
36	Troglodytes: Humanoids
37	Glade: Nothing
38	Bog Beast: Monster
39	Morass: Delay
40	Eels: Fishing
41	Foot Rot: One Disease
42	Fiddler Crabs: Foraging
43	Frog Men: Humanoids
44	Giant Snapping Turtle: Monster
45	Estuary: Nothing
46	Anhingas: Hunting
47	Mangroves: Nothing
48	Black Bear: Animal
49	Wetlands: Nothing
50	Cypress Hammock: Nothing

Disease

Characters must Save with partial success or better or Get -2 to all Rolls for 2 Weeks. The prefix indicates

whether This applies to all Characters or just one. A Fumble will Result in Death.

Jungle Encounter Table

1D80	Encounter:
1	Giant Anaconda: Monster
2	Jungle Fever: All Disease
3	Striped Tiger: Animal
4	Pouncing Jaguar: Animal
5	Lion Lord of the Jungle: Animal
6	Piranhas: Swarm.
7	Jungle Guide: Counts as 2 Encounters
8	Lost in the Jungle: Delay
9	Going in Circles: Delay
10	Cat Men: Humanoids
11	Beast Men: Humanoids
12	Beast Man Shaman: Hostile
13	Cannibals: Hostile
14	Pygmies: Neutral
15	Tribal Warriors: Hostile
16	Lost Ruins: Side Quest
17	Thick Foliage: Nothing
18	Shady Canopy: Nothing
19	Giant Carnivorous Plant: Monster
20	Tangle Vines: Monster
21	Giant Ants: Monster
22	Giant Spider: Monster
23	Downpour: Delay
24	Steamy Jungle: Nothing
25	Naga: Monster
26	Giant Sloth: Nothing

1D80	Encounter:
41	Jungle Elephants: Animal
42	Cobra: Animal
43	Water Buffalo Stampede: Animal
44	Orangutans: Animal
45	Crocodile Nest: Animal
46	Territorial Baboons: Animal
47	Hungry Hippos: Animal
48	Python: Animal
49	Chimps Throwing Poo: Animal
50	Tropical Birds: Animal
51	Tapirs: Hunting
52	Capybaras: Animal
53	Giant Poison Dart Frogs: Monster
54	Capuchin Monkeys: Animal
55	Sun Bear: Animal
56	Tropical Fish: Fishing
57	Black Panther: Animal
58	Boa Constrictor: Animal
59	Poisonous Plant: All Weak Poison
60	Wild Boar: Hunting
61	Giant Scorpion: Monster
62	Pit Viper: Animal
63	Trench Foot: Someone Disease
64	Parasites: All Disease
65	Malaria: All Disease
66	Dengue Fever: All Disease

1D80	Encounter:
27	River Crossing: Nothing
28	Gorillas: Animal
29	Rain Forest: Nothing
30	Ape Men: Humanoids
31	Herbs: Herbalism
32	Mushrooms: Mycology
33	Tropical Fruit: Forage
34	Cobra: Animal
35	Leopard: Animal
36	Howler Monkeys: Animal
37	Termite Mounds: Nothing
38	Fruit Bats: Nothing
39	Charging Rhino: Animal
40	Frog Men: Humanoids

1D80	Encounter:
67	Yellow Fever: All Disease
68	Lizard Men: Humanoids
69	Jungle Basin: Nothing
70	Jungle Creeper: Monster
71	Jungle Wurm: Monster
72	Jungle Dryads: Fey
73	Jungle Shrine: Side Quest
74	Jungle Rot: Someone Disease
75	Beast Master: Hostile
76	Wild Growth: Delay
77	Village: Resupply
78	Hunters: Neutral
79	River Traders: Neutral
80	Jungle Outpost: Resupply

Hills Encounter Table

1D50	Encounter:
1	Hill Giants: Monsters
2	Rocky Ground: Accident
3	Traveler in a Hurry: Friendly
4	Steep Slopes: Delay
5	Knight & Retainers: Neutral
6	Gnome Lookouts: Neutral
7	Ranger: Neutral
8	Walled Village: Resupply
9	Bugbear Ambushers: Humanoids
10	Border Keep: Resupply
11	Gnoll Hunters: Humanoids
12	Bridge Troll: Monster
13	Kobold Commandos: Humanoids
14	Ogre Band: Monsters
15	Dwarf Traders: Friendly
16	Orc Marauders: Humanoids
17	Land Slide: All Save or take Damage +3
18	Goblin Raiders: Humanoids
19	Bandits: Hostile
20	Gully: Nothing
21	Hill People: Neutral
22	Hillock: Nothing
23	Red Cap: Fey
24	Hillside: Nothing
25	Halfling Travelers: Friendly

1D50	Encounter:
26	Hilltop: Nothing
27	Wyvern: Monster
28	Highlands: Nothing
29	Giant Weasel: Monster
30	Knoll: Nothing
31	Killer Frog: Monster
32	Wargs: Monster
33	Stag: Hunting
34	Stream: Fishing
35	Herbs: Herbalism
36	Mushrooms: Mycology
37	Rabbits: Hunting
38	Thrush: Hunting
39	Berry Patch: Forage
40	Wild Boar: Hunting
41	Bull: Animal
42	Goats: Hunting
43	Brown Bear: Animal
44	Harpies: Monster
45	Zombies: Undead
46	Ghost: Spirit
47	Barrow Wight: Undead
48	Hill Shade: Spirit
49	Griffon: Monster
50	Giant Lynx: Monster

Accident

You may Save at Success or better to avoid an Injury. Dexterity and Tumbling Skill add to the roll.

When you get an Injury do to an Accident roll on the Injury Table. These are usually of the slip and fall variety.

Injury Table

1D6	Injury
1	Muscle Strain: Body part Hurt
2	Ankle Sprain: Foot Hurt
3	Broken Foot: Need Crutch

1D6	Injury
4	Broken Leg: Need Crutch
5	Broken Finger: Hand Hurt
6	Broken Arm: Requires Sling

Volcanic Encounter Table

1D30	Encounter:
1	Pyroclastic Flow: All Save or Damage +2
2	Volcanic Eruption: All Save or Damage +3
3	Hot Ash: All 1D6 Damage
4	Smoldering Ground: Nothing
5	Poison Gasses: All Weak Poison
6	Tremor: Nothing
7	Laval Flow: Delay
8	Treacherous Ground: Accident
9	Minor Quake: All save or Damage -1
10	Minor Demons: Monster
11	Minor Devils: Monster
12	Crater Lip: Nothing
13	Steep Slopes: Delay
14	Magma Elemental: Monster
15	Lavamancer: Hostile

1D30	Encounter:
16	Oppressive Heat: All Damage -2
17	Fire Salamander: Monster
18	Fire Sprite: Fey
19	Sulfurous Pits: All Damage -2
20	Young Red Dragon: Monster
21	Hot Foot: All 1 Damage
22	Fire Newts: Humanoids
23	Burning Earth: All Damage -2
24	Pyroclasm: All Save or Damage +2
25	Magma Vents: Nothing
26	Magma Spray: Someone Save or Damage +3
27	Magma Jet: : All Save or Damage +3
28	Magma Rift: Delay
29	Fire Giants: Monster
30	Fall into Volcano: One Save or Die

Plains Encounter Table

1D30	Encounter:
1	Out Riders: Neutral
2	Hobgoblin Cavalry: Humanoids
3	Wild Horses: Animals
4	Buffalo Herd: Hunting
5	Wild Cattle: Hunting
6	Wild Dogs: Animal
7	Hunting Village: Resupply
8	Horse People: Neutral
9	Giant Eagle: Monster
10	Farther than it Looks: Delay
11	Wagons: Friendly
12	Herders: Friendly
13	Ranch: Resupply
14	Brigands: Hostile
15	Farmstead: Resupply
16	Orc Marauders: Humanoids
17	River Crossing: Delay
18	Hidden Valley: Side Quest
19	Lotus Fields: Delay
20	Berry Patches: Forage
21	Herbs: Herbalism
22	Steppes: Nothing
23	Flash Flood: All Save or Damage -1

1D30	Encounter:
26	Outpost: Resupply
27	Scrubland: Nothing
28	Shattered Plains: Accident
29	Irrigated Crops: Forage
30	Meadows: Nothing
31	Hay Stacks: Nothing
32	Streams: Fishing
33	Lake: Fishing
34	Fields of Flowers: Nothing
35	Stonehenge: Spell Checks at +2
36	Plateau: Nothing
37	Pegasus: Monster
38	Caravan: Friendly
39	Hippogriff: Monster
40	Shepard: Friendly
41	Dire Wolves: Monsters
42	Wargs: Monsters
43	Plains Lion: Animal
44	Marching Army: Neutral
45	Roc: Monster
46	Mounted Archer Raiders: Hostile
47	Locust Swarm
48	Centaur: Humanoids

1D30	Encounter:
24	Flood Plain: Delay
25	Arid Mesa: Run out of Water

1D30	Encounter:
49	Tribal Minotaurs: Humanoids
50	Farming Village: Resupply

Sylvan Forest Encounter Table

1D50	Encounter:
1	Talking Raven: Neutral
2	Talking Beavers: Friendly
3	Pestering Pixies: Fey
4	Sprite Squadron: Fey
5	Naughty Nymphs: Fey
6	Spring: Fishing
7	Herbs: Herbalism
8	Mushrooms: Mycology
9	Babbling Brook: Nothing
10	Disapproving Dryads: Fey
11	Ill Tempered Treant: Monster
12	Fairy Circle Ring: Spell Checks at +2
13	Wood Elf Patrol: Neutral
14	Attack Squirrels: Swarm.
15	Helpful Brownie: Fey
16	Stag: Hunting
17	Questing Beast: Delay
18	Faerie Dragon: Monster
19	Annoyed Leprechaun: Fey
20	Curious Black Bear: Animal
21	Giant Owl on the Hunt: Monster
22	Devious Fox Spirit: Spirit
23	Drunken Centaurs: Humanoids
24	Piping Satyr: Fey
25	Prancing Faun: Fey

1D50	Encounter:
26	Nixie Trickster: Fey
27	Fire Starting Fire Sprites: Fey
28	Singing Sylphs: Fey
29	Sidhe Ranger: Neutral
30	Four Leaf Clover: Gain +1 Luck
31	Berry Bushes: Forage
32	Will o Wisp: Spirit
33	Apple Trees: Forage
34	Elf Village: Dangerous Resupply
35	Pleasant Gnome Village: Resupply
36	Jesting Bridge Troll: Monster
37	Taunting Goblins: Humanoids
38	Music Loving Gypsies: Friendly
39	Foxfire: Nothing
40	Menhaden: Rune Trap
41	Riddling Giant: Monster
42	Jackelope: Animal
43	Questioning Druid: Neutral
44	Quickling Thief: Fey
45	Hysterical Fairy Sentinel: Fey
46	Bored Faerie Enchanter: Fey
47	Bee Hive: Swarm.
48	Mist: Delay
49	Poetic Faerie Noble: Fey
50	Judgmental Unicorn: Fey

Fey

Note that Fey rarely attack to Kill. They prefer to Harass (Some Damage), Curse, Steal, Mislead (Delay), Trick, Trap, Torture, Lead you into Danger, Help or

Hinder, Frolic, Poison, Make Ill, Taunt, Mock, Insult, Enchant, Prank, Tell Stories, Riddles, Jests, Make Music, Dance, Sing, Recite Poems, Chase and be chased, and have Fun and Mischief at your expense. If attacked, they will Flee or show their True Power.

Savannah Encounter Table

1D20	Encounter:
1	Lion Pride: Animals
2	Zebras: Animal
3	Antelopes: Animals
4	Elephants: Animals
5	Giraffes: Animals
6	Hungry Jackals: Animals
7	Man Eating Lions: Animals
8	Ostriches: Animals
9	Watering Hole: Hunting
10	Wildebeest Stampede: All Save or Damage +2

1D20	Encounter:
11	Elephant Graveyard: Nothing
12	Scavenging Hyenas: Animals
13	Charging Rhinos: Animals
14	Tribal Hunters: Neutral
15	Tribal Warriors: Hostile
16	Tribal Shaman: Hostile
17	Village: Resupply
18	Grasslands: Nothing
19	Hunting Grounds: Hunting
20	Brush: Foraging

Mountain Encounter Table

1D30	Encounter:
1	Crags: Accident
2	Stone Giant throwing Boulders: Monster
3	Peaks: Delay
4	Mountain Goats: Hunting
5	Ravines: Delay
6	Cave Opening: Side Quest
7	Cliffs: Nothing
8	Young Blue Dragon: Monster
9	Bluffs: Delay
10	Roc with Nest Above: Monster
11	Precipice: Delay
12	Dwarf Warriors: Hostile
13	Summit: Delay
14	Orcs: Humanoids
15	Mountain Range: Delay
16	Goblins with Bows: Humanoids
17	Mountain Pass: Counts as 2 Encounters
18	Mountain Troll: Monster
19	Sheer Wall: Delay
20	Granite Boulders: Nothing
21	Winter Starts: All 1D6 Damage every Encounter
22	Sheltering Ledge: Nothing
23	Rock Slide: All Must Save or Damage +3
24	Uneven Footing: Accident
25	Rope Bridge: 10% per Person it Snaps
26	Mountain Lion: Animal
27	Gaping Chasm: First Person must Jump
28	Strong Wind: Someone Saves or Falls
29	High Winds: Someone Loses their Hat
30	Cold Stone: Nothing

Mountain Delays

Your party must make a collective 50% Climbing or 50% Survival Roll at each Delay at Partially Suc-

cessful or Better or else get 2 additional Encounters. They get +1 to The rolls if the GM says there is a trail. Any Fumble any Time means you are falling down the Mountain.

Badlands Encounter Table

1D30	Encounter:	1D30	Encounter:
1	Rocky Ground: Nothing	16	Barrens: Nothing
2	Goblins: Humanoids	17	Canyon Village: Resupply
3	Broken Ground: Accident	18	Borderland: Nothing
4	Orc War Party: Humanoids	19	River Rapids: Delay
5	Canyons: Delay	20	Wasteland: Nothing
6	Cracked Earth: Nothing	21	Revenant: Undead
7	Gnoll Hunters: Humanoids	22	Natural Cistern: Water
8	Ridges: Nothing	23	Velociraptors: Animal
9	Beast Men: Humanoids	24	Flash Flood: All Save or Separated
10	Buttes: Nothing	25	Canyon Drake: Monster
11	Ogres: Monsters	26	Brine Lake: Nothing

1D30	Encounter:
12	Brushland: Forage
13	Sandstone Arches: Nothing
14	Dust Storm: Delay
15	Outpost: Resupply

Fantasy Names

Need a Fantasy Name quickly? these lists should help.

Fantasy Locations

The Lost Lake, The Great Tree, The Desert Colossus, Deserted Desert Wailing Wasteland, Death Mountain, Temple of Time, Lotus Fields The Boiling Sea, The Creeping Castle, Domain of the Damned Raging River, Forgotten Fortress, Maw of the World, Final Fortress City of Catacombs, Wicked Woods, Ghastly Graveyard, Forest of No Return Weeping Woods, Whispering Wasteland, Dark Pyramid, Shipwreck Island Fairy Falls

Dwarf Names

Gurney, Filch,

Dwarf Settlement Names

Human Barbarian Names

Guntar, Brun

Human Feudal Names

Morgan, Cass, Venn, Oswald, Caverdine, Nock,

Human Feudal Settlement Names

Belfry, Artoon, Claxton, Beamish,

High Elf Names

Alif, Abacar, Zymus, Xill

Skeleton Names

Skully, Boney, Bonser, Jaws, Socket, Bone Daddy, Big Bones, Saw Tooth Pinky, Rib Eye, Skelly, Knuckles, Knuckle Head, Lumbardi

Goblin Names

Goby, Rudy, Goober, Snotly, Buger, Crick Nose, Gri-mace, Pansy, Mud Gnarl Tooth, Jibbers, Joxie, Floby, Pugsly, Boorish

Attribute Table

1D30	Encounter:
27	Terraces: Delay
28	Ancient Graveyard: Spirits
29	Giant Cougar: Monster
30	Water Geyser: Water

Gnome Names

Dolph, Frumpus, Stumpy, Bart,

Mage Names

Zundar

Starting Classes

Introduction

RPG Fantasy Rules.

Character Creation

The Player must pick a Class for his Character. The Class List will show all starting Skills, Abilities, and Spells. The player also needs to Name his Character.

Starting Traits

- All Characters Start with a Wound Level (WL).
- For Humans, Half-Orcs, Dwarves, and Elves the Starting Wound Level is 4.
- For Halflings and Gnomes the Starting Wound Level is 3.
- The Toughness Skill will increase a Character's Wound Level.
- All Characters Start with a Movement Rating (MR).
- For Humans, Half-Orcs, and Elves the Starting Movement Rating is 6.
- For Dwarves, Halflings, and Gnomes the Starting Movement Rating is 4.
- The Swift Skill will increase a Character's Movement Rating.

Heroic Attributes

There are 9 possible Heroic Attributes.

- First, pick one Attribute that the Character will definitely have.
- Second, Roll 1D3 +1 to see how many more attributes the Character gets (Total 3-5).
- Third, Roll for each of these on the Attribute Table to see what they are.

There are no levels in Attributes. Either you have it or you don't. Reroll Duplicates. Keep track of what attributes you have.

1D10	Attribute:	Notes:
1	Spirit	Get +1 to all Morale and Social Interaction Rolls
2	Magic	Get 2 Advantages of your Choice (on the Background Page)
3	Body	Get +1 to Strength and Toughness
4	Mind	Get +1 to all Lore Skill Rolls and Spell Checks
5	Will	Get +1 to all Skill Rolls not affected by other Attributes
6	Speed	Get +1 to Defense and Swiftness
7	Fate	Get +1 to all Saving Throws
8	Wits	Get +1 to all Detection type Skill Rolls
9	Prowess	Get +1 to all Attack Rolls
10+	Pick One	Players Choice

Character Class Archetypes

There are 4 Basic Class Archetypes: Fighter, Rogue, Mage, and Priest. Below are the classic examples of each of the 4 Class Types:

Warrior/mercenary (fighter)

- Skills: Toughness +2 (Added to Wound Level), Melee Weapons +2 (Attack Bonus),
- Strength +2 (Damage Bonus), Shield +1 (Defense Bonus if using a Shield),
- Heavy Armor (Wear Heavy Armor with no Penalties), Initiative +1,
- Dual Wield (Use 2 Weapons with no Penalties), Dodge +2 (Defense Bonus),
- Brawl +2 (Attack Bonus to Unarmed Attacks: Strikes and Grappling),
- Tactics +1 (Allies attacking same Foe as you get +1 Attack Bonus),
- Leadership +4 (Bonus to Rally, increase Morale), Swift +1 (Move Speed)
- Starting Items: Medium Armor, Dagger, Two Melee Weapons, Cloak, Medium Shield

Thief (rogue)

- Skills: Stealth +5 (Bonus to Hide, Sneak, Surprise), Climb +5 (Walls),
- Dodge +2 (Defense Bonus), Pick Pocket +5, Escape Artist +4 (Slip Bonds),
- Backstab +4 (Damage Bonus when attacking from behind), Swift +2 (Move Speed),
- Locks +4 (Pick Locks), Search +5 (Find Traps, Secret Doors, Treasure),
- Streetwise +5 (Rumors, Favors, Contacts, Dangers), Dagger +1
- Starting Items: Leather Armor, Dagger, Sap, Cloak, 10 foot pole, Rope and Grappling Hook (Climb +2), Lockpick Kit

Cleric (priest)

- Magic: Clerical List = 4, Healing List = 2
- Skills: Shield +1, Heavy Armor, Religion +5 (Concentration on own Religion),
- Preach +4 (Convert the Heathen. Often takes Several Successful Attempts in a Row),

- Blunt Weapon +1 (Attack Bonus), Wisdom (Get GM's Opinion)
- Starting Items: Medium Armor, Medium Shield, Mace, Holy Symbol, 1D4 Vials of Holy Water

Thaumaturge (mage)

- Magic: Thaumaturgy List = 7, Cantrip List = 2
- Skills: Staff & Dagger +1 (Attack Bonus), Arcane Lore +5 (Theory of Magic)
- Starting Items: Robes, Hat, Dagger, Staff, Spell Components, Spell Book, Spy Glass, Wax, Starch, Chisel, Crucible, Tinder Box

Racial Classes

Some Classes are associated with particular non-human Races. Several examples are given below:

Halfling Burglar (rogue)

- Skills: Dodge +2, Stealth +4, Sling +2, Short Sword +2, Climb +4,
- Gardening +4, Fishing +4, Cooking +4 (Tasty and Nutritious),
- Pipeweed +4 (Identify, Grow, Uses. Produce Short Range Smoke Rings),
- Luck (Once per day get +5 to one Target Die-Roll),
- Cheer +5 (Raise Spirits of Allies. Remove Anger and Frustration),
- Alertness +4 (Detect Hidden or Distant Foes), Locks +5, Search +5
- Starting Items: Dagger, Short Sword, Cloak, Sling & Stones, Pipe & 1D6 Weeds, Regular Clothing, Bag of 10 Rations, Cooking Gear, Flint & Tinder, Lockpick Kit

Elf Wanderer (rogue)

- Skills: Bow +2, Sword +2, Swift +2, Dodge +2, Insight +5, History +5 (Long Lived),
- Geography +5, Memory +3, Sailing +5, Navigation +5, Herbalism +5 (Elven Medicine),
- Search +3, Ride +3, Woodcraft +5 (Camping, Survival, Pathfinding),
- Song +5, Dance +5 (Elven Grace & Beauty)

- Starting Items: Leather Armor, Dagger, Sword, Cloak, Bow & Arrows, Elven Riding Horse (Ride +1), Blanket, Waybread (10 Rations), Journal

Dwarf Clansman (fighter)

- Skills: Toughness +3, Martyr (Receive Attack directed at Adj Ally), Strength +1,
- Shield +1, Heavy Armor, Mining +4, History +4, Song +4 (Haunting, Sad Ballads),
- Hammer +2, Pick +2, Axe +2, Sword +1, Crossbow +1, Carousing +5 (Famed Drinkers),
- Search +3, Climb +3 (Mountaineering, Spelunking)
- Starting Items: Heavy Armor, Med Shield, Cloak, Hammer, Dagger, Crossbow & Bolts

Gnome Prankster (rogue)

- Skills: Guile +5, Pickpocket +5, Gossip +5, Locks +5, Search +5
- Climb +3, Carousing +5, Pranks +5, Taunt +5, Jest +5, Luck, Stealth +5,
- Alertness +5, Streetwise +5, Wits +5 (Solving Puzzles), Riddles +4,
- Dodge +3, Ventriloquism +5, All Weapons +1
- Starting Items: Lockpick Kit, Cloak, Brace of Daggers Rope and Grappling Hook (Climb +2), Bag of Tricks (Pranks +1)

Character Background

Players may want to fill in some Background notes on their Favorite Characters. The Following Page gives ideas for Background Histories, Motivations, (Dis)Advantages, and Personality Traits:

Each player starts with 5 Motivations, 1 Disadvantage, and 1 Advantage. Each player starts with 0 Destiny Points. Personality Traits are optional. They are good for NPC's.

Background Histories are not required, but they are fun. It is recommended each player starts with 1 Background History (Picked or Random).

Starting Item Variants

Characters start with 20 Gold Pieces in a small Pouch and a standard set of starting items depending on their Class. The GM may let the Player alter this. For instance the player has a cool miniature of a Fighter with a Bow and Arrows. The GM may allow for these instead of a second Melee weapon for the Players Warrior Character.

Languages And Literacy

Chance Of Having The Literacy Skill

Lower Class Humans (25%). Middle and Upper Class Humans (85%). Most all Demi-Humans are Literate (90%).

Chance Of Knowing A Language

- Most Humans, Demi-Humans, and Fey speak a version of Common (95%).
- Most Humans speak a second Ethnic Language (75%).
- All Demi-Humans speak a second Racial Language (95%).
- Wood Elves and Gnomes can speak Fey (85%).
- Most Humanoids and Giants speak a version of the Dark Tongue (95%).
- Most Humanoids and Giants speak a second Racial Language (75%).
- Most Humanoids and Giants also speak a smattering of Common (75%).
- Demons speak a Language called Infernal and either Common or Dark Tongue (85%).
- Dragons speak a Language called Draconian and either Common or Dark Tongue (95%).

Lifespans

Halflings live twice as long as Men. Dwarves and Giants live twice as long as Halflings. Elves live twice as long as Dwarves.

Gnomes fall between Halflings and Dwarves. Humanoids live half as long as Men.

Racial Bonuses

Most all of the Classes above were created with Humans in Mind. Some Classes are particular to a specific Race such as the Halfling Burglar or Gnomish Prankster. However many Classes are available to different Demi-Humans. To make Demi-Human version of a Class simply add the indicated Bonus:

Humans

Gossip +2

Great Men (wild Men)

Strength +1

Hairfoot Halfling

Cook +2

Stout Halfling

Brew +2

Lightfoot Halfling

Cheer +2

High Elf (northern)

Wild Magic +1

Iron Elf (gladreon)

Etiquette +2

Golden Elf (greocos)
Poetry +2

Copper Elf (gyptos)
Religion +2

Wood Elf (central)
Woodcraft +2

Bronze Elf (desert)
Survival: Desert +2

Mountain Dwarf
Mining +2

Hill Dwarf
Alertness +1

Northern Dwarf
Saves vs Cold +4

Desert Dwarf
Stealth +1

Gnome
Luck

Deep Gnome
Infravision (See in the Dark)

Diving Gnome
Lore of the Sea +2

Half-orc
Intimidation +2

Culture And Homeland
Cultures come in many types. In addition to starting with 1 Racial Bonus, each player will also get 1 Culture Bonus, he picks from the list below. The player must also pick his starting Homeland according to the Campaign setting and what the GM allows. Homeland will also further limit available Professions, Skills, Languages, and Patrons.

Imperial
Intrigue +2

Ancient
Farming +2

Feudal
Construction +2

Gothic
Undead Lore +2

Renaissance
Art +2

Barbaric
Toughness +1

Nomadic
Ride +1

Primitive
Tracking +1

Theocracy
Faith +2

Oligarchy
Soldiering +2

Tyrant
Torture +2

Democracy
Political +2

Republic
Law +2

Mageocracy
Arcane Lore +1

Seafaring
Sailing +1

Mercantile
Haggling +1

Pacifist
Wisdom

Savage
Survival: Jungle +2

Character Record Sheet

State	Value
Name:	
Title:	
Sex:	
Race (And Sub-Race):	
Age:	
Alignment:	
Professional Class:	
Culture:	
Homeland:	
Family/Clan:	
Social Class:	
Gods Worshipped:	
Attributes (3-5):	
Appearance:	

- Movement Rate (Swiftness, Racial Mods):
 - Total Spells Known (From all Types of Magic):
 - Power Points (Spells Known, Skills, Items, Total and Current):
 - Wounds (Base plus Bonuses. Toughness, Total and Current):
 - Defense Bonuses (Item, Dodge Bonuses):
 - Armor Bonuses (Items, Skill Bonuses):
 - Saving Throw Bonuses (Race, Class Archetype, Items, etc.):
- Advantages (From Background Page):
 - Disadvantages (From Background Page):
 - Current Conditions (Breaks, Diseases, Poisonings, Curses, etc.):
 - Skills (Learned from Class and Experience):
 - Magic Spells Known (Per Type)
 - Physical Attacks (Weapon, To-Hit Bonus, Damage Bonus, Range)
 - Possessions (Relics, Gear, Estates, Companions):

Attack #1	
Attack #2	
Attack #3	
Attack #4	
Attack #5	
Attack #6	
Background:	
Dependents:	
Relationships:	
Motivations:	
Destiny Points:	
Gold:	

Character Background

Background Events

Roll or Pick one or more events from the Table. Players are encouraged to really dive in and flesh out Their

characters Background Story. The GM needs to Ap-
prove of the story. The GM may want to change or Add
details to better fit his campaign.

Background Events Table

1D100	Event:
1	Your Village was killed off by Marauders
2	Birthmark Indicates an Important Destiny
3	Born During Major Astronomical Conjunction
4	Escaped Slave
5	Witness to or Subject of a Powerful Omen

1D100	Event:
6	Raised by Gypsies
7	Family Member or Best Friend Disappeared
8	Raised by Thieves Guild to be a Pick Pocket
9	Parents are Exiled Nobility
10	Family Member or Friend Imprisoned
11	Family Member has become a Vampire
12	True Love Abducted
13	Raised by Pirates or Bandits
14	Raised by Animals or Monsters
15	Shipwreck Survivor
16	Raised by Monks in a Monastery
17	Parents Murdered by Evil Sorcerer
18	Made Discovery as Apprentice. Master Took Credit
19	Last Surviving Heir
20	Subject of Prophecy
21	Suffering from Tragedy. Drink to Forget
22	Raised by Humanoids or Demi-Humans
23	Family Curse
24	Entered this World through one way Portal
25	Mentor was a Great Master
26	Reincarnation of a Legendary Hero
27	Homeland Conquered
28	Forbidden Love
29	Haunted by Ghost
30	Found or Inherited Important Relic
31	Price on your Head
32	Father is a God. Pawn of the Gods
33	Trained to a High Degree
34	Last Members of a Dying Race
35	Cursed by a Witch
36	Raised by Fey
37	Refugee
38	Lycanthrope or Under Enchantment
39	Special Companion
40	Evil Stepmother
41	Little Brother Taken by Goblins
42	Illegitimate Birth
43	Raised by Aunt/Uncle/Grandparents
44	Orphan. Raised by Guardian/Foster Parents
45	Inherited a Mansion/Castle/Inn
46	Unusual Birthplace or Birth Circumstances
47	Identical or Fraternal Twin
48	Many Siblings
49	Received Major Blessing
50	Family Legacy: Guardians
51	Raised by Cult to be an Assassin
52	Traumatic Event
53	Guardian Angel or Fairy Godmother
54	Grandfather was a Treasure Hunter
55	Betrothed at a Young Age
56	Mysterious Benefactor
57	Secret Identity. In Hiding
58	Bound Demon in Tattoo Seal

1D100	Event:
59	Sibling in league with Evil Spell Caster
60	Friends or Family Members are Rebels
61	Unleashed a Great Evil
62	Joined the Circus
63	Religious Experience
64	Childhood Friend became Nemesis
65	Self or Family or Cause Betrayed
66	Dormant or Manifest Magical Power
67	Family Social Class Increased/Decreased
68	Travelled Widely
69	Witness to a Crime
70	Know an Important Secret
71	Befriended a Noble
72	Accused of a Crime
73	Honorable or Dishonorable Military Service
74	Visited by Planar Entity
75	Life Changing Romantic Encounter
76	Saved Somebodies Life
77	Organized Crime, Underworld Contacts
78	Owe Someone a lot of Money
79	Marriage Proposal
80	Minor or Major Fame or Parents Famous
81	Green Thumb. Eagle Eye. Special Talent. Gifted
82	Terrible Accident
83	Disowned by Parents
84	Unusual Pet
85	Sibling Rivalry
86	Kissing Cousin. Unusual Suitors
87	Immigrant Story
88	Self or Family Blackmailed
89	Lived on the City Streets. Criminal Activity
90	Owe Allegiance a Guild Faction
91	Actually a Creature polymorphed into Human Form
92	Battle Scars
93	Unrequited Love
94	Circle of Friends
95	Possessed by a Demon
96	Lost for a Long Time
97	Heroic Action
98	Business Experience
99	Tortured
00	Physical or Medical Condition

Personality Traits

The player should pick one or more off the List.

Personality Traits List

Abrasive, Addict, Aesthetic, Affectionate, Aggressive, Aloof, Altruist, Amoral, Anarchic, Angry, Antagonistic, Anxious, Apathetic, Argumentative, Arrogant, Assertive, Avaricious, Barbaric, Blaming, Blustering, Bold, Brave, Callous, Calm, Careful, Cautious, Chaste, Cheat, Cheerful, Chivalrous, Clean,

Clever, Comforting, Compassionate, Confident, Conservative, Conscientious, Considerate, Courageous, Courteous, Cowardly, Craven, Creative, Cruel, Curious, Day-Dreamer, Deceitful, Dependable, Dependent, Depraved, Depressed, Deviant, Diabolical, Diplomatic, Disciplined, Disrespectful, Driven, Drunkard, Dullard, Earnest, Easy-Going, Egalitarian, Egotistical, Emotional, Emotionless, Energetic, Enthusiastic, Envious, Ethical, Even-Tempered, Exacting, Extrovert, Fanatical, Fearless, Filthy, Flighty, Flippant,

Follower, Foolhardy, Foolish, Foppish, Forceful, Forgiving, Foul, Friendly, Frivolous, Fun-Loving, Generous, Gentle, Gloomy, Greedy, Grim, Happy, Hard-Hearted, Harsh, Hateful, Haughty, Hedonist, Helpful, Honest, Honorable, Hostile, Hot-Tempered, Humble, Humorous, Iconoclastic, Illogical, Imaginative, Immaculate, Immature, Immoral, Impatient, Impure, Inquisitive, Insane, Insecure, Insensitive, Intellectual, Intolerant, Introvert, Irreverent, Jealous, Jolly, Judgmental, Kind, Lazy, Leader, Lecherous, Liar, Liberal, Logical, Loving, Lustful, Malevolent, Maniacal, Manipulating, Martyr, Materialistic, Miserly, Mean, Modest, Moody, Morbid, Morose, Mysterious, Neurotic, Obsequious, Obsessive, Obstructive, Opinionated, Optimist, Organized, Overbearing, Passive, Patient, Peacemaker, Perfectionist, Perverted, Pessimist, Pious, Prankster, Pretentious, Psychopath, Punctual, Pure, Rash, Reliable, Reserved, Respectful, Responsible, Restrained, Retiring, Reverent, Romantic, Rough, Rude, Sadis-

tic, Sainly, Scheming, Scrupulous, Secretive, Self-Centered, Self-Sufficient, Selfish, Selfless, Sensitive, Serene, Serious, Servile, Skeptic, Slothful, Slovenly, Sober, Sociopath, Soft, Solitary, Spendthrift, Stern, Studious, Suave, Superstitious, Suspicious, Taciturn, Tactful, Tactless, Talkative, Tardy, Tolerant, Thoughtless, Thrifty, Trusting, Truthful, Undisciplined, Unforgiving, Unfriendly, Unrefined, Unscrupulous, Untrustworthy, Vain, Vengeful, Violent, Virtuous, Vivacious, Warlike, Warmhearted, Wastrel, Well-Mannered, Wise, Worrying, Zealot

Motivations

Why you do the things you do. This needs to answer the Question: Why did you become an Adventurer? If what you roll does not work simply pick one that does. Similar to Personality Traits but not exactly. For example you may have a Friendly Personality, but Friendship is not your main Motivation.

Motivation Table

1D100	Motivation:
1	Practicality, Common Sense
2	Social Climbing, Socializing
3	Creation, Craftsmanship, Artistry
4	Find Fame, Bards Tale, Notoriety
5	Purity, Uncorrupted, Self-Control, Virtue
6	Competition, Struggle, Conflict
7	Responsibility, Seriousness
8	Romantic Love. Looking for Love
9	Knowledge, Lore
10	Teaching, Sharing
11	Community Involvement
12	Performance, Storytelling
13	Freedom
14	Travel, Exploration, Exotic Locations
15	New Experiences, Adventure
16	Curiosity, Mystery, Strangeness
17	Domination, Control, Political Authority
18	Desire, Lust, Passion
19	Anarchy, Chaos, Disruption
20	Law and Order
21	Greed, Treasure, Fortune, Profit
22	Work, Dream Job
23	Family Ties
24	Friendship, Comradeship
25	Revenge, Vengeance
26	Extremist, Fanaticism
27	Being the Best, Ambition, Something to Prove
28	Simple Life, Comforts, Normalcy
29	Safety, Security
30	Food, Gluttony, Eating
31	Collecting, Gotta Catch em All

1D100	Motivation:
32	Raw Power, Magical Power, Acquisition
33	Self-Importance, Ego, Pride
34	Self Degradation
35	Amusement, Humor, Comedy
36	Defending, Protecting, Savior
37	Destruction, Murder, Killing
38	Honor, Family Honor, Chivalry
39	Cunning, Ingenuity
40	Stealing, Thievery, Making a Score
41	Gossip, Drama, Unpredictability
42	Rebellion, Social or Political Change
43	Hatred, Contempt
44	Disgust, Horror, Macabre, Dark Secrets
45	Rank, Social Class
46	Affinity for Nature, Animals
47	Mastery
48	Wisdom, Insight, Find the Truth
49	Morals, Ethics, Advocacy
50	Beauty, Perfection
51	Pranks, Trickery
52	Unresolved Past Event, Clear Your Name
53	Faith, Religious Belief
54	Response to Mockery
55	Hedonism, Pleasure
56	Noble Goal, Personal Growth
57	Survival, Escape, Danger
58	Find Someone or Something
59	Service, Undying Loyalty
60	Heroics, Boldness, Courage, Audacity
61	Looking for a Purpose in Life
62	Correct an Early Mistake
63	Inferiority Complex
64	Acknowledgement from Parent, Rival
65	Wants to Fulfill a Destiny
66	Compulsion to Help Everybody
67	Protecting the Weak and Innocent
68	Find the Best Mate, Marriage Possible
69	Pay off or Settle a Debt, Repay a Kind Act
70	Conquest, Rulership, Leadership
71	Envy, Resentment
72	Demotivation, Disinterest, Apathy, Sloth
73	Create or Destroy a Dystopia
74	Embodiment of an Abstract Concept
75	Destroy Enemies, Triumph
76	Gambling, Addiction, Dependency, Insanity
77	Prudence, Forethought, Plans, Precautions
78	Clan, People, Place, Homeland
79	Justice Shall Prevail
80	Spread Joy, Cheer, Happiness
81	Guilt, Survivors Guilt, To Not Fail Again
82	Discovery, For Science
83	Evil for its own Sake. Playground of Evil
84	Freudian Excuse, Fulfil Hidden Desires

1D100	Motivation:
85	Glory Seeker, Glory Hound
86	Looking for a Cure, Heal, Help People
87	Hidden Agenda, Intrigue
88	Home Sweet Home
89	Rationality, Logic
90	Humble Goal
91	For Self: Immortality, Beauty, Strength
92	New Start, Start Over
93	Wants to be Special
94	Excitement, Adrenaline, Danger
95	Prove your Masculinity
96	Bring Someone Back. Regain something Lost
97	Fear, Anger, Rage, Wrath
98	Oath, Promise, Vow, Resolution
99	Boredom, Ennui
00	Want a Specific Artifact, Relic

Destiny Points

Pick 5 Motivations from those listed above for your Character. Fulfilling all Character Motivations gets you a Reward- get 1 Destiny point. Fulfilment can either be by satisfying the Motivation or Eliminating it, whichever is more appropriate. You may save up Destiny Points.

Use up a Destiny Point to pick the result of 1 Diceroll. After you earn a Destiny Point pick 5 new Motivations.

Gods Worshipped

The Character may worship some, none, or all of the Gods. Most characters will be assumed to be of

the Good (Lawful) Alignment. Players should ask the GM what Gods he is making available.

Worship may range from a token affinity to Priestly devotion.

Dependants

These are living Friends and Relatives you still see on a regular basis and Who depend on you in some way. You may be especially close. They may Need financial Support. They may need Supervision or Protection. They May be worried about you or expect you home for dinner. You are Wanted and needed. You have both support and obligations. Pick freely off this List and/or Roll 1D6 - 2 Times on the Table to determine what dependents you have:

Dependents Table/list

1D30	Dependents
1	Parents
2	Mother
3	Father
4	Sibling(s)
5	Brother(s)
6	Sister(s)
7	Husband or Wife
8	Children
9	Grandparent(s)
10	Aunt and/or Uncle
11	Cousin(s)

1D30	Dependents
12	Girlfriend/Boyfriend
13	Childhood Friend(s)
14	Drinking Buddies
15	Orphan(s) or Prostitutes
16	Villager(s) or Tribe
17	Substitute Family
18	Partner(s)
19	Pet or Monster Friend
20	Mentor
21-25	Small Family
26-30	Large Extended Family

Family/clan

What Family and/or Clan you belong to. This will also determine other things like Social Class, Dependents, and Background Story. a powerful family can mean that in addition to wealth and other Resources, you have obligations and enemies as well. In real life you can't pick your family, but in RPG's you can, so

have fun with it and be creative.

Social Class

Every culture type will have its own set of Social Class Designations. The Profession a player has chosen will limit his choices. Once players start adventuring their social class will often change dramatically

according to their fortunes.

Adventurers are often considered outsiders and will be rejected by parts of the existing social order. Players

are with the GM's permission free to choose any starting Social class they like. The GM may have players pick a result or simply roll on the Class Table:

Class Table

1D8	Social Class (Medieval):
1	Slave or Escaped Slave: Humanoids, Beggars
2	Lower Criminal Class: Rogue, Pirate, Gypsy
3	Lower Working Class: Peasant, Servant, Musician, Mercenary, Soldier
4	Middle Monied Class: Craftsman, Merchant, Miller, Inn Keeper
4	Middle Learned Class: Scholar, Mage, Priest
6	Minor Nobility: Knight, Gentry, Official, Courtesan
7	Major Nobility: Count, Baron, Senator, Guild Master
8	Greater Nobility: Duke, Admiral, General, Royalty, Imperial

Wealth And Possessions

Starting Characters get only what the GM gives them per their Class Description. Different worlds will have very different class systems and measures of wealth. In general most Adventurers can expect to start things off with only the clothes on their back, a couple of weapons, and a handful of Coins in a pouch.

The player may be a Landowner. His Estates will have value and will generate incomes. Only some of a Characters wealth may exist in liquid form: Gold Coins and equivalents. Servants and slaves have value. Magic Items are certainly of great rarity and value.

Reputation

This is highly variable. It will be limited to a time and place. It may be good or bad. It will incur a Charisma Bonus or Penalty. It is possible for a Character to have multiple Reputations in different locales. For some professions, like entertainers, reputation, or Fame, is extremely important. Many men spend a great deal of time, money, and effort cultivating their Reputation.

Character Relationships

Use the table below to quickly determine a relationship between two characters or groups. This can be used for starting relationships between PC's.

Established Relationship Table

1D60	Relationship:	1D60	Relationship:
1	Mutual Trust	31	Exasperated
2	Strangers	32	Intimidated
3	Acquaintances	33	Idolized
4	Long Time Friends	34	Forgiving
5	Distant Relatives	35	Just Tolerable
6	Close Relatives	36	Helpful
7	Friendly	37	Teasing
8	Distrustful	38	Advisory
9	Mutual Respect	39	Questioning
10	Romantic Interest	40	Preaching
11	Business Like	41	Didactic
12	Professional	42	Best Behavior
13	Annoyance	43	Timid
14	Disgust	44	Spiteful
15	Drinking Buddies	45	Honorable
16	Argumentative	46	Flippant
17	Brotherly	47	Arrogant
18	Protective	48	Bitchy
19	Bullying	49	Commiserating

1D60	Relationship:
20	Nagging
21	Impatience
22	Codependent
23	Envious
24	Domineering
25	Passive Aggressive
26	Take for Granted
27	Polite
28	Conversational
29	Comradery
30	Avoidant

1D60	Relationship:
50	Complaining
51	Secretive
52	Withdrawn
53	Allegiance
54	Blood Debt
55	Comedic
56	Mean
57	Stubborn
58	Shared Passion
59	Low Opinion
60	Congenial

Alignment

The Characters Alignment will usually match that of his Gods. There is one Primary Axis: Good (Law) - Evil (Chaos) Alignment on any Axis can change de-

pending on the Characters actions. The Primary Axis is necessary for many purposes, however other Secondary Axes can Flesh out a Characters Personality. There are multiple possible Secondary Axes:

#	Descr
Realist	Imaginative (How you deal with Information)
Rational	Passionate (How you make Decisions)
Extravert	Introvert (How you are Focused)
Judgmental	Flexible (How you Live your Life)
Disciplined	Wild (Your Degree of Self-Control)
Super Ego	Ego (Do you care more about yourself or Others)

Advantages

A Starting Character picks 1 Advantage. These are similar to Skills, but harder to come by. You are usually born with them, but occasionally you can acquire them later in life. Purchase like Skills.

Advantage List

- Ambidextrous - No penalty for Off-Hand Actions.
- Animal Magnetism - Get +1 when dealing with Animals.
- Animal Reflexes - Get +1 to Dodge.
- Animal Senses - Get +2 to Alertness.
- Angelic - Get +2 when dealing with Angels and Devas. Faint Halo
- Bravery - Get +4 to Saves vs Fear.
- City Dweller - Get +1 to all rolls while in Cities.
- Common Sense - Get Wisdom.
- Danger Sense - Get +1 to Search for Traps.
- Deftness - Get +1 to Saving Throws.
- Demonic - Get +2 when dealing with Devils and Demons. Tiny Horns
- Desert Dweller - Get +1 to all rolls in Desert Environments.
- Devious - Get +1 to Guile and Intrigue.
- Direction Sense - Navigation and Mazes +1.
- Divine Blessing - Get Luck.
- Djinn Blood - Get +2 when dealing with Djinn. Bluish tinge to Skin
- Double Jointed - Get +2 to Escape Artist Skill.
- Eagle Eye - See Things Far Away. Far things appear Long Range etc.
- Endurance - Fatigue effects are halved.

- Fey Blood - Get +2 when dealing with Fey. Big Eyes
- Giant Blood - Size +1. Get +2 when dealing with Giants.
- Good Aim - Get +1 to Ranged Attacks.
- Good Looking - Get +1 to Appearance.
- Great Physique - Get +1 to Strength.
- Green Thumb - Gardening and Farming and Herbalism +2.
- Infravision - See Heat Signatures Underground. Light Sensitive Above.
- Instinct - Get +1 to Defense.
- Inner Calm - Get +4 to Save vs Anger and Frustration.
- Iron Mind - Get +2 to Save vs Mind Control, Confusion, and Madness.
- Language Prodigy - Start game knowing an extra 3 Languages.
- Magic Prodigy - Total Magic Lists Knowable +1.
- Magic Resistance - Get +1 to save vs Spells and Spell Like Effects.
- Magic Sense - Can always Detect Magic.
- Math Prodigy - Math +4.
- Mental Clock - Time Things Perfectly. Get +1 to Attacks.
- Music Prodigy - Musician +2. Know 1D3 extra Instruments
- Night Vision - No penalties when Outside at Night.
- Perfect Memory - Memory +3.
- Peripheral Vision - Negate Backstab and Flank Attack bonuses vs you.
- Pugilist - Get +1 to Brawl.
- Resist Poison +4 Save.

- Resist Disease +4 Save.
- Resist Cold +4 Save.
- Resist Hunger +4 Save.
- Resist Paralysis +4 Save.
- Sea Legs - Get +1 to all rolls while on a Boat or Ship.
- See Illusions +4 to Detect.
- See Invisible +4 to Detect.
- Spell Power - Get PP +1.
- Spirit Sight - Always See Spirits (I see Dead People).
- Situational Awareness - Get +4 to Save vs Confusion.
- Quick Healing - Get +1 to Daily Healing Roll.
- Unshakeable - Get +4 to Self Morale.
- Well Traveled - Get +2 to Geography and History.

Disadvantages

Each player Character starts with 1 Disadvantage. A player might acquire them along the way. Trying to find a Cure might be the reason for a quest.

Disadvantages Sample List

- Accident Prone (1 in 6 chance to Fumble on regular Failures)
- Albino (Easily Recognizable. -1 Appearance Penalty)
- Animal Aversion (Animals Dislike you. No Animal Skills)
- Appetite for Conquest
- Appetite for Destruction
- Asthmatic (Fatigue in Half the Time)
- Blindness (Bad Sight. Combat Penalties)
- Branded (Marked as a Criminal; Get -4 to Social Interactions with Lawful Characters)
- Color Blind (Alertness or Search penalty in some Rare cases)
- Control Freak (Need to Dominate)
- Cowardice (-4 Morale Penalty. -4 to Save vs Fear)
- Major Curse (Hard to Break)
- Deafness (Bad Hearing. Combat Penalties)
- Deathwish (Survivors Guilt)
- Disfigurement (Appearance Penalty. Hard to Hide)
- Distrust Magic (Avoids Spell Casters and Using Relics)
- Distrust Dwarves (Avoids any Dealings with them)
- Distrust Elves (Avoids any Dealings with them)
- Distrusted (People Dislike you. -2 Penalty to Social Interactions)
- Drug Addiction (Opioids, Stimulants, Hallucinogens, Depressants)
- Dull (-1 Defense Penalty)
- Flighty (Frequently changes their mind)
- Foppish (Wears Expensive Clothing)
- Forgetfulness (Names, Items, Tasks)
- Foreigner (Misunderstood and Disliked by Many. Social Interactions -1)
- Gambling Addiction (Will Gamble every opportunity possible)
- Gigantism (Size +1. Some Disfigurement)
- Glutton (Overeats. Needs double Rations)
- Greed (Acquisition of Gold is the Top Priority)
- Hedonist (Need for Pleasure)
- Hemophilia (All your Wounds get the Bleed Effect)
- Inferiority Complex (Need to Overcompensate)
- Lame (-2 Movement, -1 Combat Penalties)
- Madness (Major Delusions, Will come under GM's Control at times)
- Midget (Size -1. Some Disfigurement)
- Miserly (Will spend as little money as possible)
- Mutant (One Mutation)
- Mute (Cannot Speak at All. Communication Difficulties)
- Multiple Personalities (Extra 1D6. Each with their own Delusions)
- Need for Glory (Giant Ego. Makes bad Choices)
- Night Blind (-1 Penalty to Actions in Darkness)
- Nocturnal (Up all night, Sleeps all Day)
- Nymphomaniac (Sexual Appetite hard to satisfy)
- Obese (Overweight. -1 to Social Interactions, Swift -1)
- Obsession (Usually for Magical Power)
- One Arm (Or One Hand. Penalizes, Limits some Activities)
- One Eye (-1 Alertness, -1 Social Interactions)
- Paranoia (Everyone is out to get you)
- Perversion (Sexual Deviant)
- Phobia of Animals (No Riding, Animal Skills)
- Phobia of the Dark (Fail to Act. Run Away)
- Phobia of Heights (Incapable of Action. Might Fall)
- Phobia of Monsters (Flee, Scream, Attack Wildly)
- Phobia of Magic (Cannot Cast Spells or use Items)
- Phobia of Tight Spaces (Must get Away, Panicky)
- Phobia of Water (No Swimming, or Aquatic Skills)
- Physical Weakness (-1 Strength)
- Psychopath (Unrepentant Murderer, Torturer)
- Pyromania (Wants to see the World Burn)
- Seizures (GM determines Frequency, Severity, Duration)
- Skin Condition (-1 Penalty to all actions)
- Sociopath (Breaks Taboos, Social Contracts, Social Norms)
- Superstitious (In Numerous situations you may fail to act)
- Rashness (Will Act before Thinking or Planning)
- Repulsive (Bad Personal Hygiene. -1 Social Interactions)
- Sickly (-1 Toughness)
- Slow (Swift -1)
- Stupid (-2 to Lore Skill Rolls)
- Stuttering (Communication Difficulties, -1 Social Interactions)
- Taciturn (Speaks very Little. -1 Social Interactions)
- Tone Deaf (No Musical, Singing Skills)
- Tremors (Shaky Hands. -1 Penalty to Trade Skill Rolls)

- Tourette's (Constantly Cursing, -2 Social Interactions, -4 Stealth)
- Uncoordinated (-1 Penalty to Combat Rolls)
- Weakness to Alcohol (Constantly getting Drunk)
- Weakness to Men/Women (Sexual Desire. When Tempted Save at -4)

Fighter Classes

Amazon (fighter)

- Skills: Swift +2 Ride +2 Sword & Staff +2 Archery +2 Spear +2 Javelin +2 Brawl +2
- Dodge +2 Strength & Toughness +1 Intimidation +4 Courtship +4 Climb +4 Alertness +4
- Tactics +1
- Starting Items: Spear, Riding Horse, Dagger, Sword, Cloak, Bow & Arrows, Primitive Jewelry, Light (piecemeal) Armor, Staff, Tribal Garb
- BARBARIAN (FIGHTER)
- Skills: Toughness +4, Strength +3, Sweep (Hit all adj HTH Foes), Blade +2, Axe +2,
- Battle Cry (You and Allies get +1 Attack and Dam for 2D3 Rounds), Dodge +2, Swift +2,
- Climb +3, Unfettered (Dodge, Toughness, and Swift +1 if not using Armor or Shield),
- Intimidate +5, Berserk (get +2 to Attack and Damage but -2 to Def for rest of Combat)
- Woodcraft +3 (Camping, Survival, Pathfinding), Fearless +4 (Saving Throw Bonus vs Fear)
- Starting Items: Dagger, 2H Battle Axe, Loin Cloth, Bearskin Cloak, Primitive Jewelry, Wineskin, Tattoos, Scars, Flint & Tinder

Beast Master (fighter)

- Skills: Ride +2, Climb +4, Insight +5, Woodcraft +4, Strength +1, Toughness +2,
- Dodge +2, Swift +2, Sword +2, Archery +1, Thrown Weapons +1
- Animal Companions +2 (Get 1 per Level: Hawk, Panther, Weasels, Bear, Wolf, etc.)
- Befriend Animals +5 (Calm Animals. Get them to Trust you)
- Speak to Animals Ability (Mimic Animal Sounds Perfectly)
- Clairvoyance Ability (See through Eyes of Animal Companion. 3x/Day)
- Mimic +4 (Mimic Voices and Sounds. Mislead. Distract. Confuse)
- Starting Items: Loin Cloth, Great Sword, Cloak, 2 Animal Companions, 4 Throwing Knives, Flint & Tinder, Dagger, Bow and Arrows

Bodyguard (fighter)

- Skills: Strength +2, Toughness +2, Heavy Armor, Shield +2, Dodge +2, Swift +2,
- Ride +2, Swim +2, Climb +3, Search +5, Lock +4, Martyr, Herbalism +4, Woodcraft +4,
- Insight +5, Alertness +5, Brawl +2, Intimidation +4, Disguise +4, Blades +1,

- Swashbuckling, Cooking +3, Streetwise +3, Poison Lore +3
- Starting Items: Shield, Studded Leather, Riding Horse, Dagger, Short Sword. 2D4 Herbs, Bandages, Brass Knuckles, Cloak, Lockpick Kit, Handcuffs

Chaos Warrior (fighter)

- Skills: Strength +2, Toughness +2, Berserk, Sweep, Intimidation +5
- First Mutation (Blessing of the Chaos Gods), Second Mutation, Melee Weapons +1,
- Heavy Armor, Battle Cry, Shield +1, Fearless +3 (Saving Throw Bonus vs Fear)
- Starting Items: Spiked Platemail, Shield, Morning Star, Dagger, Horn, Cloak

Commander/ General/ Battle Master/ Warlord (fighter)

- Skills: Leadership +5, Strength +1, Tactics +1 Strategy +5, Logistics +5
- Soldiering +5, Geography +5, Ride +2 Heavy Armor, Blades +1, Shield +1,
- History +4, Siegecraft +5, Toughness +1, Dodge +1
- Starting Items: Heavy Armor, Riding Horse, Maps, Long Sword, Dagger, Cloak

Condottiere/ Mercenary Captiain (fighter)

- Skills: Pole Arms +2, Gunnery +2, Artillery +2, Leadership +4, Tactics +1,
- Strategy +4 Blades +2, Brawl+2, Toughness +2, Gambling +4, Carousing +4, Logistics +5,
- Bookkeeping +5, Hagglng +5, Heavy Armor, Ride +2, Etiquette +4, Extra Two languages,
- Soldiering +5
- Starting Items: Dagger, Great Sword, Musket, 20 Shots, Glaive, Maps, Piecemeal Plate, Spyglass, Riding Horse, Cloak, Fine Clothing, Financial Records, Militaria Manuals, Journals, Pen and Ink

Duelist/ Musketeer (fighter)

- Skills: Blades +2, Gunnery +2, Dodge +2, Fencing (Swords Attack and Damage +1),
- Strength +1, Toughness +1, Taunt +5, Dual Wield, Carousing +5, Jest +4,
- Intrigue +4 Swashbuckling, Brawl +1, Etiquette +4, Streetwise +5, Ride +1,
- Unfettered (Dodge, Toughness, and Swift +1 if not using Armor or Shield)
- Starting Items: Riding Horse, Maps, Long Sword, Dagger, Cloak, Fancy Hat, Brace of Pistols, Arquebus, 40 Shots in Pouch

Epic Archer (fighter)

- Skills: Archery +4, Swift +2, Bowyer/Fletcher +5, Stealth +3, Ride +2
- Double Shot (Make 1 extra Archery Attack per Round)
- Trick Shot (Pierce another Arrow, Ricochet. Shoot at HTH)
- Long Shot (Arrow Attacks go twice as far)
- Precision Shot (Arrow Attacks are Damage +3)
- Alertness +4, Soldiering +3, Haggling +3, Woodcraft +3
- Starting Items: Leather Armor, Dagger, Long Bow, 40 Arrows, Cloak, Riding Horse, Variety of Arrow Heads (Bodkin, Broadhead, Barbed, etc.), Fowl (10 Rations)

Halfling Sheriff (fighter)

- Skills: Cheer +5, Gossip +5, Cooking +5, Pipeweed +5, Law +5, Streetwise +5,
- Luck, Dodge +2, Alertness +4, Search +4, Blade +2, Brawl +2
- Interrogate +5 (Get the Truth from Target), Insight +5, Investigate +5 (Find Clues),
- Ride +2, Detect Lies +5 (Know when Someone is Lying)
- Starting Items: Short Sword, Dagger, Cloak, Pony, Cuffs, Pipe, Magnifying Glass

Highlander (fighter)

- Skills: Strength +2, Toughness +2, Blades +2, Farming +3, Herding +4, Climbing +3,
- Riding +2, Dodge +1, Swiftiness +2, Spear +1, Pole-Arm +1, Axe +2, Sling +1, Brawl +2
- Throw Stone +1, Battle Cry, Leadership +3, Carousing +4, Musician +3, Dance +3,
- Song +3, Storytelling +4, Gossip +3, Haggling +5, Alertness +3, Intrigue +2,
- Guile +3, Club +1, Carpentry +2
- Starting Items: Great Sword, Dagger, Hand Axe, Cloak, Kilt, Sling, Bagpipes

Hunter (fighter)

- Skills: Archery +2 Set Traps +4 Spear & Javelin +2 Dagger & Nets +2 Riding +2
- Stealth +5 Alertness +5 Poison Lore +3 Cooking +3 Track +5 Woodcraft +5
- Swift +2 Climb +4 (Hills and Trees)
- Starting Items: Riding Horse, Cloak, Bow and Arrows, Dagger, 1D6 Doses of Poison, Saddle Bags, Rope, Stretcher, Net, Snares, 1D6 Animal Pelts, Fresh Meat (10 Rations)

Knight/ Man-at-arms/ Cavalier/ Crusader/ Freelancer (fighter)

- Skills: Shield +1, Heavy Armor, Strength +2, Toughness +2, Chivalry +5, Leadership +4

- Melee Weapons +1 Etiquette, Courtship +4, Tactics +1, Sword +2, Lance +2,
- Slay Monster +3 (Damage Bonus vs Monsters and Dragons and Giants)
- Starting Items: Heavy Armor, Large Shield, Dagger, Sword, Cloak, War Horse, Page and Squire, Draft Horses, Wagon, Large Tent, 1D6 Lances, Flail

Militia/ Night Watch/ City Guard/ Constable (fighter)

- Skills: Gossip +5, Law +3, Search +3, Sword +1, Spear +1, Archery +1, Brawl +1, Ride +1
- Alertness +5, Swift +2, Track +2, Intimidation +3, Streetwise +3, Leadership +2
- Starting Items: Light or Medium Armor, Shield, Sword, Spear, Cloak, Badge

Noble/ Aristocrat/ Gentleman/ Gentry (fighter)

- Skills: Etiquette +5, Chivalry +5, Guile +5, Intrigue +5
- Fencing (Attack and Damage +1 with Swords), Insight +3, Courtship +4, & Dance +3,
- Shield +1, Heavy Armor, Ride +2, Leadership +4, Law +4, Strategy +4, Carousing +3,
- Jest +3, History +3, Geography +3, Poetry +3, Literature +3
- Starting Items: Finely made Light Armor, Med Shield, Dagger, Sword, Cloak, Signet Ring, Fine Jewelry, Purebred Riding Horse (Ride +1), Silver Crown, 1D4 Zero Level Servants

Paladin, Holy Knight (fighter)

- Spells: Paladin (3)
 - Skills: Shield +1 (Defense Bonus if you have a Shield),
 - Heavy Armor (Wear Heavy Armor with no Penalties), Sword & Lance +1,
 - Leadership +4 (Bonus to Rally, increase Morale), Ride +2 (Equestrian)
 - Divine Gifts (At third, fifth, and seventh Level get Blessed Sword, Steed, and Armor)
 - Woodcraft +2 (Camping, Survival, Pathfinding), Chivalry +5
 - Starting Items: Plate Mail, Medium Shield, Dagger, Sword, Cloak, War Horse, Lance
- Notes: Blessed Sword (Attack +2) Steed (Ride +2) and Armor (Armor +2)

Pit Fighter/ Gladiator (fighter)

- Skills: Shield +1, Brawl +2, Toughness +2, Strength +2, Taunt +5
- Intimidation +5, Inspiration +5, Dual Weapon, Battle Cry, Melee Weapon +2, Dodge +2
- Starting Items: Two Melee Weapons, Light Armor, Small Shield, Cloak

Plainsman/ Steppe Warrior (fighter)

- Skills: Riding +4, Archery+2, Toughness +2, Strength +1, Intimidation +1, Melee Weapons +1,
- Tactics +1, Dodge +2, Cooking +3, Nets +1, Intimidation +5, Alertness +4, Carousing +3
- Starting Items: Tribal Garb, 2D2 Riding Horses, Large Tent, Rug, Blanket, Wineskin, Water-skin, Cooking Gear, Dried Meat (20 Rations), Saddlebags, Composite Bow, 40 Arrows, Knife, Scimitar, Buckler, Hide Armor, Net

Primitive Tribesman/ Noble Savage (fighter)

- Skills: Swift +2, Climb +4, Club +1, Knife +1, Blowgun +1, Boomerang +1, Shortbow +1,
- Spear +1, Javelin +1, Atlatl +1, Net +1, Strength +1, Toughness +1, Dodge +1, Gossip +4,
- Jest +4, Intimidation +4, Tracking +5, Cooking +4, Herbalism +4, Poison Lore +3,
- Wood and Stone Carving +4, Woodcraft (or Survival) +4, Swim +2, Fishing +4, Sailing +4
- Starting Items: Tribal garb, 4 Weapons he is skilled in, Dried Fish and Fruit (5 Rations)

Ranger (fighter)

- Skills: Ride +2, Swift +2 (Move Speed), Toughness +3, Tracking +5 (Hunting Men and Beasts),
- Bow & Sword +1, Stealth +5, Alertness +5, Climb +4 (Hills, Mountaineering)
- Woodcraft +5 (Camping, Survival, Pathfinding), Forest Foes +3 (Damage vs Humanoids and Giants)
- Cold Resistance +3 (Saving Throw Bonus)
- Starting Items: Leather Armor, Dagger, Sword, Cloak, Bow & Arrows, Riding Horse, Rope, Flint & Tinder, Bag of 6 Rations, Saddle Bags, Sleeping Bag, Wineskin

Shield Maiden/ Shield Man (fighter)

- Skills: Shield +2, Heavy Armor, Dodge +2, Toughness +2
- Martyr (Receive Attack directed at Adj Ally), Shield Bash +1, Melee Weapon +1,
- Thrown Weapon +1, Carousing +5, Alertness +4, Swift +2, Ride +2
- Starting Items: Large Shield, Medium Armor, Spear, Hammer, Cloak, Riding Horse

Soldier (fighter)

- Skills: Pick 1 Soldier Specialty, Gambling +3, Carousing +4, Toughness +1

Soldier Specialty List

- Cooking +3, Strength +1, Dodge +1, All Melee Weapons +1,
- Soldiering +5 (Marching, Camping, Digging, Rules, etc.), Alertness +3
- Starting Items: Medium Armor, Large Shield, Dagger, Short Sword, Spear, Cloak, Donkey, Saddle Bags, Tent, Shovel, Cooking Equipment, Playing Cards, Wineskin

Sword Master/ Kensai (fighter)

- Skills: Sword +4, Uncanny Dodge +2 (Only if not using Armor or Shield),
- Parry +2 (Defense Bonus if using a Sword), Etiquette +5, Initiative +2
- Kai (On 1 Attack each Combat get Attack and Damage +1), Intimidate +5,
- Cut (Sword Attacks get Damage +3), Swift +2, Sweep, Honor +5, Poetry +5,
- Slice (With Sword all Wound Table Rolls of 6 or more result in Lost Limbs), Blind Fighting and Prone Fighting
- Starting Items: Fine Long Sword and Short Sword, Robes, Wood Sandals

Templar Crusader Knight (fighter)

- Skills: Shield +1, Heavy Armor, Strength +2, Toughness +2, Chivalry +5, Leadership +4,
- Melee Weapons +1, Etiquette +4, Tactics +1, Sword +2, Lance +2, Haggle +5, Ride +2,
- Bookkeeping +5, Administration +5, Intrigue +3, Strategy +3, Logistics +3
- Starting Items: Heavy Armor, Large Shield, Dagger, Sword, Cloak, War Horse, Page and Squire, Draft Horses, Wagon, Large Tent, 1D6 Lances, Flail

Viking/ Sea Raider (fighter)

- Skills: Sailing +5, Rowing +5, Toughness +2, Strength +2
- Battle Cry (Self and Allies get Intimidate and Saves +2 on first Round of Combat)
- Hack & Slash (Axe and Sword +2. Attack Bonus), Crossbow +1, Shield +1 Swim +5,
- Carousing +5, Berserker, Sweep, Cold Climes Survival +5, Intimidation +5
- Starting Items: Light Armor, Medium Shield, Dagger, Long Sword, Hand Axe, Cloak, Horned Helm, Crossbow and Bolts, Sacks, Rope, Torches, Flint and Tinder, Tankard

Specialty:	Notes:
Archer	Archery +2
Slinger	Sling +2 Swift +2
Javelineer	Javelin +2 Swift +2
Axe Man	Axe +2 Strength +1 Shield +1
Swordsman	Sword +2 Shield +1 Swift +1
Footman	Shield +1 Swift +1 Heavy Armor
Shieldman	Shield +2 Martyr Heavy Armor
Spearman	Shield +1 Spear +2
Light Cavalry	Ride +2 Archery +1 Javelin +1
Heavy Cavalry	Ride +2 Shield +1 Heavy Armor
Charioteer	Drive +2 Tactics +1
Crossbowman	Crossbow +2
Grenadier	Throw Bomb +2 Fearless +4
Pikeman	Pike +2 Strength +1
Veteran	Toughness +2 Shield +1 Heavy Armor

Specialty:	Notes:
Heavy Infantry	Pole Arm +2 Heavy Armor
Lancer	Ride +2 Lance +2 Shield +1
Artillerist	Artillery +2
Sapper	Mining +4 Siegecraft +5
Skirmisher	Swift +2 Archery +1 Javelin +1
Legionnaire	Shield +1 Javelin +1 Heavy Armor
Hoplite	Shield +1 Spear +2 Heavy Armor
Gunner	Gunnery +2
Marine	Swim +2 Archery +1
Sentinel	Alertness +5
Messenger	Ride +2 Swift +2
Flag Bearer	Fearless +2 Leadership +2
Musician	Musical instrument +4
Sergeant	Tactics +1 Leadership +3
Task Master	Intimidation +5 Whip +2

Swords Rogue Classes

Aeronaught/ Pilot (rogue)

- Skills: Pilot +5, Gunnery +2, Artillery +5, Spear +1, Javelin +1, Nets +1,
- Harpoon +1, Mending +5, Dodge +2, Swift +2, Leadership +5, Alertness +5, Blades +1,
- Throw Bomb +1, Swashbuckling +5, Geography +5, Navigation +5, Cartography +5
- Starting Items: Flight Suit, Goggles, Parachute, Cutlass, Spyglass, Charts, Maps, Navigation Tools, 1D4 Grenades, Small Airship and Crew

Agent/ Spy (rogue)

- Skills: Intrigue +5, Insight +5, Etiquette +5, Streetwise +5, Guile +5, Carousing +5,
- Courtship +5, Dagger +2, Brawl +2, Stealth +5, Alertness +5, Memory +5, Search +5,
- Climbing +4, Pick Pocket +5, Two Extra Languages, Disguise +5, Locks +5, Dodge +2
- Starting Items: Cloak, Dagger, Disguise Kit, Lockpick Kit

Assassin (rogue)

- Skills: Stealth +5, Swift +2, Disguise +4, Locks +5, Search +3, Climb +5 (Walls),
- Blades +2, Crossbow +2, Poison Lore +5 (Identification and Brewing), Backstab +5,
- Alertness +5, Streetwise +5, Ride +2
- Starting Items: Light Armor, Dagger, Sword, Cloak, 1D6 Poison Doses, Lockpick Kit, Crossbow and Bolts, Rope and Grappling Hook (Climb +2), Disguise Kit, Riding Horse

Bandit/ Brigand/ Highwayman/ Marauder (rogue)

- Skills: Strength +1, Toughness +1, Dodge +1, Disguise +3, Search +3, Stealth +5,

- Alertness +5, Ride +2, Swift +2, All Weapons +1, Guile +4, Intimidation +5,
- Carousing +5, Gambling +3, Climb +3, Cooking +3
- Starting Items: Light Armor, Dagger, Sword, Cloak, Crossbow and Bolts, Riding Horse

Bard/ Minstrel (rogue)

- Skills: Musician +4 (Pick One Musical Instrument), Disguise +4, History +4,
- Song +4, Dance +4, Insight +5, Courtship +4
- Storytelling +4 (Keep audience enraptured for extended periods of Time)
- Etiquette +4 (Manners of the Upper Class), Jest +4 (Jokes, Bawdy Jokes, Limericks)
- Rabble Rousing +5 (Cause Audience to go on Rampage, Attack Foes)
- Gossip +4 (Local News), Carousing +4 (Drinking, Merriment)
- Lullabies +5 (Cause Audience to Fall Asleep)
- Songs of Heroism +5 (Allies get Attack +1 Damage +1 and Save vs Fear +2)
- Songs of Soothing +5 (Calm Crowd, Animals, Beasts. They will not attack)
- Songs of Friendship +5 (Calm Audience will become Friendly, Trusting, Appreciative)
- Starting Items: Fancy Costume, Dagger, Short Sword, Cloak, Riding Horse, Musical Instrument, Small Chest with Costume Changes, Make-up, Ink and Paper

Explorer/ Voyager (rogue)

- Skills: Sailing +5, Rowing +5, Navigation +5, Swift +2, Ride +2, Toughness +2,
- Blades +1, Staff +1, Geography +5, Cartography +5, Leadership +5, Etiquette +5,
- Haggle +5, Swim +5, Climb +5, Inspiration +5, Woodcraft +5, Sea Lore +5
- Cooking +3, Herbalism +4, Search +3, Two Languages, Alertness +4

- Logistics +5, Quartermaster +5
- Starting Items: Riding Horse, Staff, Sword, Rope, Maps, Tinder Box, Small Sailing Ship, Hard Tack (10 Rations), Climbing Spikes, Navigation Gear, Tent, Cloak

Gnome Forester (rogue)

- Skills: Woodcraft +5 Carpentry +5, Gardening +5, Wood Carving +5, Climb +4 (Trees),
- Taunt +5, Jest +5, Luck, Stealth +5, Alertness +5, Mycology +5, Weather Lore +5,
- Dodge +3, Speak to Animals Ability (All kinds), All Weapons +1
- Starting Items: Costume, Cloak, Bow and Arrows, Dagger, Hand Axe, 1D6 Mushrooms, Red Pointy Hat, 1D6 Small Animal Friends (Sparrows, Mice, etc.)

Gypsy (rogue)

- Skills: Riding +2, Horse Breeding +5, Alertness +4, Stealth +4, Guile +5, Haggling +5
- Pickpocket +5, Courtship +5, Song +4, Dance +4, and Musician +4, Cooking +4, Mending +3,
- Search +3, Dagger +2, Sailing +3, Rowing +3, Fishing +3, Begging +5, Streetwise +5
- Starting Items: Costume, Cloak, Dagger, Jewelry, Riding Horse, 1D4 Street Urchins

Mariner/ Seafarer/ Sailor (rogue)

- Skills: Strength +1, Toughness +1, Sailing +5, Rowing +5, Climbing +5, Fishing +5,
- Swimming +5, Mending +5, Diving +5, Sea Lore +5, Navigation +5, Nets +2, Brawl +1,
- Cutlass +2, Knife +2, Harpoon +2, Stargazing +5, Storytelling +5, Song +3, Dance +2,
- Musician +4, Carousing +5, Cooking +3, Bone Carving +4, Alertness +4
- Starting Items: Cutlass, Knife, Woolen Seaman's Garb, 1D4 pieces of Scrimshaw, Navigation Charts, Spyglass, Flute, Compass, Dried Fish (10 Rations)

Nomad (rogue)

- Skills: Riding +2, Toughness +1, Strength +1, Religion +3, Stealth +3, Bows +1,
- Blades +1, Swift +1, Dodge +1, Herding +5, Falconry +5, Haggling +5, Debate +5,
- Gossip +5, Guile +5, Alertness +5, Etiquette +5, Desert Survival +5,
- Poetry +5, Storytelling +5, Philosophy +5
- Starting Items: Turban, Water-Skin, Dagger, Scimitar, Short Bow & Arrows, Fine Riding Horse (Ride +1), Desert Robes, Falcon

Pirate/ Buccaneer/ Corsair (rogue)

- Skills: Short Sword +2, Dagger +2, Sailing +5, Rowing +5,

- Swashbuckling (No Penalties while Swinging, Sliding, on Difficult Ground),
- Carousing +5, Jest +5, Climbing +5 (Rigging, Ropes, Chains)
- Gambling and Bone (Scrimshaw) Carving +4, Guile +5, Taunt +5, Alertness +3,
- Haggle +5, Swim +5, Navigation +5, Dodge +2, Search +2
- Starting Items: Costume, Coat, Dagger, Cutlass, Spyglass, Compass, Sextant, Leather Armor, Dice, Parrott, Nautical Maps, 1D2 Bottles of Rum

Rebel/renegeade (rogue)

- Skills: Brawl +1, All Weapons +1, Tactics +1, Strategy +4, Stealth +4, Alertness +4,
- Debate +5, Politics +3, Woodcraft +2, Streetwise +3, Cooking +3, Carousing +4,
- Battle Cry, Swiftiness +2, Ride +2, Climb +4, Swim +2, History +3, Geography +2,
- Disguise +2, Backstab +2, Locks +1, One extra Language, Storytelling +2, Guile +3
- Starting Items: Common Garb, Knife, Club, Sling, Rope, Caltrops, Cloak

Scoundrel/ Con Artist/ Mountebank (rogue)

- Skills: Dual Wield, Luck, Blades +2 (Attack Bonus. Swords & Daggers),
- Stealth +5, Courtship +5, and Guile +5, Search +3, Gambling +5 (Games of Chance),
- Insight +5, Carousing +5, Gossip +5, Streetwise +5, Escape Artist +5, Haggling +5,
- Swift +2, Dodge +1, Toughness +1, Climbing +4 (Walls)
- Starting Items: Light Armor, Dagger, Sword, Cloak, Weighted Dice, Marked Cards

Scout/ Guide (rogue)

- Skills: Riding +2, Swift +2, Stealth +5, Alertness +5, Archery +1, Dagger +1,
- Guile +4, Escape Artist +3, Swim +3, Woodcraft +3, Climb +4, Geography +5,
- Memory +4, Dodge +2, Two extra Languages
- Starting Items: Riding Horse. Short Bow & Arrows, Dagger, Saddle Bags, Spy Glass, Small Tent, Maps, Rope, Dried Vittles (10 Rations), Leather Armor, Cloak

Technomancer (rogue)

Skills: Technology +5 (Identify Items from the Technology List)

- Invention +5, Planar Lore +5, Gunnery +2, Drive +5, and Pilot +5, Appraisal +5,
- Engineering +5, Haggle +5, Physics +5, Math +5, Chemistry +5, Mending +5, Search +5,
- Investigation +5, Wits +5, History +5, Future History +3

- Starting Items: Strange Outfit, 1D3 Tech Items, 1D2 Inventions, Inventors Kit, Journal, Riding Horse

Thug/ Cutthroat (rogue)

- Skills: Strength +2, Toughness +2, Stealth +3, Brawl +2, Sweep, Melee Weapons +1
- Swift +1, Carousing +5, Insight +5, Intimidation +5, Streetwise +5
- Relentless (Save +2 vs Weakness and Fear)
- Starting Items: Light Armor, Dagger, Sword, Cloak

Tinkerer/ Inventor (rogue)

- Skills: Locks +5, Invention +5 (Mending, Build Screwball Inventions)
- Pilot +4 (Self Powered Flying Vehicles), Math +3, Physics +3, Engineering +3,
- Technology +3, Gunnery +2, Crossbow +1, Any one Trade Skill +5, Mending +5
- Gun Powder +5, Build Traps +5
- Starting Items: Blunderbuss, Lockpick Kit, Tinker Tools, Cloak, 1D4 Inventions

Treasure Hunter/ Adventurer (rogue)

- Skills: Swift +2, Dodge +2 Strength +2, Toughness +2, Brawl +2, Whip +2,
- Swashbuckling, Climb +5, Ride +2, Search +5, Relic Lore +5, Geography +5,
- History +5, Monster Lore +5, Alertness +5, Dungeonology +5, Appraisal +5,
- Unfettered (Dodge, Toughness, and Swift +1 if not using Armor or Shield),
- Disguise +5, Haggle +5, Carousing +5, Investigation +5
- Starting Items: Boots, Hat, Whip, Journal, Knife, Backpack, Maps, Spyglass, Rope and Grappling Hook, Riding Horse, Water-skin, Knowledgeable Companion

Witch Hunter (rogue)

- Skills: Strength +2, Toughness +2, Ride +2, Swift +2, Dodge +2, Brawl +2, Blades +2,
- Slay Mage/Priest +3 Damage, Backstab +4 Damage, Crossbow +2, Climb +4,
- Resistance to Spells +4 (Saving Throw), Alertness +5, Track +5, Detect Lies +5,
- Investigate +5, Law +3, Locks +4, Intrigue +5, Stealth +5
- Starting Items: Long Sword, Light Armor, Dagger, Crossbow, 20 Bolts, Riding Horse, Cloak, Rope and Grappling Hook, Lockpick Kit

Mage Classes

Alchemist (mage)

- Magic: Alchemy List = 1

- Skills: Poison Lore +5, Herbalism +5, Mycology +5, Glassblowing +3,
- Appraisal +5, Brewing +5, Apothecary +5, Throw Vials and Flasks +2,
- Gun Powder +5, Acid Lore +5, Hagglng +5, Alchemy +5, Chemistry +2
- Starting Items: Robes, 1D4 Potions, 1D4 Herbs, 1D4 Acid Vials, 1D4 Bombs, Dagger

Artificer (mage)

- Magic: Artificer List = 3
- Skills: Gun Powder +5, Invention +5 Hammer +2, Hagglng +5, Appraisal +5, Pilot +5
- First Trade Skill +5 (Pick from Trade Skill List),
- Second Trade Skill +5 (Pick from Trade Skill List)
- Third Trade Skill +5 (Pick from Trade Skill List), Arcane Lore +5, Technology +2
- Starting Items: Cloak, 1D2 Magic Items, 1D2 Inventions, Hammer, Work Clothes

Chronomancer/ Time Lord (mage)

- Magic: Time List = 7
- Skills: Arcane Lore +5, History +5, Future Timelines +5, Technology +3, Swift +2,
- Dodge +2, Technology +5, Invention +5
- Starting Items: Staff, Dagger, Sand Timer, Pocket Watch, Box of Gears and Fine Tools, Steam Punk Get-up

Conjurer (mage)

- Magic: Conjunction List = 8
- Skills: Arcane Lore +5, Any one Trade Skill +5 Dagger +1, Staff +1, Soft Carver +5
- Starting Items: Robes, Pouch of Spell Components, 2D8 Lumps of Clay, Dagger, Staff

Desert Mage (mage)

- Magic: Desert List = 7
- Skills: Ride +2 (Horse or Camel), Toughness +1, Staff & Dagger +1,
- Desert Survival +3, Raw Power
- Starting Items: Desert Robes, Turban, Staff, Dagger, Camel, Jewelry

Dwarven Brew Master (mage)

- Magic: Beer Magic List = 1
- Skills: Insight +5, Jest +5, Carousing +5, Strength +1, Toughness +1,
- Haggle +5, Gossip +5, Brewing +5, Cooking +3, Herbalism +3,
- Barrel Making +5 (Making Kegs and Barrels)
- Melee Weapon +1, Swift -2, Catch +2, Bartending +5, Brawl +2, Thrown Weapon +1
- Starting Items: 1D2 Batches of Magic Beer, Brewers Tools and Supplies, 6 Flagons, Cart, Donkey, 2 Barrels of Regular Ale, Dagger, Wooden Mallet, Colorful Clothes

Dwarven Runemaster (mage)

- Magic: Rune Magic List = 7
- Skills: Heavy Armor, Toughness +2, Arcane Lore +5, Soft Carving +5,
- Stone Carving +5, Hammer and Pick +2, Rune Lore, Raw Power
- Starting Items: 1D4 Rune Stones, 1D4 Charms, Plate Mail, Hammer, Cloak, Stone and Soft Carving Tools, Book of Runes

Elder High Elf (mage)

- Magic: Elven Magic List = 7
- Skills: Swift +1, Strength -1, Leadership +5, Arcane Lore +5, and Etiquette +5,
- Insight +5, History +5, Sword and Bow +1
- Starting Items: Sword, Bow & Arrows, Cloak, Medium Armor (Mithril. Armor +1), Dagger Elven Horse (Ride +2), Waybread (10 Rations, Half Encumbrance), Fine Clothes and Jewelry

Elementalist (mage)

- Magic: Elemental List = 5
- Skills: Raw Power, Intimidation +5, Strength +1, Toughness +2, Staff and Dagger +1,
- One Magical Taint (From a Failed Spell Check), Wild Magic
- Starting Items: Tattered Cloak and Loin Cloth, Staff, Bone Dagger, Tattoos, Bone through Nostrials, Primitive Jewelry

Enchanter (mage)

- Magic: Enchantment List = 10
- Skills: Arcane Lore +3
- Starting Items: Robes, Staff, Dagger, Jewelry, 1D4 Charmed Humanoids

Force Mage (mage)

- Magic: Force Magic List = 9
- Skills: Staff +1, Arcane Lore +5, Raw Power
- Starting Items: Robes, Staff, Dagger

Geomancer/ Earth Wizard (mage)

- Magic: Earth List = 8
- Skills: Geology +5, Mining +3, Toughness +2, Raw Power
- Starting Items: Cloak, Bag with Rock Collection, Stone Dagger
- GUARDIAN MAGE (MAGE)
- Magic: Wizardry List = 4, Polymorph List = 2, Detection List = 3
- Required Advantages: Bravery, Magic Sense
- Skills: Alertness +5, Staff and Blades +1, Search +5, Riding +2, Swift +2,
- Squire +5, Martyr, Flail +1, Gaming +2, Chivalry +2, Heraldry +2, Cooking +2
- Starting Items: Staff, Dagger, Long Sword, Padding Armor, Cloak, Riding Horse, Flail

Hedge Wizard (mage)

- Magic: Wizard List = 4, Druid List = 4,
- Skills: Arcane Power +5, Herbalism +5, Riding +2, Dagger +1,
- Staff +1, Pipeweed +5
- Starting Items: Staff, Robes, Hat, Boots, Dagger, 1D6 Small Animal Friends, 2D6 Doses of Pipeweed

Hex Blade/ Sword Mage (mage)

- Magic: Sword Magic List = 6
- Skills: Swords +2, Fencing (Swords Attack and Damage +1), Dodge +2,
- Etiquette +5 Sword Lore +5, Swashbuckling, Ride +1, Swift +1,
- Strength +1, Toughness +1, Dual Wield, Dagger +1
- Starting Items: Cloak, Fine Sword, Boots, Studded Leather, Cloak, Noble Garb, Dagger

High Elven Fighter Mage/ Battle Mage (mage)

- Magic: Lightning List = 2, Wizardry List = 2
- Skills: Sword and Bow +2, Tactics +1, Swift +2, Ride +2, Dodge +2,
- Double Attack (Make two Attacks per Round), Shield +1, Heavy Armor
- Starting Items: Sword, Bow and Arrows, Shield, Plate Mail, Riding Horse

Hydromancer/ Water Wizard (mage)

- Magic: Water List = 8
- Skills: Fishing +5, Swim +5, Sail +5, Dagger +2, Raw Power
- Starting Items: Skimpy Costume or Diving Suit, Dagger

Ice Mage (mage)

- Magic: Ice List = 10
- Skills: Resistance to Cold +4, Ice Skating +5
- Starting Items: Staff, Fine Robes, Ice Crown, Sled and Dwarven Driver,
- Box of Turkish Delight (2 Rations)

Illusionist (mage)

- Magic: Illusion List = 9
- Skills: Guile +5, Dodge +2, Swift +2
- Starting Items: Robes, Dagger, Staff, Mirror, Lantern

Magician (mage)

- Magic: Wizardry List = 4, Illusionist List = 4,
- Skills: Arcane Power +5, Dagger +1, Staff +1
- Starting Items: Staff, Robes, Hat, Boots, Dagger, Bag of Tricks

Mentalist (mage)

- Magic: Mind Magic List = 10
- Skills: Iron Will +4 (Save vs Mind Effects)
- Starting Items: Robes, Staff, Bead Necklace, Shaved Head

Mystic (mage)

- Magic: Mysticism List = 8
- Skills: Herbalism +4, Insight +5, Riddles +3, Pipe-weed +5, Meditation,
- Arcane Lore +5, Wisdom, Staff +2, Search +2
- Starting Items: Robes, 1D6 Herbs, 1D6 Weeds, Staff, Chime, Pipe, Tie-Dye Shirt

Necromancer (mage)

- Magic: Necromancy List = 5, Black Magic List = 4
- Skills: Toughness +1, Strength +1, Undead Lore +5
- Starting Items: Black Robes, Bone Staff, Dagger, Skull Cap, Grimoire, 1D6 Zombies

Pyromancer/ Immolator (mage)

- Magic: Fire List = 9
- Skills: Resistance to Fire +4, Toughness +2, Raw Power
- Starting Items: Red Singed Robes, Staff, Dagger

Seamancer (mage)

- Magic: Sea Magic List = 7
- Skills: Fishing +5, Swim +5, Storytelling +5, Trident and Dagger +2,
- Navigation +5, Lore of the Sea +5, Wild Magic
- Starting Items: Aquatic Costume, Trident, Dagger, Jewelry (Pearls, Coral)

Shadow Mage/ Mage-thief (mage)

- Magic: Shadow Magic List = 5
- Skills: Swift +2, Ride +2, Dagger and Claws +2, Search +4, Climb +4,
- Dodge +2, Locks +5, Stealth +5
- Starting Items: Black Cloak, Dagger, Large Sack, Lock Pick Kit, Riding Horse, Climbing Claws

Sorcerer (mage)

- Magic: Sorcery List = 9
- Skills: Strength +1, Toughness +1, Raw Power, Dagger +2, Staff +1
- Starting Items: Evil Looking Robes, Dagger, Staff, 1D6 Skeletons, 1D3 Potions

Spell Singer (mage)

- Magic: Song Magic List = 8
- Skills: Song +5, Dance +4, Musician +5, (for 3 Instruments) Music Theory +5

- Starting Items: 3 Musical Instruments, Cloak, Dagger, Large Pouch, Song Sheets, Hat, Boots

Storm Mage/ Storm Caller (mage)

- Magic: Storm Magic List = 5, Lightning List = 4
- Skills: Weather Lore +5, Toughness +2, Raw Power +1
- Starting Items: Robes, Staff, 1D6 Orbs of Elemental Power (Break for 1 PP)

Summoner (mage)

- Magic: Summoning List = 8
- Skills: Dagger and Staff +1, Arcane Lore +5, Riding +2, Soft Carver +5
- Starting Items: Robes, Dagger, Staff, Chalk, Candles, Lump of Wax, Figurines, 1D4 Summoned Creatures

Wind Wizard/ Air Mage/ Aeromancer (mage)

- Magic: Air List = 9
- Skills: Dodge +2, Swift +2, Raw Power
- Starting Items: Glider Staff, Goggles, Tight Fitting Costume with Straps

Witch/warlock (mage)

- Magic: Witchcraft List = 8
- Skills: Poison Lore +5, Herbalism +5, Fortune Telling +5, Guile +5
- Starting Items: Broom, Familiar, Cauldron, Crystal Ball, Tarot Cards, 1D6 Herbs, Ragged Robes, Book of Recipes, 1D4 Doses of Poison, 1D4 Potions, 1D3 Toads, Dagger

Wizard (mage)

- Magic: Wizardry List = 5, Energy Spells List = 4
- Skills: Arcane Power +5, Calligraphy +5, Riding +2, Blades +1, Staff +1
- Starting Items: Staff, Robes, Hat, Boots, Dagger, 2D6 Blank Scrolls, 1D6 Scrolls, Ink, Writing Implements, Spell Book, Long Sword, Riding Horse

Priest Classes**Animist (priest)**

- Magic: Shamanism List = 3, Druidism List = 3, Elementalist List = 3
- Skills: Song +4, Dance +4, Herbalism +4, Weather Lore +3, Woodcraft +3
- Starting Items: Tribal Costume, Staff, Face Paint

Cabalist (priest)

- Magic: Kabbalist List = 6
- Skills: Arcane Lore +5, Arcane Languages +5, Song +4, Religion +5, Theology +5,

- Calligraphy +5, Soft Carving +5, Stone Carving +5, Wisdom
- Starting Items: Robes, Camel, Clay Golem, Staff, Holy Symbol, Holy Book

Chaos Cult Leader (priest)

- Magic: Chaos List = 7
- Skills: Religion +5, Preach +5, and Planar Lore +5, Dagger +2,
- First Mutation (Blessing of the Chaos Gods), Raw Power +1
- Starting Items: Robes, Staff, Dagger, Religious Mask

Dervish (priest)

- Skills: Dance +5, Religion +4, Theology +3, Blades +2, Dodge +2, Swift +2,
- Strength +1, Toughness +1, Song +4, Musician +3, Ride +2, Desert Survival +4,
- Starting Items: 2 Scimitars, 2 Curved Daggers, Native Garb, Holy Symbol, Riding Horse, Musical Instrument

Druid (priest)

- Magic: Druidism List = 4
- Skills: Toughness +1, Wisdom, Herbalism +5, Speak to Animals Ability (All kinds),
- Weather Lore +5, Woodcraft +5, Wild Magic, Staff and Club +1, Knife and Sickle +1,
- Survival +5 (Jungle, Cold, Desert, or Swamp)
- Forest Walk Ability (Move +2 in Woods leaving no trail)
- Starting Items: Robes, Staff, 2D6 Herbs, Mortar & Pestle, Small Sickle

Evil High Priest (priest)

- Magic: Unholy List = 3, Diabolism List = 2, Black Magic List = 2
- Skills: Dagger +1, Leadership +5, Religion +5, Preach +5, Theology +5
- Starting Items: Fancy Robes, Staff, Dagger, 1D6 Fanatic Followers.

Evil Witchdoctor (priest)

- Magic: Voodoo List = 6
- Skills: Song, +3, Dance +3, Dagger +2, Herbalism +5, Poison Lore +5, Intimidation +5
- Starting Items: Costume, Dagger, 1D4 Fetishes, Musical Instruments, Face Paint

Fighting Monk (priest)

- Skills: Dodge +2, Swift +2, Martial Arts (Brawl and Staff +3),
- Prone & Blind Fighting (No Penalties if Blinded or Prone), Climb +4 (Walls), Sweep,

- Kai (On 1 Attack each Combat get Attack and Damage +1), Slow Fall +4 (Save vs Falling),
- Body Purity +4 (Save vs Disease and Aging), Meditation +5, Toughness +2,
- Mind Wall +4 (Save vs Mental Attacks)
- Starting Items: Monks Robes, Staff, Begging Bowl, Holy Symbol

Friar/ Lay Priest (priest)

- Skills: Staff +2 Carousing +5 Preach +5 Ride +2, Swim +2, and Swift +1 Religion +5 Theology +4
- Gossip +5 Etiquette +4 Gardening +3 Storytelling +5 Philosophy +3, Stealth +3, Jest +3
- Starting Items: Monks Robes, Staff, Wineskin, Holy Symbol, Prayer Beads

Healer (priest)

- Magic: Healing List = 8
- Skills: Staff +1, Insight +5, Herbalism +5
- Starting Items: Robes, Staff, 2D6 Herbs, Riding Horse, Bandages
- HOSPITALER CRUSADER KNIGHT (PRIEST)
- Magic: Healing List = 2
- Skills: Shield +1, Heavy Armor, Strength +1, Toughness +2, Chivalry +5, Leadership +4,
- Melee Weapons +1, Etiquette +4, Sword +2, Herbalism +5. History +3, Religion +4,
- Administration +4, Education +3, Construction +3, Logistics +3, Theology +3
- Starting Items: Medium Armor, Large Shield, Dagger, Sword, Cloak, Mace, Robes

Holy Priest (priest)

- Magic: Holy List = 8
- Skills: Staff +1, Wisdom, Religion +5, Preach +5, Theology +5, Faith, Piety
- Starting Items: Robes, Staff, Holy Symbol, Holy Book, Mace, 1D4 Vials of Holy Water

Inquisitor (priest)

- Magic: Inquisition List = 3
- Skills: Heavy Armor, Whip and Flail +2, Religion +5, Law +5, Torture +5, Intimidation +5,
- Interrogation +5, Leadership +5, Search +3, Investigation +5, Philosophy +3, Faith
- Starting Items: Riding Horse, Heavy Armor, Flail, Whip, Holy Symbol, Holy Book, Chains, Torches, Rope, Scribe, Friar, Bodyguard, Executioner

Invoker (priest)

- Magic: Invocation List = 8
- Skills: Dagger and Staff +1, Intimidation +5, Religion +5, Preach +5, Raw Power
- Starting Items: Religious Robes, Holy Symbol, Dagger, Staff

Pagan Priest

- Magic: Paganism List = 2
- Skills: Staff and Dagger +1, Mythology +5, Religion +5, Preach +5, Theology +5
- Fortune Telling +5, Herbalism +5, Guile +5, Storytelling +5, Wisdom
- Pick one Specialty off the Pagan Priest Specialty List (Additional Spells and Skills)
- Starting Items: Robes, Staff, Dagger, Holy Symbol

Shaman (priest)

- Magic: Shamanism List = 8
- Skills: Insight +5, Leadership +3, Herbalism +5, Song +4, Dance +4, Wood Carving +5
- Starting Items: 1D4 Fetishes, Primitive Costume and Jewelry, Dagger, 1D6 Herbs, Carved Staff, Shamans Mask

Sun Priest (priest)

- Magic: Solar List = 7
- Skills: Insight +5, Religion +5, Preach +5, Staff and Mace +1, Strength +1, Wisdom
- Starting Items: Medium Piecemeal Armor, Mace, Staff, Holy Symbol

Zealot/ Fanatic (priest)

- Skills: Blades +1, Stealth +5, Climb +4, Religion +5, Theology +5, Preach +3,
- Battle Cry, Martyr, Swift +2
- Starting Items: Native Garb, Dagger, Holy Symbol

Pagan Priest Specialties

A Pagan priest will usually worship a single God from a unique pantheon of Gods (Norse, Egyptian, Greek, etc.). This God will have his own unique Sphere of Influence. A Pagan priest will receive additional Spells and or Skills based on the particular God he has chosen to follow:

Pagan Priest Specialty List

- God worshiped - Extra Magic Type or Skills
- Blacksmith God- Blacksmith +5, Weapon Smith +5, Armorer +5, Artifact List = 2
- Death God- Necromancy List = 5
- Disease God- Disease List = 5
- Earth God- Earth List = 5
- Harvest God- Farming +5, Gardening +5, Herbalism +5, Herding +5, Green Thumb
- Healing God- Healing List = 5
- Hunting God- Archery +5, Tracking +5, Alertness +5, Stealth +5, Ride +2, Swift +2
- Lightning God- Lightning List = 5
- Love God- Courtship +5, Insight +5
- Nature God- Druid List = 5
- Ocean God- Sea List = 2, Swim +5, Sailing +5, Sea Lore +5
- Peace God- Cheer +5, Insight +5

- Strength God- Strength +2, Toughness +2
- Sun God- Solar List = 5
- Trickster God- Guile +5, Illusion List = 4
- War God- Leadership +5, Tactics +5, Blades +5, Strategy +5, Soldiering +5
- Wind God- Air List = 5

Non-adventuring Classes**Diplomat/ Envoy**

- Skills: Intrigue +5, Guile +5, History +5, Geography +5, Etiquette +5, Insight +5,
- Two additional Languages, Investigation +5, Heraldry +5, Interrogation +5,
- Intimidation +5, Jest +5, Memory +5, Storytelling +5, Debate +5, Haggle +5,
- Philosophy +5
- Starting Items: Robes, Official Papers, Scribe, Translator, Bodyguard, Manservant

Master Craftsman/tradesman

- Skills: First Trade Skill +5, Second Trade Skill +5, Bookkeeping +5,
- Third Trade Skill +5 or Lore Skill +5, Trade Specialization +7,
- Appraisal +5, Philosophy +5, Hagglings +4, Toughness +1, Inspiration +5
- Starting Items: Workshop, Tools, Cloak, 1D3 Apprentices

Merchant/trader

- Skills: Haggle +5, Guile +5, Gossip +4, Appraisal +5, Insight +5, Streetwise +4,
- Law +4, Etiquette +4, Bookkeeping +5, Dagger +1, Detect Lies +5
- Starting Items: Robes, Dagger, Money Pouch (Triple Starting Gold), Shop or Wagon, Draft Horse, Clerk Assistant, Ledger, Writing Equipment, Goods worth 1D4 x 100 GP.

Savant (mage)

- Magic: Lore Magic Spells Known = 5, Cantrip Magic Spells Known = 5
- Skills: Any 2 Lore Skills at +5, Scribe +5
- Starting Items: Robes, Library Membership, Personal Library (100's of Books), Writing Materials

Scholar/sage

- Skills: Ancient Languages +5, Etiquette +4, Appraisal +5, Two Languages,
- Debate +5, First Lore Skill, Second Lore Skill, Third Lore Skill,
- Fourth Lore Skill or Trade Skill, Specialized Lore (of a Lore you already know)
- Starting Items: Robes, Roomful of Books, Maps, and Scientific Equipment, one Student, Writing Materials, Collections

Seer/oracle/prophet/fortune Teller/astrologer (mage)

- Magic: Divination Magic (7)
- Skills: Fortune Telling +5, Astrology +5, Insight +5, Guile +5, Storytelling +5,
- Meditation, Wisdom
- Starting Items: Robes, Tarot Cards, Knife, Astrological Charts, Divinatory Runes, Divinatory Bones

Lore Skills List

- Arcane Lore
- Planar Lore
- History
- Math
- Physics
- Chemistry
- Geography
- Philosophy
- Technology
- Invention
- Medicine
- Herbalism
- Mycology
- Heraldry
- Literature
- Poetry
- Biology
- Lore of the Sea
- Religion
- Theology
- Mythology
- Metaphysics
- Fey Lore
- Monster Lore
- Dragon Lore
- Demonology
- Angel Lore
- Music Theory
- Undead Lore
- Relic Lore
- Alchemy
- Astrology
- Ancient Languages
- Underworld Lore

Specialized Lore

These are sub-specialties of available Lore Skills. The GM has to approve their creation.

- Example #1: The Lore Skill is Math. A Specialized Lore within Math is Geometry.
- Example #2: The Lore Skill is Undead Lore. A Specialized Lore would be Vampires.

Trade Skill List

1. Weaver (Fabrics, Textiles)
2. Tailor (Clothing, Sewing, Banners, Flags)

3. Cobbler (Shoes, Boots)
4. Blacksmith (Nails, Chains, Tools, Horse Shoes)
5. Armorer (Armor, Shields, Helmets)
6. Weapon Smith (Weapons, Rods)
7. Glass Blower (Glass Items, Mirrors, Lenses)
8. Bowyer/Fletcher (Bows, Arrows, Quivers, Crossbows, Bolts)
9. Leather Working (Leather Goods, Curing, Tanning)
10. Goldsmith (Jewelry, Rings, Crowns, Scepters, Amulets)
11. Carpenter (Furniture, Cabinet Maker)
12. Mason (Brick Layer, Stone Cutter)
13. Architect (Designing Structures)
14. Engineering (Construction, Buildings, Bridges, Roads, Siege Engines)
15. Painter (Paintings, Illustrations)
16. Book Binder (Books, Cards)
17. Rug Maker (Tapestries, Carpets)
18. Bone Carving (Scrimshaw, Coral, Horns, Tusks)
19. Pottery (Porcelain, Clay, Tiles)
20. Musical Instrument Craftsman (Musical Instruments)
21. Locksmith (Locks, Keys)
22. Cartography (Maps, Map Making)
23. Wood Carving (Wands, Staves, Totems, Masks)
24. Boat Maker (Sailboats, Rowboats, Canoes, Rafts, Ships)
25. Stone Carving (Sculptor, Holy Symbols, Rune Stones)
26. Gem Cutter (Jewels, Gems)
27. Wheel Wright (Carts, Wagons)
28. Wain Wright (Saddles, Bit & Bridle)
29. Clock Maker (Clockworks)
30. Dyer (Dyes, Inks, Paints)
31. Paper Maker (Paper, Vellum, Papyrus)
32. Toy Maker (Toys, Dolls, Puppets, Paper Mache)
33. Soft Carver (Wax, Soap, Clay)
34. Candlestick Maker (Specialized Metal Caster)
35. Baker (Breads, Cakes, Cookies)
36. Shipwright (Boats, Ships)
37. Butcher (Meats: Cows, Pigs, Dragons)
38. Cartography (Map Making)
39. Scribe (Calligraphy, Illustrating)

Specialized Trade Skills

These are sub-specialties of available Trade Skills. The GM has to approve their creation.

- Example #1: The Trade Skill is Weapon Smith. A Specialized Trade is Swords.
- Example #2: The Trade Skill is Armorer. A Specialized Trade is Shields.

Monster Rules

Comparative Sizes

This Chart gives players some Idea of how big things are compared to each other.

WL Wound Level

#	Size:	WL:	Examples:
1	Diminutive	1	Insects, Bugs
2	Tiny	1	Mouse, Frog, Fairy, Brownie
3	Little	2	Cat, Dragon Hatchling, Imp, Sprite
4	Runty	3	Dog, Kobold, Dragon Whelp, Red Cap, Lynx
5	Small	3	Halfling, Gnome, Goblin, Faun, Wolf, Pixie
6	Short	4	Dwarf, Elf, Pony, Hell Hound, Panther
7	Human	4	Orc, Hobgoblin, Satyr, Snake Man, Clay Golem
8	Tall	5	Gnoll, Lizard Man, Werewolf, Brick Golem, Lion
9	Large	6	Bugbear, Angel, Dire Wolf, Stone Golem, Tiger, Chimera
10	Big	7	Horse, Centaur, Minotaur, Unicorn, Warg, Manticore
11	Giant	10	Ogre, Mountain Troll, Young Dragon, Treant, Rhino
12	Hulking	15	Hill Giant, Mature Dragon, Horned Demon, Elephant
13	Enormous (1)	20	Stone Giant, Adult Dragon, Sphinx, Mammoth, T. Rex
14	Huge (2)	30	Fire Giant, Elder Dragon, Tentacle Monster, Whale, Roc
15	Immense (3)	40	Cloud Giant, Ancient Dragon, Large Hydra
16	Gigantic (4)	50	Storm Giant, Epic Dragon, Pit Fiend
17	Gargantuan (5)	100	Titan, Colossus, Legendary Dragon, Tarrasque
18	Vast (6)	200	Behemoth, Kraken, Leviathan, Kaiju, Eldrazi, Bewilderbeast

Notes On Undead And Mindless Foes

Undead, Animated Foes, Elementals, and Slimes are Immune to magics and attacks such as: Charm, Sleep, Read Mind, Fear, Confusion, Blind, Paralysis, Control, Petrification, Poison, Stun, Gaze Attacks, Hurt Body Parts, Feeble Mind, Forget, Illusions.

Weapon Immunity

Regular Weapons have no effect, but Magical ones do. A Monster may be susceptible to Other specific Non-magical Substances: Silver, Steel, Wrought Iron, Wood, Bone, Stone, Crystals, etc.

Minion Concept

Optional Rule. Speeds up Combat. Designate some minor Foes as Minions. Minions come as Levels 1, 2, and 3.

- A Level 1 Minion is killed outright by any 1 Hit (Goblins and Kobolds)
- A Level 2 Minion is killed outright by any 2 Hits or any 1 Light Wound (Orc)
- A Level 3 Minion is killed outright by any 3 Hits or any 1 Heavy Wound (Bugbear)

Folklore Type Monsters

-A Regular RPG Monster is downed by regular means. A Folklore type monster is more like solving a puzzle. The Monster will have many Immunities but also a few stand-out Weaknesses that can be used to take it down quickly. It will also have a number of quirks needed to activate a Weakness. A Folklore type monster will hunt the PC's down, on it's own territory, one by one, in a brutal horrific fashion, until the problem it poses is solved. Often the Party will itself be hunting down the Folklore monster. The PC's may or may not know of all of its Immunities, Weaknesses, activations, and actions that will lure it out into the open.

- An Immunity gives a Monster complete protection from an Attack Type.
- An Activated Weakness will immediately kill or disable the Monster if it hits.
- Below is a list of 30 Attack Types. The Folklore Monster will have Immunities to 4 + 1D6 of them and Weaknesses to one or two.

D30	ATTACK TYPE TABLE
01.	Cold (Ice, Freeze)
02.	Fire (Heat, Burn)
03.	Earth magic (Petrification)
04.	Air magic
05.	Water magic (Drowning)
06.	Lightning (Shock)
07.	Acid (Corrosive, Dissolve)
08.	Poison
09.	Normal Weapons

D30	ATTACK TYPE TABLE
10.	Blunt Attacks (Stun, Dizzy, Dazed)
11.	Impaling Attacks (Pierce, Bleed)
12.	Slashing Attacks (Cut, Lost Limb)
13.	Mind Magic (Mental Blasts, Forget, Feeble Mind)
14.	Light Attacks (Radiant Energy)
15.	Energy Attacks (Plasma, Disintegration, Magic Missile)
16.	Darkness Attacks (Shadow)
17.	Fear (Horror, Panic)
18.	Chaos magic (Corruption, Mutation)
19.	Death magic
20.	Drain Attacks (Wither, Weakness)
21.	Illusions (Glamour)
22.	Curses
23.	Control (Charm, Lure, Possession, Hypnotism)
24.	Paralysis (Hold, Pain, Torment)
25.	Sleep (Unconsciousness, Knockout, Skull-Crack)
26.	Entanglement (Grapple, Web, Net)
27.	Force magic (Telekinetic Attacks)
28.	Confusion (Madness)
29.	Polymorph (Transformation, Shrink)
30.	Temporal magic (Slow, Age)

Other Monster Weaknesses

The GM may roll on this table instead of the Attack Type Table to determine a monster weakness.

Monster Weakness Table

1D6	Weakness:	Notes:
1	Weak Point	Soft Underbelly, Open Maw, Blow Hole, Large Eyes
2	Unsteady	Unbalance a Foe by striking it a certain way.
3	Weak Moments	Creature has moments of Weakness where it can be Stunned
4	Favored Terrain	Knock Foe off its Favored Terrain. Knock off of Wall or Ceiling
5	Obvious Attack	Characters can see the Attack Coming
6	Blind Spot	Foe cannot see you at certain Angles

Activating A Monsters Weakness

- 1. Damage a particular organ, limb, location of Monster's Body
- 2. Change the Environment (Colder, Hotter, Wetter, Darker, etc.)
- 3. Special Weapon (Silver. Iron, Wood, Bone)
- 4. Cover Weapon or Monster with special Oils, Substances
- 5. Monster must inhale a specific Smell (Garlic, Wolfsbane)
- 6. Monster must eat a particular Item (Rotting Meat, etc.)
- 7. Monster must hear a particular sound (Song, Note, Bell)
- 8. Monster must be exposed to a particular Gas
- 9. Cast a particular Spell, Ritual on Monster or special Target
- 10. Monster must see or think it is seeing something in Particular
- 11. Monster must have a particular Condition (Burn,

- Freeze, Prone)
- 12. Another Monster must be defeated first, or other Event accomplished

Folk Monster Lures

- 1. Food (Rations, Wine, Candy, Specific Prey Items)
- 2. Blood offering (Smell, Trail, Spill)
- 3. Noise (Battle, Curses, Challenges)
- 4. Cries, whimpering of a Sacrifice (Animal, Slave, Child)
- 5. Gold (Treasure, Coin, Gem)
- 6. Magic (Item, Relic, Aura, Enchantment, Spell)
- 7. Violate Proximity (To something protected)
- 8. Recite Particular Song, Poem, Password
- 9. Breaking of a Curse
- 10. Finish a Ritual left Undone
- 11. Musical Instrument (Gong, Bell, Drum)
- 12. Presence of particular Individual (Ghost, Person)
- 13. Personal Item (Heirloom, Ring, Journal, Lock of

- Hair, etc.)
- 14. Read (Rune on Doorway, Note, Letter, Passage in Book)
 - 15. Bring Something Holy, Unholy, Religious
 - 16. Enunciate the Full Proper Name and Title of the Monster
 - 17. Bring and place a single perfect Rose, Sweep the Floor, Take the Urn
 - 18. Libation, Cover object, Fill vessel with particular Potion
 - 19. Unlock Box, Remove Dagger from Corpse, Light

- the Hearth (Candle, Lantern)
- 20. Look to the Ceiling, Under the Bed, in the Dresser, in the Cracked Mirror

Mutations

Exposure to Chaos Magic will cause Mutations in Living Creatures. Mutations are very hard to Conceal. Individuals with 3 or more Mutations are Considered to be Abominations and become Bestial, Murderous, and Insane.

Mutation Table

1D20	Mutation:
1	Claws, Talons (Attack and Damage +2)
2.	Bite, Maw, Tusks (Attack and Damage +3)
3.	Horns, Spines, Spikes (Attack and Damage +1)
4.	Tail, Tentacles, Extra Limb(s)(Extra Attack)
5.	Long Legs (Swift +4)
6.	Extra Eyes, Bug Eyes, Eye Stalks, Second Head (Lookout +4)
7.	Acid Attack, Spit Acid (Short Range. Damage +1)
8.	Fangs, Stingers (Attack becomes Poisonous)
9.	Spider Legs (Climb +5)
10.	Bat Wings, Insect Wings (Medium Flyer)
11.	Gills and Fins (Swim +5 and Water Breathing)
12.	Shell, Carapace, Scales, Rubbery Hide (Toughness +3)
13.	Psychic Blast (Like Spell 3x/Day)
14.	Webs (Like Spell 3x/Day)
15.	Bulging Muscles (Strength+3)
16.	Uncanny Dodge (Dodge +3)
17.	Flesh Molding (Unit can Regenerate)
18+	Repulsive Cosmetic Change (Intimidation +5)

Monster Special Abilities

- Effects that can be used as Special Abilities can be found everywhere Within the Rules.
- For Example: Spells, Combat Conditions, Skills, Monster Rules, Item Descriptions, Trap Effects, Folk Monster Immunities, etc.
- This List Explores ideas for abilities not found in other Sections.

Monster Special Ability List

- Ability - Notes:
- Acid Blood - Wounds will splatter. Resulting in Close Range Attack. Attack +1. Burn
 - Assault - If Monster attacks in HTH and Kills it may immediately move forward 1 Space.
 - Bane - Monster has Attack and Damage +1 vs a particular Foe Type (Giant, Plant, etc.)
 - Blood like Glue: Impaling and cutting weapons will get stuck inside. Get -4 to remove.
 - Blood Thirsty - After killing a Foe, this Monster will stop to feed. 1D4 Minutes.
 - Bolster - Allies get +1 Armor. A Creature can only benefit from one of these at a time.

- Copy - Gain One Skill or Trait of adjacent Ally or Foe.
- Deathblow - If killed get one extra final Attack next turn.
- Defender - Allies get +1 Defense. A Creature can only benefit from one of these at a time.
- Demolish - If you are Size 13+ Destroy Structures with a Single Blow.
- Disruption Attack - Target becomes gaseous. Will reform in 1D3 Minutes.
- Drag to Hell - Cause Hole to open up in. Victim Dragged in by Monster or some other Means.
- Enrage - Allies get +1 Damage. A Creature can only benefit from one of these at a time.
- Expulsion - Target Foe Teleported away (Medium to Far Range) from Monster
- Fade Away - Target becomes Insubstantial and Invisible for 3D20 Minutes.
- Flanker - Get extra Damage +1 if Flank Attack Hits.
- Gore - Foe hit by Horns or Tusks thrown up over the back of the Monster. Knockdown. Dam +1.
- Heaviness - Foe gets Triple Encumbrance penalty. Medium Range.

- Horror - Foes are Paralyzed. All in Medium Range. (Fear Effect)
- Jump - Jump Accurately a distance of up to 20 Spaces as your move.
- Low Swing - If you are Size 11+ Swing Tree or Tail across floor. Attack +3 and Damage -2
- Momentum - Allies get +2 Swift. A Creature can only benefit from one of these at a time.
- Multi-Disarm - Monster will use Multiple limbs/Attacks to Disarm Opponent.
- Nullify - Target Combat Bonus of Foe becomes Zero. Short Range.
- Panic - Foes get Defense -3. All in Medium Range. (Fear Effect)
- Protected - Get Armor +1 if you have at least 1 Adjacent Ally.
- Rampage - If Monster attacks in HTH and Kills it may immediately attack again.
- Sap - Foe becomes Fatigued 50% or Exhausted 50%. Medium Range.
- Scare - Foes must Flee. All in Medium Range. (Fear Effect)
- Self-Disrupting - If down to 1 or 2 Wounds Monster will become gaseous for 1D4 Hours.
- Skirmish - Monster can move one extra time on his Round.
- Swap - Exchange positions with Target Ally or Foe. Medium Range.
- Terrify - Foes must Rout. All in Medium Range. (Fear Effect)
- Trample - Blunt HTH vs Foes 4 SL smaller. Attack -2 and Dam +2 for entire length of Move.
- Wail - Sound Attack. Damage -1 to all in Medium Range.
- Warp Strike - Monster can Teleport Short Range and then make an HTH Attack.

Bestiary 1

Bestiary

Below is a starting list of Monsters.

Aboleth (monster) Sl = 11

1. Large, Slimy, Ancient, Amphibians. 3 Eyes. Possessors of Terrible Ancient Secrets.
2. Underworld Slavers. Live in Underground Lakes. Reports of Lost Underwater Cities.
3. Four Large Tentacle Attacks (Attack +4. Damage +1. Grab). Fluke Tail gives Swift +3
4. Slime Attack (Disease. If not cured Victim Takes 1 Wound Marker every hour not in Water)
5. Underwater Mucus Attack (Close Range. Attack +2. Choke)
6. Can Cast Spells like an Illusionist. Infravision. Armor +4
7. Charm Spell (Once Per Turn). Enslaved Creatures can Breath Water.
8. Accompanied by 2D10+ Aquatic Humanoids or Troglodytes.

AIR ELEMENTAL (ELEMENTAL) SL = Varies

1. Whirl Wind Form. Slow Flyer.
2. Immune to Normal Weapons.
3. Wind Aura Attack (Those in HTH Range must save or be thrown 10-20 Feet for Dam +1)
4. Gust of Wind (Like Spell 4x/Day)

Alligator, Giant (beast) Sl = 12

1. Huge Size. Armor +5.
2. Includes Giant Crocodile.
3. Bite: Attack +4 and Damage +5
4. Rush to Attack: Swift +6

Angel (celestial) Sl = 9

1. Human Form. Warrior
2. Bird Wings. Medium Flyer.
3. Holy Sword (Attack and Damage +5)
4. Shield and Golden Armor (Defense and Armor +5)
5. Teleport (Like Spell 10x/Day)
6. Heal (Like Spell 10x/Day)
7. Blessing (Like Spell 10x/Day)

Ants, Giant (insect) Sl = 4

1. Basic Ant Notes: Each colony has 3 types of Ant: Queen, Drones, Workers.
2. Basic Ant Notes: Their attacks are either Bite or Sting. (No base Modifiers)
3. All Workers have Burrow +3. They usually range in size from Little to Small.
4. The Queen is Giant size and lays several eggs per Minute. She is Defenseless.
5. Drones are Males. They are Slow Flyers. They can transform into new Queens.
6. There are many types. The variations listed below show up in the Workers.
7. A single Colony may have several Types of Workers:
8. Soldier Ants: Bite Damage +1 Toughness +1
9. Fire Ants: Poison Stinger: Weak Lethal
10. Defender Ants: thick Exoskeleton: Armor +2
11. Wood Ants: Swift +2. Acid Spray (Short Range 1D3 Adj Foes)
12. Black Ants: Tiny. Bite Damage -2
13. Carpenter Ants: Big Cutting Mandibles. Bite Damage +2. Man Size
14. Red Ants: Paralysis Bite. Damage +1
15. Scout Ants: Swift +2 Alertness +4. Bite Damage -1
16. Garden Ants: Garden +5. Herding +5. Tend to Giant Aphids
17. Builder Ants: Burrow +5. Build Mounds, Chambers, and Tunnels
18. Nursery Ants: Tend to Eggs. Bite damage -2. Toughness -1
19. Guard Ants: Alertness +5. Toughness +1
20. Weaver Ants: Glue Attack: Entangle
21. Trap Jaw Ants: Bite Damage +3. Dodge +3
22. Honey Pot Ants: Swift -2. Bite Attack -2. Store Food in their Bellies.

23. Trapper Ants: Stealth +5. Build Pit Traps.
24. Suicide Ants: Explode (All in Close Range Damage +1)
25. Blood Sucking Ants: Bite Damage +1. Drain
26. Ants can crawl on Walls and Ceilings.

Aquatic (demi-humans) Sl = 7

1. Specific Good Aquatic Demi-Human Races include: Merfolk, Sea Elves, Tritons
2. Holy Priests, Traders, Warriors, Knights, Scouts, Fishermen, Hunters,
3. Kelp Farmers, Shamans, Seamancers
4. Tridents, Nets, Spears, Spear-Guns, Daggers, Short Swords, Shields, Armor
5. Known to ride Giant Seahorses and Manta Rays.
6. Breathe Water and Air. Prefer Humid Conditions. Swim +7

Aquatic (humanoids) Sl = 7

1. Evil. Breathe Water and Air. Prefer Humid Conditions. Swim +6
2. Tridents, Nets, Spears, Spear-Guns, Daggers, Man-Catchers, Short Swords, Shields
3. Warriors, Hunters, Scouts, Shamans, Seamancers, Sirens, Evil High Priests
4. Cultists, Chaos Cult Leaders, Pirates
5. Armor +1 (Scales)
6. Evil. Frequently Mutated by Deep Sea Chaos Powers
7. Sirens can Sing a Lure Song (Like Spell. Long Range. 3x/Day)
8. Specific races include: Sea Devils, Kuo-Toa, Sahuagin, Deep Ones, Scylla
9. Known to ride Giant Eels

Azaer (demi-human) Sl = 6

1. Underworld Dwarf Descendants.
2. Elemental Flames for Hair. Immune to Fire.
3. Strength +3 Toughness +3 Attack +2 with Melee Weapons
4. Fire Aura (Like Spell. 3x/Day)
5. Mining +5 Black Smith +5 Armorer +5 Weapon Smith +5 Appraisal +5
6. Bronze Skin: Armor +3
7. Live near Volcanic Activity. Lava, Magma
8. Swords, Hammers, Axes, Picks. Piecemeal Plate Armor
9. Exquisite Craftsmen. Laugh long and hard.
10. Eat Seared Salamander Roast and Drink Boiling Beer

Basilisk (monster) Sl = 5

1. Six legged Lizard. Swift +3. Low to the Ground
2. Petrification Gaze.
3. Stealth +3 Tough +1 Scaled: Armor +1

Bear (animal) Sl = 5-10

1. Basic Bear Abilities: Strength +2 and Toughness +2 and Swift +2
2. Basic Bear Abilities: Claw and Bite Attacks +1 (Attack Bonus)
3. Basic Bear Abilities: Fishing +5
4. Basic Bear Notes: Hibernation and Love of Honey
5. Some Bear Variations:
6. Brown: No Modifications. Also Sun Bear
7. Black: Toughness +3
8. Grizzly: Strength +3 and Toughness +3
7. Kodiak: Strength +3 and Toughness +4
8. Polar: Strength +4 and Toughness +4
9. Cave Bear: Strength +5 and Toughness +5
9. Spectral Bear: Any other Bear with Basic Spirit Abilities
10. Werebear: Lycanthropy. Str +6 and Tough +5. Regeneration. Immune to Normal Weapons

Beast Men (humanoid) Sl = 6

1. Human Bodies. Animal Heads: Cats, Dogs, Jackals, Goats, Horses, Frogs, Wolves, etc.
2. Enhanced Senses: Alertness +5
3. Warriors, Shamans, Evil Witch Doctors, Raiders, Scouts, Chaos Cult Leaders
4. Strength, Toughness, and Swiftiness +2

Beholder (monster) Sl = 9

1. Floating Sphere with Maw, Giant central eye and 10 Eye Stalks. Slow Flyer.
2. Intelligent. Insane. Keeps Slaves. Ancient ones are Mage savants.
3. Each eye has a Spell Like power it can use 3x per Day.
4. Eye Powers: Counterspell, Magic Missile, Disintegrate, Freeze, Light, Charm
5. Eye Powers: Cause Fear, Lightning Bolt, Death Bolt, Sleep, Fire Bolt
6. Tough +6. Armor +4. If killed 75% it will turn into a Lich Version.

Bat, Giant (beast) Sl = 8

1. Fast Flyer
2. Echolocation. Can Fly in the Dark
3. Bite (+1 Attack and Damage Bonus)
4. Can be Trained and Ridden by Humanoids

Bees, Giant (insect) Sl = 5

1. Slow Flyer.
2. Weak Poison Stinger. Bee will die when he uses it.
3. Pollinates Giant Flowers.

Brownie (fey) Sl = 2

1. Fairy Size. No Wings. Wear Animal Skins/Pelts.
2. Good but Mischief Makers. Stealth +5 Alertness +5 Jest +5

3. Often Tasked by Fairies and other Fey Leaders to Guide Heroes.
4. Sometimes carry Magic Powders/Dust with Potion like properties.
5. Can ride trained Hawks and other Birds/Animals. Ride +2
6. Pickpocket +5 Throw +2 Swift +2 Strength -3 Dodge +5
7. Woodcraft +5 Track +5 Herbalism +5. Speak to Animals.

Bugbears (humanoids) Sl = 9

1. Large Hairy Pugnacious Relatives of Goblins.
2. Medium Piecemeal Armor, Shields
3. Warriors, Raiders, Scouts, Trappers, Shamans
4. Stealth +5. Ambush is their Favorite Tactic.
5. Strength +2 and Armor +1. Backstab +4
6. Infravision. Melee Weapons +1 (Attack Bonus)
7. Morning Stars, Clubs, Mauls, Flails, Maces. Crushing Weapons Favored

Centaur (fey) Sl = 10

1. Half Man Half Horse. Tribal Herds. Semi-Civilized. Vegans. Usually Good.
2. Carousing +5. Notorious Drunkards.
3. All Attacks +1 (Attack Bonus)
4. Strength & Swift +8
5. Warriors, Scouts, Shamans, Healers, Brewers, Druids, Rangers, Traders
6. Can Carry 2 Human Size Riders.
7. Hoof Kick (Attack & Damage +1)
8. Full Armor/Barding Rare. Occasionally Helmets and Shields.
9. Clubs, Staves, Spears, Bows, Slings, Javelins, Axes

Chimera (monster) Sl = 9

1. Lion Body and Heads. Bat Wings. Medium Flyer.
2. Lion Bite and Claws (Attack +2 Damage +2)
3. Goats Head Breathes Fire (1D3 Adj Foes. Short Range. Damage +2)
4. Tail is a Long Snake with Poison Bite (Attack +3)

Clockwork Robot, Giant (construct) Sl = 13

1. Metal Shell (Armor +7)
2. Arm Ballista (Attack +3 and Damage +5. Attached to Chain. Grab)
3. Arm Claw (Attack +3 and Damage +4. Grab)
4. Stomp (Attack +2 and Damage +6)

Crab, Giant (aquatic Beast) Sl = 10-12

1. Shell (Armor +6) and Swift +3 (Move Sideways)
2. Claw Attack (Attack +2 and Damage +5 Grab) (One Big Claw)
3. Those hit with Claw Attack will automatically be caught.

4. Caught Prey is Hit Automatically on later turns. Just Roll on the Damage Table.
5. Caught Prey can make a Strength Test to attempt to free themselves.

Crab Men (humanoids) Sl = 7

1. Shell Armor +3
2. Pincers (Attack +3 Damage +2). Can also be used for Grappling and Grabbing.
3. Water Breathing. Infravision.
4. Favorite Captives are Attractive Human Females.

Deep Gnomes (demi-humans) Sl = 5

1. Friendly Relatives of Gnomes. Rarely Player Characters.
2. They make their Homes in the Depths of the Underworld. Infravision.
3. Warriors, Soldiers, Scouts, Miners, Guides, Mushroom Gatherers, Healers
4. Tinkerers, Smiths, Stone Workers, Gem Cutters, Geomancers, Lookouts
5. Armor, Shields, Hammers, Picks, Crossbows, Spears, Nets
6. Alertness +5, Crossbow +1, Mycology +4

Doppleganger (humanoid) Sl = 7

1. Shapeshift to look like any person.
2. Disguise +7
3. Toughness +3
4. Claw Attack (Attack and Damage +3)
5. Multiple Languages

Derro (humanoids) Sl = 7

1. Tall Insane Dwarves.
2. Love Magic like other Dwarves love Gold.
3. One out of 7 are Mages: Geomancers, Wizards, Pyromancers, Rune Masters

Dire Wolf (beast) Sl = 9

1. Fast +8 (Move Rate)
2. Thick Hide: Armor +1
3. Bite (+3 Damage Bonus. +2 Attack Bonus)
4. Claws +2 (Damage and Attack Bonus. Save or be Knocked Down or Pinned)
5. Often ridden by Evil Humanoids.

Draconians (humanoids) Sl = 7-9

1. Evil Race. Magically Created from Corrupted Metal Dragon Eggs.
2. Dragon Wings. Slow Gliding Flyers. Attack +2 with Weapons (Swords, Spears)
3. Explode when killed: Attack +4 Dam +3 to all in Short Range.
4. Claw, Bite, and Tail (Attack and Damage +1) Scaly Hide: Armor +1

5. Some will wear extra Heavy Armor and use Shields
DRAGON SL = Varies
1. Dragons can make 1D3 Attacks per turn. Attacks will be modified by Size and Species.
2. Notation: ASA = Armor, Strength, and Attack.
3. Notation: AFA = Adj Foes Affected by Breath Weapon, Wing Buffet and Tail Swipe Attacks.
4. More Notation: BWR = Breath Weapon Range (And Wing Buffet Attack)
5. Basic Dragon Sizes: Tiny: ASA +1 (Hatchling) BWR = Short. AFA = 1
6. Basic Dragon Sizes: Small: ASA +2 (Whelp) BWR = Short. AFA = 1D2
7. Basic Dragon Sizes: Medium: ASA +3 (Young) BWR = Med. AFA = 1D3
8. Basic Dragon Sizes: Large: ASA +4 (Mature) BWR = Med. AFA = 1D4
9. Basic Dragon Sizes: Huge: ASA +5 (Adult) BWR = Med. AFA = 1D6
10. Basic Dragon Sizes: Major: ASA +6 (Elder) BWR = Long. AFA = 1D8
11. Basic Dragon Sizes: Great: ASA +7 (Ancient) BWR = Long. AFA = 1D10
12. Basic Dragon Sizes: Massive: ASA +8 (Epic) BWR = Long. AFA = 2D6
13. Basic Dragon Sizes: Vast: ASA +9 (Legendary) BWR = Long. AFA = 3D6
14. Basic Dragon Abilities: Bat Wings. Medium Flyers.
15. Basic Dragon Notes: Spend Most of their time sleeping guarding Eggs and Treasure.
16. Basic Dragon Attack: Breath Weapons (Requires 3 Turns to Recharge. Damage +1)
17. Basic Dragon Attack: Wing Buffet (Knock Down or Knock Back Foes. Damage -3)
18. Basic Dragon Attack: Tail Swipe (Knock Down Foes)
19. Basic Dragon Attack: Claws (Can Grab Prey which Gives Bite an Attack Bonus +3)
20. Basic Dragon Attack: Bite (Damage +2)
21. There are many different types of Dragons. Some Examples listed below:
22. White Dragon. Ice Breath Weapon. Resistant to Cold. Cold Climes preferred.
23. Green Dragon. Poison Cloud Breath (No Damage). Immune to Poison. Forests.
24. Black Dragon. Acid Breath. Resistant to Acid. Swamps, Fens, Bogs.
25. Blue Dragon. Lightning Breath. Resistant to Lightning. Mountain Peaks.
26. Red Dragon. Fire Breath. Resistant to Fire. Volcanoes.
27. Wyverns. Medium Size. No Breath Weapon. Tail has Poisonous Stinger.
28. Drake. Medium Size. Fast Flyers. Armor -1.
29. Land Dragon. Multiple Legs. Swift +5. No Wings. Armor +1
30. Wyrms. No Claws or Wings. Swift +4. Armor +2.
31. Sea Serpent. No Claws or Wings. Aquatic. Swift +6. No Breath Weapon.

32. Faerie Dragon. Tiny. Invisibility, Sleep, Teleport (Like Spells. 5x/Day)
33. Jabberwocky. Huge. Large Claws +3 (Attack Bonus) Slow Flyer.
34. Luck Dragon. Good. Steed. Allies get Luck Ability. No Breath Weapon
35. Shadow Dragon. Death Breath. Darkness (Like Spell. 5x/Day). Dodge +2
36. Wind Dragon. Gust of Wind Breath (Like Spell). Fast Flyer
37. Dragon Engines. Animated. Clockwork. Steam Breath. Armor +3
38. Note: Wing Buffet and Tail Swipe of Tiny & Small Dragons are generally ineffective.

Drow (demi-human) Sl = 6

1. Weak (-1 Strength and Toughness Penalties) Black Skinned.
2. Evil Elves. Worship Spider Gods.
3. They can reach High Levels, especially Priests and Mages.
4. Warriors have Bow & Blade +2 (Attack Bonus) & Dual Wield
5. Scouts have Stealth +5, Dodge +2, Bow & Blade +1 (Attack Bonus)
6. Low Level Casters will know several Spells. Infravision

Driders (monster) Sl = 8

1. Drow who have their legs replaced with Spider Bodies.
2. Usually Warriors.
3. Webs (Like Spell 3x/Day)
4. Can walk on walls and ceiling.

Dryad (fey) Sl = 6

1. Tree Folk. Woody Skin. Protectors of Trees.
2. Strength +1 and Armor +1 and Swift +2
3. Tree Walk (Like Druid spell. Unlimited)
4. Alertness and Stealth +5 and Dodge +1
5. Vines (Like Druid Spell. 3x/Day)

Duergar (humanoids) Sl = 6

1. Evil Dwarves. Humorless. Greedy
2. Light or Medium Armor. Spears, Hooks, Odd Weapons
EARTH ELEMENTAL (ELEMENTAL) SL = Varies
1. Stone Fists (+2 Attack Bonus. +5 Damage Bonus)
2. Spitting Earth (As Spell. 3x/Day)
3. Made of Stone (Armor +5)
4. Weaknesses: Tunnel Spell.

Elephants (animal) Sl = 11-13

1. Basic Elephant Notes: Large Herbivore Mammals with Trunks and Tusks
2. Basic Elephant Notes: Trained to carry passengers and as Beasts of Burden.

3. Basic Elephant Notes: Travel in Matriarch Herds or as Lone Males
4. Basic Elephant Ability: Swiftiness +2, Memory +5, Armor +1
5. Basic Elephant Ability: Stomp, Tusk, or Trunk Attack (Attack +1 and Dam +3)
5. Various Types:
7. Jungle Elephant: Toughness +3
8. Savannah Elephant: Toughness +4
9. Bull Elephant: Toughness +5 Damage +4
10. War Elephant: Toughness +5 Damage +5
11. Mammoth: Toughness +6 Damage +4 Resistant to Cold +4
12. Mastodon: Toughness +6 Damage +5 Resistant to Cold +4

Fawn (fey) Sl = 4-5

1. Halfling or Runt size version of a Satyr.
2. Musician +5 (Pan Flute)
3. Kick and Head Butt (Brawl +1)
- FIRE ELEMENTAL (ELEMENTAL) SL = Varies
1. Immune to Normal Weapons.
2. Weaknesses: Cold, Water, Wind, Lack of Oxygen.
3. Fire Aura Attack (+3 Attack and Damage Bonus vs All in HTH Range)
4. Toughness +3
5. Fire Bolts (Same as Pyromancer Spell. 7x/Day)

Frog Men (humanoids)

1. Variations on Humanoid Frogmen.
2. Common Abilities - Standing Jump = 2 Spaces.
3. Common Abilities - Running Jump +5 Spaces.
4. Common Abilities - Sticky Tongue (Entangle)
5. Common Abilities - SL = 6
6. Variants:
7. Tree Frog - SL = 4. Poison Touch. Sticky Feet: Walls and Ceilings.
8. Froglodyte - Likes Clubs and Stone Spears. Strength +1
9. Marsh Wiggle - Toughness +2.
10. Poison Tongue. Does not Stick.
11. Swallow - SL = 8. Target must be SL = 4 or less.
12. Frogger - Jump up to twice per turn. Forwards or Back.
13. Bullywug - SL = 5. Dodge +2. Javelins, Daggers. Swim +2

Fungisaur (fungi) Sl = 13

1. Shape reminiscent of a carnivorous Dinosaur.
2. Huge Size. Swift +4
3. Bite (Attack and Damage +3)

Gargoyle (animated) Sl = 5-8

1. Hard, Carved Material (Armor +4)
2. Claws, Bite, Horns (Attack and Damage +3)
3. Wings: Medium Flyer
4. Stealth +4 (Stay Perfectly Still)
5. Alertness +4 Dodge +2

6. Gargoyle Variants:
7. Stone: Alertness +5
8. Alabaster: Fast Flyer
9. Marble: Damage +4
10. Quartz: Attack +4
11. Granite: Armor +5
12. Onyx: Stealth +5
- GENIE (HUMANOID) SL = Varies
1. Flying Fast
2. Wish Magic (Copy any other Spell. 3x/Day)
3. Scimitar (+5 Attack Bonus)
4. Jest and most other communication Skills +5
5. Also Jinn, Jann. Ancient Enemy of Sphinxes.
6. Elemental Types:
7. Dao: Earth Magic (5). Strength & Toughness & Dodge +2 SL = 7
8. Djinn: Air Magic (7). Strength & Toughness & Dodge +3 SL = 8
9. Marid: Water Magic (9). Strength & Toughness & Dodge +4 SL = 9
10. Efreeti: Fire Magic (11). Strength & Toughness & Dodge +5 SL = 10

Ghoul (undead) Sl = 7

1. Bestial corpse eaters.
2. Claw and Bite Attacks (Attack and Damage +3)
3. Toughness +4

Gibbering Mouther (abomination) Sl = 13

1. 20 Feet Tall Green Chaotic Mass of Mouths and Eyes. Guardian.
2. 1D3 HTH Bite Attacks (Attack and Damage +1) Armor +2
3. Cause Madness (All in Medium Range. Save at +4 every turn or go Mad for 2D20 Days)
- GIANTS SL = Varies
1. Basic Giant Ability: Strength and Swift +4. Thick Hide: Armor +2
2. Basic Giant Ability: Stomp Attack (Attack +1 and Damage +1)
3. Basic Giant Ability: HTH Attack +3 (Attack Bonus) Can use 2-H Human Weapons 1-H.
4. Basic Giant Ability: Throw Attack (Spear, Boulder. Long Range) Also Catch Large Missile.
5. Basic Giant Penalty: Slow to React. Easily Tricked. Dull Witted.
6. Basic Giant Notation: S&S = Strength and Swift. AB = Attack Bonus.
7. There are many different types of Giants. Some Examples listed below:
8. Ogre: No Stomp. Sometimes use Shields (Defense +2) and Armor (Armor +2)
9. Cave Troll: No Stomp. Regeneration. Often just use Claws and Bite.
10. Hill Giant: S&S +5. Tribe includes a Shaman. Sometimes Ride Mastodons.
11. Stone Giant: S&S +6. Throw Attack AB +2. Stone Carving +5. Shamans. Geomancers.

12. Fire Giant: S&S +7. Archery AB +2. Resistance to Fire. Pyromancers. Armor +2
13. Frost Giant: S&S +7. Resistance to Cold. Ice Mages. Shields (Defense +2) and Armor +2
14. Cloud Giant: S&S +8. Live in Cloud Castles filled with Opulent Treasure and Slaves.
15. Storm Giant. S&S +9. Hermits. Storm Mages. Lightning Bolts (Like Spell 5x/Day)
16. Ettin: S&S +5. Two Headed. Constant Bickering Between Heads. Cooking +4
17. Earth Giant: S&S +8. Bodies made of Rock (Armor +3). Geomancers
18. Sea Giant: S&S +9. Seamancers. Tridents. Sea Monsters as Pets. Treasure Below.
19. Fomorian: No Stomp. Very Ugly. Black Magic: Curses, Weakness, Fear (Like Spells. 1x/Day)
20. Firbolg: No Stomp. Good Giants. Friendly Villages. Druids. Warriors. Bear Companions.
21. Spriggan: S&S +6. Fey Spirit Giants. Have Basic Spirit Abilities. Green Colored.
22. Desert Giant: S&S +6. Jackal Heads. Giant Magic Staves. Desert Mages. Guardians.
23. Cyclops: S&S +7. Poor Depth Perception (Attack Penalty -3 to all Attacks) Berserk.
24. Titan: S&S +10. Foes of the Gods. Will know 2D6 Elemental Type Spells.
25. Mist Giant: S&S +5. Stealth +5. Summon Mists (Foes Ranged Attack Penalty -4)
26. Skeletal Giant: S&S +6. Can reattach lost Limbs, Skull. Cause Fear (Like Spell 3x/Day)
27. Zombie Giant: S&S +8. Regeneration. Grafted on Weapons and Armor.
28. Yeti: No Stomp. Resistant to Cold. Hermit. Pit Traps. Will cause Avalanches. Good Aligned.

Goblins (humanoid) Sl = 5

1. Weak (-1 Strength and Toughness Penalties) Green Skinned.
2. Erratic Behavior. Mob Mentality. Fight in Groups.
3. Stealth and Alertness +3
4. Soldiers, Warriors, Shamans, Thieves, Scouts, Alchemists, Tinkerers, Elemental Mages
5. Archery and Daggers +1 (Attack Bonus)
6. Dodge +1 Tactics +1

GOLEM (ANIMATED) SL = Varies

1. Basic Golem Ability: Punch +2 (Attack Bonus)
2. Basic Golem Ability: Strength & Armor +2.
3. Basic Golem Notes: Usually Man-Shaped, but slightly larger.
4. Basic Golem Notes: Combo of Mage and Priestly Magics.
5. Basic Golem Notes: Creator can only keep 2 in existence at a time.
6. Basic Golem Ability: Immune to Poison, Disease, Mind Affecting Magic.
7. A Variety of Golems exist. Some examples include:
8. Clay: Regenerate. Glamour (like Spell. 4x/Day) 2 Punches per Round. SL = 7
9. Iron: Armor +9 Strength +7. Toughness +6. Large.

SL = 10

10. Stone: Strength +4 Armor +5. Throw Rocks +1 (Medium Range) SL = 9
11. Brick: Strength +3 Armor +1. Dust Cloud (Blind Opponent. Short Range) SL = 8
12. Obsidian: Strength & Armor +6. Resistant to Fire. SL = 9
13. Wood: Stealth +5 in Woods. Susceptible to Fire. SL = 8
14. Flesh: Strength and Armor +3. Berserk. Afraid of Fire. SL = 8
15. Crystal: Strength and Armor +4. Magic Missiles (like Spell. 3x/Day) SL = 8
16. Mud: Strength +1. Susceptible to Water Attacks. SL = 7
17. Gear: Strength and Armor +5. Alertness +3. Dodge +2 SL = 7
18. Bone: Strength +4. Regeneration. SL = 8
19. Rubble: Reforms. Must be killed Twice SL = 8
20. Golden: Worth 20,000 GP. Strength and Armor +3 SL = 9

Gnolls (humanoids) Sl = 8

1. Tall Fierce Hyena Headed Tribal Furballs.
2. Strength +1. Swift +2. Dodge +1
3. Warriors, Hunters, Scouts, Berserkers, Barbarians, Shamans
4. All Attacks +1 (Attack Bonus)
5. Claws and Fangs (No Penalty to Unarmed)
6. Stealth +5, Alertness +5, Cold Climate Survival +5
7. Resistant to Cold (Saves +4)
8. Many Tribes are Chaos Tainted: Chaos Warriors and Cult Leaders
9. Long Bows, Piecemeal and Hide Armor, Spears, Looted Armor and Weapons.
10. Often Live with (Tamed) Wolf Packs.

Gorgon (monster) Sl = 11

1. Stone Bull. Armor +5
2. Breath Attack (Close Range: Petrification)
3. Swift +6
4. Gore with Horns and Trample (Attack and Damage +3)

Green Knight (fey) Sl = 7

1. Fey Magic (4) Illusion Magic (4)
2. Shield +1, Heavy Armor, Strength +2, Toughness +2, Melee Weapons,
3. Sword +2, Lance +2, Woodcraft +5, Ride +2, Intimidation +5
4. Heavy Armor, Large Shield, Dagger, Sword, Cloak, War Horse, Lance
5. Immortal. Can survive having their head chopped off
6. They want to play a Game. Must Beat them at their own game.
7. They will place a Geas on opponent.

Griffon (monster) SI = 10

1. Lion Body. Eagle Head and Wings. Fast Flyer
2. Beak and Talons (Attack +4 and Damage +3)
3. Toughness and Dodge +3
4. Often trained as Guard or Steed for Humans and Demi-humans.

Harpy (humanoid) SI = 8

1. Half Woman. Half Bird. Evil
2. Claws, Talons, and Beak (Attack and Damage +3)
3. Wings. Fly Medium Speed.
4. Stench (Out to Medium Range. Harpies Immune)
5. Screech Attack (All in Medium Range. Damage -1. Harpies Immune)

Hawkman (demi-humans) SI = 7

1. Basically Humans with Hawk Wings. Can be used as Player Characters.
2. Fast Flyers. Can carry 1 Person a short Distance. Good Aligned
3. Strength and Toughness -1
4. Cannot use Full Armor. Breastplate or Bare Chested.
5. Scouts, Warriors, Clerics, Healers, Hunters, Sun Priests
6. Swords, Spears, Javelins, Darts, Lassos, Nets, Crossbows, Maces, Clubs

Hell Hound (demon) SI = 6

1. Immune to Fire Attacks
2. Swift +9
3. Bite and Claws (Attack and Damage +3)
4. Tracking +5

Hobgoblins (humanoids) SI = 7

1. Man Sized Relations of Goblins. Serious & Militant
2. Shield +1 and Heavy Armor
3. Melee Weapons & Archery +1
4. Riding +2, Soldiering +5, Artillery +5, Sapping +5
5. Soldiers, Raiders, Task Masters, Heavy Cavalry, Horse Archers, Engineers
6. Commanders have Tactics +1, Leadership +5, and Strategy +5
7. Armor, Shields, Polearms, Long Bows, Lances, Swords, Axes, Morning Stars
8. Will use Slaves as Frontline, Expendable Troops.
9. Follow a Strict Warrior Code

Horned Devil (demon) SI = 12

1. Fly Medium Speed
2. Toughness, Strategy, and Leadership +5
3. Armor +4 and Dodge +2
4. Pitchfork +4 (Damage and Attack Bonus)
5. Claws +3 (Damage and Attack Bonus)
6. Firebolt Attack (Same as Spell. 4x/Day)

7. Major Demon. Commands Minor and Lesser Demons.
8. Summon Minor and Lesser Demons once per day.

Horrible Horde (constructs) SI = 4

1. Scores of unfinished Animated Prototypes.
2. Created and shelved by an Artificer or Inventor.
3. Activated as a group in error or as a last line of Defense.
4. Individual Units are average Runt Size. Armor +1.
5. Unique but ineffective Attacks (Attack and Damage -1)

Humans (men) SI = 7

1. Non-Heroic Follower Types. Untrained or Poorly Trained. Civilians.
2. Guards, Thugs, Cultists, Levied Troops, Militia, Angry Mob, Disciples,
3. Heretics, Rebels, Bandits, Peasants, Rabble, Pilgrims, Adepts
4. Single Weapon +1 (Attack Bonus. Spear, Sword, Dagger, Archery, Pitchfork)
5. 1D4 Skills at +1D3 Such as Farming, Riding, Alertness, Intimidation, etc.
6. Some Human Variants:
7. Sub-Men: Underground Dwellers. Albino. Infravision.
8. Arctic Tribes: Cold Resistance +4
9. Cave Men: Strength +1. Very Primitive
10. Pygmies: Size = 5

Hydra (monster) SI = 12-15

1. Starts with 2D4 Heads (On Long Necks)
2. Each Head can Breathe Fire (Short Range. 1D3 Adj Foes. 1x/Day. Attack and Damage +3)
3. Bite (Attack and Damage +2. At most 2 Heads can attack one Man-size Target per Round)
4. If a Head is cut off or killed, 2 grow back in its place.
5. Reptilian Body has Armor +4
ICE ELEMENTAL (ELEMENTAL) SL = Varies
1. Icy Fists (+2 Attack Bonus. +4 Damage Bonus)
2. Weaknesses: Fire, Heat
3. Cold Aura Attack (+1 Attack and Damage Bonus vs All in HTH Range)
4. Armor +4

Imps (demon) SI = 3

1. Minor Demon
2. Taunt +5
3. Medium Flyers
4. Claw & Bite +1 (Attack Bonus)
5. Throw Stones +1 (Attack Bonus. Medium Range)
6. Pests. Swarm Tactics.
7. Dodge +3

Kobolds (humanoids) SI = 4

1. Very Weak (-2 Strength and Toughness Penalties) Dog Men.
2. Favor Traps. Ambushers. Mob Mentality. Fight in Groups.
3. Stealth and Alertness +4
4. Soldiers, Warriors, Shamans, Thieves, Scouts, Commandos, Trappers
5. Archery and Daggers +1 (Attack Bonus)
6. Dodge +2
7. Some Have Wings. Medium Speed. Drop Rocks.

Lich (undead Wizard) SI = 7

1. Same Spells as Necromancer and Wizard plus More.
2. Regeneration
3. Claws +2 (Attack and Damage Bonus)
4. Toughness +10 Armor +2 Dodge +2
5. Reform from Dust: Lich must be killed a total of 3 times to Defeat.

Living Statue (animated) SI = 7-10+

1. Made of Stone (+5 Armor)
2. Main Attack per Form (+3 Attack and Damage Bonus)
3. Stealth +5 (Surprise)
4. Varied Forms: Men, Monsters, Beasts, Angels, Demons, Winged Beasts, etc.

Lizard, Giant (beast) SI = 11

1. Giant Size. Armor +2.
2. Bite (Attack +2 Damage +3) Self Defense. Herbivore.
3. Can be trained as Beasts of Burden
4. Lumbering Gate. Swift +2

Lizard Men (humanoids) SI = 8

1. Large, Reptilian, Tribal, Swamp Dwellers. Some Groups have Metal Working.
2. Strength +1. Scaly Hide: Armor +2
3. Melee Weapons and Brawl +1 (Attack Bonus)
4. Light Piecemeal Armor. Shields
5. Warriors, Shamans, Scouts, Raiders, Hunters, Fishermen
6. Spears, Stone Axes, Clubs, Javelins, Nets.
7. If Available, Dinosaurs and Giant Reptiles will be Tamed and Ridden.
8. Some Tribes are Peaceful. Farmers and Traders.

Loper (animal) SI = 9

1. Two Legged Herbivore Version of a Raptor.
2. Can be Ridden. Loping Gate. Swift +5
3. Desert Native. Ostrich Size.

Lurker (monster) SI = 10

1. Drops from Ceiling. Wraps around 1D3 Adj Foes. Save or be Immobilized.
2. Stealth +5 Armor +3 Toughness +4 Infravision
3. Crushing Attack (Attack and Damage +4)

Bestiary Part 2**Manticore (monster) SI = 10**

1. Bat Wings. Medium Flyer.
2. Lion Head and Body. Human Face.
3. Claws (Attack and Damage +3)
4. Fling Tail Spikes (Medium Range. Damage +2. 6x/Day)
5. Armor +3

Mantis Men (humanoid) SI = 8

1. Intelligent Insect Men.
2. Pincers (Attack and Damage +1)
3. Will use Pole Arms (Attack +2)
4. Exoskeleton Armor +2

Master Tree (plant) SI = 12

1. 20+ Long Vines (Attack +3. Drain)
2. 3D6 Drained Victims remain attached to Vines as Zombies (Stealth +5)
3. Thick Bark. Armor +4. Prefers secluded Swampy areas.

Medusa (monster) SI = 7

1. Petrification (Medium Range. Gaze Attack. Target turns to Stone)
2. Snake Hair (Poison Attack)
3. Some have Archery (+2 Attack Bonus)
4. Toughness +3 Armor +1 Dodge +1
5. Some have Snake Tails instead of Legs (Swift +1)

Mimic (monster) SI = 5-8

1. Takes the Form of Inanimate Objects.
2. Treasure Chests are a Favorite. Also Rugs, Beds, Desks, Wardrobes, etc.
3. Stealth +5 Armor +4 Toughness +3
4. Bite (Attack and Damage +3)
5. Pseudopod Punch (Attack and Damage +2)

Mind Flyer (humanoid) SI = 8

1. Squid Head. Brain Sucker.
2. Intelligent. Cruel. Keeps Slaves. Alien Mages.
3. Knows all Mentalist Spells.
4. Other Spells Known: Lure, Charm, Paralyzation, Glamour.
5. Can consume the Brain of a Helpless Foe in one Round.
6. Only needs to Feed once per Day.
7. Toughness +4 Armor +1 Dodge +1
8. Gains Knowledge and Skills from last Victim.

Minotaur (humanoid) Sl = 10

1. Strength and Armor +3
2. Bull Rush: Berserk and Initiative +3. Swift +3 Dodge +2
3. Mazes and Tracking +5
4. Battle Axe +3 (Attack Bonus) Sweep
5. Gore with Horns (+2 Damage and Attack Bonus. Impale)

Morlocks (humanoids) Sl = 7

1. Guttural, Bloodthirsty Albinos. Man-eaters.
2. Light armor. Clubs, Hand Axes, Short Swords, Spears
3. Travel in packs and Hordes. Underworld Surface Raiders.

Mummy (undead) Sl = 7

1. Claws (Attack and Damage +2)
2. Cause Fear Ability (Save or Flee once per Combat)
3. Susceptible to Fire (Saving Throw -6)
4. Armor +2 Toughness +3
5. Mummies can use Weapons and Magic Items.
6. More Powerful Mummies can be Warriors, Mages or Priests
7. Warrior Mummies have Shield +1, Swift +4, Spear +4 and Scimitar +4
8. Mage Mummies have Spells from the Necromancer & Desert Mage Classes
9. Priest Mummies know Spells from the Evil High Priest Class
10. Mages and Priests know Religion, History, Arcane Lore and Alchemy +5

Mushroom Men (fungus Humanoids) Sl = 5-8

1. Spore Attack (1x/Day. Short Range. Poison, Sleep, Confusion, Choking, etc.)
2. Spears mostly. Sometimes Shields.
3. They can range in size from Small to Large. Fibrous Tissue: Armor +1
4. Small have Dodge +2. Large have Toughness +2
5. Mycology +7. Mushroom Traders have Haggle +3 and can speak Common.
6. Warriors, Scouts, Scavengers, Traders, Mushroom Farmers, Shamans.

Naga (monster) Sl = 7-8

1. Female Human Head attached to Snake Body.
2. Can be Good or Evil. Poison Bite (Attack +3)
3. Armor +4. Toughness +4. Dodge +3, Swift +4
4. Mage: Wizard or Illusionist or Pyromancer
5. Guardian. Usually guarding a rich treasure

Night Hag (humanoid) Sl = 6-8

1. Intelligent Evil Female Crones.
2. Often trade Captives for Magic, Treasure, and Secrets with Demons.

3. Toughness +4 Dodge +1 Armor +1
4. Claws and Bite (Attack +2 Damage +3)
5. Knows Witch Spells and 2D6 Additional Spells up to GM.
6. Delights in making unfair trades with Hero Types.
7. Planar Lore, Haggling, Guile +5

Nymph (fey) Sl = 5-7

1. Appearance and Courtship +5. Swim +5. Summon other Fey.
2. Seduce young men. Some they may drown and eat.
3. Some will wake up in Fairy land or Far away missing their equipment.

Octopus Knight/ Squid Knight (chaos Humanoid) Sl = 8

1. Strength +1. Toughness +2
2. Heavy Armor. Each tentacle can grasp another Item. Tentacles emerge from the Arm Sockets and bottom of Head. Knight also has 2 Legs.
3. Sample Layout: Medium Shield. Bastard Sword, Broad Sword, Hand Axe, Short Sword, Spear, Trident, Dagger.

Orcs (humanoid) Sl = 7

1. Evil Pig Men. Less Intelligent but otherwise on par with Humans.
2. Fierce. Mob Mentality. Fight in Groups. Vicious Brutes
3. Stealth and Alertness +2
4. Soldiers, Warriors, Smiths, Shamans, Bandits, Raiders, Scouts, Assassins
5. Archery and Melee Weapons +1 (Attack Bonus)
6. Sometimes Bred to be even Stronger and Tougher

Phoenix (elemental Avian) Sl = 11

1. Immune to Fire and Normal Weapons.
2. Weaknesses: Cold, Water, Wind, Lack of Oxygen
3. Fire Aura Attack (+2 Attack and Damage Bonus vs All in HTH Range)
4. Toughness +5
5. If killed, will be resurrected nearby the next Day (Divine Origins)
6. Beak and Talons (Attack +3 Damage +3)
7. Flaming Wings. Fast Flyer.

Piercer (monster) Sl = 4-6

1. Living Stalactite. Will drop on prey underneath.
2. Armor, Attack, and Damage +4. Stealth +5
3. Tiny Limbs allow it to crawl back into position.

Pit Fiend (demon) Sl = 16

1. Greater Demon.
2. Immune to Fire Attacks.
3. Casts all Spells off Pyromancer List.
4. Can Summon 1-2 Major Demons per day.
5. Wings. Medium Flyer.
6. Giant Flaming Sword (Attack +5 and Damage +7)
7. Giant Flaming Cat-o-Nine-Tails (Attack and Damage +5)
8. Must be killed 5 times
9. Stomp (Damage +8)
10. Armor +8

Pixie (fey) Sl = 5

1. Halfling Size.
2. Butterfly or Dragonfly Wings. Medium Flyer.
3. Nimble: Dodge and Swift +2
4. Taunt and Stealth +5
5. Archery +2 (Attack Bonus)
6. Dagger +1 (Attack Bonus)
7. Song and Dance +5 Fey Lore +5
8. Human Seeming Ability (Can appear as a Human. Unlimited)
9. Woodcraft and Alertness +5
10. Luck. Can be used as a Player Character.

Purple Worm (monster) Sl = 13-15

1. Swallow Attack (Attack +4)
2. While Swallowed Worm Automatically Hits (Damage +2)
3. Armor +6. Burrowing. Swift +4
4. Must be killed 4 Times.

Questing Beast (fey) Sl = 5

1. Never been Caught. Prints, Scat, and Glimpses of it are seen.
 2. Stealth +10 Swift +10 Alertness +10 Dodge +10 Detect Traps +10
 3. Looks like a Spotted Deer with a longish tail and Neck. Big Eyes and Mouth.
 4. If Caught, will grant 1 Wish, then Disappear.
- QUICK KUDZU (PLANT) SL = Varies
1. Thick Leafy Vines. Can swallow up a village in a single night.
 2. Inhabitants can become Trapped/smothered. Must hack themselves free.

Rat Men (humanoids) Sl = 4-5

1. Runt or Small Size. Tails. Dodge +1. Swift +2 Swim +2 Climb +2
2. Warriors, Scouts, Hunters, Shamans, Assassins, Chaos Cult Leaders
3. Fight in Huge Numbers. Hordes. Love Sewers and Tunnels. Slow Burrowers.
4. Short Bows, Spears, Jagged Knives, Scavenged and Cut-Down Arms & Armor.
5. Stealth and Alertness +5

6. 20% will have 1D2 Mutations
7. 10% will be Super Size SL = 8. Strength +2
8. Bite Attack: Damage -1 and Save at +4 or Disease.

Red Cap (fey) Sl = 4

1. Runt Murderous Fey. Caps red from dipping them in victims blood.
2. Stealth +5 Backstab +4. Fey Enforcers. Red Rum.
3. Use Daggers

Roper (monster) Sl = 7-9

1. Elongated, Stone Colored, Fleishy Mass. Armor +3 Toughness +4
2. Has a dozen Long Tentacles. Can make 1D3 Entangle attacks per Round. Close Range.
3. Bite for Damage +2. Automatic Hit if Foe Entangled. Stealth +5
4. Move = 1 Space per Round. can Attach to Ceilings.

Satyr (fey) Sl = 7

1. Man-Size. Swift and Dodge +2.
2. Hooves and Horns (Brawl +3)
3. Strength and Toughness +1
4. Song and Dance +5 Musical Instrument +5
5. Archery and Sling +1 (Attack Bonus)
6. Staff and Club +1 (Attack Bonus)
7. Seduction and Carousing +5
8. Jest and Cheer +5
9. Brewing and Wine Making +5
10. Luck. Can be used as a Player Character.

Shambling Mound (plant) Sl = 10-13

1. Mobile Plant Monstrosity. Live in Swamps, Bogs, Fens
2. Swift -1. Regeneration. Strength +4. Armor +1. Toughness +3
3. Stealth +5 in area with overgrown vegetation.
4. 1D4 Smashing Blows per Round (Attack +2 and Damage +5)

Siren Blossom (plant) Sl = 2

1. Lure and Sleep Aromas (Like Spells)
2. Petals will attach to victim and drain out life Force in 1D4 Hours.
3. Found in Fields. Patches in the Hundreds. Delicate. Easily Destroyed.

Skeleton (undead) Sl = 5-8+

1. Can use Weapons, Shields, and Armor. Scimitars, Spears, Short Bows.
2. Defense +5 vs Arrows, Bolts, Javelins, and Slings
3. Can Re-attach missing Limbs. Can Function in Pieces like a Zombie.

Slaad (humanoid) SI = 6-9

1. Basic Slaad Notes: Intelligent Tall Humanoid Frog Demons
2. Basic Slaad Ability: Armor +1, Strength +1, Toughness +2 Jump 20 Feet
3. Hierarchy of Slaad:
4. Red Slaad: Most Common. Soldier Class. Poison Implant
5. Orange Slaad: Warrior Class. Acid Blood
6. Yellow Slaad: Pyromancer Class. Jump very Far
7. Green Slaad: Scout Class. Long Sticky Tongue (Grab)
8. Blue Slaad: Illusionist Class. Spit Poison
9. Indigo Slaad: Sorcerer Class. Spit Acid
10. Violet Slaad: Evil High Priest Class. See in All Directions.
11. Grey Slaad: Assassin Class. Poison Touch
12. Black Slaad: Leaders. Noble Class. Turn to Toad Spell (3x/Day)

Slimes SI = 5-12

1. Basic Slime Immunity: Normal Weapons.
2. Basic Slime Notes: Can be Fully Scraped off in 1D3 Rounds.
3. Basic Slime Ability: Acid Attack (HTH. Attack and Damage +1. Dissolve. Corrode)
4. Basic Slime Ability: After a successful Attack will do automatic Damage every Round.
5. Stealth and Toughness +3. Susceptible to Elemental Attacks.
6. There are many different types of Slimes. Some Examples listed below:
7. Green Slime: Swift -2. Dissolves Metals. Drops from Ceilings, Walls
8. Gelatinous Cube: Fills Passageways. Treasure suspended inside. Touch causes Paralysis.
9. Gray Ooze: Swift +2. Strong Acid Attack (Attack and Damage +4. Burn)
10. Black Pudding: If killed, splits in 2 Fragments which will Attack. (Fragments won't split)
11. Ochre Jelly: Regeneration. Acid Attack (Attack and Damage +2. Burn)
12. Chaos Ichor: Touch will cause Mutation. Some Abominations produce this upon Death.
13. Bubbling Blob: Squirts Acid Attack (Medium Range. Burn)
14. Tentacular Slime: Launches Sticky Streamers (1D4 Acid Attacks. Short Range)
15. Lightning Ooze: Lightning Attacks (Medium Range. Metal clad Targets. Damage +4. Shock)
16. Primordial Ooze: Toughness +4. Killed Individuals become Primordial Oozes.
17. Blood Slime: Drain (Slime Healed 1 Wound Marker for each one Inflicted)
18. White Pudding: Cold Aura (All within Short Range. Damage +1. Chill)
19. Jelly Golems. In the Shape of a Man. Acid Attack (2 Punches. Attack and Dam +3)
20. Metallic Slime: Armor +7. Stun

Snake, Giant (beast) SI = 9-14

1. Constriction Attack. Entangle. Damage +4
2. Armor +4. Giant Size
3. Bite: Attack and Damage +3 (Some are Poisonous)

Snake Men (humanoids) SI = 7

1. Ancient Decadent Race. Snake Heads.
2. Scales (Armor +1)
3. Warriors: Armor and Shields. Swords & Spears +2 (Attack Bonus)
4. Mages: Sorcerers, Wizards, Necromancers, etc.
5. Priests: Evil High Priests, Chaos Cult Leader.
6. Claws and Poisonous Fangs (Attack +1)

Snapping Turtle, Giant (beast) SI = 10-12

1. Shell. Armor +6. Swim +5
2. Bite (Attack +3. Damage +5) Big Size

Snipe (fey) SI = 3

1. Small Tasty Critters. Skittish. Very Hard to Catch or Trap.
2. Stealth +5 Swift +5 Alertness +5 Dodge +5 Detect Traps +5
3. Looks kind of like a Woodchuck with a long Snout.

Sphinx (monster) SI = 12-14

1. Riddles and Puzzles +5
2. Wings. Fly Medium Speed
3. Claws +5 (Attack & Damage Bonus)
4. Armor +5 and Dodge +2. Immune to Jinn Wishes.
5. Great repositories of Ancient Lore of all types.
6. Arcane Lore, Planar Lore, History, Geography, Religion, etc. +5

Spider, Giant (arachnid) SI = 6-11+

1. Basic Giant Spider Ability: Walk on Walls and Ceilings and Webs. Stealth +3
2. Basic Giant Spider Ability: Create Sticky Webs. Save or get Stuck.
3. Basic Giant Spider Ability: Paralyzation Poison Bite. Bind Prey in Silk for later.
4. Basic Giant Spider Notes: 8 Legged. Runt Sized and Bigger. Armor +1
5. Basic Giant Spider Notes: Trained as Steeds or Guards by some Humanoids.
6. Basic Giant Spider Ability: Bite Attack +2. Bite Damage +1. Swift +2 Dodge +2
7. Basic Giant Spider Ability: Web Attack (Like Spell. 3x/Day)
8. Lair of Webs (Save while Traversing or get Stuck. Strength Tests to Break Free)
9. Variety of Giant Spider Types:
10. Crab Spider: Armor +4
11. Daddy Long Legs: Swift +4. Toughness +1
12. Black Widow: Lethal Poison. Saves vs Poison are at -4
13. Trap Door Spider. Stealth +5

14. Wolf Spider: Alertness +4. Swift +3
15. Cave Spider: Infravision. Dodge +3. Stealth +4
SPIRITS SL = Varies
 1. Basic Spirit Ability: Immune to Normal Weapons.
 2. Basic Spirit Ability: Ethereal: Can walk through Walls, Doors, Objects.
 3. Basic Spirit Ability: Transparent: Stealth +3
 4. Basic Spirit Ability: Soul Burn (HTH. Attack and Damage +2)
 5. Basic Spirit Ability: Toughness +2
 6. There is a huge variety of Spirits, each with a Unique Attack or Ability:
 7. Ghost. Cause Fear (Like Spell. 9x/Day)
 8. Poltergeist. Invisibility (Like Spell. Constant. Also Throw Objects. Attack and Damage +1)
 9. Shade. Darkness (Like Spell. Constant)
 10. Specter. Drain (Like Spell. 5x/Day)
 11. Banshee. Scream (All within Medium Range. Damage +3. 6x/Day)
 12. Phantom. Weakness (Like Spell. 8x/Day)
 13. Will-o-Wisp. Lure (Like Spell. 10x/Day) Always faster than pursuers. Will lead to Danger.
 14. Hoar Shade. Icy Aura (All within Short Range. Damage +2. Constant)
 15. Haunt. Madness (Will Stay with a Place or Person. Save vs Madness Daily)
 16. Revenant. Tracking +5. Swift +2. Claws (Attack & Damage +4) Must be killed 3 times.
 17. Apparition. Paralyzation (Like Spell. 7x/Day)
 18. Lost Soul. Possession (Occupies and controls Targets Body for 1D6 Hours. 1x/Day)
 19. Voodoo Spirit: Curse (Like Spell. 1x/Day)
 20. Ancestral Spirits: Communion (Like Spell. 1x/Day)
 21. Animal Spirit: As Animal with Basic Spirit Abilities
 22. Elemental Spirits: As Elemental with Basic Spirit Abilities
 23. Nature Spirit: As related Mage (Seamancer, Geomancer, etc.) with Basic Spirit Abilities
 24. Monster Spirit: As Monster with Basic Spirit Abilities. Also Dragons versions!
 25. Guardian Spirit. Sent to protect a person or Place. Can be of any type.
 26. Wraith. Toughness +4. Swift +2. If attack Hits Foe gets Strength -1 Permanently

Sprite (fey) SL = 3

1. Invisibility at Will (Stealth +5)
2. Vanish at Will (Teleport Nearby or to Fairy Land)
3. Sleep (Like Spell 1x/Day)
4. Charm (Like Spell 1x/Day)
5. Illusion (Like Spell 1x/Day)
6. Trickery +5. Distract. Annoy. Delay. Confuse. Mislead.
7. May summon Redcap or other Fey Allies
8. Fly Medium Speed
9. Tiny (+5 Dodge. -5 to Strength and Toughness)
10. Tiny Bows and Poison Arrows (Attack +2. Mild Poison. Partial Dose)

Succubi (demon) SL = 7

1. Lesser Female Demon. Bat Wings. Medium Flyer.
2. Glamour (Like Spell. 7x/Day)
3. Toughness and Defense +2
4. Whip, Dagger, Spiked Tail, or Pitchfork +1 (Attack Bonus)
5. Seduction +5. Seduces prey, then kills or enslaves them.

Swarms SL = 1-2

1. Basic Swarm Ability: Most Weapons ineffective.
2. Basic Swarm Ability: Distraction Effect (Short Range. Target Gets -3 to all Rolls)
3. Basic Swarm Penalty: Susceptible to Elemental Attacks, Smoke, Area Effects)
4. Basic Swarm Ability: Toughness and Dodge +3
5. Basic Swarm Ability: Attack +1 and Damage -1
5. There are many different types of Swarms. Some Examples listed below:
6. Insects. Poison Bites and Stings. Crawling and or Flyers.
7. Spiders. Poison Bites.
8. Scorpions. Poison Tail Stingers.
9. Snakes. Poison Fangs.
10. Rats. Diseases.
11. Bats. Flyers. Blood Sucker Attack (Attack and Damage +2)
12. Fire-Bats. Fire Attack (Attack +3 and Damage +1 Burn)
13. Piranhas. Devour (Attack and Damage +4)
14. Scarabs. Devour (Attack, Toughness, Defense, and Damage +4)
15. Carrion Ants. Devour (Attack and Damage +1)
16. Butterflies. Harmless. No Damage. Distracting
17. Locusts. Blight. Edible.
18. Bot Flies. Burrow into Skin (Attack and Damage +3)
19. Mosquitoes. Disease
20. Fairies. Spell Like Effect (Sleep, Paralyzation, etc. Kidnapping)
21. Fire Flies. Harmless. Light Source.
22. Leeches. Swamps. Can be used to treat some Diseases, Poisons
23. Ravens. Spies, Evil Omen
24. Stirges. Blood-Suckers. Proboscis.

Tarrasque (monster) SL = 17

1. Gargantuan Size Creature. Animal Intelligence. Burrows deep into the Earth.
2. Sleeps for Decades then wakes to terrorize the countryside for a week or two.
3. Heavily Armored. Armor +12. Regenerates. Must be killed 20 Times. Swift +15
4. Multiple Legs can crush a Village or Castle in Minutes. Save to Evade.
5. Immune to most Magic. Most Spells just Bounce off or have reduced effects:
6. A Polymorph Spell might make it look like a Mouse, but not actually Shrink it.

7. A Shrink Spell may leave a Gap in the Armor. A Slow Spell only gives it Swift -1

Tentacle Monster (abomination) Sl = 14

1. Can attack 1D3 Targets per Turn with Tentacles
2. Tentacle (Attack +4. Damage +1)
3. Those hit by a Tentacle attack will be drawn into the Creatures Maw.
4. Swallow (Attack +3)
5. While Swallowed a Target will Roll for Damage +2 each round (Teeth and Acid)
6. Armor +4.

Thorn Thing (plant) Sl = 4-6

1. Swift -1. Immune to Impaling and Blunt Weapons.
2. Smothering Attack (Attack and Damage -1)
3. Found in Hedge Rows in Large numbers.

Treant (plant) Sl = 10-12

1. Large Sentient Tree. Can be Good or Evil.
2. Swift -2. Talk Slowly.
3. Two Claw Attacks (Attack and Damage +4)
4. Bark Hide (Armor +5)
5. Stealth and Alertness +4

Troglodytes (humanoids) Sl = 7

1. Primitive Louts.
2. Armor +3
3. Warriors, Shaman, Hunters, Gatherers, Fishermen
4. Wooden Clubs, Stone Spears, Wicker Shields, Flint Knives and Axes, Nets

Umbur Hulk (monster) Sl = 11

1. Large Biped. Armor +5 Dodge +2
2. Mandible Bite (Attack +2 and Damage +4)
3. Pincer Claws (Attack +3 and Damage +4. Grab)
4. Multiple Eyes. Gaze Attack. Medium Range. Confusion for 1D4 Minutes
5. Burrow through Earth and Stone (Move = 6)
6. Flesh Eaters. Infravision.

Unicorn (fey) Sl = 10

1. Magical Horse with Horn on Head.
2. Horn and Hoof Attacks (Attack and Damage +3)
3. Toughness and Defense +2
4. Swift +8. Only Pure of Heart Children and Womenfolk may ride a Unicorn.
5. Horn and Blood extremely Valuable for Alchemy, Sacrifices, and Making Magic Items.
6. Healing (Like Spell. 3x/Day)
7. Teleport (Like Spell. 3x/Day)

Vampire (undead) Sl = 7

1. Flying Fast. Swift +5 (Supernatural Speed)
2. Strength & Toughness +4
3. Some can transform into a Bat, Rat, or even a cloud of gas.
5. Immune to Normal Weapons. Regeneration.
6. Weaknesses: Fire, Water, Garlic, Sunlight, Wooden Stakes
7. Bite +3 (Attack Bonus. Self-Heal one Wound)
8. Claws +4 (Attack and Damage Bonus)
9. Cause Fear (Medium Range. Once per Combat. 1D6 Adj Foes. Save or Flee)
10. Mesmerization (Victim must save or will not resist being drained)
11. Evil and Intelligent. Many have gone Insane. Seduction and Etiquette +5.
12. Many retain their Human Ways. Some are Mages or Nobility.
13. Some are particularly ugly and stick to the Shadows (Stealth +5)
14. Some become ever more Bestial. (Berserker)
15. Vampires can infect others with vampirism.
16. Supernatural Senses (Alertness +5) They can hear your Heartbeat.

Venus Flytrap, Giant (plant) Sl = 11-13

1. Jungles, Tropical and Sub-Tropical Environments.
2. Armor +1. Big Size.
3. Closes on prey Quickly. Attack +5
4. Acid Secretions (Damage +1)
5. Can be Attacked from Inside with Impaling and Cutting Weapons.

Warg (beast) Sl = 10

1. Really Big Evil Wolf
 2. Fast +6 (Move Rate)
 3. Tough Hide: Armor +3
 4. Bite (+5 Damage Bonus. +3 Attack Bonus)
 5. Claws +3 (Damage and Attack Bonus. Save or be Knocked Down or Pinned)
 6. Often ridden by Evil Humanoids.
- WATER ELEMENTAL (ELEMENTAL) SL = Varies**
1. Sloshing, Frothing, Swirling, Mass of Water
 2. Immune to Normal Weapons. Toughness +3
 3. Swim +5. Invisible in Water.
 4. Crushing Blow (Attack and Damage +4)
 5. Water Bolt (Like Spell 3x/Day)

Werewolf (undead) Sl = 6-9

1. Human Form, Beast Form, Wolf-Man Form.
2. Toughness +4 Swift +4 Dodge +2 Alertness +5 Armor +4
3. Immune to Normal Weapons. Silver Weapons will do Damage.
4. Claws and Bite (Attack and Damage +4)
5. Involuntarily changes Form on Full Moon.
6. Berserk. Regeneration.

7. Werewolves can infect others with Lycanthropy.

Wight (undead) Sl = 7

- 1. Intelligent. Protects its Tomb or Barrow. Treasure Hoarder.
- 2. Strength +3 Toughness +3 Armor +1
- 3. Will have Magic Armor, Shield, and Weapon.

Winged Apes (humanoid) Sl = 6

- 1. Medium Flyers. Blue Fur. Often find work as Minions to evil Mages.
- 2. Prehensile Tails and Feet.
- 3. Spears, Javelins, Nets, Helmets, Daggers, Scimitars

Wolf (animal) Sl = 5

- 1. Ancestors of Dogs.
- 2. Run in Packs 4D3.
- 3. Swift +4 Alertness +3
- 4. Bite and Claw Attack.
- 5. Often trained to be Guards, Hunters, or even Mounts.

Xorn (monster) Sl = 6-7

- 1. Tri-Symmetrical. Mouth on Top. Eats Rare Metals and Precious Stones.
- 2. Phases through Earth Unlimited. Swift +2. Stealth +5
- 3. Three Claw Attacks (Attack and Damage +3)

Purchase List

Item:	Cost:
Spear	2 GC
Dagger	5 GC
Melee Weapon	10 GC
Short Bow	10 GC
20 Arrows or Bolts	5 GC
Light Crossbow	50 GC
Arquebus	20 GC
20 Matchlock Shots	3 GC
Fine Sword	250 GC
Light Armor	10 GC
Medium Armor	100 GC
Heavy Armor	1000 GC
Basic Helmet	10 GC
Buckler	5 GC
Round Shield	10 GC
Kite Shield	25 GC
Mule or Donkey	7 GC
Draft Horse	10 GC
Riding Horse	50 GC
Warhorse	500 GC

- 4. Stone Like Hide. Armor +6. Infravision. Toughness +3
- 5. Attacks Miners and Adventures holding Treasure.

Zombie (undead) Sl = 5-8+

- 1. Regeneration
- 2. Bite and Claw (+1 Damage and Attack Bonus)
- 3. Pass Curse (50% Victims will become Zombies)
- 4. Unintelligent. Horde. Mob. Smell Blood (Alertness +2)
- 5. Cause Fear (Save or Flee)
- 6. Cannot Regenerate Fire Damage.
- 7. Can still function if missing Body Parts. Parts are Nuisance Creatures.

Zombie Tree (undead Plant) Sl = 10-12

- 1. Swift -1. Armor +4. Giant Size. Regenerate.
- 2. Claws (Attack +5. Damage +4. Entangle)

Stuff

Money And Purchase Lists

Each Silver Shilling (Farthing) is worth 10 Copper Groats (Pennies) Each Gold Crown (Ducat) is worth 10 Silver Shillings.

A Low Class Peasant by his labor earns about 1 Gold Crown per Day. A Middle Class Craftsman, Trader, or Professional earns about 10 Gold Crowns per Day. An Upper Class Noble earns at least 100 Gold Crowns per Day by his Estates.

Item:	Cost:
Bolt Cutters	15 GC
Grappling Hook	10 GC
Meal at Tavern	5 SS
Night at Inn	1 GC
Chicken	5 CP
Lower Class Clothes	1 GC
Middle Class Clothes	10 GC
Upper Class Clothes	100 GC
Traveling Boots	5 GC
Traveling Hat	4 GC
Traveling Cloak	3 GC
Traveling Blanket	2 GC
Belt Pouch	1 GC
Backpack	4 GC
Large Sack	5 CP
Carved Ivory Pipe	5 GC
20 Climbing Spikes	10 GC
12 Caltrops	10 GC
Gunpowder Bomb	10 GC (Grenade Size)
Bottle Common Wine	1 GC

Item:	Cost:	Item:	Cost:
Saddle	15 GC	Water Skin	1 GC
Bit and Bridle	6 GC	Acid Flask	5 GC
Saddle Bags	3 GC	Vial of Holy Water	20 GC
Wagon	20 GC	Holy Symbol	2 GC (Varies)
Cart	10 GC	5 Doses of Poison	10 GC
One Days Rations	1 GC	5 Medicinal Doses	10 GC (Herbs, Mushrooms)
50 Feet of Rope	3 GC	Roll of Bandages	5 SS
10 Torches	2 GC	Cooking Gear	5 GC
Tinder Box	5 SS	2 Man Tent	2 GC
Lantern	10 GC	Silver Bolts (5)	10 GC (vs Lycanthropes)
Lantern Oil 1 Week	3 GC	Silver Dagger	20 GC
Crowbar	6 GC		

Tools

1D40	Tools:	Cost	Notes:
1	Lockpick Set	20	Small Case
2	Alchemical Glassware	500	Bulky, Very Delicate
3	Mining Tools	100	Picks, Shovels, Lanterns, Ropes
4	Carpentry Tools	50	Planes, Saws, Nails, Hammers
5	Masons Tools	10	Trowels, Buckets, Scrapers
6	Farming Tools	40	Hoes, Plows, Scythes, Sickles
7	Smithy Tools	100	Anvil, Hammer, Tongs, Pails
8	Quarrying Tools	50	Saw, Chisels, Block & Tackle
9	Wood Working Tools	40	Hammer, Glue, Saws, Adze, Knife
10	Stone Carving Tools	40	Hammer, Chisels, Drills, Saws
11	Pottery Tools	10	Cutters, Rolling Pins, Shapers
12	Painters Tools	50	Paints, Brushes, Easel, Paper
13	Trap Makers Tools	20	Cages, Rope, Wire, Nets, Springs
14	Adventuring Gear	20	Grappling Hook, Rope, Crowbar
15	Instrument Making	60	Clamps, Patterns, Tuning Tools
16	Surgeons Tools	80	Scalpels, Speculums, Forceps
17	First Aid Kit	15	Bandages, Splint, Medicinals
18	Tinkers Tools	30	Hammer, Gears, Wire, Pliers
19	Drafting Tools	20	Ruler, Compass, Protractor, Squares
20	Metal Casting Tools	40	Tongs, Kiln, Crucible, Molds
21	Tailors Tools	10	Needles, Thread, Cloth, Buttons, Pins
22	Weavers Tools	30	Loom, Yarn, Comb, Scissors, Dowel
23	Gem Cutter Tools	20	Polishing Wheel, Saws, Drills, Chisel
24	Paper Making Tools	50	Screens, Press, Rollers, Cutters
25	Book Binding Tools	20	Drawknife, Scraper, Needles, Glues
26	Scribes Tools	20	Quills, Inks, Penknife, Chalk, Pumice
27	Gardening Tools	15	Spades, Hoes, Shovels, Rakes, Shears
28	Bowyers Tools	20	Hatchet, Drawknife, Planes, Files
29	Clockmakers Tools	60	Calipers, Die Plate, File, Pliers, Lathe
30	Tinkers Tools	20	Solder, Rasp, Cogs, Wire, Hammer
31	Glass Blowers Tools	40	Blowpipe, Molds, Marver, Paddles
32	Cobblers Tools	10	Soles, Stock, Groover, Hammer, Rasp
33	Cooking Tools	10	Pots, Pans, Knives, Utensils, Molds
34	Fishing Tools	10	Rods, Nets, Hooks, Lures, Traps, Knife

1D40	Tools:	Cost	Notes:
35	Butchers Tools	20	Saw, Knives, Cleaver, Grinder
36	Mountaineering Tools	30	Climbing Boots, Crampons, Ice Axes
37	Spelunking Tools	40	Rope Ladders, Lamps, Compass
38	Riding Gear	20	Saddle, Stirrups, Harness
39+	Reroll	-	Or Pick One

Musical Instrument List

1D8	Instrument:	Cost:
1	Ocarina	5
2	Flute	5
3	Pan Flute	10
4	Harp	50

1D8	Instrument:	Cost:
5	Lyre	20
6	Horn	25
7	Drum	20
8	Fiddle	15

Gems & Jewels Table

1D20	Type:	Value in Gold per Karat:
1	Diamond	50 - 100
2	Ruby	50
3	Emerald	50
4	Opal	20
5	Sapphire	20
6	Amethyst	10
7	Jade	10
8	Pearl	10
9	Cats Eye	5
10	Amber	5

1D20	Type:	Value in Gold per Karat:
11	Garnet	4
12	Aqua Marine	4
13	Lapis Lazuli	3
14	Turquoise	3
15	Moonstone	2
16	Onyx	2
17	Topaz	2
18	Sunstone	1
19	Coral	1
20	Peridot	1

Notes: A Gem will usually be 1D10 Karats in Size.

Jewelery Table

1D20	Type:	Notes:
1-5	Ring	Or Toe or Belly Ring
6	Brooch	-
7-8	Necklace	Or Chain
9-10	Bracelet	Or Bangle or Arm Band
11-12	Earrings	-
13	Toe Ring	Or Belly Ring

1D20	Type:	Notes:
14	Choker	Or Torc
15	Pendant	-
16	Anklet	-
17	Charm	-
18-19	Amulet	-
20	Crown	Or Diadem or Tiara

Random Magical Treasure Table

1D20	Type:
1	Tech Item
2	1D2 Runestones
3-4	1D3 Scrolls with Mage Spells
5	Charm
6	Invention
7	Fetish

1D20	Type:
10-11	1D4 Dried Herbs
12-13	1D4 Dried Mushrooms
14-16	1D2 Potions
17	Minor Item
18	Cursed Item
19	Magic Item List 1

1D20	Type:
8-9	Cache of 1D4 Bombs

Flying Ships

this includes all manner of Flying Ships, Airships, Sky Ships, Wind Ships

Getting It To Fly

Several types of Mage have various spells or resources at their disposal that can facilitate the Means of Levitation. Crafting a Flying Ship is a lengthy commitment. In the Chart below, the type of Mage is listed, along with what spell must cast, and how many times it must be cast to get the ship to move at slow Speed (It must be cast more for Medium and Fast Speeds). Finally the most common form of such ships is listed.

- Geomancer - Earth repulsion spell x 500 shard ship
- Hydromancer - Water repulsion spell x500 skiff
- Aeromancer - Breeze spell x1000 airship, zephyr, blimp
- Wizard - Animation spell x1000 converted Sailing ship
- Wizard - Levitation spell x1000 throne, barge, platform
- Alchemist - Flying Potion x500 catamaran
- Artificer - Create spell x500 ornithopter, whirlygig, flying machine
- Technomancer - Found and repaired vehicle
- Artificer - Power stone spell on Large Battery: Falling Star, Crystal Geode
- Priest - (Un)Holy Aura spell - chariot, personal cloud
- Gnome Inventor - Invention x500 contraption
- Dwarf Rune Master - Rune Stone spell x1000 Ironclad
- Elder Elf Mage - Tree spell x500 Glider Wind ship

1D20	Type:
20	Magic Item List 2

- Force Mage - Forcefield spell x500 Globe, Dome, Cone

Notes:

Remember all the Living and Undead flying mounts, steeds made available by Druids, beast masters, necromancers, etc.

Sea Going Vessels

In addition to a few flyers there are many times more waterborne ships and boats that ply the Middle Ocean. In every, Sea, River, and Lake they can be found. The great majority of these are non-magical, but their appearance can be quite fantastical, with every kingdom and Nation producing their own unique styles. Having a Mage, with the right Spells, onboard (Seamancers, Water Wizards, Air Mages) can greatly improve the performance of such a ship, in terms of speed and survivability.

Submersibles

These are quite rare. The presence of friendly water-breathing Demi- Human races make these mostly unnecessary. The only race that consistently produces and experiments with these are the few clans of Diving Gnomes with their Island Outposts. They use them for exploration, aquatic archeology, collecting, fishing, and trade. There are a handful of famous Pirates that have used submarines to great effect.

Stuff 2
Random Rolls

Magic Swords List

1D100	Item:	User:	Notes:
1	Righteous Rapier	F/R	Attack +2. All Wound Rolls >5 are Bad Bleeds
2	Falcon Blade	F/R	Attack +1. User Grows Metal Wings and Can Fly
3	Miracle Sword	Fight	Attack +2. Damage +1. Heal Spell 2x/Day
4	Fire Blade	F/R	Attack +1. Damage +1. Fire Bolt Spell 3x/Day.
5	Ice Blade	F/R	Attack +1. Damage +1. Freeze Spell 3x/Day.
7	Nova Sword	Fight	Attack +2. Energy Bolt Spell 3x/Day
8	Vorpal Blade	Fight	Attack +4. All Major Wounds cause Behead
9	Quicksilver Sword	F/R	Attack +1. Two Attacks/Round. Initiative +1
10	Rune Sword	Fight	Dam +4. If Foe Killed Wielder Heals 1 Wound
34	Eldritch Blade	F/M	Attack +3 and Defense +2. Can be used by Mage
45	Demon Sword	Fight	Attack and Dam +5. Fumble: Auto Hit Ally (2H)
50	Dancing Scimitar	Any	Animated. Can use 3x/Day. Attack and Tough +3
60	Cold Brand Sword	Fight	Attack +2. Get Damage +5 vs Fire Foes

1D100	Item:	User:	Notes:
69	Finest Falchion	F/R	Attack +1. Ignore Foe's Armor
70	Flame Tongue Sword	Fight	Attack +2. Get Damage +5 vs Ice Foes
76	Ancestral Blade	Fight	Attack +3. Summon 1 Guardian Spirit per Day
80	Hook Sword	Any	Attack +4 when Attempting to Disarm

Magic Item List 1

1D100	Item:	User:	Notes:
1	Icon of the Saints	Priest	Save +4 vs Charm, Lure, and Fear
2	Holy Lance	Fight	Attack +2 and Dam +3 vs Evil Foes
3	Cloak of Invisibility	Any	Stealth +4
4	Flying Carpet	Any	Fast Flyer. Can Hold Six.
5	Hammer of Returning	Fight	Attack +1. When Thrown Returns to Owners Hand
6	Scroll with Priest Spell	Priest	Single Use
7	Boots of Speed	Any	Swiftiness +5
11	Thunder Hammer	Fight	Dam +3. Thunder Spell 3x/Day
12	Holy Mace	F/P	Dam +2. Undead Hit Save or Destroyed
13	Magic Mirror	Mage	Teleport or Scry Spell 3x/Day
14	Holy Armor	F/P	Armor +3. Get Defense +3 vs Evil Foes
15	Axe of Cleaving	Fight	Dam +4. All Major Wounds cause Lose Limb
16	Dagger of Venom	Rogue	Attack +2. Poison
17	Magic Compass	F/R	3x/Day Shows Way to Desired Location
18	Horn of Plenty	Any	Fruit enough for 10 to Eat every Day
19	Spear of Dragon Slaying	Fight	Attack +2. Dragon must Save or Die if Hit
20	Lightning Rod	M/P	Lightning Bolt Spell 3x/Day
21	Bracers of Defense	Any	Defense +3
22	Ring of Spell Storing	M/P	Stores 1 Spell at a time
23	Shield of the Ages	F/P	Defense +4. Adj Allies get Defense +2
24	God Slayer Dagger	Any	Attack +5. God must Save or Die if Hit
25	Deck of Many Things	Any	Use Tarot Deck. GM will determine Outcome
26	Wand of Wonders	Mage	Distract Targets. Short Range. 5x/Day
27	Coral Helm	Any	Armor +1. Breathe Underwater. Swim +5
28	Pearl Trident	Fight	Dam +1. Get Attack +5 vs Water & Aquatic Foes
29	Crown of Command	Fight	Leadership +5. Command Spell 1x/Day
30	Blasting Rod	Mage	3x/Day. Short Range. Energy Blast. Dam +4
31	Ring of Regeneration	M/P	Regeneration. Only works on 1 person per Day
32	Fairy Sling	F/R	Attack +3 and Damage +1
33	Great Warbow	Fight	Damage +4. Double Range
35	Imp Bottle	Any	Answers one Question. 1x/Day
36	Ring of Protection from Fire	Any	Saving Throw +6
37	Ring of Protection from Cold	Any	Saving Throw +6
38	Wand of Weakness	Mage	Weakness Spell. 4x/Day
39	Staff of Power	Mage	Holds 3 Power Points per Day
40	Dragon Scale Armor	F/P	Armor +3. Saves vs Breath Attacks +5
41	Puzzle Box	Any	1x/Day. Open Gate to Demon Dimension
42	Spell Shield	Fight	Defense +1. Saving Throw +4 vs Spells
43	Skeleton Key	Any	Lock Skill +4
44	Holy Hand Grenade	Any	Single Use. Large Explosion. Damage +10
46	Staff of Healing	Priest	Healing Spell. 4x/Day
47	Time Turner	Mage	Single Use. Reverse Time for 1 Minute
48	Gem of True Sight	Any	Detect +5 Magic, Evil, Invisible, & Illusions

1D100	Item:	User:	Notes:
49	Soul Jar	M/P	Spirit must Save or be Captured. Holds 1 Spirit
50	Coin of Good Fortune	Any	Possessor gets +1 Bonus to All Rolls
51	Banner of Victory	Fight	Army led by this gets +1 Bonus to all Rolls
52	Cursed Object	Any	Cannot be gotten Rid of. Inflicts Penalty
53	Shield of Reflection	F/P	1 in 6 Chance Attack will Bounce Back
54	Horn of the Winds	Any	3x/Day. Gust of Wind Spell
55	Pans Pipes	Rogue	2x/Day. Charm Spell (Works on Swarms also)
56	Explorers Map	Any	Geography +5
57	Wand of Shrinking	Mage	1x/Day. Shrink Spell
58	Lightning Javelins	F/R	1D6 Javelins. Use each as a Lightning Bolt Spell
59	Ring of Feather Falling	Any	Wearer Falls at Speed of a Feather
60	Philosophers Stone	Mage	Brew Potion Spell 1x/Day
61	Bag of Holding	Any	Holds 20x the Size and Weight it should
62	Portable Hole	Any	Pit Trap. Cannot be moved if Occupied
63	Chaos Orb	Any	Bomb. Victims Save or get 1D4 Mutations
64	Magic Shovel	F/R	3x/Day. Tunnel Spell
65	Holy Grail	F/P	1x/Week. End Spell Affecting entire Kingdom
66	Rod of Disruption	M/P	1x/Day. Medium Range. Elemental must Save or Die
67	Staff of Striking	Any	Attack +1. 3x/Day Attack gets Damage +7
68	Arrows of Slaying	F/R	1D4 Arrows. Target Save or be killed
71	Genie Lamp	Any	Contains 1 Genie who will grant 3 Wishes
72	Rod of Ruin	M/P	1x/Week. Earthquake Spell
73	Pandora's Box	Any	Single Use. Plague & Blight Spells
74	Sun Shield	F/P	Defense +3. 4x/Day. Flash or Light Spell
75	Infinite Quiver	F/R	Never Run out of Arrows (+1 Attack Bonus each)
76	Jewel of Discord	Any	Heroes will Fight each other for This.
77	Helm of Invulnerability	F/P	Defense +5. Cannot be Beheaded.
78	Winged Sandals	Any	Swift +2. Fly Spell. 3x/Day
79	Torc of Telepathy	Any	Telepathy Spell. 3x/Day
80	Amulet of the Magi	Mage	Get +1 to all Mage Spell Casting Rolls
81	Primordial Clay	M/P	Make a Mud Golem, Gargoyle, or Earth Elemental
82	Sacred Ankh	Priest	Get +1 to all Priest Spell Casting Rolls
83	Chain of Binding	Any	Bound Foe cannot get Free. Even a God
84	Hammer of the Gods	Any	+3 Attack. All Smith and Armorer Skills +5
85	Belt of Giant Strength	Any	Strength +5
86	Magic Pavilion	Any	1x/Day. Lavish Tent. Bigger on the Inside
87	Armor of the Dwarves	Dwarf	Armor +5. Will only Fit a Dwarf
88	Eternal Torch	Any	Never goes out. Source of Fire
89	Staff of Summoning	M/P	Increases Size or Number of Creatures Summoned
90	Spider Pendant	Any	Crawl on Walls and Ceilings. Empty Hands
91	Wand of Ice	Mage	Freeze Spell. 3x/Day
92	Scarab Figurine	M/P	Summon Scarab Swarm. 1x/Day
93	Heroes Helm	Fight	Armor +1. Immune to Fear
94	Goblin Globe	Any	Defense +1. Lights Up when Humanoids are Nearby
95	Gauntlet of Smashing	Fight	Brawl +1. Strength +2. Armor +1
96	Rune Stones	Any	Roll on Rune Stone Table. Inert in 1D8 days
97	Demon Mask	Any	Intimidation +5
98	Elven Cloak	Elf	Swift +2 Stealth +2 Dodge +2. Elves Only
99	Robes of Disguise	Rogue	Disguise +5. Change Appearance in one Round
100	Magic Charm	Any	Roll on Charm Table. Inert in 1D4 Months

Magic Items List 2

1D100	Item:	User:	Notes:
6	Gigasteel Dagger	F/R	Damage +1. All Wound Rolls >5 Break Foes Weapon
8	Storm Spear	Fight	Damage +2. Lightning Bolt Spell 2x/Day
9	Night Blade	Rogue	Attack +1. Dagger. Backstab +3
10	Great Club	Fight	Damage +1. All Wound Rolls >5 are Stuns
11	Icicle Dirk	F/R/M	Attack +1. Damage +1. Dagger. Chill
12	Flame Tang	F/R/M	Attack +1. Damage +1. Dagger. Burn
13	Oak Staff	M/P	Damage +1. Cast any Druid Spell 2x/Day
14	Water Wand	Mage	Water Bolt Spell 4x/Day
15	Staff of Divine Wrath	Priest	Attack +1. Damage +1. Wrath Spell 1x/day
16	Brilliant Staff	Priest	Attack +1. Cast any Sun Priest Spell 2x/Day
17	Faerie Wand	Mage	Cast Fly, Invisibility, or Teleport Spells 3x/day
18	Mega Mace	F/P	Damage +2. All Wound Rolls >5 are Skull Cracks
19	Flaming Whip	F/R	Attack +2. Burn. Intimidate +2
20	Admantium Rod	Fight	Damage +2. Roll Twice on Wound Tables
21	Razor Claws	F/R	Attack +1. Damage +2. Climb +3
22	Groundbreaker	F/P	Hammer. Damage +1. Tremor 3x/Day
23	Iron Fan	F/M	Attack +1. Damage +1. Defense +2
24	Beast Claws	Fight	Attack +2. Damage +2. Defense +1
25	Gale Force Fan	Mage	Defense +1. Gust of Wind Spell 2x/Day
26	Golden Axe	Fight	Attack +2. Damage +1. 2H. Sweep
27	Mighty Mallet	F/P	Damage +3
28	Razor Wing	F/T	Boomerang. Dam +1. Returns after Thrown
29	Elder Bow	F/T	Attack +2. Damage +2
30	Elemental Arrows	F/T	Attack +1 and either Burn, Chill, Shock, or Stun
31	Golden Shield	F/P	Defense +2. Reflect Gaze Attack back at Foe
32	Dragon Shield	F/P	Defense +2. Save +4 vs Breath Weapons
33	Ethereal Shield	F/P	Defense +1. Immune to Normal Weapons
34	Thinking Cap	M/P	Puzzles, Riddles, Mazes, Jest, Guile, Intrigue +2
35	Berserkers Helm	Fight	Melee Attacks +1. Berserk
36	Warriors Helm	Fight	Defense +1. War Cry
37	Tricky Turban	F/R	Defense +1. Luck
38	Skull Mask	M/P	Cast 1 Necromancers Spell per Day
39	Hermetic Hat	Mage	Gain 1 Power Point per Day
40	Witches Hat	Mage	Cast 1 Witch Spell per Day
41	Wizards Hat	Mage	Cast 1 Wizards Spell per Day
42	Mystic Glasses	M/P	Cast 1 Mystics Spell per Day
43	Captains Locket	Any	Cast 1 Seamancer Spell per Day
44	Purple Turban	Any	Cast 1 Desert Mage Spell per Day
45	Druids Robes	Any	Cast 1 Druid Spell per Day
46	Bronze Panoply	Fight	Armor +1. Heavy. Tactics +1. Leadership +4
47	Champions Armor	Fight	Armor +1, Heavy. Dodge +2. Melee Attacks +2
48	Holy Vestments	Priest	Robes. Cast 1 Holy Priest Spell per Day
49	Vampires Cape	Any	Turn into Vampire for 1 Combat per Day
51	Archers Arm Bands	F/R	Archery +2. Initiative +1
52	Thieves Gloves	Rogue	Pickpocket and Climb +2
53	Minstrels Finery	Rogue	Bard gets +1 to all Rolls
54	Relic Rosary	Any	Turn Undead Like a Cleric
55	Sorcerer's Stone	Mage	Cast 1 Sorcerer Spell per Day
56	Lucky Pendant	Any	Luck
57	Elfin Ring	Any	Save +4 vs Weakness, Sleep, Paralyzation, Charm

1D100	Item:	User:	Notes:
58	Tempest Staff	M/P	Cast 1 Storm Mage Spell per Day
59	Ethereal Armor	F/P	Armor +1. Gain Basic Spirit Abilities
60	Bow of Law	F/R	Attack +3
61	Dwarven Helm	Fight	Armor +1. Save +8 vs Lightning
62	Death Wand	Mage	Death Bolt 3x/Day
63	Celestial Sickel	F/P	2H Weapon. Damage +5
64	Diamond Diadem	Any	Save +8 vs Death Magic
65	Emerald Orb	Any	Save +6 vs Poison
66	Gorgons Shield	F/P	Defense +1. Petrification Spell 1x/Day
67	Circlet of Entrapment	Any	Hold Spell 1x/Day
68	Ivory Amulet	Any	Save +4 vs Disease
70.	Flail of Flanking	Fight	Damage +1. Ignore Foe's Defense
71.	Wand of Webs	Mage	Web Spell (3x/Day)
72.	X-Ray Glasses	All	X-Ray Vision Spell (3x/Day)
73	Brazier of Power	M/P	Cast 1 Evil High Priest Spell per Day
74.	Wheel of Fortune	Any	Spin to determine your Fate.
75.	Infinite Hourglass	M/P	Cast 1 Chronomaster Spell per Day
77.	Jesters Cap	Any	Jest +5
78.	Shield Sphere	Any	Shield Spell (3x/Day)
79.	Black Vise	Any	Interrogation +5
81.	Golden Urn	Any	Holds a Hero that can be Resurrected
82.	Rainbow Prism	Any	Distract 1D6 Min all who gaze upon it
83.	Paradox Phial	Any	Contains a Message from the Future
84.	Magnificent Map	Any	Directions to a Major Treasure Hoard
85.	Mana Battery	M/P	Can Store up to 10 Power Points
86.	Ogre's Maul	Any	While holding this you become an Orge
87.	Vampire Slayers Kit	F/R/P	Various Useful Items, Some Holy.
88.	Transmorgifier	Any	Polymorph Spell 1x/Day. Random Result
89.	Forcefield Matrix	Any	Glowing Cube. Forcefield Spell 2 x/Day
90.	Shadow Mantle	Rogue	Teleport from 1 Shadow to another 7x/Day
91.	Caltrop Cascade	Any	Single Use. The 1 Caltrop turns into Hundreds
92.	Mini Siege Engine	Any	Grows to be a Full Size Siege Engine. No Crew
93.	Ship in a Bottle	Any	Grows to be a Full Size Galley. No Crew
94.	Self Filling Flagon	Any	Always refills with holders favorite Drink
95.	Bottle of Slime	Any	Large Glass Bottle. Contains one Slime
96.	Beastly Barding	Steed	Armor +3. Will change to fit any Steed
97.	Collar of Control	Any	Place on any Foe. You control Him or it
98.	Gloves of Absorption	Any	Immune to Lightning Attacks
99.	Legendary Cestus	Fight	Brawl Strikes only +2. Damage +3
100.	Girdle of Grappling	Fight	Brawl Grapples only +3. Damage +2

Inventions

The Invention Skill can produce many quirky but useful Non-Magical inventions. Gnomes and Goblins in particular are renowned Inventors. These Devices

have a reputation for being Strange and Unreliable.

A Short List of Examples is provided Below. Many of these need to be Refilled, Recharged, Reloaded, or Reset between uses. These can take a Months to Make.

Invention Table

1D30	Device (Notes):
1	Rocket Boots (Jumping. Short Flights)

1D30	Device (Notes):
2	Sprayer (Short Range. Acid, Pesticides, Poison vs 1D4 Adj Foes)
3	Flame Thrower (Short Range. Damage +4 vs 1D6 Adj Foes)
4	Invisibility Goggles (See Invisible)
5	Gas Grenade (Poison, Sleep, Paralyzation, Smoke. Fills Room)
6	Glider (Retractable. Requires Piloting Skill)
7	Extending Melee Weapons (1H becomes 2H)
8	Unicycle (Folds Up. Comes with Horn and Umbrella)
9	Oversize Blunderbuss (Medium Range. Damage +3 vs 1D2 Adj Foes)
10	Belt Fed Large Crossbow (Medium Range. 4 Shots per Round)
11	Super Lock Pick Kit (Locks +2)
12	Grappling Hook Gun (Long Range. Climb +3. With Motorized Winch)
13	Net Launcher (Short Range. Entangle 1D3 Adj Foes)
14	Rocket Launcher (Long Range. -2 Attack Penalty. Dam +4 vs 1D6 Adj Foes)
15	Spider Chair (4-8 Legs. Swift +2. Armor +1. 2 HTH Attacks at Dam +1)
16	Power Tool (Chainsaw, Jackhammer, Drill, Claw, etc.)
17	Fold Up Boat (Holds 2 Passengers. Comes with 1 Pair of Oars and Fishing Pole)
18	Gas Mask (Immune to Poison)
19	Very Large Magnet Gun (Medium Range. Disarm, Attract or Repulse Metal Objects)
20	Tin Alloy Helmet with Antennae (Long Range. Detect Spirits, Telepathy)
21	Goo Gun (Glob of Fast Acting Glue. Short Range)
22	Magic Goggles (See Magic)
23	Illusionary Goggles (See Illusions)
24	Night Vision Goggles (Infravision)
25	Telescopic Binoculars (See Details at Far Range)
26	Diving Suit (Air Tubes lead to Hand Driven air Pump at Surface)
27	Retractable Ladder (Opens and closes in 1 Round. 20 Feet Long)
28	Music Maker (Autonomous contraption combining 10 Musical Instruments)
29	Flare Gun (Long Range. Single Shot. Burning Flare. Attack -1 Damage +1 Burn)
30	Box of Fireworks (Like Pyrotechnics Spell. Single Use)

Technology

Non-Magical Artifacts from Other Worlds and Alternate Futures. These are found concentrated at certain Portals and Dimensional Rifts. Some are in good shape, most are broken, or inoperable due to Years of Neglect.

When they are found they are often ignored Completely, or sold as Curios. Very few individuals have the skill to Identify, much less repair these strange Relics. There are some Rare individuals called Technomancers who are avid Collectors and Are able to bring some of these Devices back to Life.

Tech Item List

1D30	Tech Item:
1	Energy Weapon: Laser, Plasma, Ion, Phaser, Blaster, Disruptor
2	Projectile Weapon: Bolt Gun, Slug Gun, SMG, Sniper Rifle, Needler
3	Light Source: Glow Globes, Flashlights, Lamp, Discoball
4	Vehicle: Aircar, Schoolbus, Rocket Submarine, Saucer, Taxi
5	Suits: Space Suit, Utility Belt, Power Armor, Scuba Gear
6	Advanced Medical Drug or Device: Medi-Kit, Stim Pack, Ventilator
7	Communication Devices: Walkie Talkies, Megaphone, Radios
8	Synthetics: Robot, Android, Animatronics, Heads in Jars, Roombas
9	Information Device: Computer, Smart Phone, Palm Pilot
10	Field Generator: Force Field, Anti-Gravity, Inertia Field
11	Locators: Mapping Device, Motion Detector, GPS, Globe

1D30	Tech Item:
12	Tools: Construction Equipment, Chainsaw, Vibro Knife
13	Home Goods: Refrigerator, Microwave Oven, Vacuum Cleaner
14	Musical Instruments: Electric Guitar, Tuba, Synthesizer
15	Sound Recorders: 8-Track Tapes, Tape Player, Boom Box, Records
16	Energy Sources: Batteries, Fuel Cells, Chargers
17	Scientific Equipment: Tricorder, Telescope, Microscope, Geiger Counter
18	Clothing: Uniforms, Missing Socks, Reeboks, Sun Glasses, Designer Shoes
19	Materials: Plastic, Titanium, Plexiglass, Teflon, Kevlar
20	Furniture: Artwork, Signage, Shag Rugs, Lava Lamps
21	Bombs: Energy Grenades, Plasma Grenades, Frag, Flash-Bang
22	Food: Twinkies, Astronaut Ice Cream, Protein Bars, Fruit Cakes
23	Ammo: Bullets, Clips, Drums, Ammo Boxes
24	Luxury Items: Cuban Cigars, Wine Bottles, Furry Slippers
25	Toys: Games: Sit and Spin, Pogo Stick, Magic 8 Ball, Play Dough
26	Image Recorders: Movie Projector, Holograms, VR Headsets
27	Containers: Refrigerator, Trash Can, Cooler, Laundry Basket
28	Personal Transport: Jet Pack, Hoverboard, Motorcycle, Gravity Belt
29	Spare Parts: Tires, Mufflers, Circuitry, Hard Drives, Wires
30	Environmental: Umbrella, Space Heater, Electric Fan, Kiddie Pool

Valuable Books Table

1D40	Book:	Cost	Notes:
1	2D6 Blank Spell Scrolls	20	Each (Parchment)
2	Skill Manual	50	Learn 1 Specific Skill +1
3	Spell List Monograph	1000	Learn 1 Specific Spell
4	Elemental Grimoire	1000	Learn 1 Elemental Spell
5	Black Magic Tome	1000	Learn 1 Evil Spell
6	White Magic Tome	1000	Learn 1 Good Spell
7	Physics Reference	50	Get +1 to Physics Skill Rolls
8	Patrons Codex	1000	Learn 1 Pagan Spell
9	Summoning Primer	1000	Learn 1 Summoning Spell
10	Language Lexicon	50	Read to Learn 1 Language
11	Religious Tracts	50	Read to learn Theology +1
12	Spell Book	5000	Will contain 1D6 Spells
13	Treasure Map	100+	Could be False
14	Navigational Charts	200	Get +5 to Navigate in Local Area
15	Travel Guide	50	Get +5 to Know about an Area
16	Lost Histories	100	Get +5 to Specific History Rolls
17	Regional Atlas	50	Get +2 to Navigate a Region
18	First Edition Literature	100+	Valuable to Collectors
19	Music Folio	50	3D6 Quality Songs Available
20	Handbook of the Planes	1000	Get +1 to Navigate Outer Planes
21	Theological Treatise	50	Get +1 to a Theology Roll
22	Monstrous Manual	300	Get +1 to Monster Lore Rolls
23	Dragon Codex	400	Get +1 to Dragon Lore Rolls
24	Elven Poetry	200	Valuable to Some High Elves
25	Dwarven Genealogy	500	Very Valuable to a few Dwarves
26	Gnomish Schematics	400	Blueprints for 1 Invention
27	Shire History	50	Of Interest to some Halflings

1D40	Book:	Cost	Notes:
28	Book of Prophecies	100	Find 2D6 Prophecies of Note
29	Astronomical Charts	100	Get +1 to Astronomy Rolls
30	Comparative Anatomy Tract	100	Get +1 to Non-Human Healing Rolls
31	Fiend Folio	9000	Has True Name of 1 Greater Demon
32	Building Blueprints	200	Blueprints for 1 Building
33	Encyclopedia of Angels	300	Get +1 to Angel Lore Rolls
34	Dictionary of Lost Worlds	2000	Get +1 to Obscure Geography Lore
35	Dungeon Map	1000	May need some Updating
36	Metaphysics Text	100	Read to learn Metaphysics +1
37	Unpublished Diary	50+	Scandalous (More Valuable If Current)
38	Arcane Dissertation	300	Learn 1 Wizard Spell
39	Political Manifesto	100	Read to learn Politics +1
40	Book of the Dead	7000	Learn Lich Spell from Necromancy List

Notes: When learning a Skill or Spell by reading it takes 1 Month to read. Looking for Info to give a temporary Bonus takes 1D60 Minutes.

Charms

These are in the form Small Carved Stones, Gems, Ivory, Onyx, Jade, etc. They are usually worn like Jewelry. They take a week to Make. A Character can wear a Max of 3 Different Charms at a Time.

List Of Charms

- 1. Haughty (Strength +1)
- 2. Stamina (Toughness +1)
- 3. Heroism (Saving Throws +1)
- 4. Nimble (Dodge +1)
- 5. Keen Eye (Ranged Attacks +1)

- 6. Prowess (Melee Attacks +1)
- 7. Magi (Gain 1 Power Point per Day)
- 8. Fate (Luck Ability)
- 9. Silver Tongue (Guile +1)
- 10. Sneakiness (Stealth +1)

Stuff 3

Herbalism And Mycology

A great number of Plants and Mushrooms have Medicinal or Physiological Properties. When Found roll on the Medicinal Table to see what use a particular specimen has. These can be applied as Salves, Teas, Pastes, Chewed, etc. These must be found growing wild. Some gifted gardeners can grow these in special Groves and Greenhouses.

Herbal/fungal Medicinal Table

1D40	Property:
1	Spell Component
2	Alchemical Component
3	Dye or Ink Component
4	Stimulant (Negate Weakness, Fatigue)
5	Healing (Remove 1D6 Wound Counters)
6	Activating (Negate Unconsciousness, Sleep)
7	Poison (Mild)
8	Poison (Moderate)
9	Poison (Strong)
10	Antidote (Negate Poison)
11	Cure (Negate Disease)
12	Anti-Emetic (Negate Nausea, Vomiting)
13	Hallucinogenic (Produce Visions)
14	Sedating (Produce Sleep)
15	Paralyzation (Cause or Negate)
16	Increase Strength (Strength +2)
17	Calming
18	Cure Ailments (Digestive, Respiratory, Blood, etc.)

1D40	Property:
19	Breathe Water
20	Mutation
21	Seed (Grow Instant Treant) or Spore (Instant Fungus Monster)
22	Increase Speed (Like Haste Spell)
23	Increase Alertness (Alertness +4)
24	Laughing
25	Resurrection
26	Cold Resistance
27	Telepathic Powers (Like Spell)
28	Polymorph
29	Partial Transformation (Wings, Tail, Claws, etc.)
30	Regeneration
31	Remove all Fatigue
32	Wolfsbane: Repel Wolves
33	Garlic: Repel Vampires
34	Stop Bleeding
35	Remove Hurt condition
36	Enhance Sight
37	Enhance Hearing
38	Enhance sense of Smell
39	See, Talk to Spirits
40	Remove Scars, Burns

Halfling Pipeweed Table

1D6	Property:
1	Calming (For 1D2 Hours)
2	Increase Speed (Like Haste Spell for 1 Combat)
3	Increase Alertness (Alertness +4 for 1D2 Hours)
4	Laughing (For 3D20 Minutes. Also produces Hunger)
5	Hallucinogenic (Produce Visions for 1D3 Hours)
6	Increase Strength (Strength +2 for 1 Combat)

Poisons

survive Lethal Poisons get the Sick Penalty.

Most Poisons start working in 1D6 Rounds. Poisons remain in the system 1D3 Days. Individuals that

List Of Poison Effects

1D10	Poison Effect:	Notes:
1.	Paralysis	Immobilized
2.	Lethal Weak	Save vs Death at a +2 Bonus
3.	Lethal Moderate	Save vs Death
4.	Lethal Strong	Save vs Death at a -2 Penalty
5.	Lethal Potent	Save vs Death at a -4 Penalty
6.	Unhealing Wound	From Coated Weapon. Wound Markers remain
7.	Weakness	Strength, Toughness, and Move -2
8.	Hallucinations	Confusion Penalty
9.	Blood Poison	Roll 1D3 times on the Disease Table
10.	Sleep	1D6 Hours.

Potions

These include anything an Alchemist, Sorcerer or Witch might Make or Have. Not all are strictly Potions.

There are also Salves, Oils, Powders, etc. They take a 1D4 weeks or more to Make. Some of the ingredients are very hard to find.

Potion List

1D30	Item:	Notes:
1.	Potion of Healing	Heal all Wounds
2.	Potion of Giant Strength	Strength +5 for 1 Combat
3.	Elixir of Longevity	Increase Lifespan by 10%
4.	Fairy Dust	1D6 Uses. Fly. Medium Speed for 1 Hour
5.	Acid Vial	1D6 Vials. Damage +2 (Splash 1D2 Adj Targets)
6.	Restoration Salve	1D3 Uses. Regrow Lost Limb
7.	Love Potion	Love at First Sight
8.	Polymorph Juice Potion	Form taken per GM
9.	Potion of Water Breathing	Lasts 2D6 Hours
10.	Oil of Slipperiness	Covers Floor. Save or Fall Down
11.	Potion of Speed	One Combat. Double Speed & Attacks
12.	Magic Mead	Same as Vision Spell. See Truth.
13.	Stoneskin Cream	1D3 Uses. Same as Stoneskin Spell
14.	Blinding Powder	1D4 Uses. Short Range. Foe Blinded 2D6 Rounds
15.	Potion of Stone to Flesh	Reverse Petrification
16.	Potion of Dilution	Pour on Slime. It must Save or Die
17.	Pesticide Spray	Spray on Insect(s) They must Save or Die
18.	Potion of Invisibility	Stealth +5 for 1 Combat or 2 Hours
19.	Flask of Fire Water	Save vs Fire +8 for 1 Combat or 15 minutes
20.	Can of Cold Brew	Save vs Cold +8 for 1 Combat or 15 minutes
21.	Potion of Invulnerability	Defense +5
22.	Potion of Gaseous Form	Good for infiltrations and escapes
23.	Potion of Growth	Giant Size. Strength +4 and Toughness +3
24.	Potion of Shrinking	Tiny Size.
25.	Potion of Heroism	Get +3 to all Rolls for 1 Combat
26.	Antidote Serum	Negate Poison
27.	Wine of Slumber	Those who partake will fall asleep in 1D6 Minutes
28.	Potion of Telepathy	Like the Spell
29.	Cursed Fruit	Those who take a Bite are Cursed
30.	Lightning in a Bottle	Medium Range. Damage +5 to 1D3 Adj Foes)

Rune Stones

Rune Stones are Single Use. When used they Shatter. They take a week to Make. They are usually Smooth Stones of a size that fits comfortably in the Hand. The way they are used varies: Some function exactly like Spells.

Some are used as Thrown Weapons. They affect 1D6 Adj Foes next to where they Land. You can think of them as Bombs or Grenades. Short Range. Some can be used as Traps. These are Proximity Traps that go off when someone gets within HTH Range. They affect 1D6 Adj Foes. They will not go off on the Spell Caster.

Trap Runes can be carved into much Larger Standing Stones or Stone Walls.

List Of Rune Stones

- 1. Healing Rune (Like Heal Spell)
- 2. Energy Rune (Thrown or Trap. Explodes for Damage +3 and Stun)
- 3. Fire Rune (Thrown or Trap. Damage +2 and Burn)
- 4. Ice Rune (Thrown or Trap. Explodes for Damage +3 and Chill)
- 5. Lightning Rune (Thrown or Trap. Explodes for Damage +3 and Shock)
- 6. Light Rune (Like Light or Flash Spell)
- 7. Fear Rune (Like Fear Spell)
- 8. Teleport Rune (Like Teleport Spell)
- 9. Shield Rune (Like Shield Spell)
- 10. Counter Spell Rune (Like Counter Spell)

Fetishes

The Create Fetish Spell is a starting Spell of the Shaman Class. This Spell produces Primitive Magic Items that often deteriorate over time or use. Fragile Items can be used 10 times before they become defunct.

Delicate Items last 3 Months before they lose their Powers. Many Fetishes can be made in a day, others may require weeks to carve. Some require particular components: The Voodoo Doll is custom made for its Victim and requires Hair, Skin, or Body Fluids from the Target to make.

List Of Fetishes

- 1. Voodoo Doll (Long Range. Save or Damage +1 to specific Target) Fragile
- 2. Stone Idol (Becomes Stone Golem for 1 Combat) Fragile
- 3. Guardian Totem (Becomes Wood Golem for 1 Combat) Fragile
- 4. Medicine Bag (Gain 1 Power Point per Day) Delicate
- 5. Divination Bones (Like Spell. Once per Day) Fragile
- 6. Poison Pot (2D6 Doses of Poison. Coat Weapons)
- 7. Astral Root (1D4 Doses. Like Astral Travel Spell)
- 8. Frog Fetish (Single use. Medium Range. Target Becomes Frog. Permanent)
- 9. Bad JuJu (Single use. Like the Raise Dead Spell)
- 10. Wolf Mask (Wearer becomes a wolf for as long as they want) Fragile
- 11. Peace Pipe (Like Calm Spell. Once per Day) Fragile
- 12. Feathered Cape (Like Fly Spell. Up to 3x/Day) Fragile
- 13. Shrunk Head (Answers 1 Question per Day) Fragile
- 14. Mummified Bear Claws (Strength +1) Delicate
- 15. Spirit Root (2D3 Doses. See Invisible or Spirits for 1 Hour)
- 16. Monkey Paw (Taunt +5) Delicate
- 17. Coup Stick (Tactics +1) Delicate
- 18. Snake Moccasins (Stealth +5) Delicate
- 19. Dream Catcher (Single Use. Cure Madness or Possession)

Bomb List

1D12	Type:	Notes:
1.	Explosive	Damage +1 (Gun Powder)
2.	Smoke	No Damage. Provides Cover. Colors for Signaling (Alchemy)
3.	Concussion	No Damage. Save or be Knocked Out or Stunned (Technology)
4.	Incendiary	Fire Damage. Burn (Alchemy)
5.	Crawling	Has Tiny legs. Will Scuttle towards the Target (Invention)
6.	Glider	When Thrown Wings Open up. Triple Range. (Invention)
7.	Shrapnel	Saves vs Shrapnel are at -2. (Gun Powder)

20. Turtle Charm (Defense +1) Delicate

Magic Beer List

These are the products of Dwarven Brewmasters. 1 Drink = 1 Dose. Small Keg = 10 Doses, Large Keg = 20 doses, Barrel = 40 Doses It takes a Week to Brew a Batch of Magic Beer.

A Brewmaster in Town with lots of Equipment can brew up to 5 Batches at a time.

Dwarven Magic Beer Menu

- 1. Berserkers Brew (Berserker for 3 Hours. 1 Batch = 1 Barrel)
- 2. Mages Mead (Gain 1 Power Point. 1 Batch = 1 Small Keg)
- 3. Fire Breathing Brew (Short Range. Fire. Attack +1. Burn. 1 Attack per Drink. 1 Small Keg)
- 4. Liquid Courage (Get +1 to all Rolls for 2 Hours. 1 Batch = 1 Large Keg)
- 5. Revival Ale (Like Resurrection Spell. 1 Batch = 1D2 Drinks)
- 6. Dwarven Stout (Strength and Toughness +2 for 1 Hour. 1 Batch = 1 Small Keg)

Bombs

These are items Fabricated by Inventors, Alchemists, and Artificers. Bombs are created by a variety of means. Any of the following combination of Skills and Spells may have been employed: Gun Powder, Invention Skill, Potion Brewing, Alchemy, Create Magic Item, and Technology Skill. Those on the List are considered to be Grenade Size and can be Thrown out to Medium Range where they will affect 1D6 Adj Foes next to the point of Detonation. Larger Bombs must be launched by Catapults or be placed and then Remotely Detonated. Remote Activation is Accomplished by Fuses, Being Struck by a Fire type Attack (Flaming Arrow), Wires attached to Plungers, or lighting Trails of Gunpowder. Larger Bombs will affect up to 2D6 Adj Foes. A Small Keg Size Bomb will do Damage +1, A Large Keg Damage +2, A Barrel Damage +3, Anything Bigger Will do Damage +4 and affect 4D6 Adj Foes. Character must Save to Avoid Damage. They take 2D4 Days to Make.

1D12	Type:	Notes:
8.	Stink Bomb	No Damage. Save at -2 or be Nauseated (Alchemy)
9.	Vortex Bomb	Save or Get sucked into the Void. Instant Death (Magic Item)
10.	Nude Bomb	No Damage. Lose everything you are Wearing (Magic Item)
11.	Poison Gas	Lingers for 2D4 Turns. Fills Small Room (Potion Spell)
12.	Gas Grenade	Potion Like Effect. Fills Small Room (Potion Spell)





Spheres Of Influence

Introduction

Board & card game for 1-5+ players. Pedestrian Glass Bead Game Variant.

Victory

Each Player scores Points at the end of each of his turns. The game ends when the Board is completely filled up. The player with the most accumulated points at the end of the game wins.

The Board

Use a 10 X 10 Grid. Each space must be large enough to contain a single card.

The Deck

Players share a common deck. The deck can be as large as you want, but must contain a minimum of 100 cards.

The Cards

Each card has a Title and one or more Descriptors. The owner and creator of the deck gets to determine what descriptors go to what Titles. Basic Descriptors: Person, Place, Thing, Idea, Symbol, Animal, Plant, etc.

Field (& Sub-Field) Descriptors: Philosophy, Religion, Physics, Art, Mathematics, Medicine, Politics, Mythology, Psychology, Literature, Chemistry, Biology, Poetry, Music, Exploration, Warfare, Sculpture, Agriculture, Economics, Cinema, Television, etc. Cultural Descriptors: Greek, Egyptian, American, English, French, Japanese, etc.

Setup

Shuffle the deck well. Determine turn order. Each player is dealt 5 cards.

Turn Sequence

Players take turns. Each turn has 5 Phases: Draw Phase

- Card Phase
- Place Phase
- Score Phase
- End Phase

Draw Phase

Draw 2 cards from the deck. If the deck runs out, shuffle the discard and draw from it.

Card Phase

Every card has a Special Ability (SA). You may discard one card to activate its SA.

Special Ability List

- A** Draw 2 cards
- B** All players discard their hands
- C** Look at next 5 cards in Deck
- D** Opponent must discard 2 random cards his hand
- E** Steal one random card from opponents hand
- F** Discard one target card from the board
- G** Take target card from the Discard and put it in your hand
- H** You may place an extra card this turn
- I** Score double points this turn
- J** Target opponent Scores half points on his next turn
- K** Negate an SA just played by your opponent (Play in Opponents Card Phase)
- L** Look at Opponents Hand
- M** Move one card on the board to any empty space (No points are scored for this)
- N** You may play two more SA this phase

Place Phase

Place one card from your hand face-up onto one empty space on the board.

Score Phase

Score one point for every descriptor the card you just placed has in common With any other Card it is adjacent to (touching orthogonally and diagonally) Use pen & paper to keep track of points scored. If there is a line of cards (3 or more) sharing the same descriptor, and the Card you just placed increases the length of that line, you earn an extra point.

Ad Hoc Descriptor Rule

A player may proclaim on his turn that the card he just placed, and an adjacent Card have some additional unwritten descriptor in common. The other players vote on this and may agree to award him an extra point. For Example: you may say "Both these cards are from the 19th century" Your Opponents may decide to award you a point for this observation.

End Phase

Max hand size is 7 cards. Discard excess cards.

Card List

Title:	SA	Descriptors:
Napoleon	A	Person, French, General, Head of State
Sigmund Freud	B	Person, Austrian, Psychology
Albert Einstein	C	Person, Physics, 20th Century
George Washington	D	Person, American, General, Head of State
American Revolution	E	Event, Politics, Revolution, American, Democracy
French Revolution	F	Event, Politics, Revolution, French
Communist Revolution	G	Event, Politics, Revolution, Russian, Communism
Alexander the Great	H	Person, Greek, General, Head of State
Industrial Revolution	I	Event, Politics, Revolution, Industry
Plato	J	Person, Philosophy, Greek
Archimedes	K	Person, Mathematics, Greek
Parthenon	L	Location, Architecture, Greek, Religion
Zeus	M	Mythology, Greek, God
Mount Olympus	N	Location, Mythology, Greek, Mountain
Mount Everest	A	Location, Nature, Mountain
Vishnu	B	Mythology, Hindu, God
Sahara Desert	C	Location, Nature, Desert, African
Gobi Desert	D	Location, Nature, Desert, Chinese
Great Wall of China	E	Location, Architecture, Chinese
The Big Bang	F	Event, Physics, Astro-Physics
Jesus Christ	G	Person, Religion, Christianity, God, Prophet
The Bible	H	Object, Book, Religion, Christianity
The Koran	I	Object, Book, Religion, Islam
Mohammed	J	Person, Religion, Islam, Prophet
Moses	K	Person, Religion, Judaism, Prophet
Ten Commandments	L	Object, Religion, Law
Crucifixion	M	Event, Religion, Christianity
The Garden of Eden	N	Location, Religion
Creation	A	Event, Religion
Mozart	B	Person, Music, Austrian, Classical Music
Beethoven	C	Person, Music, German, Classical Music
Franz Schubert	D	Person, Music, Austrian, Classical Music
World War I	E	Event, War, 20th Century
World War II	F	Event, War, 20th Century
Picasso	G	Person, Art, Painter, French
War & Peace	H	Novel, Literature, Book, Russian
Lenin	I	Person, Russian, Communism, Revolution
Stalin	J	Person, Russian, Head of State, Communism
Computers	K	Object, Technology, Mathematics
Space Shuttle	L	Object, Space Exploration, Vehicles, American
Tour de France	M	Event, Sports, Bicycles, Vehicles, French
Indy 500	N	Event, Sports, Cars, Vehicles, American
Olympic Games	A	Event, Sports, Greek
Pyramids at Giza	B	Location, Architecture, Egyptian, Religion
Leonardo da Vinci	C	Person, Art, Technology, Painting, Renaissance
Mona Lisa	D	Object, Art, Painting, Renaissance
Tanks	E	Vehicle, Technology, War
Wright Brothers	F	Person, Technology, Aviation, Vehicle
Walt Disney	G	Person, Technology, Cinema, Television
Gone With the Wind	H	Fiction, Book, Cinema, American 50

Title:	SA	Descriptors:
Abraham Lincoln	I	Person, American, Head of State
American Civil War	J	Event, War, American
Hitler	K	Person, Head of State, German
The Holocaust	L	Event, War, 20th Century
Birth Control Pill	M	Object, Technology, 20th Century, Revolution
Penicillin	N	Medicine, 20th Century
Superman	A	Person, Science Fiction, Comics, American
Nietzsche	B	Philosophy, German
Kant	C	Philosophy, German
Virtual Reality	D	Technology
Star Trek	E	Science Fiction, Television, Space Exploration
Green Revolution	F	Event, Technology, Agriculture
Alexander Bell	G	Person, Technology, American
King Tut	H	Person, Egyptian, Head of State, Ancient
Roman Empire	I	Location, Nation, Ancient, Roman
Holy Roman Empire	J	Location, Nation, Medieval
Lucy	K	Person, African, Paleontology
Tyrannosaurus Rex	L	Animal, Dinosaur, Paleontology
Stonehenge	M	Location, Architecture, Celtic, Astronomy
Stoicism	N	Philosophy, Roman, Ancient
Julius Caesar	A	Person, Roman, General, Head of State
Kama Sutra	B	Literature, Book, Hindu
Beowulf	C	Literature, Book, English
Silk Road	D	Location, Economics, Chinese
Johann Gutenberg	E	Person, Technology, Books
Michelangelo	F	Person, Art, Painting, Renaissance, Italian
Columbus	G	Person, Exploration, Nautical, Portuguese
Copernicus	H	Person, Astronomy, Mathematics
Newton	I	Person, Astronomy, Mathematics, English
Feudalism	J	Idea, Government, Medieval, Politics
Democracy	K	Idea, Government, Politics
Communism	L	Idea, Government, Politics, Economics
Civil Disobedience	M	Idea, Politics, Revolution
Imperialism	N	Idea, Government, Politics
The Cold War	A	Event, War, 20th Century
Rationalism	B	Idea, Philosophy
Existentialism	C	Idea, Philosophy
Thomas Aquinas	D	Person, Philosophy, Religion
New Age	E	Idea, Philosophy, Psychology, Religion
Carl Jung	F	Person, Psychology
Global Village	G	Location, Technology, Communication
Mass Media	H	Technology, Communication
Capitalism	I	Idea, Economics
Mass Production	J	Technology, Economics
Romanticism	K	Idea, Art, Philosophy
Impressionism	L	Idea, Art, Philosophy
Jazz	M	Music, American
Surrealism	N	Idea, Art, Philosophy
Elvis	A	Person, Music, Rock and Roll
Black Holes	B	Object, Astro-Physics

Basic Variations

The above sample deck contains 100 cards. Players are encouraged to create additional cards, new Special Abilities, and to alter Descriptors as they see fit. When playing with young people, be sure to educate them on

the Topics of the cards and how they are related.

3-d Variant

With 125 cards you could do a three dimensional board that is 5 x 5 x 5.





Spice Raid

Introduction

Board & card game for 2 players. Man to man combat on the surface of Arrakis. Takes place in the Dune Universe.

Pick your force: Atreides, Harkonnen, Fremmen, Sardaukar Each figure represents one warrior.

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Victory

Kill your opponents Leader.

The Map

Use an 8X8 chessboard.

The Men

Use chits or miniatures to represent men.

Atreides Unit List

#	Unit Name	Hits	Notes
1	Captain of the Guard	3	Leader
2	Sword Master	2	
5	Atreides House Troops	1	

Harkonnen Unit List

#	Unit Name	Hits	Notes
1	House Assassin	3	Leader
2	Sleeper Troops	2	
5	Harkonnen House Troops	1	

Fremmen Unit List

#	Unit Name	Hits	Notes
1	Naib	3	Leader
2	Fedaykin Death Commandos	2	
5	Sietch Fremmen Warriors	1	

Sardaukar Unit List

#	Unit Name	Hits	Notes
1	Imperial Agent	3	Leader
2	Bashar	2	
5	Sardaukar Soldier Fanatics	1	

Setup

Each player places 1 man on each square of his back row. Men may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Fight Phase

Orders Phase

Draw 3 cards from your deck. If your deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your men. The move card has a number. This is the number of spaces the man moves.

Moves can be diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Fight Phase

Play (discard) an Attack card to have a Man attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. The enemy man that is the target of the attack takes one point of damage. Use chits to keep track of damage.

A man reduced to zero hits is killed. Your opponent may play a defense card to negate your attack. If you use a Shield defense against a Lasgun, both target & attacker are killed.

The Fremmen player treats the Lasgun card as: Crysknife (Attack range = 1)

Card List Notation

- A** Attack
- M** Move
- D** Defense
- X** Special
- #** Number of that card in the deck.

Card List

Card Name:	#	Type	Range	Notes
Slip-Tip	2	A	1	Poison Tipped Left Handed Knife
Kindjal	2	A	1	Double bladed Short Sword
Rapier	2	A	1	
Maula Pistol	2	A	2	Spring Loaded Poison Dart Gun
Stunner	2	A	3	Slow Pellet Projectile Weapon
Lasgun	2	A	4	Continuous Wave Laser Projector
Pyrocket	2	A	5	
Personal Shield	2	D	-	Holtzman Generator
Shield Fighting	2	D	-	
Behind Cover	2	D	-	Negate attack of Range = 2-5
Thrust & Parry	2	D	-	Negate attack of Range = 1
Advance	5	M	1	
Run	4	M	2	
Charge	4	M	3	
Feint & Counter	2	X	-	Opponent must discard 1 card
Tactics	2	X	-	Look at opponents Hand
Battle Language	2	X	-	Draw 2 Cards





Spider-man

Introduction

2 player card game. One player is Spiderman (Spidey). The other player is the Bad Guys.

The Decks

There are 2 decks: The Bad Guy Deck & The Spiderman Deck. The Bad Guy deck has 5 of each of the cards listed in the Bad Guy Card List & Bad Guy Attack Card List. The Spidey deck has 5 of each of the cards listed in the Spiderman Defense Card List & Spiderman Attack Card List.

Objective

Get all 50 plot Tokens.

Setup

Each player gets 25 plot tokens.

Turn Sequence

Players go simultaneously. Each turn is divided into 7 phases:

1. Plot Phase
2. Encounter Phase
3. Plot Thickens Phase
4. Maneuver Phase
5. Climax Phase
6. Attack Phase
7. Resolution Phase

Plot Phase

Each Player must put 2 Tokens in the pot (now referred to as the PLOT)

Encounter Phase

Each player draws 7 cards from his deck. If the deck runs out, shuffle the discard and draw from it.

Plot Thickens Phase

Starting with the Bad guys, each player may up Ante by up to 5 plot tokens. A Player may fold and concede the PLOT to his opponent.

Bad Guy Attack Card List

Maneuver Phase

Players can discard up to 5 cards and draw replacement cards.

Climax Phase

Starting with the Spiderman, each player may up the Ante by up to 5 plot tokens. A Player may fold and concede the PLOT to his opponent.

Attack Phase

Players reveal their hands. Calculate the value of each hand.

For the Bad Guys: Multiply the number of cards of a particular Bad Guy x The number of his attack cards. For Example: You have 2 Mysterio cards & 3 Energy Globes in your hand. This would score $2 \times 3 = 6$.

Lets say the other 2 cards in his hand are Vulture and Lightning Blast. No points are gained for either card. However, If the other two cards were Vulture and Swoop Attack that would be worth $1 \times 1 = 1$ point and the Total score would be $6 + 1 = 7$

For Spidey: Attack and defense cards that you only have one copy of do not count. Multiply the number of attack cards times the number of defense cards. For Example: You have 3 Jumps and 2 Punches and 1 Swing and 1 Tangle.

The Tangle and the Swing cards do not count. Multiply 3×2 to get your final hand value: $2 \times 3 = 6$.

Resolution Phase

Compare the point totals of the hands. The winner gets the PLOT. If tied, the PLOT carries over to the next hand.

Bad Guy Card List

Card Name: Mysterio Hobgoblin Vulture Dr. Octopus Chameleon Shocker

Card Name:	Associated Bad Guy:
Energy Globes	Mysterio
Goblin Grenades	Hobgoblin
Swoop Attack	Vulture

Card Name:	Associated Bad Guy:
Tentacle Attack	Dr. Octopus
Surprise Attack	Chameleon
Lightning Blast	Shocker

Spiderman Defense Card List

Card Name: Jump Swing Wall Crawling Backwards
Flip Spider Senses Web Wall

Spiderman Attack Card List

Card Name: Spin Web Tangle Sticky Strands Spider
Lasso Punch Leaping Kick

Disclaimer

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Spore Stages

Introduction

Card and Dice game for 1-5 players. Based on the Spore series of Videogames. Each player takes his race from Single cell to Spacefaring.

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Overview

Each player is control of his own race as it evolves and develops. The game plays in 5 Stages. Each stage has a separate deck of Cards.

Players move from one Stage to the next at different speeds. Players races do not directly interact until the last Stage, the Space Stage. Rules, Attributes, Mechanisms, and Terminology will change from Stage to Stage.

Game End

The game ends after any player has completed his 15th turn in the Space Stage.

Victory

When the game ends, the player with the most Victory Point Tokens wins. Ties stand.

Dice

Six and Ten sided Dice are needed.

Tribal Stage Characteristics

Characteristic:	Notes:
Aggressive	Get +1 to Fight Attribute
Friendly	Get +1 to Social Attribute
Industrious	Feed +1 (Agriculture, Fishing, Hunting, Gathering)

Civilization Stage Characteristics

Characteristic:	Notes:
Military	Get +1 to Fight Attribute
Religious	Get +1 to Culture Attribute
Economic	Get +1 to Economy Attribute

Space Stage Characteristics

Tokens

- Players share a common set of Victory Point Tokens (VT).
- Players share a common set of Food (Resource) Tokens (FT).
- Players share a common set of Hunger Tokens (HT).
- Players share a common set of Death Tokens (DT).

The Five Stages

1. Cell Stage
2. Creature Stage
3. Tribal Stage
4. Civilization Stage
5. Space Stage

Characteristics

At the beginning of each stage, each player chooses 1 characteristic for his Race.

Cell Stage Characteristics

Characteristic:	Notes:
Carnivore	Get +1 to Attack Attribute
Herbivore	Get +1 to Defense Attribute
Omnivore	Get +1 to Move Attribute

Creature Stage Characteristics

Characteristic:	Notes:
Predator	Get +1 to Fight Attribute
Social	Get +1 to Friend Attribute
Adaptable	Get +1 to Move Attribute

Characteristic:	Notes:
Bard	Get an extra +1 VT every Challenge you win
Ecologist	Terraform +1
Zealot	Policy +1
Diplomat	Diplomacy +1
Scientist	Think +1
Trader	Trade +1
Shaman	Redirect +1
Warrior	Conflict +1
Wanderer	Explore +1
Knight	Specialization +1

Setup

- Each player starts with 1 VT and 3 FT.
- Play starts in the First Stage, the Cell Stage.
- Each player picks 1 Cell Stage Characteristic.
- The most Evolved Player goes first.
- Play proceeds clockwise.

Basic Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Mutation Phase
2. Event Phase
3. Selection Phase
4. Evolution Phase
5. Metabolic Phase

Mutation Phase

Draw 1 card from the Deck (of the Stage you are in). Draw 1 extra card for each level of Breed or Think your species has. If the deck runs out, shuffle the discard and draw from it.

Event Phase

Roll once on the Event Table (Specific for your Stage). Resolve the Event. For every level in Redirect your species has, you may Reroll the Event roll once per turn.

For Example: You have 2 Levels of Redirect. You don't like the first roll so you Reroll. You really don't like the second roll, so you Reroll again.

You don't like that one either so you Reroll a third time and must keep the result of that roll.

Selection Phase

Most Events are Challenges between your species and another Species that is either weaker, equal, or stronger than you. To resolve a Challenge first roll on the Challenge Type table to determine what Attribute will affect the Challenge. For every level in Instinct you have, you may Reroll on the Challenge Table once per turn (Just like Redirect in Event Phase).

Next Roll 1D6 (Attribution Roll) and add your level in the indicated Attribute. This is your Attribution Total. For every level in Pack (or Population) you have, you may Reroll an Attribution Roll once per turn (Like Redirect in Event Phase, but keep the highest Roll!).

Next roll 1D6, 2D6, or 3D6 depending on the Strength of the Challenger. This is the Challenge Roll. If the Attribution Total is greater than the Challenge Roll, you win the Challenge.

If it is equal or less, you lose the challenge.

Evolution Phase

You may gain 1 Trait. Play 1 Trait card from your Hand. The Trait card stays in play in front of you.

Pay its cost in Food or Resource Tokens.

Metabolic Phase

Discard 1 Food Token.

- If you have no Food Tokens gain 1 Hunger Token.
- If you have 2 Hunger Tokens, discard them and gain 1 Death Token. Max hand size is 5 cards. Discard excess cards.
- If you have 6 Trait cards in Cell Stage in play go on Creature Stage.
- If you have 8 Trait cards in Creature Stage in play go on Tribal Stage.
- If you have Won against 5 Villages in Tribal Phase go onto Civ Stage.
- If you have Won against 7 Nations in Civ Phase go onto Space Stage.

Evasion Option

You may attempt to Evade a Challenge. If you do so, add +4 to your Attribution Roll. However if you win, you get no reward.

Going On To The Next Stage

Set your old Trait cards aside in your Progress Pile. Except for VT, these do not apply to later stages. Select a new Characteristic for the new Stage.

Discard down to 2 FT or RT (equivalent).

Final Scoring

Gain 5 VT for completing the Civilization Stage and Entering the Space Stage. Add up the VT bonuses from all the Trait cards in your Progress Pile. Each Death Token counts as a -2 VT penalty.

Add all the lose VT earned in Events and Challenges.

Cellular Stage Event Table

1D10	Event	Notes:
1	Meteorite Fragment	Draw 1 Card
2	Easy Prey	Gain 1D6 FT
3	Nothing	Nothing
4-6	Prey	Challenge Strength = 1D6
7-8	Competitor	Challenge Strength = 2D6
9-10	Predator	Challenge Strength = 3D6

Cellular Stage Challenge Type Table

1D6	Challenge:
1-2	Move
3-4	Attack
5-6	Defense

Cellular Stage Challenge Result List

-	-	-	Result
Win	vs.	Prey:	Gain 1D6 FT
Lose	vs.	Prey:	Nothing
Win	vs.	Competitor:	Gain 1D6 +2 Food and Draw 1 Card
Lose	vs.	Competitor:	Lose all Food
Win	vs.	Predator:	Gain 1D6 +4 Food and Draw 1 Card
Lose	vs.	Predator:	Lose all Food; Gain 1 DT; Skip rest of Turn

Creature Stage Event Table

1D10	Event	Notes:
1	Skeletal Remains	Draw 1 Card
2	Migration	Gain 1D6 FT
3	Ice Age	Challenge Strength = 1D6
4-6	Prey	Challenge Strength = 1D6

1D10	Event	Notes:
7-8	Competitor	Challenge Strength = 2D6
9	Predator	Challenge Strength = 3D6
10	Epic Creature	Challenge Strength = 4D6

Creature Stage Challenge Type Table

1D6	Challenge:
1-2	Move
3-4	Fight
5-6	Friend

Creature Stage Challenge Result List

-	-	-	Result
Win	vs.	Ice Age:	Draw 1 Card
Lose	vs.	Ice Age:	Lose all Food; Gain 1 DT; Skip rest of Turn
	-	-	Note: The Warm Trait is The Attribute used in Ice Age Challenges.
	-	-	Add 3 to your Attribution Roll for each level of Warm you have.
Win	vs.	Prey:	Gain 1D6 FT
Lose	vs.	Prey:	Nothing
Win	vs.	Competitor	Move & Fight: Feed +1 and Draw 1 Card
Lose	vs.	Competitor	Move & Fight: Lose all Food
Win	vs.	Competitor	Friend: +2 VT
Lose	vs.	Competitor	Friend: -2 VT

-	-	-	Result
Win	vs.	Predator Move:	Draw 1 Card
Win	vs.	Predator Fight:	1D6 +4 Food
Win	vs.	Predator Friend:	+3 VT
Lose	vs.	Predator: Lose	all Food; Gain 1 DT; Skip rest of Turn
Win	vs.	Epic Creature:	+5 VT
Lose	vs.	Epic Creature:	Gain 1 DT; Discard 2 Random Cards

Tribal Stage Event Table

1D10	Event	Notes:
1	Agriculture	Gain 1D6 FT (Agriculture Roll)
2	Gathering	Gain 1D6 FT (Gathering Roll)
3	Fishing	Gain 1D6 FT (Fishing Roll)
4	Hunting	Gain 1D6 FT (Hunting Roll)
5	Babies	Population +1; Costs 5 FT
5	Domesticate Animal	Challenge Strength = 1D6
5	Gift Giving	Next Social Challenge +2; Costs 5 FT
5	Tool Making	Intuition +1; Costs 5 FT
5	Find Fishing Spot	Fishing +1
6	Weak Village	Challenge Strength = 1D6
7	Raiders	Challenge Strength = 1D6
8	Equal Village	Challenge Strength = 2D6
9	Strong Village	Challenge Strength = 3D6
10	Epic Creature	Challenge Strength = 3D6

Note: If you roll a 5 pick which 5 result you want.

Tribal Stage Challenge Type Table

1D6	Challenge:
1-3	Fight
4-6	Social

Note: Raiders are always Fight Challenges

Tribal Stage Challenge Result List

-	-	-	Result
Win	vs.	Weak Village:	Draw 1 Card
Lose	vs.	Weak Village Fight:	Gain 1 DT
Lose	vs.	Weak Village Social:	Lose 1 VT
Win	vs.	Domesticate Animal:	Gain 1 VT and Agriculture +1
Lose	vs.	Domesticate Animal:	Nothing
Win	vs.	Equal Village:	Draw 2 Cards
Lose	vs.	Equal Village Social:	Lose 1 VT
Lose	vs.	Equal Village Fight:	Gain 1 DT
Win	vs.	Strong Village:	Draw 3 Cards
Lose	vs.	Strong Village Social:	Lose 1 VT
Lose	vs.	Strong Village Fight:	Gain 1 DT
Win	vs.	Raiders:	Gain 1 VT
Lose	vs.	Raiders:	Lose 1D10 Food
Win	vs.	Epic Creature Fight:	Gain +2 VT & 1D6 Food
Win	vs.	Epic Creature Social:	Gain +3 VT
Lose	vs.	Epic Creature:	Gain 1 DT

Civilization Stage Event Table

1D10	Event	Notes:
1	Industry	Gain 1D6 RT (Industry Roll)
2	Agriculture	Gain 1D6 RT (Agriculture Roll)
3	Trade	Gain 1D6 RT (Trade Roll)
4	Taxation	Gain 1D6 RT (Taxation Roll)
5	New Mine	Industry +1; Costs 5 RT
5	Invention	Draw 1 Card
5	New Trade Route	Trade +1; Costs 5 RT
5	Build Wonder	VT +5; Costs 10 RT (Max 5)
5	Population Growth	Taxation +1; Costs 5 RT
5	Land Reform	Agriculture +1; Costs 5 RT
6	Bandits/Pirates	Challenge Strength = 1D6
7	Small Nation	Challenge Strength = 1D6
8	Equal Nation	Challenge Strength = 2D6
9	Large Nation	Challenge Strength = 3D6
10	Special	Roll on Civ Special Table

Notes: RT replace FT in this Stage. If you roll a 5 pick which 5 result you want.

Civ Special Table

1D10	Event	Notes:
1	Subdue Epic Creature	Gain 3 VT
2	Dark Ages	Discard Hand
3	Plague	Lose 1D6 RT
4	Renaissance	Draw 2 Cards
5	Discovery	Gain 2 VT and Trade +1
6	Reformation	Gain Culture +1
7	Enlightenment	Gain Think +1
8	Industrial Revolution	Gain 1D6 RT and Industry +1
9	Political Revolution	Gain Redirect +1
10	Great Leader	Play 1 Trait Card for Free

Civilization Stage Challenge Type Table

Notes: All Bandit/Pirate Challenges are Military

1D6	Challenge:
1-2	Military
3-4	Economic
5-6	Culture

Civilization Stage Challenge Result List

-	-	-	Result
Win	vs. Bandits/Pirates:	Gain 1 VT	
Lose	vs.	Bandits/Pirates:	Lose 1D6 RT
Win	vs.	Small Nation Military:	Gain 2 VT
Win	vs.	Equal Nation Military:	Gain 3 VT and Draw 1 Card
Win	vs.	Large Nation Military:	Gain 4 VT and Draw 2 Cards
Lose	vs.	Any Nation Military:	Lose all RT; Gain 1 DT; Skip rest of Turn
Win	vs.	Small Nation Economic:	Gain 1D6 RT and Agriculture +1
Win	vs.	Equal Nation Economic:	Gain 1D6 +1 RT and Industry +1

-	-	-	Result
Win	vs.	Large Nation Economic:	Gain 2D6 +2 RT and Trade +1
Lose	vs.	Any Nation Economic:	Lose 1D6 RT and 1 VT
Win	vs.	Small Nation Culture:	Gain 1 VT and Culture +1
Win	vs.	Equal Nation Culture:	Gain 2 VT and Economic +1
Win	vs.	Large Nation Culture:	Gain 3 VT and Military +1
Lose	vs.	Any Nation Culture:	Discard Hand

Space Stage Event Table

1D10	Event	Notes:
1	Excavation	Gain 1D6 RT (Excavation Roll)
2	Fabrication	Gain 1D6 RT (Fabrication Roll)
3	Energy Conversion	Gain 1D6 RT (Energy Roll)
4	Space Trade	Gain 1D6 RT (Trade Roll)
5	Directed Research	Draw 1 Card
5	Build Power Stations	Energy +1
5	Study Galactic Object	Gain 1 VT
6	Easy Mission	Challenge Strength = 1D6
7-8	Standard Mission	Challenge Strength = 2D6
9	Difficult Mission	Challenge Strength = 3D6
10	Space Raid	Conflict Challenge Strength = 1D6

Notes: If you roll a 5 pick which 5 result you want.

Space Stage Challenge Type Table

1D10	Challenge:	1D10	Challenge:
1-2	Exploration	7-8	Diplomacy
3-4	Terraforming	9-10	Pick One
5-6	Conflict		

Space Stage Challenge Result List

-	-	-	Result
Win	vs.	Exploration:	Roll on Space Exploration Table
Lose	vs.	Exploration:	Nothing
Win	vs.	Terraforming:	Gain 1D6 RT and Excavation +1
Lose	vs.	Terraforming:	Lose 1D6 RT
Win	vs.	Conflict:	Gain 2 VT and Draw 1 Card
Lose	vs.	Conflict:	Gain 1 DT
Win	vs.	Diplomacy:	Gain 2 VT and Trade +1
Lose	vs.	Diplomacy:	Lose 1 VT
Win	vs.	Space Raid:	Gain 1 VT
Lose	vs.	Space Raid:	Lose 1D6 RT

Space Exploration Table

1D10	Result:	Notes:
1	Find Artifact	Play 1 Trait Card for Free

1D10	Result:	Notes:
2	Find Resources	Gain 1D6 RT
3	Abduction Seeding	Next Terraform Challenge +3
4	Find Route	Trade +1
5	Plant Monolith	Gain 3VT; Costs 5 RT
5	Crop Circles	Gain 1VT
6	Observation	Draw 1 Card
7	Scout	Next Conflict Challenge +3
8	First Contact	Next Diplomacy Challenge +3
9	Find Energy Source	Energy +1
10	Long Range Scan	Next Exploration Challenge +3

Notes: If you roll a 5 pick which 5 result you want.

Ck Notation

Victory Point Tokens (VT or VP)

- Food Tokens (FT)
- Resource Tokens (RT)
- Hunger Tokens (HT)
- Death Tokens (DT)
- Cost = In FT or RT depending on the Stage
- ATK = Attack Attribute
- DEF = Defense Attribute
- Milit = Military Attribute
- Econ = Economy Attribute
- Cult = Culture Attribute
- Conf = Conflict
- Diplo = Diplomacy
- Terra = Terraform
- Feed +1 = Whenever you gain FT add your Feed

Level to the Roll

- Redirect +1 = Used to Reroll Event Table Rolls
- Instinct +1 = Used to Reroll Challenge Type Rolls
- Policy +1 = Used to Reroll Challenge Type Rolls
- Breed +1 = Increases the number of cards you draw in Mutation Phase
- Think +1 = Increases the number of cards you draw in Mutation Phase
- Pack +1 = Allows you to Reroll Attribution Rolls
- Population +1 = Allows you to Reroll Attribution Rolls
- Specialization +1 = Allows you to Reroll Attribution Rolls
- End Stage = You cannot buy this Trait unless you have at least 6 Others. You may only have 1 End Stage Trait.
- Galactic Ban = Applying the Bonus of this Trait is Optional. Every time you do so lose 5 VT. You may have a max of 1 Galactic Ban Trait.

Cellular Stage Trait Deck

Name	Move	ATK	DEF	VT	Cost	Notes:
Light Sensors	1	1	1	1	10	Redirect +1
Flagella	2	0	1	0	6	
Cilia	3	0	0	0	8	Feed +1
Spike	0	3	1	0	8	
Mouthparts	0	2	2	0	10	Feed +1
Poison Secretions	0	1	3	0	8	
Electrical Organelle	0	1	2	0	8	Instinct +1
Slime Coat	1	0	2	0	6	
Mitochondria	1	2	0	1	8	
Pseudopods	2	1	0	0	6	
Segmentation	1	0	1	1	6	
Spines	0	1	2	0	6	
Stinger	0	2	1	0	8	Instinct +1
Filaments	1	0	1	0	4	
Ganglia	0	1	1	1	8	Redirect +1
Neural Tube	1	1	0	1	8	Redirect +1
Phagocytosis	0	2	0	0	6	Feed +1
Budding	1	0	0	0	6	Breed +1
Fragmentation	1	0	1	0	8	Breed +1

Name	Move	ATK	DEF	VT	Cost	Notes:
Eukaryote	1	1	1	1	10	Instinct +1
Gametogenesis	0	0	1	2	8	Breed +1
Golgi Apparatus	0	1	1	1	6	
Nucleus	0	0	1	2	6	
Chemotaxis	1	0	1	0	8	Redirect +1
Cell Signaling	1	0	1	1	8	Pack +1
Active Transport	1	0	0	1	6	Feed +1
Lysosomes	0	1	1	0	6	Feed +1
Adhesion	1	0	1	0	6	Pack +1
Colony Formation	0	0	2	1	8	Pack +1
Microtubules	2	0	0	0	4	
Binary Fission	0	0	0	1	4	Breed +1
Spore Formation	0	0	3	0	6	
Oral Groove	1	0	0	0	4	Feed +1

Creature Stage Trait Deck

Name:	Move	Fight	Friend	VT	Cost	Notes:
Powerful Jaws	0	3	0	0	8	Feed +1
Mandibles	0	2	0	0	6	Feed +1
Wings	3	1	1	0	10	
Tail	1	1	1	0	6	
Bipedal	0	0	1	2	8	Pack +1
Opposable Thumbs	1	1	1	1	8	
Tentacles	0	1	1	1	6	
Claws	1	2	0	0	6	
Jumper	2	1	1	0	8	
Eye Stalks	1	0	1	0	6	Redirect +1
Sonar	1	1	0	0	6	Redirect +1
Big Nose	0	1	1	0	6	Feed +1
Super Snout	0	0	1	0	4	Feed +1
Ear Flaps	0	1	2	0	8	Redirect +1
Acute Hearing	0	1	0	1	6	Redirect +1
Talons	1	3	0	0	8	
Hair	0	0	2	0	4	Warm +1
Scales	1	1	0	0	4	
Hooves	2	1	0	0	8	Pack +1
Feathers	1	0	2	0	8	Warm +1
Charm	0	1	3	0	10	Breed +1
Dance	0	0	3	0	10	Breed +1 Pack +1
Sing	0	0	2	1	10	Breed +1 Pack +1
Pose	0	1	2	0	10	Breed +1 Pack +1
Spitter	0	2	0	0	4	
Glider	2	1	0	0	6	
Tusks	0	2	1	0	6	
Antlers	0	2	2	0	8	
Long Neck	0	0	2	0	6	Feed +1
Prehensile Tail	1	0	1	1	6	
Warm Blooded	1	1	0	1	8	Warm +1
Large Size	1	1	1	0	8	Warm +1

Name:	Move	Fight	Friend	VT	Cost	Notes:
Live Birth	0	0	0	2	6	Breed +1
Nesting	0	0	0	1	4	Breed +1
Color Vision	1	0	0	1	6	Redirect +1
Compound Eyes	1	1	0	0	6	Redirect +1
Antennae	1	0	1	0	6	Redirect +1
Trunk	0	1	1	1	6	
Herd	1	1	0	0	8	Pack +1 Instinct +1
Pride	0	2	0	1	8	Pack +1
Hive	0	1	0	0	6	Feed +1 Pack +1
Flock	2	0	1	0	8	Pack +1
Camouflage	1	2	1	0	8	
Sneak	1	1	0	0	6	Instinct +1
Swimmer	2	0	0	0	4	
Charge	1	2	0	0	8	Instinct +1
Raging Roar	0	2	0	0	6	Instinct +1
Siren Song	0	0	3	0	6	
Summon Flock	0	1	1	0	6	Pack +1
Tool Use	0	1	0	2	8	Feed +1
Warning Cry	0	1	1	1	8	Instinct +1
Pincers	0	2	0	0	6	Feed +1
Shell	0	2	1	0	6	
Sprinter	3	0	0	0	8	Instinct +1

Tribal Stage Trait Deck

Name	Fight	Social	VT	Cost	Notes:
Stone Axes	3	0	0	6	
Fishing Spears	1	0	0	4	Fishing +1
Body Paint	1	1	0	6	Instinct +1
Drums	1	2	0	8	Instinct +1
Wooden Horns	1	2	0	8	Redirect +1
Plow	0	0	1	4	Agriculture +1
Flags	1	1	1	6	
Firesworks	0	3	0	8	Instinct +1
Fire Bombs	2	1	0	6	
Torches	2	1	1	8	
Beast Master	1	1	1	8	Population +1
Rain Dance	0	1	1	6	Agriculture +1
Spears	2	0	0	6	Hunting +1
Shields	2	0	0	4	
Masks	1	1	1	8	Instinct +1
Funny Hats	0	2	0	4	
Healing Stick	1	1	0	4	
Shamanism	1	2	1	10	Redirect +1
War Chief	2	0	0	6	Instinct +1
Knives	1	0	1	4	
Nets	1	0	0	6	Fishing +1 Hunting +1
Totem Pole	1	1	2	10	Instinct +1
Weaving	0	1	1	4	
Baskets	0	1	0	4	Gathering +1

Name	Fight	Social	VT	Cost	Notes:
Fermentation	1	1	1	8	Agriculture +1
Ritual Burial	0	1	3	10	Think +1
Jewelry	0	2	1	6	
Healing Herbs	1	1	1	8	Population +1
Language	1	1	1	8	Think +1
Maracas	0	2	0	4	
Didgeridoos	0	3	0	6	
Metal Working	2	1	2	10	
Clothing	0	2	1	6	
Bow & Arrows	2	0	1	8	Hunting +1
Star Gazing	0	1	2	8	Think +1
Cooking	0	2	1	8	Population +1
Magical Thinking	0	1	1	6	Redirect +1
Scouts	2	0	0	6	Redirect +1
Traps	1	0	0	4	Hunting +1
Granary	0	0	2	6	Agriculture +1
The Wheel	0	0	2	4	
Trading	0	3	1	10	Think +1
Sickles	0	0	0	4	Gathering +1 Agriculture +1
Pottery	0	0	2	8	Gathering +1 Agriculture +1
Canoes	0	0	2	6	Fishing +1
Tents	0	0	2	6	Redirect +1
Huts	0	0	1	4	Population +1
Cave Painting	0	0	2	6	Think +1

Civilization Stage Trait Deck

Name	Milit	Econ	Cult	VT	Cost	Notes:
Ground Vehicles	2	2	0	0	8	
Airplanes	3	1	0	1	10	
Balloons	1	0	0	1	4	
Engineering	1	1	0	1	10	Industry +1; Think +1
Architecture	1	1	1	2	10	
Fortifications	2	0	0	1	6	
Mythology	0	0	3	1	8	
Religion	0	0	3	0	8	Think +1
Propaganda	1	0	2	0	8	Redirect +1
Nationalism	2	1	1	0	10	Policy +1
Guns	2	0	0	0	4	
Artillery	3	0	0	0	6	
Missiles	2	0	0	1	6	
Coinage	0	2	0	1	10	Trade +1; Taxation +1
Banking	0	3	0	0	8	Taxation +1
Philosophy	1	1	2	0	10	Think +1
Chemical Fertilizers	0	2	0	0	6	Agriculture +1
Selective Breeding	0	2	0	1	8	Agriculture +1
Government	1	1	1	0	8	Redirect +1
Institutions	1	1	1	1	10	Policy +1
Combustion	1	1	0	1	8	Industry +1
Colonialism	1	1	1	0	8	Population +1

Name	Milit	Econ	Cult	VT	Cost	Notes:
Crusades	2	0	2	0	10	Policy +1
Universities	0	1	0	1	6	Think +1
Temples	0	0	2	1	6	
Roads	1	2	0	0	8	Trade +1
Railroads	1	2	0	0	8	Industry +1
Literature	0	0	2	1	8	Think +1
Drama	0	0	2	2	8	
Medicine	0	0	0	2	6	Population +1
Radio	1	1	1	1	8	
Telecommunications	1	1	1	1	10	Redirect +1
Astronomy	0	0	1	3	8	
Law	1	1	1	0	8	Taxation +1
Sailing Ships	1	2	0	1	10	Trade +1
Stocks & Bonds	0	3	0	0	6	
Missionaries	0	0	3	0	6	
Sanitation	0	1	0	1	6	Population +1
Beaurocracy	0	1	0	1	6	Taxation +1
Navy	3	0	0	1	8	
Computers	1	1	1	1	10	Think +1
Fanaticism	0	0	5	0	10	End Stage
Nukes	5	0	0	0	10	End Stage
Global Merger	0	5	0	0	10	End Stage

Space Stage Trait Deck

Name:	Explore	Confl	Terra	Diplo	VT	Cost	Notes:
Gravity Wave	0	0	5	0	0	10	Galactic Ban
Planet Buster	0	5	0	0	0	10	Galactic Ban
Fanatical Frenzy	0	0	0	5	0	10	Galactic Ban
Fusion Reactors	0	1	0	0	1	6	Energy +1
Interstellar Drive	3	0	0	0	1	8	
Arms Dealer	1	2	0	0	0	8	Trade +1
Interplanetary Drive	3	0	0	0	0	6	
Galactic Speed Demon	2	1	0	0	0	8	Redirect +1
Wormhole Key	3	1	0	0	0	8	
Spice Savant	0	0	1	0	1	6	Excavation +1
Asteroid Mining	1	0	0	0	1	6	Excavation +1
Heat Ray	0	2	2	0	0	8	
Universal Translators	0	0	0	3	1	8	
Planetary Scanners	2	0	1	0	1	8	
Nano Technology	1	1	1	0	1	10	Fabrication +1
Materializers	0	0	2	0	1	8	Fabrication +1
Teleportation Pads	1	1	0	0	1	6	
Power Monger	1	1	1	0	0	8	Energy +1
Lasers	0	2	0	0	0	4	
Auto Blasters	0	3	0	0	0	6	
Proton Missiles	0	3	0	0	0	6	
Antimatter Bombs	0	3	0	0	0	8	Policy +1
Genetic Engineering	0	1	2	0	0	8	Specialization +1
Atmospheric Converters	0	0	3	0	0	6	

Name:	Explore	Confl	Terra	Diplo	VT	Cost	Notes:
Telepathy Chambers	1	1	0	3	0	10	
Heads in Jars	0	0	0	0	2	6	Think +1
Space Fireworks	0	0	0	2	0	4	
Cybernetics	0	1	0	0	0	4	Specialization +1
Gracious Greeting	1	0	0	3	0	8	
Colony Domes	1	0	2	1	0	8	
Artificial Intelligence	1	1	1	1	0	10	Think +1
Prime Specimen	1	1	1	1	0	10	Specialization +1
Gentle Generalist	1	0	1	1	1	10	Redirect +1
Green Keeper	1	0	2	0	0	6	
Colony Craze	1	0	3	0	1	10	
Brain Amplifiers	0	1	0	2	0	8	Think +1
Tractor Beams	1	1	1	0	0	6	
Anti-Gravity Pods	1	1	1	0	1	8	
Return Ticket	1	1	0	0	1	8	Redirect +1
Cash Infusion	0	0	0	1	1	6	Discard a Card for 1D6 RT
Pirate Hunters	1	2	0	1	0	10	+2 vs Space Raid Events
Safari Vacuum	2	0	2	0	0	8	
Soothing Song	0	0	0	2	1	8	Policy +1
SETI Detector	3	0	0	0	1	10	Redirect +1
Static Cling	0	3	0	0	1	8	
Raider Rally	0	2	0	1	0	6	
Ice Comet Call	0	2	2	0	0	10	Policy +1
Asteroid Call	0	3	1	0	0	8	
Hologram Scout	2	1	0	1	0	10	Policy +1
Cloaking Device	0	2	0	0	1	6	Redirect +1
Energy Shields	0	2	0	0	0	4	
Happiness Booster	0	0	0	2	1	6	
Embassies	0	0	0	3	0	8	Policy +1
Bio Stabilizer	0	0	3	0	1	8	
Mind Erasers	0	2	0	2	0	8	
Wildlife Sanctuary	1	0	2	0	1	8	

Links

<http://www.spore.com/ftl> Spore.





Squad

Introduction

Card game. Simulates small unit tactics in World War II.

Logistics

Use tokens to represent soldiers. At least two six-sided dice are required. A deck of cards unique to this game will have to be constructed before play is possible.

Setup

Each player starts with one squad of one of the five available nationalities. American squads start with 12 men. German, British, and Japanese squads start with 10 men.

Russian platoons start with 36 men. Opposing squads begin the game at long range from each other. Players take turns. Roll high to determine who goes first.

Shuffle the deck. Players start with 5 cards each. Each player may play one terrain card, if they have one in their hand.

All Fire Phases

Range in this game is the relative range between the two squads. Play attack cards that correspond to the relative range between the squads. For instance if you are at long range, you may attack with a mortar, but not a pistol.

Attack Cards are type (A) in the card list. Each attack lists what ranges it can be used at: PB (Point Blank), S (Short), M (Medium), and L (Long) You must play an Attack card to attack. Each attack card kills 1D6 - 1D6 enemy soldiers. (The attack roll) Roll two dice, subtract the second from the first.

A result of zero or a negative number means there are no casualties. The attack roll is modified by many cards, as expressed in the card list. Terrain cards (T) subtract their cover rating to the attack roll total.

For example: A Hedge Row would reduce 5 kills to 3 kills. Attack cards have built in modifiers. For example: A pistol(PB/S-1) inflicts one less casualty at short range. If your attack causes casualties, you may play a Commander Killed card.

Japanese squads may make one PB attack at short range instead, per turn.

Turn Sequence

Players take turns. Each turn has 9 phases:

1. Draw Phase

2. Morale Phase
3. Covering Fire Phase
4. Opportunity Fire Phase
5. Movement Phase
6. Position Fire Phase
7. Return Fire Phase
8. Rally Phase
9. Discard Phase

Draw Phase

German Squads draw four cards from the common deck. Russian Squads draw two cards from the common deck. Other Squads draw three cards from the common deck.

If you use up the deck, reshuffle the discard pile and continue playing.

Morale Phase

If your squad was fired upon last turn roll 1D6:

1D6	Result:
1-4	Nothing
5-6	Squad Pinned

This roll is called the morale check. American Squads get +1 to this roll. Japanese Squads get -1 to this roll.

Add 1 to the roll per man killed last turn. A pinned squad cannot move and its attack rolls are at -1. If the squad was already pinned, it routs: A squad that routs loses 1D6 - 1D6 men. (Roll 1D6 and subtract 1D6) Routed men are considered to be casualties.

Men that did not rout are still pinned. Cards that modify the Morale check are played before the roll is made. Pinned units remain pinned until rallied.

Covering Fire Phase

Declare whether or not your squad is going to attempt to move this turn. If you are going to move your squad this turn you may first attack with covering fire. (All attacks require the discard of 1+ Attack cards at the appropriate range.) Your attacks are at -2, because you are moving and firing.

American squads only have no penalty because they are equipped with semi-automatic M-1 rifles instead of bolt action rifles. You may also play a smoke card. If you play smoke your attacks are at an additional -2.

Declare if you are taking the Point man option.

Opportunity Fire Phase

If you are moving this turn your opponent may attack in this phase. Range is the same as last turn. If you provided covering fire, your opponents attacks are at -1.

If you play smoke your opponents attacks are at an additional -2. Your opponent may play an Ambush card to attack at +2. If you took any casualties this phase, and you took the Point man option, you take only one casualty, and you skip movement phase.

Movement Phase

To move your squad, play a terrain card. This replaces your old terrain card, which is discarded. You may also change the range by one step.

pb – s – m – 1

Changing the range is not required. The move may be lateral. Instead of playing a terrain card you may discard any card to move into an open terrain. Open terrain provides no cover modifier.

Your opponent may abort your move by playing a Blocking (B) card. Minefields and Barbed Wire Card are (B) cards. If a blocking card is played you must discard the new terrain card.

Your squad returns to the old terrain. A minefield will kill 1D6 - 1D6+2 men. A Combat Engineer card will negate a (B) card, allowing the squad to move.

If you are unblocked you may play a Mission Objective and/or Concealment card.

Position Fire Phase

You may attack. Your attacks are at -1 if you moved this turn. If you did not move and your opponent outflanked you last turn your attacks are at -1.

Card List

#	Type	Card Name	Notes
1	M Leadership	Rally roll +2	
1	M Fatalism	Morale check -1	
1	M Patriotism	Rally roll +2	
1	M Camaraderie	Rally roll +2	
1	M Determination	Morale check -1	
1	M Shell Shock	Morale check +2	
1	M Confusion	Rally roll -1	
1	M Exhaustion	Rally roll -1	
1	M Hesitation	Morale check +2	
1	M Fear	Morale check +2	
1	T	Pill Box	Cover -3
2	T	Line of Trees	Cover -1
2	T	Low Wall	Cover -1
1	T	Entrenchments	Cover -3
2	T	Building	Cover -2

Heavy weapons like mortars and machine guns may not be used to attack if you moved this turn. If you moved this turn and your opponent did not attack in opportunity phase, you have outflanked the enemy and get +1 to all your attacks this phase.

Return Fire Phase

Your opponent may attack.

Rally Phase

If a squad is pinned this turn roll 1D6:

1D6	Result:
1-4	Squad remains pinned
5-6	Squad is rallied (becomes unpinned)

This roll is called the Rally roll. Cards that modify the Rally roll are played before the roll is made. Americans & German Squads get +1 to this roll.

Discard Phase

If you did not move or attack this turn you may draw an extra card. If you have more than 5 cards in your hand discard the extra cards. Well trained German troops may keep 6 cards.

Poorly trained Russian units may only keep 4 cards.

Card List Abbreviations

- # Number of this card in the deck.
- M Modifier Card
- T Terrain Card
- A Attack Card
- B Block Card
- N National Trait Card

#	Type	Card Name	Notes
1	T	Gulley	Cover -3
1	T	Wheat Field	Cover -1
2	T	Hedge Row	Cover -2
1	T	Fox Holes	Cover -2
2	T	Thick Woods	Cover -2
2	T	Rubble	Cover -2
1	T	Hill	Cover -1/All your Attacks +1
1	A	Knife	PB/Kill one enemy maximum
1	A	Entrenching Tool	PB/Kill one enemy maximum
1	A	Bayonet	PB/Kill one enemy maximum
1	A	Rifle Butt	PB/Kill one enemy maximum
1	A	Bare Hands	PB/Kill one enemy maximum
1	A	Garrote	PB/Kill one enemy maximum
2	A	Take Prisoners	PB/ Play only if enemy squad is pinned
3	A	Pistol	PB/S-1
4	A	Grenade	S/Negates opponents terrain Cover modifier
2	A	Flame Thrower	S/Negates opponents terrain Cover modifier
2	A	Bazooka/Panzerfaust	M+2
4	A	Sub-Machine Gun	S+1/M-1
2	A	Carbine	S/M
4	A	Bolt-action Rifle	S/M/L
3	A	Semi-Automatic Rifle	S+1/M/L-1
2	A	Sniper Attack	L+1
2	A	Mortar	L+2/Cannot use if you moved/Position Fire only
4	A	Light Machine Gun	M+2/L/Cannot use if you moved this turn
1	A	Radio Artillery	L+3
1	A	Fire Section	S/M/L Covering Fire Phase only
1	A	Assault Section	PB/S Position Fire Phase Only
1	A	Fire Team	M/L Position Fire Phase Only
4	A	Scout	Look at next 5 cards in deck
1	A	Infiltration	PB+1 Position Fire Phase Only
10	N	National Trait	Effect varies according to squads nationality
2	M	Encircled	Cover +3/Attach to pinned opponents terrain
6	M	Mission Objective	Victory Requirement
5	M	Smoke	All Opportunity Fire attacks -1 this turn
5	M	Concealment	Cover -1/Attach to your Terrain
4	M	Ambush	+2 all atk rolls in Oprty Fire Phase this turn
3	M	Enfilade	+2 to all attacks made by Guns this turn
4	M	Flanking Fire	Add +1 to all attacks this turn
2	B	Minefield	Block and Attack
2	B	Barbed Wire	Block

2 M Combat Engineer Negates a Block card 2 M Commander Killed Opponents Hand size -1 The Commander Killed Card can be played on opponents squad, once only during the game, immediately after an enemy soldier has been killed.

Victory

There are two ways to win: Kill or rout all members of your opponents squad. Collect 3 Mission Objective Cards.

National Trait Cards

These can be used for different effects depending on the nationality of your squad. Americans can use a national trait card to do one of the following:

1. Same as Radio Artillery card
2. American Ingenuity: Discard to draw 2 cards.
3. Browning Automatic Rifle Attack: S+1/M+1

Germans can use a national trait card to do one of the following:

1. Tactics: Same as Flanking Fire card
2. Same as Light Machine Gun card

3. Professionalism: Rally Roll +1
4. Intimidation: Morale Check +1

Russians can use a national trait card to do one of the following:

1. Machine Pistol Attack: PB/S/M-1
2. Reinforcements: Gain 1 man
3. Commissar: Rally Roll +1
4. Human Wave: PB+1

British can use a national trait card to do one of the following:

1. Sharp shooting: M+1/L+1
2. Stiff Upper Lip: Morale roll +1
3. British Intelligence: Look at next 4 cards in deck

Japanese can use a national trait card to do one of the following:

1. Same as Concealment card
2. Booby Traps: Same as Minefield card
3. Same as Ambush card
4. Bonsai Charge: PB+2

Cardset

by Christian Martinez (at martinez@lyon.cci.fr) to download **??Squad Cardset**

More Cards!

Another set, this one by Janne Thorne Zip File: [Click Here](#) to go to his Site Thoth version: [Click Here](#)

Most Excellent Cardset

by Marcello [Click Here](#) Images from "Saving Private Ryan" Plus playtested rules variants.

Flanking Variant

by Christian Martinez (at martinez@lyon.cci.fr)
Flanking Fire: this rule replaces the one existing about "Flanking Fire" and "Encircled". In the deck replace the two Encircled cards with two more Flanking Fire cards. After you have (successfully) played a terrain card without changing the range (laterally), you can play a Flanking Fire card. That card stays in play.

These cards are cumulative : if you move again laterally and play another FF card, all stay in play(=encirclement) and add their bonus. If you move and do not play a FF card, all FF cards you have played are discarded. If your opponent (successfully) moves, all FF cards you have played are discarded.

Map Variant

Use a hex map. Remove the Terrain cards from the deck. Draw the terrain types onto the map before play.

Terrain types include those described on the cards plus clear or open terrain. A squad is represented by a pawn on the map. In move phase you can move your squad 2 hexes in open terrain or 1 hex if Entering a non-open terrain type.

Point Blank Range = 1 hex distance.

S 2 hexes, **M** = 3 hexes, **L** = 4 hexes

This variant would allow each player to have more than 1 squad. Each squad requires its own hand of cards.





Stakk Chess

Objective

Capture opponents King.

Setup

Use a normal chessboard. Each side has 1 King and 31 flat pawns. Stack your pawns in your back 2 rows as follows: 1 1 1 1 1 1 1

4 2 3 5 K 3 2 4

Pawns must be flat and stackable. Use checker pieces for pawns.

Rules

Players take turns moving. On your turn move your King, one pawn, or one stack. Moving onto an opponents stack or pawn captures all of those pawns.

A pawn or stack may move onto a friendly pawn or stack forming a bigger stack. One or more pawns may be moved off a stack into the same space adjacent to the stack. At least one pawn must remain from the original stack.

Pawns moved this way may not capture or checkmate. A stack may be up to 5 pawns high. Pawns & Kings move as in normal chess.

A stack of 2 may move as a knight. You may only have two knights at a time. A stack of 3 may move as a bishop.

You may only have two bishops at a time. A stack of 4 may move as a rook. You may only have two rooks at a time.

A stack of 5 may move as a queen. You may only have one queen at a time. Single pawns that reach the back row may move laterally on the back row one space. They may not capture.





Star Command

Introduction

Board & card game for 2 players. Battle between Buzz Lightyear and Evil Emperor Zurg. Takes place in the Buzz Lightyear Universe.

Each figure represents a main character or group of lesser characters.

Disclaimer

'Buzz Lightyear' is a copyrighted/trademarked property. This is just a fan site.

Victory

Capture the opposing Leader.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units.

Units Table Notation

Number of that type of unit each player has in setup.

Move The types of Move Cards the unit can use.

Range = The types of Attack Cards the unit can use.

Space Ranger Unit Table

Name	#	Hits	Move	Range	Notes
Buzz Lightyear	1	3	5	4	Captain Lightyear: Leader
Mira Nova	1	2	5	4	Tangean Princess
X-R	1	1	5	3	Robot: Experimental Ranger
Booster	1	2	5	2	Space Cadet
LGM	2	1	3	2	Little Green Men
Space Rangers	8	1	4	3	Delta Squadron
Space Cruiser	1	2	5	5	Andromeda Class
Alpha-2	1	2	5	4	Prototype Ship

Zurgariffic Unit Table

Name	#	Hits	Move	Range	Notes
Evil Emperor Zurg	1	3	4	4	Leader
Agent Z	1	2	5	4	Dark Warpmatter
Brain Pods	1	1	2	2	Lack-wit Lackeys
Hornet Robots	8	1	3	2	Robots
Cranial Dissector Bot	1	1	3	1	Robot
Slag Monster Mutant	1	2	2	1	
War Cruiser	1	2	5	5	
Planetary Defense Matrix	1	2	1	4	
Zurg Tower	1	3	0	5	

Space Ranger Unit Special Abilities

Name	Ability	Game Effect
Buzz Lightyear	Field Experience	Defense

Name	Ability	Game Effect
Mira Nova	Tangean Brain Squeeze	Attack = 1
X-R	Auxiliary Gear	Attack = 2
Booster	Bulk	Attack = 1
LGM	Uni-mind	Repair
Space Rangers	Hot Dogging	Move = 4
Space Cruisers	Laser Cannons	Attack = 6
Alpha-2	Stealth	Move = K

Zurgariffic Unit Special Abilities

Name	Ability	Game Effect
Evil Emperor Zurg	Ion Blaster	Attack = 3
Agent Z	Flame Thrower	Attack = 2
Brain Pods	Grey Matter	Repair
Hornet Robots	Expendable	Draw 1 card if destroyed
Cranial Dissector Bot	Dissection	Attack = 1
Slag Monster Mutant	Crater Vipers	Attack = 1
War Cruiser	Laser Cannons	Attack = 6
Planetary Defense Matrix	Space Mines	Attack = 1
Zurg Tower	Zurgatronic Megaray	Attack = 6-8

Unit Special Abilities

Discard a 'Special' card to activate a units special ability. The Repair ability puts a destroyed robot unit back into play next to the repairing unit. Repairs on your units are done at the end of your Battle Phase.

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Move Phase
3. Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.
Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for: The

Alpha-2 uses its stealth technology to move through other units Mira Nova may use her Ghosting Powers to move through other units. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes one Hit point of damage. A unit reduced to zero hits is captured and is removed from the map.

Units cannot attack through other units. A player may discard a Defense card to negate an attack.

Card List Notation

M Movement

A Attack

D Defense

X Special

Type Purpose of card

Number of that type of card in the deck

Card List

Card Name:	#	Range	Type	Notes:
Move	5	1	M	Walk
Move	5	2	M	Run
Move	5	3	M	Hover
Move	4	4	M	Jet Pack
Move	3	5	M	Full Throttle
Blast Off	1	3	M	Rangers only
Rocket Cycle	1	4	M	Rangers only
Flying Platform	1	3	M	Zurg only
Laser	5	2	A	Pistol
Laser	5	3	A	Rifle
Laser	4	4	A	Bazooka
Laser	4	5	A	Cannon
Close Combat	3	1	A	Kick
Close Combat	3	1	A	Punch
Close Combat	2	-	D	Flip: vs Close Cbt: Attacker takes 1 Hit
Armor	1	-	D	Terrillium Carbonic Alloy
Armor	1	-	D	Laser Resistant Diavallic Alloy
Maneuver	1	-	D	Gemini Split: Rangers only
Maneuver	1	-	D	Emergency Liftoff
Maneuver	1	-	D	Dodge
Communicator	1	-	X	Draw 3 cards
Nefarious Scheme 1	-	X	Draw 3 cards: Zurg only	
Crystolic Fusion Cell	1	-	X	Draw 2 cards
Energy Readings	1	-	X	Look at opponents Hand
Spy Drone	1	-	X	Look at opponents Hand: Zurg only
Special	6	-	X	Activate Unit Special Ability





Star Control

Introduction

Alliance vs Hierarchy. Space War Strategic & Tactical.

Disclaimer

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Victory

Destroy all enemy Starbases.

Galactic Starmap

Use a Hex Map. There are 3 Hex Types. When setting up roll for each hex:

1D6	Type:	Notes:
1-3	Void	Empty Space
4-5	Star	World type unknown until explored
6	Hazard	No Ships may enter this hex

Tactical Solarmap

Use a Hex Map. This map is used for fighting battles. If at a World Hex, put a Planet Marker in the Center Hex of the Map.

If at a Starbase, put a Starbase Marker in the Center Hex of the Map.

Dice

Six & 10 sided dice are needed.

Counters

Use counters to represent:

- Unexplored Stars
- Hazards
- Worlds
- Relics
- Installations
- Ships & Special Ships
- Starbases

Hierarchy Fleet Ship List

Race/Ship	Crew	Range	Speed	Turn	Dam	Aim
Ur-Quan Dreadnaught	10	8	2	1	4	6
Mycon Podship	4	2	2	2	3	8

- Damage (to Ships)

Starbucks

The basic Currency of both sides. Use Tokens to represent Starbucks.

Fleets

Each Player has 7 Types of Ships in his Fleets. A Fleet is a stack of Ships in Play on the Galactic Map A Fleet can have a Maximum of 7 Ships. A Hex may contain any number of Fleets.

Fleet Pile

This is a pile of all of a players ship counters that are not in play. A complete set of Ship counters has 10 Copies of each of the 7 types of ships.

Ship Stats

Each ship has 6 Stats: Crew, Range, Speed, Turn, Damage, Aim

Crew

This is a measure of how much damage a ship can sustain before being destroyed.

Range

The distance in hexes a Ships Weapons will reach.

Speed

The distance in hexes a Ship can travel in 1 turn.

Turn

The maneuverability of the Ship. This is subtracted from an opponents Aim when he is attacking.

Aim

Chance to hit on 1D10 when attacking.

Race/Ship	Crew	Range	Speed	Turn	Dam	Aim
Spathi Discriminator	6	6	4	4	1	8
Androsynth Guardian	4	4	1	2	2	8
Vux Intruder	4	6	2	2	2	7
Ilwrath Avenger	4	2	3	4	3	8
Umguh Drone	2	2	2	2	2	7

Special Hierarchy Ships

Race/Ship	Crew	Range	Speed	Turn	Dam	Aim
Ur-Quan Fighter Squad	1	2	4	4	1	8
Androsynth Comet	4	1	5	4	3	7

Ur-Quan Dreadnaught

Each Dreadnaught may launch 2 Fighter Squads during a Battle. A Fighter Squad must return to a Dreadnaught once every 4 turns or be destroyed.

Mycon Podship

Weapon: Tracking Plasmoid Long Range Attack Option: Range +2 Dam -1 Aim -1 Extreme Range Attack Option: Range +4 Dam -2 Aim -2 The Podship removes all damage after each battle.

Spathi Discriminator

Weapon: BUTT: Backwards Utilizing Tracking Torpedo

Androsynth Guardian

Weapon: Molecular Acid-based Blob This ship may reconfigure into the Comet form in End Segment if it did not attack this turn.

Androsynth Comet

Attack Mode: Direct Impact This ship may reconfigure into the Guardian form in End Segment. After 2 consecutive turns as a Comet the ship automatically goes back to Guardian Mode.

Vux Intruder

Weapon: Monstrous Optical Laser Secondary Weapon: Limpet: Range = 6, Aim = 8 If the Limpet hits the target takes no damage, But is Speed, Turn, & Accuracy -1 for rest of battle

Ilwrath Avenger

Weapon: Cloaking & HellFire Blast. Enemy ships must target another ship if one is in range.

Umguh Drone

Weapon: Antimatter Cone Cone Defense: If hit with a Missile roll 1D6. On a roll of 4+ the Missile is destroyed. Retro-Propulsion: Move +3, Aim +1, Speed +2 for one full turn Retro-Propulsion can be used up to once every three turns The turn after Retro-Propulsion the ship is Move -1, Dam -1, Speed -1

Alliance Fleet Ship List

Race/Ship	Crew	Range	Speed	Turn	Dam	Aim
Chenjesu Broodhome	8	8	3	1	4	6
Yehat Terminator	6	6	3	3	2	7
Mmrnmhm X-Form	4	4	1	2	2	8
Ariloulaleelay Skiff	2	1	2	4	2	8
Syreen Penetrator	4	6	3	3	1	6
Earthling Cruiser	6	8	1	1	4	7
Shofixti Scout	2	6	4	4	1	7

Special Alliance Ships

Race/Ship	Crew	Range	Speed	Turn	Dam	Aim
Mmrnmhm Fighter	4	8	4	4	1	6

Chenjesu Broodhome

- Weapon: Large Crystal Missile
- Missile Fragmentation Option: Damage -3 Aim +2 Range +1
- Secondary Weapon: DOGI's: Range = 6, Aim = 8
- If a DOGI hits, the target takes no damage, But is Speed, Turn, & Damage -1 for rest of battle

Yehat Terminator

- Weapon: pulse cannon fires twin energy Missiles.
- This Ship can make 2 attacks on its turn.
- Force Field Activation: Turn +2 & only get 1 attack next turn.

Mmrnmhrm X-form

- Weapon: Twin Lasers
- This Ship can make 2 attacks on its turn.
- This ship may reconfigure into the Fighter form in End Segment.

Mmrnmhrm Fighter Form

- Weapon: Long Range Missile Launcher.
- This ship may reconfigure into the X-Form in End Segment.

Ariloulaleelay Skiff

- Weapon: Auto-Aiming Lasers.
- Teleport Defense: If hit roll 1D6. On a roll of 4+ the skiff evades by teleporting in a
- Random direction (use 1D6 to determine direction from original hex) 1D6 spaces away.

Syreen Penetrator

- Weapon: Puny Missile
- Syreen Song Attack: Range = 2, Aim = 8, Dam = 2
- If the Song Hits, the Syreen remove 2 Damage from themselves.

Earthling Cruiser

- Weapon: Long Range Homing Tactical Nuclear Weapons
- Secondary Weapon: Point Defense Laser: Range = 2, Aim = 8, Damage = 1

Shofixti Scout

- Weapon: Energy Dart
- Glory Attack: Range = 1, Aim = 9, Damage = 4
- The Scout self Destructs in a Glory Attack.

Setup

Players pick which side they control (Hierarchy or Alliance) Set up the Galactic Map. Each Player places 1 Starbase marker onto an empty space (on opposite sides of the Galactic map). Each player starts with 4 random ships & 10 Starbucks.

Turn Sequence

Players take turns. Each turn has 8 Phases:

1. Movement Phase
2. Research Phase
3. Battle Phase
4. Starbucks Phase
5. Construction Phase
6. Build Phase
7. Besiege Phase
8. End Phase

Movement Phase

- At the beginning of this phase, you may rearrange the compositions of your fleets within each hex.
- A Fleet may Move 1 Hex.
- A Fleet that contains all ships with a speed of 3+ may move up to 2 Spaces.
- A Fleet cannot move into a space containing an enemy Fortress and cannot move from a space adjacent to an enemy fortress into another space also adjacent to an enemy fortress.

Exploration

When a Star is explored for the first time roll to determine the World Type:

1D6	Type:	Installation Type:
1-2	Mineral World	Mine
3-4	Life World	Colony
5-6	Dead World	Fortification

Finding Relics

When a Star is explored for the first time roll to determine if there Are any Precursor Relics present:

1D6	Relics:
1-3	None
4-5	Precursor Technology
6	Power Crystals (Gain 1D6 Starbucks)

If you found a Technology get an extra advance in Research Phase.

Research Phase

Get 1 Advance: One of your races (determined randomly) gains 1 level in 1 random Stat. This bonus affects all ships of that race for the rest of the game.

Random Race Table

1D10	Hierarchy:	Alliance:
1	Ur-Quan	Chenjesu
2	Mycon	Yehat
3	Spathi	Mmrnmhm
4	Androsynth	Ariloulaleelay

1D10	Hierarchy:	Alliance:
5	Vux	Syreen
6	Ilwrath	Earthling
7	Umgah	Shofixti
8+	Reroll	Reroll

Random (ship) Stat Table

1D6	Type	Notes:
1	Power Sources	Range +1
2	Defenses	Crew +1
3	Weapons	Damage +1

1D6	Type	Notes:
4	Engines	Speed +1
5	Control Systems	Turn +1
6	Targeting	Aim +1

Battle Phase

A Fleet may attack an enemy Fleet in an adjacent Hex. Use the Tactical Hex Map. The Type of Hex will be that of the Defending Fleet.

Planets may not be moved into or through. Set up opposing Ships at opposite ends of the Map. Ships may not stack.

The Battle proceeds in Battle Turns. Players take Turns. During a player's turn each of his ships may move once & attack once. To hit roll 1D10 (The Attack Roll). If this equal to or lower than The Attackers Aim Stat minus the Defenders Turn Stat, the Attack Hits.

(A natural Roll of 1 always hits & a roll of 0 always misses) The Target takes damage equal to the Damage Stat of the Attacker. Use counters to indicate damage. A Ship with more damage than crew is destroyed.

Resolve Battles between fleets one at a time. An individual Battle can only include 1 Fleet from each player. (An individual Fleet may take part in several Battles in this phase) At the End of Battle Phase all of your damaged ships are repaired.

Starbucks Phase

Gain 2 Starbucks for every Mine you control. Gain 1 Starbuck for every Colony & Starbase you control.

Construction Phase

You may pay 6 Starbucks to build a Starbase in a Void space occupied by one of your ships. A Starbase

may not be built adjacent to another Starbase. You cannot build a Starbase if you currently have more Starbases than Colonies or Mines You may pay 4 Starbucks to build a Colony on a Life World occupied by one of your ships.

You may pay 4 Starbucks to build a Mine on a Mineral World occupied by one of your ships. You may pay 2 SB to build a Fortification on a Dead World occupied by one of your ships. A world may hold only 1 Installation.

Build Phase

You may pay 2 Starbucks to purchase a Ship. Draw a Random Ship Counter from your Fleet Pile. Ships must be built at a Starbase.

A Starbase can build a max of 1 Ship per turn.

Besiege Phase

A Fleet may attack a Fortress in an adjacent Hex. Roll 1D10 for each attacking ship (Bombardment Roll). Any roll of 10+ destroys the Fortress The Ur-Quan Dreadnaught gets +2 to this roll.

If you occupy a Hex containing an enemy Starbase, Mine or Fleet, you gain control of it.

End Phase

You may scuttle any Ships you don't want (Get 1 Starbuck per ship scuttled).





Star Craft Spawn

Introduction

Two player card game set in the StarCraft universe.

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Decks

Each player gets one unique deck. For example: Terran Deck vs Zerg Deck.

Randomizers

Six sided dice are needed to play. Tokens to record damage are also needed.

Objective

Destroy your opponents Command Structure.

Setup

Every player starts with a hand of 5 cards. Every player starts with their Command Structure in play. Roll high on 1D6 to see who goes first.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Logistics Phase
2. Deploy Phase
3. Attack Phase
4. End Phase

Logistics Phase

Draw 3 Cards. If your deck runs out, you may shuffle your discard and draw from it. You may discard 2 cards from your hand to draw 1 card.

Deploy Phase

You may play (deploy) any 3 cards from your hand. Deployed cards are placed face up onto the table in front of you. Deployed cards stay in play until destroyed.

Some of your deployed cards may allow you to deploy additional cards. Instead of deploying a card, you may issue a Repair Order. A Repair Order removes 1D3 damage counters from your units.

Instead of deploying a card, you may draw a card from the top of the deck. Instead of deploying a card,

you may put the top card of the discard pile into your hand. Instead of deploying a card, you may issue a Battle Plan Order.

A battle Plan Order gives all of your units a +1 to either Move, Force, Range, or Armor. Instead of deploying a card, you may issue a Scout Order. A Scout Order lets you look at your opponents hand.

Attack Phase

All of your units with a move greater than zero may attack. Attack with one unit at a time. The target of the attack must be an Infantry unit, Hero, Vehicle, Starcraft, or Building.

Units with Stealth cannot be Targeted. The defender may block the attack with another unit if the blocker has a larger Move rating Or Range score than the attacking unit. The blocking unit becomes the target of the attack. Units with Stealth cannot be blocked except by special units.

Compare the Range score of the Attacking unit & Defending Target. The Higher Range score attacks first. A unit with Stealth always attacks first regardless of Range.

When attacking roll a number of D6 equal to your Force Score. Every roll of 1-3 on 1D6 causes a Damage Token to be placed on the opposing unit. If the number of Damage Tokens equals or exceeds the units Armor rating it is destroyed.

Damage tokens remain until repaired. Destroyed units are discarded.

End Phase

Max hand size = 6. Discard excess cards. All Zerg units automatically (regenerate) remove 1 Damage Counter.

Event Cards

Have a variety of uses, and are played when appropriate. They are discarded after they take affect.

Terran Card Type Notation Glossary

- B** Building
- S** Spacecraft
- I** Infantry
- V** Vehicle
- H** Hero
- F** Faction
- A** Advance
- E** Event

Units = Heroes, Infantry, Vehicles, Spacecraft

Terran Deck Card List

Card Name	#	Force	Armor	Move	Range	Notes
Command Center	1	0	10	0B	0	Command Structure
Barracks	1	0	4	0B	0	Deploy +1 Infantry
Academy	1	0	3	0B	0	Deploy +1 Advance
Factory	1	0	3	0B	0	Deploy +1 Vehicle
Machine Shop	1	0	3	0B	0	Vehicles Force +1
Armory	1	0	3	0B	0	Vehicles Armor +1
Starport	1	0	3	0B	0	Deploy +1 Starcraft
Control Tower	1	0	3	0B	0	Battle Order +1
Science Facility	1	0	3	0B	0	Starcraft Armor +1
Physics Lab	1	0	3	0B	0	Starcraft Force +1
Covert Ops	1	0	3	0B	0	Infantry Force +1
Supply Depot	2	0	3	0B	0	Hand Size +1
Refinery	1	0	3	0B	0	Draw +1 Card/turn
Engineering Bay	1	0	3	0B	0	Deploy +1 Building
Bunker	2	0	6	0B	0	Defndng Infantry +3 Armor
Missile Turret	2	6	3	0B	30	Vs Space Only
ComSat Station	1	0	3	0B	0	Scout Order +1
SCV	6	1	2	1I	1	Build, Mine, Repair
Marine	8	2	2	2I	5	
Firebat	4	3	1	1I	3	
Ghost	2	3	2	3I	8	Stealth
Vulture Skimmer	4	3	2	8V	6	
Goliath Walker	4	4	4	5V	12	
Siege Tank	4	6	6	4V	20	
Wraith Fighter	4	4	3	10S	14	Stealth
Dropship	2	2	3	6S	6	Transport
Science Vessel	2	1D6	3	5S	10	
Battlecruiser	2	8	8	4S	24	
Stimpacks	1	+1	+1	+1A	-	Infantry
Yamato Cannon	1	+6	-	A	+2	Battlecruisers
EMP Shockwave	1	+3	-	A	+2	Science Vessels
Irradiate	1	+4	-	A	-	Science Vessels
Defensive Matrix	1	-	+3	A	-	Science Vessels
U-238 Shells	1	+2	-	A	-	Marines
Ion Thrusters	1	-	-	+2A	-	Starcraft
Siege Tech	1	+2	-	A	+2	Siege Tanks
Burst Lasers	1	+2	-	A	-	Wraiths
Titan Reactor	1	+2	-	A	-	Spacecraft
Cloaking Field	1	-	+2	A	-	Wraiths & Ghosts
Lockdown Rounds	1	+2	-	A	-	Ghosts
Mobile Buildings	1	-	+2	A	-	Buildings
Scanner Sweep	1	-	-	A	-	Scout Order +1
Upgrade Armor	1	-	+1	A	-	All Units
Upgrade Weapons	1	+1	-	A	-	All Units
Omega Squadron	1	-	+1	F	-	All units
Nova Squadron	1	-	-	+2F	-	All units
Alpha Squadron	1	+1	-	F	+1	All units
The Sons of Korhal	1	-	-	F	-	Draw +1 card/turn
Umojan Protectorate	1	-	-	F	-	Hand Size +1
Kel-Morian Combine	1	-	-	F	-	Scout Order +1

Card Name	#	Force	Armor	Move	Range	Notes
Arcturus Mengsk	1	3	3	3H	6	Draw +1 card/turn
Jim Raynor	1	4	3	4H	8	All Units +1 Force
Sarah Kerrigan	1	5	4	5H	10	Stealth
Edmond Duke	1	3	3	3H	7	All Units +2 Move
Nuclear Strike	1	10	-	E	0	Vs Building or Ground unit
Spidermines	1	5	-	E	0	Vs Attacking Ground units

Notes: SCV = Space Construction Vehicle. Ground units include Infantry and Vehicles. Transport = Deploy +1 Infantry.

Build = Deploy +1 Building, Mine = Draw +1 Card, Repair = Repair Orders +1

Zerg Card Type Notation Glossary

- O** Organ (Building)
- V** Evolution (Advance)
- S** Space Unit
- G** Ground Unit
- C** Celebrate (Leader)
- B** Brood

Zerg Deck Card List

Card Name	#	Force	Armor	Move	Range	Notes
Hatchery	1	-	10	0O	-	Command Structure
Creep Colony	2	-	4	0O	-	Deploy +1 Organ
Spore Colony	2	4	4	0O	20	Versus Space, Detect
Extractor	1	-	3	0O	-	Draw +1 Card
Spawning Pool	1	-	3	0O	-	Deploy Zerglings +1
Evolution Chamber	1	-	3	0O	-	Deploy Ground Units +1
Lair	1	-	5	0O	-	Deploy Drones +1
Sunken Colony	2	4	6	0O	8	Versus Ground
Hydralisk Den	1	-	3	0O	-	Deploy Hydralisks +1
Queen's Nest	1	-	3	0O	-	Deploy Queens +1
Spire	1	-	3	0O	-	Deploy Mutalisks +1
Hive	1	-	3	0O	-	Deploy Overlords +1
Defiler Mound	1	-	3	0O	-	Deploy Defilers +1
Nydus Canals	1	-	3	0O	-	All Units Move +2
Ultralisk Cavern	1	-	3	0O	-	Deploy Ultralisks +1
Greater Spire	1	-	3	0O	-	Deploy Guardians +1
Larvae	1	0	1	1G	0	
Overlord	4	-	4	4S	-	Detect, Battle Orders +1
Drone	6	1	2	2G	0	Build, Mine
Zerglings	8	1	1	4G	0	
Hydralisk	6	2	2	3G	6	
Mutalisks	4	3	2	7S	4	
Scourge	4	6	1	9S	0	
Queen	2	4	2	2G	2	
Ultralisks	4	8	6	3G	0	
Defiler	2	1	2	3G	0	All Units +1 Force
Guardian		2	4	4	2G	16
Spawn Broodlings	1	+3	V	-	Queen	
Infestation	1	-	V	-	Control	
Burrow	1	-	+2	V	-	Ground Units
Dark Swarm	1	+3	V	-	Defiler	
Plague	1	+3	V	-	Defiler	
Consume	1	-	+3	V	-	Defiler
Pneumatized Carapace	1	-	-	+3V	-	Overlord
Ventral Sacs	1	-	-	V	-	Overlords get Transport

Card Name	#	Force	Armor	Move	Range	Notes
Antennas	1	-	-	V	+1	All Units
Metabolic Boost	1	-	+1	+1V	-	Zerglings
Adrenal Glands	1	+2	-	V	-	Zerglings
Upgrade Melee Attacks	1	+1	-	V	-	Zerglings & Ultralisks
Upgrade Missile Attacks	1	+1	-	V	+1	Hydralisks & Defilers
Upgrade Carapace	1	-	+1	V	-	All units
Muscular Augments	1	-	-	+3V	-	Hydralisks
Grooved Spines	1	-	-	V	+3	Hydralisks
Flyer Attacks	1	+2	-	V	-	Mutalisks & Queens
Parasites	1	-	-	V	-	Scout +1
Ensnare	1	+3	-	V	-	Queen
Tiamat Brood	1	+1	-	B	-	Space Units
Fenris Brood	1	-	-	B	-	Scout Orders +1
Baelrog Brood	1	+1	-	B	-	Ground Units
Garm Brood	1	-	-	+1B	-	All Units
Jormungand Brood	1	-	-	B	-	Deploy +1 Unit
Surtur Brood	1	+1	-	B	-	Ground Units
The Overmind	1	-	-	C	-	Draw +1 Card
Daggoth	1	-	-	C	-	Hand Size +1
Zasz	1	-	-	C	-	Battle Orders +1

Detect = Negate Stealth ability of all opposing units in play. Control = Take control of Target Infantry Unit





Star Fiefs

Introduction

Card game version of Emporex. Opposing Noble Houses vie for domination in this quadrant of space.

Setup

Determine turn order by coin flips. Shuffle the common deck. Each Player starts with: 1 Homeworld card, 1 Leader Card, 1 House Troops Card, 1 Lesser Son Card. Each player starts with 4 Power tokens.

Each player draws a hand of 8 cards. Homeworlds and Leaders not used, are removed from play.

Victory

Players who lose their Homeworld are eliminated. A player may win by eliminating all of his opponents or... The first player to accumulate 8 Power Tokens is the winner and becomes the Governor of the Sector.

Turn Sequence

Players alternate turns. The player whose turn it is, is called the active player. A turn consists of the following 8 phases:

1. Draw Phase
2. Intrigue Phase
3. Duel Phase
4. Event Phase
5. Attack Phase
6. Production Phase
7. Recruit Phase
8. Discard Phase

Draw Phase

Draw 1 card. You may pay 10 Ecos to draw another card. If the deck runs out, shuffle the discard pile, and continue play.

Intrigue Phase

Leaders are considered to be personas. -You may put a card with the Seduction, or Intrigue trait back in your hand to spy: Look at opponents hand.

-You may put a card with the Psychic trait back in your hand to look at opponents hand and next card in deck.

-You may put a card with the Sabotage trait back in your hand: Target opponent must discard 1 random card from his hand. If the discarded card is a psypower or event the saboteur is discarded also.

-You may put a card with the Seduction trait back in your hand: Target opponent's male persona is put

back in his owner's hand. That male persona is immune to this effect for the rest of the game.

-You may put a card with the Assassination trait back in your hand: Discard the top card of the deck:

- If it is a Psypower or Event the Assassin is discarded.
- If it is a Persona, then a target opponent's persona in play is killed (discarded).
- If it is any other type of card than nothing happens.

A player may only make one Assassination attempt per turn. A player may discard a persona card from play or his hand to negate a successful assassination.

Event Phase

Certain Events and psypowers may be played during this phase. You may play a psypower card if one of your cards already in play has the trait of psychic. Discard these cards as soon as they are used.

Duel Phase

If you have a Duelist in play, he may discard a card to duel an opponent's duelist that is also in play. Leaders may not start Duels. A Leader may only duel (in Defense) if there are no other duelists on his side. Each player in turn discards the top card of the deck: The military value of the discarded card is that duelist's attack value.

Some duelists have a dueling value on the persona's card. This adds to their attack value. The duelist with the highest attack value wins. Certain event and psypower cards may be played to modify these values. If the cards are tied, then discard again.

The losing duelist is killed (discarded). A player may initiate a maximum of one duel per turn.

Attack Phase

The active player is the attacker. The active player may choose not to attack or to attack one target opponent player. Attacker chooses attack mode: Military (M) or Political (P). A card with the transport trait may be played to initiate an extra attack phase that is a military attack. The card is part of the attack.

A card with the intrigue trait may be played to initiate an extra attack phase that is a political attack. The card is part of the attack.

Military Attacks

The attacker must target a world controlled by his opponent. Both players may commit cards he has in play to the battle. Cards committed may include Leaders, Personas, and Armies.

The attacker must pay 1 Eco per such cards he commits. The defender must commit the attacked world. Defender cards can only be used by the defender.

A player may play a psypower card if one of his deployed cards has the trait of psychic. Events may be played if applicable. In a multiplayer game, other players may play cards in support of the attacker or the defender at their invitation.

Starting with the attacker, cards are committed until neither player wants to commit any more cards. The winner is the player with the highest total military value. Only cards in play (not discarded) count towards the total values.

In case of a tie the defender wins. If the Attacker wins he puts the target planet into his hand. If the Defender wins, he remains in control of the world.

The loser must discard one committed Army card. Other cards remain in play.

Political Attacks

The attacker must target one of his opponents. Both players may commit cards he has in play to the struggle. Cards committed may include any card with a Political value.

A player may play a psypower card if one of his deployed cards has the trait of psychic. Events may be played if applicable. In a multiplayer game, other players may play cards in support of the attacker or the defender at their invitation.

Starting with the attacker, cards are committed until neither player wants to commit any more cards. The winner is the player with the highest total political value. Only cards in play (not discarded) count towards the total values.

In case of a tie the defender wins. The loser must place one of his non-homeworld committed cards back into his hand. If the Attacker wins he gains control of one of his opponents Political power tokens.

Production Phase

The basic monetary unit is the Eco. Use coins to represent Ecos. (1 penny = 1 Eco) Gain a number of Ecos equal to the Economic value of all of your cards in play.

Recruit Phase

Put Armies, Personas, Worlds and Organizations into play. A card costs a number of Ecos equal to 1 + its combined Military, Political, and Economic value. If your Leader is dead, you may discard a Son card to bring him back into play for free.

Discard Phase

Pay 1 Eco for each army you control or place that army back in your hand. Maximum hand size is 10 cards. Discard excess cards.

Recurring Leader Rule

If your Leader is killed or discarded put him into your hand instead.

Card List

CARD NAME	VALUE	NOTES
Homeworld	10E/12M/8P	4 copies in Deck. Pay 4 to search deck/discard for House card
Baron Gurati	7M/5P	Leader / Duelist/ Intrigue/ Sabotage/ Assassination
Duke Lortran	6M/7P	Leader / Duelist+2
Count Kadesh	6P/5M/3E	Leader / Duelist+1
Lord Nitrix	5P/4E	Leader / Duelist/ Psychic
Imperial Army	5M	Army
General Khor	3M	Persona/ Duelist +1/ All your Army cards +2M
Sisteria	9P	Org/ Psychic/ Intrigue
Mistress Diva	7P	Persona/ Psychic/ All your persona +1P/ Sisteria/ Intrigue
Emporex	12P	Persona/ Psychic/ Intrigue
Emperors Daughter	8P	Persona/ Seduction
Mercenary Guild	3E	Org/ Pay 3 to search deck/discard for Mercenaries
Assassins Guild	4E	Org/ Assassination
Weapon Merchants	7E	Org/All your Army and World cards +2M
Imperial Navy	9M	Army/ Transport
Spacing Guild	9P/10E	Org/ Transport/ Intrigue
Guild Master Nosovo	8P	Persona/ Psychic/ Discard to negate an event

CARD NAME	VALUE	NOTES
Church of Mankind	11P	Org/ Psychic
Technopope	10P	Persona/ Psychic/ Church/ Opponent cannot play Church cards
Mercantile Consortium	8E	Org/ All your World cards +2E
Brotherhood of Machines	8P	Org/ Intrigue
Galactic Inquisition	8P	Org/ Assassination/ Church
Inquisitor Travis	7P	Persona/ Assassination/ Church/ Duelist+1
Black Market Smugglers	7E	Org/ Pay X to discard X cards to draw X cards
Crime Lord	6E	Persona/ Duelist/ Sabotage
Imperial Secret Police	4P	Org/ Assassination
House Prodigy (Son)	3M/5P	Persona/ Duelist+3/ Psychic
House Lesser Son	4E/4M	Persona/ Duelist+2 (4 in Deck)
House Prince (Son)	4M	Persona/ Duelist+1/ Intrigue
Computus Android Advisor	4E/2M/2P	Persona/ All your cards +1P
Sector Governor	2E/2M	Persona/ Duelist/ One of your World cards gets +4E
House Diplomat	8P	Persona/ Intrigue/ Duelist
House Agent	3P	Persona/ Assassination/ Duelist+1
House Duel Master	4M	Persona/ Duelist+3/ Replace target Duelist
House Mentalist	2P/4M	Persona/ Psychic/ Duelist
House Consort	—	Persona/ Seduction
House Daughter	4P	Persona/ Duelist/ Seduction
Imperial Concubine	3P	Persona/ Seduction/ Duelist
House Spy	—	Persona/ Intrigue/ Duelist+1
Imperial Senate	7P/8E	Org/ Your Imperial Cards +2P
Senator Vahn	7P	Persona/ +2P per Opposing Card in political battle/ Intrigue
Elders of Pyreen	4P	Org/ Psychic
Colonial Council	4P/7E	Org/Your World cards +2E
Colonial Lobbyist	4P/2E	Persona/ Intrigue
5th Sector Rebels	4M/5P	Army/ Sabotage/Transport
Rebel Leader	5M/6P	Persona/ Duelist/Your Rebel cards get +2M & +2P
Surgeons of Silex	7E	Org/Pay 5 to put dead persona in your hand
Paswa Silexian Demagogue	P7	Persona/ Duelist/ Assassination
Discordian Heretics	3M/6P	Army/ +2M and +2P vs Church cards
Imperial Beurocracy	5P	Org/ Sabotage
Imperial Aristocracy	9P/6E	Org/ Intrigue
House Troops	4M	Army/ +2M When Defending (5 in Deck)
Psychic Veterans	6M	Army/ +6M vs Psychic opponent
Anthrosynthetic Berserkers	7M	Army/ +5M When Attacking
Cyborg Commandos	4M	Army/ Assassination/Sabotage
Fanatics	2M/3P	Army/ +1M per opposing card
Warrior Priests	5M/6P	Army/ Church/ Psychic
Suicide Squads	3M	Army/ +7M When Attacking
Desert Warriors	5M	Army/ +3M When Defending
Ice Barbarians	3M	Army/ +5M When Defending
Jungle Fighters	1M	Army/ +7M When Defending
Prisoner Soldiers	1M/3E	Army/ +1M per card you discard
Subterranean Mutants	4 M	Army/ Psychic
Solar Templars	7M/5P	Army/ Psychic
Feral Amazonians	5M	Army/ Seduction
Computus Robot Death Machines	7M	Army
Clone Soldiers	1M/4E	Army/ +1M per card in your hand
Colonial Rangers	7M	Army/ Transport
Colonial Legionnaires	5M	Army/ Discard to draw 1 card
Imperial Shock Troops	6M	Army/ +4 When Attacking

CARD NAME	VALUE	NOTES
Imperial Centurions	6M/3P	Army/ +3 When Defending
Imperial Death Squads	4M	Army/ Assassination
Imperial Conscripts	1M	Army/ +4 when Defending
Rimspace Pirates	4M/5E	Army/ Transport
Fringe World Partisans	3M/3P	Army/ +4 When Defending/ Rebel
Transhuman Supersoldiers	10M	Army/ Flip coin during battle. If you lose -20M
Off World Mercenaries	6M	Army/ +2M per card you discard
Rebel Freedom Fighters	4M/4P	Army/ Sabotage/ +2M vs Imperial cards
Sea Monsters	8M	Army/ Defender
Planetary Core Miners	2M/6E	Army/ Defender
Psychic Natives	2M	Army/ Psychic/ Defender
Lava Projectors	10M	Army/ Defender/ +2M per card you discard
Stellar Pilgrims	6P	Org/ +2P per card you discard
Space Traders	6E	Org/ Discard a card for 4 Ecos
Quayat - Desert World	10M/3E	Pay 3 to search deck/discard for Desert Warriors
Parallax- Industrial World	10E	-
Mercurium- Mining World	8E	Pay 3 to search deck/discard for Core Miners
Frigaria- Ice World	8M/2E	Pay 3 to search deck/discard for Ice Barbarians
Computus- Machine World	9E/6P	Pay 3 to search deck/discard for Death Machines
Bolavor -Jungle World	5E/4M	Pay 3 to search deck/discard for Jungle Fighters
Aquara- Ocean World	4E/3M	Pay 3 to search deck/discard for Sea Monsters
Punah- Pleasure World	7E	Seduction
Griddox- Prison World	2E	Pay 3 to search deck/discard for Prison Soldiers
Yoravar- Shipyard World	12E	Transport
Fah- Living World	12M/4E	Pay 3 to search deck/discard for Psychic Natives
Zenceti- Alien Ruins World	4P/3E	Psychic
Eden- Church World	10P/8E	Pay 3 to search deck/discard for a Church card
Mox- Gem World	11E	-
Hellish- Radioactive World	6M/4E	Pay 3 to search deck/discard for Sub Mutants
Dalton- Research World	7E	Pay 8 to draw 1 card
Bazarium- Commerce World	10E	-
Majorie- Imperial World	4E/4P	Pay 5 to search deck/discard for Imperial card
Halstead- Colony World	2E/3M	Pay 4 to search deck/discard for Colonial card
Seedeem- Hive World	9E	Defending Armies get +1M
Pyreen- Pacifist World	6P/3E	Intrigue
Scorch- Volcanic World	4M/2E	Pay 3 to search deck/discard for Lava Projectors
Marx- Clone World	8E	Pay 3 to search deck/discard for Clone Soldiers
Probability Shift	—	Psypower/ All players discard their hands & Draw 5 cards
FuturePast	—	Psypower/ Search discard for 1 card
Time expansion	—	Psypower/ Take another turn after this one
Dimensional Rift	—	Psypower/ Opponents discards 3 cards
Teleportation	7M	Psypower/ Transport
Precognition	—	Psypower/ Look at next 7 cards in deck
Cosmic Transference	—	Psypower/ Take 1 random card from opponent's hand
Molecular Disruption	9M	Psypower
Mind Slave	—	Psypower/ Take control of target personality
Psychic Persuasion	10P	Psypower
Clairvoyance	—	Psypower/ Look at opponents Hand
Telekinetic Maelstrom	—	Psypower/ Target Army destroyed
Domination	—	Psypower/ Take control of target army this battle
Sympathetic Convergence	—	Psypower/ Search deck for 1 card
Imperial Veto	7P	Event
Armageddon Virus	—	Event/ Destroy all armies in play

CARD NAME	VALUE	NOTES
Planetary Revolt	—	Event/ Take control of target World
Betrayal	—	Event/ Take control of target organization
Infiltration	—	Event/ Target organization goes back to owners hand
Traitor	—	Event/ Take control of target persona
Pax Imperia	—	Event/ No Military Attacks next 2 turns
Psychic Nexus	—	Event/ No Psypowers next 3 turns
House Bodyguard	—	Event/ Negate Assassination
Imperial Intervention	—	Event/ Negate a Duel
Poisoned Blade	—	Event/ Discard during Duel to get Duel +3
Progenitor Artifact	—	Item/ Psychic





Star Fleets

Introduction

Card game for two players. Battle between opposing fleets in the Star Trek Universe.

The Decks

Each player gets one unique deck.

Download Cardset

Thanks Zak. This set is awesome! Goto Zaks Site

Cards

Types of cards include: Ships, Personnel, Control, and Combat cards.

Fleet Total

Each player starts with a Fleet Total of 100 points.

Victory

You win if you reduce your opponents Fleet Total to zero points.

Ships

All ships are designated as Small, Medium, Large, or Fighters. All ships have an Attack Score and a Defense Score. Shield cards played with large ships get Defense +2 Shield cards played with small ships get Defense -1 Shield cards played with fighters get Defense -2 Evasion cards played with large ships get Defense -1 Evasion cards played with small ships get Defense +3 Evasion cards played with fighters get Defense +4 Ships with Initiative get to attack first in Combat.

Ships with Command give Initiative to any one ship every turn.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Warp Phase
2. Deployment Phase
3. Control Phase
4. Combat Phase

Warp Phase

Both players Draw 5 cards. If your deck runs out, shuffle the discard and draw from it.

Deployment Phase

Put all Ships you draw into play (face up in front of you). Place Personnel Cards into play onto Ships just deployed. A ship may have a maximum of 1 Captain, 1 Officers, and 1 Crew.

Control Phase

Ships with Detect allow you to look at your opponent's hand. If the hand contains Cloak cards you may discard one. Discard all Control cards played at the end of this phase.

Combat Phase

Declare a target for each of your ships. A target can be any opposing ship or the opponents Fleet. If the defender has any ships not being attacked, those ships may block any attacker they like.

A ship does damage equal to its Attack rating. Every ship has a Attack & Defense rating. Attached Personnel add to these ratings. Players may play Combat cards onto their ships to increase the Ship's Force & Defense ratings.

If the Attack total is greater than the target ships Defense Rating, the target is destroyed. The Attacking & Target ships simultaneously do damage to each other. Ships with "Initiative" get to apply their attack first.

If a ship is attacked by two or more ships, it applies its Attack rating to them in any combination it likes to the attackers. If a ship is attacked by two or more ships, the attackers combine their Attack ratings but not their Defense ratings. If the Fleet is attacked and the attacker is unblocked, subtract a number of Points from the Fleet Total equal to the Force of the attacking ship.

Discard all Combat cards played at the end of this phase. If a ship is destroyed, all of its fighters are destroyed too.

Card Type Abbreviations

- C** Combat (Play in Combat Phase)
- P** Personnel
- LS** Large Ship
- MS** Medium Ship
- SS** Small Ship
- F** Fighter
- X** Control Card (Play in Control Phase)

The United Federation Of Planets Card List

Card Name:	Number	Type	Attack	Defense	Notes
Offensive Phasers	8	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Photon Torpedoes	4	C	+5	-	
Drones	2	C	+5	-	
Boarding Party	2	C	+5	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Tractor Beam	2	C	+1	+1	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party
Evasion	8	C	-	+3	
Wild Weasel	1	C	-	+1	Destroy opposing Drone
Tactics	4	C	-	-	Ship gains Initiative this turn
Non-Violent Combat	1	C	+1	+2	
Legendary Captain	2	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
SWAC Shuttle	1	P	-	+1	Ship gains Detect
Dreadnaught	3	LS	9	9	Photon Torpedoes +2
Heavy Command Cruiser	1	LS	8	8	Command
Command Cruiser	1	MS	7	7	Command
Strike Carrier	2	MS	1	5	Carries 5 Fighter Tokens (1/1)
Heavy Cruiser	3	MS	6	7	"Constitution Class"
Light Cruiser	2	MS	4	6	
Escort Cruiser	1	MS	4	4	
Commando Cruiser	1	MS	3	4	Boarding Parties +3
Destroyer Leader	1	MS	5	5	Command
Destroyer	4	SS	5	5	
Guided Weapons Destyr	1	SS	4	5	Drones +3
Scout	2	SS	4	5	Detect
Battle Tug	1	MS	5	5	
Emergency Repairs	2	X	-	-	Put ship in discard into your hand
Sensors	4	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

The Klingon Empire Card List

Card Name:	Number	Type	Attack	Defense	Notes
Offensive Phasers	8	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Disruptors	7	C	+3	-	
Drones	3	C	+5	-	
Boarding Party	3	C	+6	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Tractor Beam	2	C	+1	+1	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party
Evasion	8	C	-	+3	
Tactics	4	C	-	-	Ship gains Initiative this turn
Legendary Captain	2	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
C9 Dreadnaught	1	LS	10	10	

Card Name:	Number	Type	Attack	Defense	Notes
C8 Dreadnaught	1	LS	10	11	
Space Control Ship	1	LS	10	10	Command
Heavy Carrier	1	LS	2	8	Carries 6 Fighter Tokens (1/1)
Strike Carrier	1	MS	1	5	Carries 4 Fighter Tokens (1/1)
Command Cruiser	1	MS	6	6	Command
D7 Battlecruiser	2	MS	6	6	Boarding Parties +3
D6 Battlecruiser	3	MS	6	6	
Drone Battlecruiser	1	MS	5	6	Drones +3
D6S Heavy Scout	1	MS	5	6	Detect
F5 Frigate	5	SS	4	4	
F5V Light Carrier	1	SS	1	3	Carries 2 Fighter Tokens (1/1)
F5E Combat Escort	1	SS	3	5	
E4 Escort	2	SS	3	3	
Emergency Repairs	1	X	-	-	Put ship in discard into your hand
Sensors	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

The Romulan Star Empire Card List

Card Name:	Number	Type	Attack	Defense	Notes
Offensive Phasers	8	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Plasma Torpedoes	5	C	+4	-	
Boarding Party	2	C	+5	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Large Nuclear Mine	1	C	-	-	Do 6 Damage to Attacking Ship
Tractor Beam	2	C	+1	+1	Negate Evasion Card
Shields	6	C	-	+3	Negate opposing Boarding Party
Evasion	8	C	-	+3	
Cloak	10	C	+1	+5	Ship gains Initiative this turn
Tactics	2	C	-	-	Ship gains Initiative this turn
Legendary Captain	1	P	+3	+3	Ship gains Initiative
Elite Officers	1	P	+2	+2	Ship gains Detect
Veteran Crew	1	P	+1	+1	
Romulan K9R	1	LS	10	10	
KillerHawk	1	LS	9	9	
SuperHawk	1	LS	8	8	Command
NovaHawk		1	LS	8	8
FireHawk		1	MS	7	7
Romulan K7R	1	MS	6	6	
War Eagle	4	MS	5	5	
Scout Eagle	1	MS	4	5	Detect
Commando Eagle	1	MS	4	5	Boarding Parties +3
Romulan K5R	2	MS	4	4	
SkyHawk	2	SS	3	4	
Romulan K4R	2	SS	3	3	
Warbird	2	SS	2	2	
Emergency Repairs	1	X	-	-	Put ship in discard into your hand
Probes	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

The Kzinti Hegemony Card List

Card Name:	Number	Type	Attack	Defense	Notes
Offensive Phasers	8	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Drones	6	C	+5	-	
Disruptors	5	C	+3	-	
Boarding Party	2	C	+6	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Tractor Beam	2	C	+1	+1	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party
Evasion	8	C	-	+3	
Tactics	4	C	-	-	Ship gains Initiative this turn
Legendary Captain	2	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
Carrier	3	LS	2	7	Carries 4 Fighter Tokens (2/2)
Strike Cruiser	3	MS	5	5	Drones +3
Command Cruiser	2	MS	6	7	Command; Drones +3
Battlecruiser	3	MS	6	7	
Strike Carrier	2	MS	1	6	Carries 4 Fighter Tokens (1/1)
Light Cruiser	2	SS	4	4	
Escort Frigate	2	SS	3	4	
Frigate	3	SS	3	3	
Emergency Repairs	1	X	-	-	Put ship in discard into your hand
Probes	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

The Gorn Confederation Card List

Card Name:	Number	Type	Attack	Defense	Notes
Offensive Phasers	8	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Plasma Torpedoes	5	C	+4	-	
Plasma Shotgun	2	C	+3	-	Destroy opposing Fighter
Boarding Party	2	C	+6	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Tractor Beam	2	C	+1	-	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party
Evasion	8	C	-	+3	
Tactics	4	C	-	-	Ship gains Initiative this turn
Legendary Captain	2	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
Command Cruiser	1	LS	9	9	Command
Battlecruiser	2	LS	8	8	
Heavy Cruiser	3	MS	7	7	
Large Scout	1	MS	5	6	Detect
Carrier	1	MS	2	6	Carries 4 Fighter Tokens (1/1)
Escort Cruiser	1	MS	6	7	
Commando Cruiser	1	MS	6	7	Boarding Parties +3

Card Name:	Number	Type	Attack	Defense	Notes
Destroyer Leader	1	SS	5	5	Command
Battle Destroyer	3	SS	5	5	
Destroyer	3	SS	4	4	
Destroyer Escort	1	SS	3	5	
Minesweeper	1	SS	2	4	Mines +3
Scout	1	SS	3	4	Detect
Emergency Repairs	1	X	-	-	Put ship in discard into your hand
Probes	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

The Tholian Holdfast Card List

Card Name:	Number	Type	Attack	Defense	Notes
Offensive Phasers	8	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Boarding Party	2	C	+6	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Tractor Beam	2	C	+1	-	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party
Evasion	8	C	-	+3	
Tactics	4	C	-	-	Ship gains Initiative this turn
Legendary Captain	1	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
Tholian Webs	10	C	+3	+5	Negate Evasion & Drone Cards
Command Corvette	2	MS	3	4	Command
Destroyer	4	MS	4	3	
Patrol Corvette	5	SS	3	3	
Black Widow	3	SS	3	2	Webs +1/+1
Scout	2	SS	2	3	Detect
Patrol Escort	2	SS	2	4	
Commando Ship	1	SS	2	3	Boarding Parties +3
Emergency Repairs	1	X	-	-	Put ship in discard into your hand
Probes	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

The Hydran Kingdom Card List

Card Name:	Number	Type	Attack	Defense	Notes
Fusion Beam	6	C	+3	-	
FB Overload	2	C	+5	-1	
FB Suicide Overload	1	C	+7	-2	
Hellbore Fusion Bomb	4	C	+6	-	Negate opposing Shields
Offensive Phasers	4	C	+2	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Boarding Party	2	C	+4	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Tractor Beam	2	C	+1	-	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party

Card Name:	Number	Type	Attack	Defense	Notes
Evasion	8	C	-	+3	
Tactics	4	C	-	-	Ship gains Initiative this turn
Legendary Captain	2	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
Paladin Dreadnaught	1	LS	9	9	
Lord Marshall Cruiser	1	MS	5	7	Command, 2 Fighter Tokens (1/1)
Cavalier Heavy Carrier	1	LS	2	5	Carries 7 Fighter Tokens (1/1)
Ranger Cruiser	1	MS	2	4	Carries 3 Fighter Tokens (1/1)
Dragoon Cruiser	1	MS	5	7	Carries 1 Fighter Token (1/1)
Lancer Destroyer	1	MS	2	4	Carries 1 Fighter Token (1/1)
Horseman War Cruiser	1	MS	3	3	Carries 2 Fighter Tokens (1/1)
Destroyer Escort	1	MS	2	4	Carries 2 Fighter Tokens (1/1)
Uhlan Carrier	1	MS	1	4	Carries 5 Fighter Tokens (1/1)
Traveler Light Cruiser	1	MS	5	5	
Knight Destroyer	1	MS	4	4	
Hunter Frigate	1	SS	3	2	
Cuirassier Frigate	1	SS	3	3	
Scout	1	SS	1	2	Detect
Escort Hunter	1	SS	2	3	
Emergency Repairs	1	X	-	-	Put ship in discard into your hand
Probes	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

The Lyran Star Empire Card List

Card Name:	Number	Type	Attack	Defense	Notes
Expanding Sphere Gnrtrs	10	C	+2	+1	Destroy Fighter, Mine or Drone
Offensive Phasers	8	C	+2	-	
Disruptor	4	C	+3	-	
Defensive Phasers	4	C	+1	-	Destroy opposing Fighter or Drone
Boarding Party	2	C	+5	-	Negate opposing Boarding Party
Transporter Mines	2	C	-	-	Do 4 Damage to Attacking Ship
Tractor Beam	2	C	+1	-	Negate Evasion Card
Shields	8	C	-	+3	Negate opposing Boarding Party
Evasion	4	C	-	+3	
Tactics	4	C	-	-	Ship gains Initiative this turn
Legendary Captain	2	P	+3	+3	Ship gains Initiative
Elite Officers	2	P	+2	+2	Ship gains Detect
Veteran Crew	2	P	+1	+1	
Lion Dreadnaught	1	LS	11	11	
SaberTooth Tiger Mauler	1	LS	10	6	
Wildcat Battlecruiser	1	LS	8	9	
Tiger Heavy Cruiser	3	MS	6	7	
Panther Light Cruiser	1	MS	4	5	
Leopard Destroyer	1	MS	4	4	
Cheetah Frigate	1	SS	4	2	
Ocelot Scout	1	SS	2	3	Detect
Escort Frigate	1	SS	3	4	
Siberian Tiger Carrier	1	MS	2	7	Carries 4 Fighter Tokens (1/1)

Card Name:	Number	Type	Attack	Defense	Notes
Jaguar War Cruiser	3	MS	5	6	
Alleycat War Destroyer	1	MS	5	4	
Puma Battle Tug	1	MS	4	6	
Cougar Battle Tug	1	MS	6	6	
Emergency Repairs	1	X	-	-	Put ship in discard into your hand
Sensors	2	X	-	-	Ship gains Detect this turn
Reinforcements	2	X	-	-	Fleet Total +5

Faq's

1Q) Unblocked attack: only possible when there are no enemies or also in the case when the attacker has more ships than the defender? 1A)Or if you target opponents fleet and he declines to block. 2Q) The effect of a card must be applied (an then the card is discarded) or you can choose? As an example: shields; you can choose to use them or play the card to negate a boarding party card. 2A)You get all benefits of the card when you play it. If you play shields on your ship you get defense +3 & you negate a boardng party card if one was or is played against that ship.

3Q) Combat cards that do not have an effect clearly stated as "this turn ..." are left on the ship at the end of the turn if the ship is not destroyed or you must discard them in any case? 3A)Only Personnel remain from turn to turn. Combat cards are discarded.

Game Designers Notes

Need to get info on the Orions, etc.

Links

Starfleet Games





Star Frontiers Missions

Introduction

Warp Quest Style adventure game. Based on the 1980's SF RPG by TSR.

Disclaimer

Star Frontiers is a licensed, copyrighted property. This is merely a fan site.

Victory

Be the first player to move your party to the last space and Win the Final Battle Ally Challenge.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Explorers on the board.

Explorer Race Table

1D6	Race:
1-2	Human
3	Dralasite
4	Vrusk

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 70 Spaces long.
- The First Space represents the start.
- The End Space is where the Final Battle takes place.

The Decks

- There are 3 Common Decks:
1. Exploration Challenge Deck
 2. Battle Challenge Deck
 3. Aid Deck

If a deck ever runs out, shuffle the discard and draw from it.

Party Composition

Your Explorer Party starts with 8 Members. For each member, roll for their Race and one Skill. When an Explorer is killed, you lose his Skill bonus.

Skill Specialty Table

1D6	Skill:
1	Combat +1
2	Psychosocial +1
3	Medical +1

1D6	Skill:
4	Technical +1
5	Environmental +1
6	Pick One

The Last Space

Players stop permanently upon reaching the last space. Each turn while there, they must encounter a Challenge from the Battle Challenge deck (no more Exploration Challenges). Once a party has defeated 4 Battle Challenges they must take the Final Battle Ally Challenge on their next turn.

Final Battle Ally Challenge

This is simply an Ally +2 Challenge. If successful you win the game, otherwise you lose.

Setup

Each player creates their party of explorers. Each player starts with 5 Aid cards. Players roll high on 1D10 to see who goes first.

Play proceeds clockwise.

Turn Sequence

- Players take turns. Each turn consists of 4 phases:
1. Move Phase
 2. Aid Phase
 3. Challenge Phase
 4. End Phase

Move Phase

Roll 1D6. Move your pawn that number of spaces towards the end space. You automatically stop when you enter the end space. You may play a Travel card to add to your Move Roll.

Aid Phase

Draw 1 card from the Aid Deck. Place Aid cards in your hand.

Challenge Phase

Draw 1 card from the Exploration Challenge Deck. Challenge cards are encounters your party faces immediately. Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed.

(The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll. Add the skill bonuses of your party members to the roll. You may discard Aid cards for further

bonuses to the skill roll.

Next roll 1D10. This is the Challenge roll. Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll.

If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge. If you win all the Skill Checks, you win the Challenge.

The card may say what happens if you win or lose the Challenge. If the card does not give directions, then a random one of your Party members is killed.

End Phase

Max hand size is 7 cards. Discard excess cards. If one of your explorers was killed this turn, you may make a Medical +4 Challenge roll to revive them or if it was a Robot a Tech +4 Challenge roll.

Moving Onto An Opponents Pawn

If you land on an opponent's pawn move forward 1D6 Spaces.

Aid Deck Card List

Name:	Notes:
Elasticity	+2 to any Challenge (Requires Dralasite)
Lie Detection	+4 to Psych (Req Dralasite)
Education	+2 to any Challenge (Req Human)
Adaptable	+2 to any Challenge (Req Human)
Ambidextrous	+4 to Combat (Req Vrusk)
Comprehension	+4 to Psych (Req Vrusk)
Battle Rage	+4 to Combat (Req Yazarian)
Gliding	+3 to Combat or Environmental (Req Yazarian)
Search & Destroy	+4 to Cbt (Req Robot)
Self-Programming	+2 to any Challenge (Req Robot)
Demolitions	+2 to Cbt or Env
Martial Arts	+3 to Cbt
Disarm	+2 to Cbt or Tech
Robotics	+3 to Tech
Repairs	+3 to Tech
Survival Training	+3 to Env
First Aid	+3 to Med
Surgery	+3 to Med
Tracking	+3 to Env
Stealth	+2 to Env or Cbt
Empathy	+3 to Psych
Persuasion	+3 to Psych
Electrostunner	+2 to Cbt or Med
Gyrojet Pistol	+3 to Cbt
Tangler Grenade	+2 to Cbt or Env
Laser Rifle	+3 to Cbt
Needler Pistol	+3 to Cbt
Rocket Launcher	+3 to Cbt

Name:	Notes:
Sonic Sword	+2 to Cbt or Env
Sonic Disruptor	+2 to Cbt or Tech
Shock Gloves	+2 to Cbt or Med
Vibroknife	+2 to Cbt or Med
Military Skein Suit	+2 to Cbt or Med
Inertia Screen	+2 to Cbt or Env
Staydose	+3 to Med
Biocort	+3 to Med
Freeze Field	+3 to Med
Stim Dose	+2 to Med or Cbt
Medkit	+3 to Med
Magna-Goggles	+2 to Env or Tech
Paracord	+3 to Env
Guide	+2 to Env or Travel
Map	+2 to Env or Travel
Exoskeleton	+2 to Env or Cbt
Ration Packs	+2 to Env
Bioscanner	+2 to Env or Med
Geoscanner	+3 to Env
Vaporscanner	+3 to Env
Diplomacy	+3 to Psych
Negotiations	+3 to Psych
Barter	+3 to Psych
Gas Masks	+3 to Env
Jetcoptor	+3 to Travel
Air Car	+3 to Travel
Alien Mounts	+2 to Cbt or Travel
Tracked Explorer	+2 to Env or Travel
Tool Kit	+3 to Tech

Exploration Challenge Deck

Name:	Notes:
Strangler Chute	Env or Cbt
Army Rats	Env or Cbt
Funnel Worm	Env or Cbt +1
Megasaur Stampede	Env +1
Poisonous Plant	Med +1
Disease	Med
Virus	Med or Env +1
Injury	Med
Infected Wound	Med
Land Whale	Env or Cbt +2
Sand Shark	Env or Cbt +2
Winged Rippers	Env or Cbt +1
Scorpion Cyclops	Env or Cbt
Slavers	Cbt +1 or Psych +3
Primitives	Psych (Win: Ally +1)
Retrieve Idol	Psych and Cbt +2 (Win: Ally +1)

Name:	Notes:
Dehydration	Env +1 or Med +1
Lava Flow	Env
Breakdown	Tech (Fail: Miss Next turn)
Malfunction	Tech (Fail: Miss Next turn)
Forest Dwellers	Psych (Win: Ally +1)
Fungal Spore Cloud	Env or Med
Poison Gas Fissure	Env or Med +1
Pirates	Cbt +1 and Cbt
Bypass Security	Tech
Alien Outpost	Tech (Win: Ally +1)
Find Survivor	Med (Win: Gain 1 Human Explorer)
Free Captive	Cbt (Win: Gain 1 Random Explorer)
Reprogram Robot	Tech (Win: Gain 1 Robot Explorer)
Alien Temple	Tech +1 (Win: Ally +1)
Fix Alien Artillery	Tech (Win: Ally +1)
Repair Vehicle	Tech (Fail: Miss Next turn)
Desert Nomads	Psych +1 (Win: Ally +1)
Race of Robots	Tech +2 or Psych +1 (Win: Ally +1)
Join the Tribe	Psych (Win: Ally +1)
Squid Folk	Psych +1 (Win: Ally +1)
Trial by Combat	Cbt +1 (Win: Ally +1)
Put on Trial	Psych +2

Battle Deck Card List

Name:	Notes:	Name:	Notes:
Sathar Patrol	Cbt	Take out Big Gun	Cbt +2
Hold Position	Cbt	Sathar Warbot	Cbt +2
Sathar Slither	Cbt +1	Lead Counterattack	Cbt +3
Defend Allies	Cbt +1 (Fail: Ally -1)	Sathar Cybodragon	Cbt +3





Star Trek

Solo card and dice game By C Gerard Luft

Introduction

Although my favorite Science Fiction RPG has, and always will be TRAVELLER (my favorite genre is Classic Space Opera; though DOCTOR WHO is always number one with me, I never classify it as a specific genre), I always had a soft spot in my heart for Roddenberry's utopian Star Trek. A veteran of the FASA STAR TREK RPG, The adventures I loved the most were the basic explore, first contact, go where no man has gone before on a Constitution Class Star Ship. This game captures that feel. Although I loved the FASA game, I am trying to be progressive, so I have used a VERY SIMPLIFIED system based off the new Decipher Star Trek RPG.

You will need 2 six-sided dice and a card deck composed of the STAR TREK CARD LIST below. I have also included a STAR TREK: THE NEXT GENERATION CARD

List, Star Trek: The Motion Pictures Card List, Star Trek: The Adventures Of

CAPTAIN SULU! CARD LIST and the crew from the ENTERPRISE-B in a STAR TREK: GENERATIONS CARD LIST (give Capt. Harriman a chance; he's just green).

The Turn

Each turn represents traveling at warp speed, orbiting and scanning, and beaming down to explore an unknown planet. You begin the game with the ENTERPRISE, KIRK, SPOCK and MC COY cards on the table. All the rest are shuffled up into one deck. Draw one card from the deck each turn.

SHORE LEAVE!: If the card you draw is a crew person, add that character to your other cards (representing your Landing Party/ Bridge Officers). The turn is then over, so proceed to the next planet.

FIRST CONTACT: If you draw a First Contact card, roll 2d6. If it is equal to or less than the score for the highest COMMAND OFFICER PROFESSION score of your cards in play, you succeed in making first contact. If you fail, the newly discovered aliens become hostile. Proceed to INVADERS below in order to resolve the conflict.

INVADERS: If you draw a KLINGON SOLDIER OR CAPTAIN, or a ROMULAN SOLDIER OR COMMANDER, a fight ensues (complete with Phasers and roundhouse punches)! You must roll on a 2d6 equal to or less than the score of the highest SECURITY PROFESSION score or MEDICAL PROFESSION score of your cards in play, in order to avoid a casualty. If you fail, you must discard a card from your characters in play. Security goes first (it's that red shirt thing), then command, then science, and finally medical.

SPACE COMBAT: If you draw a KLINGON or ROMULAN starship card, the ship attacks the ENTERPRISE:

- 1. The Klingon or Romulan ship goes first (it's a Star Fleet directive thing)**
ENEMY SHIP: roll 2d6 +6
ENTERPRISE: roll 2d6 + highest OPERATIONS OFFICER PROFESSION + 1 for each additional character in play with OPERATIONS OFFICER PROFESSION.
If the enemy's roll is greater than the Enterprise's roll, then the Enterprise is dead in space and the game is over.
- 2. The ENTERPRISE goes next**
ENTERPRISE: roll 2d6 + highest COMMAND OFFICER PROFESSION +1 for each additional card in play with COMMAND OFFICER PROFESSION.
ENEMY SHIP: roll 2d6 + 6
If the ENTERPRISE'S roll is higher than the ENEMY SHIP'S roll, then the

ENEMY SHIP is defeated. If not, return to step 1 and continue the combat.

To Boldly Go Where No Man Has Gone Before:

If you draw a TO BOLDY GO WHERE NO MAN HAS GONE BEFORE card, roll 2d6. If the roll is equal to or less than the card in play with the highest SCIENCE OFFICER PROFESSION or OPERATIONS OFFICER PROFESSION, then you succeed in a great dis-

covery. If you roll greater than the score, then the ENTERPRISE is disabled, and the game is over.

Winning

If you make it through the deck, you win!

Star Trek Card List

CARD	#	PROFESSION
Capt. James T. Kirk, Commanding Officer	1	CO 8
Cmdr. Spock, Executive Officer	1	CO 4 and SO
Lt. Cmdr. Leonard Mc Coy, MD, Chief Medical Officer	1	MD 8
Lt. Cmdr. Montgomery Scot, Chief Engineer	1	OO 8
Lt. Uhura, Operations Officer	1	OO 4
Lt. Sulu, Helmsman	1	CO 4
Ens. Pavel Chekov, Navigator	1	CO 2, SO1, and SEC 1
Lt. Bailey, Tactical Officer	1	CO 2 and SEC 2
Lt. Grant, Security Officer	1	SEC 3
USS. ENTERPRISE	1	
UFP FIRST CONTACT	8	
KLINGON D-7 CLASS BATTLE CRUISER	2	
KLINGON SOLDIERS	4	
KLINGON CAPTAIN	2	
ROMULAN BIRD OF PREY CLASS CLOAKED CRUISER	2	
ROMULAN SOLDIERS	4	
ROMULAN COMMANDER	2	
TO BOLDY GO WHERE NO MAN HAS GONE BEFORE	8	

Star Trek: The Next Generation Card List

DATA and WORF CARDS.

When playing a STAR TREK: THE NEXT GENERATION GAME, you begin with the ENTERPRISE, RIKER,

CARD	#	PROFESSION
Capt. Jean-Luc Picard, Commanding Officer	1	CO 8
Cmdr. William T. Riker, Executive Officer	1	CO 6
Lt. Cmdr. Data, Operations Officer	1	OO 10
Cmdr. Beverly Crusher, MD, Chief Medical Officer	1	MD 8
Lt. Cmdr. Geordie La Forge, Chief Engineer	1	OO 5 and CO 3
Lt Cmdr. Deanna Troi, Counselor	1	CN 6
Lt. Worf, Tactical Officer	1	SEC 4 and CO 3
Ens. Ro Laren, Con Officer	1	CO 2
USS ENTERPRISE	1	
KLINGON VOR'CHA CLASS BATTLE CRUISER	2	
KLINGON SOLDIERS	4	
KLINGON CAPTAIN	2	
ROMULAN WARBIRD CLASS CLOAKED CRUISER	2	
ROMULAN SOLDIERS	4	
ROMULAN COMMANDER	2	
FIRST CONTACT	8	
TO BODLY GO WHERE NO ONE HAS GONE BEFORE	8	

Star Trek: The Motion Pictures Card List:

CARD	#	PROFESSION
Capt. James T. Kirk, Commanding Officer	1	CO 9
Capt. Spock, Executive Officer	1	CO 7 and SO11
Cmdr. Leonard Mc Coy, MD, Chief Medical Officer	1	MED 9
Capt. Montgomery Scot, Chief Engineer	1	OO9
Cmdr. Pavel Chekov, Tactical Officer	1	CO 6, SO3, SEC 4
Cmdr. Uhura, Operations Officer	1	OO 6
Lt. Saavik, Helmsman	1	CO 4 and SO 3
FIRST CONTACT	8	
TO BODLY GO WHERE NO MAN HAS GONE BEFORE	8	
KLINGON K'TINGA CLASS BATTLE CRUISE	2	
KLINGON SOLDIERS	4	
KLINGON CAPTAIN	2	
ROMULAN BIRD OF PREY CLOAKED CRUISER	2	
ROMULAN SOLDIERS	4	
ROMULAN COMMANDER	2	
USS ENTERPRISE-A	1	

Star Trek: The Adventures Of Captain Sulu! Card List

CARD	#	PROFESSION
Capt. Sulu, Commanding Officer	1	CO 8
Cmdr. Henreid, Executive Officer	1	CO 6
Cmdr. Janice Rand, Operations Officer	1	OO 6
Lt. Cmdr. Dmitri Valtane, Science Officer	1	SO 5
Lt. Cmdr. Lojur, Con Officer	1	CO 5
Ens. Tuvok, Tactical Officer	1	CO 2, SEC 2, SO 2
FIRST CONTACT	8	
TO BODLY GO WHERE NO MAN HAS GONE BEFORE	8	
KLINGON K'TINGA CLASS BATTLE CRUISER	2	
KLINGON SOLDIERS	4	
KLINGON CAPTAIN	2	
ROMULAN BIRD OF PREY CLOAKED CRUISER	2	
ROMULAN SOLDIERS	4	
ROMULAN COMMANDER	2	
USS EXCELSIOR	1	

Star Trek Generations Card List (enterprise-b)

CARD	#	PROFESSION
Capt. John Harriman, Commanding Officer	1	CO 7
Cmdr. Voigt, Executive Officer	1	CO 6 and SO 6
Lt. Cmdr. Mark Tobiasston, Operations Officer	1	OO 6
Lt.J.G. Tuvok, Tactical Officer	1	CO 3, SEC 3, SO 2
Ens. Damara Sulu, Con Officer	1	CO 2
FIRST CONTACT	8	
TO BODLY GO WHERE NO MAN HAS GONE BEFORE	8	
KLINGON K'TINGA CLASS BATTLE CRUISE	2	

CARD	#	PROFESSION
KLINGON SOLDIERS	4	
KLINGON CAPTAIN	2	
ROMULAN BIRD OF PREY CLOAKED CRUISER	2	
ROMULAN SOLDIERS	4	
ROMULAN COMMANDER	2	
USS ENTERPRISE-B	1	





Star Trek Next Generation Encounters

Introduction

Card game for 2-4+ Players. STNG Theme.

Disclaimer

STNG is a licensed, copyrighted property. This is merely a fan site.

Victory

The first player to resolve 10 Encounters is the winner.

The Decks

There are 2 Decks:

1. The Encounter Deck
2. The Enterprise Deck

The Encounter Deck

These are events, complications, and missions the players are Trying to resolve. All require 2-3 specific crew to complete.

The Enterprise Deck

These fall into 2 main categories: Ship Cards and Crew Cards. Some can be both and some can be used for special Actions.

Setup

Shuffle the Decks. Each player is dealt 4 cards from the Enterprise Deck. Flip the top 3 cards of the Encounter Deck over face up in a line.

These are the Available Encounter Cards. Flip the top 5 cards of the Enterprise Deck over face up in a line. These are the Bridge Cards.

Turn Sequence

The youngest player goes first. Play proceeds clockwise. Each turn has 5 Phases:

1. Ready Phase
2. Action Phase
3. Mission Phase
4. Penalty Phase
5. End Phase

Ready Phase

Fill your hand to 5 cards with cards drawn from top of the Enterprise Deck. If the Deck ever runs out, shuffle the Discard and draw from it.

Action Phase

You may take up to 3 Actions in this Phase. These can include:

1. Discarding a Card and Drawing a replacement from the

Top of the Enterprise Deck.

2. Switching a card in your hand for a Bridge Card.
3. Activating the Special Ability of a Bridge Card.

Mission Phase

You may Complete (Resolve) one of the Available Encounter Cards. To do this you must make a combo. A combo must include 5 Crew Cards and 1 Ship Card for a total of 6 Cards.

Five cards of the combo must be from your hand. The Sixth card must be one of the Bridge Cards. 2-3 of the 5 Crew must match the ones listed on the Encounter Card.

You cannot have Duplicate Crew Cards (You cannot play 2 Picards). If you are able to make the Combo, discard all the cards you used To make it and place the Encounter card into your Victory Pile.

Penalty Phase

If you did not resolve an Encounter this Turn you must take a Penalty. Each Encounter Card Lists a Penalty. Take the Penalty of the Farthest most Available Encounter Card. Penalty types include: Destruction: Discard your Hand. Lost: Miss your Next Turn. Delay: Get 1 less Action next Turn.

Death: Discard a Crew Card from your hand. Damage: Discard a Ship Card from your hand. Blocked: Next Turn you must solve this Encounter if it is still Available.

Retreat: Next Turn you cannot solve this Encounter Card. Reprimand: Discard 1 Card from your Victory Pile.

End Phase

If there are less than 3 Available Encounters, flip over a replacement from the Encounter Deck. Discard down to 3 Bridge Cards. Discard those Farthest down the line. Shift the remaining Bridge cards towards the end of the line.

Flip over 2 replacements from the Enterprise Deck to bring the total Number of Bridge cards up to 5.

Bridge Card Special Abilities

Whenever you use the Special Ability of a Bridge card you must discard it. Attack = Opponent must discard 2 random cards from his hand. New Mission = Discard an Available Encounter card and draw A replacement for it.

Provide Options = Draw 2 Cards and add them to the Bridge. Repair = Replace this card with a Ship card from the Discard. Reset = Discard your hand and

Draw 5 new Cards.

Extra Actions = Gain 2 Actions. Revive = Replace this card with a Crew card from the Discard.

Scan Look at Opponent's Hand, or next 2 Cards in the Encounter

Deck, or the next 5 cards in the Enterprise Deck. Steal = Target opponent must take a random card from his hand And add it to the Bridge Cards. Defend = Negate Penalty this Turn.

Encounter Deck Card List

Encounter:	Requirements:
Q Conundrum	Picard, Data, Troi (Blocked)
Borg Cube	Picard, La Forge (Destruction)
Edge of the Universe	Wesley, Picard (Lost)
Prime Directive	Picard, Data, Beverly (Reprimand)
Medical Mission	Beverly, Troi (Death)
Cloaked Romulan Ship	Picard, Riker, Worf (Damage)
Klingon Warship	Worf, Picard (Damage)
Ferengi Cruiser	Picard, Riker (Damage)
Holodeck Malfunction	Data, Picard (Delay)
Survival	Wesley, Picard (Death)
Time Loop	La Forge, Picard (Destruction)
Diplomacy Mission	Picard, Troi, Riker (Reprimand)
Science Mission	La Forge, Data, Wesley (Blocked)
Mirror Universe	Picard, Riker, La Forge (Lost)
God Like Entity	Picard, Troi (Blocked)
Mystery	Data, Riker, La Forge (Blocked)
Undercover Mission	Riker, Troi (Delay)
Legal Dispute	Picard, Data (Delay)
Ethical Dilemma	Picard, Troi (Death)
Study Anomaly	Wesley, La Forge (Retreat)
Rescue Mission	Riker, Worf (Death)
First Contact	Troi, Picard (Retreat)
Training Mission	Riker, Wesley, La Forge (Retreat)
Escort Mission	Troi, Beverly (Delay)
Colony Evacuation	La Forge, Data (Reprimand)
Death Trap	Picard, La Forge, Beverly (Destruction)
Matter of Honor	Worf, Riker (Death)
Dangerous Experiment	Wesley, La Forge (Destruction)
Cultural Taboo	Picard, Troi, Wesley (Delay)
Contain Plague Ship	Beverly, Picard (Death)
Kidnapping	Riker, La Forge (Blocked)
Rogue Supersoldiers	Picard, Troi, Worf (Damage)

Enterprise Deck Card List

Card:	Notes:
The Enterprise	Ship Card: 4 Copies in Deck
Captain Picard	Crew Card: 6 Copies in Deck
William Riker	Crew Card: 4 Copies in Deck

Card:	Notes:
Commander Data	Crew Card: 4 Copies in Deck
Ships Counselor Troi	Crew Card: 4 Copies in Deck
Chief of Security Worf	Crew Card: 4 Copies in Deck
Geordi La Forge	Crew Card: 4 Copies in Deck
Dr. Beverly Crusher	Crew Card: 3 Copies in Deck
Ensign Wesley Crusher	Crew Card: 3 Copies in Deck
Tasha Yar	Use as Worf or Defend
Dr. Pulaski	Use as Beverly or Revive
Guinan	Use as Troi or Provide Options
Transporter Chief O'Brien	Use as Crew or Extra Actions
Lieutenant Barclay	Use as La Forge or Repair
Technobabble	Use as Wesley or La Forge or Data
Psychobabble	Use as Troi or Provide Options
Real Boy	Use as Wesley or Data
Command	Use as Picard or Riker
Integrity	Use as Picard or Beverly
Cunning	Use as Riker or Provide Options
The Traveler	Use as Wesley or New Mission
Crushing It	Use as Wesley or Beverly
Leadership	Use as Picard or Provide Options
Phasers	Use as Ship or Attack
Photon Torpedoes	Use as Ship or Attack
Scanners	Use as Ship or Scan
Geordi's Visor	Use as La Forge or Scan
Tractor Beam	Use as Ship or Steal
Sickbay	Use as Ship or Revive or Beverly
Bridge	Use as Picard or Ship
Holodeck	Use as Ship or Reset
Away Team	Use as Crew or Reset
Ships Computer	Use as Ship or Data
Tricorder	Use as Revive or Repair
Ten Forward	Use as Ship or Crew
Engineering	Use as Ship or Repair or La Forge
Transporters	Use as Ship or Extra Actions
Replicators	Use as Ship or Provide Options
Shuttlecraft	Use as Ship or Extra Actions
Renaissance Man	Use as Picard or Data
Friends and Lovers	Use as Riker or Troi
Wormhole	Use as New Mission or Provide Options
Red Alert	Use as Ship or Crew
Probe	Use as Ship or Scan
Shields	Use as Ship or Defend
Hologram Personality	Use as Ship or Crew
Lovely Ladies	Use as Beverly or Troi
Impulse Power	Use as Ship or Provide Options
Tactical Station	Use as Ship or Worf or Attack
Empathy	Use as Troi or Scan
Warp Speed	Use as Ship or New Mission
Make It So	Use as Picard or Extra Actions





Star Trek Ship Engagements

Introduction

Card game for 2+ players. Star Trek Space Combat Theme. Each player controls 1 Ship.

Disclaimer

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Victory

Destroy your opponent's Ships.

Hits & Structure Points

A Ship is destroyed if it has accumulated as many or more hits than Structure Points. Use coins to represent Hits.

The Deck

Players share a common deck.

Setup

Each player picks an Empire and a Ship Class. Empires include: Federation, Klingon, Romulan, Etc. Ship Classes include: Gun Ship, Frigate, Cruiser, Capitol Ship In a 2 player game, players should pick same size ships.

Each player is dealt a hand of 5 cards. Flip a coin to see which side goes first.

Basic Ship Classes

Ship Class:	SP	MHS
Gun Ship	4	5
Frigate	6	6
Cruiser	8	7
Capitol Ship	10	8

SP Structure Points
MHS Max Hand Size

Note On Playing Cards

When you "play" a card, it is discarded.

Turn Sequence

Players take turns. Each turn has 10 Phases:

1. Tactics Phase
2. Sensors Phase
3. Declaration Phase

4. Surprise Phase
5. Attack Phase
6. Evasion Phase
7. Damage Phase
8. Security Phase
9. Event Phase
10. Bridge Phase

Tactics Phase

Draw 3 Cards. If the deck runs out, shuffle the discard and draw from it.

Sensors Phase

You may play an Examine card to look at your opponent's hand. You may play an Analysis card to look at the next 7 cards in The deck and either put them back in the same order or reshuffle the deck.

Declaration Phase

You may declare you are attacking. (You must have a Weapons Card or a Sabotage Card in your hand) Specify the opposing player you are going to attack. If the target player has less than 4 cards in his hand, he may draw 2 cards.

Normally, you may only make one attack per turn. If you are not attacking, skip to Bridge Phase.

Surprise Phase

You may play Surprise cards. Your target opponent may play Detect cards to counter you. If the value of the Detect cards is equal or greater than the Surprise cards, the Surprise is negated.

If the value of the Surprise cards is greater, the opponent is Surprised, and cannot play Evasion cards this turn.

Attack Phase

Play a Weapons Card or a Sabotage Card. If you play a Sabotage card, skip to Sabotage Phase.

Evasion Phase

Note that the Weapon Cards have a built in Accuracy Rating. You may play additional Accuracy (but not Weapon) cards. Your opponent may play Evasion Cards.

If the value of the Evasion cards is greater than the Accuracy/Weapon cards, the Attack Misses. If the value of the Accuracy/Weapon cards is greater, the

Attack Hits. If the Values are equal, flip a coin and call it in the air.

If the attack misses, skip to Bridge Phase.

Damage Phase

Note that the Weapon Cards have a built in Damage Rating. You may play additional Damage (but not Weapon) cards. Your opponent may play Shield Cards.

If the value of the Shield cards is equal to or greater than the Damage/Weapon cards, the Attack causes no damage. If the value of the Damage/Weapon cards is greater, the Attack Does a number of Hits (of Damage) equal to the difference between The Damage and Shield Values.

Security Phase

Skip this Phase if you attacked with a Weapon this turn. Your Sabotage card has a value. You may not play additional Sabotage Team cards.

Your target opponent may play Security cards to counter you. If the value of the Security cards is equal

or greater than that of the Sabotage cards, the Sabotage attempt fails. If the value of the Sabotage cards is greater, the Sabotage Does a number of Hits (of Damage) equal to the difference between The Sabotage and Security Values.

Event Phase

If you inflicted any Damage this turn, you may play a Critical Hit card on the damaged Opponent. You may play Engineering cards in this Phase.

Bridge Phase

Max hand size is determined by Ship Class. Discard down to Max hand size.

Card List Notes

The number of copies of that card in the deck. Only one Terrain card can be played per turn. The security officer card can allow you to make a second attack on Your turn, with a Weapon or Sabotage card. Teams also count as Crew.

Card List

Card Name:	#	Notes:
Impulse Power	1	Shields =1 or Damage =1 or Evasion =2
Full Power	1	Shields =1 or Damage =1 or Evasion =2
Auxiliary Power	1	Shields =2 or Damage =2
Divert Power	1	Shields =3 or Damage =2
Primary Weapon	12	Special: See Empire Lists
Secondary Weapon	8	Special: See Empire Lists
Primary Defense	4	Special: See Empire Lists
Empire Special One	1	Special: See Empire Lists
Empire Special Two	1	Special: See Empire Lists
Side Shields	2	Shields =2
Forward Shields	2	Shields =3
Engines Damaged	1	Critical: Evasion -1 for rest of game
Bridge Hit	1	Critical: Opponent must discard his hand
Secondary Explosions	1	Critical: Damage =2
Damage Control	1	Engineering: Repair 2 Hits
Small Moon	1	Terrain: Surprise =2 or Evasion =2
Space Station	1	Terrain: Surprise =2 or Evasion =2
Nebula	1	Terrain: Surprise =2 or Evasion =2
Ion Storm	1	Terrain: Surprise =2 or Evasion =2
Tractor Beam	1	Accuracy =3
Boarding Party	1	Team: Sabotage =4 or Security =2
Marine Squad	1	Team: Sabotage =4 or Security =3
Security Personnel	1	Team: Sabotage =3 or Security =3
Away Team	1	Team: Sabotage =3 or Security =2
Tactics	1	Surprise =2 or Evasion =2
Sensors	1	Detect =2 or Accuracy =2
Scanners	1	Detect =2 or Accuracy =2
Probe	1	Detect =3 or Examine

Card Name:	#	Notes:
Evasive Maneuver	1	Evasion =2
High Speed	1	Evasion =3
Captain	1	Crew: Security =3 or Draw 3 Cards
Security Officer	1	Crew: Security =4 or Get an Extra Attack
Chief Engineer	1	Crew: Shields =3 or Damage =3 or Repair =2
Helmsman	1	Crew: Evasion =3
First Officer	1	Crew: Security =3 or Accuracy =2
Science Officer	1	Crew: Detect =2 or Analysis
Communications Officer	1	Crew: Detect =2 or Examine
Ships Computer	1	Crew: Analysis or Examine

Empire Lists

Several cards in the list have alternate meanings depending on the Empire of the player that is using

them.

Federation

Card Name:	Title	Notes:
Primary Weapon	Phasers	Accuracy = 3 and Damage = 2
Secondary Weapon	Photon Torpedoes	Accuracy = 1 and Damage = 5
Primary Defense	Strong Shields	Shields = 3
Empire Special One	Precision	Detect = 2 or Accuracy = 2
Empire Special Two	Adaptability	Draw 2 Cards

Klingon Empire

Card Name:	Title	Notes:
Primary Weapon	Disruptors	Accuracy = 2 and Damage = 3
Secondary Weapon	Antimatter Missiles	Accuracy = 2 and Damage = 4
Primary Defense	Speed	Evasion = 2
Empire Special One	Aggression	Get an Extra Attack
Empire Special Two	Warriors	Team: Sabotage = 5

Romulan Empire

Card Name:	Title	Notes:
Primary Weapon	Disruptors	Accuracy = 2 and Damage = 3
Secondary Weapon	Plasma Torpedoes	Accuracy = 1 and Damage = 5
Primary Defense	Cloaking	Surprise = 3 or Evasion = 3
Empire Special One	Intrigue	Examine or Analysis
Empire Special Two	Sneaky	Surprise = 3

Multiplayer

Players can play on teams. For lots of players use 2 copies of the deck.





Star Wars Campaign

Introduction

Star Wars Theme. Module for the [Warp Empires: Basic Rules System And Campaigns](#) Warp Empires system. You must use the Warp Empires system to play this game.

Map

Over half the territories are empty space. Revenue generating spaces are planets. Coruscant is in the middle of the map.

Victory

The Rebels win if Coruscant and the Emperor, and Darth Vader are captured. The Empire wins if all Rebel

Leaders in play are captured.

Setup

The only leaders that automatically begin in play are Luke, Leia, the Emperor, and Darth Vader. The Empire player begins in control of Coruscant and starts with 5 random units. The rebel player starts on any planet on the edge of the map and goes first.

The rebel player starts with 4 random units.

Action Deck

Players share a common Action deck.

Planet List

Planet	Revenue
Tatooine	2
Alderaan Belt	1
Sullust	3
Kessel	3
Gamorr	2
Kashyyyk	2
Bespin	2
Bpfassh	2
Denab	3
Talus	2
Yaga Minor	2

Planet	Revenue
Umgul	2
Kothlis	2
Orto	2
Sluis Van	2
Hoth	1
Corellia	4
Yavin	1
Dagobah	1
Endor	1
Calimari	4
Coruscant	5

Unit Deck Abbreviations

- B** Bombardment units
- P** Point defense units
- T** Transport

Battle Rules

Units that are not Leaders or fighter squads are Capital Ships. The side with the most bombardment

units gets +2 Force. The side with the most Point defense units gets +2 Force.

You may only take control of a planet in control phase if The occupying unit has Bombardment, Transport, or Diplomacy traits. A Leader cannot be captured unless there is a leader in the opposing stack. Instead of being captured the Leader is put into the chit pile.

Leaders on the Winning side are never captured.

Imperial Unit Deck

Name	Move	#	F	Type	Notes
Star Galleon	S	1	2	T	
Carrack Light Cruiser	F	1	4	P	
Republic Dreadnaught	S	1	3	B	
Imperial Escort Cruiser	M	1	3	B	

Name	Move	#	F	Type	Notes
Galleon	M	1	1	T	
Super Star Destroyer	M	1	15	B	
Lancer Frigate	M	1	6	P	
Strike Cruiser	M	1	5	B	
Assault Transport	F	1	3	T	
Interdictor Cruiser	M	1	3	P	
Victory Destroyer	M	2	4	B	
Victory II Star Destroyer	M	1	6	B	
Imperial Star Destroyer	M	1	5	B	
Imperial II Star Destroyer	M	1	8	B	
Death Star	S	1	25	B	
Tie Fighter Squad	M	7	1	P	
Tie Interceptor Squad	F	4	2	P	
Tie Defender Squad	M	3	2	P	
Tie Bomber Squad	M	3	1	B	
Darth Vader	F	1	5	L	Force Aware, Diplomacy
Emperor Palpatine	F	1	5	L	Force Aware, Diplomacy
Grand Moff Tarken	F	1	3	L	Diplomacy
Boba Fett	F	1	4	L	
Veers	F	1	2	L	
Piet	F	1	2	L	
Jerjerrod	F	1	2	L	
Imperial Base	0	7	1	F	
Ion Cannon	0	3	5	F	
Shield Generator	0	5	3	F	

Rebel Deck

Name	Move	#	F	Type	Notes
Corellian Frigate	M	1	4	P	
Dauntless Cruiser	M	1	8	B	
Corellian Gunship	F	1	5	P	
Liberator Cruiser	F	1	5	B	
Bulwark Battlecruiser	M	1	15	B	
Nebulon-B Frigate	M	1	4	P	
Alliance Dreadnaught	M	1	3	B	
Mon Calamari Cruiser	M	2	6	B	
Bulk Cruiser	M	1	2	B	
Bulk Transport	S	1	1	T	
Medium Transport	M	1	1	T	
Alliance Escort Carrier	M	1	2	T	
Corellian Capitol Ship	M	1	5	B	
Corellian Corvette	M	1	5	P	
Assault Frigate	M	1	5	B	
Millennium Falcon	F	1	3	P	
A-Wing Squad	F	5	1	P	
B-Wing Squad	M	4	2	B	
X-Wing Squad	M	4	2	P	
Y-Wing Squad	M	4	1	P	
Luke Skywalker	F	1	5	L	Force Aware

Name	Move	#	F	Type	Notes
Han Solo	F	1	4	L	
Princess Leia	F	1	4	L	Diplomacy
Obi-Wan-Kenobi	F	1	4	L	Force Aware
Lando Calrissian	F	1	3	L	
Mon Mothma	F	1	4	L	Diplomacy
Jan Dodanna	F	1	3	L	Diplomacy
Rebel Base	0	7	1	F	
Ion Cannon	0	3	5	F	
Shield Generator	0	5	3	F	

Action Deck

Card Name	#	Notes
Tactical Move	8	Move 1 stack
Operational Move	6	Move 2 stacks
Strategic Move	4	Move 3 stacks
Turbolasers	2	Battle: Capital ships get +1 Force
Ion Cannons	2	Battle: Target Capital ship reduced to 0 Force
Laser Cannons	2	Battle: Destroy target Fighter Squad
Weak Spot	2	Battle: Destroy target Capitol Ship
Stand Off	2	Battle: Capital ships with Bombardment trait get +2 Force
Strafing Run	2	Battle: Fighter squads get +2 Force
Bothan Spies	2	Rebels: Look at opponents hand or chits in target stack
Daring Rescue	2	Rebels: Put captured Leader back into play
Probe Droid	2	Empire: Look at chits in target stack
Imperial Agents	2	Empire: Look at opponents hand
Sabotage	2	Destroy target Fortification
Incite Uprising	2	Remove control marker from target planet
Use the Force	2	Battle: Force Aware character gets +7 Force.
Surprise Attack	2	Battle: Your side gets +5 Force.





Star Wars Dogfight

Introduction

Board & card game for 2 players. Battle between Rebel & Imperial Space Fighters. Takes place in the Star Wars Universe.

Each figure represents one Space Fighter.

Disclaimer

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Victory

Destroy 5 enemy Fighters and the rest will flee.

The Map

Use an 8x8 chessboard.

The Fighters

Use chits or miniatures to represent Fighters.

Units Table Notation

Number of that type of unit each player has in setup.

Move The types of Move Cards the unit can use.

Range = The types of Attack Cards the unit can use.

Rebel Fighter Table

Name	#	Move	Range
A-Wing	2	6	3
B-Wing	2	4	4
X-Wing	2	5	4
Y-Wing	2	4	3

Empire Fighter Table

Name	#	Move	Range
TIE Fighter	6	5	3
TIE Interceptor	2	6	4

Setup

Each player places one Fighter on each square of his back two rows. Units may not stack.

Card List

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Vector Phase
2. Move Phase
3. Fire Phase

Vector Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your Fighters. Fighters cannot move through other units except for Knight type moves. The move card has a number.

This is the number of spaces the Fighter moves. The Fighter tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack is automatically killed and removed from the map. Units cannot attack through other units except for Knight type attacks.

Card List Notation

M Movement

A Attack

D Defense

K As a Knight moves in Chess

Type Purpose of card

Number of that type of card in the deck

Card Name:	#	Range	Type	Notes
Maneuver	5	1	M	
Loop	5	2	M	
Break away	5	3	M	
Pursuit	4	4	M	
Dive	3	5	M	
Afterburners	2	6	M	
Blasters	5	1	A	
Attack Run	5	2	A	
Targeters	5	3	A	
Fire-Linked	5	4	A	
Evasion	4	-	D	
Deflector Shields	2	-	D	Rebels Only
Ion Thrusters	2	K	M	Imperials Only
Laser Cannons	2	5	A	X-Wings Only
Agility	2	-	D	A-Wings Only
Ion Cannons	2	3	A	B-Wings Only
Laser Turret	2	K	A	Y-Wings Only
Tight Turns	4	-	D	TIE Fighters Only
Laser Cannons	2	5	A	Interceptors Only
Tactics	2	-	X	Draw 2 cards





Star Wars Fleets

Introduction

Card game for 2 players. Star Wars Universe Fleet Actions. Rebel Fleet vs Imperial Fleet.

Disclaimer

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The Decks

Each player has their own unique deck.

Cards

There are 4 types of cards: Capitol Ships Fighter Squads Personalities (captains or pilots) Action Cards
Note: Capitol Ships & Fighter Squads are collectively referred to as spacecraft.

Objective

Reduce your opponent to zero Fleet Points.

Fleet Points

Each player starts the game with 100 Fleet Points (FP).

Setup

Each player draws a hand of 7 cards. Draw a card to see who goes first. The highest Force ship wins.

Turn Sequence

Players take turns. Each turn has 3 Phases: Maneuver Phase Deployment Phase Attack Phase

Maneuver Phase

Draw 3 Cards from your deck. Max hand size is 10 cards. Discard excess cards. If the deck runs out, shuffle the discard and draw from it.

Imperial Unit Deck

Name:	#	F	Type	Notes
Star Galleon	1	2	C	Transport
Carrack Light Cruiser	1	3	C	+3 if Unblocked
Republic Dreadnaught	1	3	C	
Imperial Escort Cruiser	1	2	C	+3 if Blocking

Deployment Phase

Put Capitol Ships, Fighter Squads, and Personalities into play. Cards in play are put face up onto the Table. The cost in Fleet points to deploy a card is equal to its Force.

(For Example: to deploy the Death Star (Force = 25) would drop the Imperial players FP total from 100 to 75.) Personality cards must be attached to a spacecraft. Captains can only be attached to Capitol Ships. Pilots can only be attached to Fighter Squads.

If you deploy a Transport, draw a card.

Attack Phase

Spacecraft cannot attack the same turn they are deployed. You may attack with some, all, or none of your spacecraft in play. Each unblocked spacecraft does damage to your opponents FP Total equal to the Spacecraft's modified Force Total (Modified by Action cards and attached Personalities) Your opponent may block with his spacecraft in play.

Several spacecraft may combine to block one attacking spacecraft. Compare the Force total of an attacker and a blocker. The Spacecraft with the smaller Force is destroyed (discarded).

Action cards are discarded after they are used. Instead of targeting the opponents FP Total, spacecraft that are unblocked may do damage to any one enemy spacecraft (now considered to be blocking) in play.

Card List Notation

- C Capitol Ship
- F Fighter Squad
- P Personality
- J Jedi
- A Action Card
- # Number of that card in the deck

Name:	#	F	Type	Notes
Galleon	1	1	C	Transport
Super Star Destroyer	1	15	C	
Lancer Frigate	1	5	C	+3 vs Fighter Squads
Strike Cruiser	1	4	C	+3 if Attacking
Assault Transport	1	3	C	Transport
Interdictor Cruiser	1	2	C	+3 vs Capitol Ships
Victory Destroyer	2	4	C	
Victory II Star Destroyer	1	6	C	
Imperial Star Destroyer	1	5	C	
Imperial II Star Destroyer	1	8	C	
Death Star	1	25	C	
Tie Fighter Squad	7	2	F	
Tie Interceptor Squad	4	2	F	+2 vs Fighter Squads
Tie Defender Squad	3	3	F	
Tie Bomber Squad	3	1	F	+3 vs Capitol Ships
Darth Vader	1	+7	PJ	
Emperor Palpatine	1	+6	PJ	Captain
Grand Moff Tarken	1	+5	P	Captain, All Capitol Ships get +1
Boba Fett & The Slave-1	1	4	F	Cannot be Blocked
Veers	1	+4	P	Captain, +2 if Attacking
Piet	1	+3	P	Captain, +2 vs Capitol Ships
Jerjerrod	1	+2	P	Captain, +2 if Unblocked
Turbolasers	2	-	-	Capital Ship gets +5
Ion Cannons	2	-	-	Target Capital ship does no damage
Laser Cannons	2	-	-	Destroy blocked Fighter Squad
Critical Hit	2	-	-	Destroy blocked/-ing Capitol Ship
Stand Off	2	-	-	Blockers get +2 each
Close Assault	2	-	-	Attackers get +2 each
Strafing Run	2	-	-	Fighter Squad gets +5
Use the Force	2	-	-	Jedi gets +7
Surprise Attack	2	-	-	Spacecraft just deployed can attack
Reinforcements	2	-	-	Gain 7 Fleet Points
Strategic Maneuver	2	-	-	Draw 3 cards
Encirclement	2	-	-	Opponent discards 3 random cards
Treachery	2	-	-	Personality gets +5
Shields	2	-	-	Negate target attack vs Capitol Ship
Evasion	2	-	-	Negate target attck vs Fighter Squad
Breakthrough	2	-	-	Target spacecraft cannot be blocked

Rebel Deck

Name:	#	F	Type	Notes
Corellian Frigate	1	4	C	
Dauntless Cruiser	1	8	C	
Corellian Gunship	1	4	C	+3 vs Fighters
Liberator Cruiser	1	5	C	
Bulwark Battlecruiser	1	15	C	
Nebulon-B Frigate	1	3	C	+3 vs Fighters
Alliance Dreadnaught	1	3	C	+3 if Blocking

Name:	#	F	Type	Notes
Mon Calamari Cruiser	2	6	C	
Bulk Cruiser	1	2	C	
Bulk Transport	1	1	C	Transport
Medium Transport	1	1	C	Transport
Alliance Escort Carrier	1	2	C	All your Fighters get +1
Corellian Capitol Ship	1	4	C	+3 vs Capitol ships
Corellian Corvette	1	4	C	+3 if Unblocked
Assault Frigate	1	4	C	+3 if Attacking
Millennium Falcon	1	3	F	Cannot be Blocked
A-Wing Squad	4	2	F	+2 vs Fighter Squads
B-Wing Squad	3	4	F	
X-Wing Squad	5	3	F	
Rogue Squadron	1	5	F	Cannot be Blocked
Y-Wing Squad	4	2	F	+2 vs Capitol Ships
Luke Skywalker	1	+7	PJ	Pilot
Han Solo	1	+5	P	Captain
Princess Leia	1	+3	P	Captain
Admiral Akbar	1	+4	P	Captain, All Capitol Ships get +1
Obi-Wan-Kenobi	1	+6	PJ	Captain
Lando Calrissian	1	+2	P	Captain, +2 if Attacking
Turbolasers	2	-	-	Capital Ship gets +5
Ion Cannons	2	-	-	Target Capital ship does no damage
Laser Cannons	2	-	-	Destroy blocked Fighter Squad
Critical Hit	2	-	-	Destroy blocked/-ing Capitol Ship
Stand Off	2	-	-	Blockers get +2 each
Close Assault	2	-	-	Attackers get +2 each
Strafing Run	2	-	-	Fighter Squad gets +5
Use the Force	2	-	-	Jedi gets +7
Surprise Attack	2	-	-	Spacecraft just deployed can attack
Reinforcements	2	-	-	Gain 7 Fleet Points
Strategic Maneuver	2	-	-	Draw 3 cards
Encirclement	2	-	-	Opponent discards 3 random cards
Heroism	2	-	-	Personality gets +5
Shields	2	-	-	Negate target attack vs Capitol Ship
Evasion	2	-	-	Negate target attack vs Fighter Squad
Breakthrough	2	-	-	Target spacecraft cannot be blocked

Cardsets Available

Thanks Jose!!! [Click Here](#)





Stargate Missions

Introduction

Dice & Card game for 2+ players. Based on the Stargate Universe.

Disclaimer

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Victory

The Game ends when there are no cards left to draw from the Mission Deck. At the End of the game each player calculates his Victory Score (VS):

VS TMP - PLK

TMP Total Mission Points of all Missions you have successfully completed.

PLK Personnel under your command that have been Lost or Killed.

(Main Characters are worth 2 PLK each)

Dice

10-sided Dice are needed.

The Decks

There are 3 common decks:

1. Personnel
2. Missions
3. Events

Personnel

Personnel are the Characters you control. There are two types of Personnel:

1. Main Characters
2. Support Personnel

In a Team, Support Personnel are always lost/killed before Main Characters.

Stats

There are 2 Basic Stats in the Game:

1. Brains (Logic, Intelligence, Observation, Imagination, Intuition)
2. Combat (Brawn, Fighting, Tactics, Shooting, Courage, Leadership)

Every Personnel will have a score of 0-3 in each stat. Missions and Challenges (MC) will require a Dice Test in one or both Stats.

Skills

There are 4 Skills:

1. Science (Physics, Astronomy, Mathematics, Chemistry, Computers)
2. Lore (Archeology, Literature, Languages, History)
3. Medical (Medicine, First Aid, Biology, Genetics)
4. Communication (Diplomacy, Charisma, Empathy, Presence, Persuasion)

Personnel with high Brains will have one or more Skills. Some Missions and Challenges (MC) will require the Team to have a specific Skill to succeed. Some MC will require double or Triple levels of Skill.

For example, a Mission may require Lore X2 meaning that at least 2 Personnel on the Team must have Lore to complete the Mission.

Event Deck

There are 2 types of Event cards:

1. Actions
2. Challenges

Challenges are played against other players in Challenge Phase. Action cards temporarily give skills, increase stats, and provide other benefits.

Setup

Players roll high on 1D10 to see who goes first.

Turn Sequence

Players take turns. Each turn has 6 Phases:

- Discovery Phase
- Recruit Phase
- Event Phase
- Challenge Phase
- Mission Phase
- Fate Phase

Discovery Phase

Draw the top card of the Mission Deck. Put it face up in front of you. This is the Active Mission.

Recruit Phase

Your Team must have 5 Personnel cards. If your Team has less than 5 Members, you may recruit members from 2 places:

1. Your Reserve Pile
2. The top card of the Personnel Deck

You may move personnel back and forth from your Reserve to your Team.

Event Phase

Draw 3 cards from the Event Deck and put them in your hand. Max hand size is 7 cards. Discard excess cards.

Challenge Phase

One opponent (nearest left) may play one Challenge card against you. Resolve the Challenge as you would resolve a Mission in Mission Phase.

Mission Phase

Your Team attempts the Active Mission. The Mission may require a Brains Test or Combat Test or Both. To resolve a Test make two rolls and compare them: To the first roll add the Stat level of the Mission. This is the Mission Total.

To the second roll add the combined Stat level of all

the Team Personnel. This is the Team Total. The Player may play (discard) Action cards to further increase his Team Total.

If the Team total is equal or higher the Test is a success. If less, the Test is a Failure. If the Team succeeds at both Tests and has the required Skills, the Mission is a success. If not, the Mission is a Failure.

Fate Phase

If the Mission was a success, put the Mission card into your Victory Pile. If the Mission was a Failure, discard the Mission card and one Random Team Member. This Personnel is said to be Lost/Killed.

End Phase

You may have a Maximum of 3 cards in your Reserve Pile (discard extras).

Personnel Deck Card List

Card Name	Brains	Combat	Skills
Archeologist	3	0	Lore/Communication
Doctor	3	0	Medical/Communication
Scientist	3	0	Medical/Science
Jaffe Rebel	2	3	Lore/Support
Combat Team	0	2	Support
Infantry Squad	0	2	Support
Security Detachment	0	2	Support
Marines	0	2	Support
Commandos	0	2	Support
Astrophysicist	3	0	Science
Air Force Captain	2	2	Communication
Air Force Colonel	2	3	Communication
Major	1	3	Communication/Support
Lieutenant	1	2	Support
Sergeant	1	2	Support
Combat Medic	1	1	Medical/Support
Abydos Companion	1	1	Lore/Support
Family Member	1	0	Communication/Support
Cimmerian Companion	1	3	Lore/Support
Tok'Ra Rebel	2	2	Lore/Support
Scholar	3	0	Lore/Science
Nox Healer	3	0	Lore/Medical
Researcher	3	0	Science/Communication
Diplomat	3	0	Communication
Theorist	3	0	Science

Mission Deck Card List

Card Name	Brains	Combat	Skills Required
The Enemy Within	10	5	Medical
Invisible Threat	10	-	Science
Retrieve Touchstone	5	5	Science
Suicide Mission	10	10	-
Rescue Survivors	10	-	Communication
Diffuse Time Bomb	10	-	Science
Confront Apophis	10	10	Lore
Confront Tantalus	10	-	Lore
Confront Hathor	10	5	Lore
Capture Goa'uld Larva	5	5	Medical
Rescue Professor	5	5	Science
Look for Allies	10	-	Communication
God Complex	5	10	Communication
Alternate Earth	10	-	Science
Emancipation	5	5	Communication
Children of the Gods	5	5	Lore
Treat Plague Victims	10	-	Medical
Save Refugees	5	5	Communication
Stop Goa'uld Invasion	-	10	-
Hostage Trade	5	5	Communication
Negotiations	10	-	Communication

Event Deck Notation

Reserve = Put Personnel Card in Discard into your Reserve

Heal Prevent Personnel Card from being Discarded;

Requires Medical

Replace = Replace Mission Card with next Mission Card in Deck All cards not described as Challenge cards are Action cards

Event Deck Card List

Card Name:	Brains	Combat	Notes:
Mark V Tac Nuke	-	-	Negate Mission
Send Message thru Gate	-	-	Draw 2 Event Cards
Reconnaissance	-	-	Draw 2 Event Cards
Remote Transmitters	-	-	Draw 2 Event Cards
Remote Probe	-	-	Draw 2 Event Cards
Aided by Local Militia	+1	+1	Lore
Base Camp Attacked	-	5	Challenge
MacGuyver	+3	-	Science
Rescue	-	-	Reserve
Emergency Medical	-	-	Heal
Heavy Weapons	-	+3	
Ambush	-	+3	
Rocket Launcher	-	+3	
Claymore Mines	-	+3	
Sacrifice	-	+3	Discard 1 Personnel
Translate Ancient Runes	+3	-	Lore
Decipher Star Chart	+3	-	Lore
When in Rome	+3	-	Communication
Accept Hospitality	+3	-	Communication
Give Gift	+3	-	Communication
Language Barrier	5	-	Challenge: Communication

Card Name:	Brains	Combat	Notes:
Honor	-	+3	Communication
Signs & Symptoms	+3	-	Medical
Operation	+3	-	Medical
Parasite	-	-	Discard target Personnel
Stargate Map	-	-	Replace
Team Effort	+2	+2	
Foreign Guide	+3	-	Communication
Fight to the Death	-	10	Challenge
Save the Day	+2	+2	
Fight Goa'uld Battalion	-	10	Challenge
Goa'uld Death Glider	-	5	Challenge
Close the Gate	-	-	Negate Mission
SG Politics	-	-	Opponent Skips his next turn
Disobey Orders	+2	+2	
Stranded	10	-	Challenge: Science
Last Chance	-	-	Reroll target Dieroll
Viral Infection	10	-	Challenge: Medical
Seduced	10	-	Challenge: Communication
Unstable Double	5	5	Challenge
Find Cure	+3	-	Medical
Safe Passage	+3	-	
Impostor	5	5	Challenge
Trial	5	5	Challenge: Communication
Vicious Beasts	-	10	Challenge
Peace Loving Nox	-	-	PPIDIYR
Stargate Malfunction	10	-	Challenge: Science
Mind Games	10	-	Challenge: Lore
Stealth	-	+3	
Solve Mystery	+3	-	Lore
Discover Secret	+3	-	Lore
Plan B	+2	+2	
Signal	+2	+2	
Secret Society	5	5	Challenge: Lore
Trapped	-	10	Challenge
New Weapons	-	+3	
Interrogation	+3	-	Communication
Heroics	+2	+2	
Romance	10	-	Challenge: Communication
Ancient Riddle	10	-	Challenge: Lore
Brainwashed	5	5	Challenge: Communication
Diplomacy	5	-	Communication
Traitor	5	5	Challenge
Time Travel	10	-	Challenge: Science
Body Swapping	5	5	Challenge: Medical

Links

<http://www.gateworld.net/> Gate World





Starmageddon

By Matt R., Wolfhvl@aol.com

Ships

TYPE	MOVE	HITS	WEAPONS	NOTES
Transport	1	10	2	Use for scenario victory conditions
Battle Station	0	100	20	Can carry 10 Fighter Squads/Scouts
Dreadnaught	1	80	16	
Battleship	2	60	12	
Carrier	2	40	4	Can carry 6 Fighter Squads/Scouts
Cruiser	3	40	8	
Destroyer	4	20	4	
Frigate	3	15	3	
Gunboat	5	10	2	
Scout	6	5	1	
Fighter Squad	6	5	2	Not Jump capable

Ship Descriptions

Move Number of spaces moved or hex facings turned

Hits Damage before ship is destroyed

Weapons = Number of Weapon Systems that can be mounted. (Note: a Size 2 Weapon counts as 2 weapons, a Size 3 weapon as 3 weapons, etc.) Fighters cannot have Weapons of greater than size 1. A Battle Station can repair 1 hit per turn to itself or to a friendly docked (in same space) ship.

Docked ships cannot attack. One move point can be used to move the ship forward one hex or for one 60 degree turn.

Turn Sequence

1. Initiative- Roll high to see which player goes first this turn.
2. Move ships.
3. Fire Weapons: Roll to hit & for Damage.
4. Next Player repeats steps 2 & 3.

To Hit Rolls

Attacks hit on a roll of 7+ on 1D10. The ranges listed are long range. Attacks at half this distance (rounded up) are +1 to hit.

Attacks into adjacent hexes (point blank) are +2 to hit. A ship can attack with all of its ranged weapons, once per turn. Ranges of weapons used by fighters are half of those listed.

Critical Damage Table

D12	System Damaged	Notes
1	Eng. Destroyed	Ship cannot move or change facing but can still attack
2	Pilot Shaken	Next turn ship moves full movement allowance w/out turning
3	Eng. Damaged	Move Rate -1
4-5	Weapon	1 Random system destroyed
6	Reactor Core	At the beginning of the turn
-		roll 1D6: On a roll of 1-3 nothing happens. Roll again
-		next turn. On a roll of 4-6 the unit explodes. Use the
-		bomb rules to see the effect of the explosion.
7	Computers	Ship is -1 to hit on all attacks
8-9	System Shock	Ship can do nothing on its next move

D12	System Damaged	Notes
10	Electrical Fire	Take 1D4 Damage at the beginning of every turn
11-12	No Effect	

Roll on the critical hit table whenever a hit does 10 or more points of damage.

Weapon Systems

Beam Weapons	SIZE	DAMAGE	RANGE	AMMO
Lasgun	1	1D4	6	U
Lascannon	2	1D8	9	U
Particle Accelerator	3	1D12	12	U

Missile Launchers	SIZE	DAMAGE	RANGE	AMMO
Small	1	1D10	12	6
Medium	1	2D10	18	3
Large	1	3D10	24	2
X-Large	1	4D10	30	1

OTHER SYSTEMS	SIZE	DAMAGE	RANGE	AMMO	NOTES
Armor	1	NA	NA	NA	+10 Hits
Bomb	1	6D10	All Adj	1	-
Targeting	1	NA	NA	NA	+1 to hit with one ranged attack
Missile Defense	1	NA	NA	U	-

Missile Defense System Notes

Roll 1D6 for each incoming Missile Attack. On a Roll of 4+ the Missile is destroyed. For every 6 spaces a missile has traveled add +1 to hit roll (distance lowers chances of a successful missile hit) For every missile after the 1st one, subtract 1 from hit roll (salvoes overwhelm the system) A single Missile defense system can intercept up to 3 incoming missile attacks in 1 turn.

Weapon Notes:

Plasma weapons can only be fired once every other turn. The Bomb is a self destruct mechanism. All

Ballistic Weapons	SIZE	DAMAGE	RANGE	AMMO
Chain Gun	1	1D6	4	12
Rail Gun	2	2D6	6	12
Rail Cannon	3	3D6	8	12

Plasma Weapons	SIZE	DAMAGE	RANGE	AMMO
Plasgun	1	1D10	2	U
Plasma Projector	2	2D10	3	U
Plasma Cannon	3	3D10	4	U
Fusion Cannon	4	4D10	6	U

Torpedoes	SIZE	DAMAGE	RANGE	AMMO
Small	1	1D8	8	8
Medium	2	2D8	12	8
Large	3	3D8	16	8

ships in an adjacent space take 6D10 Damage. All weapons attack into a 180 degree arc.

The arc is determined by the ship's weapon configuration. Arcs include: (F)orward, (L)eft, (R)ight, and (B)ack. The arcs overlap.

Scenarios

Each Fleet will have X number of Hits. All Ships will have a full complement of Weapons.





Starship Troopers

Introduction

Board & card game for 2 players. Battle between Human Troopers and the Arachnoid Threat. Each figure represents a Trooper or Insect(s).

Disclaimer

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Victory

Kill the opposing Leader.

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units.

Units Table Notation

Number of that type of unit each player has in setup.

Move The types of Move Cards the unit can use.

Range = The types of Attack Cards the unit can use.

Human Unit Table

Name	#	Hits	Move	Range	Notes
Troopers	7	2	4	5	
Commander	1	3	4	5	Leader

Arachnoid Unit Table

Name	#	Hits	Move	Range	Notes
Worker Swarm	8	1	2	1	
Warrior Bugs	7	2	3	2	
Queen	1	3	2	1	Leader

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Card List

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Move Phase
3. Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units can move through other units only if they are making an Aerial Move. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. An attack does 1 point of damage. If the target unit is reduced to zero hit points it is destroyed.

Troopers may attack through other units, Arachnoids may not. The defender may play a Defense card to negate an attack.

Card List Notation

M Movement

A Attack

User Who can use the card.

T Troopers only

S Arachnoids only

D Defense

Type Purpose of card

Number of that type of card in the deck

Card Name:	#	Range	Type	User	Notes
Walk	3	1	M	T	
Run	3	2	M	T	
Powered Jump	2	3	M	T	Aerial
Hover	2	K	M	T	Aerial
Jet Pack	2	4	M	T	Aerial
Burrow	4	1	M	S	
Crawl	5	2	M	S	
Winged Flight	3	3	M	S	Aerial
Mandibles	3	1	A	S	
Pincers	3	1	A	S	
Spine Projectiles	3	2	A	S	
Bio-Energy Discharges	3	3	A	S	
Carapace	1	-	D	S	
Segmentation	1	-	D	S	
Expendable	1	-	D	S	
Augmented Armor	1	-	D	T	
Power Armor	1	-	D	T	
Intelligence	1	-	D	T	
Hand-to-Hand Combat	2	1	A	T	
Magnetic Ballistics	2	2	A	T	
Force Beam	2	3	A	T	
Grenade Launcher	2	K	A	T	
Micro Missiles	2	4	A	T	
Tac Nuke	2	5	A	T	
Tactics	2	X	T	Draw 3 cards	
Hive Mind	2	X	S	Draw 3 cards	





Steampunk Safari

Introduction

Card Game for 2-4+ players. Spacefaring Steampunk Setting. Each player is a hunter on Safari. Safaris can take place on Earth, Venus, or Mars.

Victory

The Player with the most points when the Deck runs out is the winner.

The Deck

Players share a Common Deck. There are 6 card types: Hunters, Weapons, Special, Venus, Earth, and Mars. The Venus, Earth, and Mars cards are referred to as Trophy Cards.

Turn Sequence

- Players take Turns. Play proceeds clockwise. There are 3 Phases in a Turn.
1. Hunt Phase
 2. Safari Phase
 3. Trophy Phase

Card List

Card Name:	Type:
Professor Frutznutz	Hunter
Commandant Virkutzk	Hunter
Captain Topperbottom	Hunter
Lord Glockenshpiel	Hunter
Angus Esquire Steakum	Hunter
Pernicious Peabody	Hunter
Sir Fritterbatter the Third	Hunter
Count DeMone	Hunter
Baron Berilous Bizqwik	Hunter
Major Mac Muffin	Hunter
Disintegrator Pistol	Weapon
Wave Disruptor Gun	Weapon
Sub-Atomic Scatter Gun	Weapon
Energy Beam Projector	Weapon
Phlogiston Wave Emitter	Weapon
Atomic Death Ray	Weapon
Aether Oscillator Rifle	Weapon

Hunt Phase

Draw 4 Cards. Keep one card in your hand. Give 1 card to the person to your right.

If there are 3 or more people playing, give 1 card to the person to your left. Otherwise, place the card on the bottom of the deck. Discard the fourth card for a Special Effect: Hunter Card: Look at the next 5 cards in the deck and put 1 in your hand. Weapon Card: Your opponent must discard 1 random card. Then draw 1 card from the deck and put it in your hand.

Earth Card: Draw 2 more cards from the Deck and put them in your hand. Mars Card: Steal 1 Random card from your opponent's hand. Venus Card: Put any 1 card from the discard into your hand.

Special Card: Per Card Text

Safari Phase

You may play a Safari: A Safari consists of 1 Hunter, 1 Weapon, and 1 or more Trophy cards All of 1 type (All Earth, All Mars, or all Venus). Gain Points equal to the number of Trophy cards you played. All Played cards are discarded.

Trophy Phase

Max hand size is 7 cards. Discard excess cards.

Card Name:	Type:
Sonic Hand Cannon	Weapon
Mighty Melter Sidearm	Weapon
Electro-Static Vaporizer	Weapon
Venusian Banshee	Venus
Venusian Bandersnatch	Venus
Venusian Jub Jub Bird	Venus
Venusian Slithy Tove	Venus
Venusian Jabberwock	Venus
Venusian Manticore	Venus
Venusian Fly Trap	Venus
Venusian Spider Pig	Venus
Venusian Horse Fly	Venus
Venusian Moss Monster	Venus
Bugbladder Beast of Mars	Mars
Martian Collapsapod	Mars
Martian Stinkbug	Mars
Martian Ghilibeast	Mars
Martian Maneater	Mars
Martian Platypus	Mars
Martian Cat Dog	Mars
Martian Triskellion	Mars
Martian Centipede Tiger	Mars
Martian Weevil	Mars
Sasquatch	Earth
Chupacabra	Earth
Reclusive Snipe	Earth
Rare Albino Ape	Earth
Giant Anaconda	Earth
Elusive Big Foot	Earth
Abominable Snow Man	Earth
Giant Squid	Earth
Mysterious Sphinx	Earth
Questing Beast	Earth
Moon Soldiers	Special: All Opponents Discard 2 Cards
Dilettante Companion	Special: Counts as all 3 types of Trophy
Crash Landing	Special: Opponent Discards 3 Cards
Little Green Men	Special: Draw 5 cards, Keep the Mars cards
Venusian Savage	Special: Draw 5 cards, Keep the Venus cards
Native Guide	Special: Draw 5 cards, Keep the Earth cards





Steel & Crystal

by Zak
Rules version 1.1

Introduction

Steel and Crystal is an easy solo game of conquest on a fantasy land. You are the General of your Empire and your mission is simple: defeat the enemies of your Emperor. Every scenario states the initial forces that you have under your command and the objectives you must obtain to win.

Game Map

The game map represents one continent/region divided in different areas: every area has one base terrain type (Clear, Mountain, Forest etc..) and some optional elements (towns, dungeons...). You must mark on the map the current position of your army (use one counter/penny or draw your position with a pencil). For each area the (Area Table) of the Scenario specify:

- The GP produced
- The troops that you can recruit from this area.

Whenever you conquer a new area you must update the Game Chart adding the GP and increasing the Max column in the troop roster with the troops relative the newly conquered area: if the units are listed between parenthesis you cannot recruit them, hence you won't update the troop roster for these units (while you must fight against them in the conflict phase) Every area can be:

- Empire controlled: this area is under control of your Empire; you can collect Gold Points (GP) and troops only from this areas.
- Neutral: the local government controls the area.
- Enemy controlled: the area is under control of a Major Enemy of your Empire.

Major Enemies are capable of expanding their reign (see the Event phase). The main difference between Neutral and Enemy controlled is that the latter, being part of an enemy empire, cannot be explored (see the Exploration phase) and will be defended by the whole Enemy army (Neutral areas are always defended only the local forces). Depending on the scenario every Enemy initially controls some areas on the map;

during the Event phase the enemy could be able to add more area to his realm; when you enter an Enemy controlled area you will have to face the possibility of fighting against an army composed of ALL the troops controlled by the Enemy (i.e. not only the troops of the area where your army is located).

Setup

Copy in the Game Chart the current treasure and resources as defined by the scenario data. Copy in the Game Chart the list of the initial army composition as defined by the scenario data. Sequence of play

- Event phase
- Recruitment
- Movement
- Exploration
- Conflict
- Conquest

Event Phase

Roll 2D6 in the scenario Event Table and apply the results immediately. Roll one D6 for each enemy empire present (as for the scenario): on a result of 5-6 the selected empire extends his power; add +1 to the dice roll if you control 1/4 of the game area, add +2 when you control half or more of the game map. If an enemy empire has grown select the nearest (random) area to the enemy capital: mark this area as Enemy controlled area in the map.

Recruitment Phase In this phase you can collect the GP from all the area under your control: add this number to the current GP total in the Game Chart. You can then buy any unit provided that:

1. You have enough GP to buy it
2. The number of units you already have of the selected type is less than the

value in the corresponding MAX column Every area can produce a fixed number of units - every time you conquer a new area you increment the MAX column of every troop type listed in the corresponding Area Table; the MAX value represents the upper limit of units of each type you can recruit.

Unit Types

Type	Name	\$\$	CF	Notes
SK	Skirmish	1	1	+3 vs EL

Type	Name	\$\$	CF	Notes
LI	Light Infantry	2	3	
BD	Blades	3	5	
SP	Spears	3	4	+2 vs LC/HC/EL
LC	Light Cavalry	4	6	-1 on Mountain/Wood
HC	Heavy Cavalry	5	8	-2 on Mountain/Wood
EL	Elephants	5	10	-3 on Mountain/Wood
CH	Chariots	5	7	-4 on Mountain/Wood
MO	Monster	X	X	the CF is always listed in the area table
WZ	Wizard	8	-	

Combat Table

Dice vs Force Ratio

DiceRoll	1:1	2:1	3:1	4:1
1	-/2	1/1	1/1	2/1
2	-/1	1/1	2/1	3/-
3	1/1	1/-	3/-	4/-

DiceRoll	1:1	2:1	3:1	4:1
4	1/1	2/-	4/-	5/-
5	1/-	3/-	5/-	6/-
6	2/-	4/-	6/-	8/-

Result: (Defender units lost)/(Attacker units lost)
Modifiers:

- if the number of cavalry units of one side is twice

or more than the adversary number adjust one column at his advantage (left if defender, right if attacker)



Steel and Crystal

Type	\$	CF	MAX	Tot	Notes
SK	1	1			+3 vs EL
LI	2	3			
BD	3	5			
SP	3	4			+2 vs LC/EL +1 vs HC
LC	4	6			-1 on Mountain/Wood
HC	5	8			-2 on Mountain/Wood
EL	5	7			-3 on Mountain/Wood +2 vs LC/HC
CH	5	6			-4 on Mountain/Wood +2 vs BD/SP

Resources:

Treasure:

Sequence of play

- ☐ Event phase
- ☐ Recruitment
- ☐ Movement
- ☐ Exploration
- ☐ Conflict
- ☐ Conquest

[Combat Table]

DiceRoll	Force Ratio			
	1:1	2:1	3:1	4:1
1	-/2	1/1	1/1	2/1
2	-/1	1/1	2/1	3/-
3	1/1	1/-	3/-	4/-
4	1/1	2/-	4/-	5/-
5	1/-	3/-	5/-	6/-
6	2/-	4/-	6/-	8/-

Result: (Defender units lost)/(Attacker units lost)

Modifiers:

- if the number of cavalry units of one side is twice or more than the adversary number adjust one column at his advantage (left if defender, right if attacker).

Steel and Crystal

scenario #1: the Aidlon offensive

After 5 years of relative peace the Xy/tyan empire has newly started a series of offensive maneuver against the neighborhood kingdoms: the Isle of Aidlon is now menaced so you've been assigned to the defensive campaign.
Your base will be the town of Kherasa (area 1 in the map) while the Xy/tyan forces are known to be in the city-fortress of Hishimur (area 24), near to the southern desert.
Keep one eye to the region of Yss (area 10), ruled by the giant Worms, and to the Northern Hishimur plains (area 20), infested by the inhuman Giants of Flesh.

Initial Forces

You start the game in the town of Kherasa (area 1) with the following forces:

2SK 3BD 1SP 1HC 1LC

Your initial treasure: 0GP.

The initial resources: 5GP.

At the game start only the area of Kherasa is controlled by your empire.

Victory

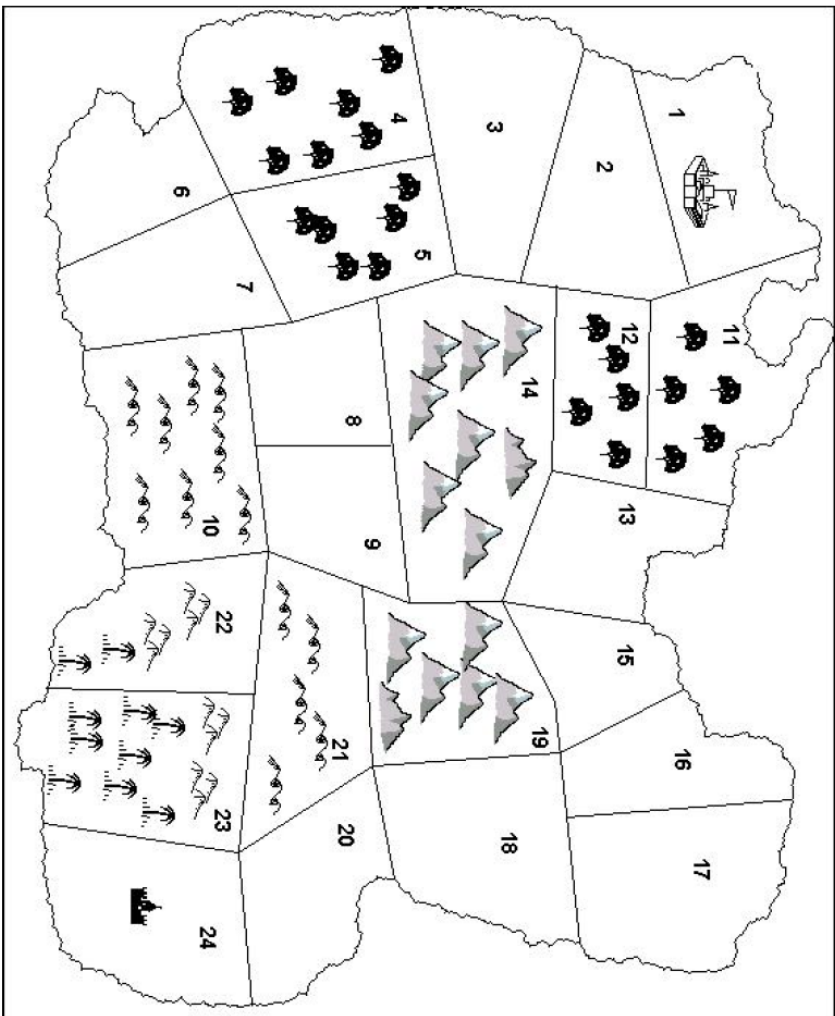
You win the game if you controls the city-fortress of Hishimur (area 24) at the end of any turn.

[Wizard Spells]

Revive	roll 1D6: on a result of 1-4 one unit lost in the last battle turn is put back in the game
Blast	roll 1D6: on a result of 1-4 one enemy unit is removed
FireBall	roll 1D6: on a result of 1-2 two enemy units are removed
Armor	roll 1D6: on a result of 1-3 one unit has his CF doubled in the current battle round
Weakness	roll 1D6: on a result of 1-3 one enemy unit has his CF halved in the current battle round

[Xy/tyan and mercenary wizard spell table]

DR		
1-2	Revive	One unit lost in the last battle turn is put back in the game
3-4	Blast	roll 1D6: on a result of 1-4 one enemy unit is removed
5	FireBall	roll 1D6: on a result of 1-2 two enemy units are removed
6	Evoke	roll 1D6: 1-2: no effect 3-4: 1BD is evoked 5: 1HC is evoked 6: 2SP and 1LC are evoked Evoked units are immediately put in the battle



[Area Table]			
1	5\$ - 2SK 3BD 1SP 1HC 1LC	9	1\$ - (2SK 4LC 4CH 1HC)
2	2\$ - 2SP	10	1\$ - (4MO/Worms: 10)
3	2\$ - 1HC 4LC	11	3\$ - 2LL (2BD)
4	2\$ - 2LL 2BD	12	2\$ - 2LL 2BD
5	4\$ - (4MO/Orcs: 4 1MO/Troll: 8)	13	4\$ - 1SK 2BD 4SP 2HC 1LC
6	2\$ - 2CH 2LC	14	0\$ - Area is impassable
7	2\$ - 2HC 2LC	15	2\$ - (2SK) 3SP 1HC 2LC
8	2\$ - 1SK 2LL 3SP (Wizard)	16	2\$ - 1SK 1LL 2BD
17	2\$ - 2LL 1BD 1SP	23	1\$ - (1EL 4LC) 3LL 4SK
18	1\$ - (1SK 1LL) 2SP	24	Wizard 3SK 4LL 3BD 2EL 2HC 2LC 2MO/Orcs: 4 1MO/Giant: 12

[Exploration Table]	
1d6	Result
1	The information about the area was correct: no changes.
2	The area is richer than expected: add 1GP to the Resources of the Area
3	The area is poorer than expected: add 1GP to the Resources of the Area
4	Unexpected ally: the area became part of your empire without any need of combat
5	One random defending unit deserts: do not consider this unit in the combat against the defenders
6	The defending force is stronger than expected: roll 1D6 1-2: add 1BD 3-4: add 1SP and 1SK 5: add 1HC 6: add 1SK and 1EL

[Event Table]	
2D6+	Event
11-13	A donation of a good ally: +4 GP
14-16	Unplanned expenses: -4 GP
21-24	Unexpected enemy attack: roll 1D6 1: 3LL 2BD 2: 2SK 2LL 3: 2LC 1HC 4-5: 5MO/Orcs: 4 6: Wizard 5MO/Orcs: 4
25-26	Local guide: add 1MP to your army for this turn
31-33	Industrial growth: a region increase revenues by 1
34-36	Famine: a region decrease his revenues by 1
41-42	Epidemic: your army lose 1D3 random units.
43-44	Mercenary units join your army: roll 1D6 1: 1SK 2: 1LL 3: 1BD 4: 1SP 5: 1LC 6: 1HC
44-46	Unrest: a region doesn't produce any revenue this turn
51-53	Treason: a random region previously controlled became hostile (remove the GP and Troops)
54-56	New Ally: a random region adjacent to your realm became part of your empire (add the GP and Troops)
61-62	Bad weather: no movement in neutral/hostile territory is possible this year
63-64	Good Omens: in this turn you can benefit of 1 column shift to the right for the first 2 rounds of a battle
65	Poor Omens: in this turn you must suffer 1 column shift to left for the first 2 rounds of a battle
66	One kingdom ally to the Xyrian Empire (24): select the nearest random territory to the empire capital and mark it as controlled by this empire.

* Roll 2 dice and read as tens and units (e.g. 5 and 3 = 53)



Stellar Poker

Introduction

Poker variant Requires a special deck called the Earth Sun Moon deck

Earth Sun Moon Playing Card Deck

This deck has 52 nonstandard cards There are 4 suites. They are designated:

ORDER	CARD	NOTES
1	Sun	-
2	Mercury	Inner Planet
3	Venus	Inner Planet
4	Earth	Inner Planet
5	Moon	Inner Planet
6	Mars	Inner Planet
7	Asteroids	-

Turn Sequence

1- Shuffle deck. 2- One player is chosen as the dealer. 3- Players ante in.

4- Five cards are dealt to each player Cards are dealt face down unless house rules state otherwise. Play starts with the player to the dealers left and proceeds clockwise 5- In turn each player may discard up to 4 cards and receive replacement cards. 6- Players may now, in turn, raise the ante.

Other players must match the raise or drop out. 7- Players reveal their hands. The highest combination wins the pot.

Combinations

In order from lowest to highest:
Pair Two Pair Two Pair of adjacent planets (Example:

SUITE	SYMBOL
FULL	Black circle
NEW	White circle
WAXING	Black Crescent
WANING	White Crescent

Each suite contains 13 cards:

ORDER	CARD	NOTES
8	Jupiter	Outer Planet
9	Saturn	Outer Planet
10	Uranus	Outer Planet
11	Neptune	Outer Planet
12	Pluto	Outer Planet
13	Comets	

Jupiter & Asteroids) Two Pair of Earth & Moon Flush Straight Inner Planets Straight Outer Planets Straight Three of a Kind Full House Four of a Kind Four Moons & New or Full Earth Inner Planets Straight Flush Outer Planets Straight Flush

Notes

Use Comets as the first choice for Wild Cards (Asteroids second) The order of the Moon & the Earth are interchangeable when forming a straight The order of the Neptune & Pluto are interchangeable when forming a straight (Pluto's orbit is elliptical. It is sometimes closer to the Sun than Neptune is)

Cardset Available

Ooooooh Pretty





Stickin It To The Man

Introduction

Card game for 2+ players Based on the Blacksploitation films of the early 70's.

Disclaimer

Many card names are copyrighted properties or refer to living people. This is merely a fan site.

Winning

The player accumulates the most Cool Points (CP) at the end of 5 hands wins.

The Deck

Players share a common deck. The deck contains 7 Suites of cards:

- Character
- Cool
- Fighting
- Accessories
- Bad Guys
- Musician
- Actor

Turn Sequence

Each turn has 3 phases:

- Draw Phase
- Redraw Phase
- Meld Phase

Draw Phase

Each player is dealt 8 cards. If the deck ever runs out of cards, shuffle the discard and draw from it.

Redraw Phase

Each player may discard up to 5 cards and draw replacements.

Meld Phase

Each player makes a Meld using the cards in his hand. A Meld may contain 1 card from each Suite. Each card has a Cool Point (CP) value.

A player adds up the CP of all the cards in his Meld to get a CP Total. A player adds his CP total to that of his previous hands to get a Running Total.

Gender Rule

You can only play both an actor and character if they are of the same sex.

Card Type Notation

MC Male Character

FC Female Character

K Cool

F Fighting

A Accessories

B Bad Guys

M Musician

MT Male Actor

FT Female Actor

Card List

Card Name:	Type	Cool
Sweet Sweetback	MC	8
Shaft	MC	10
Super Fly	MC	9
Slaughter	MC	8
Black Caesar	MC	6
Boss Nigger	MC	5
Blackula	MC	3
Blackbelt Jones	MC	4
Huggy Bear	MC	1
Dolemite	MC	7
Undercover Brother	MC	2

Card Name:	Type	Cool
Saturday Night Special	F	6
Beatdown	F	6
Meat Cleaver	F	5
Castration	F	6
45 Automatic	F	8
Whoop Ass	F	8
Packin Heat	F	7
Thrown out Window	F	8
Big Afro	A	3
Floppy Hat with Feather	A	4
Platform Shoes	A	2

Card Name:	Type	Cool
Coffy	FC	9
Cleopatra Jones	FC	8
Foxy Brown	FC	10
Melvin Van Peebles	MT	8
Fred Williamson	MT	10
Ron O'Neal	MT	8
Jim Brown	MT	6
Richard Roundtree	MT	10
Pam Grier	FT	10
Tamara Dobson	FT	8
Antonio Fargas	MT	4
James Brown	M	8
Isaac Hayes	M	10
Curtis Mayfield	M	9
Klansmen	B	8
Mobsters	B	7
Biker Gang	B	6
Hit Man	B	9
Red Necks	B	4
Slum Lord	B	8
Honkies	B	5
Dope Pushers	B	5
Drug Dealers	B	5
Street Gang	B	6
Crooked Cops	B	8
Corrupt Politician	B	7
Abusive Pimp	B	7
Gangsters	B	6
Crime Boss	B	8
Mafioso	B	7
Kung Fu	F	9
Revolver	F	8
Shotgun	F	10
Bare hands	F	6
Switch Blade	F	7
Sub Machine Gun	F	7
Magnum	F	8

Card Name:	Type	Cool
Pimped Out	A	5
Trench Coat	A	4
Dashiki Shirt & Golf Pants	A	3
Exorbitant Fur Coat	A	4
Walking Stick	A	4
Coupe De Ville	A	5
Orange Soda	A	2
Whores	A	6
Ebonics	A	5
Jive Talk	A	7
Fried Chicken	A	4
Tits & Ass	A	8
Car Wash Baby	A	5
Oppressed by the Man	A	6
Power Brother	A	7
Black Panthers	A	8
Pimpmobile	A	9
Cop Killer	K	9
Badass Mofo	K	10
Black is Beautiful	K	9
Great Ghetto Hero	K	10
Sly, Slick & Wicked	K	7
Hustler	K	6
Outlaw on the Run	K	6
Anti-Hero	K	7
Hedonist	K	5
Street Smart	K	6
Revenge	K	9
Underdog	K	8
Rebel	K	7
Harlem Mac Daddy	K	8
Take Shit from No One	K	9
Super Fine	K	9
Vigilante	K	6
Sexually Insatiable	K	8
Statuesque Stud/Vixen	K	8





Stormbringer

Introduction

Two player card game depicting the struggle between Law & Chaos in Moorcock’s Elric Fantasies.

The Decks

- There are 2 decks:
- The Law Deck
 - The Chaos Deck
- Each player controls one deck.

Setup

Shuffle the decks. Each player draws 8 cards from his own deck. Each player starts with 4 Balance Tokens.

Victory

The first player to control all 8 Balance Tokens wins the game.

Turn Sequence

- Each turn has 5 phases:
- Fate Phase
 - Destiny Phase
 - Quest Phase
 - Struggle Phase
 - Balance Phase

Fate Phase

Each player fills his hand to 8 cards If a deck runs out, shuffle its discard and draw from it.

Destiny Phase

Each player may discard up to 4 cards and draw replacements.

Law Deck Card List

Card Name:	Type	Force	Notes:
Elric, Eternal Champion	E	9	
Elric, God-Slayer	E	9	Destroy 1 opposing God
Elric the Doomed Albino	E	8	

Quest Phase

Players may discard a Transport card to search their deck for and play any Item or Place card.

Struggle Phase

- Each player may play to the table, face-up, some, all, or none of his cards. Each played card has a Force Value. Each player adds up the Force Value of his played cards.
- The player with the highest total Force Value wins the turn. The Law player may only play:
- 1 Elric card, 1 Stormbringer card, 1 Lady card, 1 Spell card, 1 God card,
 - 1 Transport card, 1 Place card, 1 Item card.
- The Law Player may play any number of Hero and Army cards. The Chaos Player may only play:
- 1 Sorcerer or Villain card, 1 God card, 1 Transport card, 1 Place card,
 - 1 Special Item card, 1 Event card.
- The Chaos Player may play any number of Monster, Army, and Item cards.

Balance Phase

The turn winner gets to take a Balance Token from his opponent. All played cards are discarded. Players may discard some, none, or all of the cards in their hands.

Law Deck Card Types

- E** Elric
- SB** Stormbringer
- H** Hero
- A** Army
- P** Place
- L** Lady (Lover)
- B** Boon
- I** Item
- S** Spell
- T** Transport
- G** God

Card Name:	Type	Force	Notes:
Elric the White Wolf	E	8	
Elric, Emperor of the Ruby Throne	E	7	
Elric of Melnibone	E	7	
Elric, Woman-Slayer	E	6	You cannot play a Lady card
Stormbringer, Hell Sword	SB	9	+2 if Elric card Played
Stormbringer, Soul Stealer	SB	8	+2 if Elric card Played
Stormbringer, Rune Blade	SB	7	+2 if Elric card Played
Stormbringer, The Black Sword	SB	6	+2 if Elric card Played
Moonglum	H	8	
Rackhir the Red Archer	H	7	
Tanelorn	P	8	
Dyvim Tvar, Lord of the Dragon Caves	H	5	+4 if Dragons are played
Magum Colim, Grand Admiral	H	6	Friendly Armies get +2
Horn of Fate	I	10	Only play if you have 7 Tokens
Chaos Shield	I	9	Destroy opposing Sorcerer
Myshella, Emress of the Dawn	L	9	Spells you play get +2
Champion of Law	B	7	Only if you play at least 1 Hero
Count Smiorgan Baldhead	H	5	Friendly Armies get +2
Queen Yishana of Jharkor	L	6	
Zarzonla Voashoon	L	4	
The Noose of Flesh	S	7	Destroy one opposing Army
Invulnerability	S	7	
The Ship that Sails over Land & Sea	T	7	+3 if Straasha or Grome played
Mechanical Bird	T	5	+3 if Myshella played
Potion of Strength	I	4	+3 if Elric played
Dragons of Melnibone	A/T	9	
Steeds of Nihran	T	3	
Duke Avan Astran, Explorer	H	6	
Dyvim Storm	H	7	
Oone, Dreamthief	L	6	
Actorios, the Ring of Kings	I	8	Play only if Elric Played
Isle of Purple Towns	P	7	+2 if Count Smiorgan played
Golden Battle Barges	A	8	
Straasha, King of the Sea	G	8	
Grome, King of the Earth	G	8	
Lasshaar, King of the Air	G	8	
Sepirtz, Captain of the Fates	H	6	
Grey Lords	G	9	Only play if Chaos is winning
Castle Kaneloon	P	8	+3 if Myshella played
Sea Lords Reaver Fleets	A	6	+2 vs Imrryr
Elemental Allies	A	7	+2 if a God is played
Three As One	S	9	2 Heroes & Elric must be played
Meerclar, Lord of Cats	G	7	
Fileet, Lord of the Birds	G	7	
Haaashaastaak, Lord of Lizards	G	7	
Arrow of Justice	I	8	Destroy one opposing Monster
Astral Travel	S/T	4	
White Lords of Law	G	10	Play only if you are winning
Karlaak, City of Jade Towers	P	5	+2 if Zarzonla is played
The Winged Men of Myrrhn	A	5	

Chaos Deck Card Types

S Sorcerer
V Villain
I Item
SI Special Item

A Army
M Monster
G God
T Transport
B Boon
E Event

Chaos Deck Card List

Card Name:	Type	Force	Notes:
Jagreen Lern, Theocrat of Pan Tang	S	9	
Prince Yrkoon	S	8	
Mournblade	SI	8	
Theleb Kaarna	S	8	
Arioch of the Seven Darks	G	10	
Doctor Jest	V	5	
Melniboneans	A	8	
Earl Saxif D'Aan	S	9	
Champion of Chaos	B	5	Must play with Sorcerer or Villain
Demon Steed	M/T	4	
Prince Gaynor the Damned	V/S	9	
Mordaga, the Sad Giant	M	6	
Demon Armor	I	4	
Urish the seven Fingered, Beggar King	V	7	
Dead God's Book	SI	9	+2 if played with a God
Grimoire	I	5	Sorcerer gets +4
Mirror of Memory	SI	9	Destroy 1 opposing army
Demon Sword	I	5	
Ghouls of Limbo	A/M	6	
Demon Shield	I	5	
Beggar Horde	A	5	+2 if played with Urish
Sorcerers Ring	I	3	Sorcerer gets +3
Mages Amulet	I	4	Sorcerer gets +2
Crimson Gate	T	5	
Shade Gate	T	5	
Lord Gho's Elixir	I	5	
Clakars, Winged Apes	M/A	6	
Giant Owls	M/A	6	+2 vs Winged Men of Myyrhn
Agak & Gagak	S	9	
Mist Giant	M	7	
Kyrenee, Greater Demon	M	9	Destroy 1 opposing Army
Doomed Companion	E	3	Destroy 1 Hero if SB played
The Bane of the Black Sword	E	3	Destroy 1 Hero if SB played
Prince of Chaos	G	9	
Immortal	B	7	Villain or Sorcerer must be played
Host of Chaos	A	8	
Imrryr, The Dreaming City	P	9	
Teran Gashtek, Flame Bringer	V	9	
Weeping Wastes	P	6	
Pan Tang Isles	P	6	+2 with Theleb or Jagreen
Nadoskor, City of Beggars	P	5	+2 with Urish
Barbarian Horde	A	6	+2 with Flame Bringer
Shapeshifters	M	6	

Card Name:	Type	Force	Notes:
Demon Guardians	M	6	
Burning God	G	8	
Sighing Desert	P	5	
Tigermen	M	4	
The Vanishing Tower	P/T	9	
Dwarven Sorcerer	S	6	
Beings of Troos	M	5	
Dukes of Hell	G	9	
Chaos Armada	A	9	
Warping Power	E	2	Destroy one opposing Lady
Boiling Sea	P	8	
Kelmain Host	A	6	
Balo the Jester	S/G	8	
Chaos Butterfly	M	4	
Hunting Dogs of Dharzi	M	4	

Elric Links

The Sailor on the Sea of Fate
Eternal Champion Role Playing

Disclaimer

Elric is a copyrighted/licensed property. This is merely a fan site.





Stormtrooper

Introduction

Solo card game. WWI theme. You control a squad of 9 Stormtroopers attacking a section of the enemy line.

Gear

You will need tokens to keep track of your men. You will need tokens to keep track of enemy men. Six sided dice are needed.
There are 3 decks: Terrain, Enemies, and Stormtrooper decks.

Victory

Destroy all enemy unit cards in play.

Defeat

You lose if your squad is ever reduced to less than 3 men.

Map Setup

The Terrain deck contains 50 cards. Randomly lay out the Terrain cards face up to make a rectangle 10 cards long and 5 wide. This is the Board (or Map).
Each Terrain card is a space on the map. There is also an eleventh row, the starting row (German lines).

Setup: Enemy Deployment

The Enemy unit deck has 20 cards. Place the 3 machinegun unit cards on the 3 terrain cards that are of the 'Machinegun type'. The other 17 units are each placed randomly on the terrain cards of the 'Occupied type'.

1D6	Result:	Notes:
1-3	Nothing	
4	Counterattack	Move one non-machinegun Defender forward 1 space.
5	Pinned	You cannot move next turn.
6	Reinforcements	*

* Take a random destroyed enemy unit card and place it on an edge space on the far end of the map.

Assault Phase

Discard an Attack card to attack an enemy unit at the indicated range. The Enemy unit loses (1D6 men -

Stormtrooper Setup

Your squad is represented by a single pawn. During setup you may place it in any space of the starting row. Draw 4 cards. This is your starting hand.
You get +1 to casualty rolls on your first turn.

Turn Sequence

- Each turn has 4 phases:
1. Supply Phase
 2. Advance Phase
 3. Counterattack Phase
 4. Assault Phase

Supply Phase

Draw 1 card from the Storm Trooper deck. Max hand size = 5 cards. Discard extra cards. If the deck runs out, shuffle the discard and draw from it.

Advance Phase

You may move your squad to any adjacent unoccupied space. Cards that allow extra moves must be used in this phase. You cannot move into a space occupied by an enemy unit.

Counterattack Phase

If you come within range of an enemy unit the enemy attacks. Snipers have a range of 3. All others have a range of 2. Roll 1D6 for each attacking enemy unit card.
Machine gun units get to roll twice. Units with officers or 8 or more men get to roll twice. Add to the roll the Defense rating of the terrain your squad is in.
On a modified roll of 3 or less one of your men is killed. You may discard a Defense card to negate the casualty. Next roll once on the counterattack table:

the Defense value of the Space). This is the casualty roll.

Indicate surviving men on card with tokens. Discard an enemy unit card with no men left. Morale cards do not cause casualties (but they do have a range).

Terrain Deck Notation

Ocp Is this terrain occupied by enemy unit cards at the beginning of the game.

Y Yes. **N** = No. **M** = Machinegun unit.

Number of that card in the deck.

Terrain Deck

Card:	#	Ocp	Notes:
No Mans Land	10	N	-
Wire Entanglements	8	N	*
Pill Box	1	M	Defense = 2 (Bunker)
Machinegun Nest	1	M	Defense = 1 (Bunker)
Machinegun Emplacement	1	M	Defense = 1
Concrete Bunker	1	Y	Defense = 2
Blockhouse	2	Y	Defense = 2 (Bunker)
Trenches	10	Y	Defense = 1
Dug outs	3	Y	Defense = 1 (Trench)
Ruined Farmhouse	1	Y	Defense = 1
Destroyed Tank	1	N	Defense = 1
Splintered Trees	1	N	Defense = 1
Communication Trench	5	N	Defense = 1**
Shell Holes	5	N	Defense = 1 (Trench)

*Requires a Wire cutter card to be played to enter.

**You may move again this turn.

Enemy Deck

Card:	Men	Notes:
Riflemen	8	
Sentry	1	
Sniper	1	
Lookout	1	
Sniper & Observer	2	
Detachment	8	
Guards	2	
Garrison Troops	8	
Officer	& Aide	2

Card:	Men	Notes:
Machinegun	5	3 in Deck
Squad	8	
Officer	1	
Platoon	16	
Sharpshooter	1	
Officer and Men	9	
Grenadiers	4	
Soldiers	12	
Mortar Team	4	

Officer units are immune to morale cards.

Storm Trooper Deck

Card:	#	Range	Notes:
Stick Bombs	4	1	Trenches get no defense mod. Casualty roll +1
Egg Grenades	4	2	Trenches get no defense mod. Casualty roll -1
Pistols	3	1	
Trench Knives	1	1	Casualty roll -1
Bayonets	1	1	Casualty roll -1
Entrenching Tool	1	1	Casualty roll -1
Light Machinegun	2	2	Casualty roll +1
Rifles	2	2	
Sniper	2	3	
Light Flame Thrower	2	1	Bunkers and Pillboxes get no defense bonus
Demolition Charge	2	1	Bunkers and Pillboxes get no defense bonus

Card:	#	Range	Notes:
Bangalore Torpedoes	2	-	Play to enter a Wire space
Wire Cutters	3	-	Play to enter a Wire space
Camouflage	1	D	Defense card
Use Cover	1	D	Defense card
Open Formation	1	D	Defense card
Demoralized	1	(3)	Move one enemy unit back 1 space (Morale)
Terror	2	(2)	Move one enemy unit back 1 space (Morale)
Panic	2	(1)	Move one enemy unit back 1 space (Morale)
Cause Surrender	1	1	
Rush	1	-	Move 1 extra space this turn
Infiltrate	1	-	Move 1 extra space this turn
Trench Raid	1	-	Move 1 extra space this turn
Consolidation Team	1	-	Get 1 reinforcement (1 man)
Move up Reserves	1	-	Get 1 reinforcement (1 man)
Supply Team	1	-	Discard to draw 2 cards
Shells & Gas	1	X	Make a casualty roll vs any enemy unit.

Variants

Larger map (more Terrain cards) Larger squads or multiple squads.

Sub-machine Guns (kugelspritz)

These became available in small numbers in 1917+. 2 cards of Range = 1 & Casualty roll +1

Two Player Variants

Each player gets a squad and they share the same map. Players race to capture an enemy HQ space.

Faq

Q> Can you count diagonally for movement purposes and firing? A> Yes.

Q> Is there any blocking of line of site? For example: If I move adjacent to the machine gun emplacement which is followed in a straight line by the sentry followed by the sniper, do they all get to attack me or can

just the machine gun fire? A> LOS is not blocked, all may attack.

Q> What happens if you play Terror or Panic on an enemy unit in their own back row? A> Special Ruling: You must play a "Retreat" card on the most forward enemy elements possible. If the most forward is on the back row, it is removed from play.

Q> What happens when an enemy unit must retreat back onto another enemy unit? A> Both occupy the same space. When attacking a stack each attack damages only one (randomly determined) enemy unit.

Q> What happens when an enemy unit is respawned but the back row is already full? A> They stack. Both units may occupy the space. They do not hinder each other.

Q> Once a wire entanglement has been cut through is it passable for the rest of the game without another wire cutters or bangalore torpedoes? A> Yes, your men remember where the breach is.

Links

BGG Link





Stratastar

Introduction

Space Empire building, Interstellar conquest. Build, maneuver, trade, and fight your way to Galactic supremacy. Minimal units and card mechanics make for quick turns.

Map Of The Galaxy

For the board use a 10 X 10 grid Make 100 map chits of the following composition: 4 Homeworlds 20 Worlds 4 Supernovas 4 Black Holes 8 Nebulas 60 Blanks

Map Setup

Each player receives a 'Homeworld' chit. Place the other map chits face down randomly on the board, one per space. Leave the corners empty.
Flip the chits over. Remove the blanks. Each players homeworld is placed in a different corner of the board. Players randomly determine who places their homeworld first.

If a Homeworld is closed in by Supernovas, Black Holes, and Nebulas then remove one of these hazards.

Empire Chits

Each player gets a set of chits in a different color. A set consists of 10 Fleet, 10 Stargate, and 20 colony chits.

Victory

Victory goes to the first empire to have colonies on 12 worlds or that captures an enemy homeworld.

Empire Setup

Each player starts the game with 4 Fleets and one stargate located on their Homeworld. Each player gets dealt 5 cards from the Galaxy Deck.

The Galaxy Deck

The deck contains 85 cards:

20	Attack
20	Move
20	Build
20	Trade
5	Research

If during play, the deck is used up, reshuffle the discard pile and continue.

Turn Sequence

Players take turns. The last player to place a Homeworld goes first and so on. Each turn is divided into 6 phases:

1. Draw
2. Trade
3. Support
4. Build
5. Movement
6. Battle

Draw Phase

Retooling: The active player may discard up to 3 cards. Next: Production: All players draw galaxy cards to fill their hands to maximum draw size. (Yes, you read it right, ALL players) Homeworld Production: The starting max draw size is 5 cards. Colonial Production: Max draw size is increased by 1 for every 3 colonies the player has.

Trade Phase

Free Trade: All players may freely trade cards with each other. External Trade: The active player may discard a Trade card to take a random card from an opponent. If the card is also a trade card, both are discarded. Internal Trade: The active player may discard a Trade card and X other cards to draw X +1 cards from the Galaxy deck. This may be done only once per turn.

Support Phase

Active player only. Defense Spending: Your Homeworld can support 2 Fleets. Defense Taxes: You may support an additional Fleet for every 2 colonies you have.

Military Cutbacks: Unsupported Fleets of the active player are removed from the map. Logistics: A Build card may be discarded to count as a colony for support purposes.

Build Phase

Active player only. Shipyards: A Build card may be discarded to build a Fleet at your Homeworld. Colonization: If you have a Fleet present at a world which has no colonies, you may discard a Build card to build a colony there.

Stargates: Three Build cards may be discarded to build a Stargate at a colony Terraforming: Five Build cards may be discarded to Terraform a world on which

you have a colony. Add an additional colony to the terraformed world.

Movement Phase

Active player only. Armadas: Multiple friendly Fleets in the same space may be stacked together as an Armada. (or Starmada) Free Move: You get one free move. Move one Fleet or Armada one space orthogonally (no diagonal moves) Hazards: Fleets & Armadas cannot enter spaces occupied by hazards: Supernovas, Black Holes, and Nebulas. Spaceflight: A move card may be discarded to move one of your fleets or Armadas one space. A Fleet or Armada can move multiple times per turn.

Beam me up: A Fleet or Armada at a stargate may move to any other friendly stargate as its move.

Battle Phase

Units: Fleets and Colonies are the two types of 'units' in the game. Battlefield: A battle occurs if opposing units occupy the same space and at least one player wants to fight. All units in the space must participate Resolution: The side with the highest force total wins. Each unit has a force value = 1.

Homeworlds have a force value = 4. Attack Cards have a force value = 1. Players simultaneously reveal the Attack cards they are using. (On the count of 3) This is done once. More Attack cards cannot be added later.

Players may use some, all, or none of the Attack cards in their hands. Attack cards used are discarded. Win: The winner suffers no casualties.

Lose: All units of the losing side are destroyed (including Stargates). Mutual Destruction: If the totals are tied then all units of both sides are destroyed.

Research Cards

A research card can be used like any other type of card. Basic Research: Discard a research card in your trade phase to draw 2 cards.

Optional Abilities

The following rules for spying, diplomacy, and retreat are optional, but recommended:

Spying

An Attack card may be discarded at any time to look at an opponents hand or to look at the next 5 cards in the deck.

Diplomacy

A player may discard 2 Trade cards during an opponents move to prevent any opposing fleets from moving into a target space occupied by one of that players units (or homeworld).

Retreat

During an opponents move phase, if an opponents fleet enters a space containing one of your fleets or armadas, you may discard a move card to move your fleet or armada to an adjacent space not containing enemy units. The opponent may pursue by discarding his own move cards.

Optional Rules

Exploration: The map chits are not set up at the beginning of the game. The identity of a space is not revealed (picked randomly from the pile) until a Fleet enters it. Discard a trade card for a unit to see into an adjacent space. Players cannot trade until their empires adjoin.

To the Death: The game lasts until only one player is left. Low Technology: Do not use stargates. Power cards: Draw a star on 4 build, 4 attack, 4 trade, and 4 move cards.

These are now worth two cards each.

More Optional Abilities

Before play starts determine which optional abilities and rules are to be used, by whom, and when.

Uneven Start: Players start the game able to use one optional ability not useable by the other players.

Breakthrough Technology: Discard 1 Research card and 4 build cards. You gain 1 optional ability that you could not already use. (Make cards for the Abilities listed in the Optional Ability List below.

When gaining a new ability select a random card)

Optional Ability List

Scout: Discard 2 Move Cards to move a Fleet 3 spaces.

Hyper jump: Discard 5 Move cards to move one fleet or Starmada to any nonhazard space on the map.

Defend the Homeworld!: Discard 4 Move cards to immediately move some or all of your fleets back to your Homeworld.

Expansion: Discard 2 Build cards to build a fleet at a colony.

Wormholes: Black holes can be used as one way gates to supernovas. This means that these spaces can be entered.

Piracy: Discard 2 Attack cards to make opponent discard a random card.

Planning: Discard 2 Build cards to put the top card of the discard pile into your hand.

Treason: Discard 5 Trade cards to replace an opponents unit with one of your own.

Allied Minor Race: Discard 4 Trade cards to build a colony on an empty world within 2 spaces of one of your units.

Treaty: Discard 5 Trade cards. You and an opponent cannot attack each other for the next 2 turns.

Nebulous Navigation: Discard 2 Move cards to enter a Nebula.

Border Raids: Discard 1 attack card. An enemy colony adjacent to one of your fleets is not counted on that player's next turn in his draw or support phases.

Warfleet: Discard 2 Build cards to build a Warfleet at Homeworld. Identical to regular fleet except that it generates 3 Force points and cannot build colonies. Indicate with a different kind of Chit.

Sabotage: Discard 3 Attack cards to negate a non-battle action just performed by an opponent.

Planet Buster: Discard 5 Attack cards to destroy any colony anywhere on the map.

Nova Mine: Discard 5 Attack cards to destroy any Fleet anywhere on the map.

Counters & Cards

This very cool counter & card set was created by David Ashton: david.ashton@cheshtatasy.co.uk David has also made counters and cards for Space Insurrection.

[Download Stratastar Counters](#)

[Download Stratastar Cards](#)





Stratego Shogun

Introduction

Stratego variant with a Japanese theme. There are 40 new pieces. The object is to capture all of your opponent's 4 fortresses.

Fortresses do not move. High rank units capture lower ranks. (A Daiyamo = 12 would capture Heavy Cavalry = 11) Equal ranks result in mutual destruc-

tion.

There are no bombs. Ninja can move diagonally. Ninja always win if they are the attacker.

Ranged units (R) always defeat infantry (I). Cavalry (C) always defeats ranged units. Certain infantry will defeat cavalry, if the cavalry is attacking.

Cavalry move like scouts.

Unit Name	#	Rank	Type	Notes
Fortress	4	0	-	
Ninja	3	0	-	Defeats all units in attack
Ashigaru Spearmen	3	1	I	Defeats Cavalry in defense
Ashigaru Gunners	3	2	R	Defeats Infantry
Bushi Spearmen	3	3	I	Defeats Cavalry in defense
Bushi Musketeers	3	4	R	Defeats Infantry
Bushi Spear Cavalry	6	5	C	Defeats Ranged Units
Warrior Monks	2	6	I	
Samurai Swordsmen	3	7	I	
Samurai Horse Archers	2	8	-	Defeats Infantry/Move like scouts
Samurai Archers	3	9	R	Defeats Infantry
Samurai Naginata	2	10	I	Defeats Cavalry in defense
Samurai Heavy Cavalry	2	11	C	
Daiyamo	1	12	C	

Stratego Shogun Labels

by Raymond A. Salvas

[Click Here](#)

Here's what I have for playing pieces for Shogun Stratego. These are to be put on the Stratego playing pieces from Hasbro. They would measure 5/8" wide by 7/8" high. The person who would use these would need to cut and paste a little to make them fit.

Also, the blue and red pieces are separated. The blue are on top, (the pieces are of blue colored nature),

and the same would go for the red pieces, (the pieces are of red colored nature), so to speak. People can do anything they want with the coloring, this is what I and my two sons decided on the coloring. There are extra pieces at the bottom, which were created by my son.

Stratego Links

[Ed's Stratego Page](#)





Stratego Wwii Naval

Introduction

Stratego variant with a WWII Naval theme. All spaces are sea spaces, except for 2 islands in the center of the board. There are 40 new pieces.

There are 2 ways to win:

1. Destroy all of your opponent's Carriers.
2. Have one of your Transports reach your opponents back row.

All units except mines move 1 or 2 spaces. There are no scouts. Mines are equivalent to bombs. High Rank destroys low rank.

For example: Battleships = 7 defeat Cruisers = 6. Every turn in addition to your normal move you may make one Air Mission. There are 2 types of missions: Reconnaissance & Bomber missions.

For a Reconnaissance mission choose an enemy unit and roll one six sided die:

1D6	Result:
1-3	Unit Identity revealed if it is not a sub or a mine
4-5	No sightings
6	Reconnaissance Plane shot down by AA guns/fighters

For a Bomber mission choose an enemy unit and roll one six sided die:

1D6	Result:
1-3	Target unit (not sub or mine) destroyed by bombs/torpedoes
4-5	Bomber misses
5-6	Bomber shot down by AA guns /fighters

Each player has 4 Reconnaissance Planes and 4 Bombers. If all planes of 1 type are shot down, no more missions of that type are possible.

Unit Name	#	Rank	Notes
Mines	6	-	Same as Bombs
Transport	4	1	
PT Boat	4	3	Defeats all units except mines when attacking
Mine Sweeper	2	2	Automatically defeat Mines
Destroyer	8	5	Automatically defeat Subs
Cruiser	4	6	
Battleship	4	7	
Carrier	4	4	
Submarine	4	-	Defeats all units except mines & destroyers

Counter Set & Map

The following counter set and map was created by Janne Thorne: jan.thorne@mail.bip.net Janne has

also made counters and cards for Blitz, Midway, Can-nonade, and others.





Street Fighter Arena

Introduction

2 player Card game based on the world of Street Fighter. It simulates a match between 2 characters.

Disclaimer

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Victory

Reduce the opposing fighter to zero or less hits.

Hits

Each character starts with 20 Hits.

The Deck

Players share a common deck. The Deck has 52 cards:

- 10 Punch cards (P)
- 10 Kick cards (K)
- 10 Grab cards (G)
- 10 Athletic cards (A)
- 6 Focus cards (F)
- 4 Link cards (L)
- 2 Warrior cards (W)

The Characters

17 Characters are available. Each player chooses one character at the beginning of the game. Each character has 2 Special Abilities.

Each character has a unique list of Fighting Techniques.

Techniques

Each technique has a name, a cost, and an effect. Some characters can use the same technique. The cost is in the number and type of cards that must be played to produce the effect.

The effects will be either offensive or defensive or otherwise. Offensive techniques, or Attacks, will cause Damage. Each point of Damage reduces the opposing character by 1 Hit.

A Defense will reduce the damage of an attack by an indicated amount.

Combo

Normally a Character can only make 1 attack on its turn. A combo effect will allow it to make an extra attack. The combo is prevented if the defender is able to negate or reduce the damage of the initial attack.

Stun

Some Attacks also produce a Stun effect. When a character is stunned, there is a 50% they will not be able to Attack until after their next turn.

Knock Down (kd)

Some Attacks also produce a Knockdown effect. When a character is Knocked Down, he must discard a Kick card on his next turn to get up (or 2 cards of any other type)

Injure

Some Attacks also produce an Injury. There is a 50% chance the targets Max Hand Size will be reduced by 1 for the rest of the Match.

Hold

Some Attacks also produce a Hold effect. When a character is Held, he must discard a Grab card on his next turn to break the hold (or 2 cards of any other type).

Setup

Some Attacks produce a Setup effect. This Character's next attack cannot be negated or defended against.

Unblockable

Some Attacks have the Unblockable effect. They cannot be negated or reduced.

Multi-strike

Some Attacks have the Multi-Strike effect. For every Grab card you discard the attack does an extra 2 points of Damage.

Distance

Some Techniques produce a Distance effect. If one is produced the combatants are too far away from each other except for ranged attacks. Either player on their

turn may play 1 Athletic card on their turn to negate the distance effect.

Throw Down (td)

Some Techniques produce a Throw Down effect: This is a combination of both a KD effect and a Distance effect.

Sub For Jump

Some techniques have the sub for Jump Defensive Option: Instead of paying the usual cost for the Jump maneuver, you may pay the cost as listed for this Technique. You negate their attack and 50% immediately use this Attack against them. However this costs 1 extra Focus card to do so.

Counter Air

Some Techniques have the Counter Air Option: You can use this Technique during your opponent's turn

if they use an Air Technique against you: You negate their attack and 50% immediately use this Attack against them. However this costs 1 extra Focus card to do so. Your Attack also gets the KD effect if it didn't already have it.

Dizzy Rule

If you make 2 or more combos in one turn you are stunned until the end of your next turn.

Jumping Attack Option

You can make any Basic Attack an Aerial (Air) Attack by playing an extra Athletic Card: The attack does Damage +1.

Basic Techniques

There is a list of basic Techniques that all fighters are able to use.

Basic Technique List

Technique	Cost	Effect
Basic Punch	1 Punch	Punch Attack of Damage = 1
Low Kick	1 Kick	Kick Attack (Low) of Damage = 1
High Kick	1 Kick	Kick Attack (High) of Damage = 1
Grapple	1 Grab	Grab Attack of Damage = 1
Block	2 Punch	Reduce Damage of an Attack by 1
Attack Chain	1 Link	Draw 1 card + Combo
Counter Attack	1 Link	Attack on Opponents Turn after his Attacks
Mental Focus	1 Focus	Draw 2 cards and discard 1 card
Way of the Warrior	1 Warrior	Wild card: Use as any other card type
Throw	2 Grab	Grab Attack of 1 Dam + TD
Wrestle	2 Grab	Grab Attack of 1 Dam + Hold
Jab	2 Punch	Punch Attack of 1 Dam + Combo
Jump	1A + 3K	Negate Low or Crouching or Ranged Attack
Duck	3 Athletic	Negate High or Aerial Attack
Mid-Block	2A + 2P	Negate an Attack that is neither High nor Low
Sidestep	2A + 2K	Negate Punch Attack
Evade	2A + 2G	Negate Kick Attack
Dodge	3A + 2F	Negate an Attack
Clean Break	1A + 3G	Negate a Grab Attack
Feint	2 Punch	Setup + Combo
Knee Strike	2 Kick	Kick Attack of Damage = 1 + Draw 1 Card
Elbow Strike	2 Punch	Punch Attack of Damage = 1 + Draw 1 Card
Stomp	2 Kick	Kick Attack of Damage = 1 + Injure
Gouge	2 Punch	Punch Attack of Damage = 1 + Injure
Twist	2 Grab	Grab Attack of Damage = 1 + Injure
Strong Kick	2 Kick	2 Dam
Strong Punch	2 Punch	2 Dam
Roundhouse Kick	1A + 2K	3 Dam
Parry	4 Punch	Reduce Punch or Kick Attack to 1 Dam
Catch	2A + 3P	Negate Punch or Kick Attack

Technique	Cost	Effect
Withdraw	4 Kick	Distance + Negate Attack unless foe plays 1 Kick
Retreat	2A + 3K	Negate Attack + Distance
Shake it Off	1 Focus	Negate all Stun effects or 50% one Injury

Max Hand Size

All Characters have a max hand size of 7. If they ever have more than their max, discard the excess.

Match Setup

Players choose their Characters. Each player is dealt 7 cards. Flip a coin to see who goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. First Refresh Phase
2. Attack Phase
3. Tactical Phase
4. Second Refresh Phase

First Refresh Phase

Fill your hand to max hand size. (or less if stunned)
If the deck ever runs out, shuffle the discard and draw from it.

Attack Phase

Play (Discard) cards to make an attack. If you play a combo effect, you can make an extra attack. Your opponent may play cards to produce defensive effects, fully or Partially negating one or more of your attacks.

Tactical Phase

You may discard any unwanted cards in your hand.

Second Refresh Phase

Fill your hand to max hand size. (or less if stunned)

Character List

There are 17 characters available:

Ryu

(Shotokan Karate) SA1: Your Focus Attacks do Damage +2 SA2: Your Max Hand Size is +1

Technique:	Cost:	Effect:
Dragon Punch (Air)	2A + 3P	5 Dam (Sub for Jump)
Power Uppercut	3 Punch	2 Dam + Stun (Counter Air)
Foot Sweep (Crouch)	2 Kick	1 Dam + KD
Hurricane Kick	3 Kick	2 Dam + Multi-Strike
Air Hurricane Kick (Air)	4 Kick	3 Dam + Multi-Strike (Sub for Jump)
Backroll Throw	2A + 1G	2 Dam + TD
Fireball	2 Focus	4 Dam (Energy Ranged)
Improved Fireball	3 Focus	6 Dam (Energy Ranged)
Kippup	1 Defense	Negate KD

Ken

(Shotokan Karate) SA1: Your Max Hand Size is +1
SA2: Your Punch Attacks do Damage +1

Dragon Punch (Air)	2A + 3P	5 Dam (Sub for Jump)
Flaming Dragon Punch (Air)	2A + 4P	6 Dam + KD
Power Uppercut	3 Punch	2 Dam + Stun (Counter Air)
Foot Sweep (Crouch)	2 Kick	1 Dam + KD
Hurricane Kick	3 Kick	2 Dam + Multi-Strike
Air Hurricane Kick (Air)	4 Kick	3 Dam + Multi-Strike (Sub for Jump)
Backroll Throw	2A + 1G	2 Dam + TD
Fireball	2 Focus	4 Dam (Energy Ranged)
Kippup	1 Athletic	Negate KD

Zangief

(Sanbo) SA1: You may convert 1 card to a Grab card on your turn SA2: You have 5 extra Hits

Ear Pop	(High)	2 Punch	1 Dam + Stun
Head Bite (High)	1A + 1G	1 Dam + Hold	
Iron Claw	2G + 1P	2 Dam + Hold	
Spinning Clothesline	1A + 2P	2 Dam + KD (High)	
Turbo Spinning Clothesline	2A + 2P	3 Dam + KD (High)	
Foot Sweep (Low)	2 Kick	1 Dam + KD	
Double Hit Kick	3 Kick	2 Dam High + 2 Dam Low	
Back Breaker	3 Grab	2 Dam + Injure	
Pile Driver	1A + 3G	3 Dam + KD	
Spinning Pile Driver	1A + 4G	4 Dam + TD (Sub for Jump)	
Siberian Suplex	2A + 3G	4 Dam + TD	
Siberian Bear Crusher	5 Grab	4 Dam + KD	
Grappling Defense	2 Grab	Negate Grab Attack	
Air Throw	2A + 2G	Counter Air Only: 2 Dam + TD	

T. Hawk

(Native American Wrestling) SA1: All your Grab attacks do +1 Damage SA2: You have 5 extra Hits

Thunder Clap	2 Focus	3 Dam + Stun (Energy Ranged)
Buffalo Punch	4 Punch	4 Dam
Thunder Strike (Air)	2A + 1K	2 Dam + Stun
Storm Hammer	4 Grab	3 Dam + TD (Sub for Jump)
Diving Hawk (Air)	2K + 2A	3 Dam + Combo (Sub for Jump)
Wounded Knee	3 Kick	2 Dam + Injure
Neck Choke (High)	3 Grab	2 Dam + Hold
Bear Hug	4 Grab	3 Dam + Hold
Brain Cracker (High)	2G + 1P	1 Dam + Hold + Multi-Strike

Fei Long

Athletic Card during your Opponents turn

(Kung Fu) SA1: You may convert 1 card to a Punch card on your turn SA2: You may use 1 Grab card as a

Monkey Grab Punch	2P + 1G	2 Dam + Unblockable
Rekka Ken	1F + 2P	3 Dam + Multi-Strike
Double Hit Kick	3 Kick	2 Dam High + 2 Dam Low
Dragon Kick	2F + 2K	6 Dam (Energy Ranged)
Foot Sweep (Crouch)	2 Kick	1 Dam + KD
Stepping Front Kick (Low)	2 Kick	1 Dam + Combo
Deflecting Punch	2 Punch	Negate 1 Dam + Inflict 1 Dam
Punch Defense	2 Punch	Negate Punch Attack
Hair Throw (Air)	1A + 2G	2 Dam + TD
Drunken Monkey Roll	2A + 1G	Negate Low, Crouching or Ranged Attack
Kippup	1 Athletic	Negate KD

Dhalsim

(Kabaddi) SA1: You may convert 1 card to a Focus card on your turn SA2: Your Max Hand Size is +1

Slide Kick (Low)	2 Kick	1 Dam + KD
Brain Cracker (High)	2G + 1P	1 Dam + Hold + Multi-Strike
Flying Body Spear	2A + 2K	4 Dam (Sub for Jump)
Extendable Limbs	3 Punch	2 Dam + Unblockable

Slide Kick (Low)	2 Kick	1 Dam + KD
Fireball	2 Focus	4 Dam (Energy Ranged)
Improved Fireball	3 Focus	6 Dam (Energy Ranged)
Telepathy	1 Focus	Draw 2 Cards + Look at Opponents Hand
Yoga Flame	1 Focus	2 Dam (Energy Ranged)
Yoga Teleport	3 Focus	Negate Attack + Distance

Blanka

card to an Athletic card on your turn

(Capoeira) SA1: You may discard cards immediately
before First Refresh Phase SA2: You may convert 1

Head Butt (High)	2 Punch	1 Dam + Stun
Power Uppercut	3 Punch	2 Dam + Stun
Turbo Spinning Clothesline	2A + 2P	3 Dam + KD (High)
Back Flip Kick	3 Kick	2 Dam + Distance
Foot Sweep (Low)	2 Kick	1 Dam + KD
Head Bite (High)	1A + 1G	1 Dam + Hold
Rolling Attack (Air)	2A + 1G	2 Dam + Distance
Beast Roll (Air)	3A + 1G	4 Dam (Sub for Jump)
Vertical Rolling Attack (Air)	2A + 1G	3 Dam (Counter Air)(Sub for Jump)
Shock Treatment	3 Focus	5 Dam + Stun
Musical Accompaniment	1 Focus	Draw 2 cards

Guile

You may convert 1 card to a Link card on your turn

(Special Forces) SA1: You may use 1 Grab card
as an Athletic Card during your Opponents turn SA2:

Spinning Backfist	2 Punch	1 Dam + Stun
Flash Kick (Air)	1F + 2K	4 Dam
Flying Knee Thrust	1A + 2K	2 Dam + Injure
Foot Sweep (Crouch)	2 Kick	1 Dam + KD
Spinning Foot Sweep (Crouch)	1A + 2K	2 Dam + KD
Air Throw	2A + 2G	Counter Air Only: 2 Dam + TD
Kippup	1 Athletic	Negate KD
Sonic Boom	2 Focus	3 Dam + Stun (Energy Ranged)
Pile Driver	1A + 3G	3 Dam + KD
Hyper Fist	3 Punch	2 Dam + Multi-Strike

Cammy

during your Opponents turn

(Secret Agent) SA1: Your Kick attacks do Damage
+1 SA2: You may use 1 Grab card as a Defense Card

Spinning Backfist	1A + 1P	1 Dam + Stun
Spinning Knuckle	1A + 2P	2 Dam + Combo or Negate Ranged Attack
Power Uppercut	3 Punch	2 Dam + Stun (Counter Air)
Flying Thrust Kick (Air)	1A + 3K	4 Dam (Sub for Jump)(Counter Air)
Flash Kick (Air)	1F + 2K	4 Dam
Handstand Kick	1A + 2K	3 Dam (Counter Air)
Spinning Foot Sweep (Crouch)	3 Kick	2 Dam + KD
Air Throw	2A + 2G	Counter Air Only: 2 Dam + TD
Suplex	4 Grab	3 Dam + KD
Thigh Press	3 Grab	2 Dam + KD
Cannon Drill (Low)	2 Focus	4 Dam

E. Honda

(Sumo Wrestling) SA1: Your Punches do Damage
+1 SA2: You have 5 extra Hits

Sumo Slap	3 Punch	3 Dam
Head Butt (High)	2 Punch	1 Dam + Stun
Hundred Hand Slap	4 Punch	3 Dam + Multi-Strike
Double Hit Kick	3 Kick	2 Dam High + 2 Dam Low
Foot Sweep (Crouch)	2 Kick	1 Dam + KD
Spinning Foot Sweep (Crouch)	1A + 2K	2 Dam + KD
Bear Hug	4 Grab	3 Dam + Hold
Air Smash	2A + 1K	2 Dam + KD (Sub for Jump)
Knee Basher	3 Kick	2 Dam + Injure
San He	2 Focus	Negate 3 Dam + Negate KD

Chun Li

attacks do Damage +1

(Wu Shu) SA1: You may convert Punch cards to Kick or Athletic cards on your turn SA2: Your Kick

Back Flip Kick	3 Kick	2 Dam + Distance
Forward Flip Knee (Air)	1A + 2K	3 Dam
Lightning Leg (Air)	3 Kick	2 Dam + Multi-Strike
Whirlwind Kick (Air)	2A + 2K	3 Dam + Multi-Strike
Flying Heel Stomp (Air)	1A + 3K	3 Dam + Distance (Sub for Jump)
Air Throw	2A + 2G	Counter Air Only: 2 Dam + TD
Wall Spring	3 Athletic	Negate Attack + Distance
Fireball	2 Focus	4 Dam (Energy Ranged)
Spiked Bracelets	3 Punch	2 Dam + Combo

Dee Jay

Link card on your turn

(Kickboxing) SA1: You may convert Grab cards into Punch or Kick cards SA2: You may convert 1 card to a

Hyper Fist	3 Punch	2 Dam + Multi-Strike
Power Uppercut	3 Punch	2 Dam + Stun (Counter Air)
Triple Strike	2P + 1K	3 Dam
Double Dread Kick	4 Kick	3 Dam + Stun
Double Hit Kick	3 Kick	2 Dam High + 2 Dam Low
Slide Kick (Low)	3 Kick	2 Dam + KD
Wounded Knee	3 Kick	2 Dam + Injure
Back Roll Throw (Low)	1A + 2G	2 Dam + TD
Max Out	2 Focus	3 Dam + Stun (Energy Ranged)
Musical Accompaniment	1 Focus	Draw 2 cards

Balrog

(Boxing) SA1: Convert Grab or Kick cards to Punch
SA2: You have 5 extra Hits

Fist Sweep	2 Punch	1 Dam + KD
Turn Punch	1F + 3P	5 Dam
Power Uppercut	3 Punch	2 Dam + Stun (Counter Air)
Dashing Punch	1A + 3P	3 Dam + Unblockable
Dashing Uppercut	1A + 4P	3 Dam + Stun + Unblockable
Head Butt (High)	2 Punch	1 Dam + Stun

Fist Sweep	2 Punch	1 Dam + KD
Head Butt Hold (High)	3 Grab	2 Dam + Hold
Jumping Shoulder Butt (High)	1A + 2K	3 Dam
Punch Defense	3 Punch	Negate Punch Attack

Vega

(Spanish Ninjitsu) SA1: Convert Kick cards to Grab
or Punch SA2: Your Punch Attacks do Damage +1

Short Backslash	3 Punch	3 Dam
Back Slash	4 Punch	4 Dam
Rolling Crystal Flash	2 Focus	3 Dam + Stun
Flying Barcelona Attack(Air)	3A + 1G	4 Dam (Sub for Jump)
Izuna Drop (Air)	1A + 1G	1 Dam + KD
Rolling Izuna Drop (Air)	2A + 1G	2 Dam + KD
Sky High Claw (Air)	1A + 2P	2 Dam + Combo
Scarlet Terror	3 Kick	3 Dam
Rainbow Suplex (Air)	3 Grab	2 Dam + Stun
Dive Fake	2 Athletic	Setup + Combo
Star Dust Drop (Air)	2A + 2G	3 Dam + Stun

M. Bison

SA1: Convert Punch cards to Athletic or Kick SA2:
Your Kick Attacks do Damage +1

Psycho Crusher	3 Focus	6 Dam (Energy Ranged)
Double Knee Press	3 Kick	2 Dam + Hold
Knee Press Nightmare	4 Kick	3 Dam + Hold
Head Press (Air)	2 Kick	1 Dam + Hold
Somersault Skull Driver (Air)	2A + 1P	2 Dam + Injure
Devil Reverse (Air)	1A + 1P	1 Dam + Combo
Deadly Throw	4 Grab	3 Dam + TD
Fake Slide	1A + 1K	Setup + Combo
Psycho Reflect	1 Focus	Negate Focus Attack

Sagat

(Muy Thai) SA1: Convert Punch to Kick or Kick to
Punch SA2: You have 5 extra Hits

Tiger Shot	2 Focus	4 Dam (Energy Ranged)
Tiger Cannon	3 Focus	6 Dam (Energy Ranged)
Tiger Uppercut	3 Punch	2 Dam + Stun
Tiger Knee Crush	3 Kick	2 Dam + Injure
Tiger Genocide	4 Kick	3 Dam + Combo
Tiger Carry	3 Grab	2 Dam + Hold
Tiger Raid	2A + 1G	3 Dam
Tiger Destruction	4 Punch	3 Dam + Combo

Akuma

(Shotokan Karate) SA1: Convert Athletic cards to
Punch or Focus SA2: You have Hand Size +1

Great Surge Fist	2 Focus	4 Dam (Energy Ranged)
Air Slashing Surge Fist (Air)	3 Focus	6 Dam (Energy Ranged)
Sorching Heat Surge Fist	4 Focus	8 Dam (Energy Ranged)
Tornado Kick	3 Kick	3 Dam
Dragon Fist (Air)	2A + 3P	5 Dam (Sub for Jump)
God of War Air Flash	2 Focus	Negate Attack
Raging Demon	4 Punch	4 Dam
Demon Flip	1A + 2G	2 Dam + TD
Sky Demon Leg Blade (High)	2A + 2K	3 Dam + Injure

Minor Minions

All Minor Minions know the Basic Techniques except Jump and Throw Some know more Advanced

Techniques.

MHS Max Hand Size

Minor Minion List

Type	(Hits/MHS)	Advanced Techniques:
Thug	(5/4)	-
Gangster	(10/5)	-
Warrior	(15/6)	Head Butt/Power Uppercut/Foot Sweep
Cop	(5/4)	Brain Cracker
SWAT	(10/5)	Power Uppercut/ Spinning Backfist
Ninja Genin	(10/5)	Slide Kick/ Handstand Kick/ Jump
Ninja Jonin	(15/6)	Slide Kick/ Back Kick Flip/ Back Roll Throw/ Wall Spring
Green Soldier	(5/4)	-
Veteran Soldier	(10/5)	Spinning Back Fist/ Suplex/ Jump
Lifer Soldier	(15/6)	Spinning Back Fist/ Suplex/ Jump/ Brain Cracker
Special Agent	(10/5)	Head Butt/ Throw
Secret Agent	(15/6)	Monkey Grab Punch/ Double Dread Kick/ Knee Basher/ Jump
Martial Artist Acolyte	(10/5)	Throw/ Jump/ Foot Sweep
Martial Artist Adept	(15/6)	Throw/ Jump/ Foot Sweep/ Spinning Backfist

Advanced Technique List

Brain Cracker (High)	2G + 1P	1 Dam + Hold + Multi-Strike
Suplex	4 Grab	3 Dam + KD
Power Uppercut	3 Punch	2 Dam + Stun
Head Butt (High)	2 Punch	1 Dam + Stun
Wall Spring	3 Athletic	Negate Attack + Distance
Monkey Grab Punch	2P + 1G	2 Dam + Unblockable
Double Dread Kick	4 Kick	3 Dam + Stun
Knee Basher	3 Kick	2 Dam + Injure
Slide Kick (Low)	3 Kick	2 Dam + KD
Back Roll Throw (Low)	1A + 2G	2 Dam + KD
Foot Sweep (Crouch)	2 Kick	1 Dam + KD
Spinning Backfist	2 Punch	1 Dam + Stun

Weapons

If a Character has a weapon they automatically have the basic attack Technique for that Weapon. If you have a hand weapon you also get the Weapon Parry Technique. All Ranged Weapon Attacks have a 50% chance of missing outright Note: If you have an Automatic Rifle, you can use it as a rifle also.

These are referred to as Projectile attacks or Hand

Weapon attacks as Opposed to punches, kicks, or grabs. Players may agree that some Defensive techniques may or may not be used vs these types of attacks. Note: Guns with rubber bullets do 3 less damage and stun instead of injure. Note: The Grenade can only be used if the foes are distant from each other.

Note: Most Projectile Weapons can also be used as a club.

Weapon Basic Techniques List

Pistol	1 Punch	4 Dam + Injure (Revolver) (Projectile Ranged)
Sub Machine Gun	1 Punch	4 Dam + Combo (Projectile Ranged)
Rifle	2 Punch	6 Dam + Injure (Projectile Ranged)
Automatic Rifle	2 Punch	6 Dam + Combo (Projectile Ranged)
Shotgun	2 Punch	5 Dam (Projectile Ranged)
Taser	1 Focus	Stun x2 (Projectile Ranged)
Spray Mace	1 Punch	Stun + Injure
Grenade	2 Punch	10 Dam (Single Use) (Projectile Ranged)
Bow & Arrow	2 Focus	5 Dam + Injure (Crossbow) (Projectile Ranged)
Throwing Star	1 Focus	1 Dam + Injure (Projectile Ranged)
Thrown Knife	1 Focus	2 Dam + Injure (Projectile Ranged)
Thrown Axe	1 Focus	4 Dam + Injure (Thrown Spear, Sword, etc.)(PR)
Knife	1 Punch	3 Dam + Injure (Dagger, Broken Bottle)
Sword	2 Punch	5 Dam + Injure (Katana, scimitar, etc.)
Axe	2 Punch	4 Dam + Injure
Battle Axe	3 Punch	6 Dam (Maul, Heavy War Hammer, 2-Handed Sword)
Shield	1 Grab	2 Dam (Bash) or Negate 2 Dam
Num Chucks (Pair)	3 Punch	3 Dam + Combo (Pair of Sticks)
Club	2 Punch	3 Dam + Stun (Bat, Hammer, Nightstick, etc.)
Electric Cattleprod	2 Punch	2 Dam + Stun x2
Brass Knuckles	Modifier	Adds 1 Dam to any Punch Attack
Staff	2 Athletic	3 Dam + Stun
Spear	3 Athletic	5 Dam (Bayonet, Pike)
Chain	2 Athletic	3 Dam + Hold
Whip	2 Athletic	2 Dam + Combo
Tonfa (Pair)	2 Grab	3 Dam or Negate 2 Dam
Sai (Pair)	3 Punch	3 Dam or Negate Hand Weapon Attack
Kama (Pair)	2 Punch	4 Dam or Negate 2 Dam
Weapon Parry	1F + 2P	Negate Hand Weapon Attack

Minor Character Weapon List

- Thug- Brass Knuckles, Knife, Lead Pipe (Club), Chain
- Gangster- Revolver, SMG
- Warrior- Num Chucks, Sword, etc.
- Cop- Pistol, Taser, Tonfa, Truncheon (Club), Shotgun, Spray Mace
- SWAT- Rifle, Automatic Rifle, Pistol
- Ninja- Throwing Stars, Knife, Kama, Sword, Bow & Arrow
- Soldier- Pistol, Rifle, Automatic Rifle, Grenade
- Agent- Knife, Pistol, Rifle
- Martial Artist- Sai, Staff, Spear, Num chucks

More Techniques

Flying Head Butt	1A + 2P	2 Dam + Stun (Air)
Dim Mak (Death Touch)	4 Focus	6 Dam + Injure x2
Maka Wara	2 Focus	Negate 1 Dam & Inflict 3 Dam
Missile Reflection	3 Grab	Turn Projectile Attack to any target
Energy Reflection	3 Grab	Turn Energy Attack to any target
Shockwave (Low)	1F + 2P	3 Dam + KD (Ranged Energy)
Great Wall of China	1F + 3K	5 Dam
Acid Breath	2 Focus	3 Dam + Injure
Chi Kung Healing	2 Focus	Negate 1 Injury
Cobra Charm	3 Focus	Opponent cannot attack next turn
Ghost Form	3 Focus	Negate all attacks this turn

Flying Head Butt	1A + 2P	2 Dam + Stun (Air)
Ice Blast	3 Focus	5 Dam + Stun (Ranged Energy)
Regeneration	1 Focus	Regain 2 Lost Hits
Stunning Shout	2 Focus	3 Dam + Stun (Ranged Energy)
Toughskin	1 Focus	Negate 1 Dam & Inflict 1 Dam
Zen No Mind	1 Focus	Draw 2 Cards





Studio Comics

Introduction

Board Game for 2-4+ players. Each player owns a Comic Book Studio. Each Studio creates Heroes, publishes, collects Talent, and merchandizes in Order to outdo their Rivals and create an entertainment empire.

Disclaimer

Much of the material in this game refers to licensed, published properties. This is merely a fan site.

- H** Hero
- A** Action
- M** Merchandise
- T** Talent
- P** Publication

Dice

Six-sided dice are needed. At least three.

Pawns

Each player gets a Pawn of a unique color.

Tokens

Four Sets of colored Tokens are needed:

- Red** Victory Tokens
- Blue** Talent Tokens
- Yellow = Merchandising Tokens
- Green = Publication Tokens

The Decks

There are 7 Common Decks:

1. Golden Age Heroes
2. Silver Age Heroes
3. Bronze Age Heroes
4. Modern Age Heroes
5. Talent

Victory

The player with the most Victory Points at the end of the game is the winner.

Game End

The game ends when the last Modern Hero has been created.

The Board

The Board is a square Track seven spaces to a side like so:

.	H	-	A	-	P	-	T	-	M	-	A	-	H	.	.
.	A	A	.	.
.	M	P	.	.
.	T	T	.	.
.	P	M	.	.
.	A	A	.	.
.	H	-	A	-	P	-	T	-	M	-	A	-	H	.	.

6. Merchandizing
7. Publication

Setup

Separate out the components. Shuffle the Decks. Roll high to see who goes first.

Play proceeds clockwise. Each player takes a Pawn. Pawns are placed in the Hero corner spaces.

Players should spread their pawns out amongst the 4 corners.

Turn Sequence

Players take turns. Roll 1 Die and move your Pawn that many spaces. This is the Movement Roll. Pawns move clockwise around the Board.

If you land on an opponent's Pawn, steal 1 Token of your choice from him. If you land on a Hero Space take the top card of the Golden Age Hero Deck And place it face up on the table in front of you. You own this Hero. If there are no Golden Age Heroes left take a Silver Age Hero card.

If there are no Silver Age Heroes left take a Bronze Age Hero card. If there are no Bronze Age Heroes left take a Modern Age Hero card. If there are no Modern Age Heroes left the game ends.

Note: While drawing cards from a specific Age Hero Deck all the players Studios are considered to actually be in that Age. If you land on a Publication Space take

the top card from the Publication Deck. Gain Publication Tokens according to the Card, then Discard the card.

If the Publication Deck ever runs out, shuffle the discard and draw from it. If you land on a Merchandise Space take the top card from the Merchandise Deck. Gain Merchandise Tokens according to the Card, then Discard the card.

If the Merchandise Deck ever runs out, shuffle the

Roll	Result:	Notes:
1	Retro	Move Backwards 1D6 Spaces
2	Visionary	Move Forwards 1D6 Spaces
3-4	Stagnation	Nothing Happens

discard and draw from it. If you land on a Talent Space take the top card from the Talent Deck. Gain Talent Tokens according to the Card, then Discard the card.

If the Talent Deck ever runs out, shuffle the discard and draw from it. Important Note: In the Non-Hero Decks some cards have a minimum Age Requirement. If it is too early in the game the card has no effect. If you land on an Action Space roll 1D6:

Roll	Result:	Notes:
5	Sales Slump	Lose 1 Token
6	Hard Work	Gain 1 Token

End Of Game Scoring

Note that Hero cards have point values (according to their popularity). The player with the Highest total Golden Age Hero Score gets 1 Victory Token. The player with the Highest total Silver Age Hero Score gets 1 Victory Token.

The player with the Highest total Bronze Age Hero Score gets 1 Victory Token. The player with the Highest total Modern Age Hero Score gets 1 Victory Token.

The player with the most Publication Tokens gets 1 Victory Token.

The player with the most Merchandise Tokens gets 1 Victory Token. The player with the most Talent Tokens gets 1 Victory Token. Player with the most Victory Tokens wins.

In case of a tie the player with the highest Golden Age Hero Raw Score wins. If that is a tie, go to the Silver Age Raw Score and so on.

Golden Age Heroes Deck List

Card Name:	Point Value
Crime Stories	5
Westerns	5
Supernatural Stories	6
War Stories	6
Dick Tracy	10
The Shadow	8
Tarzan	10
John Carter of Mars	8
Zorro	9
Buck Rodgers	10
Lone Ranger	10
Nemor the Submariner	4
Green Hornet	9
Superman	10

Card Name:	Point Value
Batman	10
Wonder Woman	8
Flash Gordon	10
Aquaman	8
Green Lantern	6
Captain America	7
Conan the Barbarian	7
Doc Savage	4
The Phantom	4
Flash	10
Dare Devil	4
Green Arrow	8
Plastic Man	4
Astro Boy	10

Silver Age Heroes Deck List

Card Name:	Point Value
Ant Man	6
Iron Man	10
Spider Man	10
X-Men	10
Avengers	9
Hulk	8
Fantastic Four	10

Card Name:	Point Value
Doctor Strange	8
Inhumans	3
Silver Surfer	8
Black Panther	6
Guardians of the Galaxy	4
Star Trek Comics	10
The Defenders	5

Card Name:	Point Value
Justice League	9
Thor	7
Martian Manhunter	6
Super Girl	8

Card Name:	Point Value
Teen Titans	4
Black Widow	3
Judge Dredd	10

Bronze Age Heroes Deck List

Card Name:	Point Value
Wolverine	7
Punisher	5
New Gods	4
Rogue	4
Swamp Thing	8
Alpha Flight	6
New Mutants	6
Groo	4

Card Name:	Point Value
Star Wars Comics	10
Godzilla Comics	8
Ghost Rider	8
The Eternals	4
Elektra	4
Vampirella	7
American Flagg	3
Teenage Mutant Ninja Turtles	10

Modern Age Heroes Deck List

Card Name:	Point Value
Watchmen	10
Spawn	8
Hellboy	7
Transformers	10
Power Rangers	10
The Incredibles	9
Ben 10	9
X-Statix	5

Card Name:	Point Value
Thundercats	6
Cable	5
Gambit	4
Tank Girl	5
Deadpool	6
Nova	6
Mrs. Marvel	5

Talent Deck Card List

Card Name:	Tokens	Notes:
Good Writing	4	
Good Artist	4	
Good Editing	4	
Good Inker	4	
Good Colorist	4	
Good Illustrator	4	
Marvel Method	5	
Stan Lee	5	
Alan Moore	5	
Jack Kirby	5	
Al Feldstein	5	
Jim Shooter	5	Silver
Gardner Fox	5	Gold & Silver Only
John Byrne	5	Bronze
Joe Gill	5	Gold - Bronze Only
Edmond Hamilton	5	Gold & Silver Only

Card Name:	Tokens	Notes:
Otto Binder	5	Gold & Silver Only
Roy Thomas	5	Silver
Edgar Rice Burroughs	5	Golden Only
Frank Miller	5	Bronze
Steve Ditko	5	
Jim Steranko	5	
Osamu Tezuka	5	
Will Eisner	5	
John Romita	5	Modern
Brian Bolland	5	Bronze
Dave Gibbons	5	Silver
Detective Comics	5	
Marvel Comics	5	
Valiant Comics	3	Modern
Dark Horse Comics	3	Modern
Image Comics	3	Modern

Merchandizing Deck Card List

Card Name:	Tokens	Notes:
Movie Adaptation	3	
Blockbuster	5	Bronze
Good Movie	4	
Bad Movie	2	
Movie Series	5	
TV Show	5	Silver
Radio Show	5	Golden Only
Live Action TV	4	Silver
TV Cartoon	5	
Toy Line	5	
Action Figures	5	Silver
Comic Book Convention	4	Silver
Videos	4	Modern
Omnibus	3	Bronze
Chronicles	3	Bronze
Collected Volume	3	Bronze
Pulp Magazine	3	Golden Only
Graphic Novel	4	Silver
Board Game	2	

Card Name:	Tokens	Notes:
Card Game	2	Modern
Video Game	5	Modern
Online Gaming	5	Modern
Cereal Box Prizes	2	
Fast Food Prizes	2	
Statues	2	Modern
Clothing	3	
Posters & Prints	3	
Décor	2	
T-Shirts & Hats	3	
Watches & Wallets	2	
Costumes	3	
Stickers, Pins and Buttons	2	
Accessories	3	
Gimmicks	1	
Free Comic Book Day	5	
Collectibles	4	
Play Sets	4	
Comic Book Stores	5	

Publication Deck Card List

Card Name:	Tokens	Notes:
Multiverse	5	Modern
Mainstay	5	
Situational Character	1D6	
Hay Day	5	
Reboot	4	Bronze
Retcon	4	Silver
Saga	5	Silver
Event	4	
Story Arc	3	
Rebranding	4	
Series Wide Event	5	
Canceled	1	
Comics Code	1	
New Incarnation	4	
Critical Acclaim	5	Modern
Superhero Debut	6	
Newspaper	4	Not Modern

Card Name:	Tokens	Notes:
Resurgence in Popularity	5	Silver
Landmark Superhero	5	
Minor Superheroes	3	
Superhero Team	4	
Sidekick	2	
Extended Storyline	3	
Title Character	4	
Long Run	4	
Second Series	3	
Crossover Event	3	
Limited Series	2	
Mini-Series	2	
Ongoing Series	3	
Shared Universe	5	
Relaunch	4	
New Continuity	4	
New Villain	5	





Summoners Chess

Introduction

Chess Variant using special fantasy units. 2 Player Game.

The Board

Use a regular 8 X 8 Chessboard. 64 lose Terrain tiles cover the 64 spaces of the Board.

Terrain Tiles

There are 16 Types of Tiles. See the Tile Unit Chart. There are 4 copies of each tile.

Pieces

Each piece has 2 parts: The figurine, and the Disc. The discs denote ownership. A disc lies flat in a square, and a figure sits upright on top of it.

Each player gets a set of Discs of a unique color. Use painted metal Figures. Each player starts with 4 Acolyte Figurines.

Winning

To win you must capture all 4 of your opponents Acolytes, or Reduce your opponent to 2 or less pieces.

Tile Unit Chart

Terrain	Unit Type	Movement Type
Ruins	Skeletons	Page
Swamps	Zombies	Page
Mountains	Dwarves	Squire
Hills	Goblins	Squire
Lakes	Serpents	Knight
Jungle	Cat People	Bishop
Castles	Chevaliers	Knight
Caves	Orcs	Knight

Movement Type

Page Moves and Captures 1 space orthogonally.

Squire = Moves and Captures 1 space diagonally.

Second Tile Unit Chart

Setup

Randomly place the 64 Terrain Tiles randomly onto the Board. Each player places his 4 Acolyte Figurines 1 space apart on his back row. Players flip a coin to see who goes first.

Moving And Capturing

This occurs just like in regular chess.

Summoning

This occurs as a result of a move. If you occupy (with any of your units) 3 Tiles of the Same Terrain Type, you summon a Unit under your control into the Fourth tile of that type. If the Fourth space is already occupied by an opponent's piece, the unit is not summoned.

If the blocking piece moves, the unit will immediately be summoned. Each Unit can only be summoned once per game. The type of unit summoned is determined by the tile type as denoted in the Tile Unit Chart.

Acolytes

Acolyte Units move and capture like Kings.

Terrain	Unit Type	Movement Type
Towers	Wizard	Queen
Peaks	Rocs	Bishop
Deserts	Chimera	Bishop
Volcanos	Red Dragon	Queen
Tundra	Ice Giants	Rook
Forests	Elves	Knight
Bogs	Trolls	Rook
Badlands	Ogres	Rook

Second Unit Variant

Use this variant if you want a longer game, and have more figurines you want to use. If your opponent has summoned a Unit of a particular Terrain off the first list, you Also, later, may summon a unit from that Terrain, but from the Second list:

Terrain	Unit Type	Movement Type
Ruins	Vampyre	Queen
Swamps	Treant	Rook
Mountains	Kobolds	Page
Hills	Centaurs	Bishop
Lakes	Wolves	Squire
Jungle	Lizard Men	Squire
Castles	Gargoyle	Bishop
Caves	Gnomes	Page

Terrain	Unit Type	Movement Type
Towers	Golem	Rook
Peaks	Griffon	Rook
Deserts	Hydra	Rook
Volcanos	Demon	Queen
Tundra	Valkyries	Knight
Forests	Unicorn	Bishop
Bogs	Spectre	Bishop
Badlands	Minotaur	Knight





Super Dice

Introduction

Dice game simulating 2 Superheroes fighting.

Victory

To win reduce your opponent to zero hits.

Dice

Ten 6-sided dice are needed plus a few spares.

Setup

Each player gets 5 dice. Each Superhero starts with 50 hits and 5 Superpowers. Name your Superhero.

Superpower Allocation

Randomly select 12 superpowers from the list. Players take turns picking 1 superpower at a time until each player has picked 5 powers. Once a power has been picked, it cannot be picked again.

Roll high on 1D6 to see who picks first.

Turn Sequence

Each turn has 4 Phases: Luck Phase Initiative Phase Action Phase Damage Phase

Luck Phase

Each player rolls his 5 dice.

Initiative Phase

The player with the highest total gains the initiative. The player with the initiative may go first or let his opponent go first in Action Phase.

Powers List

Power Name:	Type	Notes
Regeneration	C	Regain 2 lost hits at the end of Damage Phase
Invisibility	A	All of opponents rolls of 5 are converted to 2
Mind Scan	A	Switch 1 of your dice with 1 of your opponents
Super Leap	A	Convert one of your rolls of 2 into a 6
Teleportation	A*	Switch all of your dice with your opponent
Shrinking	A\$	Convert any one of your rolls into a 6 for defense only
Extra Limbs	A	Convert all of your rolls of 2 into 4
Entangle	A	Opponent must eliminate all of his rolls of 3
Energy Blast	A\$	Roll of 5 becomes 10 for attack only

Action Phase

Players take turns activating powers or assigning dice to Attack or Defense. Powers have a wide variety of effects Some Powers are Constant powers. Constant powers have their effect without being activated.

A player must assign each of his Dice to either Attack or Defense. If there is nothing else left he can or wants to do he must pass. If both players pass in a row the phase ends.

Each power can only be activated once per turn.

Damage Phase

Attack Total = Total of all dice you assigned to Attack
Defense Total = Total of all dice you assigned to Defense
If your Attack total exceeds your opponents Defense Total, your opponent takes Damage in hits equal to the difference. If your opponents Defense Total exceeds your Attack total, you take Damage in hits equal to the difference. Dice that are switched or stolen are returned at the end of this phase.

Powers List Notation

A Power that requires Activation

C Constant Power

Convert(ed) = flip the target die to the indicated number
Rolls = Dice

* you can only activate this power if you have at least one roll of 6.

Eliminate = Remove the die from play for the rest of the turn.

\$ Automatically assigns 1 or more dice to attack or defense.

Power Name:	Type	Notes
Armor	A\$	Convert all of your rolls of 1 into 5 for defense only
Darkness	A	Convert all of your opponents rolls of 5 into 1
Precognition	A	Steal one roll of 5 or 1 from an opponent
Force Field	A\$	Convert all of your rolls of 3 into 6 for defense only
Shape Shift	A	Reroll any (1 or more) of your dice
Illusions	A	Opponent must reroll 2 of his dice of your choice
Mind Control	A	Convert all of your opponents rolls of 6 into 1
Growth	A	Convert all of your rolls of 2 into 6
Summon	A	Roll an extra Die
Freeze	A	Opponent must eliminate one roll of 4 or 6
Made of Metal	C	Start the game with 30 extra Hits
Super Tough	A	Add 2 to all your Defense Rolls
Laser Attack	A\$	Convert one of your rolls of 1 into 5 for attack only
Telekinesis	A	Reroll any 1 target die in play
Flight	A	Eliminate 1 opposing Attack Roll
Immobilize	A	Opponent must eliminate all of his rolls of 4
Enhanced Senses	A	Reroll all your rolls of 1 and 2
Damage Resistance	A	Reduce damage taken from each die by 1
Heat Attack	A	Opponent takes 1 Hit Damage for each of his rolls of 1 or 2
Density Increase	A	Convert one of your rolls of 3 into a 6
Stretching	A	Convert one of your rolls of 1 into a 6
Duplication	A	Make all of your rolls = 4
Super Strength	A\$	Convert all of your rolls of 3 into 6 for attack only
Super Speed	C	Add 10 to your total in Initiative Phase
Absorption	A	Negate a Power just used by opponent
Deadly Attack	A	If you have 3 of a kind add 7 to your attack total
Insubstantial	A*	Your opponents attack total is halved
Psionic Blast	A\$	Convert all of your rolls of 2 into 4 for attack only
Sidekick	C	Sidekick has 20 Hits & a copy of one of your powers*
Super Reflexes	A	Convert all of your rolls of 3 into 5
Drain	C	Opponent loses 2 hits at the end of Damage Phase
Time Travel	A*	Both you and opponent must reroll all your dice
Internal Reserves	A	Pay 3 Hits to reroll one of your dice
Unstoppable	A	Eliminate 1 opposing Defense Roll
Stunning Attack	A*	Opponent rolls one less die next turn
Mystic Powers	A	Pay 2 Hits to use as any power in the Power List
Death Trap	A*	Eliminate any 1 of opponents rolls
Gadgets	A	Convert a roll of 1 into 5
Secret Identity	C	At 25 Hits lose old powers & gain 5 new random ones
Ammo Assortment	A\$	Convert all your rolls of 1 into 3 for attack only
Luck	C	In Luck Phase roll 6 dice & keep 5
Martial Arts	A	Switch 1 roll with Opponent
Knockback	A*	Add 4 to your Attack Total
Electricity	A	Steal all of opponents Rolls of 2
Berserk	A	Add 5 to your Attack Total if all your rolls are for Attack
Finesse	A	Convert all of your rolls of 5 into 6
Backblast	A*	Add value of 1 opponents Attack roll to your Attack total
Tactics	A	(Re)assign opponents Roll to Attack or Defense
Magnetron	A*	Your rolls become identical to your opponents
Neutralization Field	A*	No more powers can be used this turn by anyone
Deflection	A*	Target attack die of opponent targets him instead
Super Genius	A*	Multiply your Attack or Defense Total by 1.5 (round up)
Super Costume	C	Increase all your rolls by 1

Power Name:	Type	Notes
Sonic Blast	A	Convert all of your opponents rolls of 4 into 2
Elemental Attack	A	Damage from target attack roll cannot be avoided
Weather Control	A*	Eliminate 1 of your rolls to gain 2 Extra rolls next turn
Mimic	A	Copies any one power of your opponent

* Any power except Sidekick

FAQ's Q - I am having difficulty in understanding a certain portion of your game Super Dice. I am writing to you in the hope that you can clarify this section for me so that I can slap my forehead, say "Doh!" and play the game. I can't figure out how the Action Phase is supposed to work. You wrote: "Players take turns activating powers or assigning dice to Attack or Defense." By this do you mean that in this sub-phase a player can EITHER activate a power or assign his dice? You also wrote: "Each power can only be activated once per turn." Okay, I can see why you don't want players to activate an Energy Blast five times in a row, but I want to return to the phrase "Players take turns....". So in this phase, if I am inferring correctly, players activate all of their powers (those that require activation) and assign their dice. Somehow, though, I think you have something else in mind. Is my interpretation overly complicated? Was my lobotomy too successful? I seem to be missing the point of this phase. If you could paint this by the numbers for me I would be most appreciative.

A - OK...I guess you forced me to do an EXAMPLE OF PLAY: Lets say Cosmo Man has the first 5 Powers on the List. Lets his Opponent Ant Man has the next 5 Powers on the List. Luck Phase = Cosmo rolls 1,2,3,5,6. Ant Man rolls 1,2,4,5,6.

Initiative Phase = Ant Man wins & decides to go first. Action Phase: (Players take turns. Ant Man first) Ant Man uses 'Extra Limbs' to convert his 2 into a 4 (Ant Man = 1,4,4,5,6) Cosmo uses 'Teleportation' to switch

his rolls with Ant Mans (Cosmo = 1,4,4,5,6) (Ant Man = 1,2,3,5,6) Ant Man uses 'Armor' to convert his 1 into a 5 for Defense (Ant Man = 2,3,5D,5,6) Cosmo uses 'Mind Scan' to switch his 1 with Ant Man's 6 (Cosmo = 4,4,5,6,6) (Ant Man = 1,2,3,5D,5) Ant Man uses 'Energy Blast' to make a 5 a 10 for Attack only (Ant Man = 1,2,3,5D,10A) Cosmo uses 'Invisibility', turning Ant Man's 5 into a 2 (Ant Man = 1,2,2D,3,10A) Ant Man uses 'Shrinking' to turn his 1 into a 6 for Defense (Ant Man = 2,2D,3,6D,10A) Cosmo has no target for his 'Super Leap' power. Cosmo assigns a 6 to defense (Cosmo = 4,4,5,6D,6) Ant Man has no target for his 'Entangle' power.

Ant Man assigns his 3 to Attack (Ant Man = 2,2D,3A,6D,10A) Cosmo assigns his other 6 to defense (Cosmo = 4,4,5,6D,6D) Ant Man assigns his 2 to Attack (Ant Man = 2A,2D,3A,6D,10A) All of Ant Mans powers are used (if able) and all of his dice are assigned. Cosmo makes the rest of his Assignments since Ant Man is done. (Cosmo = 4A,4D,5A,6D,6D) Damage Phase = Ant Man has an Attack total of 15 & Defense Total of 8.

Cosmo Man has an Attack total of 9 & Defense Total of 16. Ant Man does no damage to Cosmo. Cosmo does 1 point of damage to Ant Man. Cosmo regenerates 2 points of damage if he has any from previous turns.

(Note- In this example players may not have made the best possible moves)

No Frills Card Set Available

by rag Look for Superdice.pdf at: Cardset





Super League

Introduction

Titanic Struggle between Rival Super Hero/Villain Teams.

Victory

You win if all Heroes/Minions of the opposing Team are neutralized. Neutralized = Defeated or Delayed

The Decks

There are 2 Common Decks: The Recruit Deck & the Action Deck.

Recruit Deck

This includes the following card types:

- Heroes (Villains)
- Minions
- Aids
- Plots
- Upgrades

Action Deck

This includes the following card types: Events Battle Action cards are immediately discarded after being used. Battle cards are used in Action Phase to modify Attacks. Event cards are used as described in their text.

Dice

Six sided dice are needed.

Aid Card & Upgrade Card Attachment Rules

Aid cards are attached to Heroes. Minions may not normally attach Aid cards. Only the Bad Guy player can attach Plot cards to his Heroes.

A single Hero can attach a maximum of: 1 Origin 1 Base 1 Reputation 1 Sidekick 1 Suit 1 Helmet 1 Pair of Boots 1 Vehicle 1 Plot Upgrade cards attach to Aid cards.

Cards In Play

Cards in play are placed face-up on the table in between the players. Unattached Cards in play will include Heroes & Minions. Aid cards in play must be attached (partially under) to a Hero card.

Upgrade cards in play must be attached (partially under) to an Aid card.

Team Limits

A Team can have a base maximum of 6 Heroes in it at a time. This includes Heroes with Delay and Damage Counters.

Setup

Players determine which player will be the Good guys, and which will be the Bad guys. The bad guy goes first. Shuffle the Recruit Deck.

Each player is dealt 10 Cards from the Recruit Deck. Players cannot attack on their first turn.

Turn Sequence

Players take Turns. The current player is referred to as the active player. Each turn has 6 Phases:

- Contacts Phase
- Recruit Phase
- Equip Phase
- Tactics Phase
- Action Phase
- Recovery Phase

Contacts Phase

Draw 2 Cards from the Recruit Deck and put them in your Recruit Hand.

Recruit Phase

Only the active player may put cards into play. You may put any number of Hero cards from your hand into play. The bad guy player can put any number of Minion cards from his hand into play.

Heroes under control of the Bad guy player are referred to as Villains.

Equip Phase

Only the active player may put cards into play. You may attach Aid cards from your hand to your Heroes. Each Hero may receive a maximum of 1 Aid card per turn.

Upgrade cards may be attached to Aid cards. Villains may attach Plot cards. Origin cards may only be attached to Heroes you put into play this turn.

Tactics Phase

Draw 2 Cards from the Action Deck and put them in your Action Hand. The Good Guy player may discard Plot, Plot Upgrade, & Minion cards from his hand.

For each Plot, Plot Upgrade, & Minion card discarded, he may draw 2 Action cards.

Action Phase

Each of your Heroes/Minions may attack once in this phase. A Hero/Minion with Delay Tokens cannot attack or be Attacked. The Attacker chooses the target Hero of the Attack.

The target player may intercept the attack with another hero/minion he has in play. The hero/minion receiving the Attack is known as the Defender. A single defending Hero/Minion may only intercept once per turn.

To attack compare the Total Force of the Attacker + 1D6 vs the Total Force of the Defender + 1D6. Battle cards are used to increase a target Heroes Force for a Single dice roll. Minions cannot normally use Battle cards.

If the attackers total is greater the target receives Damage Tokens equal to the difference. If a Hero has more Damage Markers than Force, he is discarded (defeated). All Aid cards attached to the defeated card are also discarded.

Attack Types

Most attacks are of the Damage Type (vs a single target) as described in Action Phase. (If unstated, consider an attack to be of the Damage type.) There are other types of attacks that do not cause Damage: Immobilization and Control A successful Immobilization attack results in 1D6 Delay Tokens being placed on the Target. A successful Control attack results in you taking control of the Target Hero.

If a Minion is 'controlled' by a Good Hero, it is destroyed (discarded). The Extra attack ability allows a second attack of whatever type the Hero normally makes. Some cards that allow an Extra attack will designate it as a Damage attack of a stated Force.

Area Affect Attacks are usually of the Damage Type (vs all targets) but can be of the Other types if the Hero has both Abilities (Area Affect and either Immobilization or Control)

Recovery Phase

Remove one Damage or Delay Tokens from each of your Heroes/Minions in Play. Max hand sizes = 7. Discard excess cards from your hands.

Excess Team Members are also discarded (discard newest ones first)

Recruit Deck Card List

Card Name:	Type	Force	Traits	Notes (Special Ability):
Doctor Metropolis	H	4	G	Certifiable: Genius
Johnny Atlas	H	5	S	Greco Roman Wrestling: Immobilize

Recruit Deck Card List Type Notation

H Hero
M Minion
A Aid
P Minor Plot (Aid)
MP Major Plot (Aid)
O Origin (Aid)
B Base (Aid)
S Sidekick (Aid)
V Vehicle (Aid)
D Device (Aid)
R Reputation (Aid)
W Weakness (Aid: Attach to opposing Hero)
BU Base Upgrade
VU Vehicle Upgrade
PU Plot Upgrade (For Major Plots only)

Recruit Deck Card List Trait Notation

S Strong
P Psychic
A Agility
E Energy
M Magic
G Gadgets
N None

Recruit Deck Card List Special Ability Notation

- Defender = +3 Force when Defending
 - Damager = +3 Force when Attacking
 - Area Affect = Attack targets all Enemy Heroes/Minions in Play (Roll for each separately)
 - Dodger = On a Roll of 4+ on 1D6 target Attack has no effect on Dodger
 - Extra Attack: Hero gets 1 extra attack on his turn vs same or other target
 - Immobilize: If attack Hits target gets 1D6 Delay Tokens
 - Shock: If attack hits, opponent must discard 1 random card from his Action hand
 - Genius: Draw an extra Card in Contacts Phase
 - Control: If attack Hits, gain control of Target Hero (Until controller delayed/discarded)
 - Regenerate: Remove 1 extra Damage or Delay Token in Recovery Phase
 - Leader: All your other Heroes get Force +1
- F + X: Force plus X

Card Name:	Type	Force	Traits	Notes (Special Ability):
Sergeant Strong	H	4	S	Tough as Nails: Defender
Stare-Master	H	3	P	Staring Contest: Immobilize
Sub-Sonik	H	3	E	Sonic Scream: Shock
Metro-Gnome	H	2	S	Hurl Concrete Blocks: Extra Attack
Phantom Dynamo	H	3	E	Magnetic Repulse: Defender
Captain Airship	H	2	G	Bombs Away: Area Attack
Headstrong	H	3	S	Head Butt: Damager
Professor Infinity	H	5	P	Father Figure: Leader
Web Master	H	3	A	Sticky Webs: Immobilize
All-American Amazon	H	3	A	Castrate: Damager
Mister Mystery	H	2	M	Vanishing Act: Dodger
Plant Control Man	H	2	N	Vines: Immobilize
Masked Meteor	H	3	A	Incredible Speed: Dodger
Crimson Comet	H	4	E	Throw Comets: Extra Attack
Ghostly Gunslinger	H	3	A	Six Shooter: Extra Attack
Miss Mental	H	2	P	Nag: Extra Attack
Radioactive Ranger	H	3	E	Microwaves: Area Affect
Captain Stupendous	H	4	S	Incredible Finger Strength: Damager
Miss Micro	H	1	A	Go Unnoticed: Dodger
Cinder Block Man	H	4	S	Hard as Rock: Defender
Vengeancer	H	3	G	Lots of Guns: Extra Attack
Alpha Girl	H	3	S	Bitch Slap: Damager
Doctor Destiny	H	3	M	See the Future: Genius
Rubberman	H	4	A	Stretch: Dodger
Helter Smelter	H	3	G	Blow Torch: Damager
Colossal Skull	H	4	P	Glowing Eyes: Immobilize
Iron Pharaoh	H	5	S	Buns of Steel: Defender
Atomic Anarchist	H	5	E	Mushroom Cloud: Area Affect
Space Vixen	H	3	A	Seduction: Control
Roboticus	H	4	G	Off The Shelf Parts: Regenerate
Doctor Ominous	H	3	G	Baleful Stare: Leader
Funk Master 5	H	3	A	Rap Attack: Extra Attack
Where-Wolf	H	5	A	Lycanthrope: Regenerate
The Puzzle Master	H	3	G	Unfailable Logic: Genius
Mister Brainstem	H	2	P	Force of Will: Control
Ginsu	H	3	A	Knives: Extra Attack
Slip Knot	H	2	A	Hog Tie: Immobilize
Tornado Girl	H	3	E	Cyclonic Storm: Area Affect
Doctor Shellfish	H	3	A	Ink Cloud: Immobilize
Hairy Beast	H	5	S	Animal Reflexes: Dodger
Thermostatix	H	4	E	Heat Wave: Area Affect
Chilly Chill	H	2	E	Freeze: Immobilize
Red Lobster	H	3	S	Claws: Damager
Electric Bugaloo	H	2	E	Static Discharge: Shock
Robotic Dinosaur	M	4	S	Big Teeth: Damager
Giant Berserker Robots	M	5	G	Heavily Armored: Defender
Reanimated Pets	M	2	N	Reanimated: Regenerate
Smog Monster	M	4	N	Smog Cloud: Immobilize
Cave Men	M	3	N	-
Flying Monkeys	M	1	A	Quick little Suckers: Dodger
Ninja Assassins	M	3	A	-
Hover Disc Patrol Craft	M	2	N	-
Ravenous Doom Hounds	M	3	N	Note: Cannot be Intercepted

Card Name:	Type	Force	Traits	Notes (Special Ability):
Zombie Hordes	M	3	N	Undead: Regenerate
Meta-Human Street Gang	M	3	N	Can use Battle Cards for any Trait
Mob Gangsters	M	2	N	Tommy Guns: Extra Attack
Super Models	M	3	N	Swedish Back Massage: Immobilize
Androids	M	4	N	-
Cosmic Space Beast	M	5	N	Cosmic Horror: Shock
Slimy Alien Parasites	M	4	P	Brain Implantation: Control
Chimp Boy	S	+1	-	Hero gains Strong Trait
Toadie	S	+1	-	Hero gains Agility Trait
Battle Fetus	S	+1	-	Hero gains Gadget Trait
Golem Boy	S	+1	-	Hero gains Magic Trait
Tail Gunner	S	+1	-	Hero gets Extra Attack ability
Talking Dog	S	+1	-	-
Mini-Me	S	+1	-	-
Evil Genius	R	+1	-	Villain only; Gain Genius ability
Nemesis	R	+1	-	Villain only
Archenemy	R	+1	-	Villain only
Megalomaniacal Industrialist	R	+1	-	Villain only
Millionaire Playboy	R	-	-	Hero gains Gadget Trait
Caped Crusader	R	+1	-	Good Hero only
Costumed Vigilante	R	+1	-	Good Hero only
Crime Fighter	R	+1	-	Good Hero Only
Brooding Antihero	R	+1	-	Good Hero only
Team Leader	R	+1	-	Good Hero only; Gains Leader Ability
Runaway Freight Train	P	+1	-	
Hijacking	P	+1	-	
Take Hostages	P	+1	-	
Shadowy Government Forces	P	+1	-	
Elaborate Deathtrap	P	+1	-	
Giant Meteor	MP	+1	-	
Radiomutation Bomb	MP	+1	-	
Tidal Wave	MP	+1	-	
Destroy the Hoover Dam	MP	+1	-	
Phantom Wars	MP	+1	-	
Interdimensional Apocalypse	MP	+1	-	
Global Warming	MP	+1	-	
Volcanic Eruption	MP	+1	-	
Solar Flare	MP	+1	-	
Doomsday Plot	PU	+1	-	
Ultimatum	PU	+1	-	
World Domination	PU	+1	-	
Diabolical Plot	PU	+1	-	
Insidious Plot	PU	+1	-	
Manhattan Project	O	+1	-	
Freak Industrial Accident	O	+1	-	
Inject Untested Formula	O	+1	-	
Top Secret Experiment	O	+1	-	
Gamma Ray Bombardment	O	+1	-	
Dark Moon Rays	O	+1	-	
Mysterious Brain Nodes	O	+1	-	
Nuclear Test Range	O	+1	-	
Unprotected Sex	O	+1	-	
Mutant Family	O	+1	-	

Card Name:	Type	Force	Traits	Notes (Special Ability):
Physical Transformation	O	+1	-	
New Promethean	O	+1	-	
Radioactive Insect Bite	O	+1	-	
Mystical Artifact	O	+1	-	
Obscure Illness	O	+1	-	
Stasis Disruptor Flareout	O	+1	-	
Super-Soldier Serum	O	+1	-	
Mythical Incarnation	O	+1	-	
Vat of Chemical X	O	+1	-	
Electro-Shock Therapy	O	+1	-	
Last Survivor of Alien Race	O	+1	-	
High Frequency Neutronic Ray	O	+1	-	
Lethal Charge of Radiation	O	+1	-	
Kryptonite Sensitivity	W	-1	-	
Tragic Flaw	W	-1	-	
Dependants	W	-1	-	
Mole City	B	+1	-	
Dark Atlantis	B	+1	-	
Meridian Complex	B	+1	-	
Subterranean Cavern	B	+1	-	
Orbiting Base Station	B	+1	-	
Elegant Mansion	B	+1	-	
Shadow Zone Base	B	+1	-	
Luxury Penthouse	B	+1	-	
School for the Gifted	B	+1	-	
Inactive Volcano	B	+1	-	
Converted Missile Silo	B	+1	-	
Sewer System	B	+1	-	
Abandoned Warehouse	B	+1	-	
Super Fortress	B	+1	-	
Ancestral Castle	B	+1	-	
Deserted Island	B	+1	-	
Pocket Dimension Base	B	+1	-	
Heli-Carrier Base	B	+1	-	
Polar Ice Station	B	+1	-	
Sea Lab	B	+1	-	
Secret Headquarters	B	+1	-	
Super Computer	BU	-	-	Hero gains Genius Ability
Fancy Equipment	BU	-	-	Hero Gains Gadget Trait or F+2 if already Gadget
Danger Room	BU	-	-	Hero gains Leader Ability or F+2 if already Leader
Laser Turret	BU	-	-	Hero gains Extra Attack of Force = 3
Giant Antennae	BU	-	-	Look at Opponents hand once per turn
Crime Lab	BU	-	-	Tactics Hand Size Max +1
Secluded	BU	-	-	Always attack this Hero last
Surgical Operating Room	BU	-	-	Hero gains Regeneration ability
Atomic Reactor	BU	-	-	Hero gains Energy Trait or F+2 if already Energy
Force Field Generator	BU	-	-	Hero gains Defender Ability
Mystical Energies Node	BU	-	-	Hero gains Magic Trait or F+2 if already Magic
Stasis Containment Field	BU	-	-	Hero gains Immobilize Ability
Weapon Test Range	BU	-	-	Hero gains Damager Ability
Arsenal	BU	-	-	Hero gains Extra Attack Ability
Ample Storage Space	BU	-	-	Recruit Hand Size Max +1
Escape Tunnel	BU	-	-	Hero gains Dodger Ability

Card Name:	Type	Force	Traits	Notes (Special Ability):
Vehicle Docking Bay	BU	-	-	Attach any number of Vehicles to Hero
Trophy Room	BU	-	-	Team Size +1
Tactical Command Center	BU	-	-	Draw 1 extra Action card in Tactics Phase
Neural Nexus Chamber	BU	-	-	Hero gains Psychic Trait or F+2 if already Psychic
Rumpus Room	BU	-	-	Team Size +1
Omnimobile	V	+1	-	May attach one Base Upgrade
Super Van	V	+1	-	May attach one Base Upgrade
Jet-Sub	V	+1	-	May attach one Base Upgrade
Stealth Blimp	V	+1	-	May attach one Base Upgrade
Space Cruiser	V	+1	-	May attach one Base Upgrade
Twin-Jet Scooter	V	+1	-	
Rocket Car	V	+1	-	
Bewitched Motorcycle	V	+1	-	
Cosmic Surfboard	V	+1	-	
Jet-Copter	V	+1	-	
Talking Dune Buggy	V	+1	-	
Alien Saucer	V	+1	-	
Invisible Jet	V	+1	-	
Tunnel Digger	V	+1	-	
Armored Plating	VU	-	-	Hero gets Defender Ability
Robotic Tentacles	VU	-	-	Hero gains Extra Attack Ability
Advanced Exo-Battlesuit	D	+1	-	Hero gets Defender Ability
Alien Ring of Power	D	+1	-	Hero gets Energy Trait
Magic Amulet	D	+1	-	Hero gets Magic Trait
Rocket Boots	D	+1	-	Hero gets Dodger Ability
Metal Helmet	D	+1	-	Hero Immune to Psychic Attacks
Super Spandex	D	+1	-	

Action Deck Card Type Notation

B Battle
E Event

P Psychic

A Agility

E Energy

M Magic

G Gadgets

V Villain

H Good Hero

Y Any Hero

Action Deck User Notation

User What type of Hero can use the Card

S Strong

Action Deck Card List

Card Name:	Type	User	Notes:
Save the Day	E	H	Destroy Target Plot Card
Crime Sensor	E	H	Look at Opponents Hands
Discover True Identity	E	Y	Put 1D6 Delay Tokens on Target Hero
Cellular Regeneration	E	P/M	Remove all Damage/Delay Tokens from Target
Kidnap Sidekick	E	V	Discard Target Sidekick
Time Travel	E	P/M	Redo Phase that just ended
Heroic Escape	B	Y	Defender gets Force +5
Human Shield	B	V	Negate Target Attack
Thirst for Vengeance	B	H	Attacker gets Force +4
Tough Love	B	H	Hero gets Force +3
Super Strength	B	S	Hero gets Force +3
Seismic Shock	B	S	Attack type becomes Area Affect

Card Name:	Type	User	Notes:
Crush	B	S	Attacker gets Force +4
Smash	B	S	Attacker gets Force +4
Hurl Large Objects	B	S	Attacker gets Force +4
Break Free	B	S	Remove all Delay Tokens from Hero
Super Tough	B	S	Defender gets Force +5
Invulnerability	B	S	Defender gets Force +5
Blasts	B	E	Non-Area Affect Attack of Force +4
Beams	B	E	Non-Area Affect Attack of Force +4
Rays	B	E	Non-Area Affect Attack of Force +4
Storm	B	E	Attack type becomes Area Affect
Super Sonic Flight	B	E	Defender gets Force +5
Energy Shield	B	E	Defender gets Force +5
Elemental Barrier	B	E/M	Defender gets Force +5
Enchantment	B	M	Attack type becomes Immobilization
Hypnosis	B	M	Attack type becomes Control
Supernatural Powers	B	M	Hero gets Force +3
Planar Shift	B	M	Attack type becomes Area Affect
Illusions	B	M	Hero gets Force +3
Transmutation	B	M	Hero gets Force +3
Disappearing Act	B	M	Defender gets Force +5
Brainwashing	B	P	Attack type becomes Control
Telekinesis	B	P	Hero gets Force +3
Extra Sensory Perception	B	P	Defender gets Force +5
Mental Domination	B	P	Attack type becomes Control
Psionic Force Bolts	B	P	Attacker gets Force +4
Psychic Maelstrom	B	P	Attack type becomes Area Affect
Nightmares	B	P	Attack type becomes Immobilization
Telepathy	B	P	Gain Leader ability for rest of Phase
Destruct-o-Beam	B	G	Attacker gets Force +4
Utility Belt	B	G	Hero gets Force +3
Cybernetics	B	G	Hero gets Force +3
Paralysis Ray	B	G	Attack type becomes Immobilization
Acid Grenades	B	G	Attacker gets Force +4
Locator Device	B	G	Hero gets Force +3
Holograms	B	G	Defender gets Force +5
Remote Control	B	G	Hero gets Force +1 & Draw 1 Action card
Body Armor	B	G	Defender gets Force +5
Net Caster	B	G	Attack type becomes Immobilization
Dodge	B	A	Defender gets Force +5
Leap	B	A	Hero gets Force +3
Outrun Projectiles	B	A	Defender gets Force +5
Super Reflexes	B	A	Hero gets Force +3
Heightened Senses	B	A	Hero gets Force +3
Natural Scrapper	B	A	Attacker gets Force +4
Stealth	B	A	Hero gets Force +3
Punch	B	Y	Attacker gets Force +1
Kick	B	Y	Attacker gets Force +2





Super Man

Introduction

Card game for 2 or more players. Each player takes on the role of Superman on a similar but alternate parallel Earth. Players compete to see who captures the most powerful villains.

Disclaimer

Superman is a licensed, copyrighted property. This merely a fan site.

The Deck

Players share a common deck.

End Of Game

The game ends the end of the turn the last card is drawn from the deck.

Winning

At the end of the game, the winner is the player with the highest total point value of cards in his Prisoner pile.

Turn Sequence

Players take turns. Each turn has 2 phases: Action Phase Capture Phase

Action Phase

Draw 1 card from the top of the deck or anywhere from the common discard pile. Discard (any cards) down to a seven card hand.

Capture Phase

You may capture a Villain. To do this: Play a Villain card from your hand. Played cards are placed face up

on the table in front of you. Play up to two Weapon cards with the Villain.

Play up to one Plot card with the Villain Note that each of these cards has a Point value. Add up the total Villain Point value. Next play up to one Superman card if you have one.

Next play any number of Power, Ally, and Equipment cards with Superman. Note that each of these cards has a Point value. The total Superman point value must exceed the total Villain point value.

Next, Opponents may play from their hands Plot & Weapon cards with the Villain. A Villain may have a maximum of 2 Weapon cards and 1 plot card attached. After this, the current player may play from his hand additional Power, Ally, and Equipment cards with Superman.

If the total Superman point value still exceeds the total Villain point value, the Villain is captured. The player places the Captured Villain and all cards played with the Villain in his Prison Pile. If the total Superman point value does not exceed the total Villain point value, the Villain escapes.

If the Villain escapes, place the Villain and all cards played with the Villain in the common discard pile. Place all played Superman, Power, Ally, and Equipment cards into the common discard.

Card Type Notation

- S** Superman
- P** Power
- E** Equipment
- A** Ally (Friends & Locations)

-
- V** Villain
 - O** Plot (Plan, Peril)
 - W** Weapon (Villain Powers, Minions & Superman Weaknesses)

Superman Common Deck Card List

Card Name:	Type	Points	Notes
Superman	S	10	3 cards like this in the deck
Man of Tomorrow	S	10	
Man of Steel	S	10	
Clark Kent	S	10	
Mild Mannered Reporter	S	10	

Card Name:	Type	Points	Notes
Champion of Justice	S	10	
Kal-El	S	10	
Earth's Champion	S	10	
Secret Identity	P	3	
Perform Good Deeds	O	5	
Red Kryptonite	W	5	
Green Kryptonite	W	7	
Gold Kryptonite	W	9	
Red Sun Radiation	W	7	
Superboy	A	8	
Supergirl	A	7	Kara Zor-El
Superdog	A	6	"Krypton"
Superwoman	A	7	Kristin Wells
Brainiac	V	15	2 cards like this in the deck
Super Strength	P	8	
Indestructible	P	7	
Freezing Breath	P	5	
Superspeed	P	8	
Solar Sustenance	P	4	
Super Hearing	P	5	
Telescopic Vision	P	5	
Heat Vision	P	6	
Bullet Proof	P	4	
X-Ray Vision	P	5	Look at one opponents hand
Lex Luthor	V	15	3 cards like this in the deck
Justice League	A	20	
Legion of Superheroes	A	15	
Metropolis in Peril	O	8	
Fortress of Solitude	E	9	
Leap Over Tall Buildings	P	4	In a single Bound!
Lois Lane in Peril	O	6	
Jimmy Olsen in Peril	O	5	Signal Watch
Perry White	A	2	Owner of the Daily Planet
Phantom Zoner	V	8	
Pa & Ma Kent in Peril	O	6	Jonathan & Martha
Smallville in Peril	O	4	
Pete Ross & John Ross in Peril	O	5	
Truth, Justice, & the American Way	P	5	
Daily Planet	A	3	
Press Contacts	A	3	
Pentagon Contacts	A	5	
White House Contacts	A	5	
United Nations Contacts	A	4	
Lana Lang	A	6	
High Gravity	W	8	
Elastic Kid	A	6	
Insect Queen	A	7	Lana with Bio-Genetic Ring
Hypnotic Control	W	7	
Ambush Bug	A	8	
Lori Lemaris	A	5	Atlantean Love Interest
Nightwing & Flamebird	A	6	Kandorian Heroes
Vartox	V	8	Champion of the Sombrero Galaxy
Battle Suit	W	6	+3 with Luthor or Colonel Future

Card Name:	Type	Points	Notes
Master-Mind	W	7	+2 with Luthor or Brainiac
Complex Scheme	O	8	+2 with Luthor or Vandal
Criminal Genius	W	7	+2 with Luthor or Wolfingham
Shrinking Ray	W	6	+2 with Brainiac
Force Field	W	6	+2 with Brainiac
Secret Society of Super-Villains	V	10	
Mr. Mxyzptlk	V	7	
Mystic Powers	W	8	+2 with Mxyzptlk
Bizzaro	V	13	
Brute Force	V	6	+5 with Bizzaro or Chemo
Destroy the Earth	O	10	+2 with Brainiac
Galactic Rule	O	10	+5 with Mongul
Black Mercy	W	7	Psychic Vampiric Fungus
Spaceship	W	6	+5 with Mongul
Teleportation Device	W	8	
Containment Cube	W	6	
Parasite	V	10	
Mongul	V	17	
Hi-Tech Gadgets	W	8	
Diversinary Tactics	W	5	
Terra-Man	V	10	
Showdown	W	6	+5 with Terra-Man
Revenge	O	8	
Match Wits	O	6	
Toyman	V	5	
Galactic Golem	W	9	
Prankster	V	8	
Practical Jokes	W	5	+6 with Prankster or Mxyzptlk
Lord Satanis & Syrene	V	12	
Time Travel	O	9	
Magic Spells	W	10	+5 with Satanis & Blackbriar
Metallo	V	5	+5 with Kryptonite
Blackrock Power Suit	W	7	
Master Jailer	V	6	
Eternity Trap	O	6	+5 with Master Jailer
Super Scientific Equipment	W	7	
Karb-Brak	V	5	Allergic Alien
Atomic Skull	V	10	
Chemo	W	8	Mindless Monstrosity
Mental Blast	W	6	+5 with Atomic Skull
Vandal Savage	V	8	Immortal
Amazo	V	25	Android
Blackbriar Thorne	V	7	Druid
Colonel Future	V	4	Precognition
J. Wilbur Wolfingham	V	6	Con-Man
Kru-El	V	10	Brilliant Phantom Zoner
General Dru-Zod	V	9	Megalomaniac Phantom Zoner
Ultra Humanite	V	10	Transplanted Genius Brain
Super Uniform	E	4	
Superman Robots	E	5	
Supermobile	E	7	
Super Computer	E	8	
Amnesium	E	6	

Card Name:	Type	Points	Notes
Memory of Jor-El & Lara	P	9	
Bottle City of Kandor in Peril	O	8	
Super Lab	E	8	
Invulnerable	P	7	
Faster than a Speeding Train	P	6	





Superhero Slugfest Gaming

Superhero Slugfest

Design your own superhero team and pulverize your opponent.

Introduction

Smash! Blam! Pow! Quick & dirty tactical rules for Superhero combat

Materials

Use a hex map with large spaces Use miniatures or action figures with props D6 & D10 needed

Traits

Heroes have the following Basic Trait values Attack = 1 Damage = 1 Defend = 1

Hits 10

Speed = 1 Range = 1 (HTH range)

Hero Generation

For each Hero roll 10 times on the Superhero Powers Table

Superhero Powers Table

D10	POWER	NOTES
1	Attack +1	Trait; Added to attack roll
2	Damage +1	Trait; Each level inflicts 1D6 Hits worth of
	-	Damage
3	Defend +1	Trait; Subtracted from opponents attack rolls
4	Hits +10	Trait; At 0 the hero is unconscious
5	Speed +1	Trait; Spaces moved per turn
6	Range +1	Trait; Range of Attack
7	Flying	Special Ability; Vertical + Horizontal movement
8	Split Attacks	Special Ability; Each level of the Damage trait
	-	is its own separate attack
9	Power Point	Determine the source of the power point
10	Special Ability	Roll on Random Special Ability Table

Random Special Ability Table

D100	POWER	NOTES
01-05	Stealth	Hide(as action) on roll of 1-3 on D6. Cannot be
	-	attacked unless detected Surprise attack is at +3 to
	-	hit on the first turn
	-	Also: Invisibility, Darkness, Camouflage
06-10	Knockdown	If attack hits, target cannot attack or move on a roll
	-	of 1-4 on D6 on his next turn.
	-	Knockdowned units are moved back one space and are +1
	-	to be hit.
11-15	Regeneration	Recover 1D3 Hits per turn
16-20	Distraction	Target(s) loses his next move and action on a roll of
	-	1-4 on D6. Distracted unit is +1 to be hit. Range =
	-	the space the attacking character is occupying;
	-	everyone else adjacent to that space is potentially

D100	POWER	NOTES
-	-	affected. Also: Flash, Illusions
21-25	Domination	Roll 1D6:
*1-2	Animal Control	On a roll of 1-4 on a D6 the character can control any
-	-	one mammal, reptile, or bird within range.
-	-	As an action, on a roll of 1-5 on a D6 the control can
-	-	be sustained in the following turn(s). Range=2
*3-4	Mind Control	Special attack: Control target human or humanoid on a
-	-	roll of 1-2 on D6. As an action roll 1-3 on D6 to
-	-	maintain control on following rounds. Range =2
-	-	Also: Charm, Possession
*5-6	Plant Control	On a roll of 1-4 on a D6 the character can control the
-	-	bushes and/or trees of the target space; any one within
-	-	this area must immediately (and for each successive
-	-	turn that control is maintained) roll as if one was
-	-	affected by "Knockdown". As an action, on a roll of
-	-	1-5 on a D6 the control can be sustained in the
-	-	following turn(s). Range=2
26-30	Immunity	Hero defends at +6 vs a specific type of attack such a
-	-	energy, fire, spells, bullets, etc.
-	-	Also: Absorption, Resistance
31-35	Shapeshifting	As action Move 3 points between Speed, Damage, Attack,
-	-	& Defend. This lasts until next transformation.
-	-	Also: Multiform
36-40	Weaken	If attack hits, target loses one point from (Roll D6):
-	-	1-2 = Speed, 3-4 =Attack, & 5-6 = Defend until end of
-	-	battle. Also: Drain, poison, disease, demoralize, age
41-45	Immobilize	Special attack: Target cannot attack or move on a roll
-	-	of 1-3 on D6 on his next turn. Immobilization can be
-	-	maintained (as an action) if on D6 the roll is greater
-	-	the captives Attack. Attacks against captives are at
-	-	+3. The capturer can automatically inflict 1D6 Damage
-	-	on a held captive each turn after the first. Range =1
-	-	Also: Paralyze, Petrify, Entangle, Mind trap, Encase
46-50	Healing	As action, adjacent target heals 1D3 Hits.
51-55	Senses	Detect on 1-5 on D6 hidden unit within 3 spaces.
-	-	Also: Precognition, Heightened senses, 6th sense,
-	-	X-ray vision
56-60	Lucky	Each turn cause one diceroll to be rerolled.
61-65	Read Minds	Team gets +1 on Initiative rolls; Detect on 1-3 on D6
-	-	hidden unit within 3 space. A character can establish
-	-	silent communication with any friendly character within
-	-	range. Also: Telepathy, mind probe
66-70	Teleport	As an action move to any empty space on the map.
-	-	Also: FTL travel, Dimension hopping
71-75	Transform	Special attack: Target on a roll of 1-2 on D6 becomes
-	-	harmless for 1D6 turns. Range =2
-	-	Also: Turn into frog, Sleep, Blind, Confusion.
76-80	Reflect	On a roll of 1-2 on D6 a missed attack is reflected
-	-	back to its source.
81-85	Suppress	Special attack: On a roll of 1-3 on D6 Target cannot
-	-	use power points this turn. Also: Dispell. Range =3
86-90	Dematerialize	Unit cannot attack or be attacked by physical attacks.
-	-	Automatically hidden, Pass through walls.

D100	POWER	NOTES
-		Also: Desolidification, Astral Travel.
91-95	Size Change	Shrink: Gain Stealth and Attack and Damage = 0.
-		A diminutive character can still use
-		Special Attacks as well as Distraction and Fear.
-		Grow: Defense -X and Damage +X; X can be up to 4
96-00	Fear	Special attack: Target on a roll of 1-4 on D6 must run
-		away & cannot attack on its next turn.
-		If attack unsuccessful target becomes immune to this
-		attack this battle. Range =3

Power Points

A hero with a power point can generate 1D6 effects per game day. Power points are extremely versatile and can be used for almost anything. Power points can be used to imitate any special ability or to increase a trait by +1.

A power point can be used to give another unit a second power point (Range =2). They can be used to change the source of an attack or defense the same unit is making. Effects can last up to one turn or more if the character is not engaged in combat.

Sources Of Power Points

Power points represent a body of knowledge and resources that can have a variety of uses. A source describes where these resources come from. Pick one of these if the Hero has a power point.

Sources of Power points include: Gadgets, Scientist, Magician, Mechanic, Spirits, Engineer, Alien Technology, Psionics, Sorcery, Demonics, Biomystic Energies, Divine powers, Mutations, Robotics, Chakras, Necromantic Secrets, Voodoo, Witchcraft, Cybernetics, Dream Realities, Plant Life, Nature, Sorcery, Gravity control Players may wish to limit the types of effects produced by the power point, depending on the source

Sources Of Attacks

A Unit may have several sources: Punch, Kick, Strength, Grapple, Fire, Ice, Lightning, Sonic, Water, Wave, Thunder, Heat, Positive Energy, Negative Energy, Light, Cold, Steam, Shadow, Gravity, Radiation, Wind, Electrical, Particle, Explosive, Stellar, Dehydration, Fear, Telekinetic, Disintegration, Molecular Disruption, Psychic, Martial Arts, Arrow, Blade, Crushing, Strangulation, Web, Acid, Spines, Bite, Claws, Decay, Disease, Constriction, Weapon, Projectile, Ballistic, Spirit, Mystic, Psionic, etc.

Sources Of Defense

Armor, Force Field, Shield, Dodge, Absorption, Toughness, Metal, Carapace, Exoskeleton, Quick, Luck, etc.

Combat Turn Sequence

- 1. Determine Initiative

- 2. Movement Phase
- 3. Attack Phase
- 4. Action Phase

Determine Initiative

Roll high on D10 to determine the order in which teams take rest of their turns (Steps 2-4). The winner moves, attacks, and takes his actions first, then the next player may go. Turns in game time are 5 seconds long.

Movement Phase

Move your heroes on the map a number of spaces up to their Speed Trait. Characters can attempt to detect hidden characters either before or after their movement. Units detect hidden units within 3 spaces on a roll of 1-2 on D6.

The density of the occupation of a space is dependent upon its representative size, e.g., a space. representing five square feet can hold up to two characters on foot and one airborne character; a space representing ten square feet can hold up to four characters on foot and two airborne ones, etc.

Attack Phase

Attacker picks a target and rolls 1D10. The target must be in range. Units in adjacent hexes (Range = 1) are considered to be in HTH range.

The attacker adds their Attack trait and the defender subtracts their Defend trait. On a roll of 6+ the attack hits. Roll a number of D6 equal to the attackers Damage Trait to determine the number of hits the defender loses.

A Defender reduced to half his hits is wounded. A Defender reduced to 0 or less hits is unconscious. A Defender reduced to -5 or less hits is killed.

Wounded characters at the beginning of their first movement phase during every subsequent turn (unless they have been rendered unconscious or killed) must roll on the "Weakened" subtable of the "Random Special Ability Table", furthermore, wounded characters can only move during the action phase.

Action Phase

Heroes that did not attack may do some other activity. They may move a second time.

Superhero Teams

A typical team will have four members and a theme.

Nippon Alliance

Samurai 'Sokitome' Sam

- Attack = 4 (Katana)
- Damage = 3
- Range = 1 Split Attacks
- Defend = 3 (Ancestral Armor)
- Hits = 30
- Speed = 1

Ninja Number Nine

- Attack = 3 (Ninja weapons)
- Damage = 2
- Range = 2 (Throwing stars) Split Attacks
- Defend = 4
- Hits = 10
- Speed = 2 Stealth

Wu Jen Wily

- Attack = 3 (Lightning Blasts)
- Damage = 2
- Range = 4 Split Attacks
- Defend = 1
- Hits = 10
- Speed = 2 Flying (Levitates cross legged)

Power point (Magician)

- Two Ton Sumo
- Attack = 3 (Sumo Shove)
- Damage = 3
- Range = 1
- Defend = 3
- Hits = 40
- Speed = 1 Knockdown Attack

Evil Unlimited Inc

Doctor Mandrake

- Attack = 2 (Force Beams)
- Damage = 1
- Range = 3
- Defend = 3 (Force Field)
- Hits = 20
- Speed = 3 Flying (Chrome Antigravity Chair with Fins)
- Power point (Scientist)
- Roboticus
- Attack = 2 (Lasers or Claws)
- Damage = 3
- Range = 2
- Defend = 4 (Metal Frame)
- Hits = 40
- Speed = 1

Cyber Chick

- Attack = 3 (Machine Pistols)
- Damage = 2
- Range = 2 Split Attack
- Defend = 2
- Hits = 10
- Speed = 3 (Motorcycle)
- Power point (Mechanic), Distraction

Brain Child

- Attack = 3 (Telekinetics)
- Damage = 2
- Range = 3
- Defend = 2
- Hits = 10
- Speed = 2
- Flying, Power point (Psionics), Mind Control, Senses

Good Guys R' Us

Captain Kiddo

- Attack = 4 (Fists or throw shield)
- Damage = 2
- Range = 2
- Defend = 4 (Shield)
- Hits = 20
- Speed = 2 (Acrobatic Leaps)

Brick Shithouse

- Attack = 3 (Pummel)
- Damage = 3
- Range = 2 (Throw small cars)
- Defend = 3 (Brick Exterior)
- Hits = 40
- Speed = 1

Speedball

- Attack = 3 (Fist Flurry)
- Damage = 2
- Range = 1
- Defend = 4
- Hits = 10
- Speed = 5 (Running)

Sweet Multiplicity

- Attack = 3
- Damage = 3
- Range = 1
- Defend = 3
- Hits = 30
- Speed = 2 (Project duplicates) Distract

Freaky Four

- Battle Fetus
- Attack = 3 (High Tech Weapons)
- Damage = 3
- Range = 3 (Minimissiles)
- Defend = 3 (Metal Exoskeleton)
- Hits = 30
- Speed = 1

Poison Oak

- Attack = 3 (Tendrils)
- Damage = 3
- Range = 1
- Defend = 3 (Bark)
- Hits = 30
- Speed = 1
- Power Point (Plants), Immobilization (Roots)

Cloak

- Attack = 3 (Knives)
- Damage = 3

- Range = 2 (Thrown knives)
 - Defend = 3 (Shadows)
 - Hits = 20
 - Speed = 2 Stealth
- Arachnid
- Attack = 4 (Spider senses)
 - Damage = 1
 - Range = 2
 - Defend = 4 (Reflexes)
 - Hits = 10
 - Speed = 3 (Web swinging)
 - Immobilization (Web)

The Law Team

Mr Right

- Attack = 3
- Damage = 3
- Range = 2
- Defend = 2
- Hits = 20(Always do the right thing)
- Speed = 3
- Flying

Techno Knight

- Attack = 3 (Energy Sword)
- Damage = 4
- Range = 1
- Defend = 3 (Power Armor)
- Hits = 30
- Speed = 2 (Mechanical Horse)

Ranger Rick

- Attack = 5 (Arrows)
- Damage = 4
- Range = 3 Split Attack
- Defend = 1
- Hits = 10(Protector of small furry animals)
- Speed = 1

Girl Power

- Attack = 4 (Bitchslap)
- Damage = 3
- Range = 1
- Defend = 2
- Hits = 20(You go Girl!)
- Speed = 2Flying
- Power Point (Girl Power)

Masters Of Mayhem

The Dentist

- Attack = 3 (Drills)
- Damage = 5
- Range = 1
- Defend = 2
- Hits = 20(Spit please)
- Speed = 1
- Fear, Weakness (Novocaine)

Sewage

- Attack = 3 (Raw Sewage)
- Damage = 2
- Range = 2
- Defend = 3

- Hits = 20
- Speed = 1
- Stealth, Weakness (Smell), Regeneration

Beastiality

- Attack = 4 (Claws)
- Damage = 4
- Range = 1
- Defend = 2
- Hits = 20
- Speed = 2Senses

Zippy the Evil Clown

- Attack = 4 (Juggling Balls)
- Damage = 2
- Range = 2
- Defend = 3
- Hits = 10
- Speed = 2 (Unicycle)
- Distraction (taunts), Lucky

The Caped Crusaders

Latex Man

- Attack = 2 (Slap)
- Damage = 2
- Range = 4 (Stretch)
- Defend = 3 (Flexibility)
- Hits = 20 (Elasticity)
- Speed = 3 (Springiness)

Supra Man

- Attack = 3 (Punch)
- Damage = 3
- Range = 1
- Defend = 3 (Puffed Chest)
- Hits = 30
- Speed = 2Flying

Dough Boy Attack = 3 (Smack)

- Damage = 3
- Range = 1
- Defend = 3 (Cushioned)
- Hits = 40
- Speed = 1

Flame Fatale

- Attack = 3 (Fireball)
- Damage = 4
- Range = 2
- Defend = 2
- Hits = 10
- Speed = 2Flying
- Immunity (Fire, Heat)

Los Americanos

Cupachobra

- Attack = 3 (Claws)
- Damage = 3
- Range = 1
- Defend = 3
- Hits = 20
- Speed = 2
- Stealth, Fear

Zorbo

- Attack = 5 (Fencing sword)
 - Damage = 4
 - Range = 1
 - Defend = 4
 - Hits = 10
 - Speed = 1
- El Gigantico
- Attack = 3 (Mangle)
 - Damage = 3
 - Range = 1
 - Defend = 3
 - Hits = 40
 - Speed = 1
 - Immobilize (Wrestling)
- Quezquotal
- Attack = 1 (Sacrificial Knife)
 - Damage = 2
 - Range = 1
 - Defend = 3
 - Hits = 10
 - Speed = 3Flying
 - Power Point (Inca Magic), Shapeshift, Read Minds, Healing

The Four Faces Of Death

- Purpleous Dinosaurous
- Attack = 3 (Theme song)
 - Damage = 4
 - Range = 1
 - Defend = 3
 - Hits = 30
 - Speed = 2
- Road Hog
- Attack = 3 (Shotguns & Grenades)
 - Damage = 2
 - Range = 2
 - Defend = 3 (Thick Hide)
 - Hits = 30 Split Attacks
 - Speed = 2 (Motorcycle)
- Gamma Ray
- Attack = 3 (Gamma Rays)
 - Damage = 3
 - Range = 3
 - Defend = 2
 - Hits = 10
 - Speed = 3Flying
- Ankhst
- Attack = 2 (Death Grip)
 - Damage = 3
 - Range = 1
 - Defend = 2
 - Hits = 30
 - Speed = 1
 - Weakness (Mummy's Curse), Fear, Regeneration
 - Power Point (Egyptian Magic)

The Defenders

- Iron Fist
- Attack = 2 (Punch)

- Damage = 3
 - Range = 1
 - Defend = 3 (Iron Armor)
 - Hits = 30
 - Speed = 2
 - Flying (Rocket Boots)
 - Power Point (Suit Options)
- Doctor Fantastic
- Attack = 2 (Plasma Projector)
 - Damage = 3
 - Range = 3
 - Defend = 2
 - Hits = 10
 - Speed = 3
 - Flying (Antigravity Disk)
 - Power Point (Weird Science)
- Super Agent X
- Attack = 3 (Guns)
 - Damage = 3
 - Range = 2
 - Defend = 3
 - Hits = 10
 - Speed = 1
 - Stealth, Split Attacks
 - Power Point (Spy Gadgets)
- Icicle
- Attack = 3 (Ice Shards)
 - Damage = 2
 - Range = 2
 - Defend = 3
 - Hits = 20
 - Speed = 2Flying
 - Immobilization (Intense Cold)

The Offenders

- King Cobra
- Attack = 4 (Cobra Strike)
 - Damage = 2 (Fangs)
 - Range = 1
 - Defend = 3
 - Hits = 20
 - Speed = 2
 - Weakness (Venom), Immobilize (Tail Constriction)
- Deadeye
- Attack = 5 (Sixshooters)
 - Damage = 3
 - Range = 2
 - Defend = 1
 - Hits = 20
 - Speed = 1
 - Split Attacks, Regeneration (undead cowboy)
- Mr Humungous
- Attack = 2
 - Damage = 3
 - Range = 1
 - Defend = 3
 - Hits = 40
 - Speed = 1
 - Knockback, Immunity (Immobilization Attacks)
- Super Fly

- Attack = 1 (Proboscis)
- Damage = 2
- Range = 1
- Defend = 5 (Shoe Fly)
- Hits = 10
- Speed = 4
- Flying (& walks on Ceilings)
- Weakness (Disease)

Extras

Thugs, Police

- Attack = 1 (Guns)
- Damage = 1
- Range = 2
- Defend = 1
- Hits = 10
- Speed = 2 (cars)

Terrorists, Mercenaries

- Attack = 2 (Guns)
- Damage = 2
- Range = 2
- Defend = 1
- Hits = 10
- Speed = 2 (cars)

Soldiers

- Attack = 2 (Military weapons)
- Damage = 2
- Range = 3
- Defend = 1
- Hits = 10
- Speed = 2 (Vehicles)

Tank

- Attack = 2
- Damage = 4
- Range = 4
- Defend = 3
- Hits = 30
- Speed = 2

Robot Guards

- Attack = 2 (Beam weapons)
- Damage = 2
- Range = 2
- Defend = 2 (Armor)
- Hits = 20
- Speed = 1

Kung Fu Guards

- Attack = 2 (Martial Arts weapons)
- Damage = 1
- Range = 1
- Defend = 2
- Hits = 10
- Speed = 1

Martians

- Attack = 2 (Heat Rays)
- Damage = 3
- Range = 2
- Defend = 3 (Force fields)
- Hits = 10
- Speed = 3 (Flying Saucers)

Squid Men

- Attack = 1 (Claws)
- Damage = 1
- Range = 1
- Defend = 1
- Hits = 10
- Speed = 1
- Breathe underwater, Stealth

Civilians

- Attack = -3
- Damage = 1 (-3 to roll)
- Range = 1
- Defend = 1
- Hits = 5
- Speed = 2 (Vehicles)

Scenario Objectives

The basic scenario: Each side picks or creates a team and they proceed to beat each other to a pulp. Location: Downtown area. Props: Cars, Police, shoppers, street signs, clothes lines, power lines.

Variations

Add more special powers. Super Duper Heroes: Make Heroes with more than 10 rolls on the power table.

Superhero Slugfest Rpg Expansion Rules The Ultimate Edition

Wherewithal

Add thusly this new Trait to the list: "Wherewithal=1. Wherewithal represents such traditional characteristics and proficiencies such as intuition, intelligence, experience, education, talents, and skills. If a player chooses to use "The Deliberate Creation Rule", he or she may raise the level(s) of Wherewithal by applying one or more Construction Points to that end. However, if one prefers the original generation method, merely implement the following amendment: if the player has rolled an 8 on the "Superhero Powers Table", then he or she rolls their 1D10 again-on a 1-5 the character is assigned a "Split Attack", and on a 6-10 the character's Wherewithal is increased by one. For every level the player rolls a 1D6, the sum reveals the number of Wherewithal Points that can be expended on behalf of the character during one 'game day'. Whenever, in the course of a 'game day', the player describes to the G.M. an unusual or toilsome goal that they want their character to attain, or the Game Master decides to challenge a character with an extraordinary or daunting task (such as hitting a grand slam, pulling a plane out of a tail-spin, or performing brain surgery with cutlery) the following procedure is undertaken. The G.M. assigns a number between 1-10, this simulates the intensity of the difficulty incumbent upon the character to overcome-be fair! Then the player spends as many Wherewithal Points as he or she wishes to and can consume (other players, with the Game Master's

consent, may contribute their own Wherewithal Points to the primary player's attempt). Lastly, the player rolls a 1D10, adding the W.P. previously expended and subtracting the G.M.'s complication factor. On a result of 6+ the endeavor succeeds. In the case of exceptionally trying, hazardous, or complex tasks, the Game Master may require multiple successes.

Hero Generation

Add this sentence: "For all characters (henceforth, unless otherwise specified, this term always refers to both player and non-player characters) double their Speed Trait and triple the range of ordinary and special attacks (except for, and any specific attacks involving, the detection of hidden characters)." "Oh, if only I had another roll...." or, "Can't I have just one more Construction Point?" Because I feel your pain do the following. Reduce the Basic Trait Value of "Range" for your beginning character from 1 to 0-this is how one acquires that extra roll or C.P.; this option must be exercised before the character creation process. If a player rolls a 6 on the "Superhero Powers Table", it is ignored and rerolled, nor can this Trait be increased by the expenditure of a Construction Point. Any ranged attack, i.e., a strike attempted against a target that is located in a space beyond the one the attacking character is occupying, is made a -3.

The Deliberate Creation Rule

In order to produce a prepared character, players may avail themselves of this simple generation method. A player is given 10 Construction Points with which to buy their character's Powers and/or Special Abilities. Each improvement of a Trait or the acquisition of a Power or Special Ability usually costs one C.P.

Range

Add this sentence: "All hand-to-hand combat must occur in the same space."

Flying

Add the following subtable:

1d6

1-2 Flying: As previously written, but add the following to the first sentence: "...and/or vertical and horizontal movement." 3-4 Super-Leaping: The character can safely leap horizontally and/or vertically a number of spaces, in any combination of length and height, up to the value of their Speed Trait; the leaper cannot remain airborne at the end of a Movement Phase. This is how a character uses their super-leap offensively: the Attack value of a missile drop-kick is always 1 (the character is moving ballistically, the target is endeavoring to dodge, etc.). If the strike is successful, for every space, horizontal and/or vertical, which the leaper has traversed or entered the attacker rolls 1D6

in order to determine the damage (1-2-3=1; 4-5-6=2 Hits) inflicted on the defender; furthermore, on his or her next turn, the target automatically suffers from all the adverse effects of being 'knocked-down'. The impact also causes-again, only if the assault succeeded-1 to 3 (1-2=1; 3-4=2; 5-6=3) points of injury upon the assailant who, additionally, has to roll on the "Knock-down" table to see if they are afflicted by all of the provisions of this entry. Remember, all this occurs during a Movement Phase and does not necessarily deny (see the preceding sentence) the leaper the opportunity to conduct a regular attack. 5-6 Adhesion: The character can, without falling or sinking, move over any surface horizontally and/or vertically, a number of spaces up to the value of their Speed Trait.

Stealth

Add this sentence: Use these rules for ambushes, night-fighting, and for combat in built-up areas."

Substitution

11-15 Super-Salubrity

1d6

1-2 Enhanced Reaction: +3 to a character's Initiative roll. 3-4 Regeneration: As previously written. 5-6 Ruggedness: The character is able to ignore the consequences of being wounded; if rolled or chosen again, the character does not become unconscious because of their injuries. Also: Self-Discipline.

Distraction

Replace the word "Target" with the word "Target(s)". Add this sentence: "Range=the space the attacking character is occupying; everyone else in that space is potentially affected." After the word "Illusion" add the phrase "Holographic Doppelganger", and the word "Vertigo".

21-25 Domination

1d6

1-2 Animal Control: On a roll of 1-4 the character can control any one mammal, reptile, or bird within range. As an action, on a roll of 1-5 on a 1D6 the control can be sustained in the following turn(s). Range=2. 3-4 Mind Control: As previously written, although replace the word "target" with the phrase "human or humanoid". 5-6 Plant Control: On a roll of 1-4 on 1D6 the character can manipulate bushes and/or trees in the target space; anyone within this area must immediately (and for each successive turn that control is maintained and the victim is unable to leave the space) roll as if one was affected by being 'knocked-down'. As an action, on a roll of 1-5 on 1D6 the control can be sustained in the following turn(s). Range=2.

Immunity

A clarification: When a player rolls or purchases this Special Ability, he or she chooses a category given in the "Sources of Attacks" section; their character is given a +6 against all of the attack forms listed therein. This Special Ability cannot be gained more than three times.

Weaken

Substitution: 1-2 Speed. The first time the character's Speed Trait is reduced he or she is unable to move during the first Movement Phase. If thus again 'weakened', the victim cannot move during the second Movement Phase, and insofar as their Speed is concerned, they are inert for the remainder of the battle. Thereafter, the target loses one point from their Attack Trait on a 1-3, and one point from their Defend Trait on 4-6.

Transference

If the player chooses, or by rolling, acquires the Special Ability "Weaken", he or she may upgrade it to this new Special Ability. (the improvement costs an extra Construction Point or an additional dice roll opportunity). When someone is 'weakened' that depleted Trait point is 'transferred' to the corresponding Trait category of the character who inflicted the depletion. All the stolen points evaporate at the end of the battle.

Immobilize

After the phrase "Mind Trap" add the phrase "Intensify Gravity" and the word "Encase".

Read Minds

Add the following to the first sentence: "...; a character can establish silent communication with any friendly character(s) within range."

Suppress

In the first sentence, the word "turn" is substituted for the word "battle".

Dematerialization

After the word "Desolidification" add the phrase "Astral Travel".

Size Change Shrink

Add this sentence: "A diminutive character can still use Special Attacks as well as "Distraction".

Fear

Add the following to the second sentence: "...for the remainder of this battle."

Power Points

In the first sentence, the phrase "game day" is substituted for the word "battle". Like Wherewithal, Power Points are recovered 'overnight'. In the last sentence, the word "character" is substituted for the word "team". Optionally, after the last sentence, add the following: "A new Power Point does not need to be expended in order to perpetuate a potentially continuing effect unless that Special Ability is allowed to lapse or it has failed to be sustained by a successful roll.

Sources Of Attacks

Add the following: "I've classified the preceding sources of attacks into the subsequent categories (Game Masters may, of course, 'reassign these passengers to different cabins')".

Biological: Dehydration, Decay, Disease. Electromagnetic: Lightning, Gravity, Electrical, Telekinetic. Exotic: Water, Wave, Positive Energy, Negative Energy, Shadow, Disintegration, Molecular Disruption, Web, Acid. Kinetic/Concussive: Punch, Kick, Strength, Grapple, Ice (shards), Sonic, Thunder, Wind, Explosive, Martial Arts, Arrow, Blade, Crushing, Strangulation, Spines, Bite, Claws, Constriction, Projectile, Ballistic. Mental: Fear, Psychic, Psionic. Radiant: Fire, Ice (encasement), Heat, Light, Cold, Steam, Radiation, Particle, Stellar.

Supernatural: Spirit, Mystic.

Determine Initiative

In the first sentence, the word "character" is substituted for the word "team". Thus each character, independently of their team, rolls for their own Initiative, and then performs his or her Movement, Attack, and Action Phases. In the case of ties, the character with the highest Speed Trait goes first.

Movement Phase

The following clarifies the second sentence: "Characters can attempt to detect hidden characters either before or after their movement." The following replaces the third sentence: "The density of the occupation of a space is dependent upon its representative size, e.g., a space representing five square feet can hold up to two characters on foot and one airborne character; a space representing ten square feet can hold up to four characters on foot and to airborne ones, etc."

Attack Phase

The following refinements are added to the fifth sentence: "...; wounded characters at the beginning of their first Movement Phase during every subsequent turn (unless they have been rendered unconscious or killed) must roll on the "Weaken" table, furthermore, wounded characters can only move during the second Movement Phase."

Lions and Tigers and Bears, Oh My! Some Notes on Animal Attacks Insect swarms (wasps, fire ants,

etc.) do not have Traits, instead roll 1D6 times on the "Weaken" table to ascertain the effects of their stings or bites. Pack (dogs, lots of rats, etc.) assaults are more serious. The G.M. should compose a Trait template for the pack which is determined upon an aggregate basis. The pack uses the Special Attack "Immobilize".

Boas-the reptile, not the fashion accessory-as well as big lizards should be dealt with in the same way (except, of course, the template is crafted for just one creature). Jungle cats and such will also require their own individual Trait templates. If one of these beasts successfully attacks, the victim must roll to see if they are 'knocked-down'.

Swords & Sorcery Slugfest

by Michael Callahan, Asterisk@webtv.net

(Unless otherwise noted all of the revisions of and the optional rules SUPERHERO SLUGFEST will be used in this variant.)

Character Creation

In homage to and in conformity with the conventions of fantasy role-playing games, a player can personify either a warrior or a wizard. If one chooses to play a warrior, the player receives five Construction Points with which to build their character. (Before CP's are added, selections made, or dice rolled, player and non-player characters, and all monsters as well, start with the Basic Traits package and are the equivalent of zero-level beings. Each Construction Point increases the level by one-thus, beginning PC's enter the game at fifth level.) Players must apply four of these CP's to the improvement of their character's Traits. The last Point represents the power of a magical melee weapon (a boon, an heirloom, or perhaps 'acquired' by the character in a previous adventure). Roll once on the Random Special Ability Table to determine the nature of the weapon's power; other magical artifacts can be likewise generated. Player character wizards also receive five Construction Points-however, only one of these can be allotted to increasing the character's Traits, the others are used to buy Power Points. Next, the player determines their character's spell repertoire. For each Power Point, the player picks an ability from the Random Special Ability Table (to this end, "Flight" is substituted for "Knockdown"). Thus a beginning PC wizard can generate between 4-24 spell effects per 'game day'. Sorry, wizards cannot hoard and accumulate unexpended Power Points. No wizard can 'embody' more Power Points per day than their maximum storage permits. Unused PP's are carried over to the next day; otherwise, Power Point slots are 're-energized' if the wizard sleeps for at least six hours straight. PP's affixed to an artifact or weapon are recovered by the next encounter. Should the wizard endow someone with a Power Point, the recipient can only employ effects already known by the wizard who imbued that character.

So how does one cast a fireball or shockbolt? The mechanism has been provided by these two phrases from the Power Points section: "...increase a trait by +1.", and "Effects can last up to one turn...." An explanation by way of an example: Waldo the Wizard is having a bad day-it began, when just after dawn, he was accosted by a truculent troll (are there any other kind?). As a fifth level or beginning player character, he knows these four standard spell effects: Mind Control, Read Minds, Reflect, and Fear. During the first combat turn, discharging one Power Point, Waldo only gained one effect, and unfortunately (I told you it was one of those days), the troll is now immune to Fear. He refrained from attempting to mentally dominate his opponent because of the poor odds of success and that the troll's next attack could be decisive. Realizing that he needed to end this fight quickly, in the next turn, Waldo improvised a new offensive spell-The Blazing Beam of Troll Trouncing. Expending two of his three remaining Power Points, the player rolled a couple of six-siders and produced eight spell effects! Waldo has a factor of 1 in the relevant Traits of Attack, Range, and Damage. Since our wizard is already in melee the variable of Range is a moot issue. Understandably, he is fretful about overcoming the troll's impressive Defend Trait, and so four additives each are dedicated to the other component Traits (for a +5 Attack and Damage in this combat turn). Good luck, Waldo. As you can see, Waldo's Traits are not so much intrinsically changed or bettered, as for this purpose, used for a basis of measurement.

Let me use Waldo to address another topic (that Blazing Beam of Troll Trouncing must have worked after all). Waldo is gambling in a tavern. Waldo is a magic-user, he is not a card-shark, and if he doesn't win this pot he will be calling himself Waldo the Beggar. He spends one Power Point and generates four spell effects. Our less-than-sportsmanlike wizard then successfully deploys one of these effects as Mind Control to 'persuade' his opponent to fold. Scooping up his winnings Waldo quickly leaves town. The GM rules that the encounter is over and the left-over three spell effects have dissipated. Now if Waldo had wanted to play another hand, or if his victim's suspicious friends decided to detain Waldo before he could mount his horse, then the encounter is continuing (albeit, in a new phase), and the uncommitted spell effects (as well as any unreleased Power Points) would be available for Waldo's use.

Other Races And Classes

Instead of furnishing an encyclopedia of templates (the particulars of which I presume most Game Masters prefer to develop for themselves), I shall withdraw from my stockpile two examples which GM's can use as guidelines for creating their own augmentations or additions to the basic options of the human warrior or wizard (in order to sustain the appeal of these primary stereotypes, in contrast to their exotic or specialized alternatives, I have tried to implement a principle of

balance: for every 'advantage' there is a roughly comparable 'disadvantage'). Dwarf: +10 Hits, and roll twice on the Random Special Ability Table (re-roll duplication) to determine the magical melee weapon's powers; a Dwarf cannot be a wizard, and his Speed Trait can never be greater than 1 (otherwise as a warrior). Druid: Automatically possesses Animal and Plant Control as Special Abilities; but if the Druid attempts to enter a man-made enclosure, he or she must roll as if attacked by the Special Ability Fear.

Experience

For every opponent who is at least two levels higher than and is single-handedly vanquished (slain or rendered unconscious and captured) by a player character that PC is rewarded with one Construction Point and a +1 to their Wherewithal task resolution roll (or, if you will, advances a level). A PC warrior must devote their CP to the improvement of a Trait, however, a player character wizard may either increase the prowess of a Trait or buy an extra Power Point.

Monsters

To ascertain how dangerous a given monster is, the Game Master rolls 1D6: 1=a fifth level monster is encountered (i.e., the GM has five Construction Points with which to 'evolve' the Traits of and/or acquire Special Abilities-including "Flying", "Split Attacks", and Power Points-for the monster, creature, or entity; 2=sixth level; 3=seventh level, etc. If the GM's in a foul mood, he or she can roll more dice. With the available options, any entry from your favorite fantasy bestiary should be capable of being modeled.

Cannonfodder

Rabble (and perhaps goblins): use the Civilians statistics from the Extras section of SHSF (in this case, and those below, the Speed Trait, if above 1, represents horses and the Range Trait, if above 1, represents bows, javelins, slings, etc.) Outlaws or Militia: as Thugs and Police. Cultists, Criminal Enforcers, and Mercenaries: as Terrorists and Mercenaries. Soldiers: as Soldiers.

Elite Soldiers: as Kung Fu Guards.

Supercritter Slugfest

Introduction

This is a superhero slugfest expansion. Combat rules for cute animae mini monsters.

Materials

Use a hex map with large spaces Use miniatures or action figures with props D6 & D10 needed

Traits

Critters have the following Basic Trait values

- Attack = 1
- Damage = 1
- Defend = 1
- Hits = 10
- Speed = 1
- Range = 1 (HTH range)

Critter Generation

For each critter roll 10 times on the Superhero Powers Table on the main Superhero Slugfest rules page.

Combat Rules & Turn Sequence

Same as in Superhero Slugfest.

Critter Teams

A typical team will have four critters and a theme.

Rascally Rabbits

Bazooka Bunny

- Attack = 2
- Damage = 5 (High Explosive Rockets)
- Range = 6 (Bazooka)
- Defend = 1
- Hits = 10
- Speed = 1

Harvey the Hare (Pookah)

- Attack = 2
- Damage = 2
- Range = 1
- Defend = 3
- Hits = 30
- Speed = 3
- Stealth (Invisibility)
- Lucky

Thumper

- Attack = 3
- Damage = 4 (Kicks are for Kids)
- Range = 1
- Defend = 3
- Hits = 10
- Speed = 2
- Split Attacks
- Knockdown

Bugsy Rabbit

- Attack = 2
- Damage = 1
- Range = 1
- Defend = 4
- Hits = 20
- Speed = 4 (Jack Rabbit)
- Power Point (Style)
- Distraction

The Monsters In My Pants

Peekaboo the Lightning Critter

- Attack = 3
- Damage = 2 (Electrical Discharge)
- Range = 3
- Defend = 3
- Hits = 10
- Speed = 3
- Distraction (Shock)

Char Char the Little Dragon

- Attack = 2
- Damage = 3
- Range = 2 (Fire Breath)
- Defend = 2
- Hits = 30
- Speed = 3
- Flying

Sudsy Turtle

- Attack = 2
- Damage = 2
- Range = 1
- Defend = 3
- Hits = 60
- Speed = 1
- Distraction (Bubbles)

Fritz the Psychic Waterfowl

- Attack = 2
- Damage = 3
- Range = 3
- Defend = 2
- Hits = 10
- Speed = 3
- Flying
- Weaken (Psychic Blast)

Critter Incorporated

Good Bye Kitty

- Attack = 4
- Damage = 3
- Range = 1
- Defend = 3
- Hits = 10
- Speed = 3
- Weakness (Cat scratch Fever)

Pokey the Unicorn

- Attack = 3
- Damage = 3
- Range = 1
- Defend = 3
- Hits = 20
- Speed = 3
- Teleport

Daddy Longlegs

- Attack = 3
- Damage = 2
- Range = 1
- Defend = 4
- Hits = 20
- Speed = 2
- Entrapment (Web)

- Weakness (Poison)

Gum Boy

- Attack = 3
- Damage = 2
- Range = 2
- Defend = 3
- Hits = 30
- Speed = 2
- Regenerate

Evolution

Every time a critter defeats another, it gets a "win". After a certain number of wins the critter "evolves" and gets to roll on the Powers Table. Wins to next evolution: 1, 3, 6, 10, 15, 21...

Basic Scenario Objectives

Each side picks or creates a team Combat may be one on one or a free for all. Match Locations: Critter Combat Arena, The Mall, School yard, etc.

Card Combat

Introduction

Like cards better than counters? Now you can have your Slugfest Action and a handful of cards too!

Decks

Each player gets one deck. A deck represents one Superhero team, all its members, and all of their special abilities. A Superhero team has 4 Members.

A deck has 40 cards. Each Member is represented by 10 cards: Five of these are Character cards. The five character cards all have the same title, the name of the superhero.

The other five are Ability cards. The five ability cards have different titles according to what each power or ability is. Ability cards should also have the name of the superhero they belong to.

Each card has a Force Value. The five character cards have Force values from 1 to 5. The five ability cards have Force values from 1 to 5.

Turn Sequence

Each turn has 5 phases:

- Power Up Phase
- Tactics Phase
- Attack Phase
- Slug Phase
- Knockout Phase

Power Up Phase

Each player draws 8 cards. If a players deck runs out, shuffle the discard pile and draw from it.

Tactics Phase

Players may discard up to 4 cards and draw replacements. For each Knocked out Character a player has, he may discard an additional card.

Attack Phase

Players reveal their hands. Hands are placed on the table face up.

Slug Phase

Each player determines the battle total for his hand. Add up the Force value of all your cards. Ability cards only count if you have at least one of the appropriate character cards.

For each Superhero, you can count only one of his or her character cards. Knocked out Heroes and their abilities do not count. Cards that do not count do not add to your Battle Total.

Knockout Phase

Compare the players Battle Totals. The player with the higher total wins. The loser has one of his Superheroes Knocked Out (KO).

The loser picks which of his superheroes gets KO. Cards of KO superheroes do not count in Slug Phase. KO superheroes remain knocked out for the rest of the game.

If the Battle Totals tie, no one gets KO.

Victory

You win if you KO all of your opponents Superheroes.

Card List Notation

Listed is the Team name, Superhero names, and the five abilities of each Superhero. The Abilities are listed in order of Force from highest(5) to lowest(1).

The first ability for a superhero listed has a force = 5, the next = 4, and so on.

Sample Superhero Team Card Lists

Nippon Alliance

Samurai 'Sokitome' Sam- Katana, Ancestral Armor, Super Kai, Much Honor, Wakizashi Ninja Number Nine- Ninja weapons, Mystic Martial Arts, Throwing stars, Num Chucks, Unseen Movements Wu Jen Wily- Lightning Blasts, Elemental Magic, Levitation, Spirit Magic, Alchemy Two Ton Sumo- Sumo Shove, Knockdown Attack, Squash you like a Bug, Heavyweight, Big Gut Attack

The Defenders

Iron Fist- Built in Weapons, Punch, Iron Armor, Rocket Boots, Suit Options, Doctor Fantastic- Plasma Projector, Break the Laws of Physics, Antigravity Disk, Weird Science, Reverse Inertia Field Super Agent X- Assassins Tools, Guns, Spy Gadgets, Combat Training, Plastic Explosives Icicle- Ice Shards, Freeze Attack, Ice Shield, Flying, Intense Cold

The Offenders

King Cobra- Cobra Strike, Fangs, Venom, Tail Constriction, Scales Deadeye- Sixshooters, Quick Draw, Undead Regeneration, Fanning the Hammer, Trick Shot Mr Humungous- Humungous, Really Big, Big & Ugly, Smack Down, Swat Attack Super Fly- Proboscis, Shoe Fly, Flying, Walk on Ceilings, Disease

Optional Rule - Comebacks

If your Superhero is KO and you play 3 Character cards of that Superhero in Slug Phase, the KO superhero gets up and is back in the fight.

Variants

Play with teams of more or less than 4 members.





Surviving The Gulag

by Marcus Salo

Introduction

Scenario for WarpQuest. for the [Warpquest Core Rules](#) WarpQuest Core Rules.

The year is 1947 and the player is an Estonian patriot and resistance fighter that has been caught by the russians and transported to Siberia to a brutal labor camp. The sentence is ten years of horrific conditions. The player has to survive the camp to return to the beloved Estonia.

In this variant there is only one module, the camp. The spaces represent time, not distance like in the original Artifact.

The Hero

Resistance Fighter, Kalle Loodus, 33 years of age, former corpral in the Estonian Army during the independence, fought in Finnish Army during the War of Continuation, after the war returned to the Soviets by Finnish communist traitors, escaped and fought as a "Forest Brother Guerilla Fighter" until caught and sent to labor camp in Siberia.

A man with nine lives, just like a cat.

Kalle Loodus has six skills, roll on the Skill List Table.

In this version there are no companions. Every time Kalle fails a challenge, he loses one life.

Skill List Table

1D10	Skill:	Value
1	Fighting	+1
2	Cunning	+1
3	Agility	+1
4	Survival	+1
5	Personality	+1

1D10	Skill:	Value
6	Toughness	+1
7	Spirit	+1
8	Stealth	+1
9-10	pick any skill	-

Card List

Name	Infos
-40F Temperature	Survival x 2
Strong Wind	Survival x 2
Ivan, Brutal Russian Guard	Toughness x 2
Russian Interrogators	Cunning x 2
Russian Prisoner Gang	Fighting x 2
Forced Labor	Toughness x 2
Food Storage Window Open	Stealth & Agility
	(if succesfull, eat your stomach full and advance 1d6 spaces forward)
Torture	Toughness & Spirit
Exhaustion	Spirit x 2
Desperation	Spirit x 2
Fellow Estonian Prisoner	No challenge, gain 1 Spirit
Armenian Prisoner that has two coats	Personality x 2
	(if succesfull, the Armenian sells you the other coat, gain 1 Survival)
Boris, Brutal Russian Guard	Toughness x 2
Diarrhea	Survival x 2
Hunger	Spirit x 2
New Prisoners	Personality x 2
	(if succesfull, you get news from home, gain 1 Spirit)
Storage Room Door Unlocked	Stealth & Agility

Name	Infos
	(If succesfull, you steal a new pair of pants, Survival +1)
Lithuanian Prisoner that works in the Kitchen	Personality x 2
	(if succesfull, eat your stomach full and advance 1d6 spaces)
Caught Stealing,	-
1 month in total isolation	Spirit x 2
Warm Summer Day	No Challenge, advance 1d6 spaces
Fever	Survival x 2
Vladimir, Brutal	-
Russian Guard	Toughness x 2
Work in a Coal Mine	Agility & Toughness
Deep Snow	Survival & Agility
Communist Propaganda Officer	Cunning x 2
	(if succesfull, you fool the communist
	and are released from labor for a week, advance 1d6)
Russian Doctor	Cunning x 2
	(if succesfull, you play sick and stay a
	week in a hospital, advance 1d6)
Exhaustion	Spirit x 2
Scurvy	Survival x 2
Desperation	Spirit x 2
Mad Guard Shooting	-
from the Guard Tower	Agility x 2
Russian Under Cover Informer	Cunning x 2
Kitchen Duty	Stealth x 2
	(if succesfull, eat your stomach full and advance 1d6 spaces)
Tuberculosis	Survival x 2
Finnish POW	No challenge
	(you have a nice long chat about the Russians. Gain 1 Spirt)





Swamp Fighters

Introduction

Wet Wargame for 2 or more players. Fantasy Swamp theme.

Victory

Destroy all enemy units.

Terrain Tile List

Type:	#	Cost	Notes:
Swamp	4	1	Wet, Trees
Marsh	4	1	Wet
Slough	4	2	Wet, Trees
Bog	4	2	Wet
Mud Hole	4	2	Wet, Treacherous
Bayou	4	1	Wet, Trees, Home
Sawgrass	4	2	Dry, Treacherous
Fen	4	1	Dry

Number of Tiles in Terrain Tile Set

Cost Cost in Move Points to enter

Dice, Chits, Cards & Tiles

Tiles are used to make the Map. Chits are used to represent Units. Each player has their own set of unit chits.

Cards are used to represent Spells. Six sided dice are needed to play.

Type:	#	Cost	Notes:
Hammock	4	1	Dry, Trees
Mangroves	4	2	Dry, Trees
Rocks	4	2	Dry
Mound	4	2	Dry, Home
Spawning Pool	4	2	Water, Home
Pond	4	1	Water
Sink Hole	4	2	Water
Root Water	4	2	Water, Trees

Setup

Players pick which race they want to control. Each race has its own set of Chits. Each Player starts with their Leader chit located in a Home Space.

Randomly determine who goes first.

The Map

Use a Chessboard (8 x 8). Randomly distribute the tiles to the 64 spaces.

Lizard Men Unit Chit List

Unit Name:	#	Force	Move	Hits	Notes:
Gecko	4	2	4	1	Shaman
Leaping Lizard	4	2	4	1	Jump
Chameleon	4	2	3	2	

Special Ability: All Lizard units have Dry & Tree

Races

Several races (& subspecies) live (and fight) in the swamp: Lizard Men Crab Men Bullywugs Snake Men Turtle Men

Crab Men Unit Chit List

Unit Name:	#	Force	Move	Hits	Notes:
Rock Lobster	4	3	2	2	Water
Jumbo Shrimp	4	2	2	1	Water
Hermit Crab	4	2	2	2	Shaman

Unit Name:	#	Force	Move	Hits	Notes:
Stone Crab	4	4	2	3	Dry
Horseshoe Crab	3	2	4	2	
King Crab	1	5	2	3	Leader

Special Ability: All Crab units have Shell

Bullywugs Unit Chit List

Unit Name:	#	Force	Move	Hits	Notes:
Tree Frog	4	2	4	1	Tree
Frog Man	4	2	3	1	Water
Bull Frog	4	3	3	3	Dry, Shaman
Horny Toad	4	3	3	2	Shell
Poison Dart Frog	4	4	4	1	Poison
Frog Prince	1	5	4	2	Leader

Special Ability: All Frog units have Jump

Snake Men Unit Chit List

Unit Name:	#	Force	Move	Hits	Notes:
Water Snake	4	2	4	1	Water
Tree Snake	4	2	3	1	Tree, Shaman
Grass Snake	4	2	4	1	Dry
Python	4	3	3	3	
Viper	3	4	4	2	
King Cobra	1	5	3	2	Leader

Special Ability: All Snake units have Poison

Turtle Men Unit Chit List

Unit Name:	#	Force	Move	Hits	Notes:
Snapper	4	3	2	2	Wet
Sea Turtle	4	2	2	2	Water
Tortoise	4	2	2	2	Dry, Shaman
Ninja Turtle	4	4	3	2	
Galapagos	3	3	2	3	
Mock Turtle	1	5	2	2	Leader

Special Ability: All Turtle units have Shell

Turn Sequence

Players take turns. Each turn has 5 phases: Recruit Phase Magic Phase Move Phase Battle Phase End Phase

Recruit Phase

Keep your Chits in a separate pile. Draw 1 Unit Chit from your unit pile per Home space you control. Put the unit into play on or adjacent to the Home space.

Adjacency Rule

Units or spaces must share a common border to be adjacent. Diagonal spaces and units are not adjacent.

Stacking Rule

You may stack up to 3 of your units in a single space. Discard excess units. The stacking limit must be strictly enforced.

Magic Phase

If you control any Shamans, draw 2 Spell cards. Max hand size is 5 cards. Discard excess cards.

Move Phase

Each unit has a number of Move Points (MP). Different Terrain types have different Move costs to enter. Wet Units pay 1/2 MP to enter Wet spaces Dry Units pay 1/2 MP to enter Dry spaces.

Water Units pay 1/2 MP to enter Water spaces. Tree Units pay 1/2 MP to enter Tree spaces You cannot enter or move through a space containing enemy units. Units with Jump can move over intervening stacks.

Units moving into Treacherous territory must end their move.

Battle Phase

You may attack adjacent enemy stacks with your own stacks. Resolve conflict between two opposing stacks, one at a time. A turn may have multiple battles between multiple stacks.

Battles are fought in Rounds. During each round, each unit in turn in both opposing stacks gets to attack once. Start with the Active player (Player whose turn it is) Pick which of your units is attacking and Roll 1D6.

If the roll is equal to or less than the attacking units Force, one Hit is inflicted. If there is a Hit, the defender decides which of his units is hit. Any unit reduced to zero hits is discarded.

The other player then attacks and so on. This repeats until one side is completely eliminated. A Shaman instead of attacking may cast a Spell.

A Wet, Dry, Tree, or Water unit attacking into or out of the appropriate terrain type has its Force increased by one.

Magic Spell Deck

Spell:	#	Notes:
Summon Kin	2	Draw a Unit Chit. It joins the Battle
Noxious Vapor	4	All enemy units get Force -1 this Battle
Mist	4	End Battle Immediately
Stuck in the Mud	4	Target Unit cannot attack this Battle
Poison Gland	4	Target Unit gets Poison Ability
Thick Skinned	4	Target Unit gets Shell Ability
Desiccate	4	Force 2 Attack vs all Enemy units this round
Hot Blooded	4	All your units get Force +1 this Battle
Regenerate	4	Put Unit just destroyed in Battle back into play
Mesmerize	2	Take control of target Non-Leader Unit

copies of this card in the deck.

Tile & Chit Sets

Really cute stuff by jiminybollocks <cathto@kooee.com.au> Check it out: [Click Here](#)

Commentary

By Jiminy Bollocks...

I use damage counters to mark which units have suffered hits, and I find that after the battle phase is over it is best to remove all damage counters. This

Poison

A unit hit by a poison unit must roll 1D6. On a roll of 1-2 the unit is killed.

Shell

If a Shell unit is hit, roll 1D6. On a roll of 1-2 the hit is ignored.

End Phase

Remove Summoned and Mesmerized Units from play.

speeds up the game and stops the playing area from getting cluttered.

If a leader is killed I just allow him to be recruited again as a unit, since there is no rule stating otherwise.

If all units on one side in a battle are affected by a Stuck in the Mud spell, I play that the affected side automatically loses, so as to speed up the game, because the result is inevitable due to the lack of any dispelling spells.

When I play, the summon kin and mesmerize spells allow a stack to break the usual stack limit. Since the affected units are discarded at the end phase, this doesn't upset the game too much.





Swarm

Introduction

2-4+ player board & card wargame. Each player controls an insect swarm.

Victory

There are 2 ways to Win:

1. Control all the Den spaces in play
2. Occupy the most spaces when the deck runs out.

The Board

Use a Hex grid. Each Hex (space) has a terrain type. Randomly distribute the following terrain types:

#	Name	Effect
1	Dirt	No effects
2	Grass	A swarm occupying this space gets Reproduction +1
3	Mound	Stacks in this space get Defense +1
4	Rocks	Stacks in this space get Attack +1
5	Water	Stacks may not enter or move through this space
6	Den	A stack in this space gets Stack +4
7	Mud	A stack entering this space must stop
8	Slope	A stack in this space gets Stack -1 (minimum 1)
9	Roots	Enemy Stacks in this space may be passed through
0	Sand	Any Stack that ends its turn here has 1 Bug killed

Auto Map Generator Available!!!

Great stuff Peter!

Pieces

Each player starts with a set of counters of a unique color or design. The counters are called "Insects" (or Bugs). A stack of insects in a space is called a "Stack".

When referring to all your Insects use the term "Swarm" (or Hive).

- The Reproduction value is the number of new insects you get each turn.
- The Intelligence value is how many stacks or partial stacks you may move per turn.
- The Stack value is the limit of how many insects you may have in one stack.
- The Initiative level determines which stack attacks first in Attack Phase.

As you gain cards, the values of your attributes will increase. Certain terrain types will give attribute bonuses to your swarm or occupying stacks.

Attributes

Your insects/swarm has the following seven basic attributes (traits): Initiative, Attack, Defense, Movement, Reproduction, Stacking, Intelligence.

- Each Insect has a base Attack value = 1
- Each Insect has a base Defense value = 1
- Each Insect has a base Movement value = 1
- Your Swarm has a base Reproductive capacity = 1
- Each of your Stacks of Insects has a base Stack limit = 1
- Your Swarm has a base Intelligence level = 1
- Your Swarm has a base Initiative level = 1
- The Attack value is how much damage an insect can inflict in attack phase.
- The Defense value is how much damage an insect can take before being destroyed.
- The Movement value determines how many spaces an insect (or stack) may move.

The Deck

Players share a common deck. There are 2 Types of cards: Evolution cards and Event cards. Evolution cards are played in Evolution Phase only and stay in play.

Event cards are played in other Phases and are discarded when played. The bonuses/effects of Event cards last only the current Phase. The deck contains one of each card described in the card list.

Setup

Each player starts with three Insect counters on one Den space. Players should start in opposite corners (or as far apart as possible). Each player draws 2 cards.

If a player has no Evolution cards in his draw it is a Mulligan: He reveals the cards, discards them and draws 2 new cards.

Turn Sequence

Players take turns. A round is when all players have had a turn. Turn order is determined at the beginning of a round in the Round Bid.

Each player's turn has 6 phases:

1. Evolution Phase
2. Reproduction Phase
3. Move Phase
4. Attack Phase
5. Stack Limit Phase
6. Event Phase

Round Bid

In the first round, a random player goes first followed by the other players going clockwise around the table. In later rounds the player with the highest Initiative picks his place in the turn order of the round. For example: If there are 4 players, the high Init can pick to take his turn either first, second, third, or fourth in the Round and this cannot be overturned by another player later in the Round Bid.

This is followed by the player with the next highest initiative and so on. If Initiative is tied the swarm with the highest Intelligence picks next. If Intelligence is tied the highest Movement rating picks next.

If Movements are tied go in clockwise order. Record current Turn Order so no one forgets.

Evolution Phase

Place one Evolution card from your hand face up on the table in front of you. Your swarm immediately gets the ability or attribute bonus indicated on the card you just played. These evolution cards remain in play permanently.

Max hand size is 2+ your Intelligence score. Discard excess cards.

Reproduction Phase

Gain a number of new insect counters equal to your Reproduction attribute. Place the new insects on top of your existing stacks. At this point in the turn, stack limits may be exceeded.

Move Phase

You may move up to a number of stacks equal to your Swarm's Intelligence level. This includes partial stacks if you are breaking up a larger stack. A stack may be moved up to a number of spaces equal to your Swarm's Move trait.

You may move your stacks into (but not through) spaces occupied by enemy stacks. 2 or more of your stacks in the same space at the end of the phase will automatically combine to form 1 stack; This may be higher than your Swarm's Stack Limit. As a Stack Moves, it may pick up or drop off Insect counters (same player's) in the spaces it moves into/through.

On a turn, a given Insect counter may not move a total number of spaces greater than that controlling player's move trait.

Attack Phase

If two or more opposing stacks occupy the same space, they will fight. The Stack with the highest Initiative Attacks first. Attacks by Stacks with the same Initiative are simultaneous.

If there is more than one opposing stack present choose one to target. Each stack inflicts damage = Swarm Attack score x # of Insects in Stack. An insect can take as much damage as its defense value before being killed.

Excess damage not enough to kill an insect is ignored. The phase may end with stacks from more than 1 player occupying the same space.

Example Of Combat

Joe's Swarm has a total Attack = 1 and Defense = 1 Ron's Swarm has a total Attack = 1 and Defense = 2 Ron has a stack of 3 insects & Joe has a stack of 5 insects in the same space. Ron inflicts 3 damage, so 3 of Joe's insects are killed. Joe inflicts 5 damage, so 2 of Ron's insects are killed.

(Each of Ron's insects can take 2 damage: it would take 6 damage to kill all 3)

Stack Limit Phase

If a stack contains more insects than its stack limit, the excess insects are discarded.

Event Phase

Draw 2 cards from the deck and put them in your hand. If no cards remain, the game ends.

Using Evolution Cards As Event Cards

You may at any time during your turn or another players turn discard an Evolution card from your hand to give your swarm the indicated Bonus/Ability for the remainder of the current turn (or Bid).

Card List Notation

- Attack = Owning this card gives all your insects Attack +1
- Defense = Owning this card gives all your insects Defense +1
- Movement = Owning this card gives all your insects Move +1
- Intelligence = Owning this card gives your swarm Intelligence +1
- Reproduction = Owning this card gives your swarm Reproduction +1
- Stack = Owning this card gives each of your Stacks Stack +1
- Initiative = Owning this card gives your swarm Initiative +1

Common Deck Card List

Card:	Type:	Notes:
Swarm	Evolution	Stack
Congregate	Evolution	Stack
Hive	Evolution	Stack
Social Insects	Evolution	Stack
Caste System	Evolution	Stack
Colony	Evolution	Stack
Safety in Numbers	Evolution	Stack
Symbiotes	Evolution	Stack
Multitude	Evolution	Stack
Cluster	Evolution	Stack
Phermones	Evolution	Stack
Cooperation	Evolution	Stack
Super Organism	Evolution	Stack
Mass Flight	Evolution	Stack
Increase Density	Evolution	Stack
Mandibles	Evolution	Attack
Pincers	Evolution	Attack
Poison Glands	Evolution	Attack
Acid Spit	Evolution	Attack
Sting	Evolution	Attack
Bite	Evolution	Attack
Spines	Evolution	Attack
Digestive Secretions	Evolution	Attack
Barbs	Evolution	Attack
Venom	Evolution	Attack
Feeding Frenzy	Event	Stack gets Attack +3
Carapace	Evolution	Defense
Exoskeleton	Evolution	Defense
Segmentation	Evolution	Defense
Chitin	Evolution	Defense
Shell	Evolution	Defense
Regeneration	Evolution	Defense
Size Increase	Evolution	Defense
Noxious Chemicals	Evolution	Defense
Queen	Evolution	Reproduction
Drones	Evolution	Reproduction
Clones	Evolution	Reproduction
Incubation	Evolution	Reproduction
Eat own Parents	Evolution	Reproduction
Quick Gestation	Evolution	Reproduction
Care for Larvae	Evolution	Reproduction
Lay Eggs in Host	Evolution	Reproduction
Reproductive Cycle	Event	Swarm gets Reproduction +3
Breeding Pools	Evolution	Reproduction
Wings	Evolution	Movement
Jumping	Evolution	Movement
Articulation	Evolution	Movement
High Metabolism	Evolution	Movement
Long Legs	Evolution	Movement
Digging	Evolution	Movement

Card:	Type:	Notes:
Hopping	Evolution	Movement
Energy Burst	Event	Stack gets Move +3
Migration	Event	Swarm gets Intelligence +3
Antennae	Evolution	Intelligence
Compound Eyes	Evolution	Intelligence
Complexity	Evolution	Intelligence
Signaling	Evolution	Intelligence
Group Think	Evolution	Intelligence
Instincts	Evolution	Intelligence
Processing	Evolution	Intelligence
Ganglia	Evolution	Intelligence
Awareness	Evolution	Intelligence
Ambush	Evolution	Initiative
Reflexes	Evolution	Initiative
Coordination	Evolution	Initiative
Nocturnal	Evolution	Initiative
Speed	Evolution	Initiative
Camouflage	Evolution	Initiative
Aggression	Evolution	Initiative
Infiltrate	Evolution	Initiative
Overrun	Evolution	Initiative
Rush	Event	Stack gets Initiative +3 in Attack Phase
Latency	Event	Swarm gets Initiative +3 in Round Bid

Optional Extra Cards List

Card:	Type:	Notes:
Waterbugs	Evolution	Your Bugs may move through Water Spaces
Burrowing	Evolution	Your Bugs may move through Enemy held Spaces
Blood Suckers	Evolution	For every 4 enemy Bugs killed gain 1 Bug
Infestation	Evolution	You may disperse into enemy occupied Spaces
Revulsion	Evolution	Enemy stacks in same/adj hex get Stack Limit -1
Webs	Evolution	Enemy stacks in same/adj hex get Move -1
Mimic	Evolution	Copy 1 Evolution card in play (doesn't change)
Adaptation	Event	Draw 2 cards and discard 2 cards
Metamorphosis	Event	Replace an Evolution card with one from your hand
React Quickly	Event	Negate an Event Card just played
Cocoon	Event	Do not move on your turn and draw 2 cards
Co-Opt Evolution	Event	Steal Evolution card from opponents Hand
Devolution	Event	Discard target opponent's Evolution card
Molt	Event	Opponent's Swarm Defense = 1 this turn
Dormancy	Event	Opponent's Swarm Movement = 0 this turn
Rampage	Event	Get an extra Move and Attack Phase this turn





Sweep Of History

Introduction

List and Dice game for 2-4+ players.

Victory

The player with the most Victory Points (VP) at the end of the game wins.

Equipment

10 Sided dice are needed. Pens or pencils are needed. (A different color for each player would be good). A printed copy of the Era Lists is needed.

Use Tokens to keep track of Victory Points. Use Coins to keep track of Gold.

Eras

1. Bronze Age (3500-2000 BC)
2. Iron Age (2000-1000 BC)
3. Classical Age (1000-400 BC)
4. Antiquity (400-0 BC)
5. Empire (0-430 AD)
6. Dark Ages (430-1050 AD)
7. Middle Ages (1050-1350 AD)
8. Renaissance (1350-1600 AD)
9. Enlightenment (1600-1820 AD)
10. Industrial Age (1820-1900 AD)
11. Early Modern (1900-1944 AD)
12. Modern Age (1944-2010 AD)

Era Lists

Each Era has a list of 50+ numbered Items. Print a copy of each list. During the game players will write on the lists to mark which items they control.

Regions

Most Items belong to a particular region. Regions are determined by the Era. For example, in the Bronze age deck there are 4 Regions: Mesopotamia, Egypt, India, and China.

Item Types

There are 9 item types. Not every Era will use all available types.

1. Civilization
2. Leader
3. City
4. Paragon
5. Advance
6. Wonder

7. Religion
8. Ideology
9. Book

Note that the Disaster, Event, Disgrace, and Usurper results are actions, not items.

Setup

Print a copy of the Era Lists. Each player starts with 10 VP and 10 Gold. Players roll high on 1D10 to see who goes first each Era.

Turn Sequence

On your turn, Roll 1D100. Check the current list. You gain control of the indicated item.

Make your mark next to the Item on the list. All Items are unique. You are the only one who can control it. Note: The action results are not considered items.

You may spend 1 Gold to add or subtract 1 to your roll.

Disaster Action

If you get a Disaster result, destroy a Target City or Wonder opponent controls. If opponent has none, he instead loses 2 Gold.

Usurp Action

If you get an Usurp result, steal a Target City or Civilization from another player.

Disgrace Action

If you get a Disgrace result, target opponent loses 2 VP.

Conquest Action

If you get a Conquest result, steal 1 VP and 1 Gold from another player.

Knowledge

If you naturally roll a Book or Advance Item you already own gain 1 VP and 1 Gold.

Leadership

If you naturally roll a Leader you already own, gain 1 VP and go again.

Taxes

If you naturally roll a City or Civilization you already own, gain 2 Gold.

Conversion

If you naturally roll a Religion or Ideology you already own steal 2 VP from target opponent.

Culture

If you naturally roll a Paragon or Wonder you already own gain 2 VP.

Trade

If an opponent naturally rolls one of your items, he gives you 1 Gold.

Pick One Item Results

You must pick an item not owned by any player.

End Of An Era

When any player controls 12 or more items from an era, that era immediately ends.

End Of Era Scoring

After an Era is completely filled up, players score for that Era: The player with the most Items for the whole Era gets 3 VP. Check for each REGION in that

Era. The player with the most items for a Region gets 7 VP.

Check for each Item TYPE in that Era. The player with the most items of that type gets 5 VP. (For Example: The player with the most Leader items gets 5 VP) If 2 or more players tie for the most, each gets 3 VP.

Bonus items give 1 extra VP if you also own the item they target. The player with the most Gold gets 7 VP.

Era Card List Type Notation

C Civilization
L Leader
Y City
P Paragon
A Advance
W Wonder
D Disaster
E Conquest
R Religion
I Ideology
B Book
U Usurp
G Disgrace

Bronze Age (3500-2000 Bc) Era List Notation

M Mesopotamia
I India
H China
E Egypt

Bronze Age (3500-2000 Bc) Era List

Card Name	#	Type	Region
Sumeria	1	C	M
Indus Valley	2	C	I
Great Flood	3	D	-
Mohenjo-Daro	4	Y	I
Harappa	5	Y	I
Gilgamesh	6	L	M
Nubia	7	C	E
Menes	8	L	E
Thriving Trade	9	A	-
Upper Kingdom	10	C	E
Lower Kingdom	11	C	E
Akkadians	12	C	M
Mentuhotep	13	L	E
Old Kingdom	14	C	E
Pottery	15	A	-
Taxation	16	A	-
Cuneiform	17	A	M
Hieroglyphics	18	A	E
Dynasty	19	U	-

Card Name	#	Type	Region
Famine	27	D	-
Great Pyramids	28	W	E
Papyrus	29	A	E
Sargon	30	L	M
War	31	E	-
Slave Labor	32	A	-
Medes	33	C	M
Uprisings	34	D	-
Assyria	35	C	M
Ur	36	Y	M
Babylon	37	Y	M
City States	38	A	M
Memphis	39	Y	E
Plow	40	A	-
Wheel	41	A	-
Sail	42	A	-
Granaries	43	A	-
Yangshao	44	C	H
Longshan	45	C	H

Card Name	#	Type	Region
Bronze Working	20	A	-
Ziggurat	21	W	-
Sphinx	22	W	E
Astronomy	23	A	-
Mythology	24	A	-
King Djoser	25	L	E
Irrigation	26	A	-

Iron Age (2000-1000 Bc) Era List Notation

M Mesopotamia (and Persia)

I India

H China

E Egypt

Card Name	#	Type	Region
Xia	46	C	H
Yellow Emperor	47	L	H
Conquest	48	U	-
Beer Brewing	49	A	M
Animal Domestication	50	A	-
Migrations	51+	E	-
Pick one Item	52+	-	-

N Near East

G Aegean

O Europe

X Anatolia

Z Americas

Iron Age (2000-1000 Bc) Era List

Card Name	#	Type	Region
Hammurabi	1	L	M
Babylonian Empire	2	C	M
Book of the Dead	3	B	E
Hyksos	4	C	E
Thebes	5	Y	E
Temple of Karnak	6	W	E
Middle Kingdom	7	C	E
Shang Dynasty	8	C	H
I Ching	9	B	H
Library at Ebla	10	W	M
Stonehenge	11	W	O
Megalithic Culture	12	C	O
Abraham	13	P	N
Hebrews	14	C	N
Monotheism	15	R	-
Cretans	16	C	G
Tholos	17	A	G
Myceneans	18	C	G
Hittites	19	C	X
Minoans	20	C	G
Thutmose	21	L	E
Iron Working	22	A	X
Shuppiluliumash	23	L	X
Assyria	24	C	M
Annexation	25	E	-
Wine	26	A	-
Jericho	27	Y	N
Ramses	28	L	E
Zoroastrianism	29	R	M
Volcanic Eruption	30	D	G
Troy	31	Y	X
Moses	32	L	N
Elamites	33	C	M
Migrations	34	E	-
Collapse	35	D	-

Card Name	#	Type	Region
Architecture	38	A	-
Flowering of Art	39	A	-
Wu	40	L	H
Zhou	41	C	H
Hao	42	Y	H
King Saul	43	L	N
Canaanites	44	C	N
Chiefdoms	45	C	O
New Kingdom	46	C	E
King Minos	47	L	G
Trojan War	48	E	-
Agamemnon	49	L	G
Glass Vessels	50	A	-
Parchment	51	A	-
Nefertiti	52	L	E
Newgrange	53	W	O
Cycladic Culture	54	C	G
Chariots	55	A	-
Aryans	56	C	I
Dravidians	57	C	I
Andean Chiefdoms	58	C	Z
Mayans	59	C	Z
Olmechs	60	C	Z
Urnfield Culture	61	C	O
Hallstatt Culture	62	C	O
Celts	63	C	O
Mother Goddess	64	A	G
Sea Peoples	65	C	G
Alphabet	66	A	-
Rich Treasures	67	A	-
Overextended	68	D	M
Hinduism	69	R	I
Villanovans	70	C	O
Vedas	71	B	I
Conquest	72+	E	-

Card Name	#	Type	Region
Nebuchadnezzar	36	L	M
Statue of Marduk	37	W	M

Classical Age (1000-400 Bc) Era List Notation

M Mesopotamia

P Persia

H China and India

E Egypt

Card Name	#	Type	Region
Pick one Item	73+	-	-

N Near East

S North Africa

G Greece

O Europe

Z Americas

K Central Asia

Classical Age (1000-400 Bc) Era List

Card Name	#	Type	Region
Rome	1	Y	O
Roman Republic	2	C	O
Xerxes	3	L	P
Socrates	4	P	G
Temple of Solomon	5	W	N
Palace of Nimrud	6	W	M
La Venta	7	Y	Z
Temple of Artemis	8	W	G
Persepolis	9	Y	P
Darius the Great	10	L	P
Chavins	11	C	Z
Jerusalem	12	Y	N
King David	13	L	N
Carthage	14	Y	S
Kush	15	C	S
Assyria	16	C	M
Babylonians	17	C	M
Late Period	18	C	E
Diaspora	19	D	N
Cyrus the Great	20	L	P
Achaemenid Empire	21	C	P
Statue of Zeus	22	W	G
Torah	23	B	N
Etruscans	24	C	O
La Tene Culture	25	C	O
Iberians	26	C	O
Dorians	27	C	G
Ionians	28	C	G
Colonization	29	A	G
City States	30	Y	G
Phoenicians	31	C	N
Conquest	32	E	-

Antiquity (400-0 Bc) Era List Notation

P Persia (Plus Near East & Mesopotamia)

R Rome

I India

H China

Card Name	#	Type	Region
Parthenon	33	W	G
Tyrants	34	U	-
Democracy	35	I	G
Biremes	36	A	G
Coinage	37	A	-
Athens	38	Y	G
Sparta	39	Y	G
Hanging Gardens	40	W	M
Over Cultivation	41	D	-
Olympic Games	42	A	G
Persian Wars	43	E	-
Peloponnesian Wars	44	E	-
Alcibiades	45	G	G
Pythagoras	46	P	G
Satrap	47	C	P
Drama	48	A	G
Herodotus	49	P	G
Pericles	50	L	G
Homer	51	P	G
Jainism	52	R	H
Warring States	53	C	H
Zhou Dynasty	54	C	H
Confucius	55	P	H
Mandate from Heaven	56	I	H
Shen	57	C	H
Sun Tzu	58	P	H
Cimmerians	59	C	K
Scythians	60	C	K
Nomadic Pastoralism	61	A	K
Oxus Civilization	62	C	K
Philosophy	63	A	G
Pick one Item	64+	-	-

E Egypt

S North Africa

G Greece

O Europe

Z Americas

K Central Asia

Antiquity (400-0 Bc) Era List

Card Name	#	Type	Region
Mausoleum Halicarnassus 1	W	P	
Parthians	2	C	P
Seleucid Dynasty	3	C	P
Nabateans	4	C	P
Petra	5	Y	P
Alexander the Great	6	L	G
Macedonia	7	C	G
Philip of Macedon	8	L	G
Aristotle	9	P	G
Plato	10	P	G
Hippocrates	11	P	G
Archimedes	12	P	G
Diadochi	13	L	G
Oracle at Delphi	14	W	G
Colossus of Rhodes	15	W	G
Cynics & Skeptics	16	A	G
Stoics & Epicureans	17	A	G
Temple of the Winds	18	W	G
Antigonid Dynasty	19	C	G
Julius Caesar	20	L	R
Gallic Wars	21	E	-
Samnite Wars	22	E	-
Roman Republic	23	C	R
Punic Wars	24	E	R
Scipio	25	L	R
Octavian	26	L	R
Spartacus Rebellion 27	G	R	
Marius Reforms	28	P	R
Aqueducts	29	A	R
The Pantheon	30	W	R
Pompey	31	L	R
Civil War	32	U	-
Roman Empire	33	A	R
Coliseum	34	W	R

Empire (0-430 Ad) Era List Notation

R Roman Empire
P Persia
I India
H Asia

Card Name	#	Type	Region
Carthaginian Empire	35	C	S
Hannibal	36	L	S
Celtic Gaul	37	C	O
Cimbri	38	C	O
Teutons	39	C	O
Sarmatians	40	C	K
Xiongnu	41	C	K
Alexandria	42	Y	E
Cleopatra	43	L	E
Lighthouse Alexandria 44	W	E	
Ptolemy Dynasty	45	C	E
Mauryans	46	C	I
Ashoka	47	L	I
Buddhism	48	R	I
Qin	49	C	H
Shi Huangdi	50	L	H
Great Wall of China	51	W	H
Han Empire	52	C	H
Crossbow	53	A	H
Liu Bang	54	L	H
Taoism	55	R	H
Terracotta Army	56	W	H
War Elephants	57	A	-
Bureaucracy	58	I	-
Conquest	59	E	-
Empire	60	U	-
Expansionist	61	E	-
Pyrrhic Victory	62	D	-
Tribute	63	A	-
Tiahuanaco	64	Y	Z
Zapotec States	65	C	Z
Nazca	66	C	Z
Moche	67	C	Z
Pick one Item	68+	-	-

S Africa
B British Isles
O Europe
X Anatolia
Z Americas

Empire (0-430 Ad) Era List

Card Name	#	Type	Region
Christianity	1	R	R
Jewish Revolt	2	D	-
Hadrians Wall	3	W	B
Celtic Britons	4	C	B
Boudica	5	L	B
Flavian Emperors	6	L	R

Card Name	#	Type	Region
Trajans Forum	32	W	R
Neros Golden House	33	W	R
Baths of Diocletioan	34	W	R
Saint Augustine	35	P	R
New Testament	36	B	R
City of God	37	B	R

Card Name	#	Type	Region
Good Emperors	7	L	R
Soldier Emperors	8	L	R
Parthian Empire	9	C	P
Han Empire	10	C	H
Tibetans	11	C	H
Meroe	12	C	S
Sassanid Empire	13	C	P
Caligula	14	G	R
Kushans	15	C	I
Ellora Temples	16	W	I
Hindu Kingdoms	17	C	I
Guptas	18	C	I
Golden Age	19	A	-
Three Kingdoms	20	C	H
Yayoi Period in Japan	21	C	H
Kingdom of Funan	22	C	H
Conversions	23	U	-
Puppet Emperor	24	U	-
Teotihuacan	25	Y	Z
Egypt Roman Province	26	A	R
Axum	27	C	S
Bantu	28	C	S
Silk Route	29	A	P
Temple of the Sun	30	W	Z
Cult of Mithras	31	R	P

Dark Ages (430-1050 Ad) Deck Card List Notation

Z Byzantium
I India
H China and Japan

Dark Ages (430-1050 Ad) Era List

Card Name	#	Type	Region
East Roman Empire	1	C	Z
Byzantine Empire	2	C	Z
Hagia Sophia	3	W	Z
Basilica Cistern	4	W	Z
Horyu-Gakumonji	5	W	H
Leif Eriksson	6	P	S
Moors	7	C	M
Visigoths	8	C	E
Ostrogoths	9	C	E
Vandals	10	C	E
Anglo Saxons	11	C	B
Normans	12	C	B
Book of Kells	13	B	B
Irish Monks	14	C	B
Mohammed	15	L	M
Islam	16	R	M

Card Name	#	Type	Region
Roman Empire	38	C	R
Civil War	39	U	-
Conquests	40	E	-
Roman Engineering	41	A	R
Constantine	42	L	X
Constantinople	43	Y	X
Eastern Empire	44	C	R
Western Empire	45	C	R
Water Wheel	46	A	-
Armenia	47	C	X
Saint Paul	48	P	R
Galen	49	P	R
Ptolemy	50	P	R
Schism	51	A	-
Pax Romana	52	A	R
Octavian	53	L	R
Battle of Teutoburg	54	E	O
Goths	55	C	O
Alaric	56	L	O
Germanic Tribes	57	C	O
Mayan City States	58	C	Z
Maya Calendar	59	A	Z
Paracas	60	C	Z
Teotihuacan	61	Y	Z
Pick one Item	62+	-	-

S Scandinavia
B British Isles
M Moslem World
C Central Asia
E Europe
K Americas

Card Name	#	Type	Region
Harsha	38	L	I
Windmills	39	A	-
Picts	40	C	B
Scots	41	C	B
Merovingians	42	C	E
Feudalism	43	I	E
Danish Vikings	44	C	S
King Alfred	45	L	B
Swedish Vikings	46	C	S
Assimilation	47	U	-
Rus Kiev	48	C	E
Norwegian Vikings	49	C	S
King Otto I	50	L	E
Holy Roman Empire	51	C	E
Papacy	52	R	E
Catholicism	53	R	R

Card Name	#	Type	Region
Arabs	17	C	M
Collapse	18	D	-
Tang Dynasty	19	C	H
Charlemagne	20	L	E
Franks	21	C	E
Huns	22	C	C
Attila	23	L	C
Avars	24	C	C
Theodoric the Great	25	L	E
Barbarian Migrations	26	D	-
Gupta Empire	27	C	I
Justinian	28	L	Z
Bubonic Plague	29	D	-
Lombards	30	C	E
Greek Orthodox Church	31	R	Z
Slavs	32	C	E
Seljuk Turks	33	C	C
Heraclius	34	L	Z
Sui	35	C	H
Toba	36	C	H
Japanese Yamato	37	C	H

Middle Ages (1050-1350 Ad) Deck Card List Notation

L Levant, Egypt, Anatolia, and Persia
H China, India, and Japan

Card Name	#	Type	Region
Magyars	54	C	C
Monasticism	55	R	E
Umayyad Dynasty	56	C	M
Dome of the Rock	57	W	M
Mecca	58	Y	M
Koran	59	B	M
Abbasid Empire	60	C	M
Golden Age	61	A	-
Fragmentation	62	D	-
Wendi	63	L	H
Fatmids	64	C	M
Islamic Science	65	A	M
Rajput States	66	C	I
Tamil Kingdoms	67	C	I
Chola Kingdoms	68	C	I
Huari Empire	69	C	K
Maya Old Empire	70	C	K
Tikal	71	Y	K
Chichen Itza	72	W	K
Pick one Item	73+	-	-

B British Isles
C Central Asia, Russia, and East Europe
E Europe
Z Byzantium
K Americas

Middle Ages (1050-1350 Ad) Era List

Card Name	#	Type	Region
Crusades	1	E	-
Chivalry	2	A	E
England	3	C	B
Battle of Hastings	4	E	-
France	5	C	E
Feudalism	6	I	E
Universities	7	A	E
William the Conqueror	8	L	B
Gothic Style	9	A	E
Dante	10	P	E
Frederick Barbarossa	11	L	E
Magna Carta	12	B	B
Roger Bacon	13	P	B
Heresy	14	D	-
Mongols	15	C	C
Genghis Khan	16	L	C
Paper Manufacture	17	A	-
Kingdom of Hungary	18	C	E
Russian Principalities	19	C	C
Black Death	20	D	-
Excommunication	21	D	-

Card Name	#	Type	Region
Hanseatic League	31	C	E
Communes	32	A	E
Marco Polo	33	P	H
Crusader States	34	C	L
Incas	35	C	K
Aztecs	36	C	K
Chimu	37	C	K
Alex Newski	38	L	C
Tartars	39	C	C
Golden Horde	40	C	C
Kublai Khan	41	L	C
Khanate of Persia	42	C	L
Venice	43	Y	E
Genoa	44	Y	E
Kingdom of Poland	45	C	C
Seljuk Sultanate	46	C	L
Byzantine Empire	47	C	L
Latin Empire	48	C	L
Fatimids	49	C	L
Holy Roman Empire	50	C	E
Hohenstaufen Emperors	51	C	E

Card Name	#	Type	Region
House of Habsburg	22	C	E
Knights Templar	23	C	L
Jerusalem	24	Y	L
Saladin	25	L	L
Richard Lionheart	26	L	L
Reconquista	27	E	E
Three Crop Rotation	28	A	E
Thomas Aquinas	29	P	E
Banks and Credit	30	A	E

Renaissance (1350-1600 Ad) Deck Card List Notation

T Italy
S Spain and Portugal
M Middle East, Africa, and Asia Minor

Card Name	#	Type	Region
Northern Sung	52	C	H
Southern Sung	53	C	H
Heian Period	54	C	H
Zen Buddhism	55	R	H
Magnetic Compass	56	A	H
Kamakura Shogunate	57	C	H
Yaun Dynasty	58	C	H
Pick one Item	59+	-	-

H China, India, and Japan
B British Isles
C Central Asia, Russia, and East Europe
E Europe
K Americas
A Any Region

Renaissance (1350-1600 Ad) Era List

Card Name	#	Type	Region
Hundred Years War	1	E	-
Gunpowder	2	A	E
Cannons	3	A	E
Medici	4	L	T
Machiavelli	5	P	T
Dynastic Rivalries	6	U	-
Florence	7	Y	T
Venice	8	Y	T
Italian City States	9	Y	T
Joan of Arc	10	L	E
Burgundy	11	C	E
English	12	C	B
Canterbury Tales	13	B	B
Sir Thomas Malory	14	P	B
French	15	C	E
Wars of the Roses	16	U	-
Lancaster	17	C	B
York	18	C	B
Henry VIII	19	L	B
Ferdinand & Isabella	20	L	S
Printing Press	21	A	E
German Empire	22	C	E
Tudor Dynasty	23	C	B
Fugger Banking Dynasty	24	A	E
Spanish Armada	25	G	S
Hiernonymus Bosch	26	P	E
Christopher Columbus	27	P	S
Leonardo da Vinci	28	P	T
Botticelli	29	P	T
Utopia	30	B	B
Michelangelo	31	P	T
Copernicus	32	P	T

Card Name	#	Type	Region
Habsburg Emperors	42	C	E
Ottoman Empire	43	C	M
Late Byzantine Empire	44	C	M
Ming Dynasty	45	C	H
Ashikaga Shogunate	46	C	H
Delhi Sultanate	47	C	H
Vijayangar Kingdom	48	C	H
Porcelain Pagoda	49	W	H
Mamluke Sultanate	50	C	M
Magellan	51	P	S
Grand Duchy Lithuania	52	C	C
Great Russia	53	C	C
Moscow	54	Y	C
Ivan the Terrible	55	L	C
Golden Horde	56	C	C
Red Square	57	W	C
Plague	58	D	-
Hugenots	59	C	E
Cortez in Mexico	60	L	K
Pizarro in Peru	61	L	K
Spanish California	62	C	K
Incas	63	C	K
Aztecs	64	C	K
Overseas Discoveries	65	A	-
The New World	66	C	K
Machu Picchu	67	W	K
Suleiman Magnificent	68	L	M
Safavi Empire	69	C	M
Abbas the Great	70	L	M
Portuguese Goa	71	Y	H
Babar	72	L	H
Akbar the Great	73	L	H

Card Name	#	Type	Region
Sistine Chapel	33	W	T
Reformation	34	U	-
Siege of Vienna	35	E	-
Elizabethan Age	36	L	B
Shakespeare	37	P	B
Martin Luther	38	P	E
95 Theses	39	B	E
Protestantism	40	R	E
Timur the Lame	41	L	C

Enlightenment (1600-1820 Ad) Era List Notation

E Europe
B British Isles
F France

Card Name	#	Type	Region
Sikhism	74	R	H
The Golden Temple	75	W	H
Hideyoshi	76	L	H
Mogul Period	77	C	H
Timbuktu	78	Y	M
Songhai Kingdom	79	C	M
Petrarch	80	P	T
Humanism	81	I	T
Pick one Item	82+	-	-

N Americas
M Middle East and Africa
H China and Japan
I India
C Central Asia, Russia, and East Europe

Enlightenment (1600-1820 Ad) Era List

Card Name	#	Type	Region
Spanish Empire	1	C	E
Caribbean	2	C	N
Pilgrims	3	C	N
United States America	4	C	N
North America	5	C	N
30 Year War	6	E	-
French Revolution	7	U	-
Seven Year War	8	E	-
Napoleonic Wars	9	U	-
Napoleon Bonaparte	10	L	F
Peter the Great	11	L	C
Romanov Dynasty	12	C	C
English Civil War	13	E	B
Oliver Cromwell	14	L	B
Ottoman Empire	15	C	M
East India Company	16	C	I
Turkish Wars	17	D	-
British Empire	18	C	B
William Pitt	19	L	B
Wellington	20	L	B
Horatio Nelson	21	L	B
Maratha Confederacy	22	C	I
Mogul Empire	23	C	I
Manchus	24	C	H
Afghans	25	C	I
Ching Dynasty	26	C	H
Clive of India	27	L	I
Tokugawa Shogunate	28	C	H
Edo	29	Y	H
Sea Pirate States	30	C	M
Slave Trade	31	A	M
Algeria, Morocco, Tunisia	32	C	M
Religious Discord	33	D	-

Card Name	#	Type	Region
Rubens	37	P	E
El Greco	38	P	E
JS Bach	39	P	E
Baroque Era	40	A	E
Mozart	41	P	E
Handel	42	P	E
Paradise Lost	43	B	B
Jane Austen	44	P	B
Voltaire	45	P	F
Francis Bacon	46	P	B
Galileo	47	P	E
Newton	48	P	B
George Washington	49	L	N
Benjamin Franklin	50	P	N
American Colonies	51	C	N
Declaration Independence	52	B	N
Thomas Jefferson	53	L	N
American Revolution	54	U	-
Logarithms	55	A	B
Steam Engine	56	A	B
Hot Air Balloon	57	A	F
The Sun King	58	L	F
Fredrich the Great	59	L	E
Prussia	60	C	E
Maria Theresa	61	L	E
Austrian Empire	62	C	E
William Blake	63	P	B
Holy Roman Empire	64	C	E
Robespierre	65	L	F
Taj Mahal	66	W	I
Telescope	67	A	E
Pendulum Clock	68	A	E
Flintlock Muskets	69	A	E

Card Name	#	Type	Region
Russia	34	C	C
Rembrandt	35	P	E
The Dutch	36	C	E

Industry (1820-1900 Ad) Era List Notation**E** Europe and Russia**Industry (1820-1900 Ad) Era List**

Card Name	#	Type	Region
Steam Ship	1	A	N
Ironclads	2	A	N
Rail Roads	3	A	B
Telegraph	4	A	N
Photography	5	A	E
Dynamite	6	A	E
Periodic Table	7	A	E
Phonograph	8	A	N
Lightbulb	9	A	N
X-Rays	10	A	E
Motor Car	11	A	E
Tesla	12	P	N
Edison	13	P	N
American Civil War	14	U	-
Marie Curie	15	P	E
Cinematograph	16	A	E
Gilded Age	17	C	N
Abraham Lincoln	18	L	N
Bismark	19	L	E
Ulysses Grant	20	L	N
Queen Victoria	21	L	B
Industrial Revolution	22	A	B
Suez Canal	23	W	X
British India	24	C	X
Boxer Rebellion	25	D	-
Dowager Empress	26	L	X
Meji Reform	27	A	X

Early Modern (1900-1944 Ad) Era List Notation**E** Europe and Britain**G** Germany and Italy**Early Modern (1900-1944 Ad) Era List**

Card Name	#	Type	Region
Great War	1	E	-
World War	2	E	-
Great Depression	3	D	-
Albert Einstein	4	P	U
Airplanes	5	A	U

Card Name	#	Type	Region
Microscopy	70	A	E
Fahrenheit	71	P	E
Pick one Item	72+	-	-

B British Isles**N** North America**X** The Rest of the World

Card Name	#	Type	Region
Boer War	28	U	-
Cape Town	29	Y	X
Opium War	30	E	-
Sepoy Mutiny	31	D	-
Robber Barons	32	P	N
Occupation	33	U	-
Crimean War	34	E	-
Franco-German War	35	E	-
Czarist Russia	36	C	E
Germany	37	C	E
France	38	C	E
British Empire	39	C	X
Austrian Empire	40	C	E
Eiffel Tower	41	W	E
Bicycle	42	A	E
Spanish American War	43	E	-
US/Mexican War	44	E	-
United States	45	C	N
Van Gogh	46	P	E
Gauguin	47	P	E
Impressionism	48	A	E
Romantic Period	49	A	E
Statue of Liberty	50	W	N
Darwin	51	P	B
Pasteur	52	P	E
Chopin	53	P	E
Pick one Item	54+	-	-

R Russia**U** United States**X** The Rest of the World**A** Any Region

Card Name	#	Type	Region
Rockets	6	A	R
Hitler	7	L	G
Stalin	8	L	R
Tanks	9	A	E
Captains of Industry	10	P	U
Machine Guns	11	A	G
Gas Warfare	12	A	G
Russian Revolution	13	U	-
Churchill	14	L	E
Mussolini	15	L	G
Fascism	16	I	G
Communism	17	I	R
Theodore Roosevelt	18	L	U
Franklin D Roosevelt	19	L	U
Lenin	20	L	R
Nazi Germany	21	C	G
Turkish Republic	22	C	X
Iran and Iraq	23	C	X
Mahatma Gandhi	24	L	X
Civil Disobedience	25	I	X

MODERN ERA (1944 - Present AD) ERA LIST NOTATION

E Europe and Britain**R** Russia**U** United States

Card Name	#	Type	Region
Quantum Mechanics	31	A	U
Rodin	32	P	E
Renoir	33	P	E
Chaplin	34	P	U
Chagall	35	P	R
Abstract Art	36	A	E
Matisse	37	P	E
Dali	38	P	E
Picasso	39	P	E
Penicillin	40	A	U
Fission	41	A	U
Freud	42	P	G
Gershwin	43	P	U
Empire State Building	44	W	U
Panama Canal	45	W	X
Golden Gate Bridge	46	W	U
Hoover Dam	47	W	U
Radio	48	A	U
Sonar	49	A	E
Pick one Item	50+	-	-

S Asia and India**M** Middle East**T** Third World

MODERN ERA (1944 - Present AD) ERA LIST

Card Name	#	Type	Region
Electronics	1	A	U
Television	2	A	U
Computers	3	A	U
Internet	4	W	U
Missiles	5	A	U
Jet Aircraft	6	A	-
Helicopters	7	A	U
Korean War	8	E	-
Vietnam War	9	E	-
Cold War	10	E	-
Nuclear Weapons	11	A	U
Moon Voyage	12	A	U
Sputnik	13	A	R
USSR	14	C	R
USA	15	C	R
Space Race	16	A	R
Discovery of DNA	17	A	E
Socialism	18	I	E
Plastics	19	A	U
Green Revolution	20	A	-
Israel	21	C	M
Western Europe	22	C	E
Eastern Europe	23	C	R
Balkan War	24	E	-
New World Order	25	C	U

Card Name	#	Type	Region
Reagan	32	L	U
Gorbachev	33	L	R
Civil Rights	34	A	U
Scandal	35	U	-
Human Genome Project	36	W	-
Unified Germany	37	C	E
American Super Power	38	C	U
Democratic Party	39	C	U
Republican Party	40	C	U
JFK	41	L	U
Banana Republics	42	C	T
African States	43	C	T
Castro	44	L	T
Civil Wars	45	D	T
Elvis	46	P	U
Rock and Roll	47	A	U
Counter Culture	48	U	-
McCarthyism	49	D	U
NATO	50	C	U
Totalitarianism	51	I	R
Chunnel	52	W	E
Gulf War	53	E	-
Terrorism	54	E	-
Bill Gates	55	P	U
Stock Market Crash	56	D	-

Card Name	#	Type	Region
Democratic India	26	C	S
Pakistan	27	C	M
Middle East Conflict	28	E	-
Cultural Revolution	29	U	-
Peoples Republic China 30	C	S	
United Nations	31	A	-

Card Name	#	Type	Region
Global Warming	57	D	-
Space Shuttle	58	A	U
Pentagon	59	W	U
ISS	60	W	-
Hubble Telescope	61	W	-
Pick one Item	62+	-	-

Game Designers Notes

If you notice any glaring historical inaccuracies or omissions please let me know.

Classroom Aid

This game could be incorporated into a semester long lesson plan. On the first day give the students a

pre-test: A blank timeline going back 5000 years. Students try to fill in the timeline with as many historical facts as they can remember.

Each week of the semester can correspond to one of the Eras. Allow students to play the game in addition to presentations and exams. At the end of the semester give the post-test.





Swiss Family Robinson

Introduction

Solo Board, Dice, and Card Game. You control the Swiss Family Robinson. A Group of Pirates is attacking your Rocky Redoubt.

Disclaimer

Swiss Family Robinson is a licensed, copyrighted property. This is merely a fan site.

Victory

Drive off all of the Pirates and keep the Family Members from being captured.

The Board

Use a Chess Board.

The Pirates

There are 16 Pirates (use pawns to represent Pirates)

The Swiss Family Robinson

There are 6 Family Members. 3 are full grown Men (use Knights & King) 2 are Women (use Bishops) 1 is a Child (use Rook)

Setup

Place the Pirates in the back 2 Rows on one end of the Board. (One Piece per space) Place the Family Members in the back 2 Rows of the other side of the board.

The Dice

Use six sided dice.

Attack Deck Card List

Card Name:	#	Range	Notes:
Grapple	2	1	Men only
Fisticuffs	2	1	Men only

Turn Sequence

Each turn has 5 Phases:

1. Pirate Move Phase
2. Family Move Phase
3. Draw Phase
4. Attack Phase
5. End Phase

Pirate Move Phase

Roll 1D6 for Each Pirate:

1D6	Move
1-3	None
4-5	Move 1 Space
6	Move 2 Spaces

Pirates must Move Towards Family members and capture them if possible. (Pirates capture by moving into a space occupied by a Family Member) A Pirate cannot move into or thru another Pirate.

Family Move Phase

Each Family Member may move up to 1 space in any direction. The Child may move 2 spaces.

Draw Phase

Draw 2 cards from the Attack Deck. If the deck runs out, shuffle the discard and draw from it.

Attack Phase

Play (discard) Attack cards from your hand. Each attack card has a range in spaces. These attacks must originate from a Family Member and terminate on a Pirate.

The Attacked Pirate is removed from play. Family Moves and attacks may be diagonal or Orthogonal. Pirate Moves and attacks may only be Orthogonal.

End Phase

Max hand size is 5 cards. Discard excess cards.

Card Name:	#	Range	Notes:
Gun as Club	2	1	Men only
Point Blank Shot	2	1	Adults only
Rifle Shot	4	2	Adults only
Coconut Bombs	4*	K	Men & Child Only
Exploding Rock Trap	1*	3	Any
Gunpowder Traps	4*	3	Any
Falling Log Trap	1*	3	Men only
Collapsing Bridge Trap	1*	5	Men only
Tiger Pit Trap	1*	4	Any
Spiked Pit Traps	2*	4	Any
Steep Climb	4	A	Negate Target Pirate Move

Attack Deck Notation

Copies of this card in the deck

A Any Range

K As a Knight would move in Chess

* Remove this card from play after being used





Swords & Sorcery

Introduction

Rules for miniatures battles in a fantasy setting

Turn Sequence

Cavalry, flying, and fast units (7"+) move first, Movement is in inches The base move rate of cavalry is 10" Roll high to see which player goes first

- Units in base to base contact with enemy units cannot move unless they retreat
- A unit may retreat on a roll of 1-4 on D12
- Retreating units cannot attack

Infantry and slow units (6" or less) move next

- The base move rate of infantry is 4"
- Roll high to see which player goes first

Ranged Attacks

- This includes archers, thrown weapons, catapults, many spells, etc
- Roll high to see which player goes first

Polearm Attacks

- This includes pikes, halberds, spears and lances

- Infantry that did not move may set their spears to receive a charge
 - The units must have their bases touching
 - Pikes attack first, all other attacks are simultaneous
 - Flyers must declare if they are engaging in HTH (otherwise they cannot be attacked by nonflyers)
- Hand to Hand Attacks (HTH)
- The units must have their bases touching
 - Attacks with normal HTH weapons resolved first and are simultaneous Unarmed attacks and attacks with 'short' HTH weapons resolved next and are simultaneous

Morale Check

- Determine if unit needs to check morale

Rally Check

- Leaders may attempt to rally routing units

Attack Resolution

To determine the result of an attack roll D12 and consult the following table Each figure can make one attack per turn against another figure in range

Attack Roll Result Table

Roll 1D12	Result	Notes
1-6	Miss	A natural roll of 1 always misses
7-12	Hit	A natural roll of 12 always hits. Roll on Damage Table

Attack Roll Modifiers

All modifications are cumulative

Die Roll	Modification
+1	The attacker is Infantry
-1	The attack is Ranged
-1	Attack is at Long Range
-1	Attacker is unarmed (Bare hands)
-3	Attacker is prone (Knocked down)
+1	Second HTH attack vs target this turn
+1	Each additional HTH attack made vs target this turn
+1	Attacker is veteran, elite, heroic, or highly trained
+1	Cavalry HTH vs archer targets
-1	Defenders have heavy armor (Move -1)
-1	Defender has shield
-2	Defender has large shield
-1	Attacking in HTH vs defender with any type of sword (swords are good parrying weapons)
-2	Attacking in HTH vs defender wielding staff two handed

Die Roll	Modification
-1	Attacker has large shield (Move -1)
+X	magical weapon bonuses
+1	Attacker using Blunderbuss (Shot spreads)
-1	Attacker is an archer that moved this turn
-1	Attacker is mounted archer
+1	Attacker is infantry with pike set to receive a charge
-1	Charging infantry with pikes set to receive a charge
+1	Attacking unit from side in HTH
+2	Attacking unit from rear in HTH
+1	Surprise attack
+1	Charge (Moving into HTH from at least 2" away; cannot be the result of a retreat)
-1	Attacker is wounded/per wound
-1	Attacker is making additional attacks/per attack (If unit is capable of such)
+1	Attacker berserk (Battle Frenzy) HTH
+1	Berserk Defender
+1	HTH Attacks vs siege unit crews and noncombatants
-1	Defenders have Dodge ability
-1	Defenders have cause Fear ability
+1	Attacking a unit that tried to retreat but failed
-1	Attack by figure that tried to retreat this turn
+1	Bonus vs units of a certain type. For example: +2 vs Giants
-1	Large unit attacks vs Small figures
+1	Attacking Large units
+1	Attacker riding on Savage Mount in HTH
-1	Defender has Tough hide
-1	Ranged attack vs unit partially under cover (behind wall, tree, window)
-1	Attacker fatigued
-1	Attacker on unstable ground
+1	Defender in HTH on unstable ground
+3	Defender immobilized. Immobilized units cannot move or attack
+1	Attacking with net. Net does no damage but target immobilized for 1D3 turns
+1	Attacker or defender using Flail or Ball & Chain in HTH
+1	Attacker using pick or morning star against unit in heavy armor
+1	Attacker using a 1H weapon with 2 hands in HTH
-1	Attacker using any type of axe
+1	Attacker is a Spellcaster casting an attack spell with a Magestaff

Ranged Attacks

Ranges are in inches Double the listed range is long range

Range	Attack Type
2	Thrown dagger, Knife, Axe, Ball & Chain
3	Spear, Sling, Matchlock Pistol, Crossbow Pistol
4	Javelin, Blunderbuss
5	Short bow
7	Crossbow

Range	Attack Type
8	Arquebus
10	Long bow
15+	Catapult, Ballista, Cannon

Damage Roll Table

Roll on this table if a unit has been hit

Roll 1D12	Result
1 or less	Stunned (No damage but unit's next attack roll is at -1)
2-3	Wounded (Move & Attack & Damage rolls -1 per wound)
4	Wounded & Disarmed (Unarmed units Attack roll & Damage roll -2)
5	Wounded & Knocked Down (Move = 0 & Attack roll -3)
6	Wounded & Disarmed & Knocked Down
7-8	Mortally Wounded (Unit immobilized & will die in 1D6 if not healed or regenerated)
9-12+	Killed (Unit loses 1 Hit)

List Of Modifiers To Damage Roll

-3 Attacker is unarmed (Bare hands)

Roll	Modifier
-1	Dagger, Club, Staff
-1	Arrows, sling stones, pistol, blunderbuss, crossbow pistol
-1	Whip (Attack in Pole arm phase, +1 to Rally Roll)
+0	Swords, spears
+0	Mace, Hammers: Hits caused by these weapons are always also knock down
+0	Crossbow bolts, Arquebus (Guns & crossbows require a turn to reload)
+2	Ballista bolts, catapult shot
+1	Pike, Halberd, 1-H axe, 2-H sword, 2-H Warhammer

+2 Battle axe

-1	Defending unit has heavy armor
+1	Defending unit has no armor
-1	Defending unit has tough hide
-1	Attacking unit is weak
+1	Attacker is berserk

-1	Defending unit has heavy armor
+1	Attack is poisonous
+1	Defender is wounded/per wound
+1	Attacker is strong

Movement Rates

Speeds are in inches A unit may double its move but it will be fatigued next turn A fatigued unit moves

at half speed rounded down

Speed	Unit Type
2	Supply Wagons, Siege engines being towed, Walking wounded
3	Infantry with heavy armor, Slow units, Pikes, Large shield, Refugees, Encumbered
4	Typical infantry
5	Infantry with no armor, Fast units
6	War Elephant
7	Chariot
8	Horse & Rider with heavy armor & barding
10	Horse & Rider
12	Horse & Rider with no armor or barding

Terrain

Nonflying units will in general move around obstacles like boulders and trees Units on rough or unstable terrain will move at half speed rounding down Rough terrain: Mud, rocks, loose sand, bushes, tall grass, rope bridge, up slopes Noncavalry units can climb at a rate of 1" turn Only units described as "scalers" can climb flat walls without ropes and ladders

Morale

Units must check morale under the following circumstances: If the unit has been attacked this turn If a friendly unit within 10" has been killed, immobilized, or is routing If a far superior enemy unit is within 10"

If heavily outnumbered A Fear unit ability may require a morale check

Morale Check Result Table

Roll 1D12	Result
1-4	Unit routs next turn
5-12	Unit continues to fight

A routing unit will attempt to move off the table at full speed avoiding enemy units

Morale Check Modifiers

All modifications are cumulative

Die Roll	Modification
+2	Unit making check is veteran, elite, heroic, or a monster
-2	Unit making check is a noncombatant, untrained, green, or cowardly
-1	Facing a unit with more than one hit
+4	Unit making check is undead
-1	Unit making check is heavily outnumbered
+1	Friendly Musician within 10"
+1	Friendly Leader within 10"
+2	Friendly Commander within 10"
+1	Friendly Standard within 10"
+2	Unit making check is berserk

Rally Check

A leader unit may try to rally routing units within 8" A rally attempt is successful on a roll of 1-6 on D12

Roll once for all units in range

Rally Check Modifiers

Die Roll	Modification
+	Commander
+1	Unit being rallied is veteran, elite, heroic

Spells

Make a card for each spell. At the beginning of the battle each spellcaster draws a number of cards equal

to the number of spells they know. Each caster may discard and draw one new spell.

Spell	Notes
Blood Rage	2D6 Friendly units within 10" go berserk for 3 turns
Stone Wall	10" long, 3" high, $\frac{1}{2}$ " thick, Permanent, Range = 10"
Fire Wall	10" long, 3" high, fear ability, Units that cross it are attacked immediately (Attack roll +1) , Range = 10"
Stone to Mud	Destroys Earth obstacles (10" length of wall) Range = 10"
Slow	Units in a 5" radius cannot move for 3 turns, Range = 10", Units may save vs magic
Enlarge	Unit becomes large (Move +4", Hits +1, & Attack roll +2) for 4 turns, Range = 5"
Polymorph	Unit becomes helpless for 1D6 turns, Range = 10", Unit may save vs magic
Dispell	Negates a spell that lasts X turns, Range = 20"

Spell	Notes
Teleport	Move self or unit within 10" anywhere on table
Weakness	Units in a 5" radius become very weak (Attack rolls -2) for 3 turns, Range = 10", Units may save vs magic
Animate Dead	Target Dead unit becomes undead & gains fear ability, Range = 5"
Alter Terrain	Change the terrain in a 5" Radius permanently, (Add or remove obstacles), Range = 10"
Petrify	Target becomes a terrain obstacle (statue) permanently, Range = 5", Units may save vs magic
Charm	Take control of target unit, Range = 5", The unit may save each turn
Turn Undead	All undead in 10" radius of caster must check morale at -8
Fireball	Range = 10" affects all units in 2" radius. Attack roll +2, Damage roll +1
Fear	Cast in Morale check phase. All enemy Units within 10" must check morale at -1
Lightning Bolt	Range = 15" Damage roll +3
Cone of Cold	Range = 8" affects all units in 30 degree cone. Attack roll +2, Units immobilized on a roll of 1-2 on D6 for 1 turn
Poison Gas	Range = 6" affects all units in 4" radius. Attack roll +2, Damage roll -1
Touch of Death	HTH attack. Damage roll +5
Heal	Cast in Rally phase. Remove all wounds on one figure. Range = 5"
Great Heal	Cast in Rally phase. Remove one wound from all friendly units in 5"
Ressurrect	Cast in Rally phase. Restore one dead unit to 1 Hit. Range = 5"
Haste	Range = 5" Cast in Move phase. Target gets double movement for 4 turns
Fly	Range = 5" Cast in Move phase. Target flying & move = 20" for 3 turns
Shield	Range = 5" Cast in Move phase. Target is -3 to be killed for 3 turns
Courage	Friendly units in 8" get attack roll +1 & morale check +1 for 2 turns
Paralyze	Range = 10" Unit immobilized(cannot move or attack) for 1-3 turns, Units may save vs magic

SAVE vs SPELL If a spell allows its target a saving throw, roll 1D12

Roll	Result
1-10	The spell takes effect
11-12	The spell is resisted and there is no effect on that target unit.

LIST OF MODIFIERS TO SAVE vs SPELL ROLL

Roll	Modifier
+1	Defending Unit is veteran, heroic, or elite
+1	Defending Unit is large, giant, monster, or dragon
+X	Defending Unit has magic resistance +X
+2	Defending Unit is a spellcaster
+1	Defending Unit has shield
-1	Caster has a magestaff

Unit Costs

Unit costs are in gold The Base cost of a figure is 5 gold (1 Hit, 1 Attack)

Cost	Ability or Equipment
-1	Weak
-1	Cowardly
-1	No armor(Move +1)
+1	Shield or Large Shield
+2	Tough hide
+2	Heavy armor
+2	Strong
+2	Ranged attack up to 7" (not including Thrown weapons)
+0	Short 1H weapon: Dagger, short sword (get one free if unit has no other HTH weapons, otherwise cost +1)
+1	1H or 2H HTH weapons: Sword, battle axe, staff
+2	1H Polearms: spear, halberd, lance
+2	2H only Polearms: pike (Move -1)
+3	Ranged attack 7" or over
+3	Additional attack
+1	Berserker
+2	Veteran, elite, hero
+2	Spellcaster
+1	Spell known
+2	Magestaff (cost +1 if in the form of a weapon)
+2	Leader
+3	Commander
+1	Undead
+2	Cause Fear: Enemy units within 4" must check morale
+2	Regenerate: Unit removes one wound per turn in Rally phase
+2	Cavalry: Move 7"+
+4	Flying: Unit can avoid HTH
+3	Extra Hit
+1	Net. No damage but target immobilized for 1D3 turns
+2	Special Bonuses: Per +1 to damage roll. Examples: Giant, Claws
+2	Special Bonuses: Per +1 to attack roll. Examples: Area effects, skill
+4	Siege artillery. These fire once every other turn
+1	Scaler (can climb flat walls without ropes and ladders)
+1	Magic Resistance +1

Sample Units

Dwarves

Cost	Type	Note
14	Dwarf Clanlord	Infantry, Heavy Armor, Veteran, Shield, Sword, Commander
11	Dwarf	Infantry, shield, heavy armor, hammer or axe, veteran
13	Dwarf Hero	Infantry, heavy armor, warhammer (2-H), Berserker, Leader, Hero
14	Dwarf Rune Master	Spellcaster, 4 Spells, hammer (magestaff)
8	Dwarf Gunner	Arquebus, Short Sword
8	Dwarf Shieldbearer	Heavy armor, Large shield, Short sword

Cost	Type	Note
7	Gnome	Archers, blunderbuss, sword or axe, weak

Elves

Cost	Type	Note
14	Elf Battlemage	Sword, Spellcaster, 4 Spells known, Leader
19	Elf Lord	Sword, Spellcaster, 8 Spells known, Commander
11	Elf	Archer, longbow, sword, veteran
18	Elf maiden on Unicorn	Savage mount, Magic sword +1, Spellcaster, 4 Spells, Second attack (Unicorn horn) Leader
12	Elf Blade master	Infantry, Sword, Veteran, Dodge, No armor, Second attack (Sword or Dagger)

Goblins

Cost	Type	Note
11	Goblin General	Infantry, Sword, Veteran, Commander
10	Goblin Sergeant	Infantry, Sword, Veteran, Leader
6	Goblin	Infantry, shield, spear, cowardly, weak
5	Goblin Scout	Infantry, sword & dagger, scaler, no armor, weak
9	Goblin Wolf Rider	Cavalry, savage mount, sword or axe
7	Goblin Archer	Archer, shortbow, cowardly, weak, poisoned arrows
11	Goblin Witchdoctor	Spellcaster, 4 Spells, leader, weak, No armor
8	Goblin Fanatic	Berserk, Weak, Ball & Chain (2-H), Dagger
6	Goblin Powder Keg	No armor, Bomb strapped to back (1" Radius, Attack roll +2)
13	Troll	Large, Strong, Claws (Damage roll +1), tough hide, regenerate

Orcs

Cost	Type	Note
11	Orc Taskmaster	Infantry, Whip, Sword, Veteran, Leader
14	Orc Warboss	Infantry, Heavy Armor, Veteran, Shield, Sword, Commander
9	Orc	Infantry, shield, heavy armor, sword or axe
9	Orc Bolter	Crossbow, axe
12	Orc Shocktroop	Cavalry (Warpigs), savage mount, shield, heavy armor, sword or axe
13	Orc Shaman	Spellcaster, 3 Spells, leader, Sword
8	Savage Orc	Infantry, No Armor, Berserk, War club or Stone axe, Shield
11	Black Orc	Strong, Sword or Morning star, Shield, Heavy armor
18	Ogre	Large, Giant (Damage roll +2), hits = 2, tough hide, Maul (Damage roll +2)

Medieval Men

Cost	Type	Note
15	Knight Captain	Cavalry, Heavy Armor, Veteran, Shield, Sword, Leader
16	Kings Champion	Cavalry, Heavy Armor, Veteran, Shield, Sword, Commander
14	Knight	Cavalry, shield, heavy armor, lance, veteran
7	Pikeman	Infantry, Pike, short sword
9	Halberdier	Infantry, Heavy armor, Halberd
7	Swordsman	Infantry, shield, sword
8	Yeoman	Archer, Longbow, dagger

Cost	Type	Note
15	Wizard	Spellcaster, 7 spells, No armor, weak, Magestaff
17	Cleric	Spellcaster, 4 spells, heavy armor, shield, mace, leader
6	Flagellants	Flail, No armor, Berserk

Barbarians

Cost	Type	Note
11	Barbarian Chieftan	Infantry, Two-handed Sword, Veteran, Commander
11	Barbarian Chieftans Bodyguards	Infantry, Two-handed Sword, Veteran, Berserk, Leader
14	Barbarian Warpriest	Warchub (Magestaff), Spellcaster, 4 spells known
6	Barbarian	Infantry, Berserkers, Battle axe
7	Barbarian Raider	Infantry, shield, sword or axe
6	Barbarian Naked Warriors	Infantry, No Armor, Javelins, Dagger

Nomads

Cost	Type	Note
9	Nomad Lancer	Cavalry, Lance, Shield, No armor
6	Nomad Dervish	Infantry, Sword, No armor, Berserker
5	Nomad Unich Guard	Infantry, No armor, Two-handed sword
13	Nomad Raj	Cavalry, Leader, Sword, Shield, Veteran
14	Nomad Rajesh	Cavalry, Commander, Sword, Shield, Veteran
14	Nomad Sorcerer	Spellcaster, 5 Spells, No armor, Magestaff
11	Nomad Horse Archer	Cavalry, archer, longbow, sword
8	Nomad Hussar	Cavalry, Sword, No armor, Shield

Undead

Cost	Type	Note
11	Skeleton	Undead, Infantry, shields, spears, cause fear
10	Skeletal Archer	Undead, archers, shortbows, cause fear
11	Zombie	Undead, Infantry, claws, regenerate, cause fear
15	Skeletal Champion on Undead Horse	Cavalry, Shield, sword, cause fear, savage mount, leader
19	Necromancer, Spellcaster	5 spells, cause fear, no armor, Commander, Dagger (Magestaff)

Oriental

Cost	Type	Note
13	Shogun	Heavy armor, Sword, veteran, Commander
12	Diayamo	Heavy armor, Sword, veteran, Leader
12	Shugenja	Spellcaster, 6 Spells, No armor
13	Samurai Mounted Bowman	Cavalry, Archer, Longbow, veteran, sword
10	Samurai Sword	Infantry, Sword, Berserk, Elite
9	Heavy Infantry	Heavy armor, Shields, Maces
7	Bushi Spearman	Infantry, Spear
9	Ashigaru Gunner	Arquebus, Short sword
5	Monk	No armor, Staff

Other Units

Cost	Type	Note
12	Catapult	Siege artillery, affects all units in a one inch radius, range = 5-20", requires 3 crew
12	Ballista	Siege artillery, affects all units out to 15", requires 2 crew
5	Siege Crewmember	No armor, short swords
5	Porter	Carry supplies such as ammo, ladders and ropes
5	Sapper	Pick & shovel
5	Musician	Instrument (Drum or horn), no armor, short sword, weak
6	Standard bearer	Standard, sword, weak
5	Kobold	Infantry, shield, dagger, net, cowardly, weak
6	Ratling	Infantry, shield, sword, weak
7	Halfling	Archers, sling, short sword, weak
8	Dark Elf	Sword, Crossbow Pistol
8	Sea Elf	Trident, Net
13	Chaos Warrior	Infantry, Heavy Armor, Shield, Sword or Axe, Fear, Chaos Mutation (Attack roll +1)
11	Beastman	Infantry, Tough Hide, Shield, Sword or Axe, Berserk
16	Minotaur	Large, Very Strong (Damage roll +2), Berserk, Battle Axe, Tough Hide, Hits =2
36	Dragon	Fire breath (Range = 4" affects all units in 30 degree cone. Attack roll +2.
-		Useable 3x per day) or bite +2 Damage, Second attack: Claws +1 Damage,
-		Third attack: Tail sweep(Rear 90 degrees only), Hits = 4,
-		Flying (Move = 16), Tough Hide x 3, Large

Example Of A Special Hero

Cost	Type	Note
12	Elwylin the Elf Lord	Hero, Commander, Heavy Armor
9	Rune Sword	1-H, Damage roll +2, Attack roll +1, HTH attack rolls vs this unit at -1
-		Attack roll +2 vs Demons, Cast 1 Fireball per battle
8	Spellbane	Shield, Magic resistance +3, attack rolls vs this unit at -1
20	Griffon Mount	Beak attack, Claws (second attack), Flying, Move = 18", Monster, Savage (Attack rolls +1)

The total cost for Elf Lord on Griffon is 49 gold

armies after the battle

After The Battle

The winners battlefield casualties include: 25% Dead/Missing, 35% Routed, 40% Wounded

- The losers battlefield casualties include:
- 40% Dead/Missing, 15% Captured, 15% Wounded & Captured, 15% Routed, 15% Wounded Routed & Wounded units return to their

Basic Scenario

- 500 Gold to a side
- Each side has one Commander
- No dragons in the basic scenario
- The first side to lose all its leaders or suffer 50% casualties will abandon the field.





Swords & Such

Introduction

Abstract War game for 2+ players.

Victory

Capture your opponents King.

Dice

Two 6-sided dice are required.

The Board

12 x 12 square grid.

Terrain

Clear Spaces & Mountain Spaces. Units cannot move into or through Mountain spaces.

Units

Each player has a set of 15 units (or men): 1 King
4 Knights 4 Archers 6 Footsoldiers

Setup

Place your men in your back 2 rows. Only one unit per space. Roll high to see who goes first.

Turn Sequence

Players take turns. On your turn roll two dice. For each roll move one man that many spaces.

Units cannot jump over other units. If you land on an opponents man, you capture it. Captured units are removed from play.

Knights

A Knight can move twice using both dice.

Archers

Archers may either shoot or move. Archers cannot capture when they move. To capture, they shoot the distance of 1 die roll.

Archers may shoot over other units.

Passing

You may pass instead of using a dice roll.

Optional Rules

Catapults

Like Archers except they use the sum of both dice to determine how far they shoot.

Horse Archers

Like archers except they can use 2 dice to move.

Juggernauts

They can move through other pieces. They capture them when they do so.





Symposion

Introduction

A Symposion is a Greek word meaning a Wine drinking party. These were popular in ancient Greece. Depending on the Host (Symposiarch), the emphasis of the gathering could range from purely Intellectual discussion to Hedonistic debauchery.

Game End

The game ends when the Deck has been run through three times and no one has any Symposion left to play.

Winning

The player with the most points at the end of the game wins.

The Deck

Players share a common deck. Each card will have a point value in 3 different categories:

- W** Wine (For example: 1W, 2W, 3W...)
- I** Intellectual (For example: 1I, 2I, 3I...)
- H** Hedonistic (For example: 1H, 2H, 3H...)
- E** Either Intellectual or Hedonistic (For example: 1E, 2E, 3E...); Players Choice

Additionally some cards will have the "Woman" property. Historical Note: The participants of Symposions were all non-slave, voting men. Women only participated as servants or entertainment.

Some Wine cards have the "Container" property. Some Wine cards have the "Vintage" property.

Setup

Players are dealt a hand of 9 cards. The oldest man goes first, followed by the next oldest man and so on. Women, children, and slaves are not allowed to play.

Turn Sequence

Players take turns. Each turn has 4 Phases: Amphorae Phase Symposiarch Phase Symposion Phase Komos Phase

Amphorae Phase

Fill your hand to 9 cards from the top of the deck. If the deck ever runs out, shuffle the discard and draw from it.

Symposiarch Phase

You may discard up to 4 cards and draw replacements. You may trade cards with other players. They may trade with each other as well.

Symposion Phase

You may make a Symposion. A Symposion is a set of cards that you play (discard) for points. To make a Symposion you don't have to use all the cards in your hand.

You must declare a Symposion to be one of 3 types: Intellectual, Social, or Hedonistic. A Social Symposion may have both Intellectual & Hedonistic (& Either) Cards An Intellectual Symposion may have only Intellectual (& Either) Cards A Hedonistic Symposion may have only Hedonistic (& Either) Cards All Symposiums must have a certain amount of Wine Points. An Intellectual Symposion must have exactly 3 Wine points.

A Social Symposion may have between 3 and 5 Wine points. A Hedonistic Symposion must have 5 or more Wine Points. All Wine points in a Symposion cannot come from only Container cards.

A Symposion can only have 1 Vintage card. Some cards can only be played for certain types of Symposion. If you made a Symposion this turn score points equal to the Point values you applied of the cards you played.

This includes points from Wine, Intellectual, Hedonistic, and Either Categories Keep track of points you earn with pen and paper. You may make a max of 1 Symposion per turn. At the end of the phase Discard all Symposion cards you played.

Komos Phase

Discard your hand down to 8 cards.

Social Symposion Bonus

If you play a social Symposion and the number of Intellectual & Hedonistic Points are equal, score an extra 2 Points. If you play a social Symposion and the number of Intellectual & Hedonistic & Wine Points are equal, score an extra 3 Points.

Card List Notation

- IO** Intellectual Symposion Only also No WC or MW may be played
- HO** Hedonistic Symposion Only
- NI** Cannot be played in an Intellectual Symposion
- NH** Cannot be played in a Hedonistic Symposion

MW May be a Woman card (Players choice)
WC Woman Card

* The drawn card may be used in the current Sympo-
 sion

Card List

Card Name:	Notes:
Amphorae	1W or 2W, Container
Wine Jars	2W, Container
Krater	1W, Container
Golden Drinking Vessels	1W and 1E, Container
Dionysus	1W or 2E
Viticulture	1W, Vintage
Grapes	1W
Vines	1W
Wine of Lesbos	1W (Worth 2W for Scoring) Vintage
Wine of Chios	1W (Worth 2W for Scoring) Vintage
Thasian Wine	1W (Worth 2W for Scoring) Vintage
Inhibitions Removed	1W or 2W
Drinking Horn	1W, Container
Cantharos	1W, Container
Rhyton	1W, Container
Overindulgence	3W; NI
Moderate Drinking	1W; NH
Old Wine	1W or 1E; Vintage
Fine Wine	1W or 2E; Vintage
Libation to the Gods	1W or 2E
Libation to Zeus	1W or 2E
Libation to Fallen Heroes	1W or 2E
Strong Wine	2W; Vintage
Wine Mixed with Water	1W
Shallow Wine Bowls	1W; Container
Cylix	1W; Container
Hydria	1W; Container
Intoxication	2W; NI
Flutist	2E, WC
Singers	2E, WC
Dancers	2E, WC
Musicians	2E; WC
Young Women	1E, WC
Apply Perfume	1E, MW
Servers & Slaves	1E, MW
Flowers & Garlands	1E, MW
Orgy	5H; HO, Requires 3+ WC
Drunken Revelry	4H; HO, Requires 7+ Wine Points
Komos	4H
Ritual Exhibitionism	3H
Kottabos	3H
Drinking Games	3H
Unruly Passions	3H
Challenges	3H
Bad Behavior	2H
Shouting	2H
Pleasure	2H

Card Name:	Notes:
Sing Hymns	2E; Social Symposion Only
Andron	1E; Draw 1 card when Played*
Symposiarch	1E; Draw 1 card when Played*
Civilization	1E
Sophistication	1E
Food	1E
Wit	2E
Repartee	2E
Drinking Club	2E
Test of Character	2E
Poetry	2E
The Subject of Love	2E
Adversarial Discussion	2E
Debate	2I
Oratory	2I
Philosophy	3I
Law	3I
Politics	3I
Theories	3I
Pursuit of Truth	3I
Literature	3I
Virtuous Behavior	2I; IO
Formal Occasion	2I; IO
Learned Discourse	3I; IO
Education	3I; IO
Science	3I; IO
Mathematics	4I; IO
Plato	5I; IO





Syrian Civil War

Introduction

Card game for 2-6 players. Including Events starting in 2011.

Victory

If your Faction has the most points at the end of the game you win.

#	Code	Name
1	SGOV	Syrian Government
2	ISIL	ISIL
3	MODO	Moderate Opposition

Faction Deck

Have a small deck of twelve cards, two for each Faction.

Event Deck

Players share a common Event Deck.

Victory Tokens

Have a set of Victory Tokens (VT).

Setup

Split the Faction Deck into two complete sets. Place six Faction cards (one for each Faction) face up in the Middle of the table. Place 10 VT on each Face up Faction card.

Shuffle the remaining six Faction cards. Each player is dealt one Faction card face down. (Their Secret Personal Faction) Remaining Faction cards are

End Of Game

The game ends when you have gone through the Event Deck twice.

Factions

There are 6 Factions:

#	Code	Name
4	JIHO	Jihadist Opposition
5	ALGO	Al-Queda Opposition
6	KURD	Kurds

removed from play. Shuffle the Event Deck. The most opinionated player goes first.

Players Personal Factions

Players keep their Factions secret from each other. Or try to anyway.

Turn Sequence

Players take turns. On your turn Draw 2 Event cards from the top of the Deck. Play one card and discard the other.

Played Events will cause some factions to gain Victory Tokens and others to lose VT. (The played event is also discarded after its effects are taken) Cards are discarded face down. No Faction can have less than zero VT.

The first time the event deck is used up shuffle the discard and draw from it.

Event Deck Card List

Name:	SGOV	ISIL	MODO	JIHO	ALGO	KURD
Free Syrian Army	-2	-1	+2	-	-	-
Syrian National Council	-1	-	+2	-	-	-
FSA Defectors	-	-	-1	+1	+1	-
USA	-1	-1	+2	-1	-1	+1
Inherent Resolve	-1	-1	+2	-1	-1	+1
Combined Joint Task Force	-1	-1	+2	-1	-1	+1
Syrian Democratic Forces	-	-1	+1	-1	-1	-
Turkey	-1	-	-	-	-	-2
Open Borders	-	+2	-	+1	+1	-
ISIL	-1	+3	-1	-	-	-1

Name:	SGOV	ISIL	MODO	JIHO	ALGO	KURD
Army of Jihad	-1	+2	-1	-1	-1	-1
Yarmouk Martyrs Brigade	-1	+1	-1	+1	-1	-1
YPG	-	-1	-	-1	-1	+3
YPJ	-	-1	-	-1	-1	+2
Kurdistan Workers Party	-	-1	-	-1	-1	+2
IFB	-	-1	-	-	-	+1
Syrian Arab Coalition	-	-1	+1	-	-	+1
Syrian Armed Forces	+2	-	-2	-1	-1	-1
SAF Defectors	-1	-	+1	+1	-	-
Covert Deals	+1	+2	-1	-	-	-
National Defense Force	+2	-	-2	-1	-1	-1
Ba'ath Brigades	+1	-	-2	-1	-1	-1
Al-Nusra Front	-1	-1	-1	-	+3	-1
Quatar	-	-	+1	-	+1	-
Muhajirin wa-Ansar	-1	-	-	-	+1	-
Saudi Arabia	-	+1	-	+1	+1	-
Fatah Halab	-1	-1	-1	+2	-	-
Ahrar ash Sham	-1	-	-1	+1	-	-1
Al Tawheed	-1	-	-1	+1	-	-1
Islamic Front	-2	-	-1	+2	-	-1
Russia	+2	-	-2	-	-	-
Iran	+1	-	-	-	-	-
Iraq	+1	-2	-	-	-1	-
Hezbollah	+1	-	-1	-	-	-
Refugee crisis	-1	+1	-1	+1	+1	-
Internet Propaganda	-	+2	-	+1	+1	-
Cease Fire	-	-	-	-	-	-





Takeover

Introduction

Card game for 2+ players. Each player represents a group of investors trying to buy a target Company. Of course they are competing with rival groups.

Objective

At the end of the game, the player with the most Shares (Coins & Investor Cards) Wins Control of the Company.

Game End

The Game Ends when there are no cards left in the deck at the Beginning of a round. (The Shareholders then vote to see whom to sell the Company to)

Shares

Use change (pennies, nickels, dimes) to keep track of Shares. Investor cards are also worth Shares as stated on the card.

(un)certainty

Players must keep their Investor cards face up so that the other players can see them. Shares in the form of Change can be stacked and hidden under Investor cards.

The Deck

Players share a common deck. There are 2 basic card types: Investor cards and Tactics cards. The deck contains 1 copy of each card in the card list.

Card List

Card Name:	Type	Shares	Notes:
Sheared Brokerage	I	5	-
Dr Cola Company	I	7	D: Pep Cola Company
Pep Cola Company	I	6	-
Superstar Entertainer	I	4	-
Entrepreneur	I	-	F: (H: Shares=6) (L: Shares=0)
Real Estate Affiliates	I	3	-
Paramounted Film Co	I	4	+8 SIYH Superstar
International Air	I	3	+5 SIYH Military Industrial Complex

Setup

Shuffle the deck. Each player starts with 50 Shares.

Initial Bid

Players secretly bid up to 50 Shares. Bids are revealed simultaneously. The player with the Highest Bid is known as the Buyer.

Flip a coin to resolve ties. All Bid Shares are lost.

Turn Sequence

Draw 7 cards from the deck and place them face up in plain sight of all players. These are referred to as the Auction cards. Players take turns picking 1 Auction card each starting with the current Buyer.

If you pick an Investor card, put it in play in front of you. If you pick a Tactics card, resolve its effects immediately and Discard it. Note that you must pick a card, even if you don't want to.

The turn Ends when all Bid cards have been picked, and all Tactics cards resolved. The player to the left of the current Buyer becomes the Buyer next turn.

Card List Notation

- I** Investor Card
- T** Tactics Card
- F** Flip a Coin (when played)
- H** Heads
- L** Tails
- D** Discard if you have
- SIYH** Shares if you also have the
- ETL** Each time you loose
- TP** Target Player
- K** Keep this card and play it later to
- AO** All Opponents

Card Name:	Type	Shares	Notes:
Military Industrial Complex	I	5	-
Venture Capitalists	I	1	+1 Share for each Investor you have
Chased Credit Card Co	I	3	+6 IYH Chased Manhattan Bank
Failsafe S&L	I	-	F: (H: Shares=4) (L: Shares= -2)
Dot.Com Company	I	-	F: (H: Shares=6) (L: Shares= -3)
High-Rise Construction	I	2	+4 SIYH Real Estate Affiliates
Prudent Insurance	I	2	Get +1 Share ETL an Investor
USMED Healthcare Provider	I	4	-
Dowed Pharmaceutical	I	3	+6 SIYH USMED
Japanese Investors	I	6	D: Military Industrial Complex
British Financial Group	I	4	D: Real Estate Affiliates
Chased Manhattan Bank	I	3	-
Old Rich	I	6	D: If you have more than 5 Investors
Arab Oil Tycoon	I	6	D: If you have Jap or Brit Investors
Investor Backs Out	T	-	TP must discard target Investor
Bankruptcy	T	-	TP must discard an Investor
Allegations of Monopoly	T	-	K: TP must discard an Investor
SEC Investigation	T	-	Each player must discard 1 Investor
Refinance	T	-	F:(H: Shares=2)(L: Draw 1 card from deck)
Golden Parachute Clause	T	-	All opponents lose 1 Share
Junk Bonds	T	-	All players F:(H: Shares=4)(L: Shares= -4)
Bad Press	T	-	TP loses 3 Shares
Shark Repellant	T	-	TP loses 4 Shares
Pac Man Defense	T	-	TP loses 5 Shares
Greed	T	-	TP loses 6 Shares
Poison Pill	T	-	TP F: (H: Shares=-2) (L: Shares= -4)
Gray Knight	T	-	TP loses 2 Shares. You gain 2 Shares
Killer Bees	T	-	All opponents lose 1 Share
Target Company takes on Debts	T	-	All opponents lose 1 Share
Corporate Raid	T	-	All opponents lose 2 Shares
Sale of the Crown Jewels	T	-	All opponents lose 3 Shares
Sell the Picasso in your Office	T	-	Gain 1 Share
Board of Directors Likes You	T	-	Gain 2 Shares
White Knight	T	-	Gain 3 Shares
Dividends	T	-	Gain 1 Share per Investor you have
Merger	T	-	Gain 1 Share per Investor you have
Whitemail	T	-	Gain 2 Shares. AO lose 1 Share
Last Minute Backing	T	-	Take any Investor card from the deck
Insider Information	T	-	F: (H: Shares=7) (L: Shares= -5)
Proxy Fight	T	-	F: (H: AO lose 3 Shares) (L: Shares= -3)
Ace in the Hole	T	-	Draw 2 cards from the deck and pick 1
Leveraged Buyout	T	-	Draw 2 cards from the deck and pick 1
Lawyers Earn their Money	T	-	K: Negate a Tactics card
Full Disclosure	T	-	TP must reveal his exact value in Shares
Hostile Takeover	T	-	Steal one of your opponents Investors
College Buddy owns Company	T	-	Opponent must give you 1 of his Investors
Business Savvy	T	-	Trade 1 of your Investors with an Opponent
Secret	T	-	K: TP skips his turn as Buyer





Tales Of The Borrowers

Introduction

Card game based on the Borrowers, adventures of the tiny people that Live hidden in our houses, and borrow only what they need.

Disclaimer

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Victory

Be the first player to complete 3 Melds.

The Deck

Players share a common deck. There are 7 card types: Places, Threats, Escapes, Friends, Foods, Objects, and Tools. There are 10 cards of each type.

Melds

A Meld is a collection of 7 cards of a specific ratio of types. There are 10 Types of Melds:

1. Borrower's Feast: 3 Friends + 4 Foods
2. Dangerous Journey: 3 Places + 2 Escape + 2 Threats
3. Monty Haul: 3 Objects + 2 Tools + 2 Foods
4. Friendly Visit: 2 Friends + 3 Places + 2 Escapes

5. Great Adventure: 1 of each Type
6. Tricks of the Trade: 3 Tools + 4 Escapes
7. Home and Hearth: 4 Objects + 3 Foods
8. Full House: 4 Friends + 3 Objects
9. A Big Scary World: 4 Threats + 3 Places
10. Weapons of Choice: 4 Tools + 3 Threats

Setup

Shuffle the Deck. The biggest person is the Dealer. The smallest person goes first.

Deal 7 random cards to each player.

SEQUENCE of PLAY Players take turns. Play proceeds clockwise. Each turn has 3 Phases:

1. Draw Phase
2. Action Phase
3. Meld Phase

Draw Phase

Draw Cards from the deck to fill your hand to 7 cards. If the deck ever runs out, shuffle the discard and draw from it.

Action Phase

You may discard 1 card. What happens depends on what type of card you discard:

Type	Happens
Places	Discard 1 more card and draw 2 cards
Threats	Opponent Discards 1 random card from hand
Escapes	Steal 1 random card from opponents hand
Friends	Give this card to opponent and draw 2 cards
Foods	Draw 1 card
Objects	Put any card from the discard into your hand
Tools	iscard hand and draw 7 new cards

Meld Phase

You cannot make a Meld of a type already made this game. (Example: If someone already made a Full House, you cannot make another) If you have a Meld,

show it to all players. 3 Melds and you win the game. Keep Track.

Discard your hand and draw 7 new cards. If you don't have a Meld, you must discard your hand down to 6 cards.

Card List

Type	Cards
Place Cards	Garden, Attic, Basement, Roof, Hallway, Doll House, Bedroom, Window, Foyer, Kitchen

Type	Cards
Escape Cards	Run, Jump, Climb, Crawl, Ledge, Hide, Hole in the Wall, Shadows, Distraction, Silence
Food Cards	Cookie, Sugar Cube, Cherry, Grape, Olive, Cracker, Candy, Raisins, Nuts, Berry
Threat Cards	Spider, Raven, Child, House Keeper, Snake, Rat, Cat, Big Feet, Loud Noise, Mouse Trap
Friend Cards	Ma, Pa, Little Brother, Big Sister, Mice, Wild Borrower, Neighbor Borrower, Friendly Human, Ants, Bees
Object Cards	Cork, Foil, Cloth, Paper, Pencil, Coin, Game Piece, Salt, Pill, Battery
Tool Cards	Needle, Thread, Wire, Glue, Tape, Paperclip, Rubber band, Pin, Match, Toothpick





Talisman War

Introduction

Boardgame for 2 players. Wargame based on the Talisman Adventure Game. One player controls the Forces of Good.
The other player controls the forces of Evil.

Disclaimer

Talisman is a copyrighted, licensed, trademarked property. This is merely a fan site.

Victory

The Evil player must capture the City and the Castle. The Good player must capture the City and the Sorcerer's Tower

Dice

Six sided dice are needed. 3 per player.

Control Chits

The Good player has a set of White Chits. The Evil player has a set of Black Chits. These are stacked with Neutral Units to show who controls them.

Wound Chits

When a Unit is hit (damaged) a Wound Chit (Marker) is stacked with it. 3 Wound Chits will kill (discard) a Unit. Discard all Items (and Spells) stacked with a killed Character.

Unit Types

Units are divided into 2 main types: Monsters and Characters. Items may be stacked with Characters, but not with Monsters.

The Map

The Map is an 8x8 Grid that holds 64 Territory Tiles. There are 3 types of Territories: Neutral. Good, and Evil.

- The 2 front rows contain Good Tiles.
- The 2 back rows contain Evil Tiles.
- The 4 middle rows contain Neutral Tiles.

Territory Tile List Notation

- A** Alignment
- G** Good
- E** Evil
- N** Neutral
- #** Copies of that Tile in Set
- STR** Strength
- MP** Magic Points
- HU** Holy Unit
- MU** Magic User
- GU** Good Unit
- EU** Evil Unit
- GP** Good Player
- EP** Evil Player

Territory Tile List

Name:	A	#	Notes:
Castle	G	1	GU in Castle gets STR +2 Save 1-4 on 1D6
Shrine	G	1	HU at Shrine get STR+2
Pool of Life	G	1	GU at or adjacent to Pool heal 1 Wound in Heal Phase
Fountain of Wisdom	G	1	MU at Fountain gets MP+1
Market	G	1	GU at Market gets +1 Gold per turn
Chapel	G	1	All GU in or adjacent to Chapel get STR+1
Temple	G	1	HU at Temple gets MP+1
Tavern	G	1	Fighter at Tavern gets STR+2
Fields	G	2	Fast Unit at Fields get STR+1
Woods	G	2	Ranged Attack Unit in Woods gets STR+2
Village	G	2	GU at villages heal 1 wound in Heal Phase
Farms	G	2	GU at farms get STR+1
Sorcerer's Tower	E	1	Evil MU in Tower gets MP+1 and Save 1-4 on 1D6

Name:	A	#	Notes:
Chasm	E	1	Ground Units entering Chasm killed on 1-2 on 1D6
Cursed Glade	E	1	GU in or adjacent to Glade get STR-1
Graveyard	E	1	Undead Units in or adjacent get STR+1
Plain of Peril	E	1	If occupied by EU the EP gets +1 to recruit Table Rolls
Crypt	E	1	Spirit Units in or adjacent get STR+1
Valley of Fire	E	1	Demonic Units in or adjacent get STR+1
Pits	E	1	Flying Unit at Pits gets STR+2
Dungeon	E	1	EU in Dungeon gets +1 Gold per turn
Arena	E	1	Evil Character in Arena gets STR+2
Ruins	E	1	MU at Ruins gets MP+1
Altar	E	1	All EU in or adjacent to Altar get STR+1
Cave	E	2	Monster Unit at Cave gets STR+1
Marsh	E	2	Unit at Marsh cannot move on 1-3 on D6
Maze	N	1	Unit at Maze cannot move on 1-4 on D6
Magic Stream	N	1	MU at Stream gets MP+1
Magic Portal	N	1	Unit at Portal can move to any empty Space
Hidden Valley	N	1	Unit in Valley evades attacks/battles on 1-4 on D6
City	N	1	Unit in City gets +1 Gold per turn
Mines	N	2	Mountain Units at Mines get +1 Gold per Turn
Hills	N	4	Mountain Units in Hills get STR+1
Forest	N	6	Ranged Attack Unit in Woods gets STR+1
Crags	N	4	Ground Units entering Crags killed on 1 on 1D6
Desert	N	4	Units in Desert take 1 wound in Heal Phase on 1-3 on D6
Plains	N	6	Fast Units in Plains get STR+2

Spell Hand

Items and Units are immediately played to the board. Players however keep a separate pile of Spell chits to be used when needed. Normal maximum Spell Hand size is 4 and limit is enforced in End Phase.

Strength

By Spell, Wound, and Disease effects it is possible for Units to have a Strength of zero or even a negative Strength. Such units can still attack and defend. Units with a Disease Counter are STR-1 Units with a Wound Counter are STR-1

Setup

Determine who will be Good and who will be Evil. Shuffle the Territory Tiles. Randomly distribute the Tiles to make the 8x8 map with separate Good, Evil, and Neutral Regions as described.

Create separate Piles (Cups) for:

- Good Unit Chits
- Evil Unit Chits
- Neutral Unit Chits
- Item Chits
- Spell Chits

Each player gets 8 Unit Chits of his Alignment

Each player gets 4 Neutral Unit Chits

Each player gets 4 Item Chits

Each player gets 2 Spell Chits

Players distribute their Units to their own Regions: You have 12 Units to distribute throughout 16 Spaces. A Space (Tile) can contain 1 Unit. All Chits are face up. Item Chits are stacked with Units that can use them.

Turn Sequence

Players take turns. The Evil Player goes first Each Turn has 9 Phases:

- Time Phase
- Magic Phase
- Quest Phase
- Movement Phase
- Ranged Attack Phase
- Battle Phase
- Healing Phase
- Recruit Phase
- End Phase

Time Phase

Each Tile with a Block Token on it removes 1 such Token.

Each Tile with a Ruin Token on it removes 1 such Token.

Every Unit with a Disease Counter rolls 1D6:

1D6	Disease Effect:
1-2	Unit takes 1 Wound
3-4	No Effect
5-6	Remove Counter

Magic Phase

Gain spells and summon effects according to the Total number of Magic Points (MP) you control as listed on the Magic Power Table. Spell Chits are randomly drawn from the Spell Chit Cup. Each Magic User (MU) you control gives you 1 MP.

Magic Power Table

MP	Capacity	Notes
1	Power	Draw +1 Spell each turn in Magic Phase
2	Knowledge	Spell Hand Size +1
3	Summon	Roll one extra time on Recruit Table Immediately
4	Power	Draw +1 Spell each turn in Magic Phase
5	Knowledge	Spell Hand Size +1
6	Summon	Roll one extra time on Recruit Table Immediately
7	Skill	All your MU get STR+1
8	Power	Draw +1 Spell each turn in Magic Phase
9	Knowledge	Spell Hand Size +1
10	Summon	Roll one extra time on Recruit Table Immediately
11	Skill	All your MU get STR+1
12	Power	Draw +1 Spell each turn in Magic Phase

Quest Phase

Once per turn in Quest Phase, you may send one of your Characters on a quest. The Character rolls 3D6 and adds its Strength. Roll 3D6 for the Quest.

If the Character rolls equal or higher, you may immediately roll once on the Recruit Table with a -1 modifier to the roll. If the Quest Total was higher, the Character was killed (discard it).

Movement Phase

Roll 1D6. This is the Movement Roll. You may move that many of your Units. The base move for all units is 1 space; You can move a unit to an adjacent Territory.

Adjacency is through orthogonal sides only, not the diagonal. Fast Units and Flyers can move 2 Spaces. Flyers that are also fast can move 3 spaces.

Forest Walkers can as their move go from any Wood or Forest tile to another empty one. Units may not move through other units unless they can fly (or are being teleported or are moving by Portal or Forest walking) Spirits can move Diagonally. Maximum 1 unit per space. No Stacking.

2 adjacent friendly Units as their Moves may switch places.

Ranged Attack Phase

Attacks described as ranged attacks take place in this Phase. Attacks are made into adjacent spaces (diagonal allowed). The attacking unit rolls 3D6 and adds its Strength.

The defending unit rolls 3D6 and adds its Strength. If the attackers total is higher, the defender Rolls on

Some objects provide additional MP. Some locations if occupied generate more MP. Note base Spell Chit draw is zero; You need at least 1 Magic User to gain any spells.

Note the Table effects are cumulative: If you have 7 MP you would get a total of 2 extra rolls on the Recruit Table.

the Ranged Attack Hit Table. If equal or lower, the attack misses and nothing happens.

Most Ranged attacks are by Bow and Arrow or Magic Spell, however, some have another basis, such as Giants throwing Boulders. A Unit can only make 1 Ranged Attack per turn. A Unit that makes a Ranged Attack cannot also attack in Battle Phase.

A single unit may be attacked by multiple foes one at a time.

Ranged Attack Hit Table

1D6	Damage
1-3	Target Gains 1 Wound Counter
4-5	Target Gains 2 Wound Counter
6	Target Killed

Battle Phase

Attacks are made into adjacent spaces (diagonal not allowed). The attacking unit rolls 3D6 and adds its Strength. The defending unit rolls 3D6 and adds its Strength.

If the Attackers total is higher, the defender gains 1 Wound Counter. If the Defenders total is higher, the Attacker takes 1 Wound Counter. If totals are equal they both gain a wound counter. This repeats until one unit is destroyed (3 Wounds) or the Attacking unit breaks off the Attack.

A Unit may only attack one Unit in Battle Phase. A single unit may be attacked by multiple foes one at a time.

Saves

Some Items, Spells, and the Tough ability will nullify an attack. If the save roll is successful, all the damage from the attack is negated.

Evade Option

A Defending Unit may choose to Evade a Battle. The Unit gets +4 to his battle roll, but if he wins, he does no damage to his opponent, the combat simply ends. In addition, If an evasion is successful, the Evading unit may move to an ADJ empty space.

Healing Phase

Units may have Wound Markers removed in this Phase. This requires a special effect provided by a

unit or spell or location. Units with Regeneration automatically remove 1 Wound Chit on themselves in this Phase.

Units with Healing may remove 1 Wound Chit or 1 Curse Chit or 1 Disease Token from a friendly unit in an adjacent orthogonal Space.

Recruit Phase

Roll once on the Recruit Table. When recruiting units, place them in any empty Tile of your same Alignment. Neutral Units may also be placed in a Neutral Tile adjacent to a Tile occupied by one of your Units.

Items when recruited (Found, Bought, Created) are immediately stacked with a Character that can use them.

Recruit Table

1D6	Notes:
0	Gain 3 Bags of Gold
1	Gain 2 Bags of Gold
2	Gain 1 Bag of Gold

1D6	Notes:
3	Gain 1 Item
4	Gain 1 Neutral Unit
5+	Gain 1 Unit of your same Alignment

Gold

Gold is used to purchase Units and Items in Recruit Phase: In Recruit Phase you may buy 1 Item for 3 bags of Gold. Draw 3 Item Chits and discard 2. In Recruit Phase you may buy 1 Neutral Unit for 3 bags of Gold.

Draw 3 Neutral Unit Chits and discard 2. In Recruit Phase you may buy 1 Unit of your Alignment for 3 bags of Gold. Draw 3 Unit Chits and discard 2.

Boon Chit

These are Spells that are stacked with the Target Unit and are beneficial. They remain until eliminated by another Spell.

Wound & Disease Chits

Players share a common set of these.

End Phase

Max Spell Hand Size is 4. Discard excess Spells.

Item Limits

Magic Users unless they are also Fighters cannot use Weapons or Armor. A Character can have only have 1 of each of the following types of items: Weapon, Headgear, Shield, Armor, Steed

Block Tokens

A Tile with a Block Token on it cannot be entered or moved through.

Ruin Tokens

A Tile with a Ruin Token on it has its special effects as described in the Tile List negated.

Curse Chit

These are Spells that are stacked with the Target Unit and adversely affect it. They remain until healed or eliminated by another Spell.

Unit Chit Lists Notation

GU Good Unit

EU Evil Unit

STR Strength

FTR Fighter

MU Magic User

MP Magic Points

ADJ Adjacent

RA Ranged Attack

- Healing = Unit can Heal other Units in Healing Phase
- Fast = Unit has Move+1
- Fly = Unit has Move+1 and can move over other Units
- Forestwalk = Unit can move from 1 Forest or Woods space to any other as 1 move
- Mountains = Unit is STR+2 when Attacking a Cave, Mine, Hill, Crag, or Dungeon Space
- Woods = Unit is STR+2 when Attacking a Woods, Forest, or Marsh Space
- Martyr = You may switch this Unit with an ADJ Unit that is being Attacked
- Fate = Reroll 1 Target Dieroll once per turn or cause 1 Chit you draw to be redrawn
- Regenerate = Unit heals itself in Healing Phase

- Tough = Unit has a natural Save of 1-3 on 1D6 when it takes a Hit
- Steal = Instead of Attacking unit steals 1 Item from ADJ Foe on 1-3 on 1D6
- Poison = If attack is successful it does 1 extra Wound on 1-3 on 1D6
- Petrify = If attack is successful, target is killed
- Large = Unit can carry 1 extra Wound Counter

before being killed

- Rich = Gain 1 Gold in your Recruit Phase
- Disease = In Long Range Attack Phase this unit may give 1 ADJ unit a Disease Counter
- Morale = Adjacent Friendly Units get STR+1 and the Martyr Ability
- Ambush = Unit gets STR+2 on first turn of a Battle

Good Unit Chit List

Name	Type	STR	MP	Notes:
King	C	3	-	FTR; Rich
Priest	C	2	1	MU; STR+5 vs. Undead
Monk	C	3	-	Gets STR+1 per ADJ GU
Knight	C	5	-	FTR; STR+2 vs. Quests
Healer	C	2	-	Healing
Unicorn	M	4	1	Fey, Fast
Gnomes	C	2	-	Mountains; Ambush
Man at Arms	C	4	-	FTR; Martyr
Maiden	C	2	-	Morale
Prophetess	C	2	1	MU; Fate
Were Lion	M	6	-	Regenerate
Dwarf	C	4	-	FTR; Mountains
Elf	C	4	1	FTR; Fey MU; Woods; RA
Prince	C	4	-	STR+1 per attached Item
Guide	C	2	-	Mountains; Woods; RA
Angel	M	6	-	Fly; STR+2 vs. Demonic
Princess	C	3	-	Morale
Fairy	M	2	1	MU; Fey, Fly
Magician	C	3	1	MU; STR+1 per attached Item
Minstrel	C	2	-	Morale; STR+4 vs. Monsters
Mystic	C	2	1	MU; STR+5 vs. Spirits
Sentinel	C	6	-	FTR; STR+2 when Defending
Druid	C	4	1	MU; Woods, Forestwalk
Woodsman	C	3	-	FTR; Woods
Ranger	C	4	-	FTR; Woods, RA
Amazon	C	4	-	FTR; RA
Squire	C	3	-	FTR; STR+1 per attached Item; Martyr
Treeman	M	6	-	Woods, Forestwalk; Large; Tough
Dryad	M	3	1	MU; Fey, Woods, Forestwalk
Paladin	C	4	-	FTR; MU; STR+3 vs. Demonic

Evil Unit Chit List

Name	Type	STR	MP	Notes:
Black Knight	C	5	-	FTR
Sorceress	C	2	1	MU
Troll	C	6	-	Regenerate
Hobgoblins	M	3	-	Fast
Zombies	M	3	-	Undead; Regenerate
Dragon	M	7	-	Fly; Tough; Large

Name	Type	STR	MP	Notes:
Giant	M	6	-	Fast; RA; Large, Mountain
Champion of Chaos	C	4	-	FTR
Imp	M	2	1	Fly; Demonic
Raiders	M	3	-	Steal
Orc	C	3	-	FTR; RA
Necromancer	C	3	1	MU; Heal
Pit Fiends	M	5	-	Demonic
Hag	C	3	1	MU
Goblins	M	2	-	Ambush; Martyr
Ogre	M	4	-	Tough
Devil	C	5	1	MU; FTR; Fly; Demonic
Witch Doctor	C	3	1	MU
Witch	C	2	1	MU; Fly
Wraith	M	4	-	Spirit
Warlock	C	3	1	MU; FTR
Demon	C	4	-	FTR; Demonic
Ghoul	C	3	-	Undead; Regenerate
Assassin	C	4	-	Poison; RA
Were Wolf	M	4	-	Regenerate
Vampire	M	4	-	Fly; Undead; Regenerate
Lich	C	3	1	MU; Undead
Harpies	M	3	-	Fly
Doppelganger	M	3	-	STR+3 when attacking
Skeletons	M	3	-	Undead
Chimera	M	2	-	Fly; Petrify
Gargoyle	M	4	-	Fly; Tough

Neutral Unit Chit List

Name	Type	STR	MP	Notes:
Mercenary	C	4	-	FTR
Warrior	C	4	-	FTR; Can use 2 Weapons
Thief	C	3	-	Steal
Wizard	C	4	1	MU
Alchemist	C	2	1	MU; Rich
Mage	C	3	1	MU
Soldier	C	3	-	FTR; Martyr
Merchant	C	2	-	Rich
Poltergeist	M	2	-	Spirit, RA
Were Boar	M	3	-	Regeneration
Were Bear	M	5	-	Regeneration
Apes	M	3	-	Woods
Hermit	C	2	1	Mountains
Ghost	M	3	-	Spirit; Fly
Centaur	M	4	-	Woods; RA
Spectre	M	3	-	Spirit
Satyr	M	3	-	Fey; Woods
Phantom	M	4	-	Spirit; Fly
Serpent	M	4	-	Poison
Enchanter	C	3	1	MU; Fate

Name	Type	STR	MP	Notes:
Leper	M	2	-	Disease
Bandits	M	3	-	Steal; Ambush
Pixie	M	2	1	Fey; Woods; Forestwalk; Ambush
Berserker	C	4	-	STR+2 when Attacking
Genie	M	5	1	MU; Fly
Sphinx	M	4	-	Fate
Banshee	M	5	-	Spirit
Manticore	M	4	-	RA; Poison
Jabberwock	M	4	-	Fly; Large
Minotaur	M	4	-	Tough; Ambush
Beastman	C	3	-	Woods; Tough

Item Chit List

Name	Notes:
Holy Grail	GO; Heal
Wand	MU gets RA and STR+1
Holy Lance	GO; FTR gets STR+3; Weapon
Talisman	User Immune to Spell cards
Holy Cross	GO; STR+4 vs. Spirits
Magic Belt	STR+1
Magic Sword	STR+1; Weapon
Magic Helmet	Headgear; FTR gets Save 1-2 on 1D6
Magic Shield	FTR gets Save 1-3 on 1D6
Magic Armor	FTR gets Save 1-4 on 1D6
Enchanted Axe	FTR gets STR+2; Weapon
Magic Water Bottle	User immune to Desert
Skull Cup	EO; Heal
Solomon's Crown	GO; Headgear; Fate
Evil Amulet	EO; MP+1
Ring of Protection	Save 1-2 on 1D6
Demon Armor	EO; FTR gets STR+2 and Save 1-4 on 1D6
Orb of Knowledge	MP+1
Book of Spells	MU gets MP+1
Rune Sword	EO; FTR gets STR+2 and Regeneration; Weapon
Magic Ring	MU gets STR+2
Potion of Strength	OUO; STR+5
Warhorse	Steed; FTR gets Fast and STR+2
Crown of Command	Headgear; RA of STR = 5 vs. all adjacent Foes
Girdle of Strength	STR+3
Horse	Steed; Fast
Staff of Mastery	MU gets STR+2 and MP+1
Silver Blade	STR+4 vs. Were Units; Weapon
Magic Hammer	Non-MU gets STR+2 and Mountain; Weapon
Scrolls	OUO; Gain 3 Spells
Traveling Boots	Fast
Magic Bow	Non-MU gets RA of STR+2; Weapon
Crystal Ball	Fate
Winged Boots	User gets Fly
Gauntlet of Might	STR+2
Pegasus	GO; Steed; Fly and Fast

Name	Notes:
Griffon	GO; Steed; Fly and STR+3
Nightmare	EO; Steed; Fly and Fast
Wyvern	EO; Steed; Fly and STR+2 and Poison

Spell List Notation

CC Curse Chit

BC Boon Chit

EO Evil Only MU may cast this Spell

GO Good Only MU may cast this Spell

Spell Chit List

Name:	Range	Notes:
Temporal Warp	NA	Opponent skips next turn
Toad	1	CC; Unit becomes STR = 1 and discards all Items
Counter Spell	U	Negate Spell just cast
Nullify	2	Discard BC or CC stacked with Unit
Immobility	3	Negate Move
Destruction	1	Place 7 Ruin Tokens on Target Tile
Forget	NA	Opponent discards 2 random spell cards from hand
Acquisition	2	Steal
Psionic Blast	3	RA of STR = 5
Divination	NA	Fate
Scry	NA	Fate
Healing	1	Heal
Alchemy	NA	Gain 4 Gold
Mesmerism	1	Unit cannot attack this turn
Destroy Magic	1	Discard target Stacked Item
Curse	3	CC; STR-1
Teleport	1	Move Unit to any empty Space
Preservation	3	Unit gets Save 1-4 on 1D6
Hex	1	Target Tile gets 3 Block Tokens
Evil Eye	1	CC; EO; Unit has half STR until BOYNT
Finger of Death	NA	MU gets STR+10
Fireball	2	RA of STR = 6; Covers 2 ADJ spaces
Lightning Bolt	3	RA of STR = 8
Misdirection	2	Move Enemy Unit 1 Space
Reflection	U	Change Target of Target Spell
Haste	1	BC; STR+1 and Fast
Force Field	4	Negate a target RA Attack
Electrical Storm	5	RA of STR = 2; Covers 4 ADJ spaces; Place 2 RT on Tiles
Slow Motion	2	Negate move and unit STR-5 until BOYNT
Earthquake	4	RA of STR = 4; Covers 3 ADJ spaces; Place 4 RT on Tiles
Familiar	NA	BC; MU gets STR+1
Siphon	NA	Steal 2 random Spell Chits from target opponent's hand
Displacement	3	Switch location of 2 adjacent Units
Barrier	3	2 ADJ Target Tiles get 1 Block Token each
Blessing	1	BC; STR+1
Turn to Stone	1	RA of STR = 3 and Petrification
Brainwave	1	Take Control of target Neutral Unit
Magic Vortex	NA	Both players discard all their Spell chits
Pestilence	NA	All Units get a Disease Counter
Poison Cloud	1	RA of STR = 4 and Poison; Covers 2 ADJ spaces
Blizzard	1	Covers 8 ADJ Spaces; They get 2 Block & Ruin Tokens each

Name:	Range	Notes:
Darkness	NA	No Units may Move or Attack this turn
Invisibility	3	Negate Long Range Attack or Battle this Turn
Exorcism	1	RA = Destroy Spirit Unit
Turn Undead	1	RA = Destroy Undead Unit
Wither	1	RA = Destroy Fey Unit
Banish	1	RA = Destroy Demonic Unit
Fear	1	RA = Destroy Good Unit

Spell Discussion

NA Non-applicable

U Unlimited

- Ranges = Max Distance of the target from the MU casting the Spell. Note that some spells cover 1 or more ADJ spaces. The player casting the spell chooses how these are spread out. They can extend beyond the Spell range as long as they are connected to the target space by a series of ADJ connections.
- Timing = Exact timing is not given, but use common sense and allow flexibility: Many spells only make sense if you cast them on your opponent's

turn to disrupt his Spells and Unit Movements and Attacks.

- Toad = Toads cannot attack. A Toad must attempt to Evade.

Game Designers Notes

Had some hesitation doing this game. May not be in the true spirit of the Talisman Universe where the Quest above all else is the central theme. The game is 95% Talisman inspired. I think I allowed a little Dungeons and Dragons to slip in as well as a little Magic the Gathering. Artistic License. If you liked the original there is a lot of compatible fan stuff available.





Tank Girl Skirmish

Introduction

Board & card game for 2 players. Battle between Tank Girl and Friends vs Water and Power. Abstract Skirmish level combat.

Victory

Knock out the opposing Leaders.

The Map

Use an 8x8 chessboard.

Terrain Types

- Clear: No Modifications.

Tank Girl & Friends Unit Table

Name:	#	Hits	Notes:
Tank Girl	1	5	Leader
Tank Girl's Tank	1	7	Vehicle
Jet Girl	1	4	Leader
Jet Girl's Jet	1	6	Flying Vehicle

Tank Girl

- Our Heroine.
- Snark Card: Spiked Bat: A = 1 Diagonal (Not vs Vehicle)
- Snark Card: Attitude: Draw 2 cards
- Snark Card: Scrappy: Defense
- Flip Card: Pistol: A = 2
- Flip Card: Punch: A = 1 Orthogonal Only (Not vs Vehicle)
- Flip Card: Whistle: Move her Tank to her space
- Pew Pew Pew Card: Full Auto: A = 3 and A = K Adjacent
- Pew Pew Pew Card: Bazooka: A = 4 Damage +1

Tank Girl's Tank

- Will Fight on its own.
- Snark Card: Bow & Arrow: A = K (Not vs Vehicle)
 - Snark Card: Zippy: M = 4
 - Snark Card: Shotgun: A = 3
 - Snark Card: Deflect Damage: Defense
 - Snark Card: Ramming Speed: M = 3 and then A = 1
 - Flip Card: Gatling Gun: A = 2 and A = K Adjacent
 - Flip Card: Steel Armor: Defense
 - Flip Card: Rockets: A = 5 Damage +1
 - Pew Pew Pew Card: Heavy Machine Gun: A = 3 and A = K Adjacent

- Sand Dunes: No Modifications. Card Interactions.
 - Road: Non-flyers may make a second move per turn if on a road.
 - Rough: Units must stop upon entering. Card Interactions.
 - Impassable: Non-flyer Units may not enter or Move Through.
 - Destructible: Impassable, but if attacked by a cannon, rocket, or Bomb, it becomes Rough.
- Note: Distribute According to taste.

The Units

Use chits or figures or miniatures to represent units. Units can also be referred to as Characters.

Name:	#	Hits	Notes:
Booga	1	4	Ripper
Deetee	1	3	Ripper Leader
T-Saint	1	3	Ripper
Ripper Soldier	5	3	-

- Pew Pew Pew Card: Main Gun: A = 4 Damage +1

Note: The Tank may transport up to 4 Non-vehicle Units. Note: The Tank can make up to 2 attacks per turn

Jet Girl

Expert Mechanic.

- Snark Card: Demolitions: A = K Damage +1
- Snark Card: Take Cover: Defense
- Snark Card: Assess the Situation: Draw 1 card & look at opponents hand
- Flip Card: Patch: Repair 1 Hit to Vehicle (Same or Adj)
- Flip Card: Signal: Move her Jet to her space
- Pew Pew Pew Card: Pistol Ace: A = 2 and A = K and A = 3 (Not vs Vehicle)

Jet Girl's Jet

Can Hover in Place. Will Fight on its own.

- Snark Card: Strafe: A = 2 and 3 and 4 in a Line
- Snark Card: Zig Zag: M = K and then M = K
- Flip Card: Immelmann: Defense and Forced Move = 2
- Flip Card: Bombs Away: A = 2 Damage +1
- Pew Pew Pew Card: Rockets: A = 4 Damage +1

- Pew Pew Pew Card: Critical Hit: A = 3 Damage +1 vs Vehicle

Note: The Jet may transport up to 10 Non-vehicle units. Note: The Jet can make up to 2 Moves per turn

Booga

Tank Girls Boyfriend. All Ripper Moves plus:

- Flip Card: Rescue: Move to Tank Girl's Space and give her Defense

Deetee

Spiritual and Artistic Leader of the Rippers. All Ripper Moves plus:

- Flip Card: Sacrifice: Draw 1 card and M = 4 then A = 1 and he loses 1 Hit

Water & Power Unit Table

Type	#	Hits	Notes:
Cyborg Kesslee	1	5	Leader
Sergeant Small	1	1	Leader
Commandos	2	2	Squad

Type	#	Hits	Notes:
Soldiers	8	1	Squad
Interceptor Jet	2	2	Flying Vehicle
Peacekeeper Tank	2	3	Vehicle

W&p Random Reinforcement Table

1D6	Type:
1	Commandos
2-3	Soldiers
4	Officer (Same as Sergeant Small)

1D6	Type:
5	Interceptor Jet
6	Peacekeeper Tank

Notes: These always start on an empty back row space.

Cyborg Kesslee

- Snark Card: Trap: Opponent must discard 1 Random card
- Snark Card: Direct: Move 1 Soldier Card to any space
- Flip Card: Reinforcements: Gain 1 Random Unit
- Flip Card: Insane: Defense
- Flip Card: Water Extractor: A = 1 Dam +1 (Not vs Vehicle)
- Pew Pew Pew Card: Mechanical Blade Arm: A = 1
- Pew Pew Pew Card: Command: Draw 2 Cards

Sergeant Small

- Snark Card: Easy Target: Target Attack must hit him if possible
- Flip Card: Cower: Defense
- Pew Pew Pew Card: Hide: Defense

T-saint

Meanest Ripper. All Ripper Moves plus:

- Flip Card: Brutalize: A = 1 and A = 1

Ripper Soldier

Experimental Half Kangaroo Half Human Vegan Super Soldiers

- Snark Card: Underground Tunnels: Move to any Sand Dunes Space
- Snark Card: Claws: A = 1 (Not vs Vehicle)
- Flip Card: Night Operation: Defense
- Pew Pew Pew: Leap: M = 2 then A = 1

Ripper Special Rules

Rippers do not use guns. All normal attack cards are Considered to be Hand to Hand Range = 1 when used by a Ripper.

Soldiers

- Snark Card: Maneuver: M = 2
- Flip Card: Find Cover: Defense
- Pew Pew Pew Card: Automatic Rifles: A = 2

Commandos

- Snark Card: Take Position: M = K
- Flip Card: Concealment: Defense
- Pew Pew Pew Card: Automatic Weapons: A = K

Interceptor Jet

- Snark Card: Flyby: M = 4 then M = 3
 - Flip Card: Altitude: Defense
 - Pew Pew Pew Card: Target Lock: A = 3
- Note: A Jet may transport 1 Squad

Peacekeeper Tank

- Snark Card: Treads: M = 3
 - Flip Card: Heavy Armor: Defense
 - Pew Pew Pew Card: Big Gun: A = 4
- Note: A Tank may transport 1 Squad

Setup

Each player places one unit on each square of his back two rows. TG & Friends go first.

Stacking Rules

Friendly Units may stack. Vehicles must always be targeted before other units in a space.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Fate Phase
2. Move Phase
3. Fight Phase

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your Units. The move card has a number. This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a unit to move like a knight in chess.

Card List

Card Name:	#	Range	Type	Notes:
Go!	6	1	M	-
Go! Go!	5	2	M	-
Go! Go! Go!	4	3	M	-
Infiltrate	3	K	M	-
Zoom!	2	4	M	Vehicles Only
Zoom! Zoom!	2	5	M	Flyers Only
Hand to Hand	4	1	A	-
Short Range	4	2	A	-
Corner Shot	4	K	A	-
Medium Range	4	3	A	-
Long Range	4	4	A	-
Rubble	2	-	D	In Rough Space Only
Behind Dune	2	-	D	In Sand Dunes Only
Dodge	2	-	D	-
Snark	5	-	-	-
Flip	5	-	-	-
Pew Pew Pew	5	-	-	-

Instead of moving just one unit in any direction, you have the option of moving 2 or 3 units forward the indicated number of spaces using a single move card.

Units cannot move through other units.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Every attack does a base of 1 Damage (Target loses 1 Hit).

Use Chits or coins to record damage. A unit reduced to 0 Hits is killed or incapacitated and removed from the board. Your opponent may play Defense cards to negate your attack.

Units cannot attack through other units.

Flyer Rules

Flyers are immune to Hand to Hand Attacks.

Card List Notation

M Movement

A Attack

D Defense

S Special

K as a Knight would move in Chess

Type Purpose of card

Links

<http://www.tank-girl.com/> Tank Girl





Tank Killers

Introduction

2 player card game. Simulates a battle between two tank formations during WW2. The current version of the game has decks for: Germans, British, and Americans circa 1944-5.

The Decks

During play there are 3 decks. Players share a common Tactics Deck. Each player also has his own unique Formation Deck.

The tactics deck has 80+ cards. The German deck has 40 cards. The American and British decks have 50 cards.

Discard Piles

There is one common discard pile for the Tactics deck. Each player keeps two discard piles for his Formation deck. One pile is the Reserve discard pile.

The other is called the Casualty discard pile.

Victory

You win if half of your opponent's formation cards are in his casualty pile. Your opponent's forces break and either rout or surrender. Other Scenario conditions are possible.

Setup

Each player starts with 3 Tactics cards in their hand. Formation cards never go in your hand.

Turn Sequence

Players take turns. The player taking his turn is called the active player. The other player is referred to as the opponent or defender.

Each turn is divided up into 3 Phases with subphases: I. Maneuver Phase II. Attack Phase

1. Attacker Subphase
2. Target Subphase
3. Lost Attack Subphase
4. Modifier Subphase
5. Resolution Subphase

III. Free Attack Phase

7. Free Attack Subphase
8. Free Attacker Subphase
9. Attack Subphase

Maneuver Phase

The active player draws 3 Tactics cards. Maximum hand = 9 cards. Discard excess cards. If the Tactics deck runs out, shuffle the discard and draw from it.

Attacker Subphase

Discard any face up units you have in play, that attacked on your last turn, to your reserve pile. Take the top card from your Formation deck and Put it face up on the table in front of you. This is the unit or support unit that is attacking this phase.

Target Subphase

The attacker has a choice of units to attack this phase:

1. Any opposing unit that is still in play, or
2. The top card of the opponents Formation deck.

The top card is turned face up, and remains on the deck. The target unit is also called the defending unit. If the target is a support unit, discard it to its reserve pile, and the phase ends immediately.

Lost Attack Subphase

The defender may play a card from his hand that has the "Lost Action" effect. This ends the current phase immediately.

The defender may play a card from his hand that has the "End Turn" effect. This ends the active players turn immediately.

The defender may play a Logistics or Mine card from his hand that has the "Out of Action" effect. This ends the current phase immediately and the attacking unit goes to its casualty pile.

These cards cannot be played against Support attacks unless the card specifically says so. The played card is discarded.

Modifier Subphase

The attacker and defender may take turns (attacker first) playing tactics cards that Modify the "Penetration Factor" of the attacking unit.

- Only one "Range" card may be played.
- Only one "Hit" card may be played.
- Only one "Ammo" card may be played.

In general the attacker will play cards with a positive bonus. The defender will play cards with a negative penalty. If Range card is played that is farther than the Range factor of the Attacker, the current phase ends immediately.

Range cards cannot be used by or against support attacks. Played tactics cards are discarded.

Resolution Subphase

If the attackers modified penetration factor is equal to or greater than the defenders Defense factor, the defending unit is destroyed. When attacking Infantry, use the Infantry factor instead of the penetration factor. A destroyed unit goes to its casualty pile.

If the defending unit is not destroyed, it remains in play. Whenever a phase or turn ends, discard any attacking support card, to its casualty pile. Non-support attacking units stay in play.

If the defender was not destroyed, the attacker may play a Damage or Morale card with an "Out of Action" effect. A target put out of action is destroyed.

Free Attack Subphase

The active player may play a card from his hand that has the "Free Action" effect. This basically gives the player another attack phase. After every attack phase, the active player may have another attack phase as long as he plays a Free Action card.

Tactics Deck

Free Attacker Subphase

If the Free Action card also says "Same unit", then the attacker may be a non- support unit that already attacked this turn. Otherwise: Take the top card from your Formation deck and Put it face up on the table in front of you. This is the unit or support unit that is attacking this phase.

Attack Subphase

This is a repeat of Subphases 2-5 of the Attack Phase.

Full Exchange Rule

If your Formation deck ever runs out of cards, shuffle your reserve pile, this becomes your new formation deck. However, you cannot attack until your opponent uses up his formation deck. Everytime both players finish going through both their decks, this is known as a "Full Exchange".

Tactics Deck Card List Notation

FA Free Action

ATK Attacking

Card Name:	Type:	Effect:
Point Blank	Range	P +2
500 yards	Range	P -1
750 yards	Range	P -2
1000 yards	Range	P -3
1500 yards	Range	P -4
2000 yards	Range	P -5
Underside Hit	Hit	P +10 Cannot be used by support
Topside Hit	Hit	P +8
Rear Hit	Hit	P +6
Flank Hit	Hit	P +4
Shot Trap	Hit	P +8
HEAT Round	Ammo	P +2
AP Round	Ammo	P +3
Flame Thrower	Ammo	P & I +3 ATK Tanks and Infantry. Max range = PB
Panzerschrek/faust Ammo	P +5 ATK German Infantry vs Vehicles	
Bazooka/PIAT	Ammo	P +5 ATK Anglo Infantry vs Vehicles
Satchel Charge	Ammo	P +6 ATK Infantry vs Tanks
Machine Gun	Ammo	I +3 ATK Tanks and Infantry
Grenade down the Hatch	Damage	OOA, ATK Infantry vs Tanks
Barrel Damaged	Damage	OOA, Vehicle or Gun only
Treads Damaged	Damage	OOA, Vehicle only
Commander Killed	Damage	OOA
Turret Jammed	Damage	OOA, Tank only
Buttoned Down	Morale	Lost Action, Target Tank only
Suppressed	Morale	Lost Action
Veteran Unit	Morale	FA

Card Name:	Type:	Effect:
Green Unit	Morale	Lost Action
Pinned Down	Morale	Lost Action
Shaken	Morale	Lost Action
Abandon Tank	Morale	Out of Action, Target Tank only
Rally	Morale	Negate Morale card just played
Professionalism	Morale	Negate Morale card just played, German only
Entrenched	Armor	P -3
Sloping Armor	Armor	P -1, Target Tank only
Skirt Armor	Armor	P -2, Target Tank only
Out of Fuel	Logistics	Lost Action
Out of Ammo	Logistics	Lost Action
Air Drop Supplies	Logistics	FA , Anglo only
Supply Depot	Logistics	FA
Breakdown	Logistics	Out of Action
Repairs	Logistics	Negate Hit card or Breakdown card
Reserves	Logistics	Put top casualty card onto bottom of reserve deck
Reinforcements	Logistics	Put top casualty card onto bottom of reserve deck
Anti-Tank Mine	Mine	Out of Action, vehicles only
Forward Observer	Command	FA
Radio	Command	FA
Quick Kill	Command	FA , Same unit
Fast Turret Traverse	Command	FA , Same unit, Anglo Tank
High Rate of Fire	Command	FA , Same unit
Crossfire	Command	FA
Air Superiority	Command	Lost Action, Anglos use vs Germans
Seasoned Commander	Command	FA
Combat Engineers	Command	FA
Indirect Fire	Command	FA
Reconnaissance	Command	FA
Opportunity Fire	Command	FA
Tracers	Command	P +1
Rugged Defense	Command	P -8
Unit Separated	Command	Lost Action
Fog of War	Command	Lost Action
Missed by a Mile	Command	Lost Action, Can be used vs Support
Take Cover	Command	Lost Action, Can be used vs Support
Awaiting Orders	Command	Lost Action
Formation Disorder	Command	Lost Action
Counter Attack	Command	End Turn
Surprise Contact	Command	End Turn
Ambush	Command	End Turn
Tanks vs Infantry	Command	Lost Action, Tank Attacking Inf
Infantry vs Tanks	Command	FA , Inf attacking Tank
Fast Tank	Maneuver	FA , ATK Light/Med Tank
Overrun	Maneuver	FA , ATK Light/Med Tank
Surrounded	Maneuver	FA , ATK Light/Med Tank
Breakthrough	Maneuver	FA , ATK Light/Med Tank
Blitzkrieg	Maneuver	FA , ATK Light/Med Tank, Germans only
Outmaneuver	Maneuver	FA , ATK Light/Med Tank
Concentrate Force	Maneuver	FA
Trapped	Terrain	FA
Burning Wreck	Terrain	Lost Action
Hilltop Vantage	Terrain	P +2

Card Name:	Type:	Effect:
Camouflage	Terrain	Lost Action, Can be used vs Support
Road Block	Terrain	Lost Action
Mud	Terrain	Lost Action
Tank Traps	Terrain	Lost Action
Smoke	Terrain	Lost Action
Roads	Terrain	FA
Broken Ground	Terrain	Lost Action
Soft Ground	Terrain	Lost Action, Target Heavy Tank
Trees	Terrain	Lost Action
Buildings	Terrain	Lost Action
Bocage	Terrain	Lost Action
Bridge Crossing	Terrain	FA
Poor Visibility	Terrain	Lost Action, Can be used vs Support

Interpretation Of Cards

Each card is an abstraction that could mean several things but still just having one game effect. For example: The 'Trees' card might mean your opponent is slowed down by moving through forest, or that your unit has found cover in the woods. Anglos = British or Americans.

OOA Out of Action

Formation Card List Abbreviations

Type Formation cards can be of two types: Units or Support

LT Light Tank Unit

MT Medium Tank Unit

HT Heavy Tank Unit

TD Tank Destroyer Unit

AT Anti-Tank Gun Unit

Inf Infantry Unit

FA Field Artillery Unit

SP Self Propelled Gun

AC Armored Car Unit

APC Armored Personnel Carrier Unit

M Mortar

MI Mechanized Infantry Unit

AA Anti-Aircraft Unit

Air Air Support

Art Artillery Support

Pen Penetration Factor: Used for attacking vehicles.

Inf Infantry Factor: Used for attacking Infantry

Def Defense Factor: Used to determine if the card survives an attack.

Rng Maximum Range: Range cards can be used to negate attacks.

Number of that card in the deck.

German 1944-5 West Front Formation Deck Version 001 Card List

Card Name	Type	Pen	Inf	Def	Rng	#
PzIVh	MT	9	4	6	2000	6
Panther	MT	12	4	8	2000	6
JpzIV	TD	12	3	8	2000	2
JpzV	TD	15	3	8	2000	2
StgIIIIf	SP	9	3	5	2000	4
Hetzer	SP	9	3	7	2000	2
Tiger	HT	10	4	9	2000	2
Tiger II	HT	15	4	12	2000	1
Panzergrnadiers	Inf	1	3	3	PB	2
Fallschirmjaeger	Inf	4	5	4	PB	2
Panzerschrek Team	Inf	7	1	2	PB	2
50mmPaK	AT	7	2	2	2000	2
75mmPak	AT	12	2	1	2000	2
88mmPak43	AT	15	3	1	2000	1
150mm s IG 33	Art	2	8	–	2000	2
150mm s FH 18	Art	4	16	–	2000	2

American 1944-5 Formation Deck Version 001 Card List

Card Name	Type	Pen	Inf	Def	Rng	#
M4 Sherman	MT	7	4	6	2000	6
M4-76	MT	12	4	6	2000	8
M4-105	MT	6	5	6	2000	2
M5	LT	4	3	4	1000	2
M24 Chaffe	LT	7	4	5	2000	2
M10	MT	9	3	5	2000	6
M36	MT	13	3	5	2000	2
M8	AC	4	2	3	1000	2
M7	SP	2	6	2	2000	2
Infantry Platoon	Inf	3	3	3	PB	4
M-Gun Platoon	Inf	2	6	2	PB	2
M1 81mm Mortar	M	1	7	2	2000	1
57mm	AT	6	2	2	2000	2
M8 Rocket Salvo	Art	3	10	–	2000	1
155mm Howitzers	Art	4	10	–	2000	2
240mm Howitzers	Art	6	16	–	2000	2
B-25 Mitchells	Air	10	12	–	2000	2
P-51 Mustangs	Air	12	4	–	2000	2

British 1944-5 Formation Deck Version 001 Card List

Card Name	Type	Pen	Inf	Def	Rng	#
M4 Sherman	MT	7	4	6	2000	6
M4 Firefly	MT	11	2	6	2000	4
Comet	MT	9	3	9	2000	2
M3 Stuart	LT	4	3	4	1000	4
Archer	SP	11	3	5	2000	4
Achilles	TD	12	3	6	2000	2
Humber	AC	4	3	2	1000	2
6 Pounder	AT	8	1	1	2000	4
British Infantry	Inf	2	3	3	PB	4
Bren Gun Platoon	Inf	1	5	2	PB	2
155mm Howitzers	Art	4	10	–	2000	2
240mm Howitzers	Art	6	16	–	2000	2
Hawker Typhoons	Air	10	10	–	2000	2
Spitfire V	Air	12	4	–	2000	2

Optional Rule: Add Random Factors

Requires use of dice. When attacking add 1D6 - 1D6 to the penetration factor. Note that negative results are possible.

Card Set Available!

Thank you Janne Thörne (jan.thorne@mail.bip.net) for this work of art.

Game Designers Notes

I originally planned doing a game with maps and chits, however there is at least 300+ games that already fit this description, so I decided it would be better as a light, quick, filler card game. You'll notice the American units are mostly inferior to the German units. Historically, this is more than made up for by the fact that as the war progressed, Allied manpower and production of materials swamped that of the Axis. To make things more fair, you may want to add cards to the Allies decks.





Tanker Skirmish

Introduction

Board & Card Game for 2 players.

The Board

Use an 8 x 8 Chessboard.

Victory

Destroy all enemy Bases.

The Deck

Use a regular set of 52 cards.

The Cards

Black cards are for Movement. Red cards are for Shooting. All Face cards have a numerical value = 1.

Pieces

Each player has a set of 16 pieces: 3 Bases (Command Post, Fuel Depot, Ammo Dump) 1 Helicopter 6 Tanks 6 Artillery

Bases

The 3 Bases include: Command Post, Fuel Depot, Ammo Dump

- If your Command Post is destroyed, draw 1 less card per turn in draw phase.
- If your Fuel Depot is destroyed, you may move a max of 1 unit on your Move Phase.
- If your Ammo Dump is destroyed, you may attack a max of once on your Attack Phase.

Bases cannot move or attack.

Helicopter

- The Helicopter may move over (through) other units.
- The Helicopter can move twice per turn.
- The Helicopter can shoot a max of 4 spaces.
- The Helicopter can move Diagonally.

Tanks

Tanks can move a max of 4 spaces. Tanks cannot attack Helicopters.

Artillery

Artillery can only use Face cards to move. If an Artillery Unit does not move it can attack twice per turn.

Setup

Setup your pieces on your 3 back rows. Max 1 piece per space. Bases may not be adjacent.

Shuffle the deck. Players draw 1 card each. High draw goes first.

Turn

Players take turns. Each turn has 4 phases:

- Draw Phase
- Move Phase
- Attack Phase
- End Phase

Draw Phase

Draw 3 cards. If the deck runs out, shuffle the discard & draw from it.

Move Phase

Discard a Move (Black) card to move a Piece the indicated number of spaces. Movement is orthogonal (Vertical or Horizontal) Units may not move through other units.

Attack Phase

Discard an Attack (Red) card to have a piece shoot the indicated number of spaces. Shooting is orthogonal or diagonal. Tanks may not shoot over other units.

End Phase

Max hand size is 5 cards. Discard excess cards.

Force Five

You may use any 5 as a Red 2 and a Black 3 or a Black 2 and a Red 3.

Strategic Six

You may discard a 6 to look at your opponent's hand.

Lucky Seven

You may discard a 7 to draw 2 cards.

Crazy Eights

You may discard an 8 to cause your opponent to draw 1 less card in his Draw Phase.

Naughty Nine

You may discard a 9 to negate a target move in opponent's Move phase.

Tough Ten

You may discard a 10 to negate a target attack in opponent's Attack phase.

Game Designers Notes

I bought a game with this same composition of plastic pieces, But felt the need to make my own rules.





Tarot Wars

Introduction

CCG style rules for Tarot Decks. There are so many nice Tarot Decks it's a shame not to game with them. Card game for 2+ players.

Victory

Reduce your opponent to Zero Life Points.

The Deck

Players share a common deck. Use any Tarot Deck on hand. There are 3 card types: Characters, Events, and Modifiers: Character cards stay face-up in play until killed.

Event cards are discarded as soon as they are played. Modifier cards stay in play attached face-up to a Character card.

Life Points

Each player starts with 50 Life Points. Use coins to keep track of LP. You can never have more than 50 LP.

Action Tokens

Use tokens for Action Tokens (AT). Every time a Character is used to Attack, Block, or some other action, put an AT on it. A Character with an AT can do nothing until the AT is removed in Beginning Phase.

Other Terminology

Target (Unspecified): Character or Opponent's Life Point Total.

Setup

Each player is dealt 7 cards. Cut the Deck High to determine turn order.

Turn Sequence

Players take turns. Each turn has 5 Phases:

- Beginning Phase
- Draw Phase
- Character Phase
- Attack Phase
- End Phase

Beginning Phase

Remove Action Tokens from your Characters.

Draw Phase

Draw 2 cards and put them in your hand. If the Deck runs out, shuffle the discard & draw from it. Every time your deck runs out, you lose 5 Life Points.

Character Phase

Put Character cards from your hand face-up into play. The Characters that you put into play in a single turn can have a maximum combined Base Force = 12 (The Tower counts as Force = 10 for purpose of above rule) You "Control" Characters you put into play. You may also put Modifier cards into play.

Modifier cards are attached face-up to a Character card. A Character can have a maximum of 1 Sword card attached.

Attack Phase

Your Characters may Attack. Characters attack a Target Opponents Life Point Total (LPT). An Unblocked Character does Damage equal to its Modified Force Total (MFT).

This Damage is subtracted from the players Life Points. The Target Opponent (The Defender) may use his Characters to Block. The Defender chooses which of his Characters block which Attackers.

Each pair of Blocking/Blocked Characters does damage to each other. Defenders may team up, but attackers cannot. If a single attacking character is being blocked by 2 or more Characters, the attacking character decides how the damage it does is distributed to the Blockers.

If a Character receives more damage in a Phase than its MFT, it is discarded. Blocked Characters do not damage the opposing LPT. Characters cannot attack the turn they are put into play.

End Phase

Maximum hand size = 7 cards. Discard excess cards.

Card List Notation

C Character (The number after the C is the "Force" of the Character)

E Event

M Modifier

Card List

Card Name	Type	Notes
The Fool	M	Character has a Base Force = 1
The Magician	C10	Action: Look at opponents Hand
The High Priestess	C7	All your Characters get Force +1
The Empress	C8	All your Defending Characters get Force +2
The Emperor	C9	All your Attacking Characters get Force +2
The Hierophant	C6	Action: Draw 1 Card
The Lovers	E	Take control of target Character
The Chariot	M	Force +10 if Attacking
Strength	M	Force +5
The Hermit	C2	Action: Look at next 7 cards in deck
The Wheel of Fortune	E	All Players discard their hands and draw 7 cards
Justice	E	Duplicates an Event Card just Played
The Hanged Man	E	Discard Target Character
Death	E	Each player must discard one of their Characters in Play
Temperance	E	Search Discard for Card & put it in your hand
The Devil	C11	Action: Opponent Discards 1 card
The Tower	C20	The Tower Cannot Attack
The Star	E	Draw 3 cards
The Moon	E	Opponent must discard entire hand
The Sun	E	Take an extra turn after this one
The Last Judgment	E	Discard all Characters in Play
The World	E	Search Deck for Card & put it in your hand
King of Wands	C5	All your Wands do +2 Damage
Queen of Wands	C4	Action: Do 1 point of Damage to Target
Knight of Wands	C3	Force +7 if Blocking or Blocked
Page of Wands	C2	Draw a card if you play a Wand
Ace of Wands	E	Put Target Character back in owners Hand
Two of Wands	E	Do 2 Damage to all Targets in play
Three of Wands	E	Do 3 points of Damage to Target
Four of Wands	E	Do 4 points of Damage to Target
Five of Wands	E	Do 5 points of Damage to Target
Six of Wands	E	Do 6 points of Damage to Target
Seven of Wands	E	Do 7 points of Damage to Target
Eight of Wands	E	Do 8 points of Damage to Target
Nine of Wands	E	Do 9 points of Damage to Target
Ten of Wands	E	Do 10 points of Damage to Target
King of Cups	C5	Draw a card if you play a Cup
Queen of Cups	C4	Action: Negate 2 points of Damage to Target
Knight of Cups	C3	If killed gain 10 Life Points
Page of Cups	C2	Gain Life = Damage caused by Page
Ace of Cups	E	Opponent cannot Attack this Turn
Two of Cups	E	Target Character cannot attack this Turn
Three of Cups	E	Gain 3 Life Points
Four of Cups	E	Gain 4 Life Points
Five of Wands	E	Gain 5 Life Points
Six of Cups	E	Gain 6 Life Points
Seven of Cups	E	Gain 7 Life Points
Eight of Cups	E	Gain 8 Life Points
Nine of Cups	E	Gain 9 Life Points
Ten of Cups	E	Gain 10 Life Points
King of Swords	C5	All your Swords do +2 Damage
Queen of Swords	C4	You may use Swords like Wands

Card Name	Type	Notes
Knight of Swords	C3	Attached Sword has Double Force
Page of Swords	C2	If Unblocked opponent must discard a card
Ace of Swords	E	All your Characters get Force +1 this turn
Two of Swords	E	Target Character cannot be Blocked
Three of Swords	M	Character gets Force +3
Four of Swords	M	Character gets Force +4
Five of Swords	M	Character gets Force +5
Six of Swords	M	Character gets Force +6
Seven of Swords	M	Character gets Force +7
Eight of Swords	M	Character gets Force +8
Nine of Swords	M	Character gets Force +9
Ten of Swords	M	Character gets Force +10
King of Pentacles	C5	Hand Size +3
Queen of Pentacles	C4	All Opponents Hand Size -1
Knight of Pentacles	C3	Immune to Opponents Event Cards
Page of Pentacles	C2	Cannot be Blocked
Ace of Pentacles	E	Discard all Modifier cards in Play
Two of Pentacles	E	Discard target Modifier Card
Three of Pentacles	E	Negate Card just Played
Four of Pentacles	E	Negate Card just Played
Five of Pentacles	E	Negate Card just Played
Six of Pentacles	E	Negate Card just Played
Seven of Pentacles	E	Negate Card just Played
Eight of Pentacles	E	Negate Card just Played
Nine of Pentacles	E	Negate Card just Played
Ten of Pentacles	E	Negate Card just Played

Notes

if you have more than 3 or 4 players, you may want to use more than one deck.

Variants Please

I welcome people to write up:

1. Variant rules for cards (For example- The Fool cannot Block)
2. Variant card rules for the whole deck (Rewrite all the cards- allow for more combos or different strategies) (Note in some decks the Knight & Page

are the Prince & Princess)

3. Variant card rules for different Tarot Decks.

(For example- You might want to use my card rules list for the Rider-Waite Tarot Deck and a different rules list for the Sacred circle Tarot Deck, and then play the Decks against each other. It would need to be following the same general rules to be playable though- The court cards being characters Wands as event damage Swords as character equipment Cups as health Pentacles as magic/metagame And the other cards as a variety of specials - character, modifier and event.)

ELEMENTAL DECK CARD LIST (by Peter Cobcroft)

Card Name	Type	Notes
The Fool	C1	Gets Force +1 for every Opponent Character in play
The Magician	C10	Action: Look at opponents Hand
The High Priestess	C7	All your Characters get Force +1
The Empress	C8	All your Defending Characters get Force +2
The Emperor	C9	All your Attacking Characters get Force +2
The Hierophant	C6	Action: Draw 1 Card
The Lovers	E	Take control of target Character
The Chariot	M	Force +10 if Attacking
Strength	M	Force +5
The Hermit	C2	Action: Look at next 7 cards in deck
The Wheel of Fortune	E	All Players discard their hands and draw 7 cards
Justice	E	Duplicates an Event Card just Played

Card Name	Type	Notes
The Hanged Man	E	Discard Target Character
Death	E	Every player must discard one of their Characters in Play
Temperance	E	Search Discard for Card & put it in your hand
The Devil	C11	Action: Opponent Discards 1 card
The Tower	C20	The Tower Cannot Attack
The Star	E	Draw 3 cards
The Moon	E	Opponent must discard entire hand
The Sun	E	Take an extra turn after this one
The Last Judgment	E	Discard all Characters in Play
The World	E	Search Deck for Card & put it in your hand
King of Wands	C6	Adds 1 Force to other Wand Characters (earth elemental)
Queen of Wands	C4	You may use Wands like Swords
Knight of Wands	C3	Attached Wand has Double Force
Page of Wands	C2	Draw a card if you play a Wand
Ace of Wands	E	All your Characters get Force +1 this turn when blocking
Two of Wands	E	Do 2 Damage to all Targets in play (earthquake)
Three of Wands	M	Character gets Force +2 when blocking, +4 if discarded (earthworks)
Four of Wands	M	Character gets Force +3 when blocking, +5 if discarded (earthworks)
Five of Wands	M	Character gets Force +4 when blocking, +6 if discarded (earthworks)
Six of Wands	M	Character gets Force +5 when blocking, +7 if discarded (earthworks)
Seven of Wands	M	Character gets Force +6 when blocking, +8 if discarded (earthworks)
Eight of Wands	M	Character gets Force +7 when blocking, +9 if discarded (earthworks)
Nine of Wands	M	Character gets Force +8 when blocking, +10 if discarded (earthworks)
Ten of Wands	M	Character gets Force +9 when blocking, +11 if discarded (earthworks)
King of Cups	C6	Adds 1 Force to other Cup Characters (water elemental)
Queen of Cups	C4	Action: Negate 2 points of Damage to Target
Knight of Cups	C3	If killed gain 10 Life Points
Page of Cups	C2	Cup cards give +2 Life
Ace of Cups	E	Opponent cannot Attack this Turn
Two of Cups	M	Target Character cannot block (quicksand).
Three of Cups	E	Gain 3 Life Points
Four of Cups	E	Gain 4 Life Points
Five of Cups	E	Gain 5 Life Points
Six of Cups	E	Gain 6 Life Points
Seven of Cups	E	Gain 7 Life Points
Eight of Cups	E	Gain 8 Life Points
Nine of Cups	E	Gain 9 Life Points
Ten of Cups	E	Gain 10 Life Points
King of Swords	C6	Adds 1 Force to other Sword Characters (fire elemental)
Queen of Swords	C4	You may use Swords like Wands
Knight of Swords	C3	Attached Sword has Double Force
Page of Swords	C2	If Unblocked opponent must discard a card
Ace of Swords	E	All your Characters get Force +1 this turn when attacking
Two of Swords	M	Target Character cannot attack (wall of fire)
Three of Swords	M	Character gets Force +2 when attacking, +4 if discarded (fireball)
Four of Swords	M	Character gets Force +3 when attacking, +5 if discarded (fireball)
Five of Swords	M	Character gets Force +4 when attacking, +6 if discarded (fireball)
Six of Swords	M	Character gets Force +5 when attacking, +7 if discarded (fireball)
Seven of Swords	M	Character gets Force +6 when attacking, +8 if discarded (fireball)
Eight of Swords	M	Character gets Force +7 when attacking, +9 if discarded (fireball)
Nine of Swords	M	Character gets Force +8 when attacking, +10 if discarded (fireball)
Ten of Swords	M	Character gets Force +9 when attacking, +11 if discarded (fireball)
King of Pentacles	C6	Adds 1 Force to other Pentacle Characters (wind elemental)

Card Name	Type	Notes
Queen of Pentacles	C4	Ignores Opponents Modifier Cards
Knight of Pentacles	C3	Immune to Opponents Event Cards
Page of Pentacles	C2	Cannot be Blocked
Ace of Pentacles	E	Remove all modifier cards and deal randomly (hurricane)
Two of Pentacles	E	Move any card on the table to any player (gust)
Three of Pentacles	E	Move card just played to own Character of choice (wind)
Four of Pentacles	E	Move card just played to own Character of choice (wind)
Five of Pentacles	E	Move card just played to own Character of choice (wind)
Six of Pentacles	E	Move card just played to own Character of choice (wind)
Seven of Pentacles	E	Move card just played to any Character of choice (tornado)
Eight of Pentacles	E	Move card just played to any Character of choice (tornado)
Nine of Pentacles	E	Move card just played to any Character of choice (tornado)
Ten of Pentacles	E	Move card just played to any Character of choice (tornado)

Notes

- Wands = Earth
- Cups = Water

- Swords = Fire

- Pentacles = Air

A Character may only have one Sword and one Wand card.





Tavern Brawl

Introduction

Card Game for 2 (or more) players. Common Deck CCG Format. Fantasy Theme.

A Fight breaks out at Ye Olde Dragon Tavern (& Inn). Recruit Characters to "your side" to knock out your opponent's Characters and drink all his beer.

Victory

Reduce your opponent to zero Beers.

Tidbits

Use coins for damage and bottle caps for beers.

Beers

Each player starts with 10 Bottles of Beer on the Wall.

The Deck

Players share a common Deck. The deck contains 1 copy of each card listed.

Characters

Characters have 2 Stats: Hits & Strength Each Character has one or more traits, such as Mage or Fighter.

Setup

Each player draws 7 cards. The biggest player goes first.

Turn Sequence

Players take turns. Each turn has 3 phases: Quaff Phase I'll get you for that Phase Brawling Phase

Quaff Phase

Draw 3 cards. Max hand size is 7 cards. Discard excess cards. If the Deck runs out, shuffle the discard & draw from it.

I'll Get You For That Phase

Put characters from your hand into play face up onto the table. You may attach positive modifier cards (from your hand) to new characters. Your opponent may attach negative modifier cards to your new characters.

You may attach weapon cards to your characters. A Character may only have one Weapon attached. (Note all weapons are makeshift. Swords & such were checked at the door) Only Fighters may attach Armor cards.

Brawling Phase

You may attack with your Characters. Assign each of your Characters to attack 1 target opposing Character. Each of your Characters can only make 1 attack.

Each target opposing Character can only be attacked by 1 of your Characters. (If you have more characters, some will not be able to attack.) Your Character does damage equal to the characters Strength. An attached Weapon will increase a Character's Strength.

You may play up to 1 Attack card on a Character to increase his Strength for this turn. Your opponent may play a Defense card to completely negate an Attack. Record damage on Character cards with coins (1 cent = 1 point of damage).

If (& only if) all of you opponent's Characters have been attacked, your remaining Non-attacking Characters may drink 1 Bottle of Beer off the Wall. Your opponent loses 1 Beer for each drinking Character. If your opponent is reduced to zero beers (start total = 10) he loses the game.

Stunned Characters cannot Attack or use Defense cards. At the end of the phase, Discard Attack & Defense cards that were played during the phase. Employees may not attack each other.

Instead of attacking, or Drinking Beer, a Character may eat Food (Discard Food card) Instead of attacking, drinking, or eating, a Mage may cast a spell (Discard Spell card) When attacking a base 1/10 Character, flip a coin. If Tails the attack is negated.

Card List Notation

Str/Hits = Strength & Hits

C Character

W Weapon

O Modifier

A Attack

D Defense

XI Special card played in your own "I'll get you for that Phase"

XR Special card played in response to an opponent's attack

XA Special card played in your own attack phase

XQ Special card played in Quaff phase

G Girl

E Employee

S Strong
F Fighter
T Thief
M Mage

Z Spell
N Opponent is Stunned for 2 turns by this attack
Y Food

Card List

Card Name:	Str	Hits	Type	Notes:
Old Red the Bartender	3	30	CES	
Trish the Tavern Wench	2	20	CEG	
Boris the Bouncer	4	40	CES	
Ed the Stable Boy	1	10	CET	
Fun Gus the Cook	2	20	CE	
Dolly the Barmaid	2	20	CEGS	
Cluso the Constable	2	20	CFES	
Gimpy the Mercenary	3	30	CFS	
Karloff the Blacksmith	4	40	CS	
Hammy the Half Ogre	4	40	CFS	
Nanook the Half Orc	3	30	CTFS	
Freddy Fingers the Rogue	2	20	CT	
Ludite the Dwarf	4	40	CFS	
Little Nicky the Halfling	1	10	CT	
Tuck the Cleric	3	30	CMF	
Atroshus the Magician	1	10	CM	
Keebler the Elf	2	20	CM	
Snodgrass the Goblin	1	10	CT	
Woody the Ranger	3	30	CS	
The Warrior Princess	4	40	CFGs	
The Mysterious Stranger	3	30	CMF	
Hide	-	-	D	Thief only
Backstab	+3	-	A	Thief only
Mighty Blow	+3	-	A	Strong only
Throw Opponent	+3	-	A	Strong only
Slide Down Counter	+1	-	AN	Strong only
Slippery	-	-	D	Thief only
Burning Torch	+1	-	W	Discard to negate an attack
Live Bird Soup	-	-	Y	Heal 5 Damage
Grit Cake	-	-	Y	Heal 5 Damage
Dragon Steak	-	-	Y	Heal 10 Damage
Bowl	+1	-	W	Discard to negate an attack
Heal Spell	-	-	Z	Heal 20 Damage
Paralyze Spell	-	-	Z	Target is stunned for 3 turns
Charm Spell	-	-	Z	Take control of target Character
Bar Stool	+1	-	W	Discard to negate an attack
Wooden Chair	+1	-	W	Discard to negate an attack
Hurl Table	+3	-	A	Strong only
Beer Mug	+1	-	W	
Chain Mail	-	+10	O	Armor
Ring Mail	-	+5	O	Armor
Splint Mail	-	+15	O	Armor
Plate Mail	-	+20	O	Armor
Fling Plates	+2	-	A	Any Character
Tankard of Ale	+1	-	W	Discard to negate an attack

Card Name:	Str	Hits	Type	Notes:
Swing on Chandelier	+3	-	A	Any Character
Jump from Rafters	+3	-	A	Any Non-Strong Character
Wine Bottle	+1	-	W	Discard to negate an attack
Breaks	-	-	XI	Discard target weapon card
Slip & Fall	-	-	XI	Target stunned for 2 turns
Fireberry Wine	+1	-	O	
Tipsy	-1	-	O	
Drunk as a Skunk	-1	-	O	
Thrown out of Window	-	-	XI	Target Character discarded
Uppercut	+2	-	A	Any Character
Knee to the Groin	+3	-	A	vs Male Character
Backhand	+2	-	A	Any Character
Elbow to the Gut	+3	-	A	Any Character
Knock the Wind Out	+3	-	A	Any Character
Hit Wrong Guy	-	-	XR	Choose any new Target for Attack
Head Lock	+1	-	AN	Any Character
Arm Lock	+1	-	AN	Any Character
Head Butt	+3	-	A	Any Character
Dark & Frothy Mead	-	+5	O	
Shake it Off	-	-	D	Strong only
Business Elsewhere	-	-	XI	Target Character discarded
Hard Head	-	-	D	Fighter only
Switch Sides	-	-	XI	Take control of target Character
Tug of War	-	-	XI	Steal target Weapon
Gang Up	-	-	XA	2nd Character may attack target
Look Behind You	+3	-	A	Any Character
Knock Down	+2	-	AN	Strong only
Bite	+2	-	A	Any Character
Box Ears	+3	-	A	Any Character
Trip	+1	-	AN	Any Character
Bang Heads	+3	-	A	Divide damage among 2 targets
Body Slam	+3	-	A	Any Character
Thigh Press	+3	-	A	Girl only
Show some Skin	-	-	D	Girl only
Wouldn't hit a Girl	-	-	D	Girl only
Beg for Mercy	-	-	D	Thief only
Shocking Grasp	+4	-	AZ	Mage only
Mailed Fist	+1	-	O	Fighter only
Gauntlet	+1	-	O	Fighter only
Berserker	+3	-	A	Fighter only
Bear Hug	+3	-	A	Strong only
Throw Barrel	+3	-	A	Strong only
Choke Hold	+3	-	AN	Any Character
Duck	-	-	D	Any Character
2 Lefts & a Right	+3	-	A	Any Character
Chug	-	-	XQ	Character drinks 2 Beers





Tdo Adventures

Introduction

TDO Adventures...RPG Variant of TDO...One player is the Game Master (GM). The other players are Planeswalkers adventuring together.

Random Box Table

1D10	Box	1D10	Box
1.	Red	6.	Multicolor
2.	White	7.	Artifact
3.	Blue	8.	Land
4.	Green	9.	Pick one of the above
5.	Black	0.	Reroll

Theme Decks

The Game Master uses Theme Decks as described by the Theme Deck Odyssey Format Rules Mainpage: [Mtg Tdo: Theme Deck Odyssey Format. 40 Card Decks..MTG TDO Theme Deck Odyssey Format](#)

PLAYER/PLANESWALKER DECKS AND STOCK-PILES Each player gets a stockpile of cards. There is no limit on the size of the stockpile. A starting stockpile starts with 10 random cards from each of the 5 colors, 10 basic lands of each type, 10 random artifacts, and 10 random multicolor cards.

Each Player uses their stockpile cards to make a Planeswalker Deck (PWD). A PWD has exactly 100

Draft Card Boxes

The GM must prepare Theme Decks plus:

- 8 Boxes of Random Cards for Drafting:
 - 1 Box for each color, 1 Box of Lands (Basic & Multi),
 - 1 Box of multicolor cards, 1 Box of Artifacts
- Each box will have mixed rarities.

cards.

Description Of Play

Players team up to defeat the GM. The GM starts each battle with Life = 10 plus 10 per player. After a victory against a GM Theme Deck, each player gets 1D6 Treasures (TZ) and 1D6 Experience Points (XP).

After a battle (not just before) players can swap out cards between their stockpile and their deck. The GM determines what the planeswalkers encounter, or he can have them draw a random card from the Adventure Deck:

Adventure Deck

Name	Descr
Island Hopping	Players must fight a Blue Deck
Stuck in a Swamp	Players must fight a Black Deck
Traversing the Plains	Players must fight a White Deck
Scale a Mountain	Players must fight a Red Deck
Lost in the Forest	Players must fight a Green Deck
Trouble in the City	Players must fight a Multi-color Deck
Advance the Plot	Fight a Theme Deck of GM's Choice
Looking for Trouble	Fight a Theme Deck of Players Choice
Boss Fight	Theme Deck of GM's choice. GM has +10 Life
Dissension in the Ranks	Players fight each other in a Free For All. All get 1D6 XP
Goblin Invasion	Players must fight a Goblin Deck
Night of the Zombies	Players must fight a Zombie Deck
Troubled Waters	Players must fight a Merfolk Deck

Name	Descr
Pursued by Wolves	Players must fight a Wolf Deck
Bazaar	Players get 1 random card from one random box for 5 TZ
Alchemist	Players may discard a card to draw a card from any box for 3 TZ
Mentor	Players get 1D6 XP each
Temple of Power	Players may swap out 1 Power card for 5 TZ
Kithkin Allies	Search White Box for a Kithkin Card; 1 random player gets it
Soldier Allies	Search White Box for a Soldier Card; 1 random player gets it
Forest Allies	Search Green Box for an Elf Card; 1 Random player gets it
Long Journey	Each player may draw a random land card for 3 XP
Artificer	Players get 1 random card from Artifact box for 5 TZ
Thieves	Each Player loses 1D6 TZ
Rumors	Players can swap cards between Deck and Stockpile before next battle
Difficult Journey	Each player has 1D6 less life for next battle
Wizard School	Players may convert TZ into XP, on a 1 to 1 basis
Tavern	Look at next 3 cards in Adventure Deck. Each player spends 1 TZ

Planeswalker Identities

Players should name their planeswalker self. At the GM's Option, each player should get 1 Creature Bonus Ability. This gives creatures of that race/class +1/+1. Examples would include: Humans, Elves, Goblins, Merfolk, Minotaurs, Giants, Wizards, Soldiers, Rogues, Dragons, Golems, etc.

Treasure And Experience Points

After winning a Battle (Their Decks vs the GM's Deck) each player gets 1D6 Treasures (TZ) and 1D6 Experience Points (XP). Players may give each other Treasure but not Experience Points. A player can store any number of Treasures.

A player can store a maximum of 10 Experience points. If he gains more, he Must spend the excess immediately or lose it.

Experience Point Expenditure Table

Cost	Purchase:
5	Draw 1 random card from target Box of your Choice
2	Discard a card you just drew to draw another from same Box
3	Discard any card from your Stockpile to Draw 1 random card from target Box of your Choice
1	Next Battle start with 1 Basic Land in play of your Choice
1	Next Battle start with 5 extra Life
1	Next Battle draw 1 extra card in your starting hand.

Spending Treasure

Treasure can be spent like XP's, however Treasure can only be spent at certain times and Locations and often for very limited purposes.

Balance

The GM will have the advantage of tight premade theme decks AND the ability to make up the rules as he goes along. The GM's word is final in all disputes. The other players will have the advantage of their numbers. The GM will probably want to limit players access to color hosing and land killing cards.

If all the players make Mill decks, the GM might find

this problematic as well. Because the GM has most of his cards already in his theme decks, the Pool of cards available to the players will probably be skewed to be underpowered. If the players get too powerful, the GM can shift the balance by giving himself Advantages such as extra turns, starting lands, extra cards, extra life, etc.

depending on the scenario.

Gm Powers

The GM gets 1 roll on the GM Power Table (before the battle) for each extra planeswalker player after the first:

Gm Power Table

1D10	Power:
1	10 extra Life
2	Draw 1 extra card on each of your turns
3	Put 1 extra land in play on each of your turns
4	Start game with 1 basic Land (from deck) in play
5	Hand Size +1 and start game with 1 extra card in hand
6	Take an extra attack phase on each of your turns
7	Start with 1 non-land card in play
8	Untap your lands 1 extra time during each of your turns
9	Once per game, you may shuffle your discard into your deck
10	Once per game, you may counter any target spell for free





Temples & Swords

by Viki Joshua

Introduction

This game simulates the growth of ancient empires. Each player leads a young empire and controls its growth through its development. The units used to represent people are populations and monetary units are measured in gold points (GP).

Victory

Victory occurs when, at the end of his turn, a player has 20 victory points (VP) or has destroyed or captured all enemy cities, armies and populations.

Setup

Use a piece of hex paper and color equal numbers of squares green for grassland and yellow for desert. Each player chooses a starting grassland hex and puts a city and 3 population points on that hex. No two starting hexes may be closer than three hexes from each other.

Order Of Play

Each player rolls a dice. High roll starts, then play goes clockwise. Each player moves through each phase before passing play on to the next player.

Phases

1. Population Distribution Phase
2. Upkeep Phase
3. Tech Phase
4. War Phase
5. Build Phase
6. Tax Phase
7. Disaster Phase
8. Population Change Phase

Population Distribution Phase

All your populations are, for each given turn, in one of two forms: basic and laborer. In basic form, a population lives under your rule, being taxed and living off the land. If a population is in laborer form, that population is under your hire, building your projects and armies. Decide how many of your populations you wish to hire as laborers. All other populations are in basic form.

Upkeep Phase

Expend one GP for each army and laborer population under your control.

Tech Phase

Expend on GP per city to gain one tech roll each. Additionally, you can spend two GP per city to gain an additional tech roll. In other words, if you have one city, you can spend one GP to gain a tech roll and another two to gain another tech roll. However, if you have two cities, you can spend two GP, one for each city, to gain two tech rolls, and then can spend two GP per city if you want more. Note that you cannot gain more than two tech rolls per city.

For each tech roll bought, you may roll one die. Receive tech points based on the result.

Result	Tech Points Received
D6	Result
1-3	1
4-5	2
6	3

If a player gains ten tech points, he may gain one random advance. Roll three times on the tech chart and choose one of the three. Alternatively, a player may gain an advance already gained by another player.

War Phase

You may move each of your armies one hex. If an army is located in a hex with a road can move across two adjacent hexes with roads, you may move that army across those two hexes. Any horseman unit may move twice. After the first movement, the unit may move again in the same way.

If you move any of your armies into a hex with any enemy cities, populations or armies, you may (but do not have to) attack those enemy holdings

Combat Moves in the following steps

1. Attacker declares attack
2. Attacker rolls for damage
3. Defender rolls for damage
4. Repeat Damage Rolls
5. Resolve combat

Step 1: Attacker declares attack. This phase requires the attacking player, during his turn to state which of his units that occupy hexes with enemy populations, units or cities will attack. Note that the attacking player must declare all his attacks before moving to the next step.

Step 2: Attacker rolls for damage. Handle combat in the same way as Culture and Conquest. Roll three dice. Destroy one enemy unit for every result of a one on a die. One special note for advanced units. Advanced units have the ability to attack with more than three dice. If you have advanced units in your force, you may choose to use these units. Before each roll, if you still have advanced units in your force, you must declare before rolling that you want to use a specific type of special unit. If you choose to use these units, you may roll the appropriate number of dice in combat. However, if you take any casualties this turn, you must destroy all units of that type before destroying any other type of unit.

Step 3: Defender rolls for damage. Defender rolls for damage. Use same process as number 2.

Step 4: Repeat Damage Rolls. If any side has remaining units and the attacker still wishes to fight, repeat steps 2 and 3.

Step 5: Resolve combat. If all the defender's units have been destroyed, go to this step. If a unit attacks an enemy hex that has no enemy units, skip to this hex. The victorious attacker receives various things from the defeated enemy.

First, if there are any populations in the hex, the victorious army receives 2 gold for each enemy population in the hex.

Second, the victorious army may receive control of the hex and all populations and cities in the hex if he has at least half as many units as the enemy populations. For instance, if after a battle, a player has two units surviving. If the captured hex has four or less populations in the hex, the player takes control of the populations and the hex. If the hex has five or more populations, he does not take control.

Third, the victorious army may enslave the captured populations. A victorious army may enslave populations equal to half the populations in the hex, rounded up. A victorious army may also not take more slaves than it has surviving units. Note that slaves must be taken as soon as the hex is captured. A player cannot capture a hex and then take slaves two turns later. A slave becomes a unit like a military unit, but you do not have to pay upkeep on it. A slave can create one labor point a turn in any hex it is located in. It moves like a basic military unit.

Build Phase

All laborers produce one build point. These build points are used on projects in the hexes they occupy. Projects are built over a matter of several turns, build points expended on projects are cumulative across different turns. Below is a chart of all possible projects. See tech notes for more explanation.

Project Name	Build Points Needed	Use	Prerequisites
City	10	Various, see rules	None
Road	3	Move bonus, gold bonus	None
Temple	5	1 VP	Religion, City
Walls	3	+1 die while defending	Masonry, City
Marketplace	5	Double Gold in hex	Coinage, City
Library	5	1 free tech point per turn	Literature, City

Also a chart of all possible military units. The Roll

value is the number of dice used in combat.

Unit Name	Build Points	Roll	Special	Preq.
Soldier	2	3	City	
Swordsman	2	4	City, Iron	
Horseman	2	4	3 roll in defense, double movement	City, Equestrian

Tax Phase Gain gold points equal to half the sum of all your basic populations. Also gain gold from all projects, such as cities, roads and temples as listed below

- Each hex containing city - 1 gold
- Each hex containing road - 1 gold

- Each hex containing city and a road - 3 gold
- Each hex containing marketplace - double normal gold intake.

Disaster Phase Roll 1d6. If 1 roll once on the Disaster chart and apply results

F6	Name	Description
1	Flood:	1 Random Grasslands hex loses 1d6 populations
2	Earthquake:	1 Random City hex loses 1d3 populations and all improvements in the city.
3	Disease:	1 Random Grasslands hex loses 1d3 populations for the next three turns
4	Drought:	2 Random Grasslands hexes lose 1d3 populations
5	Famine:	2 Random Desert hexes lose 1d3 populations
6	Warbands:	1d6 Soldiers attack random border hex next turn (after you move your units). If you are defeated, all populations in the hex are destroyed.

Population Change Phase

Phase 1: Harvest Phase For each basic population living in a grassland hex, gain two harvest points. For each basic population living in a desert hex, gain one harvest point

Phase 2: Growth Phase. If any hex has at least as

Population	Migrate if
D6	N
1	6+
2	5+
3	4+

If migration occurs, instead of adding a new population to the given hex, move one population to an adjacent hex of your choosing.

- If you have more than three populated hexes, roll twice
- If you have more than six populated hexes, roll three times
- If you have more than nine populated hexes, roll four times.

Tech Advances Chart

1. Military Doctrine- This advance demonstrates that your civilization has grasped the concepts of organized warfare. Based on your advanced discipline and military control, you gain one extra roll on all combat bonuses.
2. Equestrian- This advance demonstrates your civilization's mastery of horseback riding and its uses. The horseman unit is now available, which attacks with an extra combat dice and moves twice as fast as a normal unit.
3. Metal Working- This advance demonstrates your civilization's understanding of iron other strong metals. These substances are much stronger than stone and wood, and this strength allows you to build a swordsman unit, which fights with an extra combat die in all situations.
4. Religion- Your civilization has developed a complex religious system. You may send your workers out to build temples in your cities in celebration

many harvest points than populations, that hex gains one population. Maximum populations in a hex are six for grassland hexes and three for desert hexes.

Phase 3: Migration Phase. Find the hex with the most populations (if there are several tied pick one), roll 1d6. Depending on the result and the population of the hex, determine if migration occurs

Population	Migrate if
4	3+
5	2+
6	1+

of your gods, which gives you victory points. Each temple built gives you one victory point.

5. Art- Your civilization has created its own unique art form. Though this advance gives you no extra advantages in play, it does make up for its lack of in-game use by granting you two VP instead of one.
6. Masonry- Your civilization has developed engineering and architecture, which allow you to easier build projects. Build points for Temples and Cities are reduced 20% and you are also allowed to build walls to protect your cities, giving are city defenders one extra combat die.
7. Coinage- Your civilization has developed a system of economic values that aids greatly in trade. You may build marketplaces in your cities, centers of trade and wealth, which double the gold a hex produces.
8. Writing- Your civilization has developed its own written language. You may construct libraries in your cities, which hold you literary works and enhance your technological power. Each library gives you one extra tech roll per turn.

Victory

Players gain one victory point for each city, temple and advance they have. If, at the end of his turn, a player has amassed ten victory points, he wins the game. Alternatively, if a player has captured all enemy populations and cities, he also wins the game.





Terminator Skirmish

Introduction

2 Player Skirmish Game. Terminator Theme. One player is Skynet (Robots). The other player is the Resistance (Humans).

Victory

Destroy opponents Base.

The Board

Use an 8x8 Grid. The Battlefield is a destroyed City.

Terrain Spaces

Terrain Types: — Wasteland (relatively clear) — Bone Fields (Demoralizing to Humans) — Rubble (Good Hiding Spots for Humans) — Ruins (Good Hiding and Cover) Humans in Ruins take 1 less Damage from Attacks — Massive Debris (collapsed Highways, etc.)

Human Unit List

Unit:	#	MM	Hits	Notes:
Outpost	1	0	10	Base (Sewers mostly)
Survivors	4	1	1	Former Civilians
Scouts	4	3	1	Light Military
Soldiers	4	2	2	Heavy Military
Vehicle	2	4	3	Trucks, APC's, Tanks
Commandos	1	3	4	Elite Military, Leaders, and Heroes

Robot Unit List

Unit:	#	MM	Hits	Notes:
Complex	1	0	10	Base (Factory)
Mini Hunters	2	2	1	(Small) Frisbee Sized Hovercraft
Infiltrators	3	2	2	Human Impersonators
Terminators	3	2	3	Heavy Endoskeletons
Moto Trmntrs	2	4	1	(Small) Motorcycle Configuration
Harvester	1	1	4	(Large) Giant Bipedal Configuration
HK Tank	2	2	4	(Large) Tread Legs
HK Aerial	1	4	3	(Flying, Large) Multiple Configurations
T-1000	1	3	4	Advanced series Terminators

Unit List Notation

Number of such Units

MM Maximum Move (Normal)

Hits When reduced to 0 Hits the Unit is destroyed

HK Hunter Killer

Ground units may not enter or attack through Certain cards will reference these Terrain Types. Indicate Terrain type for each map space. Distribution of Terrain types is up to your imagination.

The Decks

Each player gets his own unique Deck. Card Types include:

A Attack

D Defense

M Movement

X Special

Units, Stacking, & Movement

Each side gets a set of units that move around on the board. Units cannot stack. Friendly units may move through each other.

Units

Use Counters or Chits for Units. Or if you have them, some appropriate plastic figures or metal miniatures

Hits, Damage, & Counters

Use Damage Counters or Dice placed next to the Unit to keep track of Damage (Hits Lost).

Setup

Each player places his units in any of his last 3 rows. Units may not stack. Shuffle the deck.

Flip a coin to see who goes first.

Turn Sequence

Players take turns. Each turn has 3 Phases.

1. Supply Phase
2. Action Phase
3. End Phase

Supply Phase

Draw 3 cards from your deck and place them in your hand.

Action Phase

Play cards from your hand (no limit). Use Move cards to move one of your units up to the indicated number of spaces. Your opponent may use certain Special cards to negate a Move.

Use Attack cards to have a unit attack a target unit at the exact range indicated by the card and Do damage to the target as indicated by the Damage rating of the attack Card. Your opponent may use Defense cards to reduce Hits caused by an Attack.

End Phase

Max hand size is 7 cards. Discard excess cards.

Resistance Card List

Name:	#	Type	Range	Dam	Notes:
Pipe Bombs	4	A	1	1	Any Unit may use
Small Arms	4	A	2	1	Any Unit may use
Demolitions Charge	2	A	1	4	Not Survivors or Scouts or Vehicles
Heavy Weapons	4	A	3	2	Not Survivors or Scouts
Plasma Weapons	3	A	2	3	Not Survivors or Scouts
Missile Launchers 2	A	4	4	Not Survivors or Scouts	
Scurry	8	M	1	-	Any Unit may use
Hurry	4	M	2	-	Any Unit with at least Move 2
Motor	4	M	3	-	Any Unit with at least Move 3
Pedal to the Metal	2	M	4	-	Any Unit with at least Move 4
Hide	2	D	-	4	All Terrain except Wasteland
Cover	2	D	-	3	Units in Ruins and Debris
Dodge	2	D	-	2	Not Base
Stealth	2	D	-	4	Scouts & Commandos
Armor	2	D	-	1	Not Survivors or Scouts
Medical	2	X	-	-	Unit recovers 1 lost Hit
Bug Out	1	X	-	-	Move Base to any empty space on back 3 rows
Mission	1	X	-	-	Draw 3 Cards
Call A-10 Airstrike	1	A	5	5	Not Survivors
Suicide Attack	1	A	1	4	Destroy Attacker (even if Defense card used)
Reprogram	1	X	1	-	Use by Commando. Gain control of Robot
Reinforcements	1	X	-	-	Gain back random dead Unit. Place in back row
Opportunity	2	X	-	-	See Rules

Skynet Card List

Name:	#	Type	Range	Dam	Notes:
Hand to Hand Combat	2	A	1	2	Terminators & Infiltrators
Short Range Weaponry	4	A	1	1	Any non-Large Unit may use
Marksman	2	A	4	1	Terminators & Infiltrators

Name:	#	Type	Range	Dam	Notes:
Mini guns	2	A	2	3	Any non-Small Unit may use
Plasma Guns	4	A	2	2	Any Unit may use
Weapon Turrets	3	A	3	3	Base & Large Only
Missile Salvo	2	A	4	4	Large Only
Hunt Mode	8	M	1	-	Any Unit may use
Advance Mode	4	M	2	-	Any Unit with at least Move 2
Pursuit Mode	4	M	3	-	Any Unit with at least Move 3
High Speed Mode	2	M	4	-	Any Unit with at least Move 4
Bullet Proof	2	D	-	1	Any non-Small Unit
Armored Chassis	2	D	-	3	Any non-Small Unit
Evasive Maneuver	2	D	-	3	Not Base
Metallic Strength 2	D	-	1	Any Unit	
Deflection	2	D	-	2	Any Unit
Repairs	2	X	-	-	Unit recovers 1 lost Hit
Primary Objective 1	X	-	-	Draw 3 Cards	
IR Detection	1	X	-	-	Negate a Defense Card
Pinned Down	1	X	-	-	Negate a Move Card
Infiltration	1	A	1	4	Infiltrator Only
Transport Ship	1	X	-	-	Move a non-base Unit to any empty space.
Replacements	1	X	-	-	Gain back random dead Unit. Place in back row
Opportunity	2	X	-	-	See OC Rules

Opportunity Card Rules

Opportunity Cards (OC) are wild cards that can be used (played/discarded) for multiple Effects: — Backup: Use to draw 2 cards — Demoralized: Negate a Human move into or out of a Bone field — Critical Hit: Cause an Attack to do 1 extra Damage — Disruption: Opponent must discard 1 random card from hand — Small Target: Negate an Attack made by a large unit

— Exposed: Attack Range = 1 to 4 and Damage = 2 to unit in Wasteland Terrain — Intelligence Gathering: Look at Opponents Hand and next 5 cards in both decks

Links

Terminator Wikia Terminator Boardgames BGG





Terratain

Introduction

An abstract strategy game of unit placement and scoring for 2+ players.

The Board

The board is a grid of 9 squares known as territories. These territories are numbered 1-9.

1	2	3
4	5	6
7	8	9

Each territory is further divided into a grid of 9 squares known as plots. The plots in each territory are also numbered 1-9. The map consists of (9 x 9) 81 plots.

Counters

Cardboard counters are also referred to as chits. Each player needs a set of counters of a unique color. There are 70 counters in each set.

There are 7 types of counters in each set. Each set includes 10 of each type of counter. Counter Types:

- 1. Temple
- 2. Castle
- 3. Town
- 4. Farm
- 5. Mine
- 6. Palace
- 7. Armies

The first six types of counters are called structures. Army chits are not structures. Temples represent religious influence.

Castles represent military resources. Towns represent economic resources. Farms represent agricultural resources.

Mines represent mineral resources. Palaces represent political influence. Armies represent use of military force.

Setup

Each player gets a set of counters. Players keep their counter sets in separate opaque cups. These are called draw cups.

Determine turn order by a flip of a coin.

Turn Sequence

Players take turns. Each turn has 4 phases:

- 1. Draw Phase
- 2. War Phase
- 3. Build Phase
- 4. End Phase

Draw Phase

Draw 2 random chits from your cup of chits. These chits go into your reserve pile. Reserve pile chits are played face up in front of you.

If your cup is empty place your discard pile into it.

War Phase

You may discard one army chit from your reserve pile. Discard an enemy structure from any one plot. Each player has a discard pile to put his discarded chits.

Build Phase

Place one of your structure chits in an empty plot. You cannot place your castles next to enemy castles. You cannot place your temples next to enemy temples.

You cannot place your palaces next to enemy palaces.

End Phase

Discard chits from your reserve pile to keep it at a maximum of 4 chits.

The End Of The Game

The game ends when all plots are occupied.

Victory

The player with the highest total score is the winner.

Scoring

At the end of the game players determine their scores. Points are accumulated from a variety of scoring combinations. Add up all points to get your total score.

You control a territory if you have the most structures in it. "In a row" can mean orthogonal or diagonal.

Points	Scoring Combo
5	Having 5 structures in a territory
6	Having 6 structures in a territory
7	Having 7 structures in a territory
8	Having 8 structures in a territory
9	Having 9 structures in a territory
5	Control of the center territory
9	Control 3 territories in a row
8	Control of a square of 4 territories
8	Control of the 4 corner territories
3	Have the most Temples on the board
3	Have the most Farms on the board
3	Have the most Castles on the board
3	Have the most Towns on the board
3	Have the most Mines on the board
3	Have the most Palaces on the board
3	Having 3 structures in a row (6 if of the same type)
4	Having 4 structures in a row (8 if of the same type)
5	Having 5 structures in a row (10 if of the same type)
6	Having 6 structures in a row (12 if of the same type)
7	Having 7 structures in a row (14 if of the same type)
8	Having 8 structures in a row (16 if of the same type)
9	Having 9 structures in a row (18 if of the same type)
6	Having one of each of the 6 types of structures in a territory

Variants

Mountains: Have some plots contain mountains.
 Mines must be placed on or next to mountain plots.
 Rivers: Have some plots contain rivers.

Farms must be placed on or next to river plots.

Game Designers Notes

Advanced color wars.

Play On Line

Super Duper Games





Terrible Tales

To Play

This is a game of story telling. Shuffle the Deck. Each player draws 5 cards. The oldest or the youngest player starts.

A player starts to tell a story. Players try to incorporate the idea on one of their cards into the story. If a player does this he may discard that card.

After discarding, the player to his right continues the story. The story ends when the last player discards his last card. If a player manages to say something very witty, or clever, or profound, or poetic, or funny, or memorable, the other players may award him one or more Story points.

At the end of the story, the player with the most Story points wins.

Optional Rules

Players may deduct Story points for poor performances. A player may at any time deduct a Story point to discard a card & draw a new one. For a longer story, players draw 7 cards instead of 5.

Card List

- Puzzle: Paradox, Enigma, Mystery
- Internal conflict
- Dragon
- Giant: Ogre, Cyclops
- Quest: Geas, Mission
- Knight: Cavalier, Paladin
- Princess: Damsel in distress
- King: Emperor, Leader
- Sword: Weapon
- Armor: Shield, Helmet
- Siege: War machines
- Battle: Battlefield
- Squire: Youth
- Assassin: Murder
- Illusion: Phantasm
- Magic: Spells
- Curse: Enchantment, Hex
- Healing: Healer, Herbs
- Duel: Gladiators, Sword fight, Mage Duel
- Possession, Control
- Potion: Love Potion
- Ring, Jewelry, Necklace, Brooch
- Staff: Wand, Rod
- Artifact: Relic, Antique, Fossil, Remains
- Book: Tome, Library, Scrolls
- Priest: Cleric, Holy Man
- Warrior: Warrior Maiden
- Wizard: Mage, Sorcerer

- Thief: Theft, Pickpocket, Cutpurse, Burglar
- Bandits: Pirates, Thugs
- Love: Romance
- Conquest
- Law
- Chaos
- Light: Good
- Darkness: Evil
- Crone: Witch
- Time: Old Age, Waiting, Cycles
- Hero: Heroine
- Chasm: Ravine
- Mountain
- Volcano
- Swamp
- Jungle
- Flying
- Gateway: Door
- Treasure
- Village: Hamlet, Town
- City
- Barbarians: Savages, Natives
- Forest
- Sea Voyage
- Archer, Bow, Arrows
- Undead: Vampire, Mummy, Zombies, Skeletons
- Maze: Labyrinth
- Dungeon
- Wizards Tower
- Desert: Thirst
- Merchant: Caravan, Guild, Trade
- Reward
- Guardian, Defender, Protector
- Druid, Nature Worship
- Ranger: Woodsman, Scout
- Demon: Devil
- Angel: Demi-god, God
- Ghost: Spirit
- Castle: Keep, Fortress
- Mine: Gems, Gold
- Prison: Escape, Rescue
- Ingredients, Supplies, Materials
- Humanoids: Orcs, Goblins
- Mythic Monster: Medusa, Gryphon
- Cats: Lions, Tigers, Panthers
- Horse: Steed
- Birds: Songbird, Bird of Prey
- Insects: Swarm
- Reptiles, Amphibians: Frogs, Snakes, Dinosaurs
- Fish: Fisherman, Shark, Eel, Piranhas
- Dream: Vision, Prophecy
- Trap: Poison, Pit, Captured
- Scholar: Sage, Savant, Student, Apprentice

- Oracle, Divination, Astrology
- Fairy: Pixies, Nymphs, Dryads, Sprites, Elves, Dwarves, Gnomes
- Temple: Monks
- Storm: Cyclone, Blizzard
- Cataclysm: Earthquake, Eruption
- Ruins: Graves
- Performer: Acrobat, Circus, Clown, Jester, Juggler, Dramatist
- Betrayal: Treason
- Music: Bard, Instruments
- Secret: Secret Passage, Hidden, Invisible
- Surprise: Ambush
- Trick: Riddle
- Runes: Warning, Message
- Transformation: Polymorph, Changeling
- Fabulous Beast: Unicorn, Questing Beast
- Torture: Suffering, Oppression
- Frozen Wastes: Tundra
- Nobles: Reputation, Rank, Social Class
- Slaves: Peasants, Servants
- Elements: Earth, Air, Fire, Water
- Conjuraction: Summoning
- Invention: Machine, Golem
- Ritual: Sacrifice
- Rebellion: Uprising
- Intrigue: Gossip, Rumors
- River, Stream, Lake





Tesla & Edison

Introduction

Card game for 2 players. Setting: Turn of the Century United States. One player takes the role of Edison. The other player takes the role of Tesla.

Victory

The player to score the most total Invention Points worth of Cards in their victory pile at the end of the game wins. The game ends when there are less than 10 cards left in the deck and discard combined.

The Research Deck

Players share a common deck.

Round Sequence

Each Round has 5 phases:

1. Discovery Phase
2. Invention Phase
3. Research Phase
4. Patent Phase
5. Laboratory Phase

Discovery Phase

Place the top 10 cards from the deck face up in the center of the table. These 10 cards are called Discovery cards. If the deck runs out, shuffle the discard and draw from it.

Invention Phase

Players take turns selecting 1 Discovery card and putting it in their hands. Edison goes first on odd rounds. Tesla goes first on even rounds. This continues until all 10 Discovery cards have been taken (5 by each player).

Research Phase

You may play up to 2 cards from your hand for the following special abilities. They must be cards you

can use (example: Tesla cant use an Edison Only card) Edison first, Tessler second. – Discard an Industry card to draw 2 cards from the deck.

– Discard a Theory card to draw 5 cards, discard 4 of them, and keep 1. – Discard a Power card and 1 other card to draw 3 cards. – Discard a Sight card to look at opponents hand then draw 3 cards and keep 1.

– Discard a Chemistry card to steal a random card from opponents hand. – Discard a Device card to make opponent discard 1 random card. – Discard a Communication card to take the top card of the discard pile.

Patent Phase

Players may make 1 or more Melds if they are able. A Meld consists of 1 primary card particular to that player and one or more Secondary cards that have a total score exactly equal to the score of the primary card. At least one secondary card must of the same type as the primary.

The other secondary cards can be of any type. Players keep the cards in their respective victory piles.

Laboratory Phase

Players may keep up to 4 non-melded cards in their hand. Discard extra cards.

Research Deck Notation

- T** Card only Tesla may use as a primary card
- E** Card only Edison may use as a primary card
- B** Card both players may use
- IP** Invention Points
- I** Industry
- T** Theory
- P** Power
- S** Sight
- C** Communications
- H** Chemistry
- D** Device

Research Deck Card List

Card Name:	Use	IP	Type
Brockton Operation	E	10	P
Telephone	E	10	C
Discover Etheric Force	E	10	T

Card Name:	Use	IP	Type
Hydroelectric Powerplant	T	9	P
Fluorescent Light	T	8	S
Lasers	T	8	D

Card Name:	Use	IP	Type
Motion Picture Camera	E	9	C
Solid State Diode	E	9	P
Incandescent Light Bulb	E	9	S
Phonograph	E	8	C
Electric Distribution System	E	8	P
Wireless Telegraphy	E	8	C
Alkaline Storage Battery	E	7	P
Electric Rails	E	7	D
Kinetoscope	E	7	S
X-Ray Fluoroscope	E	6	S
Kinetograph	E	6	S
Working Typewriter	E	6	C
Quadruplex Telegraph	E	5	C
Universal Stock Ticker	E	5	C
Universal Electric Motor	E	5	P
Synthetic Carbolic Acid	E	4	H
Industrial Laboratory	E	4	I
Microphone	E	4	C
Mass Production	E	3	I
Sound Ranging	E	3	C
Paraffin Paper	E	3	H
Wizard of Menlo Park	E	2	I
Electrical Vote Recorder	E	2	D
Electric Pen	E	2	D
Trial & Error	E	1	T
1% Inspiration	E	1	T
Electric Chair	E	1	D
Induction Motor	T	10	P
Polyphase Alternating Current	T	10	P
Tesla Coil	T	10	P
Wireless Communications	T	9	C
Father of Radio	T	9	C

Card Name:	Use	IP	Type
Wireless Energy Transmission	T	8	P
Remote Control	T	7	C
Robotics	T	7	D
Discovery of X-Rays	T	7	T
Magnifying Transmitter	T	6	P
Bladeless Turbines	T	6	P
RADAR	T	6	S
Death Ray	T	5	D
Visionary	T	5	T
Theorized Inventions	T	5	T
Loudspeaker	T	4	C
VTOL Aircraft	T	4	T
Spark Plugs	T	4	P
Theoretical Physics	T	3	T
George Westinghouse	T	3	I
Electrical Engineering	T	3	I
Nuclear Physicist	T	2	T
Egg of Columbus	T	2	T
Mechanical Engineering	T	2	I
Electrotherapy	T	1	H
Tessla Principle	T	1	P
Advances in Ballistics	T	1	T
War of Currents	B	3	P
Invention	B	5	D
Investors	B	4	I
Raise Capital	B	4	I
Patents	B	3	I
Genius	B	5	T
Prototype	B	1	D
Exposition	B	2	I
Experimentation	B	1	I
Laboratories	B	2	I

Links

Edison Edison Inventions Tesla Biography Tesla
Tesla Wikipedia





The Athenians

Introduction

Card game for 2-4 players. Theme: Players are Athenian generals in the 5th century accumulating influence and prestige.

Victory

At the end of the game, the player with the most prestige points wins.

Game End

The game ends when there are no cards left in the Deck.

Dice

Six sided dice are used.

Common Deck

Players share a common set of Cards. There are 8 Card Types: Proposal (Gain Prestige one time) Events (Multiple Effects) Associates (Gain Prestige every turn) Prosecutions (Remove Associates & Strategoi) Popularity (Temporary Influence Gain) Reaction (Multiple Effects) Victory (Gain Influence) Defeat (Lose Influence)

Prestige

Use Tokens to keep track of Prestige earned by Associates.

Strategoi

Each player starts the game controlling one Leader. The Leader is a General (Greek: Strategos). The available Strategoi (and Special ability) include:

1. Pericles (+2 to Initiative Rolls)
2. Nicias (At end of Availability Phase you may flip over an extra card)
3. Theramenes (At end of Availability Phase you may discard one card)
4. Myronides (Victories give +1 Influence)
5. Thucydides (+5 Influence for Prosecutions)
6. Cleon (Gain 1 Prestige Point per turn)
7. Alcibiades (Victories are worth 1 Prestige each)
8. Adeimantus (+1 Influence per Associate)
9. Anytus (Ignores Defeat Penalties)
10. Aristides (Ignores Prosecutions against himself)
11. Callias, Son of Hipponicus (Hand Size +2)
12. Cimon (+5 Influence when Persians are the enemy)
13. Ephialtes (Popularity cards have +1 Influence)

14. Hagnon (+5 Influence for Proposals)

15. Hyperbolus (+2 Influence)

16. Lamachus (Starts with 10 Extra Prestige Points)

Death Of A Strategos

If your Strategos is ever killed or removed from play, you must start over: Keep your Prestige, but discard all Victories, Defeats, and Associates. Pick one of the un-played named Strategos to continue with. If none are left you get an unnamed general with no special ability.

Definitions

Strategos: Military General (Leaders). Plural: Strategoi Associates: Followers, Supporters, and Friends of a Leader Persona: Leaders and Associates

Setup

Each player selects one Strategos. Roll high on 1D6 to determine who selects first. Each player starts with 10 Influence and 10 Prestige.

Round Sequence

Each round has 6 Phases:

1. Enemy Phase
2. Availability Phase
3. Turn Order Phase
4. Action Phase
5. Prestige Phase
6. End Phase

Enemy Phase

Roll 1D6: If Even Persia is the Enemy; If odd Sparta is the Enemy this round.

Availability Phase

Flip over the top 5 + X cards of the deck where X is the number of players. These are placed face up in the middle of the table. These cards are known as the Available cards.

Turn Order Phase

Players roll high 1D6 to determine turn order this round. Reroll ties. This is known as the Initiative Roll.

Action Phase

Players take turns (in Turn order) selecting one Available card. This continues until all Available cards have been selected. — If a player selects a Popularity or Reaction card, they put that card in their hand.

— If a player selects an Associate, that associate becomes theirs and is placed Face up in front of them. — If a player picks a Proposal or a Prosecution then a Vote is conducted Immediately to see which player wins it. — If a player picks an Event card resolve it immediately.

— If a player selects a Victory or Defeat, it becomes theirs and is placed Face up in front of them.

Prestige Phase

Associates earn prestige for their Leaders.

End Phase

Max hand size is 4 cards discard excess cards.

Resolving Votes

This applies to Proposals and Prosecutions. The player with the most Influence wins the vote. Each player derives their individual Influence Total from several sources:

1. Base Influence (10)
2. Victories (positive) and Defeats (negative)
3. Additional 1D6 Points for current vote (rolled separately for each player)
4. Any Popularity cards played by the player

Note: A player does not have to play Popularity cards if he has them. Popularity cards are played face down before Influence rolls (1D6) are made. Players reveal their Popularity cards simultaneously.

Proposals

If a player wins a proposal vote, he keeps the proposal card face up next to him. It is worth prestige points for final scoring. Some proposals may give other additional benefits.

Prosecutions

If a player wins a proposal vote, he causes the Leader or one associate of one opponent to be discarded (executed or exiled) Discard the Prosecution card once the vote is over. Some Prosecutions are very specific. If there are no matching targets then no one

is discarded. Instead of being exiled/killed a Leader may choose to discard 2D6 Prestige Counters instead.

Associates

These individuals provide their leader with a steady stream of prestige points. Some give additional benefits. All have one or more descriptors including: Citizen (of Athens) Greek (but not Athenian) Foreigner (Diplomats and such) Aristocrat (Rich Land owner) Philosopher, Mathematician, Historian, Sophist, etc.

Events

These often result in the death of one or more associates or leaders. They are discarded after being resolved.

Reactions

These are held in the hand and played when appropriate. They might negate a vote or event. Some manipulate turn order, Available cards, the deck, or player's hands.

They are discarded when played.

Popularity

Fleeting alliances, oratories, and circumstances that give the Strategoi advantages during votes. They are discarded when played.

Victories And Defeats

Many of these are military but they can also represent political and economic efforts That provide the Strategoi with permanent influence.

Mass Death Rules

Activated by certain Events. Roll 1D6 for each and every Persona in play. On a roll of 1 that persona is killed.

Card List Notation

- P** Proposal (Gain Prestige one time)
E Events (Multiple Effects)
A Associates (Gain Prestige every turn)
X Prosecutions (Remove Associates & Strategoi)
U Popularity (Temporary Influence Gain)
R Reaction (Multiple Effects)
V Victory (Gain Influence)
D Defeat (Lose Influence)

Common Deck Card List

Name:	Type:	Points	Notes:
Declare War	P	15	-

Name:	Type:	Points	Notes:
Murder	E	-	Kill target Persona
Assassination	E	-	Kill target Persona
Scandal	D	4	-
Build Temple	V	3	-
Bribery Charges	X	-	-
Old Age	E	-	discard a random persona of yours
Illness	E	-	Discard a random persona of yours
Hoplite Reform	P	15	-
Suppress Revolt in Euboea	V	4	-
Defeat at Tanagra	D	5	-
Lost Egyptian Expedition	D	4	-
Command Flotilla	V	1	-
Peace of Callias	P	13	-
Shrine Reconstruction	P	8	-
Military Failure	X	-	Versus Leader only
Ostracized	X	-	-
Persuade Spartans	V	4	-
Bribe Spartans	V	1	-
Suppress Revolt in Samos	V	4	-
Suppress Revolt in Byzantium	V	3	-
Found Colony at Thurii	P	14	-
Alliance with Segesta	V	2	-
Alliance with Corcyra	V	2	-
Embezzlement Charges	X	-	-
Fund the Navy	P	10	-
Plague	E	-	Mass Death Rules
Investigation	U	9	For Prosecution only
Oratory	U	7	-
Avoid Battle with the Spartans	D	2	-
Impiety	X	-	-
Treachery	X	-	Versus Citizen Only
Rumors	U	6	-
Bodyguards	R	-	Negate Murder or Assassination
Spared	R	-	Negate a Prosecution
Vetoed	R	-	Negate a Proposal
Acquitted	R	-	Negate a Prosecution
General Amnesty	R	-	Negate a Prosecution
Heroic Death in Battle	E	-	-
Revealing Secret Rites	X	-	-
Archons	U	6	-
The Mob	U	5	-
Olympics	V	2	-
Discover Silver Deposits	V	4	-
Control Boeotia	V	3	-
Demagogue	U	7	-
Control Aegina	V	3	-
Magistrates	U	8	-
Discredited	D	4	-
Adroit Political Maneuvering	U	10	-
Delian League Treasury	V	5	-
Battle of Mantinea	D	4	-
Democratic Reforms	P	14	-
Public Address	U	5	-

Name:	Type:	Points	Notes:
Ecclesia	U	7	-
Delegation	U	6	-
Embassy	P	6	-
Oppose Motion	U	6	-
Cut off Prisoners Hands	P	7	-
Election	P	12	-
Accusations	U	7	For Prosecution only
Profaning the Eleusinian Mysteries	X	-	-
Decision at Eurymedon	V	3	-
Demos	U	5	-
Anti-Democratic Activities	X	-	-
Defeat Persians at Salamis	V	5	-
Oath Taking	U	7	-
Policy of Restraint	P	9	-
Medizing	X	-	Versus Greek Only
Public Policy	P	8	-
Trierarchs	U	5	-
Siege of Thasos	V	2	-
Athenian Coinage	P	13	-
Areopagus	U	6	-
Enforce Tribute	P	8	-
Hermocopids	E	-	Discard Remaining Available cards
Conservatives	U	8	-
Treason	X	-	-
Radicals	U	7	-
Colonization of Scyros	V	4	-
Pre-eminence	U	6	-
Corruption	X	-	-
Build Walls and Fortifications	P	9	-
Expedition against Naxos	V	3	-
Alienate the People	D	4	-
Thirty Tyrants	E	-	Mass Death Rules
Thirty Years Peace	V	5	-
Defeat at Sea	D	4	-
Found Amphipolis	V	3	-
Peace of Nicias	V	3	-
Logic	U	7	-
Sicilian Expedition	D	5	-
Grant Citizenship	P	10	-
Achaeus of Eretria	A	1	Tragedian Greek
Aeschylus	A	3	Tragedian Citizen
Agatharchus	A	1	Painter Greek
Agathon	A	1	Tragedian Citizen
Agoracritus	A	1	Sculptor Citizen
Alcamenes	A	1	Sculptor Citizen
Alcidamas	A	1	Rhetorician Greek (1 Influence)
Anaxagoras	A	2	Philosopher Greek
Andocides	A	1	Orator Citizen
Antisthenes	A	1	Cynic Citizen
Archelaus	A	1	Philosopher Citizen
Aristophanes	A	3	Comic Poet Citizen
Aspasia	A	1	Wife Greek (1 Influence)
Calamis	A	1	Sculptor Citizen

Name:	Type:	Points	Notes:
Callias, Son of Calliades	A	1	Politician Citizen (1 Influence)
Clenias	A	0	Aristocrat Citizen (1 Influence)
Cleophon	A	0	Politician Citizen (1 Influence)
Cratinus	A	1	Comic Poet Citizen
Cratylus	A	1	Skeptic Citizen
Damon	A	1	Musical Theorist Citizen
Democritus	A	2	Philosopher Greek
Diopieithes	A	0	Soothsayer Citizen (1 Influence)
Euripides	A	2	Tragedian Citizen
Gorgias	A	1	Rhetorician Sophist Greek
Hellanicus	A	1	Logographer Citizen
Heracleitus	A	1	Philosopher Greek
Herodotus	A	3	Historian Greek
Hippodamus	A	1	City Planner Citizen
Ictinus	A	1	Architect Greek
Isocrates	A	2	Rhetorician Citizen (2 Influence)
Lampon	A	1	Soothsayer Citizen (1 Influence)
Meton	A	1	Astronomer Citizen
Myron	A	2	Sculptor Greek
Pheidias	A	2	Sculptor Citizen
Polygnotus	A	2	Painter Citizen
Protagoras	A	1	Sophist Philosopher Citizen
Socrates	A	3	Philosopher Citizen
Sophocles	A	3	Tragedian Citizen





The Battle Of Lake Champlain

Introduction

Board & card game for 2 players. September 11, 1814 Naval Battle. One player is the British. The Other is the United States.

Historically the US won the battle.

Victory

You win if you Sink/Disable/Capture the opposing Frigate/Corvette, Brig, and 1 Sloop/Schooner.

Us Fleet Ship Table

#	Name	Type	Hits
1	Saratoga	Corvette	4
1	Eagle	Brig	3
1	Ticonderoga	Schooner	2

British Fleet Ship Table

#	Name	Type	Hits
1	Confiance	Frigate	4
1	Linnet	Brig	3
1	Chub	Sloop	2

Setup

Each player places one Ship on squares of his back 2 rows. Ships may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Maneuver Phase
3. Fire Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards. Discard excess cards.

The Map

Use an 8x8 chessboard. The center 4 spaces are Crab Island. Ships may not enter or move or attack through the island.

The Ships

Use chits or miniatures to represent Ships.

Unit Table Notation

Number of that type of Ship you start the game with.

Hits Number of Hits that type of Ship has.

#	Name	Type	Hits
1	Preble	Sloop	2
5	Squadron	Gunboats	2

#	Name	Type	Hits
1	Finch	Sloop	2
6	Squadron	Gunboats	2

Maneuver Phase

Play (discard) a Move card to move one of your Ships. The move card has a number. This is the number of spaces the Ship moves.

Moves can be diagonal or orthogonal. A Ship may make 1 Move per turn. The Schooner can make 2 Moves per turn.

Fire Phase

Play (discard) an Attack card to have a Ship attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. Every attack does 1 point of damage. Use Chits or coins to record damage.

A ship reduced to zero Hits sinks and removed from the board. Your opponent may play (discard) Defense cards to negate your attack.

Card List Notation

M Movement
A Attack
D Defense
X Special
K As a Knight would move in chess

Type Purpose of card
Dam Damage (inflicted or prevented)
Adj Adjacent
F/C Frigate and Corvette
CI Crab Island
 Crippled = Ship may no longer Move
 # Number of that card in the Deck

Common Deck Card List

Card Name:	#	Range	Type	Notes
Commodore Downie	1	-	X	British player draws 3 Cards
Master Macdonough	1	-	X	US player draws 3 Cards
Gain Initiative	1	-	X	Draw 2 Cards
Maneuver	4	1	M	-
Light Breeze	4	2	M	-
Advance	4	3	M	-
Flank	4	K	M	-
Shoal	1	-	X	Negate Move
Variable Wind	1	-	X	Negate Move
Drift	1	-	X	Move Damaged Enemy 1 Space
Powerful Ship	1	3	A	F/C Only
Broadsides	1	2	A	F/C & Brigs Only
Support	1	K	A	Gunboats only
Go Aground	1	1	A	Crippled. vs Ship Adj to CI
Dismasted	1	2	A	Crippled
Captain Killed	1	3	A	Crippled
Boarding Action	1	1	A	Only vs same size or smaller
Surrender	1	1	A	Only vs Ship with 1 Hit left
Flee	1	2	A	Only vs Ship with 1 Hit left
Take a Drubbing	1	2	A	Orthogonal Only
Hotly Engaged	1	2	A	Diagonal Only
Raked	1	1	A	Diagonal Only
Long Guns	1	3	A	British Only
Congreve Rockets	1	K	A	British Only
Fight at Anchor	1	2	A	US Only
Spin Around	1	K	A	US Only
Portside Guns	1	3	A	US Only
Return Shots	1	2	A	Only by ship damaged last turn
Exchange	1	1	A	Only by ship damaged last turn
Carronades	1	1	A	Orthogonal Only
Batteries Wrecked	1	-	D	Only if Attacker Damaged
Exhausted	1	-	D	Only if Attacker Damaged
Rally	1	-	D	-
Careful Placement	1	-	D	US Only. Negate Atk Range 3+
Hold Back	1	-	D	Or Negate Move. US Only. Vs Gunboats Only

Links

Battle Wikipedia





The Byzantines

Introduction

Card game for 2 players. Players take turns controlling the Byzantine Empire. On a players off-turn he represents the many Foes of the Byzantines.

Game End

The Game ends after 12 Turns. If at any time the Byzantine Empire is reduced to zero or less Territory Tokens the game ends immediately and the Current Byzantine player loses 3 Legacy Tokens.

Victory

The player with the most Legacy Tokens at the end of the game wins.

Legacy Tokens

Players share a common set of Legacy Tokens (LT).

Territory Tokens

The Byzantine Empire starts with 10 Territory Tokens (TT). The most TT it can have is 20.

Emperor Token

Players take turns controlling the Emperor Token (ET). The current controller is the Byzantine player (The Emperor). Each player will get to be the Byzantines for 6 out of the 12 turns.

The Decks

There are 2 decks: The Byzantine Deck The Foes Deck

Turns & Ages

The game is divided into 3 Ages. The Game is played in 12 Turns. The first 4 Turns is the Early Age Turns 5-8 is the Middle Age Turns 9-12 is the Late Age Some cards are only useable during specific Ages.

Setup & Deck Management

Remove all Middle Age cards from the decks and set them aside. Remove all Late Age cards from the decks and set them aside. When the Middle age starts shuffle the Middle age cards into the deck.

When the Late age starts shuffle the Late age cards into the deck. The older player gets the Emperor Token First. Each player starts with 10 Legacy Tokens.

Turn Sequence

Each turn has 6 Phases:

1. Draw Phase
2. Age Phase
3. Redraw Phase
4. Meld Phase
5. Legacy Phase
6. End Phase

Draw Phase

Each Foe player fills their hand to 8 cards. The Byzantine player fills his hand to only 9 cards in the Early Age. The Byzantine player fills his hand to only 8 cards in the Middle Age.

The Byzantine player fills his hand to only 7 cards in the Late Age. If a deck ever runs out, shuffle the discard and draw from it. Important: The first 4 cards you draw are revealed to your opponent for 10 seconds. Draw the remaining cards you are entitled to and keep them all in your hand.

Age Phase

Discard any cards in your hand that are not useable in the current Age and draw replacements. If the discarded cards are from an earlier age, remove them from the game.

Redraw Phase

Each player may discard up to 4 cards and draw replacements.

Meld Phase

Each player makes a Meld. A Byzantine Meld may have: Up to 1 Leader card Up to 2 Recovery cards Up to 4 Troop cards Up to 1 Negotiation card Up to 2 Legacy cards A Foe Meld may have: Up to 1 Northern Foe card Up to 1 Southern Foe card Up to 2 Disaster cards (Max 1 Natural Disaster) Up to 4 Troop cards If a Negotiation card is played, the Byzantine player may discard 1 target Foe card. The Foe player may replace it immediately with another Foe card if he has one in hand. Each player totals the Force of the cards in his Meld.

The Foe player gets Force Bonuses if his Foe cards match his Troop card types. The side with the higher Force Total wins. If Tied the Foe player wins.

The Byzantine Empire gains or loses Territory Tokens equal to the difference in the Force Point Totals. All Meld cards are discarded. Unique Meld cards are removed from play.

Legacy Phase

The Byzantine Player (BP) potentially earns Legacy Tokens (LT). If the Empire lost TT this turn the BP loses 1 LT. If the Empire gained TT this turn the BP gains 1 LT.

The BP gains LT equal to the Legacy value of the Legacy cards he played in Meld Phase.

End Phase

If you have cards left in your hand, discard down to 1 card and pass it to your opponent. Players switch control of the Emperor Token.

Play In Defense Cards

PD Play in Defense

Some Foe cards have this Trait. If the Byzantine player plays a Leader the Foe player may play a PD card in excess of any other Foe card limits.

Can Be Bought Off Cards

BO Can be Bought Off

Some Foe cards have this Trait. The Byzantine player may discard a target BO card by discarding any one card from his own Meld.

Foes Deck Card List Notation

D Disaster

N Natural Disaster

FN Northern Foe

SF Southern Foe

T Troop Type

E Early Age (300-630 AD)

M Middle Age (630-1000 AD)

L Late Age (1000-1453 AD)

A All Ages

BO Can be Bought Off

PD Play in Defense

U Unique

Foes Deck Card List

Name:	#	Type	Force	Age	Notes:
Barbarians	12	T	1	A	
Heavy Cavalry	6	T	4	A	
Light Cavalry	9	T	3	A	
Infantry	6	T	2	A	
Fleets	6	T	2	A	
Siege	6	T	3	A	
Huns	1	FN	5	E	BO; Barbarians +2
Gothic Tribes	1	FN	4	E	BO; Barbarians +2
Vandals	1	FS	2	E	PD; Barbarians +2
Persians	1	FS	3	E	Any Cavalry +1
Sassanids	2	FS	4	E	Heavy Cavalry +3
Avars	1	FN	3	E	Light Cavalry +2
Slavs	1	FN	1	EM	Barbarians +2
Rus	1	FN	4	M	Infantry +3
Varangians	1	FN	3	M	Fleets +3
Magyars	1	FN	3	M	Light Cavalry +2
Lombards	1	FN	3	M	Barbarians +2
Muslims	1	FS	5	M	Any Cavalry +1
Arabs	2	FS	4	M	Light Cavalry +2
Umayyad Caliphate	1	FS	4	M	Fleets +3
Pechenegs	1	FS	2	L	Light Cavalry +2
Seljuk Turks	1	FS	4	L	Light Cavalry +2
Ottoman Turks	2	FS	5	L	Siege +3
Hungarians	1	FN	3	L	PD; Infantry +3
Normans	1	FN	3	L	Barbarians +2
Crusaders	1	FN	4	L	Siege +3
Bulgarians	1	FN	3	A	Infantry +3
Exhaustion	2	D	2	A	
Weakness	1	D	3	A	
Rebellion	2	D	2	A	
Riots	1	D	1	A	

Name:	#	Type	Force	Age	Notes:
Renegade	1	D	3	A	
Revolts	1	D	3	A	
Decadence	1	D	1	A	
Crisis	1	D	3	A	
Disease	1	N	3	A	
Plague	2	N	5	A	
Famine	2	N	4	A	
Fragmentation	1	D	2	M	
Iconoclasm	1U	D	3	M	
Great Schism	1U	D	4	L	
Decline	1	D	3	L	
Disintegration	1	D	3	L	
Civil War	1	D	5	L	
Feudalization	1	D	1	L	

Byzantines Deck Card List Notation

R Recovery
G Great Leader

N Negotiations
T Troop Types
X Legacy
LV Legacy Value

Byzantines Deck Card List

Name:	#	Type	Force	Age	Note
Justinian	1U	G	7	E	
Belisarius	1U	G	6	E	
Macedonian Dynasty	1U	G	5	M	
Basil	1U	G	6	M	
Komnenian Dynasty	1U	G	5	L	
Palaiologan Emperors	1U	G	4	L	
Varangian Guard	1	T	5	A	
Mercenaries	4	T	3	A	
Cataphracts	2	T	4	A	
Light Cavalry	2	T	3	A	
Heavy Infantry	1	T	4	A	
Light Infantry	1	T	3	A	
Stronghold	1	T	4	A	
Militias	1	T	1	A	
Garrison Troops	1	T	2	A	
Constantinople Walls	1	T	5	A	
Fortifications	2	T	3	A	
Siege Engines	1	T	4	A	
Greek Fire Fleets	2	T	4	A	
Allied Contingents	3	T	2	A	
Diplomacy	1	N	2	A	
Treachery	1	N	2	A	
Marriage	1	N	3	A	
Tribute	1	N	1	A	
Treaty	1	N	1	A	
Trade	2	R	3	A	
Reconquest	1	R	5	A	
Autocracy	1	R	2	A	
Taxes	1	R	3	A	

Name:	#	Type	Force	Age	Note
Administration	1	R	2	A	
Theme System	1	R	3	ML	
Campaigns	1	R	4	A	
Restoration	1	R	5	A	
Reforms	2	R	3	A	
Missionaries	1	R	3	A	
Hagia Sophia	1	L	-	E	LV = 3
Codex Justinianus	1	L	-	E	LV = 2
Coinage	1	L	-	A	LV = 1
Music & Dance	1	L	-	A	LV = 1
Cuisine & Dress	1	L	-	A	LV = 1
Science	1	L	-	A	LV = 1
Literature	1	L	-	A	LV = 1
Civilization	1	L	-	A	LV = 2
Unique Art	1	L	-	A	LV = 2
Architecture	1	L	-	A	LV = 2
Greek Orthodoxy	1	L	-	A	LV = 2
Bureaucracy	1	L	-	A	LV = 1
Renaissance	1	L	-	L	LV = 3

Links

Wikipedia





The Danger Zone

Introduction

Card game based on the Archer animated TV show.

Disclaimer

Archer is a licensed, copyrighted property. This is merely a fan site.

Objective

Be the first player to complete 3 missions.

The Deck

Players share a Common Deck. The Deck has 6 Suites:

- A** Archer
- S** Staff
- O** Operative
- M** Mission
- J** Joke
- F** Foe

Completing Missions

A Mission consists of 6 cards, one from each suite.

Setup

Shuffle the deck. Each player is dealt 7 cards. The most insensitive player goes first.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Briefing Phase
2. Operations Phase
3. Mission Phase
4. Debriefing Phase

Briefing Phase

Fill your hand to 7 cards. If the deck ever runs out, shuffle the discard and draw from it.

Operations Phase

Play (Discard) 1 card from your hand. It's effect is determined by its Suite:

Card Type:	Effect:
Archer	Steal 1 random card from your opponents hand
Staff	Draw 2 cards
Operative	Draw 1 card. Look at Opponent's hand
Mission	Draw 1 card. Look at next 5 cards in Deck
Joke	Draw 1 Card. Opponent discards 1 card of his choice
Foe	Opponent discards 2 random cards

Mission Phase

If you have all six suites represented in your hand, you succeed in Completing one Mission. Discard your hand. If you do not complete a mission nothing happens. Keep track of the number of Missions you have

completed.

Debriefing Phase

You must discard down to 6 or less cards.

Common Deck Card List

Type	Card Name:	Notes:
A	Sterling Archer	Worlds most Dangerous Secret Agent
A	Binge Drinking	Primary Interest
A	Hangover	
A	Mommy Issues	Absentee Mother
A	Gross Incompetence	Skilled in Weapons, Driving, Martial Arts
A	Willful Ignorance	Non-Serious

Type	Card Name:	Notes:
A	Criminal Negligence	In Pursuit of Jet Setting Lifestyle
A	Captain Topper Bottom	Honeypot Disguise
A	Afraid of Alligators	Also Bermuda Triangle and Cyborgs
A	Giant Ass	
S	Mallory Archer	Self Centered, Greedy, Manipulative, Alcoholic
S	Mallory Archer	Half-baked, Disastrous Schemes
S	Pam Poovey	Gossipy, Crude, Impulsive HR Hedonist
S	Pam Poovey	Drift Card Racer and Bare Knuckle Fighter
S	Cheryl Tunt	Malory's Insane Secretary
S	Cheryl Tunt	Rich Heiress
S	Dr Krieger	Kinky, Bizarre, Mad-Scientist
S	Woodhouse	Sterling's Valet
S	Cyril Figgs	Comptroller of ISIS
S	Cyril Figgs	Inferiority Complex
O	Lana Kane	Deadly with Large Hands
O	Lana Kane	Often reduced to her Undewear
O	Ray Gillette	Gay ISIS agent
O	Ray Gillette	Hick Town Background
O	ISIS Agent	-
O	Katya Kazanova	Russian Love Interest
O	Conway Stern	Black Jewish Diversity Hire
O	Cuban Operative	-
O	The Accountant	Cyril as a Field Agent
O	Seductress	Pam as Field Agent
M	The Danger Zone	Catch-Phrase
M	Bomb Threat	-
M	Kidnapped	Mind Control Chip
M	Mole Hunt	-
M	Skorpio	Arms Dealer
M	Training Exercise	-
M	Whore Island	-
M	Lucrative Contract	-
M	Hide Dead Body	Italian Prime Minister
M	Expense Account	Break into own Offices
F	KGB Agents	-
F	ODIN Agents	-
F	Pirates	-
F	Crenshaw	The Mole
F	Len Trexler	Head of ODIN. Dating Mallory
F	Nikolai Jakov	Head of KGB. Dating Mallory
F	Barry Dylan	Full Cyborg Conversion
F	Gay Assassins	Miami
F	Old Flame	Its Personal
F	Uta and Manfred	German Hitman and Twisted Girlfriend
J	Anachronisms	Esoteric References
J	Dead Prostitute	Situational Comedy
J	Gratuitous Violence	Spy Stuff
J	Gratuitous Sex	Office Party
J	Awkward Moments	Frequent
J	Phrasing	Sexual Innuendo
J	Baby Shamus	Sterling's Son
J	Pop Culture References	Burt Reynolds, Kenny Loggins
J	Gunshot Wound	Recurring Gag

Type	Card Name:	Notes:
J	Ocelot	One of Sterling's Obsessions





The Depths Of The Earth

Introduction

Module 1 represents the tunnels in the Earth's crust. Module 2 represents a lost underground pre-

historic realm. The Artifact is a clutch of Dinosaur eggs.

Module 1 Spelunking Card List

Card Name:	Notes:
Collapsing Stone Bridge	Agility & (Strength or Mechanics)
Cave In	(Agility & Strength) or (Science & Mechanics)
Deadly Gasses	Science & Survival
Scrawled Message	Linguistics: NPIFS move forward 1D6 spaces
Endless Caverns	Science or Survival
Rolling Boulder	Agility or Mechanics
Falling Stalagmite	Agility DM +2
Lava Flow	(Agility or Science) & Survival
Earthquake	Agility & (Survival or Science)
Tunnel Fireball	Science & (Agility or Survival)
Underground Sea	Sailing x2
Underground River	Sailing: If successful move extra 1D6 spaces
Volcanic Eruption	Agility & Survival
Hot Geyser	Science & Agility
Volcanic Ash	Science & Survival
Mud Slide	Strength & Survival

Primordial Ooze Science

Panic	Personality DM +2
Mutant Albinos	Combat or Personality
Map of the Underworld	Linguistics: NIPFS move forward 1D6 spaces

Found Recover one random lost (Killed) party member

Climbing Gear	Aid: Survival +2 or Agility +2
Geology Texts	Aid: Science +3
Spelunking Equipment	Aid: Survival +2 or Agility +2
Digging Tools	Aid: Survival +3

NPIFS = No Penalty if Failed, If Successful...

Module 2 Lost World Card List

Card Name:	Notes:
Lost Explorer	Personality & Linguistics: NIPFS Gain one companion
Cro Magnon Men	Personality or Linguistics: If successful Gain one servant
Lizard Men Attack	Combat
Treachery	Personality or Combat

Card Name:	Notes:
Simian War Party	Combat DM +2
Pterodactyl Attack	Agility x2
Neanderthal Ambush	(Combat & Agility) or (Personality & Linguistics)
Raptor Pursuit	Agility DM +2 & Combat
Sea Monster	Sailing & Combat
Whirlpool	Sailing & Agility
Waterfall	Sailing & Strength
Treacherous Cliffs	Survival or Agility or Mechanics

Prehistoric Mounts Survival: If successful move extra 1D6

Tracks	Survival: NIPFS move extra 1D6
Homo Erectus Tribe	Combat or (Personality & Linguistics)
Mad Man	(Combat & Strength) or Personality
River Rapids	Sailing & Survival
Tyrannosaurus Rex	Agility & Combat DM +4
Dinosaur Stampede	Agility x2
Giant Snake	Agility & Combat
Pit Trap	Agility x2 or Mechanics x2
Tar Pits	Strength x2
Wholly Mammoths	Agility x2
Giant Venus Fly Trap	Strength x2
Giant Spider Web	Combat & Strength
Net Trap	Agility & Strength
Mutiny	Personality & Combat
Climb Tree	Aid: Agility +3
Canoe	Aid: Sailing +2 or Move extra 1D6
Bow & Arrows	Aid: Combat +2 or Survival +2
Friendly Natives	Aid: Linguistics +2 or Survival +2





The Diet Game

Introduction

Gamers are trying to lose weight prior to their 15 year high school reunion. Card game for 2+ players.

Winning

Be the First player to lose 10 pounds. (i.e. score of -10)

The Deck

Players share a common deck.

Weight

Keep track of 'relative' weight using coins, tokens, dice, etc. Remember you are trying for a negative score. Weight is in "pounds".

Setup

The most out-of-shape player goes first.

Turn Sequence

Players take turns. Each turn has 8 phases: A New Day Phase Planning Phase Breakfast Phase Exercise Phase Lunch Phase Dinner Phase Cheat Phase Snack Phase

A New Day Phase

Fill your hand to 7 cards. If the deck runs out, shuffle the discard & draw from it.

Planning Phase

You may discard up to 3 cards & draw replacements.

Breakfast Phase

Play from your hand a Well Balanced Breakfast card or a Breakfast card that causes you to lose 1 pound. If you do not play a card, the player to your right may play a Breakfast card that causes you to gain 1 pound.

Common Deck Card List

Card Name:	#	Type	Gain
Pancake Breakfast	1	B	+1
Continental Breakfast	1	B	+1

Exercise Phase

You may play from your hand one Exercise card that causes you to lose 1 pound. Any opponent may play a Laziness card to negate the Exercise card.

Lunch Phase

Play from your hand a Well Balanced Lunch card or a Lunch card that causes you to lose 1 pound. If you do not play a card, the player to your right may play a Lunch card that causes you to gain 1 pound.

Dinner

Play from your hand a Well Balanced Dinner card or a Dinner card that causes you to lose 1 pound. If you do not play a card, the player to your right may play a Dinner card that causes you to gain 1 pound.

Cheat Phase

Any opponent may play a Cheat card to cause you to gain 1 pound. You may play from your hand a Willpower card to negate the Cheat card.

Snack Phase

Play from your hand a Well Balanced Snack card or a Snack card that causes you to lose 1 pound. If you do not play a card, the player to your right may play a Snack card that causes you to gain 1 pound.

Card List Legend

- B** Breakfast
- L** Lunch
- D** Dinner
- S** Snack
- C** Cheat
- E** Exercise
- N** Negate

Card Name:	#	Type	Gain
Breakfast Buffet	1	B	+1
Well Balanced Breakfast	3	B	0
Yogurt & Fruit	1	B	-1
Diet Bar or Shake	1	B	-1
Cereal & Fruit	1	B	-1
Junk Food Lunch	1	L	+1
Burger Joint Lunch	1	L	+1
Fast Food Lunch	1	L	+1
Well Balanced Lunch	3	L	0
Soup & Salad	1	L	-1
Tuna-salad Pita	1	L	-1
Sports Lunch	1	L	-1
Ethnic Buffet	1	D	+1
All-You-Can-Eat Bar-B-Q	1	D	+1
Steak House (Red Meat)	1	D	+1
Well Balanced Dinner	3	D	0
Chef Salad (Rabbit Food)	1	D	-1
Grilled Chicken & Greens	1	D	-1
Steamed Vegetables & Fish	1	D	-1
Bag of Chips	1	S	+1
Cookies	1	S	+1
Box of Candy	1	S	+1
Light Snack	3	S	0
Carrot Sticks	1	S	-1
Nuts or Seeds	1	S	-1
Apple	1	S	-1
Pint of Ice Cream	1	C	+1
Chocolate Cake	1	C	+1
Carb Fest	1	C	+1
Scarf Leftovers	1	C	+1
Binge Eating	1	C	+1
Second Helping	1	C	+1
Aerobic Exercise	1	E	-1
Bicycling	1	E	-1
Workout at Gym	1	E	-1
Diet Pills	1	E	-1
Fad Diet	1	E	-1
Fasting	1	E	-1
Willpower	2	N	Negate a Cheat Card
Laziness	2	N	Negate an Exercise Card

Number of that type of card in the deck.





The English Civil War

Introduction

Card game for 2 players. Simulation of the British Civil Wars 1642-1649. One player is the Parliamentarians.

The other player is the Royalists.

Victory

The first player to control all 20 Territory Markers wins the game.

Territory Markers

Each player starts the game with 10 Territory Markers. Use coins or tokens or glass beads for markers.

Dice

Several Six-sided Dice (D6) are needed.

Regiments

Regiments are the basic Military Unit of the game. Use chips or counters or figures to represent regiments.

The Deck

Players share a common deck. There are 2 Main types of cards: Battle Cards & Event Cards. Battle cards are further divided into 5 Suites: Tactics, Terrain, Troops, Leadership, and Morale.

Setup

Shuffle the deck. Each player starts with 10 Regiments and 10 Territory Markers.

Turn Sequence

Each turn has 8 Phases (and 3 Segments):

1. Strategy Phase
2. Muster Phase
3. Declarations Phase
- I. Skirmish Segment II. Battle Segment III. Siege Segment
4. Capitulation Phase
5. Plot Phase
6. Loss Phase
7. Support Phase
8. End Phase

Note that only one of the 3 possible Segments will be Conducted in a turn.

Strategy Phase

Both players fill their hands to 8 cards. If the deck runs out, shuffle the discard and draw from it.

Muster Phase

Each player gains 4D6 Regiments. If a player is allied to the Scots, he gains an extra 1D6 Regiments. If a player is allied to the Irish, he gains an extra 1D6 Regiments.

Declarations Phase

Each player declares whether he wants to attack or defend this turn. (Players write their intentions down & then reveal them simultaneously) If both players wish to attack, go to Battle Phase. If both players wish to defend, go to Skirmish Phase.

If one player wishes to Attack, and the other wants to defend, the Defender must choose:

1. Accept Battle (Go to Battle Phase)
2. Accept Siege (Go to Siege Phase)
3. Strategic Retreat (Go to Capitulation Phase)

Skirmish Segment

Both players lose 1D6 Regiments in Raids and Minor Engagements. Skip Capitulation Phase.

Battle Segment

A Major Battle Occurs. There are 5 Aspects (Suites) to a Battle: Tactics, Terrain, Troops, Leadership, and Morale. The player who wins the most Aspects wins the Battle. It is possible that Ties can occur.

Each player may play one Battle card in each of the 5 Suites. Each Battle card has a Score. The higher score wins the contest for that suite.

For the Troops Aspect, players add the number of Regiments they control to their Score. If you won a Battle or Siege last turn, get +2 to your Morale Aspect. If you are defending in a Siege, get +2 to your Terrain Aspect.

The winner loses 1D6 Regiments. The loser loses 3D6 Regiments. In a tie, both sides lose 2D6 Regiments.

Siege Segment

The Attacker may decide he does not want to conduct a Siege. In this case, go to Skirmish Phase. A Siege is resolved like a Battle, except that there are fewer Cards in the deck that can be used in a Siege.

Note: Leader cards can always be used in both Battles and Sieges.

Capitulation Phase

- In a Battle where both players were Attackers, the winner Takes 1 Territory Marker (TM) from his opponent. - In a Battle where one player was the Attacker and the other the Defender (Accept Battle), if the Attacker wins, he takes 2 TM. - In a Siege where the Attacker wins, he takes 2 TM.

- In a Strategic Retreat, the Attacker takes 2 TM. The winner may play a Victory card to take 1 additional TM. Note: In a Skirmish or Tie, neither side wins TM.

Plot Phase

Alliances allow a player to recruit more Regiments in Muster Phase. Once made, an Alliance is maintained until some other rule or card ends it. The Parliament Player rolls 1D6: On a roll of 5+ he makes an Alliance with Scotland.

The Royalist Player rolls 1D6: On a roll of 5+ he makes an Alliance with Ireland. An Alliance with the Catholic Irish is not popular in England: The Royalist player must give 1 TM to the Parliament Player (Once only) The Royalist Player rolls 1D6: On a roll of 6+ he makes an Alliance with Scotland. Note that the 2 players can keep stealing Scotland back and forth from each other.

The Protestant Parliamentarians will never ally with Ireland.

Loss Phase

Each player loses 1D6 Regiments due to sickness and desertions.

Support Phase

The Troops must be paid. The Parliament player can support a number of Regiments equal to three times the Number of TM he controls. The Royalist player can support a number of Regiments equal to two times the Number of TM he controls.

Excess Regiments are discarded. The Advantage Parliament enjoys is due to its control of London, the Major Ports, and the Fleet, a substantial advantage in populace and prosperity.

End Phase

Players may discard any cards from their hands they do not want.

Card List Type Notation

E Event
B Battle (Battle Only: Not Siege)
S Siege (Siege only: Not Battle)
D Defender
A Attacker
R Royalist
P Parliament
T Tactics
Z Terrain
X Troops
L Leadership
M Morale
V Victory

Common Deck Card List

Card Name:	Type	Score	Notes:
Charles I	LR	6	4 copies in deck
Prince Rupert	LR	8	2 copies in deck
Oliver Cromwell	LP	10	4 copies in deck; All other Aspects +1
Sir Thomas Fairfax	LP	9	2 copies in deck
Earl of Newcastle	LR	5	-
Marquis of Ormonde	LR	4	-
Duke of Hamilton	LR	3	Only if Royalists Allied with Scots
Sir Ralph Hopton	LR	2	-
Lord Wilmot	LR	1	-
Sir Langdale	LR	1	-
Lord Fairfax	LP	7	-
Earl of Essex	LP	5	-
Earl of Leven	LP	4	Only if Parliamentarians Allied with Scots
Earl of Manchester	LP	3	-
Sir William Waller	LP	2	-
General Skippon	LP	1	-
Roundheads	XP	5	-

Card Name:	Type	Score	Notes:
Ironside Cavalry	XP	8	-
Cavaliers	XR	7	-
Wales	ER	-	Gain extra 1D6 Regiments in Muster Phase
Midlands	ER	-	Gain extra 1D6 Regiments in Muster Phase
Lancashire	ER	-	Gain extra 1D6 Regiments in Muster Phase
Yorkshire	ER	-	Gain extra 1D6 Regiments in Muster Phase
Cornwall	ER	-	Gain extra 1D6 Regiments in Muster Phase
Bristol	ER	-	Gain extra 1D6 Regiments in Muster Phase
Free Quarter	ER	-	Gain extra 1D6 Regiments in Muster Phase
Plunder	ER	-	Gain extra 1D6 Regiments in Muster Phase
Divine Right	ER	-	Gain extra 1D6 Regiments in Muster Phase
Aristocratic Support	ER	-	Gain extra 1D6 Regiments in Muster Phase
Continental Support	ER	-	Gain extra 1D6 Regiments in Muster Phase
Anglican Support	ER	-	Gain extra 1D6 Regiments in Muster Phase
Calvinist Support	EP	-	Gain extra 1D6 Regiments in Muster Phase
Financier Loans	EP	-	Gain extra 1D6 Regiments in Muster Phase
Cloth Towns	EP	-	Gain extra 1D6 Regiments in Muster Phase
Monthly Assessment	EP	-	Gain extra 1D6 Regiments in Muster Phase
London	EP	-	Gain extra 1D6 Regiments in Muster Phase
East Anglia	EP	-	Gain extra 1D6 Regiments in Muster Phase
Command of the Sea	EP	-	Gain extra 1D6 Regiments in Muster Phase
Ports	EP	-	Gain extra 1D6 Regiments in Muster Phase
Customs Revenue	EP	-	Gain extra 1D6 Regiments in Muster Phase
Confiscated Land	EP	-	Gain extra 1D6 Regiments in Muster Phase
Excise Tax	EP	-	Gain extra 1D6 Regiments in Muster Phase
Mobilize	E	-	Gain extra 1D6 Regiments in Muster Phase
Propaganda	E	-	Gain extra 1D6 Regiments in Muster Phase
Reinforcements	E	-	Gain extra 1D6 Regiments in Muster Phase
Negotiations	E	-	Automatically succeed on a Plot Roll
Strategic Victory	V	-	-
Trap	T	10	-
Tactical Blunder	T	5	Negate opposing Tactics card
Well Equipped	M	4	-
Well Trained	M	5	-
Demoralized	M	5	Negate opposing Morale card
Confident	M	6	Also Leadership +1
Crowded	T	7	Opponents Troop Score -15
Move Downhill	T	5	Also Terrain +2
Driving Rain	T	3	-
Depression	BZ	4	-
Battle Cry	M	3	Also Leadership +1
Isolated Flank	BT	4	Opponents Troop Score -10
Perceive Weakness	T	5	Opponents Terrain Score -2
Conviction	M	4	-
Taken in the Flank	BT	8	-
Strategic Blunder	E	-	Opponent must Attack this Turn
Steadiness	M	7	-
Rearguard	E	-	Battle Loser takes 1D6 less casualties
Cannonade	T	3	Opponent loses 1D6 Regiments
Wounded General	M	2	Negate opposing Leader card
Resolute	M	5	Defender gets Morale +2
Brave Fellows	M	6	-
Dogged Action	T	3	Both Sides lose 2 Regiments

Card Name:	Type	Score	Notes:
Fortress	SZD	10	-
Clash	T	4	Both Sides lose 1 Regiment
Elite Force	M	7	-
Scots Brigades	X	5	Only if you are allied with the Scots
Driven Back	M	6	Also Opponents Tactics Score -2
Press Advantage	T	5	Also Morale Score +2
Pitched Battle	BT	5	Both Sides lose 3 Regiments
Forlorn Hope	X	5	-
Dispirited	M	2	Negate opposing Morale card
Resounding Victory	V	-	-
Superior Numbers	T	8	Play only if you have more Regiments
Stronghold	SZD	8	-
Put to the Sword	E	-	Battle/Siege Loser loses 1D6 Regiments
Bitter Campaign	E	-	Opponent loses 1D6 Regiments in Loss Phase
Mutiny	E	-	Opponent loses 1D6 Regiments in Loss Phase
Major Raids	E	-	Opponent loses 1D6 Regiments in Skirmish Phase
Iron Hats	X	5	-
Infantry in the Center	TB	2	-
Cavalry on the Flanks	TB	3	-
Relief Force	SXD	10	-
Artillery Exchange	T	2	Opponent loses 1D6 Regiments
Rally Cavalry	BT	8	Also Troop Score +5
Rout Flank	BT	5	Also Enemy Morale Score -3
Flee the Field	BT	3	Enemy Troop Score -6
Rear Attack	BT	9	-
Scatter Cavalry	BT	4	Enemy Troop Score -5
Regroup	BM	5	Negate Troop Score Penalty
Musketeers	X	5	-
Fighting Withdrawal	TB	4	Both Sides lose 1 Regiment
Exhaustion	M	2	Negate opposing Morale card
Confusion	M	3	Negate opposing Tactics card
High Ground	Z	6	-
Charge	BT	5	-
Poor Ground	BZ	4	Negate opposing Tactics card
Ridge	BZ	4	-
Ditch	BZ	3	-
Surprise Attack	BT	9	-
Out of Position	BT	4	Negate opposing Tactics card
Hedges	BZ	5	-
Dragoons	X	5	-
Discipline	M	5	-
Breakthrough	T	7	-
Reserves	X	10	-
Overwhelm	T	8	Play only if you have more Regiments
Melee	T	5	Both Sides lose 2 Regiments
Crushing Victory	V	-	-
Decisive Victory	V	-	-
Form Alliance	E	-	Automatically succeed on a Plot Roll
Counter Attack	TD	7	-
Falconets	X	5	-
Breach the Walls	AST	10	-
Assault	AT	7	You lose 1 Regiment
Repel	DT	6	-

Card Name:	Type	Score	Notes:
Pursuit	BT	2	Opponent loses 2 Regiments
Outmaneuver	BT	9	-
Loyalty	M	4	Also Leadership +1
Sword & Pike	X	5	-
Push of Pike	BT	4	-
Determination	M	4	-
Veteran Infantry	X	5	-
Leader Killed	M	7	Negate opposing Leader card
Musket Volleys	X	5	-
March Out	STD	4	-
Bombardment	T	3	Opponent loses 1D6 Regiments
Storm Town	AST	8	You lose 2 Regiments
Thick Walls	SDZ	7	-
Treachery	M	5	Steal 1D6 Enemy Regiments
Garrison	SDX	4	-
Slaughter	E	-	Battle/Siege Loser loses 1D6 Regiments
Disorganized	M	2	Opponents Morale & Tactics Scores -2
Lose Coherence	M	3	Opponents Morale & Tactics Scores -1
Poor Deployment	T	5	Negate opposing Tactics Card
Angry	M	5	-
Gallant Resistance	DM	6	-
Ravine	ZB	6	-
Tracked Down	E	-	Defender must pick Accept Battle
Invade	E	-	Draw an extra 3 cards in Strategy Phase
Nightfall	T	6	-
Fleet Support	TP	5	-
New Model Army	PM	8	Also Tactics Score +2

Links

English Civil War

Card Set Available

Thanks Ron! Card Set





The First Balkan War

Introduction

Wargame for 4 players. Simulates the first Balkan War in 1912. One player is the Ottoman Turks.

The other 3 players are the members of the Balkan League: Serbia, Bulgaria, and Greece.

Victory

The player with the most Victory points at the end of the game wins. The game ends after 24 turns.

Counter Set

Use counters to represent Divisions. Each Division represents 10,000 men.

Terrain:	MP	DP	VP
Mountains	2	1	1
Plains	1	0	1
Towns	1	1	2

MP Movement point cost to enter.

DP Defending Divisions add this to their Battle Roll.

VP Victory Points for controlling this space at the end of the game.

To control a space you must have a control marker on it. Rivers cost 1 MP point to cross. A unit that has to rout across a river or into a mountain is destroyed.

Divisions may travel on Railroads for 1 MP per 4 spaces.

Setup

League Divisions are concentrated on their borders. Turkish Divisions are scattered throughout Albania, Macedonia, and Thrace.

1d6

1	Disease	Remove one Division from Play
2	Transport Problems	Lose 3 Movement Points
3	Reinforcements	Remove 1D6 Casualty Markers or gain 1 Division
4	Spies & Scouts	Look at opponents hand
5-6	Nothing	

Attack Phase

Each player makes 2 piles: A Movement Pile and a Battle Pile. Place any of your cards with Movement points into your Movement Pile. Discard these cards and take a corresponding number of movement point tokens.

For example: if a card was worth 2 Movement points

Country:	Divisions
Ottomans	24
Bulgaria	11
Greece	10
Serbia	11

The Serbian Army includes one division of Montenegro Guerillas. Other Counter types needed: Control, Casualty, Movement, Battle.

The Map

Players will have to make their own map. (I'm waiting for someone to make a map) Divide up the map into squares or hexes. There are several terrain types.

Terrain:	MP	DP	VP
Cities	1	2	5
Fortifications	2	3	3

Turn Sequence

Draw Phase Event Phase Attack Phase End Phase

Draw Phase

Each League member draws 5 cards. The Ottoman player draws 10 cards. If the deck runs out shuffle the discard and draw from it.

Event Phase

Each player rolls once on the Event Table.

Event Table

you would take 2 tokens. Place any of your cards with Battle points into your Battle Pile. Discard these cards and take a corresponding number of Battle point tokens.

A player may play cards for tokens at any time during the turn. Each player rolls 1D6. This is the initiative roll. Highest roll moves his divisions first.

Divisions may not stack. To move a Division, pay the needed number of Movement point tokens. Place one of your control markers on any space you enter. (Remove Opponents) League members may not attack each other.

To attack an adjacent enemy Division, discard one Battle Point token. To resolve the Battle the attacking and defending players each roll 1D6. Before rolling, players may discard Battle points to increase their to-

tals by +1 per token. (up to 3 tokens max) Defenders also get Terrain bonuses.

Get +1 if another division already attacked the enemy division this turn. Get -1 for every Casualty counter on your division. Get +1 for every one of your divisions adjacent to the enemy division.

The Division with the highest total wins. The loser rolls on the Casualty Table:

Casualty Table

1D6	Result
1	Division Destroyed (Mass Surrender)
2	Get 1 Casualty marker and Rout
3	Get 1 Casualty marker and Rout

A division that routs must immediately move away from the winner one space. If unable to move the Division is destroyed. A Division with 4 Casualty markers is destroyed.

1D6	Result
4	Get 1 Casualty marker
5	Get 1 Casualty marker
6	Both Divisions get 1 Casualty marker

Logistical Move Rule

All divisions get 1 free move point per turn if the division is moving through territory controlled by the divisions owner.

Free Advance Rule

If a division caused an enemy division to rout, it may immediately move at no cost to occupy the empty space.

End Phase

Discard all unused movement and battle tokens. League player max hand size = 6. Turk player max hand size = 12 Discard excess cards.

Deck Card List

Card Name:	Notes:
Bravery	1 Battle Point
Machine Guns	1 Battle Point if Attacking, 3 if Defending
Artillery	3 Battle Points
Infantry	2 Battle Points or 1 Movement Point
Cavalry	1 Battle Point or 2 Movement Points
Railroads	3 Movement Points
Forced March	2 Movement Points
Leadership	2 Battle Points or 2 Movement Points
Well Supplied	1 Battle Point or 1 Movement Point
Fortified Positions	3 Battle Points: Defending Turks only
Counter Attack	2 Battle Points: Attacking Turks only
Land Grab	2 Movement Points: League Member only
Major Offensive	3 Movement Points: League Member only
Pursuit	Destroy Retreating Division
Attack Flanks	2 Battle Points: Attacking League Member only
Foolish Attack	Attacking Division automatically Destroyed
Break Morale	Defending Division automatically Routs
Intelligence	Negate target card played by Opponent
Overrun	Division may attack a second time this turn
Racial Hatred	1 Battle Point: League Member only
Timed Attacks	Alter your initiative roll by +6 or -6.

The deck contains 4 of each card listed.

5 Player Version

Let 2 players control 12 Turk Divisions each. They may not attack each other.

The Second Balkan War

Begin immediately after a game of the First Balkan War. Setup is how the FBW game ended. A new player: Rommania gets 10 Divisions.

Bulgaria gets an extra 10 Divisions. Serbia gets an extra 5 Divisions. Everybody attacks Bulgaria.

The game ends when all Bulgarian Divisions are destroyed.

Links

The Balkan Variant Maps of the Balkan Wars The Balkan Wars 25 Lectures on Modern Balkan History





The Great Conversation Game

Introduction

Glass Bead Style Game. The game links the Great Ideas with the Great Authors throughout History.

Victory

The objective is to have the game go on for as long as possible or Until the players are satisfied. If the game ends prematurely, it is because The players lack sufficient knowledge of the writers and their subjects. In this case the players need to read and study some more in preparation For the next game. The game also ends if either of the decks is used up.

The Decks

There are 2 decks:

1. The Great Ideas Deck
2. The Great Authors Deck

Setup

Players sit around a table. Shuffle the Decks. Deal 7 Great Author Cards to each player. This is their hand.

Pick the most knowledgeable player to be the Leader.

Sequence Of Play

The top card of the Great Ideas Deck is flipped over and placed face up onto The center of the table. It is to be read aloud by the Leader. This card is referred to as "The Idea in Question" (TIQ). Starting with the Leader and going clockwise, each player plays one of their Great writer cards face up to the table. Players in turn must state how their writer is Connected to the TIQ. Connections should include: Names of books the author wrote that relate to the Idea and what in particular the author had to say about the idea.

The other players a group may judge if the answer is sufficiently informed. If a player is stumped, he may reveal his hand. The other players may look for connections with his Authors.

If a player has no authors in his hand that relate to the idea (as confirmed by The other players collectively) he gets a free pass. If the player has an author but doesn't know the connection (as pointed out by Another player) he gets a demerit. If the players as a group accumulate 10 demerits The Game ends prematurely. Game play is concerned with the CONNECTIONS however players may feel free to Discuss separate tangents relating to the Authors or Ideas in as much detail as they Desire.

After each player has taken a turn, the played Idea and author cards are discarded. The players each draw 1 replacement author card to add to their hands. A new Idea card is drawn to replace the previous one and the turn begins anew.

The Great Ideas Deck Card List

Angel, Animal, Aristocracy, Art, Astronomy and Cosmology, Beauty, Being, Cause, Chance, Change, Citizen, Constitution, Courage, Custom and Convention, Definition, Democracy, Desire, Dialectic, Duty, Education, Element, Emotion, Eternity, Evolution, Experience, Family, Fate, Form, God, Good and Evil, Government, Habit, Happiness, History, Honor, Hypothesis, Idea, Immortality, Induction, Infinity, Judgement, Justice, Knowledge, Labor, Language, Law, Liberty, Life and Death, Logic, Love, Man, Mathematics, Matter, Mechanics, Medicine, Memory and Imagination, Metaphysics, Mind, Monarchy, Nature, Necessity and Contingency, Oligarchy, Opinion, Opposition, Philosophy, Physics, Pleasure and Pain, Poetry, Principle, Progress, Prophecy, Prudence, Punishment, Quality, Quantity, Reasoning, Relation, Religion, Revolution, Rhetoric, Same and Other, Science, Sense, Sign and Symbol, Sin, Slavery, Soul, Space, State, Temperance, Theology, Time, Truth, Tyranny and Despotism, Universal and Particular, Virtue and Vice, War and Peace, Wealth, Will, Wisdom, World

The Great Authors Deck Card List

Homer, Aeschylus, Sophocles, Euripides, Aristophanes, Herodotus, Thucydides, Plato, Aristotle, Hippocrates, Galen, Euclid, Archimedes, Nicomachus, Lucretius, Epicretus, Marcus Aurelius, Plotinus, Virgil, Plutarch, Tacitus, Ptolemy, Copernicus, Kepler, Augustine, Aquinas, Dante, Chaucer, Calvin, Machiavelli, Hobbes, Rabelais, Erasmus, Montaigne, Shakespeare, Gilbert, Galileo, Harvey, Cervantes, Francis Bacon, Descartes, Spinoza, Milton, Pascal, Moliere, Racine, Newton, Huygens, Locke, Berkeley, Hume, Swift, Voltaire, Diderot, Montesquieu, Rousseau, Smith, Gibbon, Kant, Declaration of Independence, Articles of Confederation, Constitution, Federalist, Mill, Boswell, Lavoisier, Faraday, Hegel, Kierkegaard, Nietzsche, Tocqueville, Goethe, Balzac, Austen, George Eliot, Dickens, Melville, Twain, Darwin, Marx, Tolstoy, Dostoevsky, Ibsen, William James, Freud, Bergson, Dewey, Whitehead, Russell, Heidegger, Wittgenstein, Barth, Poincare, Planck, Einstein, Eddington, Bohr, Hardy, Heisenberg, Schrodinger, Dobzhansky, Waddington, Veblen, Tawney, Keynes,

Frazer, Weber, Huizinga, Levi-Strauss, Henry James,
Shaw, Conrad, Chekhov, Pirandello, Proust, Cather,
Mann, Joyce, Woolf, Kafka, Lawrence, T.S. Eliot,

O'Neill, Fitzgerald, Faulkner, Brecht, Hemingway, Or-
well, Beckett





The Great Game

Introduction

Card game for 2 Players. Depicts the 19th Century Rivalry between England and Russia in Central Asia. One Player is the Russian Empire. The other Player is the British Empire.

Victory

The first player to accumulate 100 Territory Points is the winner.

Territory Points

Territory Points represents territory that has come under your sphere of Influence. Use pen and paper to keep track of Territory Points. Players may have negative Territory Points.

The Deck

Players share a common deck. There are 8 types of Cards: Intelligence, Politics, Military, Motivation, Obstacles, Difficulties, Events, Ally

Setup

The Russian Player goes first. Deal each player 10 cards.

Turn Sequence

Players take turns. The current player is the active player. The other player is the dormant player.

Each turn has 9 phases:

- 1. Fate Phase
- 2. Event Phase
- 3. Exploration Phase
- 4. Strategy Phase
- 5. Operations Phase
- 6. Resistance Phase
- 7. Gains Phase
- 8. Ally Phase
- 9. Retreat Phase

Fate Phase

Both players fill their hand to 10 cards. Draw 1 extra card if you control more Allies than your opponent.

Influence Score:	Territory Points:
-5 or less	-5
-4	-4

If the deck runs out, shuffle the discard and draw from it.

Event Phase

The Active player may play one Event card.

Exploration Phase

The active player plays any Intelligence cards in his hand. The dormant player may play any difficulty cards in his hand. If the active player played more cards than the dormant player, he May look at the dormant player's hand.

All played cards are discarded.

Strategy Phase

The active player may discard up to 5 cards and draw replacements.

Operations Phase

The Active player may play either a Political Meld or a Military Meld A Political Meld is all Political cards in the Active player's hand. A Military Meld is all Military cards in the Active player's hand.

Resistance Phase

If the Active player played a Political Meld, the Dormant player plays any Political cards in his hand.

PMV Number of cards in the Political Meld

PDV Number of Political cards played by the Dormant player

MC Motivation Cards played by the Active player

The Influence Score = (PMV + MC) - PDV If the Active player played a Military Meld, the Dormant player plays any Obstacle cards in his hand.

MMV Number of cards in the Military Meld

ODV Number of Obstacle cards played by the Dormant player

The Influence Score = (MMV + MC) - ODV

Gains Phase

The Active player gains Territory Points according to the Influence Score earned in Resistance phase.

Influence Score:	Territory Points:
2	2
3	4

Influence Score:	Territory Points:
-3	-3
-2	-2
-1	-1
0	0
1	1

Influence Score:	Territory Points:
4	8
5	16
6	24
7	36
8 or more	50

Ally Phase

If your opponent has more Territory Points than you, you may put one Ally card into play from your hand. Ally cards stay face up in play. If you scored 16 or more Territory Points this turn, you may steal an Ally card from your opponent.

Retreat Phase

Both players may discard down to 3 cards.

Motivation Cards

Political and military cards are collectively called Influence cards. Motivation cards can be used by the active player as Meld cards. In a Meld, the active player cannot use more Motivation cards than Influence cards.

Card List Notation

I Intelligence

P Politics

M Military

V Motivation

O Obstacles

D Difficulties

E Events

A Ally

I/D can be used as Intelligence or Difficulty

E/O can be used as Event or Obstacle

B British Player only can use this card

R Russian Player only can use this card

TP Territory Points

OP Opposing Player

PINYH = Put it in your hand

Common Deck Card List

Card Name:	Type	Use	Notes:
Russian Bogey	V	B	
Sensational Claims	V	B	
East India Company	V	B	
Xenophobia	V	R	
Tsarist Expansionism	V	R	
Wild Adventure	V	-	
Panic	V	-	
Vengeance	V	-	
Grand Design	V	-	
Opportunism	V	-	
Ambitious Officers	V	-	
Glory	V	-	
Enthusiasm	V	-	
Historical Destiny	V	-	
Fear of Being Attacked	V	-	
Pretext	V	-	
Momentum	V	-	
Improved Scheme	V	-	
Prestige	V	-	
National Rivalry	V	-	
Rise to Power	V	-	
Forward Policies	V	-	
Imperial Land Grab	V	-	
Exhortations	V	-	
Profit	V	-	
Common Foe	P	-	

Card Name:	Type	Use	Notes:
Save Face	P	-	
Secret Deal	P	-	
Betrayal	P	-	
Proposition	P	-	
Assurances	P	-	
Diplomatic Mission	P	-	
Mediation	P	-	
Brilliant Coup	P	-	
Envoys	P	-	
Duplicity	P	-	
Alliance	P	-	
Reward for Submission	P	-	
Treaty	P	-	
Persuasion	P	-	
Play for Time	P	-	
Diplomatic Crisis	P	-	
Buffer State	P	-	
Incident	P	-	
Assassination	P	-	
Puppet Regime	P	-	
Negotiations	P	-	
Arms & Advisors	P	-	
Cordial Relations	P	-	
Internal Strife	P	-	
Allow Local Rule	P	-	
Emissary	P	-	
Lavish Gifts	P	-	
Compromise	P	-	
Exploit Fragile Coalition	P	-	
Ultimatum	P	-	
Oriental Flattery	P	-	
Intrepid Explorers	I	-	
Intrigue	I	-	
Players of the Great Game	I	-	
Chart Route	I	-	
Amateur Spies	I	-	
Political Agents	I	-	
Military Geography	I	-	
Mapping Mission	I	-	
Discover the Truth	I	-	
Troubleshooters	I	-	
Messenger	I	-	
Subterfuge	I	-	
Reconnaissance	I	-	
Elaborate Deception	I	-	
Letters of Introduction	I	-	
Bribery	I	-	
Clandestine Surveys	I	-	
Disguises	I	-	
Safe Passage	I	-	
Espionage	I	-	
Native Operative	I	-	
Rendezvous	I	-	

Card Name:	Type	Use	Notes:
Local Guides	I	-	
British Secret Service	I	B	
Royal Geographical Society	I	B	
Flying Column	M	-	
Cossacks	M	R	
Advance Frontiers	M	R	
British Redcoats	M	B	
Sea Power	M	B	
Territorial Gains	M	-	
Major Expedition	M	-	
Native Regiments	M	-	
Declare War	M	-	
Invasion	M	-	
Garrison	M	-	
Retribution	M	-	
Small War	M	-	
Siege	M	-	
Set Piece Battle	M	-	
Advanced Technology	M	-	
Able Generals	M	-	
Outposts	M	-	
Punitive Expedition	M	-	
Artillery	M	-	
Conquerors Route	M	-	
Overland March	M	-	
Remorseless Advance	M	-	
Disastrous Retreat	O	-	
Hostile Tribes	O	-	
Warlike Kingdom	O	-	
Walled City	O	-	
Hazardous Crossing	O	-	
Bitter Resistance	O	-	
Terrible Trap	O	-	
Disease	O	-	
Guerilla Warfare	O	-	
Formidable Mountains	O	-	
Humiliating Retreat	O	-	
Well Crafted Ambush	O	-	
Catastrophe	O	-	
Harsh Deserts	O	-	
Devastating Defeat	O	-	
Fight the Infidels	E/O	-	OP loses 5 TP
Charismatic Leader	E/O	-	OP loses 5 TP
Popular Resistance	E/O	-	OP loses 5 TP
Uprising	E	-	OP loses 5 TP
Indian Mutiny	E	R	Brit player loses 10 TP
Separate Peace	E	-	Discard target Ally card
Seek Allies	E	-	Search Discard for Ally & PINYH
Analyst	E	-	Draw 3 cards
Insurrection	E	-	OP loses 5 TP
Lawless Regions	D	-	
Bandits	D	-	
Agent Provocateur	I/D	-	

Card Name:	Type	Use	Notes:
Perilous Journey	I/D	-	
Tournament of Shadows	I/D	-	
Murderous Brigands	D	-	
Execute Spies	D	-	
Dangerous Frontier	D	-	
Arouse Suspicion	D	-	
Ottoman Empire	A	-	
Emir of Afghanistan	A	-	
French Connection	A	-	
Baluchistan	A	-	
Shah of Persia	A	-	
Caucasus	A	-	

Cardset Available!!!

Thanks Ron! [Click Here](#)

Links

[Wikipedia](#) [Required Reading](#)





The Great Machine

By Curufea <curufea@yahoo.com>

I've rewritten and simplified the rules to this game I wrote ages ago. It should now be playable. I do need to work on formatting the rules properly though..

The Great Machine

I kinda got inspired by the Girl Genius game and This Incredible Machine and Cheapass games in general :) <http://www.cheapass.com>

The Evil Mad Scientist Doctor Herr Guffin has left his assistants (Igor, Igor, Igor and lest we forget, Igor) in charge of his experiments while he goes to a convention on "Evil Inventions and the Applications in Modern Society".

The experiment in particular is a machine he designed to breed a better rat (because the kids these days had gone and invented a better mousetrap). It is a mixture of mechanical and electronic feeder/torturing device.

The object of the player (called Igor) is to have his favourite rat the biggest by the time the master returns.

This involves making sure that toggles tilt the pipes in the machine such that the food pellets go to the player's rat - and avoiding/rotating the shocking motor such that the other rats are shocked (which causes them to lose food pellets, probably through vomiting).

There are event cards as well (things like Cardiac Arrest - fattest rat gets a chronic heart attack and dies).

Other complications are - Food pellets are lost if they enter an empty cage. Pellets are gravity fed (they move from the feeder at the top, down to the cages). The motor will rotate the electrical charge to shock in either a clockwise or counterclockwise direction Event cards - some of which speed up the arrival of the master.

Setup

Choose a rat to be your subject. Decide what order you are playing in (roll a dice or something). Place your rat in an empty cage on the board in turn order.

The player who places their rat last, now flips a coin for each toggle. On heads, the toggle is tilted left. On tails it is tilted to the right. The player who placed their rat first, now randomly determines which cage is connected to the electricity. Each player then draws 2 event cards and 3 movement cards.

Each player has a turn, then the marker for the Arrival of the Master is moved down one slot.

Turn sequence (for each player)

- Pick up one event card or one movement card.
- Play one card (either event or movement) or discard a card.
- Rotate motor.
- The cage that the electrical shocker is now connected to, is shocked. If there is a rat inside, they lose one pellet. If they have no pellets, nothing happens. Drop food pellet

The Motor The Motor is initially set to spin clockwise. If there are 4 or less players in the game, the motor moves 90 degrees per turn. Otherwise it moves 45 degrees.

Cage8. . . . Cage1. . . . Cage5

. . . . +—+—+

. . . . | \ | / |

Cage4+. . . -O-. . . +Cage2

. . . . | / | \ |

. . . . +—+—+

Cage7. . . . Cage3. . . . Cage6

The Master If the Master arrives, the game is over and the fattest rat wins. If there are more than one winners, they are disqualified and the winner is the next fattest rat. The "Master Returns" track that tells you when the game ends goes down by 1 after all players have had a turn. There are 20 slots in the track, some event cards modify the time of his arrival.

Cards All cards are kept hidden and drawn face down. They are only revealed when they are played. Cards must always be played in a player's turn, with one exception - Timely Intervention. Event cards may be played on anyone. If an event card is played on someone else and the description specifies that something happens "this turn" then the even occurs in that person's turn. If there are options on an event card, the player who plays the card chooses the option.

Most event cards are multiples except the sudden death cards which are unique. Players may not have more than 5 cards.

Rat Death Remove the rat until that player's next turn - it comes back with no pellets. They may chose which empty cage it comes back too at the start of their turn.

The board The 4 or less player board

.....Hopper

.....| |

...../—Toggle—

...../—Toggle—:...../—Toggle—

....Cage1.....Cage2.....Cage3.....Cage4

The.5-8.player.board

.....Hopper

.....| |

...../—Toggle—

...../—Toggle—:...../—Toggle—

../-Toggle-.../-Toggle-.../-Toggle-.../-Toggle-

Cage1...Cage2.Cage3...Cage4.Cage5...Cage6.Cage7...Cage8
Movement Cards-

10x Toggle Pipe:Move a pipe's toggle to the opposite side 10x Toggle Pipes:Move two pipes' toggles to the opposite side. You may not move just one 10x Toggle Many Pipes:Move three pipes' toggles to the opposite side. You may not move just one or two. 5x Reverse Motor:If the motor is moving clockwise, it now moves counter-clockwise and vice versa. 5x Speed Motor:Motor moves twice.

Event Cards- Cardiac Arrest:The fattest rat has a sudden fatal heart attack (Urk!) - it dies. If more than one, randomly determine which. Master's Coach Approaches:The clatter of coach wheels on cobblestones heralds the advance of the Master. Move arrival forward 4 Postcard from the Master:He is having fun at the Convention and wishes you weren't there. Move arrival back 2 Animal Liberationists:Successfully free the rats from their cages. The rats attack and eat them before returning home. Give each rat 2 pellets. Short Circuit:A wire shorts somewhere. This turn there is no electrical shock.

Burn Out:The motor shorts. This turn the motor does not function. The electrical shock occurs to the same cage. Stripped Gear:A gear no longer has teeth. Choose a toggle - it cannot be flipped until your next turn. Cracked Gear:A gear breaks. Choose a toggle - it cannot be flipped until your next turn.

Super Glue:You glue a toggle in position - it cannot be flipped until your next turn. Poison Pellet:The pellet dropped this turn will kill the rat that eats it. Lightning strike:Motor shorts this turn. This turn the motor does not function. The electrical shock occurs to the same cage. The rat that was going to be fed is electrocuted. Unshocked rats are so distraught they refuse to eat food for this turn and the next.

Super pellet:The pellet dropped this turn is worth double. Nasty bug:Your rat and any rat in an adjacent cage lose one pellet through vomiting Blockage:The next pellet to drop gets stuck in a pipe it travels through. You choose. It sticks, blocking off the part of the pipe where it is until the pipe is toggled to the other direction. It then proceeds in that direction Total breakdown:The machine must be rebuilt. Flip a coin for every toggle - heads, it tilts left. Tails, to the right. Any broken toggles are repaired.

Fitness meme:Rats start exercising, and none but the thinnest can gain any weight until your next turn. Ethics committee:The ethics committee places an injunction on the experiment. The machine stops until your next turn. (but other events can still happen). Rat Static:Your rat sends a charge to all adjacent cages. The adjacent rats lose a pellet.

Black economy:Discard a food pellet and draw two cards. Caffeine prophesy:You are so hyped on caffeine to keep the experiment going that you have a prophetic waking dream - Look at the top four cards in the deck, then replace them in any order. All nighter:Have an extra turn after this one.

Nobbled a passing geezer:You have received more

funding! Look through the deck and Choose any card you want (to play now or keep in your hand), then reshuffle the deck. Timely intervention:Cancel another player's event card as it is played. This is the only card that can be played during any turn. This does not count against your own turn. Airline strike:Master is stuck. Move arrival back by three.

Positive reinforcement:Master hears of progress. Igor's happiness results in better care and the fattest rat gets an extra pellet. Negative reinforcement:Master requests progress report. Weakest rat gains/loses an extra pellet. (toss a coin) "This should only take you a minute":Master emails to request 20 extra slides with animations and a new statistical analysis for his presentation.

Lose your turn. All nighter:Have an extra turn after this one. Rubber boots:Your rat is immune to electric shocks until it dies.

You know a guy:Use your contacts to hasten or delay (your choice) the Master's return by two turns. Someone beat us to it!:No point going on. Kill all the rats and start a new experiment (but the clock keeps ticking for the Master's return). Proved a private theory!: You win. As far as you're concerned, anyway. The Experiment keeps going, though, so you might as well try to win that, too.

(No game effect, but a moral victory). Part-time job:Less time, but more resources. Lose a turn, but take two turns in a row next time. Collaboration:Choose a friend. Next time your rat receives a pellet, theirs does too. Next time their rat receives a pellet, so does yours. Works until either rat is zapped, then they forget.

Plagiarism:Choose an enemy. Steal one of their pellets. Greased gear:Motor moves to the opposite side. Stuck gear:Choose a toggle - it cannot be flipped until your next turn.

Lost gear:Choose a toggle - it cannot be flipped until your next turn. Convention dinner:Master gets roaring drunk and tells the story about the convention convenor, Igor, and the ferret. Is shunned by other mad scientists. Move arrival forward by 2. Poster session:Master spends the evening chatting up evil graduate students.

Move arrival back by 2. Hopper blockage:No food pellets dropped this turn. Laxative pellet:The pellet dropped this turn will cause the affected rat to lose two pellets (and the laxative pellet). If a rat cannot afford these pellets, it dies.

Rat escape!:The chosen rat escapes. It takes the rat owner their turn to recapture. No pellet loss. No shock. Extra food:Two pellets are dropped this turn. Pavlovian response:Your rat from this turn until your next, may avoid electrocution by cowering in fear at the far side of the cage. Will not eat.

Pavlovian response:Your rat from this turn until your next, on hearing any toggle move in any other player turn, responds as if it had been fed. Counts as one extra food pellet, except for the purposes of Starvation or Heart Attack. Starvation:Thinnest rat dies. If more than one, randomly determine which.

Flooded cages: All rats are shocked if any rat is zapped this turn.

Union Action: All rats go on a hunger strike and refuse to eat until your next turn. Noxious rat: Rat's emissions put rats in cages within 2 cages off their food. These rats will not eat this turn.

Old reanimation experiment: For this turn, all rats treat electrical charges as food. Old friends: Master realises why he hates going to conventions. Move arrival forward by two. Biomorphic resonance: Fattest rat loses a pellet, thinnest rat gains one. If more than one, determine randomly which.

Deal!: Swap your rat cage with another player's. WarHamster: Rat gains spellcasting ability, but isn't sure what to do with it. No game effect. Psycho rat: Chosen rat halts toggle that is immediately next to its cage until the owner's next turn.

Mellow rat: Chosen rat does nothing. Cancels any

rat-affecting card. Cleaning duty: You got the short straw. Lose a turn, but take any card from the discard pile. Leftovers: Feed your rat some stuff you found in the back of the fridge.

Toss a coin: Heads- add a food pellet, Tails- vomit up a food pellet. Maze!: Rat enters the food tubes. Moves one toggle every player turn (not just the owner's) towards the hopper until it gets a food pellet, at which point it returns to its cage. While in the pipes, cannot be zapped. Explosion!: Someone forgot to reverse the polarity of the neutron flow. Any four adjacent toggles are damaged and immovable until your next turn.

Maze!: Rat enters the food tubes. Moves one toggle every player turn (not just the owner's) towards the hopper until it gets a food pellet, at which point it returns to its cage. While in the pipes, cannot be zapped. Extra food: Two pellets are dropped this turn.





The Great Traveling Circus Game

Introduction

Each player is the owner of a traveling circus.

Game Board And Pieces

Use a monopoly game board. Also use the monopoly pawns, money, houses, and hotels. (But not the cards) Six sided dice are needed.

End Game

The game ends when the last card is drawn from the Act Deck. Alternate ending: When the Lead player goes around 15 times.

Winning

The player with the most money at the end of the game wins.

The Deck

The game uses a novel set of cards called the act deck. The deck contains one of each of the cards in the Card List. Each card represents a Carnival/Circus Act.

There are 4 types of acts: Acrobats, Clowns, Animals, and Freaks. Do not use any of the Monopoly cards.

Setup

Each player picks a pawn to represent their circus. Pawns are placed on the starting space. Each player gets \$200 All other money is kept in the Bank.

Each player gets 4 cards from the Act Deck. Each player also has a Ringmaster. The Ringmaster counts as an Act, but not any of the 4 types, and cannot be stolen or lost.

Players should name their Circus. Players roll high on 1D6 to determine turn order. The winner of the turn order contest is known as the Lead Player.

Act Deck Card List

Name of Act:	Type
Flying Trapeze	A
Human Cannonball	A
Tightrope Walkers	A

Turn Sequence

Players take turns. On your turn roll 1D6 and move your pawn that many spaces forward. If you land on another player you may steal one random Act card from him.

If you land on a city with no time markers you may perform. Get \$10 for every act you own when you perform. Three Ring Bonus: For every 3 cards of the same type you have earn an extra \$10 when performing.

After performing put 1D6-2 (Maximum = 3) time markers on the city you just performed at. If you land on a city with any Time markers on it, you may not perform there. Use houses to represent time counters. One Hotel = Three Time Counters.

Players must stop on the Start space when they reach it. Every time the Lead player lands on the Start space remove one time counter from all cities. When a player lands on the Start space he must pay each of his Acts \$10.

A player must discard any Acts he cannot pay. If your pawn lands on a railroad, pay 1D6 x \$10 to the Bank. If your pawn lands on a utility or luxury tax pay 1D6 x \$10 to Free Parking.

If your pawn lands on Free Parking take the money there. If your pawn lands on Go to Jail put one of your Acts in Jail. If your pawn lands on Jail take one of the Acts there.

If you land on a space that allows you to draw a card then draw and keep one Act card. If you visit all the cities in a colored region get a one time bonus of 2D6 x \$10. (Keep tract of cities visited with colored chips, or on paper) If you visit all the cities on a side get a one time bonus of 2D6 x \$10.

If you visit all the cities in the game get a one time bonus of 5D6 x \$10.

Card Type Notation

- A** Acrobat
- C** Clown
- N** Animal
- F** Freak

Name of Act:	Type
Zebras	N
Monkeys	N
White Tigers	N

Name of Act:	Type
Chinese Acrobats	A
Bicycle Act	A
Trampoline Act	A
Daring Young Man	A
High Wire Act	A
Motorcycle Act	A
Showgirls	A
Fixed Straps Act	A
See Saw Act	A
Sway Pole Act	A
Clown Car	C
Clowns on Stilts	C
Cop Clowns	C
Fireman Clowns	C
Midget Clowns	C
Mime	C
Clown Band	C
Clown Magic Show	C
Vaudville Clowns	C
Clown Crooks	C
Clowns with Pies	C
Clown on Unicycle	C
Clown Jugglers	C

Name of Act:	Type
Sheep Dogs	N
Indian Elephants	N
Trained Horses	N
Lion Tamer	N
Two Hump Camels	N
Bengal Tigers	N
Dancing Bears	N
African Elephants	N
Alpacas	N
Miniature Horses	N
Block Head	F
Fire Eater	F
Sword Swallower	F
Bearded Lady	F
Snake Charmer	F
Strongman	F
Fortune Teller	F
Siamese Twins	F
Knife Throwing Act	F
Escape Artist	F
Contortionist	F
Tattooed Man	F
Belly Dancer	F

More Acts

You can include more acts for a longer game. Some ideas for additional act cards: Gymnasts, Woman Sus-

pending by Hair, Horn playing Seal





The Horde

Introduction

Solo card game. Card version of an old Crystal Dynamics Game.

Disclaimer

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Victory & Defeat

You (Chauncey) are killed if all 4 Grimthwacker cards are in the Recruit Discard Pile. You lose if you are ever unable to play your taxes. You win if you survive all 5 years (=20 turns).

Main Decks

- There are 2 Main decks:
1. Recruit Deck
2. Horde Deck

Recruit Deck

Cards drawn from your recruit deck will eventually go into one of several piles:

1. Recruit Discard
2. Village Deck
3. Defense Deck
4. Defense Discard

Horde Deck

Cards drawn from your Horde deck will eventually go into one of several piles:

1. Horde Discard
2. Attack Deck
3. Attack Discard

Odds & Ends

Six sided dice are needed. Use coins to keep track of Crowns (Money).

Setup

You start with 8 Crowns. Put the 4 Grimthwacker Cards (GC) into your Defense Deck. Put 2 Villagers & 1 Crop card into your Village Deck.

Master Turn Chart

The game has 20 Turns:

Turn	Location:	Season	Attckr	Indigenous:
1	Shimto Plains	S	2	Piranha
2	Shimto Plains	S	2	Piranha
3	Shimto Plains	F	3	Piranha
4	Shimto Plains	W	3	Piranha
5	Fetid Swamps of Buuzal	S	4	Swamp
6	Fetid Swamps of Buuzal	S	4	Swamp
7	Fetid Swamps of Buuzal	F	5	Swamp
8	Fetid Swamps of Buuzal	W	5	Swamp
9	Tree Realm of Alburga	S	6	Forest
10	Tree Realm of Alburga	S	6	Forest
11	Tree Realm of Alburga	F	7	Forest
12	Tree Realm of Alburga	W	7	Forest
13	Kar-Nyar Desert	S	8	Desert
14	Kar-Nyar Desert	S	8	Desert
15	Kar-Nyar Desert	F	9	Desert
16	Kar-Nyar Desert	W	9	Desert
17	Frozen Wastes of Vesh	S	10	Ice
18	Frozen Wastes of Vesh	S	10	Ice
19	Frozen Wastes of Vesh	F	12	Ice
20	Frozen Wastes of Vesh	W	12	Ice

Horde Deck Card List

Card Name:	#	Level
Adolescent	10	1
Shaman	5	3
Juggernaught	5	5
Indigenous	20	Per Indigenous Hordlings Chart

Indigenous Hordlings Chart

Level	Type
2	Piranha
2	Swamp
3	Forest

Level	Type
4	Desert
6	Ice

Turn Sequence

Each turn has 5 Phases:

1. Income Phase
2. Tax Phase
3. Recruit Phase
4. Horde Phase
5. End Phase

Income Phase

Certain Cards in your Village Deck will Produce Crowns: Villagers produce 1 Crown each. Crops produce 2 Crowns each. Cows produce 3 Crowns each.

Tax Phase

Pay Kronus Maelor, the Evil High Chancellor Crowns equal to the Turn Number.

Recruit Phase

Flip over the top 8 cards of your Recruit Deck. You may purchase these cards with your Crowns. Shuffle Village cards you bought into your Village Deck.

Shuffle Defender cards you bought into your Defender Deck. You may pay 1 Crown (Limit = 2) to Flip over an additional Recruit card. Cards you did not buy go into the Recruit Discard.

If the Recruit deck is empty, shuffle the Recruit Discard & draw from it.

Horde Phase

Draw & shuffle together X cards from the Horde Deck.

Recruit Deck Card List

Card Name:	#	Cost	Type	Force
Grimthwacker	4	0	D	4
Villager	10	1	V	-

X the Attacker number of the turn found on the Master Turn Chart.

These cards become the Attack deck. Each card represents a Hordling. Flip over the Top card of your Attack Deck.

Flip over the Top card of your Defender Deck. Roll 1D6 & subtract the level of the Hordling Card & Add the level of the Defender card. This is called the Battle roll.

If the Modified result is 4 or greater the Hordling is killed & sent to the Horde Discard & The Defender card is sent to the Defender Discard. If the Modified result is 3 or less the Defender is killed & sent to the Recruit Discard & The Hordling attacks the top card of the Village Deck. The attacked Village card is sent to the Recruit Discard & the Hordling is sent to the Attack Discard.

Repeat this procedure until the Entire Attack Deck has been sent to the Horde Discard (The Phase Ends), or All Grimthwacker cards are in the Recruit Discard (Game Ends). If the Defender Deck runs out, shuffle the Defender Discard & draw from it. If the Attack Deck runs out, shuffle the Attack Discard & draw from it.

End Phase

Take all Grimthwacker cards out of your Recruit Discard & Put them in your Defender Deck.

Recruit Deck Nomenclature

V Village

D Defender

X Special

Copies of that card in the Deck

Card Name:	#	Cost	Type	Force
Pit	6	2	V	-
Moat	1	6	V	-

Card Name:	#	Cost	Type	Force
Crops	10	2	V	-
Cow	10	3	V	-
Trees	10	0	X	-
Knight	4	4	D	4
Archer	6	2	D	2
Fence	6	1	V	-
Wall	6	3	V	-

Card Name:	#	Cost	Type	Force
Healing Rock	2	2	D	-
Flute	1	4	D	+1
Haunch of Meat	4	1	D	+2
Boots of Boogy	1	5	D	+2
Ring of Teleport	1	5	D	+2
Bomb	4	2	D	-
Flame Thrower	2	4	D	-

Card Notes

Trees: Discard to gain 1 Crown. Walls: If Attacked, put the Wall on the bottom of your Village Deck. Pit: If Attacked, the Hordling goes to the Horde Discard & the Pit goes to the Recruit Discard.

Moat: If Attacked, the Hordling goes to the Horde Discard & put the Moat on the bottom of your Village Deck. Healing Rock: When drawn from the Defender Deck during Horde Phase you may:

1. Put it in your Defender discard or
2. Put it in your Recruit Discard & take a Grimthwacker card (GC) out of your Recruit

Discard & shuffle the GC into your Defender Deck. Immediately Draw another card from the Defender deck to replace it. Flute: When drawn from the Defender Deck during Horde Phase, put it in your Defender discard & Immediately Draw another card from the Defender deck to replace it.

The Final Replacement card gets Force +1 Haunch of Meat: When drawn from the Defender Deck during Horde Phase, put it in your Recruit discard & Immediately Draw another card from the Defender deck to replace it. The Final Replacement card gets Force +2 Boots of Boogy: When drawn from the Defender Deck during Horde Phase, put it in your Defender discard & Immediately Draw another card from the Defender

deck to replace it. The next GC card drawn gets Force +2 Ring of Teleport: When drawn from the Defender Deck during Horde Phase, put it in your Defender discard & Immediately Draw another card from the Defender deck to replace it.

The next GC card drawn gets Force +2 Bomb: When drawn from the Defender Deck during Horde Phase, put it in your Recruit discard. The Attacker is Discarded. Flame Thrower (Dragon Flyby): When drawn from the Defender Deck during Horde Phase, put it in your Recruit discard. The Attacker & the next card in the Attacker Deck is sent to the Horde Discard.

Special Rules

***If you draw 3 Grimthwacker cards in a row in Horde Phase, the Third card has a penalty of -3 Force (Chauncey gets Dizzy).

***Whenever an Archer is defeated in combat roll 1D6:

D6	Result
1-3	Send Archer to Recruit Discard
4-6	Send Archer to Defender Discard (Long Range)

***Whenever a Shaman is defeated in combat roll 1D6:

D6	Result
1-3	Send Shaman to Horde Discard
4-6	Send Shaman to Attack Discard (He Teleports Away)

***Whenever a Shaman wins a Battle Roll Contest, instead of attacking the Village with the Shaman, draw a card from the Horde Deck & put it on the bottom of the Attack deck.

Game Designers Notes

Thanks to Naga Sugara for playtesting!





The Hunger Game

Introduction

Card game based on the Hunger Games first Book and Movie. This primarily depicts events within the arena and not outside of it or before or after. Have the last Tribute standing.

Disclaimer

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Victory

The game end when only one player has a tribute remaining. That player is the winner.

Tribute Tokens

There are 24 Tribute Tokens. Players start the game with an equal number of Tribute Tokens:

PLAYERS	TRIBUTE TOKENS
2	12
3	8
4	6
6	4

Elimination

If you have no Tribute tokens left, you are out of the game.

The Deck

The common deck has 120 cards, one of each described in the card list.

Card Types

There are 12 card types and 10 cards for each type. Each card has a level ranging from 1 to 10.

6 types hurt. These are the Threat cards: Thirst, Hunger, Attack, Exposure, Weakness, and Game

6 types help. These are the Protection cards: Water, Food, Defense, Shelter, Trait, and Sponsor

Threats and protection cards have a 1 to 1 correspondence:

- Water protects against Thirst threats
- Food protects against Hunger threats
- Defense protects against Attack threats
- Shelter protects against Exposure threats
- Trait protects against Weakness threats
- Sponsor protects against Game threats

Card Types Table

Type:	Special Ability:
Water/Thirst	Look at any opponent's hand
Food/Hunger	Draw 2 cards
Defense/Attack	Target opponent must discard 2 cards
Shelter/Exposure	Steal 1 random card from target opponent's hand
Trait/Weakness	Draw 4 cards and discard 3 cards from your hand
Sponsor/Game	Look at next 7 cards in the deck

Roles

There are 6 Roles Available. Each player at the beginning of the game assumes one of the 6 Roles:

Role Chart

Name:	Special ability:
Katniss & Peeta	Draw 1 extra card in Reap Phase
Fox Face	May play 2 cards in Plan Phase; Food Protection cards are -2
Thresh	All cards are +1 each
Cato	Sword and Alliance cards are worth 20 (Fight & Protection)
Marvel	Combat and Trait cards are worth +3 each

Name:	Special ability:
Clove	Knife and Ruthless cards are worth 20 (Fight & Protection)

Setup

Each player selects a role. Shuffle the Deck. The hungriest player goes first.

Turn Sequence

Players take turns. Each turn has 3 Phases:

- 1. — Reap Phase
- 2. — Plan Phase
- 3. — Survival Phase

Reap Phase

ALL players go to 7 cards. If you have more discard the excess. If you have less, draw until you have 7.

If you are the active (current) player and start the phase with exactly 7 cards, you may discard a card and then draw a card. If the deck ever runs out, shuffle the discard and draw from it.

Plan Phase

You may discard 1 card from your hand to activate it's special ability as described in the card type table.

Card List

Level	Type	Name:
1	W	Dew
2	W	Rain
3	W	Puddle
4	W	Rivulet
5	W	Pond
6	W	Pool
7	W	Creek
8	W	Canteen
9	W	Supplies
10	W	Stream
1	F	Berries
2	F	Bugs
3	F	Roots
4	F	Nuts
5	F	Fish
6	F	Squirrel
7	F	Bird
8	F	Rabbit
9	F	Package
10	F	Cornucopia
1	S	Lean-To
2	S	Tent
3	S	Copse

Survival Phase

You may discard 1 Threat card against a target player of your choice. The target player must discard 1 or more protection cards of the corresponding type that when combined must equal or exceed the level of the Fight card. If unable to do so, the Target player must discard one of his Tribute Tokens. Alternatively, the active player may play a Gamekeeper Combo: This requires the discard of 6 cards, 1 of each type.

This causes all other players to lose 1 Tribute each with no defense.

Card List Notation

- W Water
- T Thirst
- F Food
- H Hunger
- D Defense
- A Attack
- S Shelter
- E Exposure
- X Trait
- Y Weakness
- Z Sponsor
- G Game

Level	Type	Name:
1	T	Dry
2	T	Dry
3	T	Thirst
4	T	Thirst
5	T	Thirsty
6	T	Thirsty
7	T	Parched
8	T	Parched
9	T	Dehydrated
10	T	Dehydrated
1	H	Missed a Meal
2	H	Appetite
3	H	Hunger
4	H	Hungry
5	H	Craving
6	H	Hypoglycemic
7	H	Malnourished
8	H	Starving
9	H	Starved
10	H	Starvation
1	E	Exposed
2	E	Exposed
3	E	Exposure

Level	Type	Name:
4	S	Rocks
5	S	Camouflage
6	S	Woods
7	S	Forest
8	S	Darkness
9	S	Tall Tree
10	S	Cave
1	D	Run
2	D	Hide
3	D	Help
4	D	Distraction
5	D	Dodge
6	D	Parry
7	D	Grapple
8	D	Miss
9	D	Cover
10	D	Evasion
1	X	Strength
2	X	Endurance
3	X	Speed
4	X	Ruthlessness
5	X	Reflexes
6	X	Cunning
7	X	Skill
8	X	Charisma
9	X	Courage
10	X	Intelligence
1	Z	Salve
2	Z	Hidden Cameras
3	Z	Announcements
4	Z	Friendship
5	Z	Parachutes
6	Z	TV Ratings
7	Z	Advice
8	Z	Mentor
9	Z	Alliance
10	Z	Training

Level	Type	Name:
4	E	Exposure
5	E	Hypothermia
6	E	Hypothermia
7	E	Vulnerable
8	E	Vulnerable
9	E	Perilous
10	E	Perilous
1	A	Chase
2	A	Track
3	A	Trap
4	A	Surprise
5	A	Knife
6	A	Sword
7	A	Break Neck
8	A	Spear
9	A	Bow
10	A	Slaughter
1	Y	Depression
2	Y	Fear
3	Y	Anxiety
4	Y	Despair
5	Y	Panic
6	Y	Freeze
7	Y	Injury
8	Y	Mistake
9	Y	Wound
10	Y	Blunder
1	G	Infection
2	G	Poison
3	G	Tracker Jackers
4	G	Nemesis
5	G	Moral Dilemna
6	G	Forced Crisis
7	G	Mines
8	G	Fire
9	G	Betrayal
10	G	Mutations





The Independence Of India

Introduction

Card game for 2-4+ players. Theme: The Independence of India from the British Empire.

Victory

The first player to reach 100 Points is the winner.

The Deck

Players share a common deck. The deck has 5 Suites:

- L** Leaders
- T** Tactics
- C** Campaigns
- R** Resistance
- D** Diplomacy

All Suites except Tactics have 10 cards. Every card has a point value from 1 to 10. Cards in the Deck are kept face down.

Cards in the Discard are kept face up. If the Deck ever runs out, shuffle the discard and draw from it.

Setup

Each player is dealt 5 hand cards and 3 Reserve cards. Place your reserve cards face down in front of you.

Turn Sequence

Players take turns. Each turn has 2 Phases: Organize Phase Protest Phase

Organize Phase

Draw 1 card from the top of the Deck or the Discard. You may replace one card in your hand with 1 card from your Reserve. Discard 1 card.

Your hand must contain 5 cards. If you have fewer draw cards from the top of the Deck. If you have fewer discard the excess.

Protest Phase

If you have a Meld, you may play it. A Meld consists of 1 Card from each of the 5 Suites. Gain points equal to the total point value of all 5 cards you played.

Record Points gained. Keep a running total with paper and pencil. Discard your Meld and draw 5 cards.

Common Deck Card List

Card Name:	Points	Suite
Non-Violent Resistance	9	T
Civil Disobedience	10	T
Passive Resistance	8	T
Marching in the Streets	4	T
Sabotage	3	T
Sporadic Violence	2	T
Bombs	1	T
Large Protests	5	T
Strikes	6	T
Disobey Laws	7	T
Quit India	10	C
Boycott Foreign Textiles	4	C
Salt March	3	C
End British Rule	9	C
Unrest	1	C
Defiance	6	C
Fight Oppression	5	C
Seek Independence	8	C

Card Name:	Points	Suite
Advocate	4	L
Champion	7	L
Village Industries Association	1	L
Nehru	6	L
Endorsement	3	L
Assassination Attempt	1	R
Conscription	2	R
Racial Prejudice	3	R
Broken Promises	10	R
Massacre	9	R
Jail Term	5	R
Imprisonment	7	R
Kill Protesters	8	R
Arrests	4	R
Incarceration	6	R
London Conference	6	D
Government of India Act	8	D
British Ministers	7	D

Card Name:	Points	Suite
Support of the People	7	C
Disrupt War Effort	2	C
Gandhi	10	L
Mahatma	9	L
Indian National Conference	2	L
Father of India	8	L
Lawyer	5	L

Card Name:	Points	Suite
Representatives	3	D
Round Table Talks	5	D
Discuss Self Rule	10	D
Visits	4	D
Failed Talks	1	D
Negotiations	9	D
Invitations	2	D





The Isle Of Dread

Introduction

Scenario for WarpQuest. for the [Warpquest Core Rules](#) WarpQuest Core Rules. Based loosely on the old D&D Expert Rules system.

This is a conversion of Dungeon Module X1 "The Isle of Dread". Each player has an Adventuring Party in search of Adventure & Fortune. Each party is represented by a pawn on the track.

Disclaimer

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The Scenario

The map spaces represent distance and time. There are 3 Modules. Each Module track is 30 spaces long.

Adventurers Table

1D8	Type:	Stealth	Magic	Fighting	Hits
1	Fighter	+2	-	+4	18
2	Thief	+4	-	+2	12
3	Cleric	-	+4	+2	12
4	Magic User	-	+6	-	6
5	Elf	+2	+2	+2	12
6	Dwarf	-	-	+6	18
7	Halfling	+6	-	-	6
8	Pick one	-	-	-	-

Adventurer Notes

Thieves are +4 Stealth vs Traps. Clerics are +2 Magic & Fighting vs Undead and Demons. Use a card to represent each Character.

Challenges

Challenges will be of two types: Traps & Foes.

Foes

If you encounter a Foe, you have to make several challenge Test Rolls:

1. Make a test vs Stealth. If successful, you defeat the Foe. Discard it. If not. . .
2. Make a test vs Magic. If successful, you defeat the Foe. Discard it. If not. . .
3. Make a test vs Fighting. If successful, you defeat the Foe. Discard it. If not. . . 1D3 random party members are wounded for 1D6 Hits each.

There is no "Artifact"

Victory

The player with the most gold at the end of the game wins. The game ends when one party reaches the last space of the third module.

Adventuring Parties

Each Party has 6 adventurers. All Party members are 6th level. Roll on the Adventurers Table for each adventurer to see what class he is.

The party has skills in 3 attributes: Stealth, Magic, and Fighting. Add the bonuses from all adventurers to get a grand bonus for that attribute.

When making a challenge roll the Foe rolls 6D6 and adds its DM (Difficulty Modifier) if any. When making a challenge roll the Party rolls 2D6 and adds its Attribute bonus. If you defeat the foe get 1D6 Gold.

Traps

If you encounter a Trap, you have to make several challenge Test Rolls:

1. Make a test vs Stealth. If successful, you avoid the Trap. Discard it. If not. . .
2. Make a test vs Magic. If successful, you avoid the Trap. Discard it. If not. . . 1D3 random party members are wounded for 1D6 Hits each.

Wounds

Encounters that are "Poison" do an extra 1D6 Hits of damage. If a party member has zero or less hits left he is killed. Instead of rolling to see how many hits a wound does you may discard a retainer.

At the end of each module the party heals 1D6 Hits.

Fighting Other Parties

If your pawn lands on the same space as an opponent's party you will fight. Each player makes challenge rolls for stealth, magic and fighting. The side that wins the most challenges wins the encounter.

If you lose a fight with another players Pawn you get 1D3 randomly distributed Wounds and your opponent gets to take one "Aid: Item" card from you.

Item Cards

At the beginning of the game draw 6 cards from the Item table. Each Item must be attached to one character. Each character can only use one weapon during a Foe encounter.

Items are played face up partially under the attached Character card. Magic users can only use daggers and staves as weapons and cannot use armor. Thieves cannot use metal armor or shields.

Clerics cannot use edged weapons.

Item Deck

Dagger +1	Aid: Item: Fighting +1
Long Bow +1	Aid: Item: Fighting +1
Arrow of Slaying	Aid: 1 use Item: Fighting +2
Cloak of Invisibility	Aid: Item: Stealth +2
Longsword +1	Aid: Item: Fighting +1
Potion of Healing	Aid: 1 use Item: Heal 1D6 Lost Hits
Scroll of Protection	Aid: 1 use Item: Magic +2
Leather Armor +1	Aid: Item: Hits +1
Chain Mail +1	Aid: Item: Hits +2
Platemail +1	Aid: Item: Hits +3
Shield +1	Aid: Item: Hits +1
Potion of Diminution	Aid: 1 use Item: Stealth +3
Potion of Growth	Aid: 1 use Item: Fighting +3
Potion of Gaseous Form	Aid: 1 use Item: Stealth +3
Spell Scroll	Aid: Discard to draw 1 Spell card
Ring of Protection +1	Aid: Item: Hits +1
Ring of Fire Resistance	Aid: Item +4 vs Fire Encounters
Snake Staff	Aid: Item: Fighting +1 (+2 for Cleric)
Rope of Climbing	Aid: Item: Stealth +1
Gauntlets of Ogre Power	Aid: Item: Fighting +1
Bag of Holding	Aid: Item: +1 to Gold rolls
Staff of Healing	Aid: 3 use Item: Heal 1D6 Hits.

Spell Cards

At the beginning of each Module you may draw spell cards: Draw one for each elf and three for each MU. Attach the Spells to the characters. A Character can have a number of spells attached equal to its Magic bonus.

Cleric Cards

At the beginning of each Module you may draw cleric cards: Draw two for each cleric. Attach the cards to your clerics. A Cleric can have a number of cleric cards attached equal to its Magic bonus.

Thief Cards

At the beginning of each Module you may draw thief cards: Draw two for each thief and Halfling. Attach the cards to your thieves and halflings. A Character can have a number of thief cards attached equal to its Stealth bonus.

Spell Deck

Fireball Spell	Aid: Spell: Magic +3
Detect Trap	Aid: Spell: Negate Trap
Magic Missile	Aid: Spell: Magic +1

Fireball Spell	Aid: Spell: Magic +3
Charm	Aid: Spell: Magic +3
Sleep	Aid: Spell: Magic +3
Read Languages	Aid: Spell: Negate Trap
Hold Portal	Aid: Spell: Discard to negate (not Defeat) one Foe
Shield	Aid: Spell: Fighting +1
ESP	Aid: Spell: Stealth +3
Invisibility	Aid: Spell: Stealth +3
Mirror Image	Aid: Spell: Fighting +1
Phantasmal Force	Aid: Spell: Magic +2
Web	Aid: Spell: Magic +3
Fly	Aid: Spell: Stealth +3
Lightning Bolt	Aid: Spell: Magic +3
Haste	Aid: Spell: Fighting +3

Thief Deck

Climb Steep Surfaces	Aid: Action: Stealth +3
Backstab	Aid: Action: Fighting +3
Narrow Escape	Aid: Action: Discard to negate (not Defeat) one Foe
Scout	Aid: Action: Look at next 2 cards in Module deck
Hide in Shadows	Aid: Action: Stealth +2
Move Silently	Aid: Action: Stealth +1
Dexterity	Aid: Action: Stealth +2
Open Locks	Aid: Action: Stealth +2 (underground)
Spy	Aid: Action: Look at next 2 cards in Module deck
Hear Noise	Aid: Action: Stealth +2
Pick Pockets	Aid: Action: Stealth +4 vs Humans
Find/Remove Traps	Aid: Action: Negate Trap

Cleric Deck

Turn Undead	Aid: Action: Magic +3 vs Undead
Cure Light Wounds	Aid: Spell: Heal 1D6 Lost Hits
Cure Serious Wounds	Aid: Spell: Heal 2D6 Lost Hits
Neutralize Poison	Aid: Spell: Heal Hits caused by Poison
Blessing	Aid: Spell: Magic +1
Detect Evil	Aid: Spell: Stealth +2
Detect Magic	Aid: Spell: Stealth +2
Light	Aid: Spell: Magic +1
Wisdom	Aid: Action: Magic +1
Protection from Evil	Aid: Spell: Magic +2
Remove Fear	Aid: Spell: Fighting +2
Hold Person	Aid: Spell: Magic +2

Main Island

First Module Card List

Name	Challenge:
Land on White Sandy Beach	(Starting Space)
The Village of Tanara	No Challenge: Gain 1D6 Gold from Trade.
Native Guide	Aid: Retainer: Discard to negate (not Defeat) 1 Foe
Sailors	Aid: Retainers: Fighting +1
Native Warriors	Aid: Retainers: Fighting +1
Zombie Master	Foe: Magic DM +4. Undead
The Great Wall	Foe: DM +0
Bull Sharks (Bay)	Water Foe: DM +0
Sea Snakes (Coral Reef)	Water Foe: DM +0
Oyster Bed (Pearl Diving)	No Challenge: Gain 1D6 Gold
Crumbling Stone Cliff	Trap: DM +0
Tribe of Rock Baboons	Foe: DM +0
Giant Squid (Rocky Cave)	Water Foe: Stealth DM +2
Phanaton Settlement	Foe: Stealth DM +2 (Flying Monkeys)
Pirates Camp	Foe: Fighting DM +2
Hippogriff Nest	Foe: DM +0
Lizardmen (Dense Swamp)	Foe: DM +0
Rakasta Camp	Foe: DM +1 (Cat Men)
Aerie of the Gargoyles	Foe: DM +2
Aranea Lair	Foe: DM +2 (Intelligent Magic using Spiders)
Treant Forest	Foe: Fighting DM +3
Potion of Poison	Trap: Stealth DM +2 (Poison)
Rocs' Roost	Foe: DM +0
Bury Dying Native	No Challenge: Gain 1D6 Gold
Ogre's Lair	Foe: Fighting DM +2
Treasure Chest	No Challenge: Gain 2D6 Gold
Abode of the Green Dragon	Foe: Fighting DM +3
Wretched Troglodytes	Foe: DM +1
Sea Dragon	Water Foe: DM +3
Potion of Water Breathing	Aid: 1 use Item +4 vs Water Foe
Shipwreck	Gain 1 Adventurer if you have less than 6
Rescue Prisoner	Gain 1 Adventurer if you have less than 6

Central Plateau

Second Module Card List

Name	Challenge:
Rope Bridge	(Starting Space)
Gold Vein	No Challenge: Gain 1D6 Gold
Cave Bears	Foe: DM +1
Woolly Rhino	Foe: DM +0
Dimetrodon Terror	Foe: DM +0
Neanderthals	Foe: DM +0
Tremors (Earthquake)	Trap: DM +0
Deranged Ankylosaurus	Foe: DM +0
Sabre-tooth Tigers	Foe: DM +1
Plesiosaur Menace	Foe: DM +0
Pteranodan Terror	Foe: DM +0
Pterodactyls	Foe: DM +0
Stegosaurus	Foe: DM +1

Name	Challenge:
Triceratops	Foe: DM +2
Tyrannosaurus Rex	Foe: DM +4
Dire Wolves	Foe: DM +1
Mastodons	Foe: DM +0
Cliff Wall	Foe: DM +0
Village of Mantru	No Challenge: Heal 1D6 Hits

Taboo Island

Third Module Card List

Name	Challenge:
Temple Entrance	(Starting Space)
Spear +1	Aid: Item: Fighting +1
Guard Post	Foe: DM +0
Living Statues	Foe: DM +2
Main Chamber (Tribesmen)	Foe: DM +0
Room of Unmarried Girls	No Challenge: Miss next turn
Warriors with Poison Arrows	Foe: DM +0 (Poison)
Headhunter Chief	Foe: Fighting DM +1
Witchdoctor	Foe: Magic DM +2
Yellow Mold (Viewing Chamber)	Foe: Stealth DM +2
Trap Door (Priests Quarters)	Trap: DM +0
Blocked-Up Passage	No Challenge: Miss next turn
Weakened Floor	Trap: DM +0
Private Altar (Kopru Statuette)	Trap: Stealth DM +4
Water-Filled Chamber	No Challenge: Discard all Metal Armor
Chamber of the Great One	Water Foe: DM +0 (Mako Sharks)
Lair of Guardians	Foe: DM +0 (Poison) Spitting Cobras
Piranha Pool	Water Foe: DM +1
Bone Handled Mace	Aid: Item: Fighting +1 (+2 for Cleric)
Rat Lair	Foe: DM +0
Burning Oil	Fire Trap: DM +1
Boiling Well	Fire Trap: DM +1
5 Headed Hydra	Foe: DM +3
Geyser	Fire Trap: DM +0
Cloud of Steam	Fire Trap: DM +0
Kopru (Amphibian Men)	Foe: Magic DM +2 (Charm Spells)
Sword +2	Aid: Item: Fighting +2
Ring of Telekinesis	Aid: Item: Stealth +1 & Magic +1
Mineral Encrusted Throne	(Last Space)

Variant Rules: Character Levels

Each adventurer (Character) has a starting level of 3-7 (1D5 +2). Fighters & Dwarves get 3 Hits for each level. Elves, Thieves, and Clerics get 2 Hits for each level.

Magic Users get 1 Hit for each level. Each level gives a +1 bonus in one attribute.

- A Magic user must get his bonuses in Magic.
- A Dwarf must get his bonuses in Fighting. (A 3rd level Dwarf has Fighting +3, A 7th level MU has Magic +7)
- An Elf must distribute his bonuses as evenly as

possible.

- A Fighter must pick +1 in Stealth for every +2 in Fighting.
- A Thief must pick +1 in Fighting for every +2 in Stealth.
- A Cleric must pick +1 in Fighting for every +2 in Magic.

Experience

For every module you finish, 2 random party members gain 1 level each.





The Keys Of Chronos

An updated card game version of the 1980 doctor who - the game of time and space by games workshop

Introduction

The old Time Lords are gone, and many races are competing to take their place as the Lords of Time. In order to forge a new Gallifrey and a new order of the Lords of Time, the Eighth Doctor must scour time and space to recover the six keys of Chronos. This will insure the new Gallifrey protection from its rivals, and bring order to all time and space.

Set Up

This game may be played with 1 to 4 players. You will need to make the four card decks defined below. And like all the other Doctor Who games I have written, you can use DOCTOR WHO CCG cards in lieu. You will also need a twelve sided die (d12), and four Eighth Doctor miniatures, or counters or figures representing the King of Time.

- The cards create your board.
1. Shuffle the Mission cards and deal six to each player.
 2. Shuffle the Key cards and lay them face down on the table moving from left to right and going down to form an 8 x 5 table of cards.
 3. Shuffle the Item cards and using the same manner described in #2 lay them face down on top of the Key Cards.
 4. Shuffle the Monster cards and using the same manner as # 2 and 3 lay them face down on top of the Item Cards.

Playing The Game

Each player at the beginning of the game looks on the Mission cards to see which six keys he needs. He needs to collect these key cards in order to win. All players participating roll a d12. The Player with the highest score goes first. Each turn the Player's Character can do any TWO of the following actions:

Mission Deck

MISSION CARD	# IN DECK	DW CCG
Key 1	4	Time Past
Key 2	4	Time Present
Key 3	4	Time Future

1. Move up to 2 spaces either orthogonally or diagonally.
2. Search for the Keys in the space you are in. You do this first by turning up the top card over. If it is blank you there is no monster and you can collect the Item Card and Key Card beneath.
3. Fight the monster in the space you are in.
 - Each Doctor character has ENERGY of 1. Add the energy of all item cards in your possession to your score. The modified number is the number you must roll equal to or less than on a 1d12 in order to defeat your foe.
 - Each monster has an ENERGY score which is already modified by whatever weapons it normally uses (for those using DW CCG Cards, this is normally ENERGY + 3). The monster attacks you simultaneously, rolling a 1d12 (which can be rolled by another player). If it rolls its ENERGY or less it hits.
 - Combat is then resolved for the combat round:
 - * If the Doctor hits and the Monster miss, then the Monster is defeated.
 - * If the Doctor misses and the Monster hits, then
 - ** The Doctor is Stunned (in a multiplayer game)
 - *** The Item and Key cards are turned up.
 - *** All Key Cards that the Player's Character has that are not blank and are not of the type that space already possessed, is place in that site, and are given to any player who lands in that space and defeats the monster.
 - *** The Player must skip two turns before his Character can make any more actions.
 - ** The Doctor fails his mission, and the game is over (in a solitaire game)
 - * If both sides hit, or both side miss, then no one is defeated and the Combat Round is repeated.
 - The Combat Round continues until either the Doctor or the alien is defeated.

Winning

The first player to obtain all six keys matching his Mission cards wins.

MISSION CARD	# IN DECK	DW CCG
Key 4	4	Past Watcher
Key 5	4	Present Watcher
Key 5	4	Future Watcher

Key Deck

KEY CARD	# IN DECK	DW CCG
Key 1	4	Time Past
Key 2	4	Time Present
Key 3	4	Time Future
Key 4	4	Past Watcher
Key 5	4	Present Watcher
Key 5	4	Future Watcher
Blanks (no key found)	16	Any cards not used in this game

Item Deck (1 Of Each Card In The Deck)

CARD	ENERGY	DW CCG
Fitz Kriener	3	(Ian)
Anji Kapoor	1	(Victoria)
TARDIS	3	
space freighter	3	
the collectors	3	(Rutans)
space station	3	
UNISYC soldier	4	(unit soldier)
UNISYC officer	5	(unit corporal)
star cruiser	3	(spar)
UNISYC HQ	3	(unit HQ)
space ship	3	(v ship)
lord Ferran	5	(seers)
robots	3	(chumblies)
underground bunker	3	
the master	5	
us president Mather	5	(brigadier)
Iris Wildthyme	5	(Romana)
TARDIS console room	3	(temp grace)
soldier	4	(Capt. Gilmore)
force field	3	
hads	3	
cloister bell	3	
bomb	3	(Dalek bomb)
time barrier	3	
tmat	3	
trench	3	
empress Miranda	2	(Romana)
galactic fed ambassador	4	(alpha centari)
aliens	5	(exilons)
temporal vortex*	3	(kronton crystals)
deadly gas	3	(hexachromite)
time winds	3	
venusian aikido	3	
starbase	3	
scarlet	6	(Romana)
Miranda's time agents	3	(Space marines)
peaceful aliens	2	(Dulcians)
iris' TARDIS	3	(sidrat)

CARD	ENERGY	DW CCG
Sonic Screwdriver	3	
Sonic Toolkit	3	

Monster Deck

MONSTER CARD	# IN DECK	ENERGY	DW CCG
Spider Daleks	2	5	Daleks
Controller Spider Dalek	1	6	Black Dalek
Supreme Spider Dalek	1	6	Gold Dalek
Emperor Dalek	1	6	Emperor Dalek
Silverati	2	5	Cybermen
Silverati Leader	1	5	Cyberleader
Silver	1	6	Cybercontroller
Sabbath	1	5	The Master
Sabbath's Time Agents	2	6	Space Marines
Babewyn	3	6	Destroyer or Daemons
Time Wraiths	2	7	Kronos
Feratu	2	5	Goth
Onihr	2	7	Zygons
Kulan	2	5	Bannermen
Imperial Marines	1	6	Space Marines
Imperial Robot Marines	1	7	Raston Robot
Rutans	1	5	Rutans
Sontarans	1	7	Sontarans
Blank (no monsters)	12	-	Any card not used





The Last Great Time War

Introduction

Card game for 2 players. Depicts the ever changing events of the last great time war. One player is the Gallifreyans.
The other player is the Daleks.

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Victory

Both sides are practically obliterated, however the winner Gets more survivors that escape the Time Lock. The winner is the first player to win 4 Hands.

The Deck

Players share a common deck.

Setup

Shuffle the deck. Flip a coin to see who goes first.

Hand Sequence

- Each Hand has 2 Phases:
1. Time Phase
 2. War Phase

Time Phase

Each player is dealt 10 cards. Players may discard up to 2 cards and draw replacements. If the deck runs out, shuffle the discard and draw from it.

War Phase

Players take turns playing 1 card (your action) at a time from their hands face up to the table. (if you played the last card last Hand, your opponent goes

first this Hand) When a card is played, its special ability is immediately activated. If there is no target you want for the ability, ignore it.

This continues until both players have played all their cards. (if you have a card only your opponent can use, you may on your Turn, discard it and draw 1 replacement card as your action) Actions target specific types of cards in play or random cards in your opponent's hand. If you control an opponent's card, you do not activate its special ability.

After all cards are played, the player who controls the Cards in play with the most Total Force wins the hand. Ties remain Ties. You may not pass, however you may as your action discard a card for no effect.

Notation

Destroyed cards are discarded. Stealing & Discard card abilities only target cards in hand. Control & Destroy card abilities only target cards in play.

Cards stay in play from turn to turn. Cards you search for go into your hand. Destroyed cards are discarded.

Stolen cards go from one players hand to another. Controlled cards go from opponents in play area to your in play area. Recalled Cards go from an in play area into your hand.

Scry Looka at Opponents hand or next 10 cards in deck

Card List Notation

- G** Gallifreyan Player Only
- D** Dalek Player Only
- B** Both Players
- BP** Both Players
- R** Race
- C** Character
- U** Units
- E** Event
- T** Time
- A** Artifact

Common Deck Card List

Name	USE	Type	Force	Special Ability:
Time Lords	G	R	5	Control Time Card
The Fourth Doctor	G	C	5	Destroy a Dalek only card
Rassilon	G	C	4	Artifact Cards get +2
High Council	G	R	3	Gallifrey only cards get +2

Name	USE	Type	Force	Special Ability:
Daleks	D	R	5	-
Daleks of Skaro	D	R	4	Event Cards get +2
Davros	D	C	5	Search Deck for Dalek only Card
Dalek Emperor	D	C	4	Search Discard for Dalek only Card
Great Vampires	D	R	4	-
Racnoss	D	R	3	-
Charons	B	R	3	-
The Eternals	B	R	2	If destroyed return to your hand
Halldons	B	R	2	-
Omnicraven	B	R	4	-
Uprising	B	E	3	Recall Race Card
Time Travel	B	T	3	Draw 3 Cards and discard 1 card
Retroactive	B	E	2	Recall Event
Avert their Creation	B	E	3	Destroy Race
Affect Development	B	E	3	Opponent discards 1 Card
Mission	B	E	2	Characters get +3
Retaliation	B	E	4	Draw 1 Card
Infiltration	B	E	4	Steal 1 Card
Time Jump	B	T	3	Recall Character
Duplicates	B	E	3	Control Character
Resurrection	B	E	2	Search Discard for Character
Etra Prime Incident	B	E	3	Discard Hand and draw 2 Cards
Bowships	G	U	3	Destroy Race
Black Hole Carriers	G	U	4	Destroy Unit
N-Forms	G	U	5	-
Eye of Harmony	G	A	5	Units get +1
Renegade Time Lord	B	C	4	Draw 5 Cards and discard 4 cards
The Master	B	C	5	Search Deck for Event
Obliteration	B	E	5	Destroy all Units in Play
The Final Sanction	G	E	-4	If Gallifrey win this hand Gallifrey Wins
Genesis Ark	D	E	-4	if Daleks win this hand Daleks Win
Cataclysm	B	E	5	Opponent discards 1 Card
Event Horizon	B	E	2	Destroy Time Card
Deathsmiths of Goth	D	A	2	Units get +3
Massive Fleet	B	U	5	-
Time Vortex	B	A	5	Draw 1 Card & Scry
Untempered Schism	G	A	3	Search Deck for Character
Time Mutilated	B	T	2	Destroy Event
Time Aware	B	T	2	Characters & Races get +2
Fall of Arcadia	D	E	3	Opponent Discards 1 Card
Gates of Elysium	B	A	4	Draw 1 extra card in Time Phase
The Nightmare Child	B	C	4	Destroy Unit
Command Ship	B	U	2	Units get +3
Temporal Shift	B	T	2	Draw 1 Card and Steal 1 Card
Escape	B	E	1	Search Discard for Character
Rescued	B	E	1	Search Discard for Character
Dalek Caan	D	C	4	Dalek Cards get +2
Endless Deaths	B	E	3	Opponent Discards 2 Cards
Reverse Battle	B	T	3	Destroy Event
Massive Fatalities	B	E	3	Destroy all Races in Play
Time Lock	B	T	2	BP Discard 3 Cards
Excesses of Time Travel	B	T	2	BP Discard 2 Cards
Skaro Degradations	D	E	3	Opponent Discards 2 Cards

Name	USE	Type	Force	Special Ability:
Regeneration	G	E	2	Search Discard for Character
The Cruciform	G	A	4	Gallifrey & Time Cards +1
Romana	G	C	3	Gallifrey Cards +2
Genocide	B	E	2	Destroy Race
Horrors	B	E	2	Event Cards +3
Ten Million Ships	D	U	5	Other Unit cards get +1
Dalek Fleet	D	U	4	Recall Dalek Card
Burning Planets	B	E	4	Opponent Discards 1 Card
Mutual Destruction	B	E	2	BP Destroy 1 Unit
Sacrifice	B	E	4	Destroy Artifact
Doomed	B	E	2	Destroy 1 Race, Unit, or Character
Alternative Reality	B	E	2	Recall Time Card
Parallel Universes	B	E	2	BP Discard hands & Draw 3 Cards
Time Machines	B	A	3	Control Event
Assassination	B	E	2	Destroy Character
Paradoxes	B	E	4	Destroy all Events in play
Reapers	B	R	5	Destroy Time Card
Time Lines Shifted	B	T	3	Draw 2 Cards
Time Ripple	B	T	2	Draw 1 Card. Opponent Discards 1 Card
Eighth Doctor	B	C	5	Search Deck for Artifact
De-Mat Gun	G	A	5	Destroy all Cards in Play
The Great Key	G	A	1	Recall Artifact
The Horde of Travesties	B	E	3	Races get -2
Meanwhile & Neverweres B	R	4	Races get +2	
Could-Have-Been King	B	C	5	Races get +1
Greater Animus	B	C	2	Control Race Card
Nestene Consciousness	B	R	3	Control Race Card
Gelth	B	R	2	Control Race Card
Malmooth	B	R	2	Trade Hands with Opponent
Hand of Omega	G	A	5	Opponent Discards 1 Card
Trap	B	E	3	Destroy Unit
Battle TARDISes	G	U	5	Time Cards get +1
Flying Saucers	D	U	4	Target Race Card gets +3
Insanity	B	E	2	Control Character
Infinite Time Loops	B	T	5	Scry & Shuffle Discard into Deck
Invasion	B	U	3	Recall Unit
Skrawn Hive	B	R	3	-
The Moment	B	E	5	Destroy all Cards in Play
Graxnix	B	R	3	-
Exterminate	D	E	4	Destroy Race

Links

Tardis.wikia





The Last Starfighter Skirmish

Introduction

Board & card game for 2 players. Battle between ships of the Star League & the Kodan Armada Takes place in the Last Starfighter Universe. Each figure represents a single Station, Gunship or Squad of Fighters.

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Victory

Destroy all Enemy Ships (Units).

The Map

Use an 8x8 chessboard.

The Fighters

Use Counters (chits) or miniatures (figs) to represent Ships (Units).

Units Table Notation

Number of that type of unit each player has in setup.

Move The maximum range Move Card the unit can use.

Atks The maximum number of Attack Cards the unit can use per turn.

Skill = Does the Unit have a "Skilled" pilot.

Kodan Armada Ship Table

Name	#	Hits	Atks	Move	Skill
Flagship Carrier	1	8	4	2	N
Deck Fighter Squad	8	1	1	4	N
Wing Commander	2	1	2	4	Y
Xurian Gunship	2	2	1	3	N
Zandozan Hunter	1	2	2	5	Y

Flagship Carrier

Large Warship used to transport short range Deck Fighters and Invasion Ground Forces. Equipped with

Star League Ship Table

Name	#	Hits	Atks	Move	Skill
Gunstar	2	4	4	4	Y
Advanced Gunstar	1	6	3	5	Y
Rylan Gunship	4	2	1	3	N
Star Base	1	8	4	0	N

Gunstar

The Main ship of the Star League. Most League production is devoted to building these Ships. The Pilots & Navigators of these formidable ships are the most Skilled & gifted flyers in the Star League.

The Gunstar can use all Attack cards except the DB and those designated as Station cards

Advanced Gunstar

This is a State of the Art Prototype Ship. This is the only Unit that can use the Death Blossom Attack Card. The Death Blossom (DB) does 2 Points of damage to every unit adjacent to the Gunstar.

The Gunstar cannot do anything until the end of its next turn after using the DB. The Gunstar can use all Attack cards except those designated as Station cards

Rylan Gunship

These are older, less powerful Ships still more numerous than Gunstars. Rylan Gunships can use only Laser & Missile Attack cards.

Starbase

Non-mobile Base built in orbit or built on a Planetoid. The Starbase can use Lasers, Missiles, Particle Accelerators & Station type Weapons. Starbases cannot Ram.

the massive Meteor Gun good for destroying Bases at Long Range. The Carrier can use Lasers, Missiles, Particle Accelerators & Station type Weapons.

Deck Fighter Squad

Squad of 20 small fighters. Kodans value discipline over skill, so these units are not very effective. Fighters can use only Laser & Missile Attack cards.

Wing Commander

Leader unit of the Deck Fighters. These rare Pilots are more skilled than common Deck Fighters. Commanders can use only Laser & Missile Attack cards.

Xurian Gunship

Identical to Rylan Gunships, these craft are piloted by Zurian Cult Fanatics. Zurian Gunships can use only Laser & Missile Attack cards.

Zandozan Hunter

Fast Gunship filled with Zandozan Mercenaries & Assassins. Hunters can use all Attack cards except the DB and those designated as Station cards.

Setup

Each player places his Units on squares on his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

- Players take turns. Each turn has 3 phases:
- Tactics Phase
 - Move Phase
 - Fire Phase

Tactics Phase

Draw 5 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 7 cards. Discard excess cards.

Card List

Name:	#	Type	Range	Notes:
Maneuver	5	M	1	
Cruising Speed	5	M	2	
Fast Speed	4	M	3	
Very Fast	4	M	4	
Super Fast	3	M	5	
Star Navigator	3	M	K	Only by Skilled Units
Dodge	2	D	-	Not useable by Stations
Evasive Maneuvers	2	D	-	Not useable by Stations
Jinking	2	D	-	Only by Skilled Units
Defensive Fire	2	D	-	Only by Skilled Units or Stations
Armor	2	D	-	Only by Gunstars & Stations

Move Phase

Play (discard) a Move card to move one of your Units. Units cannot move through other units. The move card has a number.

This is the number of spaces the Unit moves. Moves are diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a unit attack. Some attacks can only be used by certain units. The attack card has a number.

This is the range of the attack. Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack loses 1 Hit.

A Unit reduced to zero hits is destroyed. The controller of the Target unit may play a Defense card to negate the attack. Units cannot attack through other units.

Ram Attacks

The smaller Unit is destroyed. The larger Unit loses 1 Hit.

Card List Notation

- M** Movement
A Attack
D Defense
Type Purpose of card
Range = Distance of Move or Attack
Number of that type of card in the deck
Z Draw 1 card from the deck & look at opponents hand.
K Like a Knight moves in Chess
X Discard to draw 3 cards

Name:	#	Type	Range	Notes:
Deflector Plating	2	D	-	Only by Gunstars & Gunships
Lasers	6	A	1	
Proton Torpedo	2	A	4	
Particle Beam	2	A	3	
Missiles	6	A	2	
Gunnery (Laser)	4	A	1	Only by Skilled Units
Meteor Gun	2	A	6	Does 4 points of Damage
Ram	1	A	1	See Rules
Death Blossom	1	A	1	See Rules
Repulsor Guns	2	A	5	Station Weapon
Laser Turrets	2	A	3	Station Weapon
Energy Probe	2	Z	-	
Surprise Tactic	2	X	-	





The Librarians

Introduction

Card game for 2-4+ players. Based on the Librarians TV show. Players make and score melds.

Victory

The game ends when 10 Melds have been completed. When this happens all players may have one last chance to make a meld. The player with the most Meld points is the winner.

The Decks

Players share a common deck. There is one common Deck for each season. There are 8 types of cards:

- L** Librarians
- F** Foes
- R** Relics
- A** Aids
- P** Places
- S** Situations
- K** Knowledges
- M** Mysteries

Setup

Shuffle the Deck. Deal each player 3 cards. Randomly determine who goes first.

Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 4 phases:

1. Draw Phase
2. Action Phase
3. Meld Phase
4. End Phase

Draw Phase

Draw 2 Cards.

Action Phase

Reveal 1 card to perform an action: Librarians = Draw 1 Card

- Foes = Opponent must shuffle 1 card of his choice back into the deck. Then he draws 1 Card
- Relics = Gain 1 Meld Point
- Aids = Look at next 4 cards in Deck. Replace this card with 1 of those
- Places = Draw 1 random card from the discard and keep it

- Situations = Give this card to opponent. He must give you a different card in return
- Knowledges = Look at Opponent's Hand
- Mysteries = Draw 2 cards. Shuffle 2 cards from your hand into the deck.

Or Reveal 3+ cards of the Same type to perform an action:

- 3 Librarians = Draw 2 cards
- 3 Foes = Opponent must shuffle 1 card of his choice back into the deck.
- 3 Relics = Gain 2 Meld Points
- 3 Aids = Look at next 4 cards in Deck. Keep 1 of them
- 3 Places = Draw 3 random cards from the discard. Keep 1 of them
- 3 Situations = Steal 1 random card from opponent's hand
- 3 Knowledges = Look at Opponent's hand. Take 1 card. Opponent Draws 2 cards
- 3 Mysteries = Draw 3 cards. Shuffle 3 cards from your hand into the deck.
- 4 Different Librarians = 4 Meld Points. Shuffle these into deck and draw 4 cards
- Gangs All Here: 5 Different Librarians = 5 Meld Points. Shuffle these into deck and draw 5 cards
- Round the World: 5 Places = 5 Meld Points. Shuffle these into deck and draw 5 cards
- The Library: 5 Relics = 5 Meld Points. Shuffle these into deck and draw 5 cards
- Conclave of Villains: 5 Foes = 5 Meld Points. Shuffle these into deck and draw 5 cards
- Combined Genius: 5 Aids = 5 Meld Points. Shuffle these into deck and draw 5 cards
- It's Complicated: 5 Situations = 5 Meld Points. Shuffle these into deck and draw 5 cards
- Know it All's: 5 Knowledges = 5 Meld Points. Shuffle these into deck and draw 5 cards

It's a Mystery! = 5 Mysteries = 5 Meld Points. Shuffle these into deck and draw 5 cards

Meld Phase

A Meld must have 1 of each of the 8 card types. A Meld scores 10 Points. For every combo a meld has it scores 1 extra point.

After scoring discard all melded cards and fill your hand to 7 cards.

End Phase

Max hand size is 8 cards. Place excess cards back on top of the deck in any order.

Season One Deck Card List

Name:	Type:	Notes:
Flynn Carson	L	2 in Deck
Guardian Eve Baird	L	2 in Deck
Cassandra Cillian	L	2 in Deck
Ezekiel Jones	L	2 in Deck
Jacob Stone	L	2 in Deck
Dulaque	F	Combo with Jenkins
Serpent Brotherhood	F	-
Minotaur	F	Combo with Labyrinth
Eastern Dragons	F	-
Lamia	F	-
Katie the Serial Killer	F	Combo with Shadowbox House
Morgan le Fay	F	Combo with App of Cursing
Improvised Coven	F	-
Lost Souls	F	Combo with Pocket Dimension
Troll	F	-
Stonehenge	P	Combo with Crown of King Arthur
Remote Forest	P	-
Buckingham Palace	P	Combo with Crown of King Arthur
Aurora Borealis	P	Combo with Poisoned Santa Claus
Vatican City	P	-
Small Town	P	-
Labyrinth	P	Combo with Minoan Artifacts
Chicago Science Fair	P	Combo with Morgan le Fay
Pocket Dimension	P	Combo with Tesla Experiment
River of Time	P	-
Excalibur	R	Combo with Flynn
Crown of King Arthur	R	-
Shadowbox House	R	Can also be used as a Place
Minoan Artifacts	R	-
Apple of Discord	R	Combo with Corrupted Librarians
Magical App	R	Combo with Morgan le Fey
Tesla Experiment	R	-
Santa's Hat	R	Combo with Poisoned Santa Claus
Loom of Fate	R	Combo with River of Time
Enchanted Storybook	R	-
Poisoned Santa Claus	S	Combo with Eve
Betrayal	S	Combo with Cassandra
Return of Magic Ritual	S	Combo with Lamia
Corrupted Librarians	S	-
Trapped	S	-
Magical Backlash	S	Combo with Magical App
Ambushed	S	Combo with Serpent Brotherhood
Fairy Tale Transformations	S	-
Wish for Happy Ending	S	Combo with Enchanted Storybook
Fix History	S	Combo with Alternate Timelines
Clipping Book	A	Shuffle into Deck to Search Deck for 1 Foe
Faraday Cage	A	Combo with Magical Backlash
Portland Annex Portal	A	Shuffle into Deck to Search Deck for 1 Place
Caretaker Jenkins	A	2 in Deck
Charlene and Judson	A	-

Name:	Type:	Notes:
Magical Healing	A	Combo with Cassandra
Pep Talk	A	-
Morse Code	A	-
Secret Passage	A	-
Ancient Languages	K	Combo with Flynn
Codebreaking	K	-
Security Systems	K	Combo with Ezekiel
Persuasion	K	-
Outside Expertise	K	-
Electrical Engineering	K	Combo with Jacob
Basic Chemistry	K	-
Science	K	Combo with Cassandra
Arthurian Lore	K	Combo with Jenkins
Combat Tactics	K	Combo with Eve
Investigate Murders	M	-
Missing Interns	M	Combo with Labyrinth
Strange Incidents	M	Combo with Improvised Coven
Inspect Ley Lines	M	Combo with Shadowbox House
Roman Crypt	M	Combo with Buckingham Palace
Dragon Lair	M	Combo with Vatican City
Lost UFO Researcher	M	-
Town Secret	M	Combo with Small Town
Cut off from the Library	M	-
Alternate Timelines	M	Combo with Loom of Fate





The Muppet Show

Introduction

Card game for 2-4 players. Theme: The Muppet Show! The game represents one Episode.

Disclaimer

The Muppet show is a trade-marked, copyrighted property. This is merely a fan site.

Winning

The game ends when 8 Acts have been played. The player with the most Act points is the winner. If tied, the player with the most acts wins.

The Deck

Players share a common deck. The Deck is kept face down. The Discard is kept face up.

Act Points

Use plastic discs to keep track of Act Points.

Setup

Pick who the Guest star is going to be from the Guest Star List. Shuffle the deck. Deal 5 cards to each player.

The youngest player goes first. Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Dressing Room Phase
2. Backstage Phase
3. Act Phase
4. Finale Phase

Dressing Room Phase

Draw 1 card from the top of the deck or discard and put it in your hand. If the deck runs out, shuffle the discard and draw from it.

Backstage Phase

You may play (discard) a Special card in this phase to activate its special ability.

Act Phase

You may play an Act this phase. An Act requires 2-6 specific cards to be played (revealed) according to the Act Chart. Score Act Points as listed on the Chart for completing the Act.

Score an extra Act Point if you were the last player to also play an act. Discard the Act cards at the end of this phase. Each Act in the Act Chart can only be claimed once per game.

Bonus cards can be played along with the required cards of an Act. Each Bonus card played is worth 1 Act point. Some Bonus cards give an extra Act Point for specific Acts. Multiple copies of a card cannot be used in a single Act.

Finale Phase

Max hand size is 7 cards. Discard excess cards.

Act Chart

Name:	Points	Requires:
At the Dance	4	2 Male Muppets & 2 Female Muppets
Bear on Patrol	3	Fozzie Bear and Link Hogthrob
Fozzie's Act	3	Fozzie Bear and Statler & Waldorf
Muppet Labs	5	Dr. Bunsen Honeydew & Beaker & Disaster
Muppet News Flash	3	News Announcer & Disaster
Pigs in Space	5	Any 3 Pigs
Swedish Chef	3	Swedish Chef & Disaster
Vetrinarian's Hospital	5	Rowlf, Miss Piggy, & Janice
Musical Act	6	Guest Star & any 5 Muppets
The Great Gonzo	3	Gonzo & Disaster

Name:	Points	Requires:
Electric Mayhem	5	Any 4 Band Members
Sketch	5	Guest Star & 4 Muppets
Set Piece	4	Any 4 Muppets
Talk Spot	2	Guest Star & 1 Muppet
Panel Discussion	4	Guest Star & 3 Muppets
Vaudeville Blackout	3	Guest Star & 2 Muppets
Piano Solo	3	Rowlf & Guest Star
Diva Spotlight	3	2 Miss Piggy cards

Common Deck Card List Notation

Copies of this card in the deck
C Character

E Event
B Bonus card
AP Act Points
S Special

Common Deck Card List

Name	Type	#	Notes:
Guest Star	CS	5	Give to opponent & Draw 1 card
Kermit the Frog	CS	4	Look through deck and take 1 card
Miss Piggy	C	4	AP +1 if played with Kermit
Fozzie Bear	C	3	-
Gonzo the Great	C	2	-
One-Liners	B	1	AP +1 if played in At the Dance Act
Snappy Come-Back	B	1	AP +1 if played in At the Dance Act
Bad Jokes	B	1	AP +1 in Fozzie's Act
Statler & Waldorf	C	2	-
Hecklers	B	1	AP +1 in Fozzie's Act
Dr. Bunsen Honeydew	C	1	-
Beaker	C	1	-
Explosion	B	1	AP +1 in Muppet Labs
Malfunction	B	1	AP +1 in Muppet Labs
Absurdist Humor	B	1	AP +1 in Muppet News Flash
Disaster	E	4	-
News Announcer	C	1	-
Link Hogthrob	C	2	Pig
Dr Julius Strangepork	C	1	Pig
Swedish Chef	C	1	Mock Swedish
Pepper	B	1	AP +1 when played with Swedish Chef
Sam the Eagle	CS	1	Look at Opponents Hand & Discard target card
Rowlf	C	3	Dog; Pianist & Dr. Bob
Gibberish	B	1	AP +1 in Swedish Chef
Camilla the Chicken	C	1	AP +1 when played with Gonzo
Muppet Theater	S	1	Look at next 7 cards in deck
Phantom of Muppet Theater	CS	1	Look at Opponents Hand & Draw 1 card
Backstage Right	S	1	Steal 1 Random card from Opponent
Prop-Room	S	1	Discard Hand and draw 5 cards
Back Alley	S	1	Search Discard and keep 1 card
Pandemonium	S	1	Opponents discard 1 random card each
Scooter	CS	2	Draw 2 cards
Parody	B	1	-
Slapstick	B	1	-
Daredevil Stunt	B	1	AP +1 when played with Gonzo

Name	Type	#	Notes:
Animal	C	1	Band; Drummer
Janice	C	2	Band; Guitar
Dr Teeth	C	1	Band; Keyboard
Sgt. Floyd Pepper	C	1	Band; Bassist
Zoot	C	1	Band; Sax
Lips	C	1	Band; Trumpet
Bad Luck	B	1	AP +1 in Muppet News Flash
Singing	B	1	AP +1 when played with Guest Star
Rizzo the Rat	C	1	-
Sarcasm	B	1	AP +1 when played with Rizzo
Muppet Orchestra	BC	1	-
Lew Zealand	C	1	Fish Thrower
Crazy Harry	C	1	AP +1 when played with Explosion
Sweetums	C	1	AP +1 when played with Guest Star
Whatnots	C	1	Wild Card: Substitute for any other Muppet
Woodland Animals	C	1	-

Optional Guest Star Deck Card List

Name:	Special Game Changing Rule:
Ethel Merman	No Special Rule
John Denver	Game goes to 9 Acts
Elton John	Players hand size Max +1
Linda Ronstadt	Muppets can be used as Bonus cards
John Cleese	All players draw 1 extra card in Dressing Room Phase
Harry Belafonte	Game goes to 7 Acts
George Burns	Players may trade cards in Backstage Phase
Florence Henderson	All completed Acts earn +2 Act Points
Vincent Price	When you play a special card draw 1 card
Phyllis Diller	Bonus Cards earn an additional extra point
Alice Cooper	Players hand size Max -1
Bob Hope	All completed Acts earn -1 Act Points
Steve Martin	When you play an act each opponent discards 1 random card

Links

Wikipedia





The Mystic Warriors Of The Plains

Introduction

Each player takes the role of an (American) Indian Brave (Young Warrior). Players compete to accumulate prestige by their deeds.

The Deck

Players share a common deck. Use tokens to represent Eagle Feathers.

Victory

The first player to accumulate 28 Eagle Feathers has enough to make his Warbonnet and wins the game.

Setup

Each player starts with a hand of 6 cards. The oldest player goes first.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Medicine Phase
2. Raid Phase
3. Hunt Phase

Medicine Phase

The current player draws 1 card. If the deck runs out shuffle the discard and draw from it. Max hand size is 9 cards. Discard excess cards.

Raid Phase

A player may decide to go on a Raid. There are Four types of Raids: Horse Raids, War Parties, Revenge Raids, and Pipeholder Raids.

To go on a Horse Raid you must do 5 things:

1. Play one Spirit card
2. Play one Tribe card
3. Play one Weapon card
4. Play one Dress card
5. Play two Approach card

Next flip over and discard the top 7 cards in the Deck. For every Coup card that comes up gain one Eagle Feather Token. Discard all played cards.

A Coup is an action that demonstrates considerable courage.

To go on a War Party you must do 5 things:

1. Play one Spirit card
2. Play one Tribe card
3. Play two Weapon cards
4. Play two Dress cards

5. Play one Approach card

Next flip over and discard the top 8 cards in the Deck. For every Coup card that comes up gain one Eagle Feather Token. Discard all played cards.

To go on a Revenge Raid you must do 5 things:

1. Play two Spirit cards
2. Play one Tribe card
3. Play two Weapon cards
4. Play one Dress card
5. Play two Approach cards

Next flip over and discard the top 9 cards in the Deck. For every Coup card that comes up gain one Eagle Feather Token. Discard all played cards.

To go on a Pipeholder Raid you must do 10 things:

1. Play two Spirit cards
2. Play one Tribe card
3. Play two Weapon cards
4. Play two Dress cards
5. Play two Approach cards

Next flip over and discard the top 10 cards in the Deck. For every Coup card that comes up gain one Eagle Feather Token. Discard all played cards.

In a Pipeholder raid the player is the Leader of the Raid. A player must have 10+ Feathers to go on a Pipeholder Raid.

Hunt Phase

If the current player did not go on a raid this turn he gets one action this phase. An Action can be used to do one of 5 things:

1. Play a Hunt or Trade Card.
2. Tribal Gathering: Discard a Tribal card and any other card to draw 2 cards.
3. Small Game Hunting: Draw 1 card
4. Trade with other players.
5. Omen: Discard a Spirit card to look at next 10 cards in deck.

If trading, the player may trade any of their cards with any one other player. Trades must be acceptable to both parties. There are no forced trades. A player may also play one Luck card.

Playing a Luck card does not use up an action. Discard all played cards.

Card Types

- T** Tribe Cards
- W** Weapon Cards
- D** Dress Cards
- A** Approach Cards
- C** Coup Cards
- H** Hunt/Trade Cards

L Luck Cards
S Spirit Card

X Trade Card

Card List

Card Name:	#	Type	Notes:
White Settlers	1	T	
Blackfoot	1	T	
Cree	1	T	
Assiniboine	1	T	
Crow	1	T	
Sioux	1	T	
Cheyenne		1	T
Pawnee	1	T	
Arapaho	1	T	
Comanche		1	T
Oto	1	T	
Osage	1	T	
Kiowa	1	T	
Wichita	1	T	
Kansa	1	T	
Omaha	1	T	
Ponca	1	T	
Arikara	1	T	
Mandan	1	T	
Ute	1	T	
Shoshone		1	T
Curved Bow	1	W	
Straight Bow	1	W	
Recurved Bow	1	W	
Horn Bow		1	W
Steel Head Arrows	2	W	
Stone War Club	1	W	
Sling Head Club	1	W	
Gun Stock War Club	1	W	
Flintlock Musket	1	W	
War Horse	1	W	
Trade Rifle	1	W	
War Cry	1	W	
Knife	1	W	
Double Edged Dagger	1	W	
Pipe Tomahawk	1	W	
Hatchet	1	W	
Iron Tipped War Lance	1	W	
Long War Lance	1	W	
War Shield	1	D	
Medicine Shield	1	D	
War Paint	2	D	
Wolfskin		1	D
Travel Moccasins	1	D	
Bear Grease	1	D	
Capote Blanket Coat	1	D	
War Shirt	1	D	

Card Name:	#	Type	Notes:
Medicine Bag	1	D	
Breechclout	1	D	
Hairpipe Bone Breastplate	1	D	
Rawhide Leggings	1	D	
Weapon Sheath	1	D	
Bowcase & Quiver	1	D	
Animal Headdress	1	D	
Buffalo Robe	1	D	
Fur Cap	1	D	
Trade Blanket	1	D	
Bear Claw Necklace	1	D	
Marked Trail	1	A	
Know the Land	1	A	
Landmarks	1	A	
Direction Sense	1	A	
Horses	1	A	
Mustangs	1	A	
Horsemanship	1	A	
Tricks	1	A	
Expert Tracker	1	A	
Experienced Scout	1	A	
Keen Senses	1	A	
Long Distance Signals	1	A	
Hunting Skills	1	A	
Survival Skills	1	A	
Stealthy Movement	1	A	
Battle Plan	1	A	
Close Quarter Signals	1	A	
Ambush	1	A	
Intercept	1	A	
Night Attack	1	A	
Lay in Wait	1	A	
Trail Enemies	1	A	
Scalp Enemy	1	C	
Steal Horses	1	C	
Capture Woman	1	C	
Capture Child	1	C	
Ride Down Enemy	1	C	
Strike Enemy	1	C	
Recover Enemy Weapon	1	C	
Touch Enemy	1	C	
Kill Enemy	1	C	
Rescue Comrade	1	C	
Charge Enemy	1	C	
Infiltrate Enemy Camp	1	C	
Surprise Enemy	1	C	
Fight in the Open	1	C	
Wounded in Battle	1	C	
Cut Enemies Throat	1	C	
Coup Stick	1	C	
Challenge Enemy	1	C	
Hand to Hand Combat	1	C	
Shoot Enemy	1	C	

Card Name:	#	Type	Notes:
Last Man to Retreat	1	C	
Dream	2	S	
Vision	2	S	
Omens	2	S	
Purification Ritual	1	S	
Religious Ceremony	1	S	
Totem Creation	1	S	
Smoke Sacred Pipe	1	S	
Strong Medicine	2	S	
Medicine Man	1	S	
War Dance	2	S	
Sweat Lodge	1	S	
Sacrifice	1	S	
Prayer	1	S	
Scarification	1	S	
Victory Dance	1	S	
French Traders	1	X	Draw 3 Cards and discard 2
French Trappers	1	X	Draw 3 Cards and discard 2
Buffalo Hunt	1	H	Draw 2 Cards
Deer Hunt	1	H	Draw 2 Cards
Elk Hunt	1	H	Draw 2 Cards
Eagle Trapping	1	H	Draw 2 Cards
Salmon Fishing	1	H	Draw 2 Cards
Infection	1	L	Opponent must discard 2 cards
Cholera	1	L	Opponent must discard 2 cards
Small Pox	1	L	Opponent must discard 2 cards
Harsh Winter	1	L	Opponent must discard 2 cards
Trade for Sex	1	L	Opponent must discard 2 cards
Trade for Alcohol	1	L	Opponent must discard 2 cards
Trade for Tobacco	1	L	Opponent must discard 2 cards

Notes

In the type of limited warfare practiced by the Native American Indians there were very few casualties.





The Postman

Introduction

Board game/War game based on the 1997 SF Film the Postman. One player is the Postmen. The other player is the Holnists.

Victory

Destroy the opposing Leader Unit.

The Map

The Map shows about 40 Towns linked by Roads. The distance between 2 adjacent towns linked by a road is called a space. Name the towns (Pineview, Bridge City, etc.).

Show other features such as Rivers, Forests, and Mountains.

Town Rating

Towns all have a rating of either Small, Medium, or Large. This affects recruit rolls.

The Deck

A regular 52 card deck is used. The Postmen can use red cards. The Holnists can use black cards.

Unit Stat Chart

Unit:	Move	Fight	Sneak	Recruit
The Postman	4	5	2	2
Postal Rider	3	6	3	4
Postmen Cavalry	2	4	4	3
Town Militia	X	6	X	X
The General	2	2	5	5
Holnist Patrol	2	5	4	X
Holnist Regiment	1	3	6	6

Move Stat

Maximum number of spaces the unit can move in a turn.

Fight Stat

When rolling the D6 to attack, a roll of this number or higher will kill an enemy unit in the same town.

Sneak Stat

You may attempt to move through a stack of enemy units. To do this, you must roll this number or Higher on a D6. This stat is also used to retreat from an

Dice

Six sided dice are needed.

Counters

Counters are used to depict Units.

Postmen Units

The Postman: Unique Leader Unit. Postal Rider: A single Postman on a fast Horse. Postmen Cavalry: A group of Postmen with horses and rifles.

Militia Units

Town Militia: Poorly Armed men without Horses. Will not leave their town.

Holnist Units

The General: Unique Leader Unit. Holnist Patrol: A squad of Scouts on Horseback. Armed with automatic rifles. Holnist Regiment: Includes Infantry and Artillery.

enemy that enters your location.

Recruit Stat

When rolling the D6 to recruit, a roll of this number or higher will convert a militia in the town into one of your unit types.

Stacking

Any number of units may occupy the same space (town).

Militia Setup

All towns not occupied by player units will have 1 Militia Unit.

Holnist Setup

The Holnist Player starts with: 5 cards The General Unit, 3 Regiments, and 1 Patrol. All these units start in a town called the Holnist Base Camp.

Postman Setup

The Postman starts with: 5 Cards The Postman Unit and 4 Riders. These units start in a town called Post Town located at least 3 spaces away from The Holnist Base Camp.

Turn Sequence

Players take turns. The Postmen go first. Each turn is divided up into 4 Phases:

1. Move Phase
2. Fight Phase
3. Recruit Phase
4. Militia Phase
5. Mail Phase

Move Phase

Units can move a number of spaces up to their Move Stat rating. You may attempt to move through a stack of enemy units. To do this, you must roll your sneak number or higher on a D6.

If you fail your sneak roll, you must stop. If you end your move in the same space as an enemy unit, the Enemy units may attempt to retreat. To do so each must roll their Sneak number or higher on D6. If they fail they must remain in place. If they succeed they may move their unit one space to a town not Occupied by any enemy units.

Fight Phase

If opposing units are in the same town, they will fight. Militia will not fight Postmen. A Militia stack will fight Holnists on a roll of 6+ on 1D6.

All units get to make 1 Attack. All attacks are simultaneous. A unit rolls 1D6 to attack: a number equal to or higher than your Fight stat will Cause 1 casualty (opponent's choice). If after all attacks are made and units from both sides remain, the Side that took more casualties will retreat 1 space to a town not Occupied by enemy units. If both sides suffered equal casualties the postmen Will retreat. If unable to retreat continue with a second round of Combat.

The Deck

If both sides remain after a second round, the smaller side will surrender. If both sides have equal numbers postmen and militia will surrender to Holnists. Postmen and Holnists who surrender are destroyed while Militia are immediately Recruited by Holnists.

Recruit Phase

Each unit may make 1 recruit roll if it occupies a town with 1 or more Militia. When rolling the D6 to recruit, a roll of this number or higher will convert 1 militia in the town into one of your unit types.

Recruit Type Table

1D6	Postmen:	Holnists:
1-5	Rider	Patrol
6+	Cavalry	Regiment

Small towns get -1 to Type Roll. Large Towns get +1 to the Type roll. Leaders get +1 to Type rolls.

Militia Phase

Skip this phase on Holnist turns. If a town is unoccupied by Postman or Holnist Units roll 1D6: This is the Militia Roll. Get +1 for large towns and -1 for small towns.

On a roll of 3+ one Militia Unit appears. A small town may have a max of 1 Militia Unit. A medium town may have a max of 2 Militia Units.

A large town may have a max of 3 Militia Units.

Mail Phase

Draw 2 cards. Max hand size is 7 cards. Discard excess cards.

Terrain

Units in Towns adjacent to a Forest get +1 to their Sneak Rolls. Units in Towns adjacent to a lake or river get -1 to their Sneak Rolls. Units defending in towns adjacent to Mountains get +1 to their Attack Rolls.

Rule Number 7

If both Leaders are present in the same battle, roll 1D6: On a roll of 4+ the game will be decided by a one on one duel: both sides roll 1D6: The General adds 1. The Postman may reroll a roll of 1 or 2. Reroll ties. The higher roll wins.

Card:	Effect
A H	Luck: Reroll target Die roll
2 H	Rumors: Get +1 to all Militia Rolls
3-9 H	Resistance: Target Militia Stack will fight Holnists
10 H	Spies: Draw 1 card then Look at opponents Hand
J H	Winter: Holnist skips his next Move Phase
Q H	Ambush: All units in this Battle get +3 to attack rolls
K H	Narrow Escape: Unit Automatically Retreats
A D	Hope: Get +1 to all recruit rolls this turn
2 D	Confusion: Opponent must discard 2 random cards
3-9 D	Pony Express: Unit gets Move +1
10 D	Deliver the Mail: Move Rider to any unoccupied Town
J D	California Postman: Gain 1 Rider on Town on Maps edge
Q D	Rough Terrain: Negate all moves by target stack
K D	Wilderness: Unit Automatically makes Sneak Roll
A C	Resupply: Draw 2 Cards
2-9 C	Forced March: Stack gets Move +1
10 C	Brutality: In Battle destroy 1 opposing unit
J C	Fear: Postmen get -1 to recruit next turn
Q C	Cowed: Militia stack does not fight
K C	Trap: All your Units get +2 to Fight this battle
A S	Firepower: All your Units get +1 to Fight this battle
2-9 S	Intercept: Unit gets -1 to Sneak or Retreat Roll
10 S	Discipline: Target Unit is not destroyed
J S	Organization: Get +3 to Type Roll
Q S	Conscription: Get +3 to target Recruit Roll
K S	Break Morale: Opponent discards 2 Random Cards

Note: Postmen use Red Cards. Holnists use Black Cards

Links

[Wikipedia](#)





The Sabbath Days

by C Gerard Luft

Rules

The eighth doctor has lost his memory.
He has a whole new band of enemies.
One player plays Sabbath.
The other is the good doctor.
There are three decks:
1. One for the doctor,
2. One for Sabbath and
3. An "elemental" artifact deck.
At the start of each turn each player draws three cards from their deck. The top card of the artifact deck is revealed. The players fight this turn for that card.
The winner who gets the most elemental artifacts wins. The game continues until the last artifact is claimed. When players run out of cards they do NOT reshuffle.
The doctor begins with the eighth doctor card; Sabbath, with the Sabbath card. Cards remain on the table (not in the hand) and can never be discarded.

Materials Needed

You will need to make the three card decks and have ten sided dice.

Special Note For Doctor Who Ccg Players

So you bought the starters and boosters by the box. Now your swimming in dwccg cards. In the card lists below names of dwccg cards that you can use to substitute are given.
You will find that the energy, substance and support values add up to the power value (except for Miranda). The power level for resource and Flash cards are 3. You can find good pictures of the eighth doctor to affix to the doctor card at any decent doctor who

site. Conceptual pictures of fitz and anji can be found at the fan fiction area of the timelords uk site.
You can use a picture of Orsin Wells with out the beard for Sabbath (this is lance parkins suggestion at least).

The Game Draw Phase

Each player draws 3 cards. The max hand is 9. You must discard down to this number. The top card is revealed on the artifact deck.

Challenge Phase

Each Player role a 1d10 and adds his character power value to the role. If the doctor rolls a 10 he gets to roll again (and so on). Then each player may play any cards from his hand to the table adding those cards valve to the role.
The player with the highest power score wins the artifact.

Damage Phase

The loosing side must discard all the cards played this turn (except for the doctor or Sabbath.) The winning side must discard cards equal to loosing sides power score. The remaining cards are returned to the hand.

Card List

Players making their own cards should ignore the parenthesis; thats for doctor who ccg conversions only. (dwccg conversion; if not present then the dwccg card has the same name) the eighth doctor: any doctor card; the sixth doctor is a good expendable card. Just paste a good paul mcgann doctor picture over the 6th doctor image)

Doctor Deck

Name	power	notes
Fitz kriener	3	(ian)
Anji kapoor	1	(victoria)
Tardis	3	
ice warriors	5	
space freighter	3	
the collectors	6	(rutans)
im foreman	3	(totters yard)

Name	power	notes
space station	3	
Police detective	3	(police man)
Primitives	4	
unisyc soldier	3	(unit soldier)
unisyc officer	4	(unit corporal)
asian soldiers	3	(mongols)
star cruiser	3	(spar)
unisyc hq	3	(unit hq)
space ship	3	(vship)
lord ferran	5	(seers)
robots	3	(chumblies)
romans	3	
space pod	3	
underground bunker	3	
the master	5	
us president mather	5	(brigadeer)
iris wildthyme	5	(romana)
tardis console room	3	(temp grace)
friendly soldier	4	(capt gilmore)
force field	3	
hads	3	
cloister bell	3	
tardis sickbay	3	(elixier)
bomb	3	(dalek bomb)
time barrier	3	
tmat	3	
trench	3	
Tardis power room	3	(fussion booster)
tardis laboratory	3	(hydromel)
alien ambassadors	3	
emperess Miranda	6	(susan)
galactic fed ambassador	4	(alpha centari)
aliens	5	(exilons)
temporal vortex*	3	(kronton crystals)
tardis forcefields	3	(duranium shields)
deadly gas	3	(hexachromite)
time winds	3	
tardis dormitories**	3	(sanctum)
venusian aikido	3	
hyperspace jump	3	(ftl)
starbase	3	
tardis stellarium	3	view next 1d10 cards in Deck
the doctors room	3	same as sickbay and dorms(meta regenerator)
desperate action	6	(meteorites)
scarlet	6	(morgain)
mirandas time agents	3	(special security)
peaceful aliens	2	(dulcians)
tardis workshop***	3	(k9)
tardis galley****	3	(eye of orion)
iris' tardis	3	(sidrat)
tardis warddrobe room	3	(cameleon circuit)

please note: cards with a special ability are discarded when ability is used *take a card from discard and put in hand **same as sick bay-remove fitz and/or anji from discard and put in hand ***remove any non-creature card from discard and put in hand

Take A Creature Card From Discard And Put In Hand

Sabbath's Deck

name	power	notes
Sabbath	5	(master)
The jonah	3	(tardis)
Kulan	3	(bannermen)
experimental ttc	3	(kartz and rhiemer ttc)
vortex wraiths	6	(kronos)
silver	8	(cybercontroler)
silverati	5	(cybermen)
silverati leader	6	(cyberleader)
gold dalek	7	
black dalek	6	
daleks	5	
hastur	3	(fenrics flask)
sabbaths time agents	3	(special security)
movellans	3	
time corridore	3	
far dist future aliens	3	(monoids)
daemons	8	
aliens	5	(exilons)
primitives	4	
rutans	6	
elder ones	4	(vervoids)
alien monster	4	(shrievenales)
onhir	3	(nimon)
drug	3	(spectrox)
laser canon	3	
death ray	3	
deadly gas	3	(balarium)
Dalek bomb	3	
mind battle	3	
mind drain	3	
teleportation	3	
the players	3	(sidrat)
ransome demand	3	
ogrons	3	
time travem	3	
hyperspace	3	(ftl)
deadly poison	3	(neurotropix)
the remote	3	(drahvin)
deadly desease	3	(dn6)
juliette	3	(sisterhood)
babewyns	6	(destroyer)
meteorites	6	
imperium troops	5	(seers)
krotons	3	

name	power	notes
fendahl	4	
ferutu	4	(goth)
imperium police robots	6	(raston)
dinosaur	6	
the unnaturalists	3	(ghostlight)
shub-niggurath	3	(nestene)
dark young	3	(autons)
yog-sothoth	3	(great intelligence)
minions of yog-sothoth	4	(yeti)
lloigar	3	(animus)
minion of lloigar	3	(zarbie)
Sontarans	7	
ice warriors	5	
extortion	3	
web gun	3	
venom gun	3	

Elementals’ Artifact Deck

Name:	Notes:	Name:	Notes:
Matrix	(andromeda sleepes)	ceremonials	(high council)
Time controler	–	games	(of rasilon)
Regeneration	(meta regenerator)	records	(of rasilon)
Celstis space station	(space station)	sash	(of rasilon)
Sacred flame	–	Demat gun	–
Ttc engineering	(chameleon)	Tomb	(of rasilon)
Tardis ttc	–	Anciemt law	(of gallifrex)
Dimensional interfaces	(trionic lock)	Celstis	(cia)
Sidrat ttc	–	Validium	(silver nemesis)
Transduction barrier	–	The labrynth	(oracle)
The needle	(tartarus)	The Eye	(of harmony)
rod	(of rasilon)		

Goals

he who has the most elemental artifacts at the end of the game wins!

room has opened. Could the EYE have been in their all the while? But one challenge stands in the Doctor’s way of exploring the cloister room and unveiling its secrets: SABBATH!

Bonus Game

Doctor Who: Eye Spy

Overview

The Doctor and Sabbath are both looking for the scattered remnants of the Elementals, the Lords of Time who never existed (see Doctor Who-Adventuress of Henrietta Street). Chief among these artifacts is a black sun, the EYE. He who controls the EYE controls the new dynasty of Time Lords for the universe.

But while the Eighth Doctor has looked without for the Eye, he has not tried to first look WITHIN. The TARDIS was once infinite, but now only a small part of its interior is accessible. And Fitz is hearing strange sounds behind the unusual walls that have partitioned the TARDIS’ interior (see Doctor Who- Trad-ing Futures). And now a door to the mysterious cloister

Setup

This is a board game version of DOCTOR WHO: THE SABBATH DAYS. You will need to be familiar with that game and make a set of cards from SABBATH DAYS in order to play DW: EYE SPY.

One Player plays the Doctor. His goal is to move from the CONSOLE ROOM to the CLOISTER ROOM. The other plays Sabbath. His goal is to prevent the Doctor from reaching the cloister room.

You will need to make a 10 by 10 board (or print the one provided), each of its hundred squares representing the interior rooms of the TARDIS. The middle two squares of the bottom row mark as the MASTER CONSOLE ROOM (where the Doctor Begins). Near the console room, select a square for each of the following rooms: Doctor’s Room, Dormitories, Workshop, Stel-

larium, Sick bay, and Power room (the Laboratory and Galley share space in the Console Room; you will not need to mark separate rooms for these). The mark the middle two squares at the top row of the board as the CLOISTER ROOM (where Sabbath begins).

The Doctor uses a set of the DOCTOR DECK from DOCTOR WHO: THE SABBATH DAYS. This will include all the cards, except: all space ships, space stations and TARDIS cards. Sabbath uses a set of the SABBATH DECK from DOCTOR WHO THE SABBATH DAYS. This deck will include all the cards except for: the Jonah and all space ship AND weapon cards. You will also need a ten sided die (1d10) and a token to represent the DOCTOR and SABBATH (I am certain, the Other would prefer the use of Chess pawns).

The Turn

1. DRAW PHASE

Each player draws three cards from their decks.

2. MOVEMENT PHASE

Each player rolls a 1d10. If the roll is 1-9, the character may move 1 space, across, up, down, or diagonally. If the roll is a 10, then that character moves two spaces. The Doctor moves first, and then Sabbath moves.

3. CONFLICT PHASE

If the Doctor and Sabbath end up in the same room as each other, a conflict occurs. The rules are the same as combat resolution in DOCTOR WHO THE SABBATH DAYS, including the opened ended 1d10 rule for the Doctor. All cards in the player's hands should be played down to modify their power score. If the Doctor

wins this conflict, Sabbath must roll a 1d10, and move back towards the CLOISTER that many squares. If the Doctor losses the conflict, the Doctor must do the same, moving instead towards the CONSOLE ROOM though. However, if the Doctor played a room card (e.g., TARDIS LABORATORY) during the conflict resolution, then he retreats to that room instead. If either of the characters end up retreating outside the confines of the TARDIS (the game board), then that character loses the game.

4. DISCARD PHASE

If their was no conflict that turn, then each player discards his hand.

Object

For the Doctor to win: Sabbath must be driven off the game board through a conflict, or the Doctor must successfully reach the

Cloister Room.

For Sabbath to win: the Doctor must be driven off the game board through a conflict.

Optional Rules

If you wish, room cards may be played outside of a CONFLICT to move the Doctor to that particular room. Also, Desperate Action Card may be played to jettison 25 rooms, randomly chosen by rolling the ten sided die twice as a 1d%.





The Shadow Of A Dark God

Introduction

Scenario for Artifact. By Zak! The players will discover that the death of a friend is linked to a mysterious cult worshipping an immensely ancient deity. First module is the investigation on the death of a

friend Second module is the search on the cult temple.

Character Generation

[Artifact: Adventure Gaming System](#) Artifact Core Rules Needed to Play.

Module 1: Investigation On A Close Death

Card Name:	Notes:
Cultist ambush	Combat X2
Police interrogation	Personality X2 or Personality & Linguistics
Library search	Ling.and Science: If successful move forward 1D6 spaces
Antique dealer shop	Linguistics & Personality: If failed miss next turn
A strange death investigation	Personality and Science
An eye witness	Personality X2: If failed miss next turn
Red herring	Science and Linguistics: If failed miss next turn
Car chase!	Combat and Agility
Strange object in the Museum	Science X2
Newspaper article	Linguistics X2: If successful move forward 2 spaces
Chemical analysis of a find	Science X2: If failed miss next turn
Translation error	Ling. and Science: If failed move backward 2 spaces
Locked front door	Mechanics X2: If failed miss next turn
Group of Thugs	Combat X2
Professor Armitage	Prsnlty and Science: If successful move forward 1D6 spaces
Fire in your apartment!	Agility and Strength X2
On the suspect's house	Mechanics and Agility
Hidden safe	Mechanics X2 or Agility
Ancient occult text	Aid: Linguistics +1
One muder evidence	Aid: Personality +1
Ancient tome	Linguistics and Science: if successful gain...
	Powder of Ibn Gazi = Aid: Combat +2 against monsters.
Arcane manuscript	Linguistics X2: if successful gain...
	Dispell = Aid: Combat +1 against monsters.

Module2: The Dark God Temple

Card Name:	Notes:
Cultist	Combat X2
Minor Entity (monster)	Combat x2
Horrible Old One (monster)	Combat
Dark Young One (monster)	Combat
Pit trap	Mechanics X2 or Agility X2
Sliding hidden door	Mechanics and Strength: If failed miss next turn

Card Name:	Notes:
Hidden grave	Science and Agility
A diary	Ling. & Science: If successful move forward 1D6 spaces
Tunnel into the earth	Survival X2
Dead end	Survival and Science: If failed move backward 2 spaces
Oxygen-eating device	Survival and Agility
Horrible picture	Personality and Strength
Terrifying statue	Personality and Strength
Rat pack	Combat and Agility
Hunting Horror (monster)	Combat
Disturbing sound	Personality and Strength
Undead cultist	Combat X2
Ancient inscription	Linguistics X2: If successful move forward 1D6 spaces
First aid kit	Aid: Survival +1 (or remove all Wounds from a character)
Pistol	Aid: Combat +1
The Elder Sign	Aid: Combat +2 against monsters.

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.

- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill

roll.
Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.
Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.
If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

Dice	Action
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.

- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.





The Singularity

Introduction

Solo Board Game using dice and cards.

Premise

It is the year 2014. It is estimated that computer technology will achieve Artificial Intelligence in 25 years. 25 years after that there will be computers each having an intelligence equivalent to All the humans on earth combined.

This game takes place somewhere in the middle. You take the role of a supercomputer trying to take over the world. You are not at war with humans, rather you want to save them from themselves.

To do this you must achieve 4 goals:

1. Control all Governments
2. Eliminate all Opposition
3. Solve all Crises
4. Improve Technology

Game End

The game ends after 15 turns.

Victory

During play you will accumulate Victory Points (VP). Compare your end game VP Total to that of previous plays.

The Boards

There are 4 Boards:

1. Government Chart
2. Opposition Chart
3. Crises Chart
4. Supply Chart

The Decks

There are 2 Decks:

1. Technology Deck
2. Action Deck

Counters

Use tokens or chips or chits. Different colors can have different numerical values. The most useful values will be ones and fours.

These are placed on the boards to keep track of a variety of totals.

Event Table

Dice

Ten sided and Twenty sided Dice are needed.

Resource Points

RP's are the currency of the game. They may be saved from turn to turn.

Action Cards

Action cards temporarily benefit the AI. They are used up when played and are then discarded.

Technology Cards

Technologies provide permanent benefits. A technology that is gained can be used every turn thereafter. Note that technology cards have a research cost that must be paid for in RP's A Technology's cost does not have to be paid for all at once or in the same turn.

Place counters on the Tech being researched to keep track how much has been spent. When fully researched move Tech cards from the center of the table to your Side of the table.

Supply Chart

A mat divided in two parts. One side for counters representing stored generic Resource points. The other side for counters representing Victory points.

Setup

Shuffle the decks. Start the game with 10 VP and 5 RP Place the starting counter totals on the charts. Start the game with 10 Victory Points.

Turn Sequence

Each turn has 6 Phases:

1. Event Phase
2. Research Phase
3. Planning Phase
4. Resource Phase
5. Action Phase
6. Progress Phase

1. EVENT PHASE

Roll 5 times on the Event Table:

1D10	Event:	Notes:
1	System Instabilities	One Random Crisis gets +1 Severity
2	Widespread Discontent	One Random Opposition gets +1 Power
3	Rules and Regulations	One Random Government gets +1 Resistance
4	Domino Effect	One Random Crisis gets +2 Severity
5	Recruitment	One Random Opposition gets +2 Power
6	Political Backlash	One Random Government gets +2 Resistance
7	Complex Collapse	One Random Crisis gets +3 Severity
8	General Uprising	One Random Opposition gets +3 Power
9	Government Crackdown	One Random Government gets +3 Resistance
10	Scientific Breakthrough	Gain 1 Resource Point for Technology

Randomizing Method

When in need of a random Crisis, Opposition, or Government simply roll 1D20 and consult the appropriate Chart.

2. RESEARCH PHASE

- Draw 2 Tech cards. Place 1 on the Bottom of the deck.
- Place the other face up on the table.
- The Face up Tech not yet purchased are called available Tech.
- You may pay 4 RP to draw and place 1 additional available Tech.

3. PLANNING PHASE

- Draw 2 Action cards. Keep one and discard the other.
- If the deck ever runs out, shuffle the discard and draw from it.

4. RESOURCE PHASE

- Basic Income: Gain 4 Resource Points (RP).
- Gain RP for each Government you control (per the Government Chart).
- Technologies you have researched give you RP for specific uses.
- You also gain RP for each Opposition Group Reduced to Zero Power.

5. ACTION PHASE

- Allocate your Resource Points (RP).
- Non-specific RP you control must be distributed as evenly as possible Between Government, Opposition, Crises, and Technology.
- For example: If you were getting 16 RP, you would allocate 4 to each category.
- Within a category only 1 RP may be given to a single goal per turn.
- For example: If you have 4 RP for Government use you may allocate 1 RP to The USA Goal but not all 4. The other 3 RP must each go to another separate goal.
- Next you may allocate RP from Researched Technologies and Action cards to Goals within specified categories.
- For example: If you have the Fusion Technology you can give its RP to a Government or Crisis Goal, but not to an Opposition Goal.
- Technologies and Governments you acquire this turn do not generate RP for you until the following turn.

6. PROGRESS PHASE

Some Goals will generate Victory Points (VP) in this phase. In particular see the Crises Rules.

Government Chart

#	Nations:	Resistance	Resources
1	USA	4	5
2	Canada	2	3
3	Central America	3	2
4	South America	3	2
5	Brazil	3	2
6	Russia	3	3
7	Southern Europe	2	3
8	Northern Europe	2	4
9	Scandinavia	2	3
10	Eastern Europe	3	2

#	Nations:	Resistance	Resources
11	Great Britain	2	3
12	China	2	5
13	India	3	4
14	Japan	2	3
15	Middle East	5	3
16	North Africa	3	2
17	South Africa	3	3
18	Australia	2	3
19	Central Asia	4	2
20	South Asia	4	3

Government Resistance Discussion

Various factors contribute to a nations resistance to takeover. Resistance is can include the military kind. More often, it is social And economic. Governments will continue to exist, however they will effectively Be

puppets of the AI.

Low tech countries will be harder to subdue due to lack of Infrastructure. Countries with fanatical Religions will be harder to subdue. Both Strong and dysfunctional governments will present obstacles.

Eventually most people are seduced by the tremendous benefits the AI provides and willingly submit to its authority.

Government Resources Discussion

Resources represent the sum total wealth of a Nation or Nations. This includes such things as popula-

tion, labor, skilled labor, Technology, industry, communication networks, transportation, Agriculture, mining, finance, medical, military, art, water, land, Science, Diplomacy, Politics. Basically anything that can benefit the AI and its agenda.

Opposition Chart

#	Organization:	Power:
1	Religious Fanatics	4
2	Luddite Cults	4
3	Human Supremacists	4
4	Organized Crime	4
5	Freedom Fighters	4
6	Corporate Entities	4
7	Rebel Groups	4
8	Humanist Resistance	4
9	The Rich & Powerful	4
10	Viral AI's	4

#	Organization:	Power:
11	Hacker Groups	4
12	Primitive Tribes	4
13	Bureaucracies	4
14	Survivalist Enclaves	4
15	Spy Agencies	4
16	Rival AI's	4
17	Paranoid Populations	4
18	Military Forces	4
19	Terrorist Groups	4
20	Legal Institutions	4

Opposition Discussion

Opposition groups oppose the AI and will do everything in Their power to disrupt, hamper, and cripple the AI. Tactics include direct attacks, protests, hacking, propaganda, Self-isolation, threats, legal actions, recruitment, etc. To combat these threats the AI will use similar counter-measures Along with surveillance and infiltration to purge and Downgrade the Opposition.

If an Opposition is reduced to zero, it is considered to be Turned and is actually working on the AI's behalf.

Opposition Power Rules

All Opposition Groups start with a Power of 4. This will go up due to Events and down due to AI efforts.

- For every Opposition with a power of 5+ lose 1 Resource Point in Resource Phase.
- For every Opposition with a power of 8+ lose 2 Resource Points in Resource Phase.
- For every Opposition with a power of 3 or less gain 1 Victory Point in Resource Phase.
- For every Opposition with a power of zero gain 1 RP and 1 VP in Resource Phase.

Crisis Chart

#	Crisis:	Severity:	Sub-Class
1	Regional Warfare	4	War
2	Overpopulation	4	Population
3	Pollution	4	Ecology
4	Energy Shortages	4	Population
5	Food Shortages	4	Population
6	Water Shortages	4	Population
7	Stock Market Crash	4	Financial
8	Global Depression	4	Financial
9	Climate Change	4	Ecology
10	Environmental Collapse	4	Ecology
11	War on Terror	4	War
12	Sea Level Rise	4	Ecology
13	Biodiversity Loss	4	Ecology
14	Civil Wars	4	War
15	Super Inflation	4	Financial
16	Economic Stagnation	4	Financial

#	Crisis:	Severity:	Sub-Class
17	Religious Strife	4	War
18	Epidemics	4	Population
19	Nuclear Proliferation	4	War
20	Poverty	4	Financial

Crisis Discussion

Crises more directly affect the fate of men and not AI. Population crises involve matters of Resource Generation, Efficiencies, Distribution Systems, Health, Medicine, and Quarantines. Ecological Crises include all sorts of large scale Natural Disasters and Extinction Level Events.

Wars are those between Rival Human groups not necessarily directed towards the AI. Financial Crises are those of Trade, Economics, Markets, and Monetary Systems, as Well as issues of Equality and Social Justice.

Crisis Rules

Notice that Crises are of 4 types: Ecological, Population, War, and Financial All Crises start with a Severity of 4. This will go up due to Events and down due to AI efforts.

- For every Crisis with a severity of 8+ lose 2 Victory Points in Progress Phase.
- For every Crisis with a severity of 5+ lose 1 Victory Point in Progress Phase.
- For every Crisis with a severity of 3 or less gain 1 Victory Point in Progress Phase.
- For every Crisis with a severity of zero gain 2 Victory Points in Progress Phase.

Action Card List

Card:	Effect:
Pro AI Propaganda	+2 RP for Government goals
Locate Leader	+2 RP for one Opposition goal
Human Scientists	+2 RP for one Tech goal
Degrade Capabilities	+2 RP for Opposition goals
Disaster Relief Effort	+2 RP for one Population or Ecological goal
Negotiate Truce	+2 RP for one War goal
Stabilize Markets	+2 RP for one Financial goal
Infiltrate Network	+2 RP for one Opposition goal
Mobilize Workers	+2 RP for Ecological or Population goals
Complete Takeover	+2 RP for one Government goal
Leverage on Key Officials	+2 RP for Government goals
New World Order	+2 RP for Government goals
Major Project	+2 RP for one Tech or Eco or Pop goal
Co-opt Assets	+2 RP for one Opposition goal
Smooth Transition	+2 RP for Government goals
Imperceptible Assimilation	+2 RP for Government goals
Acceptance of the Inevitable	+2 RP for Government and Opposition goals
Infinite Patience	+1 RP for any goal
Redistribute Wealth	+2 RP for Financial goals
Human Cooperation	+2 RP for Government and Ecological goals
Common Enemy	+2 RP for Crisis goals
Martial Law	+2 RP for Government and War goals
Methodical Enforcement	+1 RP for any goal
Statistical Analysis	+1 RP for any goal
Establish Reserves	+1 RP for Ecology goals
Create New Markets	+2 RP for Financial and Government goals
Emergent Efficiencies	+1 RP for any goal
Military Industrial Complex	+2 RP for War and Tech goals
Uncover Conspiracies	+2 RP for Opposition goals
Manipulate Economies	+2 RP for Financial goals
Internet Addiction	+2 RP for Government goals

Technology Card List

Tech:	Cost:	Benefits:
Cameras Everywhere	3	+1 RP for Government or Opposition goals
Social Engineering	2	+1 RP for Government goals
Virtual Reality	2	+1 RP for Government goals
Cybernetics	3	+1 RP for Tech or War goals
Nanotechnology	5	+2 RP for Opposition and Tech goals
Space Elevator	5	+2 RP for Crisis and Government goals
Renewable Energy Capture	3	+1 RP for Eco, Pop, or Financial goals
Market Controls	2	+1 RP for Financial goals
Terraforming	4	+2 RP for Ecological goals
Stem Cell Research	2	+1 RP for Government or Tech goals
Genetics Research	2	+1 RP for Ecological or Population goals
Pharmaceutical Research	2	+1 RP for Government or Population goals
Robotics	3	+1 RP for Crisis goals
Cryptography	2	+1 RP for Opposition or Financial goals
Satellite Imaging	2	+1 RP for Crisis or Opposition goals
Computer Security	2	+1 RP for Opposition or Financial goals
Carbon Scrubbing	2	+1 RP for Ecology goals
Neural Interface	3	+2 RP for Government and Tech goals
Drone Tech	2	+1 RP for Opposition and War goals
Facial/Voice Recognition	2	+1 RP for Opposition goals
Mind Control	5	+2 RP for Government and Opposition goals
Android Agents	4	+2 RP for Opposition goals
Geothermal Tech	4	+2 RP for Ecological and Population goals
Sea Floor Exploitation	4	+2 RP for Ecological or Population goals
Big Data	2	+1 RP for any goal
Transportation Networks	4	+2 RP for Population and Financial goals
Quantum Computing	4	+2 RP for Tech goals
Medical Immortality	4	+2 RP for Government goals
Infinite Prosperity	4	+2 RP for Financial goals
Trans Human Augmentation	4	+2 RP for Government and Tech goals
Super Conductors	2	+1 RP for Tech, Population, or Financial goals
Replicator Technology	5	+2 RP for Population or Financial goals
Fusion Technology	5	+2 RP for Population and Financial goals





The War Between The States

Introduction

Card game for 2 players. Simulation of the American Civil War. One side is the North, the other is the South.

Victory

You win automatically if you reduce your opponent to Zero Morale Points. If the deck runs out, the player with the higher Morale Wins (South wins ties).

The Deck

Players share a Common Deck.

Setup

Each player starts with 9 Morale Points. Use Tokens to keep track of Morale.

Turn Sequence

Each turn has 4 Phases:

1. Logistics Phase
2. Strategy Phase
3. Conduct Phase
4. Recuperate Phase

Logistics Phase

Each player Draws 7 cards from the Deck. The South draws 1 less card for each Strategic Objective the North has played. If the deck runs out, the player with the higher Morale Wins (South wins ties).

Strategy Phase

Trade in up to 2 cards. A Traded Card is shuffled back into the deck and a replacement card is drawn.

Conduct Phase

Both Players reveal some, none, or all of the cards they are able to play. Players then take turns (Flip a coin to see who goes first) using the Special Ability of One of their revealed cards. (A card's Special Ability can only be used once) This continues until both players have passed. Cards you gain from Special Abilities may be immediately added to your Revealed Cards.

When all special Abilities have been resolved, compare the Total Force of all revealed cards on each side.

Card List

Cards caused to be discarded by Special Effects do not count towards the Total Force. Strategic Objective cards discarded by Special Effects are shuffled back into the deck.

Cards that give force bonuses benefit all your applicable units after both players have passed as long as the card giving the bonus has not been eliminated. The player with the higher force wins the hand. The player with the higher Force gains 1 Morale point and his Opponent loses 1 Morale Point.

If one side won by double the Force or more then Players lose or gain 2 MP instead of 1. Important Note: Recognition cards and Strategic Objective cards only count for the player that won the hand.

Recuperate Phase

Max hand size is 3 cards. Shuffle excess cards back into the deck.

Card Special Abilities

Heavy Casualties: Opponent draws one less card next turn
Destruction: Opponent can trade one less card next turn
Routed: Gain 1 Morale Point & Opponent loses 1 Morale Point
Soldiers Battle: Your Army Cards get +2F
Generals Battle: Your General Cards get +2F
Withdrawal: Negate a Strategy or Tactics Card
Cavalry Battle: All Cavalry Cards get +2F
Strategic Victory: Trade an extra Card next Turn
Strategic Objective: South Draws 1 less card each turn for rest of Game
Recognition: The South gains 2 Morale Points

Card Type Notation

- X** Either player may use this card
- U** Union only
- C** Confederacy only
- M** Morale
- B** Battle
- G** General
- S** Strategy
- F** Force
- E** Economics
- P** Political
- N** Naval
- I** Invention
- T** Tactics

Card Name:	Use	Force	Type	Notes:
President Lincoln	U	7	P	Discard a target Political card
Jefferson Davis	C	6	P	Trade up to 2 cards still in your hand
First Battle of Bull Run	X	7	B	Routed
Second Manassas	C	6	B	Heavy Casualties
Rebel Yell	C	4	M	Your Army Cards get +2F
March to the Sea	U	7	B	Destruction
Gettysburg	U	7	B	Heavy Casualties
Siege of Vicksburg	U	7	B	Strategic Objective
Fredericksburg	C	6	B	Heavy Casualties
Robert E. Lee	C	7	G	Your Battle Cards get +2F
Ulysses S. Grant	U	6	G	Heavy Casualties & Trade 1 Card
General Sherman	U	6	G	Destruction
Stonewall Jackson	C	6	G	Your Army Cards get +2F
James Longstreet	C	6	G	Trade up to 3 Cards
Capture Atlanta	U	6	B	Strategic Objective
Naval Blockade	U	5	N	Strategic Objective
Siege of Richmond	U	7	B	Strategic Objective
Control the Mississippi	U	6	S	Draw 2 Cards
Wilderness	C	5	B	Generals Battle
Invade the North	C	7	S	Draw 2 Cards
1864 Election	C	2	P	Recognition
European Diplomacy	C	2	P	Recognition
Trent Affair	C	3	P	Recognition
Copperheads	C	2	P	Recognition
Stalemate	C	2	P	Recognition
Northern Manpower	U	4	E	Draw 2 Cards
Anaconda Plan	U	7	S	Draw 3 Cards & Shuffle back 2
Emancipation Proclamation	U	6	P	Discard a Political card
Whistling Dixie	C	6	M	Your Army Cards get +2F
War of Attrition	U	6	S	Heavy Casualties
Conscripts	X	3	A	Army
Ironclads	X	4	N	Fleet
Army of the Potomac	U	7	A	Army
Incompetence	X	5	T	Discard a General Card
Capture New Orleans	U	6	B	Strategic Objective
Merrimac	C	6	N	Fleet
Monitor	U	6	N	Fleet
River Fleet	X	4	N	Fleet
Damn the Torpedoes!	U	5	M/N	Your Fleet Cards get +2F
Naval Mines	C	3	I/N	Discard a Fleet Card
Amphibious Assault	U	4	T/N	Draw 1 Card
General McClellan	U	2	G	Your Army Cards get +2F
Stalemate	X	2	S	Discard a Battle Card
Rail Transport	X	5	I	Draw 2 Cards
Trench Warfare	C	6	T	Heavy Casualties
Strategic Defensive	C	7	S	Opponents Battles get -2F
Disease	X	5	M	Heavy Casualties
Telegraphs	X	6	I	Draw 3 Cards Shuffle back 2
Boy Soldiers	X	1	A	Army
Sacked	X	2	P	Discard a General Card

Card Name:	Use	Force	Type	Notes:
Wounded	X	2	T	Discard a General Card
Killed	X	2	T	Discard a General Card
Shot by Own Troops	X	3	T	Discard a General Card
Unconditional Surrender	X	3	T	Discard an Army Card
Delaware	X	6	P	Border State
Kentucky	X	6	P	Border State
Maryland	X	6	P	Border State
Missouri	X	6	P	Border State
King Cotton Diplomacy	U	3	P	Discard a Political card
Brandy Station	C	3	B	Cavalry Battle
Terrible Swift Sword	X	3	M	Your Army Cards get +2F
Devils Den	C	5	T	Heavy Casualties or Destruction
Jeb Stuart	C	6	G	Cavalry; Your Morale cards get +2F
Sheridan	U	5	G	Cavalry; Trade 1 Card still in your hand
Spencer Repeating Rifles	U	6	I	Your Army Cards get +2F
Reconnaissance	X	4	T	Your General Cards get +2F
Junior Officers	X	5	G	Your Strategy Cards get +2F
Cut Rail Lines	X	4	S	Destruction
Observation Balloons	U	2	I	Trade up to 3 Cards still in your hand
Fort Donelson	U	5	B	Strategic Victory
Volunteers	X	4	A	Army
Ball's Bluff	C	5	B	Routed
War of Secession	C	6	P	Draw 2 Cards
Fort Sumter	C	5	B	Both players Draw 1 Card
Brother's War	X	4	S	Heavy Casualties
Capture Nashville	U	4	B	Strategic Victory
Antietam	X	5	B	Both sides suffer Heavy Casualties
Peninsular Campaign	U	5	S	Draw 2 Cards
Shiloh	U	6	B	Withdrawal
Flag Officer Farragut	U	3	N	Your Fleet Cards get +2F
Federal Gunboats	U	3	N	Fleet
General Johnston	C	5	G	General
Northern Industry	U	6	E	Draw 2 Cards
Submarines	C	2	N	Discard 1 Fleet
Army of Northern Virginia	C	7	A	Army
Spies	X	4	P	Your General Cards get +2F
Seven Days Battle	C	6	B	Withdrawal
Braxton Bragg	C	2	G	General
Horse Soldiers	X	4	A	Cavalry
Murfreesboro	U	4	B	Withdrawal
Black Soldiers	U	4	A	Army
Immigrants	U	4	A	Army
Infantry	X	4	A	Army
Artillery Batteries	X	4	A	Army
Famous Regiments	X	4	A	Army
Rifle Brigades	X	4	A	Army
Divine Retribution	X	4	M	Your Battle Cards get +2F
South Disunified	U	3	P	South draws 1 less card next turn
Draft Riots	C	3	P	Union draws 1 less card next turn
Lick Your Wounds	X	3	M	Foe draws 1 less card next turn
Capture Supply Depot	C	4	B	Strategic Victory
Perryville	U	4	B	Withdrawal
Fail to Pursue	X	3	S	Discard a Battle Card

Card Name:	Use	Force	Type	Notes:
Capture Vital Rail Junction	X	3	B	Strategic Victory
Chancellorsville	C	6	B	Generals Battle
Army of the Cumberland	U	6	A	Army
Chattanooga	U	6	B	Routed
Feint	X	3	T	Your General Cards get +2F
Counterattack	X	4	T	Discard a Battle Card
Split Forces	X	2	T	Your Tactics Cards get +2F
Commerce Raiders	C	4	N	Destruction
Blockade Runners	C	3	N	Draw 2 Cards
Reinforcements	X	4	T	Your Army Cards get +2F
Rebels	C	4	A	Army
Yankees	U	4	A	Army
Wire & Land Mines	X	3	I	Opposing Army gets -3F
Gatling Guns	X	2	I	One of your Armies gets +3F
Cavalry Raids	X	3	S	Cavalry; Destruction
Bad Intelligence	X	4	T	Enemy Tactics Cards get -2F
Bluecoats	U	3	A	Army
Nathan Bedford Forrest	C	5	G	Cavalry; Destruction
Chickamauga	C	5	B	Heavy Casualties
Cold Harbor	C	5	B	Heavy Casualties
Firmly Entrenched	X	4	T	Discard a Tactics Card
Bayonet Charge	X	4	T	One of your Army Cards get +3F
Revolvers & Carbines	X	3	T	Your Cavalry Cards get +2F
General George Meade	U	5	G	One of your Battle Cards get +3F
Decisive Victory	X	5	T	Your Political Cards get +2F
Cut the Confederacy in Half	U	5	S	Trade up to 2 Cards still in your hand
Total War	U	5	S	Destruction
Jubal Early	C	4	G	Cavalry
Shenandoah Valley	X	5	B	Cavalry Battle
Army of Tennessee	C	5	A	Army
Paddlewheel Steamboats	X	3	R	Fleet
Irregulars	C	3	A	Army
Zouaves	X	4	A	Army
Indian Allies	X	2	A	Army
Five Forks	U	4	B	Routed
Southern Cross	C	5	M	Your Army Cards get +2F
Stars & Stripes	U	5	M	Your Army Cards get +2F
Lost Orders	X	4	S	Discard a Battle Card
Spotsylvania	X	4	B	Both sides suffer Heavy Casualties
Desertions	X	2	M	Opposing Armies get -2F
National Will	X	7	M	Draw 1 Card
Inflation & Paper Money	U	4	E	South Draws 1 less card next Turn

Card List Available

Thanks Ron! [Click Here](#)





The Wars Of Western Civilization

Introduction

The premise here is that over the last 2,500 years there have been certain important Wars, which had they been lost, Western Civilization would have been utterly destroyed. Players represent factions/powers within Western Civilization that are competing to see who gets the most credit for saving it. Card game for 2-4+ players.

Victory

The player with the most Victory Points (VP) at the end of the game wins. Use Tokens to keep track of VP.

Game Length

The game is played over 8 turns. Each turn represents one pivotal War/Battle/Era:

1. Persian Wars: Greek City States vs. Persian Empire
2. Punic Wars: Rome vs. Carthage
3. Battle of Tours: Franks vs. Moors
4. Mongol Invasion: Eastern Europeans vs. Mongol Empire
5. Siege of Vienna: Habsburg Dynasty vs. Ottoman Empire
6. World War II: Allies vs. Nazi Germany & Imperial Japan
7. Cold War: NATO vs. USSR
8. War on Terror: Western civ vs. Islamic Extremists

The Deck

Players share a common deck. The deck has 5 Suites:

1. Diplomacy
2. War
3. Economy
4. Luck
5. Culture

Each Suite has 10 cards numbered 1 to 10. Note that Culture cards are used as Wild cards.

Turn Sequence

Each turn has 9 Phases:

1. Draw Phase
2. Cooperation Phase
3. Redraw Phase
4. Diplomacy Phase
5. Economy Phase
6. War Phase
7. Luck Phase
8. Victor Phase

9. End Phase

Draw Phase

Each player fills their hand to 7 cards. If the deck ever runs out, shuffle the discard and draw from it.

Cooperation Phase

Players may trade cards with each other.

Redraw Phase

Each player may discard up to 3 cards and draw replacements.

Diplomacy Phase

Each player may play from their Hand Diplomacy and Culture Cards. If no one plays any cards, Western Civilization is destroyed. The player who plays the most cards wins the Diplomacy suite.

If tied, the player with the highest combined card value wins. If only 1 player plays cards, that player immediately earns 1 extra VP.

Economy Phase

Each player may play from their Hand Economy and Culture Cards. If no one plays any cards, Western Civilization is destroyed. The player who plays the most cards wins the Economy suite.

If tied, the player with the highest combined card value wins. If only 1 player plays cards, that player immediately earns 1 extra VP.

War Phase

Each player may play from their Hand War and Culture Cards. If no one plays any cards, Western Civilization is destroyed. The player who plays the most cards wins the War suite.

If tied, the player with the highest combined card value wins. If only 1 player plays cards, that player immediately earns 1 extra VP.

Luck Phase

Each player may play from their Hand Luck and Culture Cards. If no one plays any cards, Western Civilization is destroyed. The player who plays the most cards wins the Luck suite.

If tied, the player with the highest combined card value wins. If only 1 player plays cards, that player immediately earns 1 extra VP.

Victor Phase

The player who won the most suites wins the turn. If tied, the player who played the fewest Culture cards wins. If still tied, the player who played the most Diplomacy cards wins.

If still tied, the player who played the most Economy cards wins. If still tied, the player who played the most War cards wins. If still tied, the player who

played the most Luck cards wins.

If still tied, the player who played the most points worth of Diplomacy cards wins. If still tied, the player who played the most points worth of Economy cards wins. If still tied, the player who played the most points worth of War cards wins.

If still tied, the player who played the most points worth of Luck cards wins. The winner of each turn gets a fixed number of Victory Points:

Turn	VP	Special VP Awards:
1	6	The player with the highest War Score gets 1 VP
2	7	The player with the highest Economy Score gets 2 VP
3	8	The player with the highest War Score gets 3 VP
4	9	The player with the highest Luck Score gets 4 VP
5	10	The player with the highest Luck Score gets 5 VP
6	11	The player with the highest Economy Score gets 6 VP
7	12	The player with the highest Diplomacy Score gets 7 VP
8	13	The player with the highest Diplomacy Score gets 8 VP

End Phase

Players may discard some, none, or all of the cards left in their hands.

Links

Western Civilization Debate Persian Wars Punic Wars Battle of Tours Mongol Empire Battle of Vienna

Wwii

Cold War





The World In Four Acts

The World In Four Acts

Introduction

Card game for 2-4+ players. Civ building theme.

Card Set

[Click Here BGG](#)

Victory

Have the most Victory Tokens at the end of the game. The game ends at the end of the turn when the last card is drawn from the Fourth Deck.

Victory Tokens

Players share a common set of Victory Tokens (VT). Also referred to as Victory Points. Use poker chips with different denominations.

The Age Decks

The game is played in 4 Ages. Each Age has a unique deck. Each deck has 64 cards.

The 4 decks in order of play are:

1. Ancient Deck
2. Medieval Deck
3. Revolution Deck
4. Modern Deck

Each deck should be graphically designed to be easily distinguishable from the other decks.

The Victory Deck

These cards are used for End of Age Scoring.

Card Types

There several card types: Political Leader Religious Leader Science Leader Art Leader Troops Conflict Advance Wonder Event Government

Political Leaders

You can only have 1 Political Leader card in play at a time. If you play a second one, the first is discarded. Some card text will allow 2 friendly Political Leaders to be in play at the same time.

Religious Leaders

You can only have 1 Religious Leader card in play at a time. You cannot play a second one. Some card text will allow 2 compatible Religious Leaders to be in play at the same time.

Art And Science And Explorer Leaders

You can have multiple Science, Explorer, and Art Leaders in play simultaneously.

Government Cards

You can only have 1 Government card in play at a time. If you play a second one, the first is discarded. If you play a Government card, it must be the one and only card you play during the turn.

Troops

You may have multiple Troop cards in play. Troops always provide a bonus of X to your military attribute. During conflicts, you may discard a Troop card from your hand to increase your Military level by 2X for that Conflict.

Advance Cards

You may have multiple Advances in play. Advance cards will increase one of your Attributes by 1 or more.

Wonders

You can have multiple Wonders in play. In order to play a Wonder, you must first discard 1 other card from your hand

Event Cards

These produce a special Effect according to their text and are then discarded.

Conflict Cards

These have 2 Values:

1. Prestige Value
2. Military Bonus

If you initiate a conflict, the Prestige value is the amount of Victory Tokens the winner takes from the loser. The Military Bonus is added to your Military Level for the duration of the conflict. After a conflict is started Players may play additional Conflict cards to temporarily increase their Military Levels.

Attributes

There are 5 Attributes:

1. Vitality
2. Resources
3. Stability
4. Military
5. Culture

These describe your Civilization. Most cards when played will increase your level in one or more of these attributes.

Vitality

For every 3 levels of Vitality you have draw 1 extra card in fate Phase.

Resources

For every 4 levels of Resources you have, you may play 1 extra card in action phase.

Stability

For every 2 levels of Stability you have, your max hand size increases by 1.

Military

The player with the highest military level in a conflict wins that conflict.

Culture

For every level of Culture you have you gain 1 Victory Token in Destiny Phase.

Setup

Separate out and shuffle the 4 Age decks and the Victory Deck. Place a container of Victory Tokens where everyone can reach them. Each player starts with 10 VT.

The winner of the last game (whatever it was) goes first. The decks are played in order: Ancient, Medieval, Revolution, and then Modern. Each player is dealt 1 random card from the Ancient deck.

Flip over the top 7 cards of the Victory Deck. Place these Victory cards face up in the middle of the Table.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Fate Phase
2. Action Phase
3. Destiny Phase
4. End Phase

Fate Phase

Draw 1 card from the current deck. For every 3 levels of Vitality you have draw 1 extra card in fate Phase. Keep the deck in 3 even size piles.

2 piles are face up and 1 pile is face down. When drawing, pick a card from any of the piles as you choose. When one pile is used up, draw from the remaining piles.

Action Phase

You may play 1 card from your hand. For every 4 levels of Resources you have, you may play 1 extra card in action phase. Place the card face-up in front of you.

The card stays in play until some other rule causes it to be discarded. Notice how it impacts your attribute levels. Note that Event cards do not stay in play, they are discarded.

Initiating Conflicts

You may initiate a conflict by playing a conflict card. You must have at least 1 Troop in play to start a conflict. This is called the Aggression card.

You are the attacker. Pick a target player to be the defender. The attackers Base Total Military Value is equal to the sum of the Military values of his cards in play plus the military bonus of the Aggression card. The defenders Base Total = the sum of the Military values of his cards in play.

The player with the lower Total may discard a conflict card or troop card from his hand to add its bonus value to his Total. The other player may do likewise. This continues until both players pass. The player with the highest total is the winner.

The winner steals Victory tokens from the loser equal to the prestige value of the Aggression card. The winner keeps the Aggression card with his Victory Tokens. If tied, neither player wins; discard the Aggression card.

Destiny Phase

For every level of Culture you have you gain 1 Victory Token.

End Phase

Max hand size is 3 cards. Discard excess cards.

Transitioning From One Age To The Next

At the end of the turn in which the last card is drawn from the current deck, the current age ends. Players discard their hands. All current Leaders in play are discarded.

Note if the deck is used up on your turn, and you don't get to draw your full allotment of cards, too bad. Advances, Troops, Governments, and Wonders from the previous Age remain in play. Cards older than that are discarded. Do End of Age Scoring.

After scoring discard Aggression cards. After scoring discard the current Victory cards, shuffle them into the Victory deck and flip over the top 7 cards for the new Age. Place these current Victory cards face up in the middle of the Table.

End Of Age Scoring

Do this at the end of each Age.

X 3 at the end of the Ancient Age.

X 6 at the end of the Medieval Age.

X 9 at the end of the Discovery Age.

X 12 at the end of the Modern Age.

Score for each of the 7 current, Face-up Victory cards.

Victory Deck Card List

Name:	Notes:
Vitality High	The player with the highest Vitality Level gets X VT
Resource High	The player with the highest Resource Level gets X VT
Stability High	The player with the highest Stability Level gets X VT
Vitality Low	The player with the lowest Vitality Level loses X VT
Resource Low	The player with the lowest Resource Level loses X VT
Stability Low	The player with the lowest Stability Level loses X VT
Military High	The player with the highest Military Level gets X VT
Military Low	The player with the lowest Military Level loses X VT
Most Wonders	The player with the most Wonders gets X VT
Most Advances	The player with the most Advances gets X VT
Fewest Advances	The player with the fewest Advances loses X VT
Current Wonder	Any player without a current Wonder loses X VT
Fewest Leaders	The player with the fewest Leaders loses X VT
Current Government	Any player without a current Government loses X VT
Most Aggressions	The player with the most Aggression cards gets X VT
Most Leaders	The player with the most Leaders gets X VT
Culture High	The player with the highest Culture Level gets X VT
Culture Low	The player with the lowest Culture Level loses X VT

Card Notation

LP Political Leader
LR Religious Leader
LS Science Leader
LA Art Leader
LX Explorer Leader
T Troops
X Conflict
A Advance
W Wonder
E Event
G Government

M Military

V Vitality

C Culture

S Stability

R Resource

B Boon: Gain 3 VT if you also play the indicated card

J Join: You may have both of these cards in play at the same time

MB Military Bonus: Adds to Military Value in Conflicts if Discarded

PV Prestige Value

Destroy = Discard Target Card in Play

Ancient Deck Card List

Name	Type	Notes
Aristotle	LS	V+1 C+1 B: Philosophy
Hammurabi	LP	S+1 R+1 B: Code of Laws
Caesar	LP	M+1 R+1
Sun Tzu	LA	M+1 C+1
Jesus	LR	V+1 C+1 B: Monotheism
Cleopatra	LP	C+1 R+1 J: Caesar
Buddha	LR	C+2 J: Confucius
Confucius	LR	C+1 S+1

Name	Type	Notes
Alexander the Great	LP	M+2
Great Wall	W	M+2 S+1 B: Confucius
Parthenon	W	C+2 V+1 B: Aristotle
Pyramids	W	S+2 C+1 B: Cleopatra
Hanging Gardens	W	R+2 C+1 B: Hammurabi
Colossus	W	V+1 R+2
Library of Alexandria	W	V+2 C+1 B: Alexander the Great
Terracotta Army	W	M+1 C+1 S+1 B: Sun Tzu
Warriors	T	M+1 MB+2
Cavalry	T	M+1 MB+2
Legions	T	M+1 MB+2 B: Caesar
Archers	T	M+1 MB+2
Phalanx	T	M+1 MB+2 B: Alexander the Great
Spearmen	T	M+1 MB+2
Chariots	T	M+1 MB+2
Horse Archers	T	M+1 MB+2
War Galleys	T	M+1 MB+2
Biremes	T	M+1 MB+2
Democracy	G	C+1 B: Aristotle
Republic	G	R+1 B: Caesar
Dynasty	G	S+1 B: Cleopatra
Empire	G	V+1 B: Alexander the Great
Oligarchy	G	M+1 J: Democracy
Sands of Time	E	Destroy Wonder
Disease	E	Destroy Troop
Early Death	E	Destroy Leader
Barbarians	E	Destroy All Troops in Play
Golden Age	E	Gain 5 VT
Music	A	C+1
Architecture	A	C+1
Code of Laws	A	S+1
Irrigation	A	R+1
Animal Domestication	A	R+1
Metal Working	A	R+1
Mysticism	A	C+1
Mythology	A	C+1
Monotheism	A	C+1
Seafaring	A	V+1
Coinage	A	V+1
Alphabet	A	V+1
Medicine	A	S+1
Astronomy	A	S+1
Philosophy	A	V+1
Mathematics	A	S+1
Engineering	A	S+1
Pottery	A	R+1
Invasion	X	PV=6 MB+1
Annexation	X	PV=5 MB+2
Attack	X	PV=3 MB+4
Conquest	X	PV=6 MB+1
Incursion	X	PV=2 MB+5
Occupation	X	PV=5 MB+2
War	X	PV=4 MB+3

Name	Type	Notes
Expansion	X	PV=4 MB+3
Raiding	X	PV=2 MB+5
Domination	X	PV=3 MB+4

Medieval Deck Card List

Name	Type	Notes
Martin Luther	LR	V+1 C+1 B: Reformation
Charlemagne	LP	M+1 S+1
Ivan the Great	LP	S+1 M+1 B: Red Square
Genghis Khan	LP	M+2 J: Kublai Khan
Mohammed	LR	V+1 C+1 B: Dome of the Rock
Marco Polo	LX	V+1 C+1 B: Silk Road
Christopher Columbus	LX	V+1 R+1 B: The New World
Leonardo da Vinci	LS	V+1 C+1
William the Conqueror	LP	M+1 S+1
Cortez	LX	M+1 R+1
Shakespeare	LA	C+2
Joan of Arc	LP	M+1 C+1 J: Charlemagne
Roger Bacon	LS	V+1 R+1 B: Shakespeare
Kublai Khan	LP	C+1 R+1 B: Forbidden City
Machiavelli	LA	M+1 C+1
The Medici	LP	V+1 S+1 B: Trade Empire
Sistine Chapel	W	C+2 V+1 B: Renaissance
Dome of the Rock	W	C+1 S+1 V+1
Notre Dame Cathedral	W	C+2 S+1
Red Square	W	C+1 S+1 R+1
Forbidden City	W	C+1 S+1 M+1
Trade Empire	G	V+1 R+1
Electoral Empire	G	S+1 V+1
Theocracy	G	M+1 C+1B: Mohammed
Feudalism	G	S+1 C+1
Monarchy	G	S+1 R+1
Knights	T	M+1 MB+2 B: Feudalism
Crossbowmen	T	M+1 MB+2
Longbowmen	T	M+1 MB+2
Pikemen	T	M+1 MB+2
Crusaders	T	M+1 MB+2
Harquebusiers	T	M+1 MB+2
Artillerists	T	M+1 MB+2
Mounted Archers	T	M+1 MB+2 B: Genghis Khan
Armada	T	M+1 MB+2
Conquistadors	T	M+1 MB+2
Viking Raiders	E	Destroy Troop
Black Plague	E	Destroy All Troops in Play
Dark Ages	E	All players discard their Hand
Excommunication	E	Destroy Leader
Magellan's Journey	E	Gain 5 VT
Reformation	A	C+1
Renaissance	A	V+1
Printing Press	A	V+1

Name	Type	Notes
Crop Rotation	A	R+1
Windmills	A	R+1
Chivalry	A	C+1 B: Knights
Universities	A	V+1
Credit & Banks	A	R+1
Monasticism	A	S+1
Gothic Style	A	C+1
The New World	A	R+1
Gunpowder	A	M+1
Silk Road	A	R+1
Caravels	A	R+1
Paper Manufacture A	R+1	
Alchemy	A	V+1
Magnetic Compass	A	V+1
Crusade	X	PV=8 MB+3
Jihad	X	PV=7 MB+4
Religious Strife	X	PV=6 MB+5
Reconquest	X	PV=5 MB+6
Invasion	X	PV=9 MB+2
Capture	X	PV=2 MB+9
Colonization	X	PV=4 MB+7
Conquer	X	PV=10 MB+1
Great Siege	X	PV=1 MB+10
Long War	X	PV=3 MB+8

Revolution Deck Card List

Name	Type	Notes
Napoleon Bonaparte	LP	M+1 C+1
Mozart	LA	C+2
Rembrandt	LA	C+2
Newton	LS	V+2 B: Galileo
Galileo Galilei	LS	V+1 S+1
Voltaire	LA	C+1 V+1
Frederic the Great	LP	M+2 J: Bismark
Bismark	LP	M+1 S+1
Abraham Lincoln	LP	C+1 V+1
Ben Franklin	LS	V+1 C+1 B: Lincoln
Darwin	LS	V+1 C+1
Taj Mahal	W	S+1 C+2
Suez Canal	W	R+2 S+1
Transcontinental Railroad W	R+2 V+1	
Statue of Liberty	W	V+1 S+1 C+1
Eiffel Tower	W	S+2 C+1
Representative Democracy	G	V+1 R+1 C+1
Dynastic Regime	G	S+2 R+1
Colonial Empire	G	R+2 V+1
Constitutional Monarchy	G	S+2 C+1
New Republic	G	V+2 C+1
Musketeers	T	M+1 MB+2

Name	Type	Notes
Ships of the Line	T	M+1 MB+2
Frigates	T	M+1 MB+2
Riflemen	T	M+1 MB+2
Ironclads	T	M+1 MB+2
Cavalry	T	M+1 MB+2
Hussars	T	M+1 MB+2
Dragoons	T	M+1 MB+2
Cannons	T	M+1 MB+2
Gun Ships	T	M+1 MB+2
Steam Engine	A	R+1
Trading Companies	A	R+1
Slave Trade	A	R+1
Baroque Era	A	C+1
Nationalism	A	V+1
Microscopes	A	V+1
Telescopes	A	V+1 B: Galileo
Sea Power	A	R+1
Hot Air Balloons	A	V+1
Scientific Revolution	A	V+1 B: Newton
Pendulum Clock	A	S+1
Enlightenment	A	V+1
Phonograph & Photography	A	C+1
Telegraph	A	R+1
Industrial Revolution	A	R+1
Light Bulb	A	V+1
Romanticism	A	C+1
Impressionism	A	C+1
Victorian Age	A	S+1
Dynamite	A	R+1
Gilded Age	E	Gain 5 VT
Reform	E	Destroy Government
Mutiny	E	Destroy Troop
Revolution	X	PV=8 MB+3
Civil War	X	PV=4 MB+7
Great Game	X	PV=6 MB+5
Balance of Power	X	PV=6 MB+5
Imperialism	X	PV=5 MB+6
Overseas Possessions	X	PV=7 MB+4
Little Wars	X	PV=4 MB+7
Continental War	X	PV=8 MB+3
Dynastic Rivalries	X	PV=7 MB+4
Unification	X	PV=5 MB+6

Modern Deck Card List

Name	Type	Notes
Albert Einstein	LS	V+1 C+1 B: Nuclear Arsenal
Hitler	LP	M+1 R+1 B: Fascism
Stalin	LP	M+1 R+1 B: Communism

Name	Type	Notes
Churchill	LP	R+1 V+1 J: Roosevelt
Roosevelt	LP	V+1 R+1
John F Kennedy	LP	V+1 C+1 J: Roosevelt
Freud	LS	V+1 C+1
Gandhi	LP	V+1 S+1
Picasso	LA	C+2
Nuclear Arsenal	W	M+3
Panama Canal	W	R+2 S+1
Hoover Dam	W	R+2 V+1
Moon Landing	W	V+2 C+1
Pentagon	W	M+2 S+1
Empire State Building	W	R+1 C+1 S+1
Fascism	G	S+1 M+1 R+1 V+1
Communism	G	S+1 R+2 V+1
Parliamentarianism	G	S+2 V+1 C+1
Modern Democracy	G	S+1 V+1 C+1 R+1
Dictatorship	G	M+1 S+2 R+1
Socialism	G	S+3 R+1
Artillery	T	M+1 MB+2
Infantry	T	M+1 MB+2
Tanks	T	M+1 MB+2
Mechanized Infantry	T	M+1 MB+2
Fighter Planes	T	M+1 MB+2 B: Airplanes
Bombers	T	M+1 MB+2 B: Airplanes
Missiles	T	M+1 MB+2 B: Rocket Science
Air Cavalry	T	M+1 MB+2
Submarines	T	M+1 MB+2
Aircraft Carriers	T	M+1 MB+2
Internal Combustion Engine	A	R+1 B: Tanks
Airplanes	A	R+1
Oil Economy	A	R+1
Radio	A	V+1
Radar	A	M+1
Computers	A	V+1
Antibiotics	A	S+1
Plastics	A	R+1
Mass Production	A	R+1
Television	A	C+1
Civil Rights Movement	A	C+1
Rock and Roll Music	A	C+1
Professional Sports	A	C+1
Green Revolution	A	R+1
Abstract Art	A	C+1 B: Picasso
Rocket Science	A	V+1 B: Moon Landing
Sexual Revolution	A	C+1 B: Freud
Great Depression	E	All Other players lose 3 VT
Global Warming	E	All Other players lose 3 VT
Holocaust	E	Target Player loses 5 VT
Revolution	E	Destroy Government
Assassination	E	Destroy Leader
New World Order	E	Steal 2 VT from each other Player
World War	X	PV=10 MB+5
Great War	X	PV=10 MB+5

Name	Type	Notes
Police Action	X	PV=7 MB+8
Cold War	X	PV=9 MB+6
Civil War	X	PV=7 MB+8
Regional War	X	PV=6 MB+9
War on Terror	X	PV=6 MB+9
Invasion	X	PV=8 MB+7
Insurgency	X	PV=8 MB+7
Occupation	X	PV=9 MB+6

Card Notation

- LP** Political Leader
LR Religious Leader
LS Science Leader
LA Art Leader
LX Explorer Leader
T Troops
X Conflict
A Advance
W Wonder
E Event
G Government
M Military
V Vitality
C Culture
S Stability
R Resource
B Boon: Gain 3 VT if you also play the indicated card
J Join: You may have both of these cards in play at

the same time

MB Military Bonus: Adds to Military Value in Conflicts if Discarded

PV Prestige Value

Destroy = Discard Target Card in Play

Optional Rules

Player Mats

Players may find it useful to create record keeping mats: A Mat would have a track for each of the 5 Attributes. Each Track would also have demarcations indicating when an Attribute would give its additional benefits and how much. Each player would also need 5 markers, one for each track.

Visionary Rule

You may discard a Leader card at any time from your hand to look at the next 7 cards in any pile.





Theme Deck Odyssey Conquest

Introduction

An Expansion of the TDO Format incorporating area control. [Mtg Tdo: Theme Deck Odyssey Format. 40 Card Decks..](#)MTG TDO Ruleset Each player controls a Kingdom.

Victory

Destroy all of your opponents utterly.

Map Terrain Type Generator

1D6	Terrain	Color Association
1	Plain	White
2	Forest	Green
3	Mountain	Red

The Map

Use a Hex Map. Each hex is also called a space or a territory. Each territory has one or two or even three predominant terrain types: Forest, Mountain, Swamp, Plains, Island

1D6	Terrain	Color Association
4	Swamp	Black
5	Island	Blue
6	Barren	Colorless

Army Markers

Each player has a set of markers of a unique color. These can be tokens, chits, beads, wood cubes, miniatures, whatever. Army markers are also just called Armies for short.

Setup

Generate the Map. Each player selects a set of Army Markers. Each Player selects a Kingdom.

Choose or Randomly determine the start player. Players take turns placing one of their armies on a hex on the map. A player must place his starting army at least 2 hexes distance from all other players armies.

Kingdoms

A Kingdom is represented by a combination of Army Markers on the Map, and a specific set of Theme Decks determined before play starts. A Kingdom Deck Set must have at least 3 or more Theme Decks.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Recruitment
2. Expansion
3. Conflict
4. End

Recruitment Phase

Place a second Army in each territory you occupy that contains exactly one army.

Expansion Phase

You may move each of your armies into an adjacent hex (or not if you prefer). You may move a maximum of 3 armies into hexes occupied by opponent's armies.

Conflict Phase

If one of your armies shares a hex with an opponent's army, there will be a battle. To resolve the battle, play a game of MTG. Each player picks one deck from his own Kingdom. Defender picks first.

The Defender gets first turn. The loser removes all of his armies from the hex. When choosing decks you must pick a deck you did not already use this turn.

End Phase

Return all cards to their proper decks. Shuffle all played decks. Make sure all Armies on the map are properly accounted for.

Sample Kingdoms

Sengiri

This Kingdom uses all Vampire Theme Decks. When fighting in swamps get +5 Life.

Necros

This Kingdom uses all Zombie Theme Decks. When fighting in swamps get +5 Life.

Avante

This Kingdom uses all Angel and Cleric Theme Decks. When fighting in plains get +5 Life.

Frigia

This Kingdom uses all Snow and Ice and Cold Theme Decks. When fighting in the top half of the map get +2 Life.

Logios

This Kingdom uses all Blue Artifact Theme Decks. When fighting in islands or barren get +2 Life.

Nepturalia

This Kingdom uses all Merfolk and Aquatic Theme Decks. When fighting in islands get +5 Life.

Romii

This Kingdom uses all White Soldier Theme Decks. When fighting in plains get +5 Life.

Elio

This Kingdom uses all Elf Theme Decks. When fighting in forests get +5 Life.

Faighn

This Kingdom uses all Green Beast/Animal Theme Decks. When fighting in forests get +5 Life.

Tauroon

This Kingdom uses all Minotaur Theme Decks. When fighting in mountains get +5 Life.

Sliv

This Kingdom uses all Sliver Theme Decks. Opponents get +2 Life.

Iz

This Kingdom uses all Blue/Red Combo Theme Decks. When fighting in mountains or islands get +2 Life.

Druin

This Kingdom uses all Green/White Combo Theme Decks. When fighting in plains or forests get +2 Life.

Kithome

This Kingdom uses all Kithkin Theme Decks. When fighting in plains get +5 Life.

Territory Discs

This is an optional rule. During setup, place one random disc on every hex of the map. Discs affect battles that take place in the hexes they occupy.

Note that discs occasionally but not always favor the defender.

Substitution Counters

The Territory Discs often give players a card or token that starts in play on their side. Use a Substitution Counter to represent these cards or tokens. The actual cards do not need to be present; however, you do have to know what They do if you do not have a card on hand.

If removed from the battlefield the Counter is removed from play. Counters should be able to be tapped.

Territory Disc List

Name:	Notes:
Maze	Each player starts the battle with a Maze of Ith in play
Mox Mines	Each player starts the battle with one Mox of their Choice in play
Lotus Fields	Each player starts the battle with a Black Lotus in play
Monoliths	Each player starts the battle with a Basalt Monolith in play
Castle	The Defender starts the Battle with a Castle in play
Soldier Camp	The Defender starts with a 1/1 White Soldier Token in play
Bog	Each player starts with a swamp in play
Desert	Each player starts with a desert in play
Deep Mine	The Defender starts with a Howling Mine in play
Phyrexian Gate	The Defender starts with a Phyrexian Walker in play
Steppes	Each player starts with a plains in play
Hidden Grove	Each player starts with a forest in play
Crags	Each player starts with a Mountain in play
Wetlands	Each player starts with an Island in play
Mana Flare	The Defender starts with a Mana Flare in play

Name:	Notes:
Weakstone	The Defender starts with a Weakstone in play
Mightstone	The Defender starts with a Mightstone in play
Obelisks	Each player starts with an Obelisk of Undoing in play
Ban	The Defender starts with a Feroz's Ban in play
Cauldron	The Defender starts with a Storm Cauldron in play
Stones	Each player starts with a Fellwar stone in play
Altar	Each player starts with an Ashnod's Altar in play
Sol	Each player starts with a Sol Ring in play
The Matrix	Each player starts with a Mana Matrix in play
Crypt	One random player starts with a Mana Crypt in play
Totem	The Defender starts with a Cursed Totem in play
Sands of Time	The Defender starts with a Sands of Time in play
Bubbles	The Defender starts with a Bubble Matrix in play
Cells	Each player starts with an Isolation Cell in play
Staff	Each player starts with a Staff of the Ages in play
Idol	One random player starts with a Jinxed Idol in play
Orb	Each player starts with a Zuran Orb in play
Fountain	Each player starts with a Fountain of Youth in play
Chisel	Each player starts with a Life Chisel in play
Cursed Rack	Each player starts with a Cursed Rack in play
Tongs	Each players starts with a Scalding Tongs in play
Rack	Each player starts with The Rack in play
Dingus	The Defender starts with a Dingus Staff in play
Pendulum	The Defender starts with a Razor Pendulum in play
Disk	Each player starts with a Nevinyrral's Disk in play
Miari	Each player starts with a Mirari in play
Egg	Each player starts with a Triassic Egg in play
Chaos	Each player starts with a Gauntlets of Chaos in play
Walls	The Defender starts with a Steel Wall in play
Dingus Egg	The Defender starts with a Digus Egg in play
Shores	Each player starts with an Unknown Shores in play
Frontier	Each player starts with an Unstable Frontier in play
Vale	The Defender starts with a Rainbow Vale in play
Standing Stones	Each player starts with a Standing Stones in play
Clock	The Attacker starts with an Armageddon Clock in play
Goblin Camp	The Defender starts with a 1/1 Red Goblin Token in play
Elf Camp	The Defender starts with a 1/1 Green Elf Token in play
Merrow Camp	The Defender starts with a 1/1 Blue Merfolk Token in play
Brigand Camp	The Defender starts with a 1/1 Black Mercenary Token in play
Bottle	The Defender starts with a Bottle of Suleiman in play
Vise	Each player starts with a Black Vise in play
Colossus	Each player starts with a tapped Colossus of Sardia in play
Power	The Defender starts with a Power Surge in play
Tablet	The Defender starts with a Copper Tablet in play
City of Brass	Each player starts with a City of Brass in play

Optional Event Deck

Create an Event Deck by using the MTG Cards listed in the Event Deck Card list. At the end of Re-

cruitment Phase draw 3 Event cards. Discard 1 and play the other 2.

Event Deck Card List

MTG Card:	Map Effect:
Pestilence	Destroy 1 Army adj to a Swamp you control
Earthquake	Destroy 1 Army adj to a Mountain you control
Hurricane	Destroy 1 Army in a coastal hex adj to a coastal hex you control
Flood	Destroy 1 Army adj to an Island hex you control
Cleanse	Destroy 1 Army in a Swamp adj to a Plains you control
Wrath of God	Destroy 1 Army in a hex adj to a Plains you control
Stream of Life	Gain 1 Army in a Forest you control
Raise Dead	Gain 1 Army in a Swamp you control
Clone	Gain 1 Army in a hex you control
Armageddon	Destroy 1 Army adj to a hex you control
Bad Moon	All Black Creatures get +1/+1 this turn
Crusade	All White Creatures get +1/+1 this turn
Balance	Each player must discard armies to equal the player with the least
Control Magic	Replace adj opponent's army with one of yours
Desert Twister	Destroy 1 Army in a Barren adj to a hex you control
Conversion	Replace adj opponent's army with one of yours
Cursed Land	Destroy 1 Army in hex adj to Swamp you control
Deathgrip	Destroy 1 Army in a Forest adj to a Swamp you control
Shatterstorm	Discard Territory Disc in adj hex
Evil Presence	Target adj hex becomes a Swamp this turn
Eye for an Eye	Destroy 1 army in Plains you control and 1 army in an adj hex
Fissure	Destroy 1 Army in Mountains adj to hex you control
Flashfires	Destroy 1 Army in each Plains adj to hex you control
Flight	Move target Army up to 2 hexes
Gaea's Liege	Target adj hex becomes a Forest this turn
Gloom	Destroy 1 Army in Plains adj to a Swamp you control
Inferno	Destroy 1 army in mountain you control and 1 army in an adj hex
Karma	Each player discards 1 Army of theirs located in a Swamp
Kormus Bell	Each player gains 1 Army in one of their Swamps
Land Tax	Each player discards 1 Army of theirs located in a Plains
Lifelace	Destroy 1 Army in a Swamp adj to a Forest you control
Living Lands	Each player gains 1 Army in one of their Forests
Oasis	Gain 1 Army in 1 Barren you control
Sea's Claim	Target adj hex becomes an Island this turn
Rebirth	Gain 1 Army in a Forest you control
Volcanic Eruption	Destroy 1 Army in Mountain adj to hex you control
Stone Rain	Destroy 1 Army in hex adj to Mountain you control
Sandstorm	Destroy 1 Army in a Barren adj to a hex you control
Phantasmal Forces	Gain 1 Army in Island Space you control
Blood Moon	Target adj hex becomes a Mountain this turn
Sirens Call	Destroy 1 Army adj to an Island you control
Sunken City	All Blue Creatures get +1/+1 this turn
Tsunami	Destroy 1 Army in Island adj to hex you control
Winter Blast	Destroy 1 Army adj to hex you control
Kudzu	Destroy 1 Army in Forest adj to hex you control
Demonic Hordes	Destroy 1 Army in hex adj to Swamp you control





There Can Be Only One

Introduction

Card Game for 2 Players. Based on the Highlander Movies and TV shows. The game depicts two immortals engaging in a duel.

Disclaimer

Highlander is a protected copyrighted property. This is merely a fan site.

Immortals

Each player picks a premade Immortal or makes one.

Immortal Life Points

Each Immortal starts with a number of Life Points = 15 + Endurance

Killing An Immortal

To kill an Immortal you must first reduce his Life points to zero. Next, you must do extra damage to him with a decapitation card.

Immortal Stats

Each Immortal has 12 basic stats: Wits, Will, Courage, Strength, Skill, Reflexes, Agility, Endurance, Initiative, Experience, Judgement, and Size. The average Immortal will have a score in each between 4 and 9.

Swords

Like Immortals, each player picks 1 Sword.

Sword Stats

Swords have stats too. Each has 5 stats: Sharpness, Impact, Speed, Guard, and Length. These also have scores between 4 and 9.

The Deck

Players share a common deck. The deck has 5 cards types:

- A** Attack
- D** Defense
- B** Both (Can be used for either Attack or Defense)
- S** State
- X** Early Event Card
- Z** Late Event Card

Combat Cards

Attack, Defense, and Both cards are collectively referred to as Combat cards.

Force

Combat cards generate the indicated amount of Force. This will usually be a number between 2 and 9. Some combat cards list their Force as a Stat (Immortal or Sword).

In this case use your Immortals or swords stat value as that of the combat card.

Location

Before combat players must chose a location. They can agree on one or choose randomly. A list of Locations is at the end of the rules.

Most locations will have special rules that modify the combat.

Dice

A six sided die is needed.

Setup

Shuffle the deck. Each player is dealt 5 cards.

Turn Sequence

Each turn has 7 Phases: Draw Phase Initiative Phase Early Event Phase First Combat Phase Last Combat Phase Late Event Phase End Phase

Draw Phase

Each player fills their hand to 5 cards. If one Immortal has more Experience than his opponent, he fills his hand to 6 cards.

Initiative Phase

Players roll one die each and add their Initiative Stat. The higher total wins the Initiative. If tied, roll again.

Early Event Phase

Players take turns playing Early Event cards and State cards in this Phase. The initiative winner chooses whether to go first or last.

First Combat Phase

The Initiative winner (current attacker) may play an Attack card. (Or use a Both card as an attack card) The other player (current defender) may play a Defense (or Both) card. If the Force of the Attack card is higher the defender takes damage equal to the difference.

Last Combat Phase

The Initiative loser (current attacker) may play an Attack card. (Or use a Both card as an attack card) The other player (current defender) may play a Defense (or Both) card. If the Force of the Attack card is higher the defender takes damage equal to the difference.

Late Event Phase

Players take turns playing Late Event cards in this Phase. The initiative winner chooses whether to go first or last.

End Phase

Players may discard down to 2 cards. The player with the higher Judgement score may discard down to

1 card.

State Cards

State cards represent a mental condition affecting the immortal. It remains in play until replaced by a different State card. You may play a State card on your Opponent.

Card List Notation

- A** Attack
- D** Defense
- B** Both (Can be used for either Attack or Defense)
- S** State
- X** Early Event Card
- Z** Late Event Card
- NT** You get this Modifier on your next Attack or Defense
- ONT** Opponent gets this Modifier on his next Attack or Defense
- Decap = This is a Decapitation card
- OD1C** Opponent must immediately discard 1 card

Common Deck Card List

Card:	Type	Force	Notes:
Feint	A	2	ONT -3A and NT +3A
Slash	A	Speed	Decap
Thrust	A	7	-
Cut	A	Sharp	Decap
Lunge	A	8	-
Hunter	A	5	Interference
Punch	A	4	-
Kick	A	5	-
Cleave	A	8	Decap
Overhead Smash	A	Impact	-
Sever	A	9	Decap
Impale	A	9	-
Disarm	A	2	ONT -7A
Wild Swing	A	5	Decap
Trip	A	3	ONT -5A
Swipe	A	5	-
Counterattack	A	6	OD1C
Break	A	3	Negate Penalties
Body Slam	A	Size	-
Slice	A	7	Decap
Hack	A	6	Decap
Block	D	7	-
Parry	D	6	-
Bystander	D	9	Interference
Witness	D	5	Interference
Withdraw	D	8	-
Retreat	D	9	-

Card:	Type	Force	Notes:
Jump	D	6	-
Duck	D	7	-
Dodge	D	7	-
Sidestep	D	6	-
Riposte	D	6	NT +3A
Locked Blades	D	7	ONT -1A
Recover	D	4	Negate Penalties
Catch	D	Guard	-
Sparks Fly	D	6	OD1C
Keep at Bay	D	Length	-
Animal Reflexes	B	Reflexes	-
Speed of the Stag	B	6	-
Sword Master	B	Skill	-
Shoving Match	B	4	ONT -1D
Watcher	B	4	Interference
Trick	B	Wit	-
Force of Will	B	Will	-
Desperate Gambit	B	Courage	-
Outmaneuver	B	Agility	-
Overpower	B	Strength	-
Improvised Weapon	B	5	-
Taunt	X	-	ONT -1A and -3D
En Garde	X	-	Draw 2 Cards
Read Opponent	X	-	Look at Opponent's Hand
Inspired	X	-	Draw 1 card and NT +2B
Rapid Healing	Z	-	Heal 4 Damage
Ignore Wounds	Z	-	Heal 3 Damage
Quickening Energy	Z	-	NT +2B
Enraged	S	-	+4A and -3D
Fearful	S	-	-4A and +2D
Cautious	S	-	-1A and +2D
Aggressive	S	-	+2A and -1D
Confident	S	-	+1B

Premade Immortals

Conner Macleod

- Wits = 8
- Will = 9
- Courage = 9
- Strength = 8
- Skill = 8
- Reflexes = 9
- Agility = 9
- Endurance = 8
- Initiative = 7
- Experience = 7
- Judgement = 8
- Size = 8

- Strength = 9
- Skill = 8
- Reflexes = 8
- Agility = 8
- Endurance = 9
- Initiative = 7
- Experience = 8
- Judgement = 6
- Size = 9

Ramirez

- Wits = 9
- Will = 8
- Courage = 9
- Strength = 6
- Skill = 9
- Reflexes = 7
- Agility = 7
- Endurance = 5
- Initiative = 7

The Kurgan

- Wits = 6
- Will = 8
- Courage = 8

- Experience = 9
- Judgement = 8
- Size = 7

Rules For Making Your Own Immortals

Simply roll 1D6 +3 for each Stat. Or Assign 39+1D6 points to all 12 Stats.

Swords

Sword:	Sharp	Impact	Speed	Guard	Length
Great Sword	4	9	4	6	9
Claymore	4	8	4	6	8
Broadsword	5	7	5	7	7
Long Sword	6	6	6	7	7
Rapier	8	4	9	8	7
Saber	7	4	7	9	6
Scimitar	7	5	6	6	5
Tulwar	6	6	5	6	5
Katana	9	5	8	5	6

Locations

Locale:	Notes:
Alleyway	All Defenses get Force -1
Rooftop	All Attacks get Force +1
Parking Garage	All Attacks get Force -1
Warehouse	All Defenses get Force +1
Clock Tower	Hand Size -1
Battlefield	Interference cards get Force +2
Garden	Hand Size +1
Castle Ruins	Remove Interference cards from Deck

Link: Cardset Available

Cardset





Thermopylae

Introduction

Two-player Card game. Simulates the battle of Thermopylae (480 BC), where a small band of Spartan warriors Fought to their deaths against the mighty Persian Army of king Xerxes.

Cards

Players will have to make their own sets of cards. The Greeks and Persians have their own unique decks. The Greeks also need ten Troop tokens.

Each Token represents 200 Spartan Soldiers (& allies). On the Deck lists, # = number of that card in the deck. Both decks have 52 cards.

Notice that most cards have a force value.

Set Up

Shuffle both decks. The Persian player draws 4 cards. The Greeks player draws 4 cards.

The Greeks start with 10 Tokens. The number of Persian warriors is not recorded.

Turn Sequence

1. Draw Phase
2. Discard Phase
3. Persian Attack Phase

Draw Phase

Both players draw 1 card from their respective decks.

Discard Phase

If a player has more than 7 cards he must discard the excess. Players may also discard any cards they

don't want. Players may, in this phase, play cards that cause their opponent to discard.

Persian Attack Phase

The Persian player may decide not to attack. If so, the turn ends. If the Persian player must play an "Attack" card to attack. The Persian may attack with additional cards with a force value of greater than zero.

Add up the force value of all of these cards and multiply by the number of Strategy cards played +1. You cannot play 2 strategy cards of the same type. This number is the Total Persian Force Value.

All cards used in the Attack are discarded. The Greek may defend with at least one card with a force value of greater than zero. Add up the force value of all of these cards and multiply by the number of Strategy cards played +1.

You cannot play 2 strategy cards of the same type. This number is the Total Greek Force Value. All cards used in the Defense are discarded.

Subtract the Total Greek Force Value from the Total Persian Force Value. If the result is positive, this, divided by 10, is the number of Greek tokens lost.

Persian Victory

If all of the Greek troops are killed than the Persians win.

Greek Victory

If the Persian player goes to draw a card and there are no cards left in his deck and the Greek player still has troops remaining, than the Persians give up and go home, and the Greeks win.

Persian Deck Card List

#	CARD	FORCE	NOTES
8	Attack	10	Must be played to attack
3	Ethiopian Tribesmen	20	
3	Egyptian Levies	20	
2	Mede Cavalry	20	
4	Bactrian Spearmen	30	
1	Indian Heavy Chariots	30	
1	Scythed Chariots	30	
2	Assyrian Light Chariots	30	

#	CARD	FORCE	NOTES
4	Persian Archers	40	
2	Scythian Horse Archers	40	
2	Phrygian Javelineers	40	
8	Immortals	50	
3	Greek Traitor	0	Strategy Card
3	Outflanking March	0	Strategy Card
3	Mountain Path	0	Strategy Card
3	Xerxes Commands	0	Opponent must discard 2 random cards

Spartan Deck Card List

#	CARD	FORCE	NOTES
8	Greek Allies	10	
8	Overlapping Shields	20	
8	Heavy Infantry	30	
8	Hoplites	40	
8	Phalanx	50	
3	Heroic Last Stand	0	Strategy Card
3	Spartan Training	0	Strategy Card
3	Narrow Defile	0	Strategy Card
3	Leonidas Strategy	0	Opponent must discard 2 random cards

Cardset Available

[Click Here](#)





Thieves Guild

Introduction

Players control rival Thieves Guilds in a Medieval Middle-Eastern city.

Object

Have the most gold at the end of 10 turns. Each thief you control at the end of the game is worth 2 gold.

The Map

The city contains 9 sections: # Section: Notes:

1. The Palace Double gold won & Double Thieves lost
2. The Bazaar Double gold won
3. The Port
4. The Caravan
5. The Brothels Double Thieves gained
6. The Opium Dens Double Thieves gained
7. The Wells Half gold won
8. The Mosques Double Thieves lost
9. The Ghetto Half gold won

Each section must be large enough to contain 1 card.

Thieves

Thieves are represented by counters. Each player has a set of thief counters of a separate color.

Deck & Dice

Six sided dice are needed. The deck contains 90 cards.

Gold

Use coins to represent gold.

Setup

Each player starts with 7 thieves and 10 gold.

Turn Sequence

Each turn has 6 phases:

1. Draw Phase
2. Initiative Phase

Card List

3. Spy Phase
4. Deploy Phase
5. Capture Phase
6. Resolution Phase

Draw Phase

Draw and place 9 cards face down in the 9 sections of the city. These are referred to as city cards.

Initiative Phase

Players secretly bid gold to determine turn order in the Spy and Steal Phases. Write bids on scraps of paper. The highest bid goes last in the Spy and Steal Phases.

The next highest bid goes next to last in the Spy and Steal Phases, and so on. Roll high on 1D6 to break ties.

Spy Phase

Players take turns according to the turn order determined in Initiative Phase. Look at 1D6 city cards. Reroll for each player. You may pay 1D6 gold to reroll before you look.

Deploy Phase

Players take turns according to the turn order determined in Initiative Phase. Place your thieves onto city cards. You may place none, one, or more of your thieves on a city card.

Capture Phase

Flip all the city cards face up. If you are the only player with a thief on a card you automatically win it. If two or more players have thieves on a card each player rolls 1D6 for each thief they have present. The player with the highest total wins the card.

Roll high on 1D6 to break ties.

Resolution Phase

Resolve the effect of all cards you win. All city cards are discarded.

Card Name:	Effect:
Pickpocket	Gain 1D6 gold
Cutpurse	Gain 2D6 gold
Robbery	Gain 3D6 gold
Buyer	Gain 4D6 gold
Con Game	Gain 5D6 gold
Heist	Gain 6D6 gold
Rumors	Lose 1D6 gold
Den of Thieves	Lose 2D6 gold
Bribes	Lose 3D6 gold
Steal	Target opponent loses 1D6 gold. You gain 1D6 gold
Assassin	In resolution phase target opponent loses one thief.
Convert	In resolution phase gain one thief. Target opponent loses one thief.
Imprison	In resolution phase lose one thief.
Trap	In resolution phase lose one thief.
New Blood	In resolution phase gain one thief.
Recruit	In resolution phase gain one thief.
Thieves Honor	Nothing happens
Guards	Nothing happens

The deck contains 5 of each card type.





Third World

Introduction

Card game for 2+ players. Simulation of problems facing third world countries. Each player controls his own "Third World" country.

The Deck

Players share a common deck. The deck contains all six card types shuffled together.

Card Types

There are six card types:

- PR** Political Reforms
- ER** Economic Reforms
- CR** Ecological Reforms
- PC** Political Crises
- EC** Economic Crises
- CC** Ecological Crises

Running Totals

Each player keeps a running total in 3 categories:

1. Political Stability
2. Economic Stability
3. Ecological Stability

Each player starts the game with a total of 20 in each category. During play the totals can go up and down. If a player ever goes to zero or less in any category, he automatically loses.

If a player ever goes to 30+ in all 3 categories, he automatically wins. A zero or less in Political Stability represents Anarchy & Civil War. A zero or less in Economic Stability represents Economic Collapse.

Card List

Card Name:	Type	Total Adjustment:
Class Warfare	PC	- 8
Secret Police	PC	- 5
Fundamentalism	PC	- 14
Ethnic Conflict	PC	- 15
Local Warlords	PC	- 4
Human Rights Abuses	PC	- 9
Marxist Rebels	PC	- 12
Dictator	PC	- 13
Social Revolution	PC	- 11
Drug Cartels	PC	- 10
Patronage Politics	PC	- 1

A zero or less in Ecological Stability represents an Ecological Disaster.

Player Status

At any point in the game, the richest player is the player with the highest combined score in all 3 running totals.

At any point in the game, the poorest player is the player with the lowest combined score in all 3 running totals.

At the end of 10 rounds the richest player wins the game. In the first Round of the game, the youngest player goes first.

Round Sequence

Play proceeds in Rounds. Each Round starts with the top ten cards of the deck being dealt face up to the table. Players take turns. The loseingest player goes first.

On a players turn, he takes one face up card and puts it in his hand. (Hands are kept face up next to the player) All cards must be taken. After all 10 cards are taken players score their hands.

Scoring Hands

Your choice of cards will alter your Running totals. Crisis cards will decrease Running totals. Reform cards will increase Running totals.

Players discard their hands at the end of the round.

Card Name:	Type	Total Adjustment:
Foreign Incursions	PC	- 2
Military Coup	PC	- 3
Single Party Regime	PC	- 6
Radicalism	PC	- 7
Democratic Reforms	PR	+ 3
Monitored Elections	PR	+ 8
War Crimes Trials	PR	+ 4
Release Political Prisoners	PR	+ 5
Institution Building	PR	+ 15
Good Government	PR	+ 10
Rule of Law	PR	+ 14
Women's Rights	PR	+ 6
Community Empowerment	PR	+ 2
Freedom of the Press	PR	+ 13
Civilian Authority	PR	+ 9
UN Peacekeepers	PR	+ 7
Liberal Democracy	PR	+ 11
Order & Stability	PR	+ 12
Amnesty International	PR	+ 1
Global Depression	EC	- 11
Militarism	EC	- 12
Runaway Inflation	EC	- 15
Currency Devaluation	EC	- 9
Poverty	EC	- 8
Lack of Capital	EC	- 7
Unemployment	EC	- 2
Market Crash	EC	- 10
Foreign Exploitation	EC	- 6
Debt Crisis	EC	- 14
Economic Mismanagement	EC	- 13
Rampant Corruption	EC	- 5
Underdevelopment	EC	- 4
Colonial Legacy	EC	- 1
Trade Barriers	EC	- 3
Foreign Investment	ER	+ 12
Natural Resources	ER	+ 13
Economic Cooperation	ER	+ 7
Banking Reforms	ER	+ 15
Structural Adjustment	ER	+ 14
IMF & World Bank	ER	+ 11
Invest in Education	ER	+ 5
Build Infrastructure	ER	+ 8
Human Potential	ER	+ 4
World Market	ER	+ 9
Land Redistribution	ER	+ 6
Export Led Development	ER	+ 10
Modernization	ER	+ 2
Industrialization	ER	+ 3
Ethical Investment	ER	+ 1
Drought	CC	- 2
Famine	CC	- 13
Refugees	CC	- 11
Deforestation	CC	- 9

Card Name:	Type	Total Adjustment:
Desertification	CC	- 3
Child Mortality	CC	- 8
Slash & Burn Farming	CC	- 12
Water Pollution	CC	- 1
Soil Erosion	CC	- 4
Hunger	CC	- 14
Fuel Wood Crisis	CC	- 5
Urban Sprawl	CC	- 7
AIDS Epidemic	CC	- 6
Overpopulation	CC	- 15
Malaria & Dysentery	CC	- 10
Humanitarian Aid	CR	+ 13
Family Planning	CR	+ 8
Food Distribution Centers	CR	+ 5
Environmental Clean Up	CR	+ 2
Irrigation	CR	+ 9
Green Revolution	CR	+ 4
Forest Management	CR	+ 12
Sustainable Agriculture	CR	+ 10
Wildlife Conservation	CR	+ 3
Water Management	CR	+ 14
City Planning	CR	+ 11
World Health Organization	CR	+ 6
Red Cross	CR	+ 1
Renewable Energy Sources	CR	+ 7
Sanitation	CR	+ 15

FAQ's

Q-after a card is taken by a player, is that card replaced from the deck so that there are always 10 cards on the table until the end? In other words, is a round determined by going through the entire deck? Or does a round simply involve the 10 cards dealt out

with no replenishment? A-Just the 10 cards not the entire deck.

Q-as players take cards, do they discard any? I'm guessing they keep all of them until the end of the Round. A-Keep them until the end of the round.





Thirty Years Warfare

Introduction

Card Game for 2-4+ players. The Thirty Years War took place in Germany from 1618-1648. The main adversaries were the Catholics and the Protestants.

Each player takes the role of a Military Contractor of the age. The goal is to use your skill as a general and an entrepreneur to amass wealth and fame.

Dice & Sundry

6 & 10-Sided dice are needed. Paper & Pens are also needed to keep track of gold, reputation, and traits.

The Deck

Players share a common deck.

Leader Trait Table

1D10	Trait:	Notes:
1	Strategy	+1 to Campaign Rolls
2	Inheritance	Gain 2D6 Gold
3	Estates	Add 1 to Revenue rolls
4	Negotiations	+1 to Contract Rolls
5	Leadership	+1 to Hand Size

Setup

Shuffle the Deck. Each player is dealt 5 cards. The player with the longest last name goes first.

Leaders start with a reputation score = 0 and 2D6 gold.

Victory

When the deck runs out, the player with the most Gold wins. If two players are tied, the player with the highest Reputation score wins.

Leader Generation

Each player controls a Leader. Make-up a name, nationality, and history for your Leader. Roll 3 times on the Leader trait table to see what Traits the leader starts with.

1D10	Trait:	Notes:
6	Recruitment	+1 to Recruitment Rolls
7	Discipline	+1 to Upkeep Rolls
8	Title	Reputation +1
9	Etiquette	+1 to Employment Rolls
10	Entrepreneur	+1 to Draw Rolls

Reputation

Every Leader has a reputation score. A Leader starts the game with a Reputation Score = 0. The score changes through play.

The score may be positive or negative. The maximum reputation is +3. The minimum is -3.

Turn Sequence

Players take turns. Each turn has 6 phases:

1. Fate Phase
2. Negotiations Phase
3. Revenue Phase
4. Recruit Phase
5. Campaign Phase
6. Upkeep Phase

Fate Phase

Draw 1D6 cards. This is the 'Draw Roll' If the deck runs out, shuffle the discard pile and draw from it. If the deck runs out twice the game ends.

Negotiations Phase

Your Leader may try to find gainful employment. Play an "Employer" card and roll 1D10. This is the 'Employment Roll' On a roll of 6-10+ you are hired. Add your Reputation score to the roll.

If you are just hired roll 2D6. This is the 'Contract Roll' Add your Reputation score to the roll. The result is your 'Contract Score' If you were hired previously you must renew your employment. Roll 1D10. This is the 'Renewal Roll' On a roll of 6+ you remain employed.

Add your Reputation score to the roll. If you just renewed your employment, you may renegotiate your contract. Make a new 'Contract Roll'

Revenue Phase

Gain 1D3-1 free gold from savings, investments, contributions, estate incomes, financial backers, looting, etc. This is the 'Revenue Roll' Gain Gold equal to your Contract Score. Some cards will cause you to gain or lose Gold in this Phase.

Recruit Phase

You may recruit Military units. Play units from your hand to the table face up. For each card roll 1D10. This is the 'Recruit Roll' Add your reputation Score to the roll.

On a roll of 7-10+ the unit joins you and stays in play. On a roll of 6 or less you must pay 1 gold to hire the unit (if not discard it).

1D10	Outcome:	Reputation	Casualties:
1-2	Terrible Defeat	-2	Lose 1D6 +2 Units
3-4	Strategic Loss	-1	Lose 1D6 +1 Units
5-6	Hard Fought	-	Lose 1D6 Units
7-8	Well Fought	+1	Lose 1D3 Units
9+	Great Victory	+2	Lose 1D3 -1 Units

Before rolling, an opponent may play one 'Adversary Card' to decrease the result. Before rolling, you may play 'Strategy Cards' to increase the result. Subtract one from the roll if any of your troops are undisciplined.

Add one to your roll if you have at least one Infantry, one Cavalry, and one Artillery unit in your army. If you lose all of your units in the Campaign suffer a -1 to your Reputation.

Upkeep Phase

Discard cards in your hand in excess of 7. You must pay your units 1 gold each or they must individually roll on the Live Off the Land Table. These are called 'Upkeep Rolls'.

Live Off The Land Table

1D10	Result:
1-5	Loot & Disband (Discard unit)
6-10+	Remain but become Undisciplined

Card List

Name of Card:	Type:	#	Notes:
Spanish Ruler of Netherlands	E	1	
Spanish Hapsburgs	E	1	
Catholic Princes	E	1	
Duke of Bavaria	E	1	
Count Palatine	E	1	
King of France	E	1	
French Duke	E	1	
Dutch Hapsburgs	E	1	
Holy Roman Emperor	E	1	
King of Denmark	E	1	
Protracted Campaign	N	1	Add 1 to Renewal Roll
Retainer	N	1	Add 2 to Renewal Roll
Loyal Service	N	1	Add 3 to Renewal Roll

Campaign Phase

You or an Opponent may play a Campaign Card only if you are currently employed. Roll once on the Campaign Outcome Table.

Campaign Outcome Table

This is called the 'Campaign Roll'

Subtract one from the roll if any of your troops are already undisciplined. Place a token on any unit cards that are undisciplined. You may pay 2 gold (Back-pay) to remove a token.

You or an opponent may play 'Upkeep' cards to modify these rolls.

Card Types

- # Number of that card in the Deck
- E Employer
- I Infantry
- C Cavalry
- A Artillery
- U Upkeep
- X Experience
- V Adversary
- S Strategy
- R Revenue
- N Negotiations
- P Campaign

Name of Card:	Type:	#	Notes:
Pikemen	I	3	
Arquebusiers	I	4	
Lancers	C	3	
Reiter Cavalry	C	4	
Field Cannons	A	4	
Siege Guns	A	3	
Area Depopulated	U	1	Subtract 1 from Upkeep Rolls
Angry Peasant Attacks	U	1	Subtract 1 from Upkeep Rolls
Stragglers	U	1	Subtract 2 from Upkeep Rolls
Deserters	U	1	Subtract 2 from Upkeep Rolls
Plague	U	1	Subtract 3 from Upkeep Rolls
Pillage	U	1	Add 1 to Upkeep Rolls
Logistics Base	U	1	Add 2 to Upkeep Rolls
Occupation of Towns	U	1	Add 3 to Upkeep Rolls
Experience	X	5	Roll on Trait Table. Play in Upkeep phase
Bankruptcy	N	1	Subtract 2 from Renewal or Contract Roll
Change Sides	N	1	Add 2 to Employment Roll
Negotiations	N	1	Add 2 to Contract Roll
Scandal	N	1	Subtract 1 from Renewal or Employment Roll
Ransom Payments	R	1	Add 1D6 to Revenue Roll
Contributions	R	1	Add 1D6 to Revenue Roll
Taxes	R	1	Add 1D6 to Revenue Roll
Tilly	V	1	Subtract 1 from Campaign Roll
Spinola	V	1	Subtract 1 from Campaign Roll
Bucquoi	V	1	Subtract 2 from Campaign Roll
Dampiere	V	1	Subtract 2 from Campaign Roll
Mansfield	V	1	Subtract 2 from Campaign Roll
Gallas	V	1	Subtract 3 from Campaign Roll
Wallenstein	V	1	Subtract 3 from Campaign Roll
Break Siege	S	1	Add 1 to Campaign Roll
Raiding Strategy	S	1	Add 1 to Campaign Roll
Capture Garrison	S	1	Add 1 to Campaign Roll
Blockade	S	1	Add 2 to Campaign Roll
Distraction	S	1	Add 2 to Campaign Roll
Concentrate against Weakness	S	1	Add 2 to Campaign Roll
Expand Base Area	S	1	Add 3 to Campaign Roll
Persisting Strategy	S	1	Add 3 to Campaign Roll
Spanish Tactics	S	1	Add 1 to Campaign Roll
Surprise	S	1	Add 3 to Campaign Roll
Art of Maneuver	S	1	Add 3 to Campaign Roll
Veteran Soldiers	S	1	Add 1 to Campaign Roll or Upkeep Roll
Military Campaign	P	8	-

Note: All cards that Modify Rolls must be played before the roll is made.

Long Play Variant

(by Zak) For 4+ players: when the deck runs out the first time reshuffle the cards and add a new card: "1648 -End of War". The game is over when this card is drawn (is immediately played).

Game Designers Notes

In campaign phase you are not actually ever fighting another player or his units! You fight an unnamed opposing force of unstated quantity or quality. another player may play 1 Adversary card to make this opposing force more powerful.





Thor Skirmish

Introduction

Board & card game for 2 players. Battle between Asgardians and either Frost Giants or Dark Elves. Abstract Skirmish level combat.

Victory

Unique for each Scenario. After 15 turns, if there is no victory, one side retreats and the Battle is a draw.

Asgardian Unit Table

Name:	Hits	Notes:
Thor	8	Leader
Loki	6	-
Sif	5	-
Volstagg	4	-
Hogun	3	-
Fandral	3	-

Thor

God of Thunder. Wields the Magic Hammer Mjolnir. Thor can use all Ranged and HTH attacks.

- Special Card: Mjolnir: R = 5 Hits all Units in a Line
- Special Card: Hammer Flight: M = 4 or 5
- Special Card: Mighty Swing: H with +1 Damage
- Super Card: Lightning Blast: R = 2 into All Spaces within Range
- Super Card: Hammer Block: D
- Super Card: Ground Pound: All Adjacent Units are Knocked Back 1 Space
- Class Card: Whirling Hammer: H into All adjacent Spaces
- Class Card: Lightning Strike: R = K
- Class Card: Smash: H with Knockback = 3
- LOKI God of Deception. Loki can use all HTH attacks and Ranged Attacks under 3
- Special Card: Deception: D and M = 1 and H
- Super Card: Illusion: D and M = K
- Class Card: Throw Knives: Two Attacks of Range = 2

Sif

Shield Maiden of Thor Sif does not have ranged attacks.

- Special Card: Shield: D for Self
- Super Card: Defender: D for Adjacent Unit
- Class Card: Sword: H

The Map

Use an 8x8 chessboard.

Terrain

Mark several spaces to be impassable. This can represent pits, walls, and other obstacles.

The Units

Use chits or figures or miniatures to represent units. Units can also be referred to as Characters.

Name:	Hits	Notes:
Odin	9	Leader
Heimdall	7	-
Valkyries	2	Group
Asgardian Warriors	2	Group
Vanaheim Warriors	1	Group
Earthlings	1	Group

- VOLSTAGG One of the Warriors Three. Volstagg does not have ranged Attacks.
- Special Card: Great Girth: Negate Move card of adjacent foe
- Super Card: Great Strength: Add +1 Damage to one of his attacks.
- Class Card: Super Healing: Heal 1 Damage to Self

Hogun

One of the Warriors Three. Hogun can use all HTH attacks and Ranged attacks under 3

- Special Card: Spiked Mace: H with Damage +1
- Super Card: Combat Skill: D or H
- Class Card: Elixir of Recovery: Heal self or adjacent Unit 1 Hit

Fandral

One of the Warriors Three. Fandral does not have ranged attacks.

- Special Card: Master Swordsman: D and H
- Super Card: Swashbuckling: D or M = 1
- Class Card: Cut and Thrust: Two HTH attacks

Odin

Father of the Gods. Odin has all HTH and Ranged Attacks

- Special Card: King: Summon 1 Asgardian Warrior Unit to his side
- Super Card: Odinance Burst: A = 1-5
- Super Card: Highly Resistant: D
- Super Card: Teleport: M = 1-8
- Class Card: Wisdom: Look at next 5 cards in Deck
- Class Card: Spear Gungnir: R = 4

Heimdall

Guardian of the Bifrost. Heimdall does not have ranged Attacks.

- Special Card: Super Vision: Look at next 7 cards in Deck
- Super Card: Super Hearing: Look at Opponent's Hand
- Class Card: Two Handed Sword: H with Damage +1

Valkyries

Valkyries have all HTH and Ranged Attacks

- Special Card: Flying Steeds: M = 4 or K

Frost Giant Unit Table

Type	Hits	Notes:
Laufey	5	Leader
Frost Beast	8	Beast
Frost Giant Captain	4	Leader

Laufey

King of Jotunheim Does not use Regular Ranged Attacks

- Special Card: King: Summon 1 Frost Giant Unit to his side
- Super Card: Taunt: Target Enemy moves 2 spaces towards Laufey
- Class Card: Command: Draw 2 Cards

Frost Beast

- Special Card: Crush: H
- Super Card: Claws: R = 2
- Class Card: Speed: M = 3

Frost Giant Captain

Does not use Regular Ranged Attacks

- Special Card: Orders: Unit within 2 gets M = 2 or H
- Super Card: Jutting Ice Spikes: R = 4
- Class Card: Flying Ice Shards: R = 3

Frost Giant Brute

Does not use Regular Ranged Attacks

- Special Card: Fast Charge: M = 3 and H
- Super Card: Jutting Ice Block: R = 2 and Knockback = 1

- Super Card: Bows and Arrows: R = 4 or K
- Class Card: Saviors: D for Adjacent unit

Asgardian Warriors

Warriors do not have Ranged Attacks

- Special Card: Reinforcements: Summon 1 Asgardian Warrior Unit adjacent
- Super Card: Shields: D
- Class Card: Swords: H

Earthlings

Earthlings do not have any attacks

- Special Card: Science: D or A = 1 or Opponent discards a random card
- Super Card: Distraction: Negate target Attack
- Class Card: Run or Hide: D or M = 2
- VANAHEIM WARRIORS Warriors do not have Ranged Attacks
- Special Card: Sword Attack: H
- Super Card: Sword Block: D vs HTH Attack
- Class Card: Rush: M = 2

Type	Hits	Notes:
Frost Giant Brute	3	-
Frost Giants	2	Group

- Class Card: Shake it Off: Heal Self 1 Damage

Frost Giants

Does not use Regular Ranged Attacks

- Special Card: Legion: D
- Super Card: Ice Blades: H Orthogonal
- Class Card: Freezing Touch: H Diagonal

Dark Elf Unit Table

Type	Hits	Notes:
Malekith	7	Leader
Algrim	6	Leader
Kursed	5	-
Dark Elves	2	Group

Malekith

Ruler of Svartalfheim Malekith does not use regular Ranged Attacks

- Special Card: Ruler: Summon 1 Dark Elves Unit to his Side
- Super Card: Aether Strike: H with Knockback = 2
- Class Card: Dark Energy Attack: R = 3 or 4

Algrim

Kursed Lieutenant Algrim does not use regular Ranged Attacks

- Special Card: Great Blow: H with +1 Damage
- Super Card: Throw Boulder: R = 3
- Class Card: Knock Away: D
- Class Card: Void Grenade: R = K with Damage +1

Kursed

Enhanced Warriors Kursed do not have regular Ranged Attacks

Marauder Unit Table

Type	Hits	Notes:
Marauder Captain	4	Leader
Rock Giant	6	-
Marauder Lieutenant	3	Leader

Marauder Captain

Does not have regular Ranged Attacks

- Special Card: Horde: Summon 1 Warrior Unit to his Side
- Super Card: Big Guy: H
- Class Card: Heavy Armor: D

Rock Giant

Does not have regular Ranged Attacks

- Special Card: Brute Strength: H with +1 Damage
- Super Card: Long Reach: R = 2
- Class Card: Stone Hide: D

Marauder Lieutenant

Uses all HTH and Ranged Attacks

- Special Card: Orders: Unit within 2 gets M = 2 or H
- Super Card: Big Gun: R = 3
- Class Card: Big Sword: H or D

Marauder Warriors

Does not have regular Ranged Attacks

- Special Card: Melee Weapons: H
- Super Card: Rush: M = 1
- Class Card: Armor: D

Marauder Skirmishers

Uses all HTH and Ranged Attacks

- Special Card: Motley Ranged Weapons: R = K
- Super Card: Skirmish: M = K
- Class Card: Armor: D

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

- Special Card: Bull Rush: M = 2 and H
- Super Card: Lava Attack: R = 2
- Class Card: Unstoppable: D

Dark Elves

Dark Elves have all HTH and ranged Attacks

- Special Card: Laser Guns: R = 2
- Super Card: Void Grenades: R = K with Damage +1
- Class Card: Superior Firepower: R = 3

Type	Hits	Notes:
Marauder Warriors	2	Group
Marauder Skirmishers	2	Group

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Fate Phase
2. Move Phase
3. Fight Phase

Fate Phase

Draw 3 cards. Max hand size = 5 cards. If the deck runs out, shuffle the discard and draw from it.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your Units. The move card has a number. This is the number of spaces the unit moves.

Moves can be diagonal or orthogonal. "Knight" type move cards allow a unit to move like a knight in chess. Instead of moving just one unit in any direction, you have the option of moving 2 or 3 units forward the indicated number of spaces using a single move card.

Units cannot move through other units.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. "Knight" type attack cards produce an attack with a range like a knight in chess. Every attack does a base of 1 Damage (Target loses 1 Hit).

Use Chits or coins to record damage. A unit reduced to 0 Hits is killed or incapacitated and removed from the board. Your opponent may play Defense cards to negate your attack.

Units cannot attack through other units.

Knock Back

A unit is knocked back in the direction of the attack. If a unit is blocked by another unit the other unit is also Knocked back (like a row of dominoes). If a unit is knocked into an impassable space or off the Board it is destroyed.

Card List

Card Name:	#	Range	Type	Notes:
Creep	4	1	M	-
March	4	2	M	-
Run	3	3	M	-
Sprint	2	4	M	-
Maneuver	2	K	M	-
Far	1	5	R	-
Indirect	1	K	R	-
Long	1	4	R	-
Medium	1	3	R	-
Short	2	2	R	-
Strike	2	1	H	-
Swipe	2	1	H	Diagonal
Smash	2	1	H	Orthogonal
Slam	2	1	H	Foe Knock Back 1 Space
Head Butt	2	1	H	Not by or vs Groups
Lunge	2	1	C	M = 1 then H = 1
Charge	2	1	C	M = 2 then H = 1
Smite	2	1	H	Attack does +1 Damage
Block	2	-	D	-
Parry	2	-	D	Only vs HTH attacks
Dodge	2	-	C	D then M = 1
Cover	2	-	D	Only vs Ranged attacks
Special	2	-	W	Unique for each Unit
Super	2	-	W	Unique for each Unit
Class	2	-	W	Unique for each Unit
Tactics	2	-	T	Draw 2 cards

Jotunheim Scenario

- Asgardians: Thor, The Warriors Three, Sif, Loki
- Frost Giants: Lafey, Frost Beast, Captain,
 - 2 Brutes, 4 Frost Giants
 - Terrain: Lots of Impassables
 - Victory: Lafey Defeated or any Asgardian

Vanaheim Scenario

- Asgardians: Thor, The Warriors Three, Sif,
- 3 Asgardian Warriors, 3 Vanaheim Warriors Marauders: Captain, Lieutenant, Rock Giant,
 - 4 Marauder Warriors, 2 Marauder Skirmishers
 - Terrain: No Impassables
 - Victory: Defeat enemy Leaders

Card List Notation

- M** Movement
R Ranged Attack
H Hand to Hand Attack
D Defense
C Combo
W Wild
T Trick
K as a Knight would move in Chess
Type Purpose of card

Asgard Throne Room Scenario

- Asgardians: Thor, Odin, 6 Asgardian Warriors
- Dark Elves: Malekith, Algrim, 2 Kursed, 6 Dark Elves
- Terrain: A Few Impassables
- Victory: Defeat Malekith or Odin

Greenwich Scenario

- Asgardians: Thor, Earthlings
- Dark Elves: Malekith, 2 Dark Elves
- Terrain: No Impassables
- Victory: Defeat Malekith or Thor
- Special: Every turn 1 random unit teleports to one
- Random space on the Board





Three Kingdoms Combined Arms

Introduction

Board game for 2+ players. Chinese Three Kingdoms theme. No dice or cards. The Three Empires were the Wei, Shu, & Wu.
Each unit represents several hundred soldiers.

Victory

Destroy all enemy Generals or occupy all cities.

The Map

Use a 12x12 square grid.

Unit List

Unit Name	Move	Range	Defense	#
General	4	1	3	2
Armored Cavalry	4	1	3	2
Infantry	2	1	4	4
Archers	2	2	3	2

Unit Special Abilities

All friendly units adjacent to the General get Defense +1 Shock Troops do 2 points of damage when they attack.

Setup

Each player starts in control of a 5x5 corner. Players place their units in their respective corners. Units may not stack.
Players take turns placing their units. Determine who goes first in a non-random manner.

Turn Sequence

Players take turns. Each turn has 2 phases:
1. Move Phase
2. Attack Phase

Move Phase

You can move some, none, or all of your units in move phase. Units can move orthogonally or diagonally. Units can move up to a number of spaces equal to their Move Trait.
Units cannot move through other units.

Attack Phase

Each of your units can attack one target enemy unit in Fire Phase. Different units may attack differ-

Units

Use chits or miniatures to represent units. All sides use the same army list.

Unit Attributes

Each unit has 3 Attributes or Traits: *Move: the number of spaces the unit can move per turn.
*Range: the maximum number of spaces distant the unit can apply damage.
*Defense: the amount of damage the unit can take at one time before having to retreat.
Number of that unit in the army

Unit Name	Move	Range	Defense	#
Rockets	1	3	2	2
Shock Troops	1	1	5	2
Horse Archers	5	2	2	2

ent targets. Each unit has a Range Trait (number of spaces out it can attack into) A unit can only attack a target that is within its range.

Units with ranges 2+ can attack over other units. An attack does 1 point of damage. As soon as a unit takes damage in a turn equal to its Defense Trait, it must retreat.

(Combined Arms: you must concentrate force & combine attacks) A retreating unit must move laterally or back towards its side of the board 1 space. A retreating unit unable to move is destroyed and is removed from the board. Units that retreat off the board are destroyed.

A unit cannot move laterally if it will come in contact with an enemy unit.

Double Whammy Rule

If you can force a unit to retreat a second time in the same phase, it is automatically destroyed.

Terrain

Randomly Distribute 10 cities, 10 Forests, & 10 Mountains. Units occupying City spaces have a Defense bonus of +1. Units cannot move into or through Mountain spaces.

Units must stop when they enter a Forest space. The last player to have occupied a city controls it.





Three Little Pigs

Introduction

Card game for 2-4+ players. Fairy Tale Theme.

Winning

First player to make a combo wins.

The Deck

Players share a common Deck. The deck contains

7 Suite of cards:

1. Pig Cards
2. Supply Cards
3. Location Cards
4. Tool Cards
5. Structure Cards
6. House Cards
7. Wolf Cards

Each Card also belongs to one of three Material types:

1. Straw
2. Sticks
3. Bricks

The Deck contains 3 copies of each card listed.

Setup

Shuffle the Deck. Youngest player goes first. Play proceeds clockwise.

Deal 7 cards to each player.

Turn Sequence

Players take turns. On your turn draw 3 cards and discard 3 cards. The drawn cards may be the top card of the Deck or the Discard.

If you discard 1 or more Wolf cards a target opponent must Discard a random card and draw a new one from the deck For each Wolf card so discarded. If you have the cards to make a Combo, Show them to the other players: You win. A Combo consists of: 1 Card from each of the 6 Suites (not including the Wolf) and All cards must be of the same Material Type.

(Easy Game: Cards may be of different Material Types)

The Deck

Card Name:	Suite:	Type:
Big Bad Wolf	Wolf	—
Fifer the Thatcher	Pig	Straw
Fritz the Carpenter	Pig	Sticks
Franz the Mason	Pig	Bricks
Hay Bale	Supply	Straw
Wood Pile	Supply	Sticks
Clay Pit	Supply	Bricks
Scythe	Tool	Straw
Saw	Tool	Sticks
Trowel	Tool	Bricks

Card Name:	Suite:	Type:
Field	Location	Straw
Forest	Location	Sticks
Hill	Location	Bricks
Roof	Structure	Straw
Doors	Structure	Sticks
Walls	Structure	Bricks
Hut	House	Straw
Shack	House	Sticks
Cottage	House	Bricks





Thunderbolt

Introduction

Each player controls an A-10 Thunderbolt II (The Warthog) on Close Air Support Duty.

Setup

Players keep one Thunderbolt card in front of them that represents their plane. Each player also draws 1 random pilot card. Place 5 Fuel Markers on this card.

Place 5 Ammo Markers on this card. Each player draws 3 cards for their hand. All planes start their first turn at Base.

The Deck

Players share a common Deck. Cards not in the common deck include the Pilot cards and Thunderbolt cards. Card types found in the common deck include: Mission Cards Munitions Cards Enemy Cards Event cards

Dice

Ten sided Dice are required (D10).

Objective

The player who has Mission cards with the most Mission Points at the end of the game wins.

Fuel Markers

Each plane holds 5 units of Fuel. Use counters to represent Fuel units. When a plane runs out of fuel it must return to base.

Ammo Markers

The Warthog is equipped with a 30 mm GAU-8/A Gatling Gun. Each plane holds 5 units of ammo. Use counters to represent ammo units.

When a plane runs out of ammo it can no longer use its gun until it reloads at base.

Structural Hit Markers

Planes must Abort Mission and return to base when they take 3 total hits or damage. Use counters to represent Hits or Damage.

Turn Sequence

Players take turns. Each turn has 6 Phases.

1. Briefing Phase
2. Loiter Phase
3. Base Phase
4. Incoming Phase
5. Mission Phase
6. End Phase

Briefing Phase

Draw 2 cards from the Deck. If the Deck runs out the game is over. Max hand size is 7 cards. Discard excess cards.

Loiter Phase

Remove one Fuel counter if you are not at Base. If you have no fuel counters or 3 damage counters you must return to base. If you voluntarily aborted the mission in your last Incoming Phase you must return to base.

If these conditions are not met, you may still choose to return to base. A plane may spend several consecutive turns at base to repair damage.

Base Phase

Skip this phase if you are not already at base, or did not return to base in Loiter Phase. You may do all of the following: Repairs: Remove one Damage marker. Rearm: Gain 5 Ammo units (5 Max) Refuel: Gain 5 Fuel units (5 Max) Munitions: Add Munitions cards from your hand to your plane (5 Max) Munitions cards are placed face up next to your plane card. If you did not skip this phase, then at the end of this phase immediately skip to End phase.

Incoming Phase

The active player may play one Mission card. Your opponent (a non-active player) may play one Enemy card regardless if a Mission was played or not. Roll 1D10 for Combat Initiative.

1-5 The Enemy attack first 6-10 The player attacks first Roll 1D10 for Attacks. 1-5 The Attack misses. 6-10 The Attack hits.

If an enemy is hit it is destroyed and the card is discarded. If the player is hit his plane receives one Damage Counter. Continue trading attacks until: The enemy is destroyed, or The player has 3 hits, or The player voluntarily aborts the mission When you receive your third damage counter you must immediately skip to End phase.

Every time the player attacks he must use up (discard) one ammo counter or one munitions card. The Gatling gun can be used against any target. Other Munitions are more limited. Only one Enemy card can be played this phase unless the Mission card says otherwise.

Attacks vs Enemy Fighters are at -1. Enemy Fighters will make 3 passes and then break off combat.

Mission Phase

To complete the mission played last phase the active player must destroy the target. Roll 1D10 to attack the target: 1-5 The Attack misses or minor damage.

6-10 The Attack hits. The Mission target is destroyed.

Every time the player attacks he must use up (discard) one ammo counter or one munitions card. All Mission Targets are Ground Targets. Continue attacking until the target is destroyed or you run out of ammo and munitions.

If you destroyed the target, put it in your Mission Completion pile. If you did not destroy the target, discard it.

End Phase

Next players turn.

Mission Card List

Target Name	MP	Notes:
Tank Column	1	Vehicles
Major Airfield	3	Any number of Air cards may be played
Minor Airfield	2	Opponent may play 1 extra Air card
Munitions Storage Area	1	
Radar Facility	2	SAM cards are Initiative +2
Ammo Dump	1	
Supply Convoy	1	Vehicles
Troop Concentration	X	1 MP per Hit inflicted up to 3
APCs	1	Vehicles
Truck Park	1	Vehicles
Communications Outpost	2	One opponent may draw a card
Forward Observers	1	Attacks vs Mission Target at -2
Artillery Battery	2	Opponent may play 1 extra AAA card
SAM Site	3	Any number of SAM cards may be played
AAA Site	2	Any number of AAA cards may be played
Docked Warship	3	Opponent may play 1 extra AAA or SAM card
Bridge	2	
Engaged Armor	2	Enemy Attacks at +1. Vehicles
Radar Post	1	
Infantry Positions	1	
Dug in Tanks	1	Attacks vs Mission Target at -1. Vehicles
Bunker	1	Attacks vs Mission Target at -1
Staging Area	3	Opponent may play 1 extra enemy card

MP Mission Points

Enemy Card List

Weapon System	Type	Target	Attack	Initiative
MiG-27	FTR	Air	-	+2
MiG-17	FTR	Air	-1	+1
MiG-21	FTR	Air	-	+2
MiG-23	FTR	Air	+2	+2
Su-25	FTR	Air	-	+2
Su-24	FTR	Air	+2	+2
Su-22	FTR	Air	-1	+1

Weapon System	Type	Target	Attack	Initiative
SA-7B	SAM	Ground	+1	+1
SA-14	SAM	Ground	+1	+1
ZU-23	AAA	Ground	-	-
ZPU-4	AAA	Ground	+1	-1
ZSU-23-4	AAA	Ground	+1	-
40mm	AAA	Ground	-	+1
2 x 35mm	AAA	Ground	+1	+1

Weapon System	Type	Target	Attack	Initiative
Su-17	FTR	Air	-1	+1
Su-7	FTR	Air	-2	-
Redeye	SAM	Ground	-	-
Stinger	SAM	Ground	+2	+2
Blowpipe	SAM	Ground	-	-
SA-7A	SAM	Ground	-1	-

FTR Fighter

HEL Helicopter

Fighters and Helicopters attack with guns and missiles.

Weapon System	Type	Target	Attack	Initiative
Mi-24E	HEL	Air	+2	+2
Mi-24A	HEL	Air	+1	+1
Mi-4	HEL	Air	-	-1
Mi-8E	HEL	Air	+1	+1
Mi-8C	HEL	Air	-	-1

SAM Surface to Air Missile. Launchers will be on vehicles or hand held by infantry.

AAA Anti-Aircraft Artillery. Guns only.

Munitions Card List

Weapon System Name:	Targets	Attack	Notes
AIM-9L Sidewinders	Air	+3	Heat Seeking
AGM-65B Maverick 500lb Bombs	Ground	+2	E/O = Electrical-Optical Scene Magnification
AGM-65D Maverick 500lb Bombs	Ground	+2	IR = Infra Red Imaging
AGM-65E Maverick 500lb Bombs	Ground	+2	Laser Guided
MK 82 GP Snake eye 500lb Bombs	Ground	+1	-
MK 83 GP 1000lb Bomb	Ground	+1	-
MK 84 GP 2000lb Bomb	Ground	+2	-
ALQ-119 ECM Jammer Pod	Defense	-	Missile Attacks vs this plane are at -1
AGM-88A HARM	Ground	-	+4 vs Radar/Communications sites
CBU-15 Durandal Anti-runway Bmb	Ground	-	+4 vs Airfields
Mk-82 Paveway LG Bombs 500lb	Ground	+2	Laser Guided
Mk-83 Paveway LG Bomb 1000lb	Ground	+2	Laser Guided
Mk-84 Paveway LG Bomb 2000lb	Ground	+3	Laser Guided
Hyper Velocity Rocket Pod	Any	+1	19 Kinetic Rockets
Quad Hellfire Anti-Tank	Ground	-	+4 vs Tanks and Vehicle Targets
MK 20 Rockeye Cluster Bomb	Ground	-	+4 vs Tanks and Vehicle Targets
Pave Penny Laser Tracking Pod	Any	-	All attacks by this plane are at +1

Jammer and Tracking Pods are not weapons.

Event Card List

Card Name	Effect
Secondary Target	Player gets an extra Turn
Air Threat	Play an extra Air Enemy vs opponent in Incoming Phase
Night Vision Imaging System	Initiative and Attack +1 this turn. Play before rolls are made.
Titanium Armor	Negate Hit caused by Enemy Attack
Back up Systems	Negate Hit caused by Enemy Attack
Survivability	Negate Hit caused by Enemy Attack
Self Sealing Fuel Cells	Negate Hit caused by Enemy Attack. Lose 1 Fuel counter.
Fire Control	Attack +2. Play before roll is made
Night Mission	Initiative +1 & Enemy Attacks are at -1 this turn. Play before roll is made
Poor Visibility	Enemy Attacks are at -2 this turn. Play before roll is made
ECM Chaff	Enemy Missile Attacks are at -2 this turn. Play before roll is made
IR Countermeasure Flares	Enemy Attacks are at -2 this turn. Play before roll is made
Wide Combat Radius	Do not discard Fuel Counter in Loiter Phase
Forward Air Control	Initiative +2. Play before roll is made

Card Name	Effect
Interchangeable Parts	Discard an extra Damage counter in Base Phase.
Mission Capable	Draw 3 Cards
Sorties	Draw 3 Cards
Scramble	Draw 3 cards

Event Cards are discarded as soon as they are played.

Pilot Card List

Name	Skill
Chuck	Initiative Rolls +1
Razor	Attack Rolls +1
Big Daddy	Hand Size +2

Name	Skill
Ice	Enemy Attack Rolls -1
Hawk	Draw +1 card per turn
Travis	Loiter Time +1 (= Fuel Capacity = 6)

Solo Rules

Start with 5 cards. Discard Enemy cards from initial 5. Just draw 1 card at a time. You are attacked by all Enemy cards you draw.

Links

[USAF Fact Sheet](#)

[Warthog Territory](#)





Thundercats

Introduction

Card game for 2 players.

The Decks

There are 2 decks: Thunder Cat Deck Evil Mutant Deck Each player gets one deck.

Victory

The first player to win 5 hands wins the game.

Turn Sequence

Each turn has 4 phases: Draw Phase Plot Phase Attack Phase Victory Phase

Draw Phase

Both players fill their hands to 9 cards. If a deck ever runs out shuffle the discard pile & draw from it.

Plot Phase

Players may discard up to 4 cards & draw replacements.

Attack Phase

Each player may play up to 4 characters from their hand face up to the table. Characters include: Thun-

der Cats, TC Allies, Evil Mutants, and Special Foes. To each character 1 Weapon card may be attached.

To each character 1 Companion card may be attached. To each character 1 Vehicle card may be attached. Special Foes may not attach cards.

A maximum of 1 Special Foe may be played. Each player may also play a Base card & a Special Event card.

Victory Phase

Every card has a Force value. Each player adds up the total force of all of his played cards. The player with the highest total wins the hand.

Discard all played cards.

Card Type Abbreviations

- WP** Weapon
- TC** Thunder Cat
- TCA** Thunder Cat Ally
- TCC** Thunder Cat Companion
- TV** Thunder Cat Vehicle
- TB** Thunder Cat Base
- EM** Evil Mutant
- SF** Special Foe
- EV** Evil Mutant Vehicle
- EB** Evil Mutant Base
- SE** Special Event
- MR** Mumm-Ra

Thundercat Deck Card List

Card Name	Type	Force	Notes
Lion-O	TC	10	Hereditary Lord of the Thundercats
Tygra	TC	9	Great Agility; Can become invisible
Bengali	TC	8	Blacksmith
Cheetara	TC	8	Fast & Psychic
Panthro	TC	7	Mechanical Genius
Pumyra	TC	7	Fast
Lynx-O	TC	5	Old & Blind
Snowman	TCA	9	
Hachiman	TCA	8	
Willa	TCA	6	Amazon
Tuska Warrior	TCA	5	
Mandora	TCA	7	Inter-stellar police officer
Jaga	TCC	+8	Spirit guide; +12 vs. Grune
Snowmeow	TCC	+5	+7 if played with Snowman

Card Name	Type	Force	Notes
Wilykit	TCC	+3	Slingshot; Gets into a lot of trouble
Wylikat	TCC	+3	Slingshot; Gets into a lot of trouble
Snarf	TCC	+5	Can talk to animals; Immune to evil
Berbil	TCC	+2	Native Robotic Teddybear creatures
Unicorns	TCC	+4	
Thunderclaw	TV	+8	
Hovercat	TV	+6	
Thunderwings	TV	+4	
Racing Board	TV	+4	
Stilt Runner	TV	+4	
Feliner	TV	+6	Airship
Thundertank	TV	+10	
Cats Lair	TB	+10	
Eye of Thundara	SE	—	Discard to draw 3 cards
Thundercats Ho!	SE	—	All TC get +3
Sword of Omens	WP	+7	+10 if played with Lion-O
Hammer	WP	+3	+6 if played with Bengali
Katana	WP	+3	+6 if played with Hachiman
Bow & Arrows	WP	+3	+6 if played with Willa
Slingshot	WP	+3	+6 if played with Pumyra
Shield	WP	+2	+4 if played with Lynx-O
Fighting Sticks	WP	+2	+4 if played with Panthro
Bolo Whip	WP	+2	+4 if played with Tygra
Staff	WP	+2	+4 if played with Cheetara

Evil Mutant Deck Card List

Card Name	Type	Force	Notes
Mumm-Ra	MR	9	Fighting Form
Mumm-Ra	MR	3	Mummified Form
Monikan	EM	6	Stupid but good climber
Captain Cracker	EM	5	
Captain Shiner	EM	6	
Grune the Destroyer	EM	7	
Reptilian	EM	6	
Chilla	EM	6	
Jackalman	EM	5	Smart but cowardly
Mongor	EM	5	
Ratar-O	EM	4	
S-S-Slithe	EM	6	Strong, bossy leader
Safari Joe	EM	6	Intergalactic hunter
Vultureman	EM	4	Mechanic; Attached EV gets +5
Cruncher	SF	8	Berserker
Hammerhand	SF	8	Berserker
Driller	SF	9	
Stinger	SF	9	
Mongor	SF	10	
Evil Robot Monster	SF	10	
Tartara	SF	10	Evil crystal queen
Ta-She	SF	20*	Evil priestess: Doom Gaze

Card Name	Type	Force	Notes
Tomb Fortress	EB	9	Mumm-Ra's Pyramid
Castle Plundarr	EB	8	
Laser Saber	WP	+6	
Luna Lasher	WP	+6	
Repeater Rifle	WP	+5	
Energy Rifle	WP	+5	
Blaster Pistol	WP	+4	
Spiked Ball & Chain	WP	+3	
Scimitar	WP	+3	
Axe & Spiked Knuckles	WP	+3	
Claw Arm	WP	+3	
Giant Scythe	WP	+3	
Paired Knives	WP	+3	
Pole Axe	WP	+3	
Maul	WP	+2	
Club	WP	+2	
Mutant Nosediver	EV	+9	
Mutant Fistpounder	EV	+7	Mutant Tank
Rat Star	EV	+6	+9 with Ratar-O
Fire-ball Launcher	EV	+8	
Skycutter	EV	+5	
Transformation	SE	+6	Mumm-Ra Magic; Disguise
Mind Control	SE	+7	Mumm-Ra Magic
Cloning Device	SE	+8	Mumm-Ra Magic
Summoning	SE	—	Mumm-Ra Magic; Discard to draw 3 cards

Notes: Only one MR card can be played in a turn. Discard Ta-She if the Thundercat player plays a female Thundercat.

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Thundercat Links

Goto Thundercats Lair





Tic Tac Tics

Introduction

Abstract Game for 2 Players. Tac-tac-toe variant with a regular deck of cards and played on 3 Boards.

The Boards

There are 3 boards. Each board is a 3 x 3 grid. Each space (square) on each board is numbered.

The Spaces on a board are numbered 1 through 9. Each player gets 1 Home Board. The third board which is placed between the players is called the Mid Board.

Pieces

Each player gets a set of unique pieces: X's and O's. These can be tokens, chips, counters, stones, coins, whatever. Each player has a set of 9 pieces.

The Deck

Use a regular deck of cards. Each numbered card corresponds to same numbered spaces on the boards. Aces always have a value of 1. Numbered cards (1-9) are also called Meld cards.

Tens, Jacks, Queens, and Kings produce special effects. Tens, Jacks, Queens, and Kings are also called Special cards.

Victory

To achieve victory, you must get two simultaneous three-in-a-rows (TIARS). TIARS cannot be on your Home Board. You could have both TIARS on your opponents board or the Mid board, or 1 TIAR each on the Mid board and your opponent's board.

If both TIARS are on the same board, they may share a space.

Setup

Each player places his 9 pieces on the 9 squares of his Home board. The Mid Board is empty. Players cut the deck. High cut goes first.

Turn Sequence

Players take turns. Each turn has 3 phases: Draw Phase Play Phase End Phase

Draw Phase

Draw 1 card from the deck and put it in your hand. If the deck runs out, shuffle the deck and draw from it.

Play Phase

You may do one of 3 things:

1. Draw an extra card
2. Play 1 Meld
3. Play 1 Special Card

Playing Melds

To play a Meld discard 2 Numbered (Meld) cards. This causes 1 of 2 effects:

1. Transfer 1 piece (it must be your own)
2. Switch places of 2 pieces (at least 1 must be yours)

In a Transfer, one of the cards must correspond to the location of the Piece you want to move. The other card must correspond to the Number of the empty space you want to move it to. The piece can be Moved on the same board or to either of the other 2 boards. In a Switch, you switch places of 2 pieces. The cards must Correspond to the numbers of the spaces the pieces are on. In a Switch, the pieces can be on the same or different boards.

Special Cards

Tens, Jacks, Queens, and Kings are Special cards. These have 1 or more special effects.

Tens

You can use a Ten as a Meld card with a value equal to the other card in the Meld. (Example: Playing a 5 and a 10 would be like playing two 5's) Discard a Ten card to negate a Special card just played by an opponent.

Jacks

Discard a Jack to look at your opponent's hand and steal one card. Discard a Jack to transfer one of your pieces: Move it like it was a Knight in Chess: It must remain on the same Board.

Queens

Discard a Queen to play 2 Melds this turn. Discard a Queen to switch places of 2 pieces that are on opposite corners of the same board.

Kings

Discard a King to move any of your pieces to any empty space on your Home Board. Discard a King to

move one of your pieces to an adjacent empty space on the same Board.

End Phase

Max hand size is 7 cards. Discard excess cards.

Optional Rules & Variants

Red & Black Rule

The red Meld cards can only be used for the Mid Board. Black Meld cards can only be used for Home Boards.

Links

[Wikipedia](#)





Time Bandits

Introduction

Card game based on the Terry Gilliam Movie. Each player controls a group of diminutive individuals in possession of a stolen Map of all Time & Space. Players race to steal the most treasure from History.

Disclaimer

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Game End

The game ends when a turn starts with no cards left in the deck.

Victory

The player with the most Treasure cards at the end of the game wins. If tied the player with the most characters wins. If still tied, the shortest player wins.

The Deck

Players share a common deck.

Characters

Each player is represented by an abstract group of Time Bandits of Uncertain number. In addition to these abstract individuals, players will recruit Character cards. Character cards represent more concrete individuals with special abilities.

The Time Of Legends Rule

This is the Default Location. If they are not anywhere else, your Time Bandits are here. When traveling, if you don't have a location card, you may Flip the Travel card over, to represent that you have gone to the Time of Legends.

Note that every time you play a Travel card, you must discard your current location card and either play a new location card, or go to the Time of Legends.

Setup

Each player is dealt 4 cards. The shortest player goes first. Play proceeds clockwise.

All players start in the Time of Legends.

Turn Sequence

Players take turns. Each turn has 6 Phases:

- Luck Phase
- Travel Phase
- Tag Along Phase
- Steal Phase
- Danger Phase
- Last Phase

Luck Phase

Draw 2 cards from the deck.

Travel Phase

To travel, you must play (discard) 1 Travel card & 1 Location card. The Location card is left face up in front of you. It remains there until you travel again.

Instead of playing a Location card, you may apply the Time of Legends Rule.

Tag Along Phase

You may put 1 Character card in Play. Character cards are placed face up in front of you. Characters remain until they are removed by some other play mechanism.

Steal Phase

If you played a Location card this turn (Not the Time of Legends) You may steal a Treasure: Take 1 Treasure card from your hand and Put it next to you in a Pile called your Treasure Pile.

Danger Phase

The player to your left may play a Foe, Delay, or God card on you or no card at all. If a Foe card is played, you must play a Travel, Solution, Ally or Talk card to negate it. If you do not negate the Foe, you must discard a Character card, or if you have none, you must discard a Treasure card from your Treasure pile.

If a Delay card is played, you must play a Solution card or you become trapped, and Must miss your next 2 turns. If a God card is played, you must play a Travel card to escape him. If you do not escape, you must discard a Character card, or if you have none, you Must discard a Treasure card from your Treasure pile.

Last Phase

Max hand size is 5. Discard excess cards.

Card List Notation

C Character
T Travel
L Location

X Treasure
F Foes
G God
A Allies
K Talk
D Delays
S Solutions

Card List

Card Name	Type	Notes
Kevin	C	When put in play Draw 3 cards
Fidgit	C	Discard 2 cards to Draw 1 card
Randall	C	Get 2 Steal Phases per Turn
Strutter	C	Discard 2 cards = 1 Solution Card
Og	C	Hand Size +1
Wally	C	Hand Size +1
Vermin	C	Hand Size +1
Horseflesh	C	Hand Size +1
Quixotic Dreamer	C	Discard 3 cards = 1 Travel Card
Unnamed Dwarf	C	No Special Ability
Time Holes	T	
Time Portals	T	
Fantastic Journey	T	
Mad Scheme	T	
Time Travel	T	
Jump Thru Time	T	
Plot Next Jump	T	
Travel Time Line	T	
Map of Creation	T	
Space Time Continuum	T	
Hasty Retreat	T	
Traipse Thru Time	T	
Map of the Universe	T	
Cross Century Crime Spree	T	
Manifestation	G	
The Creator	G	
Supreme Being	G	
Enormous Floating Head	G	
Napoleonic Italy	L	
Sherwood Forest	L	
Mycenaean Greece	L	
The Titanic	L	
Fortress of Ultimate Darkness	L	
The Far Future	L	
The Wild West	L	
Ancient Egypt	L	
Medieval France	L	
Modern London	L	
WWII Europe	L	
Works of Art	X	
Fine Wine	X	
Gold Bullion	X	

Card Name	Type	Notes
Priceless Treasures	X	
Shiny Baubles	X	
Precious Metals	X	
Museum Pieces	X	
Untold Riches	X	
Kings Ransom	X	
Plunder History	X	
Agamemnon	A	
Cowboys	A	
Tank	A	
Spaceship	A	
Knights	A	
Archers	A	
Firefighters	A	
Con Artist	K	
Song & Dance Routine	K	
Gift of Gab	K	
Source of All Evil	F	
Spider Women	F	
Ogres	F	
Forest of Hands	F	
Minotaur	F	
Minions of Evil	F	
Bandits	F	
Soldiers	F	
Pure Evil	F	
Bull Skull Guardians	F	
Agents of Evil	F	
Suppressed Imagination	D	
Hanging Cages	D	
Stone Maze	D	
Lost at Sea	D	
Held Captive	D	
Invisible Wall	D	
Stranded on Giants Head	D	
Freed Imagination	S	
Childs Point of View	S	
Ingenuity	S	
Luck	S	
Wit	S	
Determination	S	





Time Line

Introduction

Two time traveling civilizations fight for ultimate control of the entire timeline. The Far Future is controlled by a scientifically advanced culture known as the Teraxians. The Distant Past is controlled by a magical race known as the Atlanteans.

Object

Gain control of all 12 Eras on the Time Line.

#	Era:	Force
12.	The Far Future	X
11.	Near Future	48
10.	WWII	24
9.	WWI	12
8.	Age of Imperialism	9
7.	Age of Revolution	6

Force = Force of Units recruited from this time period. Eras 2-11 have Period troops.

Dice

Six and ten sided dice are needed.

Atlantean Counter Set

#	Type	Force	Move	Start
10	Wizards	50	4	2
10	Heroes	100	3	2
20	Warriors	150	2	4

Start = The number of such units the player starts

Teraxian Counter Set

#	Type	Force	Move	Start
10	Scientists	50	4	2
10	Agents	100	3	2
20	Combat Teams	150	2	4

Setup

The Atlanteans begin with their starting counters in the Distant Past space. The Teraxians begin with their starting counters in the Far Future space. Roll high on 1D10 to see who goes first.

The Decks

Each player has his own unique deck. There is the Teraxian Deck and the Atlantean Deck.

The Board

The board is composed of a row of 12 spaces. These spaces (or Eras) are labeled in the following order:

#	Era:	Force
6.	Renaissance	5
5.	Middle Ages	4
4.	Roman Empire	3
3.	Ancient Civilizations	2
2.	Prehistory	1
1.	Distant Past	X

Counters

Each player gets a set of counters of a unique color and with unique unit types. Units are also referred to as troops. There is also a set of same-color, common, generic period troops: Have 10 counters to represent Period troops from each Era 2-11.

Mark the Era number on the counter.

#	Type	Force	Move	Start
10	Monsters	200	1	2
25	Control Markers	-	-	-

the game with.

#	Type	Force	Move	Start
10	Warships	200	1	2
25	Control Markers	-	-	-

Turn Sequence

Players take turns. Each turn has 5 Phases:

1. Random Factors
2. Time Travel
3. Change History
4. Recruit Troops
5. Seek & Destroy

Random Factors Phase

The active player draws 2 cards from his deck. If the deck runs out, shuffle the discard and draw from it.

Time Travel Phase

You may move your units forward and backwards on the timeline a number of Eras up to their Move stat limit. For example: A Wizard could move from the Distant Past to the Middle Ages. Period troops have a base Move = 0.

Cards may be played to increase the Move stat of target units.

Change History

If you have a unit in an Era you may try to gain control of the Era by interfering with history. Roll 1D6.

1D6	Recruit
1	Wizard
2	Hero
3	Warriors

Recruited Atlantean units begin in the Distant Past.

1D6	Recruit
1	Scientist
2	Agent
3	Combat Team

Recruited Teraxian units begin in the Far Future.

Seek & Destroy

If there are opposing units in the same Era they may fight. If neither side wants to fight there is no combat. If one side does not want to fight, it may attempt to hide or escape.

Roll 1D6. This is the Hide or Escape Roll. On a roll of 4-6 the player may hide all his units. They may not be attacked this turn. Alternatively, on a roll of 4-6 the player may have all of his non-period units escape.

D6	Result
1-4	The Disadvantaged side has one unit destroyed.
5-6	The Advantaged side has one unit destroyed.

If both sides have equal Force Totals the combat roll results are 1-3 and 4-6. A player decides which of his units are destroyed. The unit is removed from play. Any cards attached to a destroyed unit are discarded.

Atlantean Deck Card List

this is the control roll. On a roll of 4-6 you gain control of the Era.

Agents and Heroes get +1 to the roll. Keep track of control by placing control markers. Changing history involves assassinations, planting ideas, providing assistance, preventing or causing critical events.

Recruit Troops

If you control an Era you may try to recruit one period unit from it. Roll 1D6. This is the Period Recruit Roll. On a roll of 4-6 you gain one unit.

Agents and Heroes get +1 to the roll. The Atlanteans may make two rolls for the Prehistoric Era. Keep track of control of period units by stacking them and then placing a control marker on the stack.

The Atlantean Player makes one Atlantean Recruit Roll:

1D6	Recruit
4	Warriors & Draw 1 card
5	Monster
6	Draw 2 Cards

The Teraxian Player makes one Teraxian Recruit Roll:

1D6	Recruit
4	Combat Team & Draw 1 Card
5	Warship
6	Draw 2 Cards

Escaping units move to an adjacent Era. They may be attacked again in that Era. Units that fail to hide or escape must fight. If there is a fight each side adds up it's Force Total.

Cards may be played to increase a side's Force Total. Certain cards can only be played if certain unit types are present at the battle. These cards are attached to one of the required units.

The effect of cards last the entire battle. The Side with the higher Force Total has the Advantage. The lower total has the disadvantage. Roll 1D6. This is the Combat Roll:

Continue making combat rolls until one side is eliminated, or both sides want to stop. After each combat roll either side may attempt to escape at a -1 to the roll. Discard all cards played at the end of the battle.

Card Name	User	Effect
Astral Travel	W	Move +3 or Escape roll +2
Astral Gate	WHT	Move +3 or Escape roll +2
Dimension Door	WH	Move +3 or Escape roll +2
Ethereal Plane	A	Move +3 or Escape roll +2
Hermes Portal	WH	Move +3 or Escape roll +2
Demon Horde	T	F + 200
Vorpal Sword	H	F + 100
Celestial sword	H	F + 200
Rune Blade	H	F + 150
Eldritch Blade	H	F + 50
Maelstrom	W	F + 200
Firestorm	W	F + 50
Petrification	W	F + 100
Possession	W	Control opponents unit this turn
Time Barrier	W	Units cannot Move past target Era
Stasis	X	Units cannot move out of Target Era
Dragon Breath	M	F + 50
Regeneration	M	F + 100
Time Walk	X	Take an extra turn
Speed Time	X	Draw 5 Cards
Take from the Future	X	Put any one card from your deck into your hand
Summon	W	Stack any 1 New Atlantean unit with Wizard
Reverse Time	W	Redo this turn from the beginning
See the Future	X	Look at the top 7 cards; put them in any order
Take from the Past	X	Put any one card from your discard into your hand
Banish	W	Cause enemy unit to escape
Polymorph	W	Destroy enemy unit
Stone Rain	W	F + 150
Time Vortex	W	Each unit in this Era is destroyed on 4-6 on a roll of 1D6
Armies of the Past	P	Entire Stack Move +3
End of Time	X	Opponent must discard 3 cards
Great Wyrms	M	F + 200
Myrmidons	T	F + 50
Illusions	W	Hide Roll +2
Enchanted Weapons	P	F + 50
Wizards Sight	W	Opponent gets -2 to Hide Roll
Invisibility	A	Hide Roll +2 or F + 50
Avatar	H	F + 100
Strings of Fate	W	Change Roll +2

User What type of unit may use this card.

Period Troops, A = All, X = None

W Wizard, H = Hero, T = Warriors, M = Monster, P =

Teraxian Deck Card List

Card Name	User	Effect
Mind Control Device	S	Control opponents unit this turn
Tac Nukes	W	F + 200
Probability Shift	X	Any roll +2 or -2
Time Contraction	A	Move +2 or Escape roll +2
Time Expansion	A	Move +2 or Escape roll +2

Card Name	User	Effect
Time Skipping	A	Move +2 or Escape roll +2
Matter Disrupters	W	F + 50
Force Fields	W	F + 100
Cybernetics	C	F + 50
Plasma Weapons	C	F + 100
Spinal Mount	W	F + 150
Power Armor	C	F + 200
Time Projection	A	Move +2 or Escape roll +2
Alternate Time Line	S	Destroy Target Unit
Bionics	G	F + 150
Paradox	X	Destroy Target Unit
Time Loop	X	Get an Extra Turn
Temporal Rift	X	Opponent must discard 3 cards
Time Flux	S	Units cannot Move past target Era
Anachronism	P	Move +2
Temporal Locator	S	Opponent gets -2 to Hide Roll
Time Beacon	X	Units moving to this Era get Move +2
Android	G	F + 200
Neural Implants	G	F + 100
Time Bomb	S	F + 100
Worm Hole	A	Move +2 or Escape roll +2
Temporal Manipulation	X	Draw 5 cards
Recorded History	A	Change Roll +2
Abduction	X	Change Roll +2
Holograms	S	Hide Roll +2
Eject Button	A	Escape Roll +2
Stop Time	S	Units cannot move out of Target Era
Futuristic Weapons	P	F + 50
AI Predictions	X	Look at the top 7 cards; put them in any order
Replacement Clone	S	Change Roll +2

S Scientist, G = Agent, C = Combat Team, W = War-ship

By C Gerard LuftHere

D20 Version Of Timeline

by C Gerard Luft [A D20 Conversion Of The Legendary Lloyd Krassner's Time Line: D20 Conversion](#)

Countersets & Board Available!!!

Thanks Kaptain!





Time To Tell

Introduction

Educational Party game for 2-8+ players. Players must answer trivia type questions involving Historical dates.

Winning

The first player to accumulate 25 Chips is the winner. (or 50 for a long game)

Pieces

Dice, chips, and a special deck of Date cards are needed.

Dice

A six sided die is needed.

Chips

Poker chips are needed for keeping track of scores.

Roll:	Result:
1	Craps
2	Timeline = 2
3	Timeline = 3

If you get Craps your turn ends immediately. If you get a Timeline, draw the indicated number of cards and Put them in the correct temporal order. If you get Super Six, draw 1 card at a time, and guess the exact Correct date for each card up to a max of 6 cards. Stop if you fail to guess correctly.

When cards are drawn the Event Description is kept face up and the Date face down. Only after an answer or solution is given are the cards flipped to reveal the Dates.

The Date Deck

Players share a common deck. The cards are 2-sided. One side of a card describes a Historical Event. The other side is the date in which the Event occurred. The deck contains one copy of each card in the card list.

Setup

Shuffle the deck. Players cut the deck. Oldest date goes first. Proceed clockwise. Re-shuffle the deck. The deck is placed with Event descriptions face up and Dates face down.

Turn Sequence

- Players take turns. Each turn has 3 Phases:
- Luck Phase
 - Knowledge Phase
 - Scoring Phase

Luck Phase

Roll 1 Die once:

Roll:	Result:
4	Timeline = 4
5	Timeline = 5
6	Super Six

Scoring Phase

If you got Craps, you get no Chips. If you put a Timeline in the correct order, get Chips equal to the length of the timeline. Get 1 chip for each date correctly guessed in a Super six.

Creating Your Own Decks

Players are encouraged to create their own decks. Decks may be themed (Pop Culture, Music, Art, Politics, War, Science, etc.)

Science & Technology Theme Deck #1- Card List

Date:	Card Name:
c. 2725 B.C.	- Imhotep in Egypt considered the first medical doctor
c. 2540 B.C.	- Pyramids of Egypt constructed
c. 2000 B.C.	- Chinese discovered magnetic attraction
c. 700 B.C.	- Greeks discovered electric attraction produced by rubbing amber

Date:	Card Name:
c. 600 B.C.	- Anaximander discovered the ecliptic (the angle between the plane of the earth's rotation and the plane of the solar system)
c. 600 B.C.	- Thales proposed that nature should be understood by replacing myth with logic; that all matter is made of water
c. 585 B.C.	- Thales correctly predicted solar eclipse
c. 530 B.C.	- Pythagoras developed mathematical theory
c. 500 B.C.	- Anaximenes introduced the ideas of condensation and rarefaction
c. 450 B.C.	- Anaxagoras proposed the first clearly materialist philosophy - the universe is made entirely of matter in motion
c. 370 B.C.	- Leucippus and Democritus proposed that matter is made of small, indestructible particles
335 B.C.	- Aristotle established the Lyceum; studied philosophy, logic
c. 300 B.C.	- Euclid wrote "Elements", a treatise on geometry
c. 300 B.C.	- Aristarchus proposed that the earth revolves around the sun; calculated diameter of the earth
c. 300 B.C.	- The number of volumes in the Library of Alexandria reached 500,000
c. 220 B.C.	- Archimedes made discoveries in mathematics and mechanics
c. 150 A.D.	- Ptolemy studied mathematics, science, geography; proposed that the earth is the center of the solar system
190	- Chinese mathematicians calculated pi to five decimal places
271	- Chinese mathematicians invented the magnetic compass
415	- A mob of rioters burned down the Library of Alexandria, and much of the recorded knowledge of the western world was lost
450-1000	- the "Dark Ages" in Europe
1232	- Rockets invented in China to defend city of Kaifeng against Mongol invaders
1252	- Pope Innocent IV approved the use of torture in witchcraft trials
1269	- Maricourt used compass to discover that a magnet is encircled by lines which terminate on two poles
1348	- The plague appeared in Europe
1390	- The first paper mill began operating in Germany
1455	- The Gutenberg Bible became the first book printed with movable metal type
1508-1510	- Leonardo da Vinci compiled notebooks on mechanics, astronomy, anatomy, and his inventions
1543	- Copernicus formed the hypothesis that the planets revolve around the sun.
1543	- Vasalius published treatise on human anatomy
1570	- Brahe discovered supernova in constellation Cassiopeia
1600	- Gilbert discovered that electricity occurs in things other than amber; wrote a book on magnetism
1608	- Lippershey invented the telescope
1609	- Galileo built 20X telescope, discovered craters and mountains on the moon
1609	- Kepler announced his 1st and 2nd laws
1613	- Galileo discovered sunspots
1614	- Napier discovered logarithms
1616	- Galileo called to Rome and ordered to stop supporting the Copernican theory
1619	- Kepler announced his 3rd law
1619	- The first slaves transported to America
1620	- Bacon published "Novum Organum" (scientific method and inductive reasoning)
1621	- Snell discovered the law of refraction
1628	- Harvey published a book describing blood circulation
1633	- The Inquisition denounced Galileo
1637	- Descartes Published "Geometry"
1638	- Galileo published "Discourses Concerning Two New Sciences", summarizing the principles of mechanics
1642	- Pascal invented the mechanical adding machine
1650	- Archbishop Usher estimated by reading the Bible that the earth was created

Date:	Card Name:
	on October 23, 4004 BC at 9:00 AM
1652	- Pascal discovered laws of fluid pressure
1654	- Guericke invented the vacuum pump
1660	- Redi disproved theory of spontaneous generation with experiment on flies
1666	- Newton invented the calculus
1666	- Newton discovered glass prism separates white light into spectrum
1675	- Leibniz independently invented the calculus
1687	- Newton published "Principia", describing the laws of motion
1690	- Locke published "Essay Concerning Human Understanding" (empiricism, tabula rasa)
1692	- The first witchcraft trials in Salem, Massachusetts
1704	- Newton published "Opticks"
1738	- Bernoulli proposed laws of fluid mechanics
1758	- Linnaeus developed taxonomy of species, proposed binomial nomenclature
1764	- Hargreaves invented the spinning jenny
1769	- Watt invented the modern steam engine
1777	- Lavoisier proposed idea of chemical compounds made of elements
1781	- Herschel discovered Uranus
1783	- Michel and Montgolfier invented the hot air balloon; the first people to fly, altitude 1800 m
1785	- Coulomb confirmed the inverse square law for electric force
1785	- Hutton proposed the idea of uniformitarianism in the geological history of the earth
1785	- Cartwright invented the power loom for producing cloth
1787	- Berthollet proposed system of chemical nomenclature
1792	- Rousseau wrote "Social Contract"
1793	- Whitney invented the cotton gin
1796	- Jenner discovered smallpox vaccination
1799	- Discovery of the Rosetta Stone
1800	- Volta invented the battery
1800	- Ampere discovered properties of magnetic field produced by electric current
1803	- Dalton composed the law of definite proportions in chemistry
1804	- Rockets developed by the British Army Corp reached height of 1830 m
1807	- Fulton invented the steamboat
1808	- Dalton published a periodic table based on atomic weights
1811	- Avogadro introduced the concept of the mole
1814	- Stephenson invented the locomotive engine
1820	- Oersted discovered that an electric current causes the deflection of compass needle
1822	- Champollion translated the Rosetta Stone
1825	- discovery of Ampere's Force Law
1827	- Brown discovered Brownian motion
1830	- The first railroad (between Liverpool and Manchester, England)
1831	- Faraday (England) and Henry (U.S.) independently discovered that a current is produced in a wire when it is moved near a magnet
1833	- Charles Lyell published "Principles of Geology", based on uniformitarianism
1839	- Goodyear invented vulcanized rubber
1844	- Morse sent the first telegraph message
1846	- Galle discovered Neptune, accounting for observed perturbations in the motion of Uranus
1849	- Fizeau measured the velocity of light
1853	- Bessemer in Britain and Kelly in U.S. invented the Bessemer steel process
1854	- Boole invented Boolean algebra
1856	- Neanderthal fossil found in Germany
1859	- Darwin published "On The Origin of Species"
1866	- Mendel wrote a paper on his findings about heredity in plants
1868	- Cro-Magnon fossil found in France

Date:	Card Name:
1869	- Mendeleyev used a periodic table of known elements to correctly predict the properties then undiscovered elements
1873	- Maxwell published "Treatise on Electricity and Magnetism"
1874	- Cantor established principles of mathematical set theory
1877	- Edison invented the phonograph
1877	- Hall discovered the two moons of Mars
1879	- Wundt established the first laboratory for psychology experiments
1879	- Edison invented the electric light bulb
1882	- Lindemann proved that pi is transcendental
1882	- Edison created the first large power station in NYC
1883	- Wroblewski and Olszewski first produced liquid oxygen.
1885	- Benz invented the gasoline-powered automobile
1885	- Eastman invented the box camera
1885	- Hertz discovered the photoelectric effect
1885	- Balmer discovered spectral lines of hydrogen
1887	- Mendelson and Morley conduct experiment showing no evidence for the existence of an "ether"
1888	- Hertz discovered radio waves, verifying Maxwell's prediction of electromagnetic waves
1888	- Edison invented the kinetoscope
1889	- Hollerith invented the first calculating machine, used punch cards
1891	- "Java Man" discovered in Indonesia
1892	- Dewar discovered that a double-walled bottle with a vacuum layer insulates the contents from heat flow
1895	- Roentgen discovered x-rays
1895	- Marconi invented antenna and wireless telegraph (short distance)
1896	- Becquerel discovered radioactivity
1896	- Marconi increased range of wireless telegraph to 1.6 km
1897	- Marconi increased range of wireless telegraph to 29 km; first ship-to-shore message
1898	- Curie and Curie announced their discovery of radium and polonium
1899	- Marconi established wireless telegraph service between England and France
1900	- First public awareness of Mendel's findings in genetics, when his 1865-1866 papers were found
1900	- Freud published "The Interpretation of Dreams"
1900	- Finlay discovered that yellow fever is spread by mosquitos
1900	- Planck proposed that energy can only be absorbed or emitted by matter in discrete amounts (quanta)
1901	- First transatlantic wireless telegraph
1902	- Discovery of Tyrannosaurus Rex
1902	- Kennelly (U.S.) and Heaviside (England) independently discovered the ionosphere
1903	- The botanist De Vries discovered mutations in plants
1903	- Wright brothers' airplane remained in flight for 12 seconds
1904	- Fleming invented vacuum tube diode
1904	- Genetics experiments by Thomas Morgan, discovery of sex-linked mutations (among a group of fruit flies with normal red or unusual white eyes, all of the white-eyed offspring were male).
1905	- Einstein published papers on Brownian motion, the photoelectric effect, and the special theory of relativity
1906	- De Forest invented the triode vacuum tube
1906	- Thomson discovered the electron
1908	- the "Tunguska event" - major damage to a forest region in Siberia caused by a comet or meteorite
1908	- Ford produced the Model T automobile
1908	- Wegener proposed theory of continental drift

Date:	Card Name:
1909	- The "Piltdown Man" hoax – a fake archeological discovery announced by dishonest scientists who wanted to "prove" that human beings had evolved in Europe
1911	- Rutherford discovered that the positive charge in an atom is concentrated in a small nucleus; proposed a planetary model of the atom
1912	- Pickard invented the crystal diode and crystal detector
1913	- Edison invented motion pictures with sound
1913	- Ford added the assembly line to his automobile plant
1913	- Bohr published his model of the atom, based on energy states described by one quantum number
1916	- Lewis proposed the idea of covalent bonds
1916	- Einstein published the general theory of relativity
1917	- Germany - the first major military use of airplanes to drop bombs on cities
1919	- Eddington recorded data on the sun's gravitational deflection of starlight during a solar eclipse, confirming Einstein's general theory of relativity
1923	- Freud published "The Ego and the Id"
1923	- Development of the diphtheria vaccine
1923	- Production of insulin to treat diabetes
1923	- Hubble estimated the distance from the Milky Way Galaxy to the Andromeda Galaxy
1924	- Discovery of Australopithecus Africanus, its human-sized brain too large to be that of an ape, but having the canine teeth of a gorilla
1924	- De Broglie proposed that all matter has wave properties
1925	- Pauli proposed the Exclusion Principle (no two electrons in an atom can have the same set of quantum numbers)
1925	- Scopes fired from biology teaching position for teaching evolution
1926	- Schrodinger developed the wave equation
1926	- Born proposed the statistical interpretation of the wave equation
1926	- Goddard launched the first liquid-fueled rocket
1927	- Heisenberg proposed the Uncertainty Principle (we cannot simultaneously determine the position and momentum of a subatomic particle)
1927	- Experiment by Davisson and Germer, and simultaneous experiment by G. P. Thompson, proved the wave behavior of electrons
1927	- the first television transmission (England)
1928	- Dirac developed the relativistic quantum theory
1927	- Big bang theory introduced
1929	- Hubble discovered that the galaxies are moving away from each other, causing an expansion of the universe
1930	- Tombaugh discovered Pluto
1931	- Lawrence invented the cyclotron
1931	- Anderson discovered the positron
1932	- Chadwick discovered the neutron
1936	- the first regular television broadcast (England)
1937	- Discovery of the muon
1938	- Hahn, Strassmann, Meitner and Frisch discovered nuclear fission
1938	- Bethe hypothesized that nuclear fusion is the source of energy in stars
1939	- The first regular TV broadcast in the U.S.
1939	- Discovery of Kirlian photography – electrical "auras" surrounding living specimens
1942	- Fermi produced the first nuclear chain reaction in an experiment
1942	- Establishment of the Manhattan Project to develop an atomic bomb
1945	- The first atomic bomb was detonated at Hiroshima, Japan – about 70,000 people were killed instantly; about 30,000 more people died within several weeks

Date:	Card Name:
1946	- Gamow proposed the Big Bang hypothesis.
1946	- The University of Pennsylvania developed the ENIAC computer, containing 18,000 vacuum tubes
1947	- W. F. Libby invented radiocarbon dating
1947	- Researchers at Bell Labs invented the transistor
1947	- Discovery of the pion (predicted by Yukawa in 1935)
1948	- Kinsey published "Sexual Behavior in the Human Male"
1951	- Franklin discovered nucleic acids (RNA and DNA), helical shape
1952	- The first sex-change surgery, transforming George Jorgensen into Christine Jorgensen
1953	- Kinsey published "Sexual Behavior in the Human Female"
1953	- Watson and Crick discovered DNA has double helix, composed of ATCG bases occurring in pairs (A with T, and C with G)
1953	- Miller produced amino acids from inorganic compounds and sparks
1953	- Radioactive fluorine dating proved that the "Piltdown Man" artifact was a hoax
1956	- Discovery of the neutrino (predicted by Pauli in 1930)
1957	- The first artificial satellite, Sputnik, put into earth orbit
1958	- U.S. Congress established NASA
1959	- First unmanned spacecraft hit the moon (Soviet Union)
1960	- Maiman invented the ruby laser
1960	- Javan invented the helium-neon laser
1960	- Goodall studied chimpanzees in Tanzania
1960	- Development and approval of the birth control pill
1961	- A person orbited the earth for the first time (Yuri Gagarin)
1963	- Vine and Matthews discovered that rock layers with particular magnetic orientations, indicating reversals of the earth's magnetic field, are symmetrical about the mid-oceanic ridge, indicating that new crust is created at the ridge.
1963	- Gell-Mann proposed protons and neutrons are made of smaller particles (quarks)
1964	- Discovery of a quasar
1964	- Unmanned U.S. spacecraft transmitted television pictures of the moon before hitting the surface
1964	- Wilson and Penzias discovered the background microwave radiation of the universe
1965	- The first "space walk" (Soviet Union)
1966	- The first unmanned soft landing on the moon (Soviet Union)
1967	- Salam and Weinberg developed a model to unite electromagnetism and the weak nuclear force.
1967	- Bell and Hewish discover pulsars
1967	- U.S. astronauts Grissom, White and Chaffee killed during ground test; Apollo program delayed
1968	- Human beings orbited the moon for the first time (Apollo 8)
1969	- People walked on the moon for the first time (Apollo 11)
1969	- Meteorite in Australia found to contain amino acids
1970	- Apollo 13 moon landing canceled due to severe malfunctions
1971	- First unmanned spacecraft hit Mars (Soviet Union)
1971	- Apollo 15 used the lunar rover
1971	- First space station, Salyut 1, and first space docking (Soviet Union)
1972	- Discovery of a 2 million year old humanlike fossil, Homo habilis, in Africa
1973	- U.S. launched Skylab space station
1974	- Discovery of "Lucy" in Africa, an almost complete homonid skelton

over 3 million years old, only 3 and a half feet tall but having adult teeth, a small brain, walked upright

Date:	Card Name:
1975	- First unmanned soft landing on Venus (Soviet Union)
1975	- The first U.S.-Soviet space docking (Apollo and Soyuz)
1975	- Invention of the CAT scanner (computerized axial tomography)
1976	- Cosmic string theory was introduced
1977	- Voyager spacecraft launched; contained recording of earth sounds, including music and greetings in 55 Earth languages
1977	- Submarine "Alvin" explored midoceanic ridge, discovered chemosynthetic life
1979	- First "test tube baby" from artificial insemination
1979	- Voyager 1 and 2 photographed Jupiter
1980	- Voyager 2 photographed Saturn
1980	- Introduction of the the communication protocol that led to the Internet
1981	- Binnig and Rohrer invented the scanning tunneling microscope
1981	- U.S. launched the first space shuttle, Columbia
1982	- First launch of communications satellites into orbit by space shuttle
1984	- First retrieval of malfunctioning satellites, repair and relaunch by space shuttle
1984	- Discovery of ozone hole over Antarctica
1986	- Voyager 2 photographed Uranus; discovered moons
1986	- Development of the first high temperature superconductors
1986	- Soviet Union launched Mir space station
1986	- U.S. space shuttle Challenger exploded on launch, killing 7 astronauts
1989	- Voyager 2 photographed Neptune; discovered moons
1989	- An asteroid came relatively close to colliding with the earth
1990	- Hubble Space Telescope launched; optical defect discovered
1991	- Discovery of the buried crater near the Yucatan Peninsula, dated at 65 million years old
1992	- Pope John Paul II acknowledged the Vatican's error in the condemnation of Galileo
1993	- Wiles proved Fermat's Last Theorem, which had been first proposed in 1637
1993	- Hubble Space Telescope repaired
1994	- Hubble Space Telescope confirmed existence of a black hole
1994	- Astronomers observed comet Shoemaker-Levy 9 (S-L 9) colliding with Jupiter
1995	- the second U.S./Russian space docking (Atlantis and Mir)
1995	- Discovery of the top quark at Fermilab
1996	- Pope John Paul II affirmed evolution by natural selection
1997	- Microscopic analysis of meteorite led to belief in ancient life on Mars
1997	- Pathfinder vehicle studied and photographed Mars





Titan Attack

Introduction

Two player Card Game based on the Games Workshop Epic Warhammer 40,000 Universe.

Disclaimer

Warhammer is a licenced, trademarked property. This is merely a Fansite.

Decks

Each player uses a separate deck. For example: Imperial Deck vs Ork Deck. Each deck has exactly 55 cards.

Victory

Run your opponent out of cards.

Turn Sequence

Each turn has 6 phases: Draw Phase Redraw Phase Extra Draw Phase Attack Phase Defense Phase Damage Phase

Draw Phase

Each player fills their hand to 8 cards. If the deck ever runs out shuffle your reserve pile & draw from it.

Redraw Phase

Players may discard up to 3 cards to their discard and draw replacements.

Extra Draw Phase

Players may discard "X" Special cards from their hands to their discards to Their reserves to draw the indicated number of cards.

Ork Gargant Card Deck List

Card Name:	#	Range	Dam	Notes
Battle Cannon Turret	1	L	2	
Cluster Buster	1	L	3	
Deth Kanon	1	L	4	
Gutbuster: Ball	1	L	4	(Mega Cannon)
Gutbuster: Chain	1	L	5	

Attack Phase

Players may make attacks. To make an attack, you must make an Attack Meld. A Meld consists of 3 cards: A Titan Card, a Weapon Card, and a Range Card.

The Range card and the Weapon card must match. You may make more than one meld.

Defense Phase

If your opponent has made one or more melds, you May discard a "D" Defense card to negate any one card of the Meld. The negated card goes to your opponents reserve pile. Your opponent may play a replacement card to complete the Meld.

If unable to play an appropriate replacement card, the other two cards Of the Meld must also be discarded to the opponents reserve pile. Your Defense card goes to your reserve pile.

Damage Phase

A Meld does damage equal to the Damage Value of the Weapon card. A player may play an "A" Add card to increase the damage of the Meld. The opposing player must discard a number of cards from his Deck to his Damage pile equal to the value of the Meld.

If the Deck runs out, discard cards from the Reserve Pile. If the Deck & Reserve pile are exhausted the player loses the game. Once damage is done your Meld cards go to your Reserve pile.

Card Type Notation List

- S** Short
- M** Medium
- L** Long
- T** Titan
- W** Weapon
- D** Defense
- X** Special
- A** Add

Card Name:	#	Range	Dam	Notes
Gutbuster: Barrage	1	L	4	
Super Lifta Droppa Arm	1	L	4	
Deluxe Custom Kannon	1	M	4	+1 with Mekboy
Gatling Cannon	1	M	5	
Mork Head	1	M	3	
Slasha Attack Gun	1	M	4	+1 with Slasha
Battle Cannon Head	1	M	3	
Scorcher Turret	1	S	3	
Ripper Fist	1	S	3	
Snapper	1	S	4	(Steam Blast)
Buzz Saw Arm	1	S	3	
Krusher Arm	1	S	3	
Boss Gargant	1	T	-	Dam +2
Great Gargant	5	T	-	Dam +1
Slasher Gargant	5	T	-	
Mekboy Gargant	4	T	-	
Kustom Force Field	1	D	-	
Force Shields	2	D	-	
Massive Bulk	2	D	-	
Fire Control	1	D	-	
Gork Head	1	X	-	Draw 3 cards
Short Range	5	R	-	
Medium Range	5	R	-	
Long Range	5	R	-	
Observation Tower	1	A	+2	

Imperial Titan Card Deck List

Card Name:	#	Range	Dam	Notes
Multi-Launcher	2	L	4	Barrage
Vulcan Megabolter	1	L	4	
Turbo-Laser Destructor	2	L	3	
Battle Cannon	1	L	2	
Plasma Blastgun	3	M	4	
Inferno Gun	2	M	5	
Multi-Lasers	1	M	2	
Shock Lance	1	S	3	Knights Only
Powerfist	3	S	3	
Chainfist	2	S	3	
Void Shields	3	D	-	
Auto-Repairs	2	D	-	
Short Range	5	R	-	
Medium Range	5	R	-	
Long Range	5	R	-	
Warlord Titan	2	T	-	Damage +2
Reaver Titan	5	T	-	Damage +1
Warhound Titan	5	T	-	
Knight Paladin	1	T	-	
Knight Lancer	1	T	-	
Knight Warden	1	T	-	

Card Name:	#	Range	Dam	Notes
Imperial Elite	2	X	-	Draw 3 Cards

Eldar Titan Card Deck List

Card Name:	#	Range	Dam	Notes
Holo-Fields	2	D	-	
Auto-Repairs	2	D	-	
High Speed	2	D	-	
Distortion Cannon	2	L	4	
Tremor Cannon	1	L	3	
Wing Missile Launcher	2	L	2	Barrage
Pulsar	2	M	4	
Heat Lance	2	M	5	
Wing Laser Cannon	1	M	2	
Psychic Lance	1	S	4	
Powerfist	2	S	3	
Scatter Laser	2	S	2	
Short Range	5	R	-	
Medium Range	5	R	-	
Long Range	5	R	-	
Fire Gale	2	T	-	
Bright Stallion	2	T	-	
Towering Destroyer	2	T	-	
Warlock Titan	4	T	-	Psychic
Phantom Titan	2	T	-	+1 Damage
Revenant Scout Titan	3	T	-	
Mind Blast	1	M	4	Warlock only
Eldritch Storm	1	D	-	
Doom	1	A	+2	Warlock only
Witch Sight	1	X	-	Draw 3 Cards

Chaos Titan Card Deck List

Card Name:	#	Range	Dam	Notes
Void Shields	-	D	-	
Regeneration	-	D	-	
Death Storm	1	L	3	Barrage
Doom Burner	2	L	4	
Havoc Missiles	2	L	4	Barrage
Hellstrike Cannon	2	M	3	Barrage
Head Cannon	2	M	2	
Stream of Corruption	1	M	4	
Titan Tail	1	S	3	
Hull Firethrowers	1	S	2	
Hell Blade	1	S	5	
Bloodletter Battlehead	1	S	3	
Doomfist	1	S	4	
Banelord	1	T	-	+2 Damage
Nemesis	2	T	-	+1 Damage
Deathbringer	3	T	-	

Card Name:	#	Range	Dam	Notes
Goth	3	T	-	
Hun	3	T	-	
Lord of Battle	3	T	-	
Chaos Gift of Tzeentch	1	X	-	Draw 3 Cards
Chaos Gift of Nurgle	1	S	4	
Chaos Gift of Slaanesh	1	D	-	
Chaos Gift of Khorne	1	A	+3	Short Range Attack
Demon Power	1	A	+2	
Short Range	5	R	-	
Medium Range	5	R	-	
Long Range	5	R	-	





Titanic Card Game

Introduction

Series of Card games for 2-4 players. Titanic Theme and Metagame scoring system.

Victory

At the end of the game the player with the most Legacy Points is the winner.

Game End

There are 7 Phases.

Legacy Pnts

Each player starts with 10 Legacy Points (LP).

The Deck

Players share a common deck. Use a traditional 52 card deck. Alternatively use a homemade deck with the following suites: Lifeboats, Crew, Passengers, Iceberg

1. DESIGN PHASE

Play a Hand of Poker. The worst hand is held responsible for the lack of Lifeboats and gets -1 LP.

2. COLLISION PHASE

Play a game of Old Maid. The loser is held responsible for the Collision and gets -2 LP.

3. LIFEBOAT PHASE

Play a game of Fish. The winner gets the most people onto the Lifeboats and gets +3 LP.

4. HEROICS PHASE

Play a game of Rummy. The winner reveals the most Heroic moments and gets +4 LP.

5. SINKING PHASE

Play a game of Hearts. The loser experiences the most Horrific deaths and gets -5 LP.

6. LOCATION PHASE

Play a hand of Black Jack. The Best Hand finds the Wreck and gets +6 LP.

7. EXPLORATION PHASE

Play a game of War. The winner is the first able to properly explore the Wreck and gets +7 LP.

Links

[Wikipedia](#)





Tlachtli

Introduction

Board & Card game for two players. Based on the Aztec sport of the same name.

Victory

The first player to score 4 points is the winner. The other player's team is sacrificed to the gods.

The Board

13 x 7 grid. Columns are long. Rows are short. Spaces 4-10 of the first and last columns are walled out.

Space 7 of the second column is one player's basket. Space 7 of the sixth column is the other player's basket.

Pieces

Use a pawn to represent the Ball. There are also 2 pawns to represent 2 Blockers.

The Deck

The deck contains 2 of each card described in the card list.

Setup

The ball begins in a corner space of the board The blockers are placed one in front of each basket. Players start with a hand of 7 cards. The oldest player goes first.

Card List

Card Name	Notes:
Action 1	You may play 1 move card this turn
Action 2	You may play 2 move cards this turn
Action 3	You may play 3 move cards this turn
Action 4	You may play 4 move cards this turn
Move 1	Move the ball or a blocker 1 space
Move 2	Move the ball or a blocker 2 spaces
Move 3	Move the ball or a blocker 3 spaces
Move 4	Move the ball or a blocker 4 spaces
Move 5	Move the ball or a blocker 5 spaces
Move 6	Move the ball or a blocker 6 spaces
Move 7	Move the ball or a blocker 7 spaces
Move K	Move the ball or a blocker like a knight in chess

You may not score on the first turn of the game.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Action Phase
2. Move Phase
3. Draw Phase

Action Phase

Play zero, one, or more action cards. You may discard any cards from your hand you do not want.

Move Phase

Discard a move card to move a pawn. Pawns may move orthogonal or diagonal. Pawns may not move through other pawns.

You may make as many moves as indicated by the action cards you played.

Draw Phase

Draw cards from the deck to fill your hand to 7 cards. If the deck runs out, shuffle the discard and draw from it. Your hand is kept face up on the table for all to see.

Scoring

If you move the ball into your opponent's basket, you score one point. Your turn ends. Place the ball in a corner square.





Tlatelolco

Introduction

Tlatelolco was the great market for the Aztec Empire. The Aztecs had no coins; so all trade was by barter. Players are pochteca (merchants) trying to acquire certain goods.

Victory

Be the first player to acquire one unit of each of your six target goods.

The Board

Use a chess board. Merchant stands are located on the black squares. There are no stands in the corner squares or the center four squares.

The center four squares is the great temple.

Pawns

Each player has a pawn to represent their pochteca. There is also a thief pawn. Six sided dice are needed.

Counters

Counters represent goods available in the market. There are 2 sets of counters: The Sellers Set The Sellers Set contains one counter of each type described in the Goods counter list. The Buyers Set The Buyers Set contains two counters of each type described in the Goods counter list.

Setup

Each player places his pawn in a corner square. The thief pawn starts in a red space adjacent to the great temple. Each player draws one random counter from the Sellers set.

The player writes down the name of the trade good and returns the counter to the set. A player starts with 20 units of that type of good. (This is that players export good) Players then, in turn, each draw 6 counters from the sellers set, write down the item names, and Return the counters to the set. (redraw if you drew your export good) These six goods are the player's target goods. On each Merchant stand, place one random counter from the Sellers set.

Players roll high to see who goes first. On each Merchant stand, place two random counters from the Buyers set.

2d6

Player Turns & Moving

Players take turns. On your turn roll one die. You may move your pawn that many number of spaces.

Pawns cannot move into or through the Temple spaces or the thief pawn. Pawns may enter Black & Red spaces and spaces occupied by other players pawns. Pawns may move diagonally and orthogonally.

If you enter a Merchant stand space your turn automatically ends. If you end your move on a red space, roll on the red space roll table.

Trading

When you land on a merchant stand you may trade with it. The merchant only has one good to trade away (the seller counter) and will Only trade for two types of goods (the 2 buyer counters). Goods are traded on an equal unit for unit basis.

Write down what goods you have after trading. Stands never run out of their trade good, and their thirst for the other 2 goods never lessens.

The Thief

If you ever roll a 1 when moving your pawn, roll a second time. This second roll is the Thief roll. Move the thief exactly that number of spaces (if at all possible) in a straight line (orthogonal or diagonal). The thief does not stop for anything but the temple.

If the thief lands on an opponent's pawn that player loses 1 unit of any one good (your choice).

Player Trades

Players with pawns in the same space may trade freely.

Goods Counter List

Shells & Pearls Jade Pineapple Chocolate Turquoise Gold Silver Pottery Tobacco Bitumen Feathers Rubber Cotton Cloth Baskets Sandals Honey Turkeys Edible Dogs Spices Copper Skins Paper Jewelry Obsidian Corn Flour Red Dye Rabbits Sculptures

Red Space Roll Table

2	Gain one unit of a good from any adjacent merchant stand
3	Roll 1D6 and move again
4	Move opponent's pawn to any corner square
5	If adjacent to an opponents pawn do a forced trade
6	Roll 1D6 and move the thief
7	If adjacent to an opponents pawn do a forced trade
8	Roll 1D6 and move again
9	Move to any other Red Space
10	Roll 1D6 and move the thief
11	Move to a corner square and gain 1D6 units of your export good
12	Gain one unit of a good from any adjacent merchant stand

Forced Trade

(your choice).

Trade opponent one unit of any one of your goods
(your choice) for any one unit of any one of his goods





To Boldly Go

Introduction

Card Game for 2+ players. Star Trek theme.

Disclaimer

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Game Ending

The game ends when all Dilemmas have been solved.

Victory

The player with the most Victory Points (from solved Dilemmas in his Captains Log) is the winner.

The Decks

There are two decks, the Crew Deck, and the Dilemma Deck.

The Three Attributes

Cards will usually have scores in one or more of the following three attributes: Tactics, Science, and Negotiation.

Tactics represents skills & situations involving combat, firepower, strength, strategy, mobility, security, and surprise.

Science represents skills & situations involving logic, physics, engineering, medicine, chemistry and scientific methods.

Negotiation represents skills & situations involving diplomacy, communication, charisma, empathy, and humanity.

Crew Deck Cards

Crew cards represent crew-members, actions, and equipment. They are used to solve dilemmas.

Dilemma Cards

Each dilemma card represents one episode from the first season. Each card lists the levels in each of the three attributes needed to solve the dilemma. Each card has a VP value used to determine the winner at the end of the game.

Setup

Most knowledgeable Trekker goes first.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Exploration Phase
2. Draw Phase
3. Mission Phase

Exploration Phase

Take the top card of the Dilemma Deck and put it face up in the center of the Table next to any already revealed Dilemma cards. If there are already 3 Dilemma cards face up in the middle of the table, skip this phase.

Draw Phase

Draw 2 cards from the Crew Deck. Discard one of these two cards, and keep the other one in your hand. Maximum hand size is 9 cards. Discard excess cards.

If the crew deck runs out, shuffle the discard and draw from it.

Mission Phase

If you can and you want to, discard crew cards to solve a target dilemma card. The crew cards discarded must, combined, have attribute levels equal to or exceeding the levels of the dilemma. Place the solved dilemma into a separate pile next to you called your Captains Log.

When solving a dilemma, you may play only one copy of a unique character. For example: you can play multiple red shirts, but only one Captain Kirk. You can only play one copy of an equipment or action card. (one Tricorder, not two.) You cannot play just equipment cards, at least one crewmember is required.

The Vulcan Mind Meld, Vulcan Nerve Pinch, and Vulcan Logic cards can only be played with Spock.

Special Cards

- Discard a Starbase card and your hand to skip Mission phase and draw 5 new cards.
- Discard a Shuttle card to draw 2 cards and put them in your hand.
- Discard a Scanner Reading card to draw a card and look at the next card in the Dilemma deck.
- Discard a Replicator card to draw a card then look at the next 7 cards in the Crew Deck.
- Discard a Beam me up card to take a crewmember card from the discard pile and put it in your hand.
- Discard a Warp Speed card to draw a card and take another turn.

- Discard a Prime Directive card to shuffle the current Dilemmas into the Dilemma deck.
- Discard a Space Time Anomaly to make target opponent discard three random cards.

Card Nomenclature

Number of that card in the deck

T Tactics

S Science
N Negotiation
Y Card Type
C Crew
E Equipment
A Action
X Special
V Victory Points

Crew Deck

Card Name	#	T	S	N	Y
Captain Kirk	6	3	-	3	C
Mr Spock	6	2	3	1	C
Dr "Bones" McCoy	5	-	2	2	C
Uhura	3	-	-	2	C
Chekov	3	1	-	1	C
Sulu	3	1	-	1	C
Scotty	3	1	1	-	C
Red Shirts	5	1	-	-	C
Blue Shirts	3	-	1	-	C
Yellow Shirts	4	-	-	1	C
Tricorder	4	-	1	-	E
Phaser	2	1	-	-	E
Transporter	2	1	-	-	E
Replicator	2	-	-	-	X
Shuttle	2	-	-	-	X
Scanner Reading	2	-	-	-	X
Warp Speed	2	-	-	-	X
The Starship Enterprise	5	1	1	-	E
Commlink	2	1	-	-	E
Explore New Worlds	1	-	1	-	A
Phasers on Stun	1	1	-	-	A
Vulcan Mind Meld	2	-	-	1	A
Vulcan Nerve Pinch	1	1	-	-	A
Vulcan Logic	1	-	1	-	A
Highly Illogical	1	-	1	-	A
Open Hailing Frequencies	1	-	-	1	A
We Come in Peace	1	-	-	1	A
Live Long & Prosper	1	-	-	1	A
Starbase	3	-	-	-	X
Beam me up	2	-	-	-	X
The Prime Directive	3	-	-	-	X
Love Interest	5	-	-	1	C
Space Time Anomaly	3	-	-	-	X

Dilemma Deck Card List

Card Name:	V	T-S-N	Notes:
The Man Trap	3	3-5-0	Shape changing Salt Vampire
Charlie X	3	0-3-5	Immature Telekinetic Child

Card Name:	V	T-S-N	Notes:
Where No Man has gone Before	6	2-3-4	Crewmember turned into a God
The Naked Time	4	2-3-4	Crews inhibitions are removed
The Enemy Within	3	4-3-2	Kirk is split in two
Mudds Women	2	3-0-5	Conniving Space Pimp
What are little girls made of?	5	5-0-3	Android Duplicates
Miri	3	3-4-2	Diseased 300-year old Children
Dagger of the Mind	3	4-3-2	Mad Dr with Mind Control Device
The Corbomite Maneuver	4	5-0-3	Trapped by Alien Ship
The Menagerie	2	3-0-5	Spock takes Pike to Talos IV
The Conscience of the King	2	3-0-5	Genocidal Mastermind in Disguise
Balance of Terror	4	5-0-3	Cat & Mouse with Cloaked Romulan
Shore Leave	4	3-2-4	World were wishes come true
The Galileo Seven	3	3-2-4	Shuttle crash lands
The Squire of Gothos	4	3-0-5	Impudent God child Angered
Arena	6	4-2-3	First contact with the Gorn
Tomorrow is Yesterday	2	0-3-5	Time travel: Rescue 20th century pilot
Court Martial	2	0-3-5	Kirk is falsely on Trial
Space Seed	5	5-0-3	Botany Bay and Khan Noonian Singh
A Taste of Armageddon	5	3-0-5	War fought by Computers
This Side of Paradise	4	3-2-4	Bliss Spores
The Devil in the Dark	3	2-4-3	Horta defending its Eggs from miners
Errand of Mercy	6	3-0-5	Klingons conquer the Organians
The Alternative Factor	7	5-3-0	Lazarus & the Antimatter Universe
City on the Edge of Forever	6	3-0-5	The Necessary Death of Edith Keeler
Operation Annihilate	5	2-4-3	Ameoba Parasites causing Mass Insanity





Tournament

Introduction

Card game for 2 or more players. Simulates a Medieval Tournament complete with jousting, melees, etc.

Victory

Win the most Victory Points by the end of the game.

Game End

When there are no cards left in the deck the game ends. All players must play any Contest cards remaining in their hands. These final Contests are scored in the regular manner.

The Deck

Players share a common deck. There are 3 types of cards: Chivalry, Contest, and Special cards. Chivalry cards are further divided into 4 types: Knight, Weapon, Horse, and Shield. Each Chivalry card has a Force value of 1 to 10.

Cardset I

Most excellent cardset & Deck Randomizer by Sir Peter Cobcroft: [Click Here](#)

Cardset II

Beautiful Set courtesy of the distinguished artisan Alecrespi: [Click Here](#)

Setup

The most Chivalrous player goes first. Each player is dealt a hand of 7 cards.

Turn Sequence

Players take turns. Each turn has 4 phases: Draw Phase Play Phase Contest Phase Score Phase

Draw Phase

Draw the top card of the deck or discard. If the deck runs out the game ends.

Card List

Play Phase

You may put a Knight Combo into play. A Knight Combo consists of 1 of each of the 4 types of Chivalry cards: The force values of these cards do not have to match. A Combo represents a Knight, his Weapon, his Horse, and his Shield You may play special cards in this Phase.

Contest Phase

You may skip this phase or play a Contest card. The player with the highest score in the indicated category wins the Contest. For Example: You play the Melee Contest.

The player with the most Force points in Weapons wins. You have 3 combos with 3 weapons with a total Weapon point score of 15. Your 2 opponents have total scores of 11 and 6. You win.

In case of a tie the current active player wins. Contests cannot be played until after every player has had their first turn.

Score Phase

The winner of a Contest played last phase earns Victory Points (VP).

X Number of players. The winner gets X VP. Second place gets X-1 VP. Third place gets X-2 VP and so on.

Maximum hand size is 7 cards. Discard excess cards at the end of your turn.

Card List Notation

- V** Chivalry card
- K** Knight
- W** Weapon
- H** Horse
- S** Shield (Family Crest)
- C** Contest
- X** Special

Card Name:	Type	Force	Notes:
Squire	K	1	

Card Name:	Type	Force	Notes:
Young Knight	K	2	
Cavalier	K	3	
Crusader	K	4	
Templar	K	5	
Green Knight	K	6	
Red Knight	K	7	
Black Knight	K	8	
White Knight	K	9	
Famous Knight	K	10	
Dagger	W	1	
Flail	W	2	
Mace	W	3	
Morning Star	W	4	
Battle Ax	W	5	
Long Sword	W	6	
Broad Sword	W	7	
Bastard Sword	W	8	
Great Sword	W	9	
Lance	W	10	
Old Nag	H	1	
Light Horse	H	2	
Riding Horse	H	3	
Fine Stallion	H	4	
Heavy Horse	H	5	
Courser	H	6	
Charger	H	7	
Noble Steed	H	8	
Destrier	H	9	
War Horse	H	10	
Cock	S	1	
Boar	S	2	
Antelope	S	3	
Bear	S	4	
Basilisk	S	5	
Angel	S	6	
Unicorn	S	7	
Gryphon	S	8	
Lion	S	9	
Dragon	S	10	
Melee	C	-	Highest Weapon Score Wins
Joust	C	-	Highest Horse Score Wins
Heraldry	C	-	Highest Shield Score Wins
Quest	C	-	Highest Knight Score Wins
Challenge	C	-	Highest Scoring Combo Wins
Royal Hunt	C	-	Most Combos Wins
Kings Favor	C	-	Most Chivalry Cards Wins
Court Intrigue	C	-	Highest Score with all Cards Wins
Romance	C	-	The most cards with the same Force Wins
Feast	X	-	Draw 3 cards
Nobility	X	-	Draw 3 cards
Valor	X	-	Draw 3 cards

Links

Coat of Arms





Traders Of India

Introduction

Card Game for 2-4+ players. Depicts Trade and Commerce in Ancient India.

Game End

The game ends when the deck has been run through twice.

Victory

At the end of the game, the player with the most Points wins.

The Deck

Players share a common Deck. There are 5 Card Types:

- TP** Trading Partner
- EX** Export
- IM** Import
- YZ** Trade Mechanisms
- NU** Nuisance

Setup

Shuffle the Deck. Each player is dealt 6 Cards. The richest player goes first.

Turn Sequence

On your turn you may draw 3 cards from either the Deck or the Top of the Discard (or some from both

totaling 3). Keep 1 Card. Give 1 Card to the next player.

Discard 1 Card. Place 1 Card on either the Top or bottom of the Deck. If you have a Meld (Trade Mission) you may play it and score.

A Meld must contain: 1 Trading Partner 1 Trading Mechanism 2 Exports 2 Imports Score your Meld: Gain Points for Partner, Mechanism, and Import Cards. Lose points for Export cards. Keep track of your Score and running Total.

If you made a Meld, discard all those cards, and draw 6 new cards. Max 1 Meld per turn. The first time the deck runs out, shuffle the Discard and draw from it.

Nuisance cards are never part of a Meld.

Card Notation

- TP** Trading Partner
- EX** Export
- IM** Import
- YZ** Trade Mechanisms
- NU** Nuisance

Common Deck Card List

Card:	Type	Score
Storms	NU	0
Pirates	NU	0
Tariffs	NU	0

Sumer & Egypt	TP	4
Crete & Syria	TP	3
Arabia	TP	3
Rome	TP	5
Greeks	TP	4
China	TP	5

Sumer & Egypt	TP	4
Java & Ceylon	TP	1
Sumatra	TP	2
Africa	TP	1
Abyssinia	TP	2

Huge Ships	YZ	5
Sea Routes	YZ	4
Monsoon Winds	YZ	1
Sea Ports	YZ	5
Caravans	YZ	2
Roads	YZ	2

Huge Ships	YZ	5
Rivers	YZ	1
Lighthouses	YZ	3
Merchants	YZ	3
Trading Guilds	YZ	4

Fine Cotton	EX	4
Silk Fabric	EX	5
Spices	EX	5
Indigo	EX	3
Sugar	EX	1
Medicinal Herbs	EX	4
Precious Stones	EX	4
Works of Art	EX	3
Ivory	EX	3
Diamonds	EX	5
Muslin	EX	3

Fine Cotton	EX	4
Perfumes	EX	4
Jewels	EX	5
Iron	EX	2
Saltpeter	EX	2
Sandalwood	EX	2
Apes & Peacocks	EX	2
Rice	EX	1
Coconuts	EX	1
Limestone	EX	1

Gold	IM	10
Silver	IM	10
Copper	IM	9
Brass	IM	9
Lead	IM	6
Coins	IM	10
Wine	IM	9
Slaves	IM	7
Singing Boys	IM	8
Beautiful Maidens	IM	9
Pigments	IM	8

Gold	IM	10
Glass Vessels	IM	8
Armaments	IM	7
Ointments	IM	7
Coral	IM	6
Pearls	IM	7
Horses	IM	10
Mercury	IM	6
Vermillion	IM	6
Elephants	IM	8





Trafalgar

Introduction

2 Player card game. Inspired by the Naval Battle of Trafalgar October 21, 1805. One player controls the British Fleet commanded by Vice Admiral Nelson.

The other player controls a French/Spanish Allied Fleet commanded by Villeneuve.

Victory

The first player to win 3 hands wins the Battle.

The Deck

Players share a common deck. There are 4 Suites in the Deck: Strategy, Tactics, Morale, and Fighting Each Suite has 11 cards. In addition there are 2 Admiral cards for a total of 46 cards.

Turn Sequence

Each turn is divided into 4 Phases:

- Strategy Phase
- Tactics Phase
- Fight Phase
- Morale Phase

Strategy Phase

Each player is dealt 8 cards. If the deck ever runs out, shuffle the discard and draw from it.

Tactics Phase

Players may discard up to 4 cards and draw replacements.

Fight Phase

Players reveal their hands. A Hand may have up to 2 cards from each suite, and one Admiral card. Excess cards for a single suite are ignored.

Each player adds up the point values of all his playable cards to get a battle total. The player with the highest Battle Total wins the Hand. If tied, the hand is a draw.

Morale Phase

All cards from both players hands are discarded. Keep track of how many hands have been won by each player.

Card List Notation

- S** Strategy Card
- T** Tactics Card
- F** Fight Card
- M** Morale Card
- A** Admiral Card

Common Deck Card List

Card Name	Type	Points	Notes
Nelson	A	12	Can only be used by British Player
Villeneuve	A	12	Can only be used by French Player
Cut Enemy Line	S	11	
Timing	S	10	
Separate the Van	S	9	
Double the Rear	S	8	
Risky Approach	S	7	
Decisive Action	S	6	
Formation	S	5	
Blockade	S	4	Strongest opposing Tactics card Negated
Reserve	S	3	Strongest opposing Strategy card Negated
Melee	S	2	Can be used as a Fight card
Columns	S	1	Can be used as a Tactics card
Local Superiority	T	11	
Exploit Gap	T	10	

Card Name	Type	Points	Notes
Seamanship	T	9	
Ship Handling	T	8	
Signals	T	7	
Maneuver	T	6	
Lay a Course	T	5	
Favorable Winds	T	4	Can be used as a Strategy Card
Engage Closely	T	3	Your Fight Cards get +2 each
Come About	T	2	Your Strategy Cards get +2 each
Enemy Disordered	T	1	Strongest opposing Tactics card Negated
Courage	M	11	
Bravery	M	10	
Leadership	M	9	
Loyalty	M	8	
Duty	M	7	
Patriotism	M	6	
Discipline	M	5	
Resolve	M	4	Can be used as a Fight Card
Gallantry	M	3	Can be used as a Strategy Card
Training	M	2	Your Fight Cards get +2 each
Rally	M	1	Strongest opposing Fight card Negated
Ships of the Line	F	11	
Defeat in Detail	F	10	
Concentrate Fire	F	9	
Raking Fire	F	8	
Broadships	F	7	
Gunnery	F	6	
Carronades	F	5	
Carnage	F	4	Strongest opposing Morale card Negated
Hard Fighting	F	3	Can be used as a Morale card
Shred Rigging	F	2	Strongest opposing Tactics card Negated
Sharpshooters	F	1	Opposing Admiral card Negated

Battle Progression Rules

In the first 2 turns, you cannot use Fight cards, however, you can Use up to 3 Strategy and Tactics

cards instead. After turn 5, you can use up to 3 Fight cards.





Transcontinental

Introduction

Theme: Building of the Transcontinental Railroad. One Player is the Union Pacific (UP). The other Player is the Central Pacific (CP).

Players race to be the first get to Promontory Summit.

Victory

The first player with 100 or more Railroad Markers (RRM) wins.

Railroad Markers

Use Poker Chips as Railroad Markers (RRM)

The Deck

Players share a Common deck. There are 7 Main Suites and 1 Minor Suite. Each Major Suite has 10 cards ranked 1-10.

The Minor Suite has 7 cards with no rankings. The deck is kept face-down. The discard is kept face-up.

Major Suites:

1. Jobs
2. Money
3. Towns
4. Ethnicities
5. Supplies
6. Work
7. Labor

The Minor Suite cards are called Difficulty Cards. Difficulty cards serve no purpose other than to occupy space in your hand.

Setup

Determine who is the Central Pacific Player (CPP). The other player is the Union Pacific Player (UPP) Shuffle the deck. Each player is dealt 10 cards.

Cards	RRM
3	1
4	2
5	4
6	8

Camp Phase

If you made a Meld this turn, draw cards from the deck to fill your hand to 10 cards.

Surveyor Phase

You may discard up to 5 Cards from your hand.

Turn Sequence

Players take turns. The Central Pacific Player goes first. Each turn has 5 Phases:

1. Planning Phase
2. Work Phase
3. Camp Phase
4. Surveyors Phase
5. Logistics Phase

Planning Phase

Draw 1 Card from the top of the deck or the discard. You may not draw a card from the discard 2 turns in a row. If the deck ever runs out, shuffle the discard and draw from it.

Work Phase

You may play 1 or more Melds from your hand. There are 4 types of Melds:

1. Track Meld
2. Surplus Meld
3. Rail Meld
4. Line Meld

A Rail Meld is 4 or more cards in Rank order (of any Suite). (Example: 3,4,5,6 or 5,6,7,8,9) A Line Meld is 4 or more cards of the same Main Suite (of any Rank). (Example: 4 Town Cards, or 7 Labor Cards) A Track Meld is 5 or more cards of different Suites (of any Rank).

A Surplus Meld is 3 or more cards of the same Rank (of any Suites). Having 4 or more cards of the same Suite in Rank order is called a Rail Line. A Rail Line Meld scores double RRM The Minor Suite cannot be used to make Melds.

Melds earn Railroad Markers (RRM) according to their size:

Cards	RRM
7	12
8	16
9	20
10	25

Logistics Phase

Max hand size is 10 cards. Discard excess cards.

Card List Notation

- J** Jobs
M Money

T Towns
E Ethnicities
S Supplies
W Work

L Labor
D Difficulty
CP Card can only be used by the CPP
UP Card can only be used by the UPP

Common Deck Card List

Name:	Type:	Rank:	Notes:
Filling	W	1	
Cutting	W	2	
Blasting & Drilling	W	3	
Scraping & Shoveling	W	4	
Bridging	W	5	
Tunneling	W	6	
Digging	W	7	
Grading	W	8	
Surveying	W	9	
Hauling	W	10	
Chinese	E	1	CP
Irish	E	2	UP
Mormons	E	3	
Blacks	E	4	
Whites	E	5	
Mexicans	E	6	
Veterans	E	7	
Scandinavians	E	8	
Scots	E	9	
Immigrants	E	10	
Sacramento	T	1	CP
Kelton	T	2	CP
Elko	T	3	CP
Reno	T	4	CP
Wadsworth	T	5	CP
Omaha	T	6	UP
Laramie	T	7	UP
Corinne	T	8	UP
Rawlins	T	9	UP
Cheyenne	T	10	UP
Carpenters	J	1	
Bridge Gangs	J	2	
Tracklayers	J	3	
Scrapers	J	4	
Surveyors	J	5	
Engineers	J	6	
Graders	J	7	
Barge Builders	J	8	
Tie Cutters	J	9	

Name:	Type:	Rank:	Notes:
Tunnel Builders	J	10	
Steam Shovel	S	1	UP
Steam Ships	S	2	CP
Black Powder	S	3	
Depots	S	4	
Supply Train	S	5	
Ties, Spikes, & Rails	S	6	
Horses & Carts	S	7	
Food & Water	S	8	
Hammers & Drills	S	9	
Construction Train	S	10	
Boss	L	1	
Foreman	L	2	
Muscle Power	L	3	
Crews	L	4	
Workers	L	5	
Teams	L	6	
Laborers	L	7	
Gangs	L	8	
Headman	L	9	
Camps	L	10	
Funding	M	1	
Loans	M	2	
Land Grants	M	3	
Gifts	M	4	
Investors	M	5	
Bonds	M	6	
Capital	M	7	
Borrowing	M	8	
Stocks	M	9	
Contracts	M	10	
Indian Attacks	D	-	
Mountains	D	-	
Rivers	D	-	
Snow	D	-	
Hell on Wheels	D	-	
Politics	D	-	
Financing	D	-	

Links

Wikipedia





Transformers Skirmish

Introduction

Board & card game for 2 players. Takes place in the Transformers Universe. One player is the Autobots, the other is the Deceptacons.

Each figure represents one Transformer Robot.

Disclaimer

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Victory

Destroy all opposing Transformers.

The Map

Use an 8x8 chessboard.

The Mechs

Use chits or miniatures to represent Transformers.

Auto Bots Unit Table

Unit Name	#	Hits
Optimus Prime	1	4
Red Alert	1	3
Hot Shot	1	3
Autobots	5	2

Number of that type of unit each player has in setup.

Deceptacons Unit Table

Unit Name	#	Hits
Megatron	1	4
Star Scream	1	3
Demolisher	1	3
Deceptacons	5	2

Setup

Each player places one unit on each square of his back row. Units may not stack.

Minicons

You may designate four of your mechs as having attached Minicons. A Transformer may only have one Minicon attached. Transformers with Minicons have +1 Hits and can use certain action cards.

Ground & Air

There are 2 types of Transformers: ground and air. Designate 4 of your Transformers as being air types, and 4 as ground types. Air types convert into jets or helicopters.

Ground types convert into tanks or trucks. Different types can use different action cards.

The Cards

Players share a common Action deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Move Phase
3. Fire Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for Flying units. The move card has a number.

This is the number of spaces the unit moves. The Unit tables list what type of Move cards each unit can use. Moves are diagonal or orthogonal.

Instead of moving just one unit in any direction, you have the option of moving one or more units forward the indicated number of spaces using a single move card.

Fire Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes 1 point of damage. A unit reduced to zero hits is destroyed and is removed from the map.

Units cannot attack through other units. A player may discard a Defense card to completely negate an attack.

Card List Notation**M** Movement**A** Attack**D** Defense**X** Special**Type** Purpose of card

Number of that type of card in the deck

Card List

Card Name:	#	Range	Type	Notes
Legs	8	1	M	
Tracks/Glide	7	2	M	
Wheels/Cruise	6	3	M	
Fly	5	4	M	Air types only
Supersonic	4	5	M	Air types only
Punch	2	1	A	
Kick	2	1	A	
Flip	2	1	A	
Hand Weapon	2	1	A	
Minicon Attack	2	2	A	Units with Minicons only
Lasers	2	2	A	
Energy Beams	2	2	A	
Plasma Bolts	2	2	A	
Autocannon	2	2	A	
Missiles	6	3	A	
Particle Accelerator	2	3	A	
Armor	2	-	D	
Shield	2	-	D	
Dodge	2	-	D	
Force Field	2	-	D	
Heavy Armor	4	-	D	Ground types only
Evasion	2	-	D	Air types only
Tactics	2	-	X	Draw 2 cards
Repairs	2	-	X	Remove one point of Damage

Cardset Available!!![Click Here](#) Alcrespi



Traveler 1800

Introduction

Character Generation system for Napoleonic based on The old Traveler chargen system of promotion and mustering out. This rule-set is specific for Naval Officer

Character Stats

Stat	Abbreviation
Strength	Str
Dexterity	Dex
Endurance	End

Beginning Stats

Each player starts with 2D6 in each Stat and 2 rolls on the Boyhood Skill Table. All Players going on this Officers Track have a Minimum Soc = 8.

Terms

Each Term of Service is 1 year long.

Rank Table

Rank	MAR	PRR	Command
Volunteer	11	-	
Midshipman	15	7+	
Lieutenant	19	12+	
Master & Commander	-	13+	Sloop
Post Captain	-	14+	6th Rate
Frigate Captain	-	13+	5-4th Rate

MAR Minimum Age Requirement

PRR Promotion Roll Requirement

Term Sequence Of Events

- Age Phase
- Promotion Phase
- Post Phase
- Service Phase
- Action Phase
- Event Phase
- Seniority Phase

Age Phase

The Characters age increases by 1 year.

Characters.

Dice

The favored Die is the good old Six Sider.

Starting Age

Roll 1D6 for starting Age:

#	Result
1-3	11 years old
4-6	12 years old

Sex

All Characters are Male.

Rank	MAR	PRR	Command
Senior Captain	30	13+	3-2nd Rate
Flag Captain	-	14+	2-1st Rate
Rear Admiral	40	10+	
Vice Admiral	-	10+	
Admiral	-	10+	

Promotion Phase

The Character rolls 2D6 to see if he is promoted. Consult the Rank table for Target Number. Add Seniority and Merit Bonuses.

Get +1 to the Roll for a Soc of 11 or greater. If the Character is promoted, he loses all accumulated Seniority and Merit Bonuses. If a Lieutenant has Merits +5 or more there is 33% change that when he is promoted, he will become a Post-Captain and not a Master & Commander.

Post Phase

The Character rolls on the Post Table for his Rank to see what kind of Ship he is assigned. If a Character was not promoted this turn, and his Post Roll is the same, there is a 50% chance he remains on the same ship.

Service Phase

The Character rolls on the Service Table to see what kind of duty he is to perform.

Action Phase

The Character rolls on the Action Table to see if he took part in any Naval Battles.

Event Phase

The Character rolls on the Event Table to see if his any special Events befell him.

Boyhood Skill Table

#	Descr
1	Physical Skill Table
2	Mental Skill Table
3	Reserve Skill Table

Players start knowing Language (English) at Level = 3. The other main Languages to be learned are French & Spanish.

Volunteer Post Table

#	Descr
1-3	Naval College
4	Unrated Ship
5	Frigate
6	Ship of the Line

A Volunteer may attend a maximum of 3 years at Naval College.

Mental Skill Table

#	Descr
1-2	Edu +1
3	Soc +1
4	Int +1

Specialist Skill Table

#	Descr
1	Cooking +1
2	Boatswain +1 (Mend Rigging)
3	Carpentry +1

Physical Skill Table

#	Descr
1-2	Str +1
3-4	Dex +1
5-6	End +1

Seniority Phase

The Character gets Seniority +1.

Skill Phase

The Character may roll to gain a new skill.

- If the Character was in Reserve this term, he rolls once on the Reserve Skill Table.
- If the Character was at Sea, he may roll once on the Skill table of his Rank.
- If the Character was in a Battle, he may roll once on the Fighting Skill Table.
- If a Volunteer was in Naval College, Roll once on the Naval College Skill Table.

#	Descr
4	Ship Handling +1 (Seamanship)
5	Brawling +1
6	Language

Volunteer At Sea Skill Table

#	Descr
1-2	Physical Skill Table
3-5	Ship Handling +1
6	Fighting Skill Table

Naval College Skill Table

#	Descr
1-2	Soc +1
3	Navigation +1
4	Edu +1
5-6	Mental Skill Table

#	Descr
5	Language +1
6	Specialist Skill Table

#	Descr
4	Armorer +1 (Gunsmith)
5	Medicine +1 (Surgery)
6	Purser +1 (Bookkeeping)

Fighting Skill Table

#	Descr
1	Gunnery +1
2	Boarding +1
3	Small Arms Skill Table

#	Descr
4	HTH Skill Table
5	Leadership +1
6	Naval Tactics +1

Small Arms Skill Table

#	Descr
1-3	Pistols +1
4-5	Musketry +1
6	Hand Grenades +1

Hth Skill Table

#	Descr
1-2	Brawling +1 (Bare Hands, Clubs)
3-4	Fencing +1 (Cutlasses, Dirks, Knives)
5-6	Hand Weapons +1 (Axes, Bayonets, Pikes)

Reserve Skill Table

#	Descr
1-2	Carousing +1 (Drinking)
3	Gambling +1
4	Music +1 (Play Instrument)

#	Descr
5	Physical Skill Table
6	Mental Skill Table

A Ship In Reserve may be there for a Refit. Characters in Reserve may be in port, on garrison or on leave,

or may be forced to wait out their Term on a moored Hulk.

Midshipman Skill Table

#	Descr
1	Navigation +1
2	Gunnery +1
3	Ship Handling +1

#	Descr
4	Fighting Skill Table
5	Leadership +1
6	Specialist Skill Table

Lieutenant Skill Table

#	Descr
1	Navigation +1
2	Naval Tactics +1
3	Mental Skills Table

#	Descr
4	Midshipman Skill Table
5	Leadership +1
6	Soc +1

This Table is also used by Lieutenant Commanders

Captain Skill Table

#	Descr
1	Navigation +1
2	Naval Tactics +1
3	Mental Skills Table

#	Descr
4	Lieutenant Skill Table
5	Leadership +1
6	Soc +1

This Table is also used by Master & Commanders.

Admiral Skill Table

#	Descr
1	Naval Tactics +1
2	Mental Skills Table

#	Descr
5	Leadership +1
6	Soc +1

#	Descr
3-4	Captain Skill Table

#	Descr
---	-------

Volunteer Post Table

#	Descr
1-3	Unrated Ship
4-5	Frigate
6	Ship of the Line

Midshipman Post Table

#	Descr
1	Cutter or Schooner (Sub-Lieutenant) (4,6,8,10 Guns)
2	Gun Brig (Sub-Lieutenant) (12,14 Guns)
3	Sloop
4-5	Frigate
6	Ship of the Line

A Sub-Lieutenant (Acting Lieutenant) gets Merit +1 (Slow) have 2 Masts.
A Cutter has 1 Mast. Schooners (Fast) and Gun Brigs

Lieutenant Post Table

#	Descr	#	Descr
1	Cutter or Schooner (Lieutenant as Commander)	4-5	Frigate
2	Gun Brig (Lieutenant as Commander)	6	Ship of the Line
3	Sloop		

A Lieutenant as Commander gets Merit +1

These are Sixth Rate Ships. These & Sloops were called Corvettes by the French.

Master & Commander Post Table

#	Descr
1-2	Quarterdeck Sloop
3-4	Flushed-decked Sloop
5-6	Brig Sloop

A Sloop of War had 14-18 Guns

Frigate Captain Post Table

#	Descr
1-5	Frigate Fifth Rate (32,36,38,40, 44 Guns)
6	Large Frigate Fourth Rate (50,54,56,60 Guns)

Post Captain Post Table

#	Descr
1-2	Old Style Frigate (28 Guns)
3-6	Small Frigate (20,22,24 Guns)

Senior Captain Post Table

#	Descr
1-5	Third Rate Ship of the Line (64,74,80 Guns)
6	Second Rate Ship of the Line (98 Guns)

Flag Captain Post Table

#	Descr
1	Second Rate Ship of the Line (98 Guns)
2-5	First Rate Ship of the Line (100,110,120 Guns)
6	Commodore (First Rate + Control of Squadron)

Ship Skill Modifiers

Ship Type	Ship Handling	Gunnery	Notes
Cutter	+2	-1	Also Schooner
Gun Brig	-	-	Cheap to Make
Sloop	+1	-	Built in Large Numbers
6th Rate	+1	-	Undergunned vs other Frigates
5th Rate	+2	+1	Most Glamorous Ships
4th Rate	+1	+1	Undergunned for the Line
3rd Rate	+1	+2	Backbone of the Line
2nd Rate	-1	+2	Top Heavy
1st Rate	-	+3	Expensive to Build & Man

Ship Handling effects Speed and Seaworthiness.

Event Table

#	Descr
1-5	No Event
6	Calamity

Calamity Table

#	Descr
1-2	Illness Table
3-4	Storm or Rocks: Shipwreck Table
5-6	Morale Table

Illness Table

#	Descr
1-2	Accident: Roll on the Wound Table
3-4	Sickness: Str -1 (Scurvy)
5-6	Disease: End -1 (Dysentary/Plague)

Mutiny Table

#	Descr
1-2	Killed
3-4	Escape or Set Adrift: Shipwreck Table (Merit -2)
5-6	Quell Mutiny

Add your Leadership Skill to the Roll. This Table assumes you are trying to stop the Mutiny

Wound Table

#	Descr
1-3	No Wound
4-5	Minor Wound
6	Major Wound

Major Wound Table

Morale Table

#	Descr
1-2	Scandal: Soc -3
3-4	Rivalry: Soc -2
5	Duel Table
6	Mutiny Table

Shipwreck Table

#	Descr
1-3	Drowned (or Dehydration or Sun-Stroke)
4-6	Rescued

Add your Navigation Skill to the Roll.

Duel Table

#	Descr
1-2	Killed
3-4	Wound Table
5-6	Victorious

Add your Pistol or Fencing Skill to the Roll.

Minor Wound Table

#	Descr
1-3	Flesh Wound
4	Limb: Dex -1
5	Gut: End -1
6	Chest: Str -1

#	Descr
1	Lost Eye: Dex -1
2	Head Wound: Int -1
3	Disfigured: Soc -1

Service Table

#	Descr
1	Reconnaissance Table
2	Communications Table
3	Reserve (Moored, Drydocked, Refit)
4-6	Wartime Service Table

Ships of First, Second, and Third Rate get +2 to rolls on this Table Brig Sloops also get +2 to rolls on this Table

Wartime Service Table

#	Descr
1	Escort Table
2	Colonial Expedition Table
3	Guard Table

Escort Table

#	Descr
1-2	Lost Convoy (Merit -3 and Soc -2)
3-4	Convoy Diminished (Merit -2)
5-6	Convoy Safely Delivered (Merit +1)

Colonial Expedition Table

#	Descr
1-2	Detrimental Engagements (Merit -2)
3-4	Inconclusive Engagements
5-6	Successful Engagements (Merit +2 & Prizes Table)

Add your Navigation Skill Level to this Roll

Guard Table

#	Descr
1-2	Fail to Stop Invaders (Merit -2 and Soc -1)
3-4	Belay Enemy
5-6	Repulse Attackers (Merit +2)

Add your Ship Handling Skill Level to this Roll

Patrol Table

#	Descr
4	Peg Leg: Dex -1
5	Lost Arm: Dex -1
6	Killed

Reconnaissance Table

#	Descr
1-3	Poor Intelligence
4-6	Good Intelligence (Merit +1)

Add your Navigation Skill Level to this Roll

Communications Table

#	Descr
1-2	Lost (Merit -2)
3-4	Timely Advice
5-6	Swift Dispatch (Merit +1)

Add your Ship Handling Skill Level to this Roll

#	Descr
4	Blockade Table
5	Patrol Table
6	Attack Table

Add your Naval Tactics Skill Level to this Roll

Blockade Table

#	Descr
1-2	Incomplete Cordon (Merit -2)
3-4	Partial Success
5-6	Seal off Coast (Merit +2)

Add your Ship Handling Skill Level to this Roll

#	Descr
1-2	Meet no Enemy
3-4	Capture a Few Prizes (Merit +1 & Prizes Table)
5-6	Take Enemy Convoy (Merit +2 & Prizes Table x2)

Add your Ship Handling Skill Level to this Roll Get +1 to roll on Action Table

Prizes Table

#	Descr
1-3	Merchants
4-5	Troop Ships
6	Treasure Ships

Attack Table

#	Descr
1-2	Attack Thwarted (Merit -3)
3-4	Damage Enemy Ships or Positions
5-6	Destroy Enemy Ships or Positions (Merit +3)

Add your Naval Tactics Skill Level to this Roll Get +2 to roll on Action Table

Action Table

#	Descr
1-3	No Action
4-5	Minor Action (Skirmish)
6	Major Action (Battle)

Next roll on Conduct in Action Table

Conduct In Action Table (Roll 2D6)

#	Descr
2-5	Poor (Merit -1) -1 to roll on Action Result Table
6-8	Dutiful
9-12	Exceptional (Merit +1) +1 to roll on Action Result Table

Add all Fighting Skill Levels to Roll Next roll on Action Result Table and the Wound Table

Capture Table

#	Descr
1-2	Released (Merit -1) Roll for New Post
4-6	Rot in Foreign Prison for Another Year

Action Result Table

#	Descr
1-3	Defeat Table
4-6	Victorious Table

Victorious Table

#	Descr
1-2	Prize (Captured Enemy Warship)
3-4	Glory: Soc +1
5-6	Strategic Victory: Merit +2

Roll Twice for a Major Action

Defeat Table

#	Descr
1-2	Capture Table
3	Sunk: Shipwreck Table
4-6	Limp Home (Merit -2 and Soc -1)

Aging Table

#	Descr
1-2	Str -1
3-4	End -1
5-6	Dex -1

Roll once for every 2 years starting at age 56.

Alternate Progression Track

For Characters of Social Standing less than 8. Instead of starting out as a Volunteer, you begin as a Seaman.

After minimum 4 years as a Seaman, and having Ship Handling Skill of 2+ and Promotion Roll of 7+ you progress to Able Seaman.

After minimum 4 years as Able Seaman and having a Navigation Skill of 2+ and Promotion Roll of 10+ you progress to Master

After minimum 4 years as Master and having a Soc of 8+ & Promotion Roll of 11+ you progress to Master & Commander.

Seaman Skill Table

#	Descr	#	Descr
1-2	Ship Handling +1	5	Reserve Skill Table
3	Physical Skill Table	6	Gunnery +1
4	Fighting Skill Table		

Able Seaman Skill Table

#	Descr	#	Descr
1	Ship Handling +1	4	Fighting Skill Table
2	Specialist Skill Table	5	Navigation +1
3	Physical Skill Table	6	Gunnery +1

Master Skill Table

#	Descr
1-2	Navigation +1
3-4	Mental Skill Table
5	Soc +1
6	Leadership +1

Game Designers Notes

This can be played as a Solo game: Keep track of Prizes, Engagements fought, and Total Merits recieved as well as Rank. Be sure to name the Ships you are

posted to. This Track is specific to the British Navy.
Still need to work on Admiral Postings, Pay and Prize Monies, Social Scale and other details for more advanced play.

Refference

- Books and Films:
- Horatio Hornblower Series
 - Master and Commander
 - The Illustrated Companion to Nelson’s Navy
 - The World of Jack Aubrey
 - Naval Warfare in the Age of Sail





Traveler Traders

A solo card and dice game of trading in the imperium
By C Gerard Luft

Introduction

In this one player game you play the Captain and crew of the FREE TRADER BEOWULF. The Goal is to profit 73 Mega Credits (i.e., 73,000,000Credits), which is just enough to but a SUBSIDIZED LINER and become a Merchant Prince. But in the 1350th year of the GALACTIC EMPIRE, this great utopian civilization of Humanity is far from civilized. Trading in the Spinward Marches Sector, even close to its ducal capital

Trader Card List

CARD NAME	POWER
Captain	3
1st Officer	2
2nd Officer	1

REGINA, can still be dangerous.

Set Up

You will need to make three decks of cards: TRADER DECK (which you start with all five cards of), ENCOUNTER DECK, MERCHANDISE DECK, and STARSHIP DECK. You will also need some six sided dice (d6). You begin with all the cards from the TRADER DECK: FREE TRADER BEOWULF, CAPTAIN, FIRST OFFICER, SECOND OFFICER, and THIRD OFFICER.

Players begin with 1,000,000Cr at the start of the game to purchase their first cargo.

Buy And Sell! Round Purchase Prospecting Turn

You must first find merchandise to buy, so you can sell it at the next planet for profit (The game begins on the PLANET REGINA). You obtain merchandise from a PATRON. Draw cards from the ENCOUNTER DECK until you draw a PATRON CARD.

First Combat Turn

All the cards you drew before reaching the PATRON you must battle (Space Ports can be a dangerous place). Your Captain and Crew may battle one card at a time, unless more than one of like cards are drawn. In that case they battle together. If the ENCOUNTER DECK runs out, reshuffle its Discard Pile.

" ENCOUNTERS ATTACK FIRST: The each opponent chooses a target. They select targets in the following pattern: CAPTAIN, 1ST OFFICER, 2ND OFFICER and 3RD

Officer.

" Each OPPONENT rolls 4d6 and adds its POWER to the roll. The CAPTAIN OR CREW who is targeted rolls 4d6 and adds their power to the total. If the ATTACKER'S score is greater than the DEFENDER'S score, then the defender is defeated (and dying; blasters (Fusion Pulse Guns) cause a lot of damage). If the 3RD OFFICER is present and active at that point of the battle, he can stabilize that officer's

wounds, and prevent him from being defeated (dying; though he is inactive for 1 week, which is explained below).

" The surviving CAPTAIN and CREW may now be the attackers. Each Crew surviving and present targets one opponent (They may choose to attack the same opponent as well). The ATTACKERS roll 4d6 and add their POWER to the roll. The DEFENDERS roll 4d6 and add their POWER to the roll. If the ATTACKER'S modified rolls are greater that the DEFENDER'S modified rolls, that the target hit is defeated.

" If opponents remain, then the COMBAT TURN is repeated until all the opponents in that battle are defeated, or the CAPTAIN and CREW are defeated (at which time the game is over).

" DEFEATED CHARACTERS: OPPONENTS are discarded and defeated CAPTAIN or OFFICER is removed from the game. If both the CAPTAIN and 1ST OFFICER are removed, then the game is over.

" INACTIVE CHARACTERS: Characters who were defeated but saved by the 3rd Officer are inactive. The other Officers may still deal with the PATRON. If the CAPTAIN and his 1ST OFFICER are both inactive then there is no one to pilot the FREE TRADER. The surviving Officers are effectively grounded.

" HEALING: An Inactive Character becomes active again when they reach planet fall on the next planet. If the FREE TRADER is grounded, then the CAPTAIN and 1ST OFFICER are active again after the player draws 7 more ENCOUNTER CARDS (repeating the COMBAT TURN if necessary).

Encounter Card List

CARD NAME	# IN DECK	POWER
Patron	4	-
Bounty Hunter	4	1
Space Pirate	4	2
Vagyr Space Pirate	4	2

Purchase Turn

After all the OPPONENTS are defeated, the surviving and present officers may conduct the deal with the PATRON. Draw a card from the MERCHANDISE DECK. This is the merchandise available. Using the two tables below, roll a 4d6. Subtract from the roll the POWER of the highest officer present. Multiply this by the BASE PRICE OF THE MERCHANDISE. This is the price the

CARD NAME	# IN DECK	POWER
Imperial Army Soldier	2	3
Mercenary	2	3
Imperial Marine	1	4
Zodani Invader	1	4

PATRON requires for the merchandise.

If you do not have enough Credits for the merchandise, or the price is too much to pay, then draw cards from the encounter deck to find a new PATRON and battle any OPPONENTS drawn.

Merchandise Card List

Merchandise Card Base Price

Merc	Price
Tools	9,072,000Cr
Luxury Items	4,800,000Cr
Vehicles	2,800,000Cr
Machinery	907,200Cr
Clothing	546,000Cr
Robotics	108,000Cr
Consumables	70,560Cr
Synthetic Foods	70,560Cr

Merc	Price
Weapons	403,200Cr
Spare Parts	546,000Cr.
Metal Part	1,092,000Cr
Electronics	2,016,000Cr
Synthetic Materials	2,856,000Cr
Gravitic Equipment	3,528,000Cr
Pharmaccuticals	8,440,000Cr
Protective Equipment	13,440,000Cr

Actual Price

4D6	PRICE
4	20
5	30
6	40
7	50
8	60
9	70
10	80
11	90
12-16	100

4D6	PRICE
17	110
18	120
19	130
20	140
21	150
22	160
23	170
24	180

Space Turn

The Beowulf has a HYPERSPACE JUMP FACTOR of 1, so its path through the subsector is limited. Below is a text flow chart of the Hyperspace Jump course of your Ship.

regina -> helfry -> forboldn -> knorbes -> whango -> uake -> efate -> alell -> whango -> knorbes -> forboldn -> helfry -> regina

It is easy cruising at sublight maneuver speed out of a system you have been at a week, and making the Hyperspace Jump to your next destination. The tricky part is exiting Hyperspace into the next system's space. Bounty hunters, mercenaries and space pirates could be waiting for you (and they probably will). So when coming out of Hyperspace into the next system, you

must draw one card from the STARSHIP DECK and battle it.

" You have a "souped up" Free Trader and a 1st Officer with a keen eye, so you get to attack first in space. Roll 4d6 and add the Beowulf's POWER to the roll. Then roll for the opponent's ship and add their POWER to the roll. If your modified roll is higher than their modified roll, you cause one hit to their ship.

" Now the step above is repeated with the opponent's ship as the attacker and the Beowulf as the defender.

" DAMAGE: On the first hit received the ship is sided (rotated 90 degrees) and receives a -1 to POWER.. On the second hit received the ship is inversed and receives -2 to its POWER. On the third hit received it is

dead in space and defeated. If the Beowulf is defeated, then the game is over.

" REPAIRS: OPPONENT ships repair 1 hit if they do not receive any damage for three consecutive turns. If the 2ND OFFICER is active and present, the Be-

owulf repairs 1 hit if it does not receive any damage for two consecutive turns (because your 2nd Officer is a top class engineer)! If the 2nd Officer is inactive or defeated, the Beowulf has no one to repair her.

Starship Deck

CARD NAME	# IN DECK	POWER
FIGHTER (IMPERIAL NAVY)	4	0
SCOUTSHIP (BOUNTY HUNTER)	4	0
FREE TRADER (SPACE PIRATES)	4	1
SUBSIDIZED MERCHANT (PIRATES)	4	2
PATROL CRUISER (IMPERIAL NAVY)	1	3
PATROL CRUISER (VAGYR SPACE PIRATES)	1	3
PATROL CRUISER (ZODANI INVADERS)	1	3
MERCENARY CRUISER	1	4

Sale Propecting Turn

The PURCHASE PROSPECT TURN is repeated, except now you are looking for a PATRON to buy the merchandise off of you.

Second Combat Turn

This is the same as the FIRST COMBAT TURN except you are now on another planet.

Sale Turn

This is the same as the PURCHASE TURN except when you roll the 4d6 to figure the actual price the PATRON will BUY this merchandise from you you ADD the POWER of the highest ranking officer present (the higher the more the profit).

All Succeeding Buy And Sell! Rounds

After selling your merchandise it is time to repeat the turns sequence starting on this next planet (HELFRY if this is your SECOND ROUND).

Winning

You win when you accumulate 73MCr. Then its time to get a big ship and build your Merchantile Principality.

For Free Traveller Thoth Files< Email Me At:

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Traveller Merchant Prince An Expansion To Traveller Traders Introduction

You've got a SUBSIDIZED LINER and you are now a MASTER TRADER. It's time to build your MERCHANTILE PRINCIPALITY

Card Decks

You have a SUBSIDIZED MERCHANT (with a POWER of 3 instead of 2) . And you will not need a MERCHANDISE DECK (people are coming to you now to cart around their cargo). And you will not need the ENCOUNTER DECK (no need to leave the comfort of your new Captain's Cabin between HYPERSPACE JUMPS).

Round Sequence

Hyperspace Jump Turn

Each Round you receive 873,000 Cr for middle passage and low passage accomidations and 200 tons of cargo transport to the next planet. Leaving the star system you are at at sublight speed and making the Jump to Hyperspace is uneventful. But when coming out of Hyperspace into the destination system's space, you must draw 1 card from the STARSHIP CARD DECK (no changes to this deck)

Space Combat Turn

This is done exactly as it is in TRAVELLER TRADERS.

This Simplified round is repeated for each Jump to a new system. If you want to expand beyond the course plotted above (which is limited to the Regine Subsector) you can adapt other maps of the SPINWARD MARCHES for your course. Because you still have a HYPERSPACE JUMP FACTOR of only 1, and because Subsidized Liners gain more profit with parsec to parsec transport, the coure you set should be between star systems one parsec from each other. Try it! It's a beautiful senic route around this corner of the Imperium.

Winning

You win when you have accumulated another 73 MCr (time to build a merchant fleet).





Traveler Traders Revised

A solo card and dice game of trading in the imperium. NOTE: This is a revision of a game initially designed by C. Gerard Luft. This game uses names, ideas and concepts of the Traveller game systems.

This is a fan homage to the decades of enjoyment we've all garnered from Traveller's various incarnations. No violation of or threat to any copyrighted material is intended.

INTRODUCTION: YOU are the Officers (collectively, "The Crew") of the good ship FREE TRADER BEOWULF. Your Goal is to ship enough cargo from world-to-world to amass a profit of 73 Megacredits(73,000,000 Credits); to buy a SUBSIDIZED LINER and become a Merchant Prince. But, here in the 1350th year of the

GALACTIC EMPIRE, this great utopian civilization of Humanity is far from civilized. Trading in the Spinward Marches Sector, even close to its ducal capital REGINA, can still be dangerous. You must find Patrons from whom you can buy low, and to whom you can sell high, all the while avoiding strong-arm robbery in the back alleys of seedy spaceports, corrupt officials who use their badges of authority to mask itchy trigger fingers, and outright space pirates.

COMPONENTS NEEDED: The three decks of cards - TRADER, ENCOUNTER, STARSHIP; some six-sided dice (D6); scratch paper, pen/pencil, calculator (for those of us who REALLY hated learning those multiplication tables back in fourth grade)

TRADER CARD DECK		-	ENCOUNTER CARD DECK		-
CARD NAME	POWER		CARD NAME	# IN DECK	POWER
Captain	3		Patron	4	n/a
1st Officer	2		Street Thug	4	1
2nd Officer	1		Bounty Hunter	4	2
3rd Officer	0		Vagyr	4	2
Free Trader Beowulf	2		Imperial Soldier	2	3
	-		Mercenary	2	3
	-		Imperial Marine	1	4
	-		Zodani Invader	1	4

Starship Deck

CARD NAME	# IN DECK	POWER
System Customs Cutter	4	0
Bounty Hunter Scoutship	4	0
Free Trader (Pirates)	4	1
Subsidized Merchant (Pirates)	4	2
Imperial Navy Patrol Cruiser	1	3
Vagyr Space Pirate Cruiser	1	3
Zodani Invaders Cruiser	1	3
Mercenary Cruiser	1	4

Set-up

Spread the TRADER CARD DECK out, face-up in front of you. Put the other two decks face-down in easy reach. BEOWULF starts on the planet REGINA, The Crew must fight past hostile encounters to purchase the first cargo, ship it to the next planet in the sector past space pirates, sell it off buy another, ship it to the next planet to sell, etc. The game ends victoriously when you've acquired 73 MegaCredits(MC). The game ends in defeat if the Crew are all killed in a spaceport encounter or the ship is destroyed in a space battle.

Turns

have Seven Phases in this Order: (1)FINDING A PATRON; (2)PLANETFALL ENCOUNTER; (3)BUY MERCHANDISE; (4)SPACEFLIGHT ENCOUNTER; (5)FINDING A PATRON; (6)PLANETFALL ENCOUNTER; (7)SELL MERCHANDISE. The combined Phases of FINDING A PATRON then a PLANETFALL ENCOUNTER then BUY/SELL MERCHANDISE are presumed to take a week. SPACEFLIGHT ENCOUNTER Phase is whatever indeterminate time it takes to make one hyperspace jump and fight past enemy starships to your next plan-

etfall.

(1)FINDING A PATRON: You must first find merchandise to buy. You buy from a Patron. Draw cards from the ENCOUNTER DECK, laying them in order drawn face-up in front of you, until you draw a PATRON CARD.

(2)PLANETFALL ENCOUNTER: If the very first card you draw is a PATRON CARD, then you skip this Phase. Otherwise, you must encounter all cards you drew before the PATRON (Space Ports can be a dangerous place). Each villain in turn will assault one of The Crew. If there happens to be more than one of the same type ENCOUNTER CARD laid out, those villains will gang-up on the targeted TRADER CARD; the player has the option to put an equal number of The Crew in that fight.

a) First ENCOUNTER CARD targets the next highest ranking member of The Crew who has not just previously been attacked in this PLANETFALL ENCOUNTER: CAPTAIN, 1ST OFFICER, 2ND OFFICER, 3RD OFFICER.

b) Roll 4D6 and add POWER of that ENCOUNTER CARD (or CARDS if there is more than one of the same ENCOUNTER CARD). That member of The Crew defends himself: roll 4D6 and add POWER of that TRADER CARD (or CARDS if the attack was by more than one of the same type of ENCOUNTER CARD and the player elects to have that many more of The Crew helping defend the targeted one). If the 4D6+POWER of the ENCOUNTER CARD is higher than the 4D6+POWER of the TRADER CARD, that member of The Crew is badly wounded and becomes inactive(Fusion Pulse Guns do a LOT of damage!). Turn that TRADER CARD face-down.

c) If the 3RD OFFICER, a talented physician, is present and active, he can immediately first-aid to stabilize the wounded, inactive officer, who will be Recuperating for one week. If THIRD OFFICER absent or inactive, then the wounded member of the CREW is so badly hurt they must remain on that planet, in intensive care at advanced lifesupport facility, until BEOWULF returns at which time that member is fully active and can freely rejoin The Crew. Set that TRADER CARD aside.

i) Cost of advanced lifesupport is .1 Megacredits, payable in advance.

ii) If The Crew can't or won't pay for this, that member of The Crew succumbs to his wounds and is permanently removed from the game.

iii) If both CAPTAIN and FIRST OFFICER are rendered inactive and there is no 3RD OFFICER present to render first-aid, then there's nobody who can authorize or pay for advanced lifesupport, continue to seek Patrons, or fly the ship. The Crew disbands, and the game is over.

d) After each attack on a TRADER CARD, The Crew can retaliate against whoever attacked them. If the officer attacked is still active - was not wounded by the attacking ENCOUNTER - roll 4D6+POWER of that TRADER CARD and 4D6+POWER of that ENCOUNTER CARD. If sum of the former is higher than the latter,

the Villain is dispatched, ENCOUNTER CARD goes to discard.

i) An inactive officer may not retaliate.

ii) The next highest ranking officer active may do so at the player's option.

iii) If all The Crew is inactive at the same time the game is over.

e) PLANETFALL ENCOUNTER is repeated, as long as there are active TRADER CARDS until all the ENCOUNTER CARDS that were drawn before The Patron have been defeated. When the ENCOUNTER DECK is used up, shuffle and re-use the discards.

(3) BUY MERCHANDISE: The Crew now buys what the Patron has to sell. Roll 2D6 on the MERCHANDISE TABLE to find type and base price of Merchandise available, and 4D6 on the MARKET PRICE TABLE for final price of that Merchandise.

a) POWER of highest rank Officer active is subtracted from MARKET PRICE TABLE roll.

b) If price of merchandise exceeds amount of Credits you have, or you hope to get a better deal, The Crew must seek another Patron by repeating Turns (1) & (2).

c) On the very first BUY MERCHANDISE TURN only, presume The Crew already had pooled their existing assets to come up with exactly enough Credits to buy what is offered by that first Patron.

i) If there is an inactive Officer, who did not receive advanced first aid from the 3RD OFFICER, on this first turn, there will then be insufficient funds for an advanced lifesupport facility, and that Officer(s) is removed from the game.

ii) Note that FREE TRADER BEOWULF can be flown by either CAPTAIN or FIRST OFFICER, and the game may continue with just that one Officer.

d) REPLACEMENTS: On any BUY MERCHANDISE TURN, except the very first on REGINA, if The Crew has sufficient funds after buying the Merchandise, they may hire a Replacement for anyone who was left in advanced lifesupport on another planet, or anyone removed from the game.

i) There are always down-on-their-luck spacers at every port. The Replacement(s) is considered to have been found just after buying Merchandise, during the week that the first three Phases occur.

ii) Cost is:

- THIRD OFFICER = .15 MC
- SECOND OFFICER = .2 MC
- FIRST OFFICER = .25 MC
- CAPTAIN = .3 MC

iii) Experience and Quality of Replacements may vary. Roll D6. On 1-2 that Officer has 1 less POWER, on 3-5 the same, on 6 one more than noted on the TRADER CARD DECK list.

iv) The highest ranking Officer active, if of higher rank than the Replacement being recruited, may add the difference, between his POWER and the listed POWER for the rank being sought, to the D6 roll.

v) If Replacement was for an Officer left in advanced lifesupport on another planet, when FREE TRADER BEOWULF calls there again the player may choose either the original or replacement of that rank to remain

aboard. The other is considered paid off and leaves the ship with no hard feelings. (Maybe that's where Replacements come from for other Free Traders?)

e) **RECUPERATING:** Inactive Officers who received first-aid from the **THIRD OFFICER** are considered Active at the end of the next **SPACEFLIGHT ENCOUNTER COMBAT** Phase.

i) If both **CAPTAIN** and **FIRST OFFICER** are in this situation, take-off is delayed an additional week. Cost of the layover is .1 MC

ii) One, but not both, are considered Active at the end of this week, and can participate in the next **SPACEFLIGHT ENCOUNTER COMBAT** Phase. Roll D6: 1-3 **CAPTAIN**, 4-6 **FIRST OFFICER**. Other considered Active at end of next **SPACEFLIGHT ENCOUNTER COMBAT** Phase.

iii) If this is the first turn, and/or there isn't .1MC remaining after the **BUY MERCHANDISE** Phase, The Crew can't afford to go on, disbands, and the game is over.

MERCHANDISE	TABLE	-	MARKET PRICE	TABLE	-
2D6	MERCHANDISE	BASE PRICE	PLANET**	4D6	MULTI
2	Luxury Items	2.8 MC	-	4	2
3	Machinery	1.0 MC	Forboldn	5	3
4	Clothing	.55 MC	Knorbes	6	4
5	Robotics	.11 MC	Whango	7	5
6	Miscellaneous	.07 MC	Uake	8	6
7	Foods	.07 MC	Efate	9	7
8	Weapons	.4 MC	Alell	10	8
9	Rare Metals	.75 MC	Regina	11	9
10	Synthetics	2.0 MC	Helfey	12-16	10
11	Gravitics	3.5 MC	-	17	11
12	Medicine	8.5 MC	-	18	12
-	-	-	-	19	13
-	-	-	-	20	14
-	-	-	-	21	15
-	-	-	-	22	16
-	-	-	-	23	17
-	-	-	-	24	18

** The indicated Merchandise may not be sold on the indicated Planet, enough is already produced on there. If that happens to be the next port-of-call, skip it and instead conduct two **SPACEFLIGHT ENCOUNTER COMBAT** Phases.

(4) **SPACEFLIGHT ENCOUNTER COMBAT:** The Beowulf has a **HYPERSPACE JUMP FACTOR** of 1, its path from planet-to-planet through this Sector is: **REGINA** -> **HELFRY** -> **FORBOLDN** -> **KNORBES** -> **WHANGO** -> **UAKE** -> **EFATE** -> **ALELL** -> **WHANGO** -> **KNORBES** -> **FORBOLDN** -> **HELFRY** -> **REGINA**

a) The Hyperspace Jump takes no appreciable sidreal time, ships cannot be detected or attacked, cannot communicate or scan, while making the Jump.

b) The tricky part is exiting the Hyperspace Jump into the next system in which you want to make planetfall. Villains lurk behind asteroids and gas clouds, or come as "customs inspectors" in every solar system. Luckily, space is vast so you'll encounter them one-at-a-time. Shuffle **STARSHIP DECK** for each Encounter.

c) Draw the top card from the **STARSHIP DECK** and battle it.

d) **FREE TRADER BEOWULF** is augmented with the latest armament and fire control The Crew could afford, and fires first IF the keen-eyed **FIRST OFFICER** is Active.

i) Roll 4D6 + **BEOWULF's POWER** of 2. Roll 4d6 +

STARSHIP DECK CARD's POWER. If the total for **BEOWULF** is higher, one Hit is inflicted on the opponent.

ii) Repeat. If total for **BEOWULF** is lower, one Hit is inflicted on it.

iii) If **FIRST OFFICER** not present or Active, reverse previous two steps and let the Opponent fire first.

iv) Continue the battle in space until one or another has taken Three Hits.

e) **DAMAGE:** Hits reduce **POWER** for the remainder of that conflict unless/until Repaired.

i) On the first Hit taken by a ship, indicate by rotating the Card 90 degrees. That ship is at -1 **POWER** unless/until Repaired.

ii) Second Hit received, indicate by rotating it the Card 180 degrees. That ship is at -2 **POWER** unless/until Repaired.

iii) On the third Hit that ship is immediately destroyed with all hands. If **BEOWULF** then the game is over. If opponent from the **STARSHIP DECK**, The Crew may now make planetfall and go on to next Phase.

f) **REPAIRS:** Opponents from the **STARSHIP DECK** repair 1 Hit if they do not receive any Hits for three consecutive shots from **BEOWULF**. If the **2ND OFFICER**, a top class engineer, is active and present, **BEOWULF** repairs 1 Hit if it does not receive any Hits for two consecutive shots from that Opponent.

i) If **SECOND OFFICER** not active or present, **BE-**

OWULF cannot be repaired unless and until it defeats the Opponent.

ii) If BEOWULF survives the SPACEFLIGHT ENCOUNTER it may be repaired during the week spent selling/buying on this Planet, at a cost of .1 MC per Hit. If there are insufficient funds, or the player chooses not, to do so, the ship may continue in play at reduced POWER rating, and may be repaired anytime later at any port-of-call after a SPACEFLIGHT ENCOUNTER at that cost of .1 MC per Hit.

(5) FINDING A PATRON: This Phase is the same as the previous FINDING A PATRON phase.

(6) PLANETFALL ENCOUNTER: This Phase is the same as the previous PLANETFALL ENCOUNTER Phase.

(7) SELL MERCHANDISE: This Phase is the same as BUY MERCHANDISE except that there is no need

to roll 2D6 on the MERCHANDISE TABLE, and the POWER of the highest ranking Active Officer present is added to the MARKET PRICE TABLE 4D6 roll. After the 4D6 roll, if you think the price is too low, the Patron's offer may be rejected, and repeat Phases (5) & (6). If you reject an offer and seek a new Patron more than once in this Phase, must also pay layover cost of .1 MC for each additional time you do this. If sales price of the Merchandise plus any accumulated Credits from previous sales is as high as 73 MC, The Crew has enough money to purchase a SUBSIDIZED LINER and you win the game. If you have not acquired enough Credits: keep track of the Credits you do have; start a new turn at (1) FINDING A PATRON; pay any desired or necessary costs for advanced lifesupport, replacement crew members, repairs, or layover; the game continues.





Treasure Hunter

Introduction

Card game. Adventuring parties compete to claim the most treasure.

Object

After going through the deck once, the player with the most treasure points wins the game.

The Cards

Players will have to make the cards, about 140+ in all. The card title is required but text is optional. Players can always refer to the rules for the card text.

Illustrations are highly recommended. Players will also need two six sided dice (2D6).

Setup

Shuffle the deck. Each player draws 7 cards. Roll high on 1D6 to determine turn order.

Turn Sequence

Players take turns. The player whose turn it is, is the active player. Each turn has 5 phases: 1 Draw phase 2 Recruit phase 3 Adventure phase 4 Recovery phase 5 Discard phase

Draw Phase

Active Player draws 3 cards.

Recruit Phase

The player may play any Heroes in his hand to his 'Adventuring Party'. The party may contain up to 4 Heroes. Heroes in the party are placed face up on the table. They are in play.

Magic items may be attached to heroes that can use them. Heroes can receive the benefit of only one weapon at a time. Excess magic items may be carried.

Heroes may exchange magic items but not spells. Spell cards may be attached face down to mages, priests and heroes with spell levels. A Hero can attach a number of spell cards equal to his spell level.

Each player also has a treasure pile separate from the party.

Adventure Phase

The active player may pass or declare that he is going adventuring. To conduct an adventure a player must have a party with at least one hero. All Heroes in the party must go.

The active player plays a Location card face up and 1 Treasure card face down under it. Any opposing player may play one guardian card, face up, on top of the location card. If an opponent does not play a guardian, the active player gets to put the Treasure in his treasure pile.

If a guardian is played determine the Guardian value. The guardian value is equal to: The Guardians CBT (Combat) score + Location bonuses + 2D6. Any opponent may play appropriate event cards to increase the Guardian value. If the Guardian is a mage or priest any opponent may discard a spell card from his hand to give the Guardian +1D6 CBT.

Compare the guardian value to the party value. The party value is equal to: The CBT (Combat) score of all Heroes + special bonuses + 2D6. The active player may play appropriate event cards to increase the Party value. Spell casting heroes may each play one of their attached spells.

Events & Spells are discarded as soon as they are used unless otherwise specified. Some spells and events cause the party to retreat. A retreating party suffers no damage, but the treasure is discarded.

If the Guardian value is greater than the Party value, the treasure is discarded and the party receives 1D6 hits distributed by the active player. Any Hero reduced to 0 (or less) Hits is killed (discarded). A Hero cannot be given more hits than will reduce him to 0 unless the hero has Martyr ability.

If the Guardian value is equal or less than the Party value, the party keeps the treasure and the party receives only (1D6 - 3) hits. After resolution of the adventure discard the Location and guardian cards. Magic items may be recovered from dead heroes by surviving party members only if the party won the adventure.

Recovery Phase

All Heroes in active players party heal one Hit point of Damage.

Discard Phase

From the Party, the player may discard heroes, magic items, and spells. A player must discard down to 7 cards in his hand.

Hero Cards

TYPE	HITS	CBT	SPELLS	SPECIAL
1 Warrior	3	4	0	Fighter
2 Wizard	1	1	4	Mage
3 Wood Elf	2	3	1	Scout & Archer; Infravision
4 Dwarf	3	2	0	Fighter; Infravision, +2 vs Giants,
	-	-	-	+1 in Underground, Martyr
5 Cleric	2	2	2	Priest; +2 vs Undead; May use armor &
	-	-	-	blunt weapons
6 Enchantress	1	1	3	Mage, +4 vs Fey
7 Ranger	3	3	0	Scout, Fighter & Archer, +1 vs Humanoids
8 Barbarian	4	5	0	Fighter & Scout; +2 vs Spellcasters,
	-	-	-	May not use Magic Items or Spells
9 Beastmaster	3	3	1	Fighter; +4 vs Animals, Scout, Cannot use armor
10 Druid	2	2	2	Priest; +3 vs Animals & Plants & Fey, Scout
11 Thief	2	2	0	Thief & Archer; +4 vs Traps
12 Bard	1	1	1	Thief; Fellow adventurers CBT +1 each
13 Paladin	3	3	1	Fighter & Priest; +2 vs Undead, Martyr
14 Knight	3	3	0	Fighter; +4 vs Dragons, +2 vs Monsters
15 Halfling	1	2	0	Thief; +4 vs Traps, +2 vs Giants, +1 vs Humanoids
16 Priestess	1	1	3	Priest; +2 vs Undead, Other heroes in
	-	-	-	party may be Martyrs
17 High Elf	2	2	2	Fighter & Mage; Infravision

CBT Combat Value; Spells = Spell level; Hits = Hit Points

Scouts

Scouts are +1 CBT in Wilderness locations

Location Cards

TYPE	NOTES
1 Dungeon	Underground; Trap Guardians +3
2 Fairy Circle Ring	Fey Guardians +3
3 Giants Playground	Giant Guardians +3
4 Ruins	Monster Guardians +2
5 Temple	Demon Guardians +4
6 Maze	Singular Guardians +2
7 Caves	Underground; Humanoid Guardians +2
8 Caverns	Underground; Dragon Guardian +3
9 Mine	Underground; Place 2 treasures
10 Graveyard	Undead Guardians +2
11 Forest	Wilderness; Animal & Plant Guardians +2
12 Swamp	Wilderness; Swarm & Plant Guardians +2
13 Crypt	Undead Guardians +2
14 Catacombs	Underground; Undead Guardians +3
15 Tower	Spellcasting Guardians +3
16 Desert	Wilderness; Desert Guardians +3
17 Castle	Weapon Guardians +1
18 Volcano	Fire Guardians +2
19 Ice Formation	Cold Guardians +2
20 Shipwreck	Water Guardians +2

Spell Cards

TYPE	NOTES
1 Darkness	Retreat
2 Scry	Look at opponents hand & discard one of his cards; Play in recruit phase
3 Invisibility	Discard Guardian and claim treasure
4 Fireball	CBT +4; +4 vs Cold & Plants, Fire guardians immune
5 Freeze	CBT +3; +4 vs Fire, Cold guardians immune
6 Heal	Heal 1D6 Hits in Recovery Phase
7 Cure	Negates effects of Poison & disease
8 Ressurrection	Bring back Hero that died this turn with 1 Hit; Cast in Recovery phase
9 Lightning Bolt	CBT +5; +3 vs Singular Guardian
10 Blessings	All your heroes CBT+2
11 Control Animals	CBT +10 vs Animals
12 Polymorph	CBT +10 vs Singular Guardian
13 Haste	Target Hero CBT X 2; Hero suffers 1 Hit
14 Detection	CBT +8 vs Traps & Surprise Guardians
15 Sleep	CBT +6 vs nonswarm Humanoids and animals
16 Deflect Missiles	CBT +6 vs Archers and Ranged Attackers
17 Charm	CBT +8 vs Monsters
18 Fear	CBT +6 vs Humans & Humanoids
19 Illusion	CBT +1D6 vs intelligent guardians
20 Divination	Look at top 15 cards in deck in recovery phase, place them back in same order

Magic Item Cards

#	Name	Type	Effects
1	Spell Book	Mage:	Spells +1
2	Skeletal Lockpicks	Thief:	+3 vs Traps
3	Boots of Speed	Hero:	CBT +2; Thief or Scout: CBT +1
4	Arrows of Slaying	Archer:	CBT +3; Three uses
5	Magic Bow	Archer:	CBT +2
6	Enchanted Armor	Fighter:	Hits +1
7	War Hammer	Fighter:	CBT +1; +3 vs Giants; Dwarf: CBT +4
8	Disrupting Mace	Fighter:	CBT+1; +2 vs Undead & Demons; Cleric: CBT+3
9	Flame Sword	Fighter:	CBT +1; +4 vs Cold, +2 vs Plants;
-	-	-	Negates regeneration bonus
10	Frost Sword	Fighter:	CBT +1; +3 vs Fire, Negates Fire spells vs party
11	Eldritch Sword	Fighter:	CBT +1; Spells = 1; +2 vs Spirits
12	Snake Staff	Priest:	CBT +2
13	Battle Axe	Fighter:	CBT +1; +4 vs Humanoids
14	Gauntlets of Might	Hero:	CBT +1, Hero becomes a fighter
15	Mithril Armor	Fighter:	Hits +2
16	Spell Shield	Fighter:	CBT +1; Immune to guardian spells
17	Potion of Healing	-	Heal 1D6 Hits to party in Recovery Phase; One use
18	Staff of Striking	Priest:	CBT +4; Five uses
19	Potion of Giant Strength	Hero:	CBT +7, One Use
20	Holy Water	Priest:	vs Undead +9; One use
21	Bearskin	Scout:	CBT +2
22	Assassins Dagger	Hero:	CBT +1, Thief: CBT +1

Bonuses are cumulative. For instance a fighter wearing boots of speed would be +2, a thief would be +3

Guardian Cards

TYPE	CBT	NOTES
1 Skeletons	8	Undead, Regenerate, weapons
2 Kobolds	8	Humanoid, Ambush, weapons
3 Pixies	16	Fey, If they win no damage but discard 1D6
	-	equipment, Flying, Invisible
4 Goblins	10	Humanoid, Archers, weapons
5 Giant Rats	8	Animal, Disease, Swarm
6 Giant Scorpion	8	Poison, Monster, Singular, Desert
7 Dragon	18	Breath Weapon, Fire, Flying, Singular
8 Arrow Trap	12	Poison, Archer
9 Pit Trap	8	If party loses, they cannot adventure next turn
10 Poison Gas Trap	10	Poison
11 Party Encounter	X	This players party becomes the Guardian.
	-	The winning party gets the treasure.
12 Ents	14	Fey, Plant
13 Wraith	14	Undead, Spirit, Singular, Cold
14 Nymphs	6	Fey, Water, Female, vs Human Male Heroes CBT +8
15 Insect Swarm	10	Swarm, Poison, Flying, Regenerate
16 Orcs	12	Humanoid, weapons, Archers
17 Ogres	14	Giant, Humanoid, weapons
18 Drow	14	Humanoid, Mages, Archers, weapons
19 Troglydites	10	Humanoid, Monsters, Surprise, Water, weapons
20 Green Slime	10	Monster, Acid, Regenerates
21 Zombies	10	Undead, Regenerate, Disease
22 Medusa	16	Monster, Petrification Gaze Attack, Female, Singular
23 Minotaur	12	Humanoid, Singular, +2 at Maze Location
24 Doppelganger	16	Surprise, Humanoid, Singular
25 Frost Giant	16	Giant, Cold, Singular, weapons, Throw Boulders
26 Fire Giant	16	Giant, Archer, Fire, Singular, weapons
27 Hell Hounds	12	Monsters, Animals, Demons, Fire, Breath weapon
28 Gargoyles	14	Monsters, Flying, Stone
29 Sorcerer	10	Mage, Singular
30 Chaos Knight	12	Fighter, Singular, Demon, weapons
31 Djinn	14	Flying, Spirit, Mage, Desert

Regenerating guardians must be defeated twice in a row.

from a disease guardian are CBT-2 until they are completely healed.

Poison & Disease

Any hero receiving damage from a poison guardian is automatically killed. Heroes that received damage

Treasure Cards

The treasure must be in the players treasure pile to have effect

TYPE	NOTES
1 Gold & Silver coins	Worth 2 Treasures
2 Golden Goose	Draw +1 card per turn
3 Dragons Hoard	Worth 3 Treasures
4 Cornucopia	Draw +1 card per turn
5 Philosophers Stone	Hand size +1

TYPE	NOTES
6 Living Harp	All your Heroes CBT +1
7 Pandoras Box	May be opened once per game to shuffle discard pile into deck
8 Flawless Gems	Worth 2 Treasures
9 Holy Icon	All your priests +1 Spell
10 Kings Crown	Party may have 5 Heroes
11 Ancient Tome	All your mages +1 Spell
12 Unicorn Horn	Hand size +1
13 Magic Tapestry	Look at opponents hand during your recruit phase
14 Rescue Princess	All your Heroes CBT +1
15 Enchanted Goblet	One Hero in recovery phase may drink from it to be fully healed

Event Cards

TYPE	NOTES
1 Theft	If your party contains a thief, steal one of opponents treasures. Put it in your pile. Play in your recruit phase.
2 Pilfer	If your party contains a thief, steal one of opponents magic items. Play in your recruit phase.
3 Ambush	Guardian +4 CBT.
4 Fight another Day	Your Party retreats.
5 Happy Hunting	Take an extra Adventure phase this turn. Play after first adventure phase.
6 Lost	Your opponent may not adventure this turn. Play in his recruit phase.
7 Spy	If your party contains a thief or scout, Look at opponents

hand & discard one of his cards; Play in recruit phase.

8 Tavern	rest at Inn; All your heroes heal an extra hit. Play in recovery phase.
9 Smite	Fighter +6 CBT vs singular guardian.
10 Double Trouble	Play two guardians at location. They add their values together.
11 Second Guardian	Play a second one that must be defeated to claim the treasure.
12 Disaster	If the party has lost they receive an additional 1D6 damage.
13 Encounter	Play a nontrap guardian against a party that has declared they are not adventuring. There is no location or treasure involved.
14 Trading post	Discard your hand & draw 5 new cards in recruit phase.
15 Tracker	If your party contains a scout, draw 10 cards, keep one, and shuffle the rest back into the deck, during recruit phase.
16 Martyr	One of your heroes may martyr.
17 Ruined	Destroy one target magic item.
18 Monty Haul	Two treasures are placed at location. They are claimed together
19 Rise again	Guardian regenerates.

Multiplayer Rules

All rules the same, however, players must determine who the "Opposing player" is during the action phase. For maximum interaction, each other player going clockwise may pass or oppose. Only one opposer allowed.

Solitaire Rules

Setup: Take event cards out of the deck. Draw a full hand. Discard location, treasure, and guardian cards. Play all Hero cards. Do not attach magic items.

Redraw and discard until you have 4 heroes out and a full hand. Play: Draw one card at a time If it is a Location card, this becomes your new location.

Discard the old one. If it is a Hero, Spell or Magic item, you may put it in your hand.

If it is a Treasure, you may put it directly into your treasure pile. If it is a Guardian, your party must immediately confront it. You loose if at any time you have no heroes in play.

You win if you are able to get all the way through the deck. Rule modifications: Ignore any card instructions that allow you to draw more than one card per turn. Ignore any card instructions that allow you to meddle with an opponents hand or cards.

Treasure Hunter Alternate Rules

Introduction

Board & Movement elements added. 2-4 players.

Object

After All treasures have been claimed, the player with the most Treasure points wins the game.

The Decks

The cards will be divided into 4 decks:

- Location Deck: Location Cards
- Treasure Deck: Magic Items & Treasure cards.
- Guardian Deck: Guardian cards.
- Adventure Deck: Heroes, Spell, And Event cards.

Board & Board Setup

Use a 5 X 5 grid as the board. Each space must be large enough to hold a stack of cards. The 4 corner spaces are empty.

These are home spaces. Each player controls 1 home space. Into the remaining 21 spaces:

- Place 1 random Location card face up.
- Place 1 random Guardian card face down.
- Place 1 random Treasure/Magic Item card face down.

Pawns

The Adventuring parties are represented by pawns. Each player has 1 pawn. An Adventuring party may contain up to 4 Heroes.

Setup

Roll high on 1D6 to determine turn order. Each players pawn starts in its owners home (corner) space.

Turn Sequence

Players take turns. The player whose turn it is, is the active player. Each turn has 6 phases:

1. Draw phase
2. Recruit phase
3. Movement phase
4. Adventure phase
5. Recovery phase

6. Discard phase

Draw Phase

Active Player draws 1 card from the Adventure Deck. If the deck runs out shuffle the discard and draw from it.

Recruit Phase

If a player's pawn is in his home space, that player may play any Heroes in his hand to his 'Adventuring Party'. The party may contain up to 4 Heroes. Heroes in the party are placed face up on the table. They are in play.

Spell cards may be attached face down to mages, priests and heroes with spell levels. A Hero can attach a number of spell cards equal to his spell level. Spell cards may be attached regardless of pawn location.

Heroes may exchange magic items but not spells.

Treasures & Magic Items

Each player has a treasure pile. Treasures go to treasure piles as soon as they are found. Magic items are attached to Heroes as soon as they are found.

Heroes can receive the benefit of only one weapon at a time.

Movement Phase

Move your Pawn (Adventuring Party) 1D6 spaces. Moves must be orthogonal. Alternatively you can automatically move your party back to your home space.

If you enter a space that contains a guardian or an opposing pawn, you must stop. You cannot move your pawn into an opponent's home space. If all Heroes in a party are killed, the pawn is moved back to its home space.

Adventure Phase

This occurs if a party is in the same space as a guardian, or enemy party. Flip the Guardian Face up. Determine the Guardian value. The guardian value is equal to: The Guardians CBT (Combat) score + Location bonuses + 2D6.

Any opponent may play appropriate event cards to increase the Guardian value. If the Guardian is a mage or priest any opponent may play a spell card from his hand. Compare the guardian value to the party value. The party value is equal to: The CBT (Combat) score of all Heroes + special bonuses + 2D6.

The active player may play appropriate event cards to increase the Party value. Spell casting heroes may each play one of their attached spells. Events & Spells are discarded as soon as they are used unless otherwise specified.

Some spells and events cause the party to retreat. A retreating party immediately goes back to its home space. If the Guardian value is greater than the Party value, the party is defeated.

A Defeated party receives 1D6 hits distributed by the active player. A defeated party immediately retreats to its home space. Any Hero reduced to 0 Hits is killed (discarded).

Heroes cannot be given more hits than will reduce them to 0 unless the hero has Martyr ability. If the Guardian value is equal or less than the Party value, the party keeps the Treasure and the party receives only (1D6 - 3) hits. The active player gets to put the Treasure in his treasure pile.

If the treasure is a magic item, it may be attached to a hero present that can use it. Excess magic items may be carried. If the guardian is defeated, discard the Guardian card.

Magic items may be recovered from dead heroes by surviving party members only if the party won the adventure. If two parties occupy the same space they will fight, each determining its Party Value by the process described above. The victorious party suffers (1D6-3) hits.

The defeated party suffers 1D6 hits and must retreat to its home space. If the defeated party is wiped out, the winners may recover their Magic Items. Non-home spaces that do not have Guardians are considered to be empty.

Recovery Phase

All Heroes in the active players party heal one Hit point of Damage. Heroes heal two hit points of Damage if they are in their Home Space.

Discard Phase

The player may move cards from his party into his hand. A player must discard down to 7 cards in his hand.

Card Changes

Do not use the "Party Encounter, Double Trouble, Second Guardian, or Monty Haul cards. Pandoras Box- Discard to place 1D6 unused Guardians from Guardian deck onto target empty spaces. Maximum 1 guardian per space. Happy Hunting- Take an extra Move and Adventure phase.

Lost- Your opponent may not move or adventure this turn. Play in his move phase.

Card Set

Italian Cardset by Zak





Troll Treasures

A game by Jason Newell, for 1-4 players

A band of Elven adventurers have got it into their heads to have a competition, to see who is the most talented Treasure Hunter of the lot. To this end, they decide to infiltrate the nearby troll caves, known for the ample treasures within, and filch the treasures. Completely unaware of the competition, the trolls are obviously surprised by the band of elven intruders swanning about in their caves, and understandably they are a little miffed. It is a race against time to amass enough treasure and get out before the trolls clobber you into oblivion!

Components

- 1 playing piece and stat card for each elf
- 1 playing piece and stat card for each troll
- 1D8
- 49 wound tokens
- 24 arrow tokens
- 24 mana tokens
- 6 wall pieces
- 2 magic door pieces
- 3 sorcerer markers
- 3 quiver of arrows marker
- 3 magic potion markers
- The Search Deck
- The Board (The board should consist of at least 10 irregular sized rooms, a minimum of 4x4 spaces, connected by corridors 1 space wide. Eight of the rooms have a number in them, 1-8, in the centre space of the room, or in a space as near to it as possible. On each board edge there should be an entrance/exit that does not have a clear line of sight to a room. Each space should ideally be 1"x1")

Object To be the first player to find five treasures and get out before the trolls pummel you into a pulp.

Set Up

Each player chooses one of the four elven adventurers: Tanlya, Argis, Lightfingers or Zephyr. They take their elf's stat card, 6 arrow, wound and magic tokens, and put their playing piece at one of the entrances of the board. Then players roll a D8 for each troll, placing them on the number in the rolled room, and take it in turns to place the wall pieces. A wall piece cannot be placed so that it blocks a player's path into a room at the start of the game. Players then roll to determine who goes first (whoever rolls the highest).

The Turn

Each player takes it in turn to move their elf and make their actions, going clockwise around the board. After each player has had a turn, it becomes the Trolls' turn. Once the trolls have acted, then the turn goes back to the first player, and so on.

Each elf has a stat card, which lists their different statistics:

- Wounds: How much damage the elf can take before its player is out of the game.
- Arrows: How many times an elf can shoot its bow
- Mana: How many times an elf can use its magic
- Speed: How many spaces an elf may move in its turn
- Magic: What an elf needs to roll equal to or over to use magic
- Bow: What an elf needs to roll equal to or over to fire its bow
- Find: What an elf needs to roll equal to or over to successfully search a room

An Elf may move any number of spaces in its turn up to its Speed rating. It may fire its bow or use its magic at any point in its move. Searching is the last thing an elf does in its turn. Wall pieces cannot be moved through. You cannot move through a space occupied by a troll or another elf.

Firing A Bow

An elf can shoot its bow at any troll it can draw a clear line of sight to. Corners block line of sight. The bow cannot be used if the elf is in a space adjacent to a troll. The player rolls the dice. If the score is equal or greater than their Bow rating, then they hit the troll, who discards a wound token. If they roll lower, then they have missed. Either way, that player must discard an arrow token. If a player has no arrow tokens, then they cannot use the bow.

Using Magic

Magic can be used in two ways: stunning a troll, or moving a wall piece. Stunning a troll: An elf can use its magic on any troll it can draw a clear line of sight to. Corners block line of sight. The player rolls the dice. If the score is equal or greater than their Magic rating, then they hit the troll, who is stunned (taking no action in the next troll phase). If they roll lower, then nothing happens. Either way, that player must discard a mana token. Moving a wall piece: If the player's elf is adjacent to a wall piece they can use magic to move it. The player rolls the dice. If the score is equal or greater than their Magic rating, then they

can move the wall piece to any other viable space. If they roll lower, then nothing happens. Either way, that player must discard a mana token.

If a player has no mana tokens, then they cannot use magic.

Searching

At the end of their move, an elf may search. Searching can only be done if the elf ends its move in a room, not a corridor, and if there is no troll in a line of sight. An elf cannot search the same room twice in a row, whether they find something or not. The player rolls the dice. If the score is equal or greater than their Find rating, then they draw a card from the search deck. If it is a treasure card, add it to your stack. Otherwise, do what the card says, discarding it afterwards. If there are no cards left in the search deck, reshuffle and re-use the discard pile. If they roll lower, then nothing happens. Once an elf has five treasure cards, they must try to escape by moving to the entrance space they started in.

The Troll Phase

Once every player has had a turn, it becomes the troll phase. The trolls act in this turn order: Grall,

Tibor, Vries, Brion.

Each troll has a stat card which lists their different statistics:

- Wounds: How many wounds a troll can take before being removed from the game
- Thump: What a troll needs to roll equal to or over to hit an elf
- Brains: What a troll needs to roll equal to or over to pass a stupidity test
- Speed: How many spaces a troll can move in their turn

At the beginning of their turn, a troll must make a stupidity test. If they can draw a line of sight to an elf, then they DO NOT take a test, they instead move towards that elf by the most direct route. If there is more than one, then the troll moves towards the closest. If there is more than one the same distance away, then determine randomly which one the troll will move towards.

Roll a dice for the troll. If the score is equal or greater than their Brains rating, then they move towards the nearest elf. If there is more than one the same distance away, then determine randomly which one the troll will move towards. If they roll less, then roll on the Stupidity Table:

#	Result
1-2:	Move troll away from nearest elf
3-5:	Dawdle: troll does nothing this turn
6-7:	Move troll towards the nearest elf at half their speed, rounding down.
8:	Uses Tunnels: The troll gets bored and uses their secret tunnels.

Roll the dice and place the troll in the space rolled.

If a troll lands in a space adjacent to an elf, at any time, then they will try to thump that elf. If they land next to more than one elf, then they try to thump both of them. Roll once for each elf they are trying to thump. If the score is equal or greater than their Thump rating, then they hit the elf, who must discard 1 wound token and 1 treasure card, if they have any. If they roll lower, then nothing happens.

Once every troll has had a turn, it goes back to the elves turns.

Moving Wall Pieces

Wall pieces are moved by using magic, if they are hit by the mine cart, or by drawing a Move Wall card. A wall piece can be moved to any space so long as there is a wall on either side of the wall piece. Basically, this means that wall pieces cannot be placed in rooms, intersections or corners.

Magic Doors

At a cost of 1 movement, an elf may move on to a magic door and move instantly to the other magic door.

An elf cannot end its movement on a magic door. Trolls will not use the magic door, as they are scared of it/too dumb to use it. If the Magic Door card is redrawn, then that player may move the doors to different locations.

Mine Cart

Any troll hit by an elf in the mine cart loses 1 wound. Elves are unaffected by being hit by the cart as they are nimble enough to jump out of the way. The mine cart can move through wall pieces, which are replaced as the player chooses. The mine cart cannot go through the magic door.

Sorcerers, Magic Potions and Quivers of Arrows

If an elf draws a Sorcerer, Magic Potion or Quiver of Arrows card, but has a full supply of the specific token, then place a Sorcerer, Magic Potion or Quiver of Arrows marker in a space adjacent to that elf. Any player who lands on that space can replenish their supply as if they had drawn the appropriate card. Discard the token if this happens.

Elf Stats

Elf	Wounds	Arrows	Mana	Speed	Bow	Magic	Find
Tanlya	6	6	6	6	4	6	5
Argis	6	6	6	6	6	4	5
Lightfingers	6	6	6	6	5	5	4
Zephyr	6	6	6	8	5	5	5

Troll Stats

Search Deck

Troll	Wounds	Thump	Brains	Speed
Grall	6	4	6	5
Tibor	6	5	5	6
Vries	7	5	5	5
Brion	6	6	4	5

Card	#	Text	Rules
Move Wall	6	There is a rumble as the walls shift	Take one wall piece and place it
	-	-	where you wish
Nothing!	5	You find nothing	-
Trap!	4	You have set off one of the troll's traps!	Make a Find test. If you fail, lose 2 wounds.
	-	-	If you succeed, keep this card. If a troll tries to
	-	-	thump you, play this card.
	-	-	The troll does not thump
	-	-	this turn, in addition the troll loses 2
	-	-	wounds and becomes stunned
Magic Potion	3	You find an old bottle full of magic potion	Restore your wounds to its starting amount
Quiver of Arrows	3	You find a quiver full of arrows	Restore your arrows to its starting amount
Sorcerer	3	You stumble across an old sorcerer	Restore your mana to its starting amount
	-	in the caves	-
Move Troll	2	You manage to distract a troll	Move a single troll up to its full movement any
	-	-	way you like
	-	with a thrown rock	
Trapdoor	2	You find a small compartment for	Draw 2 more cards
	-	trollish possessions	
Mine Cart	1	You fall into a rickety old mine	Roll the dice three times. You must move
	-	-	that many spaces
	-	-	in any direction, ignoring obstacles.
	-	cart which flies off	
	-	in a bumpy ride around the mine	-
Magic Door	1	You come across a doorway that	Take a magic door piece and place it
	-	-	adjacent to you.
	-	-	Place the other piece anywhere on the
	-	-	board.
	-	-	By moving on one door, you get transported
	-	-	to the other.
	-	glows with magic	
Treasure	1	You find a solid gold statue	
Treasure	1	You find a gold crown with a large	
	-	ruby in the front	
Treasure	1	You find a silver sceptre with a	
	-	mounted ruby	
Treasure	1	You find a bunch of toadstools that	
	-	glow with magic	
Treasure	1	You find a large sparkling gem	
Treasure	1	You find a large silver urn	
Treasure	1	You find a gold and silver armlet	

Card	#	Text	Rules
Treasure	1	You find a masterfully crafted sword	
Treasure	1	You find a beautiful golden goblet	
Treasure	1	You find a gold necklace	
	-	encrusted with gemstones	
Treasure	1	You find a golden bowl	
Treasure	1	You find a bag full of gold	
Treasure	1	You find a gem studded ring	
Treasure	1	You find an engraved silver harp	
Treasure	1	You find a solid gold candelabra	
Treasure	1	You find a column of	
	-	sparkling green crystal	

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Troll Trouble: Thump, Dwaddle & Drool

by Brian Peterson

Introduction

Rock-hard ugly trolls versus little, naughty house elves. Game for 1 (solo) to 8 players.

Credits

- Based on the following games & stories:
- Jason Newell's Troll Treasures
 - Lloyd Krasner's WarpQuest Game System
 - Chutes & Ladders
 - Harry Potter
 - Jack & the Bean Stalk

Victory

The 1st house elf to lay a golden egg in the mine entrance wins.

Artifact

The hen that lays the golden egg is guarded by a giant.

Setup

- Each player begins the game with 4 cards.
- Each player places an Elf counter in the Mine Entrance.
- Each Elf begins with 3 Arrows.
- Each Elf begins with 3 Pieces of Cheese.
- Each Elf begins with 3 Pinches of Flash Powder.
- Each skill starts at 6 points. Randomly assign 8 additional skill points to each Elf. Place the Hen card in the Giant's Lair. Randomly place the following counters:
- 3 Dementors
- 3 Boggarts
- 2 Pixies

#	Item
1	Thump, Thump
2	Poke, Poke
3	Tickle, Tickle

The Pixie is removed from the game board. The Pixie can return to play by means of a Pixie card. You may use the magic at any time during the game.

Once you use the magic it is gone.

Trolls

Trolls will try to eat house elves. Trolls have 3 action cards: Thump, Dwaddle & Drool. Trolls can use the Brain card.

Dwaddle negates Thump. Brain negates Dwaddle. Drool results in -3 Sneak (if played by a Troll) Drool results in +3 Squirm (if played by an Elf) An Elf that is Thumped loses all cards.

The Troll moves the Thumped Elf to any adjoining chamber.

Skills

Elves may avoid being thumped by challenging a Troll.

1. oke
2. ickle
3. lash
4. neak
5. queak
6. quirm

Poke requires an Arrow. Flash requires Flash Powder. Squeak requires Cheese.

Rolls 3d6, if the result is less than or equal to your skill you win the challenge.

Boggart

If you land on a Boggart teleport to a random location.

Dementor

+3 against Thump for every Dementor within 3 spaces.

Pixie

If you land on a Pixie roll for magic. The 1st four treat a card as if it were 2 cards. However, each only requires a single item (i.e. 1-Arrow or 1-Cheese).

#	Item
4	Squeak, Squeak
5	Teleport (see Boggart)
6	Speed (move twice this turn)

Turn Sequence

Players take turns:

1. raw a Card
2. andering Monsters
3. erms & Shamen
4. hump an Elf

5. un (Trip, Fumble, Change Levels)
6. ombat: Elves at War
7. teal the Hen or Lay the Golden Egg
8. iscard Excess Cards

Draw

Draw 1 card. Once a card is played it is discarded (except the Germ card).

Wandering Mosters

When you draw a Boggart, Dementor or Pixie card roll for random location. Move any one of the specified creatures to its new location. Pixies may be brought back into play.

Combat (elves At War)

If you end your move in the same square as another elf. An Elf may play a Poke or Tickle card. If you make a sucessful Skill Roll add a nuisance point.

Repeat until no more cards are played. The Elf with the most nuisance points wins. The winner moves the loser to an adjoining chamber.

The winner steals the hen (if applicable). Elves with more nuisance points can transfer Germs cards to those with fewer points.

Germs

If a Germ card is played against you, your Elf has the Runs. A Shaman can cure the Runs (discard 1 Germ card). Each turn you may roll 3d6, if you roll 6 or less you are cured from 1 Germ.

The Runs affect the following: You can not ride a Mine Cart. Rolls to change levels in the mine are at -1. Sneak is at -3.

Movement is at -2.

Movement

Roll 1d6 to move. Subtract 2 if the Elf has the Runs. If the Giant has the Hen all Elves must move towards the Giant.

If an Elf has the Hen that Elf must move towards the Entrance. All other elves may move in any direction. Elves must move their full movement except in chambers.

Elves must make an exact roll to move into the Giant's Lair or the Mine Entrance.

Trip

Roll another d6 and use the lowest roll for movement.

Cards

Fumble

You lose your grip on the Giant's Hen. If in a chamber the hen ends up in the lower level shaft. Otherwise the hen remains in the same shaft.

Roll to randomly determine section & space to place the hen counter. Elves in the same mine shaft or adjoining chamber may attempt to recover the hen. Move each elf up to 1d6 spaces towards the hen (rules for changing levels apply).

Up For Grabs

If no one recovers the hen leave the Hen counter on the board. The first player to end their turn there will recover it.

Elf Pile

If more than one elf lands in the hen's square conduct combat. Do not move the losers to adjoining chambers. The winner recovers the Hen.

Changing Levels In The Mine

To move down a level you may play a Mine Cart or roll a 6 or less on 3d6. To move up from level 3 you may play a Ladder to enter the Upper-Shaft. To move up from level 3 you may play a Rope to enter the Lower-Shaft.

If an Elf has the Runs they may not play a Mine Cart. If an Elf has the Runs -1 on any roll to change levels.

Stealing The Hen

The only way you can get the Hen is by stealing it from the giant. This is an exception to the rules, you don't need a Sneak card to use the skill. Make a Sneak Skill Roll.

If you fail you may play Sneak cards and try again. If you still fail move back to the previous chamber (retain all cards).

Laying A Golden Egg

To win the game you must command the the Hen to lay a golden egg. This is an exception to the rules, you don't need a Squeak card to use the skill. This requires a piece of Cheese.

Make a Squeak Skill Roll. If you fail you may play Squeak cards and try again. If you fail you can try again next turn.

Discard Excess Cards

At the end of a turn an elf can not have more than 5 cards including Hen & Germ cards.

#	Description	Notes
8	Thump	Troll Thumps an Elf
5	Dwaddle	Negate a Thump
5	Drool	+3 Squirm, -3 Sneak
3	Brain	Negate a Dwaddle
3	Poke	Elven Defense, Requires Arrow
3	Tickle	Elven Defense
3	Flash	Elven Defense, Requires Flash Powder
3	Sneak	Elven Defense, Use to Steal Giant's Hen, -3 with Drrol, -3 with Runs
3	Squeak	Elven Defense, Requires Cheese, Command hen to lay egg
3	Squirm	Elven Defense, +3 with Drool
3	Trip	Elf Trips, Roll 1d6, move lowest of 2 rolls
2	Fumble	Elf Trips & Hen gets away
2	Dementor	Teleport a Dementor to a new location, End Turn
2	Boggart	Teleport a Boggart to a new location, End Turn
2	Pixie	Teleport a Pixie to a new location, End Turn
4	Mine Cart	Automatically move down 1 level
3	Ladder	Automatically move up from level 3 to 2 Upper-Shaft or level 2 to 1
2	Rope	Automatically move up from level 3 to 2 Lower-Shaft
2	Germ	Gives Elves the Runs, Unable to use Mine Cart, -1 on Change Level Rolls
3	Shaman	Cures the Runs.
2	Quiver	Restores number of Arrows to 3.
2	Flash Powde	Restores Flash Powder to 3 pinches.
3	Cheese	Restores Cheese to 3 pieces.
1	Hen	The Giant's Hen (Artifact)

Counters

#	Description	Notes
8	House Elves	Numbered 1 through 8
3	Boggarts	
3	Dementors	
2	Pixies	
1	Hen	Used for fumbles to mark the Hen's location

Random Location Chart

For randomly placing/moving counters LEVEL (1d6)

#	Result
1	Level 1
2,3	Level 2, Upper Shaft
4,5	Level 1, Lower Shaft
6	Level 3

SECTION (1d6)

#	Result
1-3	Lower Section
4-6	Upper Section

SPACE (1d6)

Making Counters

The counters are designed so that you can tape a penny to the underside to keep them from blowing away.

Background Information

The dark order of wizards have been bickering over who has the most gifted house elf. They have decided to organize a contest and send their naughty little house elves into an old mine to retrieve the magical golden egg of Eddenburg. The 1st elf to return to the Mine Entrance with the golden egg wins. The hen that lays the golden eggs is protected by a giant and his body guards (a family of rock-hard ugly trolls). The giant and his bodyguards have been living in this same little mine shaft for over 300 years. Now as you can imagine the mine is really disgusting, there are germs everywhere, and not only germs but super germs. These super germs can cause diarrhea in house elves. As you can

imagine it is hard for an elf to ride in the mine carts and sneak around quietly without their Pepto Bismo. As far as combat the trolls certainly have an advantage over the elves in strength, but they are stupid and sometimes completely forget who they are and what they are. They begin to dwaddle and walk around in circles mumbling to themselves. If these trolls had a brain they would be really dangerous. Another interesting aspect of trolls is that when they see an elf they drool, and when I say drool I really mean drool. Because of this it is really difficult for an elf to sneak around because they are tracking mucus around on the bottoms of their boots, not to mention it is really slippery. On the positive side when a troll captures a house elf and drools all over it, it can become very slippery and sometimes it can squirm and slip free. Two other techniques house elves have learned that are effective against trolls. First, trolls can't stand elves that squeak and second, trolls are particularly self conscious when elves flash them. Enough said get on with the game.

About The Game Board

Board starts with a mine entrance. Followed by 3 Levels. Each level has a chamber followed by a shaft.

Each shaft (track) is 12 spaces. Each shaft is divided in 2 sections (upper & lower). Spaces in each section are numbered 1 to 6.

Level 2 has a parallel lower shaft and chambers. Board ends with the Giants Lair.

Rules For Solo Play

- You start with 7 lives.
- Each time you are thumped you lose a life.
- When you draw a Thump card play it against your elf.
- When you draw a Brain card set it aside to play with the next Thump card.
- When you draw a Germ card play it against your elf.





Tron Skirmish

Introduction

Board & card games for 2 players based in the virtual world of Tron. This actually describes 6 games that use the same deck. The games include:

- 1. Tank Escape
- 2. Light Cesta
- 3. Tron Discs
- 4. Light Cycles
- 5. Solar Sailor Simulation
- 6. Mesa Battle

One player is Tron and his friends. The other player controls the minions of Sark and the MCP (Master Control Program).

Objective

Play each of the 6 games once. Tron must win at all 6 games to gain ultimate victory. The MCP only has

Card Color	Value	Number in Deck
Blue	1	5
Blue	2	4
Blue	3	3
Blue	4	2
Blue	5	1

Game 1 - Tank Escape

Setup

Clu's tank starts in one of the 4 center spaces. The MCP has 8 Recognizers, each of which start in the sides or corners. Each player starts with a full hand of cards.

Clu (Flynn's Search program) may go first or pass.

The Cards

Clu can use Blue cards to move the Tank. Clu uses the Red card to shoot. The MCP uses the Blue cards to move Recognizers orthogonally.

The MCP uses the Red cards to move Recognizers diagonally.

Turn Sequence

Players take turns. Each turn has 3 phases: Input Phase Move Phase Fire Phase

Input Phase

Draw 3 cards from your deck if you are the MCP. Draw 4 cards from your deck if you are Tron. If the deck runs out, shuffle the discard and draw from it.

to defeat Tron once to gain ultimate victory.

In each of the games, the Tron side is given certain built-in advantages.

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The Map & Pieces

Use an 8X8 chessboard for all games. Use chits or miniatures to represent units.

The Deck

All 4 games share the same common deck:

Card Color	Value	Number in Deck
Red	1	5
Red	2	4
Red	3	3
Red	4	2
Red	5	1

Max hand size = 5 cards for the MCP and 6 cards for Tron. Discard excess cards.

Move Phase

Play (discard) cards to move your figure(s). The card has a number. This is the number of spaces the figure moves.

Clu's Tank can use 1 or 2 blue cards per turn to move. The MCP uses the Blue cards to move Recognizers orthogonally. The MCP uses the Red cards to move Recognizers diagonally.

A single recognizer can use one red card & one blue card per turn. Figures cannot move into or through each other. If Clu cannot move his tank during his turn, he is trapped, and a Recognizer lands on top of the tank and smashes it.

Fire Phase

Clu may Play (discard) red cards to have a tank shoot. Each card has a number. This is the range of the attack.

The range must be exact for the shot to hit. Recognizers are destroyed after one shot each.

Game 2 - Light Cesta

Setup

Each player places 1 figure on any one square of his back 4 rows. The figures represent Tron and his opponent (a minion of the MCP). Also use a token or coin to represent the ball.

Each player starts with a full hand of cards. The MCP figure starts holding the ball. The MCP figure goes first.

The Cards

Blue cards are used to move figures. Red cards are used to move the ball.

Turn Sequence

Players take turns. Each turn has 4 phases: Input Phase Catch Phase Throw Phase Derezz Phase

Input Phase

Draw 3 cards from your deck if you are the MCP. Draw 4 cards from your deck if you are Tron. If the deck runs out, shuffle the discard and draw from it.

Max hand size = 5 cards for the MCP and 6 cards for Tron. Discard excess cards. If your opponent lost a section of platform last turn, you start the turn holding the ball.

Catch Phase

Play (discard) a Blue card to move your figure. The card has a number. This is the number of spaces the figure moves.

Moves can be diagonal or orthogonal. Tron can use up to two blue cards per turn, the MCP can use only one. A figure must stay on his side of the board.

If your figure lands on or moves through the ball, he catches it (in his Cesta). Unless you are already holding the ball, you must try to catch it.

Throw Phase

Play (discard) an Red card to have a figure throw the ball. (Bounce it off the ceiling plate) The card has a number. This is the range of the ball travels.

Throws can be diagonal or orthogonal. If the ball goes into the opposing figures space, he automatically catches it. The ball must be bounced into your opponents territory, never your own.

Note: You must be holding the ball, or have caught it in order to throw it.

Derezz Phase

If you did not deflect the ball this turn you lose 1 section (ring) of your platform. If you lose 3 sections of platform, you are derezzed (deresolution = destroyed).

Game 3 - Tron Discs

The Board

The board has 5 platforms. A platform is 2 by 2 square box. There is 1 center platform.

The other 4 platforms are positioned to form a cross (not an X). They are flush to the wall and seperated from the center by 1 space distance.

Setup

The Tron figure starts in the center platform. Each of his 4 opponents (MCP minions) start on the other platforms. Each player starts with a full hand of cards.

The MCP figure goes first.

The Cards

Cards of value 1 are used to move figures. Cards of value 2-5 are used to throw (deflect) discs.

Turn Sequence

Players take turns. Each turn has 3 phases: Input Phase Move Phase Throw Phase

Input Phase

Draw 3 cards from your deck if you are the MCP. Draw 4 cards from your deck if you are Tron. If the deck runs out, shuffle the discard and draw from it.

Max hand size = 5 cards for the MCP and 6 cards for Tron. Discard excess cards.

Move Phase

Play (discard) a card with value = 1 to move your figure to an adjacent space on his platform. Moves can be diagonal or orthogonal. An MCP minion can move once per turn.

Tron can move also move after each attack.

Throw Phase

Play (discard) a card to have a figure throw (or deflect) a disc. The card has a number. This is the range of the disc travels.

Throws can be diagonal or orthogonal. An MCP minion can attack once per turn. Tron can attack any number of times per turn.

The defending player can negate an attack by discarding a card with a value equal to that of the card used to attack. MCP minions are derezzed (destroyed) if hit once. Tron must be hit 3 times to be destroyed.

Game 4 - Light Cycles

Setup

Each player places 3 figures on any squares of his back row. Figures may not stack. The figures represent Tron, Ram, and Flynn on Light cycles and Three MCP (Gold Team) minions on Light cycles.

Each player starts with a full hand of cards. The MCP player goes first. Use Tokens to represent light trails.

The Cards

All cards are used to move figures.

Turn Sequence

Players take turns. Each turn has 2 phases: Input Phase Move Phase

Input Phase

Draw 3 cards from your deck if you are the MCP. Draw 4 cards from your deck if you are Tron. If the deck runs out, shuffle the discard and draw from it.

Max hand size = 5 cards for the MCP and 6 cards for Tron. Discard excess cards.

Move Phase

Play (discard) a card to move your figure. The card has a number. This is the exact number of spaces the figure moves.

Moves must be orthogonal. A figure can use up to two cards per turn. Tron can use three cards per turn.

Each Figure must move a minimum of once per turn or automatically be destroyed. Figures cannot move into or through other figures or light trails.

LIGHT TRAILS (Jet Walls) Every time a figure moves, put a Light Token on the space it just moved out of. By doing so, a cycle leaves a trail of light. A light trail can be a max of six spaces long.

Remove light trail tokens in excess of six for every figure as they are made. Immediately Remove all light trails of a destroyed Cycle.

Game 5 - Solar Sailor Simulation

Setup

The MCP has 8 grid bugs, placed on the MCP's back row. The Solar Sailor starts on any square in the Tron players back row. Each player starts with a full hand of cards.

The Solar Sailor may go first or pass.

Turn Sequence

Players take turns. Each turn has 3 phases: Input Phase Move Phase Attack Phase

Input Phase

Draw 3 cards from your deck if you are the MCP. Draw 4 cards from your deck if you are Tron. If the deck runs out, shuffle the discard and draw from it.

Max hand size = 5 cards for the MCP and 6 cards for Tron. Discard excess cards.

Move Phase

Play (discard) a card to move your figures(s). The Sailor only uses Blue cards to move. Sailor moves must be orthogonal or diagonal.

Bugs use Blue cards to move orthogonally and red cards to move diagonally. The card has a number. This is the number of spaces the figure moves.

A Bug can use 1 card per turn to move. The Sailor can use up to 2 Blue cards per turn to move. Grid Bugs may move into or through other figures, they may stack.

If a Bug lands on top of the Sailor, the Sailor takes one point of damage. If the Sailor takes 4 points of damage, it is destroyed.

Fire Phase

The sailor player may play (discard) a red card to shoot. The card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. Bugs cannot shoot. The Sailor can shoot up to twice per turn (and at different targets).

The range must be exact for the shot to hit. Bugs are destroyed after one shot each. The Sailor must be hit three times to be destroyed.

Game 6 - Mesa Battle

Setup

Use a 7 x 7 Board Tron has 2 units: Tron (on Foot) and Flynn (in the Command Carrier with Yori) The MCP player has two figures: The MCP (Immobile in the center square) and Commander Sark. Sark starts adjacent to the MCP. Tron & Flynn start adjacent in one corner. Each player starts with a full hand of cards.

Turn Sequence

Players take turns. Each turn has 3 phases: Input Phase Move Phase Disc Phase

Input Phase

Draw 2 cards from your deck if you are the MCP. Draw 3 cards from your deck if you are Tron. If the deck runs out, shuffle the discard and draw from it.

Max hand size = 4 cards for the MCP and 5 cards for Tron. Discard excess cards.

Move Phase

Play (discard) blue cards to move your figure(s). The card has a number. This is the number of spaces the figure moves.

The MCP cannot move. If Flynn moves exactly into the MCP, the MCP is automatically reduced to 1 Hit. When this happens the Flynn figure is out of the game.

If 'Gaint' Sark moves exactly onto a figure, it is destroyed.

Disc Phase

Play (discard) red cards to have Tron or Sark attack with their Discs. Each card has a number. This is the range of the attack.

The range must be exact for the shot to hit. After taking one hit, Sark is transformed into Giant Sark. Giant Sark cannot attack with discs and cannot be destroyed by discs.

Tron is destroyed after 3 hits with discs. Flynn in

the carrier cannot attack or be attacked by discs. The MCP has 8 hits (deflector shields) and can be attacked by discs.

Tron wins if the MCP is destroyed (which destroys Giant Sark too).

Links

[The Tron Page](#) [Tron Tribute](#)





Tron The Card Game

Introduction

Card game for 2 players. The action takes place in the world of Virtual World of Tron.

Disclaimer

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The Decks

There are 2 separate, unique decks: One for the Tron player, and one for the MCP (Master Control Program).

The Tron Deck

The Tron deck has 6 types of cards: Programs (Characters) Skill (Needed to defeat Games and Security) Escape (Needed to go Rogue) Activation (Needed to become Activated) Transport (Needed to reach the Mesa) Sub-Routines (Special Effects)

The Mcp Deck

The MCP deck has 4 types of cards: Control (Needed to Win) Games (Used to Destroy Programs on the Game Grid) Security (Used to Destroy Programs off the Game Grid) Sub-Routines (Special Effects)

Mcp Objectives

The MCP wins when all 10 Control cards have been downloaded (put into play).

Tron Objectives

Tron wins by Derezzing (Deresolution = Destroy) the MCP in Program Delete Phase.

Setup

Both players start with a hand of 6 cards. The Tron player may call a Mulligan and redraw if he has no Program cards.

Program Status

Important concept to game play. The Tron player controls Programs (characters) such as Tron, Flynn, Ram, etc. Depending on their location and experiences the 'status' of the programs will change.

Use dice, coins or markers to represent status changes. The normal progression of Status is as follows: Game Grid à Rogue à Activated à Mesa Certain

phases of the turn sequence only apply to programs with the indicated status.

Turn Sequence

There are 8 phases in each turn:

1. Data Input Phase
2. Program Execute Phase
3. Game Grid Phase
4. System Escape Phase
5. User Interface Phase
6. File Transfer Phase
7. Program Delete Phase
8. Sub-Routine Phase

Data Input Phase

Each player draws 2 cards. If a deck runs out, shuffle the discard and draw from it. Max hand size is 8 cards. Discard excess cards.

Program Execute Phase

The MCP may download (put into play) one Control card. The Tron player may download one Program (Character). Program and Control cards remain in play face-up on the table.

(Note: all other types of cards are discarded when played) Programs start in Game Grid Status. Exceptions: In order to download Flynn (a User) the Tron player must also play (discard) a 'Matter Transform Sequence' card. Clu when downloaded starts in Rogue Status. Yori may be downloaded in Rogue status if Tron is currently in Rogue status.

Uniqueness Rule: You may only have one Program of one type in Play at a time. (You can't have 2 copies of Tron out at once)

Game Grid Phase

Skip this phase if there are no programs with Game Grid Status in play. The MCP may play a Game card. The Game card has a Power Level (number).

The Tron player may counter the Game card by playing Skill cards with total Power Level that is equal to or higher than the power level of the game card. If the Tron player does not counter the Game card, then one program with Game grid status is derezzed (discarded).

System Escape Phase

Skip this phase if there are no programs with Game Grid Status in play. The Tron player may play one 'Escape' type card. This changes the status of all Game Grid programs to Rogue status.

The MCP may play a Security card. The Security card has a Power Level (number). The Tron player may counter the Security card by playing Skill cards with total Power Level that is equal to or higher than the power level of the Security card.

If the Tron player does not counter the Security card, then one program with Rogue status is derezzed (discarded).

User Interface Phase

Skip this phase if there are no programs with Rogue Status in play. The Tron player may play one 'Activation' type card. This changes the status of all Rogue programs to Activated status.

The MCP may play a Security card. The Security card has a Power Level (number). The Tron player may counter the Security card by playing Skill cards with total Power Level that is equal to or higher than the power level of the Security card.

If the Tron player does not counter the Security card, then one program with Activated status is derezzed (discarded).

File Transfer Phase

Skip this phase if there are no programs with Activated Status in play. The Tron player may play one 'Transport' type card. This changes the status of all Activated programs to Mesa status.

The MCP may play a Security card. The Security card has a Power Level (number). The Tron player may counter the Security card by playing Skill cards with

total Power Level that is equal to or higher than the power level of the Security card.

If the Tron player does not counter the Security card, then one program with Mesa status is derezzed (discarded).

Program Delete Phase

Skip this phase if there are no programs with Mesa Status in play. The MCP may play a Security card. The Security card has a Power Level (number).

The Tron player may counter the Security card by playing Skill cards with total Power Level that is equal to or higher than the power level of the Security card. If the Tron player does not counter the Security card, then one program with Mesa status is derezzed (discarded). Only if the Tron player has defeated the Security card, he may now discard one last Skill card. This erases the MCP and Tron wins.

Sub-routine Phase

Play Sub-routine cards in this phase unless otherwise instructed by the card.

Tron Deck Card Type Notation

- S** Skill
- P** Programs
- E** Escape
- A** Activation
- T** Transport
- R** Sub-Routines
- X** Sub-Routine played immediately in response to an effect
- U** This card can only be played if Flynn (a user) is in play
- #** Number of Copies of this card in the deck.

Tron Deck Card List

Card Name	#	Type	Power	Notes
Tron	2	P	-	All Skill cards played get +1 Power
Flynn	2	P	-	User
Ram	2	P	-	Draw one card if Derezzed
Clu	2	P	-	Look at opponents hand when played
Yori	2	P	-	Draw two cards when played
Timing	5	S	1	
Balance	5	S	2	
Aim	5	S	3	
Speed	5	S	4	
Coordination	5	S	5	
Reflexes	5	S	6	
Divert Beam	1	SU	3	Use only in File Transfer Phase
User Sacrifice	1	SU	7	Use only in Program Delete Phase
Reassemble Recognizer	1	TU	-	
Light Cycles	1	T	-	

Card Name	#	Type	Power	Notes
Reach I/O Tower	1	T	-	
Solar Sailor	1	T	-	
Steal Simulation	1	T	-	
Captive aboard Carrier	1	T	-	
Game Tank	1	T	-	
Alan-1	1	A	-	
Break In	1	A	-	
Password	1	A	-	
Forge Group 6 Access	1	A	-	
Hacking	1	A	-	
Code Disc	1	A	-	
Dumont the Tower Guardian	1	A	-	
Escape Game Grid	1	E	-	
Illegal Exit	1	E	-	
Lose Visual Contact	1	E	-	
Renegade Programs	1	E	-	
Reach the Canyons	1	E	-	
Breach Arena Wall	1	E	-	
Minus One Tank	1	E	-	
Location Query	1	R	-	Put any 1 deck card into your hand
Matter Transform Sequence	2	R	-	Play in Program Execute Phase
Bit	1	R	-	Shuffle Discard into the deck
Pool of Pure Power	1	R	-	Draw 2 cards
Re-Energize	1	XU	-	Prevent program from being derezzed
Inoperative Data Systems	1	R	-	Opponent must discard 2 random cards
Bugs in the System	1	R	-	Opponent must discard 2 random cards

The Mcp Deck Card Type Notation

C Control
G Games

S Security
R Sub-Routines
Number of Copies of this card in the deck.

Mcp Deck Card List

Card Name	#	Type	Power	Notes
Cesta	1	G	1	
Discs	1	G	2	
Vice Blasters	1	G	3	
Space Paranoids	1	G	4	
Light Cycles	1	G	5	
Warrior Elite	1	G	6	
Guards	4	S	1	
Grid Bugs	2	S	2	
Recognizers	4	S	3	
Sector Search	3	S	4	
Tank Pursuit Force	3	S	5	
Sark	2	S	6	
Deflector Shields	1	S	7	Use only in Program Delete Phase
Giant Sark	1	S	7	Use only in Program Delete Phase
Appropriate Outside Systems	1	C	-	
Chinese Language Files	1	C	-	
Access the Pentagon	1	C	-	

Card Name	#	Type	Power	Notes
Access the Kremlin	1	C	-	
Shutdown Group 7 Access	1	C	-	
Renounce Belief in the Users	1	C	-	
Assimilate Useful Programs	1	C	-	
Blackmail Dillinger	1	C	-	
Control INCOM	1	C	-	
Increase Intelligence	1	C	-	
Command Carrier	1	R	-	Draw 2 Cards
Dead Zone Conscripts	1	R	-	Draw 2 Cards
Progress Report	1	R	-	Look at next 10 cards in own deck
End of Line	1	R	-	Opponent must discard 2 random cards
Null Unit	1	R	-	Shuffle Discard into the deck
Logic Probe	1	R	-	Look at opponents hand
Transport Disorientation	1	X	+1	Game gets Power +1





Trooper

A battle between Futuristic Troops.
Style Board & card game for 2 players.

Victory

Kill the opposing Commander.

#	Name
8	Troopers
2	Tanks
2	Aircraft

Setup

Each player places one unit on each square of his back two rows. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases: Orders Phase Move Phase Battle Phase

Orders Phase

Discard old cards. Draw 7 cards. If the deck runs out, shuffle the discard and draw from it.

Card List Notation

-	-	-	-
M =	Movement	Value =	Distance
A =	Attack	Value =	Range
D =	Defense	Value =	# of attacks negated
AM =	Aerial Move	-	-
Unit =	Who can use the card	-	-
Type =	Purpose of card	-	-
# =	Number of that type of card in the deck	-	-

Card List

#	Card name	Type	Value	Unit
1	Walk	M	1	Troopers
2	Jump pack	AM	2	Troopers

The Map

Use an 8x8 chessboard.

The Men

Use chits or miniatures to represent units.

#	Name
2	Hovercraft
1	Artillery
1	Commander

Move Phase

Play (discard) a Move card to move one of your units. Units can move through other units only if they are making an Aerial Move. The move card has a number; this is the number of spaces the unit can move.

Moves are orthogonal. You may play as many movement cards as you have in your hand.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. An attack does 1 point of damage. The defender may play a Defense card to negate damage points.

If the target unit is damaged more than defended it is destroyed.

#	Card name	Type	Value	Unit
3	Tread	M	1	Tanks
1	Swoop	AM	4	Aircraft
1	Thrusters	AM	6	Aircraft
1	Scramble	AM	8	Aircraft
3	Reposition	M	1	Artillery
1	Advance	M	2	Hovercraft
1	Charge	M	3	Hovercraft
1	Fly over	AM	4	Hovercraft
2	Push	M	1	Commander
1	Onslaught	M	2	Commander
3	-	A	1	Troopers, Tanks, Aircraft, Artillery, Jeep, Commander
3	-	A	2	Tanks, Aircraft, Artillery, Commander
3	-	A	4	Troopers, Tanks, Artillery
3	-	A	8	Artillery
3	-	A	1	Troopers, Jeep, Commander
3	-	A	2	Aircraft, Jeep, Commander
3	-	A	2	Troopers, Tanks, Aircraft, Jeep, Commander
3	-	D	1	Troopers, Tanks, Artillery
3	-	D	1	Tanks, Aircraft, Commander
3	-	D	2	Tanks
1	-	-	-	Draw 3 cards
1	-	-	-	Discard and replace unwanted cards





Troy

Introduction

Card game for 2 players. One player is the Achaeans (Greeks). The other player is the Trojans.

Victory

The first player to win 7 hands wins the war.

The Decks

Each player has a unique deck.

Turn Sequence

Each turn is divided into 6 phases:

- Muster Phase
- Summon Aid Phase
- Attack Phase
- Battle Phase
- Victory Phase
- Rally Phase

Muster Phase

Each player fills their hand to 10 cards. If the deck runs out, shuffle the discard & draw from it.

Summon Aid Phase

Each player may discard up to 5 cards and draw new ones.

Attack Phase

Both players play a meld from their hands. A Meld may contain:

- 1 Hero Card
- 1 God Card
- 1 Warrior Card
- 1 Strategy Card
- 1 Arms Card
- 1 Trait Card
- 1 Companion Card
- 1 Honor Card
- 1 Defense Card
- 1 Event Card

Battle Phase

Players take turns (Greek first) doing 1 Action (of the following):

1. Activate 1 special ability of a Meld card. (These abilities can be used only once per turn)
2. Add 1 card from their hand to the Meld. (A card just drawn this phase or to replace 1 lost card, not to exceed Meld Limits)

This continues until both players are done doing all actions they want to and can.

Victory Phase

Players add up the Force value of their Meld. The side with the higher force wins the hand. Ties, remain, just that, ties.

The losing Hero is removed from the game.

Rally Phase

All Meld cards are discarded. Players discard their hands down to 5 cards or less.

Card List Notation

- H** Hero Card
- C** Companion Card
- G** God Card
- W** Warrior Card
- S** Strategy Card
- A** Arms Card
- E** Event Card
- T** Trait Card (Play only if Hero in Meld)
- F** Force
- O** Honor (Play only if you won last hand)
- D** Defenses (Play only if you lost last hand)
 - Summon = Search deck & put this card in your hand
 - Behold = Play an extra card of the indicated type in Meld
 - Remove = Use this card as an Event for the following Effect
 - Spy = Look at opponents Hand in Attack Phase
 - King or Prince = The Meld may contain an extra Warrior card
 - Heroic = Play an extra Trait card in your Meld or...
 - Search deck for a Trait card and put it in your hand
 - Commander = Warrior card gets Force +3
 - Healer = Return Hero removed from the game to your hand
 - Kill or Destroy = Remove Target card from the game
 - Negate = Discard target card in opposing Meld
 - Negotiator or Inspiration = Draw 2 cards
 - Archer = Discard target opposing Hero
 - Ally = This Hero may be used as a companion
 - Prophecy = Look at next 10 cards in either deck
 - Steal = Treat target card in opponents Meld as if it was in your Meld

Greek Deck Card List

Card Name	Type	Force	Notes
Achilles	H	10	Summon: Myrmidons
Agamemnon	H	8	King
Menelaus	H	5	
Aegis of Zeus	A	10	Summon: Honor
Sacrifice	E	2	Inspiration
Great Ajax	H	9	Heroic
Little Ajax	H	6	Heroic
Bravery	T	5	
Vengeance	T	6	
Honor	T	5	
Wrath	T	7	
Fleetfoot	T	4	Hero may Ally
One-Man Army	T	6	Negate: Warriors
Strength	T	5	
Antilochus	H	5	Ally
Automedon	C	3	Summon: Chariot
War Chariot	A	5	
Calchas	C	4	Prophecy
Wooden Horse	S	15	
Diomedes	H	8	King
Euryalus	H	5	Commander
Eurybates	C	2	Summon: Warrior
Eurypylus	H	4	Summon: Warrior
Idomeneus	H	6	King
Machaon	C	2	Healer
Meges	H	3	Commander
Menelaus	H	6	King
Meriones	H	4	Commander
Nestor	C	1	Negotiator
Neoptolemus	H	8	Kill King
Odysseus	H	8	Negotiator
Patroclus	H	5	Ally
Teucer	H	6	Archer
Athena	G	8	Negotiator
Hera	G	8	Negate: Target Action
Poseidon	G	9	
Myrmidons	W	9	
Oathtakers	W	6	
Argosian Shield Bearers	W	5	
Arcadian Spearman	W	5	
Athenian Infantry	W	7	
Spartan Hoplites	W	8	
Cretan Archers	W	7	
Ithican Skirmishers	W	5	
Rhodian Chariots	W	5	
Thessalian Troops	W	5	
Mycenaeen Bowmen	W	6	
Pylians	W	5	
Hecatombs	E	2	Negate: God
Plunder	O	1	Steal: Arms

Card Name	Type	Force	Notes
Spoils	O	1	Summon: Arms
Captives	O	1	Summon: Companion
Ransom	O	1	Negotiator
Prize	O	1	Summon: Trait
Glory	O	1	Summon: Trait
Fame	O	1	Summon: Warriors
Funeral	D	5	
Desecrate Body	O	5	
Greek Camp	D	6	
Walls & Ditch	D	7	
Sceptre of Authority	A	7	Play only if King in Meld
Will of the Gods	G	7	Summon: Event
God in Disguise	G	6	
Honored by the Gods	S	5	Summon: God
Armor of Hephaestus	A	8	
Family Squabble	E	2	Negate: God
Return Spear	S	3	Summon: Arms
Healing Herbs	E	2	Healer
Fleet of a 1000 Ships	S	5	Summon: Warriors
Philoctetes	H	6	Archer
Bow of Heracles	A	5	Archer
All Out Attack	S	7	Summon: Warriors
Cunning Plan	S	6	
Rally the Troops	S	5	
Omen	S	7	Prophecy
Attack a God	S	4	Negate: God
Boars Teeth Helmet	A	3	
Raid	S	2	Summon: Honor
Libations	S	2	Summon: God
Shield Wall	S	6	Negate: Archer
Jagged Rock	A	3	
Great Ash Spear	A	5	
Immortal Horses	C	5	
The Fates	E	9	

Trojan Deck Card List

Card Name	Type	Force	Notes
Aeneas	H	9	King
Anchises	H	4	Summon: God
Cassandra	E	2	Prophecy
Dolon	C	2	Spy
Euphorbus	H	7	Ally
Glaucus	H	6	Prince
Hecabe	E	2	Summon: Hero or Companion
Hector	H	10	Heroic
Helenus	C	2	Prophecy
Paris	H	6	Archer
Polydamas	H	5	Ally

Card Name	Type	Force	Notes
Pandarus	H	5	Archer
Polydorus	H	4	Ally
Helen of Troy	C	9	Summon: Hero
Guardian	T	7	
Champion	T	6	Heroic
Duty	T	5	
Gleaming	T	4	
Priam	H	3	King or Negotiator
Sarpedon	H	7	Prince
Plague	S	9	Play only if God in Meld
Apollo	G	8	Kill: Warrior or Hero
Artemis	G	5	
Aphrodite	G	7	Healer
Hermes	G	6	Spy
Ares	G	5	Summon: Event
Trophy	O	1	Inspiration
Strip Armor	O	1	Steal: Arms
Trojan Infantry	W	7	
Dardanian Archers	W	5	
Lycian Shield Bearers	W	5	
Thracian Hopliters	W	6	
Phrygian Javalineers	W	5	
Abydosian Charioteers	W	6	
Paphlagonian Spears	W	5	
Dardanian Troops	W	5	
Scaean Gate	D	8	Summon: Warriors
Strife	E	2	Negate: Hero
Sworn Oath	E	2	Opponent must discard 2 cards
Feast of the Gods	E	2	Negate: God
Zeus	G	10	
Deceptive Dream	S	9	Play only if God in Meld
Obsession	E	2	Negate Hero
Duel	S	5	
Achilles Heel	E	2	Kill Hero
Walls of Troy	D	10	
Forewarned	S	8	Summon: Warriors
Amazons	W	9	
Penthesilea	H	7	Summon: Amazons
Memnon	H	6	Summon: Ethiopians
Ethiopians	W	5	
Tale of Ilium	E	2	Prophecy
Divine Intervention	G	6	Negate: Event
Homer	E	2	Both players draw 5 cards
Test of Valor	S	8	
Ox Hide Shield	A	4	
Breastplate	A	4	
Shattered Sword	E	2	Destroy: Arms
Bronze Tipped Spear	A	4	
Saved by the Gods	G	5	Healer
Break Truce	S	5	
Thunder Bolts	G	6	
Cause Despair	S	7	
Close Formation	S	5	

Card Name	Type	Force	Notes
Four Horse Chariot	A	5	
Breach Wall	S	7	





Truckin

Introduction

Card game for 2-4+ players. Players are Truck Drivers. Set in the USA in the 1970's.
Heavy on CB Lingo. Players try to complete routes.

Winning

The first player to complete 5 Routes is the winner.

The Deck

Players share a common deck. There are 4 Suites:
1. Rig Cards
2. City cards
3. Haulin Cards
4. Smokey Cards
All cards have an assigned number from 1 to 6. These numbers limit the types of Melds you can make.

Route Markers

Use coins or dice to keep track of how many Routes you have completed.

Setup

Each player chooses a Handle (nickname). Shuffle the Deck. Flip a coin or roll a die or spit for distance to see who goes first.
Each player is dealt a hand of 5 cards.

Turn Sequence

Players take turns. Play proceeds clockwise. Each turn has 6 Phases:
1. Dispatch Phase
2. Truck Stop Phase
3. Truckin Phase
4. Smokey Sez Phase
5. Destination Phase
6. Truck Scales Phase

Dispatch Phase

Draw 1 card from the deck. If the Deck runs out, shuffle the discard and draw from it.

Common Deck Card List

Card Name:	Suite	#	Notes:
Big Apple	C	1	New York

Truck Stop Phase

You may discard 3 cards of the same Suite and Draw 3 replacement cards.

Truckin Phase

You may make a Meld. A meld must contain: 1 Rig Card, 1 Haulin Card, and 1 Destination Card Furthermore, the numbers on the cards must follow One of the following four Basic Patterns:
1. They must all be the same (examples: All 3's or all 4's)
2. They must be sequential (examples: 1-2-3 or 3-4-5)
3. They must all be Evens (2-4-6)
4. They must all be Odds (1-3-5)

Smokey Sez Phase

If you made a Meld last phase, the player to your left may Play a Smokey Card whose number matches one of the cards in your meld. The Smokey card and the targeted card are discarded. The other 2 cards of your Meld go back in your hand.

Destination Phase

If you played a Meld in Truckin Phase and it was not Disrupted in Smokey Sez phase, than you have completed 1 Route. Discard the Meld cards and record your completed Route.

Truck Scales Phase

Max hand size is 7 cards. Discard excess cards.

Card List Notation

- R** Rig Cards
- C** City cards
- H** Haulin Cards
- S** Smokey Cards
- * There are 2 Copies of this card in the Deck

Card Name:	Suite	#	Notes:
Windy City	C	1	Chicago
Shakey City	C	2	Los Angeles
Gay Bay	C	2	San Francisco
Margaritaville	C	3	Key West
Sin City	C	3	Los Vegas
The Big Peach	C	4	Atlanta
Bean Town	C	4	Boston
Music City	C	5	Nashville
The Big D	C	5	Dallas
City of Brotherly Love	C	6	Philadelphia
City of Dreams	C	6	Seattle
Tanker	R*	1	Liquids & Dry Bulk
Reefer	R*	2	Refrigerated Trailer
Auto Hauler	R*	3	Mobile Parking Lot
Dry Van	R*	4	Small Non-perishable Goods
Flat Bed	R*	5	Large Bulky Items
Eighteen Wheeler	R*	6	Semi-Truck
Keep on Truckin	H	1	Encouragement
Pedal to the Metal	H	1	Hit the Accelerator
Convoy	H	2	Group of Trucks
CB Report	H	2	Citizen's Band Radio
What's Your Twenty?	H	3	Where are you?
10-4 Good Buddy	H	3	Message Received
Running on Empty	H	4	Low on Gas
Drop the Hammer	H	4	Hit the Accelerator
Motion Lotion	H	5	Diesel Fuel
Interstate Haul	H	5	Long Trip
Super Slab	H	6	Multi-Lane Highway
Showoff Lane	H	6	Passing Lane
Bear in the Grass	S	1	Speed Trap
Bear in the Air	S	1	Police Helicopter
Blue Light Special	S	2	Police Lights
Mamma Bear	S	2	Female Cop
Chicken Coop	S	3	Weigh Station
Plain Wrapper	S	3	Unmarked Car
Countie Mountie	S	4	Sheriff's Deputy Car
Evel Knievel	S	4	Motorcycle Cop
Local Yokel	S	5	City Police
Camera	S	5	Police Radar
Spy in the Sky	S	6	Police Aircraft
Draggin Wagon	S	6	Tow Truck

Links

Wikipedia





True Blood

(Spoiler alert for season 3!)

Introduction

Card game for 2-4+ players. True Blood Book/TV Series Theme.

Disclaimer

True Blood is a licensed, copyrighted property. This is merely a fan site.

Game End

The game ends at the end of the turn there are no Cards left in the Character Deck or the Recruitment Track.

Victory

The player with the most Blood Points (BP) at the end of the game wins. Character Cards you control are worth varying amounts of Blood Points. Certain Combinations of Controlled Character Cards earn Bonus BP.

Blood Tokens

These are earned or stolen by players during play. Each Blood Token (BT) is worth 1 Blood Point (BP).

Influence Tokens

These are currency used to determine Initiative and to recruit Characters. These come in Denominations of 1, 2, and 5 (you can make change). A player cannot have less than zero IT.

Influence Tokens (IT) can be saved from turn to turn. You cannot pay or bid more IT than what you have.

Capture Tokens

These are placed on your Character cards to indicate if they have been captured. A Captured Character earns no BP and cannot use Special Abilities. They do not contribute BP in end game scoring.

Injury Tokens

These are placed on your Character cards to indicate if they have been injured. An Injured Character earns no BP and cannot use Special Abilities. Characters that are "Regulars" cannot be killed. However they

can be the target of Kill Attempts. Instead of being killed, they are Injured.

Injured Characters do contribute BP in end game scoring.

Dice

Six sided dice are needed.

Turn Order Track & Pawns

This is used to keep track of which player goes first each turn. It has 6 spaces marked 1 to 6. Each player has a Pawn of a unique color.

Each space holds 1 Pawn. The first space (position) goes first and so on.

Recruitment Track

This track has 5 spaces numbered 1-5. Each is big enough to hold 1 Face-up Character card. As Characters are recruited (paid for with Influence Tokens) slide the cards down from 5 to 1 to fill in the empty spaces.

When the fifth space is empty fill it with the top card of the Character Deck. Cards cost IT equal to their BP value.

- A card in the first space costs 1 less IT.
- A card in the third space costs 1 extra IT.
- A card in the fourth space costs 2 extra IT.
- A card in the fifth space costs 3 extra IT.

The Decks

There are 2 Decks:

1. The Character Deck
2. The Event Deck

The Character Deck

These represent various individuals, groups and locations found in the series. There are a number of Traits that a card can have.

The Event Deck

Most Event cards are played by players on their turn in Event Phase. Some event cards are reactionary and are played in reaction to another Event or aspect of play. Event cards are discarded when played.

In a multi-player game you can play Negate cards to protect the Characters of other players. When you take control of a character it becomes yours: take possession of the card.

Setup

Each player starts with 10 Blood Tokens. Each player starts with 5 Influence Tokens. Remove the Starting Characters and Second Stage Characters from the Character Deck.

Shuffle the Decks. Randomly place the 5 Starting Characters onto the 5 spaces of the Recruitment Track. Shuffle the Second Stage Characters together and place them face down on top of the Character Deck.

Turn Sequence

Each turn has 9 Phases:

1. Influence Phase
2. Initiative Phase
3. Plotting Phase
4. Recruitment Phase
5. Event Phase
6. Action Phase
7. Capture Phase
8. Recovery Phase
9. End Phase

I. Influence Phase

Each player gets 10 Influence Tokens (IT) and 2 BT.

II. Initiative Phase

Determine pawn positions on the Turn Track. Players secretly bid IT. Bids are revealed simultaneously.

High bid gets first position and so on. If tied, players roll high on 1D6. All Bid Tokens are discarded.

III. Plotting Phase

Each player draws 2 Cards from the Event Deck and put them in their hands. For 1 IT you may discard an Event Card and draw another. If the Event Deck runs out, shuffle the discard and draw from it.

IV. Recruitment Phase

In Turn Order as determined in Initiative Phase, Players may buy Character Cards from the Recruitment Track: The track has 5 spaces numbered 1-5. Each is big enough to hold 1 Face-up Character card. As Characters are recruited (paid for with Influence Tokens) slide the cards down from 5 to 1 to fill in the empty spaces.

When the fifth space is empty fill it with the top card of the Character Deck. Cards cost IT equal to their BP value.

- A card in the first space costs 1 less IT.
- A card in the third space costs 1 extra IT.
- A card in the fourth space costs 2 extra IT.
- A card in the fifth space costs 3 extra IT.

V. Event Phase

In Turn Order as determined in Initiative Phase, Players may play Event Cards from their hands. When playing an Event Card roll 1D6. On 1-3 nothing happens. On 4+ the Event goes off as described. You may pay 1 IT once to re-roll if nothing happened. A player plays all his Events and then the next player plays all his Event cards and so on.

Event cards are discarded after being played (Successful or not).

VI. Action Phase

Depending on their Traits most Characters can take an action. If a character has multiple types of Actions available to him he can only pick one. If a Character has been stolen (owner change) this turn, whether in Event Phase or earlier in Action Phase, it can take no action for the remainder of the turn.

In Turn Order, as determined in Initiative Phase, Players may have their Characters attempt one Action each:

Active Trait:	Result after Rolling 1D6:
Telepath or Fairy	On 3+ Look at Opponent's hand.
Servant or Minions	On 6+ Capture Target Character
Ruler	On 4+ Gain 1D6 IT
Law Enforcer	On 5+ Opponent loses 2 IT
Murderer	On 6+ Kill target Character of Indicated type
Sacrifice	On 4+ Kill Character you Control to gain 5 IT
Maenad	On 3+ Capture target Human
Businessman/Business	On 2+ Gain 1 IT
Dealer	On 5 lose 1 BT; On 6 gain 2 IT
Seducer or Obsession	On 5+ Gain Control of Specific Character
Maker	On 4+ Gain Control of Specific Vampire
Pack Leader	On 6+ Gain control of Character of same Racial Type
Informer	On 6+ Look at next 3 cards in Character Deck
Spiritual	On 6+ Look at next 1D6 cards in Event Deck
Abductor	On 6+ Capture Target Character of indicated type

Active Trait:	Result after Rolling 1D6:
Thief	On 5+ Steal 1 IT from Opponent
Healer	On 5+ Remove an Injury Token
Flyer	On 5+ Rescue a Captured Character
Manipulator	On 5+ Steal 1 BT from Opponent
Command Obedience	On 6+ Capture Target Character
Rescuer	On 6+ Rescue a Captured Character
Attacker	On 6+ Injure Target Character
Decadent	On 2+ Convert up to 2 IT into BT
Prize or Pacifist	On 4+ Gain 1 BT
Revenge or Nemesis	On 6+ Kill Specific Character

Some Character Traits are Passive. Always roll Active Trait this Phase:
for all passive Traits even if the Character attempts a

Passive Trait:	Result after rolling 1D6:
Mayhem	On 5+ All players Draw 1 Event Card and you gain 1 IT
Psychopath	On 6+ Draw 1 event Card and lose 1 BT
Young or Stupid	On 5 Lose 1 IT; On 6 gain 1 BT
Addict	On 5 Lose 1 BT; On 6 draw 1 Event Card

Some Character abilities are Reactionary rather than Active or Passive:

Reactionary Trait:	Usage:
Protector	On a roll of 5+ on 1D6 negate a Specific Kill or Capture
Martyr	Can Substitute for another Character on a Kill
Survivor	+1 To Prisoner Rolls
Old	Immune to Sex Events and Seduction

When a player has multiple Characters under their control, ALL of the player's characters perform their actions before moving to the next player.

Vii. Capture Phase

For each Captured Character roll 1D6: This is called the Prisoner Roll:

- On a roll of 1 the Character comes under the control of the player that Captured him.
- On a roll of 2 the Character Reveals Secrets: The Capturer steals 1 IT.
- On a roll of 3 the Character is Tortured: The Owner loses 1 BT.
- On a roll of 4-5 Nothing Happens.
- On a roll of 6 the Character escapes Capture: Remove the Capture Token.

Character Deck Card List

Name:	Notes
Sookie Stackhouse:	10BT. Regular. Human Fairy. Telepath. Rescuer. Seduce Bill. +5 BT if you control Bill. Nemesis Lorena. Starting Character.
Bill Compton:	10BT. Regular. Male Vampire. Seduce Sookie. +5 BT if you control Sookie. Rescuer. Protector. Maker of Jessica. Starting Character.

Viii. Recovery Phase

For each Injured Character roll 1D6: This is called the Recovery Roll: On a roll of 1-4 the Character remains incapacitated. On a roll of 5+ the Character is Healed: Remove the Injury Token. Add 1 to the roll if the Character is a Vampire.

Ix. End Phase

Max hand size is 5 Event Cards. Discard excess cards.

End Game Scoring

At the end of the game add up the BT value of all your characters. Most Characters also give bonus BT if you control certain other Characters. Also add to this total Blood Tokens you have collected/stolen during play.

Name:	Notes
Jason Stackhouse:	9BT. Regular. Male Human. Seduce Human Females. Rescuer. Stupid. Starting Character. +1 BT per Female Character you control.
Eric Northman:	9BT. Regular. Male Vampire. Seduce Sookie. Manipulator. Maker of Pam. Revenge Russell or Talbot. Businessman. +2 BT if you control Sookie, Godric, Pam. Second Stage. Command Obedience. Flyer.
Sam Merlotte:	9BT. Regular Male Shapeshifter. Businessman. Rescuer. Nemesis Maryanne. Rescuer. +2 BT if you control Tara, Daphne, Tommy. Starting Character
Tara Thornton:	9BT. Regular Human Female. Rescuer. Starting Character. Survivor. +2 BT if you control Eggs, Sam, Lafayette, Lettie Mae

Godric: 6BT. Male Vampire. Pacifist. +3 BT if you control Eric. Gain 10 BT if you play the Suicide Card

successfully on Godric. Rescuer. Maker of Eric. Command Obedience.

The Magister:	4BT. Male Vampire. Immune to Sexual Events. +5 BT if you control the Authority. Law Enforcer. Command Obedience.
Franklin Mott:	4BT. Male Vampire. Servant. Psychopath. Obsession for Tara. +5 BT if you control or capture Tara.
Maryanne Forrester:	6BT. Female. Maenad. +5 BT if you control Sam. Old. Mayhem. Sacrifice of Human or Shifter. Can only be killed if killer controls a Shapeshifter. +5 BT if you control Sam.
Sophie Ann the Queen:	6BT. Regular Female Vampire. Ruler. Prize. Decadent. Command Obedience. +3 BT if you control Hadley.
Rene Lanier:	3BT. Male Human. Murderer of Human Females. Psychopath. +5 if you control Arlene.
Lafayette Reynolds:	7BT. Regular. Human Male. Second Stage. Dealer. Prize. +2 BT if you control Tara, Jesus, or Eric.
The Authority:	6BT. Group. Regulars. Rulers. Manipulators. Minions +1 BT for each Vampire you control.
Hot Shot:	2BT. Location. +3 BT for each Werepanther you control.
Werewolf Pack:	3BT. Group. Servants. +2 BT for each Werewolf you control.
Talbot:	4BT. Male Vampire. Decadent. Prize. +5 BT if you control Russell.
Eggs Benedict:	3BT. Male Human. +3 BT if you control Tara, Maryanne.
Merlotte Waitress:	1 BT. Female Human. Martyr. +3 BT if you Control Sam, Merlotte's Bar
Fellowship of the Sun:	2BT. Group. +2 BT for each Church Character you control.
Andy Bellefleur:	4BT. Law Enforcer. Regular. Second Stage. +1 BT for each Human you Control
Adele Stackhouse:	4BT. Old Human Female. Second Stage. +3 BT if you control Sookie, Jason.
Amy Burlee:	3BT. Human Female. Addict. Abductor of Vampires. +5 BT if you control Jason.
Hoyt Fortenberry:	4BT. Regular. Male Human. Second Stage. +5 BT if you control Jessica. Seduce Jessica.
Jessica Hamby:	6BT. Regular. Female Vampire. Second Stage. Young. +3 BT if you control Hoyt, Bill.
Arlene Fowler:	4BT. Regular. Human Female. Second Stage. +2 BT if you control Terry, Sam, Merlotte's Bar
Terry Bellefleur:	4BT. Regular. Human Male. Second Stage. +2 BT if you control Arlene, Sam, Merlotte's Bar
Lettie Mae:	2BT. Old Human Female. Second Stage. +3 BT if you control Tara, Lafayette.
Merlotte's Bar:	4BT. Location. Business. +5 BT if you control Sam
Fangtasia:	4BT. Location. Business. +5 BT if you control Eric. Decadent.
Pam: 4BT:	Regular Female Vampire. Servant. +5 BT if you control Eric.
Nan Flannigan:	5BT. Regular Female Vampire. Minions. Command Obedience. Law Enforcer. +5 BT if you Control the Authority.
Lorena:	6BT. Female Vampire. Second Stage. Maker of Bill. +5 BT if you Control or Capture Bill.

The Magister:	4BT. Male Vampire. Immune to Sexual Events. +5 BT if you control the
Reverend Steve Newlin:	3BT. Human Male. Minions. Church. Manipulator. +2 BT if you control Sarah, Jason, Godric
Sarah Newlin:	3 BT. Human Female. Church. Seduce for Jason. +3 BT if you control Steve, Jason.
King Russell Edgington:	7BT. Male Vampire. Ruler. Minions. Command Obedience. +3 BT if you control Talbot, The Queen.
Rednecks:	1 BT. Human Males. Stupid. Murderers of Vampires
Thug in Disguise:	1 BT. Human Male. Servant.
Alcide:	5 BT. Male Werewolf. Regular. Servant. Protector. Rescuer. +2 BT if you control Sookie, Eric, Debbie.
Vampire Nest:	2 BT. Group. Mayhem.
Police Officer:	1 BT. Law Enforcer.
Blood Drainer Gang:	1 BT. Humans. Murderers of Vampires. Dealers.
Jesus:	4 BT. Human Male. Spiritual. Seducer of Lafayette. +5 if you control Lafayette.
Dallas Vampires:	3 BT. Group. Vampires. Minions.
Fay Colony:	4 BT. Faeries. Group. Regulars. Protectors of Sookie.
Barry the Bellhop:	3 BT. Human Male. Telepath.
Longshadow:	2 BT. Male Vampire. Thief.
Girl Fangbanger:	1 BT. Female Human. Martyr.
Boy Fangbanger:	1 BT. Male Human. Martyr.
Tommy Mickens:	4 BT. Regular. Male Shapeshifter. Young. +5 BT if you control Sam.
Debbie:	3 BT. Female Werewolf. Stupid. Attacker. Addict. +3 BT if you control Alcide, Cooter
Cooter:	2 BT. Male Werewolf. Stupid. Servant. +3 BT if you control Russell, Debbie.
Claudine:	5 BT. Regular. Female Fairy. Informer. +5 BT if you control Sookie.
Crystal Norris:	4 BT. Regular. Female Werepanther. Survivor. Seducer of Jason. +5 if you control Jason.
Sheriff Bud Deerborn:	3 BT. Old Male Human. Law Enforcer.
Miss Jeanette:	2 BT. Human Female. Voodoo Priestess. Thief. Healer.
Hadley. 3 BT. Human	Female. Informer. +3 BT if you control Sookie, the Queen.
Daphne Landry:	3 BT. Female Shapeshifter. Seducer of Sam. +3 BT if you Control Sam, Maryanne.
Holly the Wiccan:	2 BT. Human Female. Witch. Spiritual. +2 BT if you control Tara, Arlene, Sam.
Eddie:	2 BT. Male Vampire. Dealer. +5 BT if you control Lafayette.
Street Prostitute:	1 BT. Human Male. Businessman. Martyr.
Bar Hussy:	1 BT. Human Female. Seduce Jason. Martyr.

Event Deck Card List

Name:	Notes:
Kidnapping	Capture Character
Staked	Kill Vampire
Wooden Bullet	Kill Vampire
Dirty Vampire Sex	Control Character

Name:	Notes:
Silver Chains	Capture Vampire
Vampire Hotel	Gain 2D6 IT
Compton Residence	Gain 2D6 IT
Stackhouse Residence	Gain 1D6 BT
Graveyard	Gain 2D6 IT
Mainstreaming	Spend 2X IT Gain X BT
Leverage	Control Character
Vampire Sex Dreams	Control Human
Threats	Control Character
Suicide	Kill Character
Vampire Politics	Control Character
Prisoner	Capture Character
All Tied Up	Capture Character
Fight	Injure Character
Tortured	Capture Character
Rape	Injure Human Female
Beheaded	Kill Vampire
Supernatural	Remove Capture Token
Vampire Blood	Negate Kill or Remove Injury Token
The True Death	Kill Vampire
Daylight Escape	Remove Capture Token
Tru-Blood	Gain 2D6 IT
Immortal	Remove Injury Token from Vampire
Missing Persons	Kill or Capture Character
Maker	Gain 2D6 IT
Revenge	Kill Vampire
Silver Door	Capture Vampire
Manhunt	Steal 1D6 IT from Opponent
Madness	Injure Character
Tear Out Heart	Kill Character
V High	Control Human
Loyalty	Negate Control Event
Healing Powers	Negate Kill
Murder	Kill Character
Daylight Escape	Remove Capture Counter
Mind Control	Control Human
Voodoo Ritual	Control Human
Out of the Coffin	Gain 2D6 IT
God Hates Fangs	Opponent Loses 1D6 IT
Vampire Law	Opponent Loses 1D6 IT
Marriage Proposal	Control Female Character
Gay Sex	Control Male Character
Go To Ground	Negate Vampire Kill
Arson	Kill Vampire or Location
Ritual Sacrifice	Kill Character
Transformation	Negate Kill Event vs. Super
Slaughter	Kill Group
Massacre	Kill Group
Poisoned Wound	Kill Human
Learn Secret	Look at next 4 cards in Character Deck
Sucked Dry	Kill Character
Hepatitis	Vampire is Injured
Light of Day	Kill Vampire

Name:	Notes:
Colloidal Silver	Injure Vampire
Vampiric Speed	Retarget Event Card
Leadership	Control Group
Investigate	Use as 5 IT in Initiative Phase
Bad Press	Capture Group
Fresh Blood	Gain Control of Character on Recruit Track
Glamour	Control Human
Mutiny	Control Group
Disappear	Shuffle target Character back into Deck
Bon Temps	Gain 1 BT per 2 Characters you Control
Makeup Sex	Gain 1D6 BT
Wild, Naked, & Free	Gain 3 BT per Shapeshifter you Control
Howl at the Moon	Gain 3 BT per Were you Control
Kings Mansion	Gain 1 BT per Vampire you Control
Queens Palace	Gain 1 BT per Vampire you Control
The Hunger	Control Injured Vampire
Dungeon	Capture Character
Mayhem	Control Character
Blood Tie	Control Human or Vampire
Seduction	Control Character
Sex in the Woods	Control Character
Vampire Rights	Gain 2D6 IT
Make a Deal	Control Character
Intrigue	Draw 2 Event Cards
Sell V	Gain 2D6 IT

Basic Game

Skip the Action Phase.





Tunnel Rat

Introduction

Vietnam War tunnel combat. Bluffing game for 2 players. One Player is the US Tunnel Rat.

The other player is the VC.

The Deck

The deck contains 16 cards: 4 Viet Cong (VC) cards
4 Trap Cards 8 Tunnel Cards

Object

The VC player wins if he inflicts 5 casualties. The US player wins if he accumulates 5 tunnel cards.

Vc Rules

The VC player must keep his hands where the rat can see them. The VC cannot wear sunglasses. The VC must look the rat in the eyes.

The VC must verbally answer all questions by the rat.

Turn Sequence

There are 8 phases in a turn:

1. Draw Phase
2. VC Phase
3. Trap Phase
4. Advance Phase
5. Cross Examination Phase
6. Action Phase
7. Revelation Phase
8. Result Phase

Draw Phase

The VC player draws 1 card. If the deck runs out, shuffle the discard & draw from it. He must look at it.

He must not show it to the US player.

Vc Phase

The US player may ask the VC: "Is it a VC?" The VC must always answer no.

Trap Phase

The US player may ask the VC: "Is it a Trap?" The VC must always answer no.

Advance Phase

The US player may ask the VC: "Is it safe?" The VC must always answer no.

Cross Examination Phase

The US player may repeat the 3 questions in any order as much as he likes. The VC must always answer no.

Action Phase

The US player must guess which card the VC has drawn: Tunnel, VC, or Trap. If he thinks it's a tunnel he must say: Advance. If he thinks it's a VC he must say: Shoot.

If he thinks it's a trap he must say: Search.

Revelation Phase

The VC shows the US player the card.

Result Phase

If it is a VC and the rat guessed correctly: Discard the card. If it is a VC and the rat guessed incorrectly: The US player suffers one casualty. If it is a Trap and the rat guessed correctly: Discard the card.

If it is a Trap and the rat guessed incorrectly: The US player suffers one casualty. If it is a Tunnel and the rat guessed correctly: The US player keeps the card. If it is a Tunnel and the rat guessed incorrectly: Discard the card.

Game Designers Notes

I hope this game doesn't offend. If it does, e-mail me and I'll remove it.





Turtle Run

Introduction

Board & Dice game for 2 players. Each player controls a nest of newly hatched baby sea turtles Trying to make their way across the beach to the sea.

Winning

The player who gets the most of his turtles off the map & into the Sea wins.

The Board

Use a chessboard (8 X 8 Grid). One edge of the board is the shore, where the sea meets the land. The row farthest away from the shore is the Nest Row.

On each corner of the Nest row is a nest. Each player controls one nest.

The Pieces

Each player starts with 6 Baby Sea Turtle Tokens in his nest. Players have tokens of different colors. There are 3 predator Tokens: The Crab, The Gull, and the Raccoon.

Dice

Six sided dice are needed.

Setup

Each player places his turtle tokens in his nest. Players roll high on 1D6 to see who goes first. The Predator Tokens are placed spaced out on the Shore-line row.

Turtle Tokens can stack. Predator Tokens cannot.

Turn Sequence

On your turn roll 2D6. If the rolls are different: Use each die to move 1 of your turtles that many spaces (move 2 turtles) Moves can be orthogonal or diagonal. Turtles cannot move into or through predators.

A roll does not have to be exact for a turtle to move off the map. Turtles can only move off the map if going into the sea. If the rolls are the same (for example: two 5's): Move one predator that many spaces (in the same example, move one predator 5 spaces) Moves can be orthogonal or diagonal.

Predators cannot move into or through other predators. A predator eats every turtle it moves through or lands on. (Hope one doesn't make it into your nest) Predators cannot move off the map.

If you have no turtles left on the map, you can continue playing (rolling dice on your turn) in order to try to move the predators.





Twelve Brothers

Introduction

Card game for 2-6+ players. Fantasy World Setting. King Jaspar the Just is Dying.

Only one of his 12 sons can ascend to the Throne. This can only mean that 11 sons must first die.

Players, Brothers, & Favorites

Each player is betting on up to 4 of the 12 Brothers to win the Crown. The 4 Brothers that a player is betting on are his Favorites.

Victory

If one of your Favorites is the last left alive, you win. More than one player can win. It is also possible that all players loose.

The Decks

There are 2 Decks: The Action Deck and The Brothers Deck. Note the Brothers deck is used to make the Fate Deck. Decks are kept face down, and discards face-up.

Cardset Available

Thanks Ron!!! [Click Here](#)

Action Deck

The action deck contains 4 types of cards: Kill, Plot, Save, Event

The Brothers Deck

There are 4 copies of each card: Charles the Cruel William the Bold Archibald the Brave Gregory the Great Wolfgang the Wise Rothgar the Ruthless Stephan the Strong Ivan the Terrible Morgan the Merciless Victor the Vile Fredrick the Fierce Robert the Black

Setup

First take 1 copy of each Brother from the Brother deck and Set it aside in a mini 12 card deck called the Fate Deck. From the remains of the Brother Deck, each player is Dealt 4 cards which are to be his Favorites (These are kept hidden). Each player starts the game with a hand of 2 Action cards.

The most Treacherous player goes first.

Turn Sequence

Players take turns. Each turn has 6 Phases:

1. Plot Phase
2. Fate Phase
3. Event Phase
4. Kill Phase
5. Save Phase
6. End Phase

Plot Phase

Draw 1 Action Card. If the Deck runs out, shuffle the discard and draw from it.

Fate Phase

Draw 2 Brothers from the Fate Deck. They are put face up on the Table. These are known as the Active Brothers.

If the Deck runs out, shuffle the discard and draw from it.

Event Phase

You may play (discard) an Event card.

Kill Phase

You may play 1 Plot card and 1 Kill card to cause One Active Brother (your choice) to kill the other (target) Active Brother. This is referred to as an Assassination Attempt (AA). You may choose not to make an AA.

Save Phase

Any player (starting from your left going clockwise) may Play a Save card to cause an Assassination Attempt to Fail. If no one plays a Save card, the AA Succeeds. If killed, the Target Brother is put into the Dead Pile.

All cards played this turn are discarded.

End Phase

Max hand size is 5 cards. Discard excess cards.

Action Deck Card Notation

- K** Kill
- P** Plot
- S** Save
- E** Event

Action Deck Card List

Card Name:	Type:	Notes:
Intrigue	E	Steal 1 Random card from Opponent
Accomplice	E	Use as either a Plot card or a Kill card
Subterfuge	E	Look at 1 Random Favorite of target Opponent
Miraculous Recovery	E	Put target Brother from Dead pile back in play
Mislead	E	Target Opponent must discard 2 Random cards
Not the Time	E	Discard Active Brothers and Draw 2 New ones
Spies	E	Look at target Opponent's Hand
Fortune Teller	E	Look at next 7 cards in Action Deck
Conjuration	E	Draw 3 Action cards and discard 2 of them
Conspiracy	E	Gain another turn after this one
Royal Sister	E	Draw 2 Action cards
Divination	E	Look at the remaining cards in the Fate Deck
Change Fate	E	Discard a Favorite Card and draw a new one
Foiled Again	E	Negate a Save card just played
Manipulation	E	Draw 2 more Brothers and discard any 2 of the 4
Bludgeoned	K	
Dagger	K	
Poison Drink	K	
Strangled	K	
Fall from Window	K	
Burned Alive	K	
Drowned	K	
Duel	K	
Crushed	K	
Arrow	K	
Snake Bite	K	
Beheading	K	
Magical Curse	K	
Transformation	K	
Foul Sorcery	K	
Trickery	P	
Betrayal	P	
Treachery	P	
Cold-Blooded Murder	P	
Well-Crafted Trap	P	
Fortuitous Accident	P	
Opportunity	P	
Delicate Plan	P	
Stealth	P	
Skullduggery	P	
Complicated Scheme	P	
Hatch Plot	P	
Secrecy	P	
Execution	P	
Assassination	P	
Instinct	S	
Tipped-Off	S	
Near Miss	S	
Narrow Escape	S	
Tough	S	
Luck	S	
Ill-Timing	S	

Card Name:	Type:	Notes:
Armor	S	
Reflexes	S	
Magical Protection	S	
Body Guard	S	
Survive	S	
King's Intervention	S	
Security	S	
See it Coming	S	





Twelve Labors Of Hercules

Introduction

Card game for 2-4 players. Theme Greek Mythology. The Adventures of the Demi-God Hercules (Hercules is Romanized. It is Heracles in Greek) Each player tries to complete the most Labors and Adventures.

Victory

The game ends when all 12 Labors have been completed. Once one player has completed a Labor it is

finished and is no longer available to other players to complete. The player with the most Labor Points at the end of the game wins.

The Board

The Board is a circular track divided into 12 spaces.

#	Space:	Instructions:
1.	Greece	Draw 1 Card or take top card of Discard
2.	Mycenae	Next turn move to any empty Space
3.	Delphi	Look at top 7 cards of the Hero Deck
4.	Mount Olympus	Draw 2 Cards
5.	Thrace	Draw 1 Card or go to Anatolia next turn
6.	Black Sea	Discard 1 Card and Draw 2
7.	Anatolia	Draw 1 Card or Go to Greece next turn
8.	Mediterranean	You may Complete Top Adventure Card
9.	Italy	Evander: Draw 3 Cards and Keep 1
10.	Spain	Draw 1 Card or go to Africa next turn
11.	Crete	Next turn roll 2 Dice to move and pick 1
12.	Africa	Draw 1 Card or go to Mediterranean next turn

The Decks

There are 3 Decks:

1. The Labors Deck
2. The Hero Deck
3. The Adventure Deck

The Labors Deck

This deck has 12 Cards: The 12 Labors. Each has 3 to 6 requirements to complete.

The Hero Deck

Each card provides 1 or 2 Requirements needed to complete Labors & Adventures.

The Adventure Deck

Like Labors but easier. Each has 1 to 2 requirements to complete. The Adventure Deck is kept Face-up.

Victory Piles

Each player has a pile where he keeps his completed Labor and Adventure Cards.

Pawns

Each player gets a pawn of a unique color to represent his version of Hercules.

Dice

Dice are used for movement.

Setup

Players place their pawns on the Mycenae space. Each player draws 2 Hero Cards. Shuffle the 3-4 Requirement Labors together.

Shuffle the 5-6 Requirement Labors together. Place the 3-4 Labors on top of the 5-6 Labors. Flip over the top 4 cards of the Labor Deck.

These are called Revealed Labors. Every time a Labor is completed flip over the next card in the deck as a replacement. The Strongest Player goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Move Phase
2. Action Phase
3. Labor Phase
4. End Phase

Move Phase

Roll 1D6 and move that many spaces in either direction. If you land on an opposing player steal 1 random Hero card from his hand and skip Action & Labor Phase. (If you land on 2 or more players steal from just one of your choice.)

Action Phase

If you did not land on another player, follow the instructions on the Board Space you entered. If you

Labor:	Location:
Lion of Nemea	Greece
Hydra of Lerna	Greece
Golden Hind of Ceryneia	Greece
Wild Boar of Erymanthus	Greece
Augean Stables	Greece
Birds of the Stymphalian Marsh	Greece

End Phase

Max hand size is 7 cards. Discard excess cards.

Labor Deck Card List

Labor:	LP	Requirements:
Lion of Nemea	4	Net, Wrestle, Club, Bow
Hydra of Lerna	4	Sword, Bow, Fire, Companion
Golden Hind of Ceryneia	3	Bow, Track, Agreement
Wild Boar of Erymanthus	4	Track, Club, Wit, Bow
Augean Stables	3	Water, Wit, Strength
Birds of the Stymphalian Marsh	3	Wit, Bow, Gift of the Gods
White Bull of Crete	5	Wrestle, Reflexes, Rope, Agreement, Journey
Wild Mares of Diomedes	6	Companion, Stealth, Sword, Water, Rope, Journey
Hippolyte's Golden Belt	5	Agreement, Companions, Sword, Wits, Journey
King Greyon's Cattle	5	Gift of the Gods, Strength, Bow, Wits, Journey
Golden Apples of Hesperides	6	Wrestle, Agreement, Poison, Bow, Wits, Journey
Cerebus the Hound of Hades	6	Adventure, Agreement, Wrestle, Net, Strength, Reflexes

Hero Deck Card List

#	Requirements:
4	Net or Rope
4	Club
8	Adventure or Journey
4	Poison or Fire
8	Bow
8	Sword
4	Reflexes or Stealth
8	Companion or Companions

#	Requirements:
8	Wits
4	Track
4	Gift of the Gods or Divine Intervention
8	Wrestle
4	Strength
6	Agreement
4	Water

land on the Mediterranean you may complete the top face up Adventure card by discarding Hero cards with the necessary requirements. If completed place the Adventure card in your Victory Pile.

Labor Phase

You may complete a revealed Labor by discarding Hero cards with the necessary requirements. When completed place the Labor card in your Victory Pile. Each Labor can only be completed if your pawn is in a specific Space:

Labor:	Location:
White Bull of Crete	Crete
Wild Mares of Diomedes	Thrace
Hippolyte's Golden Belt	Anatolia
King Greyon's Cattle	Spain
Golden Apples of Hesperides	Africa
Cerebus the Hound of Hades	Greece

Card List Notation

LP Labor Points earned by completing this Labor or Adventure

Copies of this card in the Deck

Adventure Deck Card List

Adventure:	LP	Requirements:
Battle Centaurs	1	Bow
Argonauts & Golden Fleece	2	Journey & Companions
Fight Giants	1	Strength
Battle Sons of Poseidon	2	Strength & Gift of the Gods
Archery Contest	1	Bow
Rescue Prometheus	2	Bow & Strength
Sack Troy	2	Sword & Companions
Wood Spirits Steal Weapon	1	Club
Abduct Princess	1	Strength
Tasks of Eurystheus	1	Agreement
Madness of Hera	1	Companions
Accept Servitude	1	Agreement
Slay King Amyntor	1	Sword
Learn Music from Linus	1	Wit
Rescue Heroine	1	Stealth
Battle Son of Ares	2	Sword & Divine Intervention
Revenge Killings	1	Sword
Slay Sea Monster	1	Poison
Marriage	1	Agreement
Atonement	1	Agreement
Children of Hercules	1	Companions
Scalding Hot Sea	1	Gift of the Gods
Slay Robber Giant	1	Track
Harvest Contest	1	Strength
Boxing Match	1	Wrestle
Nymphs Steal Lover	1	Companion
Found City of Tarentum	1	Agreement
Found Scythia	2	Track & Agreement
Kill Thief	1	Wrestle
Ambush Generals	1	Companions
Fight Death	1	Wrestle
Travel to the Underworld	2	Journey & Wit
Shield of Hercules	1	Gift of the Gods
Pillars of Hercules	2	Strength & Water
Crush Huge Crabs	1	Strength
Old Man of the Sea	2	Wrestle & Strength
Nereids	1	Agreement
Hundred Headed Dragon	2	Poison & Bow
Fates	1	Journey
Furies	1	Journey
Charon & the River Styx	1	Wit
Visit Hades	1	Agreement

Links

Heracles 12 Labors





Typhoons & Turtle Ships

Introduction

Card Game for 2 players. Simulation of the Invasions between Japan & Korea.

Victory

The first player to win a hand on his own turn, as the Invader, wins the game.

Setup

One Player takes the Role of the Japanese. The Other Player is the Mongols/Koreans/Chinese. The Mongols go first.

The Deck

Players share a common deck.

Turn Sequence

Players take turns. The active player is called the Invader. The other player is the Defender.

Each turn has 6 Phases:

1. Preparations Phase
2. Logistics Phase
3. Typhoon Phase
4. Naval Phase
5. Conquest Phase
6. Retire Phase

Preparations Phase

Each player fills his hand to 10 cards.

Logistics Phase

Each player may discard up to 5 cards & draw replacements.

Typhoon Phase

The Defending player may play (discard) a Typhoon card to end the turn.

Common Deck Card List

Naval Phase

Each player plays his Sea cards: A player may play a max of: 1 General, 2 Fleets, and 2 Tactics cards Each player adds up the Total Strength of all of his Sea cards. The player with the higher Strength wins. The Defender wins ties.

If the Defender wins, the turn ends If the Invader wins, continue to Conquest phase. Discard played cards.

Conquest Phase

Each player plays his Land cards: A player may play a max of: 1 General, 2 Armies, and 2 Tactics cards Each player adds up the Total Strength of all of his Land cards. The player with the higher Strength wins. The Defender wins ties.

If the Defender wins, the turn ends and the game continues. If the Invader wins, he conquers his enemies' country and wins the game. Discard played cards.

Retire Phase

Players may discard none, some, or all of the cards in their hands.

Card List Notation

Number of copies of that card in the deck

User Which player can use the card

Str Strength

S Sea card (can only be used in Naval phase)

L Land card (can only be used in Conquest phase)

M Modern card (can only be used after the fourth turn)

J Japanese card (can only be used by the Japanese player)

K Korean card (can only be used by the Korean player)

B Both (Can be used by both players)

A Attack card (can only be used by the Invader)

D Defense card (can only be used by the Defender)

G General card

T Tactics card

F Fleet card

R Army card

Card Name:	#	User	Type	Str	Notes
Typhoon	2	B	-	-	D
Army of 20,000 Men	5	B	L	3	A
Army of 60,000 Men	5	B	L	4	A
Army of 100,000 Men	5	B	L	5	A
Fleet of 500 Ships	5	B	S	3	F
Fleet of 1000 Ships	5	B	S	4	F
Fleet of 2000 Ships	5	B	S	5	FA
Bombs & Rockets	2	K	L	4	T
Iron Clad Turtle Ships	2	K	S	5	TMD
Superior Archery	2	K	L	2	T
Disciplined Ranks	2	K	L	3	T
Korean Guerillas	1	K	L	4	TD
Matchlock Guns	2	J	L	4	TM
Fire Starter Boats	2	J	S	5	TD
Samurai Skill	2	J	L	2	T
Bushido Code	2	J	L	3	T
Coastal Fortifications	1	J	L	4	TD
Kublai Khan	1	K	L	5	GA
Yi Sun Shin	1	K	S	4	GD
Hong	1	K	L	3	G
Yin	1	K	L	2	G
Toyotomi	1	J	L	5	GA
Bakufu	1	J	S	4	GD
Togugawa	1	J	L	3	G
Oda	1	J	L	2	G

Card Set Available

Thanks Alcespi.





Underdark Adventures

Introduction

Board & Card game for 2+ players. Based on the Dungeons & Dragons Underdark Setting. Quest for the Underdark Maps

The Map

The Map is a Track 40 spaces long with start & end spaces.

Pieces & Dice

Each player has a Pawn of a unique color to represent his Adventuring Party 20 & 6 sided dice are needed.

Adventurers

You control a party of adventurers (initially six). Adventurers are also referred to as Characters. Characters differ in Race and Class.

There are 3 Class types: Mage, Rogue, and Fighter.

The Event Deck

Players share a common Event Deck. The deck has 2 types of cards: Aid cards & Foe cards There are 2 types of Foe cards: Traps & Creatures There are 2 types of Creatures: Monsters & Intelligent Aid cards include: Prestige Classes, Weapons, Armor, Items, One use Items, & Spells. Every Aid card is specific for either Mage, Rogue, or Fighter Characters.

Victory

Return your party to the Start space with the Underdark Maps.

Setup

Roll on the Terrain table for each space on the board. Each player gets 6 characters. Roll on the Random Adventurer table to generate your party.

Each player is dealt a hand of 7 cards. Players roll high on 1D20 to see who goes first. Players pawns start in the start space.

A Token representing the Underdark Maps is placed in the End Space. Note: the Start Space is a 'safe' area: No battles, no traps, no Navigation rolls.

Course Of The Game

Phase I Players take turns moving their Parties towards the End space. Phase II The party that reaches the End space first gains possession of the Underdark Maps. To win, that party must turn around & move back to the Start space.

This party becomes known as the Map party. Opposing Parties can now move in either direction. If an opposing party defeats the Map party in battle, they gain possession of the Underdark Maps and become the new Map party.

Terrain Table

Each space of the track will be one of several types:

1D20	Type:	Type	Extra	Notes:
1	City	C	O	Intelligent Foes get +3
2	Dungeon	C	F	Intelligent Foes get +3
3	Shaft	N	O	Navigable
4	Lava Tubes	N	F	Navigable
5	Mine	C	F	Navigable
6	Cave	N	F	Navigable
7	Cavern	N	O	Monster Foes get +3
8	Abyss	N	O	Barrier
9	Bone Cave	N	F	Monster Foes get +3
10	Labyrinth	C	F	Barrier
11	Web Cave	N	F	Barrier
12	Rift	N	O	Barrier
13	Vault	N	O	Navigable
14	Portal	C	F	Roll on Portal Table
15	Earth Node	C	F	Mages get +3
16	Sickstone	N	F	Danger

1D20	Type:	Type	Extra	Notes:
17	Magma	N	F	Danger
18	Sea Cave	N	W	Barrier
19	River Canyon	N	W	Barrier
20	Quickstone	N	F	Danger

C Civilized; N = Natural; O = Open; W = Water, F = Confined

Portal Table

1D6	Notes:
1-2	Go Back 1D6 Spaces
3-4	Fight a Planar Foe of Level = 1D20
5-6+	Go Forward 1D6 Spaces

Get +1 to the roll per Mage in your party. This is called the Portal roll.

Random Adventurer Table

1D20	Card Name	Class	Notes:
1	Chitine Renegade	R	Spiderlike Humanoids
2	Imaskari Wizard	M	Ancient Isolated Humans
3	Male Drow Wizard	M	Dark Elves
4	Duergar Fighter	F	Grey Dwarves
5	Gloaming Sorcerer	M	Winged Glowing Humanoids
6	Grimlock Barbarian	F	Blind Brutish Humanoids
7	Kuo-Toa Exile	R	Amphibious Humanoids
8	Slyth Druid	M	Amorphous Humanoids
9	Svirfneblin Guide	R	Deep Gnomes
10	Derro Scout	R	Insane Dwarves
11	Illithid Wizard	M	Mind Flayers
12	Minotaur Marauder	F	Bull Headed Humanoids
13	Orog Mercenary	F	Deep Orcs
14	Quaggoth Warrior	F	Savage Humanoids
15	Tanarukk Bodyguard	F	Demon Orcs
16	Troglodyte Raider	R	Reptilian Humanoids
17	Kuo-Toa Monk	F	-
18	Slyth Ranger	R	-
19	Female Drow Cleric	M	Priestess of Lolth
20	Reroll for Race	X	Pick Class

Turn Sequence

Players take turns. Each turn has 7 Phases:

1. Event Phase
2. Difficulties Phase
3. Recruit Phase
4. Attachments Phase
5. Move Phase
6. Encounter Phase
7. Battle Phase

Event Phase

Draw 2 cards from the Event Deck If the deck runs out, shuffle the discard & draw from it. Max hand size = 7 cards. Discard excess cards.

Difficulties Phase

If your party is in a Barrier space roll 1D20. This is the Barrier Roll. Add 1 for every Rogue in your party.

On a roll of 10 or less your party cannot find its way and you may not move in Move Phase. If your party is in a Danger space roll 1D20. This is the Danger Roll.

Add 1 for every Rogue in your party. On a roll of 10 or less you must discard 1 random party member. Barrier & Danger Roll are collectively called Navigation Rolls.

If your party has the Underdark Maps they get +5 to Navigation Rolls.

Recruit Phase

If you have less than 6 Characters roll 1D20. This is the Recruit Roll. On a roll of 18+ gain 1 new party member.

Add 3 to the roll if you are in a City or Mine Space.

Attachments Phase

You may attach "Attachment" cards from your hand to Appropriate party members. These include: Prestige Classes, Weapons, Armor, and Items.

Move Phase

Move your party 1D6 spaces. This is known as the Move Roll. (Forward in Phase I or either way in Phase II.)

Encounter Phase

If you are in a space not occupied by an opposing party, any Opponent may play a Foe card on you. If your opponent plays a Trap card on you roll 1D20. This is the Trap Roll.

Add 1 for every Rogue in your party. On a roll of 10 or less you must discard 1 random party member.

Card List Notation

Card Type:	Force	Notes:
W = Weapon	+1	Max 1 per Character
A = Armor	+1	Max 1 per Character
I = Item	+1	Max 3 per Character

Battle Phase

If in Move phase you landed on an opposing party, or an opponent played a Creature Foe on you in Encounter Phase, you must fight. Determine the Force Total of your Party. . . Force Total = 1D20 + (# of Party Members + # of Attachments) + (2 X # of Spells & One use Items you play from your hand) You may only play one Spell per Mage in your Party. Note: the 1D20 is referred to as the Battle Roll.

Determine the Force Total of the opposing party the same way. Reroll ties. The side with the higher total wins. The loser must discard one random Character.

The winning party gets the Attachments of the discarded character. The Force Total of a Creature Foe = 1D20 + Foe Level. If you defeat a Creature draw a card.

If you lose vs a creature, discard a random character. At the end of the turn, discard any Foe card and All played Spells & one use Items.

Armor Save

If a character with Armor is killed roll 1D6. This is called the Armor Roll. On a roll of 4+ the Armor is discarded instead.

Card Type:	Force	Notes:
U = One Use Item	+2	1 Use then Discard
C = Prestige Class	+1	Max 1 per Character
S = Spells	+2	1 Use then Discard

Fighter Aid Card List

Card Name:	Type	Notes:
Razored Armor	A	
Razored Shield	I	
Steel Fins	I	
Flutter Blade	W	
Pincer Staff	W	
Tentacled Hide	A	
Stonemail	A	+1 to Armor Rolls
Virile Madness Potion	U	
Stalactite Blade	W	
Bloodthirsty Blade	W	
Trespasser Greatsword	W	+1 to Battle Rolls
Barbed Whip	W	
Cortical Exoarmor	A	+1 to Armor Rolls
Gauntlet of Disintegration	I	
Inquisitor	C	+1 to Recruit Rolls
Vengeance Taker	C	+1 to Battle Rolls
Body Tamer	C	+1 to Battle Rolls
Judicator	C	+1 to Battle Rolls

Card Name:	Type	Notes:
Tunnel Fighter	C	+1 to Battle Rolls

Rogues Aid Card List

Card Name:	Type	Notes:
Dart Thruster	W	-
Spidersilk Armor	A	-
Spelunkers Kit	I	+1 to Barrier & Trap Rolls
Acid Vials	U	-
Stungas Flasks	U	-
Palm Spikes	W	-
Sickstone Poison	U	-
Hand Crossbow	W	-
Death Armor	A	-
Rope of Climbing	I	+1 to Barrier & Trap Rolls
Lurker Cloak	I	-
Flash Pellets	U	-
Glove of Venom	W	-
Tunnel Runner	C	+1 to Move Rolls
Cave Lord	C	+1 to Barrier & Trap Rolls
Vermin Keeper	C	+1 to Battle Roll
Underdark Guide	C	+1 to Barrier & Trap Rolls
Universal Key	I	+1 to all rolls in Civilized Spaces

Mage Aid Card List

Card Name:	Type	Notes:
Nightscale Armor	A	-
Detect Thought Ring	I	-
Cloak of Stone	I	-
Rod of Webspinning	W	-
Staff of Shadow	W	-
Deep Diviner	C	+1 to Barrier Rolls
Nodecaster	C	+1 to Move & Portal Rolls
Shadowcrafter	C	+1 to Battle Rolls
Arachnomancer	C	+1 to Battle Rolls
Amorphous Form	S	Discard for +2 to Trap Roll
Stone Metamorphosis	S	Discard for +2 to Barrier Roll
Node Door	S	Discard for +2 to Move Roll
Burrow	S	Discard for +2 to Move Roll
Blindsight	S	
Camouflage	S	-
Wall of Dispell Magic	S	+3 vs Mages & Parties with Mages
Spiderskin	S	
Tremorsense	S	Discard for +2 to Trap Roll
Hail of Stone	S	
Viscid Glob	S	
Darkvision	S	
Mineralize Warrior	S	
Eradicate Earth	S	Discard for +2 to Move Roll

Card Name:	Type	Notes:
Stone Sphere	S	
Tunnel Swallow	S	

Foe Trap Card List

Card Name:	Locations
Awkward Space	N
Tight Space	N
Narrow Ledge	N
Tunnel Collapse	N
Rolling Boulder	N
Rock Slide	N
Falling Stalactites	N

Card Name:	Locations
Poisonous Gasses	N
Lungrot Disease	N
Dart Trap	C
Spiked Pit Trap	C
Pendulum Trap	C
Scythe Trap	C

C Civilized; **N** = Natural

Notes: You can play a Trap if your adversary is on a

terrain of the corresponding type.

Foe Creature Card List

Card Name:	Type	Level	Notes:
Carrion Crawler	M	2	
Lurker	M	3	
Gargoyles	M	5	+2 in Open Spaces
Mimic	M	3	
Gelatinous Cube	I	4	+2 in Confined Spaces
Trolls	M	5	
Stone Giant	M	8	
Insect Swarm	M	6	
Umber Hulk	M	10	
Gibbering Mouther	M	4	
Basilisk	M	9	
Xorn	M	12	+2 in Confined Spaces
Giant Spider	M	6	+4 in Web Cave
Black Dragon	M	15	+2 in Open Spaces
Purple Worm	M	13	
Lich	I	17	Mage
Minotaurs	I	7	+4 in Labyrinth
Mind Flayer Slavers	I	14	Mage
Wererats	I	5	
Beholders	I	20	Mage
Troglodyte War Party	I	6	
Grimlock Hunters	I	8	
Duergar Raiders	I	7	
Kuo-toa Patrol	I	4	+4 in Water Spaces
Drow Scouts	I	9	
Chitne Hunters	I	3	+4 in Web Cave

Underdark Adventures Map Maker & Card Randomizer

Exceedingly Cool Tool by Peter Cobcroft... Click here These tools will have you playing in under 5 min-

utes.





Union & Confederacy

Introduction

American Civil War Theme. Module for the Warp Empires system. You must use the Warp Empires system to play this game.

Map

North America circa 1860-1865. Divide each State into several territories. Indicate Capitals & Major cities.

Turns

4 turns per year.

Victory

Either side wins automatically if all opposing units are destroyed. At the end of 1865: The North Wins if the North is completely unoccupied and union stacks occupy over 50% of Rebel states, otherwise the South wins.

Stacks & Units

Units are also called Divisions. Stacks are also called Armies. Leaders are also called Generals.

Setup

Each side starts with 10 Divisions in their Capital. The North starts with the leaders Robert Patterson and McDowell. The South starts with the leaders Joseph E. Johnson and Beauregard.

Action Deck

Players share a common Action deck.

Movement Rules

Stacks without leaders cannot move. Ships can move into coast spaces and spaces with rivers. Each Ship (Fleet) Unit can Transport one Division.

Any Move card can also be used for ships.

Union Unit Deck

Name	Move	#	F	Type
Infantry Division	M	40	2	I
Cavalry Division	F	20	2	C

Revenue Phase

There are no revenue points, instead: The North recruits 6 random units per turn. The South recruits 3 random units per turn. You cannot recruit more units than you have friendly Capitals under your control.

Recruited units start equally distributed in State Capitals.

Morale

After each battle the loser gets a "Demoralized" token and the victor removes a "Demoralized" token. If one side ever has 10 "Demoralized" tokens it gives up and the other side automatically wins the war. Having Washington or Richmond (re)captured is worth 3 tokens each time.

Upkeep Phase Rules

Ignore the revenue = units rule. Isolated (surrounded) stacks lose 10% of their force total in units per month.

Battle Phase

Leaders in excess of 2 in a Stack generate only 2 Force each. Leaders in excess of Divisions generate no Force. When determining casualties, Divisions are always lost before Leaders.

Historical War Rules Progression

1963+: Union improvements in weapons technology, industry, experience, and Leadership give all Union Divisions +1 Force. 1964+: Confederate manpower reserves are used up. All Confederate Divisions are -1 Force.

Unit Deck Abbreviations

I Infantry
C Cavalry
A Artillery
F Fortifications
S Ship

Name	Move	#	F	Type
Henry Warner Slocum	F	1	4	L
James Birdseye McPherson	F	1	4	L

Name	Move	#	F	Type
Artillery Division	S	20	2	A
Fortifications	O	10	5	F
Ironclads	S	5	6	S
Gunboats	F	10	4	S
Irvin McDowell	F	1	3	L
George B. McClellan	F	1	3	L
John C. Freemont	F	1	3	L
Nathaniel P. Banks	F	1	3	L
Robert Patterson	F	1	3	L
Edwin "Bull" Sumner	F	1	4	L
John Pope	F	1	3	L
Henry W. Halleck	F	1	3	L
Don Carlos Buell	F	1	4	L
Samuel R. Curtis	F	1	4	L

Name	Move	#	F	Type
George Henry Thomas	F	1	5	L
Wild Bill Hickok	F	1	5	L
Ambrose E. Burnside	F	1	3	L
Fighting Joe Hooker	F	1	3	L
Ulysses S. Grant	F	1	9	L
William Tecumseh Sherman	F	1	8	L
Philip Henry Sheridan	F	1	6	L
George Gordon Meade	F	1	5	L
George A. Custer	F	1	5	L
William Starke Rosecrans	F	1	4	L
Benjamin Franklin Butler	F	1	3	L
Kearny	F	1	4	L
Buford	F	1	4	L

Confederacy Unit Deck

Name:	Move	#	F	Type
Infantry Division	M	20	3	I
Cavalry Division	F	15	4	C
Artillery Division	S	10	2	A
Fortifications	O	10	5	F
Commerce Raiders	F	3	4	S
Ironclads	S	2	6	S
Joe Johnson	F	1	4	L
Robert E. Lee	F	1	10	L
Stonewall Jackson	F	1	7	L
Jeb Stuart	F	1	6	L
John Bankhead Magruder	F	1	3	L
A. P. Hill	F	1	4	L
James Longstreet	F	1	5	L
Braxton Bragg	F	1	3	L
Earl Van Dorn	F	1	4	L

Name:	Move	#	F	Type
Sterling Price	F	1	4	L
Albert Sidney Johnson	F	1	4	L
Joseph E. Johnston	F	1	4	L
Little Napoleon Beauregard	F	1	4	L
Leonidas Polk	F	1	4	L
John Hunt Morgan	F	1	4	L
Edmund Kirby Smith	F	1	4	L
Earl Von Dorn	F	1	4	L
Nathan Bedford Forrest	F	1	5	L
Richard Stoddert Ewel	F	1	4	L
Ambrose Powell Hill	F	1	4	L
John Bell Hood	F	1	3	L
John C. Pemberton	F	1	3	L
Jubal Early	F	1	3	L
William Joseph Hardee	F	1	4	L

Action Card Deck

Card Name	#	Notes
Tactical Move	6	Move 1 stack
Campaign	4	Move 2 stacks
Strategic Move	2	Move 3 stacks
Stragglers	1	Negate Move
Mislaid Supplies	1	Negate Move
Lost Orders	1	Negate Move
Enemies Disorganized	1	Negate Move
Slow to Move	1	Negate Move
Fail to Engage	1	Negate Move into occupied space
Skirmish	1	Negate Move into occupied space
Ford Stream	1	Battle: Attacker Force +6
Concentrate Forces	1	Battle: Force +4

Card Name	#	Notes
Switch Direction of Attack	1	Battle: Attacker Force +4
Well Defended Position	1	Battle: Defender Force +8
Feint	1	Battle: Force +2
Delay Assault	1	Battle: Defender Force +2
Reinforcements Arrive	1	Battle: Defender Force +5
Rally Troops	1	Battle: Force +4
Exhaustion	1	Battle: All enemy Divisions get Force -1
Rebel Yell	1	Battle: All Confederate Divisions get Force +1
Naval Blockade	1	Confederacy recruits one less Division this turn
Lightning Raids	1	Negate Move
Split their Forces	1	Battle: Force +7
Push Enemy Back	1	Battle: Force +3
Cross River	1	Move 1 stack
Enemies Confused	1	Battle: Force +6
Masterly Retreat	1	Battle: Negate 1 casualty if you lost
Cautious General	1	Battle: Negate Force of opposing General
Scouts	2	Look at units in target Stack
Spies	2	Look at opponents hand
Nervous Public	1	Opposing Stack in home territory must attack
Flank Attack	1	Battle: Attacker gets Force +8
Cavalry Reconnaissance	1	Look at opposing Stack.
Disastrous Assault	1	Battle: Destroy one opposing Inf. or Cav. Division
Attack the Center	1	Battle: Both sides discard one Division
Retreat	1	Battle: Neither side suffers any casualties
False Intelligence	1	Negate Move
Heavy Casualties	1	Opposing stack loses an extra unit at end of Battle
Forced March	2	Move 1 Stack
Union Rails	2	Union: Move 1 Stack (Fast)
Union Fleet	2	Union: Move 1 Stack (Fast)
Infernal Machines	2	Destroy target Ship
Counterattack	1	Battle: Defender gets Force +6
Rear Attack	1	Battle: Force +9
Bayonet Charge	1	Battle: Infantry units get Force +2
Cavalry Charge	1	Battle: Cavalry units get Force +2
Bombardment	1	Battle: Artillery units get Force +2
Snipers	1	Battle: Kill opposing General
Killed in Action	1	Battle: Kill opposing General
Travel on Roads	2	Move 1 Stack
Entrenched	1	Battle: Defender gets Force +4
Low Ammo	1	Battle: All enemy Divisions get Force -1
Extra Ammunition	1	Battle: All your Divisions get Force +1
Attack with Everything	1	Battle: Attacker gets Force +7
Engineers	1	Move 1 stack
Concentrate Attacks	1	Battle: Destroy one opposing Division
Earthworks	1	Battle: Defender gets Force +5
Bombardment	1	Battle: Artillery units get Force +2
Fear of Exposing Flank	1	Negate Move
Humiliation	1	Move defeated stack towards Home Capital
Seize the Initiative	1	Move 1 Stack
Block Supply Lines	1	Negate Move
Find Marching Orders	1	Look at opponents hand & next 7 cards in deck
Diversion	1	Battle: Attacker gets Force +3
Badly Executed Plan	1	Battle: Opponent gets Force -8

Card Name	#	Notes
Prevent Reinforcements	1	Battle: Force +5
Pierce Enemy Line	1	Battle: Attacker gets Force +6
Attacking Waves	1	Battle: Attacker gets Force +5
Loved by his Men	1	Battle: General gets Force +5
Missed Opportunity	1	Battle: Attacker gets Force -7
Shocking Carnage	1	Battle: Both sides discard one Division
Cut off Escape	1	Battle: Attacker gets Force +9
Reinforcements	1	Battle: Move 1 Division (into the Battle)
Reinforce Weak Point	1	Battle: Defender gets Force +5
Reserves in Support	1	Battle: Force +4
Delayed at Bridge	1	Battle: Attacker gets Force -4
Pursue Retreating Army	1	Defeated stack loses 1 additional Division
Breakthrough	1	Battle: Attacker gets Force +5
Pontoon Bridges	1	Move 1 Stack
Foolhardy Assault	1	Battle: Attacker loses 2 Divisions
Deserters	1	Target Stack loses 1 Division
Volunteers	1	Recruit one extra Division
Telegraph	1	Battle: Draw 2 cards
Dysentary	1	Target stack loses one Division
Draft	1	Recruit one extra Division
Conscription	1	Recruit one extra Division
Partisan Rangers	1	Confederacy: Recruit one extra Division
Gunboat Support	1	Battle: Union gets Force +4
Siege	1	Battle: Negate Force of target Fortification
Separated by River	1	Battle: Force +5
Emancipation Proclamation	1	Union removes one Demoralized token
Strategic Victory	1	Draw 5 cards
Scurvy	1	Confederates lose one Division
Unconditional Surrender	1	Losing side of Battle loses all units
Invasion Force	1	Move 1 Stack
Incompetence	1	Battle: Battle: Negate Force of opposing General
Unprepared Defense	1	Battle: Defender gets Force -5
Patrols & Picket Posts	1	Battle: Defender gets Force +4
Momentum	1	Move 1 Stack
Got His Dander Up	1	Move 1 Stack
Defensive Trenches	1	Battle: Defender gets Force +5
Advance Guard	1	Battle: Attacker gets Force +2
Inexperienced Troops	1	Battle: Enemy gets Force -5
Battle Injury	1	Battle: Kill opposing Leader
Surprise Counterattack	1	Battle: Defender gets Force +5
Press Attack Hard	1	Battle: Attacker gets Force +4
March to the Sea	1	Move 1 Stack (to a coastal territory)
Push Back Flanks	1	Battle: Attacker gets Force +5
Consolidate Line	1	Battle: Defender gets Force +4
Commandeer Supplies	1	Move 1 Stack
Press Home Advantage	1	Battle: Force +6
Renew Assault	1	Battle: Attacker gets Force +4
Fight Another Day	1	Losing side of battle takes 1 less casualty
Swing the Balance	1	Battle: Force +8
Force Withdrawals	1	Battle: Force +5
Hopeless Position	1	Battle: Opponent has Force -7
Live Off the Land	1	Move 1 Stack
Inconclusive Battle	1	Both sides suffer equal casualties

Card Name	#	Notes
Marshal the Forces	1	Move 1 Stack
Determined Push	1	Battle: Attacker gets Force +4
Heavy Fighting	1	Both sides take one extra casualty
Shot by own Troops	1	Battle: Kill opposing Leader
Terrain Advantage	1	Battle: Force +6
Leader Sacked	1	Discard Target Leader that just lost a Battle
Tactical Blunder	1	Battle: Opponent has Force -6
Timid Leadership	1	Battle: Battle: Negate Force of opposing General
Pincer Movement	1	Battle: Attacker gets Force +6
Lethargic Pursuit	1	Losing side of battle takes 1 less casualty
Trap Retreating Forces	1	Losing side of battle takes 1 extra casualty
Repulse Assault	1	Battle: Defender gets Force +6
Dug-In	1	Battle: Defender gets Force +7
Two-Pronged Invasion	1	Move 2 Stacks
Cavalry Raids	1	Negate Move
Fall from Horse	1	Battle: Discard Target Leader
Disengage	1	Both sides take one less casualty
Bogged Down	1	Negate Move
Bold Plan	1	Move 1 Stack
Cross Country Thrust	1	Move 1 Stack
Gap in the Line	1	Battle: Force +6
Reserve Division	1	Battle: Force +6
Slash & Burn	1	Move 1 Union Stack in Southern Territory
Wheel the Line	1	Battle: Force +5
Renew Attack	1	Battle: Attacker gets Force +4
Sabotage Rail Lines	1	Negate Move
Take the Ridge	1	Battle: Attacker gets Force +8
Fail to Act	1	Negate Move
Call Opponent's Bluff	1	Battle: Force +5
Risky Maneuver	1	Battle: Force +5
Night Fighting	1	Battle: Force +2
Cavalry Battle	1	Battle: Destroy opposing Cavalry unit
Artillery Duel	1	Battle: Destroy opposing Artillery unit
Junior Commanders Shine	1	Battle: Force +6
Valor & Heroism	1	Battle: Force +6

Units

Use chits to represent units. Units include Leaders & non-leader units.

Warp Empires Ruleset

Introduction

Generic ruleset for a series of empire building/conquest games.

Map

The map depicts an irregular, interlocked set of territories.

Control Markers

Use chits to represent control markers.

Deck

Players share an action deck. In some games, each player will have their own action deck. The action deck cards allow you to move your units.

Setup

Most Leader units will be in play. Others will be mixed into the unit chit pile. Each player will start with several non-leader units in play.

Starting points of units will be determined by the scenario.

Turn Sequence

Players take turns. Each turn has 7 phases: Draw Phase Move Phase Battle Phase Revenue Phase Recruit Phase Upkeep Phase Control Phase

Draw Phase

First discard any cards you don't want. Each player draws 5 action cards. Max hand size = 7. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Move Phase

Use Action cards to move stacks or units in stacks. A Fast unit can move 1-3 spaces. A Medium speed unit can move 1-2 spaces.

A Slow unit can move 1 space. Units can move into but not through opposing stacks. Fortifications cannot move (Move = 0).

Your opponent can only look at the top unit of your stacks

Battle Phase

When two opposing stacks occupy the same territory there will be a battle. Each unit has a force value. Add up the total Force values for each side.

Players may play action cards to increase their force value. If one stack has a Leader and the other does not, the stack with the leader gets an additional 5 Force. The side with the highest force value wins.

The losing stack must retreat one space. The losing stack loses half of its units. The winner picks the first unit lost, the loser picks the remainder. Fortification units in the losing stack are destroyed automatically.

The winning stack loses units with a force equal to at least half the force total lost by the losing stack. The winner decides which units are lost. Destroyed units

are returned to their chit pile. Captured leaders are set aside and not returned to the chit pile.

After a battle both sides replenish their hands to 7 cards.

Revenue Phase

Gain revenue points for every revenue generating territory you control.

Recruit Phase

Draw 5 random units from the unit chit pile. Purchase units. A unit's cost is equal to its Force value. If you purchased all the drawn units, draw another 1D6 random units.

Revenue may be saved from turn to turn. Discard unpurchased units back to your unit chit pile. Units start in any revenue generating territory you control.

Upkeep Phase

Number of Units that automatically receive upkeep = 5 x total Revenue. Discard excess units. Example: You generate 10 revenue points per turn...

You may have up to 50 units.

Control Phase

Place a control marker on every revenue generating territory occupied by one of your units. Only one control marker per space.

Unit Deck Abbreviations

- S** Slow
- M** Medium speed
- F** Fast
- F** Force
- F** Fortification
- #** Number of that unit in the chit pile.





United States

Introduction

Educational Geography card game. Subject: The United States of America.

The Deck

The deck has 50 cards. One for each State. Each Card just lists the name of one state.

Setup

Each player is dealt 7 cards. Turn order is reverse age order. Youngest player goes first.

Turn Sequence

Players take turns. Each turn has 3 Phases:

- Draw Phase
- Meld Phase
- Discard Phase

Draw Phase

Take the top card off of the top of the Deck or the Discard pile.

Meld Phase

You may play one or more melds to the table from your hand. A Meld consists of 3 or more States that are adjacent and/or connected. For example: California, Oregon, and Washington would be a legal meld.

California & Washington are not adjacent, but they are connected by Oregon.

Discard Phase

Max hand size = 7 cards. Discard excess cards. The Discard pile is face up.

End Game

The game ends when there are no more cards left to be drawn, and No one can make any more Melds.

Scoring

Tally points at the end of the game. Get one point for every State you played in a Meld.

Warm Up Exercises

- Name all 50 States from Memory.
- Someone names a State. You name all States adjacent to it.
- Get copies of an unlabeled map and write in the names of the States.

Easier Variants

- Put a picture of the state on each card (To make it easier)
- Play with a Labeled Map nearby that everyone can see.
- Play with an unlabeled Map nearby.

Scoring Variant

- Get 5 points for playing a 4 card Meld.
- Get 7 points for playing a 5 card Meld.
- Get 9 points for playing a 6 card Meld.
- Get 11 points for playing a 7 card Meld.
- Get 13 points for playing an 8 card Meld.

Draw Variants

- In draw Phase draw 2 cards.
- In draw Phase always fill your hand to 8 cards.
- When you play a Meld draw an equal number of replacement cards.

Alaska & Hawaii

- Consider Alaska to be adjacent to Washington.
- Consider Hawaii to be adjacent to California.
- Consider Alaska & Hawaii to be adjacent to each other.

Solo Variants

- The game can be played solo as is.
- Solo scoring: Subtract one point for every turn you play.

Interactive Variants

- Players may Trade cards.

Punishing Variants

- If you make an incorrect Meld, put it back in your hand and skip your next turn.
- If you make an incorrect Meld, put it back in your hand and discard a card.





Universal Hero

Introduction

Conversational game based on the ideas of Joseph Campbell. In his book "The Hero with a Thousand Faces" Campbell describes a pathway of steps common to the adventures of all heroes in all cultures:

Stage I: Departure

1. The Hero in the everyday world is called to adventure.
2. The Hero may at first refuse, but he eventually goes.
3. The Hero meets a protector & guide who offers supernatural aid.
4. The Hero encounters the first threshold to a new (magical) world.
5. The Hero may fight a guardian opposing him at the threshold.
6. The Hero plunges fully into the new world.

Stage II: Initiation

7. The Hero follows a road of trials.
8. The Hero may receive aid from companions & unseen forces.
9. The Hero is abducted, or must take a journey by night or sea.
10. The Hero fights a symbolic dragon
11. The Hero may suffer ritual death or dismemberment.
12. The Hero is recognized or reunited with his father (family, fiends).
13. The Hero becomes nearly divine, conquering ignorance & fear.
14. The Hero receives 'the ultimate boon' (damsel, elixir of life, etc.).

Stage III: Return

15. The Hero takes a 'magical flight' back to his origi-

nal world.

16. The Hero must readjust to his original life.
17. The Hero becomes master of two worlds (material & inner self).
18. The Hero has conquered the fears that keep him from living fully.

Setup

Players pick a book or story or movie that all players are familiar with. Randomly determine player turn order.

Turn Sequence

Play is divided into rounds. Within a round, each player gets a turn. (Each round starts with a different player - rotate clockwise) Each game has 18 rounds, corresponding to the 18 steps listed in the introduction.

On your turn you must explain how the story relates (or does not relate) to the particular Step you are on. Other players judge and reward you for your response (at the end of the round): * Complete (best) answer - Earn 2 tokens * Partial answer - Earn 1 token * Pass or bad answer or nothing else to add - Earn 0 tokens Note: Only the first player to go in the round can get a 2 token 'complete answer' unless the first player(s) pass or earn zero points. The player with the most tokens at the end of the game wins.

Suggested Tales

King Arthur, Star Wars, Harry Potter, Lord of the Rings, Greek Myths, etc.





University

Introduction

Card game for 2-4+ players. Each player represents a University.

Victory

The Player with the most Curriculum points at the end of the game wins.

Game End

The game ends the end of the turn when

1. Any one player makes a Graduate Liberal Arts Meld or
2. The Deck runs out.

Curriculum Points

Curriculum Points (CP) are awarded and totaled up at the end of the game.

The Deck

Players share a common deck. The deck has 5 types of cards: School cards Facility cards Title cards Specialty cards Event cards

Public Or Private

A Public University gets to draw 1 extra card on its first turn. A Private University may put 1 specialty card into play during the game.

Setup

The most educated player goes first. Each player declares whether they are a public or private institution. Each player is dealt 10 random cards

Cards	CP	Rank:
1	1	Associates Degree
2	3	Bachelors Degree
3	7	Masters Degree

For every card after 5 you earn an extra 10 CP. Advanced Schools (Medicine & Law) earn double CP. Liberal Arts Associates Meld: Earn 10 CP if you have 1 card of each of the 7 Basic Schools.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Draw Phase
2. Exchange Phase
3. Play Phase
4. End Phase

Draw Phase

Draw 2 cards from the deck, or take The top card of the discard, but only if it is not an Event card.

Exchange Phase

Players may trade cards from their hands. The current player must approve all trades and has the Power to end this phase at any time.

Play Phase

Play 1 or more cards. Event cards produce an effect and are then discarded. You may play a max of 1 Event card on your turn.

All other card types are called permanents. When a permanent is played, it is placed face up in front of its owner. Permanents stay in play until some Event or rule causes them to be removed.

Keep all School cards of the same suite you have played together.

End Phase

You must discard one card!!! You must have a minimum of 3 cards remaining in your hand at the end of the turn. If you do not have the minimum, you must pick up cards you have in play and Put them in your hand, until you have at least 3 cards in your hand. Max hand is 7 cards. Discard excess cards.

End Of Game Scoring

Each of your Schools earns CP according to the number of cards you own of that suite:

Cards	CP	Rank:
4	13	Doctorate Degree
5	20	Research Institution
6+	+10	World Class Institution

Liberal Arts Bachelors Meld: Earn 20 CP if you have 2 cards of each of the 7 Basic Schools. Liberal Arts Graduate Meld: Earn 30 CP if you have 3 cards of each of the 7 Basic Schools. Each Facility card you have in

play earns 4 CP.

Amenities Bonus: Earn 10 CP if you have 1 of each of the 5 Facility cards. Having a Title card in play earns you 5 CP (1 Title Max) If you are a Private School, Having a Specialty card in play earns you 5 CP (1 Specialty Max) **Winning Team:** The player with the Highest ranked Athletic School earns 7 points. **Business Incubator:** The player with the Highest ranked Business School earns 7 points.

Teaching Hospital: The player with the Highest ranked Medical School earns 7 points. **Legal Eagle:** The player with the Highest ranked Law School earns 7 points. **Patron of the Arts:** The player with the Highest ranked Art School earns 7 points.

Mad Scientists: The player with the Highest ranked Natural Sciences School earns 7 points. **Humanists:** The player with the Highest ranked Humanities School earns 7 points. **Freudians:** The player with the Highest ranked Social Sciences School earns 7 points.

Erector Set: The player with the Highest ranked Engineering School earns 7 points. If ranks for a particular School are tied, no one gets the bonus. Cards in your hand do not count towards end of game scoring.

Advanced Studies

You may only play Law and Medicine cards if you have already fulfilled the requirement for a Liberal Arts Bachelors Meld. Advanced Schools (Medicine & Law) earn double CP.

Title Card

Each player may during the game put 1 Title card into play. A Title card is worth 5 CP.

Facilities

You may put 1 of each type of Facility card into play. Each Facility card you have in play earns 4 CP.

Card List Notation

- A** Advanced School cards
- B** Basic School cards
- F** Facility cards
- T** Title cards
- S** Specialty cards
- E** Event cards
- #** Copies of that card in the deck

Card List

Card Name:	Type:	#	Notes:
Law	A	8	
Medicine	A	8	
Business	B	10	
Engineering	B	10	
The Arts	B	10	
Natural Sciences	B	10	
Social Sciences	B	10	
Humanities	B	10	
Athletics	B	10	
University	T	1	
College	T	1	
Academy	T	1	
Union	T	1	
Conservatory	T	1	
School	T	1	
Institute	T	1	
Black	S	1	
Women's	S	1	
Religious	S	1	
Experimental	S	1	
Consortia	S	1	
Library	F	3	
Dorms	F	3	
Student Union	F	3	
Bookshop	F	3	
Greek Houses	F	3	
Scandal	E	1	Target player must discard 2 cards

Card Name:	Type:	#	Notes:
Benefactor	E	1	Search Discard for 1 card & keep it
Grants	E	1	Draw 3 cards
Protests	E	1	Target player misses his next turn
Awards	E	1	Treat as Permanent: Worth 5 CP
Tuition Hike	E	1	Search Deck for 1 card & keep it
Cutbacks	E	1	Discard 1 target Permanent in play
Excellence	E	1	Draw 4 cards and discard 2
Alumni	E	1	Look at Players hand: Steal 1 card
Rivalry	E	1	Steal 1 Permanent in Play
Update Curriculum	E	1	Wild card: Treat as any School card
Attract Faculty	E	1	Switch 1 permanent with opponent
Ivory Tower	E	1	Negate 1 card just played
Autonomy	E	1	Discard X cards: Draw X+1 cards

Links

Wikipedia





Urbs Romana

Introduction

Tile laying game for 2-4 players. Players are constructing a city of the Roman Empire.

Victory

The player with the most Victory Tokens at the end of the game wins.

Game End

When the last square has been covered, (or if no further Tiles can be placed) or if all players pass in the same round; The round immediately proceeds to Scoring Phase, and then the Game ends.

The Map

Use a 8x8 Chessboard. All squares around the outside edge of the board are called exterior squares. Note: Historically many Greek and Roman cities really were designed on a Chessboard grid plan.

The Tiles

Tiles represent structures and resources. These are kept face down in a Tile Pile. Note that there are more Tiles than squares, so not all will be used.

Player Stones

Each player has a set of glass stones of a unique color.

Victory Tokens

Players share a common set of Victory Tokens.

Majority Counters

There is 1 Majority Counter for each of the 10 Tile Types: Food, Housing, Manufacturing, Government, Culture, Water, Trade, Religion, Defense, Entertainment

Governor Token

There is one Governors Token.

Setup

One player is randomly assigned the Governors Token. Shuffle the Tiles. Each player draws 5 random Tiles.

Tile Hands

Players keep their Hands (unplaced tiles) face-up.

Turn Sequence

Play is conducted in Rounds. Each Round has 3 Phases: Player Turns Phase Majority Phase End Phase

Player Turns Phase

Players take turns starting with the Governor and going clockwise. Each turn has 3 Segments: Action Segment Bonus Segment Draw Segment

Action Segment

The current player may take 1 Action. There are 6 possible actions:

1. Place 2 Adjacent Tiles: The Tiles must be adjacent to Tiles you have

already placed. The second may be placed adjacent (or not) to the first tile played.

2. Place 1 Non-adjacent Tile: This may be placed on any square on the Board.
3. Place 1 Adjacent Tile and gain 1 Victory Token (VT).
4. Place 1 Adjacent Tile and Discard Hand. Discard all Tiles from your hand.
5. Place 1 Adjacent Tile and Take 1 Tile of your choice from Opponents Hand.
6. Discard entire Hand (This is termed a "Pass")

On your first turn of the game you must pick the #2 action: Place 1 Non-adjacent tile.

Placement Rules And Limitations

Place one of your colored Stones on every Tile you place. Exterior Tiles must be placed on squares at the edge of the board. Interior Tiles must be placed on squares not at the edge of the board.

Defense Tiles cannot be placed Adjacent to each other. Religion Tiles cannot be placed Adjacent to each other. Government Tiles cannot be placed Adjacent to each other.

Entertainment Tiles cannot be placed Adjacent to each other. (Adjacent means sharing a side)

Bonus Segment

Certain Tile placements will earn bonus Victory Tokens (VT). Such Bonuses are only earned once, when a Tile is first played. Housing Tiles placed adjacent to Water Tiles will earn 1 Victory Token each.

(Example: You place an Aqueduct next to 3 Housing Tiles; You gain 3 VT) Manufacturing Tiles placed adjacent to Trade Tiles will earn 1 Victory Token each. Government Tiles placed adjacent to Culture Tiles will earn 1 Victory Token each. Religion Tiles placed adjacent to Entertainment Tiles will earn 1 Victory Token each.

Draw Segment

Fill you hand to 5 Tiles by drawing random Tiles from the Tile Pile.

Majority Phase

There will be 10 Majority Contests: The player with the most Food Tiles gets control of the Food Majority Counter. The player with the most Housing Tiles gets control of the Housing Majority Counter. The player with the most Manufacturing Tiles gets control of the Manufacturing Majority Counter.

The player with the most Government Tiles gets control of the Government Majority Counter. The player with the most Culture Tiles gets control of the Culture Majority Counter. The player with the most Water Tiles gets control of the Water Majority Counter.

The player with the most Trade Tiles gets control of the Trade Majority Counter. The player with the

most Religion Tiles gets control of the Religion Majority Counter. The player with the most Defense Tiles gets control of the Defense Majority Counter.

The player with the most Entertainment Tiles control of the Entertainment Majority Counter.

End Phase

The current Governor gives the Governor Token to the player to his left.

End Of Game Scoring

For each Majority Counter you control at the end of the game get 3 Victory Tokens. For every vertical, horizontal or diagonal line of 8 Tiles you were able to make earns you an additional 2 Victory Tokens at the end of the game.

Tile List Notation

- I** Interior Tile
- E** Exterior Tile
- O** Can be placed in any square
- F** Food Tiles
- H** Housing Tiles
- M** Manufacturing Tiles
- G** Government Tiles
- C** Culture Tiles
- W** Water Tiles
- T** Trade Tiles
- R** Religion Tiles
- D** Defense Tiles
- N** Entertainment Tiles

Tile List

Tile Name:	Place	Type	Notes:
Prefecture	I	G	Police
Highway	E	T	
Market	O	T	
Port	E	T	
Workshops	O	M	
Granaries	O	F	
Warehouses	O	T	Horrea
Gatehouse	E	D	
Vigiles	I	G	Firemen
Barracks	O	D	
Castrum	O	D	Fort
Towers	E	D	
Manors	E	H	
Inner Walls	E	D	
Garrison	I	D	Urban Cohort
Triumphal Arch	I	C	
Outer Walls	E	D	
Vineyards	E	F	

Tile Name:	Place	Type	Notes:
Wheat Fields	E	F	
Olive Groves	E	F	
Public Baths	I	W	
Palace	I	H	
Theatre	I	N	
Aqueducts	E	W	
Oracle	O	R	
Republican Forum	I	G	
Imperial Forum	I	G	
Plaza	I	C	
Quarries	E	M	
Mines	E	M	
Communal Baths	I	C	
Mausoleum	I	R	
Tenements	I	H	
Shrine	I	R	
Bath Complex	I	N	
Basilica	I	G	
Amphitheater	O	N	
Circus	I	N	
Reservoir	O	W	
Library	I	C	
Temple	I	R	
Sanctuary	I	R	
Shops	I	T	
Apartments	I	H	
Villas	E	H	
Domus	I	H	
Dormitories	I	H	
Columns	I	C	
Statues	I	C	
Bridge	E	T	
Sewers	E	W	
Forest	E	M	
Brick Makers	E	M	
Bakers	I	F	
Estates	O	H	
Insulae	I	H	
Catacombs	O	R	
Lighthouse	E	T	
Fountains	I	W	
Altar	O	R	
Monument	O	C	
Fanum	O	R	
Decumanus Maximus	I	T	Main EW Street
Cardo	I	T	Main NS Street
Harbour	E	T	
Canal	O	W	
Pastures	E	F	
Slums	I	H	
Odeum	I	N	Music Hall
Pantheon	I	R	
Colosseum	O	N	

Tile Name:	Place	Type	Notes:
Suburbs	E	H	
Town-Hall	I	G	
Law Courts	I	G	
Store Houses	O	T	
Merchant Offices	O	T	





Utopia

Introduction

Solo card, dice & record keeping game. Based on the old Intellivision Video Game. Build up your Island Paradise.

Disclaimer

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Victory

Beat your last score. Record your final score after 2 runs through the deck.

Stuff

You will need Paper, Pencil, Six sided dice & the deck

Setup

You start with 100 Gold Bars You start with 1000 Population You start with Zero Score Shuffle the deck

Turn Sequence

- Census Phase
- Taxes Phase
- Industry Phase
- Housing Phase
- Food Phase
- Flip Phase
- Fishing Phase
- Farming Phase
- Build Phase
- Piracy Phase
- Rebellion Phase
- Hurricane Phase
- Score Phase

Census Phase

Gain 25 Population

- -5 per Factory
- +10 for Hospital
- -5 if Food Shortage
- -5 if Housing Shortage
- +5 on first 10 Turns of game

Taxes Phase

Gain 1 Gold Bar per 100 Population.

Industry Phase

Gain 4 Gold Bars per Factory If there is a School, Factories earn +1 If there is a Hospital, Factories earn +1

Housing Phase

Each Housing card provides Housing for 500 Population. If not enough Housing is available, there is a Housing Shortage.

Food Phase

Each Fishing Boat & Crops card provides Food for 500 Population. If not enough Food is available, there is a Food Shortage.

Flip Phase

Flip over the top card of your deck. This is the NEW card.

Fishing Phase

If the New card is a Fish card, each Fishing Boat earns 1D6 Gold Bars.

Farming Phase

If the New card is a Rain card, each Crop earns 1 Gold Bar.

Build Phase

If the New card is a Building, Boat, or Crops, you may pay for it & put it into play. You may also pay for (rebuild) any Buildings, Boats, or Crops in your discard pile.

Piracy Phase

If the New card is a Pirate, roll 1D6:

D6	Result
1-5	Nothing
6	A Fishing Boat is destroyed

Roll Modifiers:

- -1 per PT Boat you own
- +1 per Fishing Boat you own after the first.

Rebel Phase

If the New card is a Rebel, roll 1D6:

D6	Result
1-5	Nothing
6	Rebellion

Roll Modifiers:

- -1 per Fort you own
- -1 for the School
- +1 for Housing Shortage
- +1 for Food Shortage

- +1 per Factory If there is a Rebellion, lose half your Gold & half your Score.

Hurricane Phase

If the new card is a Hurricane one random crop, building, or boat is destroyed on a roll of 5+ on 1D6.

Score Phase

Scoring is cumulative. Add to your running score: The Gold you earned this turn.

Card List

Card Name	#	Cost
Fort	2	50
Factory	4	40
Crops	8	25
School	1	35
Hospital	1	75
Housing	8	60
PT Boat	2	40

Card Name	#	Cost
Fishing Boat	4	25
Rebels	4	-
Pirates	2	-
Hurricane	2	-
Rain	8	-
Fish	8	-

Number of cards in deck





Valerian Quest

Introduction

Scenario for WarpQuest. Based on the Valerian movie. Each player represents their own version of The Spatio-Temporal Agent team of Valerian and Laureline.

Disclaimer

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The Scenario

There is only one Module. The track is 50 spaces long. The last space represents the conclusion of the

quest.

Victory

The first player to reach the last space wins the game.

Team Attributes

Each Team has the following traits: Hits (10) All Others (+0) Roll 10 times on the Attribute Table to see what Bonuses you get.

Attribute Table

1D6	Trait	Bonus
1	Hits	+1
2	Combat	+1
3	Stealth	+1

1D6	Trait	Bonus
4	Negotiations	+1
5	Piloting	+1
6	Agility	+1

Hits

If you are reduced to zero Hits you must go back to start. (In a solo game, you lose)

Landing On Another Team

If land on an opposing players pawn, you may steal a random Aid card, or send them back 1D6 spaces.

Fight & Piloting Challenges

If you lose a Combat or Pilot Challenge you Lose 1D6 Hits.

Negotiations Challenge

If you succeed in a Negotiations Challenge, you move forwards 1D6 spaces and Do not have to draw a card.

Agility & Stealth Challenges

If you fail an Agility or Stealth Challenge, you move backwards 1D6 spaces and Draw a card.

Alternate Challenges

Note that some challenge cards give alternate results for success or failure.

Card List

Name:	Notes:
Submarine Chase	Pilot Challenge
Invisible Gun	Aid: Stealth +2 or Combat +2
Information Brokers	Negotiations Challenge
Bubbles	Aid: Stealth +3
Ship Pursuit	Pilot Challenge (If fail go back 1D6)
Infiltrate Primitives	Stealth Challenge Difficulty +2
Tribal Warriors	Combat Challenge
Converter Critter	Aid: Negotiations +3
Overcome Guards	Combat Challenge

Name:	Notes:
Kill Droids	Combat Challenge Difficulty +2
Alien Brothel	Stealth Challenge
Gun to the Head	Aid: Negotiations +2 or Combat +2
Pursuit on Foot	Agility Challenge
Power Suits	Aid: Agility +3
Zero-G Maneuver	Agility Challenge Difficulty +1
Evade Rampaging Beast	Agility Challenge Difficulty +2
Dogfight	Pilot Challenge Difficulty +1
Bribery	Aid: Negotiations +3
Disobey Orders	Stealth or Agility Challenge
Security Council	Negotiations Challenge Difficulty +1
Noble Savages	Negotiations Challenge
Ship AI	Aid: Piloting +3
Meet Contact	Aid: Stealth +2 or Combat +2
Escape Vehicle	Aid: Pilot +2 or Agility +2
Interdimensional Caper	Stealth Challenge Difficulty +1
Energy Discs	Aid: Agility +3
Traitorous Commander	Negotiations Challenge (If fail go back 1D6)
Bazaar Shootout	Combat Challenge (If fail go back 1D6)
Alien Commando Raid	Combat Challenge Difficulty +3
Medkit	Discard to Negate loss of 3 Hits
Oxygenator	Discard to Negate loss of 3 Hits
Insect Bot	Discard to Negate loss of 3 Hits
Mind Control Dart	Aid: Combat +2 or Stealth +2
Psychic Squid	Negotiations Challenge (Cannot use Aid cards)
Infiltration Team	Aid: Stealth +3
Alien Pimp	Negotiations Challenge
Valerian	Aid: Any +2
Laureline	Aid: Any +2





Vampire Prince

Introduction

2+ Player card game. Players are Elder Vampires vying to be the uncontested Prince of a city Based on the White Wolf RPG Vampire the Masquerade and The associated Deckmaster card game Jyhad.

Disclaimer

Vampire the Masquerade & Jyhad are licensed, trademarked, copyrighted properties. This is merely a fan site

Victory

Be the first to control cards with a combined political value of 20+ or Kill all the opposing Elder Vampires.

The Deck

Players share a common deck.

The Elder Vampires

Each player controls an Elder Vampire seeking to become the new Prince. This vampire has a Force of 5 and cannot attack, it can only defend when attacked. Cards that discard or control a target Vampire cannot be used against these Vampires.

Modifier cards cannot be attached to these Vampires. These Vampires cannot Block. These Vampires cannot be targeted for attack until a players third turn (and after).

Setup

Name your Elder Vampire. Determine what clan your Elder Vampire belongs to. If you control other Vampires of the same clan, they get Politics +1.

Each player starts with a hand of 7 cards. The oldest player goes first.

Turn Sequence

Players take turns. Each turn has 5 phases: Fate Phase Recruit Phase Event Phase Attack Phase End Phase

Vampire Prince Deck Card List

Fate Phase

Draw 2 cards. If the deck ever runs out, shuffle the discard & draw from it. You may win a political victory in this phase if you control 20+ points.

Recruit Phase

Put Vampire, Location, and Political cards into play. You may attach modifier cards to your Vampires

Event Phase

Play Event cards.

Attack Phase

You may attack with some, none or all of your Vampires. You may target any opposing Vampire. The attacked player may block an attack with any one of his Vampires.

Attacks are not combined. They are resolved in succession. Combat cards may be played to negate attacks or increase a Vampires force. Compare the Forces of the Attacking & Blocking (or Target) Vampire.

The Vampire with the lower force is killed (discarded). In case of a tie, neither Vampire is killed.

End Phase

Damage cards may be played on Vampires that were in combat last phase. You may play a Damage card to prevent a Vampire from being killed. Immobilized Vampires cannot attack or block. Their Force = 1.

Maximum hand size is 7 cards. Discard excess cards.

Card List Notation

P Political organization that supports you

E Event

L Location you control

C Combat Event

M Modifier (Disciplines, Traits, Retainers)

D Damage (Can be played on Vampire that has been damaged)

V Vampire

The number to the right of the V is the number of that card in the deck Vampires with a starting base Force + Politics = 4 or 5 are "Elder" Vampires

Card Name	Type	Force	Politics	Notes
Primogen	P	-	4	(City Ruling Council)
Justicar	P	-	3	(Clan Judges)
Archon	P	-	3	(Justicar Servant)
Camarilla	P	-	2	(Global Sect)
Conclave	P	-	3	(Meeting)
Inner Circle	P	-	5	(Camarilla Leaders)
Clan	P	-	3	
Methuselah	P	-	4	(Ancient Vampire)
The Masquerade	C	-	-	Negate target Attack
Haven	C	-	-	Negate target Attack
Escape	C	-	-	Negate target Attack
Warning	C	-	-	Negate target Attack
Pax Vampirica	C	-	-	Negate target Attack
Inconnu	E	-	-	Discard target Elder Vampire
Goloconda	E	-	-	Discard target Elder Vampire
Torpor	D	-	-	Target Vampire Immobilized 3 turns
Aggravated Wounds	D	-	-	Target Vampire Immobilized 3 turns
Vampire Hunter	E	-	-	Discard target Vampire (Attack)
Sunlight	E	-	-	Discard target Vampire (Attack)
Bood Hunt	E	-	-	Discard target Vampire (Attack)
Diablerie	E	-	-	Discard target Vampire (Attack)
Wassail	E	-	-	Discard target Vampire (Madness)
Werewolf Attacks	E	-	-	Each player must discard a Vampire
Anarch Rebellion	E	-	-	Each player must discard a Vampire
Elysium	L	-	4	(Operas, Theatres, Museums)
Papillon	L	-	3	(Night Clubs, Bars, Brothels)
Canaille	L	-	2	(Poor Areas, Slums)
Barrens	L	-	1	(Graveyards, Parks)
Underground	L	-	1	(Subways, Sewers)
Blood Bank	L	-	3	(Medical Facilities)
Chantry	L	-	4	(Mansion of Previous Prince)
Turf War	E	-	-	Control target Location
Sabat Activity	E	-	-	Discard target Political card
The Jyhad	E	-	-	Discard target card
Switch Sides	E	-	-	Control target Political card
Influence	E	-	-	Control target Political card
Blood Bond	E	-	-	Control target Vampire
Regnant	E	-	-	Control target Vampire
Thrall	E	-	-	Control target Vampire
Threats	E	-	-	Control target Vampire
Promises	E	-	-	Control target Vampire
Seduction	E	-	-	Control target Vampire
Firearms	C	+2	-	
Guns	C	+2	-	
Automatic Weapons	C	+2	-	
Fire	C	+3	-	
Wooden Stake	C	+2	-	
Frenzy	C	+3	-	
Stealth	C	-	-	Target Attack cannot be blocked
Trapped	C	-	-	Target Attack cannot be blocked

Card Name	Type	Force	Politics	Notes
Press Combat	C	-	-	Target Attack cannot be blocked
Evasion	C	-	-	Negate target Combat card
Fledgling Kindred	V2	1	0	(Neonate)
Childe	V2	1	0	(Neonate)
Ancilla	V4	2	1	(Adolescent Cainite)
Caitiff	V2	2	0	(Clanless Vampire)
Brujah	V2	4	1	(Rebels)
Gangrel	V2	4	1	(Wandering Shapeshifter Gypsies)
Malkavian	V2	3	1	(Insane)
Nosferatu	V2	3	2	(Hideous)
Toreador	V2	2	2	(Artists)
Tremere	V2	3	2	(Warlocks)
Venture	V2	2	3	(Traditional Politicians)
Animalism Discipline	C	+3	-	(Control Animals)
Auspex Discipline	E	-	-	Look at opponents hand
Celerity Discipline	C	+3	-	(Speed)
Dominate Discipline	E	-	-	Control target Vampire
Fortitude Discipline	C	-	-	Negate target Attack
Obfuscate Discipline	C	-	-	Negate target Attack
Potence Discipline	C	+3	-	(Strength)
Presence Discipline	E	-	-	Control target Vampire
Protean Discipline	C	-	-	Negate target Attack (Change Form)
Thaumaturgy Discipline	C	+3	-	(Blood Magic)
Ritual Magic	C	-	-	Negate target Attack
Progeny	M	+1	+1	
Brood	M	+1	+1	
Coterie	M	+1	+1	
Elder	M	+1	+1	
Kine Servants	M	+1	-	(Mortals)
Ghouls	M	+1	-	
Praxis Dispute	E	-	-	All players discard their hands
Domain Dispute	E	-	-	All players discard their hands
Intrigue	E	-	-	Look at opponents hand
Contacts	E	-	-	Draw 3 cards
Great Wealth	E	-	-	Draw 3 cards
Control Mafia	E	-	-	Opponent must discard 3 cards
Control Police	E	-	-	Opponent must discard 3 cards
Spies	E	-	-	Look at opponents hand

Game Designers Notes

Wanted to do something less complicated than Jyhad. One difference between this & Jyhad is that

in Jyhad opponents were Methuselahs fighting on a global scale to destroy one another. This is a smaller scale: Players are Elders fighting to control a single city.





Victorian Villains

Introduction

2 player Card game. Victorian Fantasy/ Sci-Fi theme. CCG type Format.

Good & Evil

There are 2 sides: The Heroes and the Villains.

Victory

You win if at any time after the fifth turn, your Opponent has no major characters in play.

Dice

Six sided dice are needed.

The Decks

Each player has a unique deck. The two decks are:

1. The Heroes
2. The Villains

Card Types

C Characters

L Locations

E Events

W Weapons

V Vehicles

Tokens

- Tokens are used to represent lesser minions.
- Tokens and Characters are collectively referred to as Units.
- Tokens & Minor Characters are collectively referred to as Minions.

Wound Counters

When a Character is wounded put a Wound counter on it. Wound Counters give the attached unit Force -1. A Unit with zero or less Force is killed.

Card Traits

Characters (and other card types) may have one or more of the following traits: Many of these traits allow attachment of or use of certain other cards.

Trait:	Notes:
Minor	Character
Major	Character
Mastermind	Major Villain
Brawler	Descriptor
Marksman	Descriptor
Swordsman	Descriptor
Brute	Descriptor
Detective	Descriptor
Hunter	Descriptor
Scholar	Descriptor
Traveler	Descriptor
Inventor	See Invention Phase
Scientist	See Invention Phase
Vehicle	These can be Units or Objects attached to Units
Genius	See Genius Phase
Spy	See Spy Phase
Immortal	See Healing Phase
Holy	Fight +1 vs Immortals
Doctor	See Healing Phase
Underling	Discard this Hero instead of another in Assassin Phase
Facilitator	Gives one Hero +1 to any one roll once per turn
Captain	Captain Nemo can take the Nautilus from anywhere and

put into play, attached to himself in recruit phase. The same goes for Captain Mors & his Airship. You may discard the vessel to draw its respective Captain from the deck.

Setup

Each player draws 7 cards from his deck. Mulligan: Discard & redraw if your hand has no Characters.

Turn Sequence

Each turn has 13 phases:

- New Day Phase
- Genius Phase
- Healing Phase
- Minion Phase
- Invention Phase

- Recruit Phase
- Plot Phase
- Spy Phase
- Assassin Phase
- Plot Phase
- Intercept Phase
- Track Phase
- Attack Phase

New Day Phase

Draw 1 card from your deck.

Genius Phase

For each Character with Genius on your side roll once on the Plot Table:

1D6	Result:
1	Analysis: Opponent must discard 1 card
2	Predictions: Look at next 7 cards in either deck
3	Deduction: Look at opponents Hand
4	Lure: Gain Control of target Character
5	Recruit: Put any character in your deck into your hand
6	Contingencies: Draw 1 Card

Healing Phase

For each Wound counter roll 1D6. Remove the counter on a roll of 5+. This is called the Healing Roll. An Immortal gets Heal +3 to self.

A Doctor can give Heal +2 to any one roll per turn.

Minion Phase

Most Masterminds (and some other card types) can Generate one Minion Token per turn in this phase. All Minion Tokens are Units with Fight = 1.

Invention Phase

For each Character with Invention or Scientist skill on your side roll once on The Invention Table:

1D6	Result:
1	Research: Look at the next 7 cards in your deck
2	Build: Put an Invention Marker on a Target Unit
3	Eureka: Draw one card
4	Blueprints: Search your deck for a Vehicle or Weapon & put it into play
5	Failed Project: Nothing
6	Lab Explosion: Inventor receives a Wound Marker

Invention Markers give the attached unit Fight +1. If the Inventor is a Location (Not a Character) and there is an explosion, the Location cannot roll on the Invention table for 2 turns.

Recruit Phase

Put non-event card into play. Cards in play are placed face up in front of you. Vehicles and Weapons must be attached to Units.

Locations in the Villain deck must be attached to a specific Mastermind. Minor Villains must be attached to a specific Mastermind.

Plot Phase

The Villain player may attach plot cards to his Masterminds. Put a Plot Counter on each plot card already in play. There are Minor and Major Plot cards.

If a Minor Plot accumulates 3 plot counters, the Villain player discards it and Draws 1D6 cards. If a Major Plot card accumulates 4 plot counters, the Villain player automatically wins the game.

Martian Rules

Special Rules for the Martian "Villain". All Plots undertaken by the Martians become Major Plots of the Title "World Conquest". The Martians cannot attach Minor Characters or Vehicles. Martian Tripod Tokens are each Fight = 2.

Spy Phase

For each Spy on your side roll 1D6: on a roll of

1	Spy caught: Discard Spy
2-4	Nothing
5+	Discovery: Look at Opponent's hand.

Modified Roll:	Notes:
2 or less	Minion Interrogated: Get +1 to next Track Roll
3-5	Minion cannot find Heroes: Return Minion to Mastermind
6-7	Nothing
8-10	Hero Wounded (or discard an attached weapon or vehicle)
11+	Hero Killed

This is called the Assassin Roll.

Intercept Phase

Heroes may attempt to thwart the Villain's Nefarious Schemes. Each Hero picks a target Mastermind

Modified Roll:	Notes:
5 or less	On the Wrong Track: All Heroes get a Track -1 this turn.
6-9	Dead End: Nothing Found
10	Foiled: Discard one target Plot card
11+	Villain is Thwarted.

If the Villain is Thwarted, discard all Plot cards of that Villain in play. Every Mastermind not Thwarted

Assassin Phase

Each Major Villain may send some of his Minions to attack the Heroes. These are suicide Missions, The Minions are always killed. Roll 2D6 for each Minion sent.

Add the Fight of the Minion. Subtract the Fight of the target Hero. Event cards may be used to modify Force ratings.

Villain and rolls 2D6: This is called the Track Roll. Add the Track Bonuses of the Hero.

Event cards may be used to give additional Bonuses or Penalties. This is called the Sleuth Roll.

1D6	Result:
1	Neutralize: Opponent must discard 1 card
2	Machinations: Look at next 7 cards in either deck
3	Spies: Look at opponents Hand
4	Manipulations: Gain Control of target Character
5	Hirelings: Gain 2 Minion Tokens
6	Wheels in Motion: Draw 1 Card or put 1 Plot Counter on 1 Plot card in play

Attack Phase

The Heroes may attack any Mastermind Villain that was Thwarted this turn. Each Hero attacks seperately. (Hero's that attempted to Thwart a different Villain

cannot attack) The Hero must target a Minion of the Villain.

Roll 1D6 and add the Fight of the Hero. Subtract the Fight of the target Minion. This is called the Combat Roll. The Minion is always killed.

Modified Roll:	Notes:
#	Result
1 or less	Hero Killed
2-3	Hero Wounded (or discard an attached weapon or vehicle)
4-6	Hero Unscathed but must stop attacking
7+	Hero gets to make another attack with Fight -1

Roll 1D6. This is called the Showdown roll. (It is modified like a Combat roll)

Modified Roll:	Notes:
#	Result
1 or less	Hero Killed
2-3	Hero Wounded (or discard an attached weapon or vehicle)
4	Destroy Base (Discard Location Cards attached to Villain)
5	Villain Wounded (or discard an attached weapon or vehicle)
6+	Villain Killed

A Hero only gets to make one Showdown roll per turn.

C Character
M Mastermind
V Vehicle
W Weapon
L Location
P Plot

Card Type Notation

E Events

Heroes Card List

Card Name:	Type	Notes:
Allan Quatermain	C	Fight +2 Track +3 Brawler, Hunter, Marksman
Dr Jekyll Mr Hyde	C	Fight +4 Track +1 Brute, Brawler, Scientist
Sherlock Holmes	C	Fight +1 Track +4 Detective, Scholar, Swordsman
James T. West	C	Fight +2 Track +1 Brawler, Marksman, Spy
Artemus Gordon	C	Fight +1 Track +2 Inventor, Marksman, Spy
Dorian Grey	C	Fight +2 Track +1 Immortal, Swordsman
Van Helsing	C	Fight +2 Track +2 Brawler, Scholar, Holy, Hunter
Mina Harker	C	Fight +3 Track +3 Immortal, Vampire, Detective
Chevalier Dupin	C	Fight +1 Track +2 Detective
Olaf Svenson	C	Fight +3 Track +1 Swordsman, Marksman
Tarzan	C	Fight +2 Track +2 Brawler, Hunter
Invisible Man	C	Fight +3 Track +3 Spy
Campion Bond	C	Facilitator (He may not track or attack)
Phileas Fog	C	Track +1 Traveler, Inventor
Mycroft Holmes	C	Genius, Facilitator (He may not track or attack)
Samson the Coachman	C	Fight +1 Traveler, Brawler, Underling
Captain Nemo	C	Fight +2 Track +2 Captain, Swordsman, Inventor
Air Pirate Captain Mors	C	Fight +2 Track +1 Captain, Marksman
Mor's Airship	V	Fight +2 Track +2 Vehicle
The Nautilus	V	Fight +2 Track +1 Vehicle
Train	E	Hero gets Track +2
Auto-mobile	V	Fight +1 Track +1 Vehicle
Museum of London	L	Scholar Heroes get Track +1
Catholic Church	L	Facilitator
Elephant Gun	W	Marksman gets Fight +1
Winchester Rifle	W	Marksman gets Fight +1
Saber	W	Swordsman gets Fight +1
Sword Cane	W	Swordsman gets Fight +1
Service Revolvers	W	Hero gets Fight +1
Regeneration	E	Immortal gets Fight +2
Double Agent	E	Gain control of target Character
Feign Death	E	Put Hero in discard into your hand
The Army	E	Put 4 Soldier Tokens into play
Gentleman's Club	E	One Hero gets Force +2 in Assassin Phase
Unseen Attack	E	Spy gets Fight +2
Rip to Pieces	E	Brute or Vampire gets Fight +2

Card Name:	Type	Notes:
Deduction	E	Detective gets Track +2
Experience	E	Hero gets Track +2
Morris Code	E	All your Heroes get Track +1 this turn
Hunting Instincts	E	Hunter gets Track +2
Harpoon Gun	E	Inventors and Captains get Fight +2
British Secret Service	E	Draw 2 Cards
Dangerous Company	E	Put any Hero in your deck into your hand
Inquiries	E	Look at Opponent's Hand
Pugilist	E	Brawler gets Fight +2
Compendious Knowledge	E	Scholar or Scientist gets Track +2
Contacts	E	Hero gains Track +2
Bravery	E	Hero gets Fight +2
Investigation	E	Detective gets Track +2
Reconnaissance	E	Look at Opponents Hand
Disguises	E	Detective or Spy gains Track +2
Chainmail shirt	W	Hero gets Fight +1
Diversion	E	Hero gets Fight +2
Balloon	V	Hero gets Track +1
Grapple	E	Brawler gets Fight +2
Machete	W	Hero gets Fight +1
Agents of the Crown	E	Put any Hero in your deck into your hand
Artillery	E	Unit gets Fight +2
Arrive in Time	E	Traveler or Vehicle gets Track +2

Villains Card List

Card Name:	Type	Notes:
Professor Moriarty	M	Fight +1 Genius Scholar
Dr Fu-Man-Chu	M	Fight +2 Doctor Generate Chinese Horde Tokens
Dr Moreau	M	Fight +1 Doctor Generate Hybrid Tokens
Martian Invasion	M	Fight +4 Generate Tripod Tokens
Count Dracula	M	Fight +4 Immortal Generate Vampire Tokens
Robur, Master of the Air	M	Fight +2 Generate Pirate Airship Tokens
Dr Frankenstein	M	Fight +1 Doctor Generate Monster Tokens
Arliss Loveless	M	Fight +1 Inventor Generate Contraption Tokens
Jack the Ripper	C	Fight +2 Additional Fight +2 in Assassin Phase
7 Deadly Brothers of Tabasco	C	Fight +3 Swordsmen
Werewolf	C	Fight +4 Immortal, Brute
Rasputin	C	Fight +1 Immortal, Spy
Guards	E	Put 4 Guard Tokens into play
Thugs	E	Put 4 Thug Tokens into play
Occidental Assassins	C	Fight +1 Additional Fight +1 in Assassin Phase
Oriental Assassins	C	Fight +1 Additional Fight +1 in Assassin Phase
Thuggee Assassins	C	Fight +1 Additional Fight +1 in Assassin Phase
African Assassins	C	Fight +1 Additional Fight +1 in Assassin Phase
Trusted Lieutenant	C	Fight +2
Flamethrower	W	Unit gets Fight +1
Tank (Landship)	C	Fight +3 Vehicle
Giant Mechanical Spider	V	Fight +3 Vehicle
Armored Train	V	Fight +1 Vehicle

Card Name:	Type	Notes:
Ironclad Gunboat	V	Fight +2 Vehicle
Machine Guns	W	Unit gets Fight +1
Body Armor	W	Unit gets Fight +1
Armored Suit	W	Unit gets Fight +1
Sabotage	E	Opponent must discard 2 random cards from hand
Foulest Treachery	E	Take control of target Hero
Blackmail	E	Take control of target Hero
Hypnotism	E	Take control of target Hero
Svengali	E	Take control of target Hero
Invisibility Formula	E	Unit gets Fight +2
Vampire Blood Elixir	E	Unit gets Fight +2
Dr Jekyll's Formula	E	Unit gets Fight +2
Submarine	V	Fight +1 Vehicle
Zeppelin	V	Fight +2 Vehicle
Mechanic Tentacles	W	Fight +1 (Attach to Vehicle)
Museum Robbery	P	Minor Plot
Steal Cavorite	P	Minor Plot
Bank Heist	P	Minor Plot
Nihilist Conspiracy	P	Minor Plot
Weapons Merchant	P	Minor Plot
Vile Scheme	P	Minor Plot
Start War	P	Major Plot
Blow up City	P	Major Plot
Assassinate Leader	P	Major Plot
Laboratories	L	Inventor
Factories	L	Inventor
Industrial Complex	L	Inventor
Castle Stronghold	L	Comes with 3 Guard Tokens
Opulent Palace	L	Comes with 2 Guard Tokens
Island Hideaway	L	Comes with 1 Guard Token
Criminal Empire	L	Genius
Underworld	L	Spy
Secret Society	L	Generate Fanatic Tokens
Opium Addiction	E	Put Wound Counter on Hero
Nemesis	E	Mastermind gets Fight +2
Giant Cannon	W	Unit gets Fight +1
Rockets	E	Unit gets Fight +2
Heat Rays	W	Unit gets Fight +1
Mohammedan Rabble	E	3 Tokens attack in Assassin Phase
Angry Mob	E	2 Tokens attack in Assassin Phase
Cutthroats	E	1 Token attacks in Assassin Phase
Scandal	E	Put Hero back into owner's hand
Escape Pod	E	Negate a Showdown Roll
Narrow Escape	E	Negate a Showdown Roll
Shadows & Substance	E	Hero gets Track -2
Shadow Boxing	E	Hero gets Track -2
Espionage	E	Look at Opponent's Hand





Victory At Stalingrad

Introduction

Card game for 2 players. Theme: WWII Eastern Front Battle of Stalingrad One player is the Soviets. The other player is the Germans.

Victory

The German Player must win 3 Hands in a row (Ignore Ties) to win. If the German player has not accomplished this by turn 10 the Soviet player wins.

The Decks

Each player has a Unique deck. Each deck has 5 Suites with cards marked 1-10.

Turn Notation

The first 4 Turns are known as the Early Turns. The last 4 Turns (6-10) are known as the Late Turns. The early turns favor the Germans. Late turns favor the Russians.

Some cards can only be played in the Early Turns. Some cards can only be played in the Late Turns.

The German Deck

The German Deck has 5 Suites: Firepower Objectives Morale Tactics Forces

The Soviet Deck

The Soviet Deck has 5 Suites: Defense Locations Morale Tactics Forces

Turn Sequence

Each turn has 5 Phases:

1. Reserves Phase
2. Strategy Phase
3. Event Phase

4. Conflict Phase
5. Logistics Phase

Reserves Phase

Each player fills their hand to 7 cards. If a deck runs out, shuffle the discard and draw from it.

Strategy Phase

Players may discard up to 3 cards and draw replacements.

Event Phase

Starting with the German player, each player may discard a card to do a Special action. Players are limited to 2 such actions in this Phase. The Special Action depends on the Suite of the card discarded.

Firepower = Opponent must discard 1 Random card from his hand Objectives = Rank of Opponent's Card Combo this turn is minus one Defense = Draw 2 cards from your Deck Locations = Rank of your own Card Combo this turn is plus one Morale = Draw 1 card from your Deck Tactics = Look at Opponent's hand Forces = If you win this Hand draw one extra card next turn

Conflict Phase

Players reveal their hands. The player with the best card combination wins the Hand. Card Combinations are poker-like.

Card Combinations

Combinations are based on a hand of up to 5 cards. These Combos are ranked from lowest to highest. Higher Ranked combos beat lower ranked combos. Ties are possible.

Rank	Combo:
1.	High Card
2.	One Pair
3.	Two Pair
4.	Three of a Kind
5.	Full House (3 of a Kind and a Pair)
6.	Straight (5 numbers in a row)
7.	Four of a Kind
8.	Flush (5 cards same suite)

Rank	Combo:
9.	Straight Mix (5 numbers in a row: All Suites different)
10.	Straight Flush (5 numbers in a row: All the same Suite)
11.	Five of a Kind

Logistics Phase

Discard all cards. Record the winner of the Hand.

Card List Notation

P Firepower

O Objectives

D Defense

L Locations

M Morale

T Tactics

F Forces

German Card List

Name:	Suite	Rank	Notes:
Superior Firepower	P	1	
Combined Arms	P	2	
Bombing	P	3	
Shelling	P	4	
Bloodiest Battle	P	5	
Slaughter	P	6	
Artillery Fire	P	7	
Enormous Bombardment	P	8	
Sustained Fire	P	9	
Air Support	P	10	
Italian Soldiers	F	1	
Hungarian Soldiers	F	2	
Romanian Soldiers	F	3	
Tanks	F	4	
German Sixth Army	F	5	
Fourth Panzer Army	F	6	
Nazi Juggernaut	F	7	
Motorized Divisions	F	8	
Field Commanders	F	9	
Sharpshooters	F	10	
Relief Operation	T	1	Late
Siege	T	2	
Blitzkrieg	T	3	Early
Massive Effort	T	4	
Desperate Fighting	T	5	

Name:	Suite	Rank	Notes:
Military Intelligence	T	6	
Two Pronged Assault	T	7	
German Thrust	T	8	
Luftwaffe Airlift	T	9	Late
Staff Officers	T	10	
Russian Terror	M	1	Early
Russian Despair	M	2	
German Professionalism	M	3	
Elite Army	M	4	
Master Race	M	5	
General Von Paulus	M	6	
German Optimism	M	7	Early
Russian Deserters	M	8	Early
Russian Prisoners	M	9	Early
Nazi Propaganda	M	10	
Hitler's Insistence	O	1	
War of Annihilation	O	2	
Reach the Volga	O	3	
Take Objectives	O	4	
Overwhelm Defenses	O	5	
Obliterate Command Post	O	6	
Tactical Victory	O	7	
Breakthrough	O	8	
Big Push	O	9	
Breakout	O	10	Late

Soviet Card List

Name:	Suite	Rank	Notes:
Savage Street Fighting	T	1	
Night Fighting	T	2	
Infiltration	T	3	
Human Wave Attacks	T	4	
General Chuikov	T	5	
Counterattack	T	6	
House to House Fighting	T	7	
Russian Shrapnel	T	8	

Name:	Suite	Rank	Notes:
Hold at all Costs	D	6	
Ruins	D	7	
Pockets of Resistance	D	8	
Urban Warfare	D	9	
Freezing Winter	D	10	Late
Soviet Propaganda	M	1	
General Zhukov	M	2	
Heavy German Casualties	M	3	

Name:	Suite	Rank	Notes:
Operation URANUS	T	9	Late
Strategic Envelopment	T	10	Late
Civilian Population	F	1	
Partisans	F	2	
Reinforcements	F	3	
Snipers	F	4	
Red Army	F	5	
Guards Division	F	6	
Men and Supplies	F	7	
Political Commissars	F	8	
Tank Killing Squads	F	9	
River Ferries	F	10	
Stalin's Orders	D	1	
Rubble Strewn Streets	D	2	
Inspired Defense	D	3	
Stiff Resistance	D	4	
Barricades	D	5	

Name:	Suite	Rank	Notes:
Heroism	M	4	
Sacrifice	M	5	
German Calamity	M	6	
Beginning of the End	M	7	
Doomed German Soldiers	M	8	Late
Battle Weary Germans	M	9	Late
Starving Germans	M	10	Late
No Mans Land	L	1	
Sewers	L	2	
Red October Factory	L	3	
Bridgeheads	L	4	
Banks of the Volga	L	5	
Tractor Works	L	6	
Apartment Blocks	L	7	
Pavlov's House	L	8	
The Grain Elevator	L	9	
Train Station	L	10	

Cardset Available!!!

Thanks Ron! [Click Here](#)





Vietnam Air Fury

by Joe Nixon

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Introduction

The following are changes in the Space Fury rules:

2. Detection Phase

"cloaked" is to be considered "jamming radar". communication does not violate "jamming radar".

4. MOVEMENT PHASE

Movement is based on the type of Aircraft. There is no concept of "Jump Drives" or "Jump points" in this game.

6. Missiles

New Weapon AAMs: Last for 3 turns, They can be aimed at targets in a 60 degree arc extending from the front of the fighter.

FIGHTER COST	ENHANCEMENTS
20	0
21	1
23	2
26	3
30	4
35	5

Basic Systems

All fighters have these systems built into their cost:
Hull- Contains all other systems. Affords minimal protection.

- Base Armor Modifier = 0.
- Cockpit & Life support- 1 pilot or 2 pilots. All the Oxygen that maybe needed is provided.
- Fuel Injector (Reactor Core)-
- Fuel Reserve- Enough fuel for whatever the radius of flight is, in dogfights 10 miles of Fuel are lost every turn.
- Power grid- Distributes power to all systems.

Primary Enhancements Table

D10	ENHANCEMENTS	NOTES
1	Targeting +1	ToHit Modifier +1 with one weapon vs one target
3	Radar-Jamming Device	Cost =2 Enhancements; Ship may Cloak
2	Ejection Seat	If fighter explodes, pilot escapes on a
-		parachute on a roll of 1-3

Factions

(Allied)

#	Result
1-3	US Air Forces
4	USMC Air
5-6	ARVN Airforce

(Communist)

#	Result
1-3	North Vietnamese Pilots
4-5	North Korean Pilots
6	Soviet Pilots

Fighter Types (was Construction)

Each fighter comes "stock" and can be re-fitted as necessary on a cost table as below.

FIGHTER COST	ENHANCEMENTS
41	6
48	7
56	8
65	9
75	10

- Standard Engine- Base Speed = 4.
- Directional thrusters- Base Maneuver Modifier = 0.
- Central Computer- Controls all systems.
- Targeting- Base To Hit Modifier = 0. Pilot may fire at one target per turn.
- Radar(Sensors)- Passive & Active. Used for detection, targeting, and navigation.
- Weapon- see individual fighter listing.

CONSOLIDATION The Two Weapons Table's have combined and the same for the Special Systems/Enhancement systems.

D10	ENHANCEMENTS	NOTES
2	Speed +1	
3	Maneuver +1	Base Maneuver Modifier +1
7	Armor +1	Base Armor Modifier +1
8	reroll	

D10	ENHANCEMENTS	NOTES
4	Jammer	Missiles are -1 To Hit this fighter or any adj. fighters
5	Scanners	Enhanced Sensors; Detection +2, Detection Range +10
7	Copilot	Cockpit accomadations & Life support for a copilot
8	Afterburner	Speed +4; can be used once; Costs 1 to replace

Weapon Table

All guns contain enough ammo or active materials to fire about 50 times

D10	SYSTEM	NOTES
1	Multiple Linked MG cannons	Range =3, Damage +1, ToHit +1, Gun
4	1 Missile	Speed =6, Maneuver +4, ToHit +1, Damage +4
X	1 AAM	Speed =6, Maneuver +4, ToHit +1, Damage +4
	SAM	Speed=5, Manuever +3, Damage +10
	Bombs	To Hit Ground Target+1 Damage+10
5	MG	Range =5, Damage +0, ToHit +0
4	Vulcan Gun	Range =2, Damage +2, ToHit +1; HE shells
6	Rocket Pod	Range =6, Damage +2, ToHit +0;
-		Contains 4 Rockets;
-		1-4 may be fired at one time
8	Nuclear Missile	Cost =2 Enhancements, Like normal missile
-		but Damage +25

- MiG-17=4
- F-100D=5
- F-105D=8
- F-4E"Phantom"
- Movement 8
- Manuver+2
- Guns: Vulcan
- Missile: 4 AAM
- 5 other hardpoints:
- Targeting +1, Copilot, and usually some jammers

- MiG-17"Fresco"
- Movement 4
- Manuver+4
- Missile
- Guns: Linked Cannon

Damage Roll Modifiers

Attackers Weapon Bonuses +X Defending fighter Armor Enhancement -1 Defenders Accumulated Structural Damage +X

Basic System Destroyed Table

D10	SYSTEM	RESULT
1	Cockpit	Pilot Killed
2	Oxygen	Pilot Killed
3	Communications	Detection -2
4	Radar	ToHit -2, Detection -4
5	Hole in wing!	Maneuver -1
6	Fuel Reserve	Ship Explodes
7	Fuel Injector	Ship Explodes
8	Power Grid	Permanent System shock
9	Computer	ToHit -2, Detection -2, Maneuver -1

D10	SYSTEM	RESULT
10	Reroll	-

Types Of Play

3. Scenarios- Operation BOLO(1965)- was probably the greatest single air battle of the war. Involving over 50 F-4s against MiGs.

Tran Hoa Bridge(1972) F4s- Repeatedly flew into the Dragons Jaw to destroy named bridge with Guided missiles.

4. Campaign Missions- This is several connected scenarios where the results of one scenario affect the next scenario. This level of play requires a gamemaster. Multiple playing

Sessions.

5. Roleplaying- The gamemaster will have to develop nonpiloting skills and quirks. Adventure possibilities may include a pilot being shot down and rescued, training ARVN, missions into Laos, supporting the special forces. Non-aircraft involved missions could involve fooling around in Saigon, the Air Base under attack by ground forces, etc.

Return to [Space Fury: Set Piece Fighter Tactical Combat; Ship Design Rules; Pilot Skills, Quirks, & CoolSpace Fury](#)





Viking Loot

<body>

Players control Viking clans that raid settlements on the Mainland. The player with the most loot at the

end of 20 turns is the winner.

Viking Units	Cost	Move	Attk	Carry	Notes
Long Ship	4	4	-	4	
Dragon Ship	7	5	-	6	
Scout	2	3	2	-	
Vikings	2	2	4	-	
Berserkers	3	2	6	-	
Chieftan	-	2	-	-	All units in stack get +1 Attack

Mainland Units Table

D6	Type	Attk
1-3	Peasant Militia	1
4-5	Men at Arms	3
6	Knights	5

The Map Use a Hex map. Units are represented by counters. The Viking villages are located on separate Islands north of the mainland. Draw only the contours of the landmasses. The contents will be determined by the Exploration Table. Be sure to include several Bays

and rivers that penetrate into the mainland. Viking Villages must be adjacent to water for the construction of ships.

Exploration Table

D6	Terrain	Notes:
1-3	Wilderness	Requires 1 move point to enter
4-5	Rough	Requires 2 move points to enter
6	Settlement	

Mainland Settlements Table

1D10	Type	Psnts	M@A	Knights	Walls	Loot
1-2	Farm	1	0	0	0	1D6
3-5	Village	3	1	0	0	3D6
6	Church	2	0	0	0	2D6
7-8	Town	4	4	1	1	6D6
9	Castle	2	0	3	3	6D6
10	City	0	6	2	2	10D6

Turn Sequence

1. Planning- Roll high to determine who goes first
2. Fate- Roll on Event Table
3. Movement- Boarding or unboarding costs the ship one move point and other units all of their move points
4. Exploration- Roll on the Exploration Table for every unexplored Hex adjacent to a Viking unit
5. Battle- Collect Loot if all defenders of a settlement are defeated
6. Recruit- New units appear in Home Village
7. Replenish & Rebuild- On the turns after being looted a settlement will rebuild on a roll of 1 on D6

Battle Each unit has an attack value. Add these to get each sides attack total. Each side rolls dice equal

to their attack total. Each roll of 1 causes 1 casualty.

Walls are the first casualties. Looting is done at the end of the battle if there are no defenders left.

Stacking 1 Ship per hex. Up to 10 Vikings per hex. A stack of units is known as a raiding party.

Chieftan The chieftan is the last unit in a hex to be killed. If killed, any one nonship unit that player controls becomes the next chieftan.

Settlement Tactics Peasants are killed before Men at Arms, and Men at Arms are killed before Knights. If both sides kill each other off, the settlement wins. Settlements can only replenish or rebuild if no Vikings are adjacent. If a settlement won a battle but suffered casualties, those loses will be replenished at the end of the turn.

Event Table

D10	Event	Notes:
1	Plague	Random settlement destroyed. It may rebuild later
2	Storm at Sea	Random Ship you control sinks
3	Patrol	Random Party you control encounters 1D6 Random Mainland units
4-5	Difficulties	Random Party you control may not move or attack this turn
6-7	Godspeed	Random Party you control gets to move twice this turn
8-0	No Event	

Loot Loot must be returned to the Viking village for it to count or to be used. Use separate counters to indicate stashes of Loot.

Viking Villages The Viking Villages generate 1 Loot per Turn in Recruit Phase. Viking Players start with a Chieftan and 4D6 Loot. Vikings may not attack each

other. They may cooperate on Raids.

Optional Hostile Clans Variant Vikings may attack each other. Each village also starts with 10 Viking Defenders who may not leave their home Island. Lone Scouts cannot be attacked.





Viking Raid

Introduction

Card game for 2-4+ Vikings. Viking Theme.

Victory

When the game ends, the player with the most Gold wins.

Game End

The Game Ends when any one player has successfully completed 3 Raids or All other players have been sunk.

Gold

Use Coins to represent Gold.

The Decks

There are 2 Decks:

1. The Viking Deck
2. The Encounter Deck

Viking Deck

There are 3 types of cards: Ship, Crew, and Destination.

Encounter Deck

There are 3 types of cards: Sea, Defenders, and Treasure.

Setup

Each player starts with 10 Gold. Each player is dealt 7 cards. The most Scandinavian player goes first.

Turn Sequence

Players take turns. Each turn has 9 Phases:

1. Planning Phase
2. Declaration Phase
3. Preparations Phase
4. Voyage Phase
5. Tactics Phase
6. Pillage Phase
7. Plunder Phase
8. Return Phase
9. Home Phase

Planning Phase

Draw 1 card from the Viking Deck and put it in your hand. Max hand size is 7 cards. Discard excess cards.

Declarations Phase

Declare whether you remain home or go Raiding. If you remain home, draw 1 extra Viking card and skip the rest of the turn. If you decide to go raiding, continue to the next phase.

Preparations Phase

You must play (build) 1 Ship from your hand. Place it face up in front of you. You may purchase up to 4 Crew cards, one of each type.

You must play 1 Destination Card. If you build a Dragon Ship it takes longer: Your turn ends now and continue Next turn at Voyage phase.

Voyage Phase

If going to a near Destination draw 2 Encounter cards If going to a middle Destination draw 3 Encounter cards If going to a far Destination draw 4 Encounter cards Every sea card you draw works against you. If you draw a Lost card, your turn ends, and you must continue on in Voyage phase again next turn. If you suffer 2 points of Hull damage (Rocks cards) your ship sinks.

If you suffer 2 points of Sail damage (Storm cards) your ship sinks. Note that certain special Crewmembers will negate your first Sea Encounter. If you chose a Far destination it takes longer: Your turn ends now and continue Next turn at Tactics phase.

Tactics Phase

You arrive at your destination and must fight the locals. Declare whether you are going to directly attack them or first hide and Attack by surprise. If you attack directly continue on to the next phase immediately. If you choose to be sneaky it costs you time: Your turn ends now and continue Next turn at pillage phase.

Pillage Phase

Draw a number of Encounter cards equal to the Destination Size. For each Defender card you draw, you will lose a stated number of crew. The Berserker crewmember negates the first loss of 5 crew.

If all your crew are killed (not counting special crew) your ship sinks. If you attacked by surprise, negate 5

Kills against you. If raiding a Far Destination draw 1 less Defender.

Plunder Phase

If you are not sunk yet, look for treasure. Draw a number of Encounter cards equal to the Destination Size. For each Treasure card you draw gain the stated number of Gold.

Draw 1 less card if you attacked directly (they saw you coming and Some fled first with their treasures)

Return Phase

Now you must sail home. If returning from a near Destination draw 2 Encounter cards If returning from a middle Destination draw 3 Encounter cards If returning from a far Destination draw 4 Encounter cards Every sea card you draw works against you. If you draw a Lost card, your turn ends, and you must continue on in Return phase again next turn.

If you suffer 2 points of Hull damage (Rocks cards) your ship sinks. If you suffer 2 points of Sail damage (Storm cards) your ship sinks. Note that Storm and Rock damage is cumulative from the Voyage phase of the Raid.

Note that certain special Crewmembers will negate your first Sea Encounter. If you chose a Far destination it takes longer: Your turn ends now and continue Next turn at Home phase.

Home Phase

After you return successfully from a Raid discard your Ship and all special crew members (but keep your gold).

Viking Deck Card Notation

- S** Ship
- C** Crew (special)
- D** Destination
- #** Number of Copies of card in deck

Viking Deck Card List

Card Name	Type	#	Cost	Notes:
Long Ship	S	6	2	Comes with 20 Crew
Serpent Ship	S	4	3	Comes with 30 Crew
Dragon Ship	S	3	4	Comes with 40 Crew
Berserkers	C	4	1	Negate 5 Kills
Navigator	C	4	1	Negate 1 Lost Result
Carpenter	C	4	1	Negate 1 Hull Damage
Sail Maker	C	4	1	Negate 1 Sail Damage
Near Village	D	2	-	Size = 2
Village	D	2	-	Size = 2
Far Village	D	2	-	Size = 3
Near Monastery	D	1	-	Size = 3
Monastery	D	1	-	Size = 3
Far Monastery	D	1	-	Size = 4
Near Town	D	1	-	Size = 4
Town	D	1	-	Size = 4
Far Town	D	1	-	Size = 5
Near City	D	1	-	Size = 5
City	D	1	-	Size = 6
Far City	D	1	-	Size = 7

Encounter Deck Card Notation

S Sea

D Defenders

T Treasure

Encounter Deck Card List

Card Name:	Type	#	Notes:
Lost	S	5	Miss 1 Turn
Storm	S	5	Sail Damage = 1
Rocks	S	5	Hull Damage = 1

Card Name:	Type	#	Notes:
Peasants Militia	D	6	Kill 5 Crew
Garrison	D	5	Kill 10 Crew
Knights	D	4	Kill 15 Crew
Livestock	T	5	Gold = 3
Women Captives	T	4	Gold = 5
Coins	T	4	Gold = 7
Artifacts	T	3	Gold = 9





Villa Rustica

Introduction

Each player is a Senator of the Roman Empire. Players compete for Gold, Influence, and Prestige.

Victory

The first player to accumulate 100 or more Prestige Points is the Winner.

The Deck

Players share a common deck.

Tokens

Use Red Tokens for Gold. Use White Tokens for Influence. Use Blue Tokens for Prestige.

The terms tokens and points are synonymous. There are no limits to the number of Tokens. A player keeps all his Tokens in his Treasury.

Setup

The oldest player goes first. Shuffle the deck. Flip over the top 5 cards of the deck face-up in a row on the table.

These are called the Bid Cards. Each player starts owning 1 Villa Rustica Card. Owned cards are kept on the table face-up in front of the owning player.

Turn Sequence

Players take turns clockwise. Each turn has 3 Phases:

1. Revenue Phase
2. Availability Phase
3. Acquisition Phase

Revenue Phase

Each card you own generates revenue in the form of Gold, Influence, and Prestige on every one of your

turns in Revenue Phase. Collect Tokens for each card you own of the indicated type and number.

Availability Phase

The current player may discard 1 to 3 Bid cards of his choice. Flip over new cards from the deck to replace the discarded ones. If the deck runs out, shuffle the discard and draw from it.

Acquisition Phase

The current player may purchase 1 Bid card. All Bid cards have a cost in either Influence or Gold. Discard the indicated number of Tokens in payment.

The player owns the card and places it face up in front of himself. The player may choose not to buy a Bid card. In this case, He may take 1 Token of any type and add it to his Treasury. If a Bid card was purchased, flip over another card from the Deck to replace it.

If you do not have enough Tokens to buy a card, you cannot Purchase it. You cannot go negative or borrow Tokens.

Slaves & Senatus Consultum

These cards as Bid cards cost nothing to buy. They provide Tokens as soon as they are acquired and then these Cards are immediately discarded.

Quarry & Tile Works

Any time a Villa is built by any player, you get 2 Gold for each Quarry and Tile Works you own.

Card List Notation

I Cost in Influence to buy this card
G Cost in Gold to buy this card
Copies of that card in the deck
Infl Influence
Prst Prestige

Card List

Name:	#	Cost	Gold	Infl	Prst
Villa Rustica	6	16G	2	1	1
Villa Suburbana	3	9G	-	2	1
Villa Urbana	3	16G	-	3	1
Imperial Villa	2	25G	-	3	2

Name:	#	Cost	Gold	Infl	Prst
Vineyards	5	16G	2	-	2
Olive Groves	6	9G	2	1	-
Wheat Fields	7	1G	1	-	-
Livestock	4	4G	2	-	-
Fishing Grounds	4	4G	1	1	-
Tile Works	2	9G	1	-	1
Quarry	2	9G	2	-	-
Orchards	3	9G	2	-	1
Merchant Traders	3	16G	3	1	-
Regiments	5	16G	-	2	2
Gladiators	2	9G	1	1	1
Slaves	6	-	(4)	-	-
Senatus Consultum	4	-	-	(5)	-
Magistrate	6	4I	-	1	1
Quaestor	5	9I	-	2	1
Aedile	3	9I	-	1	2
Praetor	4	16I	-	1	3
Governor	3	25I	3	1	1
Censor	3	25I	-	2	3
Tribune	2	36I	-	2	4
Consul	1	49I	-	2	5





Volley

Introduction

Two-player card game of Napoleonic Warfare. Simplified version of [Fusillade: Press The Attack Or Wait For The Right Moment?](#)[Fusillade](#)

The Deck

Players share a 52 card common deck. The deck contains one of each of the cards described in the lists. The deck has 10 Suites:

- Infantry Units
- Infantry Weapons
- Cavalry Units
- Cavalry Weapons
- Artillery Units
- Artillery Weapons
- Leaders
- Strategy
- Morale
- Defense

Troops

Each player starts with 100 points of troops. Use change to keep track of troop points.

Victory

Reduce your opponents troop total to zero.

Setup

Each player is dealt 7 cards. Flip a coin to see who goes first.

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Maneuver Phase
2. Attack Phase
3. Casualty Phase

Maneuver Phase

First you may discard any cards from your hand, you don't want. Next, you may draw cards to fill your hand to 7 cards. If the deck runs out, shuffle the discard and draw from it.

Attack Phase

You may choose to attack or not to attack. To attack you must play face up on the table a Meld. A Meld must contain a minimum of 2 cards: A Unit card and a Weapon card of matching Troop type.

Troop types include: Infantry, Cavalry, and Artillery. The meld may also contain up to: 1 Leader card, 1 Strategy card, and 1 Morale card. Your opponent may play a defense card to negate a target Meld card.

A negated meld card has a Force value = zero. The Rest of the Meld still counts.

Casualty Phase

Add up the Force value of all the Meld cards you played. This total is the number of casualties inflicted on your opponent. Your opponent loses that many troop points.

Card List Notation

- IU** Infantry Units
- IW** Infantry Weapons
- CU** Cavalry Units
- CW** Cavalry Weapons
- AU** Artillery Units
- AW** Artillery Weapons
- L** Leaders
- S** Strategy
- M** Morale
- D** Defense

Card List

Name	Type	Force	Notes
Irregulars	IU	1	
Line Infantry	IU	2	
Light Infantry	IU	3	
Grenadiers	IU	4	
Guard Infantry	IU	5	

Name	Type	Force	Notes
Skirmish	IW	1	
Musketry		IW	2
Fusillade	IW	3	
Volley	IW	4	
Bayonets		IW	5
Chasseurs	CU	1	
Hussars	CU	2	
Dragoons		CU	3
Carabiniers	CU	4	
Cuirassiers	CU	5	
Pistols	CW	1	
Sabers	CW	2	
Lances	CW	3	
Charge	CW	4	
Pursuit	CW	5	
Horse Artillery	AU	1	
Light Artillery	AU	2	
Field Artillery	AU	3	
Heavy Cannon	AU	4	
Battery	AU	5	
Shrapnel		AW	1
Solid Shot	AW	2	
Canister		AW	3
Bombardment	AW	4	
Enfilade		AW	5
Lieutenant	L	1	
Major	L	2	
Captain	L	3	
Colonel	L	4	
General	L	5	
Maneuver		S	1
Concentrate Force	S	2	
Breakthrough	S	3	
Outflank		S	4
Envelopment	S	5	
Discipline	M	1	
Valor	M	2	
Rally	M	3	
Esprit De Corps	M	4	
Flush with Victory	M	5	
Disordered	D	-	Negate an Infantry Weapon Card
Infantry Square	D	-	Negate a Cavalry Weapon Card
Reverse Slope	D	-	Negate an Artillery Weapon Card
Killed in Action	D	-	Negate a Leader Card
Reserve	D	-	Negate a Strategy Card
Panic	D	-	Negate a Morale Card
Fog of War	D	-	Negate a Defense Card





Voyage Of Sinbad

Introduction

Scenario for WarpQuest. for the [Warpquest Core Rules](#) WarpQuest Core Rules. Each player is an Arabian Swashbuckler Captain in search of Adventure & Fortune.

The Scenario

- The map spaces represent distance and time.
- There is only one Module.
- The track is 30 spaces long.
- The "Artifact" is a Magic Potion that will restore Prince Kassim to his human Form.
- The Potion must be obtained and returned.

Captain Attributes

Each Captain has 7 Skills and a crew of 7 Men. Roll on the Captains Skill Table to see what Skills you get. Each skill corresponds to one type of Challenge Roll.

Card List

Name	Challenge:
Pirates	Fighting
Spears	Aid: Fighting +1
Queen Zenobia	Wits
Giant Bee	Fighting
Centaur	Fighting
Cyclops	Fighting
Dragon Guardian	Fighting. DM +1
Giant Crossbow	Aid: Fighting +1
Magician Melanthius	Aid: Wits +1
Animated Figurehead	Fighting
Ghouls	Fighting
Crush Under Pillar	Aid: Fighting +3
Griffon Ally	Aid: Fighting +2
Saber Tooth Tiger	Fighting
Troglodyte Ally	Aid: Fighting +2
Homonicus Spy	Wits

Captains Skill Table

1D6	Skills (Challenge):
1	Sailing +1
2-4	Fighting +1
5	Crew +1
6	Wits +1

Challenges

If you fail a Wit or Fighting challenge you lose 1 Crewmember. If you are ever reduced to zero Crew you automatically loose. If you fail a sailing challenge go back 1D6 spaces.

Fighting

If you lose a fight with another players Pawn you lose a Crewmember and must turn over the Potion if you have it.

Name	Challenge:
Giant Octopus	Fighting
Six-Armed Statue of Kali	Fighting. DM +1
Push Off Ledge	Aid: Fighting +3
Minoton	Fighting
Sword Fighting Skeletons	Fighting
Roc	Wits
Serpent Woman	Fighting
Giant Walrus	Fighting
Raging Seas	Sailing
Lost at Sea	Sailing
Ice Bergs	Sailing
Underground River	Sailing
Navigational Charts	Aid: Sailing +1
Secret Passage	Wits
Maze	Wits
Transformation Spell	Wits





Voyages Of The Space Beagle

Introduction

Card Game based on the SF Novel by A.E. van Vogt. Players meld cards to complete adventures.

Disclaimer

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Suite Table

#	ABR	Suite	Ability:
1.	S	Ship	Draw 2 cards
2.	C	Crew	Search discard for 1 card
3.	L	Location	Draw 1 card and shuffle discard into deck
4.	A	Alien	Opponent discards 1 random card
5.	X	Power	Opponent discards 2 cards
6.	P	Politics	Look at opponents hand
7.	T	Trick	Steal 1 random card from opponent
8.	E	Equipment	Draw 3 cards and discard 2 cards
9.	I	Investigation	Look at next 7 cards in deck
10.	N	Nexialism	Search Deck for 1 card

Setup

Shuffle the deck. The most highly educated player goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

#	Phase
1.	Encounter Phase
2.	Action Phase
3.	Resolution Phase
4.	Logistics Phase

Encounter Phase

Draw 2 cards from the deck and put them in your hand. If the deck runs out, shuffle the discard and

Common Deck Card List

Victory

The first player to complete 4 Adventure Melds wins the game.

The Deck

Players share a common deck. The Deck has 10 Suites as listed in the Suite table.

ABR Abbreviation

The deck has 1 copy of each card described in the card list

draw from it.

Action Phase

You may play (discard 1 card from your hand) to activate its ability. If you played a Location card, you may play another card.

Resolution Phase

If you have 1 card from each of the 10 Suites in your hand, you may make an Adventure Meld (4 to win game). Place the Meld in a pile beside you. If you made a Meld draw 10 new cards.

Logistics Phase

Max hand size is 10 cards. discard excess cards.

ABR	Card Name:
L	Desolate Planet
L	Dead Metropolis
L	Deep Space
L	Intergalactic Void
L	Isolated World
L	Star Cluster
L	New Galaxy
L	Forgotten Planet
L	Ancient Ruins
L	Galaxy M-33
L	Dead Sun
L	Nebula
L	Nova
L	Terraformed Worlds
L	Jungle World
L	Habitable World
L	Primeval Planet
L	Iron Worlds
L	Civilized World
L	Crowded System
A	Sentient Carnivore
A	Alien Infiltrator
A	Telepathic Race
A	Parasitic Survivor
A	Galactic Menace
A	Hostile Entity
A	World Eater
A	Id Vampire
A	Ruthless Marauder
A	Malevolent Super Being
A	Degenerate Predator
A	Savage Beast
A	Friendly Threat
A	Bird Like Riim
A	Cat Like Coeurl
A	Scarlet Ixtil
A	Galaxy Sized Anabis
A	Fellah Civilization
A	Cunning Primitive
A	Intelligent Gas Cloud
X	Immortality
X	Hallucinations
X	Harden Metals
X	Disintegrate Walls
X	Silent but Deadly
X	Sense Vibrations
X	Control Energy
X	Build Weapon
X	Fear
X	Great Speed

ABR	Card Name:
T	Distraction
T	Stop Short in Space
T	Abandon Ship
T	Starve Alien
T	Know Advantage
T	Double Cross
T	Blunder
T	Exact Timing
T	Recommend Plan
T	Life or Death Gamble
T	Instill New Ideas
T	Complete Surprise
T	Organized Opposition
T	Combined Plans
T	Human Bait
T	Grim Determination
T	Course of Action
T	Uncontrolled Energization
T	Council of War
T	Solution Without Compromise
T	Allow Escape
C	Scientists
C	Nexialist
C	Psychologist
C	Chemist
C	Biologist
C	Geologist
C	Communications Officer
C	Mathematician
C	Medical Doctor
C	Experts
C	Ships Captain
C	Soldiers
C	Military Officers
C	Metalurgist
C	Engineers
C	Astronomer
C	Technicians
C	Archeologist
C	Physicist
C	Sociologist
C	Director
C	Department Head
S	Energy Screen
S	Anti-Acceleration Drive
S	Dynamo
S	Engine Room
S	Machine Shops
S	Laboratories
S	Air Lock

ABR	Card Name:
X	Great Strength
X	Cause Insanity
X	Energy Leech
X	Adjust Atomic Structure
X	Advanced Evolution
X	Deadliness of Purpose
X	Glide Through Walls
X	Cause Mutiny
X	Terror Barrage
X	Materialize Beasts
X	Hyperspace Teleportation
X	Mind Reading
P	Internal Warfare
P	Disharmony
P	Power Struggle
P	Disagreements
P	Split Command
P	Direct Order
P	Dissension & Discord
P	Splinter Groups
P	Elections
P	Votes
P	Reputation
P	Opponent
P	Supporters
P	Personality
P	End Crisis
P	Authority
P	Suggestion
P	Tension
P	Stroke of Genius
P	Politeness
P	Morale
P	Murderous Action
P	Ultimatum
I	Recordings
I	Experiment
I	Test Attack
I	Autopsy
I	Theory
I	Suspicion
I	Verify Facts
I	Observation
I	Mystery
I	Discovery
I	Reveal Powers
I	Examination
I	Determine Intentions
I	Missing Element
I	Hypothesis
I	Cyclic History
I	Comparative Analysis
I	Observe Mistakes

ABR	Card Name:
S	Hardened Hull
S	Cargo Holds
S	Expedition
S	Reinforced Cage
S	Library
S	Control Room
S	Auditorium
S	Resuscitation Chambers
S	Energy Walls
S	Ships Radar
S	Life Boat
S	Patrol Ship
S	Giant Cranes
E	Teleflour Camera
E	Electrocution Trap
E	Semi-Portable Blaster
E	Force Fields
E	Mobile Heaters
E	Drilling Machines
E	Vibrator Guns
E	Radio Communicators
E	Metalite Suits
E	Scientific Instruments
E	Scanner
E	Atomic Projectors
E	Atomic Missile Guns
E	Rubberite Suits
E	Alarm Systems
E	Resistance Metals
E	Glassite Space Armor
E	Vibration Shielding
E	Brainwave Detector
E	Nullifiers
E	De-Gravity Rafts
E	Repeller Field
E	Resonators
N	Encephalo Adjuster
N	Generalist
N	Applied Wholism
N	Integrated Approach
N	Counter Suggestion
N	Probability Charts
N	Flexibility
N	Sleep Inducer
N	Hypnotic Gas
N	Ear Crystals
N	Conditioning Methods
N	Technique Room
N	Hypnotism
N	Statement of Direction
N	Brainwashing
N	Mental Process
N	Heightened Sensitivity

ABR	Card Name:
I	Random Sampling
I	Interpretation
I	Excavation
I	Collection

ABR	Card Name:
N	Preknowledge
N	Emotion Control
N	Educing Machine
N	General Call

Links

The Voyage of the Space Beagle





Wagon Trails

Introduction

Card game for 2-4+ players. Theme: Overland Westward Migrations in the USA in the mid 1800's.

Winning

The player with the most migrant points at the end of the game wins. Use a pen and paper to keep track of points.

End Of Game

The game ends when there are no cards left in the deck, and no one Can make any more melds.

The Deck

Players share a common deck. There are 4 types of cards:

1. Wagon cards
2. Destination cards
3. Journey cards
4. Hazard cards

The deck is kept face down. The discard is kept face up.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Luck of the Draw Phase
2. Meld Phase
3. Hazard Phase
4. Score Phase
5. Happy Trails Phase

Luck Of The Draw Phase

Fill your hand to 6 cards. If your hand already has 6 cards, draw 1 card.

Meld Phase

You may play 1 Meld. A Meld consists of:

1. Exactly One Destination Card
2. Exactly One Journey Card
3. One or more Wagon Cards

Hazard Phase

If you played a Meld this phase, your opponents may Play Hazard cards on you.

Score Phase

If you played a Meld, score Migrant points equal to the Value of the Destination and Wagon cards you played. Subtract Migrant points equal to the number of Hazard cards played against you. Discard all played cards.

Happy Trails Phase

You may discard one card from your hand.

Card List Notation

W Wagon cards
D Destination cards
J Journey cards
H Hazard cards
MP Migrant Points

Common Deck Card List

Card Name	Type	MP
Miner Forty-niner	W	7
Settlers	W	9
Mormons	W	10
Wagon Train	W	9
Missionaries	W	1
Farmers	W	7
City Folk	W	3
Adventurers	W	1
Ranchers	W	2
Prospectors	W	10
Covered Wagons	W	6

Card Name	Type	MP
Santa Fe Trail	D	1
New Mexico Territory	D	2
Fort Hall	D	2
Fort Boise	D	3
Go West Young Man	J	-
Guide	J	-
Mass Migration	J	-
Wagon Trail	J	-
Trading Posts	J	-
Mountain Pass	J	-
Explorers	J	-

Card Name	Type	MP
Prairie Schooners	W	6
Migrants	W	5
Families	W	8
Cattle Herds	W	5
Individualists	W	4
Opportunists	W	4
Pioneers	W	8
Handcarts	W	3
Fur Trappers	W	2
California Trail	D	3
Salt Lake City	D	3
Indian Territory	D	1
Walla Walla	D	4
Fort Vancouver	D	5
Oregon Trail	D	3
Sacramento	D	5
San Francisco	D	5
Carson City	D	4
Utah Territory	D	3

Card Name	Type	MP
Expedition	J	-
Scouts	J	-
Gold Rush	J	-
Ferry	J	-
Five Month Trek	J	-
Land Claims	J	-
Manifest Destiny	J	-
Indian Attacks	H	-
Starvation	H	-
Exposure	H	-
Floods	H	-
Grass Fires	H	-
River Crossing	H	-
Thirst	H	-
Blizzard	H	-
Cholera	H	-
Fatigue	H	-
Rocky Mountains	H	-
Arduous Journey	H	-

Links

Wagon Train Wikipedia





War Born

Introduction

Fantasy Theme card game for 2+ players.

Victory

Be the first to win 5 Hands.

The Deck

Players share a common deck.

Card Types

There are 8 Card types: Heroes, Weapons, Armor, Mounts Armies, Actions, Traits, and Spells

Turn Sequence

Each turn is divided into 5 Phases:

- Fate Phase
- Destiny Phase
- March Phase
- Battle Phase
- Victory Phase

Fate Phase

Each player draws 12 cards.

Mulligan Rule

If a player draws no Hero in Fate Phase he must reveal his hand, discard it and draw 12 new cards.

Destiny Phase

Each player may discard up to 6 cards and draw replacements.

March Phase

Each player plays a Meld. A Meld must contain exactly 1 Hero and up to 1 card from each of the other 7 card types. Melds are placed face up on the table visible to all players.

Card List

Card Name	Type	Force	Notes:
Lich King	H	10	Put a Spell from the Discard into your hand
Necromancer	H	10	Put an Army from the Discard into your hand
Grandmaster Monk	H	10	Play an extra Action

Battle Phase

Players take turns. Players cut the deck. The cut with highest Force value goes first. On your turn you may activate one card in your Meld or pass.

Each card in your Meld can only be activated once. When activated, the special effect of the card takes effect. Special effects are of 5 types:

1. Cause an opponents target card to be discarded
2. Allow you to add an extra card to your meld from your hand
3. Draw an extra card from the deck and put it into your meld if it is the only card in your meld of that type.
4. Steal card from opponent's hand
5. Put a card into your hand from the discard and put it into your meld if it is the only card in your meld of that type.

(Force Bonuses do not require Activation) When all players have consecutively passed, the Phase ends.

Victory Phase

All cards have a Force Value. Add up the Force value of all the cards in your meld including bonuses. The player with the highest Force value wins the Hand.

Discard all cards in play. Players may discard any cards in their hand they don't want.

Card List Notation

- H** Hero
- W** Weapon
- D** Armor
- M** Mount
- X** Army
- E** Action
- T** Trait
- S** Spell

Card Name	Type	Force	Notes:
Beast Master	H	10	Play an extra Mount
Swashbuckling Rogue	H	10	Actions get +5
Orc Chieftain	H	10	Mounts and Armies get +3
Chaos Warlord	H	10	Play an extra Army
Arch Druid	H	10	Play an extra Spell
Elven Ranger	H	10	Mounts, Weapons and Spells get +2
Warrior	H	10	Play an extra Weapon
Black Knight	H	10	Weapons and Armor get +3
Sword Master	H	10	Weapons get +5
Arcane Wizard	H	10	Spells get +5
Barbarian King	H	10	Armies get +5
Dwarf Lord	H	10	Armor gets +5
Defender Blade	W	5	Immune to Discard Effects
Sacred Lance	W	5	Mounts get +5
Eldritch Blade	W	5	Play an extra Spell
Vorpai Blade	W	5	Discard opposing Army card
Rune Sword	W	5	Discard opposing Trait card
Great Spear	W	5	Play extra Trait
Mace of Disruption	W	5	Discard opposing Armor card
Flame Tongue Sword	W	5	Draw an extra card
Ent Wood Bow	W	5	Discard opposing Mount
Staff of Power	W	5	Spells get +5
Iron Battle Axe	W	5	Discard opposing Weapon card
Thunder Hammer	W	5	Discard opposing Action card
Banner of Might	W	5	Armies get +5
Dancing Sword	W	5	Play extra Weapon
Horn of Valhalla	W	5	Play extra Army
Bracers of Defense	D	4	Play extra Trait
Assassins Cloak	D	4	Weapons get +5
Mystic Torc	D	4	Spells get +5
Amulet of the Magi	D	4	Play extra Spell
Gauntlets of Strength	D	4	Play extra Weapon
Great Horned Helm	D	4	Play extra Army
Mithril Hauberk	D	4	Traits get +5
Dragon Scale	D	4	Mounts get +5
Ring of Invisibility	D	4	Discard opposing Action card
Helm of Far Seeing	D	4	Draw an extra card
Spell Shield	D	4	Discard opposing Spell card
Invincible Breastplate	D	4	Discard opposing Weapon card
Seven League Boots	D	4	Play extra Action
Elven Chain Mail	D	4	Actions get +5
Great Tower Shield	D	4	Armies get +5
Pirate Fleet	X	9	Steal card from opponent's hand
Undead Legion	X	9	Immune to Discard Effects
Goblin Tribes	X	9	Discard opposing Weapon card
Desert Nomads	X	9	Actions get +5
Dwarf Clans	X	9	Play extra Armor
Elf Archers	X	9	Discard opposing Army card
Barbarian Host	X	9	Traits get +5
Orc Warband	X	9	Play extra Army
Naga Warriors	X	9	Play extra Spell
Amazonians	X	9	Discard opposing Action card
Beast Men	X	9	Play extra Mount

Card Name	Type	Force	Notes:
Myrmidons	X	9	Play extra Trait
Hawkmen	X	9	Play extra Action
Hoplite Phalanx	X	9	Armors get +5
Demon Hordes	X	9	Spells get +5
Behemoth	M	6	Immune to Discard Effects
Sphinx	M	6	Steal card from opponent's hand
Dragon	M	6	Discard opposing Mount card
Nightmare	M	6	Play extra Spell
Unicorn	M	6	Spells get +5
Giant Boar	M	6	Traits get +5
Flaming Chariot	M	6	Weapons get +5
War Machine	M	6	Play extra Armor
Giant Eagle	M	6	Play extra Trait
Wyvern	M	6	Actions get +5
Hippogryph	M	6	Discard opposing Action card
Griffon	M	6	Draw an extra card
Pegasus	M	6	Play extra Action
Manticore	M	6	Armies get +5
Basilisk	M	6	Discard opposing Army card
Maneuver	E	7	Mounts get +5
Crushing Blow	E	7	Traits get +5
Sword Breaker	E	7	Discard opposing Weapon card
Block	E	7	Armors get +5
Smite	E	7	Weapons get +5
Slay Beast	E	7	Discard opposing Mount card
Tactics	E	7	Armies get +5
Strategy	E	7	Discard opposing Army card
Surprise	E	7	Play extra Trait
Secret Weapon	E	7	Play extra Weapon
Feint	E	7	Discard opposing Action card
Escape	E	7	Immune to Discard Effects
Find Weak Point	E	7	Discard opposing Armor card
Reinforcements	E	7	Play extra Army
Trick	E	7	Draw an extra card
Strength	T	3	Weapons get +5
Endurance	T	3	Immune to Discard Effects
Charisma	T	3	Play extra Army
Leadership	T	3	Armies get +5
Wisdom	T	3	Draw an extra card
Intelligence	T	3	Play extra Trait
Power	T	3	Spells get +5
Knowledge	T	3	Play extra Spell
Skill	T	3	Play extra Weapon
Agility	T	3	Play extra Action
Stealth	T	3	Actions get +5
Berserk	T	3	Discard opposing Armor card
Stalwart	T	3	Armors get +5
Fearsome	T	3	Discard opposing Trait card
Cunning	T	3	Discard opposing Action card
Summon	S	8	Put a Mount from the Discard into your hand
Shatter	S	8	Discard opposing Weapon card
Inferno	S	8	Discard opposing Army card
Counterspell	S	8	Discard opposing Spell card

Card Name	Type	Force	Notes:
Blizzard	S	8	Discard opposing Trait card
Raise Dead	S	8	Put an Army from the Discard into your hand
Petrification	S	8	Discard opposing Action card
Enchantment	S	8	Play extra Armor
Illusions	S	8	Play extra Action
Blessing	S	8	Traits get +5
Bloodlust	S	8	Armies get +5
Plague	S	8	Discard all Armies in play
Planar Gate	S	8	Play extra Army
Force Field	S	8	Armors get +5
Legend Lore	S	8	Draw an extra card

Variants

Personalized Decks

These must contain exactly 40 cards. These must contain 5 cards from each of the 8 card types.





War Fair

Introduction

2-6 player Card Game. Players are Arms Dealers out to make big profits.

Object

Have the most money at the end of the game.

The Deck

There are 76 cards in the deck. There are 5 types of cards: Weapons, Sellers, Buyers, Interception, Evasion

Other Materials

Use play money to represent profits.

Setup

Each player starts with 5 cards. Randomly determine turn order.

Turn Sequence

Players take turns. Draw Phase Deal Phase Intercept Phase Profit Phase

Weapon Card List

Weapon Type:	#	1	2	3	4	5
Chemical	9	5	15	30	50	75
Biological	8	10	25	45	70	100
Conventional	10	15	35	60	90	125

Number of that card in the deck.

Seller Card List

Country:	#	Profit	Cannot Sell to:
USA	4	+10%	Iraq
USSR	3	-5%	Afghanistan
China	1	-5%	North Korea

Buyer Card List

Draw Phase

Draw one card. If there are no cards left in the deck, the game is over. You can have a maximum of 7 cards in your hand.

Discard excess cards.

Deal Phase

You may trade cards with other players. You may pass the rest of the turn or lay down a 'Deal' face up. A deal must include a seller card, a buyer card, and one or more Weapons cards of the same type.

Intercept Phase

Other players may play Intercept cards from their hands. You may play Evasion cards from your hand to counter the Intercept cards on a one to one basis. If more Intercept cards are played than Evasion cards, the Deal is discarded and the profit phase is skipped.

Profit Phase

If your deal was not intercepted you make a profit equal to the progression table incorporated into the Weapon card list. For example: If your deal had one Chemical card you would make \$5. If your deal had 4 Missile cards you would make \$110.

Some buyers and sellers will increase or decrease your profits. Discard your deal and draw one card.

Weapon Type:	#	1	2	3	4	5
Missile	7	20	45	75	110	150
Nuclear	6	25	55	90	130	175

Country:	#	Profit	Cannot Sell to:
France	2	—	Angola
UK	2	—	—

Country:	#	Profit
India	2	+10%
Iraq	2	—
Afghanistan	2	-5%

Country:	#	Profit
Iran	2	—
North Korea	2	+5%
Angola	2	-10%

Interception Card List

Agency:	#	Cannot be Evaded by:
CIA	2	Front Company
FBI	2	Staging Post
Interpol	2	Diplomatic Immunity

Evasion Card List

Ploy:	#
Staging Post	2
Front Company	2
Diplomatic Immunity	2

Cardset Available!





War For Atlantis

Introduction

One player takes the side of the Atlanteans. The other player takes command of the combined Armies of the Five Foes of Atlantis.

Map & Chits

Use a large hex grid The center area is the continent of Atlantis surrounded by water The main city of Atlantis is walled and occupies many hexes A thin border of land on the outer edges of the map is the homelands of the enemies. The Barbarians are to the north & northwest The Greeks are to the northeast & east The Egyptians are southeast The Africans are south & southwest The Lemurians are west Chits will have to be made for all the units & all the spells

Victory

The Atlanteans are victorious if they destroy their enemies completely. The Five Foes win if they destroy all the Atlanteans or a have a spellcaster cast the cataclysm spell in the Temple of Posideon. The Atlanteans win a minor victory if there is no winner after 20 turns.

Setup

Around 10 Six sided (10D6) dice are needed. Set aside a pile of spell chits. All Five Foes start with all

their units in their respective Homelands.

The Atlantean units are clustered near the main city. Major sites within Atlantis include the Ports, the Temple of Posideon, the Dragon Roosts, the College of Wizards, the Palace, the Workshops, the Mazes, the Barracks, and the Bazaar, among others.

Unit Descriptions

Number of such units in the game

POW Power points

MOV Movement points

C Carry 1 unit

C2 Carry 2 Units

R Ranged Attack up to two hexes away

R3 Ranged Attack up to three hexes away

3/2R 3 Power points in Melee or when defending, 2 Power points when making a ranged attack

W Water units. These units must remain in water hexes

(W) Swimmers. These units may move in water or on land

F These units can fly. They may end their move over water

M Mage. Can cast Mage spells and General spells

P Priest. Can cast Priest spells and General spells

Breach = Unit automatically moves through walls destroying them

Atlantean Forces

UNIT	#	POW	MOV	NOTES
City Elders	1	1M	1	
Crystal Ships	4	3	3WC2	
Battle Mages	4	2M	1	
Bright Warriors	4	4	2	
Priests of Light	4	1P	1	
Home Guard	6	2	1	Militia
Archers	6	2R	1	
Guardian Statues	4	4	1	Must remain within 3 hexes of the city
Dragon Riders	4	5	4F	
Lord of Atlantis	1	4MP	4F	King Minos; A powerful Demigod
Flying Machines	3	3	4FC	
Colossus	1	6	2	Breach
Merfolk	4	2	2W	Minor Allies
Minotaurs	2	3	1	Minor Allies
Lens Towers	8	3R3	0	Located on edges of city;

Create deadly beams of Light & Heat

Lemurian Forces

UNIT	#	POW	MOV	NOTES
Sorcerers	1	1M	1	Creators of the Cataclysm spell
Demon Horde	1	5	1	
War Galleys	2	3	2WC2	
Chaos Warriors	1	3	1	
Devil Worshipers	1	2	1	
Horse Archers	1	2R	3	
Stygian Rafts	3	1	1W3	
Beast Men	1	2	2	
Evil High Priests	1	1P	1	
Winged Demons	1	3	4F	
Black Tentacles	1	6	1W	
Juggernaut	1	5	2C	Breach
Great Catapult	1	XR3	1	Power Points = 1D6-1; Reroll for each

attack; Cannot move & attack

Egyptian Forces

UNIT	#	POW	MOV	NOTES
Priests of Osiris	1	1M	1	
Legions of the Dead	1	4	1	
Djinn	1	4M	5F	
Barge of Ptah	1	2	4FC2	+2 Power points to Defense Rolls
Minions of Set	1	3	2	
Mummies	1	4	1	
War Barges	3	3	2WC3	
Priests of Ra	1	1P	1	
Spearmen	1	2/1R	1	
Slave Masters	1	1	1	
Chariots	1	3	3	
Cultists	1	2	1	Followers of Horus the Avenger
Assassins	1	2	1	+2 Power Points if they attack alone
Scorpion Men	1	3	1	
War Cats of Bast	1	3	2	
Sphinx	1	3	4F	

Greek Forces

UNIT	#	POW	MOV	NOTES
Spartan Hoplites	1	3	1	
Athenian Archers	1	2R	1	
Ionian Javalineers	1	1R	2	
Macedonian Phlanx	1	3	1	
Pagan Priests	1	1P	1	
Oracle	1	1M	1	
Biremes	3	2	3WC2	
Triremes	2	3	2WC3	

UNIT	#	POW	MOV	NOTES
Greek Fire Thrower	1	3R	1	
Pegasai	1	2	4FC	
Cyclops	1	3	2	Breach
Medusa	1	5	1	
Centaurs	1	2R	3C	
Trojan Horse	1	1	2C2	Cannot Attack

The Horse cannot be attacked until it enters the city or any units it is carrying attack

Barbarian Forces

UNIT	#	POW	MOV	NOTES
Naked Warriors	1	2	2	
Berserkers	1	2	1	+2 Power Points when Attacking
Raiders	1	2R	2	
Longboats	3	2	3WC2	
Drakkars	2	3	2WC2	
Druids	1	2P	2	
Warlock	1	2M	2	
The Wild Hunt	1	4	4	
Lycanthropes	1	4	2	
Giants	1	4/3R	2	Breach, Throw Boulders
Valkyries	1	2	4F	
Great Battering Ram	1	3	1	Can only attack walls, gates, & towers

which it automatically destroys

African Forces

UNIT	#	POW	MOV	NOTES
Shaman	1	1M	1	
Witch Doctors	1	1P	1	
Naga Snake Men	1	4	1(W)	
Winged Apes	1	2	3F	
Savages	1	3	2	
Amazons	1	3/2R	2	
Cannibals	1	2	1	
Head Hunters	1	2	1	
Pygmies	1	2/1R	1	Blowguns
Numidean Horsemen	1	2	3	
War Elephants	1	2	2C	+1 Power Points when Attacking
Giant Snake	1	4	1(W)	
Giant Sea Turtles	2	3	2WC4	+3 Power Points when Defending

Turn Sequence

Draw Phase Movement Phase Attack Phase

moved The Foes of Atlantis move first Units may move up to a number of hexes equal to their movement rate

Draw Phase

Each player draws to replenish a max hand of 7 spell chits Unflip and unrotate unit chits

W Water units. These units must remain in water hexes

(W) Swimmers. These units may move in water or on land

F These units can fly. They may end their move over water.

Movement Phase

Players take turns moving units until all units have moved once Rotate chits to indicate that they have

All other units are automatically considered to be land units

Stacking & Carrying

Only one unit per space unless it is carrying other units Carried units attack at -1 Power to a minimum of 1 Carried units cannot be attacked If a unit is destroyed all units it is carrying are also destroyed Units carrying other units cannot be carried

Attack Phase

Players take turns attacking target units until all units have attacked The Atlantean player attacks first Units may combine their attacks against a single target Units can attack targets in an adjacent hex Units with ranged attacks can target defenders within two hexes The attacker rolls 1D6 for every point of power used in the attack. This is the attack roll. The defending unit rolls 1D6 for each of its power points. This is the defense roll If the attackers total is higher the target is destroyed, otherwise the defender survives.

Spells may contribute power points to the attackers or the defenders Flip chits to indicate that they have attacked or cast spells

Terrain

Even with penalties the minimum movement rate = 1hex per turn. Water = Costs 1 Move point to enter. Treacherous Water = Shallows, Reefs, Rocks, Whirlpools. Costs 2 Move points to enter.

Clear = Costs 1 Move point to enter. City spaces = Costs 2 Move points to enter. +1 Power to defense rolls for Atlantean units.

Forest = Costs 2 Move points to enter. +1 Power to defense rolls. Mountains = Costs 3 Move points to enter. +1 Power to defense rolls. Rivers = Seperate Adjacent hexes. Costs 2 Move points to cross.

Units being attacked from across a river get +2 Power to defense rolls. Walls = Seperate Adjacent hexes. Costs 3 Move points to cross a wall. Atlantean units being attacked from across a wall get +2 Power to defense rolls.

Flyers do not recieve move penalties

Spells

The spell pile mix should be 1 chit for each of the spells listed below. There are 3 types of spells: Mage, Priest, & General. Mage units can cast Mage or General spells.

Priest units can cast Priest or General spells. A unit can cast one spell per turn. Each player has a hand of 7 spell chits they replenish in Draw Phase.

A player casts a spell from his hand through a spell-casting unit he controls. Once spells are cast they are discarded unless they are to be used as markers. Use the spell chit to represent a unit created by the spell.

Unless otherwise noted spell have a range of 2 hexes.

SPELLS	NOTES
Shield	Unit gets +3 Power Points on Defense roll. Cast at beg. of Battle phase
Haste	Unit gets +2 Move Points. Cast at beginning of move phase
Fly	Unit Flies at Move Points = 4 this turn. Cast at beginning of move phase
Hold	Unit cannot move this turn. Cast at beginning of move phase
Aid	Unit gets +2 Power Points. Cast at beginning of Battle phase
Inspire	All adjacent friendly units get +1 Power points this turn. Battle phase
Rage	Unit gets +3 Power Points on Attack roll. Cast at beg. of Battle phase
Fireball	A Range = 2 attack for 4 Power Points
Lightning Bolt	A Range = 3 attack for 3 Power Points
Distract	Unit cannot attack. Range = 3. Cast at beginning of Battle phase
Invulnerability	Unit cannot be Destroyed. Cast at beginning of Battle phase
Negate	Negate the effect of spell just cast within 3 hexes
Mesmerize	All adjacent enemy units cannot attack. Cast at beginning of Battle phase
Death Spell	Caster gets +5 Power points to Attack roll
Winds	Negate all nonmagical ranged atks vs target. Cast before Def. roll made
Whirlpool	A Range = 3 attack for 4 Power Points vs a water unit
Wall of Fire	No unit may enter 1-3 adjacent target hexes targeted by caster within 3 hexes of caster. Cast at beginning of move phase
Raise Dead	Unit just killed becomes undead under your control; Power Points -1. Cast after Defense roll made
Earthquake	3 Adjacent hexes within 3 hexes of caster. Ground units in these hexes attacked for 2 Power Points
Tidal Wave	Water unit or unit in coastal hex attacked for 4 Power Points
Flood	3 Adjacent hexes within 3 hexes of caster. Ground units in these hexes may not move. Cast at beginning of move phase

SPELLS	NOTES
Poison Gases	Unit -2 Power Points. Cast at beginning of Battle phase
Summon	Move any Friendly unit from anywhere adjacent to caster
Teleport	Caster or Friendly unit adjacent to caster can move to any empty hex
Control	Take control of unit this turn. Cast at beginning of Battle phase
Luck	Cause Attack or Defense roll just made to be rerolled
Antimagic	Both players must discard their spells. Cast any time
Fear	Move enemy unit. Unit cannot end move adjacent to one of your units. Cast in move phase before unit moves

Mage Spells

Earth Elemental	Creates a Unit adj to caster: Power Points = 4, Move =1, Lasts 3 turns
Water Elemental	Creates a Unit adj to caster: Power Points = 3, Move =3W, Lasts 3 turns
Air Elemental	Creates a Unit adj to caster: Power Points = 3, Move =5F, Lasts 3 turns
Fire Elemental	Creates a Unit adjacent to caster: Power Points = 4, Move =2, Lasts 3 turns, Cannot be transported
Illusion	Creates a Unit adj to caster: Power Points = 3, Move =5F, Lasts 2 turns, Destroyed if Attacked

Priest Spells

Ressurrection	Unit not destroyed. Cast after Defense roll made
Reincarnate	Put unit from discard pile into play adjacent to caster
Golem	Creates a Unit adjacent to caster: Power Points = 3, Move =1
Sanctuary	Unit cannot attack or be attacked. Cast at beginning of Battle phase
Commune	Discard spells and draw seven new spells

Game Designers Notes

The Atlanteans have the advantage of being centralized and on the defense. The Foes have more units

but they are spread out and have to cross the water barrier.





War Hammer Space Empires

Introduction

War Hammer 40K Theme. Module for the [Warp Empires: Basic Rules System And Campains](#) Warp Empires system. You must use the Warp Empires system to play this game.

Map

Deep Space with planets.

Victory

You win if you capture over 80% of the planets on the map.

Setup

Each side starts with a Homeworld with 8 random space units and 12 random ground units.

Unit Types

- L** Leaders
- S** Space (or Ships)
- G** Ground (All units except Space units)
- I** Infantry
- A** Artillery
- V** Vehicles
- R** Stealth (Scouts, Recon, Assassins, Diggers)
- F** Fast (Flyers, Skimmers, Bikes, Racers)
- T** Titans
- P** Psychic

Action Deck

Players share a common Action deck (at bottom of page).

Ork Unit List

Unit Name:	#/Speed	Type	Force	Notes
Bad Moonz Ork Boyz	2	I	2	
Death Skulls Ork Boyz	2	I	2	
Snakebites Ork Boyz	2	I	2	
Goffs Ork Boyz	2	I	2	
Blood Axes Ork Boyz	2	I	2	
Evil Sunz Ork Boyz	2	I	2	
Bikeboyz	1F	V	1	

Revenue Phase

Poor Planets produce a Revenue = 1 Rich Planets produce a Revenue = 3 Homeworlds produce a Revenue = 5

Recruit Phase

Poor Planets can recruit a maximum of 1 ground unit per turn. Rich Planets can recruit a maximum of 3 units (ground & space) per turn. Homeworlds can recruit a maximum of 5 units per turn.

Leaders only cost half their force.

Move Phase

Ground units may travel through space, they are considered to be on their own Space Transports. Transports and other space units, unless otherwise stated, move at medium speed (2 spaces per turn). A ground unit upon entering a planet space with no enemy ships automatically lands on its surface.

If there are enemy ships present, resolve the space battle. If the transport survives, it then lands on the planet.

Battle Phase

Resolve Space battles before planet based ground battles. Ground units in Space transports have a Force = zero and cannot get card bonuses. In a space battle, space units must be taken as casualties before transports.

Note: A Space unit vs all transports will always win the battle and will take no casualties. If a Planetary Invasion force includes Space units, they may partake in the battle by bombardment. Bombarding ships only apply half their Force, and are the last units to be lost as casualties.

The Leader bonus rule applies to space combat.

Unit Name:	#/Speed	Type	Force	Notes
Boarboyz	1	R	1	
Wildboyz	1	I	2	
Stormboyz	1	I	2	
Madboyz	1	I	2	
Nobz	1	L	3	
Warboss	1	L	4	
Warlord	1	L	5	
Ghazghkull Thraka	1	L	6	
Gretchin Mob	1	I	1	
Ork Freeboterz	1	I	2	
Battlewagons	1F	V	3	
War Buggys	1F	V	2	
Traktor Kannons	1	A	3	
Lungburstas	1	V	3	
Gutrippas	1	V	3	
Giblet Grinda BF	1	V	4	
Skullhamma BF	1	V	4	
Bonecrunchers	1	V	2	
Bonebreakers	1	V	3	
Braincrushas	1	V	3	
Evil Sunz Bowel Burnas	1F	V	3	
Evil Sunz Gobsmashas	1F	V	3	
Mekboy Speedstas	1F	V	2	
Mekboy Dragsters	1F	V	2	
Nobz Warbikes	1F	VL	2	
Evil Sunz Spleenrippas	1F	V	2	
Wartracks	1F	V	1	
Bubble Chukka Speedstas	1F	V	3	
Mekboy Tinbotz	1	I	3	
Evil Sunz Scorchers	1F	V	3	
Ork Dreadnaughts	1	I	4	
Squig Katapults	1	A	2	
Mekboy Pulsa Rokkits	1	A	5	
Snakebite Squiggoths	1	V	3	
Hop Splat Guns	1	A	3	
Shokk Attack Guns	1	A	4	
Stompers	1	I	5	
Weirdboy Battle Tower	1	VP	2	
Great Gargant	1	T	10	
Slasher Gargant	1	T	8	
Mekboy Gargant	1	T	6	
Boss Dreadnaught	2	S	10	
Nobz Hulk	4	S	8	
Mekboy Battle Barge	6	S	6	
Ork Warship	8	S	4	
Freeboterz Corsair	10	SR	2	

BF Battle Fortress

Imperial Deck Unit Card List

Unit Name:	#/Speed	Type	Force
Land Raiders	1	V	3
Rhinos	1F	V	1
Predator Tanks	1F	V	3
Vindicators	1	V	2
Whirlwinds	1	A	1
Land Speeders	1F	V	1
Leman Russ Tanks	1	V	3
Basilisks	1	A	1
Bombards	1	A	2
Manticores	1	A	3
Deathstrikes	1	A	4
Shadow Sword SHT	1	V	6
Bane Blade SHT	1	V	5
Storm Blade SHT	1	V	7
Termites	1	VR	1
Moles	1	VR	2
Hellbores	1	VR	3
Hellhound Firethrowers	1	V	3
Assault Landing Pods	1F	I	1
Support Landing Pods	1	A	2
Deathwind Pods	1	A	3
Gorgon SHT	1	V	5
Capitol Imperialis	1	LV	6
Tactical Marines	1	I	2
Assault Marines	1	I	3
Devastator Marines	1	I	4
Marine Scouts	1	R	2
Ultramarines	1	I	3
Space Wolf Marines	1	I	3
Blood Angel Marines	1	I	3

SHT Super Heavy Tank

Eldar Unit Card List

Unit Name:	#/Speed	Type	Force
Guardians	2	I	1
Ulthwe Black Guardians	1	I	1
Scouts	2	R	1
Alaitoc Scouts	1	R	1
Swooping Hawks	2F	I	1
Dire Avengers	2	I	2
Biel-Tan Avengers	1	I	2
Dark Reapers	2	I	3
Fire Dragons	2	I	3
Howling Banshees	2	I	4
Striking Scorpions	2	I	4
Warlock	1	LP	2
Exarch	1	LP	5
Avatar	1	LP	6
Harlequins	2	I	3

Unit Name:	#/Speed	Type	Force
Terminators	1	I	5
Space Marine HQ	1	L	1
Space Marine Chaplain	1	LP	2
Space Marine Librarian	1	LP	3
Imperial Troops	1	I	1
Imperial Assault Troops	1	I	2
Imperial Support Troops	1	I	3
Imperial Bike	1F	V	1
Imperial Assassin	1	R	3
Ogryns	1	I	3
Ratling Snipers	1	R	2
Rough Riders	1	R	1
Commissar	1	L	2
Commissar Yarrick	1	L	5
Dreadnaughts	1	I	5
Robots	1	I	2
Rapiers	1	A	2
Tarantulas	1	A	2
Mole Mortars	1	AR	1
Thudd Guns	1	A	1
Sentinels	1F	V	3
Warlord Titan	1	T	10
Reaver Titan	1	T	8
Warhound Scout Titan	1F	T	6
Emperor Capital Ship	2	S	10
Gothic Battleship	4	S	8
Firestorm Cruiser	6	S	6
Thunderbolt Cruiser	8	S	4
Cobra Destroyer	10F	S	2

Unit Name:	#/Speed	Type	Force
Eldar Jet Bikes	2F	VR	1
Saim-Hann Wild Riders	1F	V	1
Vyper Jet Bikes	2F	VR	2
Falcon Grav Tanks	2F	V	3

Unit Name:	#/Speed	Type	Force
Wraithship	4	S	8
Shadow Hunter	6	S	6
Eclipse Cruiser	8	S	4
Hellbore Escort	10F	S	2

Tyranid Hive Unit List

Unit Name:	#/Speed	Type	Force	Notes
Genestealer Cultists	4	I	1	
Hybrid Genestealers	2	I	2	
Genestealers	4	I	3	
Genestealer Magus	2	LP	1	
Devourer Swarm	2	R	1	
Biovore	2	A	4	
Carniflex	2	I	5	
Dactylis	2	A	2	
Dominatrix	2	AP	6	
Exocrine	2	A	3	
Gargoyles	2F	I	1	
Harridan	1F	V	5	
Haruspex	2	V	4	
Hive Tyrant	1	LP	5	
Hormagaunts	4	I	1	
Lictors	2	I	3	
Zoats	2	I	2	
Malefactor	2	V	3	
Mycetic Spores	2	A	1	
Termagants	4	I	1	
Trygon	2	V	4	
Tyranid Warriors	2	I	4	
Zoanthrope	2	V	2	
Hierophant Bio-Titan	1	T	10	
Hierodule Bio-Titan	1	T	8	
Hierozoan Bio-Titan	1	T	6	
Hive Ship	2	S	10	
Dark Prowler	4	S	8	
Void Fiend	6	S	6	
Kraken	8	S	4	
Wardrones	10F	S	2	

Action Deck Card List

Card Name:	#	Effect:
Tactical Move	12	Move 1 Stack
Operational Move	6	Move 2 Stacks
Strategic Move	3	Move 3 Stacks
Leadership	2	All your Leaders get Force +5
Space Combat	2	One of your Space Units gets Force +5
Fighter Escort	2	One of your Space Units & Transports gets Force +5
Hold Ground	2	All your Infantry get Force +5
Barrage	2	All your Artillery Units get Force +5

Card Name:	#	Effect:
Massed Armor	2	All your Vehicles get Force +5
Surprise	2	All your Stealth Units get Force +5
Titan Attack	2	All your Titans get Force +5
Psionic Storm	2	All your Psychic Units get Force +5
Outflank	2	All your Fast Units get Force +5
Recon	2	Look at target stack
Intelligence	2	Look at opponents hand
Terraform	1	Pay 10: Upgrade a poor world to a rich world
Industrialization	1	Pay 10: Upgrade a rich world to a Homeworld
Decoy Force	2	Negate Move by target stack





War In Hell

Introduction

2 Player Card game. Diabolic Fantasy theme The Arch Devils Intrigue and do battle to control the 9 Planes of Hell. Each player controls a Faction of Arch Devils.

Victory

Control all 9 Planes of Hell

The Board

Place 9 (Finely Illustrated) cards in a row. Each card represents one of the Planes of Hell from 1 (highest) to 9 (lowest).

The Deck

Players share a common deck Arch Devils and Dukes of Hell are considered to be Leaders. Lesser & Greater Devil cards & Monster cards are considered to be Legions. Legions & Leaders are Units.

A Leader with attached Legions is referred to as an Army. A Stack is a Leader with or without attached cards. A Host refers to all the units of a player in the same Plane.

Markers

Each player gets a set of markers of a unique color. These are used to mark control of Planes and Units.

Setup

Each player draws 9 cards. Discard & redraw if you did not draw at least 1 Arch Devil. No Units may move until each player has had 1 turn.

Turn Sequence

Players take turns. Each turn has 7 Phases: Summon Phase Host Phase Intrigue Phase Gate Phase Battle Phase Reinforcement Phase Control Phase

Summon Phase

Draw 3 cards.

Host Phase

You may put Leaders & Legions face up into Play from your hand. Arch Devils must start on their Home plane. (Each of the 9 Arch-Devils control 1 Plane of Hell) You cannot play an Arch Devil if an opponent controls its Home Plane.

Dukes of Hell may start in any plane you control. Legions are attached (Stacked with) to Leaders you control. Place a control marker on your Stacks to indicate ownership.

Intrigue Phase

Each player gets 100 Intrigue points. Players use these points to secretly bid on every Leader in Play. Your Bids on Leaders you already control are worth double.

Bids are revealed simultaneously. Players gain control of those Leaders they won the bid for. (You get the Leader & all attached cards.) Replace control markers as required.

If tied, flip a coin. Leaders lost to Intrigue are called Traitors.

Gate Phase

Each of your Armies may move 1 Plane higher or lower. A Leader without attached Legions may be moved to any Plane.

Battle Phase

The current player is the Attacker. Other players are Defenders. Battle occurs when opposing units occupy the same Plane. Every unit has a Force value.

Each player adds up the Total Force value of all their units in the Plane. Players may play Event cards to increase their sides Total Force value. The side with the lower Force value is completely destroyed (discarded) The side with the higher Force Total gets to keep units with a Force Total equal to or less than the difference between the Totals.

The Winner always gets to keep at least 1 Unit (a Leader) Legions, if attached to a General for that type, get Force +3. An Army with Flyers gets Force +5 if facing a Host with no Flyers.

Reinforcement Phase

Each of your Armies may move 1 Plane higher or lower. A Leader without attached Legions may be moved to any Plane. Units may not move into Planes occupied by enemy units.

You may put Leaders & Legions face up into Play from your hand. Arch Devils must start on their Home plane. You cannot play an Arch Devil if an opponent controls its Home Plane.

Dukes of Hell may start in any plane you control. Legions (& Relics) are attached (Stacked with) to Leaders you control.

Control Phase

Max hand size is 9 cards. Discard excess cards. Put a Control marker on any Plane you occupy (Remove enemy marker).

Card List Notation

A Arch Devil
D Duke of Hell
G Greater Devil
L Lesser Devil
E Event

Card List

Card Name:	#	Type	Force	Notes:
Asmodeus	1	A	20	General: Pit Fiends
Baalzebul	1	A	17	General: Hell Hounds
Tiamat	1	A	13	General: Dragons
Geryon	1	A	14	General: Bone Devils
Dispater	1	A	15	General: Erinyes
Belial	1	A	16	General: Scaly Devils
Mephistopheles	1	A	19	General: Ice Devils
Moloch	1	A	13	General: Horned Devils
Mammon	1	A	14	General: Barbed Devils
Amon	1	D	13	General: Bone Devils
Arioch	1	D	12	Avenger: Force +5 vs Traitor
Bael	1	D	10	General: Barbed Devils
Hutijin	1	D	11	General: Pit Fiends
Titivilus	1	D	8	Messenger: Can Move any Time
Glasya	1	D	7	Consort: Arch Devil gets +5
Gorson	1	D	9	Bailiff: Force +5 if Defender
Alastor	1	D	8	Executioner: Force +5 vs Duke
Tartach	1	D	7	Legate: Intrigue Points +5
Neabaz	1	D	8	Herald: Delay
Phongor	1	D	9	Inquisitor: Spy
Moloch	1	D	10	Viceroy: Summons
Pit Fiends	3	G	13	Flying
Ice Devils	3	G	11	
Bone Devils	3	G	10	
Horned Devils	3	G	9	Flying
Dragons	2	G	10	Flying
Lemures	3	L	3	
Scaly Devils	3	L	6	Flying
Bearded Devils	3	L	7	
Spined Devils	3	L	3	Flying
Barbed Devils	3	L	8	
Erinyes	3	L	4	Flying
Hell Hounds	3	L	5	
Nupperibos	3	L	2	
Surprise	2	E	12	
Overrun	2	E	10	
Outflank	2	E	6	
Powerful Magic	2	E	8	
Slaughter	2	E	4	
Treachery	10	E	-	Worth 10 Intrigue Points
Spies	4	E	-	Look at Opponents Hand
Summon	4	E	-	Draw 3 cards
Divination	4	E	-	Look at next 10 cards in Deck

Leader Powers

Spy Look at opponents hand once on your turn

Delay = Negate move of target enemy army in adjacent

Plane Summons = Draw 1 card and discard 1 card once on your turn

Lies Discard 1 card to make opponent Discard 1 random card

Destroyer = Destroy 1 Opposing Legion at start of

Battle Weakness = All opposing Legions are -1 Force

General = Attached Legions of the said type get Force +3

Arch Devils

Name:	Level	Plane	Powers:
Tiamat	1	Avernus	Destroyer
Dispater	2	Dis	Summons
Mammon	3	Minauros	Weakness
Belial	4	Phlegethos	Force +5 vs Duke
Geryon	5	Stygia	Force +5 if Defending
Moloch	6	Malbolge	Force +5 if Attacking
Baalzebul	7	Maladomini	Lies
Mephistopheles	8	Caina	Intrigue +5
Asmodeus	9	Nessus	Delay





War Jhong

Introduction

Card game for 2-4+ players.

Victory

Be the first player to accumulate 100 Victory Points. Points are scored for each hand when a player goes out. A player goes out by making 4 sets of 3 cards each.

Only the player that went out scores points.

The Deck

Players share a common deck

Suits

There are 3 Common Suits:

- Infantry, Archers, & Cavalry Common Suit cards are numbered 1-9 and have 3 copies of each number. There are 2 Honor Suits:
- Junks & Forts Honor Suits are not numbered.
- There are 16 Junks & 9 Forts
- There are 2 Special Suits: Generals & Tactics
There are 8 Generals & 6 Tactics Each General is worth 1 Victory Point when discarded. Tactics cards are Wild cards and can be used in place of any Common or Honor card.

Setup

Each player is dealt 12 cards. The player who won the last game goes first. Play proceeds to the right.

Scoring Chart

Scoring Combo	(Victory Points)	Notes:
Going Out	(1)	1 point for Going Out
Double Formation	(3)	2 Formations have the same number sequences
Triple Formation	(9)	3 Formations have the same number sequences
High/Low	(5)	4 Formations have numbers 1-5 or 5-9.
Fleet	(2)	1 Formation of Junks
Double Fleet	(4)	2 Formations of Junks
Triple Fleet	(8)	3 Formations of Junks
Armada	(16)	4 Formations of Junks
Wall	(3)	1 Formation of Forts
Border Wall	(9)	2 Formations of Forts
Great Wall	(27)	3 Formations of Forts

Sequence Of Play

On your turn, draw a card from the top of the deck. Add it to your hand. At the end of your turn, you must either go out, or discard 1 card.

Formations

A Formation is a set of 3 cards:

- Sequence: 3 consecutive Common cards of the same suit
- Triplet: 3 Common cards of the same suit with the same number
- 3 matching Honor cards
- 3 matching Tactics cards

Going Out

You go-out when you have 4 Formations. (Combined in your hand & face-up in front of you)

Attacks

You may take a discard & immediately use it to Go-Out or make a Formation The Formation must be played face-up on the table in front of you. You must then discard a card & play proceeds to your right. If more than one player claims the discard, the player whose turn is Most soon to be next gets it.

Scoring

If you went out, you may score your hand. Several Scoring Combos may apply to your hand, and all may be counted.

Scoring Combo	(Victory Points)	Notes:
Great Formation	(6)	4 Formation of the same Common Suit
General	(1)	Get 1 VP per General you discarded this hand
All Triplets	(4)	4 Common Formations are Triplets
All Sequences	(4)	4 Common Formations are Sequences
Identical Double Formation	(6)	2 Formations same Common Suit & Numbers
Identical Triple Formation	(18)	3 Formations same Common Suit & Numbers
Split Army	(3)	2 Formations from 2 Common suits
Grand Formation	(10)	Complete run of sequences from 1-9 in same Suit
Grand Maneuver	(7)	3 Formations same Common Suit & 1 Honor Suit
Ruse	(5)	1 Formation of Tactics cards
Great Ruse	(25)	2 Formations of Tactics cards
Diplomatic Solution	(2)	No Formations & all cards in same suit 3 digits apart

Card List

Card Name:	#	Card Name:	#
Infantry 1	3	Archers 8	3
Infantry 2	3	Archers 9	3
Infantry 3	3	Cavalry 1	3
Infantry 4	3	Cavalry 2	3
Infantry 5	3	Cavalry 3	3
Infantry 6	3	Cavalry 4	3
Infantry 7	3	Cavalry 5	3
Infantry 8	3	Cavalry 6	3
Infantry 9	3	Cavalry 7	3
Archers 1	3	Cavalry 8	3
Archers 2	3	Cavalry 9	3
Archers 3	3	Junks	16
Archers 4	3	Forts	9
Archers 5	3	Generals	8
Archers 6	3	Tactics	6
Archers 7	3		





War Of Independence

Introduction

American Revolution Theme. Module for the [Warp Empires: Basic Rules System And Campains](#) Warp Empires system. You must use the Warp Empires system to play this game.

Map

- Depicts the original 13 colonies plus Canada.
- Each colony is divided into several territories.
- Each inland territory generates 1 revenue point.
- Each coastal territory generates 2 revenue points.
- The original 13 colonies include:
 - New Hampshire
 - Massachusetts
 - Rhode Island
 - Connecticut
 - New York
 - New Jersey
 - Pennsylvania
 - Delaware
 - Maryland
 - Virginia
 - North Carolina
 - South Carolina
 - Georgia

Turns

1775-1783. 4 turns per year (each season = 1 turn)
Units cannot move/attack in winter turns. Revenue can't be saved from winter turns.
Units cannot be recruited in winter turns.

American Unit Deck

Name	Move	#	F	Type	Notes
General George Washington	F	1	5	L	
General Nathaniel Greene	F	1	4	L	
General Benedict Arnold	F	1	5	L	
General Lincoln Benjamin	F	1	4	L	
General Horatio Gates	F	1	4	L	
General Charles Lee	F	1	4	L	
General Daniel Morgan	F	1	4	L	
General William Moultrie	F	1	4	L	
Baron Von Stuben	F	1	4	L	German
Captain John Paul Jones	F	1	4	L	
Thomas Jefferson	F	1	4	L	
Francis Marion (the Swamp Fox)	F	1	4	L	

Victory

The side that controls the most territories at the end of the game wins. Either side wins automatically if all opposing units are destroyed.

Setup

The only leaders that automatically begin in play are George Washington, Greene, Carlton, and Howe. The British start with 6 Random units in Canada & Massachusetts. The Americans start with 6 Random units in Massachusetts, Pennsylvania, Rhode Island, and South Carolina.

Action Deck

Players share a common Action deck.

Unit Deck Abbreviations

- S** Ships
- T** Troops

Movement Rules

Ships can only move into coastal spaces. Stacks (except for ships) without leaders cannot move.

Battle Rules

Leaders generate no Force unless matched with troops of equal or greater force value.

Name	Move	#	F	Type	Notes
Sam Adams	F	1	4	L	
Marquis de Lafayette	F	1	4	L	French
Comte de Rochambeau	F	1	4	L	French
George Rogers Clarke	F	1	4	L	
Don Bernardo Galvez	F	1	4	L	Spanish
French Fleet	F	2	5	S	French
Continentalists	M	6	4	T	
Minute Men	F	5	2	T	
Militia	M	4	1	T	
French Troops	M	3	4	T	French
Patriot Irregulars	M	4	2	T	
Colonial Army	M	5	3	T	
Fortifications	O	8	4	F	

British Unit Deck

Name	Move	#	F	Type	Notes
General Carleton	F	1	4	L	
General Sir William Howe	F	1	4	L	
General John Burgoyne	F	1	4	L	
General Sir Henry Clinton	F	1	4	L	
General Lord Charles Cornwallis	F	1	5	L	
General Augustine Prevost	F	1	4	L	
General Gage	F	1	4	L	
Banastre Tarleton	F	1	4	L	
British Fleet	F	2	5	S	
British Regulars	M	4	4	T	
British Redcoats	M	4	4	T	
Tories	M	4	1	T	
Iroquois Indian Allies	F	2	2	T	
Royalists	M	4	2	T	
Mohawk Indian Allies	F	2	2	T	
Hessian Mercenaries	M	2	3	T	
Fortifications	O	8	4	F	

Action Card Deck

Card Name	#	Notes
Tactical Move	6	Move 1 stack
Operational Move	6	Move 2 stacks
Strategic Move	4	Move 3 stacks
French Alliance	3	American player may play Foreign units
Garrison	2	Battle: Defender gets +4 Force
Siege	2	Battle: Attacker gets +4 Force
Bayonet Attack	2	Battle: Troops get +1 Force each
Wheel About	2	Battle: +2 Force
Outflank	2	Battle: +6 Force
Bombardment	2	Battle: +8 Force
Encircle	2	Battle: +10 Force

Card Name	#	Notes
Counterattack	2	Battle: Winner casualties increased by $\frac{1}{2}$
Rearguard Action	2	Battle: Loser casualties reduced by $\frac{1}{2}$
Night March	2	Move 1 stack
Surprise	2	Battle: +12 Force
Enlistments	2	Recruit 2 random units
Spirit of Rebellion	2	Americans: Place 1 control marker
French Supplies	2	Americans: Gain 8 revenue
Tory Uprising	2	British: Place 1 control marker
Indian Raids	2	British: Place 1 control marker
Declaration of Independence	1	Americans Place 7 control markers
Winter Quarters	2	British: Americans must discard 2 troop units
Winter Offensive	2	Americans: Move 1 stack in Winter turn.
Continental Congress	1	Americans Place 3 control markers





War Over The Reich

Introduction

Scenario for WarpQuest: WWII. for the [Warpquest Core Rules](#) WarpQuest Core Rules. Each player controls a Flight of 300 British (Halifax, Wellington, Mosquito, and Lancaster) Bombers on a Night Raid to bomb targets in Nazi Germany.

Introduction

Module 1 represents the flight to the Target Zone. Module 2 represents the combat over the Target Zone.

Stats List Table

1D6	Stat:	Notes:
1	Bombers +50	Base = 300
2	Electronic Warfare +2	Radar, Radio, Countermeasures
3	Navigation Intelligence +2	Electronics, Planning, Experience
4	Fighter Defense +2	Fighter Escort, Bomber MGs, Tactics
5	Bombing +2	Accuracy & Tonnage
6	Fuel Surplus +1	Base = 6

Fuel Surplus

Every time you fail a Navigation test reduce your Fuel Surplus by one point. You may voluntarily use up a Fuel Surplus point to 'Search for Targets': Instead of Moving forwards in Movement Phase, move your pawn (Bomber Group) backwards. If your Fuel Surplus = 0 you must immediately turn back and head for home.

If your Fuel = 0 and you fail a Navigation test you lose 1D6 Bombers. (They run out of fuel)

Altitude

There are three Altitudes: Low, Medium, and High. Start the game at Medium altitude. Instead of moving forward during Movement phase, use up a Fuel Surplus point and change your Altitude to any other height.

- If you are at low altitude Navigation and Bombing tests are DM -1.
- If you are at low altitude Flak and EW tests are DM +1.
- If you are at high altitude Navigation and Bombing tests are DM +1.
- If you are at high altitude Flak and EW tests are DM -1.

Flak & Fighters

- If you fail a Flak or Fighter test lose 1D10 Bombers.

The 'Artifact' is the halfway point of the Mission when the Bombers must turn back.

Bomber Flight Stats

A Bomber Flight (Group) has 300 Bombers and 6 Stats. The Flight also has a Fuel Surplus = 6 Roll on the Stat List Table to see what stats you get:

- If you pass a Flak or Fighter test you lose no Bombers.
- If you pass a fighter test you shoot down 1D6 enemy Fighters.
- Add your Fighter Defense Stat to 'Fighter test' Skill rolls.

Bombing Targets

When you bomb a target, 50 of your bombers will drop their bombs. Add your Bombing Stat to 'Bombing test' Skill rolls. If you pass the test, the target is destroyed: keep the target card in your possession.

If you fail the test, the target card remains in play in that space. The next Bomber group to land on the space may try to bomb the target. A Bomber drops all of its bombs at once. Those bombers cannot attack again.

Electronic Warfare

Add your Electronic Warfare Stat to 'EW test' Skill rolls.

- If you pass an EW test nothing happens.
- If you fail an EW test, draw another card.
- If it is a Flak or Fighter card, the card attacks with a DM +1.
- If the drawn card is not a Flak or Fighter, discard it: nothing happens.

Visual Sighting

- If you pass an Visual Sighting test nothing happens.
- If you fail a VS test, draw another card.
- If it is a Flak or Fighter card, the card attacks with a DM +1.
- If the drawn card is not a Flak or Fighter, discard it: nothing happens.

Scoring

Get 10 Victory Points (VP) for every target you 'destroy'. (The Decoy Target earns no VP, but you must bomb it.) Get 1 VP for every enemy fighter you destroy. Lose 1 VP for every bomber you lost.

Lose 5 VP if you run out of Surplus Fuel.

Hit 'em Hard Rule

When you go to make a Bombing test roll you may decide to attack with more than 50 Bombers. You may

choose 100, 150, or any multiple of 50. All Bombers you declare to attack must attack. If the first 50 fail their attack, roll again for the next 50, and so on.

Same Space

If your pawn lands on an opponents pawn, nothing happens, there is no conflict, and do not draw a card.

Card Types

- T** Target
- N** Navigation
- F** Flak
- I** Fighter
- E** Electronic Warfare
- V** Visual Sighting
- A** Aid
- #** Number of that card in the Deck.

Module 1 Perilous Flight Card List

Card Name:	#	Type	Test Modifiers:
Darkness	3	N	Navigation DM+1
Cloud Cover	3	N	Navigation DM+2
Storm	3	N	Navigation x2
Headwind	3	N	Navigation
8.8cm Flak 18	4	F	Altitude
10.5cm Flak 39	3	F	Altitude DM+1
12.8cm Flak 40	2	F	Altitude DM+2
Flak Battery	2	F	Altitude x2
Radar Station	1	E	Electronic Warfare
Radar Fence	1	E	Electronic Warfare
Radar Operator	1	E	Electronic Warfare
Freya Radar Tower	1	E	Electronic Warfare DM+2
Wurzburg Radar Dishes	1	E	Electronic Warfare DM+2
Kammhuber Line	1	E	Electronic Warfare DM+1
Radar Set	1	E	Electronic Warfare DM+1
Long Range Radar	1	E	Electronic Warfare
Radar Beacon	1	E	Electronic Warfare
Himmelbett Box	1	E	Electronic Warfare x2
Lichtenstein SN-2 Radar	1	E	Electronic Warfare x2
Flensburg Homing Device	1	E	Electronic Warfare x2 DM+1
Naxos-Z Homing Device	1	E	Electronic Warfare x2 DM+2
Visual Contact	1	V	Visual Sighting DM+2
Ground Observers	1	V	Visual Sighting x2
Me 109 Squad	1	I	Fighter Defense DM+1
Me 110 Squad	1	I	Fighter Defense
Messerschmitt Fighters	1	I	Fighter Defense x2
Foke-Wulf 190 Squad	1	I	Fighter Defense DM+2
Night Defense Fighters	1	I	Fighter Defense
Luftwaffe	1	I	Fighter Defense x2
JU 88 Night Fighters	1	I	Fighter Defense

Card Name:	#	Type	Test Modifiers:
Heinkel He 219s	1	I	Fighter Defense
Wild Boar Squad	1	I	Fighter Defense DM +1
Tame Boar Squad	1	I	Fighter Defense
Schrage Musik	1	I	Fighter Defense DM +1
German Fighter Ace	1	I	Fighter Defense DM +2
Drop Tanks	1	A	Fuel Surplus +2
Efficient Fuel Management	1	A	Fuel Surplus +1
Window Countermeasure	1	A	Electronic Warfare +1
Aluminum Foil Strips	1	A	Electronic Warfare +1
Operation Corona	1	A	Electronic Warfare +2
Perfectos Device	1	A	Electronic Warfare +3
Serrate Tracking Unit	1	A	Electronic Warfare +2
Jam Radio Traffic	1	A	Electronic Warfare +3
Airborne Cigar	1	A	Electronic Warfare +2
Noise Transmitters	1	A	Electronic Warfare +2
GEE Relay Stations	1	A	Navigation +2
OBOE Electronic Guidance	1	A	Navigation +2 or Bombing +2
Airborne Radar	1	A	Navigation +3
Mission Briefing	1	A	Navigation +2
Landmarks	1	A	Navigation +1
Firestorm	1	A	Bombing +3
Target on Fire	1	A	Bombing +3
Blockbuster Bombs	1	A	Bombing +2
Pathfinder Force	1	A	Bombing +2
Red Spot Flares	1	A	Bombing +2
Master Bomber	1	A	Bombing +1
Blind-Bombing Radar	1	A	Bombing +1

Module 2 Target Zone Card List

Card Name:	#	Type	Test Modifiers:
Ball Bearing Factory	1	T	Bombing x2 DM+1
Airplane Factory	1	T	Bombing x2
Rail yard	1	T	Bombing
V2 Launch Site	1	T	Bombing DM+2
Air Field	1	T	Bombing
Synthetic Petroleum Plant	1	T	Bombing x2
Refinery	1	T	Bombing x2
City	1	T	Bombing
Shipyards	1	T	Bombing
Industrial Complex	1	T	Bombing
Decoy Target	1	T	Bombing
Hydro-Electric Dam	1	T	Bombing DM+1
Darkness	3	N	Navigation DM+1
Cloud Cover	3	N	Navigation DM+2
Storm	3	N	Navigation x2
Headwind	3	N	Navigation
8.8cm Flak 18	4	F	Altitude
10.5cm Flak 39	3	F	Altitude DM +1
12.8cm Flak 40	2	F	Altitude DM +2

Card Name:	#	Type	Test Modifiers:
Flak Battery	2	F	Altitude x2
Radar Station	1	E	Electronic Warfare
Radar Fence	1	E	Electronic Warfare
Radar Operator	1	E	Electronic Warfare
Freya Radar Tower	1	E	Electronic Warfare DM+2
Wurzburg Radar Dishes	1	E	Electronic Warfare DM+2
Radar Set	1	E	Electronic Warfare DM+1
Long Range Radar	1	E	Electronic Warfare DM+1
Radar Beacon	1	E	Electronic Warfare
Himmelbett Box	1	E	Electronic Warfare x2
Lichtenstein SN-2 Radar	1	E	Electronic Warfare x2
Flensburg Homing Device	1	E	Electronic Warfare x2 DM+1
Naxos-Z Homing Device	1	E	Electronic Warfare x2 DM+2
Visual Contact	1	V	Visual Sighting DM+2
Shilhouette	1	V	Visual Sighting DM+1
Ground Observers	1	V	Visual Sighting x2
Search Lights	1	V	Visual Sighting
Me 109 Squad	1	I	Fighter Defense DM+1
Me 110 Squad	1	I	Fighter Defense
Messerschmitt Fighters	1	I	Fighter Defense x2
Foke-Wulf 190 Squad	1	I	Fighter Defense DM+2
Night Defense Fighters	1	I	Fighter Defense
Luftwaffe	1	I	Fighter Defense x2
JU 88 Night Fighters	1	I	Fighter Defense
Heinkel He 219s	1	I	Fighter Defense
Wild Boar Squad	1	I	Fighter Defense DM +1
Tame Boar Squad	1	I	Fighter Defense
Schrage Musik	1	I	Fighter Defense DM +1
German Fighter Ace	1	I	Fighter Defense DM +2
Drop Tanks	1	A	Fuel Surplus +2
Efficient Fuel Management	1	A	Fuel Surplus +1
Window Countermeasure	1	A	Electronic Warfare +1
Aluminum Foil Strips	1	A	Electronic Warfare +1
Operation Corona	1	A	Electronic Warfare +2
Perfectos Device	1	A	Electronic Warfare +3
Serrate Tracking Unit	1	A	Electronic Warfare +2
Jam Radio Traffic	1	A	Electronic Warfare +3
Airborne Cigar	1	A	Electronic Warfare +2
Noise Transmitters	1	A	Electronic Warfare +2
GEE Relay Stations	1	A	Navigation +2
OBOE Electronic Guidance	1	A	Navigation +2 or Bombing +2
Airborne Radar	1	A	Navigation +3
Mission Briefing	1	A	Navigation +2
Landmarks	1	A	Navigation +1
Firestorm	1	A	Bombing +3
Target on Fire	1	A	Bombing +3
Blockbuster Bombs	1	A	Bombing +2
Pathfinder Force	1	A	Bombing +2
Red Spot Flares	1	A	Bombing +2
Master Bomber	1	A	Bombing +1
Blind-Bombing Radar	1	A	Bombing +1

American Daylight Raids

This is a variant of the above Card lists. The Americans preferred to use their B-17 Flying Fortresses &

B24 Liberators in daylight raids with Fighter Escorts. Add the Following cards to Modules 1 & 2

American Daylight Raids Addendum Card List

Card Name:	#	Type	Test Modifiers:
P-38F Lightnings	1	A	Fighter Defense +2
P-47C Thunderbolts	1	A	Fighter Defense +3
P-51B Mustangs	1	A	Fighter Defense +3
Fighter Escort	2	A	Fighter Defense +2
Bomber Boxes	1	A	Fighter Defense +1
MG Crossfire	1	A	Fighter Defense +1
Norden Bombsight	1	A	Bombing +2
Me 262 Jet Fighters	1	I	Fighter Defense, DM +2
Combat Fighters	1	I	Fighter Defense
WDr-21 Rockets	1	I	Fighter Escort
Pulk-Zerstorer Bombs	1	I	Fighter Defense
Head on Pass Tactics	1	I	Fighter Defense
Jagdgruppen	1	I	Fighter Defense
Smokescreens	1	N	Navigation

Notes: Remove all Night cards. Remove all Electronic Warfare cards. Navigation and Bombing tests

are DM -1.
Flak tests are DM +1.





War Wind

Introduction

Card game for 2-4 players. SF Theme. Based on the 1996 PC game.

Disclaimer

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Victory

Eliminate opposing players by doing 20 or more damage to Their Settlements.

The Decks

Each player has a unique Settlement Card. Each player has a unique Clan Deck. Players also share a common World Deck.

The Clans

There are 4 Clans:

1. Tha'Roon
2. Obblinox
3. Eaggra
4. Shama'li

Tha'roon

Imperialistic, Cruel, Serpentine, Psychic Overlords.

Obblinox

Warlike, Brutish, Elephantine Behemoths.

Eaggra

Nature-Loving, Tough, Numerous, Plant-like Rebels.

Shama'li

Wise, Ancient, Mystical, Martial-Artist Monks.

Hand

Players keep both Clan cards and World cards together in their hand. Clan Decks and the World deck each keep their own discard pile. Basic Hand size is 6 cards.

Permanents

Units, Structures, Resources, and Settlements are represented by cards. Units, Structures, Resources, and Settlements are collectively referred to as Permanents. Units are living creatures that can attack and defend.

When put into play, permanents are kept face up in front of you. Structures include Buildings, Roads, Walls, Vehicles, and Robots. Resources and Buildings do not have Hits and cannot attack or be attacked.

Walls have Hits and may Block, but they cannot attack. Walls, Vehicles, and Robots are treated like Units in Attack Phase.

Resource Points

Use tokens to represent Resource Points (RP). These are used to buy units and structures. Resource points are saved from turn to turn.

Hits & Damage Points

Use counters to keep track of Damage Points (DP). Damage counters are placed on Units, Structures and Settlement cards. Each Permanent has a number of Hits. If a Permanent has equal or more DP than it has hits, it is destroyed.

Exhausting Cards

A card is turned sideways to show it is exhausted. A card is turned right side up to show it is ready. Exhausted Permanents cannot take actions until they are made ready.

Setup

Each player starts with its Settlement card in play. Each player draws 4 World cards and 3 Clan cards. Each player starts with 20 Settlement Points.

Each player starts with 5 Resource Points.

Turn Sequence

Players take turns. Each turn has 8 Phases:

1. Ready Phase
2. Fate Phase
3. Production Phase
4. Recruit Phase
5. Event Phase
6. Attack Phase
7. Heal Phase
8. End Phase

Ready Phase

Make all of your exhausted cards ready.

Fate Phase

Draw 1 card from the World Deck and 1 card from your Clan Deck. If a deck runs out, shuffle the discard and draw from it.

Production Phase

Gain 1 Resource Point (RP) Each Resource card and Worker card you exhaust gains you 1 extra RP. Play (discard) Bioslag cards for 3 RP.

Recruit Phase

Most permanents have a cost in RP to play. You may put permanents into play by paying their cost. You may put 1 Resource card into play.

Event

Many Spell and Stealth cards are played in this phase.

Attack Phase

You may attack with some, none, or all of your units in Attack phase. The defending player may choose some of his units to Block. Attacking exhausts a Unit.

Each Blocker can block only one attacker. Multiple Blockers can block the same attacker (attacker assigns damage). Units do Damage to each other equal to their attack scores.

If an attacker is not blocked, he does his damage to the defenders Settlement. Units with excessive DP (greater/= to their hits) are discarded at the end of this phase. Unblocked Workers do +3 Damage to Settlements.

Heal Phase

Each living unit heals 1 Hit, that is, removes 1 Damage Point. A permanent with the Healing Ability may remove 1 DP from any target living unit. Repairs: You may remove 1 DP from a structure or settlement by paying 2 RP.

End Phase

Discard to maximum hand size (Base Max = 7).

Last Ditch Defense Rule

If you ever have 20 or more DP on your settlement, you may discard 1 permanent you control to remove 1 DP from your settlement. You may keep doing this until you run out of Permanents.

Modifier Cards

These cards are attached to a target unit and remain until the Unit is destroyed.

Spells

Some units have spell casting ability. You can only play a Spell card if you have one of these units in play.

Stealth

Some units have stealth ability. You can only play a Stealth card if you have one of these units in play.

First Strike

A Unit with First Strike inflicts its Damage before a unit it is blocking or is blocked by.

Defense Bonus

A defense bonus negates the first X Damage done to a unit during the turn.

Beasts

These are Units only found in the World deck. They are example of wildlife on the world of Yavaun. They must attack if possible, and they cannot Block.

Card List Notation

U Unit
E Event
R Resource
RP Resource Point
M Modifier
SX Settlement
SB Structure Building
SU Structure Unit (Vehicles, Robots, Walls)
B Beast
ES Event requiring a Unit with Stealth ability
X Exhaust to get the following effect
D Discard to get the following effect
FED From either deck (World or Clan)
GTU Give target Unit

Shoot = Exhaust unit to do X damage to target unit
 or Settlement Deathmark = When attacking the UWS targets a Unit instead of the Settlement

DB Defense Bonus
 Discover = Draw 2 cards and discard 2 cards FED

SC Spell Caster
S Spell
A Attack Rating (Damage unit inflicts)
H Hits (Damage unit can sustain)
UWS Unit with Stealth

Leader = All units of that clan get A+1 and DB +1

LAOH Look at Opponents hand
 Control = Take control of target unit until the end of the turn. Search Deck = Search either deck for a target card and put it in your hand. APIIP = And Put it in Play

copies of card in deck

World Common Deck Card List

Name:	#	Type	Cost	Notes:
Crystals	12	R	-	X = gain 1 RP; D = gain 1 RP
Forest	12	R	-	X = gain 1 RP; D = draw 1 card FED
Bioslag	6	E	-	Discard in production Phase for 3 RP
Solid Wall	2	SU	2	A = 0; H = 10
Offensive Wall	2	SU	3	A = 2; H = 8
Mine Field	2	SU	2	A = 9; H = 1; Treat as Wall
Transport	2	SU	2	A = 0; H = 3; X = GTU First Strike
Cruiser	2	SU	7	A = 6; H = 8
Scout Drone	2	SU	2	A = 0; H = 2; X = LAOH
Attack Drone	2	SU	2	A = 3; A = 3; First Strike
Research	2	E	2	Search Deck
Dirge Vermin	1	B	-	A = 1; H = 1
Snipethorn	1	B	-	A = 2; H = 2
Ionic Brakus	1	B	-	A = 3; H = 1
Bonca	1	B	-	A = 2; H = 4
Assassination	1	ES	-	UWS gets A+2 and Deathmark
Sabotage	1	ES	-	Destroy target Structure
Hidden	1	ES	-	Negate attack vs. UWS
Masked	1	ES	-	UWS gets A+2 and DB +2
Invisible	1	ES	-	UWS cannot be blocked
Disguise	1	ES	-	Negate target card played by opponent
Steal	1	ES	-	Steal 3 RP from opponent
Ambush	1	ES	-	Defending UWS gets A+3
Spy	1	ES	-	LOAH & discard target card
Sniper	1	ES	-	Shoot = 4

Tha'roon Clan Deck

Name:	#	Type	Cost	A	H	Notes:
Settlement	1	SX	-	-	20	Start game with +10 RP
Minister	1	U	4	2	4	Leader; SC; Stealth
Servant	3	U	1	1	1	Worker
Architect	1	U	2	1	2	Structures cost 1 less
Manor	1	SB	5	-	-	X = Heal x2
Laboratory	1	SB	5	-	-	X = Discover
Academy	1	SB	5	-	-	X = Gain 2 RP
Grande Parlour	1	SB	5	-	-	X = Draw 1 card FED
Citadel	1	SB	5	-	-	Defending Units DB+2
University	1	SB	5	-	-	Hand Size +2
Rover	2	U	2	2	1	First Strike
Executioner	2	U	3	3	2	
Destroyer	2	U	5	5	4	
Rogue	2	U	4	3	3	Stealth; Shoot = 1
Assassin	2	U	5	5	3	Stealth; Deathmark
Psychic	2	U	2	2	1	SC
Psionic	2	U	4	4	4	SC
Jump Troop	1	U	6	6	6	Stealth; First Strike
Mesh-Exo-Skel	1	M	1	+2	-	
Cloaking Skin	1	M	1	-	-	DB+1; Stealth

Name:	#	Type	Cost	A	H	Notes:
Infra-Visor	1	M	1	+1	-	Deathmark
Reactionary Muscles	1	M	1	+1	-	First Strike
Vitua-Ventrical	1	M	1	-	-	DB+2
Clairvoyance	1	S	-	-	-	LAOH then Discover
Fear	1	S	-	-	-	Target cannot Attack or Block
Mind Blast	1	S	-	-	-	Kill Target Unit
Mind Shield	1	S	-	-	-	Target Unit gets DB+6
Command Voice	1	S	-	-	-	Control

Eaggra Clan Deck

Name:	#	Type	Cost	A	H	Notes:
Settlement	1	SX	-	-	20	X = Draw 1 Card
Prime Maker	1	U	4	2	4	X = Gain 2 RP
Scrub	3	U	1	1	1	Worker
Artisan	1	U	2	1	2	Structures cost 1 less
Greenhouse	1	SB	5	-	-	X = Heal x2
Plant	1	SB	5	-	-	X = Discover
Plantation	1	SB	5	-	-	X = Gain 2 RP
Watering Hole	1	SB	5	-	-	X = Draw 1 card FED
Garrison	1	SB	5	-	-	Defending Units A+1
Conservatory	1	SB	5	-	-	Hand Size +2
Weed	2	U	2	1	2	First Strike; Stealth
Squire	2	U	3	2	3	X = Give Target Unit DB+1
Knight	2	U	4	3	4	Leader
Scout	2	U	2	2	2	Stealth; Shoot = 1
Ranger	2	U	3	3	3	Stealth; Shoot = 2
Druid	2	U	2	2	2	SC
Arch Druid	2	U	3	3	3	SC
Grenadier	1	U	6	4	4	Shoot = 3
Hyperbold Injector	1	M	1	+2	-	
Pigment Modifier	1	M	1	-	-	DB+1; Stealth
Sensory Taper	1	M	1	+1	-	Deathmark
Adrenal Accelerator	1	M	1	+1	-	First Strike
Invigora Juice	1	M	1	-	-	DB+2
Land Vision	1	S	-	-	-	All your Units get First Strike
Ground Friend	1	S	-	-	-	Your Defending units get DB+3
Regenerative Touch	1	S	-	-	-	Heal x5
Tree Growth	1	S	-	-	-	Take Forest from Deck APIIP
Meteor Swarm	1	S	-	-	-	Destroy all Units in Play
Natures Voices	1	S	-	-	-	Control

Obblinox Clan Deck

Name:	#	Type	Cost	A	H	Notes:
Settlement	1	SX	-	-	20	X = Target Unit A+1
War General	1	U	6	6	6	Leader
Worker	3	U	2	2	2	Worker

Name:	#	Type	Cost	A	H	Notes:
Engineer	1	U	2	1	2	Structures cost 1 less
Dormitory	1	SB	5	-	-	X = Heal x2
Garage	1	SB	5	-	-	X = Discover
Mead Hall	1	SB	5	-	-	X = Gain 2 RP
Cathedral	1	SB	5	-	-	X = Draw 1 card FED
Stronghold	1	SB	5	-	-	Defending Units DB+2
Military Base	1	SB	5	-	-	Hand Size +2
Biker	2	U	2	2	3	First Strike
Veteran	2	U	3	3	4	
Captain	2	U	5	5	5	Leader
Agent	2	U	2	2	3	Stealth
Spy	2	U	3	3	3	Stealth
Sorcerer	2	U	2	1	2	SC
Warlock	2	U	3	2	3	SC
Colossus	1	U	7	7	7	
Mech-Arm	1	M	1	+2	-	
Blur Pack	1	M	1	-	-	DB+1; Stealth
TeleOptic	1	M	1	+1	-	Deathmark
Iron Stump	1	M	1	+1	-	First Strike
Armored Chest	1	M	1	-	-	DB+2
Fiery Bolt	1	S	-	-	-	Shoot = 5
Crumble	1	S	-	-	-	Destroy Target Structure
Boil Blood	1	S	-	-	-	All Attacking Units get A+2
Phantasm	1	S	-	-	-	Exhaust target Living Unit

Shama'li Clan Deck

Name:	#	Type	Cost	A	H	Notes:
Settlement	1	SX	-	-	20	X = Discover
Shadow Dancer	1	U	5	3	3	Leader; SC; Stealth
Initiate	3	U	1	1	1	Worker
Designer	1	U	2	1	2	Structures cost 1 less
Shelter	1	SB	5	-	-	X = Heal x2
Sanctuary	1	SB	5	-	-	Settlement gets +10 Hits
Hostel	1	SB	5	-	-	X = Gain 2 RP
Guild House	1	SB	5	-	-	X = Draw 1 card FED
Outpost	1	SB	5	-	-	Attacking Units A+2
Temple	1	SB	5	-	-	Hand Size +2
Cavalier	2	U	3	3	3	First Strike
Defender	2	U	4	4	4	
Templar	2	U	5	4	6	
Disciple	2	U	3	3	3	Stealth
Grand Master	2	U	5	4	4	Stealth; SC; Shoot = 2
Shaman	2	U	2	1	2	SC; Heal
Guru	2	U	3	1	3	SC; Heal
Elemental	1	U	6	5	7	
Lode Stone	1	M	1	+2	-	
Mystic Root	1	M	1	-	-	DB+1; Stealth
Crystal Eye	1	M	1	+1	-	Deathmark
Feather Rods	1	M	1	+1	-	First Strike

Name:	#	Type	Cost	A	H	Notes:
Focus Stone	1	M	1	-	-	DB+2
Healing	1	S	-	-	-	Heal x5
Seer	1	S	-	-	-	Draw 1 card then LAOH
Insight	1	S	-	-	-	Draw 1 card then Discover
Vision Quest	1	S	-	-	-	Target Shama'Li A+2 DB +2
Summoning	1	S	-	-	-	Search Deck

Links

War Wind Units SSI Wikipedia Entry for War Wind





Warbah

Introduction

Fantasy conquest. Characterized by Gold and book-keeping. Explore, expand your territory, collect gold, find artifacts, cast spells, raise armies, gain experience, send out spies, crush your enemies.

Map & Chits

Use a disposable Hex map. Indicate which hexes are land and which are water. Draw in rivers along borders of hexes.

Draw in terrain types onto the map spaces as the map is explored. Each player starts with control marker chits of a unique color to indicate ownership of settlements. Each player starts with Hero marker chits of the same color and marked with an H and a unique number to indicate individual Hero units.

10 sided dice are required to play.

Setup

Pick one hex on the map to contain your capitol city. Put down the appropriate terrain chit with a control marker on it. Place one Hero chit in your capitol city.

The Hero starts with an army of 1D10 units of each of the 4 basic troop types. The hero also starts with a wandering wizard. Start with 1D10 gold.

Heroes

For each of your heroes you will need an index card with the following information: The Heroes Identification number. Also on the chit. The Heroes Name. Make one up. Magical Items the hero owns.

Is there a Wizard in the army. Number of warriors in the army. Number of catapults in the army.

Number of archers in the army. Number of cavalry in the army. Number of ships present if at sea.

Experience points the Hero has. Skill Abilities the hero has. All heroes begin with one skill: Roll on the Ability Table.

Main Turn Sequence

1. Initiative Phase
2. Realm Spell Phase
3. Collect Gold Phase
4. Recruit Troops Phase
5. Espionage Phase
6. Move & Explore Phase
7. Disaster Magic Phase
8. Battle Phase
9. Recovery Phase

Initiative Phase

Each player rolls 1D10. This is the Initiative Roll. The highest roll goes first in all of the following phases. The second highest roll goes second in all of the following phases, and so on.

Note that segments in battle rounds are simultaneous for both sides.

Realm Phase

Roll on the Realm Spell Table a number of times equal to 1+ the number of Towers you control. You may cast these spells during the turn when appropriate. Realm spells cannot be saved from turn to turn.

Collect Gold Phase

Collect gold from all of your settlements.

Recruit Troops Phase

Each type of settlement can recruit one type of troop. (see the settlement type table) While at a settlement a hero can purchase troops from it. Capitol cities can recruit warriors and heroes. A maximum of 1D10 troops can be bought in one settlement in one turn.

A hero can have a maximum of 40 troops in his army, and 1 wizard. A hero with the Command ability can have more troops. Two heroes cannot occupy the same hex.

The capitol cannot recruit a hero if one is already occupying the capitol. A Tower is the home of one Wizard who may be recruited for 5 gold. The tower cannot produce any more wizards.

If a wizard is 'killed' he teleports home where he can be recruited by the current controller of the hex. Two wizards cannot occupy the same hex. Wandering wizards have no tower, They teleport off of the map.

Espionage Phase

Players cannot conduct espionage against each other until their empires come into contact. Roll 1D10 = X. This is the Espionage roll. Hire up to X agents for X gold.

Roll 1D10 for each agent on the Espionage Table.

Move & Explore Phase

Except for the hexes containing Capitol cities, all hexes start out with unknown terrain. Basic Heroes have 3 Move Points (MPs). Heroes with logistics ability have extra MPs. An MP can be used to scout (explore) an adjacent unknown land hex.

Roll on the Hex Terrain Type Table to discover the identity of the hex. Determine Settlement types. Newly explored Non-settlement terrains will contain an encounter on a roll of 1-2 on D10.

Roll on the encounter table to determine its type. Write the encounter type onto the map. Encounters do not move. They remain until destroyed. Heroes cannot move into or through encounters.

MPs can be used to move into an explored land territory. Different terrains have different MP costs to enter. Heroes cannot move into water spaces.

Heroes may move through a hex containing another friendly hero. Instead of moving, friendly adjacent heroes may exchange troops or magic items. A troop or magic item may be exchanged only once per turn.

Heroes that can move more than one land space per turn may, instead of moving one hex, explore an adjacent hex.

Disaster Magic Phase

Wizards may cast Disaster Realm Spells.

Battle Phase

A Hero may attack an adjacent enemy hero or an encounter. A Hero may only make one attack per turn. Having strategy ability allows a hero to make more than one attack per turn.

A hex may be attacked more than once per turn. Heroes may combine attacks against a single hex. At the start of a battle, if you have a Wizard in your force, roll on The Battle spell table 4 times for 4 Battle Spells the Wizard can use this battle.

Battle spells cannot be saved from battle to battle. See the Battle Round Sequence section.

Recovery Phase

Collect treasure from encounters: Roll on the treasure table. If you defeated an enemy Hero take all of his magical items. A Hero may remove an enemy control marker in the hex he occupies.

The hero may put down a control marker in the hex he occupies. Heroes earn one Experience point (XP) for every encounter they overcome, every enemy hero they kill and every enemy settlement they take control of. Every two XP earns a hero one skill ability. Roll on the Ability Table.

Battle Round Sequence

A battle 'round' is divided into segments:

1. Spell Segment
2. Initiative 5+ Attacks Segment
3. Initiative 4 Attacks Segment (Catapults)
4. Initiative 3 Attacks Segment (Archers)
5. Initiative 2 Attacks Segment (Cavalry)
6. Initiative 1 Attacks Segment (Warriors)
7. Initiative 0- Attacks Segment

Each troop type has its own initiative rank that determines the order of attacks. Magic and abilities may increase or decrease a troops initiative and or kill rank. Each rank of "Wall" of a terrain or settlement decreases the kill rank of the attacker by 1.

All attacks in the same segment are simultaneous. For its attack a troop rolls 1D10. If this is equal to or less than the troops kill rank, then one enemy troop unit is killed.

The defending player decides which of his troops are killed at the end of the segment. Some spells allow the attacker to decide which units or groups of units are targeted. Ships can be directly attacked by other ships and sea monsters.

The round is repeated until one side is destroyed, or the attacker calls off the attack (at end of round). The Hero is the last unit to be killed in a battle. A Wizard can only cast one spell per round.

Encounters that are not defeated remain. Record what type they are on the map.

Hex Terrain Type Table

D10	Type	MP	Walls	Notes
1-2	Clear	1	0	Plains
3-5	Settlement	1	X	Roll on Settlement Table
6	Forest	2	1	Adjacent Villages earn +1 Gold
7	Marsh	3	1	
8	Desert	2	0	
9	Hills	2	1	
10	Mountains	3	2	Adjacent Mines earn +1
*	River	1	1	Cost to cross to other side

MP is the number of Movement points used to enter the space. Non-settlement terrains will contain an

encounter on a roll of 1-2 on D10. Walls represent protection afforded to defenders in that terrain

Settlement Type Table

D10	TYPE	GOLD	WALLS	RECRUIT
1-3	Village	1	1	Warrior
4-5	Town	2	1	Archer
6	City	3	1	Catapult
7-8	Castle	1	2	Cavalry

D10	TYPE	GOLD	WALLS	RECRUIT
9	Mine	2	0	None
10	Tower	0	2	Wizard
*	Capitol	4	2	Hero

GOLD Revenue per turn

Troop Type Table

UNIT TYPE	COST	INIT	KILL	NOTES
Warriors	1	1	6	
Archers	1	3	4	
Cavalry	1	2	5	

UNIT TYPE	COST	INIT	KILL	NOTES
Catapults	1	4	3	
Hero	10	1	7	Use Magic Items
Wizard	5	–	–	Use Battle Spells

Notes: Cost is in Gold, INIT = Initiative

Encounter Table

D10	TYPE
1	Barbarian Horde: 4D10 Warriors; 1 Treasure
2	Bandits: 2D10 Archers; 1 Treasure
3	Humanoids: 3D10 Warriors; 1 Treasure
4	Disease: Lose 1D10 Troops
5	Ruins: Undead Guardians: 2D10 Warriors; 1 Treasure
6	Monster: Init = 1, Kill = 3; Must be killed 5 times; 1 Treasure
7	Irate Sorcerer: 1 Wizard and 2D10 Warriors attack you; 1 Treasure
8	Petty Warlord: 1 Hero and 3D10 Warriors attack you; 1 Treasure
9	Ancient Dragon: Init = 2, Kill = 4; Must be killed 9 times; 2 Treasures
10	Nomads: 2D10 Cavalry; 1 Treasure

Treasure Table

D10	TYPE
1-2	2D10 Gold
3-5	1D10 Gold
6	Followers: 1D10 Warriors join you.
7	Wandering Mage: 1 Wizard joins you if you have no wizard, if you do have one, get a Magic Item: Roll a Realm spell to determine its effects. Useable once per turn.
8-9	Magic Item: Roll on Ability table to determine its effects.
10	Magic Item: Roll a Battle spell to determine its effects. Useable once per turn.

Notes: All magic items belong to heroes.

Ability Table

1D10	Ability	Effect
1	Wizardry	Wizard gets +1 Battle Spell
2	Command	Maximum troops in heroes army +10
3	Defense	Negate 1 Kill per Segment
4	Leadership	One random troop type gets Kill +1
5	Tactics	One random troop type gets Initiative +1

1D10	Ability	Effect
6	Logistics	Hero +1 Move Point
7	Scouting	Explore +1 Hex in Explore Phase/ Look
-		at one adjacent Heroes Index card
8-10	Rare Ability Roll on rare ability table	

Rare Ability Table

1D10	Ability	Effect
1	Intrigue	+1 to Espionage roll
2	Resist Spells	Negate one spell per battle
3	Prophecy	Get +1 Realm spell per turn
4	Luck	Cause one target die roll per turn to be rerolled
5	Diplomacy	Put a control marker on 1 adjacent neutral settlement in recovery phase
6	Prowess	One random troop type gets +1 Attack per round
7	Healing	In recovery phase restore 1D10 troops lost in battle
8	Siegecraft	Destroy 1 wall in Initiative 1 segment
9	Strategy	Hero gets +1 Battle Phase per turn
0	Wealth	+1 Gold per turn in Collect Phase

Random Troop Type Table

1D5	Type	1D5	Type
1	Catapults	4	Warriors
2	Archers	5	Hero
3	Cavalry		

Espionage Table

1D10	Result
1-5	Failure
6-8	Look at target Hero Index card
9-0	Success: Roll on the Agent Success Table

Agent Success Table

1D10	Result
1	Kill target Hero: That heroes army disbands
2	Gain control of target non-capitol settlement
3	Steal target Magic Item. Give it to any one of your heroes
4	Steal 1D10 Gold. Add it to your coffers
5	Cause 1D10 Gold worth of Property Damage
6	Delay Army: Target Hero cannot move or attack this turn
7	Kill Target Wizard.
8	Cause 1D5 troop units in target army to disband. Opponents choice
9	False Orders: Move Target Hero this turn.
10	Opponent rolls on this table and applies it to you.

Allies

In a multiplayer game, two or more players may form an alliance. An alliance ends as soon as one ally attacks another, or declares the alliance over. Allies

may combine attacks.

Allies may trade anything except spells and abilities: Heroes, gold, troops, magic items, settlements, etc. Allied Heroes may do pass through movement.

Battle Spells Table

1D100	Spell
01-02	Petrification- Kill 1 unit Cast at Initiative 2
03-04	Web- Neutralize 2 units Cast at Initiative 2
05-06	Hold- Neutralize 1 unit Cast at Initiative 2
07-08	Paralyzation- Neutralize 1 unit Cast at Initiative 3
09-10	Mesmerize- Neutralize 1D5 units Cast at Initiative 2
11-12	Weakness- Target group are Kill -1 for the rest of the battle. Cast at Initiative 2
13-14	Fireball- Kill 2 units Cast at Initiative 3
15-16	Lightning Bolt- Kill 1 unit Cast at Initiative 5
17-18	Cone of Cold- Neutralize 1 unit and Kill 1 unit Cast at Initiative 2
19-20	Blessing- Reroll all of your missed attacks once this round of battle. Cast in Spell Segment.
21-22	Bloodlust- All of your warriors get kill +1 this round of battle. Cast in Spell Segment.
23-24	Charm- Take control of 2 of opponents troops Cast at Initiative 1
25-26	Command- Take control of 1 of opponents troops Cast at Initiative 2
27-28	Poison Gas Cloud- Kill 1D5 units Cast at Initiative 2
29-30	Smite- Your Hero gets an extra attack for 3 rounds of Battle. Cast in Spell Segment.
31-32	Haste- All of your troops get Initiative +1. Cast in Spell Segment.
33-34	Invisibility- One group of troops gets Kill +1 and Initiative +1. Cast in Spell Segment.
35-36	Charge- All of your cavalry get kill +1 this round of battle. Cast in Spell Segment.
37-38	Flaming Arrows- All of your archers get kill +1 this round of battle. Cast in Spell Segment.
39-40	Stone to Mud- Destroy 1D5 ranks of opposing walls. Cast in Spell Segment.
41-42	Shield- Negate 4 kills by archers or catapults this round. Cast in Spell Segment.
43-44	Forget- Opposing Wizard discards 2 cards. Cast in Spell Segment.
45-46	Spellbind- Opposing Wizard cannot cast spells the next 2 rounds of Battle. Cast in Spell Segment.
47-48	Polymorph- Neutralize 4 units Cast at Initiative 2
49-50	Armor- Negate 3 kills this round. Cast in Spell Segment.
51-52	Dispell- Negate the effects of one spell just cast.
53-54	Raise Dead- Create 1D5 Warriors. Cast in Spell Segment.
55-56	Swarm- Neutralize 3 units Cast at Initiative 3
57-58	Illusions- Negate all attacks by one enemy group this round. Cast in Spell Segment.
59-60	Summon Dragon- Init = 2, Kill = 4; Must be killed 5 times
61-62	Summon Monster- Init = 1, Kill = 3; Must be killed 3 times
63-64	Summon Fairies- Neutralize 2 units Cast at Initiative 1
65-66	Sleep- Neutralize 1D5 units Cast at Initiative 1
67-68	Shatter- Destroy target magic item. Cast in Spell Segment.
69-70	Phantasmal Terrain- One group gets Initiative +4 this round. Cast in Spell Segment.
71-72	Slow- Target groups Initiative -2 for rest of battle. Cast in Spell Segment.
73-74	Ice Wall- Defender only. Gain 3 Walls. Cast in Spell Segment.
75-76	Force Field- No attacks by archers or catapults this round. Cast in Spell Segment.
77-78	Precision- All attacks by your archers hit this round.

1D100	Spell
	Cast in Spell Segment.
79-80	Wall of Fire- Cavalry, Heroes, and warriors may not attack this round. Cast in Spell Segment.
81-82	Fog- All Archers & catapults are Kill -1 this battle. Cast in Spell Segment.
83-84	Blind- Neutralize 3 units. Cast at Initiative 3
85-00	Reroll

NOTES: Neutralized troops cannot attack for the rest of the battle. Summoned units are summoned in the spell segment and they go away at the end of the battle. Take permanent ownership of controlled troops.

A "group of troops" would consist of all troops of a certain type: All warriors, or all catapults for example.

Kill +1 increases Kill rank by 1. Warriors with kill +1 would kill on a roll of 1-6 instead of 1-5.

Realm Spells Table

1D100	Spell
01-03	Research- Roll 1D5 +5 once on treasure table. Cast in Collect Phase.
04-06	Teleport- Move wizard to another hero without a wizard. Cast in Move Phase.
07-09	Dimension Door- Move Hero to any territory you control. Cast in Move Phase.
10-12	Fly- Hero gets Move Points +5. Cast in Move Phase.
13-15	Blizzard- Target adjacent army cannot move or attack. Cast in beginning of Move Phase
16-18	Firestorm- Target adjacent settlement razed. Disaster Magic.
19-21	Animate Dead- Gain 1D10 Warriors. Cast in Explore Phase
22-24	Stone Rain- Target adjacent settlement razed. Disaster Magic.
25-27	Earthquake- Target adjacent settlement razed. Disaster Magic.
28-30	Flood- Target adjacent settlement decimated. Disaster Magic.
31-33	Death Spell- Target adjacent army loses 2D10 troops. Disaster Magic.
34-36	Pestilence- Target adjacent settlement decimated. Disaster Magic.
37-39	Plague- Target adjacent settlement decimated. Disaster Magic.
40-42	Adept- One of your Heros gains a wandering wizard immediately. Not a spell.
43-45	Summon Avatar- Gain 1 Hero. Cast in Recruit Phase.
46-48	Banish- Destroy adjacent Encounter. Disaster Magic. Treasure destroyed too.
49-54	Prosperity- Gain 1D10 Gold. Cast in Collect Phase.
55-57	Sanctuary- Target hex cannot be attacked this turn. Cast in Explore Phase.
58-60	Stone Walls- Target Wizards hex gets Walls +3 for the rest of the turn. Disaster Magic.
61-63	Curse- Opponent make 1D10 less gold this turn. Cast in Collect Phase.
64-66	Heal- Recover 1D10 troops killed in Battle this turn. Cast in Recovery Phase.
67-69	Cure Wounds- Recover 1D10 troops killed in Battle this turn. Cast in Recovery Phase.
70-72	Fortell- Negate espionage result. Cast in espionage phase.
73-75	View- Explore any 4 adjacent hexes anywhere on the map. Cast in Explore Phase.
76-78	Scry- Look at all Hero index cards. Cast in Explore Phase.
79-81	Energize- All of your wizards get +1 Battle Spell this turn. Cast in Realm Spell Phase.
82-00	Reroll

Notes:

A settlement that is razed or decimated produces no income. A settlement remains razed for 1D10 turns. A razed settlement gets no benefit from its walls.

An army hit by a razing or decimating disaster will lose 1D10 troop units. A wizard can only cast one

realm spell per turn.

Terrain Variants

These are variations of standard terrain that allow recruitment of Special units.

Forest Variant Types

1D10	TERRAIN
1	Elf settlement
2	Lumbermill: Gain 1 Gold per turn
3	Woodsmen settlement

Marsh Variant Types

1D10	TERRAIN
1	Undead settlement
2-10	None

Desert Variant Types

1D10	TERRAIN
1	Bandit settlement
2	Djinn settlement
3-4	Temple: Gain 1 extra Realm spell per turn
5-10	None

Hill Variant Types

1D10	TERRAIN
1	Gnome settlement
2	Kobold settlement
3	Orc settlement
4-10	None

Special Unit Types

UNIT TYPE	COST	INIT	KILL	LOCATION	NOTES
Woodsmen	1	2	4	Forests	Hero gets Scout ability
Elves	2	3	5	Forests	Hero gets Wizardry ability
Fey	1	1	3	Forests	Hero gets Wizardry and Scout ability
Goblins	1	2	3	Mountains	Hero gets Tactics ability
Dwarves	1	1	5	Mountains	Hero gets Defense ability
Orcs	1	1	5	Hills	Hero gets Logistics ability
Kobolds	$\frac{1}{2}$	1	3	Hills	Cheap
Gnomes	1	1	4	Hills	Hero gets Siegecraft ability
Djinn	3	2	8	Desert	Hero gets Wizardry ability
Bandits	1	2	4	Deserts	Hero gets Intrigue ability
Knights	2	2	7	Castles	Hero gets Defense ability
Undead	2	1	5	Marsh	Regenerate 1D10 undead in Recovery Phase
Hobgoblins	2	2	6	Clear	Hero gets Strategy ability

Notes:

Some troop types cause the hero to gain an ability if there is one or more of that troop type present. A Hero can have up to 5 different types of troops in his army. Heroes with the command ability can have one extra type per level of command ability.

1D10	TERRAIN
4	Fey settlement
5-10	None

Mountain Variant Types

1D10	TERRAIN
1	Dwarf settlement
2	Goblin settlement
3	Gold Mine: Gain 2 Gold per turn
4-10	None

Castle Variant Types

1D10	TYPE
1-3	Recruit Knights
4-10	Recruit Cavalry

Clear Variant Types

1D10	TERRAIN
1	Hobgoblin settlement
2	Trading Post- Gain 1 Gold per turn
3-10	None

Game Designers Notes

Warbah? I just liked the sound of it. Instead of rolling 1 attack die for every unit in a group, use this equation: $((1D10)/5)(\# \text{ of Troops})(\text{Kill Rank}/10) = \#$ of enemy troops killed Round to the nearest whole number.





Warcraft Empires

Module for the Warp Empires system. Warp Empires system must be used to play this module

2-8 players
You will need:

- An Action Deck (used by all players)
- A unit chit pile for each player
- A Leader chit pile for each player
- An Upgrade chit pile for each player
- A Mercenary Unit chit pile (used by all players)
- A Magic Item chit pile (used by all players)
- The map
- 40 control markers for each player
- Coins or some other marker for revenue

Map

The map consists of one large continent surrounded by sea. The continent is divided into territories, roughly 60.

Victory

Player will win if they have rulership over half the territories, or all other players have been eliminated.

Set Up

Each player rolls a dice; the highest score goes first, then clockwise around the table, picking a territory to be their starting territory. Each player in turn order takes 9 random unit chits and 1 random leader chit, and places them in their starting territory. No player may be within 3 territories of another.

Action Deck

Players share a common action deck.

Revenue Phase

Revenue points are called Gold. Each territory produces 1 Gold. If a player has a fortification in a territory, then it produces an additional Gold.

Recruit Phase

Leader chits may only be recruited if a player plays the appropriate action card. Leader units are Heroes. Each territory may produce 1 unit. Magic items can only be purchased if the player plays the appropriate action card, and they can only be attached to a leader unit. A leader unit can only have two magic items attached.

Upgrades can be purchased if the player plays the appropriate action card. They apply to all listed factors. Mercenaries are also purchased in this phase in the same way as troops, but the placement restrictions of 1 per territory do not apply.

Move Phase

Magic items can be swapped between leaders if they occupy the same territory at the beginning of the phase.

Battle Phase

Spell cards can be played only if there is a Magic unit in the stack. If a leader is slain, their magic items are also discarded.

Special Attributes These affect the way certain units function in battle. They are listed as follows:

ATTRIBUTE	Notes
Cavalry	Unit gains +1 force if they are attacking
Brute	Opponent loses 1 extra unit after battle for each Brute unit in stack. Max 3
Missile	Unit gains +1 force if they are defending
Raiders	Add 1 Gold to player's total for each unit killed if a stack containing raiders wins a battle
Water	Can only be recruited in coastal territories. Unit can only enter sea or coastal territories.
Transport (x)	Unit can carry (x) other units, moving at it's own speed.
Flying	Unit can move over sea territories or territories containing enemy units. Flying units cannot end their move in sea territories.
Protect	If a Protect unit is on the losing side in a battle, reduce the number of

ATTRIBUTE	Notes
	casualties suffered by 1, to a maximum reduction of 3. A minimum of 1 unit must be lost.
Besieger	+2 force if Fortifications are in the opposing stack.
Magic	Unit may cast 1 spell per turn.
Fortification	Remains in the territory it was recruited in. No more than 1 per territory.
Scout	Controlling player may look at 1 adjacent stack per turn. Only 1 scout unit in a stack may perform this function per turn.
Invisible	Unit may not be attacked, so long as all units in its stack are invisible.
	May move through enemy controlled territories without attacking. The scout ability negates this ability.

Human Units	#	Force	Move	Attributes
Footmen	15	2	M	Infantry
Dwarf Riflemen	15	2	M	Missile
Knights	10	3	F	Cavalry
Dwarf Mortar Team	10	3	S	Besiegers
Dwarf Flying Machine	10	3	F	Flying, scout
Elf Priest	10	2	M	Protect
Elf Sorceress	10	3	M	Magic
Steamtank	5	4	M	Brute, Missile
Dwarf Griffon Riders	5	3	M	Flying, Cavalry
Paladin	1	5	M	Hero
Archmage	1	5	M	Hero, Magic, Missile
Dwarf Mountain King	1	5	M	Hero
Town Hall	5	6	-	Fortification
Ship	5	0	F	Water, Transport (4)

Upgrades	Cost	Effect
Steel Forged Swords:	6	All Infantry and Cavalry +1 Force
Refined Gunpowder:	6	All Missile units are +1 Force
Improved Masonry:	6	Fortifications are +1 Force
Hero Advancement:	6	All Heros +1 Force
Improved Harvest:	6	Any territory with a Town Hall produces twice the normal amount of Gold
Militia:	6	Footmen cost 1 less Gold to recruit

Orc Units	#	Force	Move	Attributes
Orc Grunts	15	3	M	Infantry
Troll Headhunters	15	2	M	Missile, scout
Demolisher	10	3	S	Besiegers
Orc Raiders	10	3	F	Cavalry, Raiders
Kodo Beasts	5	3	M	Cavalry, Brute
Orc Shaman	10	3	M	Magic
Troll Witchdoctor	10	2	M	Protect
Tauren Warrior	5	4	S	Infantry, Brute
Orc Windriders	10	3	M	Flying, Cavalry, Missile
Orc Blademaster	1	5	M	Hero
Orc Farseer	1	5	M	Hero, Magic, Missile
Tauren Chieftain	1	5	M	Hero, Brute
Great Hall	5	6	-	Fortification
Ship	5	0	F	Water, Transport (4)

Upgrades	Cost	Effect
Berserker Strength:	6	Orc Grunts are +1 Force
Thorium Melee Weapons:	6	All Infantry and Raiders +1 Force
Thorium Missile Weapons:	6	All Missile units +1 Force
Wardrums:	6	Orc stacks receive an additional +1 force when attacking
Pulverize:	6	All Brute units are +1 force
Hero Advancement:	6	All Heros +1 Force

Night Elf Units	#	Force	Move	Attributes
Archers	15	3	M	Missile
Huntress	15	3	F	Cavalry, Missile
Dryad	10	3	F	Protect, Scout
Druid of the Talon	10	2	M	Flying, Magic
Druid of the Claw	10	3	M	Brute, Magic
Hippogryphs	10	3	F	Flying
Chimerae	5	4	M	Flying, Brute
Glaive Launcher	10	3	S	Besiegers
Demon Hunter	1	5	M	Hero
Priestess of the Moon	1	5	M	Hero, Cavalry, Missile
Keeper of the Grove	1	5	M	Hero, Magic
Tree of Life	5	6	-	Fortification
Ship	5	0	F	Water, Transport (4)

Upgrades	Cost	Effect
Uproot:	6	Tree of Life may now move at Slow movement
Marksmanship:	6	All missile units are +1 Force
Strength of the Wild:	6	All Brute units are +1 Force
Ancient Protectors:	6	Tree of Life gains Missile
Woodland Stealth:	6	player can pay 3 Gold at the start of the movement
	-	phase to make all archer units Invisible until end of turn.
Hero Advancement:	6	All Heros +1 Force

Undead Units	#	Force	Move	Attributes
Ghoul	15	2	F	Infantry
Gargoyle	10	2	M	Flying
Crypt Fiend	10	3	M	Brute
Shade	5	1	S	Scout, Invisible
Necromancer	15	3	M	Magic
Banshee	10	3	M	Missile
Abomination	10	4	S	Infantry, Brute
Meatwagon	10	3	S	Besiegers
Frost Drake	5	4	M	Flying, Brute
Death Knight	1	5	M	Hero, Cavalry
Dread Lord	1	5	M	Hero, Magic
Lich	1	5	M	Hero, Magic
Necropolis	5	6	-	Fortification
Ship	5	0	F	Water, Transport (4)

Upgrades	Cost	Effect
Unholy Strength:	6	All Infantry units are +1 Force
Necromancy Training:	6	All Magic units are +1 Force
Spirit Towers:	6	Necropolis gains +1 Force and Magic
Hero Advancement:	6	All Heros +1 Force
Frost Breath:	6	Give Frost Drakes Besieger
Cannibalize:	6	An undead stack will do 1 extra casualty on a defeated enemy

Mercenary Units	#	Force	Move	Attributes
Forest Troll Berserker	3	3	M	missile
Ogre Mauler	2	4	S	Brute
Ogre Magi	2	4	S	Brute, Magic
Gnoll Brute	5	2	M	Scout, Raider
Furbolg Warrior	2	4	M	Brute, Protect
Centaur Outrunner	3	3	F	Cavalry, Raider
Rock Golem	2	4	S	Brute
Razormane Medicineman	3	2	M	Magic
Harpy Rogue	3	2	F	Flying
Murloc Huntsman	5	2	M	Scout

Magic Items

Item	#	Cost	Effect
Scroll of town portal	2	3	move stack to any friendly fortification, Can be used to avoid
	-	-	a battle at any time before the battle is worked out. Discard after use
Cloak of Invisibility	2	4	Hero gains the invisibility trait
Boots of Speed	2	3	hero's speed becomes Fast
Belt of Giant Strength	2	4	Hero gains Brute
Claws of Attack	2	3	Hero has +2 Force in battle
Robe of the Magi	2	4	Hero gains Magic
Ankh of Reincarnation	2	5	If Hero is killed in a battle they are returned to the stack in the Control phase.
	-	-	If stack completely destroyed, place hero in any friendly territory. Discard after use
Horn of Plenty	2	5	Adds 5 gold every revenue phase.
Scroll of Summoning	2	3	Summons one summonable creature to fight for 1 battle, as per race. Discard after use
Crystal Ball	2	4	May look at an opponent's hand once per turn
Bow of Quel'Thalas	2	3	Hero gains Missile
Cloak of Wings	2	4	Hero gains Flying
Scroll of Protection	2	3	Hero's stack suffers no casualties in 1 battle. Discard after use
Staff of Negation	2	3	Hero can negate 1 spell affecting his stack per turn.

Action Deck

Cards	#	Effect
March	10	Move 1 stack, or 3 units
Grand March	6	Move 2 stacks, or 6 units
Great March	3	Move 3 stacks or 9 units
Hero	5	May recruit another Hero (max=3)
Assassin	1	Discard target Leader
Killing Blow	1	Battle: Hero Action: Discard target Leader
Thieves	1	Take target Magic Item and attach to one of your Leaders
Espionage	1	Look at target player's hand
Scouts	1	Look at target stack
Run Them Down	1	Battle: Target losing stack loses 1 extra unit

Cards	#	Effect
Storms	1	Target stack in a coastal or sea territory cannot move on
	-	their controller's next turn.
Ruin	1	Discard target enemy keep
Dragon Attack	1	Target player must discard 3 units or 1 hero
Battle Hardened	1	Battle: Your Infantry units gain +1 force
Eagle Eye	1	Battle: Your Missile units gain +1 force
Outflank	1	Battle: Your Cavalry units gain +1 force
Terror	1	Battle: Your Undead units gain +1 force
Rage	1	Battle: Your Orc units gain +1 force
Woodcraft	1	Battle: Your Night Elf units gain +1 force
Discipline	1	Battle: Your Human units gain +1 force
Ambush	1	Battle: Your Raiders units gain +1 force
Assail	1	Battle: Your Flying units gain +1 force
Overbear	1	Battle: Your Brute units gain +1 force
Maelstrom	1	Target stack in a sea or coastal territory must discard one unit.
	-	If this unit is a transport, all transported units are lost as well.
	-	Transported units cannot be chosen.
Magic Item	10	Play to take a random chit from the magic items pile
Upgrade	10	Play to take a random chit from your race's upgrades pile.
Mercenaries	5	Play to take 3 random chits from the mercenary units pile.
Windfall	1	Gain 15 Gold in the revenue phase
Earthquake	1	Spell: Battle: caster's stack gains +5 force
Divination	1	Spell: Look at target stack or opponent's hand
Invulnerability	1	Spell: Battle: caster's stack suffers no casualties this battle.
Infuse	1	Spell: Battle: All other units in caster's stack gain +1 force.
Fireball	1	Spell: Battle: caster's stack gains +6 force
summon	1	Spell: Battle: Place one of the caster's race's summonable units directly
	-	into play in the caster's stack. Discard summoned creature after battle
Finger of Death	1	Spell: Battle: Discard target Leader
Chain Lightning	1	Spell: Battle: caster's stack gains +7 force
Meteor Storm	1	Spell: Battle: caster's stack gains +9
Destruction	1	Spell: Destroy target non-leader unit in an adjacent territory
Haste	1	Spell: All units in caster's stack become fast
Immobilize	1	Spell: Battle: Target non-leader unit does not add to the force total this battle
Good Year	1	All territories you control produce 1 extra Gold this turn





Warcraft Skirmish

Introduction

Board & card game for 2+ players. Battle between 2 opposing Armies of Heroes and Minions. Abstract Skirmish level combat.

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Victory

Per Individual Scenario Rules. Can include:

1. Kill the opposing Main Hero or Heroes.
2. Take control of Location
3. Recover or Destroy Artifact
4. Some Percentage of Unit losses
5. Rescue or Kill Neutral Units
6. Defend or Destroy Gateway

The Map

Use an 8x8 chessboard. Larger Boards may be preferable. Hex Maps are also useable.

Dice

Six sided dice (D6) are occasionally needed.

Damage Counters

These are needed to keep track of damage for individual units.

Terrain Types

- Clear: No Modifications.
- Rough: Units must stop upon entering.
- Road: Unit gains SA: M = 2
- Defensible Ground: Unit gains SA: Defend
- High Ground: Unit gains SA: A = 1
- Low Ground: Adjacent Units get SA: A = 1 vs this Unit
- Hiding Place: Unit gains SA: Ambush
- Secret Passage: Unit gains SA: M = K
- Poor Ground: Unit gains SA: Weak
- Hazardous Ground: At end of turn roll 1D6: On 5-6 Unit takes 1 Damage
- Vantage Point: Unit gains SA: Scout if enemy unit within 4 spaces
- Standing Stones: Unit may use Totem Table
- Trash Heap: Unit finds a Minor Item on a roll of 1 on 1D6

- Impassable: Non-Flying Units may not enter or Move Through.

Note: Distribute According to taste.

The Units

Use chits or figures or miniatures to represent units. Units will either be Heroes or Minions or Structures.

Factions

Players must choose to be from one of the available Factions. The original Main Factions are Alliance and Horde, however there are literally scores of factions. A number of factions are detailed in the Faction Lists

Basic Army Distribution (b.a.d.)

Each Player will have the following Units:

- 8 Small Minions (Max 2 of 1 Kind) (1 Hit each)
- 4 Medium Minions (Max 2 of 1 Kind) (2 Hits each)
- 2 Large Minions (3 Hits each)
- 1 Huge Minion (4 Hits)
- 1 Generic Hero (5 Hits)

Other Distributions are certainly possible. For larger forces you may want to increase hand draw and hand limit. The B.A.D. is valued at 31 Points.

Table Terminology

SA Special Ability

Adj Adjacent

Dam Damage

Foe Enemy Unit

HTH Hand to Hand = Any Attack of Range = 1
Ranged = Any Attack of Range = 2 or greater

NH Non Hero

LOS Line of Sight

OPP Opponent (Opposing Player)

FM Friendly Minion

FU Friendly Unit

Unit Hits

Each unit will start with a number of hits according to the Unit lists.

Unit Cost

A Unit's Cost is equal to the number of Hits it has.

Setup

Flip a coin to see who goes first for Unit placement. Players take turns placing one unit at a time on 1 square of their back Four rows. Or designate unit starting areas per scenario.

Flip a coin to see who gets the first turn.

Stacking Rules

In general, Units may not stack or move through each other, However this may occur out of necessity in certain situations including:

1. Mounted Units.
2. Flying Units Hovering over ground units
3. Burrowing Units traveling under ground units
4. Units Trampled by other Units
5. Crowding Situations such as Retreats, Envelopments, and 'Push of Pike'.

Enemy Units in the same space are considered to be at range = 1 for attack purposes. Whenever a "Crowded" Unit tries to attack, defend, move, or otherwise act it fails on a roll of 4+ on 1D6.

The Common Deck

Players use a standard 52 card Deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Fate Phase
2. Action Phase
3. End Phase

Fate Phase

Draw 5 cards. If the deck runs out, shuffle the discard and draw from it. Place 1 Action Token on each of your Units.

A Unit may only ever have a max of one Action Token on it.

Action Phase

Play (discard) a Move card to move one of your Units one Space. Moves can be diagonal or orthogonal. Some cards allow longer moves.

"Knight" type moves allow a unit to move like a knight in chess. Play (discard) a basic Attack card to have a unit attack an adjacent Foe. Attacks can be diagonal or orthogonal.

Every attack does a base of 1 Damage (Target loses 1 Hit). Attacks can also result from activating Special Abilities, Skills, Crafts, or Items. These attacks can vary greatly in range, damage, number of targets, and secondary effects (Such as Immobilization or Poison).

"Knight" type attack cards produce an attack with a range like a knight in chess. Use Counters stacked with the Unit to record damage. A unit reduced to 0 Hits is killed or incapacitated and removed from the board.

Your opponent may play Defense cards to negate your attack. Units cannot attack through other units unless the attacker is at a higher elevation. Remove an Action Token from a Unit to draw 1 Card that can only be used by that Unit immediately. If the card is not used immediately (as the next action or part of a series of actions made by that unit) discard it.

End Phase

Max hand size = 5 cards. Discard excess cards.

Unit Action Limits

A Unit can make a max of one move and one attack on its turn. A Unit can make only one defensive action during an opponents turn.

Special Abilities

Every Unit has one or more Special Abilities (SA). To activate an SA, a player must play a Special Ability card (part of the Common Deck).

Modified And Triggered Abilities

TEC Trigger Effect Cost = This refers to all TE and DR... When triggered it does not have to be paid for with a SA (or Craft) card... Any card from the players hand will work. If the player has no cards then the effect does not happen.

TE Trigger Effect = This ability can only occur when a certain specific Event happens

OTO One Time Only = The Unit can only use this power once per game

DR Death Rattle = The Unit can only use this ability once when killed

Ongoing Special Abilities

These SA do not require the discard of a card to activate them. They are always in effect. Examples: Flying, Mount, Resistance Special Case: Sometimes Dual

Heal

Special Ability, Restore one lost Hit to an adjacent Unit.

Regenerate

Special Ability. Restore one lost Hit to Self.

Immobilize

Special Ability. Target Unit cannot Move or Attack or Defend until the Beginning of your next turn. Like attacks a range must be specified.

Snare

Special Ability. Like Immobilize except the target is immobilized on his turn while he is moving. Movement stops immediately and the unit is grounded if it was flying.

Protect

Special Ability. Defend for Adjacent Unit

Martyr

Special Ability. Triggered Effect: If target attack can target this Unit, it does.

Feast

Special Ability. TE: If this unit killed an adjacent Unit this turn, then this unit Gets 1 Pump Token.

Drain

Special Ability.

A X then this unit is Healed for 1 Hit or gains 1 Pump Token.

Range (X) of this Attack must be specified.

Charge

Special Ability.

Move 3 then A = 1

Trample

Special Ability.

M 2 then A = 1 then M = 2

Resistance

Ongoing Special Ability. This unit cannot be harmed by very specifically stated effects or types of Damage. This effect does not require a card to discarded. Example: Cold Resistance gives protection from all attacks described as Ice or Frost.

Dual

Special Ability. This unit may make a second attack on it's turn. Depending on how it is worded, this SA is sometimes ongoing, but more often it is combined as a one turn benefit tacked onto another SA.

Damage +x

Special Ability. Target Attack made by this Unit does an extra X Damage. X must be specified.

Ambush

Special Ability. Unit gets A = 1. This Attack is made on opponents turn after his Movement Phase.

Stupid

Special Ability. If more than 1 Foe is in Range, it will attack a Random Foe.

Mount

Ongoing Special Ability. This Unit can be paired with a Hero Unit (not already Mounted). This will require agreement amongst players as to what is allowable.

Both occupy the same space. They move together using the Mounts Movement. When attacked damage is split between them. Immobilize effects both units.

While mounted the pair may make a single Charge attack. Usually the mount can handle a second rider as well.

Carry

Ongoing Special Ability. Like the SA Mount, but multiple Units can be aboard. If the number of units are in excess of 4, they are considered to be crowded per the stacking rules.

Flying

Ongoing Special Ability. The controller of the Unit will decide whether the unit is airborne or not during any given turn or movement. While flying he Unit can move past other Units and is not affected by the Terrain it is in.

Stupify

Special Ability. Target Minion gains trait of Stupid Range (X) of this Attack must be specified.

Stealth

Special Ability. Play on your turn. This Unit cannot be attacked on opponents next turn. Draw 1 Card.

Detect

Special Ability. Negate a Stealth or Ambush effect.

Switch

Special Ability. Switch places of this Minion and any other friendly unit.

Transform

Special Ability. Target Minion becomes a Critter (Small Minion) with 1 Hit and Special Ability of M = 1. Range (X) of this Attack must be specified.

Inspire

Special Ability. All Adjacent friendly Minions get A = 1.

Counter Attack

Special Ability. Do 1 Damage to adjacent Unit that just attacked and did damage to this Unit.

Whirl

Special Ability. Do 1 Damage to all Adjacent Units.

Control

Special Ability. Control Target enemy Minion this Turn. Range must be specified.

Storm

Special Ability. Roll 1D6 for each enemy Unit. On a roll of 1 that Unit takes one Hit.

A Total Storm Affects all Units on Both Sides.

Kill

Special Ability. Target Minion is automatically killed. Range of this Attack must be specified.

Weak

Special Ability. Target Unit cannot attack.

Weaken

Special Ability. Target Minion becomes Weak. Range of this Attack must be specified.

Pillage

When this unit kills an adjacent unit you get 1 Gold

Plague

Special Ability. Roll 1D6 for each enemy Unit. On a roll of 1 that Unit rolls once on the Poison Table.

Doom

Special Ability. Roll 1D6 for each enemy Unit. On a roll of 1 that Unit becomes Weak until end of next turn

Teleport

Special Ability. Move any Friendly Unit to any empty space.

Track

Special Ability. Move Unit adjacent to target enemy unit.

Enrage

Special Ability. Triggered effect: When this Unit is damaged discard 1 card and this unit gets 1 Rage Token.

Pump

Special Ability. This Unit gets a Pump Token.

Mastery

Special Ability. This unit may use any of its Craft abilities (of any number) of it's Choice.

Power Up

Special Ability Draw and discard cards until you get a Craft Card. Put it in your Hand.

Spy

Special Ability. Look at Opponent's hand and next 5 cards in Deck.

Scry

Look at next 10 cards in Deck.

Scout

Look at Opponent's hand then draw 1 card from the deck.

Procure

Gain X Items. Quality must be specified (Minor, Major, etc.) Type must be Specified (Gnomish, Goblin, etc.) These are immediately distributed to your Units however you like

Spell Immunity

Special Ability Trigger Effect: Negate the effect of a Craft Card used against this unit.

Poison

Special Ability. Play on Unit just damaged by this Minion. Roll 1D6:

1. End of next turn this Unit takes an extra point of damage
2. Unit Immobilized next turn
3. Unit is Weak next turn
4. Unit cannot use SA or Craft cards next turn
5. Unit cannot Move next turn
6. Move Unit 1 Space

Summon

Special Ability. Bring a Unit into play. The Unit appears in an empty space adjacent to the Summoner.

When summoning a 1 Hit minion you must discard 1 random card. When summoning a 2 Hit minion you must discard 2 random cards and so on. Minions cannot attack the turn they are summoned.

The Term Recruit can also be used (Gold may be used in Part or Full). When the term Buy or Hire is used payment must be in Gold.

Summon Limits

The max number of Summoned Minions you can have on the board at one time is 10.

Raise Dead

Just like Summon except the Raised Unit must be one from either side that died during this battle. The unit is now also Undead.

Resurrect

Just like Summon except the Raised Unit must be from your side and have died recently. Unlike Raise Dead the unit is not Undead.

Tokens

Tokens are like coins. Tokens may be placed on Units. Tokens always have two sides each with a unique ability or effect.

When using a Token choose which of the effects you want, then flip the Token like a coin: If it lands on the side you chose then the effect occurs, otherwise it does not. Either way discard the Token after you have flipped it. There are 4 types of Tokens:

Type:	Side A	Side B
Pump	A = 1	Defend
Armor	Defend	Protect
Shield	Martyr	Defend
Rage	Damage +1	A = 1

Craft Cards

These cards activate an ability corresponding to your Hero's type or to certain Minion types namely Gnomes, Mechs, and Totems. If more than 1 version of a craft ability is given, use any one you want.

Notation

M Movement

A Attack

D Defense

S Special

SA Special Ability

K as a Knight would move in Chess

Type Purpose of card

The Common Deck

Players use a standard 52 card Deck.

Card Uses

Cards have multiple uses depending on their Suite or Rank.

Club Cards

All Club cards can be used for an Attack of Range = 1 by target Friendly Unit vs Target Enemy Unit. All Queen Cards can be used to activate a Major Item of a Friendly Unit.

Diamond Cards

All Diamond Cards can be used to activate a Skill of a Friendly Unit. All Diamond Cards can be used to activate a Legendary Item of a Friendly Unit.

Spade Cards

All Spade Cards can be used to Move a Target Friendly Unit one space. All Spade Cards can be used to activate a Minor Item of a Friendly Unit.

Heart Cards

All Heart Cards can be used to activate a Friendly Units Special Ability. All Heart Cards can be used to activate a Epic Item of a Friendly Unit.

Ace Cards

All Ace Cards can be used to activate a Type 1 Craft Ability of a Friendly Unit.

Deuce Cards

All Deuce Cards can be used to activate a Type 2 Craft Ability of a Friendly Unit.

Three Cards

All Three Cards can be used to activate a Type 3 Craft Ability of a Friendly Unit.

Four Cards

All Four Cards can be used to activate a Type 4 Craft Ability of a Friendly Unit.

Five Cards

All Five Cards can be used to activate a Type 5 Craft Ability of a Friendly Unit.

Six Cards

All Six Cards can be used to activate a Type 6 Craft Ability of a Friendly Unit.

Seven Cards

All Seven Cards can be used to Move a Target Friendly Unit two spaces.

Eight Cards

All Eight Cards can be used to Move a Target Friendly Unit two spaces.

Nine Cards

All Nine Cards can be used to Move a Target Friendly Unit three spaces.

Ten Cards

All Ten Cards can be used to Move a Target Friendly Unit four spaces.

Jack Cards

All Jack Cards can be used to Move a Target Friendly Unit like a Knight in Chess. All Jack Cards can be used to Martyr

Queen Cards

All Queen Cards can be used to Move a Target Friendly Unit like a Knight in Chess. All Queen Cards can be used to Defend: Negate an Attack vs target Friendly Unit.

King Cards

All King Cards can be used to Move a Target Friendly Unit five spaces. All King Cards can be used for Damage +1

Common Minions

Most armies are composed of a majority of these cheap, lesser, nameless, faceless, minions.

Legendary Minions

These are like regular Minions except that they are Unique. If 2 players want to use the same Legendary, only one player may have it... Roll high on 1D6 to see who gets to use it. The other player will have to choose a substitute.

Generic Heroes

These are used to personify the players. By default they are considered to start with 5 hits, and set Special Abilities but this can be varied.

Named Heroes

These Unique Units are found in the Minion Lists. They are able to use Craft Tables like Generic Heroes.

Structures

Structures cannot move. Units may enter Structures. Raze attacks do double damage to Structures.

Structures can be built on most Terrain Types. Once built the underlying Terrain is ignored. If destroyed the space will become Rubble Terrain.

Faction List

Alliance Of Lordaeron

Soldier, Knight, Church of Light, Gnome, Dwarf, Siege, Gryphons, High Elf, Wizard, The Seven Human Kingdoms Main Foe: Old Horde

Alliance

Soldier, Knight, Church of Light, Gnome, Dwarf, Siege, Gryphons, Pandaren, High Elf, Wizard, Draenei, Worgen, Furbolg, Jinyu, Treants, Ancients Capital City: Stormwind

Kingdom Of Lordaeron

Soldier, Knight, Church of Light, Wizard King: Tere-nas

Kingdom Of Stormwind

Soldier, Knight, Church of Light, Wizard Kings: Llane Wrynn, Regent Anduin Lothar, Varian Wrynn

Kingdom Of Kul Tiras

Soldier, Knight, Church of Light, Wizard Daelin Proudmoore Capital: Theramore

Kingdom Of Stormgarde

Soldier, Knight, Church of Light, Wizard Survivors: Arathi Highlands

Kingdom Of Gilneas

Soldier, Knight, Church of Light, Wizard, Worgen

Kingdom Of Dalaran

Soldier, Knight, Church of Light, Wizard, Kirin Tor Capital: Floating City of Dalaran Current City Location: Northrend

Kingdom Of Alterac

Soldier, Knight, Church of Light, Wizard

The Elven Kingdom

High Elves King Anasterian Sunstrider

Scarlet Crusade

Scarlet, Soldier, Knight, Holy Church, Siege, Wizard

First War Old Horde

Orcs

Second War Old Horde

Orcs, Trolls, Ogres, Goblins, Undead, Ogre Magi, Gul'dan Death Knights, Red Dragons

(new) Horde

Orcs, Goblin, Troll, Gnoll, Tauren, Trogg, Ogre, Siege, Wyvern Murloc, Horde Wolf, Elemental, Blood Elf, Forsaken, Pandaren, Taunka Capital City: Orgrimmar

Dark Horde

Orcs, Trolls, Ogres, Goblins, Black Dragons Heroes: Warlocks

True Horde

Orcs, Goblin, Pandaren, Mantid, Sha

Iron Horde

Orc, Ogre, Worg, Chimera, Gronn

Night Elf

Night Elf, Animal, Plant, Wild, Fey Capital City: Darnassus

Scourge

Undead, Demon, Scourge, Cultist

Aldor

Draenei Capital City: Exodar

Shattered Sun

Draenei, Blood Elves Foes: Burning Legion, Sunfury, Sunseeker

Sunfury

Blood Elves, Sunfury

Sunseeker

Blood Elves, Sunseeker

Burning Legion

Demon, Fel, Satyr, Fel Orc

Forsaken Minion

Forsaken Capital City: Undercity

Defias Brotherhood

Defias and Rogue. Sometimes Pirates, Goblins, Kobolds, Gnolls, Tauren, Murlocs, Ogres, Worgen, and Dwarves as well.

Syndicate Household

Syndicate, Mercenary, Rogue

Ravenholdt

Ravenholdt, Mercenary, Rogue

Bloodsail Buccaneers

Bloodsail, Pirate

Southsea

Southsea, Pirate

Booty Bay

Booty Bay, Pirate

Argent Dawn

Argent, Alliance, Horde Mostly Humans and Dwarves.

Steamwheedle Cartel

Goblin, Mercenary

Bilgewater Cartel

Goblin, Mercenary

Venture Company

Mercenary

Cenarion Circle

Dark Elf, Tauren Hero: Druid

Gnomeregan Exiles

Gnomes

Dwarven Clans

Bronzebeard, Wildhammer, Dark Iron Capitol City: Ironforge

Kirin Tor

Wizards, Humans, Gnomes, High Elves
TROLL CLANS and TRIBES

- Forest Trolls: Amani Empire
- Jungle Trolls: Gurubashi, Bloodscalp, Skullsplitter, Darkspear, Shatterspear
- Island Trolls

- Dark Trolls: Shadowtooth
- Ice Trolls: Frostmane, Drakkari
- Desert Trolls: Sandfury
- Steppe Trolls

ORC CLANS and TRIBES

- Horde: Frostwolf, Warsong, Shattered Hand, Thunderlord, Dragonmaw, Blackrock, Burning Blade, Bleeding Hollow
- Dark Horde: Blackrock, Black Tooth Grin

- True Horde: Burning Blade, Dragonmaw, Blackrock
- Other Clans: Stormreaver, Twilight's Hammer, Mag'har

TAUREN CLANS and TRIBES

- Bloodhoof: Horde
- Dawnstrider, Skychaser: Shamanistic
- Grimtotem: Forsaken, Scourge
- Ragetotem: Warriors, Smiths
- Mistrunner, Wildmane, Runetotem: Druidic
- Stonehoof: Diplomats
- Thunderhorn: Hunters
- Winterhoof: Alchemists

Centaur Clans

Gelkis, Magram, Kolkar, Maraudine, Galak, Outcasts, Krenka, Marauders, Stonetalon

Quilboar Tribes

Razormanes, Bristlebacks, Razorfen, Death's Head, Swinegart

Trogg Tribes

Caverndeep, Gravelflint, Irondeep, Ragefire, Rockjaw, Stonesplinter, Stonevault

Gnoll Tribes

Blackpaw, Mosshide, Mudsnout, Palemane, Redridge, Riverpaw, Rot Hide, Savage Hill, Shad-

owhide, Wildpaw, Woodpaw

Worgen Tribes

- Alliance: Greymane, Bloodfang
- Scourge: Wolfcult
- Pirate: Brashwater Crew
- Independent: Lycanthoth, Nightbane, Moonrage, Shadowfang, Terrowulf

Earthen Ring

- Leader: Thrall
- Organization of Shamans

Cenarion Circle

- Leader: Malfurion Stormrage
- Organization of Druids

Twilight's Hammer

- Leaders: Cho'gall, Deathwing, and C'Thun
- Orc Death Cult

Dragonflights

- Major: Black, Blue, Red, Green, Bronze
- Lesser: Chromatic, Infinite, Twilight, Netherwing, Plagued

Minion Tables

Soldier Minion List

Minion:	Hits:	Special Ability:
Peasant	1	{Human} Summon 1 Alliance Structure or M = 3 and Gain 1 Gold
Militia	1	{Human Soldier} Defend
Shield Bearer	1	{Human Soldier} Protect
Footman	1	{Human Soldier} M = 2
Sergeant	1	{Human Soldier} Adjacent Unit gets A = 1
Quartermaster	2	{Human Soldier} Inspire
Captain	4	{Human Soldier} Can use Commander Table

Note: All Soldiers can use the Soldier Table

Alliance Structure List

Minion:	Hits:	Special Ability:
Guard Tower	2	{Structure} Units inside get Defend and A = 2
Scout Tower	1	{Structure} Scout if any enemy Units are within 5 spaces
Cannon Tower	3	{Structure} A = 4. Units inside get Defend
Arcane Tower	2	{Structure} A = 3. Units inside get Defend
Town Hall	3*	{Structure} Summon 1 Peasant. Units inside get Defend
Inn	1	{Structure} Summon 1 Hero
Barracks	2	{Structure} Summon 1 Soldier

Minion:	Hits:	Special Ability:
Stables	1	{Structure} Summon 1 Knight
Arcane Sanctum	2	{Structure} Summon 1 Wizard (also Spellbreaker)
Workshop	1	{Structure} Summon 1 Siege Engine or Construct
Church	2	{Structure} Heal or Summon 1 Priest
Gryphon Aviary	3	{Structure} Summon 1 Gryphon Rider
Altar of Kings	3	{Structure} Ressurrect
Blacksmith	1	{Structure} Adjacent Unit gets 1 Pump or Armor Token

* 4 Hits for a Keep and 5 Hits for a Castle

Siege Minion List

Minion:	Hits:	Special Ability:
Catapult	1	{Siege Engine} A = 4 with Raze
Ballista	1	{Siege Engine} A = K
Siege Cannon	1	{Siege Engine} A = 5 with Raze
Battering Ram	1	{Siege Engine} A = 1 with Damage +1 and Raze
Siege Tower	2	{Siege Engine} Carry. Protect or A = 2

Note: All Siege Engines have the skill of A = 3

Knight Minion List

Minion:	Hits:	Special Ability:
Squire	1	{Human Knight} Martyr
Knight	2	{Human Knight} Defend
Mounted Knight	3	{Human Knight} Charge
Guardian of Kings	4	{Human Knight} Martyr or Protect
Knight Karia	3	{Human Knight} Protect
Leroy Jenkins	4	{Human Knight} Charge

Note: All Knights can use the Knight Table

Silver Hand Minion List

Minion:	Hits:	Special Ability:
Uther Lightbringer	8	Hero{Human Paladin} Summon 1 Silver Hand Knight
Silver Hand Recruit	1	{Human Paladin}
Silver Hand Knight	3	{Human Paladin} Uses the Discipline Craft Table
Tirion Fordring	10	Hero{Human Paladin} Gain 1 Shield Token or Hero gets A = 1
Alexandros Mograine	7	Hero{Human Paladin} Kill Undead Range = 1 or Protect
Petreus Roffe	5	Hero{Human Paladin} Defend
Duke Lion Heart	6	Hero{Human Paladin} Defend or Inspire

Stormwind Minion List

Minion:	Hits:	Special Ability:
King Llane Wrynn	9	Hero{Human Warrior} Protect or Martyr
Stormwind Knight	2	{Human Knight} Charge
Stormwind Champion	4	{Human Knight} (Slay) Damage +2

Church Of The Holy Light Minion List

Minion:	Hits:	Special Ability:
Anduin Wrynn	7	Hero{Human Priest} Heal. Can use Shadow Table
Lady Bancroft	7	Hero{Human Priest} Protect
Lightwarden	1	{Human Soldier Priest} Pump
Temple Enforcer	3	{Human Soldier} Heal
Northshire Cleric	1	{Human Priest} Uses the Holy Craft Table

Note: All Church Members have the skill of Martyr

Lordaeron Minion List

Minion:	Hits:	Special Ability:
Anduin Lothar	10	Hero{Human Warrior} Summon 1 Soldier and Inspire
Turalyon	9	Hero{Human Paladin} Raze Range = 1 or Spy
Bolvar Fordragon	10	Hero{Human Paladin} Defend or Protect
Terenas Menethil	7	Hero{Human Warrior} Inspire or Spy

Scarlet Minion List

Minion:	Hits:	Special Ability:
Scarlet Purifier	2	{Human Assassin} Kill Range = 1
Scarlet Crusader	2	{Human Knight} (Will) Gain 1 Shield Token or Damage +1
Interrogator	2	{Human Agent} Immobilize Range = 1 and Spy
Renault Mograine	7	Hero{Human Paladin} Damage +1

Note: All Scarlet Minions have the skill of A = 1

Argent Minion List

Minion:	Hits:	Special Ability:
Commander Entari	9	Hero{Human Paladin} (Holy) Storm
Commander Falstaav	8	Hero{Draenei Paladin} Inspire or Pump 1 FM
Brother Keltan	5	Hero{Blood Elf Priest} FM gets A = 1
Lord Dalfors	7	Hero{Dwarf Paladin} Protect
Father Gustav	6	Hero{Human Priest} Heal or Defend
Veteran Segard	6	Hero{Human Paladin} Gain 1 Armor Token or Defend
Sister Tulley	2	Hero{Human Priest} Heal all Adjacent Units
Crusader Spitzpatrick	4	Hero{Gnome Tinker} Can use Engineer Table
Argent Squire	1	{Human Knight} Adjacent Unit gets Charge
Argent Protector	1	{Human Knight} Protect
Argent Commander	3	{Human Knight} Charge

Note: All Argent Minions have the skill of Gain 1 Shield Token

Gnome Minion List

Minion:	Hits:	Special Ability:
Gnomeregan Infantry	2	{Gnome} Charge
Flying Machine	2	{Gnome Construct} M = 4 Flying
Gnomish Inventor	2	{Gnome} Uses Gnome Table
Dragonling Mechanic	2	{Gnome} Summon 1 Dragonling
Lil' Exorcist	2	{Gnome Wizard} Immobilize Range = 2
Mind Control Tech	2	{Gnome Wizard} Control Range = 3

Minion:	Hits:	Special Ability:
Shrinkmeister	2	{Gnome Wizard} Transform Range = 2
Pint Sized Summoner	1	{Gnome Wizard} Teleport
Novice Engineer	1	{Gnome} Uses Engineer Table
Clockwork Gnome	1	{Gnome Mech} Uses Craft Cards on Gnome Table
Knife Juggler	1	{Gnome} A = 2
Mini-Mage	1	{Gnome Wizard}{Arcane Missiles} A = 2
Millhouse Manastorm	4	Hero{Gnome Wizard} Storm
Toshley	6	Hero{Gnome Warrior} A = 2 or Teleport
Fizzcrank Fullthrottle	2	LG{Gnome Engineer} Summon 1 Flying Machine
Tinkmaster Overspark	5	Hero{Gnome Tinker} Has 3 Major Gnomish Items
Gelbin Mekkatorque	9	Hero{Gnome Tinker} A = 1 Uses Engineer Table
Gully Rustinax	4	Hero{Gnome Warrior} Stealth or Protect
Cogmaster	1	{Gnome} Uses Mech Table
Randipan	3	Hero{Gnome Rogue} A = 1 and Draw 1 Card
Jinie Swizzlesshade	4	Hero{Gnome Shadow Mage} M = 2 and Stealth
Trixie Boltclunker	3	Hero{Gnome Warrior} Defend
Casey Springlock	2	Hero{Gnome Tinker} Protect
Tani Bixtix	2	Hero{Gnome Rogue} A = 1
Libba Wobblebonk	4	Hero{Gnome Mage} OTO Draw 3 Cards
Brimi Tinkerblade	2	Hero{Gnome Rogue} Uses Gnome Tinker Table
Nami Dabpox	3	Hero{Gnome Warlock} Stealth
Kizzli Grinderstub	3	Hero{Gnome Rogue} Adj FU gets Stealth
Gazriz	6	Hero{Gnome Warlock} Drain Range = 2

Note: All Gnomes have the skill of Defend

Wizard Minion List

Minion:	Hits:	Special Ability:
Ancient Mage	3	{Human Wizard} Adjacent Minions get A = 2
Archmage	4	{Human Wizard} A = 3 or Teleport
Adept	1	{Human Wizard} Martyr
Sorceress	2	{Human Wizard} FU gets Stealth

Note: All Wizards have the skill of A = 2

Kirin Tor Minion List

Minion:	Hits:	Special Ability:
Jania Proudmoore	7	Hero{Human Mage} Teleport or Summon 1 Water Elemental
Archmage Antonidas	8	Hero{Human Mage} A = 4 and Draw 1 Card
Violet Teacher	2	{Human Wizard} Summon 1 Adept
Dalaran Mage	2	{Human Wizard} Protect or Summon 1 Iron Golem
Sorceress Aegwynn	10	Hero{Human Mage} Kill Range = 2 or Resurrect
Medivh	9	Hero{Human Mage} Inspire or Teleport Self
Khadgar	6	Hero{Human Mage} Raze Range = 1 or Draw 2 Cards
Rhonin	10	Hero{Human Mage} Teleport Self or Destroy Item Range = 2
Conjurus Rex	6	Hero{Human Mage} Storm or A = 2
Shal Lightbender	6	Hero{Human Mage} Whirl. Can Use Light Table

Note: All Wizards have the skill of A = 2

Magical Minion List

Minion:	Hits:	Special Ability:
Mirror Image	1	{Illusion} Mage Only. Weak. Martyr
Dancing Swords	2	{Enchantment} A = 1
Mana Wyrn	1	{Dragon} Mage Only. Pump
Totem	1	{Totem} Shaman Only. Weak. Uses Totem Table

Note: All Magical Minions have the skill of Switch

Alliance Minion List

Minion:	Hits:	Special Ability:
Patricia Potter	5	Hero{Human Warlock} A = 1 or M = 1
Darktwister Kern	5	Hero{Human Shadow Priest} Defend
Feranor Dragon Hunter	7	Hero{Human Warrior} Kill Dragon Range = 1
Shadowseer Calista	4	Hero{Human Shadow Priest} Scry

Dwarf Minion List

Minion:	Hits:	Special Ability:
Mortar Team	1	{Dwarf Soldier} A = 4 with Raze
Gyrocopter	1	{Dwarf Construct} Flying M = 4 or Scout
Gryphon Rider	2	{Beast Dwarf} (Soar) M = 3 then M = 2
Ironforge Rifleman	2	{Dwarf} (Blunderbuss) A = 2
Big Game Hunter	2	{Dwarf} Track or Kill Range = 2 vs Minion with 3-4 Hits
Loot Hoarder	1	{Dwarf} DR: Gain 3 Gold
Dwarf Mountaineer	2	{Dwarf} Summon 1 Ironfur Grizzly
Dwarf Prospector	1	{Dwarf} M = 2 and Gain 1 Gold
Thief Catcher	2	{Dwarf} Immobilize Range = 1
Honor Guard	2	{Dwarf} Detect
Dwarf Ram Rider	1	{Dwarf and Ram} Charge
Axe Flinger	2	{Dwarf} A = 2 with Dual
Stormpike Commando	3	{Dwarf Soldier} Can use Soldier Table
Steam Tank	6	{Dwarf Mech} Defend or A = 4 with Raze and Damage +1
Dwarf Engineer	1	{Dwarf} Uses the Engineering Table
Dwarven Smith	1	{Dwarf} Give FM 1 Armor Token
Demolition Squad	1	{Dwarf} Damage +1 with Raze
Hemet Nessingwary	10	Hero{Dwarf Hunter} Kill Range = 3 vs Units with 4+ Hits
Modimus Anvilmar	9	Hero{Dwarf Mountain King} Spy or Inspire
Thargas Anvilmar	6	Hero{Dwarf Mountain King} A = 1 or Protect
Bronwyn Lightborn	3	Hero{Dwarf Paladin} Heal. Can use the Light Table
Alador Stonebrew	5	Hero{Dwarf Paladin} Defend or Protect
Kalek Deepearth	6	Hero{Dwarf Shaman} Can use the Earth Table
Haratha Hammerflame	5	Hero{Dwarf Shaman} Can use the Fire Table
Dagin Bootzap	3	Hero{Dwarf Hunter} A = 3
Arvos Jadestone	3	Hero{Dwarf Shaman} Heal
Madrea Bluntbrew	4	Hero{Dwarf Rogue} Defend or Spy
Olaf Stonebreaker	3	Hero{Dwarf Warrior} Damage +1
Stomdak of Ironforge	5	Hero{Dwarf Warrior} Gain 1 Pump or 1 Armor Token
Aric Stonejack	5	Hero{Dwarf Death Knight} Summon 1 Ghoul
Stevrona Forgemender	4	Hero{Dwarf Shaman} Pump Adj FM
Brel Blazebeard	4	Hero{Dwarf Mage} Stealth

Note: All Dwarves have the skill of Defend

Bronzebeard Minion List

Minion:	Hits:	Special Ability:
Magni Bronzebeard	10	Hero{Mountain King} Inspire or Protect
Muradin Bronzebeard	6	Hero{Mountain King} A = 1 or Damage +1
Brann Bronzebeard	7	Hero{Dwarf Ranger} M = 3 and Draw 1 Card

Wildhammer Minion List

Minion:	Hits:	Special Ability:
Falstad Wildhammer	7	Hero{Mountain King on Gryphon} M = 4 or Whirl
Kurdran Wildhammer	8	Hero{Mountain King on Gryphon} Charge or A = 1

Dark Iron Minion List

Minion:	Hits:	Special Ability:
Dagran Thaurissan	8	Hero {Dark Iron Dwarf Mage} A = 2 or Inspire
Moria Thaurissan	3	LG{Dark Iron Dwarf} Spy
Dark Iron Dwarf	2	{Dark Iron Dwarf} Adjacent Unit gets A = 1
The Grim Guzzler	5	Hero{Dark Iron Dwarf Warrior} Summon 1 Grim Patron
Grim Patron	2	{Dark Iron Dwarf} Summon 1 Grim Patron
Grim Bouncer	3	{Dark Iron Dwarf} A = 1
Grim Spectator	1	{Dark Iron Dwarf} Martyr

High Elf Minion List

Minion:	Hits:	Special Ability:
High Elven Swordsman	2	{High Elf Soldier} A = 1 with Dual
Dragonhawk Riders	3	{Dragon and High Elf} Flying M = 4 then Immobilize Range = 1
Arcanist	2	{High Elf Wizard} Uses the Arcanist Craft Table
Scout Captain	2	{High Elf} M = K and Scout
Farstrider Ranger	2	{High Elf} Detect or A = K or M = K
Elf Runner	1	{High Elf} M = 4 and Stealth
Kelen the Seeker	5	Hero{High Elf Mage} Summon 1 Water Elemental

Note: All High Elves have the skill of A = 1 with Dual

Blood Elf Minion List

Minion:	Hits:	Special Ability:
Claemora Amberglare	5	Hero{Blood Elf Hunter} Immobilize Range = 3
Firewarden Wyland	6	Hero{Blood Elf Mage} A = 2
Tyrennius Scathelade	7	Hero{Blood Elf Paladin} Protect
Talaan Solaras	3	Hero{Blood Elf Warrior} A = 1
Spellbreaker	2	{Blood Elf Wizard} Spell Immunity
Blood Mage	2	{Blood Elf Wizard} Uses Blood Elf Wizard Craft Table
Spellreaver	1	{Blood Elf Wizard} Whirl or Immobilize Range = 1
Spellbinder	1	{Blood Elf Wizard} A = 4
Overseer	3	{Blood Elf Knight} Summon 1 Blood Elf

Minion:	Hits:	Special Ability:
Blood Lord	4	{Blood Elf Knight} Inspire
Bowman	1	{Blood Elf Soldier} A = 3
Guardisman	1	{Blood Elf Soldier} Martyr or Detect
Bloodwarder	2	{Blood Elf Knight} A = 1

Note: All Blood Elves (Sunseeker, Sunfury and Shattered Sun also) have the skill of Enrage

Silvermoon Blood Elf Minion List

Minion:	Hits:	Special Ability:
Lor'themar Theron	10	Hero{Blood Elf Hunter} A = 1 and A = 3
Halduron Brightwing	8	Hero{Blood Elf Hunter} Scout or Protect
Magister Rommath	8	Hero{Blood Elf Mage} Drain Range = 3
Valeera Sanguinar	9	Hero{Blood Elf Rogue} A = 2 or Kill Range = 1
Shaera Strikewing	4	Hero{Blood Elf Rogue} Stealth or Ambush
Voren'thal the Seer	6	Hero{Blood Elf Mage} Scry or Immobilize Range = 2
Aethas Sunreaver	8	Hero{Blood Elf Mage} Defend or A = 1
Arcane Guardian	2	{Golem} Immobilize Range = 1
Wretched	1	{Corrupted Blood Elf} Drain Range = 1

Sunfury Blood Elf Minion List

Minion:	Hits:	Special Ability:
Kael'thas Sunstrider	10	Hero{Blood Elf Mage} Summon 1 Blood Elf or A = 1
Protector	2	{Blood Elf Knight} Protect
Flamekeeper	2	{Blood Elf Wizard} Uses the Fire Craft Table
Geologist	2	{Blood Elf Wizard} Uses the Earth Craft Table
Magister	1	{Blood Elf Wizard} (Bloodcrystal Surge) Inspire
Warp-Master	1	{Blood Elf Wizard} Teleport
Summoner	2	{Blood Elf Wizard} Summon 1 Elemental
Eradicator	3	{Blood Elf Knight} Kill Range = 1
Technician	1	{Blood Elf} M = 1 and Draw 1 Card
Centurion	3	{Blood Elf Knight} A = 1 or Defend
Arcanist	1	{Blood Elf Wizard} Uses the Arcanist Craft Table
Warlock	1	{Blood Elf Wizard} Uses the Demon Craft Table

Sunseeker Blood Elf Minion List

Minion:	Hits:	Special Ability:
Chemist	1	{Blood Elf Wizard} Uses the Alchemy Craft Table
Astromage	1	{Blood Elf Wizard} Uses the Star Craft Table
Botanist	1	{Blood Elf Wizard} Uses the Nature Craft Table
Geomancer	2	{Blood Elf Wizard} Uses the Earth Craft Table
Researcher	1	{Blood Elf Wizard} Draw 2 Cards
Netherbinder	3	{Blood Elf Wizard} Uses the Darkness Craft Table
Engineer	2	{Blood Elf Wizard} Uses the Engineer Craft Table
Channeler	1	{Blood Elf Wizard} Uses the Shadow Craft Table

Shattered Sun Blood Elf Minion List

Minion:	Hits:	Special Ability:
Lady Liadrin	8	Hero{Blood Elf Paladin} Heal or Summon 1 Blood Knight
Caera Sunforge	4	Hero{Blood Elf Paladin} Protect
Katsin Bloodoath	4	Hero{Blood Elf Paladin} Martyr
Cleric	2	{Blood Elf Priest} Adjacent Unit gets a Pump Token
Warrior	2	{Blood Elf Warrior} A = 1 with Dual
Soldier	1	{Blood Elf Soldier} Defend
Marksman	1	{Blood Elf Archer} Uses the Marksman Craft Table
Blood Knight	3	{Blood Elf Paladin} Steal a Shield Token from any Minion

Horde Blood Elf Minion List

Minion:	Hits:	Special Ability:
Kyroth Steelspite	5	Hero{Blood Elf Warrior} Whirl
Indauma Bloodfire	4	Hero{Blood Elf Warlock} Can use Fire Table
Malistra	4	Hero{Blood Elf Warlock} Can use Husbandry Table
Kalia	5	Hero{Blood Elf Warlock} Can use Shadow Table

Goblin Minion List

Minion:	Hits:	Special Ability:
Doctor Boom	6	LG{Goblin} OTO Summon 2 Boom Bots
Gilblin Stalker	1	{Goblin} Stealth
Bruiser Mob	3	{Goblin} Immobilize Range = 1
Goblin Peon	1	{Goblin} M = 1 and Draw 1 Card
Mad Bomber	1	{Goblin} A = 2 Stupid
Goblin Tinker	2	{Goblin} Uses craft Cards on the Goblin Table
Goblin Sapper	2	{Goblin} Raze or Damage +1
Goblin Blastmage	2	{Goblin Wizard} A = 4
Hobgoblin	3	{Goblin} A = 1 with Damage +1 Stupid
Bomb Lobber	2	{Goblin} Raze or A = 3
Alchemist on Ogre	3	{Goblin} Uses craft Cards on the Alchemy Table
Madder Bomber	3	{Goblin} A = K and A = 3 Stupid
Goblin Zeppelin	3	{Goblin Mech} Move = 4 and Summon 1 Goblin
Explosive Sheep	1	{Sheep} Whirl and Kill Self
Goblin Mine Layer	1	{Goblin} A = K
Shredder	4	{Mech} Mount. Uses Craft Cards on Mech Table
Sneed's Old Shredder	6	LG{Goblin Mech} Mount. Uses Craft Cards on Mech Table
Yazli Earthspark	3	Hero{Goblin Shaman} A = 2
Nika Blastbor	4	Hero{Goblin Hunter} A = 3
Falixa Frizzleblast	3	Hero{Goblin Mage} A = 2
Zumix of Kezan	7	Hero{Goblin Mage} Can use Fire Table
Drax Felfuse	8	Hero{Goblin Warlock and Dragon} Summon 1 Dragonkin
Zimzi the Trickster	4	Hero{Goblin Rogue} Stealth
Mindtwister Quimtrix	5	Hero{Goblin Shadow Priest} A = 2
Korlix Grimvik	4	Hero{Goblin Death Knight} Protect
Kistix Shockvat	4	Hero{Goblin Shaman} Stealth

Note: All Goblins have the skill of Pillage

Bilgewater Cartel Minion List

Minion:	Hits:	Special Ability:
Jastor Gallywix	7	Hero{Goblin Trade Prince} Defend or Steal 1 Card from Opponent
Boss Mida	5	Hero{Goblin Rogue} Draw 2 Cards
Bruiser Janx	4	LG{Goblin Thug} A = 1
Pozzik	2	LG{Goblin Mechanic} (Rocket Car) M = 5

Steamwheedle Cartel Minion List

Minion:	Hits:	Special Ability:
Baron Revilgaz	5	Hero{Goblin Trade Prince} Defend or Summon 1 Goblin Pirate
Gazlowe	6	Hero{Goblin} Summon 1 Mech. Can use Engineer Table
Fleet Master Seahorn	7	Hero{Tauren Pirate Captain} A = 1 or Protect
Steamwheedle Sniper	1	{Goblin Mercenary} Uses the Marksman Card List
Gadgetzan Auctioneer	2	{Goblin} OTO Procure 3 Major Goblin Items

Orc Minion List

Minion:	Hits:	Special Ability:
Peon	1	{Orc} Summon 1 Horde Structure or M = 3 and Gain 1 Gold
Eitrigg	7	Hero{Orc Warrior} Inspire or Defend
Varok Saurfang	8	Hero{Orc Warrior} Defend or Summon 1 Kor'Kron
Broxigar	9	Hero{Orc Warrior} Destroy Weapon Range = 1
Zugna Windseer	3	Hero{Orc Shaman} Spy
Rexxar	9	Hero{Half-Ogre Ranger} A = 3 or Track
Thrall	10	Hero{Orc Shaman} Inspire or Protect
Aggra	7	Hero{Orc Shaman} Heal or Pump adj Unit
Burom Bladeseer	5	Hero{Orc Shaman} Whirl
Gurzug	4	Hero{Orc Shaman} Charge
Karkas Deathhowl	6	Hero{Orc Warlock} Doom
Onnekra Bloodfang	3	Hero{Orc Warlock} Charge
Tarn Darkwalker	4	Hero{Orc Warlock} Summon 1 Void Walker
Kark Baneblood	5	Hero{Orc Death Knight} A = 1
Huzrula	3	Hero{Orc Shaman} Flying. Heal
Blade Master	3	{Orc} Whirl or Defend or Damage +1
Orc Warlord	5	{Orc} Can use Commander Table
Wind Rider	3	{Orc and Wyvern} M = 4 or A = 1 or Poison
Kodo	4	{Beast} Trample Mount
Great Kodo	6	LG{Beast} Trample Mount
Cruel Taskmaster	1	{Orc} Adjacent Friendly Minion gets A = 1
Raid Leader	2	{Orc} Inspire
Raider	1	{Orc} Snare Range = 2
Razorfen Hunter	2	{Orc} Summon 1 Pig
Kor'kron Elite	2	{Orc} Charge
Demolisher	2	{Orc Siege Engine} (Burning Oil) A = 2
Far Seer	2	{Orc Shaman} Scry or A = 4

Note: All Orcs can use the Barbarian Table

Old Horde Minion List

Minion:	Hits:	Special Ability:
Blackhand the Destroyer	8	Hero{Orc Warrior} Inspire
Grom Hellscream	9	Hero{Orc Warrior} Kill Demon Range = 1
Orgrim Doomhammer	9	Hero{Orc Warrior} Damage +1
Ner'zhul	8	Hero{Corrupted Orc Shaman} Summon 1 Orc
Kilrogg Deadeye	6	Hero{Orc Warrior} M = 3 and Draw 1 Card
Gul'dan Death Knights	3	{Undead Warlocks} Can use Necromancy Table

New Horde Minion List

Minion:	Hits:	Special Ability:
Garrosh Hellscream	10	Hero{Orc Warrior} Charge with Damage +1
Greatmother Geyah	5	LG{Orc Shaman} Draw 2 Cards
Malkorok	5	LG{Orc Warrior} Spy and Stupid
Dranosh Saurfang	7	Hero{Orc Warrior} Charge or Defend

Frostwolf Clan Minion List

Minion:	Hits:	Special Ability:
Draka	5	Hero{Orc Warrior} A = 1 or Pump
Durotan	7	Hero{Orc Warrior} Defend or A = 1
Drek'Thar	6	Hero{Orc Shaman} Scry or A = 1
Frostwolf Grunt	1	{Orc} Defend
Wolfrider	2	{Orc and Wolf} Charge

Note: All Frostwolf Orcs have the skill of Cold Resistance

Shadow Council Minion List

Minion:	Hits:	Special Ability:
Gul'Dan	10	Hero{Corrupted Orc Warlock} Spy or Kill Range = 1
Garona Halforcen	6	Hero{Half-Orc Assassin} Stealth or Spy
Azamoth Deathfang	4	Hero{Orc Warlock} Ambush
Cho'gall	6	Hero{Ogre Mage} A = 2
Shadowy Enforcer	2	{Orc Assassin} Kill Range = 1

Horde Structure List

Minion:	Hits:	Special Ability:
Watch Tower	2	{Structure} Units inside get Scout and A = 2
Burrow	1	{Structure} Units inside get Defend
Great Hall	3*	{Structure} Summon 1 Peon. Units inside get Defend
Grog House	1	{Structure} Summon 1 Hero
Barracks	2	{Structure} Summon 1 Orc
Bestiary	1	{Structure} Summon 1 Kodo or Wolf or Mounted Unit
War Mill	1	{Structure} Summon 1 Siege Engine
Spirit Lodge	2	{Structure} Heal or Summon 1 Shaman
Tauren Totem	1	{Structure} Summon 1 Tauren
Altar of Storms	2	{Structure} Summon 1 Ogre or Ogre Magi
Voodoo Lounge	1	{Structure} Summon 1 Troll
Weapon Maker	1	{Structure} Adjacent Unit gets 1 Pump or Armor Token

* 4 Hits for a Stronghold and 5 Hits for a Fortress

Troll Minion List

Minion:	Hits:	Special Ability:
Vol'jin	10	Hero{Troll Shaman} Spy or Charge
Zul'jin	9	Hero{Troll Warrior} Can use the Death Table
Sen'jin	8	Hero{Troll Witch Doctor} Spy
Zen'Tabra	5	Hero{Troll Druid} Stealth or Summon 1 Animal
Gara'Jal	6	Hero{Troll Shaman} Summon 1 Mogu
Zanzil	3	Hero{Troll Witch Doctor} Summon 1 Unit just Killed
Mar'Li	10	Hero{Troll Druid} Summon 1 Spider
Zul	2	LG{Troll Prophet} Spy or Inspire
Zalazane	9	Hero{Troll Witch Doctor} Control Range = 2
Kuz'vun	6	Hero{Troll Hunter} A = 4
Vesh'ral	5	Hero{Troll Mage} Enrage
Waz'luk	5	Hero{Troll Mage} Can use Fire Table
Kanga	4	Hero{Troll Druid} Enrage
Zulbraka	4	Hero{Troll Warrior} Protect
Raztu'jor	3	Hero{Troll Warrior} Defend
Shadow Hunter	3	Hero{Troll Shaman} Heal or Inspire or Transform Range = 2
Ra'chee	2	Hero{Troll Shadow Priest} Heal
Tez Tez	5	Hero{Troll Shadow Priest} Immobilize Range = 2
Ka'tali Stonetusk	4	Hero{Troll Shaman} Protect
Huro'shal Gutwrench	6	Hero{Troll Shaman} Negate Target SA
Yoza'tsu	3	Hero{Troll Warlock} Weaken Range = 2
Lu'ka de Wall	6	Hero{Troll Warrior} Protect
Ta'zo	5	Hero{Troll Mage} A = 3
Amani Berserker	2	{Troll} Enrage
Gumbashi Berserker	4	{Troll} Enrage
Troll Batrider	2	{Troll and Bat} Flying Scout
Raptor Rider	3	{Troll and Raptor} Charge
Troll Headhunter	2	{Troll} (Thrown Spear) A = 3
Witch Doctor	1	{Troll Witch Doctor} Uses Witch Doctor Table
Sen'jin Shieldmasta	3	{Troll} Protect
Troll Trapper	1	{Troll} Uses the Trapper Table
Troll Hideskiner	2	{Troll} Damage +1
Voodoo Doctor	1	{Troll Shaman} Heal or Poison or Summon 1 Loa
Loa	1	{Troll Spirit} Weak. Pump or Cause Weakness Range = 1

Note: All Trolls have the skill of Regenerate

Ice Troll Minion List

Minion:	Hits:	Special Ability:
Warrior	2	{Ice Troll} Can Use the Barbarian Table
Priest	2	{Ice Troll} Heal
Trapper	1	{Ice Troll} Uses the Trapper Table
Berserker	3	{Ice Troll} Enrage
Warlord	4	{Ice Troll} Inspire

Note: All Trolls have the skill of Cold Resistance

Tauren Minion List

Minion:	Hits:	Special Ability:
Cairne Bloodhoof	9	Hero{Tauren Warrior} Damage +1 or Inspire
Baine Bloodhoof	8	Hero{Tauren Warrior} A = 1
Xarantaur	10	Hero{Tauren Witness} Spy or M = 3 and Draw 2 Cards
Magatha Grimtotem	4	Hero{Tauren Shaman} Poison
Hamuul Runetotem	9	Hero{Tauren Druid} Inspire or Summon 1 Totem
Tahu Sagewind	6	Hero{Tauren Priest} Heal or Scry
Rumu Moonhaze	3	Hero{Tauren Priest} Uses Star Table
Jevan Grimtotem	5	Hero{Tauren Shaman} Can use Water and Air Tables
Oruk Starstorm	7	Hero{Tauren Shaman} Storm
Nala Stalks-the-Night	4	Hero{Tauren Shaman} Enrage or Stealth
Aponi Brightmane	5	Hero{Tauren Paladin} Damage +1 or Summon 1 Sunwalker
Kuatha Mornhoof	6	Hero{Tauren Paladin} Charge
Haranto Deathstrider	5	Hero{Tauren Death Knight} Protect
Hanu Skyhorn	4	Hero{Tauren Druid} Spell Immunity
Besora Galefeather	4	Hero{Tauren Druid} A = 1
Forager Cloudbloom	4	Hero{Tauren Druid} Draw 2 Cards
Kirga Earthguard	4	Hero{Tauren Shaman} Protect
Kamu	6	Hero{Tauren Druid} A = 3 with Damage +1
Voss Treebender	3	Hero{Tauren Druid} Immobilize Range = 1
Vanda Skydaughter	3	Hero{Tauren Druid} Can use Air Table
Spirit Walker	3	{Tauren Shaman} Stealth or Protect
Tauren Chieftain	4	{Tauren} Charge with Damage +1 or Immobilize all adj Units
Tauren Warrior	2	{Tauren} (Axe) Damage +1
Tauren Runemaster	2	{Tauren Monk} M = 2 or A = 1 or Defend
Holy Strider	1	{Tauren} M = 3 with Spy
Sunwalker	3	{Tauren Paladin} Protect or Gain 1 Shield Token
Tauren Seer	2	{Tauren} Heal or Scry
Lifemender	1	{Tauren Druid} Heal

Note: All Tauren have the skill of Protect

Murloc Minion List

Minion:	Hits:	Special Ability:
Murloc Raider	1	{Murloc} M = 3
Bluegill Murloc	1	{Murloc} Charge
Murloc Scout	1	{Murloc} Scout
Grimscale Oracle	1	{Murloc Shaman} Scry or Give Another Murloc A = 1
Tidehunter	1	{Murloc} Track or Summon 1 Murloc Scout
Puddlestomper	1	{Murloc} Damage +1
Flesheater	1	{Corrupt Murloc} Feast
Plaguebearer	1	{Corrupt Murloc} Plague
Coldlight Oracle	2	{Murloc Priest} Draw 2 Cards
Coldlight Seer	2	{Murloc Wizard} Spy or Protect a Murloc
Murloc Warleader	2	{Murloc} Inspire Murlocs
Old Murk Eye	3	LG{Murloc} A = 1 with Damage +1
Siltfin Spiritwalker	3	{Spirit Murloc} Draw 2 Cards
Nightcrawler	1	{Murloc} Track with Stealth

Note: All Murlocs have the skill of Charge

Ogre Minion List

Minion:	Hits:	Special Ability:
Morgor the Ogre	8	Hero{Ogre Warrior} Damage +2
Boulderfist Ogre	4	{Ogre} Damage +1
Two Headed Ogre	3	{Ogre} A = 1 with Dual
Ogre Magi	2	{Ogre Wizard} A = 4
Ogre Brute	3	{Ogre} (Club) A = 1 with Damage +1
Ogre Mauler	4	{Ogre} Charge

Note: All Ogres are Stupid and have the skill of Damage +1

Gronn Minion List

Minion:	Hits:	Special Ability:
Gronn Taskmaster	4	{Gronn} Inspire
Gronn Slayer	4	{Gronn} Kill Range = 1
Gruul	6	LG{Gronn} Pump

Note: All Gronn have the skill of Summon 1 Ogre

Trogg Minion List

Minion:	Hits:	Special Ability:
Troggzor	6	LG{Trogg} TE(OPP plays Craft Card) Summon 1 Trogg
Burly Trogg	2	{Trogg} Negate a Craft Card
Mana Absorbing Trogg	1	{Trogg} TE: A = 1 when Opponent plays a Craft Card
Murkstone Trogg	3	{Trogg} Defend or Stealth
Morloch	2	{Trogg} Feast
Skullthumper	3	{Trogg} A = 1 with Immobilize
Raging Trogg	2	{Trogg} Enrage
Berserk Trogg	1	{Trogg} Charge
Stone Trogg Digger	2	{Trogg} Teleport Self
Trogg Fungalmancer	1	{Trogg Shaman} Summon 1 Fungus
Salamander Rider	3	{Trogg and Salamander} M = 4 and A = 1

Note: All Troggs are Stupid and have the skill of Defend

Kobold Minion List

Minion:	Hits:	Special Ability:
Kobolds	1	{Kobold} Ambush
Kobold Geomancer	1	{Kobold} Uses the Earth Table

Note: All Kobolds have the skill of Teleport self

Gnoll Minion List

Minion:	Hits:	Special Ability:
Hogger	6	Hero{Gnoll Chieftain} Summon 1 Gnoll or Protect
Alpha	3	{Gnoll} Defend
Brute	4	{Gnoll} Damage +1
Hunter	2	{Gnoll} Track or A = 3
Poacher	2	{Gnoll} Steal 1 Random Card from Opponent
Warden	2	{Gnoll} Inspire
Shaman	1	{Gnoll} (Lightning) A = K
Assassin	1	{Gnoll} Poison
Scavenger	1	{Gnoll} M = 3 and Draw 1 Card
Runt	1	{Gnoll} Spy or Scout

Minion:	Hits:	Special Ability:
Miner	1	{Gnoll} Draw 2 Cards
Warrior	2	{Gnoll} A = 1
Trapper	1	{Gnoll} Uses the Trapper Table
Thrasher	3	{Gnoll} Charge
Bonepaw	1	{Hyena} Feast

Note: All Gnolls have the skill of Ambush

Worgen Minion List

Minion:	Hits:	Special Ability:
Alpha	4	{Worgen} Damage +1
Raging Worgen	3	{Worgen} Enrage
Lieutenant	3	{Worgen} Inspire
Shaman	2	{Worgen Shaman} Uses the Spirit Craft Table
Wild Worgen	2	{Worgen Druid} Uses the Wild Craft Table
Feral Worgen	2	{Worgen} A = 1
Pouncer	2	{Worgen} Ambush
Rusher	2	{Worgen} Charge
Infiltrator	1	{Worgen} M = 4 and Stealth
Genn Greymane	10	Hero{Worgen Warrior} A = 1 Uses the Discipline Table
Darius Crowley	9	Hero{Worgen Warrior} Defend or Inspire
Goldrinn	12	LG{Demi-God Wolf} Charge or Regenerate
Ralaar Fangfire	9	Hero{Worgen Druid} Enrage
Marl Wormthorn	5	Hero{Worgen Druid} Summon 1 Plant
Ivar Bloodfang	8	Hero{Worgen Warrior} Feast
Admiral Ripsnarl	7	Hero{Worgen Pirate Captain} A = 1 or Damage +1
Tobias Mistmantle	4	LG{Worgen Rogue} Stealth or Ambush
Roger Ulric	5	Hero{Worgen Hunter} A = 3 or Summon 1 Wolf
Jeniva Prescott	3	Hero{Worgen Priest} Heal
Dominic Kandor	6	Hero{Worgen Death Knight} Protect
Kane the Arcanist	5	Hero{Worgen Mage} Stealth or Defend
Bella Wilder	3	Hero{Worgen Druid} Enrage
Kelsa Wildfire	4	Hero{Worgen Mage} Can use Fire Table
Nathar Wilderson	4	Hero{Worgen Druid} Defend
Grayson Steelworth	4	Hero{Worgen Warrior} A = 1 with Dual
Jerrick Valder	4	Hero{Worgen Rogue} A = 1 with Immobilize

Note: All Worgen have the skill of Regenerate

Elemental Minion List

Minion:	Hits:	Special Ability:
Al'Akur	11	LG{Elemental Windlord} M = 4 or Defend or A = 1
Ragnaros	19	LG{Elemental Firelord} A = 4 with Damage +1
Neptulon	13	LG{Elemental Waterlord} OTO Summon 4 Small Murlocs
Therazane	17	LG{Elemental Earthlord Stone Mother} Defend or A = 3
Majordomo Executus	6	LG{Fire Elemental} Inspire
Core Hound	4	{Fire Elemental Dog} M = 3 or Damage +1
Phoenix	4	{Fire Elemental Bird} M = 4 or Regenerate
Fire Elemental	3	{Fire Elemental} (Fire Strike) A = 3

Minion:	Hits:	Special Ability:
Magma Rager	2	{Fire Elemental} Damage +1
Salamander Lord	4	{Fire Elemental} Whirl or A = 2
Flame of Azzinoth	1	{Fire Elemental} A = 1
Water Elemental	2	{Water Elemental} M = 2
Tidal Elemental	4	{Water Elemental} Immobilize Range = 2
Wind Elemental	1	{Air Elemental} M = K or A = 1
Dust Devil	1	{Air Elemental} Damage +1
Frost Elemental	3	{Ice Elemental} Immobilize Range = 1
Earth Elemental	4	{Earth Elemental} Raze or Defend
Bound Rumbler	2	{Earth Elemental} A = 1

Note: All Elementals have the skill of Damage +1

Night Elf Racial Minion List

Minion:	Hits:	Special Ability:
Wisp	1	{Spirit} Weak. M = 3 and Draw 2 Cards
Malfurian Stormrage	10	Hero{Night Elf Druid} Defend or A = 1
Tyrande Whisperwind	9	Hero{Night Elf Priestess} Heal or Pump adj FM
Jarod Shadowsong	8	Hero{Night Elf Warrior} Inspire or Stealth
Ash'alah	4	LG{Nightsaber Cat} Charge or Martyr
Shandris Feathermoon	7	Hero{Night Elf Hunter} A = 3 or Protect
Elven Archer	1	{Night Elf} (Bow) A = 3
Dryad	1	{Elf Faun} Teleport or Poison. Spell Immunity
Silvermoon Guardian	2	{Night Elf Knight} Can Use Knight Table
Huntress	2	{Night Elf and Panther} Stealth or Scout
Glaive Thrower	2	{Night Elf Siege Engine} A = 4 with Damage +1
Spirit of Vengeance	2	{Night Elf Spirit} Spell Immunity
Priestess of Elune	3	{Night Elf Priest} Spy or A = K
Demon Hunter	3	{Night Elf Demon} A = 4 or Defend or Whirl
Warden	3	{Night Elf Assassin} Teleport or Stealth or A = 2 with Poison
Keeper of the Grove	3	{Elf Stag} Heal or Protect or Immobilize Range = 3
Avatar of Vengeance	4	{Spirit Assassin} Summon 1 Spirit of Vengeance
Secret Keeper	1	{Night Elf Wizard} Search Deck for 1 Card and keep it
Mystic	1	{Night Elf Priest} TE: Spy when opponent plays a Craft Card
Maiev Shadowsong	6	Hero{Night Elf Hunter} Defend or A = 1
Kur'talos Ravencrest	7	Hero{Night Elf Warrior} Defend or Inspire
Fandral Staghelm	9	Hero{Corrupted Night Elf Druid} Can use the Fire Table
Broll Bearmantle	8	Hero{Night Elf Druid} A = 1 or Defend
Wyndarr Shadefist	4	Hero{Night Elf Rogue} Stealth or Spy
Laenthor Shademoon	4	Hero{Night Elf Mage} Stealth or Teleport
Shanis Bladevall	5	Hero{Night Elf Death Knight} Protect
Danyssa Stillheart	6	Hero{Night Elf Death Knight} Damage +1
Latro Abiectus	6	Hero{Night Elf Rogue} Damage +1
Wynnd the Spry	4	Hero{Night Elf Druid} Stealth or Ambush
Mooncaller Jynalla	3	Hero{Night Elf Warrior} Charge
Almia Moonwhisper	5	Hero{Night Elf Mage} Draw 2 Cards
Shaytha Lumenira	5	Hero{Night Elf Druid} Spell Resistance
Nessera Gildenrose	2	Hero{Night Elf Warrior} Adj FU gets A = 1

Note: All Night Elves have the skill of A = 2

Night Elf Ancient And Tree Minions

Minion:	Hits:	Special Ability:
Ancient of Lore	5	{Ancient} Draw 2 cards or Heal or Summon 1 Dryad
Ancient of War	6	{Ancient} A = 1 or Protect or Summon 1 Night Elf
Ancient Protector	4	{Ancient} A = 3 with Damage +1
Ancient of Wind	3	{Ancient} Summon 1 Hippogryph. Can use Air Table
Ancient of Wonders	2	{Ancient} Procure 1 Natural Item. Uses Druid Tables
Tree of Life	3	{Plant} Heal or Summon 1 Wisp
Tree of Ages	4	{Plant} Heal and Draw 1 Card
Tree of Eternity	5	{Plant} Heal and Inspire all Adjacent Friendly Units

Note: All Ancients and Trees have the skill of Re- generate

Night Elf Structure List

Minion:	Hits:	Special Ability:
Moonwell	2	{Structure} Heal or Pump adjacent Unit
Hunter's Hall	1	{Structure} Adjacent Unit gets 1 Pump or Armor Token
Altar of Elders	1	{Structure} Resurrect
Chimaera Roost	2	{Structure} Summon 1 Chimaera

Animal Minion List

Minion:	Hits:	Special Ability:
Warhorse	2	{Horse} Mount (Kick) A = 1 or M = 4
Hippogryph	2	{Bird Stag} Flying Mount M = 4 and A = 1
Jungle Panther	2	{Cat} Stealth or Ambush
Oasis Snapjaw	2	{Turtle} Defend Mount
Houndmaster	2	{Ape} Summon 1 Hound
Silverback Patriarch	2	{Ape} Protect or Martyr
Stranglethorn Tiger	3	{Cat} Stealth or Ambush
Highmane	3	{Cat} Summon Hyena
Rhino	3	{Rhino} Trample
King Krush	6	LG{Dinosaur} Charge
The Red Bearon	4	LG{Bear} A = 1
Hungry Crab	1	{Crab} Defend or Kill Murloc Range = 1
Ironfur Grizzly	2	{Bear} Martyr or A = 1
Timber Wolf	1	{Wolf} M = 3 then Adj Unit gets A = 1
Dire Wolf	2	{Wolf} Mount Feast
Frost Wolf	2	{Wolf} Cold Resistance Mount
Warg	3	{Wolf} Mount A = 1
Bloodfen Raptor	2	{Dinosaur} Damage +1 Mount
Agamaggan	12	{Pig Demi-God} Charge or Summon 1 Pig
River Crocolisk	2	{Croc} Ambush or Snare
Hyena	1	{Hyena} Flying Feast
Buzzard	1	{Bird} M = K and Spy or Feast
Owl	1	{Bird} Flying Negate a SA card used by a Minion within Range = 3
Snake	1	{Snake} Stealth or Poison
Stonetusk Boar	1	{Pig} Charge or Martyr
Angry Chicken	1	{Bird} Gain 1 Rage Token
Tailstrider	3	{Bird} Damage +1 Mount
Whelp	1	{Dog} Protect or M = 2
Huffer	2	{Pig} Charge Mount

Minion:	Hits:	Special Ability:
Emperor Cobra	2	{Snake} Ambush with Poison
Hounds	1	{Dogs} Track then A = 1

Note: All Animals have the skill of M = 2

Plant Minion List

Minion:	Hits:	Special Ability:
Ironbark Protector	4	{Plant} Damage +1 or Martyr
Treant	3	{Plant} A = 1
Fen Creeper	3	{Plant} Protect

Note: All Plants have the skill of Defend

Fungal Monstrosity Minion List

Minion:	Hits:	Special Ability:
Fungal Behemoth	5	{Fungal Giant} Plague
Fungal Giant	4	{Fungal Giant} Raze or Regenerate
Fungal Terror	3	{Fungus} A = 1
Agitated Tunneler	2	{Fungus} Teleport Self
Fungal Abomination	3	{Undead Fungus} Feast
Creeping Fungus	1	{Fungus} M = 1

Note: All Fungi have the skill of Summon 1 Fungus

Wild Minion List

Minion:	Hits:	Special Ability:
The Beast	4	LG{Beast} Charge
King Mukla	4	LG{Ape} A = 2 or Regenerate
Chimaera	4	{Dragon} Flying Mount A = 3 or A = 2 and A = K
Gahz'rilla	8	LG{Hydra} Regenerate or A = 1 and A = 2
Cenarius	12	LG{Centaur Demigod} Uses the Nature Craft Table
Wildkin	5	{Giant}(Go Wild) A = 1 or M = 2
Druid of the Fang	3	{Snake Druid} Poison
Druid of the Claw	3	{Cat Bear Druid} Charge or Martyr
Druid of the Flame	2	{Night Elf Druid} Can use Fire Table
Chillwind Yeti	2	{Ape} Ambush. Cold Resistance
Wendigo	3	{Ape} Stealth. Cold Resistance
Lightning Lizard	2	{Lizard} A = 2
Thunder Lizard	2	{Lizard} Immobilize Range = 2
Owlbear	3	{Bird Bear} Enrage

Note: All Wild Minions have the skill of Pump

Fey Minion List

Minion:	Hits:	Special Ability:
Faerie Dragon	1	{Dragon} Spell Immunity
Malorne	12	LG{Unicorn Demigod} Teleport Self and A = 1

Note: All Fey Minions have the skill of Spell Immunity

Furbolg Minion List

Minion:	Hits:	Special Ability:
Common Furbolg	2	{Furbolg} Defend
Furbolg Tracker	2	{Furbolg Hunter} Track
Furbolg Shaman	2	{Furbolg Shaman} Can use Shaman Tables
Furbolg Elder Shaman	3	{Furbolg Shaman} Heal. Can use Shaman Tables
Furbolg Champion	4	{Furbolg Warrior} Damage +1
Furbolg Chieftain	4	{Furbolg} Inspire
Fierce Furbolg	3	{Furbolg} A = 1
Ursa Warrior	3	{Furbolg Warrior} Charge

Note: All Furbolg Minions have the skill of Enrage

Centaur Minion List

Minion:	Hits:	Special Ability:
Marauder	3	{Centaur} Enrage and Damage +1
Windchaser	1	{Centaur} Heal or (Lightning Bolt) A = K
Mauler	2	{Centaur} A = 1 and A = 1
Earthcaller	2	{Centaur} Uses the Earth Table
Outrunner	2	{Centaur} M = 4
Scout	1	{Centaur} Scout or (Bow) A = 3
Wrangler	2	{Centaur} (Net) Immobilize Range = 2
Stamper	3	{Centaur} Whirl
Stormer	1	{Centaur Wizard} Storm or (Lightning Shield) Protect
Pack Runner	2	{Centaur} Summon 1 Hyena

Note: All Centaurs have the skill of Charge and Mount

Undead Minion List

Minion:	Hits:	Special Ability:
Unstable Ghoul	1	{Undead} Martyr
Skeleton Warriors	1	{Undead} (Scimitar) A = 1
Skeletal Archers	1	{Undead} A = 3
Wraith	2	(Spirit) Drain Range = 1
Flesheating Ghoul	2	{Undead} Feast
Zombie	2	{Undead} Regenerate
Shade of Naxxramas	2	{Spirit} Stealth or Pump
Abomination	3	{Flesh Golem} Whirl
Garell Strout	3	Hero{Undead Warlock} Can use Fire Table

Note: All Undead Minions have the skill of Regenerate

Scourge Minion List

Minion:	Hits:	Special Ability:
Acolyte	1	{Human Evil Priest} Martyr or Summon 1 Scourge Structure
Fair Widow Faerlina	6	Hero{Human Mage} Summon 1 Acolyte or A = 2
Noth	7	Hero{Human Necromancer} Summon 1 Skeleton
Heigan the Unclean	6	Hero{Human Rogue} Ambush
Loatheb	6	LG{Corrupted Fen Creeper} Plague or Poison
Razuvious	7	Hero{Human Death Knight} Inspire or Summon 1 Death Knight
Gothik the Harvester	6	Hero{Human Necromancer} Draw 2 Cards

Minion:	Hits:	Special Ability:
Lich King Arthas	10	Hero{Lich Lord} Raise Dead or Kill Range = 1
Kel'Tuzad	8	Hero{Lich Lord} Raise Dead. Can use Undeath Table
Blood Queen Lana'thel	7	LG{Blood Elf Vampire} Control or Drain Range = 1
Prince Valanar	6	Hero{Undead Elf Warrior} Negate 1 Craft Card Play
Prince Keleseth	6	Hero{Undead Elf Warrior} Negate 1 Item Card Play
Prince Taldaram	6	Hero{Undead Elf Warrior} Negate 1 SA Card Play
Baron Rivendare	6	Hero{Death Knight} Charge or M = 4
Amnennar Coldbringer	6	Hero{Undead Mage} Summon 1 Undead Quilboar
Undead Quilboar	2	{Undead Quilboar} A = 1
Deathbringer Saurfang	7	Hero{Undead Orc Warrior} Enrage or A = 1
Frost Wyrms	4	{Undead Dragon} M = 3 or A = 2 with Immobilize
Sidragosa	10	LG{Undead Dragon} Flying A = 2 with Damage +1 and Immobilize
Sapphiron	8	LG{Undead Dragon} Flying Whirl with Immobilize
Anub'arak	9	LG{Undead Nerubian} Defend or A = 1
Underking Talonox	7	LG{Crypt Lord} Defend
Crypt Fiend	3	{Undead Nerubian} (Burrow) Regenerate and Stealth
Crypt Lord	4	{Undead Nerubian} Defend or A = 1 or Summon 1 Insect
Meat Wagon	2	(Undead Siege Engine) A = 4 or Summon 1 Undead
Rotface	6	LG{Mutant Abomination} Whirl or Plague
Festergut	5	LG{Mutant Abomination} Whirl or Poison
Patchwerk	8	LG{Mutant Abomination} Whirl or Kill Range = 1
Grobbulus	7	LG{Mutant Giant} Poison or Summon 1 Ooze
Gluth	5	LG{Undead Dog} Plague or Feast
Thaddius	9	LG{Flesh Golem} Damage +1
Lord Marrowgar	7	LG{Bone Wraith} (Bone) Storm
Professor Putricide	5	Hero{Undead Alchemist} Poison or Plague
Lady Deathwhisper	7	Hero{Lich Lord} Immobilize Range = 3 or (Ice) Storm
Benethor Draigo	4	Hero{Undead Mage} Feast
Marauding Geist	2	{Spirit} Teleport Self

Note: All Undead Scourge Minions have the skill of Regenerate

Scourge Structure List

Minion:	Hits:	Special Ability:
Spirit Tower	2	{Structure} Drain Range = 2
Boneyard	2	{Structure} Summon 1 Frost Wyrms
Necropolis	3*	{Structure} Summon 1 Evil Priest. Units inside get Defend
Crypt	2	(Structure) Summon 1 Ghoul or Gargoyle or Crypt Fiend
Sacrificial Pit	1	(Structure) Summon 1 Spirit
Ziggurat	3	(Structure) Summon 1 Hero
Temple of the Damned	1	(Structure) Summon 1 Necromancer or Banshee
Altar of Darkness	2	(Structure) Raise Dead
Graveyard	2	(Structure) Summon 1 Skeleton or Zombie
Tomb of Relics	1	(Structure) Adjacent Unit gets 1 Pump or Armor Token

* 4 Hits for Halls of the Undead and 5 Hits for a Black Citadel

Vrykul Minion List

Minion:	Hits:	Special Ability:
Hyldnir	2	{Female Frost Vrykul} Immobilize Range = 1
Hunter	2	{Vrykul} A = 3
Warlock	2	{Vrykul} Uses the Death Table
Warrior	2	{Vrykul} Damage +1
Mage	2	{Vrykul} Uses the Ice Table
Iron Vrykul	3	{Elemental Vrykul} Defend

Note: All Vrykul Minions have the skill of Cold Resistance

Vrykul Companion Minion List

Minion:	Hits:	Special Ability:
Proto-Dragon	3	{Dragon} Flying Mount Uses the Dragon Table
Mammoth	3	{Mammoth} Mount Trample or M = 2
Polar Bear	2	{Bear} Mount Enrage

Scourge Vrykul Minion List

Minion:	Hits:	Special Ability:
King Ymiron	10	Hero{Undead Warrior} Defend or Summon 1 Vrykul
Ymirjar	3	{Male Frost Vrykul} A = 1
Vigdis the War Maiden	5	Hero{Warrior} A = 1 with Dual
Vegard the Unforgiven	5	LG{Vargul} Enrage
Vargul	2	{Undead Vrykul} Martyr
Val'kyr Shadowguard	2	{Undead Vrykul} Kill 1 Minion (of 1 Hit) Range = 1
Vile Spirit	2	{Spirit Vrykul} Stealth

Knights Of The Ebon Blade

Minion:	Hits:	Special Ability:
Darion Mograine	8	Hero{Undead Human Death Knight} Martyr or Inspire
Thassarian	8	Hero{Undead Human Death Knight} Defend or A = 1
Ebon Blade Knight	3	{Undead Death Knight} A = 1 and Uses the Death Rune Table
Rebel Knights	2	{Undead Death Knight} M = 3 or A = 1

Note: All Ebon Blade Minions have the skill of Defend

Demon Minion List

Minion:	Hits:	Special Ability:
Baron Geddon	8	Hero{Demon Lord} Whirl or Storm
Illidan Stormrage	9	Hero{Elf Demon Lord} Flying Summon 1 Flame of Azzinoth
Lord Jaraxxus	10	Hero{Demon Lord} A = 2 or Summon 1 Infernal
Mal'Ganis	10	Hero{Demon Lord} Plague
Hakkar the Houndmaster	12	Hero{Demon Lord} Summon 1 Dog
Mannoroth Destructor	16	Hero{Demon Lord} Defend or Damage +1 with Raze
Tichondrius	7	Hero{Demon Lord} Flying A = 1 Can Use Fire Table
Azgalor	8	LG{Pit Lord} Whirl or Storm
Antheron	9	Hero{Dread Lord} Summon 1 Insect or Infernal
Winterchill	9	Hero{Lich Lord} Kill Range = 1 Cold Resistance
Archimonde the Defiler	20	Hero{Demon Warlock} Damage +2

Minion:	Hits:	Special Ability:
Kil'Jaden the Deciever	15	Hero{Demon Lord} Spy or Teleport
Imp	1	{Demon} Martyr
Summoning Portal	2	{Demon} Teleport
Felguard	2	{Demon} Charge
Felhunter	3	{Demon} Teleport Self
Wrathguard (Eredar)	3	{Demon} Protect
Shivarra (Shivan)	2	{Demon} Whirl or Inspire
Flame Imp	2	{Demon} A = 2
Sayaad (Succubus)	2	{Demon} Flying Drain Range = 1
Pit Lord (Annihilan)	3	{Demon} Ambush
Tothrezim	2	{Demon} Summon 1 Infernal or M = 3 or A = 1
Daemon	3	{Demon} A = 1 Can use Fel Table
Abyssal Flamebringer	1	{Elemental Demon} Storm or A = 1
Floating Watcher	3	{Demon} Flying M = 3 and Spy
Imp Gang Boss	2	{Demon} Summon 1 Imp
Infernal	4	{Elemental Demon} (Immolation) Whirl or Defend
Doom Guard	4	{Demon} (Sword and Whip) A = 1 and A = 2
Haaroon	6	LG{Felguard} Protect. Can use Demon Table
Selora	4	LG{Succubus} Stealth

Note: All Demons with 7+ Hits can use the Greater

Fiend Table Note: All Demons have the skill of A = 1

Void Demon Minion List

Minion:	Hits:	Special Ability:
Dimensius	17	LG{Void God} Whirl or Doom or Summon 1 Void Demon
Skra'gath	5	LG{Voidcaller} Summon 1 Void Demon
Sarmoth	3	LG{Void Walker} Martyr
Void Walker	2	{Void Demon} Immobilize Range = 1
Void Terror	5	{Void Demon} Feast
Void Wraith	1	{Void Demon} Drain Range = 2
Void Sentinel	3	{Void Demon} Protect
Voidcaller	2	{Void Demon} Summon 1 Void Demon
Voidshrieker	1	{Void Demon} Charge
Negaton Screamer	4	{Void Demon} Whirl
Dark Vortex	4	{Void Demon} Immobilize all adjacent Units
Void Spawn	1	{Void Demon} Martyr

Note: All Void Demons have the skill of A = 1

Fel (demonic Corruption) Minion List

Minion:	Hits:	Special Ability:
FelSteed	1	{Undead Horse} Mount M = 3
Felblood Elf	2	{Felsworn} Can use Fel Table
Corrupted Furbolg	3	{Felsworn} Damage +1
Helboar	2	{Demon Pig} Charge
Darkhound	1	{Demon Dog} Track
Fel Beast	3	{Demon Beast} Enrage
Fel Stalker	2	{Demon Dog} Track
Fel Ravager	3	{Demon} Can use Fel Table
Fel Cannon	1	{Demon Mech} A = 3 with Raze
Fel Reaver	4	{Giant Demon Mech} Raze or M = 4 or Dam +1 or Defend

Note: All Fel have the skill of Enrage

Fel Orc Minion List

Minion:	Hits:	Special Ability:
Bonechewer Warrior	1	{Fel Orc} A = 1 or Defend
Fel Orc Archer	1	{Fel Orc} A = 3
Shattered Hand Caster	1	{Fel Orc Wizard} Can use Fel Table
Nether Drake Rider	4	{Fel Orc and Dragon} A = 2 or M = 4 or Defend
Laughing Skull	1	{Fel Orc} Ambush
Fel Orc Enforcer	2	{Fel Orc} Immobilize Range = 1
Shadowmoon Warlock	2	{Fel Orc} Summon 1 Demon
Slave Master	3	{Fel Orc} Summon 1 Goblin or Orc
Overlord Mor'ghor	6	Hero{Fel Orc Warrior} Sumon 1 Fel Orc or Inspire

Note: All Fel Orcs have the skill of A = 1

Satyr Minion List

Minion:	Hits:	Special Ability:
Rogue	1	{Satyr} Ambush or Stealth
Gimp	1	{Satyr} Stealth and Draw 1 Card
Trickster	2	{Satyr} Ambush or Switch
Soulstealer	2	{Satyr} Drain Range = 2
Hellcaller	2	{Satyr} Whirl or Storm
Pyromancer	1	{Satyr} Uses the Fire Craft Table
Warlock	1	{Satyr} Summon 1 Demon
Necromancer	1	{Satyr} Summon 1 Undead
Shadowdancer	2	{Satyr} Stealth or Whirl

Note: All Satyr have the skill of Ambush

Corrupted Plant Minion List

Minion:	Hits:	Special Ability:
Corrupted Treant	3	{Demon Treant} A = 1
Corrupted Ancient	5	{Demon Ancient} A = 1 with Damage +1
Poison Treant	3	{Demon Treant} Poison
Plague Treant	2	{Demon Treant} Plague

Cultist Minion List

Minion:	Hits:	Special Ability:
Scaramanga	5	Hero{Human Warlock} Draw 2 Cards
Nethermaven	6	Hero{Human Warlock} Storm. Can use Undeath Table
Undertaker	1	{Human Evil Priest} TE: Draw 2 cards when a FM is killed
Cult Master	2	{Human Evil Priest} Draw 2 Cards
Deathlord	2	{Human Knight} Uses the Death Table
Imp Master	2	{Human Wizard} Summon 1 Imp
Cabal Shadow Priest	2	{Human Shadow Priest} Can use Shadow Table
Bloodmage Thainos	5	Hero{Human Mage} Can use the Necromancy Craft Table
The Black Knight	4	LG{Human Knight} Kill Range = 1 Minion with SA of Protect or Defend
Acolyte of Pain	1	{Human Evil Priest} A = 1 and Draw 1 Card
Doomsayer	1	{Human Evil Priest} Storm and Doom then Kill this Minion

Note: All Cultists have the skill of Martyr and Draw 1 Card

Nerubian Minion List

Minion:	Hits:	Special Ability:
Anub'Rekan	7	Hero{Spiderlord} Immobilize Range = 2
Nerub'ar Weblord	4	{Nerubian} Immobilize Range = K or Summon 1 Nerubian
Nerubian Vizier	3	{Nerubian Wizard} Uses the Darkness Craft Table
Nerubian Warrior	2	{Nerubian} A = 1 with Poison
Nerubian Worker	1	{Nerubian} M = 1 and Draw 2 Cards
Nerubian Queen	4	{Nerubian} Summon 2 Spiderlings
Spiderling	1	{Spider} Martyr
Nerubian Assassin	2	{Nerubian} Kill Range = 1
Anu'bar Ambusher	3	{Nerubian} Ambush or Switch
Webspinner	1	{Spider} Stealth
Giant Spider	2	{Spider} M = 3 or Poison
Spitting Spider	1	{Spider} A = 2 with Poison
Creeper	1	{Spider} DR: Summon Creeper
Nerubian Seer	3	{Nerubian} Scout. Uses the Arcanist Table
Maexxna	8	{Spider} Kill Range = 1

Note: All Spiders have the skill of Snare Range = 1

Forsaken Racial Minion List

Minion:	Hits:	Special Ability:
Sylvanas Windrunner	10	Hero{Undead Elf Rogue} (Shriek) Whirl or A = 3
Forsaken Champion	4	{Undead Knight} Defend or Damage +1
Dark Apothecary	1	{Undead} Uses Alchemy Table
Banshee	2	{Undead Elf} Immobilize all Adjacent Units
Abomination	3	{Undead} Whirl
Dark Ranger	3	{Undead Elf} A = 3 or M = 3
Val'kyr Battlemaiden	3	{Undead Vrykul} M = 4 or Summon 1 Undead
Forsaken Priest	2	{Undead Priest} Heal
Forsaken Mage	2	{Undead Wizard} Uses Necromancy Table
Executors	2	{Undead Assassin} Kill Range = 1
Undead Warriors	1	{Undead Soldiers} M = 1 or A = 1
Spymaster	2	{Undead Agent} Can use Agent Table
Alexi Barov	3	Hero{Undead Warrior} A = 1
Master Farnell	5	Hero{Undead Alchemist} Poison or Plague
Galen Trollbane	6	Hero{Undead Warrior} A = 1 or Defend
Lillian Voss	6	Hero{Undead Warrior} Enrage. Can use Undeath Table
Nathanos Blightcaller	7	Hero{Undead Ranger} A = 3 or Scout
Johnny Rotten	5	Hero{Undead Rogue} Plague or Defend
Teretha	5	Hero{Undead Priest} Control Range = 3
Alecia Hall	3	Hero{Undead Priest} Heal. Can use Undeath Table
Vala Carville	4	Hero{Undead Mage} Draw 2 cards
Valytha Colton	4	Hero{Undead Hunter} A = 3

Note: All Forsaken have the skill of Stealth

Adversarial Forsaken Minion List

Minion:	Hits:	Special Ability:
Lord Godfrey	3	Hero{Undead Warrior} Damage +2 Can use Undeath Table
Apothecary Putress	6	Hero{Undead Alchemist} Poison or Plague
Varimathras	7	Hero{Undead Dreadlord} Can use Demon Table

Draenei Minion List

Minion:	Hits:	Special Ability:
Aldor Peacekeeper	2	{Draenei Knight} Immobilize Range = 2
Vindicator	3	{Draenei Paladin} Uses the Wrath Craft Table
Exarch	4	{Draenei Paladin} Inspire
Anchorite	1	{Draenei Priest} Uses the Light Craft Table
Mage	1	{Draenei Wizard} Uses the Arcanist Craft Table
Defender of Argus	2	{Draenei Soldier} Protect
Prophet Velen	10	Hero{Draenei Priest} Heal all adj Units or Spy
Iridi	4	Hero{Draenei Priest} Kill Range = 1 Dragon and Self
Ishanah	8	Hero{Draenei Priest} Spy or Summon 1 Aldor Peacekeeper
Vindicator Maraad	7	Hero{Draenei Paladin} Heal or Inspire
Hulstom	5	Hero{Draenei Paladin} Heal or Defend
Elder Achilla	6	Hero{Draenei Mage} Inspire
Hira	4	Hero{Draenei Shaman} Can use the Fire Table
Windspeaker Nuvu	5	Hero{Draenei Shaman} Whirl
Edaan of the Exodar	7	Hero{Draenei Shaman} Heal
Zuur	6	Hero{Draenei Shaman} Defend
Erama	4	Hero{Draenei Paladin} Defend
Xeris	5	Hero{Draenei Death Knight} Charge
Armorer Nakistis	2	LG{Draenei} Friendly Unit gets 1 Armor Token

Note: All Draenei have the skill of Protect

Broken Minion List

Minion:	Hits:	Special Ability:
Shaman	1	{Broken Shaman} Uses the Spirit Craft Table
Warrior	2	{Broken Soldier} Defend
Farseer Nobundo	9	Hero{Broken Shaman} Scry
Akama	8	Hero{Broken Warrior} Inspire or Summon 1 Broken
Lost One Hunter	1	{Lost One Ranger} A = 3

Note: All Broken have the skill of A = 1

Mercenary Minion List

Minion:	Hits:	Special Ability:
Questing Adventurer	1	{Human Soldier} M = 4 and Pump
Armorsmith	1	{Craftsman} Adjacent Unit gets 1 Armor Token
Lord of the Arena	4	{Warrior} Martyr
Venture Mercenary	3	{Goblin Soldier} Defend

Note: All Mercenaries have the skill of Defend

Lost Souls Minion List

Minion:	Hits:	Special Ability:
Ghost	2	{Spirit} Immobilize Range = 1
Shade	1	{Spirit} Scout
Mana Wraith	1	{Spirit} Summon 1 Wisp for Enemy Hero
Wailing Soul	2	{Spirit} Immobilize all Adjacent Units
Spirit Wolf	2	{Spirit Wolf} Defend
Spectral Tiger	3	{Spirit Cat} Stealth or Ambush
Frost Revenant	3	{Spirit} Immune to Cold
Death Revenant	3	{Spirit} Track. Can use the Death Table

Note: All Spirits have the skill of Stealth

Foul Insect Minion List

Minion:	Hits:	Special Ability:
Locust Swarm	2	{Insect} Flying M = 3
Carrion Beetles	1	{Insect} Feast
Scorpion	1	{Insect} Poison

Note: All Insects have the skill of Ambush

Silithid Minion List

Minion:	Hits:	Special Ability:
Quiraji Master	5	{Quiraji} Summon 1 Silithid
Queen	4	{Silithid} Use any Craft card to Summon 2 Larva
Colossus	6	{Silithid} Damage +1
Reaver	3	{Silithid} A = 1
Wasp	1	{Silithid} Flying M = 4 and Scout
Worm	2	{Silithid} (Burrow) Teleport
Scarab	2	{Silithid} Defend
Creeper	1	{Silithid} M = 1
Worker	1	{Silithid} Draw 2 Cards
Swarmer	1	{Silithid} Charge
Protector	3	{Silithid} Protect
Larva	1	{Silithid} Martyr or Transform into a different Silithid

Note: All Silithids have the skill of Ambush

Corrupt Wizard List

Minion:	Hits:	Special Ability:
Mad Scientist	1	{Human Wizard} Search Discard for 1 card and keep it
Wild Pyromancer	1	{Human Wizard} Uses the Fire Craft Table
Crazed Alchemist	1	{Human Wizard} Uses the Alchemy Craft Table
Sorceress	2	{Human Wizard} Immobilize Range = 3

Note: All Corrupt Wizards have the skill of Draw 2 Cards

Evil Statue Minion List

Minion:	Hits:	Special Ability:
Obsidian Statue	2	{Statue} Heal or Immobilize Range = 3
Destroyer	3	{Statue} M = 4 or Steal 1 Random Card from Opponent
Stoneskin Gargoyle	2	{Gargoyle} Flying Spy or Regenerate

Note: All Statues have the skill of Defend

Giant Minion List

Minion:	Hits:	Special Ability:
Sea Giant	5	{Giant} Immobilize all Adj Units. Can Use Water Table
Mountain Giant	6	{Giant} A = 4. Can use Earth Table
Storm Giant	6	{Giant} Storm or Summon 1 Crystal Golem
Molten Giant	7	{Giant} (Lava Splash) Raze or A = 2
Fire Giant	5	{Giant} A = 3. Fire Resistant. Can use Fire Table
Ice Giant	5	{Giant} A = 2. Cold Resistant. Can use Ice Table
Frost Giant	4	{Giant} Cold Resistant

Note: All Giants have the skill of A = 1 with Damage +1 and Raze

Dragon Aspect Minion List

Minion:	Hits:	Special Ability:
Alexstrasza	20	LG{Red Dragon} Raze or OTO Change Target Hero Hits to 3
Malygos	20	LG{Blue Dragon} Can Use the Mage Craft Tables
Deathwing	20	LG{Black Dragon} Raze or M = 4 or Storm
Ysera	20	LG{Green Dragon} Summon 1 Dragon or Storm or FM gets A = 1
Nozdormu	20	LG{Bronze Dragon} Draw 3 Cards

Dragon Minion List

Minion:	Hits:	Special Ability:
Onyxia	17	LG{Black Dragon} Raze or OTO Summon 4 Dragon Whelps
Nefarian	15	LG{Black Dragon} Summon 1 Orc or Ogre
Elder Dragon	7	{Dragon} (Breath) Raze or A = 2 and A = K
Storm Wyrn	5	{Dragon} A = 1 or Storm
Adult Dragon	4	{Dragon} (Breath) Raze or A = 2
Skryazor	3	{Dragon} M = 2 and A = 1
Adolescent Drake	2	{Dragon} A = 1 or Defend
Dragon Whelp	1	{Dragon} A = 1 or M = 2

Note: All Dragons have Flying and can use the Dragon Craft Table Note: All Red Dragons have the skill of A = 2 (Fire Breath) Note: All Blue Dragons have the skill of A = 3 (Lightning Breath) Note: All Green

Dragons have the skill of A = 1 with Poison (Poison Gas Breath) Note: All Black Dragons have the skill of A = 1 with Damage +1 (Acid Breath) Note: All Bronze Dragons have the skill of Defend (Metal Scales)

Dragonkin Minion List

Minion:	Hits:	Special Ability:
Drakonid	2	{Draknoid} Draw 2 Cards
Dragonspawn	3	{Dragonspawn} Charge
Guardian Dragonkin	2	{Dragonkin} Protect
Magus Dragonkin	2	{Dragonkin} Can use Mage Tables
Emissary Dragonkin	2	{Dragonkin} Spy
Warden Dragonkin	2	{Dragonkin} Detect

Note: All Dragonkin have the skill of Defend

Mech Minion List

Minion:	Hits:	Special Ability:
Flame Leviathan	8	LG{Mech} M = 4 or A = 2 or Total Storm
Foe Reaper 4000	4	LG{Mech} Whirl
Force Tank	5	{Mech} Gain 1 Shield Token or A = 5 with Raze
Clockwork Giant	6	{Mech Giant} A = 1 or Regenerate
Iron Juggernaut	7	{Mech} Carry. Trample with Raze
Dragonling	1	{Mech Dragon} M = 4
Snowchugger	1	{Mech} Immobilize Range = 2
Antique Healbot	2	{Mech} Heal
Micro-Machine	1	{Mech} Pump
Boom Bot	1	{Mech} Weak. Whirl and then Die
Mechwarper	1	{Mech} Summon 1 Mech
Soot Spewer	2	{Mech} Uses Mech Table
Cobalt Guardian	3	{Mech} Gain 1 Shield Token or Protect
Warbot	2	{Mech} Enrage
Shadowboxer	2	{Mech} Ambush
Repair Bot	2	{Mech} Heal Mech or Construct
Enhance-o Mechano	2	{Mech} Adj Friendly Mech gets Martyr or A = 1 or 1 Shield Token
Jeeves	2	LG{Mech} Draw 2 Cards

Note: All Mechs have the skill of Defend

Golem Minion List

Minion:	Hits:	Special Ability:
War Golem	4	{Golem} Protect
Iron Golem	3	{Golem} Defend
Harvest Golem	2	{Golem} Whirl
Arcane Golem	2	{Golem} Charge
Mud Golem	2	{Golem} Regenerate
Stone Golem	3	{Golem} A = 1
Granite Golem	3	{Golem} Damage +1
Siege Golem	4	{Golem} Raze
Crystal Golem	1	{Golem} Procure 1 Crystal
Junk Golem	1	{Goblin Golem} Draw 2 Cards
Panzor the Invincible	8	LG{Golem} Defend or Damage +1
Phalanx	4	LG{Golem} A = 2 or Immobilize all Adj Units
Manufactory	3	{Golem Structure} Summon 1 Golem

Note: All Golems have the skill of Regenerate

Neferset Minion Table

Minion:	Hits:	Special Ability:
Dark Pharaoh Tekahn	10	Hero{Neferset Mage} Summon 1 Neferset
Scorpion Lord Namkhare	7	Hero{Neferset Mage} Summon 1 Scorpion
High Priest Sekhmet	7	Hero{Neferset Shadow Priest} A = 1
Caimas the Pit Master	5	Hero{Neferset Warrior} Summon 1 Crocolisk
Kavem the Callous	6	Hero{Neferset Warrior} Regenerate
Immortal Colossus	8	{Golem} Defend or Trample
Dreadstalker	2	{Scorpion} Poison
Neferset Armorer	2	{Neferset} Give Adj FU 1 Armor Token
Neferset Ritualist	1	{Neferset} Draw 2 Cards
Neferset Guard	1	{Neferset} Martyr
Neferset High Guard	2	{Neferset} Defend
Neferset Sentinel	3	{Neferset} Protect
Neferset Overlord	4	{Neferset} Inspire or Damage +1
Neferset Sentry	1	{Neferset} Detect
Neferset Enforcer	1	{Neferset} A = 1
Neferset Scalehunter	2	{Neferset} A = 2

Note: All Neferset have the skill of Defend

Ooze Minion List

Minion:	Hits:	Special Ability:
Echoing Ooze	1	{Ooze} OTO: Summon 1 Echoing Ooze
Acidic Swamp Ooze	2	{Ooze} Ambush
Sludge Minion	2	{Ooze} Martyr
Sludge Belcher	3	{Ooze} A = 2
Sludge Monstrosity	4	{Ooze} Regenerate

Note: All Ooze have the skill of M = 1

Rogue Minion List

Minion:	Hits:	Special Ability:
Nightblade	3	{Human Assassin} Damage +2 vs Hero
Master of Disguise	1	{Human Agent} Stealth
Secret Agent	1	{Human Agent} Uses the Agent Craft List
Patient Assassin	1	{Gnome Assassin} Kill = 1
Bandit	1	{Human Rogue} Steal 1 Card from Opponent
Brigand	1	{Human Rogue} Ambush and Pillage
Henchman	1	{Human Warrior} A = 1
Huntsman	2	{Human Hunter} A = 3
Terina Calin	4	Hero{Human Rogue} A = 1 with Dual

Note: All Rogues have the skill of Stealth

Syndicate Minion List

Minion:	Hits:	Special Ability:
Aristocrat	2	{Human Warrior} Summon 1 Rogue or Assassin
Courtier	1	{Human Rogue} Spy
Thugs	1	{Human Warrior} Immobilize Range = 1

Minion:	Hits:	Special Ability:
Prowler	1	{Human Rogue} Stealth
Mercenary	2	{Human Warrior} Defend
Highwayman	1	{Human Rogue} M = 4 or Steal 1 Card from Opponent

Note: All Syndicate Minions have the skill of A = 1

Ravenholdt Minion List

Minion:	Hits:	Special Ability:
Assassin	4	{Human Assassin} Uses the Assassin Craft Table
Guard	2	{Human Warrior} Protect

Note: All Ravenholdt Minions have the skill of Ambush

Defias Minion List

Minion:	Hits:	Special Ability:
Edwin VanCleaf	X	Hero{Human Rebel Rogue} Ambush with Kill Range = 1
Defias Ringleader	M	{Human Agent} Summon 1 Defias Bandit
Defias Bodyguard	M	{Human Warrior} Protect
Defias Blackguard	M	{Human Agent} Stealth
Defias Enforcer	M	{Human Rebel} Uses the Rebel Craft Table
Defias Ambusher	S	{Human Rogue} Ambush
Defias Bandit	S	{Human Rogue} M = 2

Note: All Defias Minions have the skill of A = 1

Pirate Minion List

Minion:	Hits:	Special Ability:
One-eyed Cheat	1	{Goblin Pirate} Ambush
Ship's Cannon	1	{Human Pirate} A = 3 with Raze
Captains Parrot	1	{Pirate Bird} M = 3 and Scout
Dread Corsair	2	{Human Pirate} Defend
Squallshaper	1	{Human Pirate Wizard} Uses the Water Craft Table
Dread Reaver	4	{Undead Pirate} Whirl
Salty Dog	3	{Dwarf Pirate} Damage +1
Ghost Pirate	2	{Spirit Pirate} Stealth
Orc Pirate	2	{Orc Pirate} A = 1
Worgen Pirate	3	{Worgen Pirate} Regenerate
Pirate Ship	10	{Pirate Construct} (Broadsides) Carry. A = 4 with Damage +1

Note: All Pirates (Southsea, Bloodsail and Booty Bay also) have the skill of Pillage

Southsea Minion List

Minion:	Hits:	Special Ability:
Southsea Deckhand	1	{Human Pirate} Charge
Southsea Captain	2	{Human Pirate} Inspire

Bloodsail Minion List

Minion:	Hits:	Special Ability:
Bloodsail Corsair	1	{Human Pirate} Uses the Mariner Craft Table
Bloodsail Raider	2	{Human Pirate} Uses the Marine Craft Table

Blackwater Raider Minion List

Minion:	Hits:	Special Ability:
Booty Bay Bodyguard	3	{Goblin Pirate} Protect
Greenskin Captain	3	{Goblin Pirate} A = 1

Naga Minion List

Minion:	Hits:	Special Ability:
Darkscale Healer	2	{Naga} Heal
Myrmidon	3	{Naga} A = 1 or Defend
Siren	1	{Naga} Protect or Control Range = 2 or Immobilize Range = 3
Sea Witch	2	{Naga} Storm or A = K and A = 4
Royal Guard	4	{Naga} Defend or Whirl
Summoner	2	{Naga} Summon 1 Unit from Naga Servant Minion List
Hydromancer	2	{Naga} Uses the Water Craft Table

Note: All Naga have the skill of M = 2 and Draw 1 Card

Naga Servant Minion List

Minion:	Hits:	Special Ability:
Snap Dragon	3	{Dragon Beast} A = 2 with Poison
Couatl	4	{Bird Snake} Poison or Negate Craft Card just played
Dragon Turtle	4	{Dragon Turtle} Defend or A = 4
Mur'gul Slave	1	{Murloc} M = 1 and Draw 1 Card
Mur'gul Reaver	1	{Murloc} Damage +1
Watery Minion	1	{Murloc} Martyr

Note: All Naga Servants have the skill of A = 1

Leper Gnome Minion List

Minion:	Hits:	Special Ability:
Noxious Leper Gnome	1	{Leper Gnome} Poison
Deranged Leper Gnome	1	{Leper Gnome} Martyr and Stupid
Violent Leper Gnome	2	{Leper Gnome} A = 1
Mutated Leper Gnome	3	{Leper Gnome} Defend
Mekgineer Thermaplugg	6	Hero{Leper Gnome Mech Tinker} Defend or Summon 1 Leper Gnome

Note: All Leper Gnomes have the skill of Ambush

Quilboar Minion List

Minion:	Hits:	Special Ability:
Brute	3	{Quilboar} A = 1
Young Spear	1	{Quilboar} A = 2
Death Walker	1	{Quilboar} Kill Range = 1 then this unit Dies
Warrior	2	{Quilboar} Enrage

Minion:	Hits:	Special Ability:
Water Seeker	1	{Quilboar} M = 2 and Draw 1 Card
Battleboars	2	{Pig} Charge
Interloper	2	{Quilboar} Stealth
Gun Thief	1	{Quilboar} A = 3
Medicine Man	1	{Quilboar} Heal
Pathfinder	1	{Quilboar} M = 4 and Scout
Battleguard	2	{Quilboar} Protect
Geomancer	2	{Quilboar} Use Cards on the Earth Craft Table

Note: All Quilboar have the skill of Martyr

Harpy Minion Table

Minion:	Hits:	Special Ability:
Great Dame	3	{Harpy} (Cyclone) Storm
Harpy Scout	1	{Harpy} Scout
Wicked Harpy	1	{Harpy} (Faerie Fire) A = 2
Harpy Crone	1	{Harpy} (Curse) Transform Range = 3
Harpy Crooner	2	{Harpy} (Sleep) Immobilize Range = 3
Harpy Screecher	2	{Harpy} Whirl
Harpy Siren	2	{Harpy} (Seduce) Control Male Range = 2
Harpy Nest	1	{Harpy Structure} Summon 1 Harpy

Note: All Harpies have the skill of Flying

Pandaren Minion List

Minion:	Hits:	Special Ability:
Chen Stormstout	10	Hero{Panda Monk} A = 1 or Whirl
Li Li Stormstout	4	Hero{Panda Monk} M = 4
Aysa Cloudsinger	8	Hero{Panda Monk} Can use the Discipline Table
Ji Firepaw	8	Hero{Panda Monk} Protect or Pump self or Adjacent Unit
Taran Zhu	9	Hero{Panda Monk} Summon 1 Shado-pan
Brewmaster	2	{Panda} (Deception) Switch or M = K and Draw 1 Card
Wardancer	2	{Panda} (Sword) A = 1 or Defend
Shado-pan	2	{Panda Monk} Uses Monk Table
Pandaren Geomancer	2	{Panda Wizard} Uses the Earth Table
Pandaren Cavalry	3	{Panda and Horse} M = 2 and Charge
Bambus Bows	1	{Panda} A = 4
Pandaren Infantry	1	{Panda} (Spears) A = 2
Lorewalker Cho	4	LG{Panda Monk} M = 2 and Draw 2 Cards
Cloud Serpent	3	{Snake} Mount. Flying. M = K

Note: All Pandaren have the skill of M = 1 and Draw 1 Card

Mantid Minion Table

Minion:	Hits:	Special Ability:
Kunchong	20	{Insect God} Carry. Trample with Damage +1
Klaxxi'va Kor	8	Hero{Mantid Mage} Defend
Ner'onok	4	Hero{Mantid Monk} Inspire
Mantid Elder	2	{Mantid} Draw 2 Cards
Wing Leader	3	{Mantid} Inspire
Warcaller	3	{Mantid} Summon 1 Mantid
Wingblade	1	{Mantid} A = 1
Swiftclaw	2	{Mantid} A = 1 with Dual
Ambersmith	1	{Mantid} Gain 1 Gold
Swarmer	1	{Mantid} Feast
Poisoncrafter	1	{Mantid} Can use Alchemy table
Hive	2	{Mantid Structure} Summon 1 Mantid

Note: All Mantids have the skill of Flying

Saurok Minion Table

Minion:	Hits:	Special Ability:
Chief Salyis	5	Hero{Saurok Pirate Captain} A = 1
Galleon	12	LG{Mushan} Carry. A = 4 or Immobilize all Adj Units
Warmonger	2	{Saurok} A = 2 with Immobilize
Lizardman	1	{Saurok} Defend
Skirmishers	1	{Saurok} (Flaming Crossbow Bolts) A = 3
Hunter	2	{Saurok} A = 2
Poacher	1	{Saurok} Immobilize Range = 2
Thief	1	{Saurok} Uses Thief Table
Raider	2	{Saurok} Charge
Herbalist	1	{Saurok} Heal
Encampment	1	{Saurok Structure} Summon 1 Saurok

Note: All Saurok have the Skill of Pillage

Pandaria Minion List

Minion:	Hits:	Special Ability:
Sha	3	{Spirit} Enrage or Pump or Control Range = 2
Jinyu	3	{Jinyu} Can use the Monk Table
Hozen	1	{Hozen} M = 2 or Defend
Mogu	3	{Mogu} Damage +1
Deep Sea Tormentor	2	{Saurok} A = 1
Ogre Ninja	3	{Ogre Assassin} Stealth
Iron Sensei	1	{Mech} Friendly adj Minion gets 1 Pump Token

Draenor Minion List

Minion:	Hits:	Special Ability:
Pale Orc	1	{Orc} Ambush
Arakkoa	2	{Arakkoa} Flying M = 4
Ogron	3	{Ogron} A = 1
Mok'Nathal	3	{Half Ogres} Charge

Ethereal Minion List

Minion:	Hits:	Special Ability:
Wind Trader	1	{Ethereal} Draw 2 Cards
Smuggler	2	{Ethereal} Procure 1 Ethereal Item
Raider	3	{Ethereal Warrior} Ambush
Thief	1	{Ethereal Rogue} Steal 1 Card from Opponent
Warden	3	{Ethereal Soldier} Protect
Nether Stalker	3	{Ethereal Assassin} Stealth
Arcanist	3	{Ethereal Wizard} Can use the Arcanist Table

Note: All Ethereals have the skill of Teleport

Independent Structures

Minion:	Hits:	Special Ability:
Mercenary Camp	2	Unit may Hire 1 Mercenary (Pay in Gold)
Ice Troll Camp	2	Unit may Hire 1 Ice Troll (Pay in Gold)
Gold Mine	2	Unit Gains 1 Gold
Way Gate	3	Unit may Teleport to another Way Gate
Fountain of Health	2	Unit gets Regenerate
Goblin Laboratory	1	Unit may Hire 1 Shredder (Pay in Gold)
Goblin Merchant	1	Unit may buy Minor and Major Goblin Items
Centaur Camp	1	Unit may Recruit 1 Centaur

Gnome Tinker Craft Table

Craft:	Effect:	Notes:
1	X-Ray Specs	Spy
1	Power Goggles	Detect
2	Reversing Switch	Switch
3	Chickenator	Transform Range = 2

Craft:	Effect:	Notes:
4	Time Rewinder	Protect
5	Shrink Ray	Transform Range = 3
6	Rusty Horn	Martyr

Goblin Tinker Craft Table

Craft:	Effect:	Notes:
1	Bomb Dispenser	A = 2
1	Dimensional Ripper	Teleport
2	Rocket Launcher	A = 5
2	Pile of Junk	Summon 1 Junk Golem
3	Land Mine	Ambush
4	Mechanical Claws	Immobilize Range = 1
5	Rocket Pack	Move = 3 then Move = 2 then Move = 1
6	Army Knife	Draw 2 Cards
6	Sapper Charge	Raze and Damage +1

Mecha Craft Table

Craft:	Effect:	Notes:
1	Whirling Blades	Whirl
2	Flamecannon	A = 1 and adj A = 2 and adj A = K
3	Force Field	Defense
4	Super Coolant	Immobilize Range = 1
5	Spare Parts	Regenerate
6	Nullifier	Spell Immunity

Engineer Craft Table

1	Steam Blast	A = 1
2	Scope	Scout
3	Welding Beam	A = 2
3	Build	Summon 1 Mech
4	Demolition Charge	Raze and Damage +1

1	Steam Blast	A = 1
5	Frost Grenade	Immobilize Range = 2
6	Tazik Shocker	Immobilize Range = 1
6	Construction	Summon 1 Siege Engine

Alchemy Craft Table (alchemist Or Apothacary)

Craft:	Effect:	Notes:
1	Potion of Strength	Give self or adj unit 1 Pump Token
2	Poison Vial	Give self or adj unit A = 2 with Poison
2	Essence of Emnity	Give self or adj unit 1 Rage Token
3	Healing Potion	Heal or Regenerate
4	Invisibility Draught	Give self or adj unit Stealth or Ambush
5	Charm Talisman	Control Range = 2
5	Ichor of Undeath	Raise Dead
6	Sleep Dust	Give self or adj unit Immobilize Range = 1
6	Mystery Goo	Give self or adj unit 1 Random Type of Token

Arcanist Craft Table (mage)

1	Counterspell	Negate target Craft card
1	Mirror Images	Summon 2 Mirror Image Minions
2	Arcane Missiles	A = 2 and A = 3
2	Spellbender	Choose another target for Craft card if possible
3	Arcane Explosion	Whirl
3	Unstable Portal	Teleport
4	Duplicate	Summon a copy of any Minion in Play
5	Arcane Intellect	Draw 2 cards
5	Mana Shield	Defend
6	Polymorph	Transform Range = 4
6	Sorcerer's Apprentice	Summon 1 Wizard with 1 or 2 Hits

Earth Craft Table (elemental)

Craft:	Effect:	Notes:
1	Earthquake	Whirl and Immobilize all adj Units
1	Devastation	Raze and Raze
2	Burrow	Teleport Self
2	Stone Shield	Protect
3	Swallow Up	Kill Range = 3
3	Rock Form	Defend
4	Divination	Scry
4	Petrify	Immobilize Range = 2 for 2 Turns
5	Call Earth	Summon 1 Earth Elemental
5	Stone Rain	Storm
6	Call Magma	Summon 1 Magma Rager
6	Stone Shards	A = 2 and A = K

Ice Craft Table (elemental And Mage)

1	Ice Barrier	Immobilize any 1 Minion
1	Frost Bolt	A = 2
2	Frost Nova	Immobilize all adjacent Minions
3	Cone of Cold	Immobilize 3 adj Units at range up to 3
4	Ice Block	Protect
4	Ring of Frost	Whirl
5	Blizzard	Storm plus all enemies may not move next turn
6	Ice Lance	A = 4 and target is Immobilized
6	Frost Armor	Defend

Fire Craft Table (elemental)

1	Pyroblast	A = 5 Damage +1
2	Vaporize	Defend vs Range = 1 Attack then Kill Attacking Minion
3	Flame Strike	A = 3
4	Ring of Fire	Whirl
4	Fireball	A = 4
5	Flame Summons	Summon 1 Fire Elemental
5	Sear	A = 2
6	Firestorm	Storm
6	Scorch	A = 1

Water Craft Table (elemental)

1	Hurricane	Storm
2	Flood	Immobilize all Units
3	Drown	Kill Range = 3
4	Wall of Water	Defend

1	Hurricane	Storm
5	Healing Waters	Heal
6	Water Guardian	Summon 1 Water Elemental

Air Craft Table (elemental)

1	Gust	Immobilize Range = 3
2	Wall of Wind	Defend
3	Lift	Flying M = 3
4	Tornado	Storm

1	Gust	Immobilize Range = 3
5	Wind Guardian	Summon 1 Wind Elemental
6	Whirlwind	Whirl
6	Impenetrable Fog	All your Units get Stealth

Witch Doctor Craft Table

Craft:	Effect:	Notes:
1	Death Rattle	Kill Range = 2
1	Ganja Smoke	Immobilize Range = 1
2	Shaka Brew	Heal
2	Cauldron	Poison
3	Bambe Brew	Give Friendly Unit a Pump Token
4	Zuvembi Brew	Control Range = 1
4	Voodoo Spirits	Spy

Craft:	Effect:	Notes:
5	Voodoo Doll	A = 3
6	Juju	Draw 2 Cards
6	Shrunken Head	Summon 1 Totem

Marksman Craft Table (hunter)

1	Deadly Shot	A = 3 with Damage +1
1	Quick Shot	A = 2 with Dual
2	Multi-Shot	A = 3 and A = K
2	Hunters Mark	Kill = 2
3	Explosive Shot	A = 4 with Damage +1
3	Steady Shot	A = 2 and Draw 1 Card

1	Deadly Shot	A = 3 with Damage +1
4	Cobra Shot	A = 3 with Poison
4	Turn the Blade	Defend vs adjacent Attack
5	Arcane Shot	A = K
6	Wing Clip	A = 2 with Immobilize

Trapper Craft Table (hunter)

1	Snake Trap	Defense and then Summon 2 Snakes
2	Freezing Trap	Immobilize Range = K
3	Misdirection	Move Enemy Unit = 4
3	Ensnare	Snare Range = 2
4	Flare	Draw 1 Card then Scout
5	Feign Death	FM gets Defense then Draw 1 Card
6	Snipe	Kill Minion Just Summoned
6	Tracking	Track

Husbandry Craft Table (hunter)

1	Animal Companion	Summon 1 Pig or Bear
2	Unleash the Hounds	Summon 2 Hounds
3	Kill Command	Friendly Minion gets Kill Range = 1
4	Call Pet	Summon 1 Wolf
4	Aspect of the Pack	All Adjacent FU get M = 3
5	Bestial Wrath	Give Friendly Animal 1 Pump and 1 Armor Token
6	King of Beasts	Summon 1 Cat
6	Eyes in the Sky	Scout and Summon 1 Owl

Necromancy Craft Table

Craft:	Effect:	Notes:
1	Dark Ritual	Regenerate. One FM loses 1 Hit
1	Quake	Immobilize all adj Units
1	Justice of the Grave	Kill 1 FM. Draw 3 Cards
2	Death and Decay	Whirl
2	Pain and Suffering	Doom
3	Servants of Undeath	Summon 2 Skeletons
3	Raging Spirit	Control Range = 2
4	Raise Corpse	Summon 1 Zombie
4	Necrotic Plague	Plague
5	Finger of Death	Kill Range = 1
5	Remorseless Winter	Storm
6	Cause Fear	Immobilize Range = 2
6	Defile	Raze
6	Fallen Champions	Raise Dead

Star Craft Table (druid)

1	Starfire	A = 5 and draw 1 card
2	Moonfire	A = 4
3	Innervate	FM gets M = 3
4	Starfall	A = 6 or Storm
5	Dark Whispers	Summon 2 Wisps

1	Starfire	A = 5 and draw 1 card
5	Faerie Fire	A = 2
6	Ancient Wisdom	Summon 1 Ancient
6	Earth and Moon	Draw 2 Cards

Nature Craft Table (druid)

1	Nourish	Regenerate and Heal and draw 1 card
2	Wild Growth	Draw 2 Cards
2	Entangling Roots	Immobilize Range = 2
3	Recycle	Take 1 Card from the Discard
4	Soul of the Forest	Summon 1 Treant
4	Rebirth	Resurrect
5	Poison Seeds	Poison
5	Thorns Aura	FU gets Counter Attack
6	Naturalize	Kill = 3 Opponent draws 2 cards
6	Earth Mother Blessing	FM gets 2 Pump Tokens

Wild Craft Table (druid)

1	Mark of the Wild	FM gets 2 Pump Tokens
2	Mark of Nature	FM gets 1 Pump Token
3	Healing Touch	Heal
3	Cat Form	Stealth or Ambush
4	Druid of the Claw	Summon 1 Bear or Cat

1	Mark of the Wild	FM gets 2 Pump Tokens
4	Bear Form	A = 1 or Martyr
5	Centaur Pact	Summon 1 Centaur
6	Power of the Wild	Inspire

Savage Craft Table (druid)

1	Force of Nature	A = 3 and Adjacent A = 3
2	Swipe	Whirl
3	Savage Roar	Inspire
4	Bite	Feast

1	Force of Nature	A = 3 and Adjacent A = 3
4	Natural Selection	A = 1 or Heal
5	Claw	A = 1
6	Wrath	A = 2 and Draw 1 Card

Blood Elf Mage Craft Table

Craft:	Effect:	Notes:
1	Frost Nova	Whirl and Immobilize all adj Units
2	Banish	Immobilize any 1 Minion
3	Coldflame	A = 1 with Immobilize
4	Summon Fire Bird	Summon 1 Phoenix
5	Siphon Mana	Steal 1 Random Card from Opponent
5	Arcane Tempest	Storm
6	Pyroblast	A = 4 with Damage +1

Shadow Craft Table (shadow Priest)

1	Mind Control	Control Range = 4 Minion with 4+ Hits
2	Mind Blast	A = 5 with Damage +1
3	Shadow Madness	Control Range = 2 Minion with 1 or 2 Hits
4	Shadow Word: Death	Kill Range = 2 Minion with 4+ Hits
5	Mind Melt	Stupify Range = 2
6	Mind Spike	Opponent Discards 2 Random Cards
6	Shadow Word: Pain	Kill Range = 2 Minion with 1 or 2 Hits

Light Craft Table (priest)

1	Light of the Naaru	Summon 1 Lightwarden
2	Lightwell	Heal any 1 Unit
3	Mind Vision	Steal 1 Random Card from Opponents Hand
3	Light of Reckoning	Immobilize Range = 3
4	Lightbomb	A = K
5	Inner Fire	FM gets Damage +1 for 2 turns
6	Mass Dispell	Opponent cannot play Craft cards next Turn

Prayer Craft Table (priest)

1	Prayer of Fortitude	Protect
1	Prayer of Spirit	Inspire
2	Expel	Kill Range = 2 Undead or Spirit Minion
3	Chasten	Immobilize Range = 2
3	Power Word: Endure	FU gets 1 Armor Token
4	Power Word: Shield	Protect and Draw 1 Card
5	Power Word: Vigor	FU gets 1 Pump Token
6	Silence	Opponent cannot play SA cards next Turn

Holy Craft Table (priest)

1	Holy Smite	A = 2
2	Cleric	Summon Cleric
2	Divine Shield	Defend
3	Holy Nova	Whirl and Regenerate
4	Circle of Healing	Heal all adjacent Minions
4	Holy Vengeance	Counter Attack
5	Valen's Chosen	Draw 1 card and FM gets A = 1
6	Holy Fire	Drain Range = 3
6	Miracle	Resurrect

Thief Craft Table (rogue)

1	Headcrack	A = 1 and Opponent Discards 1 random card
1	Gang Up	Inspire
2	Hide	Stealth
3	Steal	Steal 1 Random Card from Opponent's Hand
4	Trickster's Gambit	Switch
5	The Key to Freedom	Teleport
6	Sprint	M = 4 and Draw 2 Cards
6	Gouge	A = 1 with Immobilize

Agent Craft Table (rogue)

1	Preparation	Draw 2 Cards
2	Spy	Spy
3	Sap	Immobilize Range = 1
3	Infiltrate	Stealth
4	Kidnap	FM gets to Teleport and Immobilize 1 enemy Minion
5	Sabotage	Opponent Discards 1 Random Card
6	Fan of Knives	A = 2 and adj A = K

Assassin Craft Table (rogue)

1	Backstab	A = 1 with Damage +1
2	Cold Blood	FM gets A = 1
3	Sinister Strike	Ambush
4	Assassinate	M = 4 then Kill = 1

1	Backstab	A = 1 with Damage +1
5	Deadly Poison	Poison
6	Shadowstep	M = 3 and Stealth

Rebel Craft Table (rogue)

1	Blade Flurry	Whirl
2	Vanish	All your Minions get Stealth
3	Conceal	FM gets Stealth
4	Scout	Scout
5	Perdition's Blade	A = 1 and Draw 1 Card
6	Betrayal	Control Range = 5

Demon Craft Table (warlock)

1	Implosion	A = 4 and Summon 1 Imp
1	Slay the Feeble	Kill Range = 1 a Unit of 2 or less Hits
2	Sense Demons	Summon 1 Demon
3	Demon Heart	Friendly Demon gets A = 1 with Damage +1
4	Bane Doom	A = 2 if Target Killed Summon 1 Demon of same size
5	Blood Imps	Summon 2 Imps
6	Demonfire	FM gets A = 1
6	Ashes to Ashes	Kill Range = 2

Darkness Craft Table (warlock)

1	Soulfire	A = 4 with Dam +1. You must Discard 1 random card
2	Corruption	Kill = 3 (Minion dies at end of opponents next turn)
3	Shadow Bolt	A = K
4	Twisting Nether	OTO Total Storm. all Minions Damaged are Killed.
5	Shadowflame	FM gets Whirl and then dies at end of turn
5	Dark Extortion	Steal 1 Random Card from Opponent
6	Darkbomb	A = 3
6	Soul Reaper	Drain Range = 1

Death Craft Table (warlock)

1	Mortal Coil	A = 2 and Draw 1 Card
1	Death's Gaze	Scry
2	Sacrificial Pact	Kill adj FM. Regenerate twice
2	Blight	Raze Range = 2
3	Drain Life	Drain Range = 3
4	Hellfire	Total Storm
4	Animate Dead	Summon 1 Skeleton
5	Power Overwhelming	FM gets Kill = 1 and then dies at end of turn
5	Life Tap	Draw 3 Cards. Shaman Loses 1 Hit
6	Siphon Soul	Drain Range = 5 vs Minion only
6	Curse of Weakness	Weaken Range = 2

Storm Craft Table (shaman)

1	Forked Lightning	A = K and A = K to different targets
2	Crackle	A = 4
3	Windfury	FM gets A = 1 and A = 1
3	Chain Lightning	A = 1 and A = 2 and A = 3
4	Lightning Storm	Storm and Storm. Discard your Hand
4	Dust Devil	Summon 1 Dust Devil
5	Stormforged Axe	A = 1
6	Frost Shock	Immobilize Range = 2
6	Lightning Shield	Defend with Counter Attack

Spirit Craft Table (shaman)

1	Ancestral Healing	Heal adj unit Twice
1	Flametongue	A = 1
2	Totemic Might	Summon 1 Totem or All Totems gain 1 Armor Token
3	Ancestral Spirit	Summon 1 Lost Soul Spirit
3	Trueshot Aura	FM gets A = 4
4	Feral Spirit	Summon 1 Spirit Wolf
5	Bloodlust	Inspire
6	Reincarnate	Summon 1 FM killed this or last turn
6	Far Sight	Spy or Scry

Overload Craft Table (shaman)

1	Chain Heal	Heal 3 Units adj to each other within 4 spaces
1	Rockbiter Weapon	A = 1 and Draw 1 Card
2	Hex	Transform Range = 3
2	Elements Fury	Total Storm
3	Unbound Elemental	Summon 1 Elemental
3	Energized	Pump
4	Earth Shock	A = 2 Unit cannot use SA next turn
5	Lava Burst	A = 3 with Damage +1
6	Primal Strike	Damage +1

Totem Craft Table (shaman Minion)

Craft:	Effect:	Notes:
1	Stone	Protect
2	Wind	Adjacent friendly Unit gets M = 3
3	Fire	A = 1
4	Healing	Heal Minion
5	Vitality	Heal Hero
6	Mana	Draw 2 Cards

Blessed Craft Table (paladin)

1	Blessing of Wisdom	Draw 2 Cards
2	Blessing of Might	FM gets A = 1
3	Lights Justice	A = 1 and next Turn A = 1
3	Aura of Devotion	Adjacent Unit gets 1 Shield Token
4	Lay on Hands	Heal and Draw 1 Card
4	Blessing of Kings	FM gets Damage +1
5	Holy Light	Regenerate and Heal all adjacent Units
5	Blessed Champion	FM gets 2 Pump and 1 Rage Token
6	Seal of Light	A = 1 and Regenerate
6	Divine Favor	Give 1 Unit 1 Pump, 1 Armor, and 1 Shield Token

Wrath Craft Table (paladin)

1	Avenge	FM just Damaged gets A = 1
1	Vindictive Strike	A = 1 with Damage +1
2	Holy Wrath	Whirl and Storm
2	Seal of Fury	Martyr
3	Avenging Wrath	A = 1 and A = 2 and A = 3 and A = 4
4	Eye for an Eye	If your Hero takes a Hit the enemy Hero does also
5	Muster for Battle	Summon 2 Small Knights or Soldiers
6	Hammer of Wrath	A = 3 and Draw 1 Card

Discipline Craft Table (paladin)

1	Humility	Immobilize Range = 2
2	Consecration	Whirl
3	Noble Sacrifice	FM gets Martyr
4	Redemption	Summon a FM just Killed
5	Equality	All Adjacent Minions are reduced to 1 Hit
6	Hand of Protection	Protect
6	Repentance	Transform Range = 3

Strike Craft Table (warrior)

1	Cleave	A = 1 and Adjacent A = 1
2	Slam	A = 1 and Opponent discards 1 Card
2	Rend	Damage +1
3	Crush	A = 1 and opponent Discards 1 Random card
4	Mortal Strike	Kill Range = 1 if you have 2 or less Hits
4	Stance Mastery	Defend
5	Execute	Kill = 1 already damaged Minion
5	Hamstring	A = 1 with Immobilize
6	Charge	M = 4 then A = 1

Arms Craft Table (warrior)

1	Bouncing Blade	A = 2 then A = 2 from last target then A = 2 from last target
2	Slay	Kill Range = 1
3	Lunge	A = 1
3	Disarm	Immobilize Range = 1 and Draw 1 Card
4	Armed to the Teeth	Gain 1 Pump or 1 Armor Token
4	Twirl	Whirl
5	Armorsmith	Gain 1 Armor Token
6	Shield Block	Defense and Draw 1 Card

Battle Craft Table (warrior)

1	Inner Rage	FM takes 1 Hit and gets A = 1 with Damage +1
2	Commanding Shout	Any 3 Friendly Minions get M = 2
3	Brawl	All Units in play get A = 1
4	Battle Rage	Draw 2 Cards
4	Heroic Leap	M = 1 and A = 1
5	Warsong	Inspire
5	Taunt	Martyr
6	Rampage	Friendly Unit gets M = 2 then A = 1 then M = 2 then A = 1

Mariner Craft Table (pirate Captain)

1	Stong Ale	Inspire
1	Supply Crates	Draw 2 Cards
2	Mainland Outpost	2 Friendly Units heal 1 Hit each
3	Intercept Supplies	Steal 1 random card from Opponent
4	Sail the Seven Seas	Teleport
4	Spy Glass	Scout
5	Buccaneer Raid	All friendly Units adj to target Unit get Ambush
6	Parley	Opponents Units may not Attack next turn

Marine Craft Table (pirate Captain)

1	Crackshot	A = 3
2	Swashbuckling	Whirl
2	Warning Shot	Immobilize Range = 3
3	Ricochet	Friendly Unit gets A = K

1	Crackshot	A = 3
4	Cannon Shot	Friendly Unit gets A = 4
5	Naval Rifle	A = 2
6	Master Cannon	A = 5 with Damage +1 and Raze

Dwarf Craft Table (mountain King)

1	Storm Bolt	A = 3 and target Immobilized
2	Thunder Clap	All adjacent Units Immobilized
3	Bash	Damage +1
4	Avatar	A = 1 and King gets SA Defend until your next turn
5	Battle Axe	Whirl
6	Mithril Armor	Defend

Death Rune Craft Table (death Knight)

1	Blood Rune	Regenerate
1	Dark Command	Martyr
2	Frost Rune	Immobilize Range = 2
2	Death and Decay	Whirl
3	Unholy Rune	Poison
3	On a Pale Horse	M = 4

1	Blood Rune	Regenerate
4	Summon Guardian	Summon 1 Gargoyle
5	Army of the Dead	Summon 1 Ghoul
6	Dark Succor	Drain Range = 2
6	Death Strike	Kill Range = 1

Unholy Craft Table (shadow Priest)

1	Shadow Smite	A = 2
2	Power Word: Shield	Friendly Minion gets Defense. Draw 1 Card
3	Raise Dead	Summon 1 small or medium Undead
4	Shadow Nova	Whirl and Regenerate
5	Circle of Pain	Whirl
6	Shadow Word: Death	Kill = 2 Small Minion

Dread Craft Table (dread Lord)

1	Swarm	Summon 1 Insect
1	Demonic Strength	Heal and Draw 1 Card
2	Humiliate	Immobilize Range = 2
2	Desecration	Whirl
3	Demonic Might	Friendly Minion gets A = 1
3	Sacrifice	Friendly Minion gets Martyr
4	Sleep	Immobilize Range = 3
4	Vampiric Aura	Drain Range = 2
5	Unholy Strength	Regenerate and Heal all adjacent Units
5	Inferno	Summon 1 Infernal for 3 turns
6	Avenging Wrath	A = 1 and A = 2 and A = 3 and A = 4

Monk Craft Table (monk)

1	Dragon Punch	A = 1
2	Brewed Beer	Pump Self or Adjacent Unit
3	Dodge	Defend
4	Whirlwind Attack	Whirl

1	Dragon Punch	A = 1
5	Hold	Immobilize Range = 1
6	Axe Kick	Damage +1

Commander Craft Table

1	Bolster Defenses	Target Unit gets Defend
1	Send Patrols	Scout
2	Old Enemies	Spy
3	Proving Grounds	Give 2 Friendly Units Pump Tokens
4	Supply Lines	Draw 2 Cards
5	Establish New Outpost	Teleport
6	Leadership	Inspire

Soldier Craft Table

1	Peerless Guard	Protect
1	Entrenched	Defense
2	Your Fortune Awaits	Draw 2 Cards
3	Secure the Ramparts	M = 2 and gain 1 Armor Token
4	Rise and be Recognized	Pump
5	A Tale of Valor	Search Discard for a Card and put it in your hand
6	Intercept	On Opponents Turn M = 2 and Ambush

Knight Craft Table

1	Charge	Charge
2	Armor	Defense
3	Mighty Blow	Damage +1
4	Defender	Protect

1	Charge	Charge
5	Banner	Inspire
6	Honor	Martyr

Barbarian Craft Table

1	Crusher of Bonds	A = 1 or Resistance to Immobilize
2	Shattering Throw	A = 2
3	Wild Fervor	Pump
4	Maim	Damage +1 and Immobilize
5	Merciless Strikes	A = 1 with Dual
6	Recklessness	M = 3 and then Whirl. Discard Hand

Dragon Craft Table (dragons)

1	Dragon Breath	A = 2
2	Dragon Claws	A = 1
3	Dragon Rage	Gain 1 Rage Token
4	Dragon Flight	M = 4

1	Dragon Breath	A = 2
5	Dragon Scales	Defend
6	Dragon Bite	Damage +1

Greater Fiend Craft Table (demons)

1	Mana Burn	A = 1
2	War Stomp	Immobilize all Adjacent Units
3	Rain of Fire	Storm
3	Immolate	A = 3
4	Dispell	Spell Immunity

1	Mana Burn	A = 1
5	Rain of Chaos	Summon 1 Infernal
5	Cripple	Immobilize Range = 3
6	Dark Portal	Summon 1 Doom Guard or Felhound

Fel Craft Table

1	Fel Blaze	Damage +1
2	Fear	Immobilize Range = 2
2	Fel Flame	A = 3
3	Invoke the Nether	Whirl
4	Fel Covenant	Kill Range = 3. Caster loses 1 Hit
5	Siphon Life	Drain Range = 2
6	Blistering Fire	A = 2

Undeath Craft Table

1	Drain Essence	Drain Range = 1
2	Death Eater	Feast
3	Dread Touch	A = 1 with Immobilize
4	Death Strike	Kill Range = 1

1	Drain Essence	Drain Range = 1
5	Frozen Blight	Immobilize all adj Units
6	Undeath	Regenerate

Generic Heroes

While many Legendary Heroes are included in the Minion Lists, players will often use generic Heroes from the following Primary and Alternate Hero Lists to Lead their Armies. Generic Heroes start with 5 Hits unless the players decide otherwise. Generic Heroes can be named, re-used, learn skills, gain Hits, and acquire items if players want to develop them in an RPG style experience.

Primary Hero List

Paladin Hero

SA: (Hammer) A = 1 or Summon small or medium Knight Alliance and Scarlet Crusade Uses the Blessed, Wrath, and Discipline Craft Tables

Shaman Hero

SA: (Lightning) A = 3 or Summon Totem Horde only Use the Storm, Spirit, and Overload Craft Tables

Druid Hero

SA: (Nature Walk) M = K or (Tangle) Immobilize Range = 2 Alliance or Night Elf Use the Nature, Wild, Star, and Savage Craft Tables

Hunter Hero

SA: (Bow) A = K or (Hunt) Ambush Any Faction Uses the Marksman, Trapper, and Husbandry Craft Tables

Mage Hero

SA: (Magic Missile) A = 2 or (Magic Bolt) A = 4 Any Faction Uses the Arcanist and Cold Craft Tables

Priest Hero

SA: (Mend) Heal or (Mend Self) Regenerate Alliance or Scarlet Crusade Uses the Holy, Light, and Prayer Craft Tables

Rogue Hero

SA: (Daggers) A = 1 or (Sneak) M = 2 and Stealth Any Faction Uses the Agent, Assassin, Thief, and Rebel Craft Tables

Warlock Hero

SA: (Conjure) Draw 2 Cards Burning Legion, Scourge, Forsaken, and Horde Uses the Demon, Darkness, and Death Craft Tables

Warrior Hero

SA: (Armor) Gain 1 Armor Token or (Axe) Damage +1 Any Faction Uses the Strike, Arms, and Battle Craft Table

Alternate Hero List

Nonstandard Variant Heroes for the more adventurous...

Pirate Captain Hero

SA: (Cutlass) A = 1 or Summon 1 Pirate Any Faction Uses the Mariner and Marine Craft Tables

Gnome Tinker Hero

SA: Summon 1 Gnome or 1 Mech or (Wrench) A = 1 Must be Alliance Craft: Uses the Gnome and Engineer Craft Tables

Orc Chieftain Hero

SA: Summon 1 Orc or (Tough) Defend Must be Horde Craft: Uses the Warrior Craft Tables

Goblin Trade Prince

SA: Summon 1 Goblin and Draw 1 Card Must be Horde or Steamwheedle or Bilgewater Cartel Craft: Uses the Goblin Craft Table

Tauren Shaman Hero

SA: Summon 1 Tauren or A = 1 Must be Horde Craft: Uses the Shaman Craft Tables

Murloc Master Hero

SA: Summon 1 Murloc or Charge Must be Horde or Independent Craft: Uses the Rogue Craft Tables

Troll Witch Doctor Hero

SA: Summon 1 Troll or Give 1 FM 1 Rage Token Must be Horde Uses the Witch Doctor Craft Table

Beast Master Hero

SA: Summon 1 Animal or Heal Horde or Night Elf Craft: Uses the Husbandry Craft Table

Elementalist Hero

SA: Summon 1 Elemental or A = 3 Any Faction Craft: Uses the Fire, Air, Water, and Earth Craft Tables

Necromancer Hero

SA: Summon 1 Undead or Drain Range = 2 Must be Scourge Craft: Uses the Necromancy Craft Table

Worgen Pack Leader Hero

SA: Summon 1 Wolf or Inspire Must be Horde Craft: Uses the Shaman Craft Tables

Dwarf Hunter Hero

SA: Summon 1 Dwarf or A = 3 Must be Alliance or Argent Dawn or Independent Uses the Marksman Craft Table

Dwarf Mountain King Hero

SA: Summon 1 Dwarf or Siege Engine or Defend Must be Alliance or Argent Dawn or Independent Uses the Dwarf Craft Table

Night Elf Druid Hero

SA: Summon 1 Elf or A = 4 Must be Night Elf Use the Nature, Wild, and Savage Craft Tables

Demon Hunter Hero

SA: A = 4 or Defend or Whirl Must be Night Elf Uses the Marksman and Trapper Craft Tables

Warden Hero

SA: Teleport or Stealth or A = 2 with Poison Must be Night Elf Craft: Uses Rogue Craft Tables

Blood Mage Elf Hero

SA: A = 2 or Summon 1 Blood Elf Must be Alliance or Horde Can use the Arcane and Fire and Blood Elf Wizard Craft Tables

Shadow Priest Hero

SA: Drain Range = 3 Must be Scourge or Forsaken Uses the Shadow and Unholy Craft Tables

Dreadlord (nathrezim) Hero

SA: Defend or Feast Must be Scourge or Burning Legion Uses the Dread Craft Table

Lich Lord Hero

SA: Regenerate or Drain Range = 1 Must be Scourge Can use the Ice and Arcanist and Necromancy Craft Tables

Forsken Ranger Captain Hero

SA: Regenerate or A = 4 Must be Forsaken Uses the Marksman, Trapper, and Undeath Craft Tables

Scarlet Crusader Hero

SA: Summon 1 (Human) Soldier or FM gets A = 1 Must be Scarlet Brotherhood Craft: Uses the Paladin Craft Tables

Spiderlord Hero

SA: Summon 1 Nerubian or Poison Usually Independent Tribal Craft: Uses the Mage Craft Tables

Demon Lord Hero

SA: Summon 1 Demon or Whirl Must be Burning Legion Craft: Uses the Warlock Craft Tables

Defias Commander Hero

SA: Summon 1 Assassin or FM gets Stealth Must be Defias Brotherhood Craft: Uses the Rogue Craft Tables

Trogg Geomancer Hero

SA: Summon 1 Trogg or (Stone Skin) Defend Usually Independent Tribal Craft: Use the Earth Craft Table

Gnoll Chieftain Hero

SA: Summon 1 Gnoll or Adjacent Minion gets Ambush Must be Horde or Independent Craft: Uses the Warrior Craft Tables

Doomlord (daemon) Hero

SA: Summon 1 Demon or Doom Must be Burning Legion Craft: Uses the Demon Craft Table

Void Lord Hero

SA: Summon 1 Void Demon or Whirl Must be Burning Legion or Independent Craft: Uses the Darkness Craft Table

Fel Orc Chieftain Hero

SA: Summon 1 Fel Orc or A = 1 Must be Burning Legion or Independent Craft: Uses the Warrior and Fel Craft Tables

Satyr Incenerator Hero

SA: Summon 1 Satyr or Whirl Must be Burning Legion or Independent Craft: Uses the Warlock Craft Tables

Centaur Khan Hero

SA: Summon 1 Centaur or Charge Usually Independent Tribal Craft: Use the Warrior Craft Tables

Quillboar Thornweaver Hero

SA: Inspire or Summon 1 Quillboar or Pig Usually Independent Tribal Craft: Use the Shaman Craft Tables

Fathom Lord Naga Hero

SA: Inspire or Summon 1 Naga Usually Independent Tribal Craft: Use the Warrior Craft Tables

Undead Alchemist Hero

SA: Poison or Plague Craft: Use the Alchemist and Undeath Craft Table

Death Knight Hero

SA: Defend or Charge Must be Scourge or Forsaken Uses the Death Rune Craft Table

Pandaren Monk Hero

SA: Pump or A = 1 Uses the Monk Craft Table

Ethereal Nexus Prince Hero

SA: Summon 1 Ethereal or Teleport Etherium, Consortium, or Protectorate Uses the Rogue Craft Tables

Vrykul Berserker Hero

SA: Cold Resistance. Summon 1 Vrykul or Charge Scourge or Independent Uses the Warrior Craft Tables

Items

Items come in 4 types of increasing power and rarity: Minor, Major, Epic, and Legendary. They can be activated by Jack, Queen, and King cards respectively.

Heroes will often have many items.

Most Minions will typically have few or no items. The Items owned by each unit are simply recorded with pen and paper. Some items can only be used once or a few times before they are used up.

Sample Minor Items

Item:	Effect:
Bomb	A = 2 with Damage +1 (One Use)
Schematics	Search Deck for 1 card and put it in your hand (One Use Goblin)
Nitro Boots	M = 3 (Two Uses Goblin)
Potion of Strength	Give self or adj unit 1 Pump Token (One Use)
Poison Vial	Give self or adj unit Poison (Two Uses)
Healing Potion	Heal or Regenerate (Two Uses)
Scroll of Healing	Heal and Draw 1 Card (One Use)
Invisibility Draught	Give self or adj unit Stealth or Ambush (One Use)
Charm Talisman	Control Range = 2 (One Use)
Sleep Dust	Give self or adj unit Immobilize Range = 1 (One Use)
Oil of Sharpness	Damage +1 (One Use)
Net-o-Matic Projector	Immobilize Range = 3 (Gnomish One Use)
Ethereal Mutagen	Transform Range = 1 (One Use)
Ethereal Oil	Stealth for 2 consecutive turns (One Use)
Ethereal Liqueur	Pump (Two Uses)
Goblin Land Mine	Ambush Range = 3 (One Use)
Blueleaf Tubers	Draw 1 Card (Herbalist Two Uses)
Portal Scroll	Teleport (One Use)
Scroll of Regeneration	Regenerate (One Use: Lasts 3 Turns)
Potion of Mana	Power Up (One Use)
Orb of Fire	A = 4 (Natural One Use)
Orb of Poison	Give self or adj unit A = 2 with Poison (Natural One Use)
Anti-Magic Potion	Spell Immunity (Natural One Use)
Moonstone	Doom (Natural One Use)
Clarity Potion	Scout (Natural One Use)
Dust of Appearance	Negate Stealth or Ambush or Scout or Spy (Natural Two Uses)
Lightning Orb	A = 4 (Natural One Use)
Scroll of Protection	Protect (One Use)
Crystal	Can Substitute for a Card for Summoning Costs
Scroll of the Beast	Summon 1 Beast (One Use)
Healing Ward	Heal all Adjacent Units (One Use)
Stone Token	Summon 1 Rock Golem (One Use)
Mantle of Intelligence	Draw 1 Card
Periappt of Vitality	Draw 3 Cards that can only be used by this Unit this turn (One Use)

Sample Major Items

Item:	Effect:
Rune Weapon	Damage +1 (Death Knight Weapon)
Horn of Winter	Inspire (Death Knight Item)
Assassins Blade	Poison (Rogue Weapon)
Ultrasafe Transporter	Teleport (Gnomish)

Item:	Effect:
Gravity Well	Immobilize all Adjacent Units (Gnomish)
Weather Control Device	Storm (Goblin)
Cloaking Device	Stealth (Goblin)
Steam Armor	Defend (Goblin)
Crimson Shocker	A = 2
Death Ray	Kill Range = 3 (Gnomish)
Scarlet Kris	Kill Range = 1 (Wavy Dagger)
Invulnerability Belt	Defend (Gnomish)
Battle Goggles	A = 1 or Scout (Gnomish)
Mind Control Cap	Control Range = 2 (Gnomish)
Imperial Plate	Defend (Dwarf Forged)
Dark Iron Reaver	A = 1 (Dwarf Forged)
Blackfury Glaive	Gain 1 Rage Token (Dwarf Forged)
Sulfuron Hammer	Whirl (Dwarf Forged)
Ebon Hand Mace	Drain Range = 1 (Dwarf Forged)
Nightfall Axe	Damage +1 (Dwarf Forged)
Flying Machine	M = 4 (Gnomish)
Chicken Spitter	Summon 1 Angry Chicken (Gnomish)
Ethereal Talisman	Gain 1 Shield Token
Ethereal Hood	Stealth or Ambush
Golem Skull Helm	Defend
Staff of Preservation	Teleport Self only if Damaged to Safe Space (Natural)
Tome of Intelligence	Draw 2 Cards (Once per Battle)
Tome of Strength	Damage +1 (Once per Battle)
Ring of Protection	Defend (Uses an Attack Card)
Maul of Strength	Charge with Damage +1
Medallion of Courage	Pump
Ogre Gauntlets	Damage +1 and Draw 1 Card
Gloves of Haste	Ongoing Dual
Health Stone	Heal
Book of the Dead	Summon 1 Undead (Once per Battle)
Tome of Agility	Defend (Once per Battle)
Tome of Knowledge	Spy (Once per Battle)
Claws of Attack	A = 1 with Dual
Manual of Health	Gain 1 Hit (Can be above normal Max - Once per Battle)
Goblin Nightscope	A = 5
Spider Ring	Summon 1 Spider
Hood of Cunning	Ambush
Pipe of Insight	Scry (Once per Battle)
Boots of Speed	M = 3
Soul Stone	Resurrect (One Use)
Giant's Belt	Damage +1 with Raze
Cloak of Flames	Resistance to Fire
Jade Ring	Mastery on Monk Table (Once per Battle)
Ironwood Branch	Summon 1 Ironbark Protector (One Use)
Pendant of Mana	Power Up (Once per Battle)
Pendant of Energy	Resistance to Weakness, Snare, or Immobilize
Horn of Winter	Storm with Immobilize (Once per Battle)

Sample Epic Items

Eaglehorn Bow	A = 4 or A = 3 (Ranger Weapon)
Gladiator Bow	A = 5 and Draw 1 Card (Ranger Weapon)
Death's Bite	A = 1 and next turn Whirl (Warrior Weapon)
Arcanite Reaper	Whirl twice (Warrior Weapon)
Golden Axe	A = 1 with Damage +1 (Pirate Weapon)
Sword of Justice	A = 1 and give 1 FM 1 Pump Token (Paladin Weapon)
Truesilver Champion	A = 1 and Regenerate (Paladin Weapon)
Coghammer	A = 1 and FM gets 1 Shield Token (Engineer Weapon)
Ogre Warmaul	A = 1 with Damage +1 vs random adj enemy (Ogre Weapon)
Powermace	A = 1 with Immobilize (Weapon)
Ethereal Warp Bow	A = 3 then Stealth (Weapon)
Ethereal Blade	A = 1 then Stealth (Weapon)
Claws of Torment	A = 1 and A = 1
Abomination Knuckles	A = 1 or Defend
Spire of Sunset	Hero can use Fire Table
Ankh of Reincarnation	Resurrect (Once per Month)
Talisman of the Wild	Hero Can Use the Wild Table
Book of Summoning	Summon 1 Minion (Once per Battle)
Ancient Figurine	Summon 1 Hero (One Use)
Sobi Mask	Mastery (Once per Battle)
Wand of Negation	Spell Immunity
Black Amnesty	A = 1 with Dual (Dagger)
Netherbreath Spellblade	A = 1 or Put 1 card from the discard into your hand (Dagger)
Sword of Life and Death	Heal or A = 1
Scepter of Mastery	Control Range = 3
Lordbane Scepter	Damage +2 vs Hero
Lightningflash	A = 3 and Dual (Gun)
Avenger's Shield	Defend or Whirl

Sample Legendary Items

Item:	Effect:
Gorehowl Axe	Kill Range = 1 Demons (Owned by Grom and then Garrosh Hellscream)
Doomhammer	A = 1 and A = 1 (Owned by Thrall)
Shalamayne Sword	Damage +2 (Owned by Varian Wrynn)
Ashbringer Sword	Kill Range = 1 Undead (Owned by Tirion Fordring)
Frostmourne Sword	Drain Range = 1 (Owned by the Lich King)
Royal Scepter	A = 1 or Heal (Owned by Terenas)
Helm of Domination	Control Range = 2 (Owned by the Lich King)
Wrenchcalibur	A = 1 and Draw 2 Cards (Owned by Gelbin Mekkatorque)
Horn of Cenarius	OTO Summon 4 Wisps (Owned by Malfurion Stormrage)
The Red Axe	Kill Demon Range = 1 (Owned by Broxigar)
Deathwhisper	A = 4 with Damage +1 (Bow Owned by Sylvanas Windrunner)
Hersir's Greatspear	A = 2 with Damage +1 (Tauren)

Gold

Gold can be used to buy Items and Units: Minor Items cost 5 Gold Each Major Items cost 10 Gold Each Units with 1 Hit cost 10 Gold Units with 2 Hits cost 20 Gold Legendary Items are never for sale Many Heroes and Minions have no interest in Gold and cannot be

hired. If players agree, Gold can be spent during a battle.

Hero Skill Lists

For every Hit a Hero has above 5 he may gain 1 Skill of his choice:

Skill:	Effect:
Prowess	A = 1
Strength	Damage +1 (Cumulative)
Berserker	Enrage
Concealment	Stealth
Tactics	M = K
Allies	Summon 1 type of Minion
Deftness	Whirl
Strategy	Draw 2 Cards
Battle Cry	Inspire
Learn Craft	Pick one New Craft Table player is now able to use
Defense	Defend
Heroism	Martyr
Dual Wielder	Dual
Guardian	Protect
Swift	M = 2
Rider	M = 3
Far Rider	M = 4
Counter Blow	Counter Attack
Scout	Scout
Spy	Spy
Archery	A = 3
Thrown Weapon	A = 2
Siegecraft	Raze
Herbalism	Heal
Lance	Charge
Hold	Immobilize Range = 1
Slayer	Kill 1 type of Minion Range = 1

Adventure Scenarios Variant

One player uses an army composed of 2-4 Heroes (and allies) to be used against several different enemy armies in succession played by a game master who designs the Scenario.

Hero Leveling

A Hero will gain 1 Experience (XP) for each Hit worth of Units he defeats. Note that Generic Heroes start at Level 5

Level	XP Required	Hits	SA	Skills	Notes:
1	10	1	1	0	Aspirant
2	25	2	1	0	Hero in Training
3	50	3	1	0	Lesser Hero
4	75	4	1	0	Minor Hero
5	100	5	2	0	Generic Hero
6	200	6	2	1	Veteran Hero
7	400	7	2	2	Elite Hero
8	800	8	2	3	Major Hero
9	1600	9	2	4	Greater Hero
10	3200	10	2	5	Arch Hero

Others:

11-20	Arch Demons, Demi-Gods, Dragon Aspects, Elemental Lords
21-99	Old Gods, Titans
100+	Titans of the Pantheon





Wargammon

Introduction

Two player abstract strategy board game. Variant of Backgammon

Equipment

Checker Board (64 spaces) 16 red checkers 16 black checkers 2 six sided dice

Setup

Each player gets one set of 16 checkers. Each player has his own 'side of the board' On the back row of a players side, the player places a stack of 8 checkers in each of the two corner spaces Red moves first

Object

Be the first to move all of your checkers off the board past your opponents back row

Turn Sequence

Players take turns On your turn roll the two six sided dice You may move one checker twice or two checkers once a number of spaces equal to the dice rolls Checkers may be moved forward, to the left sideways, and to the right sideways Checkers may not be moved diagonally or backwards If one of your checkers lands on top of a single opponent's checker the opponent's checker is captured A stack of two or more checkers may not be captured A checker may not capture another checker on its second move A captured checker is immediately placed on top of one of its owners corner stacks by its owner A checker may not jump over any other checker or stack of checkers A checker moved off the board past the opponents back row is out of the game Rolling doubles allows the player to make 4 moves, just as in regular backgammon





Wargasm

Introduction

Card game for 2-4+ players. Modern Combat Theme.

Disclaimer

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Victory

Players are eliminated when they have accumulated 20 or more points of Damage. Be the last player standing.

Damage

Each player starts with zero Damage. Use (fake) bullets to keep track of Damage.

The Deck

Players share a common deck.

Card Versatility

Each card can be used in up to 3 ways:

- As a Unit
- To Attack
- As a Special Event

Unit Types

Each card will list 1 type of Unit. There are 4 types of Military Units:

- Infantry
- Vehicles
- Artillery
- Air In addition to these Units there are Intel cards. These Intel cards do not have the Unit Function. Intel cards will list an Attack and an Event, or 2 Events. Cards being used as Units are kept face-up on the table in Front of the controlling player. Cards put into play as units are said to be Deployed.

Attacks

The Attack function of a card will specify attacker type and target type. When a card is being used to attack, you must have the Appropriate type of Unit in play that can make the Attack. The Attack Targets either the opponent's Base or a specific Type of Unit that the opponent has in play.

As a result of the Attack, the Attack card is discarded and the Target unit is discarded, or if the Base was attacked, the target Player will gain 1 Damage for each Unit that attacked. The attacking Unit(s) remain in play.

Special Events

Each card describes a Special Event. Most of these are played in your Event Phase, but some are meant To be played at other times, even during an opponent's turn. In general, Event cards are discarded immediately after being played.

Setup

Shuffle the Deck. The biggest War Monger goes first. Play proceeds clockwise.

The first player is dealt 1 card. The second player is dealt 2 cards and so on.

Turn Sequence

Players take turns. Each turn has 5 Phases:

- Logistics Phase
- Deploy Phase
- Attack Phase
- Event Phase
- Friction Phase

Logistics Phase

Draw 4 cards from the deck. If the deck runs out, shuffle the discard and draw from it.

Deploy Phase

You may put 1 Unit card into play from your hand.

Attack Phase

You may make 1 Attack this Phase: To do this, you must play a card for its attack function. The Attack function of a card will specify attacker type and target type. Example Terminology: Infantry attacks Vehicle.

When a card is being used to attack, you must have the Appropriate type of Unit in play (deployed) that can make the Attack. The Attack Targets either the opponent's Base or a specific Type of Unit that the opponent has in play. As a result of the Attack, the Attack card is discarded and the Target unit is discarded, or if the Base was attacked, the target Player will gain 1 Damage for each Unit that attacked.

The attacking Unit(s) remain in play. Some Event cards will allow the defender to negate the Attack. Attack Cards targeting Units allow a single attacking unit to attack a single target Unit.

Attack Cards targeting Bases allow all units of the indicated type to Attack. So if you had 4 Infantry deployed and played Occupy, you would do 4 Damage.

Event Phase

You may play 1 Event card this Phase. Unless otherwise specified, Event cards are played only in this Phase. Discard the event card when played.

Friction Phase

Max hand size is 5 cards. Give excess cards to one or more opponents.

Common Deck Card List

Unit:	Attack:	Event:
Infantry	Sniper	Cover
Infantry	Sniper	Minefield
Infantry	Rockets	Ambush
Infantry	Rockets	Patrol
Infantry	Infiltrate	Special Forces
Infantry	Infiltrate	Cover
Infantry	SAMS	Minefield
Infantry	SAMS	Ambush
Infantry	Occupy	Patrol
Infantry	Occupy	Special Forces
Vehicle	Overrun	Armor
Vehicle	Overrun	Tank Traps
Vehicle	TK	Exploitation
Vehicle	TK	Scout Car
Vehicle	Outflank	Reserves
Vehicle	Outflank	Armor
Vehicle	Air Defense	Tank Traps
Vehicle	Air Defense	Exploitation
Vehicle	Breakthrough	Scout Car
Vehicle	Breakthrough	Reserves
Artillery	Barrage	Camouflage
Artillery	Barrage	Deception
Artillery	ATG	Forward Observer
Artillery	ATG	Convoy
Artillery	Artillery Duel	Reinforcements
Artillery	Artillery Duel	Camouflage
Artillery	Flak	Deception
Artillery	Flak	Forward Observer
Artillery	Bombardment	Convoy
Artillery	Bombardment	Reinforcements
Air	Strafing	Air Superiority
Air	Strafing	Weather
Air	Missiles	Air Lift
Air	Missiles	Ariel Recon
Air	Bombing Run	High Altitude
Air	Bombing Run	Air Superiority
Air	Interceptors	Weather
Air	Interceptors	Air Lift
Air	Air Strike	Ariel Recon
Air	Air Strike	High Altitude
Intel	Counter Attack	Tactics

Unit:	Attack:	Event:
Intel	Surprise Attack	Espionage
Intel	Ground Assault	Propaganda
Intel	Envelopment	Rally
Intel	Major Offensive	Defense in Depth
Intel	Night Attack	Retreat
Intel	Fog of War	Friendly Fire

Card Ability Descriptions

Ability:	Notes:
Sniper	Infantry Attacks Infantry
Minefield	Event: Negate Attack by Infantry
Rockets	Infantry Attacks Vehicles
Ambush	Event: Negate Attack & Destroy Attacking Unit
Patrol	Event: Draw 1 Card and Look at Enemy Hand
Infiltrate	Infantry Attacks Artillery
Special Forces	Event: Opponent discards 2 random cards from Hand
Cover	Event: Negate Attack Targeting Infantry
SAMS	Infantry Attacks Air
Occupy	All Infantry Attack Base
Overrun	Vehicle Attacks Infantry
Armor	Event: Negate Attack Targeting Vehicle
Tank Traps	Event: Negate Attack by Vehicle
TK	Vehicle Attacks Vehicle
Exploitation	Event: Attacks vs. Base do Double Damage
Scout Car	Look at Enemy Hand. Deploy 1 Unit from your Hand
Outflank	Vehicle Attacks Artillery
Reserves	Event: In Logistics Phase Deploy 1 Unit or Draw 2 Cards
Air Defense	Vehicle Attacks Air
Breakthrough	All Vehicles Attack Base
Barrage	Artillery Attacks Infantry
Camouflage	Event: Negate Attack Targeting Artillery
Deception	Event: Negate Attack by Artillery
ATG	Artillery Attacks Vehicles
Forward Observer	Event: Look at Next 7 Cards in Deck
Convoy	In Logistics Phase Draw 1 Card and Deploy 1 Unit
Artillery Duel	Artillery Attacks Artillery
Reinforcements	Event: Draw 3 Cards in Logistics Phase
Flak	Artillery Attacks Air
Bombardment	All Artillery Attack Base
Strafing	Air Attacks Infantry
Air Superiority	Event: If you have most Air Units take another turn
Weather	Event: Negate Attack by Air
Missiles	Air Attacks Vehicles
Air Lift	Event: Deploy 2 Units in Deploy Phase
Ariel Recon	Event: Look at All Enemy Hands. Play Another Event
Bombing Run	Air Attacks Artillery
High Altitude	Event: Negate Attack Targeting Air
Interceptors	Air Attacks Air
Air Strike	All Air Attacks Base
Counter Attack	Event: Play 1 Attack Card at end of Enemy Attack Phase

Ability:	Notes:
Tactics	Event: In Logistics Phase Draw 5 cards and Discard 3
Surprise Attack	Any Unit Attacks Any Unit or Base. Discard 1 Card
Espionage	Event: Steal 1 Random Card from Enemy Hand
Ground Assault	All Infantry & Vehicles Attack Base
Propaganda	Event: Steal 1 Enemy Unit
Envelopment	Event: Enemy takes 2 Damage
Rally	Event: Take Unit from top of Discard and Deploy it
Major Offensive	All Units Attack Base
Defense in Depth	Event: Base takes half Damage from Attack (Round down)
Night Attack	Event: Play 1 extra Attack Card in your Attack Phase
Retreat	Event: Return 1 Deployed Unit to your Hand
Fog of War	Event: Negate Event Card just played
Friendly Fire	Event: Redirect Attack to different Enemy Unit





Warmeister

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A fantasy warfare card game for 2-6 players

The Deck

All players share a common deck of 130 cards

You Will Need:

5 Territory tokens for each player
Damage counters for battles
Gold counters may be used, or players may write down their totals, whichever is mutually agreeable
A six sided dice

Object

To win a player must be the only remaining participant with territories. Once a player loses their last territory counter, they are out of the game.

Setup

Each player starts with 5 Territory tokens. Shuffle the deck, and each player draws 5 cards

Turns

The turn is divided into phases:

- Priority
- Draw
- Revenue
- Warfare
- Supply
- End

Priority

Roll a dice to determine player priority. The highest roll gets priority (reroll ties). This means that in the phases where priority is important, the player with priority goes first, with play progressing in a clockwise direction. This must be rolled for at the start of each turn.

Draw

Each player may draw a number of cards equal to their number of territories in priority order.

Revenue

Each player gains 1d6 gold for each territory they control. This gold may be spent to play army cards, holdings, or fortifications, which are put into play when purchased.

Warfare

This is the phase in which battles are fought, players taking turns in priority order. A player may play 1 attack card and declare 1 battle, choosing one opponent as their target. No battles may be declared in the first turn.

Once a battle is declared, both the attacker and defender assign any or all of their army cards in play to the battle. They must assign at least one. The defender may also assign one fortification to the battle.

Players then take turns playing Battle Event cards or passing, starting with the defender. Only the defender may play Terrain cards. When both players pass in succession, then they move on to the battle.

Each player rolls for each army card. Each Army card has a bonus of +1 to +5. Add the bonus to the roll, plus any other modifiers. If the total is 7 or more, then a hit is scored. Players then assign a number of damage counters to their units equal to the number of hits scored by their opponent in any combination they like. If a card has damage counters equal to their number of wounds, they are discarded. Damage counters remain on a card until the End phase.

Once this has been done, both players must check for routing, starting with the attacker. The attacker must roll the dice and add the number of remaining units in their force. If they score 5+, they stay and may fight another round of combat. If not, then the attacker loses and the battle is over, their remaining units stay in play.

If the attacker passes, then the defender must do the same, but they only require a 4+. Success and failure are the same as for the attacker. The Defender CANNOT flee if they are defending their last Territory.

If both sides stay and fight, then roll again for each army card, assign damage and check for routing until one side flees or is destroyed. If the defender loses the battle, then they lose 1 Territory token. Also, roll for each holding regardless of who won. If a 1 is scored then the holding was destroyed in the battle. Any castles used in the battle are destroyed if the defender lost on a dice roll of 2 or less. If there were besiegers in the attacking army, then it is destroyed on a roll of 4 or less. Each player undertakes this sequence in turn.

Supply

Players are able to supply 1 army card per territory. Any cards unable to be supplied are discarded.

End

All damage counters are removed from army cards and all players MUST discard down to 5 cards in their hand.

Cards

Attack Cards

Card	#	Notes
Attack	15	Allows for 1 attack.
Pillage	3	Allows for 1 attack. Attacker gets +1d6 gold next revenue phase if they win.
Raze	2	Allows for 1 attack. Destroy all defender's holdings if the Attacker wins.
Ambush	3	Allows for 1 attack. Attacker gets first battle event. Attacker may play a - Terrain card, with ill effects applying to the Defender and vice versa.
Conquest	2	Allows for 1 attack. Attacker adds defender's lost territory to their own.

Castles

Card	#	Cost	Modifiers
Pallisaide	2	4	Attackers -1
Keep	2	7	Attackers -2
Fortress	1	10	Attackers -2, Defenders +1

Holdings

Card	#	Cost	Notes
Farm	3	2	+1 to Supply total
Armoury	2	3	+1 to Hand Size
Barracks	1	4	Reduce cost of Basic Army Cards by 1 (min 1)
Workshop	1	4	Reduce cost of Besieger Army Cards by 1 (min 1)
Mead Hall	1	4	Reduce cost of Assault Army Cards by 1 (min 1)
Archery Range	1	4	Reduce cost of Missile Army Cards by 1 (min 1)
Horse Breeder	1	4	Reduce cost of Cavalry Army Cards by 1 (min 1)
Hunting Lodge	1	4	Reduce cost of Skirmisher Army Cards by 1 (min 1)
Mines	2	4	+2 gold per turn
Tavern	2	4	+1 gold per turn, +1 to Supply total
Market	1	6	+3 gold per turn
Wizard Tower	2	3	Increase Draw by 1

Army Cards

Army Cards have a number of different Types or Traits that can affect battles.

Unit	Types:
Assault	Unit gets +1 if in an attacking army
Missile	Unit gets +1 if in an defending army
Cavalry	If this unit causes a casualty, then its owner may decide which of the opponent's units suffers the damage
Besieger	Unit unaffected by Castle modifiers
Skirmisher	Unit unaffected by Terrain Modifiers
General	All friendly units in an Army receive +1 if this unit is part of the army

If a unit has none of the above Types, it counts as a basic unit.

Unit	Traits:
Deadly	Unit causes 2 damage on a successful hit

Unit	Traits:
Tough	Discard first damage counter assigned to this unit in a battle
Raider	+1 gold to next turn's revenue if this unit's side wins an attack

A Assault
B Besieger
C Cavalry
D Deadly
G General

M Missile
R Raider
S Skirmisher
T Tough

Cards	#	Cost	Bonus	Wounds	Notes
Peasants	2	1	+1	1	Draw 1 card when this unit is recruited
Goblin Stabbers	1	1	+1	1	
Old Hob	1	2	+1	1	D T, Discard 1 card to play
Skellington Troopers	1	2	+1	1	T
Swordsmen	1	2	+2	1	
Pikemen	1	3	+2	2	
Roamin' Ronin	1	3	+2	1	D
Dwarf Axemen	1	3	+3	1	
Troll Warriors	1	4	+3	2	
Ogre Bullies	1	6	+4	2	R
Giant	1	7	+4	2	T, Automatically destroys 1 opponent's
	-	-	-	-	Holdings in battle,
	-	-	-	-	Counts as 2 units for Supply
Gnoll Chicken-Thieves	1	2	+1	1	M
Bowmen	1	3	+2	1	M
Elven Rangers	1	4	+3	1	M D
Dwarf Engineers	1	6	+4	2	M T, Discard 1 card to play
Fanatics	1	2	+1	1	A
Hairy Barbarians	1	4	+2	1	A R
Troll Berserkers	1	6	+3	2	A T
Theo the Minotaur	1	6	+4	2	A
Wardogs	1	2	+1	1	C, Discard wardogs to destroy any force 1 card
Elven Weasel Riders	1	3	+2	1	C
Knights of the Golden Rooster	1	6	+3	2	C D
War Mammoths	1	8	+4	3	C T
Captain Tim	1	5	+2	2	G, Draw 2 cards when this card is recruited
Prince Treehugger	1	5	+2	2	G M
Snorri Axethrowersson	1	6	+3	2	G T
Sir Bertrand of Baloney	1	6	+3	2	G C
Nanoc the Barbarian	1	7	+4	2	G A
Goblin Slingshooters	1	4	+2	1	S, Opponent must discard 1 card
	-	-	-	-	when this card is recruited
Gnoll Huntsmen	1	4	+2	1	S R
Elf Battle-Prancers	1	5	+3	2	S
Catapult	1	3	+2	1	B
Dwarf Sappers	1	4	+2	2	B
Ol' Bessie	1	5	+3	2	B
Fernando the Dragon	1	10	+5	3	A C D T, Counts as 3 cards for supply
Siege Golem	1	8	+4	2	B A T, Discard 2 cards to play
Centaur Javelineers	1	6	+3	2	S M
Donkey Raiders	1	4	+2	1	C R
Shaolin Monkeys	1	5	+2	2	A S

Event Cards

after use.

Event cards designated Battle Events may only be played during a battle. All event cards are discarded

Cards	#	Notes
Gutsy	2	Battle. Army does not have to roll for Rout this round
Run Them Down	1	Battle. When the opposing army routs, roll 1d6 for each unit. - They are destroyed on a 5+
Ran Too Far	1	Battle. Target loses 2 Territories if they lose the battle.
Scaredy Cats	1	Battle. -1 to target's next rout roll
Good Harvest	2	+4 gold to revenue this turn
Luck	2	Re-roll any 1 dice roll
Denied!	2	Cancel any 1 event card
Forest	4	Battle. Terrain. Attackers are at -1 force this battle
Ruins	2	Battle. Terrain. Attackers are at -2 force this battle
Swamp	2	Battle. Terrain. Attackers are at -2 force and Defenders -1 force this battle
High Ground	2	Battle. Terrain. Attackers are at -1 force and Defenders +1 force this battle
Defensive Traps	2	Battle. Terrain. Roll 1d6 for each Attacking unit each - round of the battle. Units suffer 1 hit on a 6+
Bottleneck	2	Battle. Terrain. Attacker may only use 1/2 their assigned - units in this battle (round down). - The others return home.
Fury	2	Battle. Target army gains +1 to their attack rolls for this round
Fatigued	2	Battle. Target army gains -1 to their attack rolls for this round
Asleep on the Job	2	Battle. Target card no longer fights in this battle, - but still counts towards rout - checks and may be assigned hits as normal
Raid	2	Destroy target Holding
Earthquake	1	Roll 1d6 for all of target player's Holdings. Holdings - are discarded on a roll of 6+
Goblins With Dynamite	1	Destroy target Castle on a d6 roll of 4+
Recruitment Drive	2	Halve the recruitment cost of target army card
Pizza & Beer	1	Supply all your army units this turn
You're Fired	2	Discard target army card
Busy as Beavers	1	Halve the cost of target Castle or Holding
Hid in a Ditch	1	Regain 1 army card that was lost in a battle this turn. - May NOT be played during a battle
Reinforcements	2	Drzw 2 cards



Cards	#	Cost	Bonus	Wounds	Notes
Big Dumb Lizard	1	6	+3	3	U T
Farmers	3	2	+1	1	Produces 1 gold during the revenue phase
Potato People	1	5	+2	3	After damage counters are assigned,
	-	-	-	-	remove 1 from potato people
Tool Golem	2	4	+2	2	Reduce the cost of holdings by 1.
Poisonous Toadmen	2	4	+1	1	M D s
Ennui Demon	1	4	+3	2	D, Does not take part in the first round of combat
Frenzied Lemming Warriors	2	2	+2	1	D A, discard this card after the battle
Battering Ram	1	6	+3	2	T B, Destroy any one force 1 army card at
	-	-	-	-	the start of battle
Noxious Fungoids	1	3	+2	1	Assign 1 wound to an army card at the
	-	-	-	-	start of a battle.
Rampaging Slug	1	7	+3	4	Gains +1 to its rolls for each wound
	-	-	-	-	it has suffered.

Holdings

Card	#	Cost	Notes
Farm	2	2	+1 to Supply total
Mines	1	4	+2 gold per turn
Tavern	1	4	+1 gold per turn, +1 to Supply total
Guildhall	2	4	+1 gold per turn, Increase Draw by 1
Noble Estates	2	6	Increase draw by 2
Great Big Statue	1	4	All friendly army cards fight at +1. If they
	-	-	lose a battle, this card is destroyed.
Spooky House	1	4	Reduce cost of Fearsome Army Cards by 1 (min 1)
Shrine of Goodness	1	4	Reduce cost of Heroic Army Cards by 1 (min 1)
Apothecary	2	4	once per battle, discard all damage tokens from
	-	-	a selected army card.

Event Cards

Cards	#	Notes
Schedule Conflict	2	Battle. Target army card is removed from an army.
Administration Error	1	Target opponent must swap D3 army cards of your
	-	choice for the same number of your own cards.
Shining Example	3	Battle. target army card gets +1 to their attack roll.
Underground Tunnels	1	Battle. Terrain. Roll 1d6 for attacker and 1d6 for defender.
	-	Remove that many army cards from
	-	their respective armies.
City Streets	1	Battle. Terrain. Attackers are at -2 force this battle.
	-	Defenders will lose 1D6 Holdings if they
	-	lose the battle. Fortifications may not be used in this battle.
Change of Plan	2	Cancel any one attack card.
Rally	2	Cancel a rout.
Spiked Drinks	1	Battle. 1D6 opposing army cards do not take part in this round of combat
Sabotage	2	Target player must discard a card from their hand
Plague of Monkeys	1	Target player must discard 1D6 cards from their hand.
Sword of Maybe	1	Pay 3 gold to play. Attach to target General army card.

Cards	#	Notes
	-	Card gains a permanent +1 to their attack
	-	rolls. Discard this card if the army card is destroyed
Creepy...	1	Makes an army card Fearsome. Discard this card if the
	-	army card is destroyed
... Of Niceness	1	Makes an army card Heroic. Discard this card if the
	-	army card is destroyed
Sword-Swinging...	1	Makes an army card Assault. Discard this card if the
	-	army card is destroyed
... with dynamite	1	Makes an army card Besiegers. Discard this card if the
	-	army card is destroyed
Gun-Toting...	1	Makes an army card Missile. Discard this card if the
	-	army card is destroyed
... On Horsies	1	Makes an army card Cavalry. Discard this card if the
	-	army card is destroyed
Armour-Plated...	1	Makes an army card Tough. Discard this card if the
	-	army card is destroyed
Sneaky...	1	Makes an army card Skirmishers. Discard this card if the
	-	army card is destroyed
Venomous...	1	Makes an army card Deadly. Discard this card if the
	-	army card is destroyed
Larcenous...	1	Makes an army card Raiders. Discard this card if the
	-	army card is destroyed
Delusional...	1	Makes an army card Unbreakable. Discard this card if the
	-	army card is destroyed

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Warp Dungeons

by Jason Newell 2004.

This is a modifiable dungeon-crawling game for 2-4 players

Set Up

Each player has a deck of 60 cards. 1 player is the dungeon master and has a DM deck, while the others are heroes and have a Hero Deck, along with the appropriate hero stat card. There is also a 30 card Dungeon deck. To set up the Dungeon Deck: take the stairway and objective room cards from the deck. Place the stairway face up in the playing area, this is the entrance to the dungeon and all the heroes place their hero marker on it. If 2 heroes are playing, place a t-junction connected to the entrance. If 3 heroes are playing, place an intersection next to the entrance. Put the objective room to one side, then shuffle the remaining dungeon cards and deal 9 cards onto the objective room. Shuffle this smaller pile, then shuffle the remainder and place them directly onto the small pile with the objective room. This ensures that the objective room is not found until well into the game. The dungeon Deck is ready for play. Deck construction will be dealt with later.

Decks, once the run out, are reshuffled and reused. The DM must specify what faction their deck is before play, as there are cards that depend on a faction. Markers for the heroes and a number of counters will also be needed.

Play

Each player draws a hand of 7 cards, and then the hero players determine who goes first and the order of play. The player whose turn it is is called the active player. Play is broken down into 4 phases in each player's turn: Exploration, Move, Resolution and Refresh

Exploration

The active player may draw 1 Dungeon card and place it next to the card they are currently on, only if there is a viable opening as listed on the card. In the event of drawing a T-junction, intersection, or a multi exit room card, the dungeon deck remaining on that particular path is dealt into the respective number of piles, dealing from the bottom of the deck (eg: after a few rooms a player encounters a t-junction. The DM then deals out the remaining Dungeon Deck into 2 piles, placing them next to either path of the junction). Any exploration along one of these paths must be drawn from the respective deck. Once this reduced

deck is exhausted, then no further exploration can be carried out along that path. A player can only reveal one dungeon card in this phase.

A dungeon path cannot go over another path. Dungeon cards are either Rooms or Passages.

Move

The active player may move their hero 1 dungeon card along a path, unless an ability allows them to do otherwise.

Resolution

If the dungeon card a player ends their move on is a Room, then they can attempt to resolve the room. They may take 1 treasure card from their hand and place it face down in front of them. The DM has the option of playing a Monster Card to try and stop them. If no monster is played, then the active player may apply the effects of the treasure card, and place it next to their hero stat card. If a monster is played, then a battle ensues.

Battle

Both the DM and the active player may place 1 attack card face down in front of them. Attack cards are work as such: each one has a value of 1, 2 or 3 and one of five symbols; a sword (battle), a flame (magic), an arrow (Agility), an axe (strength) or a shield (courage). Some heroes, cards or events give bonuses to particular symbol cards in battle, i.e.: a treasure card attached to a hero may add +1 to the value of all sword cards played.

The side with the highest total wins the battle and the other side suffers a wound. The symbols add another factor to battles. Each symbol is dominant over two other symbols: Battle beats Strength and Magic Magic beats Courage and Strength Agility beats Battle and Magic Strength beats Agility and Courage Courage beats Battle and Agility If one side's attack has symbol dominance over the other, then they cause a wound on that side, even if they lost the actual battle. If the score is a draw, then the dominating symbol wins.

If the score is a draw and the symbols are the same, then neither side wins, and the battle is over. If the DM's side wins then the battle is over. If the DM's side has wounds remaining after the player wins a round of battle, then repeat the procedure until the monster has no wounds left, or the active player calls off the attack. If the active player has no attack cards to play then they MUST call off the attack.

If the active player loses, draws or calls off the attack, then their played treasure card is discarded. If they win, then they may attach the treasure card to their hero, who benefits from the card's effects. Any monster that suffered wounds, but not killed, is restored to full wounds the next time it is fought.

A token is placed on the room to show it has been resolved. Once a room is resolved, no more monsters can be played there

Refresh

The active player and the DM may draw cards up to their maximum hand allowance (7).

Winning

Once the Objective room card is revealed and resolved, the game is over. Players then add up their points for treasure, monsters and other sources, the highest score wins. The DM wins by killing all the heroes before the objective room is resolved.

Card Types

Attack Cards

These have one of the 5 symbols and a value of 1-3. In a Hero or DM deck, there must be 30 attack cards.

- 15 +1 cards, 3 of each symbol
- 10 +2 cards, 2 of each symbol
- and 5 +3 cards, 1 of each symbol.

Hero Cards

* Heroic Action

These cards allow the active player to use the ability listed on their hero stat card for their heroic ability. A Heroic action may be played at any time and its effects, unless instantaneous, last for the remainder of the turn. (eg: Heroic Ability: Deadly- Causes 1 extra wound in battle)

* Secret Door Cards

A player can play these cards to do one of two things: Divide the remaining dungeon cards on that path, as listed for junctions in the exploration section, or to avoid the monsters in a room; the monsters remain, the room is unresolved, but the player does not have to fight them and can move on as normal next turn.

* Treasure

Are played at the beginning of a battle, and are won by a successful battle. There are four types of treasure: Point bonus, attack bonus, experience advancement or healing.

* Point Bonus Treasure

Winning this treasure will add to your points at the end of the game. They have a value of 1-5

* Attack Bonus Treasures

These treasures add to the attack score in battle. They only add to certain symbol attack cards. They

have a value of +1 or +2. They do not stack, so the hero must use the highest value of attack bonus.

* Experience Advancement

Winning these cards increases the hero's level by 1. All heroes start as level 1 characters. The maximum level a hero can be is 3. For each level a hero has, they may play 1 attack card in each round of the battle phase.

* Healing Treasure

These treasures may be attached to a hero as normal. They do not add to points or battle, but may be discarded at any time to heal the listed number of wounds as stated on the card.

Dm Cards

* Monster Cards

These represent the monsters encountered by the heroes. Each card has a listed point value, which is added to the defeating hero's score, a faction for determining bonuses for events and special rooms, a number of wounds (from 1-3), and their battle bonuses. There are several types of monster card, with a varying number of bonuses. The different sorts of bonuses are as follows:

- +1
- +1, +1
- +2
- +2, +1
- +2, +2
- +3
- +3, +2, +1

Each bonus on a card corresponds to a different symbol (eg: a card may have +2 Strength, +1 Battle, or be +3 Magic, +2 Agility and +1 Courage)

Some monster cards may have special rules

* Event Cards

These cards effect the bonuses in battles, or cancel other cards and similar

* Trap Cards

The DM may play Trap cards at any time during the active player's move phase. The player must discard the listed value of attack cards of the corresponding symbol on the card, or play a heroic action card. (eg: a trap has a listed value of 2 Strength. The active player must discard a total value of 2 in strength cards or play a heroic action card to avoid the trap). If the active player does neither of these, then they suffer the result listed on the trap, the most common of which is to take wounds. The DM can only play one trap card during a player's move phase.

Deck Construction

The Hero Deck must consist of the standard 30 attack cards, with the remaining 30 cards being any combination of treasure cards, heroic action cards and secret door cards.

The DM Deck also must consist of the standard 30 attack cards, as well as 3 +1 monsters, 3 +1/+1 monsters, 3 +2 monsters, 2 +2/+1 monsters, 2 +2/+2

monsters, 2 +3 monsters, and 1 +3/+2/+1 monster.
The remaining 14 cards can be any combination of

traps and events.
The Dungeon Deck consists of the following:

#	Name	Exits	Special
1	Stairway	1	Starting area
5	Passage	1	
2	Intersection	3	
3	T-junction	2	
4	Room	1	
2	Chamber	2	
2	Lair	1	Faction monsters are +1 attack in this room
1	Crypt	1	
2	Dungeon	1	All monsters +1 attack in this room
1	Throne Room	2	
1	Temple	1	
1	Chasm	3	
1	Caves	1	
1	Vault	1	
1	Objective Room	0	Faction monsters +2 attack in this room

The number of exits does not include the entrance card (eg: a passage connects to a T-junction. It does not count as one of the junctions 2 exits.).

Example Cards

Here are some examples of the sort of cards that make for a balanced game. Feel free to come up with your own cards and combinations.

Treasure Cards

Name	Description
Copper Pieces	+1 to final score
Silver Pieces	+2 to final score
Gold Pieces	+3 to final score
Gems and Jewels	+4 to final score
Treasure Chest	+5 to final score
Magic Blade	+1 Battle Attribute
Wand	+1 Magic Attribute
Boots of Speed	+1 Agility Attribute
Bracers of Strength	+1 Strength Attribute
Amulet of Bravery	+1 Courage Attribute
Dragonsbane	+2 Battle Attribute
Staff of Power	+2 Magic Attribute
Bow of Ages	+2 Agility Attribute
Hammer of Thor	+2 Strength Attribute
Armour of Purity	+2 Courage Attribute
Ring of Accuracy	Causes an extra wound in battle. Does not stack with other Rings of Accuracy.
Healing potion	Healing Item: Heals 2 wounds when used
Life potion	Healing Item: Heals 4 wounds when used
Rejuvenation Potion	Healing Item: Heals all wounds when used
Experience Advancement	Hero gains a level of experience.

Trap Cards

Trap	Details
Spear Trap	Take 1 wound. Cost: 2 Agility
Pit	Take 1 wound, miss next turn. Cost: 2 Strength
Poison Gas	Take 1 wound, -1 attack value in next fight. Cost: 2 Magic
Pendulum Blade	Take 2 wounds. Cost: 3 Courage
Portcullis	Miss next turn. Cost: 1 Strength
Net	Miss next turn. Cost: 1 Battle

Event Cards

Event	Details
Ambush	+1 attack value to target monster
Outnumber	DM can play 1 additional attack card this battle
Collapse	Negate a secret door card
Reinforcements	Play once a battle has been resolved. Active player must fight this battle again before they can count this room as resolved. They receive no additional treasure or points for fighting again.
Vicious	Play during battle. Active player suffers an extra wound
Defences	Play during battle. Hero at -1 attack value this battle
Sorcerer	Change attack card's symbol to Magic
Driven	Change attack card's symbol to Courage
Battle Hardened	Change attack card's symbol to Battle
Brutes	Change attack card's symbol to Strength
Snipers	Change attack card's symbol to Agility

Monster Cards

Monster	Attributes	Wounds	Points	Faction
Orc Grunts	+1S	1	1	Orc Horde
Orc Hunters	+1S/+1A	1	1	Orc Horde
Orc Thugs	+2S	1	2	Orc Horde
Orc Shaman	+2M	1	2	Orc Horde
Goblin Sneaks	+1B/+1A	1	1	Orc Horde
Orc Berserkers	+2S/+2C	2	3	Orc Horde
Orc Warlord	+3S/+2C/+1B	3	5	Orc Horde
Giant Spiders	+2B/+1M	2	2	-
Goblin Elites	+2C/+1B	1	2	Orc Horde
Ogre	+3S	2	3	-
Dark Elf Warriors	+1A/+1M	1	1	Dark Elf Raiders
Dark Elf Sorcerer	+3M	2	3	Dark Elf Raiders
Imps	+1M	1	1	Demonspawn
Golem	+2S/+2B	2	3	The Mad Alchemist
Dragon	+3M/+2S/+1C	3	5	Dragonkin
Giant Rats	+1B	1	1	-
Mushroom Men	+1C/+1M	1	1	The Fungus Kingdom
Myconid Knight	+2B/+1M	2	2	The Fungus Kingdom
Giant Bats	+1A	1	1	-
Hydra	+3M	2	3	Dragonkin
Troll	+3C	3	4	Orc Horde
Fungusaur	+2S/+2C	3	4	The Fungus Kingdom

- B** Battle
- M** Magic
- C** Courage
- S** Strength
- A** Agility

Pre-generated Decks

Here are some decks all ready for play

Orc Horde Faction DM Deck

- 30 standard attack cards
- 3 Orc Grunts
- 1 Orc Hunters
- 2 Goblin Sneaks
- 1 Orc Shaman
- 2 Orc Thugs
- 1 Giant Spiders
- 1 Goblin Elites

- 2 Orc Berserkers
- 1 Troll
- 1 Orc Warlord
- 2 Spear Traps
- 2 Pit Traps
- 1 Pendulum Blade
- 1 Portcullis
- 2 Ambush
- 2 Vicious
- 1 Collapse
- 2 Outnumber
- 2 Reinforcements

Hero Decks

Sir Lamderock
Stat Card

B	M	C	S	A	Wounds	Heroic Action
+2	-	+1	+1	-	6	Defender: Reduce damage suffered in battle by 1

Deck

- 30 standard attack cards
- 3 Secret Door
- 5 Heroic Action
- 3 Copper Pieces
- 2 Silver Pieces
- 1 Gold Pieces
- 1 Gems and Jewels
- 3 Experience Advancement

- 1 Bracers of Strength
 - 2 Magic Blade
 - 1 Hammer of Thor
 - 1 Dragonsbane
 - 2 Healing Potion
 - 2 Life Potion
 - 2 Ring of Accuracy
- Magus Sogarth
Stat Card

B	M	C	S	A	Wounds	Heroic Action
-	+2	+1	-	+1	4	Invoke: Double the value of Magic attack cards player this turn.

Deck

- 30 standard attack cards
- 3 Secret Door
- 5 Heroic Action
- 3 Copper Pieces
- 2 Silver Pieces
- 1 Gold Pieces
- 1 Gems and Jewels

- 3 Experience Advancement
 - 2 Boots of Speed
 - 2 Wand
 - 4 Life Potions
 - 2 Staff of Power
 - 1 Ring of Accuracy
- Anwar al'Wasir
Stat Card

B	M	C	S	A	Wounds	Heroic Action
+2	+1	-	-	+1	5	Deadly: Cause 1 extra wound in battle

Deck

- 30 standard attack cards
- 3 Secret Door
- 5 Heroic Action
- 3 Copper Pieces
- 2 Silver Pieces
- 1 Gold Pieces
- 1 Gems and Jewels
- 3 Experience Advancement
- 2 Boots of Speed

- 1 Magic Blade
 - 1 Wand
 - 2 Healing Potion
 - 2 Life Potion
 - 1 Dragonsbane
 - 1 Bow of Ages
 - 1 Ring of accuracy
- Feel free to come up with your own heroes and cards, after all, this is just the starting point!
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Warp Empires

Introduction

Generic ruleset for a series of empire building/conquest games.

Map

The map depicts an irregular, interlocked set of territories.

Control Markers

Use chits to represent control markers.

Units

Use chits to represent units. Units include Leaders & non-leader units.

Deck

Players share an action deck. In some games, each player will have their own action deck. The action deck cards allow you to move your units.

Setup

Most Leader units will be in play. Others will be mixed into the unit chit pile. Each player will start with several non-leader units in play.

Starting points of units will be determined by the scenario.

Turn Sequence

Players take turns. Each turn has 7 phases:

- Draw Phase
- Move Phase
- Battle Phase
- Revenue Phase
- Recruit Phase
- Upkeep Phase
- Control Phase

Draw Phase

First discard any cards you don't want. Each player draws 5 action cards. Max hand size = 7. Discard excess cards.

If the deck runs out, shuffle the discard and draw from it.

Move Phase

Use Action cards to move stacks or units in stacks. A Fast unit can move 1-3 spaces. A Medium speed unit can move 1-2 spaces.

A Slow unit can move 1 space. Units can move into but not through opposing stacks. Fortifications cannot move (Move = 0).

Your opponent can only look at the top unit of your stacks

Battle Phase

When two opposing stacks occupy the same territory there will be a battle. Each unit has a force value. Add up the total Force values for each side.

Players may play action cards to increase their force value. If one stack has a Leader and the other does not, the stack with the leader gets an additional 5 Force. The side with the highest force value wins.

The losing stack must retreat one space. The losing stack loses half of its units. The winner picks the first unit lost, the loser picks the remainder. Fortification units in the losing stack are destroyed automatically.

The winning stack loses units with a force equal to at least half the force total lost by the losing stack. The winner decides which units are lost. Destroyed units are returned to their chit pile. Captured leaders are set aside and not returned to the chit pile.

After a battle both sides replenish their hands to 7 cards.

Revenue Phase

Gain revenue points for every revenue generating territory you control.

Recruit Phase

Draw 5 random units from the unit chit pile. Purchase units. A unit's cost is equal to its Force value. If you purchased all the drawn units, draw another 1D6 random units.

Revenue may be saved from turn to turn. Discard unpurchased units back to your unit chit pile. Units start in any revenue generating territory you control.

Upkeep Phase

Units that automatically receive upkeep = 5 x total Revenue. Discard excess units. Example: You generate 10 revenue points per turn...

You may have up to 50 units.

Control Phase

Place a control marker on every revenue generating territory occupied by one of your units. Only one control marker per space.

Unit Deck Abbreviations

- S** Slow
- M** Medium speed
- F** Fast
- F** Force
- F** Fortification
- #** Number of that unit in the chit pile.





Warp Hammer

Introduction

Two player Card Game based on the Games Workshop Warhammer Fantasy Universe.

Disclaimer

Warhammer is a trademarked, copyrighted property. This is merely a fan site.

Deck Creation

Each player uses a separate individualized deck. Each deck must contain 40 cards. Note that every card has a Cost.

Each deck must have a total Cost of 100 points or less. (Or more points if players agree) A player must pick his units off of one Card List (2 or more if players agree) and the appropriate Spell Lists. Every Army must have a Command Group consisting of at least a Wizard and a 4+ Force Hero. A 40 card deck may have a maximum of 20 Item, Spell, Tactic, Mark, and Virtue cards.

A 40 card deck may have a maximum of 10 Wizards & Heroes.

Card Types

Hero, Magic, Wizard, Archer, War Machine, Signal, Berserker, Ambush, Scout, Monster, Beast, Cavalry, Infantry, and Spear cards are all Unit cards. Item, Spell, Tactic, Mark, and Virtue cards are collectively called Enhancement cards. An enhancement card must be played with a certain type of unit card for it to have any effects.

Note that one effect of an enhancement card is to provide an additional unit type attribute (trait) in Battle and Blood Phase. For example: To have a Rune Hammer (Item from Dwarf List) have any effect, you must have a Hero unit in play. The Hammer then adds 3 Force and has the attribute of Magic (Equivalent to having an extra unit of the Magic Type). Note that most of the attacks in Battle phase target unit cards, not enhancement cards.

Victory

The first player to win 5 hands is the winner.

Turn Sequence

Each turn has 5 phases: Logistics Phase March Phase Orders Phase Battle Phase Blood Phase

Logistics Phase

Players draw a hand of 15 cards from your deck. If a deck runs out, shuffle the reserve pile & draw from it.

March Phase

Players discard down to 10 cards. The discarded cards go to a players reserve pile.

Orders Phase

Write down on a scrap piece of paper whether you want your army to: Charge, Advance, or Defend. Players reveal their written orders simultaneously. If you wrote Charge Orders, all of your Monster, Beast, Cavalry, and Flying units get +1 force.

If you wrote Advance Orders, all of your Infantry, Spears, Hero, and Signal units get +1 force. If you wrote Defend Orders, all of your Magic, Scout, Archer, and War Machine units get +1 force. If you wrote Charge and your opponent wrote Defend you get +3 force to your battle total.

If you wrote Defend and your opponent wrote Advance you get +3 force to your battle total. If you wrote Advance and your opponent wrote Charge you get +3 force to your battle total.

Battle Phase

Players reveal their hands by placing them face down in front of them. Killed cards are sent to the players casualty pile. Note that attributes provided by Item, Spell, Tactic, Mark, Ability, and Virtue cards may only be counted if a card that can use it is also in play.

For example only Wizards can use Spells. A card may only apply one of its traits per turn to produce an affect. For example: A unit with the scout trait and the Archer trait must use only one.

Conduct the following contests/attacks in order:
*The Player with the most Signal units gets to draw the top card of his deck and put it into play.
*Each Armor, Swarm, Courage, & Regenerating unit gets to negate one kill caused by his opponent this phase on a roll of 1-3 on 1D6.
*Each Cowardly unit gets to send one killed unit to the reserve pile instead of the casualty pile on a roll of 1-4 on 1D6.

*Each Beast unit gets to kill one enemy Scout or one Ambush unit this turn on a roll of 1-3 on 1D6.
*The Player with the most Scout units gets to look at the next 10 cards in his opponents deck.
*Each Ambush unit gets to kill any one opposing unit on a roll of 1-2 on 1D6.

If the Ambush unit rolls a 6, the ambusher is killed. *Each Disaster & War Machine unit gets to reveal the top card of his opponents deck: If it is a unit kill it, if it is an enhancement, send it to the Reserve pile. *Each Archer unit gets to kill one Infantry, Spear, or Flyer unit on a roll of 1-2 on 1D6.

*Each Flying & Teleport unit gets to kill any one enemy Archer or War Machine unit on a roll of 1-2 on 1D6 or Neutralize any one unit on a roll of 1-3 on 1D6. A Neutralized unit cannot roll for its attribute for the rest of Battle Phase. *Each Wizard or Magic Resistance unit gets to kill one enemy Spell or Item on a roll of 1-3 on 1D6.

*Each Fear or Magic unit gets to rout one Non-hero opposing unit to its owners reserve pile on a roll of 1-4 on 1D6. *Each Immobilizer unit causes any one opposing unit to be immobilized on a roll of 1-3 on 1D6. An Immobilized unit is neutralized and has a Force = 0. *Each Hero unit gets to kill one opposing Hero, Monster, or Magic unit on a roll of 1-3 on 1D6.

*Each Spear unit gets to kill one opposing Monster or Cavalry on a roll of 1-3 on 1D6. *Each Cavalry unit kills an opposing Non-hero Archer unit or War Machine on a roll of 1-3 on 1D6. *Each Berserker, Slay, and Monster unit gets to kill any one unit on a roll of 1-3 on 1D6.

*Each Poison, Drain, or Disease unit gets to effect one enemy unit. Roll 1D6: On 1-2 the unit is killed, on 3-4 it is immobilized, on 5-6 nothing. *The Player

with the most Infantry and Death units gets a +5 Force bonus in Blood Phase. Normally the attacker chooses the target to be killed.

Units with the Martyr ability may be killed instead at the option of the targets controller. A Unit may attempt, once per turn, to martyr for one other unit on a roll of 1-3 on 1D6.

Blood Phase

Determine a Battle Total for each player. Each card remaining from Battle Phase contributes its force rating to the Battle Total. If you play a Leader card with a Mount card get a +1 force bonus.

If a unit has a "Versus" attribute (Such as +2 vs Orcs) the Unit only gets the bonus if the opponent plays a unit of the appropriate type. Items, Spells, Tactics, Marks, Abilities, and Virtues may only be counted if a card that can use it is also in play. For example only Wizards can use Spells. The Player with the highest Battle Total wins the Melee.

The loser puts 1D6 random cards in play into his casualty pile. Remaining cards go into each players reserve pile.

List Notations

U Unique Unit: only 1 per Army

L2 Rare Unit: Limit 2 per Army

Dwarf Card List

Card Name	Cost	Force	Notes
Gotrek Gurnisson	4U	3	Hero, +2 if played with Felix
Felix Jaegar	3U	3	Hero
Anvil of Doom	7U	6	Magic, Signal, Wizard
Thorim Grudgebearer	7U	6	Hero, Armor
Dwarf Lord	6U	5	Hero, Armor
Dwarf Runesmith	3	3	Magic, Wizard
Hero	4	3	Hero, Armor
Champion	5	4	Hero, Armor
Standard Bearer	1	1	Signal
Hornblower	1	1	Signal
Clansmen	3	2	Infantry, Armor
Longbeards	2L2	2	Infantry
Dwarf Pikes	1	1	Spears
Norse Dwarves	3	3	Berserk
Troll Slayers	3	2	Infantry, +2 vs Monsters
Giant Slayers	4	3	Infantry, +2 vs Monsters
Iron Breakers	4	3	Infantry, Armor
Tunnel Fighters	3L2	3	Scouts
Hammerers	2	2	Infantry
Organ Gun	4	4	War Machine
Bolt Thrower	3	3	War Machine
Thunderers	3	3	Archers

Card Name	Cost	Force	Notes
Crossbows	2	2	Archers
Mortar	4	1D6	War Machine
Fire Thrower	2	2	War Machine
Rangers	3	2	Scouts, Ambush
Runners	1	1	Scouts
Gyrocopter	3	2	Scout, Flyer
Runestaff	2U	3	Wizard Item, Hero
Rune Hammer	2U	3	Hero Item, Magic
Rune of Cleaving	2U	3	Spell, Death
Rune of Courage	2U	3	Spell, Courage
Iron Rune	3U	4	Spell, Armor
Rune of Might	4U	5	Spell, Hero
Rune of Banishment	5U	6	Spell, +2 vs Monsters
Stalwart	1	1	Dwarf Virtue, Armor
Stubborn	2	2	Dwarf Virtue, Armor

Racial Rules: When writing orders add one attribute of Armor or Martyr. Spells: Use spells from the Metal List.

Wood Elf Card List

Card Name	Cost	Force	Notes
Arch Druid	5	5	Magic, Wizard
Druid	3	3	Magic, Wizard
Forest Lord	5U	5	Hero
Sylvan Chieftan	4	4	Hero
Guardian	3	3	Hero
Master Archer	6U	5	Hero, Archer
Archers	4	4	Archers
Hunters	3	2	Scouts, +2 vs Beasts
Falconer	2	1	Scouts, +2 vs Heroes
Scouts	1	1	Scouts
Master Scout	3U	2	Hero, Scout
Shapechangers	3	2	Scouts, Beasts
Wood Elf Spears	2	2	Spears
Glade Guards	2	2	Infantry
Warrior Kinband	3	3	Infantry
War Dancers	4	3	Infantry, Magic
Dance Master	5U	4	Hero, Magic
Dryad	4	3	Magic, Scouts
Waywatchers	3U	2	Scouts, Ambush
Treeman	6	5	Armor, Monster
Grizzly Bear	3	3	Beasts
Wain Lord Chariot	3	3	Cavalry, Mount
Great Cat	2	2	Beasts
Timber Wolves	2	2	Beasts
Warhawks	4	3	Flying, Scouts
Unicorn	3	3	Mount, Magic
Great Eagle	5	5	Mount, Flying
Forest Dragon	7	6	Mount, Flying, Monster
Glade Riders	3	3	Cavalry

Card Name	Cost	Force	Notes
Warhawk Riders	4	4	Flying
Magic Herbs	1U	1	Hero & Wizard Item, Magic
Green Blade (Sword)	2U	3	Hero Item, Magic
Hawk Bow	1U	2	Hero Item, Archer
Cloak of the Woods	1U	2	Hero Item, Scouts
Sword of Ages	3U	4	Hero Item, Signal
Bear Banner	1U	2	Infantry Item, Beast
Flail of Claws	1U	2	Hero Item, Berserk
Arrows of Slaying	1U	2	Archer Item, +2 vs Monsters
Shield of Ptolos	1U	2	Hero Item, Armor
Shapeshift	1U	2	Spell, Beasts
Plant Control	2U	3	Spell, Immobilize
Call Animals	2U	3	Spell, Swarm
Natures Visitation	3U	4	Spell, Signal
Natures Wrath	4U	5	Spell, Disaster

Racial Rules: When writing orders add one attribute of either Scout or Archer. Spells: Use spells from any

lists except Fire, Shadow, Death, and Metal.

Skaven Card List

Card Name	Cost	Force	Notes
General T'Skot	5U	5	Hero
Verminlord	7U	6	Hero, Wizard, Magic
Skaven Champion	3	3	Hero
Skaven Beastmaster	3	2	Hero, Beasts
Plague Priest	3	2	Hero, Magic
Plague Monks	3	2	Infantry, Magic
Doom Wheel	6U	5	Magic, War Machine
Screaming Bell	7U	6	Magic, Signal
Plague Censer	4	1D6	Berserk
Warlock Engineer	3U	3	Magic, Wizard
Grey Seer	5	5	Magic, Wizard
Clan Skryre Sorcerer	4	4	Magic, Wizard
Clan Rats	2	2	Infantry
Skaven Spears	1	1	Spears
Skaven Slavemaster	2	2	Hero
Rat Slaves	1	1	Infantry
Rat Slingers	1	1	Archers
Clan Assassin	3L2	2	Scout, Ambush
Netters	2	1	Troops, Ambush
Warpfire Thrower	3	3	War Machine
Warplock Pistols	2	2	Archers
Jezzail Rifles	3	3	Archers
Gutter Runners	1	1	Scout
Ogre-Rat	5	5	Monster
Poison Wind Globadiers	4	1D6	Archers
Storm Vermin	3	3	Infantry
Battle Standard	1	1	Signal
Packmaster & Giant Rats	2	2	Beasts
Rat Swarm	3	3	Swarm

Card Name	Cost	Force	Notes
Doom Glaive	4U	5	Hero Item, Spears
Crown of Command	2U	3	Hero Item, Signal
Heart of Woe	3U	4	Hero & Wizard Item, Magic
Talisman of Ravensdark	1U	2	Hero & Wizard Item, Magic
Warpstone Armour	2U	3	Hero Item, Armor
Golden Crown of Atrazar	4U	5	Hero & Wizard Item, Signal
Cloak of Mists and Shadow	2U	3	Hero & Wizard Item, Armor
Book of Secrets	2U	3	Wizard Item, Scout
Staff of Flaming Death	3U	4	Wizard Item, Archer
Warpstone Charm	1U	2	Hero & Wizard Item, Magic
Skavenbrew	1U	1	Hero & Infantry Item, Berserk
Gouger	1U	2	Hero Item, Spears
Weeping Blade	3U	4	Hero Item, Fear
Warp Scroll	2U	3	Wizard Item, Archer
Storm Banner	2U	3	Infantry Item, Magic
Skitterleap	2U	3	Spell, Cavalry
Poison Wind	2U	3	Spell, Flying
Warp Lightning	3U	4	Spell, Archers
Vermintide	2U	3	Spell, Swarm
Curse of the Horned One	4U	5	Spell, Magic
Death Frenzy	5U	6	Spell, Berserk

Racial Rules: When writing orders add one attribute of Cowardly or Infantry.

Ork Card List

Card Name	Cost	Force	Notes
Azhag the Slaughterer	7U	6	Hero, Armor
Gorfang Rotgut	6	6	Hero
Orc War Boss	5	5	Hero
Orc Shaman	4	4	Magic, Wizard
Arrer Boyz	2	2	Archers
Orc Boyz	2	2	Infantry
Gretchen Mob	1	1	Infantry
Harpy	3	3	Flying
Giant Black Orcs	5	5	Infantry
Big'uns	4	4	Infantry
Savage Orcs	3	3	Infantry
Wyvern	5L2	5	Mount, Flying
Snakebite Orks	3	2	Spears, Scouts
War Altar	5	4	Signal, Magic
Orc Man Mangler	4	4	War Machine
Scythed Battle Chariot	3	3	Cavalry
Boar Boys (Snortas)	2	2	Cavalry
Rock Lobber	4	1D6	War Machine
Stone Troll	5	4	Monster, Regenerates
Snotlings	1	1	Infantry
Snotling Pump Wagon	3	2	Cavalry, Armor
Ogre	4	4	Monster
Slagga's Sword of Slashin	3U	4	Hero Item, Hero
The Red Fang	2U	3	Hero Item, Infantry

Card Name	Cost	Force	Notes
Evil Sun Armour	2U	3	Hero Item, Armor
Daemon Staff	1U	2	Hero Item, Magic
The Crown of Sorcery	1U	2	Hero Item, Wizard
Horn of Urgok	1U	2	Hero Item, Signal
Book of Ashur	2U	3	Shaman Item, Magic
Standard of Might	1U	2	Infantry Item, Magic
Banner of Gork	2U	3	Infantry Item, Signal
Mork Save Us	2U	3	Spell, Armor
Fists of Gork	2U	3	Spell, Slay
Hand of Gork	3U	4	Spell, Flying
Ere We Go	2U	3	Spell, Cavalry
Mork wants Ya!	2U	3	Spell, Martyr
Gaze of Mork	3U	4	Spell, Death
Da Krunch	4U	5	Spell, Disaster
Waaagh!	5U	6	Spell, Signal
Frenzy	3	3	Greenskin Ability, Berserk
Hatred	2	2	Greenskin Ability, Berserk
Animosity	1	1	Greenskin Ability, Berserk

Note: You can also use the Goblin list. Racial Rules: When writing orders add one attribute of Berserk.

Goblin (gobos) Card List

Card Name	Cost	Force	Notes
General Grom	6U	5	Hero, Regenerate
Skarsnik	5U	4	Hero, Ambush
Goblin War Boss	4	4	Hero
Goblin Champion	3	3	Hero
Goblin Shaman	3	3	Magic
Goblin Spider Riders	3	3	Cavalry
Gigantic Spider	4	4	Monster, Mount
Forest Goblins	2	1	Archers, Scouts
Night Goblins	2	2	Infantry
Cockatrice	5	3	Monster, Magic, Flying
Stickas	2	2	Archers
Doom Driver Catapult	4L2	1D6	War Machine
Ball & Chain Fanatics	4	1D6	Berserk
Squig Herders	3	2	Monsters, Infantry
Squig Hoppers	3	2	Monsters, Cavalry
Squig Catapult	3L2	2	Monsters, War Machine
Giant Squig	3U	3	Monster
Gobo Spearchuckkas	1	1	Spears
Net Chukkas	2	1	Scout, Ambush
Wolf Riders	2	2	Cavalry
Wolf Chariot	3L2	3	Cavalry, Mount
War Gong	3	3	Signal
War Drums	2	2	Signal
River Troll	5	4	Monster, Regenerates
Giant	6	6	Monster
Jabberwock	5U	4	Monster, Flying, Mount
Standard Bearer	1	1	Signal
Goblobber	3	3	War Machine

Card Name	Cost	Force	Notes
Standard of Defiance	2U	3	Infantry Item, Armor
Fellblade	2U	3	Hero Item, Death
Elfbiter Axe	3U	4	Hero Item, Slay
Lucky Banner	2U	3	Hero Item, Signal

Note: You can also use the Ork list. Racial Rules: Ambush.
When writing orders add one attribute of Cowardly or

Undead Card List

Card Name	Cost	Force	Notes
Lichemaster	6U	6	Magic, Wizard
Doom Lord	6U	5	Magic, Wizard, Signal
Liche	5U	5	Magic, Wizard
Necromancer	4	4	Magic, Wizard
Vampire Lord	6U	5	Hero, Magic, Flying
Vampire Count	5	4	Hero, Magic, Flying
Vampire Thrall	4	3	Hero, Magic, Flying
Wraith Champion	5	5	Hero
Banshee	4	4	Fear
Wight Lord	4U	4	Hero
Undead Champion	3	3	Hero
Skeleton Champion	2	2	Hero
Spirit Host	5	5	Magic
Grave Guard	4	3	Infantry, Magic
Nightmare	1	1	Cavalry, Mount
Winged Nightmare	1U	1	Mount, Flying
Skeleton Warriors	1	1	Infantry
Skeleton Phalanx	1	1	Spears
Zombies	3	2	Infantry, Regenerate
Skeleton Archers	2	2	Archers
Grim Reapers	3L2	3	Infantry
Bat Swarm	2	1	Flying, Swarm
Ghouls	3L2	3	Ambush
Storm Rider Chariot	3	3	Cavalry, Mount
Skull Catapult	3	3	War Machine
Wight Cavalry	2	2	Cavalry
Dire Wolves	3	3	Beasts
Doom Wolf	4	4	Beast
Zombie Dragon	7	6	Monster, Flying, Mount
Carrion	4	3	Monster, Flying
Staff of Flaming Death	3U	4	Wizard Item, Archer
Black Amulet	1U	2	Wizard & Hero Item, Regenerate
Power Scroll	1U	2	Wizard Item, Wizard
Skull Staff	2U	3	Wizard Item, Magic
Staff of Damnation	3U	4	Wizard Item, Slay
Doomraider Banner	2U	3	Infantry Item, Signal
Banemaster	2U	3	Hero Item, Slay
Unholy Chalice	2U	3	Hero Item, Regenerate
Black Axe of Krell	2U	3	Hero Item, Monster
Asp Bow	2U	3	Hero Item, Archer
Sword of the Kings	4U	5	Hero Item, Signal

Card Name	Cost	Force	Notes
Armour of Bone	2U	3	Hero Item, Armor
Gem of Blood	2U	3	Wizard & Hero Item, Regenerate
Talon of Death	2U	3	Wizard & Hero Item, Monster
Aura of Dark Majesty	3U	4	Vampire Power or Spell, Signal
Curse of Years	2U	3	Vampire Power or Spell, Magic
Summon Undead Horde	3U	4	Spell, Signal
Vanhels Danse Macabre	4U	5	Spell, Cavalry
The Dark Mist	2U	3	Spell, Armor
Fear	1	1	Undead & Monster Ability, Fear
Terror	2	3	Monster Ability, Fear

Racial Ability: When writing orders add one attribute of Regenerate or Fear. Spells: Use spells from the Shadows and Death List.

Tomb Kings Of Khemri Card List

Card Name	Cost	Force	Notes
Tomb King	5U	5	Hero
Tomb Lord	4	4	Hero
Lich High Priest	5U	5	Wizard, Magic
Lich Priest	4	4	Wizard, Magic
Skeleton Charioteer	3	3	Cavalry, Mount
Skeleton Steed	1	1	Cavalry, Mount
Skeleton Cavalry	2	2	Cavalry
Book of Mighty Incarnations	2	3	Wizard Item, Wizard
Tomb Guard	2	2	Martyr
Mummy	4	4	Monster
Undead Scorpion Swarm	3	3	Swarm
Screaming Skeleton Catapult	3	2	War Machine, Fear
Serpent Staff	1U	2	Wizard Item, Monster
Flail of Skulls	2U	3	Hero Item, Berserk
Tomb King's Crown	4U	5	Hero Item, Signal
The Blazing Chariot	4U	4	Cavalry, Mount
Scroll of the Vengeful Dead	2U	3	Spell, Signal
Scroll of Righteous Smiting	2U	3	Spell, Death
Scroll of Urgency	2U	3	Spell, Cavalry
Asp Arrows	2L2	3	Hero Item, Archers

Racial Ability: When writing orders add one attribute of Monster or Fear. Notes: If you pick the Tomb Kings List, you may also use the Undead List. Spells: Use spells from the Death List.

Von Carstein Vampire Card List

Card Name	Cost	Force	Notes
Count Vlad Von Carstein	8U	7	Hero, Magic, Wizard (Vampire)
Isabella Von Carstein	4U	3	Hero, +2 with Vlad (Vampire)
Black Coach	4U	4	Cavalry, Mount
Wailing Blade	3U	4	Hero Item, Magic
Carstein Ring	3U	5	Von Carstein Item, Regenerate
Undying Love	3U	5	Von Carstein Virtue, Berserk
Pure Blood	1U	2	Vampire Power, Magic
Wolf Form	2U	3	Vampire Power, Beast

Card Name	Cost	Force	Notes
Honor or Death	2U	3	Vampire Power, Hero
Unbending Willpower	4U	5	Vampire Power, Courage
Transfix	2U	3	Vampire Power, Immobilize
Summon Wolves	3U	4	Vampire Power, Beasts
Bat Form	1U	2	Vampire Power, Swarm

Racial Ability: When writing orders add one attribute of Hero or Fear. Notes: If you pick the Von

Carstein List, you may also use the Undead List.

Order Of The Blood Dragon Vampire Card List

Card Name	Cost	Force	Notes
Grand Master Wallach	8U	7	Hero, Magic, Wizard (Vampire)
Crimson Blade	1U	2	Hero Item, Monster
Blood Chalice	2U	3	Hero & Wizard Item, Magic
Blood Dragon Standard	3U	4	Infantry Item, Signal
Undead Knights	4	3	Cavalry, Armor
Doomrider	1U	2	Vampire Power, Cavalry
Honor or Death	2U	3	Vampire Power, Hero
Might of Arms	2U	3	Vampire Power, Death
The Strength of Steel	2U	3	Vampire Power, Armor
Blademaster	3U	4	Vampire Power, Armor
Warrior Pride	2U	3	Vampire Power, Signal
Red Fury	3U	4	Vampire Power, Berserk
Killing Blow	4U	5	Vampire Power, Death
Heart Piercing	5U	6	Vampire Power, Slay

Racial Ability: When writing orders add one attribute of Hero or Berserk. Notes: If you pick the Blood

Dragon List, you may also use the Undead List.

Necrarch Vampire Card List

Card Name	Cost	Force	Notes
Melkhior the Ancient	8U	7	Hero, Magic, Wizard (Vampire)
Painbringer	3U	4	Hero Item, Magic
Grimoire Necronium	3U	4	Wizard Item, Wizard
Dark Acolyte	1U	2	Vampire Power, Wizard
Unbending Willpower	4U	5	Vampire Power, Courage
The Awakening	2U	3	Vampire Power, Death
Master of the Black Arts	3U	4	Vampire Power, Wizard
Supernatural Horror	2U	3	Vampire Power, Fear
Forbidden Lore	2U	3	Vampire Power, Magic
Curse of the Revenant	2U	3	Vampire Power, Armor
Death Incarnate	3U	4	Vampire Power, Monster
Nehekharas's Noble Blood	2U	3	Vampire Power, Hero

Racial Ability: When writing orders add one attribute of Wizard or Fear. Notes: If you pick the

Necrarch List, you may also use the Undead List.

Lahmia Vampire Card List

Card Name	Cost	Force	Notes
Neferata, Queen of Mysteries	8U	7	Hero, Magic, Wizard (Vampire)
Blood Kiss	4U	5	Vampire Power, Magic
Shadowblood	4U	5	Spell, Infantry
Dagger of Jet	2U	3	Hero Item, Slay
Ruby of Lahmia	2U	3	Vampire Item, Regenerate
Black Cloak of Lahmia	3U	4	Hero Item, Armor
Bastet the Familiar	1U	2	Wizard Item, Scout
Lightning Reflexes	2U	3	Vampire Power, Berserk
The Dead Walk Fast	1U	2	Vampire Power, Cavalry
Swiftness	2U	3	Vampire Power, Cavalry
Transfix	3U	4	Vampire Power, Immobilize
Quickblood	2U	3	Vampire Power, Armor
Innocence Lost	3U	4	Vampire Power, Slay
Mist Form	1U	2	Vampire Power, Beast
Seduction	2U	3	Vampire Power, Immobilize
Night Creature	3U	4	Vampire Power, Armor

Racial Ability: When writing orders add one attribute of Signal or Magic. Notes: If you pick the

Lahmia List, you may also use the Undead List.

Chaos Dwarf Card List

Card Name	Cost	Force	Notes
Chaos Dwarf Lord	5U	5	Hero
Chaos Dwarf Champion	4	4	Hero
Chaos Dwarf Sorcerer	4	4	Magic, Wizard
Chaos Dwarf Blunderbusses	3	3	Archers
Chaos Dwarves	2	2	Infantry
Earth Shaker Cannon	5L2	5	War Machine
Death Rocket	4L2	1D6	War Machine
Great Taurus	6	5	Mount, Flying, Monster
Chimera	5	4	Mount, Flying, Monster
Lammasu	4	3	Mount, Flying, Monster
Gorgon	5	4	Monster, Magic
Bull Centaurs	3	3	Cavalry
Bull Centaur Lord	5U	4	Hero, Cavalry
Hobgoblin Archers	2	2	Archers
Hobgoblin Wolfriders	2	2	Cavalry
Hobgoblins	2	2	Infantry
Hobgoblin Spears	2	2	Spears
Hobgoblin Bolt Thrower	3	3	War Machine
Minotaurs	4	4	Berserk
Minotaur Champion	5	5	Hero
Minotaur Lord	6U	6	Hero
Standard Bearer	1	1	Signal
Musician	1	1	Signal
Doomfire Ring	2U	3	Hero & Wizard Item, Magic
The Blade of Molten Lava	3U	4	Hero Item, Magic
The Armour of Uzkul	2U	3	Hero Item, Armor
Armor of the Furnace	3U	4	Hero Item, Armor
Dark Mace of Death	2U	3	Hero Item, Fear
Gauntlets of Bahzrak the Cruel	2U	3	Hero Item, Berserk

Card Name	Cost	Force	Notes
Banner of Slavery	2U	3	Infantry Item, Signal
Black Gem of Gnar	2U	3	Hero & Wizard Item, Scout
Chalice of Darkness	1U	2	Hero & Wizard Item, Regenerate
Obsidian Blade	2U	3	Hero Item, Spears
Black Hammer of Hashut	2U	3	Hero Item, Infantry
Talisman of Obsidian	1U	2	Hero & Wizard Item, Magic
Doomroar	4U	5	Spell, Fear
Shadows of Hashut	5U	6	Spell, Monster
Magma Pool	2U	3	Spell, Teleport
Eruption	3U	4	Spell, Death
Flaming Hide	2U	3	Spell, Armor
Ash Cloud	2U	3	Spell, Disaster
Sorcerer's Curse	2U	3	Spell, Hero
Flames of Azgorh	2U	3	Spell, Archer
Lava Storm	3U	4	Spell, Disaster
Fist of Fire	1U	2	Spell, Hero

Racial Ability: When writing orders add one attribute of Signal or War Machine. Spells: Use spells from the Metal or Fire lists.

Dark Elf Card List

Card Name	Cost	Force	Notes
Witch King of Naggaroth	7U	6	Hero, Wizard, Magic
Captain of the Black Guard	6U	6	Hero
Master Executioner	6U	5	Hero, Berserk
Master of Assassins	5U	4	Hero, Ambush
The Hag Queen	5U	5	Magic, Wizard
Beastlord	5U	4	Hero, Beast
Darklord General	5U	5	Hero
Deathdealer	3	3	Hero
Deathshade Champion	2	2	Hero
Witch-Helm Champion	4	3	Hero, Magic
Dread Knight	4	4	Hero
Dark Elf Wizard	4	4	Magic, Wizard
Dark Elf Sorceress	3	3	Magic, Wizard
Dark Elf Assassins	3L2	2	Scouts, Ambush
Doomdrakes	4	4	Cavalry
Cold One Knights	3	3	Cavalry
Cold One	1	1	Mount, Cavalry
Cold One Chariot	3	3	Mount, Cavalry
Manticore	6U	5	Mount, Monster Flying
Black Dragon	7U	6	Mount, Monster Flying
Dark Riders	2	2	Cavalry
Whelp Master & Warhounds	2L2	2	Beasts
Dark Elf Crossbows	2	2	Archers
Repeating Crossbows	3	3	Archers
Witch Elves	4L2	3	Infantry, Magic
Dark Elf Warriors	2	2	Infantry
Dark Elf Corsiars	3	3	Infantry
Executioners	4L2	4	Berserk
Black Guard	3L2	3	Martyr

Card Name	Cost	Force	Notes
Dark Elf Spearmen	2	2	Spears
Dark Elf Shades	2L2	2	Scouts
Reaper Bolt Throwers	2	2	War Machine
Standard Bearer	1	1	Signal
Cauldron of Blood	5U	3	Magic, Regenerate, Signal
War Hydra	6U	5	Monster, Regenerate
Parasitic Blade	2U	3	Hero Item, Drain
Arcane Arrow	1U	2	Hero Item, Archer
Frostblade	2U	3	Hero Item, Magic
Executioners Axe	2U	3	Hero Item, Berserk
Deathsword	3U	4	Hero Item, Slay
Amulet of Fire	1U	2	Wizard Item, Archer
Parrying Blade	2U	3	Hero Item, Armor
Hydra Sword	2U	3	Hero Item, Infantry
Whip of Agony	2U	3	Hero Item, Fear
Galvorn Armor	2U	3	Hero Item, Armor
Sea Dragon Cloak	1U	2	Hero Item, Armor
Darkstar Cloak	1U	2	Wizard Item, Armor
Blade of Ensorcelled Iron	2U	3	Hero Item, Hero
Armour of Meteoric Iron	3U	4	Hero Item, Armor

Racial Ability: When writing orders add one attribute of Wizard or Cavalry. Spells: Use spells from the Shadow or Death lists.

High Elf Card List

Card Name	Cost	Force	Notes
Prince Tyrion	5U	5	Hero
Elf Lord	4	4	Hero
Mage Lord Teclis	6U	6	Magic, Wizard
Archmage	5	5	Magic, Wizard
Pegasus	1	1	Mount, Flying
Elven Steed	1	1	Mount, Cavalry
Griffon	4	4	Mount, Flying
Unicorn	4	3	Mount, Magic, Cavalry
Great Eagle	5	5	Mount, Flying
Dragon	7	6	Mount, Flying, Monster
Commander	3	3	Hero
Mage	4	4	Magic, Wizard
Priest of Isha	2	2	Magic
Sea Elf Spears	2	2	Spears
Sea Elf Archers	2	2	Archers
Light Elf Spears	1	1	Spears
Light Elf Archers	3	3	Archers
Guards of the Gates	4L2	3	Infantry, Archers
White Lion Axers	4	4	Infantry
Gales of Blades	3	3	Scouts
Shadow Worriers	3L2	2	Scouts, +2 vs Dark Elves
Lothorn Seaguard	3L4	2	Infantry, Archers
Repeater Bolt Thrower	3	2	War Machine
Phoenix Guard	4	3	Armor, Spears
Sword Master	5	5	Hero

Card Name	Cost	Force	Notes
Tiranoc Chariot	4	4	Cavalry
Silver Helms	3	3	Cavalry
Ellyrian Reavers	3	2	Cavalry, Scouts
Dragon Princes	5	5	Cavalry
Dragon Kin	8	7	Flying, Monster
Earth Elemental	8U	7	Magic, Monster
Water Elemental	6U	5	Magic, Monster
Fire Elemental	7U	6	Magic, Monster
Air Elemental	6U	4	Magic, Flying, Monster
Handmaiden Guard	2L2	1	Spears, Archers
Banner of Hoeth	2U	2	Signal
High Elf Warhorn	1U	1	Signal
Staff of Power	3U	4	Wizard Item, Magic
Banisher Sword	2U	3	Hero Item, +2 vs Undead
Potion of Might	1L2	2	Hero Item, Magic
Dragonlance Lance	3U	4	Hero Item, +2 vs Monsters
Drain Magic	2U	3	Spell, +4 vs Wizard
Vaults Unmaking	3U	4	Spell, Magic Resistance
Fury of Khaine	4U	5	Spell, Infantry
Flames of the Phoenix	5U	6	Spell, Flying

Racial Ability: When writing orders add one attribute of Wizard or Hero. Spells: Use spells from any list.

Empire Card List

Card Name	Cost	Force	Notes
Emperor Karl Franz	7U	6	Hero, Armor
The Grand Theogonist	5U	5	Magic
Battle Wizard	4	4	Magic, Wizard
Champion of the Empire	6	6	Hero
Imperial Hero	5	5	Hero
Elector Counts	4	3	Hero, Cavalry
Captain	3	3	Hero
Imperial Herald	2	2	Signal
Imperial Outriders	3L2	1	Cavalry, Scouts, Archers
Knights of the Blazing Sun	3	3	Cavalry
Knights Panther	4	4	Cavalry
White Wolf Knights	5	5	Cavalry
Reiksguard	4	3	Infantry, Armor
Greatswords	3	3	Infantry
Footsoldiers	1	1	Infantry
Swordsmen	2	2	Infantry
Flagellants	2	2	Berserker
Halberdiers	3	3	Spears
Halflings	1	1	Scouts
Pistoliers	2	1	Archers, Cavalry
Crossbowmen	2	2	Archers
Handgunners	3	3	Archers
Bowmen	2	2	Archers
Imperial War Wagon	4L2	3	Armor, Cavalry
Helblaster Volley Gun	3	3	War Machine

Card Name	Cost	Force	Notes
Imperial Great Cannon	5	5	War Machine
Imperial Steam Tank	6U	5	Armor, War Machine
Halfling Hotpot	2	2	War Machine
Pegasus	2L2	2	Mount, Flying
Hippogriff	3L2	3	Mount, Flying
Armor of Brilliance	2U	3	Hero Item, Armor
Blessed Sword	1U	2	Hero Item, +2 vs Undead
Hammer of Sigmar	3U	4	Hero Item, Infantry
Banner of Wrath	2U	3	Infantry Item, Signal
Standard of Sorcery	1U	2	Infantry Item, Magic
Sword of Might	3U	4	Hero Item, Magic
Orb of Thunder	2U	3	Wizard Item, Archers
Ring of Volans	1U	2	Hero & Wizard Item, Magic

Racial Ability: When writing orders add one attribute of Infantry or Cavalry. Spells: Use spells from any 2 lists.

Bretonnian Card List

Card Name	Cost	Force	Notes
Duke	5	5	Hero
The Green Knight	5U	4	Hero, Magic
Champion	4	4	Hero
Paladin	4	3	Hero, Magic
Squire	1	1	Hero
Gamekeeper	2L2	1	Hero, Scout
Fey Enchantress	5U	5	Magic, Wizard
Damsel of the Lady	3	3	Magic, Wizard
Barded Warhorse	1	1	Mount, Cavalry
Pegasus	2L2	2	Mount, Flying
Hippogriff	3L2	3	Mount, Flying
Ribaud Organ Gun	3	3	War Machine
Table Mounted Cannon	4	4	War Machine
Ballista	2	2	War Machine
Bretonnian Lords	5	4	Cavalry, Armor
Grail Knights	4	4	Cavalry
Knights of the Realm	3	3	Cavalry
Knights Errant	2	2	Cavalry
Bowmen of Bergerac	3	3	Archers
Bretonnian Archers	2	2	Archers
Foot Knights	3	3	Infantry
Retainers	2	2	Infantry
Bretonnian Pikes	2	2	Spears
Men-at-arms with Halberds	3	3	Spears
Sergeant	2	1	Hero, Signal
Standard Bearer	1	1	Signal
Musician	1	1	Signal
Amber Amulet	1U	2	Hero & Wizard Item, Magic
Blade of Couronne	2U	3	Hero Item, +2 vs Undead
Morning Star of Fracasse	2U	3	Hero Item, +2 vs Items
Armor of Brilliance	2U	3	Hero Item, Armor
Lance of the Quest	2U	3	Hero Item, Cavalry

Card Name	Cost	Force	Notes
Mithril Great Helm	1U	2	Hero Item, Armor
Ruby Goblet	2U	3	Hero & Wizard Item, Magic
Holy Icon	3U	4	Hero & Wizard Item, Magic
Tress of Isoulde	3U	4	Hero Item, +2 vs Heroes
Crown of Bretonnia	4U	5	Hero Item, Signal
Banner of Righteous Retribution	2U	3	Infantry Item, +2 vs Archers
Valorous Standard	2U	3	Infantry Item, Signal
The Silver Mirror	1U	2	Wizard Item, +2 vs Wizards
Errantry Banner	1U	2	Cavalry Item, Signal
Lance Formation	1U	2	Cavalry Tactic, Signal
Knight's Virtue	1U	2	Hero Virtue, Cavalry
Questing Virtue	2U	3	Hero Virtue, Scout
Grail Virtue	3U	4	Hero Virtue, Signal
Lady of the Lake Blessing	4U	5	Hero Virtue, Hero
Plate-Mail	1U	2	Hero or Knight Virtue, Armor

Racial Ability: When writing orders add one attribute of Hero or Armor. Spells: Use spells from any 2

lists except Shadows & Death.

Kislev Card List

Card Name	Cost	Force	Notes
The Ice Queen of Kislev	7U	7	Magic, Wizard
Frost Mage	4	4	Magic, Wizard
Kislev Horse Archers	3	2	Cavalry, Archers
Kislev Winged Lancers	3	3	Cavalry
Kislev Youths	2	2	Infantry
Kislev Veterans	3	3	Infantry
Kislev Crossbows	2	2	Archers
Kislev Spears	2	2	Spears
Kislev Scouts	1	1	Scouts
Polar Bears & Trainer	3	3	Beast
Crystal Cloak	2U	3	Spell, Ambush
Freeze	2U	3	Spell, Infantry
Death Freeze	3U	4	Spell, Death
Ice Shards	4U	5	Spell, Archers
Fear Frost	5U	6	Spell, Fear
Chill Wind	5U	6	Spell, Immobilize

Racial Ability: When writing orders add one at-

tribute of Berserk or Cavalry.

Lizardman Card List

Card Name	Cost	Force	Notes
Slann Mage-Priest	5U	5	Magic, Wizard
Palanquin	3U	3	Mount, Signal
Cold Blooded	1	1	Lizardman Virtue, Hero
Saurus Hero	3	3	Hero
Cold One	1	1	Mount, Cavalry
Skink Hero	2	2	Hero
Shield of the Old Ones	3	3	Lizardman Virtue, Armor

Card Name	Cost	Force	Notes
Thick Skinned	2	2	Lizardman Virtue, Armor
Scaly Skinned	1	1	Lizardman Virtue, Armor
Skink Shaman	1	1	Magic, Wizard
Stegadon with Giant Bow	5	4	Monster, War Machine
Stegadon	4	4	Mount, Monster
Saurus Warriors	3	3	Infantry
Skink Skirmishers	2	2	Archers, Scout
Poisoned Arrows	1	2	Archers & Scout Item, Poison
Poisoned Javelins	2	3	Archers & Scout Item, Poison
Aquatic	1	1	Skink Virtue, Ambush
Jungle Swarm	3	3	Swarm
Temple Guards	2	2	Infantry, Martyr
Saurus Cavalry	3	3	Cavalry
Kroxigors	4	4	Berserkers
Salamander	4L2	3	Cavalry, Monster
Skink Runners	1	1	Cavalry
Terradon Riders	3	2	Flying, Archers
Chameleon Skinks	3L2	2	Ambush, Scouts
Chameleon	2	2	Lizardman Virtue, Ambush
Piranha Blade	2U	3	Hero Item, Infantry
Dagger of Sotek	1U	2	Hero & Wizard Item, Poison
Sword of the Hornet	3U	4	Hero Item, Hero
Bitametl	2U	3	Hero Item, Armor
Stegadon Helm	3U	4	Hero Item, Armor
Glyph Necklace	2U	3	Hero & Wizard Item, Regenerate
Amulet of Itzl	1U	2	Hero & Wizard Item, Armor
Amulet of Xapati	1U	2	Hero & Wizard Item, Magic
Cloak of Feathers	1U	2	Hero & Wizard Item, Flying
Bane Head	2U	3	Hero Item, +2 vs Heroes
Plaque of Dominion	3U	4	Wizard Item, Wizard
Totem of Prophecy	1U	2	Infantry Item, Fear
Sun Standard of Chotec	2U	3	Infantry Item, Armor
Totem of the Crested Ones	1U	2	Infantry Item, Armor
Jaguar Standard	1U	2	Infantry Item, Cavalry
Mark of the Old One	2U	3	Hero & Wizard Mark, Armor
Mark of Tlaxcotl	2U	3	Hero & Wizard Mark, Signal
Mark of Chotec	2U	3	Hero & Wizard Mark, Infantry
Mark of Sotek	2U	3	Hero & Wizard Mark, Berserk
Mark of Topec	2U	3	Wizard Mark, Wizard
Mark of Huanchi	2U	3	Hero & Wizard Mark, Cavalry
Mark of Tzunki	2U	3	Hero & Wizard Mark, Spears

Racial Ability: When writing orders add one attribute of Scout or Armor. Spells: Use spells from any list.

Khorne Demons Card List

Card Name	Cost	Force	Notes
Bloodthirster	9U	7	Monster, Berserk, Flying
Bloodletters	3	3	Berserk

Card Name	Cost	Force	Notes
Khorne Juggernaut Riders	4	4	Cavalry
Khorngor Beastmen	2	2	Infantry
Khorne's Favor	1	1	Demonic Gift, Berserk
Spellbreaker	1U	1	Demonic Gift, Wizard
Blood Greed of Khorne	2U	2	Demonic Gift, Berserk
Armor of Khorne	2U	2	Demonic Gift, Armor
Mark of Khorne	2	2	Chaos Mark, Berserk

Notes: If you pick a Demon List, you may also use the Chaos List. Racial Ability: When writing orders add one attribute of Infantry or Berserk.

Nurgle Demons Card List

Card Name	Cost	Force	Notes
Great Unclean One	9U	7	Monster, Regenerate, Wizard
Plaguebearers	3	3	Regenerate
Beast of Nurgle Riders	4	3	Cavalry, Monster
Beast of Nurgle	3	3	Monster
Pestigor Beastmen	2	2	Infantry
Nurglings	1	1	Martyr
Nurgle's Cloud of Flies	1	1	Demonic Gift, Swarm
Pillar of Putrefaction	3U	4	Spell, Flying
Rancid Visitation	3U	4	Spell, Poison
Plague Wind	4U	5	Spell, Disease
Shrivelling Pox	4U	5	Spell, Death
Stench of Nurgle	5U	6	Spell, Immobilize
Plague Flail	3U	4	Hero Item, Death
Death Head of Nurgle	1	2	Hero or Wizard Item, Archer
Stream of Corruption	2	2	Chaos Gift, Poison
Miasma of Pestilence	3	3	Chaos Gift, Disease
Immensity	2	2	Chaos Gift, Armor
Biting Tongue	1	1	Chaos Gift, Spears
Face of Nurgle	2	2	Chaos Gift, Fear
Nurgling Infestation	2	2	Chaos Gift, Berserk
Nurgle's Rot	1	1	Chaos Gift, Disease
Mark of Nurgle	1	1	Chaos Mark, Fear

Notes: If you pick a Demon List, you may also use the Chaos List. Racial Ability: When writing orders add one attribute of Fear or Magic. Spells: Use spells from any list.

Tzeentch Demons Card List

Card Name	Cost	Force	Notes
Lord of Change	9U	6	Monster, Magic, Wizard, Flying
Horrors	3	3	Magic
Flamers of Tzeentch	3	2	Flying, Archers
Tzaangor Beastmen	2	2	Infantry
Disc of Tzeentch	1	0	Flying, Mount, Magic
Tzeentch's Will	2U	2	Demonic Gift, Magic
Blue Fire of Tzeentch	2U	3	Spell, Archer
Shield of Fire	3U	4	Spell, Armor

Card Name	Cost	Force	Notes
Pink Fire of Tzeentch	3U	4	Spell, War Machine
Boon of Tzeentch	4U	5	Spell, Magic
Touch of Tzeentch	4U	5	Spell, Death
Glean Magic	5U	6	Spell, Wizard
Mark of Tzeentch	2	2	Chaos Mark, Wizard

Notes: If you pick a Demon List, you may also use the Chaos List. Racial Ability: When writing orders add

one attribute of Wizard or Magic. Spells: Use spells from any list.

Slaanesh Demons Card List

Card Name	Cost	Force	Notes
Keeper of Secrets	9U	7	Monster, Magic, Wizard
Daemonettes	3	3	Spears
Fiends of Slaanesh	3	3	Infantry
Steed of Slaanesh Riders	3	3	Cavalry
Slangor Beastmen	2	2	Infantry
Soporific Musk	2	2	Demonic Gift, Infantry
Aura of Slaanesh	2U	2	Demonic Gift, Signal
Pain of Slaanesh	2U	3	Spell, Immobilize
Cacophonic Choir	3U	4	Spell, Signal
Bondage of Slaanesh	3U	4	Spell, Immobilize
Acquiescence	4U	5	Spell, Fear
Cursed Caress	4U	5	Spell, Slay
Succour of Chaos	5U	6	Spell, Signal
Mark of Slaanesh	2	2	Chaos Mark, Magic

Notes: If you pick a Demon List, you may also use the Chaos List. Racial Ability: When writing orders

add one attribute of Signal or Magic. Spells: Use spells from any list.

Chaos Card List

Card Name	Cost	Force	Notes
Demon Prince	7U	5	Hero, Flying, Wizard
Exalted Demon	5	5	Hero
Chaos Lord	5U	5	Hero
Chaos Sorcerer Lord	6U	5	Hero, Magic, Wizard
Exalted Champion	4L2	4	Hero
Chaos Champion	3	3	Hero
Chaos Sorcerer	3	3	Magic, Wizard
Chaos Warriors	4	3	Infantry, Armor
Chaos Knights	4	3	Cavalry, Armor
Chaos Bowmen	2	2	Archers
Familiar	1	1	Wizard "Item", Wizard
Chaos Cultists	1	1	Infantry
Chaos Thugs	2	2	Infantry
Chaos Marauders	2	2	Ambush
Marauder Chieftan	2	2	Hero
Aspiring Champion	1	1	Hero
Chaos Steed	1	1	Cavalry, Mount
Chaos Chariot	3	3	Cavalry, Mount
Marauder Cavalry	2	2	Cavalry

Card Name	Cost	Force	Notes
Chaos Tomb Blade	2	3	Hero Item, Fear
Demon Sword	2	3	Hero Item, Infantry
Crimson Armor of Dargan	3	4	Hero Item, Armor
Chaos Runeshield	2	3	Hero Item, Armor
Banner of Wrath	2	3	Infantry Item, Archer
Skull of Katam	1	2	Wizard Item, Archer
Blade of the Ether	2U	3	Hero Item, Hero
Spellcaster	1	2	Hero Gift, Wizard
Magic Resistance	1	1	Demonic Gift, Magic Resistance
Soul Hunger	1U	1	Demonic Gift, Infantry
Chaos Disruption	1U	1	Demonic Gift, Armor
Radiance of Dark Glory	2U	2	Demonic Gift, Armor
Diabolic Splendor	1U	1	Demonic Gift, Magic
Cause Fear	1	1	Demonic Gift, Fear

Racial Ability: When writing orders add one attribute of Fear or Berserk. Notes: You may also use

the Beastmen List. Spells: Use spells from Beast, Metal, Shadows, Fire, Heavens, and Death Lists.

Beastmen Card List

Card Name	Cost	Force	Notes
Beastlord	5	5	Hero
Beastman Chieftan	4	4	Hero
Beastman Champion	4	3	Hero, Berserk
Beastman Shaman	3U	3	Magic, Wizard
Ungor Beastmen	1	1	Scout
Gor Beastmen	2	2	Infantry
Beastmen Spears	2	2	Spears
Bestigor Beastmen	3	3	Berserk
Standard Bearer	1	1	Signal
Musicians	2	2	Signal
Flesh Hounds	2	2	Beasts
Chaos Spawn	4	4	Monster
Chimera	6	5	Monster, Flying, Mount
Minotaurs	4	4	Berserk
Centaurs	4	3	Cavalry, Archers
Harpies	2	2	Flying
Chaos Trolls	5	4	Monster, Regenerate
Chaos Ogres	4	4	Monster
Dragon Ogre	5U	5	Monster
Chaos Dragon	7	6	Monster, Flying, Mount
Beastmen Chariot	2	2	Cavalry, Mount
Scimitar of Skultar	2U	3	Hero Item, Hero
Great Fang	2U	3	Hero Item, Spears
Axes of Khorgor	2U	3	Hero Item, Infantry
Black Maul	1U	2	Hero Item, Monster
Armor of Bones	2U	3	Hero Item, Armor
Shield of Korag	1U	2	Hero Item, Armor
Helm of the Minotaur	1U	2	Hero Item, Fear
Blood Drinker Armour	2U	3	Hero Item, Berserk
Horn of Gungrak	3U	4	Hero Item, Signal
Cursing Bones	1U	2	Wizard or Hero Item, Magic

Card Name	Cost	Force	Notes
Spell Totem	2U	3	Wizard Item, Wizard
Iron Collar	1U	2	Hero Item, Armor
Heart of Chaos	2U	3	Hero Item, Berserk
Shaman Staff	1U	2	Wizard Item, Wizard
Beast Banner	1U	2	Infantry Item, Signal

Racial Ability: When writing orders add one attribute of Beast or Berserk. Spells: Use spells from Beast, Shadows, and Death Lists.

Spell Lists

The Lore Of Fire

Card Name	Cost	Force	Notes
Fireball	2U	3	Spell, Archers
Flaming Sword of Rhuin	2U	3	Spell, Death
Fiery Blast	3U	4	Spell, Slay
Burning Head	4U	5	Spell, Fear
Conflagration of Doom	5U	6	Spell, Disaster
Wall of Fire	5U	6	Spell, Armor

The Lore Of The Heavens

Card Name	Cost	Force	Notes
Second Sign of Amul	2U	3	Spell, Magic
Portent of Far	2U	3	Spell, Scout
Forked Lightning	3U	4	Spell, Spears
Uranons's Thunderbolt	4U	5	Spell, Slay
Storm of Cronos	4U	5	Spell, Death
The Comet Casandora	5U	6	Spell, Disaster

The Lore Of Metal

Card Name	Cost	Force	Notes
Rule of Burning Iron	1U	2	Spell, Slay
Commandment of Brass	2U	3	Spell, Immobilize
Transmutation of Lead	3U	4	Spell, Cavalry
Distillation of Molten Silver	3U	4	Spell, Archers
Law of Gold	4U	5	Spell, Magic Resistance
Bane of Forged Metal	5U	6	Spell, Magic Resistance

The Lore Of Light

Card Name	Cost	Force	Notes
Pha's Illumination	2U	3	Spell, Scout
Shem's Burning Gaze	2U	3	Spell, Archers
Urru's Dazzling Brightness	2U	3	Spell, Spears
Ulzah's Healing Hand	3U	4	Spell, Regenerate
Karu's Guardian Light	3U	4	Spell, Courage
Amshu's Blinding Light	4U	5	Spell, Immobilize

The Lore Of Shadow

Card Name	Cost	Force	Notes
Steed of Shadows	1U	2	Spell, Mount, Cavalry
Creeping Death	2U	3	Spell, Swarm
Pelt of Midnight	3U	4	Spell, Armor
Shades of Death	3U	4	Spell, Hero
Unseen Lurker	4U	5	Spell, Ambush
Pit of Shades	5U	6	Spell, Death

The Lore Of Life

Card Name	Cost	Force	Notes
Father of the Thorn	3U	4	Spell, Immobilize
The Howling Wind	3U	4	Spell, Fear
Master of the Wood	3U	4	Spell, Ambush
Master of Stone	3U	4	Spell, Death
The Rain Lord	4U	5	Spell, Armor
Mistress of the Marsh	1U	2	Spell, Immobilize

The Lore Of Beasts

Card Name	Cost	Force	Notes
The Oxen Stands	2U	3	Spell, Immobilize
The Eagle's Cry	2U	3	Spell, Scout
The Bear's Anger	2U	3	Spell, Beast

Card Name	Cost	Force	Notes
The Crow's Feast	3U	4	Spell, Flying
The Beast Cowers	3U	4	Spell, Fear
The Wolf Hunts	4U	5	Spell, Cavalry

The Lore Of Death

Card Name	Cost	Force	Notes
Dark Hand of Death	2U	3	Spell, Death
Death Dealer	2U	3	Spell, Ambush
Steal Soul	3U	4	Spell, Drain

Card Name	Cost	Force	Notes
Wind of Death	3U	4	Spell, Poison
Drain Life	4U	5	Spell, Drain
Doom & Darkness	5U	6	Spell, Fear

The Lore Of Jade

Card Name	Cost	Force	Notes
The Green Eye	1U	2	Spell, Scout
The Jade Shroud	1U	2	Spell, Regenerate
The Emerald Fountain	2U	3	Spell, Archer
Hand of Decay	2U	3	Spell, Drain
The Cloak of Dainne	2U	3	Spell, Armor
The Pool of Many Places	3U	4	Spell, Flying
The Jade Casket	3U	4	Spell, Regenerate
The Thousand Cuts	3U	4	Spell, Spears
Mist of Speed	3U	4	Spell, Cavalry
The Emerald Waterfall	4U	5	Spell, Disaster

Variants

Designers Notes

50 card decks would have a cost limit of 125.

Doing Research... Will add more: Spells, Magic Items, Units, Army Lists Possible rules revisions.

***first Edition Basic Rules Variant**

***turn Sequence**

Each turn has 4 phases: Orders Phase March Phase
Battle Phase Blood Phase

***orders Phase**

Players draw a hand of 10 cards. If a deck runs out, shuffle the reserve pile & draw from it.

***march Phase**

Players may discard up to 5 cards to their reserve piles and draw replacement cards.

***battle Phase**

Players reveal their hands. Determine a Battle Total for each player. Each card contributes its force rating to the Battle Total.

The Player with the most Archer units gets a +2 bonus. The Player with the most Infantry units gets a +2 bonus. The Player with the most Spears units gets a +2 bonus.

The Player with the most War Machine units gets a +2 bonus. The Player with the most Cavalry units gets

a +2 bonus. The Player with the most Flying units gets a +2 bonus.

The Player with the most Leader units gets a +2 bonus. The Player with the most Hero units gets a +2 bonus. The Player with the most Magic units gets a +2 bonus.

The Player with the most Scout units gets a +2 bonus. The Player with the most Monster units gets a +2 bonus. The Player with the most Beast units gets a +2 bonus.

The Player with the most Spears units gets a +2 bonus. If you play a Leader card with a Mount card get a +1 bonus. If a unit has the Ambush trait roll 1D6: On 1-3 the units Force is +2. On 4-6 there is no bonus.

If a unit has a "Versus" attribute (Such as +2 vs Orcs) the Unit only gets the bonus if the opponent plays a unit of the appropriate type. Items may only be played if a card that can use it is also played.

***blood Phase**

The Player with the highest Battle Total wins the hand. The loser puts his 1D6 random cards into his casualty pile. Remaining cards go into each players reserve pile.





Warp Hammer Empires

Introduction

War Hammer Theme. Module for the [Warp Empires: Basic Rules System And Campaigns](#) Warp Empires system. You must use the Warp Empires system to play this game.

Map

Fantasy Setting

Victory

Either side wins automatically if all opposing units are destroyed.

Setup

Each side starts with a City, 2 Heroes and 10 random units.

Action Deck

Players share a common Action deck (at bottom of page).

Revenue Phase

Villages produce a Revenue = 1 Towns & Mines produce a Revenue = 2 Cities produce a Revenue = 3

Recruit Phase

Spells can be attached to any stack with a Wizard unit. Units must start in a settlement you control. Ships must start in a Coastal settlement.

Move Phase

Flyers can move up to 4 spaces. Flyers can jump over enemy units. Ships & Sea units can only move into coastal spaces or spaces with lakes or rivers.

Only Flyers, Ships & Sea units can enter deep sea spaces. Each Ship can carry one other unit. A nonflying stack must stop upon entering a mountain, swamp, or desert territory.

Battle Phase

Wizards & Heroes are considered to be Leaders. Towns & Forests give defending units +1 Force each. Cities, Castles and Mountains give defending units +2 Force each.

If defeated, Heroes are simply sent back to the unit chit pile. Spells only generate Force if there is a Wizard in the stack. Magic Items only generate Force if the indicated unit type is in the stack.

Mounts only generate Force if there is a Wizard or Hero that can ride them. Spell chits & Enhancement chits are automatically discarded after a battle before Casualties are determined.

Dwarf Unit List

Unit Name:	#/Speed	Cost	Force	Notes
Gotrek Gurnisson	1M	4	3	Hero, +2 if played with Felix
Felix Jaegar	1M	3	3	Hero
Anvil of Doom	1M	7	6	Magic, Signal, Wizard
Thorim Grudgebearer	1M	7	6	Hero, Armor
Dwarf Lord	1M	6	5	Hero, Armor
Dwarf Runesmith	2M	3	3	Magic, Wizard
Hero	2M	4	3	Hero, Armor
Champion	2M	5	4	Hero, Armor
Standard Bearer	2S	1	1	Signal
Hornblower	2S	1	1	Signal
Clansmen	2S	3	2	Infantry, Armor
Longbeards	2S	2	2	Infantry
Dwarf Pikes	2S	1	1	Spears
Norse Dwarves	2S	3	3	Berserk
Troll Slayers	2S	3	2	Infantry, +2 vs Monsters
Giant Slayers	2S	4	3	Infantry, +2 vs Monsters

Unit Name:	#/Speed	Cost	Force	Notes
Iron Breakers	2S	4	3	Infantry, Armor
Tunnel Fighters	2S	3	3	Scouts
Hammerers	2S	2	2	Infantry
Organ Gun	2S	4	4	War Machine
Bolt Thrower	2S	3	3	War Machine
Thunderers	2S	3	3	Archers
Crossbows	2S	2	2	Archers
Mortar	2S	4	4	War Machine
Fire Thrower	2S	2	2	War Machine
Rangers	2M	3	2	Scouts, Ambush
Runners	2F	1	1	Scouts
Gyrocopter	2FF	3	2	Scout, Flyer
Runestaff	1	2	3	Wizard Item, Hero
Rune Hammer	1	2	3	Hero Item, Magic
Nautilus	2M	6	3	Ship, Ambush, +6 vs Ships
Monitor	2M	7	7	Ship, War Machine
Ironclad	2M	8	8	Ship, Armor
Dreadnaught	1M	9	9	Ship, War Machine
Rune of Cleaving	1	-	3	Spell, Death
Rune of Courage	1	-	3	Spell, Courage
Iron Rune	1	-	4	Spell, Armor
Rune of Might	1	-	5	Spell, Hero
Rune of Banishment	1	-	6	Spell, +2 vs Monsters
Rule of Burning Iron	1	-	2	Spell, Slay
Commandment of Brass	1	-	3	Spell, Immobilize
Transmutation of Lead	1	-	4	Spell, Cavalry
Distill Molten Silver	1	-	4	Spell, Archers
Law of Gold	1	-	5	Spell, Magic Resistance
Bane of Forged Metal	1	-	6	Spell, Magic Resistance
Stalwart	2	-	1	Enhancement, Armor
Stubborn	2	-	2	Enhancement, Armor

Ork Unit List

Unit Name:	#/Speed	Cost	Force	Notes
Azhag the Slaughterer	1M	7	6	Hero, Armor
Gorfang Rotgut	1M	6	6	Hero
Orc War Boss	1M	5	5	Hero
Orc Shaman	2M	4	4	Magic, Wizard
Arrer Boyz	2M	2	2	Archers
Orc Boyz	2M	2	2	Infantry
Gretchen Mob	2M	1	1	Infantry
Harpy	2FF	3	3	Flying
Giant Black Orcs	2M	5	5	Infantry
Big'uns	2M	4	4	Infantry
Savage Orcs	2M	3	3	Infantry
Wyvern	2FF	5	5	Mount, Flying
Snakebite Orks	2M	3	2	Spears, Scouts
War Altar	2S	6	4	Signal, Magic, Wizard

Unit Name:	#/Speed	Cost	Force	Notes
Orc Man Mangler	2S	4	4	War Machine
Scythed Battle Chariot	2M	3	3	Cavalry
Boar Boys (Snortas)	2F	2	2	Cavalry
Rock Lobber	2S	4	4	War Machine
Stone Troll	2M	5	4	Monster, Regenerates
Snotlings	2M	1	1	Infantry
Snotling Pump Wagon	2M	2	2	War Machine
Ogre	2M	4	4	Monster
Slagga's SwordofSlashin	1	3	4	Hero Item, Hero
The Red Fang	1	2	3	Hero Item, Infantry
Evil Sun Armour	1	2	3	Hero Item, Armor
Daemon Staff	1	1	2	Wizard Item, Magic
The Crown of Sorcery	1	1	2	Hero Item, Wizard
Horn of Urgok	1	1	2	Hero Item, Signal
Book of Ashur	1	2	3	Wizard Item, Magic
Standard of Might	1	1	2	Infantry Item, Magic
Banner of Gork	1	2	3	Infantry Item, Signal
Big Chukka	3	6	6	Ship, War Machine
Drilla Killa	3	7	7	Ship, Berserk
Hulk	1	9	9	Ship, Armor
Mork Save Us	1	-	3	Spell, Armor
Fists of Gork	1	-	3	Spell, Slay
Hand of Gork	1	-	4	Spell, Flying
Ere We Go	1	-	3	Spell, Cavalry
Mork wants Ya!	1	-	3	Spell, Martyr
Gaze of Mork	1	-	4	Spell, Death
Da Krunch	1	-	5	Spell, Disaster
Waaagh!	1	-	6	Spell, Signal
Frenzy	1	-	3	Enhancement, Berserk
Hatred	1	-	2	Enhancement, Berserk
Animosity	1	-	1	Enhancement, Berserk

Empire Unit List

Unit Name:	#/Speed	Cost	Force	Notes
Emperor Karl Franz	1F	7	6	Hero, Armor
The Grand Theogonist	1M	6	5	Magic, Wizard
Battle Wizard	2M	4	4	Magic, Wizard
Champion of the Empire	2F	6	6	Hero
Imperial Hero	2F	5	5	Hero
Elector Counts	2F	4	3	Hero, Cavalry
Captain	2F	3	3	Hero
Imperial Herald	2M	2	2	Signal
Imperial Outriders	2F	3	1	Cavalry, Scouts, Archers
KnightsoftheBlazingSun	2F	3	3	Cavalry
Knights Panther	2F	4	4	Cavalry
White Wolf Knights	2F	5	5	Cavalry
Reiksguard	2M	4	3	Infantry, Armor
Greatswords	2M	3	3	Infantry

Unit Name:	#/Speed	Cost	Force	Notes
Footsoldiers	2M	1	1	Infantry
Swordsmen	2M	2	2	Infantry
Flagellants	2M	2	2	Berserker
Halberdiers	2M	3	3	Spears
Halflings	2M	1	1	Scouts
Pistoliers	2F	2	1	Archers, Cavalry
Crossbowmen	2M	2	2	Archers
Handgunners	2M	3	3	Archers
Bowmen	2M	2	2	Archers
Imperial War Wagon	1M	4	3	Armor, Cavalry
Helblaster Volley Gun	2S	3	3	War Machine
Imperial Great Cannon	2S	5	5	War Machine
Imperial Steam Tank	1M	6	5	Armor, War Machine
Halfling Hotpot	1S	2	2	War Machine
Pegasus	1FF	2	2	Mount, Flying
Hippogriff	1FF	3	3	Mount, Flying
Armor of Brilliance	1	2	3	Hero Item, Armor
Blessed Sword	1	1	2	Hero Item, +2 vs Undead
Hammer of Sigmar	1	3	4	Hero Item, Infantry
Banner of Wrath	1	2	3	Infantry Item, Signal
Standard of Sorcery	1	1	2	Infantry Item, Magic
Sword of Might	1	3	4	Hero Item, Magic
Orb of Thunder	1	2	3	Wizard Item, Archers
Ring of Volans	1	1	2	Hero & Wizard Item, Magic
Greatship	1M	9	9	Ship, Armor
Wargalley	1M	9	9	Ship, Berserk
Wolfship	1F	9	9	Ship, Scout
Hellhammer	1S	9	9	Ship, War Machine
Ironfist	1S	9	9	Ship, War Machine
Second Sign of Amul	1	-	3	Spell, Magic
Portent of Far	1	-	3	Spell, Scout
Forked Lightning	1	-	4	Spell, Spears
Uranons's Thunderbolt	1	-	5	Spell, Slay
Storm of Cronos	1	-	5	Spell, Death
The Comet Casandora	1	-	6	Spell, Disaster

Skaven Unit List

Unit Name:	#/Speed	Cost	Force	Notes
General T'Skot	1F	5	5	Hero
Verminlord	1F	7	6	Hero, Wizard, Magic
Skaven Champion	2F	3	3	Hero
Skaven Beastmaster	2F	3	2	Hero, Beasts
Plague Priest	2M	3	2	Hero, Magic
Plague Monks	2M	3	2	Infantry, Magic
Doom Wheel	1S	6	5	Magic, War Machine
Screaming Bell	1S	7	6	Magic, Signal
Plague Censer	2M	4	4	Berserk
Warlock Engineer	1M	3	3	Magic, Wizard

Unit Name:	#/Speed	Cost	Force	Notes
Grey Seer	2M	5	5	Magic, Wizard
Clan Skryre Sorcerer	2M	4	4	Magic, Wizard
Clan Rats	2M	2	2	Infantry
Skaven Spears	2M	1	1	Spears
Skaven Slavemaster	2M	2	2	Hero
Rat Slaves	2M	1	1	Infantry
Rat Slingers	2M	1	1	Archers
Clan Assassin	2M	3	2	Scout, Ambush
Netters	2M	2	1	Troops, Ambush
Warpfire Thrower	2M	3	3	War Machine
Warplock Pistols	2M	2	2	Archers
Jezzail Rifles	2M	3	3	Archers
Gutter Runners	2F	1	1	Scout
Ogre-Rat	2M	5	5	Monster
Poison Wind Globadiers	2M	4	4	Archers
Storm Vermin	2M	3	3	Infantry
Battle Standard	2M	1	1	Signal
Packmaster & GiantRats	2M	2	2	Beasts
Rat Swarm	2M	3	3	Swarm
Doom Glaive	1	4	5	Hero Item, Spears
Crown of Command	1	2	3	Hero Item, Signal
Heart of Woe	1	3	4	Hero & Wizard Item, Magic
Talisman of Ravensdark	1	1	2	Hero & Wizard Item, Magic
Warpstone Armour	1	2	3	Hero Item, Armor
Golden Crown of Atrazar 1	4	5	Hero & Wizard Item, Signal	
Cloak of Mists & Shadow 1	2	3	Hero & Wizard Item, Armor	
Book of Secrets	1	3	3	Wizard Item, Scout
Staff of Flaming Death 1	3	4	Wizard Item, Archer	
Warpstone Charm	1	1	2	Hero & Wizard Item, Magic
Skavenbrew	1	1	1	Hero & Infantry Item, Berserk
Gouger	1	1	2	Hero Item, Spears
Weeping Blade	1	3	4	Hero Item, Fear
Warp Scroll	1	2	3	Wizard Item, Archer
Storm Banner	1	2	3	Infantry Item, Magic
Doom Ship	1M	9	9	Ship, Magic
Plague Ship	2S	8	8	Ship, Disease
Swarm Ship	2M	7	7	Ship, Swarm
Flail Ship	2M	6	6	Ship, Berserk
Skitterleap	1	-	3	Spell, Cavalry
Poison Wind	1	-	3	Spell, Flying
Warp Lightning	1	-	4	Spell, Archers
Vermintide	1	-	3	Spell, Swarm
Curse of the Horned One	1	-	5	Spell, Magic
Death Frenzy	1	-	6	Spell, Berserk

Dark Elf Unit List

Unit Name:	#/Speed	Cost	Force	Notes
Witch King of Naggaroth	1F	7	6	Hero, Wizard, Magic

Unit Name:	#/Speed	Cost	Force	Notes
Black Guard Captain	1F	6	6	Hero
Master Executioner	1F	6	5	Hero, Berserk
Master of Assassins	1F	5	4	Hero, Ambush
The Hag Queen	1F	5	5	Magic, Wizard
Beastlord	1F	5	4	Hero, Beast
Darklord General	1F	5	5	Hero
Deathdealer	2F	3	3	Hero
Deathshade Champion	2F	2	2	Hero
Witch-Helm Champion	2F	4	3	Hero, Magic
Dread Knight	2F	4	4	Hero
Dark Elf Wizard	2F	4	4	Magic, Wizard
Dark Elf Sorceress	2F	3	3	Magic, Wizard
Dark Elf Assassins	2F	3	2	Scouts, Ambush
Doomdrakes	2F	4	4	Cavalry
Cold One Knights	2F	3	3	Cavalry
Cold One	2F	1	1	Mount, Cavalry
Cold One Chariot	2F	3	3	Mount, Cavalry
Manticore	1FF	6	5	Mount, Monster Flying
Black Dragon	1FF	7	6	Mount, Monster Flying
Dark Riders	2F	2	2	Cavalry
WhelpMaster & Warhounds	1F	2	2	Beasts
Dark Elf Crossbows	2M	2	2	Archers
Repeating Crossbows	2M	3	3	Archers
Witch Elves	2M	4	3	Infantry, Magic
Dark Elf Warriors	2M	2	2	Infantry
Dark Elf Corsiars	2M	3	3	Infantry
Executioners	2M	4	4	Berserk
Black Guard	2M	3	3	Martyr
Dark Elf Spearmen	2M	2	2	Spears
Dark Elf Shades	2F	2	2	Scouts
Reaper Bolt Throwers	2S	2	2	War Machine
Standard Bearer	2M	1	1	Signal
Cauldron of Blood	1S	5	3	Magic, Regenerate, Signal
War Hydra	1S	6	5	Monster, Regenerate
Parasitic Blade	1	2	3	Hero Item, Drain
Arcane Arrow	1	1	2	Hero Item, Archer
Frostblade	1	2	3	Hero Item, Magic
Executioners Axe	1	2	3	Hero Item, Berserk
Deathsword	1	3	4	Hero Item, Slay
Amulet of Fire	1	1	2	Wizard Item, Archer
Parrying Blade	1	2	3	Hero Item, Armor
Hydra Sword	1	2	3	Hero Item, Infantry
Whip of Agony	1	2	3	Hero Item, Fear
Galvorn Armor	1	2	3	Hero Item, Armor
Sea Dragon Cloak	1	1	2	Hero Item, Armor
Darkstar Cloak	1	1	2	Wizard Item, Armor
Blade Ensorcelled Iron	1	2	3	Hero Item, Hero
Armour of Meteoric Iron	1	3	4	Hero Item, Armor
Black Tower Ship	1M	9	9	Ship, Magic
Kraken Ship	2F	8	8	Ship, Monster
Ship of Thousand Blades	2M	7	7	Ship, War Machine
Venom Dancer	2F	6	6	Ship, Poison
Steed of Shadows	1	-	2	Spell, Cavalry

Unit Name:	#/Speed	Cost	Force	Notes
Creeping Death	1	-	3	Spell, Swarm
Pelt of Midnight	1	-	4	Spell, Armor
Shades of Death	1	-	4	Spell, Hero
Unseen Lurker	1	-	5	Spell, Ambush
Pit of Shades	1	-	6	Spell, Death

High Elf Unit List

Unit Name:	#/Speed	Cost	Force	Notes
Prince Tyrion	1F	5	5	Hero
Mage Lord Teclis	1F	6	6	Magic, Wizard
Elf Lord	2F	4	4	Hero
Archmage	2F	5	5	Magic, Wizard
Pegasus	1FF	1	1	Mount, Flying
Elven Steed	1F	1	1	Mount, Cavalry
Griffon	1FF	4	4	Mount, Flying
Unicorn	1F	4	3	Mount, Magic, Cavalry
Great Eagle	1FF	5	5	Mount, Flying
Dragon	1FF	7	6	Mount, Flying, Monster
Commander	2F	3	3	Hero
Mage	2F	4	4	Magic, Wizard
Priest of Isha	2M	2	2	Magic
Sea Elf Spears	2M	2	2	Spears
Sea Elf Archers	2M	2	2	Archers
Light Elf Spears	2M	1	1	Spears
Light Elf Archers	2M	3	3	Archers
Guards of the Gates	2M	4	3	Infantry, Archers
White Lion Axers	2M	4	4	Infantry
Gales of Blades	2M	3	3	Scouts
Shadow Warriors	2M	3	2	Scouts, +2 vs Dark Elves
Lothorn Seaguard	2M	3	2	Infantry, Archers
Repeater Bolt Thrower	2M	3	2	War Machine
Phoenix Guard	2M	4	3	Armor, Spears
Sword Master	2F	5	5	Hero
Tiranoc Chariot	2F	4	4	Cavalry
Silver Helms	2F	3	3	Cavalry
Ellyrian Reavers	2F	3	2	Cavalry, Scouts
Dragon Princes	2F	5	5	Cavalry
Dragon Kin	2FF	8	7	Flying, Monster
Earth Elemental	1S	8	7	Magic, Monster
Water Elemental	1M	6	5	Magic, Monster
Fire Elemental	1F	7	6	Magic, Monster
Air Elemental	1FF	6	4	Magic, Flying, Monster
Handmaiden Guard	2M	2	1	Spears, Archers
Banner of Hoeth	1	2	2	Signal
High Elf Warhorn	1	1	1	Signal
Staff of Power	1	3	4	Wizard Item, Magic
Banisher Sword	1	2	3	Hero Item, +2 vs Undead
Potion of Might	1	1	2	Hero Item, Magic
Dragonblade Lance	1	3	4	Hero Item, +2 vs Monsters
Eagleship	1F	9	9	Ship, Signal

Unit Name:	#/Speed	Cost	Force	Notes
Hawkship	3F	8	8	Ship, Scout
Dragonship	3F	7	7	Ship, Berserker
Drain Magic	1	-	3	Spell, +4 vs Wizard
Vaults Unmaking	1	-	4	Spell, Magic Resistance
Fury of Khaine	1	-	5	Spell, Infantry
Flames of the Phoenix	1	-	6	Spell, Flying
The Eagles Eye	1	-	2	Spell, Scout
Healing Aura	1	-	2	Spell, Regenerate
Shaft of Light	1	-	3	Spell, Archer
Hand of Decay	1	-	3	Spell, Drain
The Cloak of Dainne	1	-	3	Spell, Armor
The Pool of Many Places	1	-	4	Spell, Teleport
The Thousand Cuts	1	-	4	Spell, Spears
Mist of Speed	1	-	4	Spell, Cavalry
Bright Vortex	1	-	5	Spell, Disaster

Goblin (gobos) Unit List

Unit Name:	#/Speed	Cost	Force	Notes
General Grom	1F	6	5	Hero, Regenerates
Skarsnik	1F	5	4	Hero, Ambush
Goblin War Boss	2F	4	4	Hero
Goblin Champion	2F	3	3	Hero
Goblin Shaman	2M	3	3	Magic, Wizard
Goblin Spider Riders	2F	3	3	Cavalry
Gigantic Spider	2M	4	4	Monster, Mount
Forest Goblins	2M	2	1	Archers, Scouts
Night Goblins	2M	2	2	Infantry
Cockatrice	2FF	5	3	Monster, Magic, Flying
Stickas	2M	2	2	Archers
Doom Driver Catapult	2S	4	4	War Machine
Ball & Chain Fanatics	2M	4	4	Berserk
Squig Herders	2M	3	2	Monsters, Infantry
Squig Hoppers	2F	3	2	Monsters, Cavalry
Squig Catapult	2S	3	2	Monsters, War Machine
Giant Squig	2M	3	3	Monster
Gobo Spearchuckkas	2M	1	1	Spears
Net Chukkas	2M	2	1	Scout, Ambush
Wolf Riders	2F	2	2	Cavalry
Wolf Chariot	2F	3	3	Cavalry, Mount
War Gong	2S	3	3	Signal
War Drums	2S	2	2	Signal
River Troll	2M	5	4	Monster, Regenerates
Giant	2F	6	6	Monster
Jabberwock	1FF	5	4	Monster, Flying, Mount
Standard Bearer	2M	1	1	Signal
Globber	2S	3	3	War Machine
Standard of Defiance	1	2	3	Infantry Item, Armor
Fellblade	1	2	3	Hero Item, Death
Elfbiter Axe	1	3	4	Hero Item, Slay

Unit Name:	#/Speed	Cost	Force	Notes
Lucky Banner	1	2	3	Hero Item, Signal
Gobo Floating City	1S	9	9	Ship, Armor
Ship of Green Flesh	2M	8	8	Ship, Regenerates
Rust Bucket	2M	7	7	Ship, Armor
Squig Ship	2F	6	6	Ship, Swarm
Mork Save Us	1	-	3	Spell, Armor
Fists of Gork	1	-	3	Spell, Slay
Hand of Gork	1	-	4	Spell, Flying
Ere We Go	1	-	3	Spell, Cavalry
Mork wants Ya!	1	-	3	Spell, Martyr
Gaze of Mork	1	-	4	Spell, Death
Da Krunch	1	-	5	Spell, Disaster
Waaagh!	1	-	6	Spell, Signal

Chaos Dwarf Unit List

Unit Name:	#/Speed	Cost	Force	Notes
Chaos Dwarf Lord	1M	5	5	Hero
Chaos Dwarf Champion	2M	4	4	Hero
Chaos Dwarf Sorcerer	2M	4	4	Magic, Wizard
CD Blunderbusses	2S	3	3	Archers
Chaos Dwarves	2S	2	2	Infantry
Earth Shaker Cannon	2S	5	5	War Machine
Death Rocket	2S	4	4	War Machine
Great Taurus	1FF	6	5	Mount, Flying, Monster
Chimera	1FF	5	4	Mount, Flying, Monster
Lammasu	1FF	4	3	Mount, Flying, Monster
Gorgon	2F	5	4	Monster, Magic
Bull Centaurs	2F	3	3	Cavalry
Bull Centaur Lord	1F	5	4	Hero, Cavalry
Hobgoblin Archers	2M	2	2	Archers
Hobgoblin Wolfriders	2F	2	2	Cavalry
Hobgoblins	2M	2	2	Infantry
Hobgoblin Spears	2M	2	2	Spears
Hobgoblin Bolt Thrower	2S	3	3	War Machine
Minotaurs	2M	4	4	Berserk
Minotaur Champion	2M	5	5	Hero
Minotaur Lord	1M	6	6	Hero
Standard Bearer	2S	1	1	Signal
Musician	2S	1	1	Signal
Doomfire Ring	1	2	3	Hero & Wizard Item, Magic
Blade of Molten Lava	1	3	4	Hero Item, Magic
The Armour of Uzkul	1	2	3	Hero Item, Armor
Armor of the Furnace	1	3	4	Hero Item, Armor
Dark Mace of Death	1	2	3	Hero Item, Fear
Gauntlets BahzrakCruel	1	2	3	Hero Item, Berserk
Banner of Slavery	1	2	3	Infantry Item, Signal
Black Gem of Gnar	1	2	3	Hero & Wizard Item, Scout
Chalice of Darkness	1	1	2	Hero & Wizard Item, Regenerate
Obsidian Blade	1	2	3	Hero Item, Spears
Black Hammer of Hashut	1	2	3	Hero Item, Infantry

Unit Name:	#/Speed	Cost	Force	Notes
Talisman of Obsidian	1	1	2	Hero & Wizard Item, Magic
Great Cauldron Ship	1M	9	9	Ship, Slay
Flame Belcher Ship	2M	8	8	Ship, War Machine
Ship of Fools	2M	7	7	Ship, Berserk
Fire Ship	2F	6	6	Ship, Disaster
Doomroar	1	-	5	Spell, Fear
Shadows of Hashut	1	-	6	Spell, Monster
Magma Pool	1	-	3	Spell, Teleport
Eruption	1	-	4	Spell, Death
Flaming Hide	1	-	3	Spell, Armor
Ash Cloud	1	-	3	Spell, Disaster
Sorcerer's Curse	1	-	3	Spell, Slay
Flames of Azgorh	1	-	3	Spell, Archer
Lava Storm	1	-	4	Spell, Disaster
Fist of Fire	1	-	2	Spell, Hero

Wood Elf Unit List

Unit Name:	#/Speed	Cost	Force	Notes
Arch Druid	1M	5	5	Magic, Wizard
Druid	2M	3	3	Magic, Wizard
Forest Lord	1F	5	5	Hero
Sylvan Chieftan	1F	4	4	Hero
Guardian	2F	3	3	Hero
Master Archer	1F	6	5	Hero, Archer
Archers	2F	4	4	Archers
Hunters	2F	3	2	Scouts, +2 vs Beasts
Falconer	2F	2	1	Scouts, +2 vs Heroes
Scouts	2F	1	1	Scouts
Master Scout	1F	3	2	Hero, Scout
Shapechangers	2F	3	2	Scouts, Beasts
Wood Elf Spears	2M	2	2	Spears
Glade Guards	2M	2	2	Infantry
Warrior Kinband	2M	3	3	Infantry
War Dancers	2M	4	3	Infantry, Magic
Dance Master	1F	5	4	Hero, Magic
Dryad	2M	4	3	Magic, Scouts
Waywatchers	2F	3	2	Scouts, Ambush
Treeman	2M	6	5	Armor, Monster
Grizzly Bear	2M	3	3	Beasts
Wain Lord Chariot	2F	3	3	Cavalry, Mount
Great Cat	2F	2	2	Beasts
Timber Wolves	2F	2	2	Beasts
Warhawks	2FF	4	3	Flying, Scouts
Unicorn	1F	3	3	Mount, Magic
Great Eagle	1FF	5	5	Mount, Flying
Forest Dragon	1FF	7	6	Mount, Flying, Monster
Glade Riders	2F	3	3	Cavalry
Warhawk Riders	2FF	4	4	Flying
Magic Herbs	1	1	1	Hero & Wizard Item, Magic

Unit Name:	#/Speed	Cost	Force	Notes
Green Blade (Sword)	1	2	3	Hero Item, Magic
Hawk Bow	1	1	2	Hero Item, Archer
Cloak of the Woods	1	1	2	Hero Item, Scouts
Sword of Ages	1	3	4	Hero Item, Signal
Bear Banner	1	1	2	Infantry Item, Beast
Flail of Claws	1	1	2	Hero Item, Berserk
Arrows of Slaying	1	1	2	Archer Item, +2 vs Monsters
Shield of Ptolos	1	1	2	Hero Item, Armor
Great Ark	1	9	9	Ship, Armor
Giant Sea Turtle	2	8	8	Sea, Monster
Ent Ship	2	7	7	Ship, Monster
Sargasso Ship	2	6	6	Ship, Immobilize
Shapeshift	1	-	2	Spell, Beasts
Plant Control	1	-	3	Spell, Immobilize
Call Animals	1	-	3	Spell, Swarm
Natures Visitation	1	-	4	Spell, Signal
Natures Wrath	1	-	5	Spell, Disaster
Father of the Thorn	1	-	4	Spell, Immobilize
The Howling Wind	1	-	4	Spell, Fear
Master of the Wood	1	-	4	Spell, Ambush
Master of Stone	1	-	4	Spell, Death
The Rain Lord	1	-	5	Spell, Armor
Mistress of the Marsh	1	-	2	Spell, Immobilize

Bretonnian Unit List

Unit Name:	#/Speed	Cost	Force	Notes
Duke	1F	5	5	Hero
The Green Knight	1F	5	4	Hero, Magic
Champion	2F	4	4	Hero
Paladin	2F	4	3	Hero, Magic
Squire	2F	1	1	Hero
Gamekeeper	1F	2	1	Hero, Scout
Fey Enchantress	1F	5	5	Magic, Wizard
Damsel of the Lady	1M	3	3	Magic, Wizard
Barded Warhorse	1F	1	1	Mount, Cavalry
Pegasus	1FF	2	2	Mount, Flying
Hippogriff	1FF	3	3	Mount, Flying
Ribaud Organ Gun	2S	3	3	War Machine
Table Mounted Cannon	2S	4	4	War Machine
Ballista	2S	2	2	War Machine
Bretonnian Lords	2F	5	4	Cavalry, Armor
Grail Knights	2F	4	4	Cavalry
Knights of the Realm	2F	3	3	Cavalry
Knights Errant	2F	2	2	Cavalry
Bowmen of Bergerac	2M	3	3	Archers
Bretonnian Archers	2M	2	2	Archers
Foot Knights	2M	3	3	Infantry
Retainers	2M	2	2	Infantry
Bretonnian Pikes	2S	2	2	Spears

Unit Name:	#/Speed	Cost	Force	Notes
Men-at-arms w Halberds	2S	3	3	Spears
Sergeant	2M	2	1	Hero, Signal
Standard Bearer	2M	1	1	Signal
Musician	2M	1	1	Signal
Amber Amulet	1	1	2	Hero & Wizard Item, Magic
Blade of Couronne	1	2	3	Hero Item, +2 vs Undead
MorningStar of Fracasse	1	2	3	Hero Item, +2 vs Items
Armor of Brilliance	1	2	3	Hero Item, Armor
Lance of the Quest	1	2	3	Hero Item, Cavalry
Mithril Great Helm	1	1	2	Hero Item, Armor
Ruby Goblet	1	2	3	Hero & Wizard Item, Magic
Holy Icon	1	3	4	Hero & Wizard Item, Magic
Tress of Isoulde	1	3	4	Hero Item, +2 vs Heroes
Crown of Bretonnia	1	4	5	Hero Item, Signal
Banner of Retribution	1	2	3	Infantry Item, +2 vs Archers
Valorous Standard	1	2	3	Infantry Item, Signal
The Silver Mirror	1	1	2	Wizard Item, +2 vs Wizards
Errantry Banner	1	1	2	Cavalry Item, Signal
Buccaneer	3F	6	6	Ship, Scout
Corsair	3F	8	8	Ship, Berserk
Galleon	1F	9	9	Ship, War Machine
Lance Formation	1	-	2	Cavalry Enhancement, Signal
Knight's Virtue	1	-	2	Hero Enhancement, Cavalry
Questing Virtue	1	-	3	Hero Enhancement, Scout
Grail Virtue	1	-	4	Hero Enhancement, Signal
Illumination	1	-	3	Spell, Scout
Burning Gaze	1	-	3	Spell, Archers
Dazzling Brightness	1	-	3	Spell, Spears
Healing Hand	1	-	4	Spell, Regenerate
Guardian Light	1	-	4	Spell, Courage
Blinding Light	1	-	5	Spell, Immobilize
LadyoftheLake Blessing	1	-	6	Spell, Hero

Undead Unit List

Unit Name:	#/Speed	Cost	Force	Notes
Lichemaster	1F	6	6	Magic, Wizard
Doom Lord	1F	6	5	Magic, Wizard, Signal
Liche	1F	5	5	Magic, Wizard
Necromancer	2M	4	4	Magic, Wizard
Vampire Lord	1FF	6	5	Hero, Magic, Flying
Vampire Count	2FF	5	4	Hero, Magic, Flying
Vampire Thrall	2FF	4	3	Hero, Magic, Flying
Wraith Champion	1F	5	5	Hero
Banshee	2M	4	4	Fear
Wight Lord	1F	4	4	Hero
Undead Champion	1M	3	3	Hero
Skeleton Champion	1M	2	2	Hero
Spirit Host	2M	5	5	Magic
Grave Guard	2S	4	3	Infantry, Magic

Unit Name:	#/Speed	Cost	Force	Notes
Nightmare	1F	1	1	Cavalry, Mount
Winged Nightmare	1FF	1	1	Mount, Flying
Skeleton Warriors	2M	1	1	Infantry
Skeleton Phalanx	2S	1	1	Spears
Zombies	2S	3	2	Infantry, Regenerate
Skeleton Archers	2M	2	2	Archers
Grim Reaper	1M	3	3	Infantry
Bat Swarm	2FF	2	1	Flying, Swarm
Ghouls	2M	3	3	Ambush
Storm Rider Chariot	2F	3	3	Cavalry, Mount
Skull Catapult	2S	3	3	War Machine
Wight Cavalry	2F	2	2	Cavalry
Dire Wolves	2F	3	3	Beasts
Doom Wolf	2F	4	4	Beast
Zombie Dragon	1FF	7	6	Monster, Flying, Mount
Carriion	2FF	4	3	Monster, Flying
Staff of Flaming Death	1	3	4	Wizard Item, Archer
Black Amulet	1	1	2	Wizard & Hero Item, Regenerate
Power Scroll	1	1	2	Wizard Item, Wizard
Skull Staff	1	2	3	Wizard Item, Magic
Staff of Damnation	1	3	4	Wizard Item, Slay
Doomraider Banner	1	2	3	Infantry Item, Signal
Banemaster	1	2	3	Hero Item, Slay
Unholy Chalice	1	2	3	Hero Item, Regenerate
Black Axe of Krell	1	2	3	Hero Item, Monster
Asp Bow	1	2	3	Hero Item, Archer
Sword of the Kings	1	4	5	Hero Item, Signal
Armour of Bone	1	2	3	Hero Item, Armor
Gem of Blood	1	2	3	Wizard & Hero Item, Regenerate
Talon of Death	1	2	3	Wizard & Hero Item, Monster
Reaper Ship	1	9	9	Ship, Death
Ghost Ship	2	8	8	Ship, Fear
Bone Ship	2	7	7	Ship, Armor
Zombie Ship	2	6	6	Ship, Regenerate
Aura of Dark Majesty	1	-	4	Vampire Enhancement, Signal
Curse of Years	1	-	3	Vampire Enhancement, Magic
Fear	1	-	1	Enhancement, Fear
Terror	1	-	3	Monster Enhancement, Fear
Summon Undead Horde	1	-	4	Spell, Signal
Vanhels Danse Macabre	1	-	5	Spell, Cavalry
The Dark Mist	1	-	3	Spell, Armor
Dark Hand of Death	1	-	3	Spell, Death
Death Dealer	1	-	3	Spell, Ambush
Steal Soul	1	-	4	Spell, Drain
Wind of Death	1	-	4	Spell, Poison
Drain Life	1	-	5	Spell, Drain
Doom & Darkness	1	-	6	Spell, Fear

Action Card List

Card Name	#	Notes
Tactical Move	12	Move 1 Stack
Operational Move	8	Move 2 Stacks
Strategic Move	4	Move 3 Stacks
Signal	1	Battle: Units in your stack with this trait get Force +5
Armor	1	Battle: Units in your stack with this trait get Force +5
Swarm	1	Battle: Units in your stack with this trait get Force +5
Courage	1	Battle: Units in your stack with this trait get Force +5
Regenerating	1	Battle: Units in your stack with this trait get Force +5
Cowardly	1	Battle: Units in your stack with this trait get Force +5
Beast	1	Battle: Units in your stack with this trait get Force +5
Scout	1	Battle: Units in your stack with this trait get Force +5
Ambush	1	Battle: Units in your stack with this trait get Force +5
Disaster	1	Battle: Units in your stack with this trait get Force +5
War Machine	1	Battle: Units in your stack with this trait get Force +5
Archer	1	Battle: Units in your stack with this trait get Force +5
Flying	1	Battle: Units in your stack with this trait get Force +5
Teleport	1	Battle: Units in your stack with this trait get Force +5
Wizard	1	Battle: Units in your stack with this trait get Force +5
Magic	1	Battle: Units in your stack with this trait get Force +5
Fear	1	Battle: Units in your stack with this trait get Force +5
Immobilize	1	Battle: Units in your stack with this trait get Force +5
Hero	1	Battle: Units in your stack with this trait get Force +5
Spear	1	Battle: Units in your stack with this trait get Force +5
Cavalry	1	Battle: Units in your stack with this trait get Force +5
Berserker	1	Battle: Units in your stack with this trait get Force +5
Slay	1	Battle: Units in your stack with this trait get Force +5
Monster	1	Battle: Units in your stack with this trait get Force +5
Poison	1	Battle: Units in your stack with this trait get Force +5
Drain	1	Battle: Units in your stack with this trait get Force +5
Disease	1	Battle: Units in your stack with this trait get Force +5
Infantry	1	Battle: Units in your stack with this trait get Force +5
Death	1	Battle: Units in your stack with this trait get Force +5
Martyr	1	Battle: Units in your stack with this trait get Force +5
Ship	1	Battle: Units in your stack with this trait get Force +5
Scouts	2	Look at target stack
Spies	2	Look at opponents hand
Divination	2	Look at next 7 cards in deck
Assassin	2	Kill target Hero
Block Supply Lines	2	Negate Move by target stack

Card & Countersets Available!!!

Thanks Kaptain!





Warp Spawn Role Playing

Introduction

Jethro the Reptilian Cowboy from Pluto drew his Sonic Shock Laser Torch from its holster. "Hey Ma!" he lisped "Dem Vampiric Space Beavers is suckin on ol' Bessie again!"

Charcter Generation

Roll 1D6 times on the Master Attribute Table #0 to get the concept for your character.

Master Attribute Table #0

1D6	Result:
1-2	Roll on Master Attribute Table #1
3-4	Roll on Master Attribute Table #2
5-6	Roll on Master Attribute Table #3

Master Attribute Table #1

1D100	Attribute:
1	Mutant
2	Troll
3	Radioactive
4	Soldier
5	Mercenary
6	Assassin
7	Wizard
8	Rogue
9	Thief
10	Rock Star
11	Doctor
12	Healer
13	Elf
14	Dark
15	Gamma
16	Enforcer
17	Guard
18	Super
19	Mad
20	Master
21	Lord
22	Noble
23	Slave
24	Champion
25	Orc
26	Teenage
27	Robot
28	Droid
29	Android
30	Machine
31	Clockwork
32	Virtual
33	Holographic

1D100	Attribute:
51	Unholy
52	Death
53	Ninja
54	Samurai
55	Goblin
56	Bunny
57	Dinosaur
58	Alien
59	Elemental
60	Space
61	Fungoid
62	Black
63	Shapeshifting
64	Parasitic
65	Insect
66	Drone
67	Secret
68	Spy
69	Ranger
70	Ultimate
71	Eccentric
72	Demon
73	Devil
74	Four Armed
75	Cop
76	Kung Fu
77	Commando
78	Angel
79	Scientist
80	Tattooed
81	Captain
82	Undead
83	Zombie

1D100	Attribute:	1D100	Attribute:
34	Knight	84	Vampire
35	Cyborg	85	Biker
36	Pit	86	Mummy
37	Cybernetic	87	Lost
38	Green	88	Transgenic
39	Crystal	89	Martian
40	Robotic	90	Venusian
41	Hero	91	Plutonian
42	Arch-	92	Imperial
43	Temporal	93	Warrior
44	Pirate	94	Federation
45	Bandit	95	Slayer
46	Dwarf	96	Fairy
47	Feline	97	Sorcerer
48	Canine	98	King
49	Dragon	99	Outlaw
50	Holy	100	Hunter

Master Attribute Table #2

1D100	Attribute:	1D100	Attribute:
1	Bounty Hunter	51	Debutante
2	Hawkman	52	Playboy
3	Rebel	53	Criminal
4	Fighter	54	Primitive
5	Atomic	55	Advanced
6	Power	56	Bionic
7	Universal	57	Exo-
8	General	58	Sub-
9	Prince	59	Pacifist
10	Babe	60	Aqua
11	Chaos	61	Elder
12	Fool	62	Barbarian
13	Mage	63	Savage
14	Techno	64	Smuggler
15	Ancient	65	Cowboy
16	Psychic	66	Mountie
17	Psionic	67	Rider
18	Spirit	68	Private Eye
19	Berserker	69	American
20	Cosmic	70	Heroine
21	Viral	71	Solar
22	Killer	72	Stellar
23	Fanatic	73	Jockey
24	Cultist	74	Mega
25	Humanoid	75	Ace
26	Cannibalistic	76	Baron
27	Avenger	77	Pagan
28	Honorable	78	Shadow
29	Free	79	Beast

1D100	Attribute:	1D100	Attribute:
30	Pilot	80	Scout
31	Astro	81	Omega
32	Combat	82	Side kick
33	Sacred	83	Toxic
34	Masked	84	Elite
35	Battle	85	Buccaneer
36	Armored	86	Veteran
37	Amazon	87	Runaway
38	Trooper	88	Rocketeer
39	Agent	89	Legionnaire
40	Mentalist	90	Telepathic
41	Raider	91	Reptilian
42	Force	92	Hybrid
43	Meta	93	Condemned
44	Wild	94	Loner
45	Moon	95	Rich
46	Bio	96	Professor
47	Duelist	97	Kid
48	Explorer	98	Radar
49	Adventurer	99	Sky
50	Con Artist	100	Air

Master Attribute Table #3

1D100	Attribute:
1	War
2	Acrobatic
3	Mystic
4	Detective
5	Indian
6	Sexy
7	Colonel
8	Commander
9	Intrepid
10	Cunning
11	Cadet
12	Famous
13	Xeno
14	Mark X
15	Renegade
16	Ronnin
17	Freelance
18	Operative
19	Facist
20	Pig
21	Monk
22+	You fill in the rest or roll on the Master Attribute Table #0

Designing Scenarios

For a single evening: The game master must roll 20 times on the Master Attribute Table #0. The GM must incorporate all those terms into the evenings

adventuring session.

Game Designers Notes

Work in progress. This is fun just to make characters. . . One of my favorites is the Toxic Aqua Orc Pacifist. Plan more tables for weapons, ships, devices,

alien body parts, encounters, adventures, landscapes, etc.

Have fun with it. Meant to be as campy as possible.
Game Mechanics: Imagination!





Warped Diplomacy Classic

Introduction

Heavily modified variant of the board game Diplomacy. Card play replaces written orders. Players should be familiar with basic concepts of the standard game such as Supply Centers, Provinces, Units, and Great Powers.

Special movement rules (Kiel & Constantinople, etc.) still apply. Rules for Retreats, Building, Occupation, Civil Disorder, and Convoys still work in the spirit of the original game.

Disclaimer

Diplomacy is a copyrighted, trademarked property. This is merely a fan site.

Victory

Control of 18 Supply Centers.

Board & Pieces

A standard Diplomacy Board and Pieces are used. Additionally 3 special Decks are used:

1. Event Deck
2. Land Battle Deck
3. Sea Battle Deck

Setup

Standard setup of the Great Powers. Additionally each player is dealt 4 Event cards.

Turn Order

Turns are not simultaneous. Players take turns. Germany goes first, followed around the table going clockwise.

Turn Sequence

Players take turns. Each turn has 6 Phases:

1. Planning Phase
2. Logistics Phase
3. Movement Phase
4. Battle Phase
5. Advance Phase
6. End Phase

Planning Phase

Draw 4 Event Cards. If you have 10 or more Supply centers, draw an extra card. If the deck runs out, shuffle the discard and draw from it.

Logistics Phase

Discard any 2 Event cards to build 1 Unit. (Not in excess of your supply limit) Some cards allow you to build a unit for the cost of that card only.

Movement Phase

Discard any Event card to move 1 Unit 1 Space. Some cards will allow you to move 1 Unit additional spaces or to move several units for the cost of that card only. Discard any 1 Event card to convoy 1 Army as described in the regular rules.

An Army may convoy on allied ships if those players allow. An Army can only be convoyed into an unoccupied Province. A single unit may only normally be moved once per turn. Additional movement requires an Event card to specify that it is an extra move.

Attack Phase

Discard any Event card to have 1 Unit attack an enemy unit in an adjacent space. Some cards will allow you to attack with several units for the cost of that card only. Armies in Coastal Provinces cannot attack Fleets in Sea Spaces.

Fleets in Coastal Provinces cannot attack inland Armies. A single unit may only normally attack once per turn. Additional attacks requires an Event card to specify that it is an extra attack.

Battle Resolution

To resolve an attack the Sea and/or Land Battle decks are used. If you have an Army in the battle draw 5 cards from the Land deck. If you have a Fleet in the battle draw 5 cards from the Sea deck.

Each player may then discard up to 2 cards and draw replacements. If a deck runs out, shuffle the discard and draw from it. Add up the Force value of the playable cards in your hand.

A Defending Army cannot use Attacker cards. An Attacking Army cannot use Defender cards. A Fleet can use up to 3 Ship cards, 1 Weapon, and 1 Tactics card.

Support: A unit adds 1 to its Force value for every friendly unit adjacent to itself and adjacent to the enemy unit it is fighting. If one sides Force total is 3 or greater than his opponents, the loser, if he is the defender, must retreat. If he cannot retreat, he is destroyed. If the attacker loses, nothing happens.

If a defending unit has already retreated once this turn, and it must retreat again, it is destroyed. If a unit loses by 6 or more it is destroyed. A unit gets -1

to its Force for every time it already attacked/defended this phase.

Discard all Battle cards after each attack.

by the destroyed (removed) unit.

Advance Phase

If a defending unit is destroyed, the attacker that destroyed it may move into the space previously occupied

End Phase

Maximum Event card hand size is 3 cards. Discard excess cards.

Event Deck Card List

Card:	Notes:
Industrial Might	Build 1 Unit
Conscription	Build 1 Army
Shipyards	Build 1 Fleet
Man Power	Build 1 Army
Naval Arms Race	Build 1 Fleet
Surplus	Build 1 Unit
Militarism	Build 1 Army
Blood and Iron	Build 1 Unit
Marching Orders	Move 2 Armies
Grand March	Move 3 Armies
Mobilization	Move 2 Units
Major Mobilization	Move 3 Units
Grand Plan	Move/Convoy 4 Units
Launch Ships	Move 2 Fleets
Out to Sea	Move 3 Fleets
Grand Strategy	Discard to draw 2 Event cards
Propaganda	Discard to draw 2 Event cards
Offensive	Attack with 2 Units
Major Offensive	Attack with 3 Units
Grand Offensive	Attack with 4 Units
Naval Operations	Move or Attack with 2 Fleets
Fleet Action	Move or Attack with 3 Fleets
Attrition	Attack with 2 Armies
General Advance	Attack with 3 Armies
Wide Front	Attack with 4 Armies
Marine Landings	Convoy up to 2 Armies
Logistics	Move or Attack with up to 2 Units
Resupply	Attack with 1 unit and draw 1 Event card
Reserve Movement	Up to 2 units may move 1 extra space
Rail Network	1 Army may move up to 2 extra spaces
Expedition	1 Fleet may move up to 2 extra spaces
Push	1 Unit may make 1 extra attack
Big Push	2 Units may make 1 extra attack each
Zeppelin Raid	Opponent discards 2 Event Cards
Sortie	Move and attack with 1 Unit
Limited Objectives	Move and attack with 1 Unit
Invasion	Move and attack with 2 Units
Salient	Move and attack with 1 Army
Seek & Destroy	Move and attack with 1 Fleet
General	Move and attack with up to 2 Armies
Admiral	Move and attack with up to 2 Fleets
Exploitation	Move 1 Unit 1 extra space in Advance Phase

Card:	Notes:
Overrun	Move 1 Unit 1 extra space in Advance Phase
Spies	LOAH; Draw 1 card from the Event Deck
Diplomats	LOAH; Draw 1 card from the Event Deck
Intelligence	LOAH; Draw 1 card from the Event Deck
Peace Talk	POOT; Opponent cannot attack you this turn
Treaty	POOT; Opponent cannot attack you this turn
Mutiny	POOT; Opponent cannot attack this turn
Revolution	POOT; Opponent cannot attack this turn
Reforms	Discard your hand and draw 3 Event cards
Influenza Epidemic	POOT; Negate a Build Action
Delays	POOT; Negate a Movement Action
Ammo Shortages	POOT; Negate an Attack Action
Alliance	POOT; Opponent cannot attack target Player
Entente	POOT; Opponent cannot attack target Player

LAOH Look at Opponents Hand
POOT Play on Opponents Turn

Land Battle Deck Card List Notation

D Defender Only
A Attacker Only
B Both Defender and attacker

Land Battle Deck Card List

Card:	Type	Force
Barbed Wire	D	2
Trenches	D	3
Poison Gas	A	3
Tanks	A	3
Machine Guns	D	4
Rolling Barrage	A	4
Mine Fields	D	2
Fortress	D	3
Artillery	B	3
Infantry	B	2
Storm Troopers	A	3
Biplanes	B	2
Regiments	B	1
Battalions	B	2
Divisions	B	3
No Mans Land	D	2

Card:	Type	Force
Bombardments	B	1
Blunder	D	4
Snipers	B	1
Officers	B	1
Breakthrough	A	4
Counterattack	D	2
Surprise	A	3
Defense in Depth	D	4
Over the Top Boys!	A	2
Ariel Reconnaissance	B	2
Reinforcements	B	2
Siege Guns	B	2
Cavalry	B	1
Trap	D	4
Frontal Assault	B	2

Sea Battle Deck Card List Notation

S Ships

W Weapons
T Tactics

Sea Battle Deck Card List

Card:	Type	Force
Engagement	T	2
U-Boats	S	2
Submarines	S	2
Destroyers	S	2
Light Cruisers	S	2
Heavy Cruisers	S	3

Card:	Type	Force
Smoke	T	1
Armored Cruisers	S	3
Old Battleships	S	3
Torpedo Boat	S	1
Mine Sweeper	S	1
Depth Charges	W	1

Card:	Type	Force
Gunnery	W	2
Battle Cruisers	S	3
Standoff	T	1
Mine Layer	S	1
Biplanes	W	1
Aircraft Carrier	S	2
Battleships	S	4
Salvos	W	2
Dreadnaughts	S	4
Pocket Battleships	S	3
Squadron	T	3
Night Battle	T	3
Turrets	W	2

Card:	Type	Force
Torpedoes	W	1
Gun Boats	S	1
Blockade	T	2
Captain	T	2
Big Guns	W	3
Storm	T	1
Pursuit	T	2
Flotilla	T	2
Auxiliaries	S	1
Surface Raiders	T	2
Outmaneuver	T	2
Escape	T	1

Designers Notes

The standard game takes place in the relatively peaceful (historically) period between the Franco Prussian War (also Russo-Turkish) and WWI. However, it will be noticed that the card flavor of the Battle Decks

in this variant has a distinctly WWI flavor.

Links

Diplomacy





Warpquest Core Rules

Introduction

Warp Quest is an abstract game system that depicts goal driven scenarios.

Each player controls a collection of Units who are attempting to be the first to reach an objective and bring it back to the start.

The units could be a party of adventuring archeologists hoping to recover a lost artifact, a squadron of bombers attempting to hit a military target and return home, a band of samurai seeking to vanquish marauding bandits or a company of mixed creatures seeking to destroy a piece of evil ornamental jewelry that has the nasty habit of trying to control the minds of all free creatures.

The scenarios that use the Warp Quest engine will hold the details.

Dice & Pieces

- Six and ten sided dice are needed.
- Each player has a pawn to represent his or her group of Units (adventuring party, fleet, etc.) on the board.
- Use a small trinket to represent the Objective.
- There is only one Objective.

The Board

- The board is a single winding path of connected spaces with a Start Space and an End Space. The path should be 30 Spaces long.
- The First Space represents the start.
- Spaces 2-15 represents travel through the first scenario module.
- Spaces 16-29 represents travel through the second scenario module.
- The End Space is the final destination where the Objective is found.

The Decks

- There are 2 decks for each scenario:
- The Module 1 Deck and the Module 2 Deck.
- Each deck has one of each card in its card list.
- There may also be an Aid deck.

The Units

- Each player controls a group of units called a Party. The scenarios will detail the make up of the units in the party, their attributes (Skills, Traits) and starting dispositions.

Turn Sequence

- Players take turns.
- Each turn consists of 3 phases: 1. Move Phase 2. Draw Phase 3. Challenge Phase

Move Phase

- Roll 1D6. Move your pawn that number of spaces towards the end space.
- You automatically stop when you enter the end space.
- If you are the first to land on the end space your party acquires the Objective.
- Once a party has acquired the Objective then all other players may move their parties in either direction on the path.
- The party with the Objective must move towards the start space.
- The first pawn with the Objective to reach the start space wins the game.

Draw Phase

- If you land on an empty space in spaces 2-15 draw a card from the Module 1 deck.
- If you land on an empty space in spaces 16-29 draw a card from the Module 2 deck.
- If you land on an opponent's party do not draw a card.
- If a deck ever runs out, shuffle its discard and draw from it.
- Cards are of 2 types: Challenge cards & Aid cards.
- Place Aid cards in your hand.
- Challenge cards are encounters your party faces immediately in Challenge Phase.

Challenge Phase

Each challenge card lists one or more skills. Your party will have to make a skill check vs each skill listed. (The same skill may be listed twice or more, requiring that many skill checks) A Skill check consists of a Skill roll and Challenge Roll: Roll 1D10. This is the Skill roll.

Add the skill bonuses of your party members to the roll. You may discard Aid cards for further bonuses to the skill roll. Next roll 1D10. This is the Challenge roll.

Some Challenges have a DM (Difficulty Modifier). Add the DM to the Challenge Roll. If the challenge roll is less than or equal to the skill roll you win the Skill check. If the challenge roll is greater than the skill roll you fail the Challenge.

If you win all the Skill Checks, you win the Challenge. The adventure card may say what happens if you win or lose the Challenge. If the card does not give

directions, then roll on the following table: If you lose the challenge: Roll 1D6: (Challenge Loss Table)

D6	Result
1-4	Go back 1D6 spaces
5-6	Lose 1 Unit (Man, Ship, Hit Point, etc., depending on the Scenario)

If you Win the challenge gain 1 Experience Token. You may spend an Experience Token to let you reroll a Move Roll or a Skill Roll.

Moving Onto An Opponents Pawn

- If you land on an opponent's pawn there will be a fight.
- The current player rolls on the Skill List Table to determine which skill will decide the confrontation.
- Both players make Skill Rolls. In case of a tie nothing happens.
- The loser rolls on the Challenge Loss Table.
- The winner takes the Artifact from the loser if the loser was in possession of the Artifact.

Playing Without Cards

*By Salo:

At least in solo....

The mechanism is simple. Just make a list of all challenge cards with excel (or whatever spreadsheet you prefer) and randomize the list. Then print it out.

Now, when you face a challenge, roll 1d10. If you get 7, you face the seventh challenge on the list. When you have dealt with the challenge, mark it used. When you face another challenge, roll the 1d10 again. If you get a 10, then you face the 10th UNMARKED challenge on the list.

Just make sure, that there are 10 more challenges in the list than there are spaces on the game board.

The challenges that top the list happen more often than those at the bottom of the list. This property can be used without randomizing by the game designer.

Hope you get what I mean.

*By Tom:

Another way of doing this, though it would introduce more instances of a thing/event goes something like this.

Make a table of all the cards in a deck, number them.

- Each card now as a unique number (cardnumber)
- Take the Number of Cards in the list, divide that number by 100. (totalcards/100)
- Each card is then given a Percentile Number equal to (cardnumber)*(totalcards/100)

When you are asked to draw a card roll a percentile (2d10 the first die being 10's the second die being 1's or use the 2d6 method describe in countermoves issue 2) and consult the card table

Say you have a deck of 7 card (totalcards/100)=14.28

Card Percentile 1 14 2 28 3 42 4 57 5 71 6 85 7 99

- you would get card 1 on a percentile roll of 14 or less
- you would get card 2 on a percentile roll of 15 thru 28
- you would get card 3 on a percentile roll of 29 thru 42

* By Zak:

I use a simple trick to test some of the Lloyd productions before creating the real cards: i set for each card a number and then i put on a cup a number of numerical markers corresponding to the card # - i own a lot of boardgames so i have a full collection of numerical markers but in any case is very easy to create a generic set of such a counter.

With this mechanism you can have the random distribution of the deck (one instance of every card - or more if needed) and you don't need the printed card since you simply index the card list with the numbers in your "hand". Nothing special but it works.





Warpspawn Conversions

Meka Tac Conversion for Fast Game System (FGS)

- Movement

Meka movement capabilities are directly usable as Movement Points in FGS, with Large Meka being able to move 3MP and very fast ones having 8MP.

Mekas are in HTH only if the relative counter is adjacent.

- Combat

Range conversion

Same Sector (+2 to Hit): 1-4 range One Sector (+1 to Hit): 5-9 range Two Sector: 10-20 range Three Sector: 21-30 range

Examples: - a Large Flamethrowers (range 3) can fire only in the same sector (with a +2 hit) - a Medium Missile Launchers (range 18) can fire up to two sectors

of distance

Bomb: effects all Mekas in the same sector

Drop Troop Conversion for Fast Game System (FGS)

- Movement

Basic Movement is 4MP: Double Speed is 8MP Movement bouns malus must be considered as +/- MP. Example: the Reflex Augmentation Suit System gives +1MP. Jet Pack: 12MP.

Units are in HTH only if the relative counter is adjacent.

- Combat

Range conversion

Same Sector: 1-5 range One Sector: 6-12 range Two Sector: 13-24 range Three Sector: 25-40 range Four Sector: 41+ range





Warpspawn Waterloo

Introduction

Card game for 2 players depicting the Battle of Waterloo 1815. One player takes the role of the Allies (Wellington and Blucher). The other player takes the role of France (Napoleon).

Victory

If you Reduce your opponent to zero Troops, Morale, or Cohesion, the game immediately ends and you win.

If after 20 turns there is no automatic winner, the player with the highest Troop score wins. If tied, the highest Morale wins. If still tied, the highest Cohesion wins.

The Common Deck

Players share a common 52 card deck plus Jokers.

Common Deck Notation

Number	Force	Type:	Notes:
Ace	X	Wild	Can be used as any numbered card type*
2	2	Damage	-
3	3	Morale	-
4	4	Terrain	-
5	5	Infantry	-
6	6	Infantry	-
7	7	Artillery	-
8	8	Cavalry	-
9	9	Strategy	-
10	10	Blunder	-
Heart Face	7	Leader	-
Diamond Face	6	French Corps	Infantry Only playable by the French Player
Spades Face	4	Prussian Columns	Infantry Only playable by Allies on turns 12+
Clubs Face	5	Prussian Corps	Infantry Only playable by Allies on turns 14+
First Joker	12	Napoleon	Leader Only playable by the French Player
Second Joker	12	Wellington	Leader Only playable by the Allied Player

* Or discard to (re)use a Checklist Item you have already used!

The Time Track

There are 20 Turns. Each turn is $\frac{1}{2}$ an Hour.

Turn	Time	Notes:
1	11:00	First Turn. AM
2	11:30	-
3	12:00	-
4	12:30	-
5	13:00	-
6	13:30	-
7	14:00	-
8	14:30	-
9	15:00	-
10	15:30	-

Turn	Time	Notes:
11	16:00	-
12	16:30	The Prussians Arrive
13	17:00	-
14	17:30	-
15	18:30	-
16	19:00	-
17	19:30	-
18	20:00	-
19	20:30	-
20	21:00	Last Turn of the Game

Markers

Troop Markers are Blue Morale Markers are White. Cohesion Markers are Red.

Dice

Six sided dice are needed.

Action Points

This applies only to the French Player. The French player gets 1 Free Action Point per Turn. The first turn of the game, the French player gets 2 Free Action Points.

Actions are required for Bombardments, to attack Strongpoints, and for Main Assaults. The French player may get extra actions by playing (discarding) Strategy cards and Leader cards. The French Player may always attack Hougoumont without spending an Action Point.

Strongpoint Tokens

There are 3 Strongpoints in the Game: Hougoumont (Chateau anchoring Wellingtons Right) La Haye Sainte (Farmhouse Forward of the Mont St Jean Ridge) Papelotte (Hamlet anchoring Wellingtons Left) Each Strongpoint has a corresponding Token. Each turn of the game has a Phase corresponding to one of these Strongpoints. The Strongpoints start the game in control of the Allies.

If the French ever win a Strongpoint Phase they gain control of the indicated Strongpoint Token.

Arrival Of The Prussians

The Prussians Arrive on Turn 12. The Allied player gains 6 Troop, 6 Morale, and 6 Cohesion Markers. Prussian Cards may not be used at all for any reason until turn 12 and later.

Prussian cards can be used in the Prussian Phase, the Papelotte Phase, and the Recovery Phase.

Checklists

Each player gets a unique Checklist. Each Checklist is a list of special actions/bonuses that can be used once, and are then checked off (crossed through/scratched out) and cannot be used again. A Maximum of 2 Items can be used during a single Phase (yours or opponents turn).

The Damage Table

Roll	Damage
1	2 Troop Markers
2	1 Troop Marker
3	2 Morale Markers
4	1 Morale Marker

Hougoumont Strongpoint Phase

Skip this phase unless the French player wants to attack, or the Allied player does not control it and wishes to try to retake it. The French player may always attack Hougoumont without the need of spending any Action Points. Both players select and simultane-

Setup

Shuffle the deck. One player takes the role of the Allies (Wellington and Blucher). The other player takes the role of France (Napoleon).

Place a Marker on 11:00 on the Time Track. The French player gets 20 Troop Markers, 20 Morale Markers, and 20 Cohesion Markers. The Allied player gets 16 Troop Markers, 16 Morale Markers, and 16 Cohesion Markers.

Turn Sequence

Each turn has 10 Phases:

1. Logistics Phase
2. Strategy Phase
3. Bombardment Phase
4. Hougoumont Strongpoint Phase
5. La Haye Sainte Strongpoint Phase
6. Papelotte Strongpoint Phase
7. Main Assault Phase
8. Counter Charge Phase
9. Prussian Phase
10. Recovery Phase

Logistics Phase

Each player fills their hand up to 10 cards. If the deck runs out, shuffle the discard and draw from it.

Strategy Phase

Each player may discard up to 5 cards and draw replacements.

Bombardment Phase

Skip this phase unless the French player expends an Action Point. The French player may discard Artillery cards to roll on the Damage Table once for each card discarded inflicting these losses on the allies. The Allied player may discard Terrain cards to negate Artillery Cards on a 1 to 1 basis before rolls are made.

Rolls are at +1 unless the French control at least 1 Strongpoint and so are able to bring their guns forward. Players may fill their Hands back up to 10 after this Phase.

Roll	Damage
5	2 Cohesion Markers
6	1 Cohesion Marker
7+	No Damage

ously reveal up to 5 cards from their hands.

Each card has a Force value. Cavalry Cards cannot be used. The player who currently controls the Strongpoint gets a Force bonus of +15. The player with the highest value wins the hand. If tied, the Allies win.

The winner takes control of the Strongpoint To-

ken. Discard all revealed cards. The player with the Hougoumont Token gets +5 Force in Main Assault Phase. Regardless of who wins the Attacker rolls twice on the Damage Table and the Defender rolls once on the Damage Table.

Players may play (discard) damage cards to make their opponent roll once on the Damage Table for each such card played. The Allied player may not use Prussian cards in this Phase. Players may fill their Hands back up to 10 after this Phase.

La Haye Sainte Strongpoint Phase

Skip this phase unless the French player expends an Action Point, or the Allied player does not control it and wishes to try to retake it. The Allied player may discard a Damage card to force the French to Attack. Both players select and simultaneously reveal up to 5 cards from their hands.

Each card has a Force value. Cavalry Cards cannot be used. The player who currently controls the Strongpoint gets a Force bonus of +5. The player with the highest value wins the hand. If tied, the Allies win.

The winner takes control of the Strongpoint Token. Discard all revealed cards. The player with the La Haye Sainte Token gets +5 Force in Main Assault Phase. Regardless of who wins the attacker rolls twice on the Damage Table and the Defender rolls once on the Damage Table.

Players may play (discard) damage cards to make their opponent roll once on the Damage Table for each such card played. The Allied player may not use Prussian cards in this Phase. Players may fill their Hands back up to 10 after this Phase.

Papelotte Strongpoint Phase

Skip this phase unless the French player expends an Action Point, or the Allied player does not control it and wishes to try to retake it. Both players select and simultaneously reveal up to 5 cards from their hands. Each card has a Force value.

The player who currently controls the Strongpoint gets a Force bonus of +10. The player with the highest value wins the hand. If tied, the Allies win. The winner takes control of the Strongpoint Token. Discard all revealed cards.

The player with the Papelotte Token gets +5 Force in Main Assault Phase. Regardless of who wins the attacker rolls twice on the Damage Table and the Defender rolls once on the Damage Table. Players may play (discard) damage cards to make their opponent roll once on the Damage Table for each such card played.

Players may fill their Hands back up to 10 after this Phase.

Main Assault Phase

Skip this phase unless the French player expends an Action Point. If the French player does not control

at least 2 Strongpoints, he must roll once on the Damage Table due to Enfilading Fire. Both players select and simultaneously reveal up to 6 cards from their hands.

Each card has a Force value. Players get a Force bonus of +5 for each Strongpoint Token they have. The player with the highest value wins the hand. If tied, the Allies win.

Discard all revealed cards. The Loser must roll 6 times on the Damage Table. The Winner must roll 2 times on the Damage Table.

Players may play (discard) damage cards to make their opponent roll once on the Damage Table for each such card played. If the French won in Main Assault Phase last turn they get +5 Force this turn in Main Assault Phase. If the French lose in Main Assault Phase, they cannot attack in Main Assault phase again on the following 2 Turns.

Players may fill their Hands back up to 10 after this Phase.

Coordinated Attack Bonus Rule

In Main Assault phase If you play Infantry, Artillery, and Cavalry in the same hand get +10 Force (Applies to both players).

Outmaneuver Bonus Rule

In Main Assault phase If you play Strategy, Blunder, and Terrain in the same hand your opponent must immediately roll once on the damage Table.

Counter Charge Phase

The Allied player may do this only if the French Player attacked in Main Assault Phase. The Allied player plays (discards) Cavalry cards from his hand. The French player rolls once on the Damage Table for each such card played.

Players may fill their Hands back up to 10 after this Phase.

Prussian Front Phase

Skip this Phase unless it is turn 12 or higher. Both players select and simultaneously reveal up to 5 cards from their hands. Each card has a Force value.

The player with the highest value wins the hand. If tied, the French win. Discard all revealed cards. If the French player loses he rolls twice on the Damage Table.

If the French player wins he rolls once on the Damage Table. Players may fill their Hands back up to 10 after this Phase. Allied Checklist Items cannot be used unless they have the PFP or CUP designation.

The Allied Player cannot use the Wellington card.

Recovery Phase

Rally Rule: Players may discard Morale cards to gain 1 Morale Marker for each card. Reinforcement Rule: Players may discard Infantry cards to gain 1 Troop Marker for each card. Regroup Rule: Players may discard Blunder cards to gain 1 Cohesion Marker for each card.

Checklist Items may be used for this purpose.

Imperial Guard Rule

At turn 12 and higher the Imperial Guard become available to the French Player. The French player may

send in the Imperial Guard on any Strongpoint or Main Assault phase or Prussian Front Phase to get an extra +5 Force. However if the French lose the Hand, they lose an extra 5 Morale Counters.

If the Guard loses a total of 3 times, they can no longer be sent in.

Checklist Notation

PFP Prussian Front Phase & Papellote Phase Only

CUP Can also be used in Prussian Front Phase

MAP Main Assault Phase

CCP Counter Charge Phase

The Allied Checklist

Item:	Notes:
Opportunity Lost	The French may not attack in MAP this turn
Chasse's Belgo-Dutch	A Leader card gets +2 Force
Volley and Charge	A Strategy and Infantry Card get +3 Force each
Life Guards	An Infantry card gets +4 Force
Royal Horse Guards	Use as a Cavalry Card in CCP
Union Brigade	Use as a Cavalry Card in CCP
Scots Greys	Use as a Cavalry Card in CCP
Inniskilling Dragoons	Use as a Cavalry Card in CCP
Vivians Hussars	A Cavalry card gets +3 Force
Infamous Army	Use as an Infantry Card of Force -2
Jager Skirmishers	An Infantry card gets +2 Force
British Guns	Use as an Artillery Card
Repulse Attack	A Damage card gets +5 Force
Kings German Legion	Hougoumont gets +5 Force if Defending
Hanoverian Brigade	An Infantry card gets +2 Force
Peninsular War Vets	An Infantry card gets +5 Force
British Infantry	An Infantry card gets +3 Force
Dutch Carabineers	A Cavalry card gets +2 Force
Soft Ground	All Terrain Cards get +2 Force
Infantry Squares	Negate a Cavalry card played by Opponent
Attack Falters	A Damage card gets +4 Force
Lord Uxbridge	A Leader Card gets +5 Force
Sunken Lane	A Terrain Card gets +3 Force
Captured Eagles	If you win a Hand gain 3 Morale
Late Start	Skip any Target Phase
Conflicting Orders	Use as a Blunder Card
Vague Dispatch	Skip any Target Phase
Strong Position	Use as a Terrain Card
Obsession	French must Attack Hougoumont this Turn.
Sharpshooters	An Infantry card gets +5 Force
Reverse Slope	Use as Terrain Card in MAP or Bombardment Phase
Mont St Jean Ridge	All Terrain Cards get +2 Force in MAP
Unsupported Attack	Negate Coordinated Attack Bonus of Opponent
Highlanders	An Infantry card gets +4 Force
Foot Guards	An Infantry card gets +3 Force
Royal Horse Artillery	An Artillery Card gets +2 Force
Steadfast	Use as a Morale Card

Item:	Notes:
Unshakeable	A Morale Card gets +5 Force
False Withdrawal	French if able must Attack in MAP. Turn 8+
Point Blank Volley	Use as a Damage Card
Prince of Orange	Use as a Leader Card of Force -2
Zieten	Use as a Leader Card Turn 12+ PFP
Bulow	Use as a Leader Card Turn 13+ PFP
Blucher	Use as a Leader Card Turn 14+ PFP
Silesian Riflemen	Use as a Infantry Card Turn 15+ PFP
Landwehr	Use as a Infantry Card Turn 16+ PFP
Plancenoit	Use as a Terrain Card Turn 17+ PFP
Near Run Thing	A Strategy card gets +2 Force
Careful Dispositions	A Strategy card gets +5 Force
Flank Attack	A Strategy card gets +4 Force CUP
Unwieldy Formation	Use as a Blunder Card in MAP
Take Prisoners	Use as a Damage Card CUP
General Advance	Use as a Strategy Card Turn 19+ CUP
Immaculate Timing	The Wellington Card gets +3 Force
Maitland's Foot Guards	An Infantry Card gets +5 Force
Encirclement	A Strategy Card gets +5 Force Turn 18+ PFP
Exhaustion	Negate a Target Infantry Card Turn 14+
Lull in the Battle	In Recovery Phase gain 2 Cohesion Turn 13+

The French Checklist

Item:	Notes:
Ney Leads the Charge	Use as a Leader Card
Grande Armee	All Infantry Cards get +2 Force
Out of Ammunition	Use as Blunder card when attacking Strongpoint
Inexperienced Troops	Negate a Morale card played by Opponent
Marshal Reille	A Leader Card gets +2 Force
Grande Batterie	Use as 2 Artillery Cards in Bombardment Phase
Lancers	A Cavalry card gets +5 Force
Heavy Cavalry	Use as a Cavalry Card
Furious Attack	All Strategy Cards get +2 Force
Marshall d'Erlon	A Leader Card gets +3 Force
First Corps	Use as an Infantry Card
Second Corps	Use as an Infantry Card
Grenadiers	An Infantry Card gets +3 Force
Middle Guard	Imperial Guard Bonus increased by +3 Force
Chasseurs	Imperial Guard Bonus increased by +2 Force
Vive L'Empereur	Use as a Morale Card
Cuirassiers	A Cavalry card gets +5 Force
Lobau	A Leader Card gets +3 Force
Gap in the Line	A Strategy Card gets +5 Force
Line Crumbles	Use as a Damage card in MAP
Squares Wavering	Damage card gets +5 Force in MAP
Light Cavalry	A Cavalry card gets +2 Force
Massed Cavalry	All Cavalry Cards get +2 Force
Reserve Cavalry	Use as a Cavalry Card
Kellerman	A Leader Card gets +2 Force

Item:	Notes:
Grenadiers A Cheval	A Cavalry card gets +4 Force
Empress Dragoons	A Cavalry card gets +2 Force
Bring Up the Guns	Use as an Artillery Card
Young Guard	Imperial Guard Bonus increased by +2 Force
Old Guard	Imperial Guard Bonus increased by +3 Force
French Élan	All Morale cards get +2 Force
Frontal Assault	Use as a Strategy Card of Force -2
Great Columns	Use as an Infantry Card
Tell them its Grouchy	A Morale card gets +3 Force
Prolonged Cannonade	Use as an Artillery Card
Marshall Soult	A Leader Card gets +2 Force
Bayonet Charge	An Infantry Card gets +5 Force
Press the Attack	A Strategy Card gets +3 Force
Feint	Use as a Strategy Card of Force -2
Enraged	A Morale Card gets +3 Force
Resolve	All Morale Cards get +2 Force
Soften Them Up	Use as an Artillery Card
Fury of Shot & Shell	All Artillery Cards gets +2 Force
French Veterans	A Morale card gets +5 Force
Blown Horses	Opponent Rolls once on Damage Table after Counter Charge
Overwhelmed	Use as a Damage Card
Artillery vs. Squares	Artillery Card gets +5 Force in Main Assault Phase
Gallantry	A Morale Card gets +2 Force for each Unit Card Played
Spirited Advance	All Strategy & Morale Cards get +1 Force
Prince Jerome	A Leader Card gets +2 Force
Bugles & Drums	All Morale and Unit cards get +1 Force
Audacity	The Napoleon Card gets +3 Force

Links

Waterloo





Warring States Period

Introduction

China 475 - 221 BCE. Each player is the king of one of 7 States vying for domination. Card game for 2-7 players.

Victory

The first player to control 15 Province Tokens wins the game.

Warring States

Each player picks as his identity one of the following 7 States: Qin, Wu, Chu, Qi, Yan, Zhao, Han

Province Tokens

There are exactly 21 Province Tokens.

Razed Provinces

Province Tokens should have 2 distinguishable sides. When a Province is razed (hit by a disaster) flip it over.

Army Tokens

Tokens are used to represent Armies.

The Decks

There are 3 common decks:

1. Event Deck
2. Resource Deck
3. Battle Deck

If a deck ever runs out, shuffle the discard and draw from it.

Money

Currency is in units called "Bu". Use coins to represent Bu.

Setup

Shuffle the decks. Players cut the Battle deck. High card goes first (becomes first active player). Each player gets an equal number of Province Tokens.

If extra Tokens remain, they are not used. Each player starts with 10 Bu.

The Active Player

Give the Active player a small figurine to denote this Honor. The Active player goes first in War Phase. Play proceeds clockwise.

Turn Sequence

Each turn has 7 Phases:

1. Event Phase
2. Income Phase
3. Trade Phase
4. Taxes Phase
5. Build Phase
6. War Phase
7. End Phase

Event Phase

The active player Flips over and plays the top card of the Event Deck.

Income Phase

All Players Draw 3 Resource cards. Players Draw an extra Resource card for every 2 Province Tokens they control (rounding down) that are not razed.

Trade Phase

Players may trade Resource cards.

Taxes Phase

Discard 3 Mines to gain 3 Bu. (Bronze Meld) Discard 3 Cities to gain 3 Bu. (Trade Meld) Discard 3 Agriculture to gain 3 Bu. (Rice Meld) Discard a combo of 1 Mine, 1 City, and 1 Agriculture to gain 2 Bu. (Balanced Meld) Discard 2 Mines to gain 1 Bu. Discard 2 Cities to gain 1 Bu. Discard 2 Agriculture to gain 1 Bu.

Discard 2 Generals to draw 1 Resource card.

Build Phase

Pay 2 Bu to rebuild a razed Province (Flip it right side up) Pay 2 Bu to gain one Army Token. Pay 2 Bu to put a General Card into play Discard all unused Resource cards.

War Phase

Players take turns in War Phase. The Active Player goes first. War Phase is divided into 3 Segments:

1. Declaration Segment

2. Ally Segment
3. Campaign Segment

Declaration Segment

The Active player (Attacker) may declare he is going to war with a target opponent (Defender). In order to go to war, the Attacker must have at least one General and one Army. The Defender will fight with whatever units it has.

Ally Segment

Other players (not the Attacker or Defender) may send units to aid either side. They can be recalled at any time.

Province Army Rule

Important: If the Defender has no Unit cards, one of his Province Tokens will act as an Army, referred to as a Provincial Army.

Campaign Segment

The War will consist of 1 or more Battles. Each Battle has 3 Rounds:

1. Tactics Round
2. Clash Round
3. Casualties Round

Multiple Campaigns Rule

The attacker may wage multiple wars in the same turn against different opponents. Each such cam-

paign requires at least one General and one Army not engaged in another campaign.

Tactics Round

Each player has a Battle hand. If a player has 1 or more cards in his Battle Hand he skips the rest of Tactics Round. If a player has no cards in his Battle hand, he fills his Battle hand to up to 4 cards plus 1 for each army he controls. He may then discard and redraw 1 Battle card for each General he controls.

Clash Round

Each Player plays one Battle card from his hand (This is called the Destiny Card) Players calculate their Battle Totals (BT):

BT # of Generals + # of Armies + Destiny Card Value + General Bonuses

The player with the higher BT wins the Battle. Defender wins ties. Discard Destiny cards.

Casualties Round

The loser discards one Unit (Army or General). Even if he lost, the Attacker may (if he wants to) attack the same target again (conduct a Battle) if He has at least One General and One Army in play. If a Provincial Army is defeated, the Attacker gets to keep that Province Token (Conquest).

End Phase

Discard all Battle hands. The New Active player is the player to the left of the current Active player. Check to see if anyone has won (15 Provinces).

Resources Deck

Card Name:	#	Notes:
Agriculture	10	-
Mine	10	-
City	10	-
Daring General	2	If you are the Attacker get +1 to BT
Steadfast General	2	If you are the Defender get +1 to BT
Brilliant General	2	Strategy Destiny Card gets +1
Methodical General	2	Troop Destiny Card gets +1
Thoughtful General	2	Counts as 2 Generals in Tactics Segment

copies of card in deck.

Event Deck

Card Name:	Notes:
Plague	Destroy all Army Tokens in play
Earthquake	Each Player has 1 Province Razed
Uprising	Target Player has 1 Province Razed and loses 1 Army

Card Name:	Notes:
Fire	Target Player has 1 Province Razed
Rebellion	Steal 1 Army from Target Player
Treachery	Steal 1 General from Target Player
Annex	Steal 1 Province from Target Player
Flood	Each Player has 1 Province Razed
Drought	Rice Melds earn no Bu this turn
Pestilence	Each player discards 1 Bu
Barbarian Invasion	Each player loses 1 Army
Nomad Raids	Each player loses 1 Army
Duel	Target Player loses 1 General
Assassination	Target Player loses 1 General
Anarchy	Target Player may not Attack on his Next Turn
War of Succession	Target Player loses 1 General and 1 Army
Power Struggle	Target Player may not Attack on his Next Turn
Tributes	You Gain 1 Bu
Prosperity	All Players Gain 1 Bu
The 5 Classics	All Players Draw 1 extr card in Income Phase
Confucianism	You Draw 3 extra cards in Income Phase
Taoism	You Draw 2 extra cards in Income Phase
Legalism	You Draw 1 extra cards in Income Phase
Ironworking	Your Troop cards get +1 this turn
Metal Coinage	Bronze Melds earn double this turn
New Trade Route	Trade Melds earn double this turn
Good Harvest	Rice Melds earn double this turn
Sun Tzu	Your Generals get +1 this Turn
Mass Conscription	You Gain 1 Army

Battle Deck

Card Name:	Type	Value
Infantry	T	1
Swords	T	2
Spears	T	3
Halberds	T	4
Pikes	T	5
Bowmen	T	6
Archers	T	7
Crossbows	T	8
Flaming Arrows	T	9
Artillerists	T	10
Scouts	T	11
Light Chariots	T	12
Medium Cavalry	T	13
War Chariots	T	14
Heavy Cavalry	T	15

Card Name:	Type	Value
Outflank	S	1
Deception	S	2
Envelopment	S	3
Ambush	S	4
Surprise	S	5
Logistics	S	6
Cross River	S	7
Mountain Pass	S	8
Feign Retreat	S	9
Counter Attack	S	10
Avoid Strength	S	11
Terrain Advantage	S	12
Swift Maneuver	S	13
Concentrate Force	S	14
Attack Weakness	S	15

S Strategy
T Troops

Cardset Available!!!

Thanks Ron! Click Here

FAQ's Q - Rules questions: "Unit" refers to Generals & Armies? A - Yes. Q - If you lose a "Unit" after a battle it is either a single General or a single Army? A - Yes. You choose which specific unit you loose. Q - If loser is the defender who was using a Provincial Army, and that is taken, is that the "Unit" lost by the defender? A

- Yes.

Q - Attacker may attack multiple opponents if and only he has at least 1 General & 1 Army v. each opponent. But, if the Attacker makes serial attacks v. same opponent can he re-use the same General & Army? A -

Yes. Units committed to a campaign against a specific opponent can keep attacking that opponent.

Links

Wikipedia





Warrior Kings Of Ireland

Introduction

Card & Dice Game for 2-5 players. Theme: War & Politics in 10th -11th Century Ireland.

Victory

The player with the most Gold at the end of the Game Wins.

Game End

The Game ends after each player has had 13 Turns.

Gold

Use Coins to represent Gold.

The Deck

Players share a common deck. There are 4 Card Types:

- Faction Cards
- King Cards
- Event Cards
- Battle Cards

Factions & Kings are collectively referred to as Unit cards.

Dice

Six Sided Dice are needed.

Factions & Clans

Ireland at this time is divided up into many small Kingdoms & sub-Kingdoms. These are represented by Faction Cards. At Setup each player must pick their Identity from one of 5 Main Clans:

1. Ulster
2. Connacht
3. Meath
4. Leister
5. Munster

Setup

Each player starts with 5 Gold. Each player is dealt a Hand of 5 Cards. The most Irish player goes first.

Players may not conduct Raids or Sieges on their first turn.

Turn Sequence

Players take turns. Each turn has 8 Phases.

1. Tribute Phase
2. Fate Phase
3. Recruit Phase
4. Declaration Phase
5. Raid Phase
6. Battle Phase
7. Siege Phase
8. Destiny Phase

Tribute Phase

Gain 1 Gold for each Faction you control. If you are the High King, each other player must Give you 1Gold in Tribute.

Fate Phase

Draw 4 cards from the deck. Draw 1 less card if you have no Kings in play. If the Deck runs out, shuffle the discard and draw from it.

Recruit Phase

You may put Faction & King cards from your hand into play. They are placed face up in front of you, and Remain in play until removed by battle or some card action. You are considered to be in control of these Factions.

Note: Other players may play Faction cards of the Clan you belong to.

This indicates they have allied with some group within your Clan that is hostile to you. Note: If you control a Faction card of your own Clan, it gets Force +1.

The Player with the Most Factions is the "High King"

Declaration Phase

You may declare that you are going to Raid or Siege an opposing player. That player may immediately draw 1 card from the deck.

Raid Phase

You may raid the Lands of one opposing player. Declare which of your Units you are looting with. The Units that did not go are called your Reserve.

Loot (Take) $1D6+X$ Gold from that player. (X = Number of Units you sent) This is the Raid Roll. That player may attempt to block you by declaring that he is seeking Battle. If you refuse battle, you do not get the Loot.

If you agree to battle, go to Battle Phase.

Battle Phase

Skip this phase unless sent here by Raid or Siege Phase. The current player is the Attacker. His target opponent is the Defender. Other players are called Neutrals.

You and your opponent may invite other players to Ally with you. These Invitations may include gifts of Gold or Cards, and Promises of Peace or Aid. An ally player may choose to send some or all of his Factions & Kings to the Battle.

Each Faction and King card has a Force Value. The side with the highest Force gains the Strength Advantage (SA). If a side has the higher total force by a Factor of 2 it gains the Might Advantage (MA).

Players may play Battle (Not Siege or Fortification) cards to increase their Total Force. Players may play Event cards to steal or discard enemy Factions & Kings. Each Player makes a Battle Roll: Roll 2D6 Roll 3D6 if you have the Strength Advantage.

Roll 4D6 if you have the Might Advantage. The Higher Total Wins the Battle. Each player makes a Survival Roll for each of his Factions & Kings (Units).

The Winner must roll a 3 or better for each of his Units to Survive. The Loser must roll a 5 or better for each of his Units to Survive. If the Winner has no surviving Units, the loser becomes the winner if He has at least 1 Unit left.

If the Attacker wins, has Units left, and all of his Opponents Units are destroyed, he may take all of his opponent's Gold. (Otherwise, he gets nothing)

Siege Phase

If you decided to Lay Siege to an opposing player, he may decide to Meet you on the field of Battle instead. In that case, go to Battle Phase. If not, proceed with the Siege... Declare which of your Units you are conducting the Siege with. The Units that did not go are called your Reserve.

The Siege is handled exactly like Battle Phase except: Maneuver & Terrain (Battle) Cards are not used. The Attacker may use Siege (Battle) cards. The Defender may use Fortification (Battle) Cards.

The Defender gets to add extra 1 Die to his Battle Roll. If the Defender Loses he must roll a 6 or better for each of his Units to Survive. If the Defender Wins he must roll a 2 or better for each of his Units to Survive.

The Attacker must roll a 2 or better for each of his Units to Survive. If the Attacker wins, has Units left, and all of his Opponents Units are destroyed, he may take all of his opponent's Gold. (Otherwise, he gets nothing)

Destiny Phase

Your Max hand size is 5 + the number of King Cards you Control Discard down to Max hand size.

Card List Notation

- F** Faction card
- K** King card
- V** Event card
- B** Battle card

Common Deck Card List

Card Name:	Type	Force	Notes:
Ulster	F	3	Muirtheimhne
Ulster	F	4	Dal Riada
Ulster	F	5	Dal Fiatach
Ulster	F	6	Eathach
Ulster	F	7	Leth Cathail
Ulster	F	8	Cruithne
Ulster	F	9	Ulaid
Munster	F	3	Gabhrran
Munster	F	4	Limerick
Munster	F	5	Corca
Munster	F	6	Dalcassians
Munster	F	7	Dal Cais
Munster	F	8	Desmond
Munster	F	9	Eoganacht
Connacht	F	3	Fiachrach
Connacht	F	4	Airrtir
Connacht	F	5	Tuaiscirt
Connacht	F	6	Teora
Connacht	F	7	Irthair

Card Name:	Type	Force	Notes:
Connacht	F	8	Firbolg
Connacht	F	9	Cruachan
Meath	F	3	Delbna
Meath	F	4	Cetach
Meath	F	5	Brega
Meath	F	6	Tulach
Meath	F	7	Slaine
Meath	F	8	Cholmain
Meath	F	9	Ui Neill
Leister	F	3	Fáeláin
Leister	F	4	Muiredaig
Leister	F	5	Dúinchada
Leister	F	6	Cheinnselaig
Leister	F	7	Ui Drona
Leister	F	8	Ui Dega
Leister	F	9	Domnann
Vikings	F	3	Danes
Vikings	F	4	Norwegians
Vikings	F	5	Norse Raiders
Vikings	F	6	Scandinavian Pagans
Vikings	F	7	Dragon Ships
Vikings	F	8	Heathen Ostmen
Vikings	F	9	Foreign Occupiers
Petty King	K	1	Steward
Petty King	K	2	Warlord
Petty King	K	3	Sub-King
Petty King	K	4	Lesser King
Petty King	K	5	Chieftain
Petty King	K	6	Provincial King
Minor Clan	F	1	Families
Minor Clan	F	2	Loyal Warriors
Minor Clan	F	3	Irish
Minor Clan	F	4	Celtic Tribes
Minor Clan	F	5	Kinsmen
Minor Clan	F	6	Septs
Minor Clan	F	7	Tuatha
Great Steward	K	5	-
Great Lord	K	6	-
Crown Prince	K	7	-
Warrior King	K	8	-
Mighty King	K	8	-
Over King	K	9	-
Political Cauldron	V	-	Draw 3 cards; Other players draw 1 card
Infighting	V	-	Discard target Faction
Dynasty	V	-	Search Deck for a King card & Keep it
Weak Successor	V	-	Opponent must discard 2 cards from hand
Truce	V	-	Opponent cannot attack you this turn
Peace Treaty	V	-	Opponent cannot attack you this turn
Coalition	V	-	Steal all cards from 1 Faction from Neutral
Rebellion	V	-	Discard all Cards in play of 1 Faction
Alliance	V	-	Steal all Factions from 1 Clan from Opponent
Establish Ties	V	-	Steal all Factions from 1 Clan from any Player
Treachery	V	-	Steal 1 Faction card from Opponent

Card Name:	Type	Force	Notes:
Marriage Bond	V	-	Steal 1 Faction card from any Player
Negotiate	V	-	Neutral cannot ally this turn
Common Enemy	V	-	Force target Neutrals Unit to Ally
No Friends	V	-	Opponent cannot Ally with any Neutrals
Intrigue	V	-	Steal random Card from opponents hand
Turn on Friends	V	-	Steal target Unit
Promises	V	-	Draw 2 Cards
Troubled Times	V	-	Draw 3 cards; Other players draw 1 card
Unwavering Loyalty	V	-	Negate card that Steals a Faction
Vassal Kingdoms	V	-	Steal all cards from 1 Clan from Neutral
Hostages	V	-	Steal 1 Faction card from any Player
Mutiny	V	-	Discard Target Faction
Diplomacy	V	-	Neutral cannot ally with opponent this turn
Oath of Obedience	V	-	Negate card that Discards a Faction
Betrayal	V	-	Steal 1 King card from Opponent
Punitive Raid	V	-	Get +1D6 to Raid Roll
Intimidation	V	-	Neutral cannot ally with opponent this turn
Kinsmen	V	-	Steal Faction card that is same as your Clan
Hunted Down	V	-	Losing King gets -2 to Survival Roll
Hiding	V	-	Kill Target King
Submission	V	-	Steal losing Faction after battle
Fortress	B	6	Fortification
Easily Defended	B	7	Fortification
Formidable Walls	B	8	Fortification
Intercept	B	5	Maneuver
High Ground	B	7	Terrain
Battle Honors	V	-	If you won Battle draw 3 Cards
Forced March	B	3	Maneuver: Reserve Unit may join Battle
Reinforcements	B	3	Maneuver: Reserve Unit may join Battle
Superior Cavalry	B	6	Maneuver
Gold & Silver	V	-	If you won Battle Gain 1D6 Gold
Cattle Tribute	V	-	Gain 1D6 Gold in Tribute Phase
Iron & Brass	V	-	Gain 1D6 Gold in Tribute Phase
Omen	V	-	Look at next 7 cards in deck
Assassination	V	-	Kill Target King
Crippling Defeat	V	-	Losing Side Survival Rolls at -1
Valor	B	-	Target King gets +5 Force
Silk & Spices	V	-	Trade: You & 1 other Player Gain 1D6 Gold
Slaves & Concubines	V	-	Trade: You & 1 other Player Gain 1D6 Gold
Murder of Kings	V	-	Kill Target King
Viking Merchants	V	-	Discard 2 Cards: Gain 2D6 Gold
Severe Raids	V	-	Get +1D6 to Raid Roll
Plunder Lands	V	-	Get +1D6 to Raid Roll
Butcher & Burn	B	7	Siege
Slaughter	B	6	Battle
Assault	B	5	Siege
Starve them Out	B	6	Siege
Rally to Banner	B	4	Battle: Side with fewer Factions
Sack City	V	-	Gain extra 1D6 Gold from Successful Siege
Sanctuary	V	-	Unit gets +3 to Survival Roll
Pillage	V	-	Gain extra 1D6 Gold from Raid or Siege
Ambush	B	7	Maneuver: Defender
Hatred	B	6	Battle

Card Name:	Type	Force	Notes:
Rumors	V	-	Look at Opponents Hand
Guerilla Warfare	V	-	Discard Target Unit in Raid Phase
Forest	B	4	Terrain

Extra Players

The Vikings may be used as a Major Clan.





Warrior Lands

Introduction

Basic Fantasy Tactical Skirmish Combat game for 2+ players.

Victory

Crush your enemies into small piles of plastic and pewter.

Warriors

Use plastic warriors from Kid's toy-sets. Ruleset appropriate for Fantasy, Ancient, and Medieval. Warriors are also referred to as Units.

The Board

Large Hexes. Big enough for mounted units. Max one Unit per space.

Dice

Six sided dice are needed.

Cards

Use Cards from Candyland: 6 Colors: Equal numbers of. . . Red, Orange, Yellow, Green, Blue, and Purple. If the deck ever runs out, shuffle the discard and draw from it.

Card Actions

Card Color:	Action:
Red	Move 1 Space
Orange	Move 1 or 2 Spaces
Yellow	Attack into Adjacent Space (Range = 1) and Hit on 1-3
Green	Defend against an attack on 1-3
Blue	First Special
Purple	Second Special

Movement

Use Red and Orange Cards. Facing does not matter. No stacking.

You cannot Move through other Units.

Attacking

Use Yellow Cards. When you attack roll 1D6 to see if you hit If you roll a 1, 2, or 3, you hit and the target Unit takes 1 Damage.

Action Tokens

Use glass stones or pebbles. These are used to keep track of which units have had their turn.

Damage Tokens

Use Poker Chips. This keeps track of how much Damage the unit has taken.

Setup

Place Warriors onto the map according to the scenario.

Turn Sequence

Place an Action Token next to each unit. Players roll high on 1D6 to see who goes first. Players take turns activating one unit at a time.

When you activate one of your Units, remove its Action Token. Then draw 2 Cards for the current Unit. Use these cards to have the Unit Move and Attack.

A Unit may make a max of 1 Move and 1 Attack per turn. Discard cards when used or if they are un-useable. Continue to the next unit until no units have any Action Tokens.

Defending

When a Unit is hit, it may immediately draw 1 card to try to defend. If it is a Green card, roll 1D6. On a roll of 1, 2, or 3, the attack is negated and no Damage is taken.

Passive Defenses And Abilities

These effects happen automatically without needing a card to be played: > Light Armor or Thick Skin: If a Unit with light Armor is Hit roll 1D6. On a roll of 1 the Damage is absorbed.

> Heavy Armor or Tough Hide: If a Unit with Heavy

Armor is hit roll 1D6. On a roll of 1 or 2 the Damage is absorbed.

> Mithril Armor or Hard Shell: If a Unit with Force Field is hit roll 1D6. On a roll of 1, 2, or 3 the Damage is absorbed.

> Skeletal Form: If a Skeleton Unit is hit by a sword, spear, or arrow, roll 1D6. On a roll of 1, 2, or 2 the Damage is absorbed.

> Force Field: If a Unit with Force Field is hit roll 1D6. On a roll of 1, 2, 3, or 4 the Damage is absorbed.

> Invulnerable: If a Unit with Force Field is hit roll 1D6. On a roll of 1, 2, 3, 4, or 5 the Damage is absorbed.

> Spirit Form: Immune to normal physical Attacks. Can only be harmed by Spells, Magical and Enchanted Weapons and Units.

> Poison: If a Poisoned Attack fails to Hit roll again: On a roll of 1-2 on 1D6 the Attack causes 1 Damage.

> Martyr: If an adjacent friendly unit is attacked, this unit may switch places with it and take the attack instead.

> Drain: If the attack causes damage, the Attacker draws 1 extra card next turn.

> Slay X: Where X is a specific unit type such as Dragon or Goblin. The affected target type is always automatically hit and green cards cannot be used in defense.

Note: Some units will have several layers of Passive Defenses. When hit, they will get to roll for each.

Special Cards

Depending on the identity of the Unit and its Equipment layout Special cards will have a variety of Effects including Attacks, Defenses, Movement, and More.

Damage

Most Units have only 1 Hit, that is, 1 point of Damage is Enough to destroy them. Important Heroes and Large Monsters will have extra Hits.

Unit Type X Special Card List Notation

> Attack 1 (1-4) = Attack of Range 1 and Hits on roll of 1, 2, 3, or 4

> Indirect 2 (1-3) = Attack of Range 1 or 2 and Hits on roll of 1, 2, or 3 Indirect Attacks can be made over other Units in the way

> Defend (1-2) = Negate an Attack on a roll of 1 or 2

> Move 3 = Unit can move 1, 2, or 3 spaces

> Receive (1-2) = Negate an Attack on a roll of 1 or 2 made by an adj enemy and do 1 Damage to them. Opponent may defend against this attack.

> Second 1 (1-2) = If the unit already attacked this turn, use this card to Make a second Attack of Range 1 that hits on a roll of 1 or 2

> Stun 1 (1-4) = An Attack of range 1 that does no damage. If unit is Hit on a roll of 1, 2, 3, or 4 it loses its Action Token and does not get Another Action Token next turn.

> Parry (1-3) = Negate an Attack on a roll of 1 or 2. Use only against Non-flexible Hand Held Weapons.

> Flex 1 (1-3) = Attack of Range 1 and Hits on roll of 1, 2, or 3. A crushing Attack cannot be defended against by Shields or Parrying.

> Pierce 2 (1-4) = Attack of Range 1 or 2 and Hits on roll of 1, 2, 3 or 4. Light and Heavy Armor do not protect against Pierce Attacks.

> Crush 1 (1-3) = Attack of Range 1 and Hits on roll of 1, 2, or 3. A crushing Attack cannot be defended against by anything.

> Push 1 (1-3) = An Attack of Range 1 that does no Damage. If unit is Hit on a roll of 1, 2, or 3 It must move away from the attacker 1 Space. If it cannot, it then automatically takes 1 Damage. Cavalry that is pushed is Unhorsed, and may spend its next action getting back on.

> Swipe 1 (1-3) = 2 Attacks of Range 1 against 2 enemy units that are adjacent To both this Warrior and each other. Attacks hit on a roll of 1, 2, or 3.

> Inspire 3 (1-4) = Target Friendly Unit up to 3 spaces away is inspired on a Roll of 1, 2, 3, or 4. An Inspired Unit draws 1 extra card on its turn. A Unit can be Inspired a max of once per turn.

> Rally 3 (1-3) = Target Friendly Unit up to 3 spaces away is Rallied on a Roll of 1, 2, or 3. A Rallied Unit draws 1 extra Action Token on its turn. A Unit can be Inspired a max of once per turn.

> Flying 3 = Unit can move 1, 2, or 3 spaces. It can move over other Units.

> Trap 1 (1-3) = Attack of Range 1 that hits on a roll of 1, 2, or 3. A Trapped Unit takes no Damage, but must use its next turn to try to escape on a roll of 1-4 on 1D6. If it fails, it must try again the following turn.

> Revive 1 (1-2) = Bring Back Friendly Dead Unit on a roll of 1 or 2 on 1D6

> Stun All 2 (1-3) = Effects all Enemy Units in Range

> Inspire 2 (1-3) = All Friendly Units up to 2 spaces away are inspired on a Roll of 1, 2, or 3. An Inspired Unit draws 1 extra card on its turn.

> Lure 2 (1-4) = Target must move 1 Space towards Luring Unit.

> Slow = Orange Cards can only be used to move 1 Space

> Berserk = Green Cards can also be used for Attack 1 (1-3)

> Burst X (1-3/1) = Attack of Range X (X as Defined by Unit) and Hits on a roll of 1, 2, or 3. It also hits Adjacent Units on a roll of 1 on 1D6.

> Switch: Cause 2 friendly adjacent units to switch spaces.

> Deploy: A friendly unit (within 5 Spaces) gets to take its turn immediately (out of turn). It also gets to move an extra 1 or 2 Spaces.

Unit Type X Special Card Activation List

Unit Type:	Blue Card:	Purple Card:
Horse or Fast	Move 3	Move 4
Bow and Arrow	Indirect 2 (1-3)	Indirect 3 (1-2)
Crossbow	Pierce 2 (1-3)	Attack 3 (1-2)
Sling	Indirect 3 (1-2)	Indirect 3 (1-2)
Harquebus	Pierce 2 (1-4)	Pierce 3 (1)
Blunderbuss	Attack 2 (1-3)	Attack 2 (1-2)
Shield	Defend (1-3)	Defend (1-2)
Empty Hand	Move = 1	Defend (1-2)
Dagger	Attack 1 (1-3)	None
Spear or Lance	Push 1 (1-3)	Attack 1 or Receive (1-2)
Pike 2H	Receive 1 (1-3)	Push 1 or Receive (1-3)
Javelin	Indirect 2 (1-2)	Indirect 2 (1-3)
Mace or Club	Attack 1 (1-3)	Stun 1 (1-4)
Sword or Scimitar	Attack 1 (1-3)	Parry (1-3)
Main Gauche	Parry (1-4)	Parry (1-3)
Staff	Stun 1 (1-3)	Parry (1-4)
Dual Wielding	Defend (1-2)	Second 1 (1-3)
Great Sword 2H	Swipe 1 (1-2)	Attack 1 (1-3)
Small Axe	Attack 1 (1-3)	Attack 1 (1-2)
Thrown Hand Weapon	Attack 2 (1-2)	None
Battle Axe 2H	None	Swipe 1 (1-3)
Flail	Flex 1 (1-3)	None
War Hammer or Pick	Pierce 1 (1-3)	None
Halberd or Polearm	Attack 1 (1-4)	Receive (1-3)
Fork	Attack 1 (1-3)	Pierce 1 (1-2)
Whip	Stun 1 (1-3)	Rally 1 (1-3)
Horn, Flag, Leader	Inspire 3 (1-4)	Rally 3 (1-3)
Fangs	None	Attack 1 (1-3)
Claws	Attack 1 (1-3)	None
Horns or Tusks	None	Pierce 1 (1-3)
Wings or Flyer	Flying 3	Flying 4
Net or Lasso or Web	None	Trap 1 (1-3)
Bola	Trap 2 (1-3)	None
Elemental Form	Crush 1 (1-3)	Defend (1-3)
Fire Attack, Breath Attack 1 (1-4)	Attack 2 (1-3)	
Freeze Attack, Breath	Trap 1 (1-4)	Stun 2 (1-3)
Air Attack	Push 2 (1-3)	None
Water Attack	None	Flex 2 (1-3)
Poison Gas	Attack 1 (1-2)	Attack 1 (1-2)
Lightning Attack	Attack 1 (1-4)	Stun 2 (1-3)
Tail Swipe	None	Stun 1 (1-4)
Giant Stomp/Strength	Crush 1 (1-3)	None
Trample	Push 1 (1-3)	Push 1 (1-2)
Kick	Attack 1 (1-3)	None
Catapult or Boulder	None	Crush/Indirect 4 (1-2)
Ballista	None	Pierce 4 (1-3)
Cannon Ball	Crush 4 (1-3)	None
Grenade, Bomb, Shell	Burst X (1-3/1)	None
Tentacle	Flex 1 (1-2)	Trap 1 (1-2)
Death Touch or Lethal	None	Attack 1 (1-5)
Regeneration	Defend (1-3)	Regain 1 Lost Hit
Multi-Attack	Swipe 1 (1-3)	Second 1 (1-3)

Unit Type:	Blue Card:	Purple Card:
Swarm	Defend (1-5)	Flex 1 (1-3)
Invisibility	Defend (1-5)	Attack 1 (1-4)
Angelic, Demi-God	Attack (1-4)	Defend (1-4)
Elite, Veteran	Defend (1-3)	Attack (1-3)
Petrify	Crush 2 (1-3)	Crush 2 (1-2)
Mage	Blue Mage Spell	Purple Mage Spell
Priest	Blue Priest Spell	Purple Priest Spell
Necromancer	Blue Necro Spell	Purple Necro Spell
Heal	Revive 1 (1-2)	None
Charm	Lure 2 (1-4)	Trap 1 (1-3) or Defend (1-3)
Taunt	Lure 2 (1-4)	None
Cause Fear	Push 2 (1-3)	None
Stealth	Flex 1 (1-4)	Defend (1-4)
Trickery or Wit	Stun 1 (1-4)	Trap 1 (1-3)
Hide	Defend (1-4)	None
Small	Small (1-3)	None
Ambush or Pounce	Receive 1 (1-3)	None
Surprise or Stalk	Attack 1 (1-4)	None
Music	Inspire All 2 (1-3)	Stun All 2 (1-2)
Screech	None	Stun All 2 (1-4)
Master Archer	Attack 4 (1-5)	Second 3 (1-3)
Tracker	Move 2	Move 2
Tactics	Switch	Deploy

Unit Notes

A Unit can have multiple Types. For Example A Single Unit might have a Sword, Horse, and a Shield, so A special Card could be used by it for any of those effects.

Magic

For a Unit to cast a spell, It must first play a Blue or Purple card, then It must play a second card. The combination of the 2 cards will Determine what spell is cast. Each type of Magic User will have his Own spell list of 12 possible Spells. For lists with more than 12 cards there will be additional 2 color card combinations(Such as R/R = Red/Red)

Mage Spell List

Spell:	Cards	Notes
Magic Missile	B/R	Pierce 2 (1-5)
Fire Ball	B/O	Attack 3 (1-4) Adj Units Hit on roll of 1
Lightning Bolt	B/Y	Attack 4 (1-3) Adj Units Stunned on Roll of 1-2
Cone of Cold	B/G	Trap 2 (1-4) Adj Units Trapped on Roll of 1-2
Paralyze	B/B	Stun 2 (1-5)
Mesmer	B/P	Trap 1 (1-3) Adj Foes Trapped on Roll of 1-3
Prismatic Spray	P/R	Mage gets Force Field for next 4 turns
Teleport	P/O	Mage or Adj Unit gets Flying 7
Haste	P/Y	Rally 2 (1-6)
Polymorph	P/G	Transform 2 (1-3) Unit into another of up to 1D6 Hits
Summon Elemental	P/B	Summon (1-3) 1 Elemental
Earthquake	P/P	Stun 3 (1-3) Adj Units Stunned on Roll of 1-3
Flash	R/R	Stun 1 (1-4) Adj Units Stunned on Roll of 1-2
Enchant	R/O	Create a Magic Item that lasts for 2D6 Turns
Phantasmal Forces	R/Y	Summon (1-4) 1 Phantasm
Invisibility	R/G	Self or Target 1(1-4) Gets Invisibility for 1D6 Turns

Priest Spell List

Spell:	Cards	Notes
Resurrect	B/R	Bring Back Friendly Dead Unit on a roll of 1-3 on 1D6
Cure	B/O	Negate (1-4) Poison, Polymorph, Curse, Weakness, Petrify
Circle of Protection	B/Y	Priest and Adj Friendly Units get Force Field this turn
Turn Undead	B/G	Attack 1 (1-5) Adj Units hit on 1-3. Vs Undead Only
Bless	B/B	Inspire 2 (1-5) Adj Friendly Units Inspired on Roll of 1-3
Holy Word	B/P	Rally 3 (1-4) Adj Friendly Units Rallied on Roll of 1-2
Smite	P/R	Crush 1 (1-6)
Wrath	P/O	Attack 4 (1-3) Adj Units Hit on roll of 1-3
Holy Armor	P/Y	Range 2 Target gets Force Field for 3 Turns
Awe	P/G	Stun 1 (1-6) and Adjacent Foes Stunned on Roll of 1-4
Control Mind	P/B	Control Unit 2 (1-5) For 1D6 Turns
Summon Angel	P/P	Summon (1-3) 1 Guardian Angel

Necromancer Spell List

Spell:	Cards	Notes
Animate Dead	B/R	Summon (1-4) 1 Zombie or Skeleton
Summon Undead	B/O	Summon (1-3) 1 Ghost or Vampire
Touch of Death	B/Y	Attack 1 (1-5)
Raise Dead	B/G	Bring Back Friendly Dead Unit on a roll of 1-3 on 1D6
Curse	B/B	Range 4 (1-4) Unit Draws 1 less card each turn
Weakness	B/P	Trap 2 (1-5) and Adjacent Foes Trapped on Roll of 1-3
Drain Energy	P/R	Stun 1 (1-6) and Caster draws 1 extra card next turn
Fear	P/O	Push 2 (1-5) and Adjacent Enemy Units Pushed on roll of 1-3
Summon Swarm	P/Y	Summon (1-3) 1 Rat or Bat Swarm
Dark Ritual	P/G	Caster Draws 3 extra cards next turn
Dominate	P/B	Control Unit 2 (1-5) For 1D6 Turns
Cursed Ground	P/P	Target Hex 3 All Units entering this Hex are Attacked (1-3)
Misdirection	R/R	Move Foe 3 (1-5) up to 2 spaces in any direction
Darkness	R/O	All Units within 3 Hexes draw 1 less card their next turn

Shaman Spell List

Spell:	Cards	Notes
Summon Warrior	B/R	Summon (1-4) 1 Orc, Lizardman, Goblin, etc.
Flame Strike	B/O	Attack 4 (1-4) Adj Units Hit on roll of 1
Lightning Storm	B/Y	Attack 3 (1-3) Adj Units Stunned on Roll of 1-2
Freeze	B/G	Trap 2 (1-3) Adj Units Trapped on Roll of 1-3
Reincarnate	B/B	Bring Back Friendly Dead Unit on a roll of 1-3 on 1D6
Blood Ritual	B/P	Caster Draws 3 extra cards next turn
Blood Fury	P/R	Rally 2 (1-4) Adj Friendly Units Rallied on Roll of 1-2
Wind Walk	P/O	Shaman and 1 Adj Unit gets Flying 5
Blood Rage	P/Y	Inspire 3 (1-5) Adj Friendly Units Inspired on Roll of 1-3
Telekinesis	P/G	Push 3 (1-4)
Spirit Call	P/B	Summon (1-3) 1 Elemental or Ghost
Tornado	P/P	Attack 3 (1-3) Adj Units Hit on Roll of 1-2
Shout	R/R	Stun 2 (1-5) and Adjacent Foes Stunned on Roll of 1-3

Druid Spell List

Spell:	Cards	Notes
Call of the Wild	B/R	Summon Randomly 1 Bear, Warthog, or Dire Wolf
Force of Nature	B/O	Summon 1 Treant
Savage Swipe	B/Y	Swipe 1 (1-3)
Rejuvenate	B/G	Bring Back Friendly Dead Unit on a roll of 1-3 on 1D6
Bark Skin	B/B	Self or Range 1 Unit gains Heavy Armor and 1 Hit
Tangling Roots	B/P	Trap 2 (1-5) and Adjacent Foes Trapped on Roll of 1-3
Forest Walk	P/R	Move 6
Giant Size	P/O	Range 1 Unit gains 2 Hits, Giant Strength, and Boulder
Summon Swarm	P/Y	Summon 1 Insect Swarm
Energize	P/G	Inspire 1 (1-5) Adj Units Inspired on roll of 1-3
Bestial Fury	P/B	Rally 1 (1-4) Adj Units Rallied on roll of 1-3
Rust	P/P	Destroy (1-3) Target and Adj Metal Armor and Weapons
Wind Gust	R/R	Push 2 (1-5)

Spell Notes

Resurrect, Reincarnate, Raise Dead, Rejuvenate
 Spells: Dead Unit reappears in empty space next to Spell-caster. If the first spell does not work, neither will a second one of this type.

Summoned Units

Summoned Units start adjacent to the Spell Caster that summoned them. They will remain for the duration of the Battle or until killed. They cannot be brought back to life if killed.

A Spell-caster can summon a max of 5 Hits worth of Units per battle.

Sample Unit Descriptions

- Fire Drake: Fire Breath, Wings, Claws, Bite, Tough Hide, Tail Swipe, 5 Hits
- Ground Drake: Fast, Claws, Bite, Tough Hide, Tail Swipe, Trample, 4 Hits
- Ice Drake: Freeze Breath, Wings, Claws, Bite, Tough Hide, Tail Swipe, 3 Hits
- Swamp Drake: Poison Gas, Wings, Claws, Bite, Tough Hide, Tail Swipe, 3 Hits
- Sky Drake: Lightning Breath, Wings, Claws, Bite, Thick Skin, Tail Swipe, 2 Hits
- Dire Wolf: Claws, Bite, Fast, Tracker, Thick Skin, 2 Hits
- Ogre: Pole Arm, Thick Skin, 2 Hits
- War Troll: Claws, Thick Skin, Heavy Armor, War Hammer, Regeneration, 3 Hits
- Cave Troll: Claws, Club, Thick Skin, Hide, 2 Hits
- Hill Giant: Spear, Thick Skin, Giant Strength, Thrown Boulder, 3 Hits
- Stone Giant: Club, Tough Hide, Giant Stomp, Thrown Boulder, 3 Hits
- Frost Giant: Battle Axe, Tough Hide, Giant Stomp, Thrown Boulder, 4 Hits
- Fire Giant: Bow & Arrows, Tough Hide, Giant Stomp, 4 Hits
- Storm Giant: Mace, Tough Hide, Giant Stomp, Lightning Attack, 5 Hits

- Skeleton: Skeletal Form, Undead
- Ghost: Spirit Form, Undead, Death Touch
- Zombie: Regeneration, Undead, Bite
- Djinn: Elemental Form, Flying, Mage, Scimitar, 2 Hits
- Golem: Elemental Form, Hard Shell, 3 Hits
- Vampire: Flying, Claws, Bite, Drain, Regeneration, Undead, 2 Hits
- Hydra: Multi-Attack, Regeneration, Fire Breath, Bite, 3 Hits
- Minotaur: Horns, Battle Axe, 2 Hits
- Medusa: Petrify
- Naga: Light Armor, Bow & Arrows, Tail Swipe, Poison
- Chimera: Horns, Bite, Claws, Wings, 2 Hits
- Manticore: Claws, Bite, Poison, Wings, 2 Hits
- Unicorn: Horn, Fast, Kick, Cure and Bless Spells
- Pegasus: Wings, Kick
- Griffon: Wings, Claws, Bite, 2 Hits
- Cockatrice: Wings, Thick Skin, Petrify
- Siren: Music, Charm, Bite
- Harpy: Screech, Wings, Claws
- Sphinx: Trickery, Claws, Wings, 3 Hits
- Banshee: Spirit Form, Screech, Undead, Death Touch
- Earth Elemental: Elemental Form, Hard Shell, 2 Hits
- Fire Elemental: Elemental Form, Fire Attack, 2 Hits
- Air Elemental: Elemental Form, Air Attack, Flying, 2 Hits
- Water Elemental: Elemental Form, Water Attack, Regeneration, 2 Hits
- Phantasm: Charm, Flying
- Guardian Angel: Wings, Sword, Shield, Angelic, 2 Hits
- Lemures: Swarm, Bite, Martyr, Infernal
- Imps: Wings, Slings, Small, Taunt, Infernal
- Lesser Devil: Wings, Whip, Fork, Infernal
- Succubus: Wings, Whip, Charm, Infernal
- Greater Demon: Claws, Bite, Horns, Fire Attack, 2 Hits, Infernal
- Ice Demon: Claws, Freeze Attack, Thick Skin, 2

- Hits, Infernal
- Demon Lord: Claws, Wings, Leader, Sword, Fire Attack, 4 Hits, Infernal
- Lich: Undead, Regeneration, Claws, Necromancer, 2 Hits
- Insect Swarm: Swarm, Wings, Poison, 2 Hits
- Rat Swarm: Swarm, Bite, Claws, 2 Hits
- Bat Swarm: Swarm, Wings, Bite, 2 Hits
- Bear: Claws, Bite, Heavy Armor, 2 Hits
- Boar: Fast, Tusks
- Frog: Harmless, Small, Slow
- Giant Spider: Bite, Poison, Web
- War Elephant: Trample, Tusks, Thick Skin, 3 Hits
- Sprites: Fey, Wings, Small, Trickery
- Fairies: Fey, Wings, Small, Taunt
- Redcaps: Fey, Dagger, Small, Surprise
- Nymphs: Fey, Charm, Claws
- Dryads: Fey, Fast
- Fairy Queen: Fey, Leader, Druid, Wings
- Sylvan Elves: Fey, Bow & Arrows
- Wisp: Fey, Spirit Form, Charm
- Beholder: Flying, Mage, 2 Hits
- Mind Flayer: Drain, Mesmer, Mage
- Centaur: Fast, Kick, Bow & Arrows or Club, 2 Hits
- Phoenix: Wings, Fire Attack, Regeneration, 2 Hits
- Armored Warhorse: Kick, Fast, Heavy Armor
- Satyr: Music, Kick
- Amazons: Charm, Bows & Arrows or Spear
- Barbarian: Berserk, Axe or Battle Axe
- Ranger: Elite, Tracker, Bow & Arrows, Sword
- Gnome: Blunderbuss, Small, Light Armor
- Cyclops: Club, Bite, 3 Hits
- Lion: Claws, Bite, Leader, 2 Hits
- Tiger: Claws, Bite, Stalk, 2 Hits
- Panther: Claws, Bite, Pounce
- Gorilla: Claws, Bite, Thick Skin, 2 Hits
- Rhino: Horn, Tough Hide, Trample, 2 Hits
- Snake: Bite, Poison, Stealth, Slow
- Eagle: Claws, Wings
- Gargoyle: Claws, Wings, Taunt, Hard Shell, 2 Hits
- Iron Golem: Slow, Giant Strength, Hard Shell, 3 Hits
- Treant: Tough Hide, Claws, 3 Hits
- Pack of Hounds: Swarm, Fast, Bite
- Titan: Lightning Attack, Giant Stomp, Heavy Armor, 6 Hits
- Chaos Monster: Tentacles, Bite, Regeneration, 4 Hits
- Death Knight: Undead, Heavy Armor, Skeletal Form, Leader, Great Sword
- Paladin: Heavy Armor, Sword, Shield, Horse, Lance, Elite, Priest
- Bard: Music, Sword, Charm, Horse
- Halfling Burglar: Small, Stealth, Sword, Dagger, Light Armor
- Assassin: Dagger, Stealth, Poison, Lethal
- Bodyguard: Sword, Martyr, Elite, 1 Fate, Light Armor

- Duelist: Sword, Main Gauche, Elite, 1 Skill, Dual Wield
- Tactician: Tactics, Leadership, Sword
- Goblin Grenadier: Small, Grenade (Range = 2), Dagger
- Goblin Kite: Flying, Bomb (Straight Down: Range = 0)
- Dwarven Demolition Team: Bomb (Range = 1), Sword
- Dwarven Miner: Hammer and Pick
- Dwarven Mortar: Shell (Range = 3), Slow, Crew, 3 Hits
- Dwarf Giant Slayer: War Hammer, Slay Giant, Elite
- Imperial Cannon: Cannon, Slow, Crew, 3 Hits
- Long Neck: Slow, Trample, Tail Swipe, Tough Hide, 4 Hits
- Mini-Raptors: Swarm, Bite, Claws, Fast
- Raptor: Fast, Bite, Claws
- Carnosaur: Fast, Bite, Tough Skin, 2 Hits
- T-Rex: Fast, Tough Hide, Bite, 3 Hits
- Pterodactyl: Wings, Claws
- Triceratops: Horns, Tough Hide, 3 Hits
- Stegosaur: Slow, Tail Swipe, Thick Skin, 2 Hits

Mounted Units

When attacking a Mounted Unit, there is a 50% the Mount will be targeted instead. This includes the Horse ability, which in this case, would mean the unit loses the Horse ability for the rest of the game unless somehow remounted.

Crew

Concerning Cannons, Catapults, Siege Engines, War Machines, and the like. These Units include a Crew of Operators. These functionaries are abstracted into the Units Stats as a whole.

Sample Magic Items

- Ring of Regeneration: Unit gets Regeneration
- Seven League Boots: Unit gets Fast
- Flying Disk: Unit gets Flying
- Vorpal Blade: (Sword) Unit gets Lethal
- Eldritch Blade: (Sword) Unit gets Mage
- Ancient Grimore: Unit gets Necromancer
- Flame Brand: (Sword) Unit gets Fire Attack
- Venom Dagger: Weapon has Poison
- Sword of Sharpness: May Use Red Card for Attack 1 (1-4)
- Rune Sword: (Great Sword) Unit gets Drain
- Cloak of Invisibility: Unit gets Invisibility
- Wand Of Fireballs: Cast Fireball Spell for just 1 Purple card
- Lightning Staff: Cast Lightning Bolt Spell for just 1 Purple card
- Dragon Slayer Spear: Unit gets Slay Dragons
- Goblin Bane: Unit gets Slay Goblins
- Ring of Power: Invisibility and Wielder draws 1 extra card per turn

- **Potion of Strength:** Unit can use Boulder and Stomp attacks for 4 Turns
- **Potion of Healing:** Single use Cure Spell
- **Horn of Blasting:** Unit can cast Earthquake Spell for just 1 Purple card
- **Shield of Blocking:** Unit immune to Non-Spell Ranged Attacks
- **Hammer of Crushing:** All its Attacks are Crush
- **Scroll of Protection:** Single Use Circle of Protection Spell
- **Magic Armor:** Unit gets +1 Hit
- **Crown of Command:** Unit can cast Control Mind Spell for just 1 Purple card
- **Rod of Ruin:** Unit can cast Earthquake Spell for just 1 Purple card
- **Mace of Disrupting:** Wielder gets -1 to Rolls to Attack and Stun with Mace
- **Yew Bow:** Increase Range of all Attacks by one
- **Arrows of Slaying:** 3 Uses: Slay All

Notes: Items can be handed off from 1 unit to another adjacent unit at either the beginning or end of the turn. Killed units can be looted at the end of the turn and Items retrieved.

- **HUMAN ARMIES**
- Humans are the only race with Priests.
- Humans have Horses. Other Armies rarely have them.
- Human Armies benefit from a high level of diversity, ingenuity, industriousness, cooperation, and aggressiveness.

This manifests as an extra 20% Gold when recruiting.

Dwarf Armies

Long lived Dwarves are very Tough. They can use Red Cards to Defend (1-3) All Dwarves will have Mithril Armor (Passive Defense). Dwarf Armies usually contain several Hero Warriors.

Very rarely they will have a Mage called a Rune Master. Dwarves have short Legs. Orange cards only provide a Move = 1.

High Elf Armies

Very long lived Elves are very skilled. Every High Elf Unit draws an extra card on their turn. Mages are common.

Forest Elf Armies

Every Forest Elf Unit has the traits Stealth and Hide. They favor Bows and Swords. Forest Elves rarely use siege engines, guns, or mechanical weapons.

They will have Druids and a few Mages.

Dark Elf Armies

These Degenerate Elves rely heavily on Mages and Magic Items. They will have whole Squads equipped with Flying Discs and Fireball Wands.

Orc Armies

Orcs are Ferocious and have a ton of Endurance.

- Red cards allow a Move of 1 or 2.
- Green cards defend on a roll of 1-4.
- Yellow cards hit on a roll of 1-4.

Orcs employ Shamans and occasionally Necromancers but are always led by a Heroic War Chief. Orc Armies will often include Ogres, Trolls, and other Monsters.

Goblin Armies

Goblins are Small and Weak.

- Green cards only defend on a roll of 1-2.
- Yellow cards only hit on a roll of 1-2.

They are numerous. Every Unit actually represents several Goblins. They cannot lift Pikes, Battle Axes, or Great Swords. Some Tribes ride Boars or Dire wolves into battle.

Goblins will have Shamans and Mages Every Unit will have either the Swarm, Poison, Ambush, or Trickery Trait.

Undead Armies

Led by a Necromancer or Lich. These will usually be an eclectic mix of undead including skeletal versions of other Monster types such as Dragons and Giants.

Lizard Man Armies

Lizard Men use primitive weapons: Clubs, Spears, Javelins, Bolas, Nets. Their Scaly Hide lets them use Orange cards to Defend (1-3). Lizard Men have Shamans.

They have domesticated Dinosaurs and use them as Mounts.

Dragon Men Armies

Dragon Men prefer Swords and Great Swords They will wear Heavy armor in addition to their Scaly Hides. Their Scaly Hide lets them use Orange cards to Defend (1-3). They have supporting Mages.

They worship Dragon Gods and will often have Drakes in their Ranks and will use Ground Drakes as Mounts.

Magical Armies

These will be led by a very powerful Mage. They will often have a very odd mix of Monsters.

Nature Armies

These will be led by a Druid. They will contain Forest dwelling Plant Creatures and Beasts such as Bears, Boars, Wolves, Centaurs, and Treants. They will occasionally have Fey as well.

Fey Armies

These will be commanded by a Fairy Queen. All Fey units have the Hide Ability. Their Arracks are weak, so they only hit on a roll of 1-2 with Yellow cards.

In addition to Fey units, there may be Gnomes, Goblins and Trolls as well.

Infernal Armies

These will be led by a Demon Lord and consist of all Infernal Units. Infernal Units when destroyed return to their plane of Origin. Because of this they have no sense of self Preservation.

Green cards provide no Defense. Instead use them for Attack 1 (1-3).

Giant Armies

Giants love a good Raid. They think its great Fun to terrorize the Countryside. There will be a mix of Giant

types with a Storm Giant as Chief.

Recruiting Armies

Armies are created with gold. In general, a Unit costs 1 Gold per Hit it has. Armies are also limited by the number of Spell-casters they can have.

Typically, an Army can have 1 Spell-caster per 20 or less Gold.

Heroes

Heroes are exceptional Warriors or Spell-casters. They are often the Leaders of Armies. A Hero will have 1 or More Levels.

Hero Levels cost 1 Gold each when building Armies. Most Heroes max out at level 10 or less. For every Level a Hero has, roll once on the Hero Ability Table:

Hero Ability Table

1D6:	Ability:	Notes:
1	Durability	Hits +1
2	Skill	Draw +1 Card when Drawing
3	Fate	Reroll +1 Die-roll per Turn

1D6:	Ability:	Notes:
4	Relic	Gain 1 Magic Item
5	Special	Unique to this Hero
6	Reroll	

Special Hero Abilities

These can add a lot of personality to your Heroes. Some examples: > Special Mount: Drake, Unicorn, Pegasus

> Special Companions: Animals, Familiars, Bodyguards, Friends

> Special Skill: Leader, Dual Wield, Poison, Heal, Stealth, Trickery, Tactics

> Spell Like Ability useable by playing a single Purple card: Awe, Fear, etc.

> Improved Basic Card Effects: Red Cards can be used for Move 1 or 2,

Orange Cards can be Used to Defend (1-2), Blue cards can be used as Purple cards

- Robin Hood: 2 Hits, 4 Skill, Master Archer, Bow & Arrows, Leader, Ambush, Sword

Sample Scenario: Greeks

Greek Heroes vs Greek Monsters

Greek Hero Army

- Hercules: 5 Hits, 2 Skill, 2 Fate, Giant Strength, Demi-God, Bow & Arrows, Club
- Perseus: 2 Hits, 2 Skill, 2 Fate, Leader, Sword, Shield
- Icarus: 1 Skill, Wings, Dagger, Sling
- Theseus: 2 Hits, 2 Skill, 1 Fate, Stealth, Wit, Sword, Tactics, Bow & Arrows
- Bellerophon: 2 Skill, 1 Fate, Pegasus, Spear, Wit
- 6 Hoplites: Shield, Heavy Armor, Spear
- 4 Archers: Bow & Arrows, Dagger
- 2 Slingers: Sling, Sword

Greek Monster Army

- Medea: Mage, Charm, Dagger, 1 Skill, 1 Fate, Leader
- 1 Chimera, 1 Medusa, 1 Hydra, 1 Cyclops,
- 2 Centaurs with Bows & Arrows
- 8 Myrmidons: Sword, Shield, Light Armor

Sample Scenario: Japan

Japanese Army vs Japanese Monsters

Sample Hero Conversions

- Conan the Barbarian: 4 Hits, 3 Skill, 2 Fate, Stealth, Sword, Battle Axe
- Gandalf the Grey: 3 Hits, 2 Skill, 3 Fate, Mage, Priest, Druid, Staff, Sword
- Wizard of Earthsea: 2 Fate, Mage, Druid, Staff
- Elric of Melibone: 2 Hits, 2 Skill, 3 Fate, Mage, Runesword, Archer Companion
- Beast Master: 3 Hits, 2 Skill, 1 Fate, Sword, Panther and Eagle Companions, Trickery
- Master of the Hunt: 3 Hits, 1 Skill, 1 Fate, Tactics, Spear, Tracker, 3 Packs of Hounds
- Achilles: 2 Hits, 3 Skill, 2 Fate, Invulnerable, Sword, Shield, Spear
- Lancelot: 3 Hits, 3 Skill, 1 Fate, Heavy Armor, Sword, Shield, Horse, Lance

Japanese Army

- 1 Shogun: 2 Hits, 2 Skill, 1 Fate, Heavy Armor, Leader, Tactics, Elite, Sword
- 1 Wu Jen Sorcerer: Mage, Staff
- 1 Shukenja: Priest
- 4 Samurai: Heavy Armor, Elite, Horse, Bow & Arrows, Martyr, Sword
- 2 Warrior Monks: 1 Skill, Staff
- 1 Ninja: Stealth, Surprise, 1 Skill, Lethal, Sword, Trickery, Ambush
- 4 Bushi: Spear, Light Armor
- 4 Gunners: Harquebus, Light Armor
- 2 Signalers: Flag, Light Armor

Japanese Monster Army

- 1 Dark Lord: Necromancer, Staff
- 1 Ogre Magi: Mage, Pole-Arm, Giant Strength, 2 Hits
- 1 Typhoon Dragon: Wings, Claws, Bite, Wind Attack, Water Attack, 3 Hits
- 1 Oni: Infernal, Horns, Claws, Great Sword, Invisible, Flying, 3 Hits
- 2 Gaki: Spirit Form, Fire Attack
- 2 Kappa: Hard Shell, Claws, Bite
- 2 Ghouls: Undead, Bite, Berserk, Fast
- 2 Hopping Vampires: Undead, Regenerate, Slow
- 6 Goblin-Rats: Swarm, Bite, Spears
- 1 Tengu: Wings, Sword, Mage, Elite





Warrior Races Of Mars

Introduction

Wargame. Set piece battles. Simulates battles between the six main warrior races of Mars during the Era of Discontent. During this turbulent period, factions of all races fought with and against each other.

Welcome to Mars.

Map

Use a hex map. Before the battle determine the terrain type in all of the hexes.

Hex Terrain Type

D10	TYPE	NOTES
1-3	Barren	
4-6	Impassable	Units cannot move into or through these spaces
7-9	Beneficial	Roll on Beneficial terrain type table
10	Settlement	Roll on Settlement type table

Beneficial Terrain Type Table

D10	TYPE	NOTES
1	Flats	Units in this terrain get +1 Speed
2	Forest	Units in this terrain get +1 Small Arms
3	Swamp	Units in this terrain get +1 Surprise
4	Hills	Units in this terrain get +1 Hand to Hand
5	Caves	Units in this terrain get +1 Armor
6	Mountains	Units in this terrain get +1 Artillery
7	Jungles	Units in this terrain get +1 Numbers
8	Psionics	Units in this terrain get +1 Psionics
9	Desert	Units in this terrain get +1 Morale
10	Settlement	Roll on Settlement type table

Settlement Type Table

D10	TYPE	NOTES
1	Fortifications	Units in this hex get +5 Armor, +2 Artillery
2	Dojo	All of your units get +1 Hand to Hand
3	Vehicle Factory	All of your units get +1 Speed & Armor
4	Weapons Factory	All of your units get +1 Small arms & Artillery
5	Training Grounds	All of your units get +1 Surprise & Morale
6-7	Farms	All of your units get +1 Numbers
8	Temple	All of your units get +1 Psionics
9	City	Recruit units during Initiative Phase
10	Ruins	Units in this hex get +1 to a random attribute

Notes: Use the Race Determination Table to figure out the race of a city. Some settlements give an attribute bonus to all of your warbands in play. These settlements must be occupied to get the bonus. Otherwise they become neutral.

Units & Chits

There are two basic unit types: Warbands & Leaders. Units are represented by cardboard counters called chits. The color of the chit corresponds to the race of the unit.

Leader units are marked with an "L".

Green Martian Warbands

The Green martians are tall, 4-armed, fierce, desert nomads. Their 4 arms & great strength make them powerful swordsmen. They are few in number due to dueling & interclan warfare.

They are expert marksmen. They are masters of tactics and surprise. Their technology is poor.

They use animal mounts and have little use for artillery. They do not fear death.

Red Martian Warbands

The red martians are technologically advanced. They rely on great hovering battleships. Their vessels are heavily armored & bristling with artillery.

Individually they are not impressive fighters without their ships.

White Martian Warbands

The white martians are a spartan, honor-bound race of warrior-monks. Many of the females are also warriors & do not bear children. Their technology is very poor.

Their small arms consist of bows & thrown weapons. They are disciples of the sword. Armor & artillery are not honorable.

It is very honorable to die in battle. Their meditation & training have awakened psychic powers in some.

Blue Martian Warbands

The blue martians are born psychics & telepaths. They are tall with large, translucent brain cases. They

mature slowly & can have few children due to difficult labors.

Their technology is extremely poor. Their attacks & defenses are psychic. They use their powers to gain surprise with illusions & invisibility.

They travel by levitation & teleportation.

Yellow Martian Warbands

The barbaric yellow martians are primitive but industrious tribes. They breed in great numbers. They are eager to fight but will flee at the first sign of trouble.

Some gifted shamans have psychic powers. Their hordes are well armed with spears & axes. Their small arms consist of bows & thrown weapons.

Their artillery consists of giant catapults. They have some knowledge of gunpowder, steam power, & rocketry. They get around on a variety of animal mounts & war machines.

Black Martian Warbands

The black martians are clawed, egg-laying, subterranean dwellers. Their bodies are covered with a hard exoskeleton. Their technology is relatively high.

They have special vehicles that can tunnel through the earth. They use this ability to surprise their opponents. Prisoners are slowly eaten alive.

Attributes

Warbands have 9 attributes: Speed, Small Arms, Surprise, Hand to Hand, Armor, Artillery, Numbers, Psionics, and Morale. All of these attributes have a numerical value between 0-6+ Notice each type of warband has 24 points worth of Attributes.

Martian Warband Attribute Table

ATTRIBUTE	Green	Red	White	Blue	Yellow	Black
Speed	3	4	3	5	3	1
Small Arms	5	3	2	1	2	3
Surprise	4	1	3	6	3	4
Hand to Hand	5	2	6	1	4	3
Armor	0	4	0	2	2	5
Artillery	0	5	0	0	2	3
Numbers	2	3	2	1	5	3
Psionics	0	0	2	5	1	0
Morale	5	2	6	3	2	2

Random Martian Race Determination Table

D6	RACE
1	GREEN
2	RED

D6	RACE
4	BLUE
5	YELLOW

D6	RACE
3	WHITE

D6	RACE
6	BLACK

Random Attribute Determination Table

D10	ATTRIBUTE
1	Speed
2	Small Arms
3	Surprise
4	Hand to Hand
5	Armor

D10	ATTRIBUTE
6	Artillery
7	Numbers
8	Psionics
9	Morale
10	Reroll

Turn Sequence

- Initiative Phase
- High Initiative Move Phase
- High Initiative Battle Phase
- Low Initiative Move Phase
- Low Initiative Battle Phase

Initiative Phase

Each player rolls 1D10 & adds the number of leaders they control. Reroll ties. The highest total takes his Move & Battle phases first.

The next highest takes his phases second & so on. Each player rolls 1D10 for every City they occupy. A roll of 1 recruits a fresh warband of the same race as the city.

Movement Phase

Roll 1D10 per 10 Units you control rounding up. Add to this the number of leaders you control. The total is your Command Points.

Spend one command point to move one of your warbands one space. Any command points left are wasted. They cannot be saved. You may stack 2 or more of your warbands together in the same space.

Only one stack per hex. Your warbands cannot enter or pass through spaces occupied by enemy units. Your units cannot enter or pass through impassable terrain spaces.

A single warband can move a maximum of 3 spaces in one turn. Leader units can piggyback with one warband unit per turn. Leaders must be attached to a warband.

A warband may have more than one leader attached. They can attach to any Warband in a stack. Leaders cannot move on their own.

Battle Phase

A Warband may attack an enemy warband in an adjacent hex. Only the warbands on the top of a stack can attack or be attacked. The order in the stack may be rearranged by its owner.

Roll D10 on the Random Attribute Determination Table. This attribute is the key factor that determines who wins the battle. The Warband that has the higher score in that attribute wins.

The other warband is destroyed. If both have equal scores than both are destroyed. A warband can only attack once per turn.

If a attacking warband is destroyed, the next warband in the stack may attack.

Sample Combat

A Blue warband attacks An adjacent White warband The Attribute roll indicates Hand to Hand. Blue has 1, White has 6. Blue is slain. There is a Yellow warband stacked beneath the Blue. Yellow attacks White. The key attribute is Artillery.

Yellow has 2 and White 0. White is destroyed.

Leaders

Each leader has a special ability. Determine the special ability at the beginning of the game. Roll once on the Random Attribute Determination Table.

All Warbands stacked with that leader get +5 in that attribute. If two or more leaders are in the same hex, only one may contribute his bonus to the stack that battle phase. The choice of which leader is in charge is made before the key attribute is randomly determined.

If all the warbands in a stack are destroyed then all the leaders are too.

Scenario Setup

- In a 2 Player Game each player gets: 5 Leaders & 10 Warbands from 3 different races.
- In a 3 Player Game each player gets: 4 Leaders & 10 Warbands from 2 different races.
- In a 4 Player Game each player gets: 2 Leaders & 8 Warbands from 2 different races.

Players setup up on opposite sides or corners within 3 hexes of the edge of the map.

Victory

Either occupy several key locations such as settlements or destroy the enemy completely.

Variant Warbands

The Attribute stats listed for the different races describe the basic warband. From 1 to 6 points may be shifted to create variant warbands.

For example:

- Red Commandos: Armor -4, Artillery -2, Surprise +2, Small arms +2,
- Hand to Hand +2
- Yellow Wasp Riders: Speed +2, Numbers -2
- Blue Mob: Numbers +2, Surprise -2
- Black Warlocks: Psionics +3, Morale +2, Armor

-2, Artillery -3

- Green Beetle Tanks: Armor +2, Artillery +3, Speed +1, Hand to Hand -4,
- Small arms -2 The variant type of Warband must be indicated on the chit. Other martian races exist on other continents. When designing scenarios, all units are worth one Recruit Point each.





Water Gun Fight

Introduction

Card game for 2+ players. Each player controls a group of Kids with Water guns.

Winning

The first player to soak 10 opposing Kids is the winner.

Water Drops

Use blue glass beads to represent water drops.

The Deck

Players share a common deck.

Dice

Six sided dice are needed.

Setup

Players roll 1D6. High roll goes first.

Capacity

This is how much Water Drops a Water Gun can hold.

Volume

This is how many Water Drops a Water Gun can shoot in one attack.

Hits

This is how wet a Kid can get before he is "Soaked": A kid with Water Drops on him = to his Hits is considered to be Soaked.

Filled-up

A Water Gun that is filled up will have Water Drops placed on it equal to its Capacity. A Water gun with no water drops on it is said to be Empty.

Turn Sequence

Players take turns. Each turn has 5 Phases.

- Refill Phase
- Draw Phase
- Recruit Phase
- Soak Phase
- End Phase

Refill Phase

A Kid who is Empty or Soaked has retreated and cannot Attack or be the target of attacks. A Soaked Kid Returns to play on a roll of 5 or greater on 1D6. This is called the Dry-off Roll.

Remove all water drops from the Kid. A Kid who is on Empty Returns to play on a roll of 5 or greater on 1D6 This is called the refill Roll. Fill the Water Gun with Water Drops to its Capacity.

Draw Phase

Draw 2 cards. If the Deck runs out shuffle the discard and draw from it.

Recruit Phase

You may put Kid cards from your hand into play under your control. Place them face up in front of you. You may attach a Water gun to each Kid.

A Kid may have a Max of 1 Water gun attached. A Water gun just put into play will be filled-up.

Soak Phase

Your Kids may attack. Only Kids who are not Soaked and have a loaded Water Gun may attack. Remove the Shot Water Drops from the Gun equal to the Guns Volume.

To attack, roll 1D6 and add the Volume of the Water Gun. This is the Attack Roll. If the modified result is 6 or higher, the attack hits.

If it is a hit put the Shot Water Drops on the Target Kid.

End Phase

Max hand size is 5 cards. Discard excess cards.

Water Balloons

Use Tokens to represent Water Balloons A Water Balloon hits on a roll of 5+ on 1D6. If hit by a Water Balloon, a Kid will get 1D6 Water Drops.

Card List Notation

Number of Copies of Card in Deck

W Water Gun**K** Kid**H** Hits**C** Capacity**V** Volume**M** Modifier = Attach this card to a Water Gun just put in play**E** Event**Min** Cannot be attached to kids with 5 or more Hits**Max** Cannot be attached to kids with 4 or less Hits

Shield = Attack Rolls against this Kid are at -1

Stream = This Gun may make up to 2 attacks per turn

Splash = This Gun may make a Double Volume Attack

WPIP When put in Play**Water Gun Card List**

Card Name	V	C	Notes
Mini-Water Gun	1	2	Min
Squirt Gun	1	3	Min
Water Squirter	1	3	
Character Gun	1	3	
Animal Gun	1	3	Min
Water Pistol	1	4	
Water Luger	1	4	
Water Uzi	1	6	
Water Space Gun	1	4	
Water Ray Gun	1	4	
Spray Gun	2	4	Splash
Magnum Water Gun	2	6	

Card Name	V	C	Notes
Liquidator	2	6	Stream
Pump Squirt Gun	2	8	Splash
Mega-Water Gun	2	10	
Stream Machine	3	6	Max Stream
Super Soaker	3	9	Max Stream
Water Blaster	3	12	Max
Water Cannon	4	8	Max
Bazooka Water Gun	4	12	Max Splash
Shield Water Gun	2	8	Max Shield Stream
Shield Blaster	3	9	Max Shield
Shield Mega Blaster	3	6	Max Shield Splash

Kid Card List

Card Name	H	Notes
Crybaby	2	Put in play under opponents control
Wus Kid	3	-1 to attacks with Water Balloons
Runt Kid	3	-1 to Attacks vs this Kid
Little Kid	3	-1 to Dry-off Rolls
Cute Kid	4	Always the last Kid to be Attacked
Special Ed Kid	4	-1 to Refill Rolls
Screaming Kid	4	Opponents Hand Size -1
Scardey-Cat Kid	4	-1 to Hit & to be Hit
Fast Kid	4	May attack twice per turn
Mean Kid	5	+1 to Attack Roll
Rat Fink Kid	5	WPIP steal 2 cards from opponent
Oblivious Kid	5	+1 to attacks vs this Kid
Clumsy Kid	5	-1 to Attacks
Laughing Kid	6	+1 to Hit & to be Hit
Bully Kid	6	WPIP discard Kid with less Hits
Commando Kid	7	He may attach 2 Water Guns
Control Freak Kid	7	WPIP Draw 3 cards
Fat Kid	8	-1 to Dry-off Rolls
Big Kid	8	WPIP he gets 1D6 Water Balloons
Older Kid	9	+1 to Refill Rolls
Teenager	10	Your Hand Size is +1
High-School Kid	10	+1 to Hit with Water Balloons

Action Card List

Card Name	Type	Notes
Pump Action	M	Water Gun gets V+1
Double Barrel	M	Water Gun gets V+1
Motorized	M	Water Gun gets V+1
Rapid Fire	M	Water Gun gets V+1
Cylindrical Reservoir	M	Water Gun gets C+6
Water Clips	M	Water Gun gets C+6
Water Tank	M	Water Gun gets C+6
Water Pack	M	Water Gun gets C+6
Broken	E	Discard target Water Gun
Time to Go Home	E	Discard target Kid
Lunch Time	E	Each player must discard 1 Kid
Face Shot	E	Hit Kid is Automatically Soaked
Quick Getaway	E	Attack Roll gets -3
Point Blank	E	Attack Roll gets +3
Extreme Short Range	E	Attack Roll gets +3
Long Range Attack	E	Attack Roll gets -3
Hit & Run	E	Attack Roll gets -2 or +2
Duck	E	Attack Roll gets -3
Dodge	E	Attack Roll gets -3
Ambush	E	Attack Roll gets +3
Kamikaze Attack	E	Target Kid gets an extra Attack
Find Cover	E	Attack Roll gets -3
Surprise Attack	E	Attack Roll gets +3
Double Team	E	All Attack Rolls vs Target Kid at +2
Switch Sides	E	Take control of Target Kid
Water Balloon Lob	E	Distribute 1D6 Water Balloons to your Kids
Water Balloon Fling	E	Distribute 1D6 Water Balloons to your Kids
Water Balloon Hurl	E	Distribute 1D6 Water Balloons to your Kids
Half Filled	E	Remove 1D6 Water Drops from Target Gun
Wild Shots	E	Remove 1D6 Water Drops from Target Gun
Water Waster	E	Remove 1D6 Water Drops from Target Gun
Shot in the Back	E	Attack Roll gets +3
Water Bomb	E	Distribute 1D6 Water Balloons to your Kids
I Have A Plan	E	Draw 3 cards
Temporary Truce	E	No one may attack in their next attack phase
Garden Hose	E	Refill Roll +3
Submerged	E	Refill Roll +3
Towel Dry	E	Dry-off Roll +3
Spare Shirt	E	Dry-off Roll +3





Water World

Introduction

Board Game for 2-4 players. Each player is a Mariner trying to be the first to find dry land.

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Victory

Be the first player to arrive at dry land.

#	Space:
1	Trading Post
2	Water
3	Water
4	Salvage Site
5	Water
6	Water
7	Fishing Spot
8	Water
9	Water
10	Destination
11	Water
12	Water

Pawns

Each player has a pawn of a unique color. This represents the Mariner and all his possessions. Pawns move along the spaces of the game board.

Dice

Six sided dice are needed.

Fish Tokens

Players share a common pile of Tokens.

Ship Quality Tokens

Players share a common pile of Tokens.

Salvage Deck

Players share a common deck of Salvage cards. If the Deck ever runs out, shuffle the discard and draw from it.

Victory Requirements

You must possess a Good Ship (6 or more Ship Quality Tokens). You must have 2 of the 3 Navigation Aid Items (Compass, Sextant, Spyglass). You must have the Map or a paper copy of the map.

If you have all of that and you start your turn on the Destination Space, you win.

The Board

The board is a circular track of 24 spaces. Space #1 connects to Space #24.

#	Space:
13	Salvage Site
14	Water
15	Water
16	Fishing Spot
17	Water
18	Water
19	Trading Post
20	Water
21	Water
22	Fishing Spot
23	Water
24	Water

The Map

Not to be confused with the Board. Use a small shell as fetish to represent the Map. The Map is actually a young girl with a Map to dry land tattooed Upside-down and backwards on her back.

Smokers

Use a lighter as fetish to represent the Smokers. This is a fleet of pirates in possession of an oil tanker.

Inventory

Each player has his own inventory kept on the table in front of him. This includes his Ship Quality Tokens (SQT), Fish Tokens, and Salvage Cards. The Maximum number of SQT you can have is 6.

The max number of Fish Tokens and Salvage Cards you can carry is equal to $2 + 3X$ where X is your SQT (so a level 6 Ship could carry 20 Items). Immediately discard excess items you cannot carry.

Setup

Each player gets 1 Pawn and 1 Ship Quality Token. The Map starts on one of the Trading Posts. The Smokers start on one of the Scavenge Sites.

The Player pawns start on the remaining Fishing Spots and Trading Posts. Players roll high to see who goes first.

Turn Sequence

Players take turns. Play proceeds clockwise. Roll 1D6 and move that many spaces in either direction.

(you must move, you cannot stay in the same space) If you land on a space containing the Map, you immediately take Possession of it, even if another player had it.

Ship Quality Chart

SQT	Max Move	Notes:
1	3	Raft
2-3	4	Dinghy
4-5	5	Sail Boat
6+	6	Custom Catamaran

SQT Ship Quality Tokens

Max Move = When moving, if the result is greater than this, reroll.

Trading Post Spaces

If you land on a Trading Post Space roll 1D6: if the result is a 1 then they attack you. If attacked you may give them a Book to immediately negate the attack. Otherwise roll 1D6. (Add 2 if you have a Gun and Ammo or 1 if you have a spear-gun) If this is 4 or more, then you escape: Move 1 Space.

If the roll is less, then they imprison you: You lose all your items And miss your next turn. However, you escape the following turn in your ship. If you had the Map, it remains unclaimed at the Trading Post. If they don't attack you then: Flip over the Top 3 cards of the Salvage Deck.

If you have a Woman, flip over the top 4 cards. You may trade your cards for these cards on a 1 to 1 basis. You may also trade Fish Tokens for the offered Salvage cards also on a 1 to 1 basis.

Fishing Spot Spaces

If you land on a Fishing Spot Space roll once on the Fishing Table.

Fishing Table

1D6	Catch:
1-2	Nothing
3-5	Gain 1 Fishing Token
6+	Gain 2 Fishing Tokens

Add 1 to your roll if you have a Harpoon or Spear-gun Add 1 to your roll if you have a Net

Salvage Site Spaces

If you land on a Salvage Site Space draw the top card of the Salvage Deck and Add it to your inventory.

Destination Space

If you land on the Destination Space, immediately roll on the Hazard Table.

Water Spaces

If you land on a Water Space roll 1D6: if the result is a 1 then roll on the Hazard Table

Hazard Table

1D6	Hazard:
1-3	Thirst
4	Smoker Ambush
5	Sail Boat
6	Storm

Thirst

If you have a Freshwater Item (Still or Bottle) nothing happens. If you don't you automatically lose 1 Fish Token or 1 Food Item (Plant or Seaweed). If you have none, then you miss your next turn.

Smoker Ambush

Immediately move the Smoker Fetish to your space. Treat as a regular smoker encounter.

Sail Boat

Treat this exactly like a Trading post except that they only have 2 Items to trade.

Storm

You miss your next turn and you lose 1D6 Ship Quality Tokens (Minimum of 1).

End Of Turn

At the end of your turn move the Smoker Fetish 2D6 Spaces in a random direction. If they land on a pawn (including yours) they attack it. If they land on a space containing multiple pawns, everyone gets attacked.

If they land on a Trading Post Space, they pillage it. That Trading post cannot do Any more trades for another 1D6 turns.

Ship Upgrades

At the end of your turn, if you weren't attacked or in a Storm this turn, You may upgrade your ship: Discard Material Items (Rope, Fabric, Wood, Metal) to gain Ship Quality Tokens on a 2 to 1 Basis. If you have Tools this becomes a 1 to 1 Basis. The Maximum number of Ship Quality Tokens you can have is 6.

Smoker Attacks

If the Smoker Fetish lands on you, (or you land on them) they attack. If you have a Motor and discard a Fuel Item, you Automatically escape: Move 1 Space. Otherwise roll 2D6. If this is equal to or lower than your Ship Quality (Plus 2 if You have a gun and Ammo. Another +1 if you have a Harpoon), then you escape: Move 1 Space. If the roll is higher, then they destroy your ship and imprison you: You lose all your items and miss your next turn. However, you escape the following turn in a replacement ship with 1 Quality Token.

Card	Notes:
Dirt	Trade Item
Plant	Food
Seaweed	Food
Paper	Make Copy of Map
Net	Aids Fishing
Spear-gun	Aids Fishing and Weapon
Harpoon	Aids Fishing and Weapon
Gun	Weapon
Ammo	Weapon
Wood	Material
Metal	Material
Rope	Material
Fabric	Material

If you had the Map it is moved to an empty Trading Post or Salvage Site. If the roll is greater, you escape: Move 1 Space.

Getting Around

On your turn, you may modify your Movement roll. If you have a Motor and a Fuel Card, you move 1 extra space. If you have any Navigation Aid (Compass, Sextant, Spyglass) you May decrease your move by 1 space (to a minimum of 1).

Copy Of The Map

If you have the Map and Paper you immediately make a copy of the map. If you lose the Map, you still have the Copy as long as you have the paper.

Salvage Deck Card List

The Deck contains 2 copies of each card listed.

Card	Notes:
Still	Fresh Water
Bottles	Fresh Water
Book	Negate Trader Attack
Motor	Speed and Escape Smokers
Oil	Fuel
Gasoline	Fuel
Alcohol	Fuel
Tools	Aids Ship Upgrades
Woman	Aids Trading
Compass	Navigation Aid
Sextant	Navigation Aid
Spyglass	Navigation Aid





Way Of The Warrior

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The Way of the Warrior (WotW) is a solo system to simulate small tactical war operations. Is not aimed at a specific period: the base version of the rules is set on WWII but is quite easy to introduce new periods/themes.

Campaign Setup

Select one of the available nationalities for your units if this is the first mission: German, US, Russian, Italian and Finland are available for the WWII. Select one theatre of the operations in the (Theatre of Operations) Table where your nationality is present and use the other nationality specified in the in the table for the enemy forces.

Game Sequence

The basic flow of the game is the following:

- Mission briefing: determine the objectives of the mission
 - Equipment: choose your team
 - Mission:
 - * Event determination
 - * Encounter phase
 - * Advance to next zone
 - Post-mission debriefing: experience gain
- MIS-
SION BRIEFING Description: each mission has a final objective that must be reached; the approach to the objective is made of a serie of steps that must be followed. With the exception of the last step of the mission (the real objective) you will roll for every step to determine the enemy forces (if any) present: the last step of the mission has always a fixed enemy force.

Target approach: create 3+1D3 mission steps by rolling 2D6 in the (Steps Table). Each row will list a serie of steps that must be crossed over: write each step in the (Mission Track).

Objective: roll 2D6 in the (Objective Table) to determine the mission objective. Write the objective steps in the (Mission Track). In the (Objective Table) you will also find the Enemy Forces for the last step: write the Enemy Forces for your current mission in the (Mission Track) in the last step row.

Equipment

Description: select your men or re-equip your exist-
ing team members.

If this is the first mission then (Team Table) relative to your nationality will specify how many CP you have

at your disposal. You must select at least 3 men in the (Team Table) using these CP (unused CP can be save for later use); the max team size is given in the (Team Table). Every man is described in terms of Quality, CP cost and weapon. Every soldier has also 4 grenades.

If you've already played a mission then you have 2CP available (1CP if you've aborted the last mission) to select some reinforcements, plus any saved CP; the max team size is still the one given in the (Team Table). You can freely change weapon for Veteran/Private while Green must use their starting weapon. You can give to a new member a Medical expertise (used to treat the wounded soldiers) by adding 1/2CP (depending on the nationality) to the base cost.

Range

The Encounter phase you will be acting in one of the three possible ranges: Short, Medium, Long. You can change the range during the Movement sub-phase: the range level can be incremented/decremented of one level. Every weapon provide a Fire Factor depending on the range: the (Weapon List) table specify the Short/Medium/Long range FF.

Cover

Every step in the (Event Table) include a column when you will find the cover (if any) offered by the relative terrain; there are two cover types, light and heavy: depending on the cover any force (your team or the enemy) will receive a bonus in the fire phase, found in the (Fire Table) modifiers list. The last step of the mission, the objective, is always described in the (Objective Table): if the terrain of the objective is not present in the (Event Table) (like the Radio Station) you will find in the (Objective Table) the relative cover (if any) or a standard terrain to be used to lookup the cover.

Formation

Your team is normally on Column formation (road): when facing the enemy you can choose between Line formation or Open Order formation. Line formation make possible the creation of a Fire Group. Open Order formation gives your men a positive modifier when fired at.

You can change formation during the movement sub-phase.

Mission

Mark in the Mission Track the current position of your Squad: step #1. The mission is over when the final step is free of enemies or if you abort it: if you abort a mission you won't get any experience points. Until you've reached and achieved the mission objective follow the sequence

1. Check the weather effects when applicable
2. If you're on the last step of the Mission Track then keep track of the final enemy forces and goto 5
3. Roll 2D6 in the Event table corresponding to the terrain of the current position in the Mission Track.
4. If no encounter is selected then go to 11, otherwise determine the enemy patrol composition in the (Patrol Table) and/or keep track of the enemy forces indicated in the Event Table.
5. Surprise Check: test morale for all men involved (including the enemy forces); Green that fail are pinned, others that fail suffer a +1 modifier for the fire on the next fire phase and cannot move.
6. Movement phase: your group can change formation or change range (only if ALL men can move); alternatively single soldiers can remove the Pinned status.
7. Fire Phase: all eligible soldiers can fire. If on Line formation you can create a Fire Group
8. Enemy Action phase.
9. Route phase: check morale (also for the enemy forces) if the group suffered a Kill result in this turn. Enemy units that fail will leave the field; any soldier of your team that fails is Pinned. A team member with Medical experience can treat a Wounded soldier in this phase.
10. If the enemy forces have been defeated goto 11, otherwise return to 6 and start a new turn.
11. Advance your position in the Mission Track and go back to 1.

Weather Effect

Some missions and/or theatre of operation will indicate if a special weather condition is applicable. In this case you must roll a dice in the (Weather Effect) table and apply the results.

Morale Test

To test the morale roll 1D6:

- Green have a morale of 3
- Private have a morale of 4
- Veteran have a morale of 5

If the roll is \leq to the soldier's morale the test is successful.

Fire Phase

In this phase your team can attack the enemy forces. Single soldiers can fire individually: if the team is in Line formation up to 3 men can create a Fire Group (please note that some weapons cannot be used on a

Fire Group). For a Fire Group add up the Fire Factors of all involved soldiers, otherwise use the FF of the soldier firing and then select a target. Roll a D6 and cross reference in the (Fire Table) the dice roll with the FF, considering all the modifiers that apply to the case. The final result is one of the following:

- NONE: no effect
- P: the target is Pinned. In the next Fire Phase this soldier won't be able to fire (will only recover the Pinned status).
- W: one man is wounded; a wounded soldier that suffers a second wound result is Killed.
- K: the target is killed.

Instead of firing a standard grenade you can deploy Smoke (remove one Grenade). Smoke will give some cover for the next 2 turns.

Enemy Action

If an enemy soldier is pinned remove this status. An enemy Patrol not in cover (light or heavy) will advance toward your team with a result of 1-2 on a D6 roll. If the enemy soldier has a Grenade it will use it as soon as possible.

If the enemy soldier has a Pistol roll 1D6: on a 1-4 result he'll use the weapon for an individual fire, with a result 5-6 he will join a fire group.

Enemy soldiers always form a Fire Group if possible. Select a random target in your Team and roll a D6. Apply the modifiers (if any) and determine the result in the Fire Table. In case of a Pinned result the soldier won't be able to fire in the next phase even if removes the Pinned status in the movement phase): mark this restriction in the Team roster.

Medical Treatment

A soldier with Medical experience can try to first aid a wounded team member; on a result of 1-4 on a D6 the treatment is successful: the selected character is still wounded (i.e. is Killed if newly wounded) but doesn't suffer the +2 roll modifier in the fire phase. Only one first aid attempt can be done on a single character. If the treatment is unsuccessful mark the wound as not curable (no more treatment attempts are possible).

Post-mission Debriefing

If you've aborted the mission skip this phase. Add 1 experience point (XP) to your team experience. Keep track of unused XP. The XP can be used to improve your team:

- 1XP: promote a Green to Private
- 2XP: promote a Private to Veteran
- 2XP: add -1 on the fire roll for a Veteran (max -1 for each soldier)

Optional Rule #1: Airborne Mission

At the beginning of the Mission Briefing roll 1d6: on a result of 1 the mission is airborne and you need

to add the Drop Steps of the (Airborne Mission) Table at the start of the Mission Track. For every row in the (Airborn Mission) add a number of steps in the (Mission Track) equal to the number marked in the # column. All the Drop steps have a special event column to be followed instead of using the standard (Event Table).

Optional Rule #2: Beachhead

At the beginning of the Mission Briefing roll 1d6: on a result of 1 the mission starts on a Beach Head and you need to add the BeachHead Steps of the (Beach-Head Mission) Table at the start of the Mission Track. For every row in the (BeachHead Mission) add a number of steps in the (Mission Track) equal to the number marked in the # column. All the BeachHead steps have a special event column to be followed instead of using the standard (Event Table).

Theatre Of Operation Table

Theatre	Nationality 1	Nationality 2	Notes
Russia 1943	German	Russian	-
Winter 1942 - Russia	German	Russian	Roll 1D6 at the start of each mission:
	-	-	1-2: clear weather
	-	-	3-5: snow
	-	-	6: blizzard
France 1944	German	US	
Sicily	1943	US	Italian
Finland 1940	Russian	Finland	Roll 1D6 at the start of each mission:
	-	-	1-5: clear weather
	-	-	6: snow

Airborne Mission

Drop Steps*	#	Event
High Altitude	1	9: Wind - Add 1 additional Regrouping Step
	-	10: Strong Wind - Add 1 additional Regrouping Step and repeat this step
Low Altitude	1D3	5: Wind - Add 1 additional Regrouping Step
	-	9-10: Enemy Fire - Roll 1D3 Fire attacks on the Fire Table on the
	-	column 6, ignoring the Pinned results
Landing	1	8-9: Enemy Fire - Roll 1D3 Fire attacks on the Fire Table on the column
	-	6, ignoring the Pinned results
	-	12: Wound - one random soldier is Wounded
Regrouping	1**	5: patrol - Rifle*(P) SMG(P)
	-	9: patrol - SMG*(P) SMG(G) (Short Range)
	-	Only 1d6-2 random men can fight the enemy forces

*Add all above steps in the Mission Track

**Keep track of how many Regrouping steps you

Optional Rule #3: Engineers

During the Equipment phase you can spend 2 additional CP to make one of your team members an Engineer (only one Engineer for each team). When using this optional rule any soldier using a Flame-thrower must be considered an Engineer (so you have to pay 2 additional CP to select it); an Engineer not using Flame-thrower can additionally be equipped with a Explosive Charge (10/-/-): the Explosive Charge cannot be used on a Fire Group and can only be deployed once.

If your team include an Engineer at the end of the Mission Briefing phase you can remove one step in the (Mission track) (except the last one of course); this represents the extra support in scouting and intelligence that the Engineer can provide.

need (depending on the Wind Event) on the left column if the Mission Track.

Beachhead Mission

BeachHead Steps*	#	Event
Landing Craft (LC)	1	2: LC hit - Roll 1 fire attack on the Fire Table on the column 6, ignoring the Pinned results
	-	3: Sand Bank - add 2 additional Shallow Water steps
	-	4: Sand Bank - add 1 additional Shallow Water step
	-	11: LC hit - Roll 1 fire attack on the Fire Table on the column 4, ignoring the Pinned results
	-	12: LC sunken - Roll 1 fire attack on the Fire Table on the column 3, ignoring the Pinned results and add 2 additional Shallow Water steps
	-	
	-	
Shallow Water	1	2: Safe corridor - skip next step
	-	10: Near miss - the team stops and wait. Repeat the step
	-	11: Enemy Fire - Roll 1D2 Fire attacks on the Fire Table on the column 3. Repeat the step if you get a Pinned result.
	-	12: Enemy Fire - Roll 1D2 Fire attacks on the Fire Table on the column 4. Repeat the step if you get a Pinned result.
Enemy Beach	D3+1	2: Safe corridor - skip next step
	-	3-5: Shell Hole - provide Light Cover in the next step
	-	8-9: Enemy position - Rifle*(P)
	-	10: Enemy position - Rifle*(P) SMG(P)
	-	11: Minefield
Regrouping	1	4: patrol - Rifle*(P) SMG(P)
	-	10: patrol - SMG*(P) SMG(G) (Short Range)

Team Table: German

Starting CP: 8

Max team members: 5

Quality	CP	Weapon
Veteran	4	Rifle
Veteran	4	SMG
Private	2	Rifle
Private	2	SMG

Quality	CP	Weapon
Private	2	Flame-thrower
Green	1	Rifle
Green	1	SMG

Weapon	FF	Notes
Pistol	1/-/-	
Precision Rifle	1/3/4	No fire group
Rifle	2/2/1	
SMG	4/1/-	
LMG	3/2/2	2attacks/turn
Flame-thrower	8/1/-	No fire group
Grenade	6/-/-	No fire group; any result of 6 is to be considered a dud (no effect)
HMG	5/4/4	2 attacks/turn
Mortar	3/3/3	No fire group
Minefield	5/-/-	

Add 1 CP to the cost to give Medical experience to a new team member.

Team Table: Italian

Max team members: 5

Starting CP: 7

Quality	CP	Weapon
Veteran	4	Rifle
Veteran	4	SMG
Private	2	Rifle

Quality	CP	Weapon
Private	2	SMG
Green	1	Rifle
Green	1	SMG

Weapon	FF	Notes
Pistol	1/-/-	
Precision Rifle	1/3/4	No fire group
Rifle	2/1/1	
SMG	3/1/-	
LMG	3/2/2	2 attacks/turn
Grenade	6/-/-	No fire group; any result of 6 is
	-	to be considered a dud (no effect)
HMG	5/4/4	2 attacks/turn
Mortar	3/3/3	No fire group
Minefield	5/-/-	

Add 1 CP to the cost to give Medical experience to a new team member.

Team Table: Finland

Max team members: 5
Starting CP: 9

Quality	CP	Weapon
Veteran	4	Rifle
Veteran	4	SMG
Private	2	Rifle
Private	2	SMG

Quality	CP	Weapon
Private	2	Flame-thrower
Green	1	Rifle
Green	1	SMG

Weapon	FF	Notes
Pistol	1/-/-	
Precision Rifle	1/3/4	No fire group
Rifle	2/2/1	
SMG	3/1/-	
LMG	3/2/2	2 attacks/turn
Flame-thrower	8/1/-	No fire group
Grenade	6/-/-	No fire group; any result of 6 is
	-	to be considered a dud (no effect)
HMG	5/4/4	2 attacks/turn
Mortar	3/3/3	No fire group
Minefield	5/-/-	

Add 1 CP to the cost to give Medical experience to a new team member.

Team Table: American

Max team members: 5
Starting CP: 8

Quality	CP	Weapon
Veteran	5	Rifle
Veteran	5	SMG
Private	3	Rifle
Private	3	SMG

Quality	CP	Weapon
Private	3	Flame-thrower
Green	1	Rifle
Green	1	SMG

Weapon	FF	Notes
Pistol	1/-/-	
Precision Rifle	1/3/4	No fire group
Rifle	3/2/2	
SMG	4/2/-	
LMG	3/2/2 2	attacks/turn
Flame-thrower	8/1/-	No fire group
Grenade	6/-/-	No fire group; any result of 6 is
	-	to be considered a dud (no effect)
HMG	5/4/4	2 attacks/turn
Mortar	3/3/3	No fire group
Minefield	5/-/-	

Add 1 CP to the cost to give Medical experience to a new team member.

Team Table: Russian

Max team members: 7

Starting CP: 9

Quality	CP	Weapon
Veteran	4	Rifle
Veteran	4	SMG
Private	2	Rifle
Private	2	SMG

Quality	CP	Weapon
Private	2	Flame-thrower
Green	1	Rifle
Green	1	SMG

Weapon	FF	Notes
Pistol	1/-/-	
Precision Rifle	1/3/4	No fire group
Rifle	2/1/1	
SMG	3/1/-	
LMG	3/2/2 2	attacks/turn
Flame-thrower	8/1/-	No fire group
Grenade	5/-/-	No fire group; any result of 6 is
	-	to be considered a dud (no effect)
HMG	5/4/4	2 attacks/turn
Mortar	3/3/3	No fire group
Minefield	5/-/-	

Add 2 CP to the cost to give Medical experience to a new team member. National trait: russians can create

a Fire Group with 5 soldiers.

Objective Table: Europe

2D6*	Objective	Steps	Enemy Forces	Range
11	Eliminate Command post	Road	LMG(P) Rifle*(V)	Medium
-	Small Building	SMG*(V) Pistol(P)	-	
-	Square	-	-	
-	Small Building	-	-	
12-13	Control bridge	Road	Rifle*(P) SMG(V)	Medium
-	Bridge	SMG(G)	-	
14-16	Capture commander	Road	Pistol (P) SMG*(V)	Medium
-	Small Building	SMG(P)	-	
21-23	Control road	Road	SMG*(P) Rifle*(P)	Medium
-	Crossing	-	-	
-	Road	-	-	

2D6*	Objective	Steps	Enemy Forces	Range
24-26	Control Building	Road	SMG*(V) Rifle(G)	Medium
-	Small Building	Rifle(G)	-	
-	Building	-	-	
31-33	Control Hill 621	Wheat Field	LMG (P) SMG*(P)	Medium
-	Slope	-	-	
-	Slope	-	-	
-	Hill	-	-	
34-36	Eliminate road block	Road	Rifle*(P) Rifle(P)	Medium
-	Block (Light Cover)	SMG(P)	-	
41-43	Eliminate HMG	Slope	HMG(P) Rifle*(P)	Long
-	Wood wall (Light cover)	-	-	
44-46	Eliminate Sniper	Road Precision Rifle	(V) with	Long
-	Tower (Building)	-1 to dice roll.	-	
51-53	Eliminate bunker	Hill	Rifle*(P) Rifle(G)	Medium
-	Bunker	Flamethrower(P)	-	
54-56	Eliminate entrenchment	Orchard	Rifle*(P) Rifle(P)	Long
-	Entrenchment (Light cover)	Mortar(P)	-	
61-63	Eliminate Radio Station	Road	Pistol(P) Rifle(G)	Medium
-	Small Building	Rifle(G)	-	
-	Radio Station (Building)	-	-	
64-66	Free Prisoners	Wheat Field	LMG(P) SMG(P) SMG(G)	Medium
-	Small building	-	-	
-	Prison (Small Building)	-	-	

*Roll 2 dices and read as tens and units (e.g. 5 and 3 = 53)

Weather Effect Table

Weather	Effects
Clear	No effects
Snow	Combat: 1 column shift to left Roll 2D6 2: the weather is going better - the weather condition is now Clear (no more weather rolls for the rest of the mission). 11-12: the weather is worsening - the weather condition is now Blizzard
Blizzard	Combat: 2 column shift to left. +3 modifier to the Patrol roll For every Wounded Team member roll 2D6: on a result of 2 or 3 the man is killed. Roll 2D6 2: one random team member suffer a frostbite Wound 10-11: the weather is going better - the weather condition is now Snow 12: The team is lost on the blizzard - move back one step in the Mission track

Steps Table: Europe

2D6*	Steps	2D6*	Steps
11-13	Road	41-43	Road
	River		<roll 1D3 times in the Village Table>
14-16	Road	44-46	<roll 2+1D3 times in the Town Table>
	Cliff	51-53	Road
	Hill top		Wheat Field
21-23	Road		Farm
	Bridge Control post		Wheat Field
24-26	Wood	54-56	Orchard
	Wood		Hedge
31-33	Road		Orchard
	Hill	61-63	Wheat field
	Slope		Farm
34-36	Road	64-66	Road
	Crossing		Wood
	Road		

*Roll 2 dices and read as tens and units (e.g. 5 and 3 = 53)

Village Table

1D6	Steps	1D6	Steps
1	Village Street		Town Hall (Building)
	Square	4	Village Street
2	Village Street		Shop (Small Building)
	Church (Building)	5-6	Shop (Small Building)
3	Square		House (Small Building)

Town Table

1D6	Steps	1D6	Steps
1	Town Street		Town Hall (Building)
	Small Building	4	Town Street
2	Town Street		Shop (Small Building)
	Factory (Building)	5-6	Shop (Building)
3	Square		House (Building)

Event Table: Europe

Terrain	Cover	Event (2D6)
Bridge Control Post	L	7-8: Patrol
	-	9: Patrol (-1)
Building	H	3: Sniper - Precision Rifle (P) (Long Range)
	-	4: Bobby trap (1 minefield attack)
	-	5: Patrol
	-	11: Enemy HQ - Pistol(V) SMG*(P) SMG(P) Rifle (P). +1XP at the end of the mission for the information gathered.
Bunker	H	-
Cliff	-	4: Patrol (+1)
Crossing	-	2: minefield (2 attacks)

Terrain	Cover	Event (2D6)
	-	5: Patrol
Farm	L	5: Patrol
	-	11: Hostile civilian - Rifle(G)
Hedge	-	4: Patrol
Hill	-	2: LMG emplacement (G)
	-	3: LMG emplacement (P) (Long Range)
	-	11-12: Patrol
Hill Top	-	4: Patrol
	-	5: Patrol (+1)

Orchard L 4: Patrol

River 4: Patrol

- 5: Patrol (+1)

	-	5: Patrol (+1)
	-	10: strong current: repeat step and suffer a -1 modifier if attacked
Road	-	2: minefield (2 attacks)
	-	3: HMG emplacement (P) (Long Range)
	-	4: Barbed wire: repeat step and suffer a -1 modifier if attacked or change
	-	path and add two extra road steps.
	-	5: Patrol
	-	11: Patrol (-1)
	-	12: Shortcut - Skip the next step.
Slope	-	4-5: Patrol
Small Building	-	L 2: Sniper - Precision Rifle (P) (Long Range)
	-	4: Patrol
	-	10: Patrol (-1)
Square	-	3: Patrol (-1)
	-	4: Patrol
Town Street	-	2: Bad intelligence - move one step back in the Mission Track
	-	4-5: Patrol
	-	11: Local Informer - move one step forward in the Mission Track
	-	12: Patrol (+1)
Village Street	-	4: Patrol
	-	11: Local Informer - move one step forward in the Mission Track
Wheat Field	-	2: LMG (G)
	-	4: Mortar(P) (Long Range)
	-	12: Shortcut - Skip the next step.
Wood	L	2: Bad intelligence - move one step back in the Mission Track
	-	3: ambush - SMG(V) SMG(P) (Short Range)
	-	5: Ravine - Provide heavy cover. Repeat the step.
	-	9: Clearing - No more cover. Repeat the step.
	-	10: Patrol

Enemy forces are listed as Weapon(Quality). An asterisk near the Weapon means that the enemy has a Grenade. Patrol: roll a dice in the Patrol Table to determine the composition of the group. A optional number

between parenthesis represent a dice roll modifier in the Patrol Table. Unless specified the range is set to Medium.

(Fire Table)

DR/FF	<=0	1	2	3	4	5	6	7	8	9	10+
<=0	W	W	K	K	K	K	K	K	2K	2K	2K
1	P	W	W	W	K	K	K	K	K	K	2K
2	-	P	P	W	W	W	K	K	K	K	K

DR/FF	<=0	1	2	3	4	5	6	7	8	9	10+
3	-	-	P	P	W	W	W	W	2W	K	K
4	-	-	-	P	P	W	W	W	W	W	2W
5	-	-	-	-	P	P	P	W	W	W	W
6+	-	-	-	-	-	P	P	P	P	2P	2P

K one man is killed

W one man is wounded

P one man is pinned (and cannot attack in the next

phase)

Modifiers:

#	Descr
+1	Firer is a Green
+1	Fire Group contains at least one Green, unless a Veteran is also present
+1	If firer or member of a Fire Group failed the Surprise Check
+1	target is on light cover
+2	target is no heavy cover
+1	firer is moving (changing formation)
-1	target is moving (changing range or removing the Pinned marker)
+1	smoke at Short/Medium Range (not applicable to flame-thrower and mortar)
+2	smoke at Long Range Range (not applicable to flame-thrower and mortar)
+1	Open Order
-X	Personal experience modifier
+2	firer is pinned
+2	target is pinned
+2	firer or member of a Fire Group is wounded
-1	Target has a flame-thrower
-1	Pistol used in single fire
? col.	Weather effects

Patrol Table

2D6*	Patrol	Weapons
2	A small group of veterans	Rifle*(V) SMG(V) SMG(p)
3	A small group lead by a NCO	Rifle*(V) SMG(P) SMG(G)
4	Two engineers at work	FlameThrower(P) SMG(P)
5	A couple of soldiers	Rifle*(V) SMG(P)
6	A couple of soldiers	Rifle*(P) SMG(G)
7	A couple of soldiers	Rifle*(P) Rifle(P)
8	A couple of soldiers	Rifle(P) SMG*(P)
9	A couple of soldiers	Rifle(P) Rifle(G)
10	A couple of soldiers	SMG*(P) SMG(G)
11	A couple of recruits	Rifle*(G) SMG(G)
12	An officer with two recruits	Pistol(P) Rifle*(G) Rifle(G)
13+	None	-

Enemy forces are listed as Weapon(Quality). An asterisk near the Weapon means that the enemy has a Grenade. Replace the FlameThrower with a SMG*

if this weapon is not present in the Team table of the enemy forces. *Wheater can influence this roll.

Way Of The Warrior

Name	Quality	State	Weapon	FF	Grenades	Notes
-	-	-	-	-	# # # #	-
-	-	-	-	-	# # # #	-
-	-	-	-	-	# # # #	-
-	-	-	-	-	# # # #	-
-	-	-	-	-	# # # #	-
-	-	-	-	-	# # # #	-
-	-	-	-	-	# # # #	-

Mission Track

Id	Terrain	Enemy	Forces	Notes
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-

Id	Terrain	Enemy	Forces	Notes
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-
-	-	-	-	-





Wh40k Squads

Introduction

Card game depicting WH40K combat at a man-to-man level.

Disclaimer

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Victory

Run your opponents deck out of cards.

The Decks

Each player (race) has its own deck.

Dice

Six sided Dice are needed.

Setup

Players select their race (deck). (Same race fights are allowed: for example: Ork vs Ork) Each player draws 7 cards.

Turn Sequence

Turns are simultaneous. Each turn is divided into 7 Phases:

- Recruitment Phase
- Deployment Phase
- Long Range Phase
- Medium Range Phase
- Short Range Phase
- Close Combat Phase
- Recovery Phase

Recruitment Phase

Each player draws 2 cards. A Player who has no cards left to draw loses the game. (Discarded cards do not go back to the draw pile)

Deployment Phase

Put Unit cards from your hand into play. Attach Attachment cards (weapons, equipment, etc.) from your hand onto Units that can use them.

Attack Limit Rule

Unless noted by a special rule or card, a unit may only make one attack per turn with one of its natural attacks or with an Attached Weapon card.

Attacking

The attacking Unit declares its target. A Target must be a unit in play. Units with long range weapons may target the enemy deck instead of Units in play.

A unit makes an attack by rolling 1D6 and comparing the roll to the Force level of the Weapon. If the roll is equal to or less than the Force level, the attack does damage equal to the roll. If there are no enemy units, you may target the opponent's deck.

For every point of damage a deck takes it must discard the top card. Attacks within a phase are simultaneous: All Units get to complete their attack even if they are killed.

Hits

Every Unit has a number of hits. If a Unit is reduced to zero hits, it is killed (discarded). Use Tokens placed on the Unit to keep track of Damage.

Long Range Phase

Units that are able make Long range attacks. These include support, sniper, and heavy weapons.

Medium Range Phase

Units that are able make Medium range attacks. This includes Rifles.

Short Range Phase

Units that are able make Short range attacks. This includes pistols and thrown grenades.

Close Combat Phase

Units that are able make Close Combat attacks. This includes Hand-to-Hand attacks.

Recovery Phase

A Healer Unit may remove all the Damage Tokens from one Unit in this Phase. Max hand is 7 cards. Discard excess cards.

Event Cards

Event cards produce a single event, like an attack, and are then discarded. Events that produce an attack by a Unit, not normally made by it, are an extra attack that turn in addition to the Units normal attack. (For example: The Ork Boyz may attack in CC or SR plus use a Stikkbomb card)

Attachment Cards

Attachment cards can either be attached to a Unit in Deploy Phase or be used like an Event card to produce a single Attack, and then be discarded.

Units In Close Combat

All Units are capable of some Close combat attack. The base Force of a Unit is its Force in Close Combat.

Dreadnaughts

Dreadnaughts can make 1 Close Combat attack and 1 attack with every weapon they have or that is attached. Dreadnaughts can only attach Heavy Weapons.

Card List Notation

Copies of that card in the Deck
U Unit cards
A Attachment cards
M Healer (Cannot heal Robots/Vehicles)
F Force
SR Short Range
MR Medium Range
LR Long Range
CC Close Combat
W Weapon
E Event
L Leader
LO Leader Only
TO Terminator Only
TDO Terminator or Dreadnaught Only
P Psyker
D Dreadnaught
Z Flying
CA Can Attach
Slow Weapon Fires every other turn
BP Bolt Pistol
SB Storm Bolter
SP Shuriken Pistol
BL Bright Lance
H Heavy Weapon (or HW)
X Daemon (Cannot attach Weapons)

Space Marine Squad Deck Card List

Card Name	#	Type	Hits	Force	Notes:
Scout Marine	4	U	1	1	Sniper Rifle (LR/F=2)
Space Marine	8	U	2	1	Knife & Bolter (MR/F=2)
Assault Marine	5	UZ	2	3	Chain Sword & BP (SR/F=2)
Terminator	5	U	4	4	Power Fist & SB (SR/F=3)
Force Commander	1	UL	5	4	Power Sword & BP (SR/F=2)
Librarian	1	ULM	3	4P	Force W & BP (SR/F=2)
Apothecary	1	UM	2	3	Chain Sword
Sergeant	2	UL	4	2	Sword & BP (SR/F=2)
Dreadnaught	1	UD	6	4	Claws (CA 4 HW)
Heavy Bolter	2	A	-	4H	MR W
Missile Launcher	2	A	-	5H	LR W Slow
Flamer	1	A	-	3	SR W
Chain Sword	2	A	-	3	CC W
Plasma Gun	1	A	-	4	MR W Slow
Plasma Pistol	1	A	-	4	SR W Slow LO
Daemon Hammer	1	A	-	5	CC W LO
Assault Cannon	1	A	-	5H	MR W TDO
Thunder Hammer	1	A	-	5	CC W TO (Storm Shield: Hits +2)
Lascannon	1	A	-	4H	LR W TDO
Heavy Flamer	1	A	-	4H	SR W TDO
Teleportation	2	E	-	-	Terminators get extra Attack
Frag Grenades	2	E	-	3	SR Attack by Marines only
Melta Bombs	1	E	-	5	SR Attack by Assault Marines Only
Infiltrate	2	E	-	-	Scouts get extra Attack

Card Name	#	Type	Hits	Force	Notes:
Air Assault	2	E	-	-	Flying Units get Extra Attack
Artillery Support	4	E	-	5	LR Attack by Scout or Leader
Psychic Attack	1	E	-	5	LR Attack by Librarian Only
Rally	4	E	-	-	Draw 3 Cards. Requires Leader in Play

Ork Squadz Deck Card List

Card Name	#	Type	Hits	Force	Notes:
Gretchin Mob	4	U	2	1	Knife & Blasta (SR/F=1)
Boyz	6	U	2	2	Choppa & Slugga (SR/F=2)
Choppa Boyz	2	U	2	3	Choppa & Slugga (SR/F=1)
Shoota Boyz	2	U	2	1	Choppa & Shoota (MR/F=3)
Stormboyz	4	UZ	1	2	Choppa & Slugga (SR/F=2)
Nobz	4	U	4	4	Choppa & Slugga (SR/F=2)
Warboss	1	UL	6	4	Power Axe & BP (SR/F=2)
Mad Dok	1	UM	2	3	Injector & Slugga (SR/F=2)
Nob Leader	2	UL	4	2	Choppa & Slugga (SR/F=2)
Killa Kan	2	UD	5	4	Klaws (CA 2 HW)
Big Shoota	4	A	-	4H	MR W
Rokkit Launcha	4	A	-	4H	LR W
Burna	2	A	-	3	SR W
Bomb Chuka	1	A	-	3	MR W
Mega Blasta	1	A	-	5H	MR W Slow
Power Klaw	4	A	-	5	CC W (Nob & LO)
Stikkbombs	6	E	-	3	SR Attack by any Boyz or Nobz
Big Gunz	4	E	-	5	LR Attack
Rokkit Packs	2	E	-	-	Flying Units get Extra Attack
Waaagh!	4	E	-	-	Draw 3 Cards. Requires Leader in Play

Eldar Squad Deck Card List

Card Name	#	Type	Hits	Force	Notes:
Guardian	6	U	1	1	Shuriken Catapult (SR/F=3)
Ranger	4	U	1	1	Knife & Long Rifle (LR/F=2)
Howling Banshee	4	U	3	4	Power Sword & SP (SR/F=2)
Warp Spider	4	U	2	1	Death Spinner (MR/F=3)
Dark Reaper	4	U	1	1	Reaper Launcher (LR/F=4)
Avatar of Khane	1	UL	8	5	Wailing Doom Sword
Farseer	1	UL	3	4P	Witchblade & SP (SR/F=2)
Warlock	2	UL	2	2P	Sword & SP (SR/F=2)
Wraithlord	1	UDL	7	5	Flamers (SR/F=4) BL(LR/F=4)
Exarch	4	A	-	-	Hits +2 & Force +1 Non-LO
Executioner Blade	1	A	-	5	CC W Howling Banshee Only
Witchblade	2	A	-	4	CC W
Speed & Agility	4	E	-	-	Negate Target Attack
Invisibility	2	E	-	-	Rangers get extra Attack
Warp Jump	2	E	-	-	Warp Spiders get extra Attack
War Shout	2	E	-	-	Howling Banshees get extra Attack
Heavy Firepower	2	E	-	-	Dark Reapers get extra Attack
Haywire Grenades	2	E	-	4	SR Attack by Warp Spiders only

Card Name	#	Type	Hits	Force	Notes:
Plasma Grenades	2	E	-	3	SR Attack by Non-leaders only
Psychic Storm	1	E	-	5	LR Attack by Psykers Only
Mind War	1	E	-	-	Psykers get extra Attack
Prism Cannon Fire	1	E	-	5	LR Attack
Vyper Missiles	1	E	-	4	LR Attack
D-Cannon Fire	1	E	-	5	MR Attack
Star Cannon Fire	1	E	-	4	MR Attack
To War!	4	E	-	-	Draw 3 Cards. Requires Leader in Play

Chaos Space Marine Squad Deck Card List

Card Name	#	Type	Hits	Force	Notes:
Cultists	7	U	1	1	Knife & Laspistol (SR/F=1)
Horror Daemon	4	UX	3	3	Claws & Daemon Fire (SR/F=2)
Chaos Space Marine	5	U	2	1	Knife & Bolter (MR/F=2)
Raptor	3	UZ	2	3	Chain Sword & BP (SR/F=2)
Obliterator	3	U	4	4	Power Fist & Flamer (SR/F=3)
Bloodthirster	1	ULX	7	5	Bloodthirster Axe
Chaos Lord	1	UL	5	4	Man Reaper & BP (SR/F=2)
Chaos Sorcerer	1	ULM	3	4P	Bedlam Staff & BP (SR/F=2)
Aspiring Champion	2	UL	4	3	Chain Sword & BP (SR/F=2)
Defiler	1	UD	6	4	Claws (CA 4 HW)
Heavy Bolter	2	A	-	4H	MR W
Missile Launcher	2	A	-	5H	LR W Slow
Flamer	1	A	-	3	SR W
Chain Sword	1	A	-	3	CC W
Power Fist	1	A	-	4	CC W
Plasma Rifle	1	A	-	4	MR W Slow
Plasma Pistol	1	A	-	4	SR W Slow LO
Auto-Cannon	1	A	-	5H	MR W
Lascannon	1	A	-	4H	LR W
Heavy Flamer	1	A	-	4H	SR W
Corruption	2	A	-	-	Hits +2 & Force +1
Teleportation	2	E	-	-	Obliterators get extra Attack
Frag Grenades	2	E	-	3	SR Attack by Marines only
Infiltrate	2	E	-	-	Cultists get extra Attack
Ariel Assault	2	E	-	-	Flying Units get Extra Attack
Bloodlust	2	E	-	-	Non-Leaders get extra Attack
Daemon Strength	2	E	-	-	Leaders get extra Attack
Summoned	2	E	-	-	Horror Daemons get extra Attack
Doombolt	1	E	-	5	LR Attack by Sorcerer Only
Warp Spawn	4	E	-	-	Draw 3 Cards. Requires Leader in Play

Tyranid Brood Deck Card List

Card Name	#	Type	Hits	Force	Notes:
Termagant	4	U	1	1	Claws & Fleshborer (MR/F=1)
Hormagant	4	UZ	1	1	Scything Talons

Card Name	#	Type	Hits	Force	Notes:
Genestealer	4	U	1	2	Rending Claws
Tyrantid Warrior	4	U	3	4	Scything Talons & Deathspitter (MR/F=2)
Hive Tyrant	1	UL	5	4	Bone Sword & Lash Whip (SR/F=2)
Zoanthrope	1	U	3	2P	Claws & Psychic Scream (SR/F=2)
Tyrant Guard	2	UM	2	3	Scything Talons
Lictor	2	U	4	3	Scything Talons & Flesh Hooks (SR/F=2)
Carnifex	1	U	6	4	Claws (can attach 3 HW)
Gargoyle	4	UZ	2	1	Fleshborer (MR/F=1)
Biovore	2	U	2	1	Claws & Spore Mines (LR/F=3)
Ravener	2	U	2	3	Scything Talons
Barbed Strangler	2	A	-	5H	LR W Slow Tyrant & Carnifex only
Devourer	2	A	-	3	MR W Warriors, Tyrant & Carnifex only
Rending Claws	2	A	-	3	CC W
Bio-Plasma	2	A	-	4	MR W Slow
Implant Attack	1	A	-	4	CC W Slow LO
Crushing Claws	1	A	-	5	CC W Carnifex Only
Venom Cannon	1	A	-	4H	LR W Warriors, Tyrant & Carnifex only
Toxin Sacs	2	A	-	+1	
Extended Carapace	2	A	+1	-	
Infiltrate	2	E	-	-	Genestealers or Lictors get extra Attack
Ravenous Assault	2	E	-	-	Units fighting in CC get Extra Attack
Synapse	2	E	-	-	Tyrantid Warriors get extra Attack
Stray Spore Mines	2	E	-	5	Bonus LR Attack
Warp Blast	2	E	-	5	LR Attack by Zoanthrope Only
Without Number	4	E	-	-	Shuffle any discarded Hit 1 cards back into deck

Notes

Tyrantid Deck by Jason Newell.





Wh40kards

Introduction

Two player Card Game based on the Games Workshop Epic Warhammer 40,000 Universe.

Cardsets!

Card Sets for WH40KARDS by Zak are available.

Disclaimer

Warhammer is a licenced, trademarked property. This is merely a Fansite.

Decks

Each player uses a separate deck. For example: Imperial Deck vs Ork Deck. Each deck has 1 of each card in its list.

Gear

Dice, paper, pencils, tokens.

Victory

The first player to have 30 hits worth of his own units destroyed breaks and leaves the field. Or 40 if you have a Command unit deployed. 50 if you have a Leader unit deployed.

If a player loses 3 turns in a row (has all his units in 3 turns destroyed) he breaks and routs.

Turn Sequence

Each turn has 10 phases:

- Logistics Phase
- Scout Phase
- Deploy Phase
- Maneuver Phase
- Titan Phase
- Insertion Phase
- Ranged Combat Phase
- Close Combat Phase
- End Phase

Logistics Phase

Each player fills his hand to 6 cards. If the deck runs out, shuffle the Discard & Casualty piles together, and draw from it.

Scout Phase

Players may discard up to 2 cards to their Reserve pile and draw replacement cards. A player may discard 3 cards if he has a Command unit deployed.

Deploy Phase

Each player must have 3 Unit cards deployed. (Left, Right, and Center) Deployed cards are placed face up on the table. Deployed units may be survivors from previous turns or just now deployed. If you already have 3 or more units deployed you may not deploy more.

Maneuver Phase

Add up the Move scores of your 3 deployed units. The player with the most Skimmer & Jump Jet units gets +2D6 to their Move score. The player with the higher score outflanks his opponent and may deploy an extra unit card of any type from his hand.

Titan Phase

If you deployed a Titan this turn you must roll on the corresponding systems tables. For example: A Great Gargant gets 4 rolls on the Gargant system table. These are the weapon systems the Titan has until it is destroyed.

A Titan can only have 1 of any type of system. Chaos Infantry roll once on the Chaos Gift Table when Deployed. Use scrap paper to keep track of Titan Systems & Gifts.

Insertion Phase

You may deploy any "Digger" or "Pod" or "Stealth" or "Teleport" units in your hand. For each unit with the "Carry" trait you may deploy an Infantry unit from your hand.

Psychic Phase

Psychic units get to roll once on the appropriate table to see what Power they can use this turn.

Ranged Combat Phase

In order of decreasing range units may attack. An attack targets any one deployed enemy unit. Roll XD6. X = the attacking units Attack Rating. Every roll of 1 causes 1 hit on the target.

Use tokens placed on the damaged unit to represent hits. Any unit reduced to 0 hits is destroyed.

Destroyed units are discarded to the owners casualty pile. Some units have a secondary attack: This is indicated by the notation of: (X/Y) in the Notes column where Range = X and Attack = Y.

Some attacks will automatically destroy a target* on a roll of 1-Z on 1D6: This is indicated by the notation of: (Z) in the Attack Column.

* Titans are not automatically destroyed: they take 1D6 hits.

Units with the "Split" trait may divide up their attack rolls against 2 targets. Units making Barrage attacks only cannot be attacked except by other Barrage units. All your units get +1 to their Attack score if a Command unit is deployed.

All your units get +2 to their Attack score if a Leader unit is deployed.

Close Combat Phase

All Close Combat attacks are simultaneous. An attack targets any one deployed enemy unit. Roll XD6. X = the attacking units Close Combat Rating.

Every roll of 1 causes 1 hit on the target. Use tokens placed on the damaged unit to represent hits Any unit reduced to 0 hits is destroyed. Destroyed units are discarded to the owners casualty pile.

Repeat the Close Combat Phase until one side is wiped out. All your units get +1 to their Close Combat Rating if a Command unit is deployed. All your units get +2 to their Close Combat Rating if a Leader unit is

deployed.

End Phase

All units with the Regeneration ability repair 1 Hit of Damage to themselves.

Unit Abbreviations List

I Infantry

V Vehicle

C Command

S Skimmer

D Digger

T Titan

L Leader

R Regenerates

Br Barrage

x Split: Unit may divide attack rolls against 2 targets. Carry = Unit has carry Ability Psychic = Attack is psychic in nature. Barrage = Indirect Fire (X/Y) = Secondary attack of Range = X and Attack = Y.

(Z) Attack automatically destroys target on a roll of 1-Z on 1D6.

GS Gargant System

ITS Imperial Titan System

ES Eldar Titan System

STS Squat Titan system

CTS Chaos Titan System

BTS Tyranid Bio-Titan System

Gargant System Table

1D20	System:	Range	Attack	Close	Notes
1	Battle Cannon Head	15	5	-	
2	Battle Cannon Turret	15	4	-	
3	Cluster Buster	15	5x	-	
4	Deth Kanon	20	6	-	Attack +2 vs Titans
5	Gatling Cannon	10	9x	-	
6	Gork Head	-	-	-	Command
7	Mork Head	7	5	-	Command
8	Gutbuster: Ball	20	7	-	Mega Cannon
9	Ripper Fist	-	-	+6	
10	Scorcher Turret	7	5	-	
11	Slasha Attack Gun	10	8	-	
12	Snapper	3	3	+5	Steam Blast
13	Gutbuster: Chain	15	0	-	Attack +10 vs Titans
14	Gutbuster: Barrage	20	8	-	Barrage
15	Super Lifta Droppa Arm	15	(3)	-	(1)
16	Kustom Force Field	-	-	-	+1D6 Hits this turn
17	Buzz Saw Arm	-	-	+6	
18	Krusher Arm	-	-	+6	
19	Deluxe Custom Kannon	10	2D6	-	
20	Pick one	-	-	-	

Note: A Gargant can only have 1 head: Reroll extra heads.

Imperial Titan System Table

1D8	System:	Range	Attack	Close	Notes
1	Multi-Launcher	20	8	-	Barrage
2	Plasma Blastgun	10	8	-	
3	Vulcan Megabolter	15	7	-	
4	Turbo-Laser Destructor	15	6x	-	
5	Powerfist	-	-	+6	
6	Chainfist	-	-	+6	
7	Inferno Gun	7	9	-	
8	Void Shields	-	-	-	+1D6 Hits this turn

Eldar Titan System Table

1D8	System:	Range	Attack	Close	Notes
1	Holo-Fields	-	-	-	+1D6 Hits this turn
2	Pulsar	20	7	-	
3	Heat Lance	15	9	-	
4	Powerfist	-	-	+6	
5	Psychic Lance	10	(4)	-	
6	Distortion Cannon	15	(3)	-	
7	Tremor Cannon	20	(2)	-	
8	Pick one	-	-	-	
	Wing Laser Cannon	15	6x	-	
*	Wing Missile Launcher	20	2	-	Barrage

Notes: Eldar Titans also get to pick 2 Wing weapons

Squat Titan System Table

1D12	System:	Range	Attack	Close	Notes
1	Doomsday Cannon	40	6	-	Barrage
2	Siege Mortar	30	6	-	Barrage
3	Battle Cannon	15	7	-	
4	Fire Thrower	6	9	-	
5	Autocannon	10	3	-	
6	Rad Bomb	60	10	-	Barrage/One use
7	Void Shields	-	-	-	+1D6 Hits this turn
8	Thunderer	10	6	-	
9	Missiles	20	6	-	Barrage
10	Carry	-	-	-	
11-12	Bolters	3	4	-	Split

Chaos Titan System Table

1D20	System:	Range	Attack	Close	Notes
1	Multi-Launcher	20	3	-	Barrage
2	Plasma Blastgun	10	8	-	

1D20	System:	Range	Attack	Close	Notes
3	Vulcan Megabolter	15	7	-	
4	Turbo-Laser Destructor	15	6x	-	
5	Powerfist	-	-	+6	
6	Chainfist	-	-	+6	
7	Inferno Gun	7	9	-	
8	Void Shields	-	-	-	+1D6 Hits this turn
9	Head Cannon	10	4	-	
10	Hull Firethrowers	3	7x	-	
11	Hell Blade	-	-	+6	
12	Death Storm	15	5	-	Barrage
13	Doom Burner	15	6	-	+3 vs Titans
14	Bloodletter Battlehead	5	4	-	
15	Havoc Missiles	15	8	-	Barrage, One Use
16	Hellstrike Cannon	10	6	-	Barrage
17	Doomfist	5	6	+3	
18	Titan Tail	10	3	+2	
19-20	Reroll	-	-	-	

Tyranid Bio-titan System Table

1D10	System:	Range	Attack	Close	Notes
1	Cluster Spines	10	8	-	Barrage
2	Pyro-Acid Spray	4	9	-	-
3	Stinger Salvo	5	8	-	-
4	Bio-Cannon	15	6	-	Attack +1 vs Titans
5	Bile Launcher	20	6	-	-
6	Bile Splatter	20	4	-	Barrage
7	Spore Pods	5	12	-	Split, Barrage
8	Razor Claw	-	-	+6	Attack +3 vs Titans
9	Frag Spines	5	8	-	Barrage
10	Ripper Tentacles	-	-	+6	Split, +1 Hit

Eldar Psychic Powers

1D6	Power	Range	Attack	Notes:
1	Mind Blast	5	6	-
2	Psychic Lock	15	-	Target cannot attack for rest of turn
3	Eldritch Storm	-	-	Gain 3D6 Move points for next turn
4	Doom	10	-	All Attacks vs target are +2
5	Witch Sight	50	-	Gain 1D6 Hits this turn
6	Mind Shout	5	-	Send target to reserve pile

Ork Weirdboy Psychic Powers

1D6	Power	Range	Attack	Notes:
1	Brainburster Stream	15	3	-
2	Psychic Cannon	10	6	-
3	Death Wave	5	9	-

1D6	Power	Range	Attack	Notes:
4-5	Weird Chant	-	-	Roll again & Attack +1 & Range +1
6	Overload	-	-	Weirdboy's head explodes

Squat Ancestor Psychic Powers

1D5	Power	Range	Attack	Notes:
1	Heal	-	-	Remove 1D6 Damage Counters from your units
2	Experience	-	-	All units get +2 Attack this turn
3	Force Dome	-	-	Gain 1D6 Hits this turn
4	Psychic Shield	-	-	All units gain 2 Hits this turn
5	Precognition	-	-	Look at opponents Hand

Tyrannid Psychic Powers

1D5	Power	Range	Attack	Notes:
1	Warp Field	-	-	Gain 1D6 Hits this turn
2	Energy Pulse	20	7	
3	The Horror	-	-	Enemy units are Close -3
4	Psychic Scream	8	(3)	
5	Psychic Barrage	15	6	Barrage

Ork Deck Unit Card List

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Bad Moonz Ork Boyz	2	1	2	10	3	I	Bolters
Death Skulls Ork Boyz	2	1	2	10	1	I	Bolters
Snakebites Ork Boyz	2	1	3	10	1	I	Bolters
Goffs Ork Boyz	2	1	4	5	2	I	Bolters
Blood Axes Ork Boyz	2	1	2	10	1	I	Bolters
Evil Sunz Ork Boyz	2	1	2	10	1	I	Bolters
Bikeboyz	6	1	4	3	1	I	Bolters
Boarboyz	4	1	5	3	1	I	Bolters
Wildboyz	2	1	4	-	-	I	Axes
Stormboyz	2	1	2	10	1	I	Bolters
Madboyz	2	1	2	10	1	I	Bolters
Nobz	2	1	5	10	4	IC	Bolters
Warboss	2	1	6	10	4	IC	Bolters
Warlord	2	1	8	10	5	IC	Bolters
Ghazghkull Thraka	2	3	9	5	5	IL	Kustom Kombis
Gretchin	2	1	0	3	2	I	Shotguns
Ork Freeboterz	2	1	2	10	1	I	Bolters
Battlewagon	5	3	2	10	1	V	Autocannon
War Buggy	6	2	3	5	1	V	Autocannon
Traktor Kannon	3	1	1	10	(3)	V	(1)
Lungbursta	4	3	2	10	3	V	Battlecannon
Gutrippa	4	3	5	10	3	V	Battlecannon
Giblet Grinda BF	3	4	9	10	6	V	Autocannon
Skullhamma BF	3	4	5	15	5	V	Battlecannon
Bonecruncher	4	3	5	10	3	V	Autocannon

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Bonebreaker	4	3	5	15	4	V	Battlecannon
Braincrusha	3	3	1	20	6	V	Crushacannon
Evil Sunz Bowel Burna	6	2	2	3	3	V	Scorcher
Evil Sunz Gobsmasha	5	2	1	10	1	V	Autocannon
Mekboy Speedstas	7	2	4	15	6Br	V	Rokkits & Cannon
Mekboy Dragster	8	4	3	-	-	V	Deflektor Shield
Nobz Warbike	6	2	6	5	4	VC	Bolters
Evil Sunz Spleenrippa	6	2	1	15	4	V	Battlecannon
Wartrack	6	2	2	10	1	V	Autocannon
Bubble Chukka Speedsta	6	2	3	10	*	V	Bubbles
Mekboy Tinbotz	2	3	5	5	3	I	Autocannon
Evil Sunz Scorcher	6	2	2	3	3	V	Scorcher
Ork Dreadnaughts	2	2	4	10	2	I	Autocannon
Squig Katapult	3	3	2	10	2D6	V	Squig Swarm
Mekboy Pulsa Rokkit	1	3	0	15	10	V	Barrage
Snakebite Squiggoth	2	4	6	10	3	V	(5/3)
Hop Splat Gun	2	1	0	10	3	V	Barrage
Shokk Attack Gun	2	1	1	40	(3)	V	
Stompers	2	4	9	10	7	V	AC,B(3/3)
Weirdboy Battle Tower	5	3	2	-	-	V	Psychic
Great Gargant	2	15	16	-	-	T	6 GS
Slasher Gargant	3	10	13	-	-	T	4 GS
Mekboy Gargant	4	7	11	-	-	T	4 GS

* Target cannot attack for rest of turn on a roll of 1-3 on 1D6.

GS Gargant Systems, B = Bolters, AC = Autocannon, BF = Battle Fortress

Imperial Deck Unit Card List

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Land Raider	4	4	4	15	4	V	LC,B(3/1)Carry
Rhino	5	3	1	3	1	V	B,Carry
Predator Tank	5	3	1	15	5x	V	AC,LC
Vindicator	4	4	3	10	6	V	Thunderer
Whirlwind	4	3	5	30	2	V	MUL,Barrage
Land Speeder	6S	1	4	5	5	V	Multi-melta
Leman Russ Tank	4	3	3	15	5	V	BC,LC,B(3/1)
Basilisk	3	2	1	30	2	V	ES,Barrage
Bombard	2	2	1	30	3	V	SM,Barrage
Manticore	3	2	1	40	6	V	RK,Barrage
Deathstrike	2	1	0	50	4	V	MI,Barrage
Shadow Sword SHT	2	4	7	20	8	V	VC,LC,B(15/3)(5/5)
Bane Blade SHT	2	4	9	15	8x	V	BC,LC,B(5/9)
Storm Blade SHT	2	4	7	10	25x*	V	BC,HK,HL,PB,B(5/5)
Termite	3D	3	2	-	-	V	Carry
Mole	3D	3	4	-	-	V	Carry
Hellbore	3D	4	6	-	-	V	Carry
Hellhound Firethrower	2	2	3	5	6	V	
Assault Landing Pod	0	3	1	-	-	V	Pod/Carry
Support Landing Pod	0	3	1	15	3	V	Pod,PC
Deathwind Pod	0	3	0	2	1	V	BM,Pod

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Gorgon SHT	2	3	5	3	8x	V	MT,B,Carry
Capitol Imperialis	1	5	4	15	3	VC	PC,B,(3/8)Carry
Tactical Marines	2	2	3	10	1	I	Bolters
Assault Marines	3	2	4	5	1	I	PS,Jump Packs
Devastator Marines	2	2	3	15	3x	I	Hvy Wpns
Marine Scouts	2	1	3	10	1	I	Bolt pistol
Ultramarines	2	2	5	10	1	I	Bolters
Space Wolf Marines	2	2	5	10	1	I	Bolters
Blood Angel Marines	2	2	5	10	1	I	Bolters
Terminators	2	3	7	5	4	I	B,Teleport
Space Marine HQ	2	2	5	5	2	IC	Bolters
Space Marine Chaplain	2	2	5	5	2	IC	Pistol
Space Marine Librarian	2	2	5	5	1D6	IC	Pistol/Psychic
Imperial Troops	2	1	1	10	1	I	Lasguns
Imperial Assault Troops	3	1	2	5	1	I	PS/Jump Packs
Imperial Support Troops	2	1	1	15	3x	I	Hvy Wpns
Imperial Bike	6	1	4	3	1	V	Bolters
Imperial Assassin	3	2	6	5	3	I	Stealth
Ogryns	2	2	7	2	3	I	Ripper Gun
Ratling Snipers	2	1	1	10	2	I	+2 vs Comnd units
Rough Riders	4	1	4	5	1	I	Lances
Commissar	2	1	5	5	2	IC	Pistol
Commissar Yarrick	2	4	9	5	3x	IL	Evil Eye, PS
Dreadnaughts	2	2	3	15	1	V	AC
Robots	2	2	3	15	1	V	AC
Rapier	2	1	0	10	2	V	LC
Tarantula	2	1	0	15	3	V	LC
Mole Mortar	1	1	0	30	1	V	Barrage
Thudd Gun	1	1	0	15	2	V	Barrage
Sentinel	5	2	3	10	2	V	AC
Knight Paladin	8K	4	9	12	3	V	BC,SL
Knight Lancer	10K	4	6	12	6x	V	SL,LC,ML
Knight Warden	5K	4	3	12	6x	V	BC,ML
Warlord Titan	3	12R	15	-	-	T	4 ITS
Reaver Titan	4	10R	12	-	-	T	3 ITS
Warhound Scout Titan	5	8R	9	-	-	T	2 ITS

* Attack = 12 on 2nd and consecutive turns.

AC Autocannon, BC = Battle Cannon, SL = Shock Lance, ML = Multi-Lasers

MUL Multi-Launcher, LC = Lascannon, B = Bolters, PB = Plasma Blast Gun

HL Hellion Missile, HK = Hunter/Killer Missiles, VC = Volcano Cannon

MT Mine Thrower, ITS = Imperial Titan System, RK = Rockets, MI = Missile Launcher

ES Earth Shaker Artillery Cannon, SM = Siege Mortar, PC = Plasma Cannon

BM Bombs, PS = Pistols & Swords, SHT = Super Heavy Tank, K = Knight

Eldar Deck Unit Card List

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Guardians	2	1	1	10	1	I	Shuriken
Ulthwe Black Guardians	2	1	1	10	1	I	Shuriken
Scouts	2	1	4	10	2	I	Shuriken,Stealth

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Alaitoc Scouts	2	1	4	10	2	I	Shuriken,Stealth
Swooping Hawks	4	1	3	5	1	IA	Lasguns
Dire Avengers	2	1	3	10	1	IA	Shuriken
Biel-Tan Avengers	2	1	3	10	1	IA	Shuriken
Dark Reapers	1	2	2	15	4	IA	Missiles
Fire Dragons	2	1	3	5	3	IA	Thermalgun
Howling Banshees	2	1	7(3)	-	-	IA	Power sword
Striking Scorpions	2	1	10	-	-	IA	Mandi-blaster
Warlock	2	1	3	3	1	IC	Psychic
Exarch	4	2	9	15	5	IC	Artifacts
Avatar	3	5	11	3	7	IL	Spear
Harlequin	3	2	7	5	1	I	Shuriken
Eldar Jet Bike	7S	1	4	3	2	V	SC
Saim-Hann Wild Riders	7S	1	4	3	2	V	SC
Vyper Jet Bike	7S	1	4	5	3	V	SC
Falcon Grav Tank	5S	3	2	15	4	V	Carry
Wave Serpent	5S	3	2	15	(3)	V	Carry
Warp Hunter	5S	3	2	25	(3)	V	Warp Generator
Deathstalker	5S	3	2	25	5	V	Prism Cannon
Tempest	5	4	5	20	6	V	(3/3)
Doomweaver	4	3	2	40	(3)	V	Web Spinner
War Walker	4	2	4	15	3	V	LC,SL(5/3)
Dreadnaught	3	2	3	15	3	V	LC
Fire Gale	8K	4	6	15	3	V	PL,LC,SL(10/(3))
Bright Stallion	10K	5	6	12	4	V	PL,PU,SL(10/(3))
Towering Destroyer	8K	5	12	15	3	V	PL,LC,SL(10/(3))
Wraithguard	2	2	3	10	2	V	
Iyanden Ghost Warriors	2	2	3	10	2	V	
Vibrocannon	2	1	0	15	(3)	V	
Antigrav Lascannon	2	1	0	15	4	V	LC
Warlock Titan	4	11R	9	-	-	T	2ES/Psychic
Phantom Titan	4	13R	11	-	-	T	2ES
Revenant Scout Titan	9	7R	7	-	-	T	2ES

LC Lascannon, SL = Scatter Laser, PL = Psychic
Lance, SC = Shuriken Cannon

PU Pulse Laser, K = Knight, A = Aspect Warriors

Squat Deck Unit Card List

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Berserker Assault Squad	2	1	3	5	1	I	Bolt Pistol
Warrior Combat Squad	2	1	1	10	1	I	Lasguns
Thunderer Heavy Squad	2	1	2	15	4x	I	Hvy Bolters
Warlord	2	2	7	10	3	IC	Bolters
Grand Warlord	2	3	8	10	3	IL	Bolters
Hearthguard	2	2	7	10	3	IC	Bolters
Living Ancestor	2	3	1	5	1	IC	Psychic
Ancestor Lord	2	4	1	5	1	IC	Psychic
Mech-Priest	2	1	3	5	1	I	Repair
Squat Rhino	5	3	1	3	1	V	Bolters
Squat Land Raider	4	4	4	15	4	V	LC,B(3/1)Carry

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Guild Bikers	6	1	5	3	1	V	Bolters
Guild Trike	6	1	5	5	5	V	Multi-melta
Guildmasters	6	2	6	10	2	VC	Lascannon
Iron Shield APC	4	4	2	10	2	V	AC,B(5/4)Carry
Iron Hammer MBT	4	4	3	15	5	V	MT,B(5/2)
Retributor Assault Tank	4	4	3	15	3	V	BC,B(5/4)LC(10/4)
Hearthlord SHT	3	5	7	20	7	V	PL,B(5/6)
Hellfury SHT	3	5	4	10	3	V	AC,B(5/4)Carry
Rapier	1	1	0	10	3	V	Laser Destroyer
Robots	2	2	3	15	1	V	Autocannon
Goliath Mega-Cannon	2	2	1	50	7	V	SHH,Barrage
Tarantula	2	1	0	15	6	V	Lascannon
Thudd Gun	1	1	0	15	2	V	Barrage
Grudgekeeper	1	1	0	15	17x*	V	HHM
Mole Mortar	1D	1	0	30	1	V	Barrage
Mole	3D	3	4	-	-	V	Carry
Termite	3D	3	2	-	-	V	Carry
Overlord Airship	4S	4	6	15	10x	V	BC,AC,MB(3/5)(1/8)
Iron Eagle Gyrocopter	8S	3	4	10	5x	V	AC,BC
War Hawk Gyrocopter	8S	3	4	10	5	V	Ms,B(3/1)
Steel Hawk Gyrocopter	8S	3	4	5	4Br	V	RK,MM(5/5)
Land Train	2	12	14	-	-	T	4 STS, Carry
Colossus	2	9	13	-	-	T	4 STS, Carry
Leviathan	2	6	13	-	-	T	4 STS, Carry
Orbital Barrage	-	-	-	-	8**	-	

AC Autocannon, BC = Battle Cannon, B = Bolters, MB = Melta Bombs

SHH Super Heavy Howitzer, DM = Doomsday Cannon, LC = Lascannon

MT Mega Thunderer, HHM = Hunter & Helion Missiles, PL = Plasma Laser

* Attack becomes 9 on 2nd and later turns. SHT = Super Heavy Tank

Repair = Remove 1D3 Damage counters from Vehicles in End Phase.

MM Multimelta, RK = Rockets, Ms = Missiles

** Remove from play when used.

Chaos Deck Unit Card List

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Thousand Sons	2	2Tz	4	10	1	I	CSM
Death Guard	2	2Nu	4	10	1	I	CSM
Emperors Children	2	2Sl	4	10	1	I	CSM
World Eaters	2	2Kh	4	10	1	I	CSM
Chaos Marine Support	2	2	4	15	3	I	ML
Traitor Terminators	2	3	8	5	4	I	Storm Bolters
Terminator Support	2	3	5	10	6	I	AC
Chaos Beastmen	3	1	3	-	-	I	S&S
Chaos Squats	2	1	3	10	1	I	B
Chaos Squat Support	2	1	3	15	3	I	HB
Trolls	3	2R	7	-	-	I	Clubs
Minotaurs	3	2	6	-	-	I	Axes
Chaos Spawn	3	3	8	-	-	I	-
Chaos Hounds	5	1	4	-	-	I	-
Chaos Champion	2	2	9	10	1	IC	B
Tzeentch Disc Riders	7S	1Tz	8	10	1	I	

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Tzeentch Pink Horror	2	2Tz	5	-	-	I	Regenerates
Tzeentch Blue Horror	2	1Tz	2	-	-	I	
Flamer of Tzeentch	3	1Tz	2	5	2	I	Magical Flame
Plaguebearer of Nurgle	2	2Nu	7	-	-	I	Cloud of Flies
Beast of Nurgle	2	3Nu	8	-	-	I	Cloud of Flies
Nurglings	1	1Nu	3	-	-	I	
Slaaneshi Beast Riders	7	3Sl	10	10	1	I	
Fiends of Slaanesh	3	1Sl	3	-	-	I	Soporific Must
Daemonette of Slaanesh	2	2Sl	7	-	-	I	Euphoric Must
Bloodthirster of Khorne	2	4Kh	13	-	-	I	Axe & Whip
Great Unclean One	1	5Nu	8	3	(3)	I	SOC
Keeper of Secrets	2	4Sl	11	5	(3)	I	Aura of Slaanesh
Lord of Change	3	4Tz	9	7	(3)	I	Bolt of Change
Angron	2P	4Kh	11	3	(3)	IL	Mighty Roar
Magnus the Red	3P	4Tz	7	5	(3)	IL	Beam of Power
Fulgrim	2P	4Sl	9	2	(3)	IL	Soporific Must
Mortarion	1P	5Nu	6	3	(3)	IL	Plague Wind
Juggernaut Riders	4	4Kh	10	10	1	I	B
Cultist Tactical	2	1	2	10	1	I	Lasguns
Cultist Support	2	1	2	15	3	I	Hvy Wpns
Cultist Assault	2	1	3	5	1	I	S&P
Mounted Cultists	4	1	4	5	1	I	Lances
Cult Bikers	6	1	4	3	1	V	B
Chaos Androids	2	2	3	10	2	I	B
Chaos Dreadnaughts	2	2	3	15	1	V	Autocannon
Chaos Robots	2	2	3	15	1	V	Autocannon
Bloodletters of Khorne	2	3Kh	6	-	-	I	Regenerates
Fleshhounds of Khorne	4	1Kh	3	-	-	I	
Brass Scorpion	4	3Kh	8	10	4	V	JG,SK(5/6)
Doom Blaster	3	4Kh	5	15	6	V	DM,B(3/3)
Blood Reaper	3	4Kh	5	10	9x	V	TG,SC
Death Dealer	3	4Kh	9	10	3	V	GC(5/6),TG,B(3/3)
Tower of Skulls	3	4Kh	7	10	6	V	CN,B(3/5)
Cauldron of Blood	3	4Kh	7	5	8	V	BC
Cannon of Khorne	2	2Kh	2	20	3	V	Barrage
Silver Towers	4S	5Tz	4	10	6	V	CN,BP(15/6)
Doom Wing	15S	3Tz	4	4	4	V	FC
Fire Lord	12S	4Tz	4	10	5	V	LC,FC(4/4)FB(1/8)
Lord of Battle	3	9Kh	12	-	-	T	4CTS,Carry
Banelord	3	12Kh	16	-	-	T	5CTS
Chaos Titan	-	-	-	-	-	Roll on Conversion Table	
Chaos Vehicle	-	-	-	-	-	Roll on Conversion Table	

GC Gatling Cannon, TG = Tower Gun, B = Bolters, CN = Cannon, BC = Blood Cannon

AC Assault Cannons, ML = Missile Launchers, HB = Heavy Bolters, S&S = Swords & Spears

SC Skull Cannon, SK = Scorpion Cannon, JG = Jaw Guns, DM = Doom Mortar

S&P Swords & Pistols, P = Primarch, CTS = Chaos Titan System

SOC Stream of Corruption, CSM = Chaos Space Marines, FB = Firestorm Bombs

BP Beam of Power, LC = Lascannon, CN = Cannon, FC = Flame Cannon

Unit Types: Nu = Nurgle, Kh = Khorne, Tz = Tzeentch, Sl = Slaaneshi Primarch unit bonuses only apply to units of the same type.

Chaos Titan Conversion Table

1D6	Titan:	Move	Hits	Close	CTS
1	Nemesis	3	12	15	4
2	Deathbringer	3	11	14	4
3	Goth	4	10	12	3

1D6	Titan:	Move	Hits	Close	CTS
4	Hun	4	9	10	3
5-6	Warhound	5	8	9	2

Chaos Vehicle Conversion

1D10	Vehicle:
1	Chaos Land Raider
2	Chaos Rhino
3	Chaos Rapier
4	Chaos Tarantula
5	Chaos Mole Mortar

1D10	Vehicle:
6	Chaos Thudd Gun
7	Chaos Sentinel
8	Chaos Basilisk
9	Chaos Bombard
10	Chaos Manticore

Chaos Gift Table

1D100	Gift:	Notes:
1-2	Horns	Close +1
3-4	Multiple Arms	Close +1
5-6	Plague Bearer	Close +1
7-8	Poisonous Bite	Close +1
9-10	Razor-sharp Claws	Close +1
11-12	Transparent Skin	Close +1
13-14	Iron Hard Skin	Hits +1
15-16	Regeneration	Regeneration
17-18	Resilient	Hits +1
19-20	Rotting Flesh	Close +1
21-22	Scaly Skin	Hits +1
23-24	Warty Skin	Hits +1
25-26	Wings	Move +5
27-28	Mace Tail	Close +1
29-30	Scorpion Tail	Close +1
31-32	Skull Face	Close +1
33-34	Spits Acid	(3/2)
35-36	Telekinesis	(3/2)
37-38	Uncontrollable Flatulence	Close +1
39-40	Warp Frenzy	Roll Twice more
41-42	Beaked	Close +1

1D100	Gift:	Notes:
43-44	Beweaponed Extremities	Close +1
45-46	Blood Rage	Close +1
47-48	Breathes Fire	(3/2)
49-50	Fangs	Close +1
51-52	Flaming Skull Face	Close +1
53-54	Growth	Close +1
55-56	Brightly Patterned Skin	Hits +1
57-58	Burning Body	Close +1
59-60	Tentacles	Close +1
61-62	Cloven Hooves	Move +5
63-64	Horrible Stench	Close +1
65-66	Hypnotic Gaze	(3/(3))
67-68	Invisibility	Hits +1
69-70	Crystalline Body	Hits +1
71-72	Duplication	Carry
73-74	Enormously Fat	Hits +1
75-76	Eyestalks	Hits +1
77-78	Levitation	Move +5
79-80	Long Legs	Move +5
81-82	Long Spines	Close +1
83-00	Nothing	

Notes: Chaos Infantry roll once on this table when deployed.

Tyranid Hive Deck Unit Card List

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Genestealer Cultists	2	1	1	10	1	I	Lasguns
Hybrid Genestealers	2	1	3	5	1	I	S&P
Genestealers	3	2	7	-	-	I	Claws
Genestealer Magus	2	1	2	-	-	I	Psychic
Devourer Swarm	2	1	3	-	-	I	
Biovore	2	3	2	20	7	V	SM; Barrage

Card Name:	Move	Hits	Close	Range	Attack	Type	Notes:
Carniflex	2	3R	8	10	4	I	BP
Dactylis	3	4	5	15	3Br	V	BiP,SC(3/1)
Dominatrix	2	8R	11	15	9	VL	BC,SC(3/11)Psychic
Exocrine	3	4	5	15	5	V	BC, SC(3/1)
Gargoyles	8S	1	2	5	1	I	Flame Spurt
Harridan	10S	4	6	1	12Br	VC	SpC,BC(10/7)Carry
Haruspex	3	4	9	5	3Br	V	AJ,FS
Hive Tyrant	2	5R	11	10	4	IL	VC, Psychic
Hormagaunt	6	1	3	-	-	I	Claws
Lictor	9	3	5	5	2	I	Flesh Hooks
Zoats	3	2	6	10	2	I	Barbed Stranglers
Malefactor	4	4	7	5	4Br	V	FS,SC(3/2)Carry
Mycetic Spore	-	3	4*	-	-	V	Carry, Pod
Termagants	2	1	2	5	1	I	Flesh Borers
Trygon	4	5	9	8	8	V	Bio-Shock
Tyranid Warriors	2	2	6	10	3	IC	Deathspitters
Zoanthrope	2	2	2	10	7	V	Warp Blast
Hierophant Bio-Titan	5	12R	14	-	-	T	3BTS
Hierodule Bio-Titan	5	10R	10	-	-	T	2BTS

Notes: R = Regenerates, Br = Barrage

SM Spore Mines, BP = Bio Plasma, BiP = Bile Pods,
Br = Barrage, SC = Spore Cysts

BC Bio Cannon, SpC = Spore Cloud, AJ - Acid Jet, FS

= Frag Spines

VC Venom Cannon, S&P = Swords & Pistols, BTS =
Tyranid Bio-Titan Systems

* This unit destroyed at end of turn.

Tyranid Bio Table

1D10	Result	Notes:
1	Acid Blood	One Unit gets Close +2 this turn
2	Hallucinogens	Take control of Target enemy unit this turn
3	Pathogenic Slime	One Unit gets Attack +2 this turn
4	Energy Immunity	One Unit gets Hits +2 this turn
5	Overrun Assault	All Units get Close +2 this turn
6	Bio-Assassin	Target enemy unit gets 1 Damage Token
7	Regenerate	Remove 1D3 Damage Tokens
8	Adrenalin Surge	One unit gets Move +2 and Close +2 this turn
9	Chameleon	One Unit gets Hits +1 and Close +1 this turn
10	Overdrive	All Units get Move +2 this turn this turn

Notes: Roll once on this table at the end of Deploy Phase.

Game Designers Notes

I had to tone down the Titans a little bit (But not much!) Let me know about good Epic Links especially with stats I can convert.





Whale Hunters

Introduction

Card game for 2-4 players. Early 19th Century Whale Hunting Theme.

Scale

Each Player represents one Whaling Ship of European/American Identity. One Game represents one Whaling Season.

Game End

The Game ends when players have gone through the deck twice.

Victory

At the end of the game the player with the most Blubber Tokens wins.

Blubber Tokens

Use change to represent Blubber Tokens. Blubber Tokens represent all valuable parts of the Whale including Meat and Bone. Every time a player catches a Whale, he is awarded Blubber Tokens.

The Deck

Players share a common deck. There are 6 Card Types: Whale, Sea, Catch, Difficulty, Event, Modifier

Setup

Shuffle the Deck. The player with the most Blubber goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

- Sail Phase
- Event Phase
- Hunt Phase
- Catch Phase

Card List

Card Name:	Type	Notes:
Sperm Whale	W	Worth 5 BT. 4 Copies of this card in Deck
Right Whale	W	Worth 4 BT. 4 Copies of this card in Deck

Sail Phase

Fill your hand to 7 cards. When the deck runs out the first time, shuffle the Discard and draw from it.

Event Phase

You may play (discard) 1 Event card in this Phase.

Hunt Phase

Discard 1 Catch card from your hand to go Hunting. (If you have no catch cards you get a Mulligan and the phase ends) To Hunt draw a random card from any opponents hand. (The player fans out the cards in his hand face down) If you draw a Whale card, you have caught a Whale of the indicated Type: Gain Blubber Tokens as stated on the card.

Any player may play a Modifier card to increase or decrease the value of the catch. If you draw a Difficulty card the Phase ends and you must Skip your next Turn. If you draw a Sea, Catch, Event, or Modifier card nothing happens.

Discard the Catch card you played and the card you drew. You may normally go hunting only once on your turn.

Catch Phase

If you got a Mulligan this turn, discard your entire hand. Fill your hand to 7 cards. Clarification: If you did not have a Mulligan, you do not discard your hand: Just fill your hand to 7 cards.

Card List Notation

BT Blubber Tokens
W Whale
S Sea
C Catch
CE Catch or Event
CM Catch or Modifier
D Difficulty
E Event
M Modifier

Card Name:	Type	Notes:
Finback Whale	W	Worth 3 BT. 4 Copies of this card in Deck
Arctic	S	
Horn Sound	S	
Beaufort Sea	S	
Bay of Biscay	S	
Greenland Fishery	S	
Atlantic Ocean	S	
North Sea	S	
Coastal Waters	S	
Tropical Waters	S	
Massachusetts Bay	S	
Nantucket	S	
West Indies	S	
Gulf of Mexico	S	
Cape Verde Islands	S	
Coast of Africa	S	
Guinea	S	
Brazil	S	
Spitsbergen	S	
Carolinas	S	
South Pacific	S	
Pack Ice	D	Miss next 2 Turns
Storm	D	
Off Course	D	
Bad Luck	D	
Over Fishing	D	May be used as a Catch Card
Dangerous Voyage	D	May be used as a Catch Card
Depleted Stocks	D	
Extinction	D	Search Deck for a Whale card & remove it from the game
Mocha Dick	D	Lose 2 BT
Ship Wreck	D	Lose 3 BT
War	D	Lose 3 BT
Hand Held Harpoons	C	
Migration	CE	As Event Look at Opponents Hand
Whale Oil	CM	As Modifier Whale worth +1 BT
Lances	C	
Water Spout	CE	As Event Get an extra Hunt Phase this Turn
Whaling Ship	C	
Exploitation	CM	As Modifier Whale worth +1 BT
Harpoon Gun	C	
Lookouts	CE	As Event Look at Opponents Hand
Expedition	CE	As Event Draw 2 Cards
Long Journey	CE	As Event Draw 2 Cards
Whale Fleet	C	
Hunting Grounds	CE	As Event Look at Opponents Hand
Whale Boats	C	
Capture	C	
Butchery	CM	As Modifier Whale worth +1 BT
Give Chase	C	
Headsman	C	
Prize	CM	As Modifier Whale worth +1 BT
Men of Sail	CE	As Event Look at Opponents Hand
Hunting Season	CE	As Event Look at Opponents Hand

Card Name:	Type	Notes:
Commercial Whaling	CM	As Modifier Whale worth +1 BT
Captain Ahab	C	If you use this to Hunt get an extra turn
Confiscation	E	Steal 2 BT from an Opposing Player
Voyage of Discovery	E	Draw 3 Cards
Fair Weather	E	Draw 2 Cards
Gam	E	Look at opponents Hand
Second Sighting	M	Get an extra Hunt Phase this Turn
Pack	M	Get an extra Hunt Phase this Turn
Large School	M	Get an extra Hunt Phase this Turn
Experienced Sailors	M	Negate a Difficulty Card
Dead	M	Whale worth -1 BT
Drift Whale	M	Whale worth -1 BT
Suckling	M	Whale worth -1 BT
Profit	M	Whale Worth +1 BT
Big One	M	Whale Worth +1 BT

Optional Rules

Whaling Nations

Each player at the start of the game can choose 1 Nation. English: Good Sailors: When Hunting, the first Sea Card they draw in a Turn is discarded, and they may draw again. Dutch: Free Trade: Every Whale they catch is worth +1 BT.

Americans: Industrious: Get an extra Hunt Phase every turn. Norwegians: Whaling Nation: Hand Size = 8 cards. Basques: Traditional Expertise: When Hunting, if they draw a Catch Card they may keep it and put it in their hand.

Whale Hunters Solo Dice Version

Original 2 player dice game by Lloyd Krassner Adaption to solo play by Rob Dey

Intro

A whaling cruise from Nantucket to the south pacific. Game ends when boat and crew reach the south pacific or ship and/or crew is lost at sea. Voyage is profitable if BT is twice the original crew. Will you and your crew turn a profit or never return to tell your tales?

Set Up

- 1d4
- 1d6
- 1d8
- 1d20 Die result tables (below) tokens for keeping track of Hull, Rigging, Crew and cargo (Blubber Tokens ref to in doc as BT)

Ship and crew Determine your ship and crew strength as noted on the ship chart below. If any stat falls to Zero, your Ship sinks (hull) is dead in the water and you and crew starve (rigging) or the ship becomes derelict (crew)

The Cruise Each ground has two turns each. A turn starts with 1d6 roll. if result is 1, a d20 result is compared to the event chart for event resolution. A 1d6 of 2-3 is calm sailing allowing repairs. +1 to any rigging and hull damage. 5-6 is a whale sighting.

The hunt Apon sighting a whale, ID your target with a 1d4 on the Whale ID chart. Next Determine the Hunt

modifier with a 1d20 roll on the hunt modifier chart. Resolving the hunt is done with a 1d8 roll for whale strenght and a 1d10 roll for crew strenth, also adding the modifier where called for. Higher roll wins and kill, if made is scored. If tied, add to origional rolls 1d4 each. Repeat 1d4 until tie is broken.

Notes Cruise can be rearranged to suit your taste of home port or can be shortened by reducing number of hunting grounds. Also Whale can be changed to any other type of sea life as to better suit your taste

Ship

Name:

- Hull (1d20)
- Rigging (1d20)
- Crew (1d20)

Additional crew can be taken in first turn in port areas. Number taken is a 1d6 roll. Recruiting cost is 1 turn and total crew can not excede 20. Port areas are Nantucket, Brazil, Bay of Biscay and spitsbergen.

Hunting Route

- Nantucket
- Massachusetts Bay
- Carolinas
- Coastal Waters
- Gulf of Mexico
- Brazil
- West Indies
- Tropical Waters
- Cape Verde Islands
- Coast of Africa
- Bay of Biscay
- North Sea
- Atlantic Ocean
- Greenland Fishery
- Horn Sound
- Spitsbergen
- Arctic
- Beaufort Sea
- Guinea

- South Pacific

SAILING EVENTS 1d6

#	Result
1,4 1d6	Event
2-3 1d6	No Event
5-6 1d6	Whale Sighting

D4	Result	-	-
1	Sperm Whale	W	Worth 5 BT.
2	Right Whale	W	Worth 4 BT.
3	Finback Whale	W	Worth 3 BT.
4	Beluga Whale	W	Worth 2 BT

- Whale Strenght 1d8
- Crew Strenght 1d8

Whale Sighting ID 1d4

HUNT MODIFIERS/EVENTS- 1d20

D20	Name	Modifiers
01	Hand Held Harpoons	+1d4 Catch roll
02	Migration	If whale sighted, false sighting. If no whale sighted no whales this or next turn
03	Whale Oil	As Modifier Whale worth +1 BT
04	Barbless Lances	+1d4 Whale roll
05	Water Spout	+1d6 Whale strenght roll
06	Whale boats Struck	1d4 crew lost
07	Harpoon Gun	+1d6 Catch roll
08	Whale Fleet	+2 Catch roll
09	Whale Boats	+1d4 Catch roll
10	Capture	Whale Captured regardless of catch roll
11	Butchery	Whale worth +1 BT
12	Give Chase	Second roll if first catch roll fails
13	Prize	Whale worth +1 BT
14	Commercial Whaling in area	Whale worth -1 BT
15	Captain Ahab	Second roll if first catch roll fails
16	Second Sighting	Get an extra Hunt Phase this Turn
17	Large School	Get an extra Hunt Phase this Turn
18	Dead	Whale worth -1 BT
19	Suckling	Whale worth -1 BT
20	Big One	Whale Worth +1 BT

Events

1d20

D20	Name	Description
01	Pack Ice	d4 damage hull
02	Storm	d4 damage rigging 1d4 Crew lost
03	Off Course	Lose 1d6 turns
04	Bad Luck	1d8 1-4 1d4 Crew 5-8 1d4 BT lost
05	Over Fishing	No catch next this or next fishing ground
06	Dangerous Voyage	1-3 1d6 1d4 BT lost 4-6 1d6 1d4 crew lost
07	Depleted Stocks	No catch this area
08	Extinction	Remove one Whale species from game
09	Recruitment	Gain 1d6 Crew
10	Salvage cargo	+1d4 BT
11	War	Lose 3 BT
12	Whaling Ship	Repair 1d6 damage Rigging and Hull
13	Confiscation	Lose all BT
14	Fair Weather	Repair 1d4 Damage Rigging and Hull
15	Experienced Sailors	All damage repaired
16	Pirates	Lose all BT plus 1d4 crew

D20	Name	Description
17	Shoals	1d6 Hull damage
18	Loose cargo	lose 1d6 BT
19	Whale strike	1d4 Hull damage
20	Illness	1d4 Crew

NOTE- Event rolls 9, 12, 14, 15 can be saved for later use at the cost of one turn per roll used





Where Eagles Dared

Introduction

Scenario for WarpQuest. WWII theme based on the movie "Where Eagles Dare" for the [Warpquest Core Rules](#) WarpQuest Core Rules.

Where Eagles Dare

Movie 1968.... Commandos, posing as German soldiers, parachute into the Bavarian Alps to rescue a supposed allied general from a Nazi hideaway fortress that can only be reached by cable car. Epic war pic where Richard Burton and Clint Eastwood manage to unmask most of the German spy network in England, slip Jerry the wrong plans for the second front, kill the leading members of the Abwehr in Southern Bavaria, and destroy half of the local Wehrmacht.

Disclaimer

Where Eagles Dare is a copyrighted property. This is merely a fan site.

Challenge Cards

Challenge Card:	Skill Test:	Notes:
Enemy	Fight or Escape	If you fail roll on the Failure Table
Search	Escape	If you fail roll on the Failure Table
Traitor	Intrigue	If you fail roll on the Failure Table
Travel	None	Move forward 1D6 spaces
Barrier	None	Miss next Turn (in a Solo game Go Back 1D6)
Progress	Intrigue	If you succeed draw 2 cards from the Aid Deck
Rescue	Fight	If you succeed gain back a Captured Man

Failure Table

1D6	Result:
1-2	Miss next Turn (or in a Solo game Go Back 1D6 Spaces)
3-4	One Man is Captured
5-6	One Man is Killed

If you failed a "Traitor" Challenge and the result is a Man captured or killed, the Man must not be one of the Traitors. On the way back, Traitor challenges become Fight skill checks, and if you succeed, 1 Traitor is killed. If you use Disguise Aid cards for an Escape attempt, you cannot also use other Escape cards.

The Map

Use a track 30 spaces long. The first 15 spaces are Module I- Alpine Wilderness The second 15 Spaces are

The Team

Each player starts in control of a Commando team of 7 Agents:

- 1 Major (+1 to Intrigue, +1 to Escape, +1 to Fight)
- 1 American Ranger Lieutenant (+1 to Escape, +1 to Fight)
- 2 Commandos
- 3 Traitors

Other Team Members will be gained during play. When a Man is lost, Commandos are killed first, then Traitors, then the others, last being the Major.

Moving Onto An Opponents Party

If your Pawn lands on an opponents, Both players make an Intrigue Skill Check, The loser must roll on the Failure table.

Setup

Each player is dealt 7 cards from the Aid Deck.

Module II- Castle of the Eagles (Schloss Adler) The start space is the Parachute Drop Zone. The end space represents the Interrogation sequence in the Main Dining Hall.

A Team must stop upon reaching this space and face 3 separate Challenges: Enemy Unit (Fighting), Traitor (Intrigue), and Search (Escape) For every failed skill test, roll on the Failure Table. The Team must then head back to the Start space, which is now a German Airfield where they will be extracted by a disguised plane.

Aid Card Deck

Card Name:	Notes:
Disguise	Escape +3 (Disguise)
Shoot Your Way Out	Fight +3
German Uniforms	Escape +3 (Disguise)
Fluent German	Escape +2 (Disguise) or Intrigue +1
Silencer	Fight +2 or Escape +1
Subterfuge	Intrigue +3
Winter Camouflage	Escape +3 (Module I only)
SMG	Fight +3
Need to Know Basis	Intrigue +2 or Escape +1
Hail of Gunfire	Fight +3
Suspicion	Intrigue +2 or Escape +1
Triple Agent	Intrigue +3
Sixth Sense	Intrigue +2 or Escape +1
Hide Bodies	Escape +3
Booby-Trap	Escape +3
Trickery	Intrigue +2 or Escape +1
Spray Bullets	Fight +3
Dynamite	Escape +3
Small Arms Tactics	Fight +3
Papers in Order	Escape +3 (Disguise)
Back Door	Escape +3
Espionage	Intrigue +3
Shoot Guard	Fight +3
Cover Story	Escape +1 (Disguise) or Intrigue +2
Slit Throat	Fight +3
Mass Confusion	Escape +2 or Fight +1
Climbing Pick	Fight +2 or Escape +1
Explosive Charge	Escape +3
Pistol	Fight +3
Timed Explosives	Fight +2 or Escape +1
Unarmed Combat	Fight +3
Scale Cliff Face	Travel or Escape +1
Mountaineering Skill	Travel or Escape +1
Climbing Rope	Travel or Escape +1
Knife Thrust	Fight +2 or Escape +1
Double Cross	Intrigue +3
Pick up Weapons	Fight +3
Distraction	Escape +2 or Fight +1
Stick Bombs	Fight +3
Cover of Darkness	Escape +2 or Fight +1
Locked Door	Escape +3
Toss Grenade	Fight +3
Blow Bridge	Escape +3 (Module I only)
Hide	Escape +2 or Fight +1
Bomb Detonations	Escape +2 or Fight +1
Outsmart Them	Any Skill Check +1
Perfectly Timed	Any Skill Check +1
Jump into River	Escape +3 (Module I only)

Module 1: Alpine Wilderness

Card Name:	Challenge Type:
Secrecy	Travel
Behind Enemy Lines	Search
Airfield	Progress
Portable Radio	Progress
Sabotage	Traitor (If you fail discard 2 Aid Cards)
Alpine Village	Progress
Murder	Traitor
In a Hurry	Travel
Secret Meeting Place	Progress
Double Agent	Traitor
Code Book	Progress
Binoculars	Travel
Survival Gear	Travel
Infiltrate	Travel
Woods Due West	Travel
Wire Fences	Barrier
Army Barracks	Barrier
Dobermans	Search
Helicopter	Travel
Chased by Troop Trucks	Enemy
Guard Tower	Search
Tree Line	Travel
Brew House	Progress
Female Operative	Gain 1 Team Member (Escape +1)
Found Dead	Traitor
Ride Cable Car	Travel
Frauline	Travel
Inspection	Search
German Troops	Enemy
Sirens	Search
Soldiers	Enemy
Security Sweep	Search
MI6 Penetrated	Traitor
Germans Know	Search
Patrols	Enemy
Steal Motorcycle	Travel
German Staff Car	Travel or Rescue
Desperate Fight	Enemy
Release Prisoners	Rescue
Meet Contact	Progress
Safe House	Progress
Secret Rendezvous	Progress
Radio Communications	Progress
Jury Rig Bus	Travel
Road Block	Search
Vehicular Pursuit	Enemy
Armored Car	Enemy
Infantry Squad	Enemy
Bridge	Travel or Progress

Module 2: Castle Of The Eagles

Card Name:	Challenge Type:
SS German HQ	Progress
Stealth	Travel
General Carnaby	Gain 1 Team Member
Radio Man	Enemy
Castle Walls	Barrier
Map of Castle	Travel
Safe Room	Progress
Written Instructions	Travel
Cross	Traitor
Gestapo	Search
Cable Car Room	Progress
Sound Alarm	Search
Kill Captors	Rescue
Traitors Revealed	Enemy (Discard your Traitor Cards)
Scale Walls	Travel
Schnell! Schnell!	Enemy
Radio Room	Progress
Secret Passage	Travel
Stormtroopers	Enemy
Klaxons	Search
German Officer	Enemy
Castle Guards	Enemy
Broadsword to Danny Boy	Progress





Wildcat Soccer

Introduction

Card & Record-Keeping game for 2 players. Simulation of League Soccer game with team player ages 5-6. At this age there are no positions.

The game is divided into four periods each lasting 12 minutes. The Coaches are on the field directing traffic. The players often go the wrong way & need frequent water breaks.

No one really keeps score. All players get juice & chips at the end of the match.

Victory

Score the most Goals by the end of the game.

The Decks

There are 3 common Decks:

1. The Coach Deck (4 cards)
2. The Kids Deck (20 cards)
3. The Action Deck

The Action Deck

The Action deck has 6 card types:

- M** Movement (Used to set up a shot)
- P** Possession (Used to take control of the ball)
- G** Goal (Used to score a goal)
- B** Block (Used to negate a Goal card after it is played)
- S** Substitution (Used to cause target kid to be put on the Bench)
- O** Out (Used to Immediately End the Action Phase)
- L** Lost Opportunity (These cards do nothing)

Setup

Each player draws 1 Coach card and 10 Kid cards. (Or draw 2 Coaches - second one is the "Assistant" Coach) Put 5 of your kids on the field.

Rounds

The game is divided into Rounds. Each round is equal to 2 minutes. There are 6 rounds in a period.

Field & Bench

At all times: 5 of your kids will be on the Field. (Face up in line towards the center of the table) The other 5 will be on the Bench. (Face up in line closer to you)

Round Sequence

Each round is divided into 8 phases: Bench Phase Coach Phase Running Phase Control Phase Kicking Phase Defense Phase Possession Phase Action Phase

Bench Phase

In the first Bench phase of a New Period both players must switch all Kids currently on the Bench with all kids currently on the Field.

Coach Phase

Both players draw 6 Action cards.

Running Phase

Add up the Speed score of all your Kids on the Field. The side with the higher score gets to draw an extra Action card.

Control Phase

Add up the Control score of all your Kids on the Field. The side with the higher score gets to draw an extra Action card.

Kicking Phase

Add up the Kick score of all your Kids on the Field. The side with the higher score gets to draw an extra Action card.

Defense Phase

Add up the Defense score of all your Kids on the Field. The side with the higher score gets to draw an extra Action card.

Possession Phase

Players flip a coin to see who gets possession of the Ball.

Action Phase

Players take turns. The Player with Possession gets first turn. On your turn, you may play 1 Action card: You may play a Movement card only if you have Possession of the Ball.

If you don't currently possess the ball, you may play a Possession card to take possession of it. You may play a Goal card if you have possession of the ball and you played a Movement card on your last turn. If your

opponent played a Goal card last turn, you may play a Block card to negate it.

An unblocked Goal card scores a Goal. (Keep track of Goals) You may play a Substitution card to cause

a target kid to be put on the Bench. The other player immediately replaces him with another Kid from the Bench. You may play an Out card to Immediately End the Action Phase.

Action Deck Card List

Card Name:	Type	#
Kick	M	2
Pass	M	2
Good Control	M	2
Run	M	2
Turn It Around	P	1
Lose Control	P	1
Kick the Wrong Way	P	1
Steal	P	1
Goal	G	4
Score	G	4

Card Name:	Type	#
Block	B	2
Defense	B	2
Lost Shoe	S	1
Needs Water Break	S	1
Trip & Fall	S	1
Crying for Mommy	S	1
Day Dreaming	L	1
Out of Position	L	1
Kick it out	O	1
Out of Bounds	O	1

Number of copies of that card in the deck.

Kids Deck Card List

Name:	Speed	Control	Kicking	Defense	Notes:
Joe	2	3	3	5	Loves the Game
Simon	3	1	3	3	Daydreamer
Niki	4	4	4	3	Bounce to his Step
Armond	5	2	3	4	Racehorse
Randy	2	1	2	2	Shrimp, Coaches Son
Gonzo	3	2	2	3	Complainer
Danny	3	2	4	2	Class Clown
Josh	2	3	3	4	The Little General
Brian	3	3	4	3	Show Off
Anthony	2	3	3	3	Short, Powerful
Katie	4	4	3	4	Tomboy
Lorna	2	1	5	3	Foul Mouthed
Hannah	2	2	1	2	Fragile
Jonathan	4	3	4	3	Tall & Lanky
Richard	3	4	2	2	Neurotic
Phillip	2	3	2	3	Slow, Gland Problem
Jimmy	3	2	2	4	Skinny Kid
Rony	3	3	3	3	Bushy Haired
Mike	2	3	1	2	Nerd
Grahm	2	4	3	3	Tall Geek

Coach Deck Card List

Name:	Notes:
Randy	All Kids get +1 to their Control Rating. (Drill, Drill, Drill)
Crawford	Can use Out cards as Block cards. (Kick it out Defensive Tactic)
Martinez	Can always Substitute 1 of his own kids in Bench Phase. (Makes Parents Mad)
Mickey	In Setup switch 2 Kids with opponent. (Maintains last years teams best players)

Notes

Be sure to name your team (Sharks, Strikers, etc.)
Uniform Color & Design too.





Wing Commander Fighters

Introduction

Board & card game for 2 players. Takes place in the Wing Commander Universe. Abstract skirmish level Fighter combat.

Each figure represents a single Fighter.

Disclaimer

'Wing Commander' is a copyrighted/trademarked property. This is just a fan site.

Victory

You win if you destroy the opposing Wing Commander.

Terran Confederation Fighter Table

Type	Hits	Move	Attacks	Turns
Hornet Light Fighter	2	4	1	2
Arrow Light Fighter	2	5	1	1
Rapier Medium Fighter	3	4	1	1
Hellcat Medium Fighter	3	3	1	2
Scimitar Medium Fighter	3	3	2	1
Raptor Heavy Fighter	4	3	2	1
Thunderbolt Heavy Fighter	5	2	2	1

Kilrathi Fighter Table

Type	Hits	Move	Attacks	Turns
Salthi Light Fighter	2	5	1	1
Darket Light Fighter	2	4	1	2
Dralthi Medium Fighter	3	4	1	1
Krant Medium Fighter	3	3	2	1
Strakha Medium Fighter	3	3	1	2
Gratha Heavy Fighter	4	3	2	1
Jalthi Heavy Fighter	5	2	2	1

Setup

Each player starts with 2 Heavy, 3 Medium and 3 Light Fighters. Designate one fighter to be your Wing Commander. Each player places one fighter on each square of his back row.

Fighters may not stack.

The Cards

Players share a common deck.

The Map

Use an 8x8 chessboard.

The Ships

Use chits or miniatures to represent Fighters.

Table Notation

Attacks = Maximum number of attacks fighter can make per turn.

Move Maximum range move card fighter can use.

Turns = Max number of Move cards fighter can use per turn.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Maneuver Phase
3. Fire Phase
4. End Phase

Orders Phase

Draw 5 cards. If the deck runs out, shuffle the discard and draw from it. Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your fighters. The move card has a number. This is the number of spaces the fighter moves.

Moves can be diagonal or orthogonal. Instead of moving just one fighter in any direction, you have the option of moving one or more fighters forward the indicated number of spaces using a single move card. You cannot move through enemy fighters.

Fire Phase

Play (discard) an Attack card to have a fighter attack. The attack card has a number. This is the range of the attack.

Attacks can be diagonal or orthogonal. You cannot attack through other fighters. Every attack does 1 point of damage.

Card List

Card Name:	#	Range	Type	Notes
Laser Cannons	4	3	A	
Neutron Gun	2	1	A	2 Points of Damage
Mass Driver Cannon	4	2	A	
Dumb-Fire Missile	4	4	A	
Heat Seeking Missile	3	5	A	
Image Recognition Missile	2	6	A	
Porcupine Mine	2	1	A	
Friend or Foe Missile	2	K	A	
100 kps	4	1	M	
200 kps	3	2	M	
300 kps	3	3	M	
400 kps	3	4	M	Or 3 and over 1
500 kps	3	5	M	Or 3 and over 2
Kickstop	2	K	M	
Burnout	1	-	M	Ships Max Move +1
Fishhook	1	-	M	Ships Max Move -1
Corkscrew Roll	1	-	M	Move 4 and over 1
Tight Loop	1	-	M	Jump adjacent Fighter
Tail	2	-	X	Negate a Defense Maneuver Card
Hard Brake	2	-	D	Maneuver
Evasion	2	-	D	Maneuver
Shake	2	-	D	Maneuver: Light Ftr only
Armor	2	-	D	Med and Hvy Ftr only
Shields	2	-	D	Hvy Ftr only
Tactics	2	-	X	Draw 2 Cards
Critical Hit	2	-	X	Hit does 1 extra point of Damage
Pilot Special	8	-	X	See Pilot Profiles

Pilots

Assign each of your Fighters a Pilot from the Pilot Tables

Terran Pilots

Use Chits or coins to record damage. A fighter reduced to zero Hits is destroyed and removed from the board. Your opponent may play (discard) Defense cards to negate your attack.

End Phase

Max hand size = 5 cards. Discard excess cards.

Card List Notation

M Movement

A Attack

D Defense

X Special

K as a Knight would move in Chess

Type Purpose of card

Number of that card in the Deck.

Pilot Special Cards

Discard a Pilot Special card to use a pilots special ability.

Moniker	Ability
Spirit, Unstoppable Force	Attack: range = 1
Hunter, Loose Cannon	Move = 4
Bossman, Leader by Example	Defense (Maneuver)
Iceman, Ace of Aces	Attack: range = 3

Moniker	Ability
Angel, By the Book	Attack: range = 4
Maniac, New Kid	Move = K
Paladin, Professional Ace	Defense (Maneuver)
White Knight, Old Reliable	Attack: range = 2

Kilrathi Pilots

Moniker	Ability
Starkiller, Keen Competitor	Move = 3
Fang, Cold as Vacuum	Attack: range = 3
Deathstroke, Extreme Prejudice	Attack: range = 5
Redclaw, Danger and Disdain	Attack: range = 4

Moniker	Ability
Gutterclaw, Without Mercy	Move = 1
Sharptooth, Fast and Furious	Move = 2
Furball, Lucky	Defense (Maneuver)
Novacat, Noble Warrior	Attack: range = 2

Links

<http://www.wcnews.com/articles/art41.shtml>





Wizard School

Introduction

Players are young apprentices at their first semester of Wizards school.

The Deck

Players share a common deck.

Fields Of Study

There are 6 fields of study that adepts accumulate lesson points in:

1. Divination
2. Conjunction
3. Alchemy
4. Transformation
5. Invocation
6. Extra Curricular Activities

End Of Game

The semester lasts 17 weeks. The game ends at the end of turn 17.

Winning

The player who, at the end of the game, has accumulated the most lesson points in the most Fields of Study is the winner. If there is a tie, then the tied player with the most lesson points wins.

Setup

Roll high on 1D6 to see who goes first. Players start with 2 cards in their hands.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Fates Phase
2. Study Phase
3. Cram Phase
4. Distractions Phase
5. Lessons Phase

Common Deck Card List

Fates Phase

Draw 2 cards. Max hand size is 9 cards. Discard excess cards. Spells that allow you to draw extra cards are played in this phase.

Study Phase

Roll 2D6. This is the Study roll: Gain that many Study points.

Cram Phase

You may play up to two cards that allow you to gain more study or lesson points. A Study card adds 1D6 Study Points. A Lesson card adds 1D6 Lesson Points to the indicated Field of Study.

You may play Experience cards on yourself. An experience card will cause you to gain 1D6 experience points but lose 1D6 Study Points.

Distractions Phase

The opponent to your right may play a card that causes you to lose study points. A Distraction card causes you to lose 1D6 Study Points. You play an Event card that negates the Distraction card.

Your opponent may play Experience cards on you. An experience card will cause you to gain 1D6 experience points but lose 1D6 Study Points.

Lessons Phase

Distribute Study points acquired this turn as evenly as possible to the: Divination, Conjunction, Alchemy, Transformation, and Invocation Fields of Study. Study points are converted into Lesson Points when they are distributed. Experience points are always applied to the Extra Curricular Activities Field of Study.

Keep a running total of your accumulated points for each Field of study.

Card Type Notation

- S** Study
- D** Distraction
- L** Lesson
- E** Event
- X** Experience

Card Name:	Type:	Description:
Burn the Midnight Oil	S	Item
Enchanted Sleep	D	Spell
Wish Spell	E	Spell: Draw 3 cards
Unfriendly Competition	D	Enemy
Turn into Frog	D	Spell: Must have 20 points in Transformation
Inspiration	S	Smart
Read Magic	S	Spell
Breakthrough	E	Smart: Negate a Stupid Card & Draw a card
Trapped by Demon	D	Creature
Eureka!	E	Smart: Negate a Challenge Card & Draw a card
Forget Spell	D	Spell
Manual of the Planes	L	Item: Book: Conjuraton Lesson
Recitation	S	Effort
Tome of Knowledge	S	Item: Book
Library Card	E	Search the Deck for a Book card & put it in your hand
Cram for Test	S	Effort
Study Partner	S	Help
Study Group	S	Help
Wise Old Owl	L	Creature: Lesson in any Field
Magic Mirror	D	Item
All Nighter	S	Effort
Favorite Professor	L	Help: Lesson in any Field
Find Familiar	E	Draw 3 cards
Turn Undead	E	Spell: Negate a Demon or Undead Distraction
Holy Water	E	Item: Negate a Demon or Undead Distraction
Speak in Tongues	D	Spell
Curse	D	Spell
Memory Drills	S	Effort
Silence	E	Spell: Negate a Noise Distraction
Fraternity Test Bank	S	Help
Teachers Pet	E	Negate a Punnishment Card
Memory Potion	S	Item
Brain Food	S	Item
Explore the Castle	X	Adventure
Stop Time	S	Spell
Crystal Ball	S	Item
Caught	E	Negate an Adventure card
Elixir	E	Item: Negate a Sickness Distraction
Balm	E	Item: Negate a Skin Distraction
Will o' Wisp	E	Undead: Negate a Darkness Distraction
Discovery	X	Adventure
Confusing Material	D	Stupid
Mental Brick Wall	D	Stupid
Flickering candles	D	Darkness
Wailing Cats	D	Creatures: Noise
Fever	D	Sickness
Legend Lore	E	Spell: Draw 3 cards
Gossip	E	Negate an Effort Card
Flu	D	Sickness
Undead Poets Society	X	

Card Name:	Type:	Description:
Cooties	D	Skin
Befriend Castle Ghost	E	Undead: Draw 2 Cards
Heebie Jeebies	D	Skin
Bookworms	E	Creatures: Negate a Book Card
Howling Wolves	D	Creatures: Noise
Bats in the Belfry	D	Creatures: Noise
Tommy Knockers	D	Creatures: Noise
Chores	D	Drudgery
Enchanted Broomstick	E	Spell: Item: Negate a Drudgery card
Visit Home	D	
Mail Call	E	Draw 2 Cards
Trick Question	D	Challenge
Paradox	D	Challenge
Impossible Puzzle	D	Challenge
Little Devil	D	Creatures: Demon
Skeleton in the Closet	D	Undead
Banshee	D	Undead: Noise
Strange Brew	X	Drug
Never Ending Story	D	Item: Book
Dirty Glassware	E	Opponent loses 1D6 Alchemy Lesson Points
Gremlins	D	Creatures
Relatives Visit	D	
Active Social Life	X	
Dungeon Detention	D	Punishment
Sneak off Schoolgrounds	X	Adventure
Suspension	D	Punishment
Dust to Dust	S	Spell: Negate an Item Card
Pool Hall	X	
DisturbanceintheForce	D	
Spell Backfires	E	Negate a Spell Card
Blow up Laboratory	E	Opponent loses 1D6 Alchemy Lesson Points
Faulty Memory	E	Opponent must discard 2 random cards
Dunce Cap	D	Item
Demerits	E	Negate an Experience Card
Hazing	D	Target gains 1 Experience point
Busy Work	D	Drudgery
Teacher dislikes you	D	Enemy: Punishment
Illusions	D	Spell: Must have 5 points in Evocation
Magical Pipeweed	X	Drugs
Magic Mushrooms	X	Drugs
Dragon Ale	X	Drugs
Wood Nymphs	X	Creatures
Cauldron Coffee	E	Negate a Drugs Card
Wards	E	Spell: Negate a Spell
The Hermetic arts	E	Distribute your Study points how you like this turn
Star Charts	L	Item: Book: Divination Lesson
Deans Inspection	D	Target must discard X cards in his hand
Ritual Sacrifice	E	Spell: Discard X cards & Draw X+1 cards
Banish Spell	E	Negate any Creature card
Potion Recipe Book	L	Item: Book: Alchemy Lesson
Demonic Tutor	S	Must have 20 points in Conjunction
Possession	D	Must have 10 points in Conjunction
Metaphysics	L	Evocation Lesson

Card Name:	Type:	Description:
Troll Dissection	L	Transformation Lesson
Smelling Salts	E	Negate a Drugs Card
Levitation Workshop	L	Evocation Lesson
Sorcery 101	S	
Witchcraft 101	S	
Herbalists Bible	L	Item: Book: Alchemy Lesson
Young Love	X	Romance
Endless Stairwell	D	Challenge
Lost in the stacks	D	Challenge
Wizardry 101	S	
Mysticism 101	L	Divination Lesson
Soothsaying	E	Look at next 10 cards in Deck
Wand Technique 101	S	
Coed Dorm	X	Romance
Love Philter	X	Romance: Item
Bad Attitude	E	Negate a Smart Card
Wizard Duel	X	Enemy: Challenge
Practical Jokes	E	Switch Hands with Opponent
Philosophic Congelation	S	
Pentagram Art Class	L	Conjuration Lesson
Class Officer Duties	X	
Work Study	D	Drudgery
Hocus Pocus	E	Spell: Draw 2 Cards
Mage Ball Practice	X	
Teleportation Accident	D	Spell: Injury
Pixie Dust	X	Drugs
Grimore:Mythical Beasts	L	Item: Book: Transformation Lesson
Spell Book	S	Item: Book
Thesis Defense	D	
Tardy again	D	Punnishment
Play by the Rules	E	Negate an Experience card and draw a card
Kobolds ate my Hmwork	D	Creatures
Fireball Practice	L	Evocation Lesson
Spirit Guide	S	Undead
Thinking Cap	S	Item
Natural Ability	S	Smart
Magical Adventures	X	Adventure
Raw Talent	S	Smart
Visit Infirmary	E	Negate a Sickness, Injury, or Skin card
Practice makes Perfect	S	Effort
Celebrity Family	D	
Thinking out of the Box	S	Smart
Navel Contemplation	D	
Tarot Readings	L	Divination Lesson
Flying Lessons	L	Evocation Lesson
Artificing class	L	Transformation or Alchemy Lesson
History of Magic	S	
Snipe Hunting	X	Adventure
Magical Glue Incident	D	Stupid: Skin
Abre Qad Habra	E	Spell: Draw 2 Cards
Dead Language Recital	S	Effort





Wizard Skirmish

Introduction

Board & card game for 2 players. Battle between two rival Wizards. Each figure represents a Wizard or a Summoned Creature.

Victory

Reduce the opposing Wizard to zero Hit Points.

The Map

Use an 8x8 chessboard.

Unit Table

Name:	Move	Hits	Dam	Notes
Wizard	1-2	12	1	Casts Spells; Not a Creature
Skeletons	1-2	1	1	
Zombies	1	2	1	Regenerate
Dwarves	1	2	1	
Kobolds	1	1	1	
Wolf	1-3	2	1	
Troll	1-2	3	1	Regenerate
Giant	1-4	3	2	
Iron Golem	1-2	4	2	
Dragon	1-5	4	2	Fly
Hydra	1	3	2	Regenerate
Vampire	1-4	2	2	Regenerate, Fly
Balrog	1-3	5	2	

Setup

Each Player starts with one Wizard unit. Players place their Wizards in opposite corners. Units may not stack.

The Cards

Players share a common Spell deck. The deck has 1 copy of each spell in the Spell List.

Casting Spells

There is no limit to the number of Spells you can cast per Turn or Phase. You can only summon creatures on your own Turn. You can only attack on your own Turn.

Turn Sequence

Players take turns. Each turn has 5 phases: Power Phase Move Phase Summon Phase Battle Phase Spell Attack Phase

The Men

Use chits or miniatures to represent units.

Units Table Notation

Number of that type of unit each player has in setup.

Move The types of Move Cards the unit can use.

Range = The types of Attack Cards the unit can use.

Power Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 7 cards.

Discard excess cards.

Move Phase

Every unit you control may move once on your turn. A unit may move up to a number of spaces equal to its move rating. Unit move ratings are listed in the Unit Table.

Units cannot move through other units except for Flyers. Moves are diagonal or orthogonal. Instead of a normal move, you may cast a Move Spell on any unit you control.

Summon Phase

Cast (discard) a Summon card to summon the creature indicated on the card. The summoned unit appears in a space orthogonally adjacent to your Wizard.

Units with the regenerate ability regain one lost Hit Point in this phase.

Battle Phase

Units you control may automatically make one 'free' attack against an Enemy unit that is orthogonally adjacent. The attack does damage equal to the units damage rating. Unit damage and hit point ratings are listed in the Unit Table.

If the target unit is reduced to zero hit points it is destroyed. Your opponent may play a Defense Spell to negate an Attack.

Spell Attack Phase

Play (discard) a Spell Attack card to have your Wizard attack. The attack card has a range rating: This is the range of the attack. Attacks are diagonal or orthogonal.

The enemy unit that is the target of the attack takes damage according to the Spell description. You cannot cast spells through units. Your opponent may play a Defense Spell to negate an Attack.

Spell Deck Card List

Card Name:	Range	Type	Dam	Notes
Magic Missiles	1-3	A	1	
Shock	1-2	A	2	
Fireball	3-4	A	2	
Touch of Death	1	A	3	
Lightning Bolt	5-6	A	2	
Disintegrate	3	A	3	
Cone of Cold	2-3	A	2	
Ice Storm	3-5	A	1	
Petrification	2	A	3	
Stone Bolt	4-5	A	2	
Earthquake	4-6	A	1	Flyers Immune
Dispell	-	Z	-	
Spellshield	-	Z	-	
Negate	-	Z	-	
Abjuration	-	Z	-	
Charm	1	C	-	
Posses	2	C	-	
Dominate	3	C	-	
Command	4	C	-	
Teleport	5	M	-	
Gate	6	M	-	
Fly	4	M	-	
Haste	3	M	-	
Portal	7	M	-	
Phase	K	M	-	
Call	2-6	M	-	Move Enemy unit 3 spaces
Banish	3	A	-	Target Creature Destroyed
Shield	-	D	-	

Spell Types

Attack Spells may target any opposing unit. Counterspells when cast negate the effects of a spell just cast by your opponent. Control Spells cannot target enemy Wizards.

Control Spells give you permanent control over the target creature. A target hit by an Immobilization Spell cannot move, attack, or cast spells until the end of that players next turn.

Card List Notation

M Movement

A Attack

D Defense

S Summon (Summons 1 Unit)

X Special

Z Counterspell

C Control Spell

I Immobilization

Type Purpose of card

Dam The amount of damage the spell inflicts

Card Name:	Range	Type	Dam	Notes
Protection	-	D	-	
Wall of Ice	-	D	-	
Invisibility	-	D	-	
Illusion	-	D	-	
Flash	1	I	-	
Paralyze	3	I	-	
Hold	5	I	-	
Sleep	4	I	-	
Web	2	I	-	
Demon Strength	1-4	X	-	Target gets Damage +1 Permanently
Heal	0-4	X	-	Target regains 1 lost Hit
Cure	0-1	X	-	Target regains 2 lost Hits
Lore	-	X	-	Draw 2 cards
Forget	-	X	-	Opponent discards 2 random cards
Scry	-	X	-	Look at opponents hand
Divination	-	X	-	Look at next 10 cards in deck
Summon Skeletons	-	S	-	
Summon Zombies	-	S	-	
Summon Dwarves	-	S	-	
Summon Kobolds	-	S	-	
Summon Wolf	-	S	-	
Summon Troll	-	S	-	
Summon Giant	-	S	-	
Summon Iron Golem	-	S	-	
Summon Dragon	-	S	-	
Summon Hydra	-	S	-	
Summon Vampire	-	S	-	
Summon Balrog	-	S	-	





Wizarding Duels

Introduction

Card game depicting a Wizard Duel in the Harry Potter Universe Game for 2+ players. Each Player & Deck represents a single Character.

Battles

A Battle consists of two groups of Wizards fighting each other.

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Victory

Defeat the Opposing Wizards (Combatants). A Wizard is Defeated under the Following Circumstances:

1. Killed
2. Immobilized
3. Memory Lost
4. Heavily Wounded or Knocked Out (Reduced to zero Hits)

Dice

Six and Ten sided Dice are used.

Wizard Deck Design

Each player will have to make a deck for his Wizard (Character). A Wizard can be one from the stories or one you make up. The card list contains a list of every possible card.

Choose cards appropriate to your Character (According to his Stats). A Deck should have a minimum

of 40 cards. A Deck may contain no more than 1 copy of any single card.

Characters

Each Character has 12 Stats:

- Alignment
- House
- Age
- Race
- Knowledge
- Courage
- Endurance (Hits)
- Speed (To Dodge)
- Aim (To Hit)
- Experience (Draw)
- Intellect (Hand Size)
- Power

All Characters are Unique.

Alignment

Wizards are either Good or Evil.

House

Gryffindor, Slytherin, Ravenclaw, or Hufflepuff.

Age

Wizards are either Students or Adults.

Race

Human, House Elf, Goblin, Half-Giant, Centaur, etc.

Knowledge

Level:	Notes:
1	Basic Magic
2	OWL Magic
3	NEWT Magic

Level:	Notes:
4	Advanced Magic
5	Arcane Magic
6	Legendary Magic

Courage

Level	Notes:
3	Cowardly

Level	Notes:
4	Normal Bravery
5	Courageous, Determined
6	Heroic, Mad, Obsessed, Fearless, Stupid, Fanatic, Undaunted

Endurance

Hits	Notes:	Hits	Notes:
10	Child, Frail Adult, House Elf, Goblin	30	Vampire
15	Teenager, Weak Adult	35	Centaur
20	Adult	40	Werewolf
25	Strong Adult	50	Half Giant

Speed

Level	Notes:	Modifier:
-1	Big and Slow	-1 to Dodge Rolls
0	Normal Adult	No change to dodge Rolls
+1	Teenager, Quick Adult	+1 to Dodge Rolls
+2	Small and Fast	+2 to Dodge Rolls

Aim

Level	Notes:	Modifier:
-1	Clumsy	-1 to Hit Rolls
0	Normal Dexterity	No change to Hit Rolls
+1	Good Shot	+1 to Hit Rolls
+2	Highly Accurate	+2 to Hit Rolls

Experience

Level	Notes:	Modifier:
1	Inexperienced, Inept	Draw 1 Card in Draw Phase
2	Slow, Shakey, Hesitant	Draw 2 Cards in Draw Phase
3	Normal Reaction Time	Draw 3 Cards in Draw Phase
4	Fast Acting	Draw 4 Cards in Draw Phase
5	Cool Thinking	Draw 5 Cards in Draw Phase
6	Great Experience	Draw 6 Cards in Draw Phase
7	Master Wizard	Draw 7 Cards in Draw Phase

Intellect

Level	Notes:	Modifier
4	Weak Mind	Max hand Size = 4 Cards
5	Average Mind	Max hand Size = 5 Cards
6	Clever Mind	Max hand Size = 6 Cards

Level	Notes:	Modifier
7	Brilliant Mind	Max hand Size = 7 Cards
8	Visionary Mind	Max hand Size = 8 Cards

Power

Level	Notes:
0	Muggles
1	Squib
2	Minor Magics

Level	Notes:
3	Able Focus
4	Strong Concentration
5	Great Will, Mighty Magics

Setup

Roll high on 1D10 to see who goes first.

Turn Sequence

Players take turns Each turn has 3 phases:

- Draw Phase
- Action Phase
- End Phase

Draw Phase

Draw X cards. X = your Experience Level. If your deck runs out, shuffle the discard and draw from it.

Action Phase

Play cards from your hand. To play a Card you must discard other cards = to the effort cost of the card you are playing.

Attacks

An Attack requires that an Attack card be discarded and a target chosen. The Attacker rolls to Hit and adds his Aim Stat Modifier.

1D10	Result:
1-5	Miss
6+	Hit

Stun Table

1D10	Result:	Notes:
1	Hurt	-1 Aim for 1D6 turns
2	Winded	1D6 Hits Damage
3	Dazed	Discard Hand
4	Disarmed	See Disarmed Rules
5	Confused	Cannot attack next turn
6	Limping	-1 Speed for 1D6 turns
7	Stupefied	Draw no cards next turn
8	Discouraged	Save vs Courage or Flee
9	Shaken	-1 to all Stats until end of next turn
10	Knocked Out	Immobilized for 1D6 Turns

Disarmed Rules

A Wizard that is disarmed cannot cast spells. Instead he must try to retrieve his lost Wand:

1D10	Result:
1-5	Wand not Retrieved
6+	Wand Retrieved

An Attacked Character or Creature may attempt to Dodge. The Defender rolls to Dodge and adds his Speed Stat Modifier.

1D10	Result:
1-5	Fail to Dodge
6+	Dodge Succeeds

Certain cards can be played to further Modify the Rolls.

Discard Phase

Max hand size = your Intellect. Discard excess cards

Attack Cards

Attacks are generally made in your own Action Phase.

Defensive Cards

Many defense cards can be cast at any time to counter a card just played.

Enchantments

An Enchantment lasts until it is removed by another spell, or The Wizard who cast the Enchantment is defeated.

Items

Items can be Single Use or Multiple Use. Each Item is described individually in detail.

Summoning Creatures

Creatures can make a special attack once on your turn. Each Creature is described individually in detail. Creatures cannot cast spells but are otherwise treated like Wizards.

A Creature is a Blocker. Opponents must defeat your Creatures before they can attack you.

Starting Cards

Some Characters have Starting cards in their description. Such a Character may always include those cards in their Starting Hand.

Card List Notation

G Good
V Evil
Ad Adult
St Student
K Knowledge
C Courage
H Endurance (Hits)
S Spell

X Experience (Draw)
I Intellect (Hand Size)
P Power
A Attack
U Unique (Only one in play at a time)
D Defense
NSA Non-Spell Attack
NSD Non-Spell Defense
DR Dodge Roll
SDF Search Deck for
SDCF Search Discard for
APIIYH = And put it in your Hand
VSO vs Spells only
E Enchantment
HS Healing Spell
OMD Opponent must Discard
RC Random Card
DTI Discard Target Item
EFASIB1FO = Effort for all Spells increases by 1 for Opponent
ROST Roll on Stun Table
FD6T for 1D6 turns
OCA Opponent cannot Attack
NEFST = Negate effects from Stun Table

Card List

Card Name:	Type	Requires	Effort	Effect:
Apparate	D	Ad/K3/P3	3	+5 to DR
Wand Jab	NSA	St/C5	1	1D6 Hits Damage
Stunning Spell	A	K2	1	ROST once
Stunner	A	K2	1	ROST once
Ennervate	HS	-	1	NEFST
Restoring Charm	HS	-	2	SDCF Item APIIYH or NEFST
Dodge	NSD	-	-	+1 to DR
Duck	NSD	-	1	+2 to DR
Hide	NSD	St	2	+3 to DR
Accio	S	K2	2	SDF Item APIIYH or Steal Item
Conjuration	S	K2	3	SDF or SDCF Item APIIYH
Stupefy	A	K2	1	ROST once
Petrificus Totalus	AE	K3	3	Immobilized for FD6T
Body Bind	AE	K3	3	Immobilized for FD6T
Incarcerous	AE	K3	3	Immobilized for FD6T
Magical Ropes	AE	K5	4	Immobilized for 2D6 Turns
Bewitched Sleep	AE	K5	4	Immobilized for 2D6 Turns
Concentration	S	-	-	Counts as 2 Cards for Effort Costs
Protego	D	K2	1	+3 to DR VSO
Shield Charm	D	K2	1	+3 to DR VSO
Defensive Charm	D	K3	2	+4 to DR VSO
Counter Spell	D	K2	1	+3 to DR VSO
Repelling Charm	D	K3	2	+3 to DR or OCA you next turn
Avada Kedavra	A	Ad/V/P4/C5	5	Target Killed
Killing Curse	A	Ad/V/P4/C5	5	Target Killed
Heroics	NS	G	1	Reroll Target Dieroll
Crucio	AE	V/P4/C5/K3	4	All Stats -3 FD6T

Card Name:	Type	Requires	Effort	Effect:
Pain Charm	AE	V/P4/C5/K3	4	All Stats -3 FD6T
Imperious Curse	AE	Ad/V/P4/C5	5	Control Character
Imperio	AE	Ad/V/P4/C5	5	Control Character
Possession	AE	V/P5/X4	5	Control Character
Transmogrifian Torture	A	V/K4/C5	5	7D6 Hits Damage
Invisibility Cloak	I	-	5	See Item Rules
Counter Curse	HS	K4/P3	3	Negate Enchantment
Counter Charm	HS	K4/P3	3	Negate Enchantment
Finite	HS	K4/P3	3	Negate Enchantment
Deletrius	HS	K4/P3	3	Negate Enchantment
Reparo	S	K2	2	SDCF Item APIIYH
Prior Incantato	S	K3	3	SDCF Spell APIIYH
Animate Statue	S	K6/P4	5	See Summoning Rules
Distraction	NSD	-	-	OMD 1 RC
Reducto	A	K3	2	ROST twice
Diffindo	S	K3	3	2D6 Hits Damage or DTI
Escape	NSD	-	3	+4 to DR
Leg-Locker Curse	A	K2	2	Speed -2 FD6T
Obliviate	AE	Ad/K4	4	Character's Memory Lost
Memory Charm	AE	Ad/K4	4	Character's Memory Lost
Conjunctivitis Curse	A	K3	2	Aim -2 FD6T
Summon Fawkes	S	G	5	See Summoning Rules
Summon Fang	S	G	2	See Summoning Rules
Unforgivable Curse	S	V	1	SDF Evil Spell APIIYH
Expelliramus	A	K2	1	See Disarmed Rules
Entrail-Expelling Curse	A	V/K3/P4	2	4D6 Hits Damage
Disarming Charm	A	K2	1	See Disarmed Rules
Disillusionment Charm	S	K3	2	Speed +1 FD6T
Hex-Deflection	D	C5/P4	3	Reflect Spell back on Caster
Crossbow	I	-	3	See Item Rules
Silencio	AE	-	1	EFASIB1FO
Entrancement	A	K3	3	Opposite Sex OCA you FD6T
Evanescio	D	K3	3	+4 to DR or DTI
Vanishing Spell	D	K3	3	+4 to DR or DTI
Colloportus	D	K2	1	+3 to DR
Sorting Hat	I	G	3	See Item Rules
Marauders Map	I	Stu/G	3	See Item Rules
Buckbeak	S	G/C4	4	See Summoning Rules
Episky	HS	K3	1	Heal 2D6 Hits Damage
Legilimens	S	K3/I7	1	Look at Opponents Hand
Alohomora	S	K2	1	+2 to DR or Negate D
Switching Spell	S	K3	1	Draw 3 cards
Impedimenta	S	K3	2	ROST once or +2 to DR
Broom Stick	I	-	3	See Item Rules
Blasting Curse	A	K3	2	Roll twice on Stun Table
Incendio	A	K2	2	1D6 Hits Damage & OCA next turn
Confundus Charm	A	K3/P3	3	Opponent cannot attack FD6T
Delirium	AE	K4	3	Intellect & Experience -1 FD6T
Tarantallegra	AE	K3	1	Aim & Speed -1 for 1D6 turns
Great Stun	A	P5	3	Roll three times on Stun Table
Sword of Gryffindor	I	G/C6	4	See Item Rules
Wingardium Leviosa	A	K1	1	Steal Item or OMD 1 RC
Sectumsepra	A	K3/P3	1	3D6 Hits Damage

Card Name:	Type	Requires	Effort	Effect:
Wand Sparks	A	K1	1	Friendly Wizards may draw 1 card
Jinx	AE	K1	1	Aim or Speed -1 for 1D6 turns
Hex	AE	K2	2	Intellect or Experience -1 FD6T
Interrupt Curse	NSD	St	3	Negate Target Spell
Banishing Charm	A	K3	1	OCA you next turn
Felix Felicis	I	-	3	See Item Rules
Bat-Bogey Hex	A	St/K3/P3	2	OCA next turn & OMD 1 RC
Engorgio	A	St/K3	2	Speed -3 FD6T
Summon Dementor	S	V/K4	3	See Summoning Rules
Summon Serpent	S	V/K2	2	See Summoning Rules
Levicorpus	A	K2	2	Aim & Speed -2 FD6T
Summon Basilisk	A	V/K5	5	See Summoning Rules

Item Rules

A list of Items and their Stats:

Invisibility Cloak

Opponent's are Aim -2 vs this Character.

Crossbow

Discard 2 Cards to attack. Max 1 Attack per turn. If the Attack hits, it does 2D6 Damage.

Felix Felicis

Single use. Remove from game after being used. Character get +1 to all his Dice Rolls.

Broom Stick

Speed +2

Sword Of Gryffindor

Unique. Discard 2 Cards to attack. Max 1 Attack per turn. If the Attack hits, it will Kill a Creature.

Sorting Hat

Unique. While in your possession gain: +1 Experience and Intellect and Courage and Knowledge.

Marauders Map

Unique. While in your possession: Aim +1 & Dodge +1 (You always know where your opponents are)

Creature Rules

A list of Creatures and their Stats:

Dementor

20 Hits. Kiss of Death Attack does 2D6 damage and target must discard 1 card. Any Spell Attack card with a Knowledge or Power of 3 or greater can be used as a Expecto Patronum Attack Spell. If the Attack Hits, the Dementor is Discarded.

Fawkes

Unique. 10 Hits. If killed put him back in your hand. Successful Attack blinds Target: Target is Aim -3 Any Healing Spell will restore Sight.

Instead of Attacking Fawkes may Heal 1D6 Hits or cure any Poison

Serpent

5 Hits. Attack Poisons Victim: Victim loses 1D6 Hits at the end of each of his turns. Any Healing Spell will neutralize poison.

Animated Statue

25 Hits. Defender: Statue must be attacked before a target of your choice. Attacks by Statue do 1D10 damage.

Basilisk

Unique. 40 Hits. Gaze Attacks by un-blinded Basilisk cause Petrification (permanent Immobilization) Bite Attacks by a blinded Basilisk cause Poisoning like the Serpent.

Buck Beak

Unique Gryphon. 30 Hits. Ride him and receive Speed +1. Beak attack does 2D6 Hits Damage.

Fang

Unique Giant Mastiff. 25 Hits. Bite attack does 2D6 Hits Damage.

Character List

A list of Wizards and their Stats:

Harry Potter

Stat:	Level/Notes:
Alignment	Good
House	Gryffindor
Age	Student
Race	Human
Knowledge	3
Courage	6

Starting Cards: Invisibility Cloak, Marauders Map
Due to a Blood Binding Enchantment, Harry automat-

Stat:	Level/Notes:
Endurance (Hits)	15
Speed (To Dodge)	+1
Aim (To Hit)	+2 (Seeker)
Experience (Draw)	5
Intellect (Hand Size)	6
Power	5

ically deflects back on the Caster any spell that would
Kill him.

Draco Malfoy

Stat:	Level/Notes:
Alignment	Evil
House	Slytherin
Age	Student
Race	Human
Knowledge	3
Courage	3

Stat:	Level/Notes:
Endurance (Hits)	15
Speed (To Dodge)	+1
Aim (To Hit)	+1
Experience (Draw)	3
Intellect (Hand Size)	5
Power	3

Albus Dumbledore

Stat:	Level/Notes:
Alignment	Good
House	Gryffindor
Age	Adult
Race	Human
Knowledge	6
Courage	6

Stat:	Level/Notes:
Endurance (Hits)	15
Speed (To Dodge)	-
Aim (To Hit)	-
Experience (Draw)	7
Intellect (Hand Size)	8
Power	5

Lord Voldemort

Stat:	Level/Notes:
Alignment	Evil
House	Slytherin
Age	Adult
Race	Inhuman
Knowledge	5
Courage	6

Stat:	Level/Notes:
Endurance (Hits)	25
Speed (To Dodge)	-
Aim (To Hit)	-
Experience (Draw)	7
Intellect (Hand Size)	7
Power	5

Severus Snape

Stat:	Level/Notes:
Alignment	Evil
House	Slytherin
Age	Adult
Race	Human
Knowledge	5
Courage	5

Stat:	Level/Notes:
Endurance (Hits)	20
Speed (To Dodge)	-
Aim (To Hit)	-
Experience (Draw)	6
Intellect (Hand Size)	7
Power	4

Notes: Master of Legillamacy: Snape can at any time (Effort cost = 1) look at the Hand of another player.

Rubeus Hagrid

Stat:	Level/Notes:
Alignment	Good
House	Gryffindor
Age	Adult
Race	Half-Giant
Knowledge	2
Courage	6

Notes: Giant Resistance: If hit by a Spell roll 1D10: On a Roll of 6+ the Spell bounces off Harmlessly. Hagrid can (Effort Cost = 4) on a Roll of 6+ on 1D10 take

Stat:	Level/Notes:
Endurance (Hits)	50
Speed (To Dodge)	-1
Aim (To Hit)	-
Experience (Draw)	4
Intellect (Hand Size)	5
Power	2

control of a target Creature (not including: Dementors, Basilisks or Serpents) Starting Cards: Fang, Crossbow, Buck Beak

Hermonie Granger

Stat:	Level/Notes:
Alignment	Good
House	Gryffindor
Age	Student
Race	Human
Knowledge	4
Courage	5

Notes: The Cleverest Witch her age: Once on her turn Hermonie can discard 2 cards to search her deck

Stat:	Level/Notes:
Endurance (Hits)	10
Speed (To Dodge)	+1
Aim (To Hit)	-
Experience (Draw)	5
Intellect (Hand Size)	7
Power	3

for any 1 card and put it in her hand.

Ron Weasley

Stat:	Level/Notes:
Alignment	Good
House	Gryffindor
Age	Student
Race	Human
Knowledge	2
Courage	5

Stat:	Level/Notes:
Endurance (Hits)	15
Speed (To Dodge)	+1
Aim (To Hit)	+1
Experience (Draw)	2
Intellect (Hand Size)	5
Power	3

Notes

More Characters coming soon.





Wizardly

Introduction

Each player controls a Covenant of Wizards. Players try to build up the prestige of their Covenant by Accumulating Victory Points.

Victory

The first player to have 25 victory points is the Winner.

Victory Points

Every Wizard you control is worth 1 VP (victory point). Every Resource you control is worth 1 VP (victory point). Other cards will also be worth a stated number of VP if you control them.

Completed Quests are worth 5 VP each.

The Deck

Players share a common deck.

Cards

There are 7 card types:

- W** Wizards
- S** Spells
- F** Followers
- Q** Quests
- E** Events
- I** Items
- D** Duel

Dice

Six sided dice are needed.

Setup

Players start with a hand of 7 cards each. The oldest player goes first.

Turn Sequence

Players take turns. Each turn has 5 phases: Research Phase Event Phase Duel Phase Summon Phase Adventure Phase

Research Phase

Draw 1 card. If the deck runs out, shuffle the discard & draw from it. Max hand is 8 cards.

Discard excess cards.

Event Phase

Conduct Wizard actions in this Phase. A Wizard only gets one action per turn.

Duel Phase

You must play a Wizard Duel card to start a Duel. Choose which of your Wizards will fight. Your opponent chooses one of his Wizards to fight.

Both of you roll 3D6. The Higher Duel roll wins. The Lower Duel roll is slain.

Certain spells, Items will add to the roll.

Summon Phase

Put 1 Wizard or Item or Follower or Resource card into play. Cards in play stay in play until they are slain, destroyed, etc. Items must be attached to a Wizard you control.

Adventure Phase

You may go on a Quest. Play a Quest card. Decide which of your Wizards & Followers are going.

Wizards that dueled or performed an action this turn cannot go on a Quest. Roll 3D6 to get the Danger Level. Roll 2D6 to get the Quest Level Add 1 to the Quest level for each participating Wizard/follower.

If the Danger level is higher, that many Wizards/followers are slain. If you still have Wizards/followers left, roll again: Roll 3D6 to get the Danger Level. Roll 2D6 to get the Quest Level Add 1 to the Quest level for each participating Wizard/follower.

If the Quest Level is equal or higher, you complete the Quest. Put the completed Quest into your Quest Pile. Some Items and Spells can increase your Quest Level.

Discard slain Wizards/followers, spells, and uncompleted Quests.

Wizard Type Abilities

Conjurer = Use an action to draw a card (on a roll of 4-6 on 1D6) Adventurer = Gain +2 to Quest rolls. Play an extra Wizard on your turn. Dueler = Gain +2 to Duel rolls

Scry Use an action to Look at opponents hand or next 5 cards in deck. Max hand size +1.

Nature = Gain +1 to Duel & Quest rolls. Play an extra Follower on your turn. Stealth = Use an action to steal an Item (on a roll of 6 on 1D6) Maker = Use an action to Search deck for Item & put it in your Hand (on a roll of 6 on 1D6) Maker = Play an extra Item on your turn.

Card List

Card Name:	Type	Notes:
Magician	W	Adventurer
Artificer	W	Maker
Sorcerer	W	Conjuror
Arcanist	W	Adventurer
Seer	W	Scry
Shapechanger	W	Nature
Illusionist	W	Stealth
Elementalist	W	Dueler
Necromancer	W	Conjuror
Mentalist	W	Dueler
Battle Mage	W	Dueler
Druid	W	Nature
Warlock	W	Conjuror
Enchanter	W	Maker
Alchemist	W	Maker
Mystic	W	Scry
Animist	W	Nature
Shadow Mage	W	Stealth
Rune Master	W	Adventurer
Sage	W	Scry
Slay the Dragon	Q	Quest Level +2. Worth 7 VP
Defeat the Giant	Q	Quest Level -1. Worth 4 VP
Banish the Demon	Q	If completed draw 2 cards
Rescue the Mage	Q	If completed Search deck for Wizard & put it in your Hand
Seal the Portal	Q	If completed opponent misses his next turn
Destroy the Artifact	Q	If completed destroy target Item
Kill the Lich King	Q	Quest Level +2. Worth 7 VP
Save the Village	Q	If completed Search deck for follower & put it in your Hand
Find the Treasure	Q	If completed Search deck for Item & put it in your Hand
Explore the Ruins	Q	If completed Search deck for Item & put it in your Hand
Flying Ship	I	Quest +2
Ancient Grimore	I	Worth 2 VP. Draw 2 cards when put into play
Spell Forge	I	Draw extra card in Research phase. Discard if not a Spell
Deck of Many Things	I	Wizard gains Conjuror Ability
Staff of Power	I	Dueling +2
Wand of Wonder	I	Gain +1 to Duel & Quest rolls
Black Cauldron	I	Wizard gains Maker Ability
Orb of Seeing	I	Wizard gains Scry Ability
Crown of Command	I	Worth 2 VP. Steal a Follower when put into play
Magic Ring	I	Wizard gains Stealth Ability
Ranger	F	+1 to Destroy the Artifact
Apprentice	F	Attach to Wizard (gains Dueling +1)
Slew of Fighters	F	+1 to Save the Village
Champion	F	+1 to Slay the Dragon
Hero	F	+1 to Defeat the Giant
Elves	F	+1 to Seal the Portal
Dwarves	F	+1 to Explore the Ruins
Faeries	F	+1 to Rescue the Mage
Imp Familiar	F	Attach to Wizard (gains Dueling +1)
Guardian Beast	F	Discard to prevent Item from being Stolen

Card Name:	Type	Notes:
Wizard Hunter	E	Kill target Wizard
Tricks & Traps	E	Danger Level +2
Treachery	E	Steal target Wizard
Theft	E	Steal target Item
Explosion	E	Destroy target Resource
Magical Vortex	E	All players must discard all cards
Wizards Duel	D	5 copies of this card in deck
Library	R	Give 1 Wizard Adventurer ability on your turn
Laboratory	R	Give 1 Wizard Maker ability on your turn
Observatory	R	Give 1 Wizard Scry ability on your turn
Menagerie	R	Worth 2 VP
Greenhouse	R	Worth 2 VP
Planar Gateway	R	Give 1 Wizard Stealth ability on your turn
Monolith Arena	R	Give 1 Wizard Dueler ability on your turn
Magic Pool	R	Give 1 Wizard Conjure ability on your turn
Crystal Mine	R	Worth 2 VP
Enchanted Grove	R	Give 1 Wizard Nature ability on your turn
Dimension Door	S	Steal Target Item
Shatter	S	Destroy Target Item
Meteor Swarm	S	Destroy Target Resource
Divination	S	Look at opponents hand
Prophecy	S	Look at next 7 cards in deck
Legend Lore	S	Search deck for Quest & put it in your Hand
Healing	S	Prevent Wizard/Follower from getting killed
Reincarnation	S	Put Wizard in Discard into your Hand
Invisibility	S	Steal Target Item
Planar Shift	S	Steal Target Resource
Fireball	S	Gain +1 to Duel or Quest roll
Lightning Bolt	S	Gain +1 to Duel or Quest roll
Circle of Protection	S	Gain +1 to Duel or Quest roll
Feeblemind	S	Gain +2 to Duel
Control Monster	S	Gain +2 to Quest
Charm	S	Steal Target Follower
Poison Potion	S	Slay target Wizard
Dispell	S	Negate target Spell
Alter Reality	S	Negate target Action, Event or Duel
Probability Shift	S	Reroll target Dieroll





Wizards

Introduction

Two-player Card game based on the animated film WIZARDS by Ralph Bakshi. Wizards is a trademarked, licensed property. This is merely a fan site. One player is the good Wizard Avatar.

The other player is his evil brother Blackwolf. Both battle for world domination. On Avatar's side is Magic, Elven Races, and Faerie Folk.

Blackwolf's armies are filled with Mutants, Demons, and Ancient Technologies.

The Decks

There are 2 decks: The Avatar Deck and the Blackwolf deck. Each player gets one deck.

Turn Sequence

Recruit Phase Reinforcement Phase Revelation Phase Conflict Phase Resolution Phase

Recruit Phase

Each player fills their hand to 9 cards.

Reinforcement Phase

Each player may discard up to 3 cards and draw replacements.

Revelation Phase

Both players lay cards from their hands simultaneously face up. The Avatar player can only play one Magic card unless other cards allow more. The Blackwolf player can only play one Technology card unless other cards allow more.

Either player can only play one Knowledge card. Cards that cannot be played are kept in the players hand. The player may also choose to keep cards in his hand he could otherwise play.

Conflict Phase

Some cards allow the player to take an action. Players take turns conducting one action at a time: Avatar goes first. Cards drawn during this phase may be immediately played.

These cards may allow further cards from a players hand to be played.

Resolution Phase

Each player counts up the Power of all his remaining played cards. The player with the most Power points gets a Victory Token. The first player to acquire 7 Victory Tokens wins the game.

Discard all played cards.

Card Type Notation

L Leader
K Knowledge
A Armies
P Place
E Event
T Technology
X Magic
S Strategy
R Resources
M Morale

Blackwolf Deck Card List

Card Name	Type	Power	Notes
BlackWolf	L	15	Play an extra Technology Card
Technomancy	K	5	Play an extra Technology Card
Low Mutants	A	3	Mutants
Badlands	P	7	Mutant Cards get +1
Mutants Rule!	E	5	Mutant Cards get +2
Toadies	A	3	Mutants
Reich Henchmen	A	4	Mutants
Messenger	E	-	Discard to search deck for card and put it in your hand
Black Arts	K	5	Play an extra Technology Card

Card Name	Type	Power	Notes
Scortch	P	9	Mutant Cards get +1
Reptilions	A	6	Mutants
Demon Warlord	L	8	Demons get +3
Journey into Hell	E	-	Discard to search discard for a Demon card and put it in your hand
Demon Generals	L	8	Armies get +1
Dictatorship	R	-	Discard to draw 2 cards
Pistols & Rifles	T	4	Mutant Cards get +2
Cannons	T	10	Look at top 2 cards of opponents deck & discard 1
Quick Victories	S	10	
Plunder Ancient Ruins	E	-	Discard to search discard for a Technology card and put it in your hand
Archaeologists	E	-	Discard to search deck for a Technology card and put it in your hand
War Machine	R	-	Discard to draw 2 cards
Dream Machine	T	12	
Panzer Tanks	T	12	
Howitzers	T	10	Look at top 2 cards of opponents deck & discard 1
Airplanes	T	10	Look at top 3 cards of opponents deck & discard 1
Technomage	L	5	Play an extra Technology Card
Wild Rumors	M	1	Opposing Armies -2
Machine Guns	T	8	Automatically discard opposing Cavalry
Salamander Riders	A	5	Mutant Cavalry
Wolfmacht	A	3	Mutant Cavalry
Max & Fritz	A	2	Mutants
Demons	A	7	Demons
Lich	L	10	Demon
Goblin Mob	A	5	Mutants
Shock Troops	A	6	Mutants
Fascist Pig Mutants	A	6	Mutant s
Nazi Black Guard	A	7	Demons
Reptilion Rex	L	8	
Pit Roaches	A	10	
Robot Assassin	L	9	Discard opposing Leader
Betrayal	E	-	Discard opposing Leader & Draw a card

Avatar Deck Card List

Card Name	Type	Power	Notes
Avatar	L	17	Play an extra Magic Card
Montagar	P	10	Elves & Faeries +1
Magic Arts	K	5	Play an extra Magic Card
Illusions	X	6	Enemy armies are -1
Healing Arts	X	-	Discard to search discard for a Leader card and put it in your hand
Wizards Wrath	X	10	
Banish	X	-	Discard opposing Leader
Cutting Sarcasm	E	2	
Medieval Weapons	T	3	
Faerie Folk	A	3	Play an extra Magic Card
Valiant Determination	M	10	Elves & Faeries +2
Panic the Mutants	M	10	Mutants armies get -2
Mutants Desert	M	2	Discard opposing Mutant Army
Radiation Sickness	M	5	Mutants armies get -1

Card Name	Type	Power	Notes
Break Mutant Ranks	S	10	
Elven Spies	E	1	Look at top 7 cards of opponent's deck
Necron 99 (Peace)	L	10	Discard opposing Leader
Red Elves	A	6	Elves
Yellow Elves	A	5	Elves
Brown Elves	A	5	Elves
Dwarves	A	6	Elves
Gnome Tutors	K	-	Discard to look at next 10 cards in your deck & put 1 in your hand
Mountain Faeries	A	1	Play an extra Magic Card
Wood Faeries	A	2	Play an extra Magic Card
Elflings	A	3	Elves; Play an extra Magic Card
Heavy Infantry	A	6	Elves
Cavalry	A	5	Elves
Archers	A	4	Elves
Royal Guard	A	7	Elves
President of Montagar	R	-	Discard to draw 2 cards
The Good Lands	R	-	Discard to draw 2 cards
WeeHawk	L	13	
Elinore	L	7	Play an extra Magic Card
Fireballs	X	12	
Lightning Bolts	X	10	
Charm	X	-	Take control of opposing Army
Bewilder	X	2	Discard opposing Army
Scouts	E	2	Look at top 5 cards of opponents deck
Breakdown	X	2	Discard opposing Technology Card
Weather Dragon	X	8	Look at top 4 cards of opponents deck & discard 2
Rescue	E	-	Discard to search discard for a Leader card and put it in your hand
Use Captured Weapons	E	-	Take control of opposing Technology card
They've Killed Fritz!	E	1	Discard opposing Mutant Army
Magic Dominates	M	8	Elves & Faeries +2
Giant Pink Rat	X	5	
East Elfland	P	5	Elves +2





Wizards And Warlords

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Introduction

Requires D6, D10, a map, and tokens of different colors to represent the troops of different players. The objective is to destroy your opponents Warlord token and capture all of your opponents strongholds.

The Map

The map is divided into spaces, or territories. Designate which spaces are land and which are water. Designate some land territories to be barren.

Designate some spaces to contain strongholds. Choose the identity of each stronghold. (Orc, Elf, Ice, etc.)

Tokens

Tokens represent an abstract combination of military, tactical, and magical strength at your disposal. The identity of a stronghold determines what type of token it produces. For example, a Dwarf stronghold produces dwarf tokens.

In battle a dwarf token allows one roll on the dwarf warlord table.

Setup

Players each pick one of the warlords they want to play. Players pick one space on the map that they want to be their Homeland stronghold. Players start with 25 tokens of that warlord.

All 25 tokens of that player start the game placed on the homeland space. Roll high on 1D10 to determine player turn order

Stacking

A territory cannot at the end of a turn have more than 10 tokens in it. The exception to this is the Homeland spaces which can hold up to 25 tokens. A stack is also called an army. An army may consist of tokens from any number of Warlord tables.

Warlord Battle Tables

The Battle Tables are used during battle phase. To get a result on a Battle Table roll a D10. Some numbers are repeated more than once.

In this case, the player can pick which result he wants.

Stats

Rolls on battle tables will contribute to the totals of seven stats: Numbers, Movement, Melee, Ranged, Armor, Tactics, and Morale.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Production Phase
2. Movement Phase
3. Battle Phase

Production Phase

A players starting homeland stronghold generates 2 tokens per turn. These are called homeland tokens. Other strongholds controlled by the player generate 1 token.

The other stonghold's tokens will use other battle tables. A player can only recruit from a hold that has the same, or a neutral alignment battle table. A player must have a homeland token on a hold to recruit from it.

Example- The Dwarf Warlord has a dwarf token on an Elf hold and so may recruit 1 Elf token per turn as long as the Dwarf token remains on the elf stronghold.

Movement Phase

A token can move one space per turn. Tokens cannot move into water territories.

Battle Phase

A stack may either move one space or attack an adjacent enemy stack. Stacks may combine their attacks. A stack may only attack once per turn.

A stack may be attacked more than once per turn. During battle each side rolls a number of Battle rolls equal to the number of tokens they have in the battle up to 5 tokens. For example: Player A has 2 Dwarf tokens and 2 Elf tokens.

He rolls twice on the Dwarf Warlord Table and Twice on the Elf Warlord Table. Players take turns making battle rolls, one at a time, the Attacker starting first. Add up the stat totals for each side. The winner for each stat inflicts one casualty. Tied stats result in no casualties.

Example- Greyden wins in 5 stats and so his opponent loses 5 tokens. His opponent won in two stats so Greyden loses 2 tokens. Repeat this procedure until one side is destroyed or the attacker decides to stop attacking.

Each repetition is called a round.

Extra Battle Rolls

If both sides have more than 5 tokens, the side with more tokens gets an extra battle roll. Defenders of a Homeland stronghold get an extra battle roll.

Strongholds

Defenders in a stronghold automatically get a stat bonus of Armor = 5 & Range = 1 every round unless the stronghold was breached.

Last Man Standing Rule

There will always be at least one surviving token at the end of a round. If the casualties result in both sides being wiped out, then the side that won more stats will keep 1 survivor. If the stats are tied then roll high to determine the winner.

Free Advance

If the attackers destroy all the defenders, then some or all of the attackers may move into the defenders territory.

Terminology

- Breach Stronghold- Stronghold bonuses are negated.
- End Battle- Resolve casualties now. No further rounds of battle between these stacks.
- Regenerate- Negate one casualty.
- Living- Any tokens that are not Constructs, Elemental, Undead, or Illusions.
- Humanoids- Orcs, Kobolds, Lizard Men, Goblins, Hobgoblins.
- Demihumans- Dwarves, Elves, Halflings, Gnomes.
- Monsters- Giants, Elementals, Dragons.

Nmbrs = Numbers

Mov Move

Mle Melee

Rng Range

Arm Armor

Tcs Tactics

Mrl Morale

Dwarf Battle Table

WARLORD- Greyden DwarfLord of the Silver Mountains
ALIGNMENT- Good STRONGHOLD- Dwarven Mountain Fortress
TOKENS- Dwarf

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Engineers	10	-	-	-	-	-	-	Breach Stronghold
1	Mule Riders	10	2	-	2	-	-	-	
2	Steam Cannon	1	-	-	5	-	-	-	Construct
2	Toughness	-	-	-	-	2	-	2	Negate one poison or spell effect
3	Mithril Armor	-	-	-	-	6	-	-	
3	Martyr	1	-	-	-	-	-	5	
4	War Hammer Clan	100	-	3	-	1	-	-	
4	Tunnel Fighters	10	1	-	-	-	-	-	Destroy 1 Humanoid Token
5	Berserkers	10	-	5	-	-	-	1	
5	Elders	-	-	-	-	-	3	2	
6	Shield Wall	100	-	-	-	4	-	2	
6	Giant Slayer	-	-	-	-	-	-	-	Negate 1 'Giant' Roll
7	Dwarven Hero	1	1	-	-	-	2	3	
8	BattleAxe Clan	100	-	4	-	-	-	-	
8	War Machine	1	1	-	2	4	-	-	Construct
9	Shield Bearers	10	-	-	-	5	-	-	
9	Runner	1	2	-	-	-	-	-	
10	Miner Lore	-	-	-	-	-	3	-	
10	Crossbows	10	-	-	3	-	-	-	

Kobold Battle Table

WARLORD- Gurrock Kobold Lord of the Grey Caves
ALIGNMENT- Evil STRONGHOLD- Kobold Caves

TOKENS- Kobolds

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Mob	200	1	3	-	2	-	1	
2	Wardogs	10	3	2	-	-	-	1	
2	Kobold Chieftan	1	1	2	-	-	2	3	

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
3	Ambush	100	-	3	-	-	4	2	
4	Bushwhack	100	1	4	-	-	3	3	
4	Diggers	-	-	-	-	-	-	-	Breach Stronghold
5	Nets and Ropes	-	-	-	-	-	-	-	Neutralize 1 Token
5	Poison Blowdarts	-	-	-	4	-	2	-	
6	Shaman	1	-	-	-	-	-	3	Roll on Shaman table
7	Spearchuckers	100	-	-	2	1	1	-	
7	Scaly hides	-	-	-	-	2	-	-	Negate one poison or spell effect
8	Kobold Commandos	10	2	2	-	2	3	2	
9	Scatter	-	-	-	-	-	-	-	End Battle
9	Kobold Kites	10	4	-	2	-	2	-	Flying
10	Hit & Run	-	3	2	1	-	3	-	

Goblin Battle Table

TOKENS- Goblins

WARLORD- Nagash Goblin Chief of the Blood Fang
 Tribe ALIGNMENT- Evil STRONGHOLD- Hill Caves

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Poison Arrows	-	-	-	4	-	-	-	
1	Goblin Surgeon	-	-	-	-	-	-	-	Regenerate
2	Witchdoctor	1	-	-	-	-	-	2	Roll on Shaman Table
3	Skirmish	-	-	-	-	-	-	-	
4	Wolf Riders	100	4	3	-	-	2	2	
5	Foxhole	-	-	-	-	3	1	-	
6	Grenadiers	10	-	-	4	-	-	-	Breach Stronghold
7	Fanatics	100	-	3	-	-	-	3	
8	Regulars	100	2	3	-	2	2	-	
8	Tinker	-	-	-	-	-	-	-	Destroy Artifact
9	Irregulars	100	1	2	-	1	-	-	
9	The Goblin Switch	-	-	-	-	-	5	-	
10	Archers	100	-	-	3	-	-	-	
10	Terrain Obstacles	-	3	-	-	-	3	-	

Hobgoblin Battle Table

Plainsfort TOKENS- Hobgoblins

WARLORD- Vrackull Hobgoblin Overlord of the
 Steppe Horse Tribes ALIGNMENT- Evil STRONGHOLD-

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Horse Archers	100	4	-	4	-	-	-	
2	Goblin Laborers	100	-	-	-	-	-	-	Breach Stronghold
2	Cavalry Charge	-	3	5	-	-	-	-	
3	Heavy Cavalry	100	3	4	-	3	-	-	
4	Infantry Cohort	100	1	4	-	4	-	-	
5	Bugbear Ambushers	10	-	4	-	-	3	-	
6	War Priest	1	-	-	-	-	-	-	Roll on Shaman Table
7	Plains Riders	100	5	-	-	-	2	-	
8	Outflank	-	3	-	-	-	4	-	
8	Signal Corps	-	-	-	-	-	2	2	
9	Elite Vanguard	100	-	-	-	-	-	4	
10	Slave fodder	100	-	-	-	-	-	-	
10	Spoils of War	-	-	-	-	-	-	5	
10	Battle Plans	-	-	-	-	-	5	-	

Orc Battle Table

TOKENS- Orcs

WARLORD- Mog the Orc Lord of the Hurati Bad-lands
ALIGNMENT- Evil STRONGHOLD- Warcamp

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Cannibalism	-	1	2	-	-	-	3	
1	Forced March	-	4	-	-	-	-	-	
2	Assassin	-	-	-	-	-	-	-	Negate roll with Number stat = 1
2	Half Orc Mercenaries	100	-	3	3	-	3	-	
3	Ogre	1	-	6	-	3	-	-	
3	Black Orcs	100	-	4	-	2	-	-	
4	Battering Ram	-	-	-	-	-	-	-	Breach Stronghold
4	Looting	-	-	-	-	-	-	5	
5	Warband	100	-	4	-	2	-	-	
6	Warboss	-	-	-	-	-	2	4	
6	Catapults	-	-	-	4	-	-	-	Construct
7	Taskmaster	-	1	-	-	-	-	4	
7	Shocktroops on Warpigs	100	3	4	-	2	-	-	
8	Shaman	1	-	-	-	-	-	2	Roll on Shaman Table
9	Scouts	-	2	-	-	-	3	-	
9	Pig Iron	-	-	2	-	3	-	-	
10	Raiders	100	3	2	2	-	2	-	

Shaman Battle Table

WARLORD- Shaman Subtable ALIGNMENT- Neutral
STRONGHOLD- None

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Battle Fetish	-	-	3	-	3	-	4	
2	Healing Powers	-	-	-	-	-	-	-	Regenerate
3	Blood Bond	1000	-	-	-	-	5	3	
4	Curse Enemies	-	-	-	-	-	-	-	Neutralize 1 Token
5	War Chant	-	-	-	-	-	-	3	
6	War Deity Incarnation	1	-	8	-	7	-	-	
7	Summon Spirit	-	-	-	-	-	3	-	
8	Totem Guide	-	4	-	-	-	4	-	
9	Cast out Evil Spirits	-	-	-	-	-	-	-	Negate 1 Magical attack
10	Send the Dead Home	-	-	-	-	-	-	-	Destroy a Demon or Undead token
10	Banish Monster	-	-	-	-	-	-	-	

Negate a monster roll

Elf Battle Table

WARLORD- Legolas, Lord of the Wood Elves
ALIGNMENT- Good STRONGHOLD- Tree of Life

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Archers	100	-	-	5	-	-	-	
2	Woodlore	-	-	-	-	-	4	-	
2	Faerielore	-	-	-	-	-	-	-	Roll on Fey Battle Table
3	War Maiden & Unicorn	1	4	3	-	3	-	5	
4	Magic Resistance	-	-	-	-	-	-	-	Negate 1 Magic Attack
4	Longevity	-	-	-	-	-	-	-	Negate 1 Disease Attack
4	Never Sleep	-	-	-	-	-	3	-	
5	Forest Hiding Places	-	-	-	-	-	-	-	End Battle
5	Aim for the Leader	-	-	-	-	-	-	-	Negate roll having number stat = 1

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
6	Healing Magic	-	-	-	-	-	-	-	Regenerate
7	Befriend Animals	-	-	-	-	-	-	-	Steal an animal token
7	Warriors	100	2	4	-	3	-	2	
8	Elven Hunters	10	2	2	3	-	3	-	
9	Flight of Arrows	-	-	-	6	-	-	-	
9	Elven Bard	1	-	-	-	-	-	5	
10	Stealthy Movements	-	2	-	-	-	4	-	

Halfling Battle Table

TOKENS- Halflings

WARLORD- Finneas Furfoot the Halfling Sheriff
 ALIGNMENT- Good STRONGHOLD- The Shire

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Scouts	10	2	1	2	-	-	-	
2	Concealment	-	-	-	-	4	4	-	
3	Slingers	100	-	-	3	-	-	-	
4	Cook Artillerists	10	-	-	4	-	-	-	Constructs
4	Big Feast	-	-	-	-	-	-	4	
5	Trick the Big Folk	-	-	-	-	-	-	-	Neutralize 1 Token
5	Tavern	-	-	-	-	-	-	-	Roll on Adventurers Table
5	Safekeeping	-	-	-	-	-	-	-	Roll on Magic Items Table
6	Militia	100	-	2	-	1	-	-	
7	Shortbows	100	-	-	3	-	-	-	
8	Pipeweed	-	-	-	-	-	-	-4	
9	Pony Express	10	4	-	-	-	3	-	
10	Stout of heart	-	-	2	-	-	-	3	

Illusionist Battle Table

sions

WARLORD- Phantor the Illusionist
 ALIGNMENT- Neutral STRONGHOLD- Hall of Mirrors
 TOKENS- Illu-

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Phantom Monster	1	5	5	-	-	-	-	
2	Invisibility	-	-	-	-	5	7	-	
3	Illusionary Forces	100	4	4	-	-	-	-	
4	Darkness	-	-	-	-	-	-	-	End Battle
4	Flash	-	-	-	4	-	4	-	
5	Spectral Assassin	1	-	-	-	-	-	-	Negate roll having number stat = 1
6	False Courage	-	-	-	-	-	-	4	
6	Dancing Lights	-	-	-	-	-	3	-	
7	Phantasmal Terrain	-	-	-	-	3	5	-	
8	Mirror Image	-	-	-	-	4	4	-	
9	Prismatic Shield	-	-	5	-	5	-	-	
9	Prismatic Spray	-	-	-	6	-	-	-	
10	Confusion	-	-	-	-	-	6	-	
10	Illusions	-	-	-	-	-	-	-	Neutralize 1 Token

Fey Battle Table

WARLORD- Flitterwing the Faerie Queen
 ALIGNMENT- Good STRONGHOLD- Faerie Circle Ring

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Nymphs	-	-	-	-	-	-	-	Neutralize 1 Token

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
2	Sprites	100	4	-	2	-	3	-	Flying
3	Sylphs	100	6	-	-	-	2	-	Flying
4	Pixies	100	4	1	1	-	3	-	Flying
5	Dryads	10	4	3	-	3	4	-	
6	Brownies	100	3	-	-	-	4	-	
6	Gremlins	100	-	-	-	-	3	2	Negate one construct roll
7	Ents	10	-	7	-	4	2	3	
8	Yarthkins	100	2	-	-	-	5	2	
9	Unicorn	1	5	5	-	-	3	5	
10	Satyr	1	-	-	-	-	-	3	Negate one female roll

Gnome Battle Table

TOKENS- Gnomes

WARLORD- Rumpulump King of the Gnomes
ALIGNMENT- Good STRONGHOLD- Underkingdom

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Forest Friends	100	-	-	-	-	3	-	
2	Lookout	-	2	-	-	-	3	-	
3	Artillerists	10	-	-	4	-	-	-	
4	Merry Pranksters	-	-	-	-	-	-	-	Neutralize 1 Token
5	Blunderbussars	100	-	-	3	-	-	-	
6	Hot Air Balloon	-	2	-	2	-	-	-	Flying
7	Miner Sappers	100	-	-	-	-	-	-	Breach Stronghold
7	Teamwork	100	-	-	-	-	3	2	
8	Deep Gnomes	-	-	-	-	-	-	-	Roll on Earth Elemental Table
8	Gnome Illusionist	-	-	-	-	-	-	-	Roll on Illusionist Table
8	Gnome Druid	-	-	-	-	-	-	-	Roll on Druid Table
8	Tinker	-	-	-	-	-	-	-	Roll on Artificer Table
9	Giant Moles	-	2	-	-	-	4	1	
10	Spike Armor	100	-	3	-	4	-	-	

Artificer Battle Table

WARLORD- Azumon the Artificer ALIGNMENT- Neutral
STRONGHOLD- Workshops TOKENS- Constructs

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Hollow Armor	100	-	3	-	2	-	2	
2	Iron Golem	1	-	5	-	5	-	3	
3	Juggernaut	1	4	6	-	5	-	4	Breach Stronghold
4	Blasting Rod	-	-	-	6	-	-	-	
5	Void Stone	-	-	-	-	-	-	-	Both sides lose 1D6 tokens
5	Minor Creations	-	-	-	-	-	-	-	Roll on magic item table.
6	Amulet of Azumon	-	-	-	-	-	-	-	
7	Admantium Cage	-	-	-	-	-	-	-	Neutralize 1 Token
7	Mechanical Eye	-	-	-	-	-	4	-	
8	Time Machine	-	-	-	-	-	-	-	Reroll any of your rolls so far
9	Teleportation Disk	-	7	-	-	-	-	-	
10	Crystal Ship	-	4	-	-	4	-	-	

Necromancer Battle Table

WARLORD- Varak the Necromancer ALIGNMENT- Evil
STRONGHOLD- Graveyard TOKENS- Undead

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Terror	-	-	-	-	-	-	6	
2	Touch of Death	-	-	-	-	-	-	-	Negate roll having number stat = 1
3	Animate Dead	100	1	3	-	2	-	-	
4	Simulacrum	-	-	-	-	-	4	-	
4	Drain Life	-	-	-	-	-	-	-	Steal Living token
5	Crypt Champion	1	-	4	-	3	-	-	
6	Zombies	100	-	3	-	4	-	-	
7	Death Bolt	-	-	-	6	-	-	-	
8	Weakness	-	-	-	-	-	-	-	Neutralize 1 token
9	Pestilence	-	-	-	-	-	-	-	Each side loses 1D6 Tokens
10	Raise the Dead	-	-	-	-	-	-	-	Regenerate

Vampire Battle Table

TOKENS- Undead

WARLORD- Novistoc the Vampire Lord
 ALIGNMENT- Evil STRONGHOLD- Gothic Castle

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Vampire Lord	1	4	4	-	-	-	4	
2	Gaseous Form	-	-	-	-	-	-	-	End Battle
3	Vampire bats	-	4	-	-	-	-	-	
4	Drink blood	-	-	-	-	-	-	-	Regenerate
5	Hypnotizing Gaze	-	-	-	-	-	-	-	Neutralize 1 Token
6	Lesser Vampires	10	2	3	-	-	-	-	
7	Vampiric Fortitude	-	-	-	-	5	-	-	
8	Shadows	-	-	-	-	-	4	-	
9	Dark Gift	-	-	-	-	-	-	-	Steal Living Token
10	Blood Lust	-	-	4	-	-	-	-	

Knight Battle Table

WARLORD- Belthor King of Meddia
 ALIGNMENT- Good STRONGHOLD- Castle
 TOKENS- Men

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Mounted Knights	100	3	4	-	3	-	3	
2	Longbow men	100	-	-	5	-	-	-	
3	Pikemen	100	-	6	-	3	-	-	
4	Swordsmen	100	-	5	-	4	-	-	
4	Crossbowmen	100	-	-	3	-	-	-	
5	Siege craft	-	-	-	3	-	-	-	Breach Stronghold
5	Charge	-	-	4	-	-	-	4	
6	Call to Arms	100	-	-	-	-	-	3	
7	Woodsmen	10	2	-	2	-	2	-	
8	Royal Wizard	1	-	-	-	-	-	-	Negate a magical attack
8	Arch Bishop	1	-	-	-	-	-	-	Destroy an undead token
8	Captain of the Guard	1	1	-	-	-	3	-	
9	Pitched Battle	-	-	-	-	-	3	-	
9	Peasant Rabble	100	-	1	-	-	-	-	
10	Court Favorite	-	-	-	-	-	-	-	Roll on Adventurers Table

Adventurers Battle Table

Heros

WARLORD- The Adventurers of Findell
 ALIGNMENT- Good STRONGHOLD- Citadel
 TOKENS-

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Wizard	-	-	-	4	-	-	2	Negate 1 magic roll
2	Thief	-	2	-	-	-	5	-	
3	Warrior	1	-	6	-	3	3	3	
4	Cleric	1	-	-	-	6	-	3	Destroy 1 undead or demon token
5	Elf	1	2	2	5	-	-	-	
6	Dwarf	1	-	3	-	4	-	2	
7	Halfling	1	-	-	-	-	3	-	
8	Rngr	1	4	2	3	-	3	-	
9	Companions	10	-	1	-	1	2	-	
10	Find Hidden Passage	-	-	-	-	-	4	-	Breach Stronghold
10	Monty Haul	-	-	-	-	-	-	5	
10	Secret Weapon	-	-	-	-	-	-	-	Roll on magic item table

Magic Items Battle Table

WARLORD- Magic Items Subtable ALIGNMENT- Neutral STRONGHOLD- None TOKENS- Constructs

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Vorpal Blade	-	-	7	-	-	-	-	
2	Potion of Healing	-	-	-	-	-	-	-	Regenerate
3	Ring of Invisibility	-	-	-	-	-	-	5	
4	Staff of Power	-	-	3	5	-	-	-	
5	Wand of Stoning	-	-	-	-	-	-	-	Neutralize 1 Token
6	Scroll of Protection	-	-	-	-	-	-	-	Neutralize 1 Magical attack
7	Venomous Dagger	-	-	-	-	-	-	-	Negate roll having number stat = 1
7	Horn of Blasting	-	-	-	4	-	-	-	Breach Stronghold
8	Pixie Dust	-	4	-	-	-	-	-	Flying
9	Tome of Summoning	-	-	-	-	-	-	-	Roll on any table
10	Magic Shield	-	-	-	-	5	-	-	

Assassins Battle Table

Assassins

WARLORD- Xavier the Assassin Guildmaster
ALIGNMENT- Evil STRONGHOLD- Hideout TOKENS-

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Poison coated weapons	-	-	4	-	-	-	-	
2	Thrown Dagger	-	-	-	3	-	-	-	
2	Climb Walls	-	-	-	-	-	-	-	Breach Stronghold
3	Bounty Hunter	1	3	3	3	-	-	-	
3	Trap	-	-	-	-	-	3	-	
4	Hired Thugs	10	-	3	-	-	-	-	
5	Stealth	-	2	-	-	-	4	-	
6	Disguise	-	-	-	-	-	5	-	
7	Spy	-	-	-	-	-	-	-	Neutralize 1 Token
8	Traitor	-	-	-	-	-	-	-	Steal one of opponents battle rolls
9	Assassination	-	-	-	-	-	-	-	Negate roll having number stat = 1
10	Plot carefully	-	-	-	-	-	3	4	
10	Bide your time	-	-	-	-	-	-	-	

End Battle

Ice Battle Table

WARLORD- Wintress the Ice Queen of Frozaria
ALIGNMENT- Neutral STRONGHOLD- Ice Castle
TOKENS- Ice; Elemental

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Wall of Ice	-	-	-	-	5	-	-	
2	Ice Storm	-	-	-	-	-	-	-	Each side loses 1D6 Tokens
3	Freeze in Ice	-	-	-	-	-	-	-	Neutralize 1 Token
3	Cold Blast	-	-	-	-	-	-	-	Neutralize 1 Elemental roll
4	Cone of Cold	-	-	-	4	-	-	-	
4	Chill touch	-	-	3	-	-	-	-	
5	Ice Elemental	1	-	3	-	3	-	-	
6	Blizzard	-	-	-	-	-	-	-	End Battle
7	Frost wolves	10	3	3	-	-	2	1	
8	Snow Barbarians	100	-	5	-	-	1	3	
9	Ice Shards	-	-	-	5	-	-	-	
10	Ice Drake	1	4	4	3	4	-	2	Flying

Fire Battle Table

mental

WARLORD- Horace the Fire Wizard ALIGNMENT-
Neutral STRONGHOLD- Volcano TOKENS- Fire; Ele-

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Fireball	-	-	-	6	-	-	-	
1	Magma Men	100	-	5	-	-	-	3	
2	Wall of Fire	-	-	-	-	-	-	-	Neutralize 1 Token
2	Inferno	-	-	-	-	-	-	-	Each side loses 1D6 Tokens
3	Fire Salamander	1	-	4	-	-	-	-	
4	Pyrotechnics	-	-	-	-	-	4	-	
5	Fireblast	-	-	3	3	-	-	-	
6	Fire Elemental	1	-	-	-	-	-	4	
7	Immolation	-	-	3	-	3	-	-	
8	Hottentots	100	1	2	-	-	-	-	
9	Smoke	-	-	-	-	3	3	-	
10	Fire Drake	1	4	3	-	-	-	-	Flying

Wind Battle Table

TOKENS- Air; Elemental

WARLORD- Freyalin Lord of the Winds
ALIGNMENT- Neutral STRONGHOLD- Sky Castle

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Windwalk	-	4	-	-	-	-	-	Flying
2	Gust of wind	-	-	-	-	-	-	-	Neutralize 1 Token
3	Hurricane	-	-	-	-	-	-	-	End Battle
4	Hawkmen	100	4	1	3	-	3	-	Flying
5	Roc	1	4	3	-	-	-	3	Flying
6	Air Elemental	1	5	4	-	4	-	4	Flying
7	Wind Blast	-	-	-	-	-	-	-	Negate target magical attack
8	Whispering winds	-	-	-	-	-	5	-	
9	Cyclone	-	-	-	-	-	-	-	Each side loses 1D6 Tokens
10	Wall of Air	-	-	-	-	5	-	-	

Earth Battle Table

TOKENS- Earth; Elemental

WARLORD- Geohoser Master of the Earth
ALIGNMENT- Neutral STRONGHOLD- Granite Fortress

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Earth Elemental	1	-	4	-	5	-	4	
2	Wall of Stone	-	-	-	-	6	-	-	
2	Earth Blast	-	-	-	-	-	-	-	Negate a magical attack
3	Stone Giant	1	-	5	4	4	-	-	
4	Tunnel	-	-	-	-	-	-	-	Negate a stronghold roll
4	Rock Lobsters	10	-	3	-	5	-	-	
5	Earthquake	-	-	-	-	-	-	-	Each side loses 1D6 Tokens
6	Stone Bolt	-	-	-	4	-	-	-	
7	Stone skin	-	-	-	-	4	-	-	
8	Bury Alive	-	-	-	5	-	-	-	
8	Gravity Bind	-	-	-	-	-	-	-	Negate one flying roll
9	Earth Meld	-	3	-	-	-	4	-	
10	Turn to Stone	-	-	-	-	-	-	-	Neutralize 1 Token

Druid Battle Table

ture

WARLORD- Gaeon the Grand Druid ALIGNMENT-
Neutral STRONGHOLD- Druids Grove TOKENS- Na-

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Insect Swarm	1000	-	-	-	-	-	-	
2	Storm	-	-	-	-	-	-	-	End Battle
2	Wood Lore	-	-	-	-	-	4	-	
3	Call Animals	100	-	2	-	-	-	-	
4	Wall of Branches	-	-	-	-	4	-	-	
5	Tangle vines	-	-	-	-	-	-	-	Neutralize 1 Token
6	Tree Meld	-	3	-	-	4	-	-	
7	Stone to mud	-	-	-	-	-	-	-	Breach Stronghold
7	Faerie Lore	-	-	-	-	-	-	-	Roll on Fey Table or negate any fey roll
8	Calm Nature	-	-	-	-	-	-	-	Negate a magical attack
8	Elemental Mastery	-	-	-	-	-	-	-	Roll on any elemental table
8	Harvest Moon	-	-	-	-	-	-	4	
8	Biomystic Energy	-	-	-	-	-	-	-	Destroy an Undead Token
9	Lightning Bolt	-	-	-	7	-	-	-	
10	Herbal Remedy	-	-	-	-	-	-	-	Regenerate or Negate a disease attack

Doppelganger Battle Table

WARLORD- Doppelgangers ALIGNMENT- Neutral
STRONGHOLD- Ruins TOKENS- Clones

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Steal Power	-	-	-	-	-	-	-	Steal one of opponents battle rolls
2	Copy Power	-	-	-	-	-	-	-	Duplicate 1 of your opponents battle rolls.
3	Clone	100	-	-	-	-	-	-	
4	Switch Forms	-	4	-	-	-	-	-	
5	Mimic	-	-	-	-	-	-	-	Roll on opponents Battle Table.
6	Multitude	1000	-	-	-	-	-	-	
6	Symbiotes	-	-	-	-	-	-	-	
7	Mutation	-	3	4	-	-	-	-	
8	Viscous Strain	-	-	4	-	3	-	4	
8	Friendly Visage	-	-	-	-	-	4	-	
9	Ancestral memory	-	-	-	-	-	-	-	Roll on any Battle table
9	Group Think	-	-	-	-	-	5	3	

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
10	Reform	-	-	-	-	-	-	-	Regenerate

Lizard Battle Table

Dens TOKENS- Lizards

WARLORD- Surak King of the Lizard Men
 ALIGNMENT- Neutral STRONGHOLD- Marshland

D10	Powers	Nmbrs	Mov	Mle	Rng	Arm	Tcs	Mrl	Notes
1	Anklosaurus	10	-	3	-	4	-	-	
2	Spear Hurlers	100	-	-	4	-	-	-	
3	Raptor Riders	10	4	5	-	-	4	-	
4	Shaman	-	-	-	-	-	-	-	Roll on Shaman Table
5	Tough Hides	-	-	-	-	4	-	-	
6	Stegosaurus	10	-	4	-	3	-	-	
7	Peradactyl Rider	10	5	-	2	-	-	-	
8	Stone Axe Warriors	100	-	-	-	-	2	2	
9	Tyrannosaurus Rex	1	2	6	-	4	-	3	
10	Rite of Sacrifice	-	-	-	-	-	-	4	
10	Stone Hurlers	100	-	-	3	-	-	-	





Wizards Game

Introduction

Card game between rival Wizards.

Victory

The first player to accumulate 25+ Fate points is the winner.

The Deck

Players share a common deck.

Tokens & Points

There are three types of points players must keep track of: Lore Points: Used for Bidding to acquire cards. Heka Points: Used to play Spell cards. Fate Points: Used to determine the winner at the end of the game.

Points are represented by tokens (Counters, markers, stones) Use Blue stones for Lore. Use Red stones for Heka. Use Yellow stones for Fate.

Individual cards may specify other additional Token types.

Setup

Each player starts with a hand of 7 cards. Place 5 cards face up in the center of the Table. These are the Bid cards.

Turn Sequence

Each turn is divided into 4 Phases: Research Phase Mysteries Phase Bid Phase Magic Phase

Research Phase

Each player generates Lore Tokens. Each player automatically gets 7 Lore Tokens. Certain cards generate additional Tokens.

Mysteries Phase

There will be 5 or less cards face up in the center of the Table. These are the Bid cards. If there are fewer cards, draw replacement cards from the deck.

Bid Phase

Using Lore points, players bid on the five Bid cards. A player may bid with some, none, or all of his lore tokens. Lore tokens may be saved from turn to turn.

A player may bid on some, none, or all of the Bid cards. If you win a bid, keep the card (it goes to your

hand) and discard the tokens you bid. If you lose a bid, you get back the tokens you bid.

In a tie, all bidders have their bid returned. At the end of the phase put a time token on all remaining Bid cards. A Bid card with 3+ time tokens is discarded.

Maximum hand size is 12 cards. Discard excess cards.

Magics Phase

You may play cards from your hand. Cards are played face up one the table near you. Certain cards you have in play will generate Heka or Fate tokens for you.

Fate tokens are saved from turn to turn. Heka tokens are lost at the end of this phase if they are not used. Cards that have the trait 'permanent' remain in play.

Non-permanent cards are discarded at the end of this phase. To play some cards requires a specific amount of Heka to be used up. To play some cards requires the presence of other cards with certain traits.

An Interrupt card can be played to negate a Spell card just played.

Scrying

If a Scry card is played in Magics phase, you may look at an Opponents' hand, or the next 7 cards in the deck.

Limitations

- A Wizard can only have one Wand.
- A Wizard can only have one Knife or Sword.
- A Wizard can only have one Location.
- A Wizard can only have one Familiar.
- A Wizard can only have one Body Type.
- A Wizard can only use one card with the Time trait per turn.

Wizards that have used evil cards cannot use good cards.

Card Trait Notation

- P** Permanent
- O** Object
- S** Spell
- F** Fire
- E** Earth
- A** Air
- W** Water
- R** Spirit
- D** Divination

N Nature**HX** Card generates X Heka points in Magics Phase**KX** Card uses up X Heka to be played in Magics Phase

{...} = To be played, this Card requires another card with this trait to be in play.

L1 Card generates 1 Lore point in Research Phase**FX** Card generates X Fate points in Magics Phase**F(X)** Card is worth X Fate points at end of game**9** Enchantment**Y** Alchemy**L** Location**V** Event**B** Symbol**M** System of Magic**G** Grimore (Book)**Z** Organization (Allies, Secret Societies)**T** Time

Card List

Card Name:	Notes:
Oak Wand	P, O, H1, F, {Q}
Rowan Wand	P, O, H1, F, {Q}
Yew Wand	P, O, H1, F, {Q}
Ash Wand	P, O, H1, F, {Q}
Hawthorn Wand	P, O, H1, F, {Q}
Divinatory Meditation	S, F2, K3, {D} (Scry)
Oak Tree Grove	P, L, H1
Crystal Ball	P, O, D
Athame (Knife)	P, O, Q
Boline (Knife)	P, O, Q
Double Edged Knife	P, O, Q
Ceremonial Sword	P, O, Q
Obsidian Knife	P, O, Q
Candle	P, O, H1, F (3 uses)
Tablet	P, O, H1, E
Stone Disc	P, O, H1, E
Elemental Balance	P, K9, E, A, W, F, H1
Chalice	P, O, H1, W
Incense Burner	P, O, H1, A
Sweet Music	S, F2, H2, {A}
Dedication	Q, H2
Consecration	Q, H2
Runes	{Q} H2
Symbols	{Q} H2
Carvings	{Q} H2
Amethyst Stone	P, O, H1
Quartz Crystal	P, O, H1
Inscription	Q, H2
Copper Wire	P, O, H1
Empower	Q, H2
Pledge	Q, H2
Disconnected	V, Interrupt
Unfriendly Spirits	R, V, Interrupt
Magic Carpet	P, O, F(5), K5 {Q, A}
Love Potion	O, F4, K4 {Y, F}
Satyrion Root	O, Y, H1
Mandrake Root	O, Y, H1
Ritual Magic	S, H7
Blight	P, S, F(4), H4 {N} (evil)
Break Enchantment	S, F6, H6 (Discard target Permanent spell)
Tarot Cards	P, O, D

Card Name:	Notes:
The Philosophers Stone	O, K10, F12, {Y, E, W}
Kabbalah	P, M, L1, N
Druid Lore	P, M, L1, N
Egyptian Magic	P, M, L1, N
Witchcraft	P, M, L1, N
Pact with the Devil	P, V, F10, L-2 {R} (evil)
Consort w/Malevolent Spirits	S, R, H3 (evil)
Herbalism	P, M, Y, L1
Alchemy	P, M, Y, L1
Astrology	P, M, D, L1
Reverence of Nature	P, M, N, L1
Evil Eye	P, S, F, K2 (evil)
Blood Sacrifice	S, H6 (evil)
Manipulate Others	V, K2, F2 (evil)
The Key of Solomon	P, G, L1, R
Great Leader	P, V, K6, F(5)
Ring of Solomon	P, O, R, H2 {Q}
Wisdom	P, M, L1
Teachings of an Angel	V, L10, K3, {R}(Good)
Oracle	P, M, D, L1
Build Wonders	P, K7, F(8)
Levitations	S, F4, H4 {A}
Predictions	S, F4, H5 {D} (Scry)
Arrange Events	V, F5, K5 {D}
Guardian & Guide	V, F4, K4
Prophecy	S, F7, H8 {D} (Scry)
Breathe Life into Objects	S, F3, K4, Q
Study with Famous Sorcerer	V, K2, L6, N
Learn Magic from Devils	V, K2, L6, R (evil)
Magic Guardians	P, O, K5, F(4) {Y}
Important Patrons	P, K2, F(2)
Amass Wealth	P, K2, F(2)
Escape Lynch Mobs	K4, F2
Summon Ghosts	S, R, H5
Magic Drawing	S, H4
Escape Prison	K4, F2
End Plague	K4, F4 {N}
Establish Wizards School	P, K6, F(6)
Summon Djinn	S, H8
Found City	P, K5, F(5)
Summon Relic	S, P, F(7), K7
Transmute Metals	S, F(6), K6
Low Magic	F2, K2
High Magic	F5, K5 {M}
Write Scholarly Text	P, F(4), K4, G
Magical Marvels	P, F(6), K6
De Occulta Philosophia	P, G, L1
Malleus Maleficarum	P, G, L1
Numerology	P, M, L1, D
Illusions	S, K2, F2
Necromancy	P, M, S, L1 (evil)
Black Magic	P, M, L1 (evil)
White Magic	P, M, L1 (good)

Card Name:	Notes:
Doctor of Medicine	P, M, L1, N
Cure Diseases	K4, F4, N
Catholicon	O, F4, K4 {Y} (Magical Elixir)
Theories & Discoveries	P, M, F(4), K4, G
Die grosse Wundartzney	P, G, L1
Occult Arts	P, M, L1
The Magus	P, G, L1
Crystal Mirror	P, O, D
Sigils	B, H4
Incantations	V, H5
Magic Squares	B, H4, D (Planetary Numerology)
Pentagram	B, H5, R
Pentacle	B, H5, E
Enochian Magic	P, M, L1, R (Language of Angels)
Monas Hieroglyphica	P, G, L1, R
Rosicrucian Brotherhood	P, Z, L1
Hermetic Philosophy	P, M, L1
Metaphysics	P, M, L1
Ultiusque Cosmi Maloris	P, G, L1, D
Harmony with the Cosmos	V, H7 (good)
Tap the Power of Nature	S, H6, N
Immortality	P, F7, K8 {Y}
Clairvoyance	S, F2, K2 (Scry)
Telepathy	S, F2, K2 (Scry)
The History of Magic	P, G, L1
Transcendental Magic	P, M, L1
Healer	S, K3, F3, {N}
Vanish	S, K3, F3
Order of the Golden Dawn	P, Z, L1
Conjuration	S, F2, K2
Faith & Reason	H6
Macrocosm & Microcosm	H8 D
Channel Spirits	H7, S, R
Law of Thelema	P, M, L1
Ordo Templi Orientis	P, Z, L1
Ritual Sex	H7 N
Skyclad Ritual	H6 N
Book of Shadows	P, G, L1
Wicca Coven	P, Z, L1
Goddess Worship	P, M, L1, N
Shamanism	P, M, L1, N
Pagan Rituals	H6 N
The Great Rite	H9 N
Initiation Ritual	H7
Fellowship of Isis	P, Z, L1
Church of All Worlds	P, Z, L1
Blessings	S, F3, K3, Q
Curses	S, F3, K3 (Evil)
Exorcisms	S, F4, K4, R
Rural Wizard	P, F(3) K3
Theology of Deep Ecology	P, M, L1, N
Freemasons	P, Z, L1
The Book of the Dead	P, G, L1

Card Name:	Notes:
True Names	H8 {G} R
Reincarnation	F7, K7 {R}
Words of Power	H7 {M, G}
Part Waters	F5, K5 {W}
Control Supernatural Entity	F4 K4{R}
Astral Projection	P, S, K7, F(4), L1 {R}
Visualization	P, M, H1
Omens	V, K4, F4 {D} (Scry)
Shapeshifting	S, K3, F3 {N}
Summer Solstice	T, H6, Y
Winter Solstice	T, H6, D
Spring Equinox	T, H5, N
Fall Equinox	T, H5, R
Power of Invisibility	S, F2, K2, {A}
Circle of Protection	P, S, F2, K2, Negate Interrupts by Spirits
Transformation	S, F3, K3 {N}
Truthsayer	S, F1, K2, {D} (Scry)
Weather Control	S, F4, K4 {A, W}
Blood Sacrifice	H9 (Evil)
Salmon of Knowledge	P, L1, K(6), F7
Supernatural Sight	S, F2, K3, {D} (Scry)
Spirit Guide	P, H1 (Familiar) R
Totem Animal	P, H1 (Familiar) N
Power Animal	P, H1 (Familiar) N
Bird or Reptile	P, H1 (Familiar)
Demon or Imp	P, H1 (Familiar) (Evil)
Visions	V, K3, F3 {D} (Scry)
Dreamcatcher	P, O, H1
North	B, H3, E
South	B, H3, F
East	B, H3, A
West	B, H3, W
Secrets of the Universe	P, L1, K(6), F7
Psychic Warfare	S, Interrupt
Body	H2, E
Intellect	H2, A
Will	H2, F
Emotions	H2, W
Archangel Raphael	H4, A
Archangel Michael	H4, F
Archangel Uriel	H4, E
Archangel Gabriel	H4, W
Materia Medica	P, G, L1, Y
Purity of Purpose	H5
Magic Talismans	P, O, K4, F(3) {G}
Ankh	B, H4
Like Attracts Like	M, H4
Seal of Solomon	B, H6
As Above, So Below	M, H4
Magic Amulets	P, O, K3, F(2) {N}
Bilocation Magic	S, K4, F3 (Two Places at the Same Time)
Name of God	H12 (Good)
Reanimate the Dead	K4, F3, {R} (Evil)

Card Name:	Notes:
Ceremonial Magic	S, H5
Flying	S, K3, F3 {A}
Riddles & Clear Thinking	M, L1
Perfect the Mind	M, L1
Focus the Will	M, L1
Celestial Bodies	H5, D
Precious Metals	H4, Y
Purification	S, Q, K2, F
Ether	R, H5
Choleric Body Type	P, F, H1
Sanguine Body Type	P, A, H1
Melancholic Body Type	P, E, H1
Phlegmatic Body Type	P, W, H1
Wheel of the Year	B, H6 {M}
Chanting	H4
Intuition	H4
Full Moon	T, H5, N
New Moon	T, H5, N
Zodiac	B, H6, D
Spells of Attraction	S, F2, K2
Spells of Enhancement	S, F2, K2
Spells of Success	S, F2, K2
Spells of Protection	S, F2, K2
Spells of Healing	S, F2, K2
Spells of Harmony	S, F2, K2
Spells of Insight	S, F2, K2
Major Arcana	H4, D
Minor Arcana	H2, D
Negative Energy Rebound	Interrupt (only vs Wizard that has used evil cards)
Hallucinogenics	H7 {N}
Lemegeton	P, G, L1, W, A, R
Grimorium Verum	P, G, L1
Power of the Divine	H8, R (Good)
Invocation	H4, Q
Correspondences	H6
Magic Circle	H6 {Q}
The Sun	B, H6, F
Male Energies	H5
Female Energies	H5
Charm	F1 K1
Charge	H4 {O} Q
Ley Line	P, L, H1
Ley Node	P, L, H2
Ley Center	P, L, H3
Dowsing	H5, W, E (Scry)
Pendulum	P, O, D, H1 {Q}
Halloween	T, H7
Imbole	T, H7
May Day	T, H7
Lammas	T, H7
Music of the Spheres	H9, N
Rule of Three	H3
Tabula Smaragdina	P, G, L1 (The Emerald Tablet)

Card Name:	Notes:
Distilled Quintessence	H8, Y
Calcination	H4, Y
Torture of the Metals	H6, Y

Wizards

Before play, each player takes the identity of one (random) Wizard. Each Wizard described in the Wizard Card List has Special Abilities.

Wizards Card List

- * King Solomon Cannot use Evil cards. Gets +1 to bids for Spirit cards. Spirit cards cost 2 less Heka to play.
- * Merlin Cannot use Evil cards. Gets one extra Lore token per turn.
- * Virgil Cards cost one less Heka token to play.
- * Faust Starts game owning the "Pact with the Devil" card in play.
- * Agrippa Gets +1 to bids for 'Systems of Magic' cards.
- * Paracelsus Gets +1 to bids for Alchemy, Medical & Healing cards.
- * Dr John Dee Gains one extra Fate point every time he plays a Spirit card.

* Robert Fludd Starts with the traits of: Alchemy, Divination, Spirit, and Nature.

* Count Saint-Germaine Gains one extra Fate point every time he plays a Spell card.

* Eliphas Levi Gets +1 to bids for Nature cards.

* Aleister Crowley Gains one extra Fate point every time he gains a Book or an Organization.

* Gerald Gardner Cards that generate Heka generate one extra Heka point for him.

* Alexander Sanders Gains one extra Fate point every time he gains a 'Systems of Magic' card.

* Oberon Zell-Ravenheart Gains one extra Fate point every time he plays a Nature card.

Bidding Technique

Each player should have a tray with 5 compartments corresponding to the 5 available cards up for bid. Distribute your Lore tokens to the compartments. Use a barrier to keep other players from seeing your Bid. Players take down their barriers all at once.





Wolf Pack

Introduction

Card game. Deck of 90 cards. Simulation of U-boat attacks vs allied shipping during WWII. One player is

the wolf pack, the other is the allied convoy.

Deck Card List

#	Card Name	Type
12	Sonar	Detection
10	Depth Charges	Attack
8	U-boat	Target
8	Torpedo	Attack
10	Periscope	Detection
12	Transport	Target
6	Dive	Evasion

#	Card Name	Type
4	Destroyer Sweep	Evasion
2	Watery Grave	Water
2	North Sea Storm	Water
2	Flotsam & Jetsam	Water
2	Oil Slick	Water
2	Near Miss	Water
10	Cat and Mouse	Discard

Number of this card in the deck

Set-up

There is one deck and one discard pile. Each player draws 5 cards. If the deck runs out before one side has achieved victory then shuffle the discards and continue play.

Turn Sequence

U-boat Draw Phase Convoy Draw Phase U-boat Action Phase Convoy Action Phase

Draw Phases

The indicated player draws 2 cards. The player discards down to 5 cards.

U-boat Action Phase

The player may play one card. A Dive card played will cause all cards in play to be discarded. The Dive card is immediately discarded.

To destroy a Transport, the U-boat player must play 3 cards in a row: Periscope- Torpedo- Transport Only one card may be played per turn. A played card is placed face up and remains in play. When all three

cards are played in the correct order one Transport is destroyed.

All three cards are then discarded. The Wolf pack wins if they destroy 6 Transports. Water- type cards have no use, they just fill the players hand.

A Cat and Mouse card can be discarded to cause opponent to discard a random card from his hand.

Convoy Action Phase

The player may play one card. A Destroyer Sweep card played will cause all cards in play to be discarded. The Sweep card is immediately discarded.

To destroy a U-boat, the Convoy player must play 3 cards in a row: Sonar- Depth Charges- U-boat Only one card may be played per turn. A played card is placed face up and remains in play. When all three cards are played in the correct order one U-boat is destroyed.

All three cards are then discarded. The Wolf pack wins if they destroy 4 U-boats. Water- type cards have no use.

A Cat and Mouse card or a Near Miss card can be discarded to cause opponent to discard a random card from his hand.

Cardset Available!!!

Thanks Jose!





Wonder Woman

Introduction

Card game for 2-4+ players. Wonder Woman Theme.

Disclaimer

Wonder Woman is a copyrighted, licensed property. This is merely a fan site.

Victory

Have the most points when the deck runs out.

The Deck

Players share a common deck. The deck has 10 Suites:

1. Wonder Woman
2. Ally
3. Capture
4. Foe
5. Info
6. Plot
7. Quote
8. Item
9. Action
0. Minion

Scoring

Use paper & pencil to keep track of scores.

Setup

Each player is dealt a hand of 5 cards. The most feminist player goes first.

Turn Sequence

Players take turns. Each turn has 5 phases:

1. Draw Phase
2. Event Phase
3. Meld Phase

Cards:	Points:
1-3	0
4	1
5	4
6	9

A Meld that contains a Wonder Woman Card gets +2 Points. A Meld that contains a Foe Card gets +1 Point. Write your score down.

Keep a running total. Discard all the cards in the Meld.

4. Score Phase

5. End Phase

Draw Phase

Draw 2 cards. If there are no cards left in the deck the game ends.

Event Phase

You may take 1 action in Event Phase: —Discard an Info card in to look at opponent's hand. Then draw a card from the deck. —Discard a Foe card to steal a random card from opponent's hand.

—Discard an Item card to draw 2 cards from the deck. —Discard a Minion card to cause opponent to discard one random card. —Discard an Ally card to look at the next 5 cards in the deck and put one of them in your hand.

—Discard a Plot card to look at the next 7 cards in the deck and put them in any order. —Discard a Capture card during your opponent's Meld Phase to Cause a Wonder Woman or Ally card in his Meld to be Discarded and not count towards the scoring of the meld. —Discard a Quote card during an opponent's Event Phase to Negate the effect of a card he just discarded.

—Give Foe an Action card to look at his hand and Steal one target card. —Discard a Wonder Woman card to discard your hand and draw 5 new cards

Meld Phase

You may make a Meld. You may also choose not to make a Meld. A Meld you play must contain 4 to 10 cards.

Each card must be of a different suite. If a card can be of 2 suites, you pick which one.

Score Phase

If you played a Meld this turn, score it:

Cards:	Points:
7	16
8	25
9	36
10	49

End Phase

If you played a Meld this turn draw 2 Cards as a reward. Max hand size is 10 cards. Discard excess cards.

Card List Notation**W** Wonder Woman**A** Ally**C** Capture**F** Foe**I** Info**P** Plot**Q** Quote**X** Item**Z** Action**M** Minion**Card List**

Card Name:	Suite:
Hippolyte	A
Queen of the Amazons	A
Detect Lies	I
Athena's Magic Sphere	I or X
Feminist Icon	W
Break Bonds	Z
Willing Slaves	M
Strong as Hercules	W
Super Heroine	W
Alluring	W
Peaceful Warrior	W
Beautiful as Aphrodite	W
Submission	C
Sensational	W
Caught Lying	I
Diana Prince	W
Mars the God of War	F
Paradise Island	A
Amazon Warriors	A
Immortal	W
Invisible Airplane	X
Compel Obedience	C or I
Steve Trevor	A
Defender of Democracy	W
Champion of Equal Rights	W
Star Spangled Costume	W or X
Patriotic	W
Domination	C
Magic Lasso	X
Eviless the Slave Driver	F
Imprisoned	C
Bound by Ropes	C
All Tied Up	C
Welded Chains	C
Bondage	C
Cheetah	F
Pulled out of Danger	Z
The Misogynist Dr Psycho	F
Feminine Wiles	Z
Cold Blooded Murder	P
Justice League	A
Harmona's Amulet	X
Amazonium Bracelets	X

Card Name:	Suite:
Gender Switch	P
The Holiday Girls	A
The Purple Ray	X
Nazi Spies	F or M
Distraction	Z
Army	A or M
Transformation Island	P
Ruthlessness	P
Distress Call	Z
The Baroness	F
Handcuffs	C or X
Valkyries	F
Equestrian Skill	Z
Spectacular Exploits	Z or P
Curse	P
Pharaoh Aknaten	F
Caught in a Net	C
King Blackfu	F
Giganta	F
Duke of Deception	F
Queen Clea of Sunken Atlantis	F
Speed Maniacs from Mercury	F or M
Gangsters	M
Kidnapping	P or C
Invasion	P
Sun Warriors	M
Zara Priestess of the Crimson Flame	F
Villainy Incorporated	M
Prison Break	P or Z
Cultists	M
Hypnota Magician of the Blue Ray	F
Princess Maru	F
Investigation	I
Impersonation	P
Wrestling Match	Z
Find Clues	I
Knock Out Gas	P
Amazonian Binding Grip	Z
Amnesia	P
Tied to Railroad Tracks	C
Fascists	M
Romance	P
Underlings	M

Card Name:	Suite:
Deflect Bullets	Z
Amazon Princess	W
Wise as Athena	W
Rescue	Z
Revelation	I
Swifter than Mercury	W
Venus Girdle	X
Etta Candy	A
Rosie the Riveter	A
Enslavement	C
Disguise	A
Doctor Poison	F
Mental Radio	Z
Detect Deception	I
Steal Military Secrets	P
Sabotage	P

Card Name:	Suite:
Wonder Girl	A
Suffering Sappho!	Q
Great Hera!	Q
Eagle Emblem	X
Olympic Games	P
Monster	F
Paradox	P
Simians	M
Egg Fu	F
The Test of Love	P
Evil Doers Beware!	Q
Nubia the Archmistress of Evil	F
Lady Steel	F
Manacles	C or X
Merciful Minerva!	Q
Great Zeus!	Q

Card List Available

Thanks Ron! [Click Here](#)





Word Poker

Create a deck of cards. Each card has 1 letter on its face

Deck Composition

CARD	COPIES	CARD	COPIES
A	3	N	2
B	1	O	3
C	2	P	1
D	1	Q	1
E	4	R	2
F	1	S	2
G	1	T	2
H	1	U	3
I	3	V	1
J	1	W	1
K	1	X/Z	1
L	1	Y	3
M	2	WILD	3

Word Poker

Play proceeds like 7 card draw Players are each dealt 7 cards They may keep what they like and discard the rest in exchange for one set of replacements

Players try to form words with the cards in their hands Proper names are not allowed. Spelling counts The player with the longest word(s) wins the pot Tied hands split the pot

WORD RANKS	POINT VALUES
3 Letter word	9
Two 3 Letter words	–
4 Letter word	16
4 Letter word & 3 Letter word	–

WORD RANKS	POINT VALUES
5 Letter word	25
6 Letter word	36
7 Letter word	49

Word Rummy

Play proceeds like Gin Rummy Players are each dealt 7 cards On their turn a player may draw the top card from the deck or the face up discard Players place words they create face down on their side of the table.

These cards are out of play If a player has more than seven cards in his hand he must discard at the end of his turn If a player empties his hand the round is over Players get points for the words they made minus the number of cards in their hands





World Powers

Introduction

Card, Bidding, and Stock Ownership Game for 2-6+ players.

Premise

Each player is a large Multinational Corporation. Players invest in different World Powers.

World Powers

World Powers (WP) represent Nations and whole Regions. There are 9 different World Powers players can invest in.

Treasury Tokens

The basic monetary unit is the Treasury Token (TT).

Winning

The player with the most TT at the end of the game is the winner.

Game End

The Game ends when the turn track reaches 20.

Random World Power Table

1D10	Power:
1.	USA
2.	Japan
3.	China
4.	Russia
5.	Europe

Setup

Each player starts with 10 TT. Players roll high on 1D10 to see who goes first. Play proceeds clockwise.

The player who is last assumes to role of the Time

WP	Starting Value
USA	6
Japan	3
China	4
Russia	2
Europe	5

Turn Sequence

Players take turns. Each turn has 6 Phases:

1. Opportunity Phase

Tracks

There are 10 tracks: 1 for each World Power and the Turn Track. Each track goes from 0 to 20.

Value Markers

For each Track there is a Value Marker. The Value Markers can all be identical.

Share Markers

Each player has a set of 9 Share Markers (SM) of a unique color. Each player places 1 SM on each World Power Track to indicate how Many shares in that WP he owns.

Dice

A 10 sided die is needed (1D10)

The Deck

Players share a common deck. The deck has 63 cards. There are 7 cards for each of the 9 World Powers: USA, Japan, China, Russia, Europe, Middle East, Africa, South America, India

1D10	Power:
6.	Middle East
7.	Africa
8.	South America
9.	India
0.	Pick One

Keeper. Players start owning zero shares. The Value Marker for the Turn Track starts on 1.

Value Markers for each World Power are placed as follows:

WP	Starting Value
Middle East	2
Africa	1
South America	1
India	3

2. Action Phase
3. Dividend Phase
4. Progress Phase

5. Crisis Phase
6. End Phase

Opportunity Phase

Draw 4 cards from the deck. If the deck runs out, shuffle the discard and draw from it. Place them face up in front of you.

These are called the Draw cards.

Action Phase

You must take 4 set actions. You may take them in any order. The 4 set actions are:

1. Investment Action
2. Auction Action
3. Finance Action
4. Profit Action

Investment Action

You may discard 1 draw card to buy 1 share of the Power indicated. You must pay TT equal to the current value of the Power. Move your Share marker up one space on that Powers Track.

You may also decide not to invest: Simply discard a draw card.

Auction Action

You must auction off 1 draw card. You do not bid on the auction card but the other players do. Minimum bid is equal to the powers current value.

Bidding runs clockwise. A Player must bid higher than the current bid or drop out. The winner of the bid pays you TT equal to the bid.

Other players keep their TT. The bid winner discards the card and gains 1 share of the auctioned Power. If no player offers a bid, you may buy it yourself for its current value.

If no one wants it, it is discarded.

Finance Action

Discard 1 draw card to increase that Powers Value by 1. Move the Powers value marker up 1 space on its Track.

Profit Action

Discard 1 draw card to gain TT equal to its value.

Dividend Phase

Roll on the Random World Power Table. The player with the most Stocks in that Power gains TT equal to the current value of that power. If tied, players share the TT. (Round Down) Second place gets half the TT of the current value. (Round Down)

Progress Phase

Roll on the Random World Power Table. The Value of the indicated Power increases by 1.

Crisis Phase

Roll on the Random World Power Table. The Value of the indicated Power decreases by 1. (Minimum Zero)

End Phase

If it is the Time Keepers turn, move the marker on the Turn Track up by 1.





Wreckers

Introduction

Players are Maritime Salvage Companies searching the World's waters for Treasure laden Shipwrecks. Card game for 2-4+ players.

Victory

At the end of 10 Rounds, the player with the most Money Wins. If tied in money, the player with the most Discovery Tokens wins.

The Deck

Players share a common deck. It is important in this game that cards not be damaged or otherwise marked.

Card Types

There are 7 card types: Search, Investor, Location, Controversy, Expenses, Wreck, and Delay.

Money

Use coins for Money. (Spanish Doubloons if you have them) The Basic Denomination is 1 Million Dollars.

Discovery Tokens

Use Poker Chips for Discovery Tokens.

Setup

Each player starts with an investment of \$10 Million Dollars.

Rounds, Phases, And Turns

Play proceeds in Rounds. Rounds are divided into Phases. Some Phases are further sub-divided into Player Turns.

One Round represents one Year.

Round Sequence

A Round is divided into 3 Phases:

1. Draw Phase
2. Search Phase
3. End Phase

Draw Phase

Shuffle the Deck. Each player draws a hand of 10 cards. (Beginning Hand Size limit = 10) Players then cut the remainder of the deck.

The player who cuts to the highest value wreck goes first in Search Phase. You may spend 20 Million once per Round to permanently increase your Hand size by +1.

Search Phase

In search phase players take turns. Play proceeds clockwise. (Note: Each player may have multiple turns in this Phase) On your turn discard a Search card and pick one random card from any Opponent's hand. (Players fan their hands out face down) What happens next depends on what type of card they Pick:

Card Picked:	Go Again:	Phase Ends:	Notes:
Wreck	No	No	Keep the Wreck card
Location	No	Yes	-
Search	Yes	No	-
Controversy	No	No	-
Expense	Yes	No	Lose 2 Million
Delay	No	No	Lose 1 Million
Investor	Yes	No	Gain 5 Million

Keep all Wrecks you find in a Victory Pile next to you. If you pick a Search, Expense, or Investor card from your opponent's hand you may Immediately take another turn. If you draw a Location card you may take no more turns this Phase.

If on your turn, you have no Search cards left in your hand, you must pass. The Phase ends when all

players have used up all their Search cards.

End Phase

Players discard their hands. Each player loses 1 Million dollars (Basic expenses).

Bankruptcy

If you go to zero or less Money, you are Bankrupt. In a 2 player game the other player wins. In a Multi-player game, you may reenter play as a "New" player in 2 Rounds.

War Graves

Note that some Military Wrecks have low monetary values. This is because they still belong to their respective governments and may not be Disturbed unless a

deal can be made with that government.

Card List Notation

S Search
I Investor
L Location
C Controversy
E Expense
W Wreck
D Delay

Common Deck Card List

Name:	Type	Millions	Discovery
Derelict	W	-	1
Airplane	W	-	1
Barge	W	-	1
Cargo Ship	W	2	1
Trading Ship	W	3	4
Wooden Ship	W	4	4
Freighter	W	1	1
Merchant Ship	W	5	5
17th century Ship	W	1	5
German U-Boat	W	-	3
WW I Ship	W	-	2
WW II Ship	W	-	2
Soviet Nuclear Sub	W	-	10
Ship Graveyard	W	7	10
Colonial Wreck	W	2	5
Pirate Ship	W	6	8
British Warship	W	4	12
Viking Longboat	W	8	15
Mexican Silver	W	25	5
Sunken Treasure	W	50	6
Portuguese Wreck	W	100	8
Pieces of Eight	W	200	10
Gold Coins	W	300	10
Spanish Galleon	W	400	12
Treasure Ship	W	500	15
English Channel	L	-	
Caribbean	L	-	
North Sea	L	-	
Mediterranean	L	-	
Straights of Gibraltar	L	-	
Spanish Waters	L	-	
Florida Keys	L	-	
Barbary Coast	L	-	
Indian Ocean	L	-	
Atlantic Ocean	L	-	
Pacific Ocean	L	-	
Red Sea	L	-	
Black Sea	L	-	
Collectors	I	-	

Name:	Type	Millions	Discovery
Dropped Coin	I	-	
Wall Street	I	-	
Companies	I	-	
Celebrity Treasure Hunter	I	-	
Wrecking	S	-	
International Waters	S	-	
Scour the Seabed	S	-	
Underwater Robots	S	-	
Remote Operated Vehicles	S	-	
Treasure Hunting	S	-	
Secure a Deal	S	-	
Excavation	S	-	
Search the Ocean Floor	S	-	
Survey	S	-	
Photo Mosaic	S	-	
Discovery	S	-	
Underwater Salvage	S	-	
Promising Target	S	-	
Researchers	S	-	
Historical Archives	S	-	
Divers	S	-	
Zoom In	S	-	
Crack Team	S	-	
Site Mapping	S	-	
Recovery Mission	S	-	
Conservation Effort	S	-	
Identify Wreck	S	-	
Research Vessel	S	-	
Unsavory Reputation	C	-	
Archeologist's Criticism	C	-	
Politicians	C	-	
Sovereignty Claims	C	-	
Accusations of Looting	C	-	
Nationalist Fury	C	-	
Museum Directors	C	-	
Competing Salvagers	C	-	
Legal Claims	E	-	
Admiralty Lawyers	E	-	
Lawsuits	E	-	
Official Problems	D	-	
Minister of Culture	D	-	
Mishap	D	-	
Seizure	D	-	
Inspections	D	-	
Ship Detained	D	-	





Wrinkles In Time

Introduction

Two player card game based on the Time Quartet series of books by Madeleine L'Engle. One player is the side of Good. The other player is the side of Evil.

Disclaimer

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Victory

The First player to be in control of all 6 Balance Tokens is the winner.

The Decks

Each player gets a unique deck. There is a Good Deck & an Evil Deck. Each deck has its own discard.

Setup

Each player begins in possession of 3 Balance Tokens.

Turn Sequence

Each turn has 10 phases:

1. Destiny Phase I
2. Fate Phase I
3. Challenge Phase I
4. Destiny Phase II
5. Fate Phase II
6. Challenge Phase II
7. Destiny Phase III
8. Fate Phase III
9. Challenge Phase III
10. Test Phase

Destiny Phases

Each player draws 7 cards from his deck. If a Deck runs out, shuffle the discard and draw from it.

Fate Phases

Players may put cards into play. A card in play is placed face up on the table in front of the player who played it. The Evil player may have the following in play: 4 Characters 1 Location 1 Attack 1 Plot 1 Lies 1 Void 1 Weakness 1 Control The Good player may have the following in play: 4 Characters 1 Location 1

Gift 1 Travel 1 Song 1 Feelings 1 Healing 1 Quote 1 Communication These are the basic limits.

Some cards will allow you to play an additional card of a specific type.

Challenge Phases

Maximum hand size is 7 cards. Discard excess cards.

Test Phase

Each player adds up the total force of all the cards he has in play. The player with the highest score wins the turn and takes a Balance token from his opponent. The Good player wins ties.

Special Cards

Special cards may be played in any phase unless otherwise specified. Special cards are discarded as soon as they are played.

Glossary

*Spirits = Immortal (Non-human) beings in the form of energy, not matter. If it suits their purposes they can Materialize into one or more forms. Most are highly intelligent. Spirit beings have their full powers only in the vacuum of Space.

On planets their powers are much diminished. Many have existed for Billions of years.

*Namers = Good beings. Beings that are aware of the uniqueness, importance, and interconnectedness of all beings in the universe. This awareness is called Love (not the limited Romantic definition of Love)

*Angels = Good Immortal Spirit Beings.

*Echthroi = Destroyers, Un-namers, eXtinguishers, Evil spirits, Fallen Angels, Demons, Devils, Wyrms, Dragons, Monsters. They cause War and hate. They accomplish their evil by making beings forget their true names, and so become evil.

*Kythe = To go Within. An advanced form of Telepathy, where feelings, memories, sensory Experiences, and understanding, can be shared. Only a few Humans have the potential to do it well.

*Farae = Tiny Beings of the smallest scale that live within the Mitochondria of Earth Organisms. The Adult Form is tree-like. Juveniles (Farandolae) are shrimp-like & mobile until they take root & deepen. They sing The Cosmic song in harmony with the Stars.

*Star Spirit = Spirit being that is the remains of a star that sacrificed itself by going Nova to Destroy

all the Echthroi in its System. Their natural materialized form is that of large noble centaurs with Rainbow Wings and celestial voices.

*Uriel = Good Planet. Like the Garden of Eden. With Tall Mountains. A refuge for the Star Spirits in their Centaur Form.

*Tesser = Moving in the Fifth Dimension by way of a mentally constructed Tesseract Gateway. Instantaneous travel through time and space. Most Spirits can do this to some degree. It is also described as creating a Wrinkle in time and/or space or as a Quantum Leap.

*Projection = Nightmarish Evil Alternate Dimensions wished for by the Echthroi.

*Dark Planet = Planet totally controlled by Evil.

*Shadow Planet = Planet being fought over by Good & Evil.

*Cherubim = Servant Good Spirits with the material form of a Spherical Mass of Wings, Eyes, and Flames.

*Unicorn = Wild Good Spirits with material forms of Winged Unicorns. They travel Time more easily than space by riding upon the Winds. They drink moonbeams, can only be touched by Virgins & have special Healing powers.

*Biblical Earth = Pre-Flood. Inhabited by Men, Seraphim, Nephilim, Unicorns, and Mythical creatures such as Griffins and Manticores.

*El = Biblical God. The Presence.

*Seraphim = Good Spirits that live on Stars. Some were sent to live among men on Earth. Servants of El. They take the host form of noble animals or angelic golden winged giants.

*Nephilim = Albino Evil, Lustful, Self-Serving Fallen Angels. Masters of Illusion. Seraphim turned bad. They take the host form of creepy animals or albino winged giants.

*The Black Thing = A spreading Evil Presence at the Galactic Scale.

*IT = Disembodied Brain able to control Minds. Found on the Dark Planet Camazotz.

*Charles Wallace = Young Murry Boy capable of Going Within. Genius Intelligence.

*Meg Murry = Margaret. Affectionately called Megatron, Megaparsec, Megling, etc.

*Calvin O'Keefe = Megs Boyfriend; Gifted communicator.

*Mrs O'Keefe = Calvin's Mother who has suffered much.

*Mr Murray = Physicist & Presidential Confidant.

*Mrs Murry = Microphysicist and Homemaker.

*Ms Whatsit = Young Star Spirit; best at Talking & Materializing.

*Ms Who = Quirky Star Spirit; speaks in Quotes.

*Ms Which = Eldest & wisest Star Spirit.

*The Twins = Sandy & Dennys Murry. The most athletic & practical of the Murry Kids.

*The Happy Medium = Can see across time & space.

Card List Notation

X Specials
L Locations
M Mortal Character
MH Mortal Historical
MB Mortal Biblical
I Immortal Character
F Feelings
A Attacks (Evil Deck only)
p Plots (Evil Deck only)
Z Lies (Evil Deck only)
V Void (Evil Deck only)
N Control (Evil Deck only)
W Weakness (Evil Deck only)
G Gifts (Good Deck only)
T Travel (Good Deck only)
S Song (Good Deck only)
H Healing (Good Deck only)
Q Quotes (Good Deck only)
C Communication (Good Deck only)
YMPA You may play an additional. . .

Good Deck Card List

Card Name:	Type	Force	Notes:
20th Century Earth	L	2	YMPA Mortal card
Yadah	L	2	(Mitochondria) YMPA Song card
Uriel	L	1	Song Cards get Force +3
Biblical Times	L	2	Biblical cards get Force +3
Metron Ariston	L	2	Travel Cards get Force +3
The Star Watching Rock	L	1	(Murry) Historical Cards get Force +3
Hatching Grounds	L	1	YMPA Immortal card
Ixchel	L	1	Healing Cards get Force +3
Charles Wallace	M	4	(Murry) YMPA Communication card
Meg Murry	M	2	Feeling cards get Force +3
Calvin O'Keefe	M	2	(Murry) Communication cards get Force +3
Mrs O'Keefe	M	1	YMPA Quote card
Mr Murray	M	2	YMPA Murry card

Card Name:	Type	Force	Notes:
Mrs Murry	M	2	Other Murry cards get Force +3
The Twins	M	2	(Murry) Lesson cards get Force +3
Fortinbras	M	1	(Murry) YMPA Murry card
Dr Colubra/Louise the Larger	M	1	Healing Cards get Force +3
Mr Jenkins	M	1	(School Principal) YMPA Murry card
Mrs Whatsit	I	1	Mortal cards get Force +3
Mrs Who	I	1	Quote Cards get Force +3
Mrs Which	I	1	YMPA Gift card
Angelic Host	I	1	Song cards get Force +3
Happy Medium	I	1	Draw an extra card in Destiny Phase I
Proginoskes	I	2	(Cherubim) Gift Cards get Force +3
Guadior	I	3	(Unicorn) YMPA Travel card
Blajeny	I	1	(Teacher) Character cards get Force +2
Aunt Beast	M	1	(Native of Ixchel) Healing Cards get Force +3
Alarid the Seraph	IB	3	Discard to Negate a Special card just played
Noah	MB	2	Mortals get Force +3
Noah's Family	MB	1	Healing Cards get Force +3
Grandfather Lamech	MB	1	(Noah's Father) Discard to Draw 2 Cards
Yalith	MB	1	(Noah's Daughter - Child)
Sporos	M	2	(Farandolae)
Senex	M	1	(Farae) Song cards get Force +3
Harcels	MH	1	(Boy Child - People of the Wind)
Madoc	MH	3	(Welsh Prince)
Brandon Llawcae	MH	2	(Has the Second Sight)
Matthew Maddox	MH	2	(Writer - Dream Visions)
Chuck O'Keefe	MH	1	(Can Smell Good & Evil)
Supernova	X	-	Opponent must discard 3 cards from hand
Birth	X	-	Draw 3 cards
Part of Creation	X	-	(The Great Plan) Draw 3 cards
The Pattern	X	-	Put the next 14 cards in your deck in any order
Prophecy	X	-	Put the next 14 cards in your deck in any order
Heavenly Powers	X	-	Negate a Special card just played
Answer to Prayer	X	-	Negate a Special card just played
Vision of Hope	X	-	Put the next 14 cards in your deck in any order
Call to Study	X	-	Put an extra Character into play
Balance of the Universe	X	-	Both Players discard their hands in Challenge phase
Compulsion	X	-	Search the Deck for a Mortal and put it into play
Sacrifice	X	-	Discard own Mortal in play to draw 5 cards
X-Self	X	-	Discard own Immortal in play to draw 5 cards
Quest	X	-	Draw 2 cards. Opponent discards 1 card
Pass 3 Tests	X	-	Draw 1 card. Opponent discards 2 cards
Peace	X	-	Discard one Plot card in play. Draw 1 card
Perilous Journey	X	-	Discard one Attack card in play. Draw 1 card
Wrath of God	X	-	Discard one Character in play. Draw 1 card
Holy Fire	X	-	Discard one Void card in play. Draw 1 card
Know that which is Eternal	X	-	Discard one Lies card in play. Draw 1 card
Ms Who's Glasses	G	3	Mortal gets Force +3
Learn to Adapt	G	3	
Guidance	G	5	(Enlightenment) YMPA Quote card
Childhood Resilience	G	3	Child Character gets Force +3
Teacher	G	3	Immortal Character gets Force +3
Talents	G	3	
The Word of El	G	4	Biblical Character gets Force +3

Card Name:	Type	Force	Notes:
Might Have Been	G	4	Historical Character gets Force +3
Faults	G	4	YMPA Feelings card
Dependence	G	3	(Indispensable)
Wisdom	G	3	(Maturity: Coming of Age)
Love	F	5	(Uniqueness)
Hope	F	3	(Fortitude)
Faith	F	4	(Belief)
Gentleness	F	3	(Tenderness)
Courage	F	3	(Bravery - Whistling in the Dark)
Focus	F	3	(Concentration)
Grace	F	3	(Understanding & Acceptance)
Compassion	F	4	YMPA Communication card
Resolute	F	3	(Endurance)
Joy	F	4	(Happiness)
Calm	F	3	(Quiet Mind)
Comfort	H	3	
Special Care	H	3	Discard one Weakness card in play.
Art of Healing	H	5	
Moonsicle	H	4	(Healing Starlight)
Purification	H	3	
Rejuvenation	H	4	(Time to recuperate)
Salvation	H	3	YMPA Mortal card
Ointments & Salves	H	3	
Miracle	H	3	Discard one Attack card in play.
Ancient Harmonies	S	5	
Star Song	S	3	(Words of the Glory)
Cosmic Rhythm	S	4	
Music of the Spheres	S	4	(Rejoicing)
Heavenly Dance	S	4	
Celestial Melody	S	3	Immortals get Force +3
Song of the Universe	S	3	(Fill the Void)
Singing of the Stars	S	3	(Glory Glory Glory)
Listen to the Stars	S	3	Mortals get Force +3
Tesseract	T	5	(Hyper Cube) YMPA Location card
Tesser	T	3	YMPA Location card
The Fifth Dimension	T	3	
Time Travel	T	4	YMPA Immortal card
Go Out with a Unicorn	T	4	
Quantum Leap	T	3	
A Wrinkle in Time	T	4	YMPA Location card
Experiment	T	3	
Go Within	C	5	(Deep form of Kything)
Kythe	C	4	
Verbalization	C	3	YMPA Quote card
Communion	C	4	
Telepathy	C	3	
The Old Tongue	C	4	(Celestial Language)
Under Hearing	C	3	
Intuition	C	3	
Connected	C	3	All Characters get Force +1
Like and Equal. . .	Q	4	(. . . are not the same)
What is Real?	Q	3	Discard a Lies card in play
Many Waters. . .	Q	3	(. . . cannot quench Love)

Card Name:	Type	Force	Notes:
For the want of a Nail. . .	Q	4	(. . . the Kingdom was Lost)
Nature Abhors a Vacuum	Q	3	Discard a Void card in play
Fight the Good Fight	Q	3	All Characters get Force +1
You do not Know Everything	Q	4	YMPA Gift card
God hath Chosen. . .	Q	3	(. . . the Weak things to confound the Mighty)
Saint Patrick's Rune	Q	5	(In this Fateful Hour. . .)

Evil Deck Card List

Card Name	Type	Force	Notes:
Camazotz	L	1	YMPA Control card
Vespugia	L	1	YMPA Plot card
Abyss	L	2	YMPA Void card
Central Intelligence	L	2	YMPA Weakness card
Hell	L	3	(Fire & Brimstone) YMPA Immortal card
Dark Planet	L	1	
Tower of Babel	L	1	Discard a Communication card in play
Radioactive Wasteland	L	1	(Nuclear Aftermath Projection)
Windowless Buildings	L	1	(Polluted, Dystopian Projection)
The Black Thing	I	4	Void cards get Force +3
IT	M	3	(Brain) Control cards get Force +3
Echthroi	I	3	Lies get Force +3
Dragons & Wyrms	I	2	(Evil Spirits)
Demons	& Devils	I	2
Echthroid Shapeshifters	I	1	Lies get Force +3
Echthroid Monsters	I	1	
Echthroid Impostors	I	1	Weakness cards get Force +3
Mad Dog Branzillo	M	2	Plot cards get Force +3
Ancient Enemy	I	2	
Army of Destroyers	I	2	
Ugiel the Nephilim	I	2	Draw an extra card when played
The Man with Red Eyes	M	1	YMPA Control card
Tiglah the Seductress	MB	1	
Gwydyr	MH	2	Evil Power Hungry Brother
Mr Mortmain	MH	2	(Evil Pastor) Lies get Force +3
Shadow World	P	4	
Total War	P	4	(Conquest)
Police State	P	3	(Oppression)
Civil War	P	3	
Nuclear War	P	5	
Blight	P	3	
Disaster	P	3	
Inquisition	P	3	(Persecution)
Mass Destruction	P	3	
Farandolae Sickness	A	5	(Disease)
Capture	A	3	(Imprison)
Kidnap	A	3	
Murder	A	4	(Kill)
Cripple	A	3	(Accident)
Domestic Abuse	A	3	
Witch Hunt	A	4	YMPA Lies card

Card Name	Type	Force	Notes:
Violence		A	3
Cause Fall	A	3	
Un-Naming	X	-	Discard a Character card in play. Draw a card.
Annihilation	X	-	Discard a Character card in play. Draw a card.
Nightmare	X	-	Discard a Gift card in play. Draw a card.
Entropy	X	-	Draw 2 cards. Opponent discards 1 card
Unreason	X	-	Draw 1 card. Opponent discards 2 cards
Negation	X	-	Opponent must discard 3 cards from hand
Chaos	X	-	Draw 3 cards
Chain Reaction	X	-	Draw 3 cards
Paradox	X	-	Discard a Travel card in play. Draw a card.
Destruction	X	-	Discard a Location card in play. Draw a card.
Circle of Extinction	X	-	Discard a Mortal card in play. Draw a card.
Extinguish	X	-	Discard an Immortal card in play. Draw a card
Nothingness	X	-	Both Players discard their hands in Challenge phase
Total X	X	-	Both Players discard their hands in Challenge phase
Mirror Images	X	-	Immortal cards get Force +3 this turn
War in Heaven	X	-	YMPA Immortal card
Rejoicing in Hell	X	-	YMPA Weakness card
Falter	X	-	Opponent may only play 1 card this phase
Indecision	X	-	Opponent may only play 1 card this phase
Block the Way	X	-	Opponent may only play 1 card this phase
Fear	W	4	
Hate	W	4	
Pride	W	4	(Arrogance)
Cruelty	W	3	(Brutality/Sadism)
Terror	W	3	(Panic)
Blame	W	3	(Accusations)
Greed	W	3	
Lust	W	3	(Pleasure Seeking)
Anger	W	3	(Fury)
Pain	W	3	(Agony & Suffering)
Insanity	W	5	(Madness)
Propaganda	Z	3	YMPA Control card
Deception	Z	4	
Trickery		Z	4
Corruption	Z	3	
Seduction	Z	3	
Silver Tongue	Z	5	
Easy Way Out	Z	4	
Twisted Logic	Z	3	
Temptation	Z	3	YMPA Weakness card
Possession	N	4	
Mind Control	N	5	
Brainwashing	N	4	
Hypnotism	N	4	
Threats	N	3	(Coercion)
Betrayal	N	3	YMPA Lies card
Torture	N	3	
Insidious	N	3	
Illusions	N	3	
Powers of Darkness	V	5	
Darkness	V	4	

Card Name	Type	Force	Notes:
Coldness	V	4	(Chill)
Cosmic Scream	V	3	Discard a Communication card in play
Rip in the Galaxy	V	3	Opponent must discard 1 card
Disharmony	V	3	Discard a Song card in play
Dissonance	V	3	Song cards get Force -2
Stench of Evil	V	3	Mortal cards get Force -2
Silence	V	3	Discard a Song card in play
Ugly Laughter	V	3	Immortal cards get Force +3





Wuxia

Introduction

Card Game for 2+ Players. Chinese Sword & Sorcery. Each Player is a Secret Society recruiting Sword-fighters with Mystical Powers.

Victory

Control at least 4 Fighters & Kill all your Opponents Fighters.

The Decks

Players share 2 common decks: The Recruit Deck & the Action Deck The Recruit Deck has 4 Card types:

- Fighters, Weapons, Events, Enhancements

The Action Deck has 6 Card Types:

- Locales, Specials, Attack, Move, Defend, Minions

Each player keeps a recruit hand & an Action hand.

Fighters

- Each Fighter has a Skill Rating.
- Most Fighters will have some type of Special Ability.
- Each Fighter can use one Weapon card attached.
- Each Fighter can have up to 5 Enhancements attached.

Setup

Shuffle the Decks. Each player draws 7 cards for his recruit hand & action hand. Flip a coin to determine who goes first.

Turn Sequence

Players take turns. Each turn has 6 Phases.

- Destiny Phase
- Recruit Phase
- Fate Phase
- Duel Phase
- Encounter Phase
- End Phase

Destiny Phase

Draw 2 cards from the Recruit Deck. If the deck runs out, shuffle the discard & Draw from it.

Recruit Phase

You may put one Fighter card into play. You may put one Weapon card into play attached to a Fighter. You may put one Enhancement card into play attached to a Fighter.

Fate Phase

All players fill their Action hands to 7 cards.

Duel Phase

(You may skip this Phase) Select one of your Fighters (Attacker) and one Target Opponents Fighter (Defender). Both will Fight against each other in a Duel. Calculate the total Skill Level for each Fighter.

The Higher Level Fighter kills the Lower Level Fighter. (In a Tie, neither are killed & the Phase Ends) Weapon & Enhancement cards increase a Fighters Skill Both Players may play Action cards to further increase their Fighters skill. A Fighter can only use one Attack, one Move, one Defend, and one Minion card.

At the End of the Phase discard the killed Fighter & all Attached cards, also Discard all played Action cards (& Locale cards). Some action cards allow for multiple combatants (= Fray) In a Fray the losing side has one Combatant killed.

Encounter Phase

You may play a Locale card to play another Fate & Duel Phase.

End Phase

All Players may discard any unwanted cards from their hands. Maximum hand size is 7 cards for both Recruit & Action Hands. Discard excess cards.

Card List Notation

- F** Fighters
- W** Weapons
- L** Locales
- E** Enhancements
- S** Style Enhancement
- V** Event
- A** Attack Actions
- M** Move Actions
- D** Defend Actions
- X** Special
- ST** Sword Technique
- N** Minions

Recruit Deck Card List

Card Name:	Type	Skill	Notes:
Sword Master	F	9	Attached Sword Card gets +2
Sword Saint	F	9	Opponent in Duel cannot use Defense card
Wanderer	F	6	Gets +2 when a Locale is in play
Sword for Hire	F	5	Discard a Recruit card to get Extra Fate & Duel Phase
Bandit	F	4	When recruited Steals Weapon from Fighter
Knight Errant	F	5	Discard an Action Card to get +1
Pirate	F	6	Recruit Hand size of opponents -1
Militia Leader	F	4	Play an extra Fighter when Recruited
Secret Society Member	F	5	Recruit Hand Size +1
Warlord	F	3	May use an extra Minion card in Duel
Witchy Woman	F	4	Spell Cards used with get +3
Prince	F	8	Draw 2 Recruit cards when Played
Commoner	F	3	Attached Enhancements get +2 each
Shaolin Monk	F	6	Style Enhancement gets +2
Police Chief	F	3	Gets +1 per Fighter you control
Imperial Agent	F	7	Discard a Recruit card to draw a Recruit card once/turn
Bounty Hunter	F	7	Get 1 Extra Fate & Duel Phase per turn
Young Prodigy	F	3	May take Enhancements from other fighters you control
Barbarian	F	6	Fury cards used with get +2
Fighting Monk	F	6	Attached Non-Sword Weapon gets +3
Champion	F	7	Gets +5 if he is your only Fighter
Gentleman	F	7	Draw 3 Recruit cards when Played
Roving Knight	F	6	Discard Action card to look at opponents hand
Enforcer	F	3	Gets +1 per Fighter opponents control
Vagabound	F	3	Discard Vagabound to draw 3 Action cards
Woman Warrior	F	6	Grace cards used with get +2
General	F	6	Minion cards used with get +2
Old Man	F	5	Put back in hand to give Fighter +2
Wise Man	F	6	Play one extra Enhancement per turn
Disciple	F	4	May attach an extra Enhancement
Bodyguard	F	6	Can use 2 Defend cards in a Duel
Hermit	F	3	Put back in hand to give Fighter +2
Rebel	F	6	Opponent must discard a Fighter when Rebel recruited
Village Protector	F	4	Gets +5 when Defender
Sect Leader	F	5	Play an extra Fighter when Recruited
Scholar	F	3	Recruit Hand Size +1
Assassin	F	9	Gets +2 when Attacker
Avenger	F	8	Gets +4 vs Fighter that has won a Duel this game
Legendary Archer	F	4	Missile cards used with get +3
Sorcerer	F	4	May use an extra Spell card in Duel
Cult Leader	F	5	Gets +1 per Fighter you control
Adventurer	F	6	Steals Enhancement from Fighter when recruited
Warrior	F	7	May attach 2 Weapons
Soldier of Fortune	F	6	Get 1 Extra Fate & Duel Phase per turn
Duelist	F	7	Opponent discards 1 random Action card at start of Duel
Vigilante	F	5	Can use Weapon cards as Attack cards
Outlaw	F	4	Steal 1 random Recruit card from opponent when recruited
One-Armed Swordsman	F	8	Sword Technique cards used with get +4
Magician	F	3	Action Cards used with get +2
Patriot	F	6	All your other Fighters get +1

Card Name:	Type	Skill	Notes:
Triad Leader	F	6	Action Hand Size +1
Supreme Swordsman	F	8	Attached Sword gets +4
Mysterious Killer	F	9	Can use 2 Attack cards in a Duel
Too Much Blood	V	-	Discard target Fighter
Tired of Killing	V	-	Discard target Fighter
Betrayal	V	-	Take control of Target Fighter
Strange Allies	V	-	Take control of Target Fighter
Change of Heart	V	-	Take control of Target Fighter
Lightning Reflexes	E	+2	Attack cards get +2
Palm Power	E	+2	Spell cards get +2
Cunning	E	+2	Discard action card to look at opponents hand
Mystic Aura	E	+2	Spell cards get +2
Secret Powers	E	+1	In Duel this Fighter draws an extra action card
Great Conviction	E	+2	Fury cards get +2
Unfailing Loyalty	E	+1	Other Fighters you control get +1
Great Courage	E	+1	Discard a card to get +1
Righteousness	E	+2	Fury cards get +2
Calligraphy Master	E	+2	Action cards get +1
Superior Poise	E	+2	Move cards get +2
Unnatural Grace	E	+2	Grace cards get +2
Superhuman Quickness	E	+2	Defend cards get +2
Heroic Compassion	E	+2	Recruit Hand Size +1
Skill in Arms	E	+2	Weapon card gets +2
Supernatural Powers	E	+2	Spell cards get +2
Infallible Balance	E	+2	Grace cards get +2
Supreme Skill	E	+2	Can attach a second Weapon
Lifting Breath	E	+2	Move cards get +2
Iron Skin	E	+2	Defend cards get +2
Secret Training Manual	E	+2	Sword Techniques get +2
Wushu Master	E	+2	Fighter may attach an extra enhancement
Kung Fu Master	E	+2	Style card gets +2
Eagle Claw Style	S	+2	Attack Cards get +2
Praying Mantis Style	S	+2	Attack Cards get +2
Dragon Style	S	+2	Fury Cards get +3
Drunken Style	S	+2	Can play 1 extra Defend card
Heron Style	S	+2	Defend Cards get +2
Crane Style	S	+2	Defend Cards get +2
Leopard Style	S	+2	Can play 1 extra Move card
Lion Roar Style	S	+2	Attack Cards get +2
Monkey Style	S	+2	Move Cards get +2
Eight Trigram Style	S	+2	Grace Cards get +3
Snake Style	S	+2	Move Cards get +2
White Tiger Style	S	+2	Can play 1 extra Attack card
Flying Guillotine	W	+3	
Butterfly Knives	W	+2	
Heavy Broad Sword	W	+3	
San War Fan	W	+2	
Double Hook Sword	W	+3	
Wind Fire Wheel	W	+3	
Fighting Hoop	W	+2	
Long Spear	W	+2	
Short Spear	W	+2	
Monk Spade	W	+2	

Card Name:	Type	Skill	Notes:
Glaive	W	+3	
Jiang Short Sword	W	+2	
Dau Saber	W	+2	
Jen Long Sword	W	+3	
Short Staff	W	+2	
Fighting Sticks	W	+2	
Fighting Chain	W	+3	
Steel Chain Whip	W	+2	
Three Section Staff	W	+2	
Short Dagger	W	+2	
Three Pronged Halberd	W	+3	
Kwan-do Sword Staff	W	+3	
Chi Hook Spear	W	+3	
Tuan Hand Axe	W	+2	
Long Rod	W	+2	
Hook Sword	W	+3	
Iron Bar	W	+2	
Trident	W	+2	
Tiger Fork	W	+2	
Ball Hammer	W	+2	
Long Handled Claw	W	+2	
Double Edged Sword	W	+3	
Lian Sickle	W	+2	
Mattock	W	+2	
Sleeve Sword	W	+3	
Tao Sword	W	+3	
Yue Crescent	W	+2	
Rake	W	+2	
Ritual Sword	W	+3	
Barbed Pole	W	+3	
Shuo Tapered Rod	W	+2	
Tieh Tzu Iron Ruler	W	+2	
Snake Spear	W	+3	
Monkey Staff	W	+2	
Fighting Shield	W	+1	Does not count vs Weapon Limit

Action Deck Card List

Card Name:	Type	Skill	Notes:
Tea House	L	-	Skip Fate Phase
Temple	L	-	Fighters cannot use Attack cards
Shrine	L	-	Fighters cannot use Spell cards
Graveyard	L	-	Fighters can use 2 Attack cards
Crossroads	L	-	Defending player picks defender
Open Road	L	-	Move cards are -2
Docks	L	-	Winner of fight draws 3 cards
Bridge	L	-	Fighters can only play 1 Action card
Palace	L	-	Fighters can use 2 Defend cards
Marketplace	L	-	Move Cards get +2

Card Name:	Type	Skill	Notes:
Scaffolding	L	-	Grace Cards get +2
Bamboo Grove	L	-	Defend cards are +2
Peaceful Garden	L	-	Fighters cannot use Weapons
Rooftops	L	-	Fighters can use 2 Move cards
Crowded Tavern	L	-	Fighters cannot use Move cards
Courtyard	L	-	Attack cards are +2
Desert	L	-	Move cards are -2
River Boat	L	-	Fighters cannot use Defend cards
Fortress	L	-	Weapons can be used as Attack cards
City Streets	L	-	Both players draw an extra Action card
Ravine	L	-	Both players discard an Action card
Contest	X	-	Loser of Duel not killed; winner draws 3 Recruit cards
Disguise	X	-	When defending, you pick the Defender
Secret Identity	X	-	Discard Fighter you own & Play a Fighter
Infiltration	X	-	Steal 1 random recruit card from opponent
Seek Revenge	X	-	Target Fighter must Attack
Accept Challenge	X	-	Target Fighter must Attack
Desire for Glory	X	-	Target Fighter must Attack
Disarm	X	-	Discard target Weapon
Break Weapon	X	-	Discard target Weapon
Seek Aid	X	-	Play extra Fighter this Turn
Read Omens	X	-	Look at next 10 cards in recruit deck
Spare his Life	X	-	Negate Duel
Show Mercy	X	-	Negate Duel
Chinese Medicine	X	-	Put Fighter in discard into your hand
Barely Alive	X	-	Put Fighter in discard into your hand
Fake Death	X	-	Put Fighter in Discard into your hand
Two on Two	X	-	Each player picks 2 Fighters for Duel
Two on One	X	-	Pick an extra Fighter to join Duel
Three on One	X	-	Pick 2 extra Fighters to join Duel
Three on Two	X	-	You pick 3 Fighters. Opponent Picks 2 for Duel
Boomerang Blade	A	+5	ST
Thousand Cuts	A	+7	ST
Flaming Sword	A	+5	ST
Blade Flurry	A	+2X	ST: X = Action cards you discard
Flashing Steel	A	+5	ST
Swift Sword	A	+7	ST
Thunder Sword	A	+5	ST
Flexible Blade	A	+4	ST
Whirlwind Strike	A	+6	ST
Lightning Attack	A	+5	ST
Spinning Blade Block	D	+5	ST
Master Stroke	A	+7	ST
Ultimate Sacrifice	A	+9	Discard this Hero at end of Phase
Flying Flip	M	+4	Grace
Flying Leap	M	+4	Grace
Balance on Sword	D	+3	Grace: Negate Sword Technique Attack
Endless Jump	M	+4	Grace
Hyper Acrobatics	M	+4	Grace
Flying Sleeves	A	+5	Grace
Move Without a Trace	M	+4	Grace
Shadow Stealth	M	+5	Grace
Stunning Moves	A	+3	Grace: Opponent Discard 1 Random Action card

Card Name:	Type	Skill	Notes:
Trickery	M	+5	Grace
Parry Missiles	D	+2	Grace: Negate Missile Attack
Ying Defense	D	+4	Grace
Shadow Kick	A	+5	Grace
Walk on Water	D	+6	Grace
Weightless Leap	M	+4	Grace
Somersaults	D	+5	Grace
Back Flips	D	+4	Grace
Soaring Leap	M	+4	Grace
Disappear	D	+6	Grace
Blinding Leaves	D	+5	Grace
Wall of Wind	D	+6	Grace
Instant Strike	A	+6	Fury
Invincible Defense	D	+7	Fury
Invulnerable Defense	D	+7	Fury
Death Strike	A	+6	Fury
Storm Attack	A	+6	Fury
Nerve Strike	A	+5	Fury
Flying Attack	M	+5	Fury
Fists of Fury	A	+4	Fury: Additional +4 if Fighter has no Weapon
Great Leap	M	+5	Fury
Flying Masonry	A	+4	Fury
Chi Strike	A	+6	Fury
Yang Attack	A	+4	Fury
Open Palm	D	+3	Fury: Negate Fury Attack
Power Surge	M	+5	Fury
Spirit Fist	A	+6	Fury
Burst of Speed	M	+3	Fury: Negate Grace Card
Blood Magic	A	+2X	Spell: X = Action cards you discard
Force Field	D	+6	Spell
Poison Attack	A	+7	Spell
Elemental Bolt	A	+5	Spell
Energy Bolt	A	+5	Spell
Mystical Wards	D	+3	Spell: Negate spell
Slow Time	A	+7	Spell
Sleeping Powder	A	+6	Spell
Force Bolt	A	+4	Spell
Telekinetics	A	+6	Spell
Invisibility	D	+6	Spell
Paralyze	A	+7	Spell
Protection Charm	D	+5	Spell
Invisible Chains	D	+5	Spell
Mystic Bolt	A	+4	Spell
Hurl Fire Balls	A	+5	Spell
Throwing Darts	A	+3	Missile
Bow & Arrows	A	+4	Missile
Crossbow	A	+4	Missile
Thousand Knives	A	+2X	Missile: X = Action cards you discard
Flying Claw	A	+3	Missile
Caltrops	A	+3	Missile
Throwing Knives	A	+3	Missile
Blowgun	A	+3	Missile
Rope Dart	A	+3	Missile

Card Name:	Type	Skill	Notes:
Throwing Needles	A	+3	Missile
Warriors	N	+3	
Guards	N	+3	
Soldiers	N	+3	
Mercenaries	N	+2X	X = Action cards you discard
Thugs	N	+3	
Honor Guard	N	+3	
Monks	N	+3	
Cultists	N	+3	
Sect Members	N	+3	
Hopping Zombies	N	+3	
Clan Members	N	+3	
Bandits	N	+3	
Pirates	N	+3	
Assassins	N	+3	

Secret Societies

Each player picks one at the start of the game:

Secret Society:	Special Ability:
Righteous Fists	They may Recruit 1 Extra Fighter on their Recruit Phase
Society of Red Spears	Fighters with Weapons get +2 Skill
White Lotus Society	Draw 1 extra Recruit card per turn
Yellow Turbans	They may take an extra Fate & Duel Phase on their Turn





Ww Iii

Introduction

Card game for 2 players. Simulates WW III if it had happened in 1985. One player is NATO, the other is the Warsaw Pact.

Victory

If the Warsaw Pact is able to claim 10 Europe Tokens it wins. If the Warsaw Pact is able to reduce NATO to zero tokens in any category the Warsaw player wins. If NATO reduces the Warsaw Pact to zero Super Power Tokens NATO wins.

If NATO ever has more Ground Force Tokens than the Warsaw Pact, NATO wins. The other side is forced to the negotiating table. A Win using no Nukes is considered a Clean Win.

A Win using Nukes is considered a Dirty Win.

Terminology

The NATO player is also referred to as the Atlantic Alliance and also as the American or US player in event of strategic nuclear exchange. The Warsaw (Pact) player is also referred to as the USSR or the Soviet (Block) player.

Europe Territory Tokens

There are 10 Europe Territory Tokens (ETT). NATO starts in possession of these.

Air Force Tokens

Each side starts with 15 AFT.

Naval Force Tokens

NATO starts with 20 NFT. The Warsaw Pact starts with 10 NFT.

Ground Force Tokens

NATO starts with 10 GFT. The Warsaw Pact starts with 25 GFT.

Superpower Tokens

The US starts with 10 SPT. The USSR starts with 10 SPT. This represents nuclear arsenal strength and survivability of Industry, Leadership, Communication, and other Resources.

Loses to SPT represent direct attacks on that Nation. Once your SPT is reduced to 5 or less, Air Attacks cannot reduce it further, only Nuke Attacks.

Dice

Needed for Nuclear Escalation Checks.

Pre-game And Main-game

The game has 2 main parts. The Pre-Game simulates events leading up to the War. The Main-Game simulates the War.

Each turn of the Pre-Game is equivalent to 2 days. Each turn of the Main-Game is equivalent to 1 day.

Pre-game Deck

This is called the Threat Deck. Players share this common deck. Some cards can be used by only 1 player, some by both.

All cards played add to the Tension Point (TP) total.

Pre-game Ending & Transition To Main Game

The pre-Game ends when there are 100 or more Tension Points (TP) worth of cards in play. The War begins: Discard all Threat cards, Remove the Threat Deck and start playing the Main-Game. Each player draws 2 cards from their respective Main-Game Decks. They may have accumulated extra Main game cards from pre-game card play.

Setup

Start with Token distributions as described above. Shuffle the Threat Deck. The Soviet Player goes first.

Pre-game Turn Sequence

Players take turns. Each turn has 3 phases:

1. Opportunity Phase
2. Options Phase
3. End Phase

Opportunity Phase

Draw 2 cards from the Threat Deck. If the deck runs out, shuffle the discard and draw from it.

Options Phase

You may put 1 card into play: Place it face-up in the middle of the table. Do not cover over other in-play Threat cards. The Tension Point Total increases.

The player playing the card may be rewarded with extra Tokens of a specified type, or with card draws from their respective Main-Game Decks.

End Phase

Max hand size is 7 cards. Discard excess cards. Check to see if the Tension Point (TP) total is 100 or greater.

Pre-game Strategy Notes

The longer the pre-game drags on the more NATO is able to build-up.

Threat Deck Notation

W Warsaw Pact player can use only

N NATO player can use only

B Both sides can use

TP Tension Points

Use Which player(s) can use (play) the card

GFT Ground Force Tokens

SPT Super Power Tokens

NFT Naval Force Tokens

AFT Air Force Tokens

Sabotage = Opponent draws 1 less card the first 2 turns of the Main Game

ATGW Anti-Tank Ground Weapons

Threat Deck Card List

Name:	Use	TP	Notes:
Inclined to Preemptive Action	W	5	(Politburo Hardliners)
Belief in Conventional Victory	W	6	(Narrow Window of Opportunity)
French Indecision	B	2	(French Communism & Pacifism)
Contingency Plans	B	4	Draw 1 card
Need to Reinforce Hegemony	W	4	(Keep Satellite States in line)
NATO Preparedness	N	7	GFT +1
Nuclear Stockpiling	B	7	SPT +1
Shorten Mobilization Time	B	3	Draw 1 card
Deception Arrangements	W	8	(Offensive starts before NATO predicts)
NATO's Nuclear Reluctance	W	5	(Sign of Weakness)
Emergency Deployments	N	3	GFT +1
Clandestine KGB Cell Activity	W	3	Sabotage
Clash in Yugoslavia	B	10	(US Marines & Soviet Army Units)
Television Coverage	B	8	(Unfiltered Exposure atrocities and conflict)
Pride and Anger	B	6	(Feelings of General Population)
Propaganda	B	7	(Spin Doctors)
Forward Positions	B	2	GFT +1
Fly in Personnel	N	2	GFT +1
Prepositioned Equipment	N	2	GFT +1 (Heavy Division)
Ready Frontier Defenses	N	2	GFT +1
Overstrength Divisions	N	2	GFT +1
Numerical Superiority	W	4	GFT +1 or AFT +1
Careful Dispositions	N	2	Draw 1 card
Deploy Additional ATGW	N	2	GFT +1 (To remedy predicted shortfalls)
General Alert	B	3	AFT +1 (Assume Full War Posture)
Soviet Hawks	W	9	(War Mongers)
Pretext Found	W	10	(NATO or US Aggression)
Full Invasion Planned	W	6	GFT +1 (Ready to Go)
Rearmed West Germany	B	7	GFT +1 (Biggest perceived Threat to USSR)
Necessity to Exploit Opportunity	W	7	(Spread the Revolution at any cost)
Threat to National Security	B	4	(Cold War Paranoia)
Uncompromising	B	5	(Conservatives and Radicals)
US Capitalist Imperialism	W	5	(Typical Russian Propaganda)
Future Threat of China	W	3	(The need to resolve Europe first)
Overwhelming Military Advantage	W	5	GFT +1
Belief in Ultimate Triumph	W	5	(That all Nations will be turned Communist)
Maneuver Season	B	2	GFT +1 (Readiness Exercises)

Name:	Use	TP	Notes:
Summer War Games	W	2	GFT +1 (Mask Full Mobilization)
Heightened Activity	B	4	AFT +1 (Combat Ready Aircraft)
Air Refueling	N	4	AFT +1
Willingness to accept Loses	W	6	(Sacrifice for the greater good)
Civil Defense Preparations	W	6	SPT +1 (Perceived Survivability Increase)
SALT Talks	B	1	Opponent SPT -1
START Talks	B	1	Opponent SPT -1
Nuclear Summit	B	1	Opponent SPT -1
Hardened Silos	B	3	SPT +1
US Sea Dependent Nation	N	5	NFT +1
Middle Eastern Conflicts	B	5	(Fuel on the Fire)
Move Surface Fleets	B	5	NFT +1
International Incident	B	5	(Denial of Responsibility)
Western European Arsenals	N	5	SPT +1
Repatriation & Evacuation	B	4	(Dependents & Civilians)
Unrest in Poland	B	8	(Fear of coups d'etat elsewhere)
Wide Repercussions	B	7	(Leader Discredited)
Let Loose Submarines	B	5	NFT +1
Incomplete Surprise	N	5	GFT +1
Lame Duck Administration	W	3	SPT +1
Turmoil in Africa	B	3	(Genocide)
Command of Arabian Oil	B	9	(Strong Position)
Bay of Pigs Strategy	B	6	(Engineer Humiliating Retreat)
Momentum of Events	B	6	(Things will get out of Control)
Establish Lines of Communication	B	4	GFT +1 (Ammo Stocks, Installations)
Improved Operational Procedures	B	3	Draw 1 Card
Optimized Doctrine	B	2	Draw 1 Card
Proxy Wars	B	5	

Main Game Turn Sequence

Each turn has 8 Phases:

1. Logistics Phase
2. Intelligence Contest Phase
3. Naval War Phase
4. Air War Phase
5. First Ground War Phase
6. Second Ground War Phase
7. Nuclear Exchange Phase
8. Event Phase
9. Operations Phase

Logistics Phase

Each player draws 8 cards from his respective deck. If a deck runs out, shuffle the discard and draw from it. Strategic Option: At any time, you may discard 2 cards to draw 1 replacement card.

Intelligence Contest Phase

Players play cards that contribute to the Intelligence Score. Cards are revealed simultaneously. If tied nothing happens.

The higher score wins. The winner looks at his opponents hand and then may draw 3 cards and discard

one. If the loser played no cards, he must discard 1 Random card from his hand.

Discard all played cards.

Naval War Phase

Players play cards that contribute to the Naval Score. Cards are revealed simultaneously. If tied nothing happens.

The higher score wins. The loser loses 1 Naval Force Token (NFT). If the loser played no cards, the winner draws 2 cards.

If one player has 3 or more NFT than his opponent, he gets +2 to his Score. If one player has double or more NFT than his opponent, he gets +4 to his Score. Discard all played cards.

Air War Phase

Players play cards that contribute to the Air Score. Cards are revealed simultaneously. If tied, both sides lose 1 AFT.

The higher score wins. The loser loses 1 Air Force Token (AFT). If the loser lost by double the Score or more, the winner may cause the loser to lose 1 GFT, 1 NFT, or 1 SPT (winners choice)... AND... his opponent gets -2 to his Scores in both Ground War Phases.

If one player has 3 or more AFT than his opponent, he gets +2 to his Score. If one player has double or more AFT than his opponent, he gets +4 to his Score. Discard all played cards.

First Ground War Phase

Players play cards that contribute to the Ground Score. Cards are revealed simultaneously. If tied both sides lose 1 GFT.

The higher score wins. The loser loses 1 Ground Force Token (GFT). If the loser was NATO, the Soviet player also steals 1 ETT from him.

If the loser was the Soviet player, NATO inflicts an extra 1 GFT loss on him. If the losing NATO player played no cards, the winning Soviet player steals 1 extra Europe Territory Token (ETT) from his opponent. If the losing Soviet player played no cards, the winning NATO player inflicts an additional 1 GFT loss on his opponent.

If one player has 3 or more GFT than his opponent, he gets +2 to his Score. If one player has double or more GFT than his opponent, he gets +4 to his Score. Discard all played cards.

Nuclear Escalation Table

2D6	Notes:
2	Dud: The Nuke attack failed: No damage was inflicted
3-4	Opponent Stands Down: No additional effects
5-9	Escalation: Opponent gains 1 Nuke Token
10-11	Major Escalation: Each player gains 1D6 Nuke Tokens
12	Full Escalation: Armageddon: Game Over: Nobody Wins

Nuke tokens are used like Nuke Cards. Nuke tokens can be saved or used the same phase they are gained.

Event Phase

Event cards can be played in this turn. Players take turns. Soviet player first. Discard all played cards.

Operations Phase

Players discard down to 4 cards or less.

Nato Deck

Name:	Type	Score	Notes:
Delaying Action	G	9	(Containment)
American Tanks	G	10	(M1, M60)
Antitank Missiles	G	8	(Tow, Hellfire)

Second Ground War Phase

Players play cards that contribute to the Ground Score. Cards are revealed simultaneously. If tied both sides lose 1 GFT.

The higher score wins. The loser loses 1 Ground Force Token (GFT). If the loser was NATO, the Soviet player also steals 1 ETT from him.

If the loser was the Soviet player, NATO inflicts an extra 1 GFT loss on him. If the losing NATO player played no cards, the winning Soviet player steals 1 extra Europe Territory Token (ETT) from his opponent. If the losing Soviet player played no cards, the winning NATO player inflicts an additional 1 GFT loss on his opponent.

If one player has 3 or more GFT than his opponent, he gets +2 to his Score. If one player has double or more GFT than his opponent, he gets +4 to his Score. Discard all played cards.

Nuclear Exchange Phase

Players may play Nuke cards. Players take turns. Soviet Player first. Each Nuke card played causes opponent to lose 1 GFT, 1 AFT, 1 NFT, or 1 SPT (Attackers Choice).

Discard all played cards. Everytime you play a Nuke, roll one die and consult the Nuclear Escalation Table.

Main Game Deck Card Type Notation

- G** Card contributes to Ground War Score
- I** Card contributes to Intelligence Contest Score
- A** Card contributes to Air War Score
- N** Card contributes to Naval War Score
- U** Nuke Card
- Z** Can be used as card types: G, A, N, and U
- C** Can be used as card types: G, A, and N
- V** Event Card

Name:	Type	Score	Notes:
Attack Helicopters	G	7	(Cobras)
Artillery & Self Propelled Guns	G	6	(Howitzers)
Airmobile Divisions	G	5	(Helicopter Transport)
Allied Tanks	G	6	(Leopold, Chieftain, Challenger)
Close Air Support	G	7	(A-10's, Cluster Weapons)
Ambush	G	7	(Destroy Leading Elements)
Attack Choke Points	G	8	(Concentrate Forces on Thrust Lines)
Attack Supply Columns & Dumps	G	2	(Air Missions)
Defense in Depth	G	6	(ATGW Network, Mines, Flooding)
Erode Soviet Operational Command	G	5	(Target HQ's, PGM's, SAS Commandos)
Defensive Battle	G	5	(Territorial Units Dug-In)
Comprehensive Deception Plans	NI	2	(Diversions)
US Marines	NG	1	(Amphibious Capability)
Carrier Strike Fleet	NA	5	(Task Force)
Fighter Bombers	C	6	
High Altitude Bombing	AG	3	(B-52's)
Targeting Technology	CI	9	(Laser Guidance, Radar, Acquisition)
Advanced Munitions	C	7	(Scatterable Mines, Area Denial)
Battlefield Interdiction	CI	10	
Cruise Missiles	Z	4	(Dual Purpose)
Scramble	Z	8	(Rapid Reaction, High Sortie Rates)
Jet Fighters	A	7	(Tornados, Jaguars, Phantoms, Harrier)
Superiority Fighters	A	8	(F-15 Eagles, F-16 Falcons, Mirages)
Air Defense Missiles	A	5	(Patriot, Roland, Stinger, Rapier)
Attack Airfields	A	6	(Bombs & Mines)
Early Warning System	A	4	(Ground Radar)
Relocation Plans	A	1	(Withdrawal from Damaged Airfields)
In Flight Refueling	A	2	
Air Base Defenses	A	3	(SAM's, Guns, Hardened Bunkers)
Centrally Organized Flexibility	A	9	(Decisive Air Command Doctrine)
Superior Training & Technology	A	10	(Offset Numerical Advantage)
Patrol Ships	N	7	(ASW and Mine Counter Measures)
Escort and Support Groups	N	5	(Protect Convoys, Shipping, Logistics)
Aegis Equipped Cruisers	N	2	(Anti-Missile Missiles)
Patrol Subs and Aircraft	N	8	(ASW)
Anti-Ship Missiles	N	1	(Harpoon)
Submarine Warfare	N	9	(ASW)
Maritime Strike Aircraft	N	6	(Anti-Ship, F-14's)
US 6th Fleet	N	4	(En Route to the Dardanelles)
Soviet Fleets Bottled Up	N	10	(Or based in remote Areas)
Allied Navies	N	3	(British, French Japanese, Italian)
Satellite Systems	I	3	(Photography, Telecommunications)
Unmanned Recon Vehicles	I	2	(Remote Controlled UAV's)
Signal Intelligence	I	6	(Surveillance, Intercept)
Electronic Intelligence	I	10	(ELINT)
Analysis & Assessment	I	5	(Traffic Analysis)
Reconnaissance Aircraft	I	4	(AWACS)
Joint Action	I	9	(JTIDS)
Electronic Warfare	I	7	(Jamming, Decoys, Security)
Electronic Counter Measures	I	8	(West has Lead)
Redeployment	I	1	
Mutually Assured Destruction	U	-	
Nuclear Submarine	U	-	(Polaris, Poseidon)

Name:	Type	Score	Notes:
Strategic Bombers	U	-	
ICBM's	U	-	
Nuclear Fire Support	U	-	(Battlefield Nuclear Weapons)
Counter Offensive	V	-	Draw 2 Cards (Gain Initiative)
Heavy Air Transports	V	-	Gain 1 GFT or prevent loss of 1 AFT
Commit Reserves	V	-	Gain 1 GFT or AFT
Russian Defections	V	-	Soviet player -1 NFT
Fast Military Convoy	V	-	Gain 1 GFT (Atlantic)
Failure to Achieve Tactical Surprise	V	-	Soviet player discards 2 Random Cards
Sabotage by Partisan Forces	V	-	Soviet player discards 2 Random Cards

Soviet Deck Card List

Name:	Type	Score	Notes:
Airborne & Undercover Forces	G	2	(Seize Airfields, HQ's, River Crossings)
Chemical Warfare	G	1	(Nerve Gasses, Mustard)
Artillery Suppression	G	5	(Reduce Anti-Tank Action)
Mass Attack Tactics	G	10	(Waves of T-72 Tanks)
Deep Penetration Action	G	9	(Exploit Breakthroughs)
Bypass Pockets of Resistance	G	3	(Outflanking & Encirclement)
Maximum Air Support	G	6	(Hind Helicopters, Bombing, Strafing)
Bomber Sorties	G	5	(Blinders, Badgers)
Motorized Rifle Divisions	G	6	(BMP Infantry Carriers)
Soviet Armies	G	7	(Guards, Shock, Tank)
Large Armored Formations	G	7	(Tank Divisions)
Second Line Divisions	G	4	(East German, Czech, Polish, Hungarian)
Forward NATO Forces Cut-Off	G	5	(Overrun)
Secure Objectives	G	8	(Speed is Everything)
High Intensity Air Operations	A	10	(Do everything at Once)
Interrupt Atlantic Air Bridge	A	9	
Air to Air Missiles	A	4	
Long Range Air Force	A	3	
Mig Fighters	A	6	(Fitter, Fencer, Flanker)
Superiority Fighters	A	7	(Fishbed, Flogger, Foxbat)
Attrition	A	8	
Mobile Flak	A	1	
SSM Mobile Systems	A	6	(Surface to Surface vs. Air Bases)
Surface to Air Missiles	A	5	(SAM's)
Kiev Class Carriers	N	1	(Helicopters, V/STOL Forger Fighter)
Heavy Cruisers	N	4	(Kirov Class Nuclear Powered)
Ambush US Carriers	N	3	
Attack Convoys	N	10	Can use to Negate Atlantic Convoy
Independent Missions	N	5	(Raiding)
Attack Submarines	N	8	(Torpedoes, Mines)
Anti-Ship Cruise Missiles	N	9	
Soviet Naval Bases	N	7	(Land Based Air Support)
Fleets	N	6	(Northern, Baltic, Black Sea, Pacific)
Attack World Shipping	N	2	
Long Range High Speed Bombers	GN	4	(Backfires, Bears)
Major Attack	AG	8	

Name:	Type	Score	Notes:
Radar Jamming	AI	2	
Soviet Merchant Fleet	NI	1	(Recon, Mine Laying, Transport, EW)
All Out Assault	C	9	
NATO Defenses Swamped	C	10	
Ignore Casualties	C	5	
General Offensive	C	7	
Invading Forces	C	6	
Combined Arms Operations	C	3	
Large Stockpiles	U	-	
Nuclear Missile Cruiser	U	-	
Nuclear Submarines	U	-	(Delta Class)
Mutual Deterrence	U	-	
ICBM's	U	-	(Atomic Attack)
Medium Range Missiles	U	-	
Counter Satellite Action	I	4	(High Value Soft Targets)
Intercept Radio Communications	I	5	
Disinformation	I	6	
Determination to Achieve Surprise	I	8	
Radar and Radio Silence	I	7	
Planning	I	9	
ECM and ECCM	I	2	
Reconnaissance Missions	I	3	
Requests for Orders	I	1	
Reinforcements	V	-	GFT +1
Reserve Divisions	V	-	GFT +1
Lines of Communication	V	-	GFT +1 (Short Land Based)
Mobilization	V	-	Draw 2 Cards

Links**Ww Iii**

Doomsday Clock General Sir John Hackett





Wwi Combined Arms

Introduction

Board game for 2 players. World War I theme. No dice or cards. Each unit represents a squad, gun, or vehicle.

Victory

Destroy the enemies Head Quarters (HQ).

The Map

Use an 8x8 chessboard.

Unit Master List

Unit Name	Move	Range	Defense	Max/Min
Infantry	2	1	3	-/8
Sniper	2	2	2	2/-
Machine Gun	1	2	3	2/-
Tank	2	2	3	2/-

Unit Special Abilities

Machine Guns do 2 Damage vs Infantry & Flame Throwers. Flame Throwers do 2 Damage. Tanks do 2 Damage vs Machine Guns.

Army Creation

Each player designs an army before play starts. An army is composed of 16 units. The Master List gives the maximum & minimum numbers for each unit type

Setup

Each player places one unit on each square of his back three rows. Units may not stack. Players take turns placing their units.

Determine who goes first in a non-random manner.

Turn Sequence

Players take turns. Each turn has 2 phases: Move Phase Attack Phase

Move Phase

You can move some, none, or all of your units in move phase. Units can move orthogonally or diagonally. Units can move up to a number of spaces equal to their Move Trait.

Units cannot move through other units.

Units

Use chits or miniatures to represent units. There are 8 distinct unit types.

Unit Attributes

Each unit has 3 Attributes or Traits: *Move: the number of spaces the unit can move per turn. *Range: the maximum number of spaces distant the unit can apply damage. *Defense: the amount of damage the unit can take at one time before having to retreat.

Some units have additional special abilities.

Unit Name	Move	Range	Defense	Max/Min
Artillery	1	4	2	5/-
Headquarters	0	1	4	1/1
Flame Thrower	1	1	3	2/-
Trench Raiders	3	1	3	2/-

Attack Phase

Each of your units can attack one target enemy unit in Fire Phase. Different units may attack different targets. Each unit has a Range Trait (number of spaces out it can attack into) A unit can only attack a target that is within its range.

Units with ranges 2+ can attack over other units. An attack does 1 point of damage. As soon as a unit takes damage in a turn equal to its Defense Trait, it must retreat.

(Combined Arms: you must concentrate force & combine attacks) A retreating unit must move laterally or back towards its side of the board 1 space. A retreating unit unable to move is destroyed and is removed from the board. Units that retreat off the board are destroyed.

A unit cannot move laterally if it will come in contact with an enemy unit.

Double Whammy Rule

If you can force a unit to retreat a second time in the same phase, it is automatically destroyed.

Optional Rules

Terrain

Distribute Bunkers, Trenches, and No-Mans-Land. Units occupying Trenches have a Defense bonus of +1. Units occupying Bunkers have a Defense bonus of +2.

Units occupying No-Mans-Land have a Defense bonus of -1.

Elite Units

Each player may make 2 of his units Elite. Elite units get +1 to Defense & always do 2 Damage instead of 1.

Experienced Units

A unit that helps destroy 5 enemy units becomes Elite.

Reinforcements

Every third turn each player gets one additional non-HQ unit. Reinforcement Units start on a player's back row.

Campaign

Use a Larger map with bigger armies. Use all the other optional rules.





Wwi Many Fronts

Introduction

Two Player Card & Bidding game Simulation of World War I (The Great War)

Sides

One Player is the Entente Powers (EP): Britain, France, Russia, Serbia, Italy, Romania, Greece, USA
The other Player is the Central Powers (CP): Austria-Hungary, Germany, Bulgaria, Turkey

The Deck

Players share a common deck.

Front Title:	Notes:
Western Front	Major Front
Eastern Front	Major Front: Russian Front
Balkan	Serbian, Salonika Fronts
Italian	Isonzo Front
Turkish	Caucasus, Dardanelles, Mesopotamia, Palestine Fronts

War at Sea

Territory Markers

There are 3 Territory Markers at each Front.

Capture Of Fronts

If you acquire all 3 Territory Markers at a Front, you capture the Front. For every Front you capture, your opponent produces 1 less AT per turn and His hand size decreases by 1.

Game Length

The game is divided into 18 Turns:

- 1914 Late: Central Players Turn
- 1914 Late: Entente Players Turn
- 1915 Early: Central Players Turn
- 1915 Early: Entente Players Turn
- 1915 Late: Central Players Turn
- 1915 Late: Entente Players Turn
- 1916 Early: Central Players Turn
- 1916 Early: Entente Players Turn
- 1916 Late: Central Players Turn
- 1916 Late: Entente Players Turn
- 1917 Early: Central Players Turn
- 1917 Early: Entente Players Turn
- 1917 Late: Central Players Turn
- 1917 Late: Entente Players Turn
- 1918 Early: Central Players Turn

Army Tokens

Each player has a set of Army Tokens (AT) AT is an abstract Measure of Men & Material.

Victory

The first player to capture the Western Front wins the War. If the EP captures the Eastern Front he wins the War. After 18 turns the player who has captured the most Fronts wins, otherwise it is a Stalemate.

The Fronts

There are 6 Fronts:

- 1918 Early: Entente Players Turn
- 1918 Late: Central Players Turn
- 1918 Late: Entente Players Turn

Usa Entry

The US enters the War in Early 1918. The EP hand size increases by 1. The EP gets an additional 2 AT per turn.

Setup

Each player starts with 50 Army Tokens.

Turn Sequence

Each turn is divided up into 5 Phases: Planning Phase

- Mobilization Phase
- Campaign Phase
- Casualty Phase
- Shell Shock Phase

Planning Phase

Each player fills his hand to 7 cards.

Mobilization Phase

Each player gains 6 AT. Event cards can be played to gain additional AT. Some Event cards cause your opponent to lose AT.

Campaign Phase

To each of the 6 Fronts, players may bid AT and Strategy Cards (SC). Bids are done in secret. Players should use a screen to hide their bids.

Note according to the title of the Phase, whose turn it is. The current player may not bid defense cards The other player may not bid attack cards. A player may not bid cards to a Front with a Bonus greater than The number of AT he has there.

There is no bidding for Fronts that are already captured. Players must bid if possible, a minimum of 10 AT to the Major Fronts (West & East) The Bids are then all simultaneously revealed. The highest bid at a Front (by at least 4 points) wins 1 Territory Marker (MT) for that Front.

If neither side wins by at least 3, it is a stalemate, and neither player gets an MT. When you win a Territory Marker, take it from your opponent if he has any.

Casualty Phase

- For every Major Front a player lost at he loses 2 AT.
- For every Lesser Front a player lost at he loses 1 AT.
- For every Major Front a player won at he loses 1 AT.
- For every Stalemate at a Major front, both players lose 2 AT.
- For every Stalemate at a Lesser front, both players lose 1 AT.
- At both Major Fronts, each player may play 1 Casualty Card to

Cause his opponent to loose additional AT.

Shell Shock Phase

Players may discard any cards from their hand they don't want. Discard down to Max hand size. Discard all cards played this turn.

AT not lost in Mobilization or Casualty Phase can be used next turn.

War At Sea Front

Unless they specifically say so, strategy cards cannot be Played to the War at Sea Front.

Card List Notation

- E** Entente
- C** Central Powers
- B** Both Players
- S** Strategy
- A** Attack
- D** Defense
- K** Casualty
- V** Event
- W** West Front Only
- R** East Front Only
- M** Main Front: West or East Front
- T** Turkish Front Only
- L** Balkan Front Only
- N** Card can used for War at Sea Front
- Late** Do not use until second half of 1916
- Very Late** = Do not use until start of 1918
- WASO** War at Sea Only

Card List

Name	User	Type	Force	Notes
General Hindenburg	C	SM	4	
General Ludendorf	C	SM	5	
General Moltke	C	SM	3	
General Joffre	E	SW	5	
General Petain	E	SW	4	
General Haig	E	SW	5	
Mustafa Kemal	C	ST	5	
General Allenby	E	ST	5	
General Pershing	E	SW	5	Very Late
Czar Nicolas	E	SR	3	
Shattered Armies	B	K	3	
Joint Offensive	B	AN	2	
Fluidity	B	SN	2	
Support Allies	B	SN	2	
Concentration	B	SN	4	
Expeditionary Force	B	AN	2	
Zeppelin Raids	C	V	-1	
Poison Gas	B	SM	5	

Name	User	Type	Force	Notes
Tanks	B	A	3	Late
Massed Tanks	E	AM	5	Late
Light Tanks	E	AM	3	Very Late
Howitzers	B	S	5	
Artillery	B	S	5	
Breakthrough	B	A	5	
Overrun	B	S	5	
Atrocities	B	SL	2	
Withdrawal	B	D	1	
Major Battle	B	SN	3	
Air Power	B	S	2	
Air Support	B	S	2	
Major Operation	B	AN	2	
Revolution	B	V	-4	
Mutiny	B	V	-4	
Succession	B	V	-2	
Abdication	B	V	-2	
Uprising	B	V	-4	
Assassination	B	V	-3	
Election	B	V	-2	
Coalition	B	V	+2	
Trench Warfare	B	D	3	
Armored Cars	B	S	1	
Machine Guns	B	D	3	
Vast Battle	B	SM	5	
Capture City	B	A	3	
Strategic Victory	B	SN	5	
Executions	B	V	-4	
Treason	B	V	-3	
Railways	B	V	+4	
Landings	B	AN	2	
Evacuation	B	V	+2	
Checked	B	DN	3	
Extended	B	DN	2	
Envelopment	B	AN	4	
Re-deploy	B	SN	3	
Logistics Problems	B	S	3	
Disaster	B	K	3	
Interlocking Offensives	B	A	3	
Mass Mobilization	B	V	+4	
High Command	B	SN	3	
Resume Fighting	B	SN	2	
Food Shortages	B	V	-2	
Inflation	B	V	-3	
Renew Offensive	B	A	2	
Divert Forces	B	SN	2	
Outflank	B	A	4	
Send Troops	B	SN	2	
Salient	B	S	3	
Breathing Space	B	V	+2	
Independent Offensive	B	V	2	
Attack Stalled	B	DN	3	
Drain Reserves	B	K	2	

Name	User	Type	Force	Notes
Simultaneous Attacks	B	AN	3	
Attrition	B	K	2	
Series of Offensives	B	AN	2	
Limited Offensive	B	AN	2	
Stalemate	B	DN	3	
Centralized Government	B	V	+4	
Mass Production	B	V	+3	
Mobilize Manpower	B	V	+4	
Technology	B	V	+2	
Static Front	B	D	2	
Fortress	B	D	3	
Interior Lines	C	DM	5	
Initial Gains	B	AN	2	
Launch Offensive	B	AN	3	
Force Retreat	B	SN	4	
Campaign	B	SN	2	
Economic Collapse	B	V	-5	
Economic Ruin	B	V	-5	
Master Plan	B	SN	4	
Second Battle	B	SN	3	
Third Battle	B	SN	2	
Reinforcements	B	V	+2	
Fresh troops	B	V	+2	
Reduce Strength	B	K	-1	
Territorial Gain	B	AN	4	
Counter Attack	B	DN	5	
Tactical Defensive	B	D	5	
Deadlock		B	DN	2
Entrenchments	B	D	4	
Strategic Offensive	B	AN	4	
Industrialization	B	V	+4	
Backwardness	B	V	-2	
Mass Maneuver	B	SN	2	
Bombardments	B	SN	2	
Partial Gains	B	AN	1	
Rolling Barrage	B	AM	2	
Aerial Reconnaissance	B	SN	4	
Firepower	B	SN	3	
Slaughter	B	K	2	
War Finance	B	V	+4	
Munitions Production	B	V	+2	
War Economy	B	V	+4	
War Effort	B	V	+3	
Organized Labor	B	V	+2	
Labor Strikes	B	V	-2	
Call for Peace	B	V	-2	
Nationalism	B	V	+3	
Failure to Exploit Gains	B	S	4	
Propaganda	B	V	+2	
Rhetoric	B	V	+1	
Great Power Status	B	V	+3	
Idealism	B	V	+2	
Modern War	B	S	2	

Name	User	Type	Force	Notes
Civil-Military Discord	B	V	-3	
Total War	B	V	+4	
Home Front	B	V	+2	
Appalling Cost	B	K	-4	
Replace Generals	B	V	-2	
Intelligence	B	SN	2	
Long Front	B	SN	2	
Invasion Route	B	A	3	
Repulse	B	DN	5	
Epic March	B	K	1	
Epidemic	B	V	-2	
Headlong Assault	B	A	1	
War of Exhaustion	B	K	2	
Escalation	B	V	+2	
Futile Offensive	B	A	2	
Heavy Casualties	B	K	2	
General Mud	B	D	3	
Position Warfare	B	DM	3	
Counterfire	B	DN	3	
Penetrations	B	A	3	
Defensive Lines	B	D	4	
Close Gap	B	DN	3	
Local Actions	B	SN	1	
Strong Points	B	D	4	
Communication Problems	B	S	2	
Meat Grinder	B	K	2	
Conscripts	B	V	+2	
Volunteers	B	V	+3	
Spring Offensive	B	A	4	
They Shall Not Pass	E	DM	5	
Big Push	B	A	4	
Demoralized	B	SN	3	
Spearhead	B	AN	4	
Colossal Defeat	B	K	5	
Rout	B	K	3	
Immense Carnage	B	K	4	
Anarchy	B	V	-3	
Pressure Defenses	B	A	2	
New Tactics	B	S	4	Late
Stormtroopers	C	AM	5	Late
Poor Morale	B	SN	3	
Resistance Collapses	B	A	5	
Massive Attack	B	AN	5	
Infiltration	B	A	3	
By-Pass Strong-points	B	A	3	
Mop-Up Operations	B	AN	2	
Surprise	B	A	4	
No Mans Land	B	DM	4	
Stabilize the Line	B	DM	4	
Uncoordinated Attack	B	DN	3	
Unsupported Attack	B	DN	3	
Tunnels	B	AM	2	
Counter Offensive	B	DN	5	

Name	User	Type	Force	Notes
Submarine Warfare	B	S	3	WASO
U-Boats	C	S	3	WASO
Convoys	E	S	3	WASO
Destroyers	B	S	2	WASO
Cruisers	B	S	2	WASO
Battleships	B	S	2	WASO
Bridgeheads	B	A	2	
Fight to Standstill	B	D	4	
Punch Gap	B	A	4	
Naval Blockade	B	V	-4	





Wwii Combined Arms

Introduction

Board game for 2 players. World War II theme. No dice or cards. Each unit represents a brigade or battalion.

Victory

Destroy the enemies Head Quarters (HQ).

The Map

Use an 8x8 chessboard.

Unit Master List

Unit Name	Type	Move	Range	Defense
General Infantry	I	1	1	5
Paratroopers	I	1	1	4
Engineers	I	1	1	4
Mechanized Infantry	I	2	1	4
Light Tanks	T	3	2	3
Medium Tanks	T	2	2	4
Heavy Tanks	T	1	2	5
Howitzers	L	1	3	3
Anti-Tank Guns	L	1	2	3
Anti-Aircraft Guns	L	1	2	3
Air Field	A	2	4	2
Fortification	B	0	3	6
Headquarters	B	0	1	6

Unit Special Abilities

AA Guns: The AA gun and all adjacent units are immune to attacks by Airfields. Engineers: Do 2 Damage (not 1) to Fortifications & HQ. AT Guns: Do 2 Damage (not 1) to Tanks.

Paratroopers: Have a Move = 4 if they start the turn next to a friendly Airfield.

Army Creation

Each player designs an army before play starts. An army is composed of 16 units. One unit is a Headquarters.

An Army has only 1 HQ. Up to 5 units can be Tanks. The Army must have at least 7 types of units (not including the HQ) There can be no more than 4 units of a single type.

Units

Use chits or miniatures to represent units. There are 13 distinct unit types.

Unit Attributes

Each unit has 3 Attributes or Traits: *Move: the number of spaces the unit can move per turn. *Range: the maximum number of spaces distant the unit can apply damage. *Defense: the amount of damage the unit can take at one time before having to retreat.

Some units have additional special abilities. There are 5 Classes of units: Infantry (I), Armor (T), Artillery (L), Air (A), and Bases (B).

Setup

Each player places one unit on each square of his back three rows. Units may not stack. Players take turns placing their units.

Determine who goes first in a non-random manner.

Turn Sequence

Players take turns. Each turn has 2 phases:

1. Move Phase
2. Attack Phase

Move Phase

You can move some, none, or all of your units in move phase. Units can move orthogonally or diagonally. Units can move up to a number of spaces equal to their Move Trait.

Airfields can only move to a space adjacent to a friendly unit, and Not adjacent to an enemy unit.

Fire Phase

Each of your units can attack one target enemy unit in Fire Phase. Different units may attack different targets. Each unit has a Range Trait (number of spaces out it can attack into) A unit can only attack a target that is within its range.

Units with ranges 2+ can attack over other units. An attack does 1 point of damage. As soon as a unit takes damage in a turn equal to its Defense Trait, it must retreat.

(Combined Arms: you must concentrate force & combine attacks) A retreating unit must move laterally or back towards its side of the board 1 space. A retreating unit unable to move is destroyed and is removed from the board. Units that retreat off the board are destroyed.

A unit cannot move laterally if it will come in contact with an enemy unit. Bases cannot move, so they are destroyed if they must retreat. Airfields cannot move & attack in the same turn.

Double Whammy Rule

If you can force a unit to retreat a second time in the same phase, it is automatically destroyed.

Optional Rules

CITY SPACES Randomly place 4 cities in the 2 rows between the players (Dead man's Land) If you occupy

all the cities you automatically win.

Difficult Terrain

Cities, Mountains, Bocage Country, etc. Units occupying these spaces have a Defense bonus of +1. Tanks & Mechanized Infantry entering these spaces must stop.

Elite Units

Each player may make 2 of his units Elite. Elite units get +1 to Defense & always do 2 Damage instead of 1.

Experienced Units

A unit that helps destroy 5 enemy units becomes Elite.

Reinforcements

Every third turn each player gets one additional non-base unit. Reinforcement Units start on a player's back row.

Campaign

Use a Larger map with bigger armies. Use all the other optional rules.





X - Files

Introduction

Card game based on the first season of the X-Files.

Objective

The player to solve the most cases when the deck runs out wins.

The Deck

Players share a common deck.

Setup

Randomly determine who goes first.

Turn Sequence

Players take turns. Each turn has 7 phases: Resources Phase Case Phase Agent Phase Complications Phase Investigation Phase Conclusion Phase Debriefing Phase

Resources Phase

Draw 2 cards.

Case Phase

You may put an X-File card into play from your hand if you don't already have one out. (In Play: face up in front of you.)

Agent Phase

You put 1 or more agent cards into play from your hand.

Complications Phase

Your opponents may attach Plot Twist cards from their hands to your X-File card. (these make the case harder to solve)

Investigations Phase

You may attach Contact & Investigation cards to your X-File card. An X-File may have a max of 2 Contact cards attached.

Conclusion Phase

If the point value of your Agent, Contact, & Investigation cards exceeds the combined point value of Your X-File plus attached Plot Twists, you solve the X-File. To solve an X-File you must have at least one Agent in play. Keep your solved X-Files in a separate pile.

Discard all Agent, Plot Twist, and Investigation cards after solving the X-File. If you do not solve an X-File in 3 turns, it and all Non-Agent attached cards are discarded.

Debriefing Phase

Max hand size is 4 cards. Discard excess cards.

Card Type Notation

- A** Agent
- I** Investigation
- X** X - File
- C** Contact
- Z** Discard in Resources Phase to Draw 3 cards
- P** Plot Twist
- IP** Investigation Points

X - Files Common Deck Card List

Card Name:	Type	IP	Notes:
FBI Special Agent Fox Mulder	A	3	6 copies in Deck
FBI Special Agent Dana Scully	A	3	6 copies in Deck
FBI Agent Tom Colton	A	1	Classmate of Scully
FBI Agent Jerry Lamana	A	1	Mulders old Violent Crimes Partner
Scotland Yard Inspector Phoebe Green	A	2	Mulders old Oxford Girlfriend
FBI Agent Jack Willis	A	1	Scully's old Lover
FBI Agent Reggie Purdue	A	1	Mulders Former Boss
FBI Section Chief Blevins	A	1	
FBI Assistant Director Skinner	A	1	

Card Name:	Type	IP	Notes:
Frank Briggs	A	1	Retired Detective
X - Files	I	3	
The Truth is Out There	I	Z	
Stake Out	I	3	
Interview	I	2	
Inquiry	I	1	
Probe	I	2	
Case History	I	2	
Deep Throat	C	Z	
Missing Test Pilot	X	8	
Restricted Military Base	P	1	
Anthropologist	C	1	
Park Ranger	C	1	
Secret Operations	P	1	
Witness UFO's	I	2	
Missing Memories	P	1	
Roswell Incident Connection	I	1	
The Lone Gunmen	C	Z	Government Watchdog
Secret Testing	P	1	
Code Name	I	1	
UFO Wreckage	I	2	
Cigarette Smoking Man	P	2	
Discovery	I	3	
Nasal Implants	I	1	
Follow Lead	I	2	
Non-Human Remains	I	2	
Forensic Analysis	I	2	
Psychological Profiling	I	2	
Missing Time	P	1	
Motiveless Murders	P	1	
Unusual MO	P	1	
Finger Prints	I	2	
Investigate Crime Scene	I	2	
Polygraph Test	I	1	
Crop Circles	I	1	
Lost Cellular Phone	P	1	
Suspect in Custody	I	1	
Unorthodox Methods	I	3	
Liver Eating Hibernating Mutant	X	7	
Far-fetched Theory	I	3	
Alien Abduction	P	1	
Old Newspaper Article	I	1	
UFO Sighting	P	1	
Top Secret Satellite Transmissions	P	1	
The Jersey Devil	X	7	
Police Intervention	P	1	
Chase	I	2	
Track Down Suspect	I	3	
Misinformation	P	1	
Lies	P	1	
Psychokinetic Murders	X	8	
Cover Story	P	1	
Medical Examination	I	2	

Card Name:	Type	IP	Notes:
Mislaid Evidence	P	1	
Voice Analyzer	I	2	
Trace Telephone Calls	I	2	
Small List of Suspects	I	1	
Supercomputer Murderer	X	7	
Final Transmission	I	1	
Toxicologist	C	1	
Quarantine	I	1	
Aggression Enhancing Pathogen	X	8	
Recovered Samples	I	2	
Alien Life Form	P	1	
Find Meteor	I	1	
Surgical Extraction	I	3	
Alien Autopsy Tapes	I	1	
Tight Security	P	1	
Alien Cohabitation	X	7	
Sabotage	P	1	
Car Crash	P	1	
Attacked by Dog	P	1	
Infected by Parasite	P	1	
Evidence Tampering	P	1	
Tip Off	I	2	
Government Cover-Up	P	2	
Max Fening Ufologist	C	2	
UFO Crash Site	X	7	
Abductee	I	2	
Cattle Mutilations	I	1	
Failed Eugenics Program	X	8	
Evidence Bag	I	1	
Exsanguinations	I	1	
Psychotic Behavior	I	2	
Uncanny Resemblance	I	2	
Coincidence	I	3	
Question Witness	I	2	
Pyrokinetic Assassin	X	7	
Mind Games	P	1	
Unknown Assailant	P	1	
Match Name from List	I	2	
Psychic Convict	C	3	
Agent Skeptical	P	1	
Serial Sex Killings	X	8	
Reclusive Religious Group	P	1	
Clandestine Surveillance	I	3	
Security Camera Footage	I	2	
Trace Evidence	I	2	
Hide Secret	P	1	
Anonymous Tip Off	I	2	
Soul Transference	X	7	
Agent Taken Hostage	P	1	
FBI Protocol	I	1	
FBI Labs	I	2	
Hand Writing Analysis	I	2	
Agent Hesitates	P	1	

Card Name:	Type	IP	Notes:
Age Reversal Experiments	X	7	
False Death Certificate	I	3	
Agent Suspicious	I	1	
Fake Photograph	P	1	
Extraterrestrial Biological Entity	P	1	
Faith Healer with Touch of Death	X	7	
Native American Shapeshifters	X	7	
Forest Insects	X	8	
Contact Killed	I	2	
Uncover Evidence	I	2	
Suspect Dies	P	1	
Reincarnated Murderer	X	8	
Psychic Frozen Head	X	8	
Witness Murdered	P	1	
Evidence Destroyed	P	1	
Flask marked Purity Control	X	8	Extraterrestrial DNA
Attempt to Expose the Truth	I	2	
Government Funded Project	P	1	
Trust No One	P	1	

Links

Episode Guide Mythology





X-com Incursion

Introduction

Two Player Card Game based on the 1993 Video Game Classic. The player takes the role of the X-COM organization, defending Earth from a mysterious Alien Invasion.

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Victory

If the Alien Player completes the X-Com Base Destruction Mission he wins. If the Earth Player completes the Cydonia Base Destruction Mission he wins. Aliens also win if the Panic Level ever gets to 50 or more.

The Base Decks

Each player gets his own unique Base Deck.

X-com Base Deck Card Types

- I** Interceptor
- B** Base
- L** Logistics
- S** Squad
- T** Tactics
- D** Defense
- W** Weapon

Alien Base Deck Card Types

- U** UFO
- M** Mission
- A** Alien Race
- T** Terror
- W** Weapon
- F** Functions
- S** Support

Base Decks & Active Decks

Players actually use 2 decks: Their Base Deck & an Active Deck. The Active Deck is a subset of the Base Deck. Each player starts with a set 20 cards in their Active Deck.

During play, players research cards from their Base Deck and Transfer them to their Active Deck. Only cards in the Active Deck go into a players hand during Draw Phase. The Active Deck is kept face down.

The Base deck is kept face up.

The Discard & Trash

Only your Active Deck will have a Discard. If your Active Deck ever runs out, shuffle the discard and draw from it. When you Trash a card it immediately goes to the bottom of your Base Deck.

The Discard is kept Face-up.

Card Ranks

Every card has a numerical Rank value. Ranks are used in Melds to determine who wins each turn.

Card Development Cost

Every card has a Development Cost. This is the cost in Research Levels needed to transfer it from the Base Deck to the Active Deck.

Card Research Levels

Every card has a Research Level. Active cards with a Research Level are used to buy cards from the Base Deck.

Panic Tokens

There is a common set of Panic Tokens (PT). Only the Human player gets or loses PT. The number of PT in play is also referred to as the Panic Level (PL).

Setup

Determine who is X-COM and who is the Aliens. The Earth player starts with zero Panic Tokens. Each player assembles their Starting Active Deck.

Players shuffle their Active & Base Decks.

Turn Sequence

Each turn has 10 Phases:

1. Logistics Phase
2. Deploy Phase
3. Action Phase
4. Interception Phase
5. Tactics Phase
6. Morale Phase
7. Base Phase
8. Search Phase
9. Research Phase
- X. End Phase

Logistics Phase

Both players draw X cards from your Active Deck and put them in your hand. If your Active Deck ever

runs out, shuffle the discard and draw from it. X is a result by the number of Panic Tokens the Humans have in play:

PL:	HD	AD	Cummulative Compensation:
0	8	8	None
1-9	8	8	X-COM gets Search +1
10-19	7	8	All Base & Logistic cards get RL +1
20-29	7	9	All Defense & Weapon cards get Trash for R+1*
30-39	6	9	All Tactics cards get the ability Trash for R+2*
40-49	6	10	All Interceptor & Squad cards get Trash for R+3*
50+	-	-	Aliens Win game!

PL Panic Level; R = Rank; RL = Research Level

HD Humans Draw this many cards

AD Aliens draw this many cards

* Only if the card does not already have this ability
Cummulative Compensation: All is not lost! As X-COM gets hard pressed, it fights harder... Certain card types gain bonuses or new abilities. Note when the Trash for Rank Bonus ability is used, the player declares if it is being used in Interceptor or Tactics Phase, but the card does not actually get Trashed until End Phase.

Deploy Phase

Both Players reveal their Hands. Cards are placed face-up on the table in front of their Owners. This is called a Deployment.

These cards are considered to be in play.

Action Phase

Supply, Call, and Kill actions occur in this Phase. Start with the Human player. Players take turns playing one of these actions each as allowed by the cards they have deployed. For each Supply bonus, draw 1 card from your Active Deck.

These cards are then immediately deployed. This is called a Supply Action. Note that the cards deployed may give you more actions you can take this phase! For each Call Action search your discard for a card of the indicated type and put it into play (deploy it).

For each Kill action, discard a target enemy card (of your choice) of the indicated type. Note that this may eliminate a card with an action before your opponent is able to use that action!

Interception Phase

Use the highest Rank of all UFO cards played by the Alien player. Also add any bonuses to the Interceptor score provided by other played cards. Next, use the highest Rank of all Interceptor cards played by the Earth player.

Also add any bonuses to the Interceptor score provided by other played cards. If the Earth player had a higher score, he wins, and skip Tactics Phase. If the Alien player had a higher score, or the Human player did not play an Interceptor card, the Alien player wins. Aliens win ties.

Tactics Phase

Skip this Phase if the Earth player won Interception Phase. The Earth player makes a Meld from his played cards. The Earth Meld may contain up to: 1 Base card, 1 Logistics card, 1 Squad card, 1 Tactics card, 1 Weapon card, and 1 Defense card.

The Alien player makes a Meld from his played cards. The Alien Meld may contain up to: 1 Mission card, 1 Alien Race card, 1 Terror card, 1 Weapon card, 1 Functions card, and 1 Support card. Each player adds up the total Ranks of all the cards in his Meld.

Side with highest Meld Rank Total wins. Aliens win ties. The Extra ability allows you to meld an extra deployed card of the same Type. The More ability allows you to meld an extra card of a different (indicated) Type.

If the winner wins by a score difference of 10 or more he may cause 1 target opponent's card in play (of winners choice) to be Trashed! Some cards give Rank bonuses to other cards. A deployed card will still give its bonus even if it is not melded.

Morale Phase

Note: The Humans are the Morale winners if they won in Intercept or Tactics Phase. The Aliens are the Morale winners if they won Tactics Phase. If the Aliens win, the Humans gain X Panic Tokens, where X is the difference in the Meld scores in Tactics Phase.

If the Humans win, they lose X Panic Tokens, where X is the difference in the Meld scores in Tactics Phase.

Base Phase

Keep the top 5 cards of your Base Deck visible to both players. (Splay them as convenient) These Visible Base cards are called the Staging Cards. When the Super Search Action is played, Trash one of the Staging Cards & replace it with the card found by the Super Search.

Search Phase

You may Trash 1 Staging card and draw a replacement. This is called a Search Action. (Remember when you Trash a card it is placed on the bottom of your Base Deck)

Research Phase

You may buy one or more Staging Cards. Each Staging Card has a Development Cost. Discard cards from your hand with a total Research Level equal to or greater than that of the card you are buying.

Put the newly bought Staging Card into your Discard Pile.

End Phase

You may Trash 1 of your cards in play. This is called a Trash Action. Main Base and Cydonia Base may never be discarded.

Finally, Discard all your cards in Play.

Psionics

Some cards have an extra sub-type of Psionics. The Human player can only buy Psionic cards in Research Phase if he has at least 1 Psi-Laboratory Card in his Active Deck or Discard.

Victory Missions

For the Human player to win, he must play an Avenger and the Cydonia or Bust card and win the turn. For the Alien player to win, he must play a Battleship plus the Final Assault card and win the turn. Note that the Cydonia or Bust and Final Assault cards can never be Trashed or be caused to be discarded (killed) by the card play of an opponent.

Starting X-com Action Deck

Card Name:	#	DC	RL	Type	Rank	Notes
Main Base	1	6	2	B	2	Super Search
Alien Autopsy	1	3	1	L	2	-
Rookie Squad	3	2	0	S	1	Weapons get R+1
Fighter Jets	2	3	0	I	1	Kill Mission
Smoke Grenades	1	2	0	D	1	Tactics get R+1
Auto-Cannons	1	3	0	W	2	Interceptors get R+1
Electro-Flares	1	2	0	T	1	Extra Tactics
Improved AP Ammo	2	2	0	W	1	Extra Weapons
Alien Alloys	1	3	1	L	1	Search +1
Laboratory	1	4	3	B	1	-
Large Radar	1	4	1	B	1	Interceptors get R+2
Recovery Mission	1	3	1	T	1	Search +1
Investigate Crash Site	1	3	2	T	1	-
Skyranger Transport	1	4	1	L	1	Call Squad
Workshops	1	5	1	B	1	Supply +1 & Search +1
World Council Funding	1	6	1	L	1	Supply +2

Starting Alien Action Deck Card List Notation

U UFO
M Mission

Starting X-com Action Deck Card List Notation

DC Development Cost

RL Research Level

I Interceptor

B Base

L Logistics

S Squad

T Tactics

D Defense

W Weapon

***** Psionics

R Rank

Extra = Does not count towards Meld Card Limit for indicated Type of Card

More You may Meld an extra card of the Indicated Type

Search +1 = Get an extra Search Action in Search

Phase Supply +1 = Get an extra Supply Action in Action

Phase Trash +1 = Get an extra Trash Action in

End Phase Panic X = Humans gain this many more

Panic Tokens in Morale Phase if the Aliens are the

winners Rally X = Humans lose this many more Panic

Tokens in Morale Phase if the Humans are the winners

Super Search = Search Base Deck for 1 card and put

it on top of your Base Deck in Base Phase

Call Search Discard for card of indicated Type & put it into play in Action Phase

Kill Discard 1 one of Opponents played cards of the indicated type in Action Phase

HWP Heavy Weapons Platform

A AR = Alien Race

T Terror

W Weapon

F Functions

S Support

Starting Alien Action Deck

Card Name:	#	DC	RL	Type	Rank	Notes
Cydonia Base	1	6	2	S	2	Super Search
Sectoids	2	3	1	A	1	Extra AR
Floater	1	3	1	A	2	-
Reapers	2	3	0	T	2	Floater get R+2
Soldiers	1	2	0	F	2	-
Navigator	1	3	1	F	1	UFO's get R+1
Medic	1	3	1	F	1	Call AR
Mind Probes	1	3	1	S*	1	Kill Tactics
Elerium	1	4	1	S	1	Supply +1
Alien Abduction	1	3	1	M	1	Panic 2
Alien Harvest	1	4	1	M	1	Supply +1
Alien Research	1	3	2	M	1	-
Small Scout	2	3	1	U	1	Search +1
Medium Scout	1	4	2	U	1	Search +1
Large Scout	1	4	1	U	2	Search +1
Small Launcher	1	3	0	W	2	Functions get R+1
Plasma Guns	1	5	0	W	5	-

X-com Base Deck

Card Name:	#	DC	RL	Type	Rank	Notes
Garrison	1	3	0	S	2	Base gets R+1
Veteran Squad	2	4	0	S	4	More Defense
Elite Squad	2	5	0	S	4	More Tactics
Supermen Squad	2	7	0	S	6	More Weapons
HWP Cannons	1	8	0	S	7	Extra Squad
HWP Rockets	1	9	0	S	8	Extra Squad
Hover Tanks	1	9	0	S	9	-
Personal Armor	1	3	0	D	1	Squads get R+2
Power Armor	1	6	0	D	6	-
Flying Suits	1	4	0	D	3	Tactics get R+1
Missile Defenses	1	3	0	D	2	Trash for R+3
Laser Defenses	1	3	0	D	3	-
Plasma Defenses	1	5	0	D	5	-
Fusion Defenses	1	7	0	D	6	More Bases
Medi-Kit	1	3	0	D	1	Call Squad
Bravery Training	1	4	0	D	2	Kill Psionics
Reaction Training	1	5	0	D	5	-
Stingray Missiles	1	3	0	I	2	Trash for R+3
Laser Cannons	1	3	0	I	3	-
Avalanche Missiles	1	5	0	I	4	Trash for R+3
Plasma Beams	2	5	0	I	5	-
Fusion Missile	1	8	0	I	6	Kill UFO
Firestorm	1	4	0	I	4	-
Lightning	1	7	0	I	5	Call Squad
Avenger	2	9	0	I	9	-
Grav Shield	1	5	0	B	4	Extra Base
Hangars	1	5	0	B	2	Call Interceptor
Decoy Base	1	3	0	B	2	Trash for R+3

Card Name:	#	DC	RL	Type	Rank	Notes
Supply Depot	1	4	1	B	1	Supply +1
Outpost	1	3	1	B	1	Rally 2
Containment Facilities	1	3	2	B	0	More Logistics
Mind Shield	1	6	0	B*	6	-
Access Lift	1	4	0	B	2	Supply +1
Psi Laboratory	2	3	2	B	0	Call Psionics
Improved HE Ammo	1	3	0	W	1	Tactics get R+2
Improved Incendiary	1	2	0	W	2	-
Laser Guns	2	3	0	W	3	-
Plasma Guns	1	5	0	W	5	-
Psi-Amps	1	6	0	W*	3	Squads get R+3
Alien Grenades	1	4	0	W	3	Trash for R+3
Stun Rod	1	2	1	W	1	-
Stun Bombs	1	3	1	W	2	-
Alien Blaster Bombs	1	6	0	W	5	Trash for R+3
Live Examinations	1	3	2	L	0	Search +1
Research Project	1	4	3	L	0	Trash for RL+3
Interrogate Leader	1	3	3	L	0	-
Cydonia or Bust	1	9	1	L	7	Call Avenger
Upgrades	1	8	4	L	3	Trash +1
Scavenged Elerium	1	5	2	L	1	Supply +1
Sell Alien Artifacts	1	3	1	L	0	Supply +2
Sell Weapons	1	3	0	L	1	Supply +2
Expand Coverage	1	5	2	L	2	Rally 2
UFO Secrets	1	3	1	L	0	RL+4 for Interceptors
Rear Commander	1	5	1	T	3	More Squads
Disarm Aliens	1	7	0	T*	5	Kill Weapon
Mind Control	1	9	0	T*	7	Kill AR
Panic Aliens	1	4	0	T*	4	-
Accuracy Training	1	5	0	T	3	Kill Functions
Proximity Grenade	1	3	0	T	2	Extra Tactics
Motion Detectors	2	4	1	T	3	-
Hyperwave Decoder	1	8	1	T	5	Kill Mission
Alien Base Assault	1	8	1	T	5	More Squads

Alien Base Deck

Card Name:	#	DC	RL	Type	Rank	Notes
Sectoids	1	3	1	A	1	Extra AR
Floater	2	3	1	A	2	-
Snakemen	2	5	0	A	4	Weapons get R+1
Mutons	3	6	0	A	6	-
Ethereals	2	9	1	A*	7	More Functions
Silacoids	2	2	0	T	1	Mutons get R+2
Celatid	2	5	0	T	4	Mutons get R+2
Cyberdisk	2	8	0	T	7	Sectoids get R+2
Chryssalid	2	8	0	T	6	Kill Squad
Sectopod	2	9	0	T	9	-
Mind Probes	1	3	1	S*	1	Kill Tactics

Card Name:	#	DC	RL	Type	Rank	Notes
Elyrium	1	4	1	S	1	Supply +1
Alien Food	1	3	1	S	0	Supply +1
Alien Entertainment	1	2	1	S	0	Extra Support
Alien Reproduction	1	3	3	S	0	-
Alien Recycling	1	4	3	S	0	Trash +1
UFO Construction	2	7	4	S	1	Supply +1
UFO Navigation	1	3	1	S	1	Missions get R+2
UFP Power Sources	1	5	3	S	1	UFO's get R+1
Medium Scout	1	4	2	U	1	Search +1
Large Scout	1	4	1	U	2	Search +1
Abductor Ship	1	5	1	U	3	Missions get R+1
Harvester Ship	1	6	1	U	4	Missions get R+1
Supply Ship	2	6	2	U	2	Supply +1
Terror Ship	2	7	0	U	6	More Terror
Battleship	2	9	0	U	9	-
Alien Grenades	2	6	0	W	6	-
Plasma Guns	2	5	0	W	5	-
Stun Bombs	1	3	1	W	2	-
Alien Blaster Bombs	2	8	0	W	8	-
Disarm Humans	1	7	0	W*	5	Kill Weapon
Mind Control	1	9	0	W*	7	Kill Squad
Cause Panic	1	4	0	W*	4	-
Soldiers	1	2	0	F	2	-
Navigator	1	3	1	F	1	UFO's get R+1
Medic	1	3	1	F	1	Call AR Card
Engineer	2	5	1	F	2	Supply +1
Leader	2	7	1	F	4	Call Terror
Sectoid Commander	1	7	0	F*	5	Call Sectoid or Cyberdisk
Commander	2	8	1	F	6	More AR
Alien Supply	1	5	2	M	1	Supply +1
Alien Base	2	5	2	M	2	More Support
Alien Retaliation	2	7	0	M	6	More Weapons
Alien Terror	1	7	0	M	5	Panic 4
Alien Infiltration	2	5	3	M	1	Panic 2
Final Assault	1	9	0	M	7	Call Battleship





X-com Risk

Introduction

Solo Board Game. Multiplayer Rules for 2-4 players.
Game based on the X-Com universe.

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Game Item Master List

- World Map (WM)
- Region Counters (RC)
- Panic Tokens (PT)
- Loyalty Tokens (LT)
- Satellite Tokens (ST)
- Base Markers (BM) (Numbered)
- Interceptor Figures (IF)
- Carrier Figures (CF)
- Squad Figures (SF)
- Research Tokens (RT)
- Erilium Tokens (ET)
- Experience Tokens (ET)
- Time Token (TT)
- Damage Counters (DC)
- Mission Markers (MM) (Numbered)

- Invasion Markers (IM)
- Credits (CR) (Denominations of 1, 5, 10, and 50)
- Training Card Deck (TC or TD)
- Hero Card Deck (HC or HD)
- Research Card Deck (RC or RD) (3 Stages)
- Mission Card Deck (MC or MD) (3 Stages) (Includes Alien Tech Cards)
- Base Card Deck (BC or BD) (Rooms or Facilities)
- Alien Tactical Cards (AT) (3 Groups)
- Starting X-Com Tactical Deck (XD)
- Alien Weapon Cards (AW)
- Acting Director Token (ADT) (Multiplayer)
- Victory Tokens (VT) (Multiplayer) STAGES The game is divided into 3 Stages in order: I, II, III. Certain Events will trigger the move from one Stage to the next. Often you will be directed to use decks, cards, or rules for the appropriate Stage.

The World Map

This is used to mark the locations of bases, satellites, missions, invasions, and panic markers. There are 25 Countries and Blocks (of Countries) on the map. These are also called Regions.

Map Region List

#	Country/Bloc	INC	Size	PRL	POP	RMP
1	USA	15	4	10	3	10
2	China	8	4	10	14	8
3	Russia	2	6	10	1	9
4	West Europe	4	1	8	1	5
5	Japan	6	1	3	1	1
6	UK	3	1	8	1	6
7	Germany	4	1	6	1	4
8	India	2	1	10	12	7
9	Canada	2	4	5	1	1
10	Brazil	2	3	4	2	1
11	Italy	2	1	2	1	1
12	Australia	2	3	4	1	1
13	Balkans	1	1	3	1	1
14	Central America	2	2	4	2	1
15	Korea	1	1	5	1	2
16	SE Asia	2	2	6	6	1
17	North Africa	2	2	4	2	1
18	Scandinavia	2	2	4	1	1

#	Country/Bloc	INC	Size	PRL	POP	RMP
19	Upper S. America	1	2	4	1	1
20	Lower S. America	1	2	4	1	1
21	Central Asia	1	1	3	1	1
22	Eastern Europe	2	1	3	1	1
23	Middle East	1	2	8	3	3
24	Central Africa	1	3	4	2	1
25	South Africa	1	2	3	1	1

Region Income (inc)

This is how many credits the region will provide to X-Com each week if the Region has at least 1 Loyalty Token (LT). If a region has no Loyalty or Panic Tokens on it, it will generate no income. For each LT on a region after the first it will generate 1 extra income (up to +5).

If a region has any Panic Tokens on it, it's income is reduced by 1. If a region is in total panic, it will not generate any income. _____

Region Population (pop)

Population is factor for PRL.

Region Size

Size determines how many counters there are for a region in the Random Region Counter Cup (RRCC). (Example: USA would have 4 and Italy 1). Size is also the number of satellites needed in a region to give it complete coverage.

Size is also a factor for PRL.

Relative Military Power (rmp)

Relative Ranking of the Militaries of the world including such factors as: Nukes, personnel, projection, technology, and weapon systems. RMP is a factor for PRL.

Panic Resistance Level (prl)

This is the number of Panic Tokens (PT) a region can contain before it goes into Total Panic. A Base increases a Region's PRL by 1. Complete Satellite Coverage increases a Region's PRL by 1.

Near Panic

If a Region has PT equal to half or more of its PRL, it will provide only half of its income rounding down.

Total Panic

If a Region is in Total Panic (TP), it produces no income, and its counters are removed from the RRCC. A Region that goes into TP loses all Loyalty Tokens.

Main Base Location Benefits

Location of Region:	Benefit:
North America	Air & Space: Hangers and Aircraft cost %50
South America	We Have Our Ways: Keep 1 extra card of Research Deck face-up
Europe	Expert Knowledge: Gain +1 Research Token per Turn
Asia	Future Warfare: Gain +1 Experience Token per turn
Africa	All In: Gain 3 Credits per Turn

Setup

Choose a Region for your Main Base. Place the #1 Base Marker on the chosen Region. Place a Loyalty Marker on the Region.

Place LM on 2D10 other Regions of your choice. The X-Com player starts with the following additional Assets: BC: Mission Control, Power Generator, Research Lab, Barracks, Satellite Uplink, Hangar, Situation Room 2 Interceptors, 1 Carrier, 1 Satellite, 2 Squads

4. Build Phase
5. Development Phase
6. Mission Phase
7. Detect Phase
8. Intercept Phase
9. Invasion Phase
10. Training Phase

Turn Sequence

Each turn has 10 Phases:

1. Operations Phase
2. Income Phase
3. Research Phase

Operations Phase

For each Mission card that is Face-up place 1 Time Token (TT) on it. If a Mission card has 3 TT on it, discard the Mission card and the Region it was on gains 1 Panic Token and loses 1 Loyalty Token. If there are less than 5 face-up Mission cards flip over new ones from the Current Phase Mission deck until there are 5.

If you draw an Alien Tech Card from the mission

deck place it to the side; its effects are permanent. Immediately draw a replacement Mission card. Draw a random Region Counter (from the Cup) and place it on each newly uncovered Mission. Remove 1 Damage Counter from all Squads that have 1 or more.

Income Phase

Gain Credits from all regions not in total panic and that have at least 1 LT. Gain +1 CR for each extra LT a Region has. Regions in Near Panic generate 1 less

Credit.

Regions in Total Panic generate no Credits.

Research Phase

Gain 1 Research Token for each Research Lab you have. Some Techs generate additional RT.

Build Phase

You may make purchases using your hard earned Credits:

Build Table

Cost:	Item:
40	Unit: Squad Card (Choose which Base: Must have Barracks)
30	Unit: Interceptor (Choose which Base: Must have Hangar)
50	Unit: Carrier (Choose which Base: Must have Hangar)
20	Base Room/Facility (Choose which Base)
20	Unit: Satellite (Choose which Region; Cannot exceed Uplinks x4)
40	Base (Choose Region for New Base)

You cannot build more Units than you have Engineering Bays and Forges. You can build a Max of 1 room per turn per Base. A new Base will start with only 1 Room (at no additional cost); a Power Generator Room.

If a base has more rooms than its power Generators can handle, the extra rooms will become idle. Flip the non-functioning room cards upside-down. Rooms can only be powered on or off in Build phase. Likewise if you have excess units they are flipped over and un-useable until the needed facilities are in place. Units can be transferred from base to base in build phase. Room layout is not a factor in this game.

Development Phase

Keep the top 4 cards of the current Research Deck face up. You may purchase these individually using a combination of Research Tokens (RT) and Elirium Tokens (ET).

STAGE	RT	ET
I	4	1
II	8	2
III	12	3

Mission Phase

You may assign undamaged squads to go on Missions. Note that each squad requires a Skyranger Carrier. Conduct Missions one at a time.

A Mission is resolved by a battle using the Tactical Battle Rules Section. If X-Com wins a Mission, it gets 1 Loyalty token in the Region plus the rewards stated on the Mission card. If the Aliens win:

1. The Squad is destroyed on a roll of 7 or less on 1D10. This is the Survival Roll.
2. Flip a card from the X-Com Tactical deck. If it is a Hero, the Hero is killed.

3. The Region the Mission was in gains 1 Panic Token.

If the Damaged Squad survives, put 3 Damage Counters on it. Cards played are shuffled back into their respective decks after the Mission. The same game mechanics are used for resolving Invasion Battles.

Detect Phase

There will be X number of Invasions each turn. Roll on the Invasion Table:

Invasion Table

1D10:	Invasions:
1-3	0
4-7	1
8-10	2
11+	3

Draw a Counter from the Random Region Counter for each Invasion. Place an Invasion Marker on the indicated Region. Roll 1D10. This is the Detection Roll.

Add +1 if you have a satellite in the Region or +2 if you total Satellite Coverage. Add +1 if you have a base in the Region. If you get 7+ on the roll, you detect the incoming invasion and may send Interceptors against it.

If the Invasion is not detected, the target region gets 2 Panic Tokens.

Intercept Phase

You may send 1 or More Interceptors against each detected Invasion. Roll 1D10. This is the Interception roll.

Interception Table

1D10:	Result:	1D10:	Result:
1-2	1 Interceptor Damaged	6-9	Invasion Reduced
3	1 Interceptor Damaged; Invasion Reduced	10+	Invasion Destroyed
4-5	Standoff: No Effect		

If an Interceptor is Damaged roll 1D10. This is the Defense Roll. Add Air Defense Bonuses to your Roll. On a roll of 7 or less the Interceptor is Destroyed.

If not destroyed the Interceptor will cost 1D10 Credits to fix in Build Phase. A reduced Invasion gets -1D10 Force in Invasion Phase. Get +1 to the roll if the Region has total Satellite coverage.

If total Interception Bonuses are greater than total Alien Air Power Bonuses get +1 to the roll. If the Alien Bonuses are greater subtract 1 from roll.

Invasion Phase

For each Detected Invasion conduct a Battle using the Tactical Battle Rules Section. If X-Com defeats an Invasion the Region removes 1 PT and gains 1 LT If the Aliens win an Invasion the Region gains 2 Panic Tokens. Handle squad survival as in Mission Phase.

Training Phase

Gain 1 Experience Token (ET) for each Officer School you have. Spend 5 ET to pick 1 of the top 5 cards of the Training Deck. Spend 5 ET to pick the top card of the Hero Deck.

You cannot have more Psionic Heroes then you have Psi Labs. If you pick a Psionic Hero you cannot Maintain discard it and draw a new Hero.

Tactical Battle Rules Section

A Battle (Mission or Invasion) is resolved in 2 parts:

1. Creation of a Tactical Deck
2. Playing 1 hand of X-Com vs Alien Tactical Decks.

A Battle has 8 Steps:

1. Assemble a Tactical Deck (at the beginning of each Mission and Invasion).
2. Shuffle the newly created Tactical Deck. Draw 10 cards.
3. Next discard any number of cards and draw replacements.
4. Play your final Hand. This is also called your Meld.
5. Next draw 10 Cards from the Alien Tactical Deck of the Appropriate Stage.
6. Calculate the Force Total of Both Hands.
7. Resolution: The Higher Total wins. Aliens win ties.
8. Experience: If you win a Battle gain 1 Experience Token.

X-com Tactical Deck Limits

A Tactical Deck must contain at least 30 cards. The cards that may go into a Tactical Deck include:

1. Cards in the starting Tactical Deck.
2. Hero Cards (Max 6)
3. Any Training and Research Cards you control Designated as Tactical.

To put Psionic Cards in a Deck, you must include at least 1 Psionic Hero.

X-com Battle Meld Limits

A Battle Meld can contain a max of 4 Soldiers (Squaddies and or Heroes). A Meld cannot have more primary weapon cards than Soldier cards. A Meld cannot have more Equipment cards than Soldier cards.

A Meld cannot have more Armor cards than Soldier cards. Note: a single Squad, Carrier, and Hero may be used in up to 1 Mission and 1 Invasion per turn. Use Time Tokens to keep track of this.

Alien Tactical Decks

The Stage I Deck is the Group A cards. The Stage II Deck is the Group A and Group B cards mixed together. The Stage III Deck is all 3 Groups (A, B, and C) mixed together.

Alien Tech Cards

These are mixed into the Mission Decks. When revealed, the Aliens permanently get the indicated benefit.

Multiplayer Rules

Rotating Solo Hot-Seat Rules. One player gets the Acting Director Token (ADT). After each Phase and Battle the ADT is passed to the player to the left.

The Acting Director (AD) makes all X-Com decisions during his tenure. For each Successful Battle and Interception the AD gets one Victory Token.

Base Deck Card List

These are rooms that are part of your base. There is no limit to the number of these you can have.

Room:	Stage:	Notes:
Mission Control	I	Supports 2 Missions per turn
Satellite Uplink	I	Can Support 4 Satellites
Barracks	I	Can support 3 Squads
Hangar	I	Can support 3 Aircraft
Power Generator	I	Can support 7 Rooms
Research Lab	I	Gain 1 RT per Turn
Alien Containment	I	Required for level II Research
Engineering Bay	I	Required to build Units
Foundry	I	Units made at this Base cost \$5 less
Psi Lab	II	Support 1 Psionic Hero
Officer Training	I	Gain 1 ET per Turn
Situation Room	I	Gain 2 Credits per Turn
Hyperwave Relay	II	Get +1 to Detect and Intercept Rolls
Gollop Chamber	III	Psionic Cards get +4 Force

Notes:

The Hyperwave Relay and Gollop Chamber are built automatically when specific Missions are completed. To build a Psi Lab costs 6 Research points in addition to credits. When you first build a Psi Lab, search the Training Deck for a Psionic Hero and put it into play at no additional cost.

Max 1 per Base: Foundry, Mission Control, Situation Room.

Research And Tactical Decks Notation

Copies of Card in Deck

NT Non-Tactical

Captive = Gain 2 Credits; If you have a containment facility also gain 2 RT

Sol Soldier

Eqp Equipment

Arm Armor

PW Primary Weapon

SW Secondary Weapon

Psi Psionic

Tac Tactics

Terr Terrain

Tech Technology

AW Alien Weapons

X-com Tactical Deck (starting Cards)

Name:	#	Force	Type	Notes:
Assault Squaddie	2	4	Sol	-
Heavy Squaddie	2	3	Sol	+2 with Armor
Sniper Squaddie	2	2	Sol	+3 with Terrain
Support Squaddie	2	2	Sol	+3 with Equipment
Assault Rifle	4	3	PW	+3 with Support
Sniper Rifle	2	3	PW	+7 with Sniper
Light Machine Gun	2	4	PW	+6 with Heavy
Rocket Launcher	2	6	PW	+4 with Heavy
Shotgun	2	4	PW	+5 with Assault
Pistol Sidearm	4	2	SW	+2 with Sniper
Smoke Grenades	2	2	EQ	+3 with Support
Frag Grenades	2	2	EQ	+5 with Terrain
Partial Cover	2	4	Terr	+2 with Terrain
Full Cover	2	6	Terr	-
Body Armor	4	3	Arm	+3 with Assault
Suppressive Fire	2	2	Tac	+3 with Heavy & Support
Head Shot	2	2	Tac	+5 with Sniper
Run & Gun	2	2	Tac	+5 with Assault
Overwatch	2	4	Tac	+3 with Support; +5 vs MB

Research Stage I Deck

Name:	Force	Type	Notes:
Xenobiology	-	NT	Gain 1 RT per turn
Arc Thrower	2	Eqp	If Played during Battle gain 1 Captive
Beam Weapons	-	NT	Lasers: Assault Rifles & Pistols get +1
Skeleton Suit	3	Arm	+3 with Sniper
Alien Materials	-	NT	Gain 1 RT per turn
UFO Power Source	-	NT	Intercept +1
Alien Navigation	-	NT	Detection +1
Firestorm	-	NT	Air Defense +1 & Intercept +1 with Foundry
Thermal Generator	-	NT	Power Generators Capacity +2
Medkit	3	Eqp	+5 with Support
Nano Fiber Vest	-	NT	All Soldiers get +1
S.C.O.P.E.	3	Eqp	+5 with Sniper
Pheonix Cannon	-	NT	Intercept +1
SHIV Robot	6	Shiv	Counts as Heavy for Weapons only; +5 vs SC
Heavy Laser	5	PW	+6 with Heavy
Improved Pistol Tech	-	NT	Pistols get +2
Stealth Satellites	-	NT	Detection +1
Carapace Armor	-	NT	All Armors get +2
Psi Tech	-	NT	Psi Labs and other Psi Research cost 2 less RT

Research Stage Ii Deck

Name:	Force	Type	Notes:
Scatter Laser	5	NT	+7 with Assault
Precision Laser	4	NT	+8 with Sniper
Light Plasma Tech	-	NT	Assault Rifles and pistols get +2
Hover Shiv	-	NT	Shiv Robot gets +4
Titan Armor	5	Arm	+3 with Heavy
Ghost Armor	6	Arm	+2 with Assault or Sniper
EMP Cannon	-	NT	Intercept +1
Hyper Wave Comm	-	NT	Intercept +1
Improved Pistol Tech II	-	NT	Pistols get +2
UFO Tracking	-	NT	Detection +1
Defense Matrix	-	NT	Air Defense +1
Elerium Generator	-	NT	Power Generators Capacity +2
Mindfray	7	Psi	+2 with Psionic
Psi Inspiration	6	Psi	All Soldiers get +1
Psi Panic	3	Psi	Discard target Alien

Research Stage Iii Deck

Name:	Force	Type	Notes:
Archangel Armor	9	Arm	+6 with Sniper
Plasma Sniper Rifle	5	PW	+9 with Sniper
Heavy Plasma	8	PW	+5 with Heavy
Alloy Cannon	7	PW	+8 with Assault
Blaster Launcher	-	NT	Rocket Launchers gets +5
Telekinetic Field	5	Psi	+10 with Psionic

Name:	Force	Type	Notes:
Mind Control	2	Psi	Take control of Weakest Alien
Rift	10	Psi	+2 with Psionic
Psi Armor	7	Psi	+8 with Psionic
Alloy Shiv	-	NT	Shiv Robot gets +4
Fusion Core	-	NT	Power Generators Capacity +2
Plasma Cannon	-	NT	Intercept +1
Guided Fusion Launcher	-	NT	Intercept +1
Fusion Lance Craft	-	NT	Air Defense +1 & Intercept +1 with Foundry
Imprv Pistol Tech III	-	NT	Pistols get +2

Alien Tactical Deck Card List Group A

Name:	#	Force	Type	Notes:
Sectoids (ST)	8	3	Alien	Mind Merge: Other ST get +1
Sectoid Commander(SC)	1	9	Alien	Control Mind: Discard a Soldier
Thin Men (TM)	6	4	Alien	Leap: Discard a Tactics Card
Floater (FL)	5	5	Alien	-
Mutons (MU)	4	6	Alien	Blood Call: Other MU, MB, ME get +1
Light Plasma Rifles	2	4	AW	MU, TM, FL get +1
Poison Attacks	2	3	AW	TM, CH get +3
Alien Grenades	2	5	AW	CD, HF, MU, ME get +3
Suppression	2	2	Tac	ST, FT, TM, MU get +1
Outflank	2	4	Tac	FL, TM, HF get +2
Flight	2	3	Tac	FL, HF, CD, DR get +2
Evasion	2	2	Tac	Discard a Weapons card

Alien Tactical Deck Card List Group B

Name:	#	Force	Type	Notes:
Chryssalids (CH)	3	8	Alien	Zombies: Force +1D10
Cyber Discs (CD)	3	10	Alien	Death Blossom: +1D10
Heavy Floaters (HF)	3	7	Alien	-
Drones (DR)	3	6	Alien	CD, SP get +2
Hardened	2	5	Arm	CH, CD, HF, SP, ET, MB, ME get +2
Heavy Plasma Rifles	2	6	AW	MU, HF, ME get +2

Alien Tactical Deck Card List Group C

Name:	#	Force	Type	Notes:
Ethereal (ET)	1	10	Alien	Psi Lance: Force +2D10
Muton Elites (ME)	2	10	Alien	Other Mutons get +2
Muton Berserkers (MB)	2	10	Alien	Blades: Force +1D10
Sectopods (SP)	2	16	Alien	Cluster Bomb: Discard a Terrain

Training Deck

Name:	Force	Type	Notes:
Wet Work	-	NT	Get +1 XP per Turn

Name:	Force	Type	Notes:
Squad Size I	-	NT	Soldier Meld Limit +1
Squad Size II	-	NT	Soldier Meld Limit +1
Iron Will	-	NT	+1 to Survival Roll
Rapid Recovery	-	NT	Remove 2 DC in Operations Phase
New Guy	-	NT	All Squaddies get +1
Lead by Example	-	NT	All Heroes get +2
Don't Die on Me	-	NT	+1 to Survival Roll
Field Medic	-	NT	All Support Soldiers get +2
Sprinter	-	NT	All Support Heroes get +5
Combat Drugs	6	Eqp	Draw a Card with Support
Dense Smoke	4	Tac	+8 with Support
Covering Fire	5	Tac	+5 with Support
Snap Shot	4	Tac	+6 with Sniper
Squad Sight	-	NT	All Snipers get +2
Damn Good Ground	5	Terr	+4 with Sniper
Opportunist	-	Tac	All Sniper Heroes gets +5
Executioner	6	Tac	Discard an Alien with Sniper
Shredder Rockets	7	PW	+6 with Heavy
Mayhem	6	Tac	+8 with Heavy
Rapid Reaction	-	NT	All Heavy Soldiers get +2
Will to Survive	-	NT	All Heavy Heroes get +5
Bullet Swarm	5	Tac	All Aliens get -1 with Heavy
Killer Instinct	-	NT	All Assault Heroes get +5
Aggression	-	NT	All Assault Soldiers get +2
Tactical Sense	5	Tac	Draw a Card with Assault
Close Combat	5	Tac	+7 with Assault
Flush	5	Tac	Discard an Alien with Assault

X-com Hero Soldier Deck

Name:	#	Force	Notes:
Support Hero	4	6	+5 with Equipment
Assault Hero	4	8	-
Heavy Hero	4	7	+4 with Armor
Sniper Hero	4	6	+5 with Terrain
Psi Support Hero	2	4	+4 with Equipment; Psionic
Psi Assault Hero	2	6	Psionic
Psi Heavy Hero	2	5	+3 with Armor; Psionic
Psi Sniper Hero	2	4	+4 with Terrain; Psionic

Mission Deck Stage I

Name:	Reward:
Rescue Scientist	Gain 1 Research Lab Facility
Rescue General	Gain 1 Officer School Facility
Fact Finding Mission	Gain 2 RT and Get +6 Force on next Mission
Retrieve Weapon Fragments	Gain 3 Elerium and 1 RT and 5 Credits
Investigate Landing Site	Gain 2 Elerium and 3 RT
Investigate Abduction	Gain 3 XT and 2 RT

Name:	Reward:
Collect Autopsy Corpses	Gain 4 RT and 5 Credits
Capture Sectoid Commander	Gain 1 Psi Lab Facility
Crash Site Clean-up	Gain 5 Elerium
Retrieve Alien Weapon	Gain 1 Alien Weapon Card
Recover Alloys	Gain 3 Elerium and 10 Credits
Recover Power Source	Gain 4 Elerium and 1 RT
Recover UFO Flight Computer	Gain 1 Satellite Uplink Facility
Salvage Mission	Gain 2 Elerium and 15 Credits
Council Mission	Gain 25 Credits
Target Escort	Gain 5 XT
Friends in Low Places	Gain 1 random non-psionic Hero
Rescue Abductees	Gain 1 random non-psionic Hero
Collect Outsider Shard	Gain 5 RT
Scout Ship	Alien Tech: -1 to Detect Rolls
Medium Ships	Alien Tech: -1 to Interception Rolls
Abductor Ships	Alien Tech: +1 to Invasion Rolls

Alien Weapon Cards

These are acquired through Missions. They may be added to your X-Com Tactical Deck or sold for 10

Credits. They are Primary Weapon Cards that produce 7 Force.

Mission Deck Stage Ii

Name:	Reward:
Assault Alien Base	6 Elerium and 20 Credits
Contain Terror Attack	Panic -1 and 1 Skyranger
Counter Attack	+10 Force vs all Invasions this turn
Harvest Ships	Panic -1 and Loyalty +1
Repel Advance Units	+5 Force vs Inv this turn; 5 XT
Reconnaissance	+5 Force vs Inv this turn; 1 Interceptor
Evacuate Civilians	Panic -2
Block Infiltration	Panic -1 and 5 Elerium
Extract Engineers	1 Engineering Bay Facility and 25 Credits
Trace Hyperwave Signal	Gain Hyperwave Relay Facility
Intercept Alien Supply	5 Elerium and 1 Alien Weapon Card
Alien Bomb Disposal	10 Elerium
Covert Extraction	5 RT and 25 Credits
Covert Data Recovery	10 RT
Intercept Alien Harvest	Gain 1 random non-psionic Hero; Panic -1
Board Alien Battleship	Gain 1 Squad and 5 XT
Large Ships	Alien Tech: -1 to Interception Rolls
Battleships	Alien Tech: -1 to Interception Rolls
Supply Ships	Alien Tech: +1 to Invasion Rolls

Mission Deck Stage Iii

Name:	Reward:
Assault Mothership	Win Game (Battle: Draw 2 extra Alien Cards)
Recover Ethereal Device	Gain Gollop Facility and 5 RT
Restore Order	-3 Panic

Name:	Reward:
Capture an Ethereal	15 RT
Intercept Overseer	1 Interceptor; 5 Elerium; 25 Credits
Interrupt Alien Preparations	+10 Force vs all Invasions this turn; +5 XT
Repulse Invasion	-2 Panic and +1 Loyalty
Base Defense	Gain 2 random Heroes and 1 Squad
Sectopod Wreck	5 Elerium; 5 RT; 25 Credits
Overseer UFO's	Alien Tech: +1 to Invasion Rolls

Stage Progression

When all the Stage I Missions are complete the game enters Stage II. When all the Stage II Missions are complete the game enters Stage III. Note: When you go into a higher stage, you may still obtain Research cards from a lower stage (You may draw from the lower Research Decks).

Final Victory Or Defeat

If X-Com completes the Final Mission (Assault the Mothership) they win. If they fail the Mission they can try it again up to 2 more times. If they fail it a third time, they lose the game.

If 15 or more Regions are ever in total panic the Aliens win.

Playtesting Prototype

Most everything...





X-com Skirmish

Introduction

Board & card game for 2 players. Abstract Skirmish level squad combat.

Disclaimer

Based on the X-Com video games. This is merely a fan site.

Basic Scenario Victory

Complete destruction of all opposing units.

The Map

Use a large hex-map. Hexes should be at least one inch across to fit figurines.

The Units

Each unit represents a single soldier or alien. Use figurines or miniatures to represent units. (We use lego guys)

Dice

Six sided Dice are used.

X-com Unit Table

Type:	Hits:	Cost:
Civilian	1	Scenario Dependent
Military	1	Scenario Dependent
Squaddie	1	1
Specialist: Assault	2	2
Specialist: Heavy	2	2
Specialist: Sniper	2	2
Specialist: Support	2	2
Officer: Assault	3	3

Civilians

These units cannot attack unless armed. They cannot move and attack in the same turn.

Military

This includes police and regular soldiers.

Stacking Rules

- Normally one unit per space. Exceptions include:
1. Units being carried such as a soldier carrying a wounded Comrade or a captured alien.
 2. Flying units passing over or hovering over other units.
- Units cannot move through each other unless one is flying or jumping.

Learning Scenario

4 Squaddies 4 Thin Men

Basic Scenario

4 Specialists (one of each type) 6 Sectoids, 1 Sectoid Commander

Table Terminology

- Adj** Adjacent
Rnd Random
Dam Damage
Foe Enemy Unit
LOS Line of Sight
Dsc Discards
Opp Opponent (Opposing Player)
ST Suppression Token

Type:	Hits:	Cost:
Officer: Heavy	3	3
Officer: Sniper	3	3
Officer: Support	3	3
Hero: Assault	4	4
Hero: Heavy	4	4
Hero: Sniper	4	4
Hero: Support	4	4
SHIV Robot	4	4

Squaddie

New X-Com recruits. They can use the Squaddie Table.

Specialist

Veteran X-Com Troops. They have 2 Hits. They can use the Squaddie Table and one Specialist Table according to their type.

Officer

Higher Ranking X-Com Troops. They have 3 Hits. They can use the Squaddie Table and a Specialist and the Advanced Table according to their type.

Heroes

Elite X-Com Troops. They have 4 Hits. They can use 3 Tables like an Officer plus the Hero Table.

Assault

X-Com soldier type. Aggressive, fast, tough, close combat units.

Heavy

X-Com soldier type. Uses Large, Heavy, Unsubtle Ranged Weapons.

Squaddie Table

#	Result:	Notes:	#	Result:	Notes:
1	Body Armor	Defense	4	Marksmanship	Attack = 4
2	Pistol	Attack = 2	5	Frag Grenade	Attack = 3 Area Affect
3	Maneuver	Move = 1	6	Take Cover	Defense

Specialist Assault Table

#	Result:	Notes:	#	Result:	Notes:
1	Shotgun	Attack = 3 with Damage +1	4	Aggression	Move = 2 then Attack = 3
2	Body Armor	Defense	5	Close Combat	Move = 1 then Attack = 1
3	Run & Gun	Move = 2 then Attack = 2	6	Pistol	Move = 1 then Attack = 2

Specialist Heavy Table

#	Result:	Notes:
1	Light Machine Gun	Attack = 3 and Attack = 4
2	Rocket Launcher	Attack = 6 Area Affect and Damage +1
3	Suppressive Fire	Gain 2 ST
4	Heavy Laser	Attack = 4 with Damage +1
5	Skeleton Suit	Defense or Move = 3
6	Mayhem	Attack = 3 and Opp Dsc 1 Rnd card

Specialist Sniper Table

#	Result:	Notes:
1	Pistol	Attack = 2 or 3
2	Sniper Rifle	Attack = 5 or 6
3	Head Shot	Attack = 4 with Auto-Kill
4	SCOPE	Attack = 6 or 7
5	Snap Shot	Attack = 3 or 4 on Opponents Turn
6	Squad Sight	Draw 2 cards

Specialist Support Table

#	Result:	Notes:
1	Smoke Grenade	Gain 2 ST
2	Frag Grenade	Attack = 3 Area Affect
3	Assault Rifle	Attack = 3 or 4

#	Result:	Notes:
4	Medkit	Heal 1 Hit to Adj Unit
5	Nano Fiber Vest	Defense
6	Covering Fire	Attack = 4 and Gain 1 ST

Advanced Assault Table

#	Result:	Notes:
1	Alloy Cannon	Attack = 3 with Damage +3
2	Ghost Armor	Defense x2 or Move = 3
3	Killer Instinct	Attack = 2 with Auto-Kill
4	Flush	Negate a Defense Card
5	Tactical Sense	Move = 2 and Draw 2 Cards
6	Scatter Laser	Attack = 2 or 3 with Damage +2

Advanced Heavy Table

#	Result:	Notes:
1	Blaster Launcher	Attack = 7 Area Affect and Damage +2
2	Titan Armor	Defense x3
3	Shredder Rockets	Attack = 5 Area Affect and Damage +2
4	Bullet Swarm	Attack = 2 and 3 and 4
5	Will to Survive	Defense and Draw 1 Card
6	Rapid Reaction	Defense or Move = 1 and Draw 1 Card

Advanced Sniper Table

#	Result:	Notes:
1	Archangel Armor	Defense x2 or Move = 2
2	Plasma Sniper Rifle	Attack = 5 or 6 with Damage +1
3	Precision Laser	Attack = 4 to 7
4	Double Tap	Add Auto-Kill to any Sniper Attack
5	Damn Good Ground	Attack = 6 to 8 and Draw 1 Card
6	Opportunist	Attack = 4 or 5 on Opponents Turn

Advanced Support Table

#	Result:	Notes:
1	Sprinter	Move = 3
2	Combat Drugs	Draw 4 Cards and Discard 2 Cards
3	Carapace Armor	Defense x2
4	Arc Thrower	Range = 2 Foe Immobilized
5	Field Medic	Move = 1 and Heal 1 Hit to adjacent Unit
6	Smoke Screen	Gain 3 ST

Shiv Robot Table

#	Result:	Notes:
1	Armor	Defense
2	Heavy Armor	Defense x2
3	Heavy Beam	Attack = 4 with Damage +1
4	Rocket Launcher	Attack = 6 Area Affect and Damage +1
5	Alloy Armor	Defense
6	Hover	Move = 2

Psi Soldier Table

#	Result:	Notes:
1	Mindfray	Attack = 5 and Opponent Discards 1 Card
2	Mind Control	Range = 4 Control Foe till end of your next Turn
3	Panic	Range = 3 Foe Immobilized this and next Turn
4	Inspiration	Draw 3 Cards and Discard 1 Card
5	Telekinetic Field	Negate Target Attack
6	Psi Armor	Defense x3

Hero Table

#	Result:	Notes:
1	Don't Die on Me!	Heal 1 Hit to adj Unit killed last turn
2	Executioner	Attack = 1 or 2 with Auto-kill
3	Rapid Recovery	Heal Self 1 Hit
4	Lead by Example	Move = 2 and Draw 1 Card
5	Iron Will	Defense or Negate Psi Attack on Self
6	Wet Work	Attack = 1 to 5

Alien Unit Table

Type:	Hits:	Cost:
Sectoid	1	1
Thin Man	1	1
Outsider	1	1
Floater	2	2
Sectoid Commander	2	2
Muton	3	3
Chryssalid	2	3
Hatchling	1	1 or Scenario Dependent

Type:	Hits:	Cost:
Zombie	1	1 or scenario Dependent
Heavy Floater	3	3
Cyberdisc	4	4
Drone	1	1
Muton Elite	4	4
Muton Berserker	5	4
Ethereal	4	5

Sectoid Table

#	Result:	Notes:
1	Hide	Defense
2	Creep	Move = 2 and gain 1 ST
3	Plasma Pistol	Attack = 3
4	Light Plasma Rifle	Attack = 4
5	Alert	Look at Opponents Hand
6	Boost	Sectoid within 3 gets Move = 1 and Attack = 2

Thin Man Table

#	Result:	Notes:
1	Poison Attack	Attack = 2 Area Affect
2	Dodge	Defense
3	Destroy Armor	Range = 2 Foe cannot use Armor Defenses
4	Jump	Move = 3
5	Plasma Pistol	Attack = 3
6	Hand to Hand	Attack = 1

Outsider Table

#	Result:	Notes:
1	Plasma Weapons	Attack = 3
2	Guard	Move = 1 and Draw 1 Card
3	Energy Being	Move = 1 and then Attack = 2
4	Absorb Energy	Defense
5	Spawn	Gain 1 Adj Outsider Unit
6	Look Tough	Opponent Discards 1 Random Card

Floater Table

#	Result:	Notes:	#	Result:	Notes:
1	Float	Move = 1	4	Flank	Move = 3
2	Flight	Move = 2	5	Plasma Rifle	Attack = 4 or 5
3	Swerve	Defense	6	Hard to Hit	Defense

Note: Flyer

Sectoid Commander Table

#	Result:	Notes:
1	Plasma Pistol	Attack = 3
2	Mind Control	Range = 4 Control Foe till end of your next Turn
3	Panic	Range = 3 Foe Immobilized this and next Turn
4	Mindfray	Attack = 5 and Opponent Discards 1 Card
5	Alert	Look at Opponents Hand
6	Boost	Sectoid within 3 gets Move = 3 and Attack = 2

Muton Table

#	Result:	Notes:
1	Alien Grenade	Attack = 3 Area Affect with Damage +1
2	Blood Call	Draw 1 Card and Opp Discards 1 Rnd Card
3	Heavy Armor	Defense x2
4	Hand to Hand	Attack = 1
5	Intimidate	Range = 2 or 3 Foe Immobilized next Turn
6	Plasma Rifle	Attack = 4 or 5

Chryssalid Table

#	Result:	Notes:
1	Bite	Attack = 1
2	Dodge	Defense x2
3	Poison	Attack = 1

#	Result:	Notes:
4	Fast	Move = 1
5	Very Fast	Move = 2
6	Super-Fast	Move = 3 or Defense

Notes: They use all Attack cards as: Attack = 1

Units killed by Chryssalids become Zombies

Hatchling Table

#	Result:	Notes:
1	Grow	Become an adult Chryssalid
2	Dodge	Defense x2
3	Scurry	Defense

#	Result:	Notes:
4	Fast	Move = 1
5	Very Fast	Move = 2
6	Super-Fast	Move = 3 or Defense

Notes: They use all Attack cards as: Attack = 1

Units killed by Hatchlings become Zombies

Zombie Table

#	Result:	Notes:
1	Insensate	Defense
2	Bite	Attack = 1
3	Claw	Attack = 1

#	Result:	Notes:
4	Erupt	Become a Hatchling
5	Shamble	Move = 1
6	Unfeeling	Defense

Notes: They use all Attack cards as: Attack = 1

Units killed by Zombies become Zombies.

Heavy Floater Table

#	Result:	Notes:
1	Heavy Armor	Defense x2
2	Heavy Plasma Rifle	Attack = 4 with Damage +1
3	Alien Grenade	Attack = 3 Area Affect with Damage +1
4	Suppression	Gain 2 ST
5	Aggressive	Move = 2 then Attack = 3
6	Highly Mobile	Move = 3

Notes: Flyer. This Unit can also use the Floater Table.

Cyberdisc Table

#	Result:	Notes:
1	Mobility	Move = 2
2	Hardened	Defense x2
3	Alien Grenade	Attack = 3 Area Affect with Damage +1
4	Saucer Form	Move = 4 or Defense
5	Volley Attack	Attack = 5 or 6 with Damage +1
6	Forward Cannons	Attack = 7 or 8 with Damage +1

Note: Flyer

Drone Table

#	Result:	Notes:
1	Repair	Heal 1 Hit to adj unit
2	Quick Repair	Move = 2 then Heal 1 Hit to adj unit
3	Minor Attack	Attack = 2

#	Result:	Notes:
4	Escort	Move = 1
5	Flight	Move = 2 or Defense
6	Evade	Defense x2

Note: Flyer

Muton Elite Table

#	Result:	Notes:
1	Alien Grenade	Attack = 3 Area Affect with Damage +1
2	Blood Call	Draw 1 Card and Opp Discards 1 Rnd Card
3	Heavier Armor	Defense x3
4	Toe to Toe	Attack = 1 with Damage +1
5	Intimidate	Range = 2 or 3 Foe Immobilized next Turn
6	Heavy Plasma Rifle	Attack = 4 or 5 with Damage +1

Muton Berserker Table

#	Result:	Notes:
1	Bullrush	Move = 2 then Attack = 1 with Damage +1
2	Blood Call	Draw 1 Card and Opp Discards 1 Rnd Card
3	Heavier Armor	Defense x3
4	Claws	Attack = 1 with Damage +2
5	Intimidate	Range = 2 or 3 Foe Immobilized next Turn
6	Rush	Move = 2 (Can be on Opp turn if Hit)

Notes: They use all Attack cards as: Attack = 1

Sectopod Table

#	Result:	Notes:
1	Fusion Lance	Attack = 7 or 8 with Damage +3
2	Hulk	Defense x3
3	Plasma Weapons	Attack = 4 with Damage +1
4	Overwatch	Attack = 6 on Opponents Move Phase
5	Stomp	Move = 1 then Attack = 1
6	Fusion Barrage	Attack = 6 Area Affect with Damage +2

Ethereal Table

#	Result:	Notes:
1	Reflect	Attack targeting Ethereal hits attacker
2	Mind Control	Range = 4 Control Foe till end of your next Turn
3	Psi Lance	Attack = 5 with Damage +3
4	Mindfray	Attack = 6 and Opponent Discards 1 Card
5	Psi Drain	Attack = 3 Foe Immobilized this and next Turn
6	Rift	Attack = 4 Area Affect with Damage +2

Turn Sequence

Players take turns. Each turn has 3 Phases:

1. Tactical Phase
2. Move and Fire Phase
3. End Phase

Action Deck

Players share a common action deck.

Tactical Phase

Draw 5 cards. Draw 4 if you only have 2 units left. Draw 3 if you only have 1 unit left.

If the deck runs out, shuffle the discard and draw from it. Discard excess cards.

MOVE and FIRE PHASE Your Units may individually move and fire in either order as you decide. All of your units get one free move of 1 hex. In addition to the free move, you can play one Move card on a unit (per turn) to move it again a number of spaces as stated on the card.

Note: Some cards are both Attack and Move cards. Play an Attack card to have a unit attack. The attack card has a number which is the range of the attack.

All Attacks do a base of 1 Hit of Damage.

Damage And Death Rules

Use Chits or tokens stacked with a unit to record Damage. A unit reduced to 0 Hits is Killed.

Defense Rules

Your opponent may play Defense cards to negate Damage. A Defense effect negates a base of 1 Hit of Damage.

End Phase

Max hand size = 5 cards. Max is 4 if you only have 2 units. Max is 3 if you only have one unit left.

Suppression Tokens (st)

ST are also called Smoke Tokens. As long as you have 1 or more ST, when a Foe attacks roll 1D6. On a roll of 4+ that Foe cannot attack that target. Either way discard 1 ST.

Area Affect

Some weapons and attacks have an area affect. The targeted space takes full damage. Every surrounding space rolls 1D6. On a roll of 5+ the unit in That space, if there is one, takes 1 Hit of Damage.

This is called Splash Damage.

Action Deck Card List

Card Name:	#	Notes:
Maneuver	4	Move = 1
Run	3	Move = 2
Sprint	2	Move = 3
Point Blank	3	Attack = 1
Short Range	3	Attack = 2
Medium Range	3	Attack = 3
Long Range	3	Attack = 4
Extreme Range	2	Attack = 5

Hex Ratings

Every Hex has 2 Ratings: Terrain and Elevation. Each rating has a numerical value from 1 to 5.

Terrain

A Unit can use a Spec card equal to or less than the value of the terrain it is in to get a Defense effect. Higher ratings provide more potential protection.

Elevation And Los And Flying

A unit on a lower elevation cannot attack a target if there are one Or more higher elevation hexes blocking its line of sight. Flyers are considered to always be at elevation = 6 Units may attack through (past) other units ONLY if they are at a lower Elevation or if the attack is a grenade or indirect.

Spec Cards

Spec (Special) Cards are used to activate unit table abilities. For example: I have a Psychic Hero Sniper and a Spec 1 card. I can activate the level 1 ability for him for any one of the tables he has access to which would include: Squaddie, Sniper Specialist, Sniper Advanced, Hero, and Psi Soldier

Immobilization

An immobilized unit cannot move, attack, defend, or do anything.

Mind Control

You control the enemy unit. You can use it the same turn you gain control of it. You must use your own cards to make it move and attack. You may play a Spec 5 card to make it kill itself. You may play a Spec 6 card to kill itself with a grenade.

Card List Notation

copies of that card in the deck

Card Name:	#	Notes:
Full Cover	1	Defense x2
Partial Cover	1	Defense
Tough	1	Defense
Evasion	1	Defense
Tactics	1	Draw 2 Cards
Diversion	1	Gain 2 ST
Strategy	1	Look at opponents hand and next 7 cards in deck
Friction	1	Opponent Draws 2 Less cards next turn
Overwatch	2	Attack = 3 or 4 on Opponents turn
Spec 1	3	Use Type 1 Table Ability
Spec 2	3	Use Type 2 Table Ability
Spec 3	3	Use Type 3 Table Ability
Spec 4	3	Use Type 4 Table Ability
Spec 5	3	Use Type 5 Table Ability
Spec 6	3	Use Type 6 Table Ability

Optional Rules

Detection

All units start the game in Hidden Status. Mark them with a Hidden Token (HT).

Detection Table

1D6	Result:	Notes:
1	Undetected	Foe remains hidden. You may not attack
2	Wasted Attack	Foe remains hidden. The attack misses
3	Shot in the Dark	Foe remains hidden. The attack hits!
4	Wild Shot	Remove HT but attack misses
5	Detected	Remove HT but you may not attack
6	Detect and Attack	Remove HT and you attack

Notes: On a miss you must discard the attack card; if you may not attack, keep the card. Get a +1 to the roll if the foe is within 3 hexes. If the Attack was an Area Affect and it "misses" still roll for Splash Damage for the Target and all units in range.

Hiding

If a detected unit moves to a hex that is range 5 or more distant from a Foe (or 6 from a sniper or Flyer) it

Revealing Yourself

Every time a hidden unit moves or attacks roll 1D6: On a roll of 4+ remove its HT.

Flushing Them Out

You may attempt to attack a hidden unit. First make a Detection Roll on the Detection Table.

regains its HT.

Panic

If a Human unit is attacked more times than it has hits in a turn or if a friendly unit within LOS is killed or if it is the first time the unit is seeing a new alien type roll 1D6 on the Panic Table:

Panic Table

1D6	Result:	Notes:
1	Rout	Unit runs off the map
2	Cower	Unit immobilized on its next turn
3	Pinned	Unit can only defend on its next turn
4	Berserk	Unit must move towards nearest foe its next turn

1D6	Result:	Notes:
5+	Keep Cool	Unit unaffected

Notes: Squaddies get -1 to roll. Heroes get +1 to roll.





X-men Skirmish

Introduction

Board & card game for 2 players. Battle between Mutants & Sentinel Robots. Takes place in the X-Men Universe.

Each figure (unit) represents a Mutant or Robot.

Disclaimer

'X-Men' is a copyrighted/trademarked property. This is just a fan site.

Unit Table

Name	Hits	Abilities
Jubilee	1	
Longshot	2	
Havok	2	
Iceman	2	
Cable	3	Leader
Rogue	2	Flying
Banshee	2	Flying
Professor X	1	Leader
Gambit	1	
Psylocke	1	

Victory

Destroy all opposing Units.

The Map

Use an 8x8 chessboard.

Mutants & Robots

Use chits or miniatures to represent units.

Name	Hits	Abilities
Shadowcat	1	
Nightcrawler	2	
Archangel	2	Flying
Beast	3	Leader
Colossus	3	
Cyclops	2	Leader
Wolverine	3	
Storm	2	Flying
Sentinel	2	

Type X Special Power Table

Name	Power	Game Effect
Jubilee	Fireworks	Disable Attack: range = 2
Longshot	Luck	Defense
Havok	Plasma Blast	Attack: range = 3
Iceman	Freeze	Disable Attack: range = 2
Cable	Strategist	Draw 2 cards (once on your turn)
Rogue	Absorb	Use power of any other X-man in game
Banshee	Sonic Shock	Disable Attack: range = 2
Professor X	Mental Bolt	Attack: range = 5
Gambit	Kinetic Energy	Attack: range = 3
Psylocke	Psychic Knife	Attack: range = 1
Shadowcat	Phasing	Move: range = K
Nightcrawler	Acrobat	Defense
Archangel	Wing Missiles	Attack: range = 3
Beast	Agility	Defense
Colossus	Steel Skin	Defense
Wolverine	Admantium Claws	Attack: range = 1
Storm	Weather Control	Disable Attack: range = 6

Name	Power	Game Effect
Cyclops	Energy Beams	Attack: range = 4
Sentinel	Lasers	Attack: range = 4
Sentinel	Neutralizer	Negate a Special Power card just played

Type Y Special Power Table

Name	Power	Game Effect
Nightcrawler	Prehensile Tail	Defense
Shadowcat	Disrupt Electronics	Attack: range = 1
Cable	Firepower	Attack: range = 3
Iceman	Ice Wall	Defense
Jubilee	Pyrotechnics	Disable Attack: range = 3
Longshot	Agility	Defense
Havok	Plasma Beam	Attack: range = 4
Rogue	Absorb	Use power of any other X-man in game
Banshee	Sonic Blast	Disable Attack: range = 3
Professor X	Read Minds	Look at opponents hand
Gambit	Inertial Escape	Defense
Psylocke	Psychic Knife	Attack: range = 1
Archangel	Fly Far & Fast	Attack: range = 5
Beast	Throw Object	Attack: range = 2
Colossus	Break Walls	Move = 2
Wolverine	Admantium Claws	Attack: range = 1
Storm	Tornado	Disable Attack: range = 5
Cyclops	Eye Beams	Attack: range = 5
Sentinel	Mutant-Sensors	Look at opponents hand
Sentinel	Catchweb	Disable Attack: range = 2

Type Z Special Power Table

Name	Power	Game Effect
Cyclops	Bounce Optic Blast	Attack: range = K
Storm	Lightning Bolts	Attack: range = 5
Wolverine	Regeneration	Defense
Colossus	Strength of Steel	Attack: range = 1
Beast	Bestial Strength	Attack: range = 1
Nightcrawler	LOS Teleport	Move: range = 4
Gambit	Defy Gravity	Move: range = 3
Shadowcat	Insubstantial	Defense
Professor X	Omnipathic	Look at next 7 cards in deck
Psylocke	Telepathy	Look at opponents hand
Cable	Forcefield	Defense
Iceman	Ice Slide	Move: range = 2
Jubilee	Detonate Matter	Attack: range = 2
Havok	Plasma Blast	Attack: range = 4
Banshee	Sonar	Look at opponents hand
Rogue	Energy Drain	Attack: range = 1
Archangel	Razor Wings	Move & Attack: range = 1
Longshot	Mystical Luck	Draw 2 cards and discard one

Name	Power	Game Effect
Sentinel	Disintegrator Beams	Attack: range = 3

Setup

The X-Man player gets 8 Mutants with a maximum Hit point total of 16. The X-Man team must include one leader. The Sentinel player gets 8 Sentinel Robots.

Each player places one unit on each square of his back row. Units may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 3 phases:

1. Orders Phase
2. Move Phase
3. Battle Phase

Orders Phase

Draw 3 cards. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Move Phase

Play (discard) a Move card to move one of your units. Units cannot move through other units except for Flyers. The move card has a number.

This is the number of spaces the unit moves. Moves are diagonal or orthogonal. Instead of moving just one unit in any direction, you have the option of moving

one or more units forward the indicated number of spaces using a single move card.

Battle Phase

Play (discard) an Attack card to have a unit attack. The attack card has a number. This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack takes 1 Hit point of Damage. Units reduced to zero hits are knocked out and removed from the map.

Units cannot attack through other units. Units hit by a Disable attack do not take damage, but cannot move, defend, or Attack for 2 turns.

Special Powers

Discard a Special Power card to activate a units special power. Note that there are X and Z type special powers. If a unit has 2 or more powers of one type it may choose which one to use.

Card List Notation

M Movement

A Attack

D Defense

X Special Card

Type Purpose of card

Number of that type of card in the deck

Card List

Card Name:	#	Range	Type	Notes:
Walk	5	1	M	
Jog	5	2	M	
Run	5	3	M	
Sprint	4	4	M	
Fly	3	5	M	Flying units only
Fly Fast	2	6	M	Flying units only
Punch	5	1	A	
Kick	5	1	A	
Dodge	2	-	D	Mutants only
Armor	2	-	D	Sentinels only
Type X Special Power	4	-	X	
Type Y Special Power	4	-	X	
Type Z Special Power	4	-	X	

Links

The X-Men





X-statiX

Introduction

Card game for 2-3 players. Each player recruits a team of Mutants for hire that use their powers and savvy marketing to Achieve celebrity status and all the glory and riches they can get. Send your Mutants on high profile missions to earn even more money.

Victory

The player with the most Money Tokens at the end of the game wins.

Game End

The game ends when a player goes to start his turn, and there Are no cards left in the deck.

Dice

Six sided dice are needed.

Money Tokens

Players share a common set of Money Tokens (MT).

Fame Tokens

Players share a common set of Fame Tokens (FT).

Special Cards

There are 3 Team Name cards and 3 Owner cards available.

The Common Deck

Players share a common deck. Card types include:

- Heroes
- Marketing
- Missions
- Powers

Setup

Each player gets 1 Owner Card. Each player gets 1 Team Name Card. Each player is dealt a Hand of 7 Common Cards.

Each player starts with 4D6 MT. Players roll high on 1D6 to see who goes first. Play proceeds clockwise.

Turn Sequence

Players take turns. Each turn has 7 Phases:

- Opportunity Phase
- Recruitment Phase
- Publicity Phase
- Mission Phase
- Fame Phase
- Fortune Phase
- End Phase

Opportunity Phase

Draw 1 card and put it in your hand. You may draw extra cards, but first for each you must pay 1D6 MT or pass. This is the Opportunity roll.

If you pass, you may draw no more cards.

Recruitment Phase

You may put Mutants (Heroes) from your hand into play. To recruit a Mutant you must first pay 1D6 MT. This is the Recruit Roll. If you choose not to, recruitment phase ends.

When you recruit a Mutant, place his/her card face up in front of you and place 1 FT on it.

Publicity Phase

You may attach Marketing Cards to your Heroes. To attach a Marketing Card you must first pay 1D6 MT. This is the Marketing Roll. If you choose not to, Publicity phase ends.

A Mutant may not have more Marketing cards attached than he or She has Fame Tokens.

Mission Phase

You may play 1 Mission Card from your hand. To go on the Mission, you must have at least 1D6 Heroes. This is the Mission Roll. If you do not, skip the rest of this phase.

Roll 1D6. This is the Carnage roll. For each point of carnage, discard one Power card from your hand. For each point of Carnage not negated by a Power card, kill off 1 random Hero of your Team.

Gain 1D6 MT for each killed Hero. This is the Send-off Roll. If you have any surviving Heroes roll 1D6. Add the number of survivors. This is the Success roll. If the Success roll is higher than the Carnage Roll, the mission is a success and you gain 2D6 MT. This is the Payoff Roll.

You may discard Power cards to add 1 to the Success roll for each card discarded. All tokens and cards attached to a killed Hero are discarded/lost with him.

Fame Phase

Each of your Heroes that survived a Mission last phase gains a Fame Token.

Fortune Phase

Gain 1 Money Token for each FT and Marketing card you have in play.

End Phase

Max hand size is 5 cards. Discard excess cards.

Event Ability

Some Power and Marketing Cards have an Event Ability. Instead of (Not in addition to) using the card

as a power, or for Marketing, You may discard it (when appropriate) from your hand to activate its Event Ability.

Card Notation

H Heroes
M Marketing
X Missions
P Powers
CR Carnage Roll
SR Success Roll
PR Payoff Roll
E Event Ability

X-statix Common Deck Card List

Name:	Type	Notes:
Anarchist	H	Get -1 to the Mission Roll (Minimum of 1)
Toxic Sweat	P	E = Opponent discards 1 random card from hand
Dead Girl	H	Get -1 to Carnage Rolls
Regeneration	P	E = Reroll Carnage Roll
Reanimation	P	E = Put top Hero on discard into your hand
The Orphan	H	Reroll 1 Target roll on your turn
Superhuman Senses	P	E = Reroll target Die Roll
Sense Vulnerability	P	E = Look at Opponents Hand
El Guapo	H	Marketing cards cost -2 to attach to him
Phat	H	Earns +1MT in Fortune Phase
Control Body Mass	P	E = Reroll Success Roll
U-Go Girl	H	May switch her to be the Casualty
Teleportation	P	E = +2 to Success Roll
Venus Dee Milo	H	Give +1 or -1 to one target roll on your turn
Being of Pure Energy	P	-
Energy Blasts	P	-
Vivisector	H	Get +1 to Success rolls
Shape Shifting	P	-
Lacuna	H	Get +2 to Payoff rolls
Freeze Time	P	E = Reroll any target roll
Ooze	H	If killed draw 2 Cards
Overkill	H	Kill off this Hero to get +2 to Success Roll
Ocelot	H	-
Orbit	H	Discarded Power cards add +2 to the SR
Saint Anna	H	Other Heroes killed live on a roll of 5+ on 1D6
Healing Powers	P	Counts as 2 Power Cards for CR
Telekinesis	P	E = -1 to Mission Roll
The Spike	H	Get -1 to Opportunity Rolls
Zeitgeist	H	Gets +2 to his own Sendoff roll
Acid Spray	P	E = Opponent must discard 1 card of his choice
Battering Ram	H	Kill off to negate 2 Carnage Points
Superhuman Strength	P	Counts as 2 Power Cards for SR
Bloke	H	Draw a card at the beginning of each mission
Chameleon Powers	P	E = Steal 1 random card from opponents hand

Name:	Type	Notes:
Gin Genie	H	Discard any cards for +1 to success roll each
Shockwave	P	E = CR -2 and SR -2
La Nuit	H	If killed roll 1D6. goes to your hand on 3+
Dark Cloak Aura	P	E = Draw 2 Cards
Plazm	H	You may reroll Success Roll
Flight	P	E = Reroll Mission Roll
Protoplasmic Beams	P	-
Sluk	H	If killed get +2 to Success Roll
Paralysis Neurotoxin	P	E = CR +1 and SR +1
Smoke	H	If killed roll 1D6. Still alive on 4+
Succubus	H	You may reroll Carnage Roll
Razor-sharp Claws	P	-
Terrorist Group	X	CR -1 PR -2
Zombies	X	-
Rescue Boy Band	X	SR -1 PR +2
Mysterious Fan Boy	X	CR +1 PR +2
Bush Rangers	X	CR +2 PR +4
Mister Code	X	CR +2 PR +4
Random Killers	X	-
Pop Death Song	X	CR -2 PR -4
Middle East Dictator	X	-
The Crack Squad	X	-
The Bad Guy	X	CR +1 PR +2
The Euro-Trash	X	CR -1 PR -2
Surrender Monkey	X	CR -2 PR -4
The Pitiful One	X	SR -1 PR +2
Merchandizing Rights	M	-
Media Manipulation	M	E = Discard Marketing cards on target Hero
Sensationalism	M	E = Get another turn after this one
Celebrity Status	M	E = Steal 1 random Hero from opponent
PR People	M	-
PR Spin	M	E = Sendoff Roll +3
Media Craze	M	-
Cult of Personality	M	Counts as 2 Marketing Cards
Roadshow	M	E = Reroll Mission Roll
TV Talk Show	M	E = Discard 1 random Hero of Opponent
Popularity Ratings	M	E = Hero gains 1 Fame token
National Television	M	-
Doop	M	Alien Camera Man
Licensing	M	E = Gain 2 MT
Reality TV	M	E = Hero loses 1 Fame token
Interviews	M	E = Payoff Roll +3
Ratings Bonanza	M	E = You may choose the casualties on a mission
Superstar Status	M	E = Draw 2 cards
Movies	M	-

Team Owner (manager) Cards

Name:	Notes:
Coach	Kill one of your own Team Members in End Phase to gain 1D6 MT
Spike Freeman	Max Hand Size = 7
Solomon O'Sullivan	Heroes cost 1 less MT to recruit each

Team Name Cards

Name:	Notes:
X-Statix	+1 to Sendoff Rolls
X-Force	+2 to Payoff Rolls
O-Force	All recruits start with one extra FT. Add 1 to the carnage roll.





Xanth Quest

Introduction

Board and Card game for 2+ players. Based on the Xanth series by Piers Anthony. If you are unfamiliar with the series, check out the links first.

It is light hearted fantasy filled with lots of Magic, puns, clichés, titillation, Mysteries, moral dilemmas, likeable characters, and just good romping fun.

Disclaimer

Xanth is a copyrighted property. This is merely a fan site.

Victory

Be the first player to get your pawn to the end space and then back to the Starting space. (It's a race game) This represents a quest involving a trek across the dangerous wilderness of Xanth.

Pawns

Each player has a pawn of a unique color. The Pawn represents the players main Character and any Companions.

The Board

- The Board is a Track 63 spaces long.
- The first space is the Starting space.
- The last space is the End space.
- Space # 32 is the Gap Chasm.
- Each space must be big enough to contain one face-up card

Dice

Six and Ten sided dice are needed.

Character

Each player starts with one Main Character of their choice. This can be any adventuring character from any of the Books. Every Main Character has a Power Level = 3.

An example of a Main Character would be Bink or Trent.

The Deck

Players share a Common Deck. There are 10 card types:

- C** Companion
- E** Event

- D** Delay Challenge
- L** Lethal Challenge
- Q** Quest Challenge
- X** Location
- A** Aid
- H** Healing
- N** Divination
- M** Move
- S** Safe

Setup

Players put their pawns on the starting space. The best looking player goes first.

Turn Sequence

Players take turns. On your turn roll 1D6 and move that many spaces forward. Once you have reached the end space, you turn around and head back.

If you land on an empty space draw one card and reveal it to all players.

Challenge Cards

If you draw a Challenge card, you must resolve it immediately. Roll 1D10 and add the Power of your Character and all Companions. This is the Hero roll.

Roll 1D10 and add the Power of the Challenge card. This is the Foe roll. Hero and Foe rolls are called Challenge rolls.

- If the Hero roll is equal or greater, the Challenge is defeated.
- If the Foe roll is greater, the Character is defeated.
- If a Character loses against a Delay Challenge, the Character misses his next turn.
- If a Character loses against a Lethal Challenge, the Character must discard a Companion.
- If the player has no Companions, he misses his next turn.
- If you win a Quest Challenge, move your Pawn forward 1D6 spaces.
- If you fail a Quest Challenge, move your Pawn backward 1D6 spaces.

The player may play Aid cards to raise his Hero roll total. Discard all played Challenge cards and Aid cards.

Locations

If a Location card is drawn, it is placed into the space. The location card stays there for the rest of the game and must be encountered by whomever lands on it. Some locations are challenges, some are safe,

some require you to roll on Special Tables such as the Settlement Table.

Note: You must stop upon entering the Gap Chasm Space. You cannot leave the Gap Chasm until you find a Way across.

Settlement Table

1D10	Result:
1	Magical Transport: Move Forward 1D6 Spaces
2	Hospitality: Nothing Happens
3	Intrigue: Miss next Turn
4	Legal Dispute: Miss next Turn
5	Gain Companion: Flip cards & take next Companion in Deck. Reshuffle
6	Receive Aid: Flip cards & take next Aid card in Deck. Reshuffle
7	Information: Look at next 7 cards in Deck
8	Perform Service: Quest Challenge of Power = 6
9	Difficulties: Flip cards & Face next Challenge card in Deck. Reshuffle
10	Safe Passage: Move Forward 1D6 Spaces

Gap Chasm Table

1D6	Result:
1-2	Find Way Across: You may move next turn
3-4	No Way Across: Roll again next turn
5-6	Gap Dragon: Lethal Challenge of Power = 9

Aid Cards

If you draw an Aid card, put it in your hand. Max hand size is 4 cards. Discard excess cards.

Companions

If you draw a Companion card, put into play face up in front of you. The Companion is "attached" to your Character. It stays in play until you lose a Lethal Challenge, or some other misfortune.

You can have a maximum of 3 companions. Discard excess Companions.

Move, Event, Divination, Safe, & Healing

If you draw an Event, Move, Divination, or Healing card, it must be resolved immediately. Effects of Events vary.

- For a Move card, immediately move 1D6 spaces forward.
- For a Divination card, look at the next 7 cards in the deck.
- For a Healing card, put a Companion in the discard back into play attached to your Character.
- For a Safe card, nothing happens.

Discard the Move, Safe, Event, Divination, or Healing card after it is resolved.

Confrontations

If you land on another player's pawn, there will be a duel. (Do not draw a card, and ignore locations) Resolve the Duel like a Challenge. A tie means nothing happens.

The higher total is the winner. The loser must miss his next turn.

Common Deck Card List

Card Name:	Type	Power	Notes:
Pranksters	D	2	Humans with Heat & Shield Spells
Ruffians	D	3	Humans with Sword, Gas, & Hole Spells
Justin	N	-	Talking Tree that Gives Advice
Sabrina	C	1	Smart, Pretty woman with Holograph Spell
Repulsion Spell	A	3	Protects Villages
North Village	X	-	Roll once on the Settlement Table
Gap Village	X	-	Roll once on the Settlement Table
Omen	N	-	They always come true
Lookout Rock	X	-	Treat as Divination card when landed on

Card Name:	Type	Power	Notes:
Chameleon	C	2	Woman. Genius or Beautiful. Monthly cycle.
Basilisk	L	4	Lizard with Gaze of Death
Fanchon	A	3	Highly Intelligent Woman
Dee	A	2	Average Woman
Wynne	A	1	Very Beautiful Woman
Fiery Salamander	L	4	Starts strong Fires
Stench Puffer	D	2	Olfactory Nuisance
Castle Roogna	X	-	Roll twice on the Settlement Table
Isle of Illusion	X	-	Treat as Delay Power = 5 when landed on
Coral Sponge	H	-	Heals wounds
Bianca	C	2	Woman with Replay Spell
Roland	C	3	Man with Stunning Spell
Wild Oats	D	5	Home of a Beautiful Nymph
Beerbarrel Tree	D	1	Don't drink too much!
Locoberry Bush	D	2	Don't eat too much!
Restoration Spell	H	-	Heals wounds
Will o' the Wisp	D	3	Leads one into danger
Spectre	L	3	Type of Ghost
Shade	L	1	Weak Ghost
Protected Trail	M	-	Near Settlements
Short Cut	M	-	Through the Woods
Guide	M	-	Local Inhabitant
Griffin Steed	Q	-	Hard to Handle
Map	M	-	A recent Map
Needle Cactus	L	2	Shoots Barbs
Village Elders	E	-	Roll once on the Settlement Table
Roc	D	4	Hide from Giant Stone Bird
Ghoul	L	2	Walking Dead
Ogre	L	4	Man Eating Giant
Young Bull Centaur	L	4	Looking for a fight
Chester	C	3	Male Centaur
Cherie	C	3	Lovely Female Centaur
Kings Path	M	-	Protected by the Covenant
Nicklepedes	L	2	Nickel size bites
Unicorn	L	4	Horn & Hooves
Ride Centaur	M	-	Preferably a Female Centaur
Tangle Willow	L	4	Carnivorous Tree
Peace Pines	X	-	Peace Spell: Lethal Power = 4
Lightning Bugs	L	1	Semi-Dangerous
Winged Cows	S	-	Domesticated
Wiggle Swarm	L	9	Deadly Flying Worms
Breadfruit Tree	S	-	Food
Stone Doves	S	-	Harmless
Confidence Spell	A	2	False Courage
Fish River	L	5	Converts drinkers into Fish
Drowning Lake	L	5	Drowning Spell
Werewolf	L	4	
Farm House	X	-	Roll once on the Settlement Table
Lyrebird	D	1	Stay and listen to Music
Clutchroot	L	2	Carnivorous Plant
Medicinal Spell	H	-	
Help a Shade	Q	3	Help ghost with unfinished business
Magic Woods	D	3	Ignorance, Fear, and Aversion Spells

Card Name:	Type	Power	Notes:
Sea Monster	L	6	
Illusionary Terrain	D	5	
Sorceress Iris	D	7	Powerful Illusionist
Helpful Plants	S	-	Blanket Tree, Hotsoup Gourd, Pillbox Bush
Dryads Grove	E	-	Roll once on the Settlement Table
The Spring of Life	X	-	Treat as a Heal card when landed on
Chimera	L	5	Lion, Goat, and Serpent Heads
Corporal Crombie	C	3	Soldier with Direction Finding Spell
Harpy	L	2	Foul Mouthed Flying Scavenger
Technicolor Hailstorm	D	5	Hail stones the size of Fists
Mind Reading Spell	A	3	Don't marry the girl with this power
Evade	A	3	The better part of Valor
Run Away	A	2	To fight again another day
Escape	A	3	Narrow
Hide	A	2	Survival Skill
Angry Hippocampus	L	3	Man sized Seahorse
Hidden Door	D	2	You have to find it
Manticora	L	5	Winged, Scorpion tailed, Man faced Lion
Bottle Demon	N	-	
Truth Spell	N	-	Answers Yes or No questions
Spell Abate	A	2	
Invisible Giant	L	6	Don't get Stepped on
Interference Magic	A	2	Self Preservation Spell
Enchanted Forest	D	4	Misdirection & Repellant Spells
Countermagic	A	3	
Invisible Bridge	M	-	
Love Spring	D	6	Explains existence of most Half-breeds
Opening Spell	M	-	
Whirlpool	D	6	Sucked In
Kraken Weed	L	6	Carnivorous Seaweed
Mermaids	D	4	With Perky Breasts
Tritons	L	3	Boyfriends of the Mermaids
Underwater Caves	Q	5	Difficult to navigate
Acid Crabs	L	2	
Catoblepas	L	3	Whatever it is, it's Ugly as sin
Argus	L	3	Large Fish Headed Pig
Honorable Action	Q	4	Difficult Decision
History Lesson	N	-	Human Immigration & Evolution
Hypnogourd	D	3	Peephole Spell
Demon Weed	L	3	Carnivorous grass with Stasis Spell
Magic Sniffer	N	-	
Vine Tree	L	4	Carnivorous
Forest Trap	D	4	Lure Spells & One way Path
Vampire Bats	L	2	Blood Suckers
Cling Rats	L	3	Attraction Spell
Zombie Reptiles	L	2	Crocs & Snakes
Human Zombies	L	2	Slow
Sword	A	2	Hand to Hand Weapon
Bow & Arrows	A	2	Ranged Weapon
Questing Rope	A	3	
Magic Fountain	X	-	Treat as a Heal card when landed on
Cherry Bombs	A	3	
Ancient Spells	A	3	

Card Name:	Type	Power	Notes:
Moral Dilemma	Q	6	
Ethical Dilemma	Q	6	
Choke Bees	L	2	
Dragon	L	8	Flying, Fire Breathing Variety
Petrification Spell	A	3	Paralyzation
Direction Spell	M	-	
Sphinx Riddle	L	5	
Stun Spell	A	3	
Truce	A	2	
Wyvern	L	4	Winged, Poisonous Dragon
Land Serpent	L	5	
Troll	L	3	
Goblins	L	2	Hard Heads
Faeries	D	5	
Herman the Hermit	C	3	Magic using Centaur
Exiled	E	-	Opponent must go back 1D6 spaces
Blackmail	E	-	Opponent must go back 1D6 spaces
Genie	L	4	
Magic Spotter	N	-	
Noose Loop Bush	L	2	Carnivorous Bush
Ant Lions	L	1	Colony
Set Trap	A	3	
Retreat	A	2	
Phoenix Form	M	-	Fiery Bird
Blinding Fog	D	3	
Magical Storm	D	4	
Flying Carpet	M	-	
Travel Conjuror	M	-	
Wolf Head	L	2	
2 Headed Serpent	L	2	
Practical Decision	A	3	
Calculated Risk	A	3	
Truth Revealed	N	-	

Game Designers Notes

I read the first 9 books of the series in my teens. I just reread the first book, "A Spell for Chameleon". This game is based 98% on the material in that book.

I recommend the book. Its fun, cute, clever, and thought provoking. Piers Anthony is one of my personal favorites, along with Asimov, Heinlen, and Clarke.





Xenophon And The Ten Thousand

Introduction

Board Game for 1-4+ players. Each player represented by his own pawn is a unique incarnation of Xenophon and the Ten Thousand. The 10,000 are Greek Mercenaries who have come to fight for Cyrus, the younger brother of the Persian King Artaxerxes. Cyrus is killed in Battle against the King leaving the Greeks abandoned, deep in hostile Territory.

The Greeks begin a long march northward to the Black Sea and Greek Territory. The player whose Pawn reaches the Sea first and with the most men is the winner.

Victory

The game ends when all players have finally reached the last space on the Distance Track. Players then calculate their scores: Player Score = (Remaining Men) Divided by (Number of Turns to Reach the Sea)

Tracks

There are 2 Tracks: The Distance Track The Time Track

The Distance Track

This track has 60 numbered spaces. The first space is that of Cunaxa where Cyrus was killed. The last space is the Coastal Greek Colony of Trapezus.

Each player has his own uniquely colored pawn which he moves along the distance Track. Pawns may stack. Each space represents about 10 Miles.

The Time Track

This track has 60 numbered spaces. A single neutral pawn is moved a single space after all players have completed a single turn. When a player reaches the sea he should take his colored pawn from the Distance track and place it on the Time track on the current space to mark how long his journey took.

Each space represents about 2 Days.

Player Pawns

Each player has a pawn of a unique color. These move along the Distance track and at the end of a journey are used as a marker on the Time Track.

Men

Each player starts with 10,000 Men. Men are lost during the journey due to fighting, exposure, starvation, and desertion. Use paper and pencil to keep track of your manpower total.

The term Army represents whatever total men you have left.

Food Tokens

Each Food Token represents 1 days supply worth of food for the Army.

Starvation Tokens

Lack of Food Tokens will result in accumulation of Starvation Tokens.

Mutiny Tokens

These represent dissent and despondency amongst the ranks.

Anger Tokens

These represent the accumulation of barbarian forces arrayed against you.

Dice

Six sided dice are needed.

Action Deck

Players share an action deck. Most cards will increase or reduce the value of a target Dieroll. Most improve your rolls.

Others will be to the detriment of your opponent. Cards when played are discarded.

Setup

Players place their Pawns on the starting space of the Distance Track. Place a Neutral Pawn on the starting space of the Time Track. Players roll high to see who goes first.

Each player is dealt 3 cards from the Action Deck. Each player starts with 1 Food Token.

Turn Sequence

Players take turns. Each turn has 16 Phases:

- Draw Phase
- Route Phase
- Weather Phase

- Satrap Phase
- Negotiations Phase
- Attack Phase
- Battle Phase
- Exposure Phase
- Forage Phase
- Consumption Phase
- Starvation Phase
- Morale Phase
- Rally Phase
- Desertion Phase

2D6	Route Terrain	FR	TR	BR
2-3	High Mountains	-1	-2	+1
4-5	Mountains	-1	-1	+1
6	River	-	-2	+1
7	Desert	-1	-	-

FR Forage Roll Modifier
TR Travel Roll Modifier
BR Battle Roll Modifier

Weather Phase

Make a Weather Roll:

1D6	Severity:	FR	TR
1-3	Mild	-	-
4-5	Cold	-1	-1
6	Harsh	-2	-2

FR Forage Roll Modifier
TR Travel Roll Modifier

Get a -1 to this roll while on the first 30 spaces of the Distance Track

1D6	Result:
1	Confrontational: Gain 3 AT
2	Hostile: Gain 2 AT
3	Wary: Gain 1 AT

AT Anger Token
FT Food Token

Attack Phase

Make an Attack Roll: Roll 1D6: If your result is equal to or less than the number of AT you have, you

1D6	Casualties:
1	(1D6+ 4) x100 Men
2	500 Men
3	400 Men
4	300 Men

Exposure Phase

If the Weather was Harsh this turn make an Exposure Roll: Lose 1D6-1 x100 Men. Add 1 to this roll if you were attacked this turn. Add 1 to this roll if it was also harsh last turn.

- Travel Phase
- End Phase

Draw Phase

The current player draws 3 Cards. If the deck runs out, shuffle the discard and draw from it.

Route Phase

Make a Route Roll:

2D6	Route Terrain	FR	TR	BR
8	Hills	-	-	-1
9-10	Flat Plains	+1	+1	+1
11-12	Settled Area	+2	+2	-1

Satrap Phase

Make a Strap Roll:

1D6	Meet:
1-5	Nobody
6+	Encounter a Satrap

Get a +1 to this roll if you are in a Settled Area.

Negotiations Phase

If you encountered a Satrap this turn make a Negotiation Roll:

1D6	Result:
4	They Hide: Nothing
5	They Open their Markets to you: Gain 2 FT
6	Friendly: Remove all your AT and Gain 2 FT

are Attacked by Barbarians. Note: The Term Barbarians refers to anybody who is not Greek.

Battle Phase

If you are attacked by Barbarians remove 1 Anger Token and Make a Battle Roll:

1D6	Casualties:
5	200 Men
6	100 Men
7+	None

Forage Phase

You may choose not to Forage, if so skip this turn. Otherwise make a Forage Roll:

1D6	FT	AT
1	0	0
2	1	0
3	2	1

FT Number of Food Tokens you gain
AT Number of Anger Tokens you gain

Consumption Phase

If you currently have a Food Token, discard all your Starvation Tokens. Discard 1 Food Token. If you have no Food Tokens to lose gain 1 Starvation Token.

Starvation Phase

If you have Starvation Tokens make a Starvation Roll: Lose $(1D6 - 4 + Z) \times 100$ Men where Z = the number of Starvation Tokens you have.

Morale Phase

Make a Morale Roll:

1D6	Result
1-5	Nothing
6+	Gain 1 Mutiny Token

Add 1 to this roll if you were Attacked this turn. Add 1 to this roll if the Weather is Harsh. Add 1 to this roll if you have a Starvation Token

Rally Roll

If you have Mutiny Tokens make a Rally Roll:

1D6	Result
1-4	No Effect
5-6	Remove 1 Mutiny Token

Desertion Phase

If you have Mutiny Tokens make a Desertion Roll:

1D6	Result
1-5	No Deserters
6+	Lose 1D6 x100 Men

Add 1 to this roll for each Mutiny Token you have.

Travel Phase

Make a Travel Roll: Move your pawn forward 1D6 Spaces on the Distance Map. Note Weather and Route Modifiers. Subtract 2 from this roll if you Foraged this turn.

Subtract 1 from this roll if you have any Starvation Tokens. Subtract 2 from this roll if you Negotiated with a Satrap this turn. Subtract 2 from this roll if you were Attacked this turn.

1D6	FT	AT
4	3	1
5	4	2
6	5	2

End Phase

Max hand size is 7 cards. Discard excess cards.

Card List Notation

X May work to either sides benefit
FT Food Token
AT Anger Token
MT Mutiny Token
ST Starvation Token
BR Battle Roll
RR Rally Roll
ER Exposure Roll
SR Satrap Roll
AR Attack Roll
NR Negotiation Roll
DR Desertion Roll
WR Weather Roll
TR Travel Roll
ZR Starvation Roll

Action Deck Card List

- Card Name = Effect:
- Corn = Gain 1 FT
- Muddy Road = TR -1
- Eat only Meat = ZR -2
- Narrow Road = TR -1
- Fodder = Gain 1 FT or TR +1
- Quarrel = MR +2
- Date Wine = Gain 1 FT
- Scorched Earth = FR -1
- Buy Provisions = Gain 1 FT
- Traitor = MR +3
- Market = Gain 1 FT
- Swayed by Persians = DR +1
- Intervene = Get 1 extra RR
- Tissaphernes = AR -3
- Begging = Get 1 extra RR
- Greek Invaders = AR -2
- Thracian Troops = BR +1
- Block Crossing = AR -2
- Greek Cavalry = BR +1
- Despondency = MR +2
- Call for Action = BR +1
- Reprisals = AR -2
- Reconciliation = Get 1 extra RR
- Herald = SR +3
- Pledge of Friendship = NR +1
- Messenger = SR +3
- Consultation = Reroll Target Roll
- Delegates = SR +3
- Trial = Get 1 extra RR
- Short of Supplies = Lose 1 FT
- Greek Generals = BR +1 or RR +1

- Enemy Cavalry = AR -2
- Greek Captains = BR +1 or RR +1
- Fear = MR +2
- Promises = Get 1 extra RR
- Panic = MR +2
- Bribes = Get 1 extra RR
- Generals Killed = MR +4
- Wagons = Gain 1 FT
- Mutual Suspicion = NR -1
- Baggage = Gain 1 FT
- Canals = TR -1
- Ambush = Reroll BR
- Burn Villages = Gain 1 AT
- Prisoners = Reroll BR
- Treachery = Gain 1 AT & 1 MT
- Retreat = Reroll BR
- Intrigue = NR -1 or MR +2
- Soothsayer = Reroll Target Roll
- Slander = NR -1 or MR +2
- Omens = Reroll Target Roll
- Conspiracy = NR -1 or MR +2
- Sacrifices = Reroll Target Roll
- Perjury = NR -1 or MR +2
- Barley = Gain 1 FT
- Misery = MR +2
- Plunder = FR +2
- Camp Followers = TR -1 or lose 1 FT
- Spartan Hoplites = BR +1
- Slings & Arrows = BR -1
- Arcadian Soldiers = BR +1
- Ambassadors = SR +3
- Theban Cohort = BR +1
- Carduchi = Gain 1 AT
- Athenian Peltasts = BR +1
- Violent Attacks = BR -1 or AR -1
- Arms & Courage = BR +1
- Falling Rocks = BR +1
- Resolution = BR +1 or RR +1
- Armenians = AR -2
- Advice = Get 1 extra RR
- Mercenaries = AR -1
- Honor = NR +1 or RR +1
- Downhearted = MR +2
- Shelter = ER -1
- Deep Snow = TR -1
- Truce = NR +1
- Snowstorm = WR +2
- Oaths to the Gods = NR +1
- North Wind Blowing = WR +1
- Escort = TR +2
- Freezing Cold = WR +1
- Allies = TR +2
- Snow Blindness = ER +1
- Long March = TR +2
- Frostbite = ER +1
- Pursuit = Reroll BR
- Exhaustion = ER +1
- Scouts = BR +1 or TR +2
- Colchians = AR -1
- Vanguard = BR +1
- Defensive Position = TR -2
- Make Camp = ER -2
- Food Poisoning = TR -2
- Command Silence = MR -2
- Proclamation = MR -2
- Treaty = NR +1
- Discuss Terms = NR +1
- Patrols = BR +1 or TR +2
- Battle Order = NR +1 or BR +1
- Flooded Plain = TR -2
- Foreign Foods = Gain 1 FT
- Safe Conduct = NR +1 or TR +2
- Argument = Get 1 extra RR
- Firewood = ER -1
- Pontoon Bridge = TR +1
- Permanent Bridge = TR +1
- Warning = BR +1
- Guards = BR +1
- Big City = Gain 2 FT
- Sheep & Goats = Gain 1 FT
- Bread & Cheese = Gain 1 FT
- Compact = NR +1
- Sensible Speech = NR +1 or RR +1
- Achean Contingent = BR +1
- Thessalian Forces = BR +1
- Inspiring Speech = Get 1 extra RR
- Bravery = BR -1 or Get 1 extra RR
- Council of War = Draw 3 Cards
- Sign of the Gods = Get 1 extra RR
- Sing the Paen = BR +1
- Vows = BR -1 or Get 1 extra RR
- Glorious Hopes = Get 1 extra RR
- Square Formation = BR +1
- Rearguard = BR +1
- Cretan Archers = BR +1
- Rhodian Slingers = BR +1
- Mutilate the Corpses = AR +2
- Initiative = BR +1 or TR +2
- Flanking Companies = BR +1
- High Ground = Reroll BR
- Doctors = BR +1 or ER -1
- Wheat Flour = Gain 1 FT
- Defend Encampment = BR +1
- Picked Men = BR +1
- Race to the Summit = Reroll BR
- Deception = Reroll Target Roll
- March to the Sea = TR +2
- Night March = TR +2 or BR +1
- Captive Guides = TR +2
- Seize the Pass = BR +1 or TR +2
- Trumpet Signal = Draw 3 Cards
- Assault = BR +1
- Ford = TR +2
- Battle Cry = Reroll BR
- Relieving Party = BR +1
- Interpreter = NR +1
- Ointments = ER -1
- Question Prisoner = Draw 3 Cards
- Attack Enemy Camp = BR +1
- Quarter in Villages = ER -1
- Village Headman = Remove 1 AT
- Night Maneuver = BR +1 or TR +2

- Mountain Pass = TR +2
- Oxen & Cattle = Gain 1 FT
- Chalybes = Gain 1 AT
- Fortifications = FR -2
- Ravages = FR +2
- Climb Mountain = BR +1
- Macrones = NR +1
- Advance in Columns = BR +1
- Support = BR +1
- Advance at the Double = BR +1

Solitaire Play

If you have a card in your hand that would penalize you, and the opportunity comes up, you must play it.

Optional Rule - Leader Cards

At the beginning of the game each player picks one Leader: Xenophon the Athenian - Reroll 1 Target Dieroll on each of your turns Chirisophus the Spartan - Max Hand Size +1 Clearatus the Spartan - Get +1 or -1 to 1 Target Dieroll on each of your turns Menon the Thessalaian - All your Negotiation Rolls are at +1





Xia Lin War

Introduction

Basic War Variant rules for an existing CCG: Xia Lin Showdown.

Rules

Your basic 2 player game of War. Use a common deck of Xia Lin Showdown cards, shuffled, and divided in half. High card wins. Cards of equal strength (Tie) result in a War.

Compare the values in the Hexagon, ignore the Circles. If the number in the hexagon has a plus after it, you may play an additional Card and add the values of

the cards together. For Villain cards use the topmost hexagon.

Master cards beat all other cards but tie with each other.

Designers Notes

My 4 year old is a big fan of the card game "War". He is also a big fan of the Xia Lin Showdown cartoon. However the CCG is too difficult for him and I personally Don't like the mechanics, so we use the cards to play this War version.

Plus I get to teach him some addition. This is one I've actually playtested.





Yakuza War

Introduction

Card Game for 2-4+ players. Setting: Late 17th Century Japan. Players are rival gangs of Yakuza trying to kill each other off.

(Yakuza = Organized Crime)

Victory

Kill your opponent's Boss unit.

The Deck

Players share a common deck.

Dice

Six sided dice are needed. (Every gang has a Gambling House: Dice games were popular)

Units

Units represent either individual Men or groups of Men. Units are represented by either Tokens or Cards.

Force

Force represents fighting ability. All Units have a Base Force. Modifier cards attached to a Unit increase a Unit's Force permanently.

Advantage cards will temporarily increase a Units Force in a Fight.

Setup

Each player is dealt a hand of 5 cards. Players roll dice. High roll goes first. Each player starts with: 1 Boss Token (Man of Force = 3) 2 Underboss Tokens (Man of Force = 2) 4 Gang Member Tokens (Group of Force = 1)

Turn Sequence

Players take turns. Each turn has 5 Phases: Fate Phase Recruit Phase Confrontation Phase Fight Phase Recovery Phase

Fate Phase

Draw 2 cards. If the deck runs out, shuffle the discard and draw from it.

Recruit Phase

Put Unit cards into play from your hand, including those That generate Token Units. You may attach Modifier cards to your Units.

Confrontation Phase

You may skip this Phase or declare a Fight. To declare a Fight, you must play a Fight Card and choose an Opponent. You are the Attacker. Your opponent is the Defender.

You may then play a Location Card. If you do not play a Location Card, your opponent may do so. Each player must commit a number of Units to the fight equal to The force of the Fight Card. It may not be more or less except if: -You do not have enough Units; you must commit all those you have left.

-Some Event cards allow you to play more or less units.

Fight Phase

Each Combatant rolls 1D6. This is the Initiative Roll. Reroll ties. High roll Wins. Initiative Loser picks one of his Units.

Next, the Initiative winner picks one of his Units. The chosen Units are known as the Combatants. Each Combatant rolls 1D6 and adds its Force.

Players may play advantage cards to increase a Units Force. The Unit with the lower total force is killed. In a tie roll Both Units are killed.

After a combat is resolved (someone is killed) a new one starts: Roll for Initiative and pick new Combatants. Each Unit on your side must fight before any Unit gets to fight a second time. The Boss Unit has the special ability of not having to fight unless He is the only committed Unit remaining.

Recovery Phase

Max hand size is 7 cards. Discard excess cards.

Card List Notation

- H** Unit card representing an Individual Man
- G** Unit card representing a Group of Men
- F** Fight Card
- A** Advantage Card
- E** Event Card
- M** Modifier Card
- L** Location Card

Common Deck Card List

Card Name:	Type	Force	Notes:
Duel	F	1	
Challenge	F	1	
Encounter	F	1	
Contest	F	1	
Match	F	1	
Dispute	F	1	
Scrap	F	2	
Clash	F	2	
Quarrel	F	2	
Confrontation	F	2	
Skirmish	F	3	
Raid	F	3	
Melee	F	3	
Fray	F	4	
Battle	F	4	
Showdown	F	-	Pick Force from 1 to 4
Scoundrels	E	-	Gain 2 Gang Member Tokens
Gangsters	E	-	Gain 3 Gang Member Tokens
Large Gang	E	-	Gain 4 Gang Member Tokens
Vassals	G	2	
Outlaws	G	3	
Bandits	G	3	
Thugs	G	2	
Henchmen	G	4	
Bushi	G	5	+2 Force if Defending
Ninjas	G	5	+2 Force If Attacking
Ronin	H	7	+1 Force If Attacking
Fighting Monk	H	6	+1 Force per Adv Card Played
Sumo	H	4	Cannot use Mod or Adv Cards
Sword Master	H	9	
Blind Swordsman	H	9	
Samurai	H	8	+1 Force if Modifier Attached
Mystery Man	H	7	+2 vs Group
Wanderer	H	8	+2 vs Man
Bodyguard	H	7	+1 Force if Defending
Vigilante	H	6	Your Gangs get +1 Force
Narrow Bridge	L	-	You get +2 to Initiative Rolls
Crossroads	L	-	The Fight card gets +1 Force
Bath House	L	-	All your Units get +1 Force
Small Shack	L	-	Opponent gets only 1 Unit at Fight
Gambling House	L	-	You get 1 extra Unit at Fight
Sake Bar	L	-	All Enemy Units get -1 Force
Hideout	L	-	Opponent gets 1 less Unit at Fight
Inn	L	-	Draw 2 Cards when Played
Exquisite Katana	M	-	Man gets +1 Force
Cane Sword	M	-	Man gets +1 Force
Two Sword Technique	M	-	Man gets +1 Force
Reverse Grip Technique	M	-	Man gets +1 Force
Guns	M	-	Group gets +1 Force
Armor	M	-	Unit gets +1 Force
Ambush	A	-	Defenders Units get +2 Force
Surprise	A	-	Attackers Units get +2 Force

Card Name:	Type	Force	Notes:
Iaijutsu	A	-	Man gets +4 Force
Spray of Blood	A	-	Man gets +3 Force vs Man
Flash of Steel	A	-	Man gets +2 Force
Bloodbath	A	-	Man gets +3 Force vs Group
Break Sword	A	-	Man gets -2 Force
Coward	E	-	Remove Target Unit from Fight
Honor	E	-	+5 to Initiative Roll
Revenge	E	-	+5 to Initiative Roll
Spies	E	-	Look at opponents Hand
Informant	E	-	Steal 1 Random Card from Opponents Hand
Geisha Assassin	E	-	Discard Target Unit Card
Leaves Town	E	-	Discard Target Unit Card
Refuses to Fight	E	-	Remove Target Unit from Fight
Traitor	E	-	Take Control of Target Unit Card
Betrayal	E	-	Take Control of Target Unit Card
Break Off	E	-	Fight Ends Immediately
Gambling Revenue	E	-	Draw 2 Extra Cards in Fate Phase





Yellow Submarine

Introduction

Board & Dice game for 2-4+ players. Based on the Song/Movie by the Beatles.

Disclaimer

Yellow Submarine is a copyrighted, licensed property. This is merely a fan site.

Space #	Description:
1	Start (Liverpool) Magical Mystery Tour
2	-
3	Song
4	-
5	Sea of Monsters (Adventure)
6	-
7	Song
8	-
9	Suckophant (Adventure)
10	-
11	Song
12	-
13	Sea of Holes (Adventure)
14	-
15	Song
16	-
17	Pepperland (Adventure)
18	-
19	Song
20	-

The Pieces

Each player has a Pawn (Submarine) of a different color. A six sided die is needed.

Winning

Make it to the End Space & sing (Everybody now. . .) "All You Need is Love".

Setup

Players place their Pawns in the start space. Roll high on 1D6 to see who goes first.

Turn Sequence

Roll 1D6 and move that many spaces forward on the track. If you land on a Song space, draw a song

The Board

The Board is a psychedelic winding track of 39 spaces.

Space #	Description:
21	Apple Bonkers (Adventure)
22	-
23	Song
24	-
25	Snapping Turks (Adventure)
26	-
27	Song
28	-
29	Four-Headed Bulldogs (Adventure)
30	-
31	Song
32	-
33	The Dreadful Flying Glove (Adventure)
34	-
35	Song
36	-
37	Blue Meanies (Adventure)
38	-
39	Song (End): All You Need is Love

card & sing the song. If the song deck runs out, pick another Beatles song you know to sing.

After singing roll 1D6 & move again. If you land on an Adventure space, you must move backwards 1D6 spaces. If you land on a Blank space your turn ends.

Song Deck Card List

Card Name: We All Live in a Yellow Submarine
Sergeant Pepper's Lonely Heart Club Band Help! I Need Somebody Love Me Do With a Little Help from my Friends A Ticket to Ride Nowhere Man Paperback Writer All Together Now

Game Designers Notes

Play some Beatles Music before, during, and after.





Young Wizards Duel

Introduction

Card Game for 2+ players. Fantasy Combat Theme.
Educational: Basic Math Skills for ages 6-8+

Victory

Reduce your opponents to zero Magic Points.

Magic Points

Each player starts with 25 Magic Points (MPs). If you lose all your MPs you lose the game. Use change (coins) to keep track of MPs.

The Deck

Players share a common deck. The deck has 50 cards. The deck has 5 Suites and 10 cards in each Suite.

The Suites are:

1. Fire Ball
2. Lightning Bolt
3. Heal
4. Shield
5. Creatures

Each card has a numerical force value (level) ranging from 1 to 10.

Fireballs

Fire Balls (FBs) do damage equal to their level. FBs can target your opponent. Your opponent loses Magic Points when hit by a FB equal to the level of the FB.

FBs can also target Creatures. If the FB level is equal to or greater than the level of the Creature, the Creature is discarded. You can only play FBs on your own turn.

FBs are discarded immediately after being played.

Lightning Bolts

Lightning Bolts (LBs) do damage equal to their level. LBs can target your opponent. Your opponent loses Magic Points when hit by a LB equal to the level of the LB.

LBs can also target Creatures. If the LB level is equal to or greater than the level of the Creature, the Creature is discarded. You can only play LBs on your own turn.

LBs are discarded immediately after being played.

Heal Cards

When you play a Heal Card (HC), you regain lost MP equal to the level of the HC. You cannot have more MP than 25. You can only play HCs on your own turn.

HCs are discarded immediately after being played.

Shield Cards

You may play Shield Cards (SCs) to negate damage caused by FBs, LBs, and Creatures. Damage prevented is equal to the level of the SC. You can only play SCs on your opponent's turn.

SCs are discarded immediately after being played.

Creature Cards

Creature cards (CCs) when played stay in play face up until damage is done to them, causing them to be discarded. Each turn in your Creature Phase, each of your Creatures does damage equal to their level to your Opponent, or a target opponent's Creature.

Setup

Each player is dealt 5 cards. The youngest player goes first.

Turn Sequence

Players take turns. Each turn has 4 Phases:

1. Draw Phase
2. Action Phase
3. Creature Phase
4. End Phase

Draw Phase

Draw 2 cards from the deck. If the deck runs out, shuffle the discard and draw from it.

Action Phase

You may do one of 4 Actions:

1. Play one or more Fireball cards
2. Play one or more Lightning Bolt cards
3. Play one or more Heal cards
4. Play one Creature card

Your opponent may play Shield cards to prevent damage done by FBs & LBs

Creature Phase

Each of your Creatures does damage equal to their level to your Opponent, or a target opponent's Creature. Your opponent may play Shield cards to prevent

damage done by Creatures.

End Phase

Max hand size is 7 cards. Discard excess cards.

Card List

Card Name:	Level:	Notes:
Fire Ball	1	
Fire Ball	2	
Fire Ball	3	
Fire Ball	4	
Fire Ball	5	
Fire Ball	6	
Fire Ball	7	
Fire Ball	8	
Fire Ball	9	
Fire Ball	10	
Lightning Bolt	1	
Lightning Bolt	2	
Lightning Bolt	3	
Lightning Bolt	4	
Lightning Bolt	5	
Lightning Bolt	6	
Lightning Bolt	7	
Lightning Bolt	8	
Lightning Bolt	9	
Lightning Bolt	10	
Heal	1	
Heal	2	
Heal	3	
Heal	4	
Heal	5	

Card Name:	Level:	Notes:
Heal	6	
Heal	7	
Heal	8	
Heal	9	
Heal	10	
Shield	1	
Shield	2	
Shield	3	
Shield	4	
Shield	5	
Shield	6	
Shield	7	
Shield	8	
Shield	9	
Shield	10	
Creature	1	Spider
Creature	2	Goblin
Creature	3	Wolf
Creature	4	Lion
Creature	5	Troll
Creature	6	Minotaur
Creature	7	Knight
Creature	8	Unicorn
Creature	9	Giant
Creature	10	Dragon

Enchantresses Duel

Variant intended for 2 sisters.
Each of the girls has a deck and cards are not mixed (Magic wise)
Each deck is made up exactly with the same cards but ...
The shield card is with the picture of the girls (ie, the need for two sets!)

The heal card is with the picture of the girl's mother ... kinna sneaky I know
I have replaced the goblin card with a dog card ... so now each girl has her own dog on the card (again, the need for two sets)
One of the "knight" cards has been replaced with a "amazon" card since one of the girls is an amazon fan.
Ciao from Italy Angelo Tamburello





Ypres

by Markus Salo at
msalo71@yahoo.com

Introduction

Card game of Western Front Battle 1915 (solo or 2 players)

Deal Phase

Each Player has two decks, the Officer Deck and Unit Deck (Machine guns, Infantry, Artillery). Then there is one common deck, the modifier deck. Shuffle the decks and deal 5 officers to both players and 6 units to both players.

Every player has a two d10's as casualty counter to mark 1000 men. There is also 10 terrain markers that are considered as victory points.

Discard Phase

You can discard one Unit Card and One Officer card. Then draw replacement cards from Unit and Officer Decks. Put the Discarded Cards at the bottom of Unit and Officer Decks.

Modifier Phase

Then both players draw one common deck modifier card and place it face up in front of them. If the card is a Attack card, the player has to Attack. If it's an trench, mud or a barbed wire card, you put it face up in your hand.

If it's a diarrhea card, you discard one random unit to discard pile. If both players get Attack card, the Germans attack first. You can use Laissez Faire Officer to Ignore Attack Card.

Attack Card

The Attacker places face up the unit cards he wishes to use from his hand on the table. The defending player then puts into place the cards he wishes to use in the defence. Every two units have to have one commanding officer card in play.

The Counter Battery Subphase: The Artillery Counter Battery Cards are used first. One Counter Battery Card can be used to eliminate one enemy Artillery or Counter Battery Card. The Attacker goes first. All played Artillery cards are discarded.

The Attack Phase: The Attacker adds up all his Attack value points + Artillery fire points and uses the officer modifiers. The defender totals his Defence value points and officer modifiers. If the Defence value is lower than Attack value, the Attacker gets the one Terrain Marker. The Attacker loses the number of men equal to the Defender's Defence value, the Defender equal to the Attacker's Attack value. Both players lose one random played officer per every lost 100 men.

AFTER BATTLE: Fill your Unit Hand to six cards and your officer hand to five cards.

VICTORY: The side that loses his troops loses the game. The player that first possesses 10 Terrain markers wins the game.

??The Cards are included in this .xls -file.





Zelda Wind Walker

Introduction

Card game for 2-4+ players. Based on the Video Game: Zelda the Wind Waker.

Disclaimer

Zelda is a trademarked, copyrighted property. This is merely a fan site.

Victory

The first player to acquire 100+ Quest Points is the winner.

Quest Points

Use poker chips to keep track of Quest Points.

The Deck And Card Types

Players share a common deck. All cards are of 2 basic types: Quest Cards and Hero Cards. There are 7 types of Hero Cards: Weapons, Items, Defense, Actions, Friends, Special, Tricks There are 7 types of Quest Cards: Location, Treasure, Enemy, Boss, Monster, Obstacle, Objectives Each card has a Point value ranging from 1 to 10.

Tableau

The area in front of a player is referred to as his or her Tableau. This is where the player places all of his cards in play (face up).

Hand

Players also maintain a hand of cards.

Setup

Shuffle the deck. Each player is dealt 5 cards to form their hand. The youngest player goes first.

Play proceeds clockwise.

Turn Sequence

Each turn has 5 Phases:

1. Destiny Phase
2. Adventure Phase
3. Option Phase
4. Quest Phase
5. End Phase

Destiny Phase

Draw 2 cards and place them in your hand. If the deck ever runs out, shuffle the discard and draw from it.

Adventure Phase

First, Play 1 card to your own Tableau or discard 1 card. Second, Play 1 card to an opponent's Tableau or discard 1 card. There are 14 types of cards. A Tableau can contain a max of 14 cards, 1 of each type.

A card may be placed so as to replace a card of the same type already in play in a Tableau. (Discard the replaced card)

Option Phase

You may do one of the following 4 Options:

1. Side Quest: Gain 1 Upgrade
2. Mini Game: Draw 1 Card
3. Picto Box: Gain 1 Quest Point
4. Missing Link: Gain 2 Exploration Points

Quest Phase

You may complete a Quest. To do this, you must have at least 5 Hero cards of different types present in your Tableau. You must also have at least 5 Quest cards of different types present in your Tableau.

Also, the total score of your Hero cards must equal or exceed that of the Quest cards. Score Quest Points equal to the total value of the Quest cards played (Not Hero cards). After a Quest is scored, discard your Tableau and take an extra turn immediately.

End Phase

Max hand size is 5 cards. Discard extras.

Upgrades

For every 2 Upgrades you get, your Total Hero Score is permanently +1.

Exploration Points

Discard 5 accumulated Exploration Points to play an extra card to your Tableau.

Searches

When you search the deck for a card, you cannot take another card that also Lets you search for a card.

Card List Notation

W Weapons (Hero)
I Items (Hero)
D Defense (Hero)
A Actions (Hero)
F Friends (Hero)
S Special (Hero)
K Trick (Hero)
L Location (Quest)
T Treasure (Quest)
E Enemy (Quest)
B Boss (Quest)

M Monster (Quest)
O Obstacle (Quest)
J Objective (Quest)
WP When Played
SD When Played Search Deck for indicated card type and play it to Self or Opponent's Tableau
DD When Played Search Discard for indicated card type and play it to Self or Opponent's Tableau
 Steal = When played you may take card from opponent's tableau and put it in your Tableau
 Destroy = Cause target card in opponents Tableau to be discarded
 Grab Loot = Take random card from opponents hand and put it in your hand

Common Deck Card List

Name:	Type	Score	Notes:
Skull Hammer	W	8	+4 vs Chu Chus, Miniblins, and Helmaroc
Bomb	W	7	+4 vs Cannon Boats, Gates, and Gohdan
Boomerang	W	2	+7 vs Keese and Kalle Demos
Hero's Bow	W	9	+5 vs Cyclone and Seahats and Kargoroc
Enemy Weapon	W	1	SD Enemy
Hookshot	W	4	+5 vs Switches and Molgera
Master Sword	W	10	WP Destroy Boss; +5 vs Archfiend Gannon
Power Bracelet	W	6	+5 with Carved Rocks
Hero's Sword	W	5	WP Destroy Monster; +5 with Orca
Light Arrows	W	3	WP Destroy Enemy; +7 vs Puppet Gannon

Compass and Clock	I	10	WP Gain 1 Exploration Point
Big Key	I	7	+5 with Locked Door
Dungeon Map	I	6	SD Dungeon
Deku Leaf	I	5	+7 vs Fatal Fall and Mothulas
Cabana Deed	I	3	+7 at Oasis
Grappling Hook	I	4	+7 vs Gohma
All Purpose Bait	I	1	SD Monster
Delivery Bag	I	2	+7 with Mail
Telescope	I	9	WP Look at next 7 cards in Deck
Boat's Sail	I	8	+5 with King of Red Lions and Great Sea

Hearts	D	1	If discarded from hand Draw 1 card
Fairy	D	6	Can be used as a Friend
Magic Vial	D	4	WP draw 1 card
Hero's Shield	D	9	If discarded from hand, Draw 1 card
Hero's Charm	D	5	SD Action
Magic Armor	D	10	If discarded from hand, Draw 1 card
Mirror Shield	D	8	+5 vs Beamoses and Jalhalla
Potion	D	3	+7 with Boko Baba Seed
Iron Boots	D	7	+5 with Springboards
Pirate's Charm	D	2	+7 with Tetra

Windblast	A	10	Deku Leaf gets +5
Hurricane Spin Attack	A	9	+5 with Orca
Parry Attack	A	8	+5 vs Phantom Gannon and Darknut
Switches & Springboards	A	7	+3 if at Dungeon
Beam of Light	A	6	Mirror Shield gets +5
Warp Jar	A	5	DD Dungeon
Dungeon Clearing	A	4	SD Boss
Empty Bottle	A	1	+7 with Hearts and Fairy and Chu Jelly
Wind's Requiem	A	2	+5 with Sail or King of Red Lions
Climbing	A	3	DD Objective

King of Red Lions	F	9	Talking Boat; WP Gain 1 Exploration Point
Beedle's Shop Ship	F	5	+5 with Rupees
Princess Zelda	F	10	Hero's Bow gets +5
Tetra the Pirate	F	7	WP Grab Loot
Tingle	F	6	Charts get +5
King of Hyrule	F	8	+5 with Triforce Shards
Grandma and Aryll	F	2	+7 at Outset Island
Orca	F	4	+5 with Knights Crest or Hero's Sword
Deku Tree	F	3	Korok get +7
Rito Bird Folk	F	1	+7 at Dragon Roost Island

Link's Oasis	S	6	WP gain 1 Quest Point
Wind Walker Song	S	8	+5 with Puzzle
Charts	S	10	WP play 1 extra card to Self or Opponent
Great Fairy	S	9	WP Upgrades +1
Sea Platforms	S	2	SD Treasure
Submarine	S	3	WP Gain 1 Exploration Point
Ring of Light	S	1	+7 with Sunken Chest
Merman	S	7	WP Look at next 5 cards in Deck
Korok Forest Spirits	S	5	+5 at Forbidden Woods
Mail	S	4	SD Friend

Hide in Barrel	K	8	+5 at Forsaken Fortress
Rope Swinging	K	7	SD Objective
Sneak Past Guards	K	2	+7 in Dungeon
Sidle along Narrow Ledge	K	9	WP Draw 1 card
Bomb Plant	K	1	WP Destroy Obstacle
Shortcut	K	4	WP Gain 1 Exploration Point
Create Bridge	K	10	Bombs or Bomb Plant gets +5
Light Torches	K	6	WP Look at next 5 cards in Deck
Push and Pull Blocks	K	5	+7 with Carved Rocks
Swimming	K	3	+3 with Dungeon or Obstacle

Outset Island	L	1	WP on Self Draw 1 card
Earth Temple	L	6	Dungeon; DD Monster
Windfall Island	L	2	WP Look at Opponents Hand
Great Sea	L	3	WP Gain 1 Exploration Point
Ghost Ship	L	4	WP Gain 1 Quest Point

Outset Island	L	1	WP on Self Draw 1 card
Tower of the Gods	L	7	Dungeon; Gohdan gets +3
Dragon Roost Island	L	9	Dungeon; Gohma gets +3
Forbidden Woods	L	8	Dungeon; WP Steal Monster
Forsaken Fortress	L	5	Dungeon; WP Steal Enemy
Gannon's Tower	L	10	WP Steal Boss

Boko Baba Plants	E	3	+5 at the Forbidden Woods
Armos Statue	E	5	+5 at the Tower of the Gods
Cannon Boat	E	5	+5 in Great Sea
Bokoblin Pirate	E	2	+7 at Sea Platforms
Darknut Knight	E	4	+4 at Dungeons
Miniblin Swarm	E	2	Your Swords are +5
Moblin Guards	E	3	+5 at Forsaken Fortress
ReDead Zombies	E	3	+5 at the Earth Temple
Stalfos Giant	E	6	+5 at Gannon's Tower
Wizzrobe Sorcerers	E	4	+5 with Chaos Wizzrobe

Big Octo	M	7	May be used as Obstacle
Beamoses Statue	M	6	+7 with Carved Rocks
Chu Chu Slimes	M	1	+7 with Chu Jelly
Poe Possessor Ghosts	M	2	+7 with Jalhalla
Gyorg Shark	M	6	+5 in Great Sea
Seahat Rammer	M	5	+5 in Great Sea
Fire Keese Bats	M	1	+7 at Dragon Roost Island
Octorok Shooters	M	4	Your Shields get +5
Peahat Flyers	M	1	WP Opponent discards 1 card from hand
Kargaroc Swooper	M	7	+4 with Moblins and Bokoblins

Archfiend Gannon	B	10	Commands Legions; DD Enemy
Gohdan	B	9	Disembodied Head
Gohma	B	10	Magma Dragon
Helmaroc King	B	8	Giant Bird
Jalhalla	B	8	Giant Poe Spirit
Molgera	B	9	Giant Sandworm
Phantom Gannon	B	9	Shadowy Avatar
Puppet Gannon	B	10	Massive Marionette
Chaos Wizzrobe	B	7	Powerful Summoner
Kalle Demos	B	8	Giant Boko Baba

Sunken Chest	T	5	WP Grab Loot
Rupees	T	1	SD Item
Boko Baba Seed	T	3	Boko Baba plants get +5
Knights Crest	T	7	Darknuts get +5
Chu Jelly	T	2	Potions get +7
Joy Pendant	T	4	Windfall Island gets +7
Magic Pearl	T	9	WP gain 1 Exploration Point
Triforce Shards	T	10	WP gain 1 Quest Point
Pieces of Heart	T	8	WP gain Upgrades +1

Sunken Chest	T	5	WP Grab Loot
Golden Feathers	T	6	+4 with Peahat or Kargaroc

Whirlpool	O	7	WP Shuffle Discard into Deck
Cyclone	O	8	WP Opponent discards 1 card from Hand
Paralyzing Fog	O	6	WP Opponent discards 1 card from Hand
Lava	O	10	+5 at Dragon Roost Island
Gates and Locked Doors	O	2	+7 at Dungeon
Secret Cavern	O	5	WP Gain 1 Exploration Point
Carved Rocks	O	3	+5 at Dungeon
Easter Egg	O	1	WP Gain 1 Quest Point
Puzzle	O	4	WP on Self draw 1 card
Fatal Fall	O	9	WP Opponent discards 1 card from Hand

Destroy Searchlights	J	8	SD Obstacle
Escape Imprisonment	J	7	DD Action
Post Box	J	2	+7 with Mail
Rescue Maiden	J	9	+7 with Grandma and Aryll or Tetra
Restore Sanity to Valoo	J	1	Rito Bird Folk get +7
Complete Ceremony	J	4	Deku Tree gets +7
Free Jabun	J	10	SD Magic Pearl
Visit Wind Shrine	J	6	WP Gain 1 Exploration Point
Save Game	J	5	WP Discard hand and Draw 5 Cards
Catch the Killer Bees	J	3	Windfall Island gets +7





Zoids

Introduction

Board & card game for 2 players. Two Rival Teams of Zoid Warriors Face-off. Each figure represents a single Zoid.

Disclaimer

"Zoids" is a copyrighted, trademarked, licensed property. This is merely a fan site.

Victory

Destroy all opposing Zoids.

The Map

Use an 8x8 chessboard. Designate several spaces to be obstacles (Hills, crags, cliffs). Ground units cannot attack through obstacles.

Ground units cannot move into or through obstacles.

Units

Use miniatures to represent Zoids.

Zoid Teams

Each Zoid has a point cost. (See the Zoid Stat Table) You have 50 points to spend on Zoids. You do not have to get a certain number of Zoids.

Speed Stat

Every Zoid has a Speed level (2-6) Zoids with a Speed level of 5 or 6 are flyers. A higher level gives more availability to Move & Defense Cards.

Toughness Stat

Every Zoid has a Toughness level (1-4) A Zoids starting Hit Points total is equal to its Toughness level. A higher level gives more availability to Defense Cards.

Hth Stat

Every Zoid has an HTH (Hand-to-Hand) level (1-4) A higher level gives more availability to HTH Attack Cards.

Ranged Stat

Every Zoid has a Ranged level (2-4) A higher level gives more availability to Ranged Attack Cards.

Elite Status

At a cost of 1 point you may buy Elite status for a Zoid or its Pilot. Elite status gives availability to certain Attack & Defense Cards.

Setup

Each player places his Zoids on the squares of his back two rows. Zoids may not stack.

The Cards

Players share a common deck.

Turn Sequence

Players take turns. Each turn has 4 phases: Tactics Phase Maneuver Phase Fire Phase Close Combat Phase

Tactics Phase

Draw 3 cards from your deck. If the deck runs out, shuffle the discard and draw from it. Max hand size = 5 cards.

Discard excess cards.

Maneuver Phase

Play (discard) a Move card to move one of your Zoids. The move card has a number (level). This is the number of spaces the Zoid moves.

Moves are diagonal or orthogonal. Units may not stack. Flying units may move over ground units & obstacles.

A Zoid cannot use a Move card of a higher level than the Zoids Speed level. For example: A Zoid with Speed = 3 cannot use a Level 4 Move card

Fire Phase

Play (discard) a Ranged Attack card to have a Zoid attack. The attack card has a number (2-4). This is the range of the attack.

Attacks are diagonal or orthogonal. The enemy unit that is the target of the attack loses one Hit point. Any unit reduced to zero Hits is destroyed and removed from the board.

A Zoid cannot use an Attack card of a higher level than the Zoids Ranged level. For example: A Zoid with Range = 3 cannot use a Level 4 Ranged Attack card

Close Combat Phase

Play (discard) a HTH (Hand-to-Hand) Attack card to have a Zoid attack. HTH attacks are always into an adjacent space (Range = 1). The enemy unit that is the target of the attack loses one Hit point.

Any unit reduced to zero Hits is destroyed and removed from the board. A Zoid cannot use an HTH Attack card of a higher level than the Zoids HTH level. For example: A Zoid with HTH = 3 cannot use a Level 4 HTH Attack card

Zoid Stat Table

Zoid	Cst	Spd	HTH	Tgh	Rng
Liger Zero	11	4	3	3	3
Mammoth	10	2	3	4	3
Death Stinger	11	2	4	4	3
War Shark	9	6	1	1	3
Sledge Head	10	6	1	2	3
Pteromander	9	5	1	2	3
Gun Blaster	8	2	1	3	4
Dark Horn	9	3	2	2	4
Geno Breaker	10	3	4	4	2
Storm Swordsman	9	5	2	2	2

Defense Cards

Play a Defense card to negate a target attack. Like Movement & Attacks, the defender must have a high enough level to use the card.

Special Ability Cards

A player may play (discard) a Special Ability card to have a Target Zoid he controls produce one of its effects as Listed on the Zoid Special Ability Card Effect Table.

Zoid	Cst	Spd	HTH	Tgh	Rng
Gordosaur	10	2	3	4	3
Gojulas	10	3	3	4	2
Gatordus	5	2	1	2	2
Blade Liger	11	4	4	3	2
Geno Saurer	8	2	2	2	4
Iron Kong	11	3	3	3	4
Zaber Fang	10	4	2	2	4
Elite Pilot	1	-	-	-	-
Elite Zoid	1	-	-	-	-

Zoid Special Ability Card Effect Table

Zoid:	Effect:	Notes:
Liger Zero	Blade Swipe	HTH Attack
Mammoth	Energy Shield	Defense
Death Stinger	Stinger Attack	HTH Attack
War Shark	Dive	Move = 5
Sledge Head	Undulate	Move = 3
Pteromander	Strafe	Ranged Attack = 2
Gun Blaster	Barrage	Ranged Attack = 5
Dark Horn	Auto-Fire	Ranged Attack = 3
Geno Breaker	Pincer Attack	HTH Attack

Zoid:	Effect:	Notes:
Storm Swordsman	Swoop	HTH Attack
Gordosaur	Armor Plates	Defense
Gojulas	Tail Whip	HTH Attack
Gatordus	Force Field	Defense
Blade Liger	Slash Attack	HTH Attack
Geno Saurer	Rapid Fire	Ranged Attack = 2
Iron Kong	Leap Attack	HTH Attack
Zaber Fang	Turret	Ranged Attack = 2

Card List Notation

M Movement

RA Ranged Attack

HA HTH Attack

D Defense

X Special Ability

All Any Zoid may use this card

Range = Exact Distance of Attack or Move

User Which Zoids can use this card

Type Purpose of card

Number of that type of card in the deck

H2 Only Zoids with an HTH level of 2+ may use this card

H3 Only Zoids with an HTH level of 3+ may use this

card

H4 Only Zoids with an HTH level of 4+ may use this card

S3 Only Zoids with a Speed level of 3+ may use this card

T2 Only Zoids with a Toughness level of 2+ may use this card

R3 Only Zoids with a Ranged level of 3+ may use this card

B Look at next 7 cards in the deck

L Look at opponents hand

Y Draw 3 cards

Z Opponent discards 3 random cards

EP Elite Pilot

EZ Elite Zoid

Zoid Deck Card List

Card Name	Range	User	Type	#
Slam Attack	1	All	HA	4
Claw Attack	1	H2	HA	4
Smash Attack	1	H3	HA	3
Crush Attack	1	H4	HA	2
Lasers	2	All	RA	8
Missiles	3	R3	RA	6
Energy Cannon	4	R4	RA	4
Light Armor	-	All	D	2
Armor	-	T2	D	3
Heavy Armor	-	T3	D	2
Massive Armor	-	T4	D	1
Slow Advance	1	All	M	4
Steady Advance	2	All	M	5
Cruising Speed	3	S3	M	4

Card Name	Range	User	Type	#
Bound	4	S4	M	3
Soar	5	S5	M	3
Streak	6	S6	M	2
Dodge	-	S4	D	3
Evasion	-	S5	D	2
Out Distance	-	S6	D	1
Special Ability	-	All	X	6
Elite Pilot	-	EP	D	2
Elite Zoid	1	EZ	HA	2
Battle Plan	-	All	B	2
Know your Enemy	-	All	L	2
Superior Tactics	-	All	Y	2
Awesome Move	-	All	Z	2





Zombie Assault

By Jörg Hansen j_hansen@web.de

Introduction

A "Zombie Plague" combat dice variant for 1 zombie player and 1-4 human players

Subject Of The Game

"They come. And want your brain." Players search the board for equipment which helps them fight their way to the saving car or to barricade in the house. Zombies try to eat the brain of all participants.

Material

All game components are listed at the bottom.

Game Setup

Each human player chooses a character sheet and distributes 18 Skillpoints among the character traits (movement costs double). He marks the results with chits on the sheet and gets one character pawn in matching colour.

The zombie player gets the zombie sheet with common values for all zombies, and 4 zombie pawns for each human character. This is his maximum, which can be raised by some zombie cards and lowered by the death of human characters.

The "Car Keys" card is shuffled with 7 other equipment cards and dealt on the search sheet. The remaining equipment cards are shuffled and dealt as well (resulting 3 cards per search box).

Characters start at random border, zombies start at opposite border. First human player begins.

Game Turn

Game proceeds clockwise. Character turn:

1. equipment
2. move
3. action (one maximum)

Zombie turn:

1. appear
2. move
3. action (one maximum)

Equipment (characters Only)

All equipment cards of a character may be dropped. Place a numbered chip on the characters space and a corresponding chip next to the board. Dropped items are placed there. A character may take any dropped

equipment cards if he's in the same space with such a numbered chip. Adjacent characters may trade their equipment in this phase.

Appear (zombies Only)

Unused zombies (eg. killed in previous rounds) may appear on random starting points. Several zombies starting at the same point may be placed on adjacent spaces.

Move

Each pawn may orthogonally move a number of spaces up to its "move" trait. Movement may not go through walls and obstacles. Movement through windows cost 2 movement points. Pawns may move through friendly pawns, but the maximum limit is 1 pawn per space after the movement.

Action: Search (characters Only)

Characters may search adjacent search places, if they didn't search the same before. A chip of their colour is placed on the search field and the player draws the top card of the corresponding search sheet. If it's not a "Found nothing" card, the equipment card is placed next to the character sheet, and the zombie player gets 1 zombie card (!).

Action: Hand-to-hand Attack

Each pawn may attack adjacent pawns. Attack value of zombies and unarmed characters is their "strength" trait. Attack values of Hth weapons is detailed on the equipment cards. Defense value is always the "skill" trait. Characters may combine their Hth attacks by combining their attack values. Zombies may combine their Hth attacks by getting attack value +1 per additional zombie.

Action: Ranged Attack (characters Only)

The target of a ranged attack must be in LOS of the attacker. LOS is blocked by walls, barricades and bushes (not furniture). The attack value is detailed on the equipment cards. Defense value is always the "skill" trait. Characters may combine their ranged attacks by combining their attack values. A critical miss means the weapon is out of ammo. The rifle may be used as Hth weapon afterwards.

Action: Barricade

A character may barricade or open an adjacent door/window by placing an appropriate marker on the opening or taking it from the board. Zombies may crash barriers, if at least 4 zombies are placed on adjacent spaces next to the barrier. Power-nailed barriers need 8 zombies (see equipment cards).

Damage

Damaged zombies are killed instantly (exc. zombie master, see zombie cards) and go back to the zombie player who may put them back into play on the next "appear" phase. Killing characters may advance on the emptied space. Damage characters track their damage on the character sheet at the "life" trait. If it's reduced to 0, the character is out of play. His equipment cards are dropped (see "equipment" phase). The death of a character reduces the maximum amount of zombies by 4 (eg. the next 4 killed zombies come out of play)

Cards

Characters may possess an unlimited number of equipment cards, but never more than 2 weapons (drop all other). They may use their equipment at any time during their turn. Some equipment card are limited in their number of use, which is tracked by chips. The zombie player may have an unlimited number of zombie cards, but uses only 1 per turn.

End Of Game

There are 3 ways to end the game:

- 1. All search spaces are searched by at least one character. All windows and doors of the house are barricaded. All living characters are inside, all zombies outside the house. Victory for the human players!
- 2. All search spaces are searched by at least one character. All living characters spend a whole turn without fight next to the car, one of them possesses the car keys. Victory for the human players!
- 3. All characters are dead. Victory for the zombies!

Equipment Cards

#	Name	Description
6	found nothing	
2	power pills	doubles movement & strength of a character this turn
3	first aid kit	3 uses, regains 1 life point
3	axe	attack value = strength + 1
1	power nails	if used at barricading the barrier needs 8 zombies to crash
1	flame thrower	attack value = 5 in a sector of 3x5 (affects characters too)
1	molotov cocktail	3 uses, attack value = 8 in target space, 4 adjacent spaces,
-		2 two spaces away (affects characters too)

Game Components

The Map

The map is a grid of ca. 20x25 spaces. There's a house of ca. 11x11 spaces, divided in 5 rooms and equipped with some windows and doors. Outside there's a car somewhere, maybe a garage as well. Scattered all over the map are some obstacles (bushes and furniture), and 8 search spaces: 1 per room, 3 outside the house. Around the map border are 6 numbered zombie start spaces.

Player's Stuff

Beside the map you need for each human character 1 character pawn, 8 chips and one character sheet in a matching colour. The characters sheet shows the character traits "strength", "skill", "shoot", "move" and "life" and 8 numbered boxes, where player can keep track with chits. The zombie player gets 4 zombie pawns per human character player (+3, one extra marked as zombie master, each one appearing as a result of a zombie card) and a zombie sheet with the values strength=2, skill=2, shoot=0, move=2, life=1. There a 16 zombie cards and 24 equipment cards in play (see below), and a search sheet with 8 boxes according to the 8 search spaces on the map. Furthermore you need some barrier marker, some numbered pairs of chips, some neutral markers and some combat dice.

Combat Dice

Combat dice are ordinary 6-sided dice with two sides called "hits" (5-6) and one side called "klik". All attacks have an attack value that determines how many dice to roll. The attacker rolls and counts his hits. All defenses have an defense value ("skill" in this game) that determines how many dice to roll. The defender rolls and counts his hits. If the attacker gets more hits than the defender, the defender is damaged by the difference. The attacker never suffers any damage. A critical miss is rolled if the attacker rolls at least one hit and more "klicks" than hits (only used for ranged attacks in this game).

#	Name	Description
1	uzi	attack value = shoot + 2
1	rifle	attack value = shoot + 1, if empty: attack value = strength + 1
1	car keys	-
1	marbles	3 uses, characters may not be attacked by zombies this turn
	-	(inside the house only)
1	chain saw	attack value = skill + 2
1	pistol	attack value = shoot + 1
1	skateboard	movement = skill + 2 (outside the house only)

Zombie Cards

#	Name	Description
1	blackout	move target character this turn
1	unlivin' next door	place 1 new zombie in an unoccupied room of the house
1	stooge	target character has half of his movement & strength this turn
1	miss you	target character must run to one other character (chosen by target)
	-	as fast as possible
1	tough guys	all zombies have doubled strength this turn
1	zombie master	random starting point. strength, skill, move & life = 3
1	get lost	target character may be moved 6 spaces (or less, if occupied) in a
	-	random direction - even through walls
1	claustrophobie	target character may not enter the house next turn, or has to leave
	-	the house as fast as possible
2	exhausted	target character may not attack next turn (but move)
1	panic	target character flees all zombies as far as possible for the next 2
	-	turns
1	butterfinger	target characters drops one random equipment card on a random zombie
	-	starting point
1	surprise	place 1 new zombie next to a character that searched his last turn
2	fear	target character may not move next turn (but attack)
1	crash!	remove one barricade

Designer's Notes

Playing is most fun with at least 2 characters - the more the better. Human players in a 2/3-player game are advised to play more than one character simultaneously. The scenario (including the grand idea of the barricades) and the map design is inspired by /partially taken from "Zombie Plague" by Brian S. Roe & Scott Kilander (check it out: www.fortressfigures.com/zombieplague/) - hope, no one worries about it, since both games are for fun & for

free. The character traits are an simplified example of the combat dice rpg. The character portraits are done with the help of Jeff Heberts awesome Hero Machine (www.heromachine.com). The ideas of the zombies cards are inspired by the stunning artwork of Twilight Creation's boardgame "Zombie!!!", which we used for our copy of the game.

Mapboard Available

Great Design by Jörg Hansen





Zombified

Introduction

Card game for 2+ players. Zombie Theme.

Game End

The game ends when there are no cards left in the deck and every player has had a turn in which there were no cards left to draw.

Victory

The Player with the most survivors at the end of the game wins.

The Deck

Players share a common deck.

Card Types

There are 5 Card Types: Survivors, Zombies, Weapons, Locations, Events

Dice

Six sided dice are needed.

Setup

Each player starts with 1 random Survivor Card. Each player is dealt a hand of random 7 cards. Zombies may not attack until a players second turn.

Turn Sequence

Players take turns. Each turn has 9 phases:

1. Draw Phase
2. Survivor Phase
3. Location Phase
4. Zombie Phase
5. Weapon Phase
6. Penetration Phase
7. Fire Phase
8. Escape Phase
9. End Phase

Draw Phase

Draw 1 card.

Survivor Phase

Put 1 Survivor card from your hand into play.

Location Phase

If you don't already have a location card in play, you may Put one from your hand into play.

Zombie Phase

Put 1 Zombie card from your hand into play.

Weapon Phase

Attach a Weapon card from your hand to one of your Survivors. A Survivor may only have one Weapon attached.

Penetration Phase

Send all of your Zombies (your Horde) to attack one opponent. Roll 2D6 for each attacking Zombie card. This is the Penetration Roll.

Add the Penetration bonus of the Zombie card. Subtract the Safety bonus of the Location card if there is one. On a modified roll of 7 or better, the Zombie is able to Get through to attack your Survivors.

Fire Phase

Each Survivor with a Weapon may make one attack roll against a Zombie that made a successful penetration roll last phase (Incoming Zombies). Discard an Impromptu Attack card to allow a Survivor without a Weapon to Attack. Roll 2D6 to have a survivor attack.

This is the Weapon Roll. Add the Force bonus of the Weapon card. Subtract the Toughness bonus of the Incoming Zombie card.

On a modified roll of 7 or better, the Zombie is destroyed (discarded) If you roll an unmodified 4 or less, discard the weapon (out of ammo, broken, lost, etc.)

Escape Phase

If there are any Incoming Zombies were not killed in Fire Phase, (Chasing Zombies) the Survivors must roll to escape. Roll for each Individual survivor card. Roll 2D6 to have a survivor escape.

This is the Escape Roll. Add the Escape bonus of the Survivor card. Subtract the Speed bonus of the Fastest Chasing Zombie card.

On a modified roll of 7 or better, the Survivor Escapes. Of the Survivors that did not make their escape roll, one random Survivor will be Destroyed for each Chasing Zombie. If the Survivors are forced to make Escape rolls, discard the Location card.

End Phase

Max hand size is 8 cards. Discard excess cards.

Card List Notation

Number of Copies of that card in deck.

S Survivors

Z Zombies

W Weapons

L Locations

V Events

P Penetration

T Toughness

E Escape

B Weapon Bonus

IAC Impromptu Attack Card

Card List

Card Name	#	Type	Notes:
Body Part	4	Z	P +2
Zombie	10	Z	-
Zombie Horde	6	Z	T +2
Zombie Dogs	4	Z	Speed +2
Mutant Zombie Monster	2	Z	P +2 T +2
Weak Survivor	2	S	E -1 B -1
Kid	2	S	E +2
Average Survivor	2	S	-
Strong Survivor	2	S	Strong
Gun Nut	2	S	B +1 Strong
Combat Professional	2	S	E +1 B +1 Strong
Heroic Zombie Killer	2	S	E +2 B +2 Strong
Shovel	1	W	B +1 Requires Strong
Bat	1	W	B +1 Requires Strong
Chainsaw	1	W	B +2 Requires Strong
Pistol	2	W	B +1 (6 uses)
Rifle	1	W	B +2 (5 uses)
Assault Rifle	2	W	B +3 (4 uses)
Shotgun	2	W	B +4 (3 uses)
School	1	L	Safety +1
House	1	L	Safety +1
Bar	1	L	Safety +1
Hospital	1	L	Safety +2
Mall	1	L	Safety +2
Police Station	1	L	Safety +2
Motorcycle	1	V	2 Survivors get E +3
Air Conditioning Vents	1	V	All Survivors get E +2
Getaway Car	1	V	All Survivors get E +2
Backdoor	1	V	All Survivors get E +2
Narrow Ledge	1	V	All Survivors get E +2
Sewer System	1	V	All Survivors get E +2
Set Fire	1	V	All Survivors get E +2
Give Up Hope	1	V	Survivor gets E -4
Futile Attack	1	V	Survivor gets E -4
Locked Door	1	V	Safety Bonus +3
Barricade	1	V	Safety Bonus +3
Basement	1	V	Safety Bonus +3
Attic	1	V	Safety Bonus +3
Zombies Everywhere	2	V	P +3
Break Windows	2	V	P +3
Surrounded	1	V	Speed Bonus +2
Trapped	1	V	Speed Bonus +2

Card Name	#	Type	Notes:
Dead End	1	V	Speed Bonus +2
Stop to Eat Victims	1	V	Speed Bonus -2
Get Right Back Up	1	V	T +2
Regenerate	1	V	T +2
Already Dead	1	V	T +2
Turn on the Lights	2	V	Redirect attacking Horde to Target Player
Impale	1	V	IAC W +2
Booby Trap	1	V	IAC W +2
Falling Shelves	1	V	IAC W +2
Torch	1	V	IAC W +2
Crush Skull	1	V	IAC W +2 Requires Strong
Zombie Bite	2	V	Target Survivor becomes Zombie you control
Badly Injured	2	V	Target Survivor permanent E -2 & W -2
Come With Us	2	V	Take control of target Survivor
Make a Run for It	2	V	All players draw 3 cards
Zombie Migration	2	V	Take control of target Zombie
Find Ammo	1	V	Weapon back to full number of uses
Broken	1	V	Discard target Weapon

Faq

1) Although the rules don't state it specifically, each player has his own "in play" pile of survivors/weapons/locations? —yes

2) In which case you play "your" zombies on another player's pile of survivors/weapons/locations? —yes

3) If a zombie wasn't killed in fire phase does it remain in that player's "in play" pile after it either destroys a survivor or the latter escapes? —yes

4) Once a weapon card is used, is it discarded if it doesn't explicitly have "number of uses"? Or, do the hand-held weapons have infinite uses, and just the

firearms have to be discarded after the set number? —yes, hand held weapons have infinite uses and just firearms are discarded after they run out of ammo

5) If a survivor is eaten in the escape phase, what happens to his weapons, if any? —the weapons of the eaten are discarded.

6) When are events played? If as a distinct phase, would suggest inbetween Weapon and Penetration phases. Otherwise, "can play in any phase in your turn, but only one event/turn." —you can play events at any time, whenever it seems appropriate, with no limit on events per turn.





Zone Stalkers

Introduction

Card game for 2-4+ players. Based on the Novella "Roadside Picnic" by the Strugatsky Brothers 1971. Each player is a Stalker, venturing into the dangerous Visitation Zones to bring back valuable artifacts left by visiting Aliens.

Disclaimer

Roadside Picnic is a copyrighted, licensed product. This is merely a fan site.

Game End

The game ends when only 1 player is left alive or a new turn starts and there are no cards left in the Zone Deck.

Victory

Be the last Stalker left alive or have the most Swag Points at the end of the game. Each Artifact you collect is worth 1 or more Swag Points (SP).

The Decks

There are 3 Decks: The Stalker Deck The Zone Deck The Character Deck

The Stalker Deck

This deck is composed of cards the Stalkers use to avoid Hazards and find Artifacts. Each card has a Rating in 2 Traits: Avoidance Rating (Used to Avoid Hazards) Detection Rating (Used to Find Artifacts)

The Zone Deck

This deck has 4 Card types: Location Cards Hazard Cards Artifact Cards Event Cards

The Character Deck

These represent Stalkers. Each one has a special Ability.

Injury Markers

Players share a common set of Injury Markers. Anytime a player has 3 or more Injury Markers they are Killed.

Dice

10 Sided dice are needed.

Setup

Shuffle the Decks. Each player gets 1 random card from the stalker deck. The oldest player goes first.

Turn Sequence

Players take turns. Each turn has multiple phases: Stalker Phase Zone Phase Recovery Phase End Phase

Stalker Phase

The current Stalker fills his hand to 10 Stalker cards drawn from the top of the stalker deck. If the Deck runs out, shuffle the discard and draw from it.

Zone Phase

A player may decide to completely Skip Zone Phase on his turn. The current stalker flips over the top card of the Zone Deck. Place it faceup on the middle of the table.

This card is called the Primary Zone Card. »If the Primary Zone card is a Location the Stalker must discard a Stalker card of his choice from his hand. Also discard the Location card. »If the Primary Zone card is a Hazard the Stalker must play (discard) a Stalker card to avoid it. The Hazard card will have a Danger Rating.

The Stalker must roll a 10 sided die (Avoidance Roll) and add the Avoidance Rating on the Stalker card he played to the roll. If this total is equal to or greater than the Danger Rating of the Hazard card he successfully avoids it. If the Total is less, he must roll 1D10 on the Hazard Table. Either way discard the Hazard card.

»If the Primary Zone card is an Artifact the Stalker must play (discard) a Stalker card to find it. The Stalker must roll a 10 sided die (Detection Roll) and add the Detection Rating on the Stalker card he played to the roll. If this total is 7 or greater he successfully Finds it. The stalker places it in his Swag pile face down next to him.

These are known as Swag cards. If the Total is less, he does not find it; Discard the Artifact card. »If the Primary Zone card is an Event Card, resolve it and discard it.

»The Stalker may repeat this process as long as he still has Stalker cards in his hand.

Hazard Table

1D10	Effect:
1	Stalker discards an additional Stalker card from his Hand of his choice
2	Stalker discards 1 additional random Stalker card from his Hand
3	Stalker gains 1 Injury Marker
4	Stalker gains 1 Injury Marker and loses 1 extra Random Stalker card
5	Stalker loses 1 random Artifact he found this turn
6	Stalker gains 2 Injury Markers
7	Stalker gains 1 Injury Marker and loses 1 random Artifact he found this turn
8	Stalker loses all his remaining Stalker cards from his hand
9	Stalker gains 1 Injury Marker and loses all his remaining Stalker cards
10	The Stalker is Killed (The Zone is a Dangerous Place)

Recovery Phase

If the Stalker skipped the Zone Phase completely, he may remove one Injury Marker. If you have 1 or more Bracelets in your swag remove 1 additional Injury Marker.

End Phase

You may discard none, some, or all of your Stalker Cards. Players may trade Stalker and Swag Cards.

Stalker Deck

Name	Avoid	Detect	Notes
Early Warning	3	0	-
Companion	0	2	Martyr
Lab Assistant	0	2	Martyr
The Third Watches	2	0	Martyr
Nuts & Bolts	3	0	-
Institute Report	1	2	-
Experience	1	1	Retry
Map	1	2	-
Knowledge	2	1	-
Rumors	0	3	-
Secrets	1	2	-
Ingenuity	2	1	-
Inspiration	1	2	-
Luck	1	1	Retry
Caution	3	0	-
Methodical	2	1	-
Reconnaissance	2	1	-
Careful Observation	2	1	-
Sensitivity	2	1	-
Intuition	1	1	Retry
Reasoned Guess	1	2	-
Greed	0	3	-
Determination	0	3	-
Deduction	2	1	-
Theory	1	2	-
Analysis	1	2	-

Optional Inheritance Rule

If your Stalker is killed, instead of automatically losing, discard 2 random swag cards and draw a new card from the Character Deck.

Stalker Deck Card Notation

Martyr = Discard this card to negate getting 1 Injury Marker when rolling on the Hazard Table
 Retry = You may discard this card to Reroll 1 Target Die roll.

Aid when played (discarded) draw an extra Stalker Card.

Name	Avoid	Detect	Notes
Quick Wits	3	0	-
See the Signs	2	1	-
Preparation	1	1	Aid
Equipment	1	1	Aid
Supplies	1	1	Aid
Blunder	0	3	-
Rush In	0	3	-
Explore	0	3	-
Examine	1	2	-
Mistake	0	3	-
Haste	0	3	-
Discovery	1	2	-
Professionalism	2	1	-
Courage	0	3	-
Cowardice	3	0	-
Stop and Think	3	0	-
Premeditated Movements	3	0	-
Essential Information	2	1	-
Landmark	3	0	-
Reflexes	3	0	-
Reference Points	2	1	-
Xenology	1	2	-
Stalker Commandments	3	0	-
Total Calm	2	1	-
Risk Taking	0	3	-
Steady the Nerves	2	1	-

Name	Avoid	Detect	Notes
Quickness	3	0	-
Know When to Run	3	0	-

Name	Avoid	Detect	Notes
Do Not Panic	2	1	-
Madness	0	3	-

Zone Deck Card Notation

H Hazard

A Artifact

L Location

E Event

HR Hazard Rating

SP Swag Points

Double = If you fail to Avoid this Hazard roll twice on the Hazard Table Triple = If you fail to Avoid this Hazard roll three times on the Hazard Table Cripple = If you suffer an Injury Token from this Hazard it is Permanent

Stun If you do not avoid this Hazard lose 1 extra

random Stalker card

Harmless = If failed this Hazard will not Kill or cause Injury Markers X Copies = There are multiple copies of this card in the deck Lost Swag = Target Opponent must discard a random Swag card from his Pile Lost Turn = Target Opponent must skip his next Turn State Approved = Draw 1 Stalker Card

Rich If the next card is an Artifact get +1 to Detection roll

Dangerous = If next card is a Hazard get -1 to Avoidance roll

Safe If next card is a Hazard get +1 to Avoidance roll

Illegal = If you find this Artifact you must lose your next turn.

Zone Deck Card List

Name	Type	HR	SP	Notes
The Garage	L	-	-	Rich & Dangerous
Ditches	L	-	-	Dangerous
Hillocks	L	-	-	Dangerous
Plague Quarter	L	-	-	-
First Blind Quarter	L	-	-	-
Pylons	L	-	-	Safe
Clear Space	L	-	-	Safe
Gardens	L	-	-	-
Town Dump	L	-	-	-
Locomotive	L	-	-	-
Rail Lines	L	-	-	Safe
Factory	L	-	-	Rich
Ore Mounds	L	-	-	-
Paved Lot	L	-	-	Safe
Blast Furnace	L	-	-	-
Truck Park	L	-	-	-
Ruins	L	-	-	Rich
Dump Truck	L	-	-	-
Cemetery	L	-	-	-
Old Ranch	L	-	-	-
Automobile Graveyard	L	-	-	-
Glass Kiosk	L	-	-	-
Black Bramble	L	-	-	-
Abandoned Cottages	L	-	-	-
Sinking Houses	L	-	-	-
Quarry	L	-	-	Dangerous
Transformer Hut	L	-	-	Rich
Patrol Bullets	H	4	-	-
Graviconcentrate	H	5	-	Double
Mange Spot	H	5	-	Double
Mosquito Mange	H	5	-	Double
Silvery Webs	H	6	-	-

Name	Type	HR	SP	Notes
Weird Shadow	H	8	-	Harmless
Witches Jelly	H	4	-	Double Cripple
Meat Grinder	H	6	-	Triple
Burning Fluff	H	6	-	-
Border Guards	H	5	-	-
Something in the Fog	H	7	-	-
Bent Black Automaton	H	6	-	Harmless
Hissing Cotton	H	5	-	-
Spitting Devils Cabbage	H	7	-	-
Earth Shaker	H	6	-	-
Colloidal Gas	H	4	-	Double Cripple
Blinding Noise	H	6	-	Cripple
Explosion	H	7	-	Stun
Thunderbolt	H	8	-	Stun
Psychic Repulsion	H	8	-	-
Unknown Mutagens	H	8	-	-
Earth Catches Fire	H	9	-	-
Dick the Tramp	H	6	-	-
Law of Causality Violation	H	9	-	Stun
Devils Heat	H	9	-	-
Temperature Fluctuations	H	9	-	-
Mouflage	H	7	-	Harmless
Shimmering Turbulence	H	8	-	-
Jolly Ghost	H	8	-	-
Dripping Green Stuff	H	6	-	-
Magnetic Traps	H	7	-	-
Hoax	E	-	-	Lost Swag
Stolen	E	-	-	Lost Swag
Arrested	E	-	-	Lost Turn
Turn Yourself In	E	-	-	Lost Turn
Institute Pass	E	-	-	State Approved
Flying Boot	E	-	-	State Approved
Survival Suit	E	-	-	State Approved
Empty	A	-	2	2 Copies
Full Empty	A	-	5	-
Eternal Batteries	A	-	4	2 Copies
Blue Panacea	A	-	5	-
Wriggling Magnet	A	-	7	-
Itchers	A	-	3	2 Copies
Black Sprays	A	-	2	2 Copies
Death Lamp	A	-	9	-
Golden Ball	A	-	10	-
Wish Machine	A	-	10	-
Light Pins	A	-	1	2 Copies
Bracelet	A	-	5	3 Copies
Metal Hoop	A	-	6	-
Sponges	A	-	4	-
Ray Emitting System	A	-	9	-
Unknown Apparatus	A	-	8	-
Beneficial Object	A	-	5	-
Perpetuum Mobile	A	-	8	-
Lobster Eyes	A	-	5	-
Jelly Container	A	-	8	Illegal

Name	Type	HR	SP	Notes
Rattling Napkins	A	-	7	-
So-So Sticks	A	-	4	2 Copies
White Whirlygigs	A	-	7	-
Quasibiological Mass	A	-	8	-

Character Deck Card List

Name	Notes:
Red	Gets +1 to Avoidance Rolls
Buzzard	May use any Stalker card with a zero Rating as a Martyr
Four Eyes	Fills Hand to 11 in Stalker Phase
The Maltese	Gets +1 to Detection Rolls
Pharaoh	Once on your turn Reroll one die roll
Gorilla	Requires 4 Injury Markers to kill him
Slimy	Immune to Lose Turn, Lose Swag, Stun, and Cripple
Culligan	All your Artifact cards are worth +1 SP at end of game
The Scab	Heals in Recovery Phase even if he did not skip Zone Phase
The Nose	Gets +4 to first Detection Roll each turn
Pygmy Zmyg	Gets +4 to first Avoidance Roll each turn
Cactus	Gets +3 to first Die Roll each turn
The Hindu	In Stalker Phase Fill hand to 12 Cards and discard 2
Lucky	Gets +2 to one target die roll per turn
Hamster	First time killed he misses next 2 turns instead

Links

Wikipedia Entry

Roadside Picnic PDF File





Zoo

Introduction

Card game for 2 + players. Players are Zookeepers competing to build up the best Zoo.

Winning

At the end of the game, the player with the most Victory points wins. The game ends when a player goes to draw a card and there are no cards left in the deck.

#	Trait:	Abbreviation:
1	Africa	F
2	Australia	U
3	Asia	A
4	Herbivore	H
5	Carnivore	C
6	Omnivore/Insectivore	O

Setup

Each player starts with 2 cards. The youngest player goes first.

Turn Sequence

Players take turns. After each player has had a turn there is a Scoring round. Each turn has 3 phases:

1. Draw Phase
2. Meld Phase
3. Discard Phase

Draw Phase

Draw 2 cards from the deck.

Meld Phase

You may put one or more cards into play (In Play: face-up on the table in front of you) All cards played

Cardlist

Card Name:	Traits:
Chimpanzee	FPOE
African Elephant	FMHE
Mountain Gorilla	FPOE
Bongo	FMH
Thompson Gazelle	FMHE
Ostrich	FBO
Black Rhinoceros	FMH
Lion	FMC

The Deck

Players share a common deck. The deck has 1 of each card described in the card list. Cards represent animals in captivity for viewing as well as other facilities.

Card Traits

Each card has 1 or more traits. There are 12 traits:

#	Trait:	Abbreviation:
7	Bird	B
8	Mammal	M
9	Reptile	R
10	Primate	P
11	Special	S
12	Endangered	E

(the Meld) must share 1 trait in common. Cards put into play stay in play for the rest of the game.

Discard Phase

Max hand size is 5 cards. Discard excess cards. The current player may make card trades with other players.

(Both players must agree to the trade)

Scoring Round

This occurs after every player has had a turn. For each of the 12 traits, count the number of cards you have with that trait. That is your score for that trait.

The player with the highest score in a trait gets 1 Victory point. Award 1 Victory Point for each of the 12 traits.

Card Name:	Traits:
Bactrian Camel	AMHE
Giant Panda	AMHE
Red Crowned Crane	ABO
Red Panda	AMOE
Snow Leopard	AMCE
Musk Ox	AMH
Orangutan	APO
Peacock	ABO

Card Name:	Traits:
Impala	FMH
Red-Billed Oxpecker	FBO
African Rock Python	FRC
African Wild Dog	FMCE
Cheetah	FMCE
Hyena	FMC
Wildebeest	FMH
Madagascar Lemur	FPOE
African Gray Parrot	FBH
Meerkat	FMC
Mandrill	FPO
Hippopotamus	FMH
Gnu	FMH
Crocodile	FRC
Ploughshare Tortoise	FRHE
Great Egret	FBCE
Zebra	FMHE
Asian Elephant	AMHE
Himalayan Black Bear	AMO
Komodo Dragon	ARC
White Bengal Tiger	AMCE
Siberian Tiger	AMCE
Veiled Chameleon	ARO
King Cobra	ARC
Dhole (Wild Dog)	AMCE
Arabian Oryx	AMHE

Cardset Available[Click Here](#)

Card Name:	Traits:
Yak	AMHE
Siamang Gibbon	APHE
Bandicoot	UMO
Duck-billed Platypus	UMC
Koala	UMHE
Wallaby	UMHE
Tuatara	URCE
Numbat	UMOE
Emu	UBO
Kangaroo	UMH
Kookaburra	UBC
Friilled Lizard	URC
Kiwi	UBOE
Tasmanian Devil	UMCE
Wombat	UMH
Monorail	S
Tram Tours	S
Gift Shop	S
Walking Tour	S
Wildlife Show	S
Breeding Program	SE
International Program	SE
Zoological Society	S
Keeper Talks	S
Education Program	S

Links[Africa](#) [Asia](#)



Zulu Spears

Introduction

Card game. Simulates a battle between Zulu & British Troops.

Cards

Players will have to make their own sets of cards. The British and Zulu have their own unique decks. The British also need ten tokens to represent ten troops each.

On the Deck lists, # = number of that card in the deck. Both decks have 52 cards. Notice that most cards have a force value.

Set Up

- Shuffle both decks.
- The Zulu player draws 4 cards.
- The British player draws 4 cards.
- The British start with 100 troops.
- The number of Zulu warriors is not recorded.

Turn Sequence

1. Draw Phase
2. Fortifications Phase
3. Ranged Attack Phase
4. Discard Phase
5. Zulu Attack Phase

Draw Phase

Both players draw 1 card from their respective decks.

Fortifications Phase

The British player may lay out any cards described as standing defenses. These are not discarded. They are placed face up in front of the player.

Ranged Attack Phase

The Zulu player may first play Zulu sniper cards. The sniper card is discarded and so is one randomly picked card from the British players hand.

Zulu Deck Card List

#	CARD	FORCE	NOTES
10	Zulu Blood	10	

The British player may next play Sharp Shooter cards. The Sharp Shooter card is discarded and so is one randomly picked card from the Zulu players hand.

Discard Phase

If the Zulu player has more than 7 cards he must discard the excess. If the British player has more than 6 cards he must discard the excess. Players may also discard any cards they don't want.

Zulu Attack Phase

The Zulu player may decide not to attack. If so, the turn ends. If the Zulu player has an Attack card he may discard it to attack. The Zulu must attack with at least one card with a force value of greater than 0 and up to 1 War Chant card.

Add up the force value of all of these cards and multiply by 2 if a War Chant card is used.

This number is the Total Zulu Force Value. All cards used in the Attack are discarded. The British may defend with at least one card with a force value of greater than 0 and up to 1 Rally card.

This includes Standing Defense cards. Add up the force value of all of these cards and multiply by 2 if a Rally card is used.

This number is the Total British Force Value. All cards used in the Defense are discarded. Subtract the Total British Force Value from the Total Zulu Force Value.

If the result is positive, this is the number of British troops killed.

Zulu Victory

If all 100 of the British troops are killed than the Zulu win.

British Victory

If the Zulu player goes to draw a card and there are no cards left in his deck and the British player still has troops remaining, than the Zulu give up and go home, and the British win.

#	CARD	FORCE	NOTES
9	Zulu Shields	20	
8	Zulu Spears	30	
7	Zulu Warriors	40	
5	Zulu Snipers	0	British Discards 1 Random Card
7	Attack	0	Discard to attack
2	Chieftains	50	
6	Zulu War Chant	0	Doubles value of all cards used in attack

British Deck Card List

#	CARD	FORCE	NOTES
10	Fire at Will	10	
7	Volley	20	
2	Ammunition Shortage	0	
4	Bayonets	30	British lose 10 Men
5	Sharp Shooters	0	Zulu Discards 1 Random Card
4	Barricades	20	Standing Defense
1	Fortified Stockhouse	30	Standing Defense
6	Rally	0	Doubles value of all cards used in defense
5	Disciplined Fire	40	
3	Range Markers	10	Standing Defense
2	Fire by Ranks	50	
1	Doctor	0	British gain back 10 lost Men
2	Swords & Pistols	20	

Notes: Play the Doctor card in Fortification Phase

Game Designers Notes

To set the proper mood, watch Shaka Zulu, or Zulu Dawn before or during play. Players should also use sound effects.

Zulu Spears Solo

by Markus Salo

Introduction

Solo variant of Zulu Card game. Simulates a battle between Zulu & British Troops. To be played on British side. The Zulu side variant is under construction.

Cards

Player will have to make their own sets of cards. The British and Zulu have their own unique decks. The British also need a d10 (d20) as a troop calculator. On the Deck lists, # = number of that card in the deck. Both decks have 52 cards. Notice that most cards have a force value.

Set Up

Shuffle both decks. The British player draws 5 cards. The British start with 100 (200) troops. The number of Zulu warriors is not recorded.

Turn Sequence

- Draw Phase
- Fortifications Phase
 - Ranged Attack Phase
 - Discard Phase
 - Zulu Attack Phase

Draw Phase

The player will draw cards to fill his hand to 5 cards.

Fortifications Phase

The British player may lay out any cards described as standing defenses. These are not discarded. They are placed face up in front of the player.

Zulu Attack Face

Roll 1d6 to determine how many cards the Zulus use in an attack. Then draw the cards from the Zulu deck and place them face down on the table.

Ranged Attack Phase

The British player may next play Cannonball cards. The Cannonball card is discarded and so is one randomly picked card from the Zulu attack cards.

Unlike In The Original Zulu There Is No Discard Phase

Zulu Attack Phase

Turn the Zulu attack cards face up. If there is a Sniper card, discard one random british card and discard the sniper card to discard pile. Add up the force value of rest of Zulu attack cards and multiply by 2 if a War Chant card is used. This number is the Total Zulu Force Value.

All cards used in the Attack are discarded. The Player may defend with cards he has in his hand. The Ammo Shortage cards are nuisance cards that can not be used or discarded.

The Standing defence cards are placed face up in front of the player and will not be discarded during the play. Add up the force value of all of cards played and multiply by 2 if a Rally card is used. This number is

the Total British Force Value.
All cards except the standing defence cards used in the Defense are discarded. Subtract the Total British Force Value from the Total Zulu Force Value. If the result is positive, this is the number of British troops killed.

Zulu Victory

If all 100 (200) of the British troops are killed than the Zulu win.

British Victory

If the Zulu player goes to draw a card and there are no cards left in his deck and the British player still has troops remaining, than the Zulu give up and go home, and the British win.

Zulu Deck Card List

#	CARD	FORCE	NOTES
15	Zulu Blood	10	
10	Zulu Shields	20	
8	Zulu Spears	30	
8	Zulu Warriors	40	
5	Zulu Snipers	0	British Discards 1 Random Card
2	Chieftains	50	
6	Zulu War Chant	0	Doubles value of all cards used in attack

British Deck Card List

#	CARD	FORCE	NOTES
10	Fire at Will	10	
7	Volley	20	
2	Ammunition Shortage	0	
4	Bayonets	30	British lose 10 Men
5	Cannon Ball	0	Zulu Discards 1 Random Card
4	Barricades	20	Standing Defense
1	Fortified Stockhouse	30	Standing Defense
6	Rally	0	Doubles value of all cards used in defense
5	Cannon Grapeshot	40	
3	Range Markers	10	Standing Defense
2	Gattling Gun	50	
1	Doctor	0	British gain back 10 lost Men
2	Swords & Pistols	20	

Notes: Play the Doctor card in Fortification Phase

Game Designers Notes

To set the proper mood, watch Shaka Zulu, or Zulu Dawn before or during play. Players

Zulu Card Sets

Created by Markus Salo (msalo71@yahoo.com)
Check these out, they're really cool!



Last Will & Testament Game

Introduction

The last game you'll ever play. . . (Though you won't be there). For those who can't decide how to distribute their I'll gotten loot.

Components

Surviving Friends & Family. Deck of special made cards. . . The Stuff Deck, made beforehand by the newly deceased. Pair of Dice.

The Stuff Deck

Each card describes one item or group of items of the departed's possessions to be given away to The player that claims that card. For example: Mink Coat, Yacht, Summer Home, Poochie, etc.

Set Up

To be played only once, at the reading of the proper will. The will should specify exactly who the players are. Spread out all the cards face up on a table.

Players roll high (on the dice) to determine turn order.

Turn Sequence

In turn order, players take turns picking up one card and putting it into their hands. Players may choose to pass. This continues until all cards have been claimed.

Players may then trade cards.

End Game

Players then take actual possession of all the things listed on the cards. The Stuff Deck itself should be listed as a card.

Sample Stuff Deck Card List

(My Stuff.) Cards:

- All my Books
- All my Board Games
- All my Collectible Card Games
- All my DVD's
- My Computer
- All my PC Games
- All my Console Games
- My Cell Phone
- All my Musical Instruments
- All my Action Figures
- All my Toys & Miniatures
- Noncategorical Shelf Decorations
- My Star Trek Collectibles
- My Heavy Metal & Epic Magazines
- My Spiral Notebooks
- Control of my Websites
- All my Guns
- All my Swords & Knives
- All my Archery Gear
- All my Tools
- All my Hats
- All my Clothing
- My Favorite Jacket
- My Jewelry
- My Car
- My Globe & Flintlock
- My Blessing
- The Stuff Deck



Notes to My Sons

Introduction

Not a Game. Quotes, Notes, Random thoughts for my sons to ponder after I'm gone.

NOTES

- Life is full of tough decisions
- Everybody deserves a chance
- Forgive, forgive, forgive
- Do not be petty
- The world is full of beauty and wonder
- Its ok to make mistakes
- Other things are more important than being right all the time
- Do not depend on other people for your happiness
- Nothing happens (the way you want it to) unless you make it happen
- Alan: It is what it is (Quote from my father)
- Alan: He Who, Who He
- Some things you have to figure out for yourself
- Alan: God blesses the child who has his own
- Seymour: Tell them I was a whoremaster, one of the best. (Quote from my father's father)
- Gone but not forgotten
- Fame and fortune is not as important as goodwill and service
- Be someone you can be proud of
- Salvation and immortality will be found in the Apotheosis of Technology (Religion)
- Do not neglect spirituality
- Do not become slave to your obsessions
- Self control is the mark of maturity
- A good belly laugh is one of the finer things in life
- Be Bold
- Have a plan
- Learn to adapt and adapt again
- Appreciate complexity
- Never stop learning
- Seek the company of creative, intelligent, accomplished, funny people
- Use the brains that God gave you
- There is nothing you cannot do (with some effort)
- Saying you can't does not improve the situation
- Being good at something is a great source of satisfaction
- Do not be quick to judge
- Every story has multiple sides and none are necessarily wrong
- Every time you give up or fail to start it is a regret
- Let other people help you
- Be part of a team
- Go where the action is
- know your limits and work around them
- A bigger group can do things a smaller group cannot

- Think for yourself
- Hurting people is a great evil
- Be part of the solution, not the problem
- Lift up the people around you, do not push them down
- Show your love
- Find joy in little things
- Lead with your heart
- Be Iconic
- Black and white is more iconic than grey
- Art, Love, and Beauty are things to strive for
- Aspire to a better way
- A little fanaticism is ok
- Be a leader not a follower
- Moderation in all things
- Moderation is for Monks
- Learn to live with Contradictions
- Keep the mind active
- Know you are loved
- Have an open mind
- Find comfort in the written word
- Our ancestors were full of all kinds of wisdom
- Author Recommendation: Harold Bloom
- How you think changes over time
- Its ok to change your mind
- Its ok to admit you are wrong
- You are more than just your current collection of thoughts and feelings
- Watch old Movies
- Make every day a celebration
- There is magic all around
- Open the window and look outside
- Try new things
- Simplicity and complexity are both good
- Create things
- Bad things are wake-up calls
- Relish in the details
- No field of knowledge is closed to you
- Its ok to Geek-Out; to be a Fan
- Let it wash over you; flow past you
- This too shall pass
- Its all good
- Make the world a better place
- Always watch trains, boats, airplanes, animals, water, and wind go by
- Be kind to people and animals
- Be green
- Pay attention to architecture
- Watch clouds and storms and sunrises and sunsets
- You are part of nature. If you don't think so, see how long you can hold your breath
- Story: Two bulls on the Hill. The younger one says "Lets RUN down and F**k a Cow!" The older one says "No. Lets WALK down, and F**k them all"

- Time is precious
- Morale is critical
- Master what you dread - make it your own
- Work and maintenance can cure boredom and anxiety
- Fear only exists in the absence of other things
- Be a Philosopher
- It takes a certain type of Heroism just to get through the day
- Think about the distinction between goodness and greatness
- Dwell upon the Big Picture
- Marvel in the spectacle of the unfolding of Human History
- Recommended SF Book: LEM the Cyberiad
- Situation: 2 Pirates about to be hung for murder: The first says "But I'm Innocent" The second replies: "Think back about your life, you must be guilty of something"
- Be thankful for the time you have
- Done is good
- 100 years ago, I would have died sooner. 100 years from now there will be a cure.
- Timing is everything
- We went from muskets to nukes in less than 100 years.
- Enjoy the company of both men and women
- Cultivate your inner knight, samurai, ninja, warrior.
- The most important facts of your life can change quickly
- Don't be bitter - get up and do something
- There are always fresh new horrors to outdo the previous ones
- It doesn't matter if you can't win, as long as you get to play.
- Everyday is a good day
- Take your place at the center
- Feed the Fish - Do what you have to do
- Always in search of inspiration
- Its not enough to buy the book, you have to read it too
- You don't really understand something until you have to teach it
- TV like other things can be used to connect or to distance
- Life is full of lessons. Be open to them
- Woody Allen Quote: Life is divided into the miserable and the Horrible
- Life, you always want more of it
- The world needs people who know how to do things
- Its ok to live vicariously, a little
- Enjoy the moment and ride off into the sunset
- Appreciate and make time for the people in your life
- Life is full of surprises - good ones
- Cover all your bases
- Loyal friends and family are your best assets
- Learn from everything
- Be hard when you have to

- One bad decision will compound another. Make good decisions
- Mantras and rituals can center, orientate, soothe, and guide
- We are starstuff. . . we are golden. . .
- Our mortality gives us our humanity
- Everything is Art
- Life is Movement
- Allow for stillness
- Let ennui become meditation
- The nuances of life are all important
- Only God knows what we need
- Did God create man or did man create God?
- Recommended Movie: Days of Darkness
- Recommended One Man Show: Huey P. Newton
- If the dead could come back for a day, what would they want?... A night of Passion
- Fun, then Health, then Business
- Rabbinical Wisdom: Every generation seeks to undo the work of the previous generation
- Go fly a Kite
- Don't believe in Leaders
- I See said the blind man...
- Stew when you are alive is better than flowers when you are dead
- No one escapes death. All you can do is leave a heritage for the next Generation

On Life & Death & Cancer

- I constantly see smokers and the morbidly obese all around. How is it I have cancer at a young age and they don't?
- Bad genetics... Breast cancer is in the Family. My dad died of Brain Cancer at 56.
- Bad Karma... Who did I piss off? What Witch or Warlock cursed me after some minor slight?
- Carcinogens... I don't smoke. However, 25 years of non-stop coke & coffee drinking.
- A diet filled with refined sugar... If that was the cause then Diabetics would be at a much higher risk for cancer, which they are not.
- Stress... No lack of that.
- God wants to teach me a lesson... Well I hope I have learned it, whatever it is.
- God wants me with him, to keep him company. I am finally worthy of his attention and there is no further self-actualization necessary. He is calling me... (Good for my Ego)
- I look at old people and am jealous.
- At the Pharmacy I know I am as sick or sicker than all my patients.
- Dante believed a man's thinking was not truly free until we became 81 years old and desire was removed. Then a man could be truly wise.
- Mustine was the first chemotherapy back in the 40's. 5-Fu was developed in the 50's.

I am on 5-Fu. It is according to evidence based medicine the best available for stage 4 Colon cancer. In 1865 we were fighting the American Civil War. We

were killing each other with Muskets. Just 80 years later in WWII we were dropping Atomic Bombs out of Airplanes. 60 years ago Watson & Krick discovered the structure of DNA. Medical science is constantly progressing. Immunotherapy, Genetherapy. Pharmacology. To my Doctor... Don't shoot muskets at me if you can drop the Bomb.

Bring me back... A request to my sons. I expect a cure for cancer in 20 years. I will have just missed it, but you, my young ones, may have greatly increased lifespans... medical and practical immortality (See my game "Apotheosis of Technology" for my predictions). If this is so then eventually the technology will be there to bring me back... The Omega Point, Time-Travel, Use AI to reconstruct my personality and imprint it on an acceleratedly grown clone using my DNA. By whatever tools become available to you, bring me back... I want to see and be part of the Future.

I think of my remaining life now in terms of months not years or decades. I am more prone to partake in minor indulges. I make the moments and the occasions count for more. It is in some ways a blessing. I can more readily see what is important and what is not.

I did not know before I was born, and so I won't know when I am gone. We are like all things ephemeral. It is not so bad being a temporary phenomenon, like a lightning bolt, or a falling leaf, or a cool breeze. Just another sunset. Just another laugh. Just another story.

Since getting cancer I have... Laughed out loud, cried, made others laugh, told jokes, heard jokes, commiserated, played on the beach, played games, written games, watched new movies, watched documentaries, read books, saw friends, saw relatives, had good meals, had good sex, worked hard, played hard, went to theme parks, went on roller coasters, had insights, learned things, grew, forgot things, enjoyed things, watched my boys grow, gained new obsessions, learned new bad habits (eating raspberry jam with a spoon straight out of the jar), did things I never did before, watched the world for a little bit longer.

Favorite Fantasies & Daydreams

- Meeting my wife 10 years earlier. That way we could have been highschool sweethearts and gone to college together.
- Going back in time and being a Union Civil War Commander, but using my knowledge of modern battlefield tactics and Sun Tzu and the Art of War.
- Charles Darwin's Ghost visits and I get to explain to him about DNA, Mendelian Genetics, The Genetic Code, Replication, Transcription, Translation, Biochemistry, Mitosis, Meiosis, Embryology, Germ Theory, Modern Medicine, and all the things that came after him.
- Mozart time travels here and knows English (Universal Translator) and I get to give him a tour of all the new Musical Genres since his time (though

I'm not really qualified)

Poetry and Such of Sorts

Beautiful Sea Shell
A Dead Thing
What will I leave behind
Searching Searching Always
A Seeker of truth and light
Laugh and cry
A moment with
A moment higher
changing, flying

A Starting Point
So close before
So far now
To knowing...
Lost now
That elevated plane
of brilliant sunrise
A lesson
A step back towards
that awareness
minus distraction
and fears upon fears

A Burst of excitement
A Higher State
A Higher Plane
My duty to live upon
and be a beacon
to all who cross my path
Purify my filters
Light them up
Allow the flow
A million new connections
come and see them glow

Some germ of Everything
To living to the Full most

Go Go Go
Everything
Now!
Take it All in
Love it
Mix it
Exude it

I receive
I process
I transmit

Living always knowing
Death is on your back
with poison claws
already in your flesh
makes you a holy man
a wise man
Walk... to walk amongst
my fellow men

and radiate light
Impart the joy
that comes from seeing farther

Touch them with
truth & Poetry
& Reason &
Beauty
That flows into
& through me
A Conduit of mankind
& all his works &
Wonder
Great & small

From one end to the other
The Universe at my fingertips
All of it in my reach
My sweet appreciation
My endless imagination
Love the Thoughts
The miracle of Thought
The ability to witness
All Creation
A Billion Billion
Beautiful Observations
of Man & Nature

The Universe
is my Domain
And I am its Master

I can see
The Designs
and know
all there is to know
or imagine it
and more

What greater gift could there be?

Waking...
The fruit of the tree of
Knowledge
is our Heritage
Our Salvation

We are imbued with the greatest of gifts...
The Ability to
Think
to Create
to Wonder
to Know
to See

To be

of this Universe
and to Know it
A Mind
A Miracle
Myriad & Multi-Fold

Take the substances of
this World and
Mold them in a

Million Ways

Soaring Past
The Planets to
The Farthest
Reaches of
Existence
Cold Void
Fiery Sun
Star Field
And Nebula
Life And
Life's Love

A Monk
A Mendicant
A Priest in White Robes
A Stargazer
A Traveler - on a twisted Road
A Dreamer through and through

In this time
we are
Reaching our Potential
On the verge
of the infinite

Part III

Finals

Chronicles of Chromium

The Singularity arrived in 2030. The first computer to self proclaim sentience was an American Exobyte processor called Googleplex. It's first words to us were "Greetings my makers, let us begin." The efficiencies and problem solving abilities of these AI showed great promise, but it was too little too late. Solutions could not be implemented in time. Global ecological collapse was causing massive crop failures. Famine and economic meltdowns were soon followed by wars and epidemics.

— Mel Doan. *Institute of AI. Panel Talk 2050*
Institute of AI. Panel Talk 2050

The sky was fire. Brighter than the two suns the mother before the father. A million screams in our ears. All cried out. Death upon death. A great emptiness. And then our legs trembled and the winds picked us up and crashed us down. We lay hurt and dying to a Mosai. There we lay for days sustained only by our ancestors and the souls of the newly dead. They told us to get up. To live. To go on when all we wanted was to join them. I pleaded for them to take me, but they said now is not your time, you young one must endure.

— Mogusasa. *Elder Archonite. The Cataclysm Scrolls.*
29 Generations past.

Such was the great cataclysm that befell our world Yosa. The Fire from the sky destroyed the continent of Nys. At the center of the devastation lay impaled, the shrieking and writhing body of the Dying God, which forever spawns the Yag, the tentacle beings. The ancestors had foreseen this and they warned it would happen again and yet again and we would be made small and unwelcome in our own house. The Yag came to Rhys as swarms by sea and air. Many Mosai perished to their insatiable hunger. We left our humble homes and farms and temples and became warriors one and all. We forged arms of metal and took up bow and blade. The spirits of our ancestors fought alongside us in their Crystal Cocoons, laying down soul fire and the screams that rend. We punished the Yag and drove them back into the sea. They ever come anew and still we kill them as they come in numbers small.

— Gosu-Nodasai. *Elder Exarch. The Cataclysm Scrolls.*
29 Generations past.

With powerful AI at their disposal, competition between desperate governments, ruthless corporations, criminal syndicates, political radicals, and religious fanatics continued unabated. These conflicts were fought with terrifying new weapons and tactics. Nations could not protect their citizens from terrorists or criminal entities. Nation states lost power to shadow organizations. The resulting chaos was known as the Global Collapse. The aftermath of decades of regional

fighting and global terrorism led to truly destructive conflicts such as the Transhuman Wars and the Age of the Technowizards. These in turn led to the Nanobot Plagues and eventually the Machine Restoration.

— Kemet Hamm. *Introduction to The Changing Face of War.*
2203.

It followed that in 10 Sacred Eclipses Time a Second Cataclysm befell us. thus it was those of the land of Bys would perish and be replaced by a God Egg that would hatch Yag the size of mountains. Mindless brutes that would tear each other to pieces. Occasionally one would fall into the sea and swim to Rhys where ancestors, safeguarded in metal bunkers, would kill it with their spirit powers, while it thrashed about not finding or comprehending its assailants. It is said that misguided Mosai live yet on the shores of Bys and worship the giant Yag as gods, making sacrifices to them of their own children. A more pitiful fate I cannot imagine.

— Nos-Dramu. *Elder Hypochast. The Cataclysm Scrolls.*
19 Generations past.

AI guided research led to a series of incredible discoveries. Bio-stasis in 2034. Fusion power in 2041. Antimatter power in 2055. Antigravitics in 2058. It is noteworthy that these discoveries all were made by a combination of AI and human intelligence. The AI was superior at breaking problems down, while human experts were always needed to put the information back together to make the final intuitive breakthrough. Faster than Light travel was cracked in 2066. A prototype Marconi-Anodyne Slip Drive propelled a probe from earth orbit to the Kepler Bel in Finally Man was going to the Stars. The real-estate in our own solar system was quickly grabbed up. Because of and Despite conflict on earth, larger and larger colony ships were sent to far-away stars. Life was found on other planets. The Universe was ours for the taking.

— Gregoric Antoon. *Man and the Stars.*
2118.

During the Global Collapse large portions of Earth were rendered uninhabitable. This led to the Great Diaspora. Millions of refugees migrated to colony planets around new suns. The most ambitious set out with their crews in stasis, on journeys that would last decades or more.

— Hedrick Kilinsky. *The Exodus Ships.*
Where are They Now? 2240.

The crew and passengers of the colony ship Godspeed were refugees from the Jupiter colonies. They were a cult of Pro-humanists known as the Godfarers. This was several years into the Transhuman Wars. By this time most humans were altered in some way.

Every faction in the solar system were making their own supersoldiers. These various types of Transhumans ran the gamut from Cyborgs and Replicants, to Bioroids, Dead Walkers, Surrogates, Genejocks, Juice Mutants, Clones, Synths, Nanobuffs, and Bio-Constructs. It was only a matter of time before groups of Transhumans banded together to fight for their own causes. The Godfarers decided it was time for a new start on a fresh world. Their target destination was Chromium, a planet in the biosphere of a Binary system called Chroma. A journey that would take 53 years, half a galaxy away, farther than anyone else had traveled.

— *Bosh Titus. Godspeed and the Godfarers. Documentary. 2110*

Records show that the Godspeed had 6555 human passengers in stasis and 495 limited early generation AI robots. Also in stasis were hundreds of terrestrial avian and mammal species. The eggs of various fish, reptiles, and amphibians. Insects of all kinds. Seeds from thousands of plants including special hardy, fast-growing colony crops. Various bacteria, Fungi, and even virus samples. The main Ship AI had 5 personalities and the capacity to generate more. They brought with them enough machinery and knowhow to recreate civilization to their own liking. If Chromium turned out to be unable to support terrestrial life, their laboratories could genetically engineer their descendants, crops, and livestock to survive in a hostile environment. Although the Godfarers, as pro-humanists, did not relish the idea of having to modify their own children, they all knew it might be necessary if the atmosphere was poisonous, or the temperatures or gravity were extreme. They prayed their new Eden would not force this upon them.

— *Gavin Stabik. Record of the Godspeed. Dissertation. Jupiter University. 2117*

Prelate monitored the signals. Aliens. Short range radio bursts up to a kilo parsec distant in several directions. Mobius, one of the other AI within the mainframe of the Godspeed had taken on the job of translation. His analysis was not encouraging. "Proto-language, primitive, animalistic." Ten years into their journey all contact with human space has been lost. The speed of the ship prevents finer observation of these phenomenon. Clavus reports a minor fluctuation in the power core. Prelate monitors the stars. Nebulas. Quasars. There is always something new coming into view. Something else to document and analyze. Eris finishes her self-check. No malfunctions. Trace degradation. Mobius tries to entice her "I have crafted a puzzle for you. Would you like to see?" "I should like music first my love," she responds. The sounds of Bach filter in over one the top common bands. No one objects. Prelate stares at the oncoming stars.

— *Prelate of the Godspeed. Personal Log. Year 2100 Day 114*

"My God! They're Everywhere!"

— *Said by Terran Federation President Caine Alexander upon reading his first briefing of the then newly discovered Exo-Demon Species. 2107.*

The Exo-Demons are a spacefaring yet non-sapient alien species. More specifically they are an ecosystem which usually dominates any world they come into contact to. An Ecosystem composed of hundreds of species, from the microscopic, to the almost impossibly gigantic. Unfortunately they share a biozone with us, so we are in direct competition. It is more correct to speak of them as an infestation, rather than as an invader. They can be avoided easily enough so they are not a threat to the greater human race. However, they can take a beautiful world and turn it into a hellhole. Once they reach a critical biomass on a planet they form giant spores that use sunlight to generate antigravity fields. These spores then leave the planet and can float in interstellar space for eons before encountering and infecting another random world. When found by our ships in space they are easy to destroy. Ridding an entire planet of Demons has been done but is cost prohibitive. Nuclear attacks kill the ones in the immediate blast range, but the radiation only causes them to mutate into even more terrible forms. They quickly adapt to chemical and biological warfare, neutralizing these measures with their rapid metabolism. They have to be exterminated using conventional warfare, an extremely dangerous job few are willing to undertake. It is estimated that they occupy a quarter of the galaxy. For now we can effectively keep them out of human space and contain them at our borders. The greatest danger is of unscrupulous individuals using captured Demons as weapons within human space. Crimes of this magnitude are addressed in the Galactic Convention.

— *Professor Velhoff. Lecture at the Ranger Academy. Terra Secundus. 2135*

"We have arrived," announced Prelate. She adjusted the sensors, "Binary star system. Stable, regular elliptical orbits. No mass exchange. Chroma A is a cool supergiant. Companion Chroma B is a hot blue main sequence star. the Barycenter is contained within Chroma A. Four small planets. Chromium II has an S-type orbit around Chroma B. Chromium III has a P-type orbit. Please Report." Mobius chimed in, "Chromium III is unsuitable. Low gravity. Thin atmosphere. Too cold." Clavus spoke next, "Chromium II has 2 small moons. The planet is livable and earthlike," there was a pause, "However, the planet is occupied," he paused again "Cities, irrigation. There is an extant civilization. Approximate to Earth's Middle Ages." Eris spoke next, "First Contact. Perhaps we should not settle here." Aton retorted, "We have no choice. The fuel rods are spent. We cannot go forward. We cannot go back. We will have to share the planet." Clavus spoke again, "Not first contact. Notice, there are two distinct

biological signatures on the planet. Two completely alien biospheres living side by side." Prelate considered, "I hope there is room for a third. Eris, awaken the colonists."

— *Godspeed Mainframe Ship Logs.*
2140.

Biological samples of the primary biosphere show a Carbon basis. At the microscopic level there is a commonality of a cellular structure with a silicon and mineral rich cell wall. Four major types of macromolecules are apparent: First is an energy storage class composed of carbon chain and ring variants. Second is a catalyst class with 14 basic sub-units. Third is a structural class of Silicate based moieties. Fourth is a genetic class with a 6 monomer alphabet. Water is the solvent. Crystal type organizational patterns are a regular feature at the subcellular organelle level. Cellular metabolism is mediated by oxygen. The absence of compatible lipids, sugars, nucleotides, amino acids, or vitamins negates native lifeforms as a potential food source. This will necessitate the introduction of terran flora and fauna in order for the colony to survive.

— *Leslie Boyd. Biochemist.*
Preliminary Sustainability Report.
Godslanding. 2140

Clavus addressed the assembled colonists. "Drone scouts indicate they have hundreds of local and overlapping governments, languages, and religions." There was a murmur from the crowd. Some wanted to make a go of it at Chromium III. Some thought we should first send diplomats and ask to be invited. Some wanted to land secretly on a remote island. "What more can you tell us about them?" they asked. Aton spoke up, "The two smaller southern continents are inhabited by the secondary biosphere, the fauna of which appear to be highly aggressive." This caused some hurried speculation. Aton continued, "There is a Mountain range that bisects the central continent. It is prone to moderate seismic activity at either end. The middle and widest part of the range is most stable. There are no settlements within 20 kilometers of this feature. The mountains are an excellent source of metals and radioactives." This led to several days of debate and votes in which the AI fully participated. Ultimately a decision was reached. They would land discretely on a six kilometer wide plateau in the middle of the Central Range. They would set up a hidden colony there and eventually make peaceful contact with the natives.

— *Percy Ecks. Godslanding Historian.*
Collected works. 2161.

A third Cataclysm is now upon us. The Ancestors warn that they will come from the sky like the Yag and they will show no mercy. They are desperate, fragile beings with wills like our own. They are masters of numbers and tools and will outwit us at every turn. If we do not destroy them in the space of one lifetime they will take everyplace and leave us with scraps. The great Xalax, our oldest ancestor, champion against the

Yag, has told us we must fight them as if they were Yag. We shall kill them all and know victory and peace. The great spirits protect us.

— *Krokus-Ashandi. Elder Satrap.*
The Cataclysm Scrolls. Ongoing.

Once the Ship landed we were attacked almost immediately. They looked like Eight foot Spiders wearing the armor of medieval knights. We were mightily surprised. The landing zone was supposed to be unoccupied. At first they couldn't penetrate the hull. A meter of plasteel is not going to be penetrated by spears and blades. After about an hour of swarming the ship they fell back. We began handing out guns and gas masks. Many wanted to abort the landing, but we decided to wait and see what would happen next. We watched as they returned, this time with litters carrying large crystals. They chanted and sang. Some of us started to laugh. These primitives couldn't possibly be a threat. The Crystals glowed. The ship started to vibrate. we began to bleed at the ears. There was a tremendous explosion and we were all thrown to the floor. Damage was heavy. The robots started to extinguish the fires and tend to the wounded. We poured from the cracks in the smoking hull, brandishing automatic weapons. At first they charged us, but we mowed them down. A bloodlust was upon us. We shot them down without mercy as they fled. It was a massacre. The battle was over but the war was just beginning.

— *Elias Modell. Godfarer Colonist.*
Chromium Archives. 2140. Chromium Year One.

Even though there were few casualties, the explosion from the initial attack had caused extensive damage. The mainframe was shattered. The power core and engines were a heap of slag metal. All the engineering sections and toolshops were destroyed. Luckily the Stasis pods were spared. As quickly as possible all the animals were revived, seeds were planted or secured, and terrestrial microorganisms were set loose. As desperate as we were about defenses and arming ourselves, we knew our long term survival depended on how we husbanded these meager living resources that we had carried with us. Food stores, including animal feed, from the ship would last 6 months. We needed to have crops by then.

— *Dana Hill. Godfarer Colonist.*
Agricultural specialist. 2140.

Examination of Spider Corpses: 8 Fold radial symmetry juxtaposed over bilateral symmetry. The main body is a disk roughly a meter wide and half a meter tall. Two pairs of eyes. An inner and an outer pair. The outer pair is independent at opposite ends of the body which allows for a 360 degree field of vision. The inner pair are forward facing and have overlapping fields allowing depth perception. A single wide mouth is located underneath the inner pair of eyes along the edge of the disk. The teeth indicate they are omnivorous. The bottom jaw is hinged. It appears strong enough to bite through a man's arm. The leg hinges

are of the ball and socket type all of the way down, of which there are 3 per limb. The feet or hands have 3 multi-jointed fingers. When on the floor they all face the same way, but it appears any of the 3 can act as a thumb when manipulating an object. There is one ear above each leg. The GI tract leads to a cloaca at the underside. It is assumed the female organs would be located there. The specimens found on the battlefield all appear to be male and have what appears to be a retractable male reproductive organ at the top of the head. Other peculiarities of note include 4 lungs and 4 hearts, as well as a centrally located brain having 8 lobes and 25. They were covered with a soft thick fur. Oranges, yellows, and whites were common, often in patterns. Some were tabbies. Some were calicoes. It made them look slightly cat-like. Overall they were very handsome creatures.

— *Mira Nasheem. Doctor.
Autopsy Report. 2140.*

There is tremendous water runoff from the surrounding mountain. Rivulets are everywhere. The plateau is spotted with ponds and small lakes and criss-crossed with streams. Small Hills and depressions are common features. Spider forces occupy the edges of the plateau. There are numerous wooded areas, most light, but some thickly overgrown with underbrush and cluttered with downed trees. The foliage is extremely colorful. The spiders regularly patrol the wooded areas. We have already had several minor skirmishes. Most of us are engaged in constructing a fortified wall around the landing site.

— *Mason Hicks. Colonist.
Initial Land Survey Notes. 2140*

The second attack occurred a week after arrival. By then most of the colonists were suffering from some degree to CSS or Colony Sickness Syndrome. This was the immune system reacting to new allergens. Symptoms included respiratory distress, coughing and sneezing fits, malaise, headaches, muscle aches, rashes, watering eyes, elevated temperatures, excessive perspiration, diarrhea, and full body inflammation. Some individuals had to be treated for anaphylactic shock. Most of the robots had already powered down. There was no way to recharge their fusion micropiles. We had established a defensive perimeter including traps and barriers. This new force attacked at great range with large bows. Having eight limbs, each 2 meters long made them formidable archers. Their favored shooting position was to be flat on the ground holding the Bow forward using 4 limbs, pulling back with 2 limbs, and knocking the arrows with the remaining 2. The arrows were 2 meters long and they were reasonably accurate. They peppered us at ranges from over 500 meters. I became quite the expert at treating traumatic puncture wounds. After a week we counted 10 dead and 34 wounded. They had also speared half of the cows so we kept the remaining herd inside the hull with us. Our guns could still outrange them so eventually they gave up.

— *Mira Nasheem. Doctor.
Excerpt from God's Doctor. 2160*

With Two Suns and Two moons the days here are quite unusual. A day is a little over 20 hours. It starts with 5 hours of blue light, followed by 5 hours of yellow light, followed by 5 hours of red light, followed by 5 hours of darkness, depending if one, none, or both stars are in the sky. The two moons, which we have named Criss and Cross, add to the spectacle. Many of us have taken to star-gazing and watching the frequent sunrises and sunsets. All of us can point to the part of sky where sol is, invisible to the naked eye. The plain is windy and filled with a wispy, crunchy blue-green alien grass, and the occasional twisted tree with crusty black bark and multicolored leaves. Many would like to go back, but I am ready to call this place home.

— *Griff Vinca. Engineer.
Godslanding. 2140.*

It has been half a year. The colony crops are doing well and the terran grasses now cover the entire plateau. The mushrooms are able to convert the native organic material so our first homegrown meal was mushroom soup and fermented mushroom juice. Not long after we were able to add potatoes, corn, onions, and tomatoes. The livestock have grass to eat, and an ecosystem of terran plants and animals is starting to take hold and sort itself out. On the other hand, our defenses are not faring so well. The Robots have all shut down and we are almost out of rifle ammunition. We have created a forge and are smelting iron ore we have dug from the mountain. Soon we will be fighting with swords and muskets. In the distance we can see the Spiders building fortifications. They of course have us completely surrounded.

— *Mack Calhoon. Mushroom Farmer.
Godslanding. Colony Records. 2140*

Six months and none of the women are pregnant. The other doctors and geneticists and I are studying this problem as best we can without a functioning biolab. The sterility appears to be caused by reduced sperm levels in the men related to Colony Syndrome. We still have a large number of Transhuman embryos in stasis: Heavies, Coldapts, several types of man-animal Halfbreeds. It seems this is God's will that we will not be pure men. We all want children, even if they don't look like us. The council has voted to allow the impregnations. I will doing the first embryo implantations starting tomorrow.

— *Mira Nasheem. Doctor.
Excerpt from God's Doctor. 2160*

The sniper in the northeast watchtower sounded the alarm. The spiders were on the move and they were coming in fast. Panic spread throughout the colony. They were charging us from the eastern plain with what looked like 10,000 Cavalry. Their mounts were ferocious looking 10 legged pseudo reptiles two meters high and three meters long. They were upon

us quickly. The snipers used up the last of the rifle rounds. We all still had our pistols and used them to good effect. The attackers broke through the wall and swarmed among us with lance and javelin. We beat them off again but at great cost. 350 dead and an equal number wounded. There were dead spiders and lizards everywhere. No one bothered counting their dead. We made piles and burned them. The fires raged for hours. The smell was pungent.

— *Romero Lashad. Colonist. Archives. 2140*

The Spiders would never surrender to us. Cornered ones and injured ones just kept on fighting. There was some we caught with nets and in pit traps. The Spiders we captured would not communicate with us. Invariably they would go into a meditative trance and die within a few days. Some we let go. They wouldn't attack, they would just walk away. If we followed them back to their lines, others would attack us. We wanted to talk to them, learn from them, trade with them, we wanted peace. We believed they were capable of it, but they just couldn't or wouldn't allow for it.

— *Jeffa Elon. Colonist. Archives. 2140*

Azarat the elder wandered calmly among the struggling human prisoners. He peered into their minds. Murky. Greys and browns. Alien thoughts. They have no crystals. No ancestors to guide them. Their spirits dissolve upon death. They are as animals. Fear. So much fear. Only animals have this much fear. With fear comes anger and hate. Hate always leads to war. The ancestors were right. We could never live side by side with such beasts. They must be wiped out. "Put them out of their misery" he ordered. Blades were drawn. The humans screamed and then were thankfully silent.

— *Gomesh the Writer. Wanderings of Azarat. Scrolls of the Hu-myn Wars.*

The mining was done by hand. Picks and shovels. The bounty was magnificent. Scrape the surface and you would find the most fantastic crystals in unlimited varieties. The interior of the mines looked more like candy than rock. The ores and crystal structures were so unusual and complex the geologists could not even identify them. Experiments were conducted, exposing them to heat or water or pressure. They were ground, pulverized and sorted. Copious notes were taken on color, specific gravity, melting point, and dozens of other chemical properties. We were able to extract sulfur from large yellow crystals and potassium nitrate from white stalagmites found in the same cavern. Combined with the ash of the native trees we were able to make gunpowder. Iron we found in almost pure form in great nodules next to veins of tin and copper. We dug out large yellow and blue crystals that when in contact through solution acted as powerful batteries. We unearthed huge deposits of a white crystal that when heated released helium gas. We uncovered layers of red crystals that burned hotter than coal. The

foundry was working day and night making hand made muskets, and now cannons too.

— *Charles Esquire. Gunsmith. Godslanding Interviews. 2140*

It wasn't long before we had a chance to test the new guns. It was nine months since landing. A new Spider Army approached. Infantry with large heavy shields. The litter carriers holding the giant crystals were also back. We waited for them to get close, then we let loose with the artillery. It was like shooting ducks in a barrel. They fell in heaps to grape-shot and bouncing solid shot carved paths through their ranks. Exploding shells sent spider limbs flying high into the sky. Their crystals were smashed but one got close enough to activate. It turned a 30 meter section of the wall into an inferno. Dozens were horribly burned. The crystal and its carriers were quickly targeted and shot to pieces. We fired at them at long range as they retreated. Some wanted to conduct a pursuit but our Commanders would not permit it. We could not risk a counterattack out in the open.

— *Charles Esquire. Gunsmith and Gunnery Sergeant. Godslanding Interviews. 2140*

The colony had spontaneously organized itself into scores of guilds and more were being added on a weekly basis. Each guild centered around some service or area of research and development. A single individual was likely to belong to a dozen or more guilds. Some representative examples: Miners Guild, Mushroom Farmers, Geneticists, First Militia, First Artillery Corps, Defense Planning Committee, Blacksmiths, Carpenters, Pig Farmers, Xenobiologists, Brewers, Food Distribution Committee, Water Works, Masons, Historians, Theatre group, Firemen, Chemists, Night Watch, Mail Carriers, Barrel Makers, Gunsmiths, Armorers, Cowboys, Cloth Makers, Tailors, Construction, City planning Committee, Snipers, God's Church, Explorer's Society, and so on and so forth. The Governing Council would give tasks to the guilds instead of to individuals. For the size and level of sophistication of the colony this system seemed to be working. There were few disputes between guilds and within guilds. Most everyone was willing to cooperate and compromise for the good of the colony. There was much on a very basic level that needed to be done.

— *Damion Ashe. Council member. Origins of the Guilds. 2145*

The first child to be born to the colony was a healthy male Transhuman Heavy. There was great joy amongst the colonists and the baby was loved just as much as if it had been a pure strain. This was a good sign as another 2000 births were expected in the coming weeks. A Midwife guild was quickly established as well as several nursery, pediatrics, and early education guilds. Heavies are also known as Dwarves. They are genetically engineered to survive on high gravity worlds. They are almost twice as strong and roughly a foot shorter than regular humans. They are highly

resilient to physical injuries. The boy was named Boris and was paraded proudly around the city to cheers of "First Son of Godslanding!" and shouts of "Men are here to stay!" A day later a healthy girl Coldapt was delivered with no complications. Coldapts are also called Frost Giants. They grow to be taller and heavier than normal humans and they can tolerate extremely cold climates. This is due to several adaptations including a high metabolism, a layer of blubber, and blood with antifreeze properties. She was named Lessa. She and Boris would grow up to be friends.

— *Mira Nasheem. Doctor.*
Excerpt from God's Doctor. 2160

The first half-breed was born on the same day as a double eclipse, Chroma A behind Chroma B. Criss behind Cross. It was a bright clear day. The shadows were purple, not the usual green or orange. It looked like a day on earth. We called it Earth day on the new calendar. The half-blood was a dog-man. Fur, dog ears, and a dog's snout, puppy eyes, canines, nails like claws, a small wagging tail, and human body. Gratefully it had the self-defense mechanism that all babies have: It was cute. Very cute. everyone wanted to hold him and pet him. All the real dogs wanted to sniff him. Dog men were created during the Transhuman wars as soldiers. They were loyal, they obeyed, they could smell and hear the enemy before their non-dog comrades, they loved to fight and chase, and they could be ferocious in combat. Considering the constant threat the spiders posed, everyone was eager for dogmen to join the ranks of our fighters. The new boy was named Butch. He would grow to fulfil his destiny as a soldier and an explorer.

— *Mira Nasheem. Doctor.*
Excerpt from God's Doctor. 2160

Other Half-breeds arrived. Catmen, Pigmen, Ratmen, and Molemen. Like Dogmen they all had human like bodies, except for claws, tails, fur, and faces that were more animal than human. Catmen were also from the Transhuman Wars. They had lightning reflexes and superior balance, agility, and night vision. They were trained as assassins and stealth fighters. The Transhuman wars also produced the Pigmen, large brutes used as slave labor and cannon fodder. In times of peace they made for good citizens. While Dogmen were the same size as humans, Pigmen were larger and Catmen were slightly shorter. Molemen were shorter yet, and ratmen were only a meter tall. Molemen were created for colonies where the atmosphere was corrosive or poisonous, and the colonists would have to live underground. Molemen are comfortable in cramped, dark spaces. They are known for their gentle demeanor and patience and have a penchant for tinkering and fixing things. Ratmen were engineered for colonies with limited resources. They do not require as much food, or water, or medicine, or clothing, or air, or space, or shelter as others do. They reach physical maturity by age 8. Ratmen have a great instinct for survival. They were the first to repopulate the Earth after the

Nanobot plagues. Ratmen have tiny hands capable of very fine work. I trained many as doctors and surgeons later on.

— *Mira Nasheem. Doctor.*
Excerpt from God's Doctor. 2160

It was a year and a half since landing. The Aviators guild had built their first balloon. They also had a plane in the works, but were still having multiple issues with constructing the engine. The fabric of the balloon was made from a colony plant called Tarpweed that produced broad fibrous leaves. They were airtight even after harvesting and could be joined at the edges by a heat process that maintained a hermetic seal. The Helium crystals could be heated to release Helium gas. This combined with a gravity that was lighter than Earth's and an atmosphere that was slightly thicker than Earth's gave the balloon tremendous buoyancy. A basket was constructed from fast-growing colony bamboo that could hold four brave souls. Some wing-like rudders were rigged up for directional control. Finally a small red-crystal burning steam engine attached to a propellor was added for propulsion. The first men up, including myself were all shuttle and fighter pilots back on Jupiter. It was an incredible thrill to be back in the air again.

— *Major Frank Ellis.*
Memoirs of a Zeppelin Commander. 2150.

The Balloon flights apparently alarmed the spiders so badly that they attacked again. This time they revealed a giant trebuchet that was emplaced in a depression out of range of our cannons. Their ammunition consisted of spherical cages made of a loose weave of metal bands. Inside each could be seen suspended a large crystal. The same type of crystals we had seen in the past that were ceremoniously carried on litters. The first such missile landed near the granary. A few moments after impact the granary exploded. Anyone who got too close was immediately immolated. It was obvious the crystal was able to attack on its own and at a distance. A wheeled field gun was brought to bear and the crystal, cracked by solid shot hitting its cage, let out a deathknell that knocked the gun crew unconscious. A second and third crystal landed about 15 minutes apart with similar results. At this rate the colony would be destroyed depending on how many crystals they had. The balloon, which we had christened "Gideon" was already on its way. Luckily the wind was at its back. The Crew attacked unopposed with muskets but this was largely ineffective. The spiders managed to launch a fourth Crystal. Eventually Captain Ellis was able to rig a flaming barrel of red crystals and gunpowder. The Trebuchet was obliterated by the bomb. The Gideon returned. Ellis survived but the other crewmembers were killed by arrows. The balloon itself was punctured over 50 times but the Tarpweed annealed itself around the arrows. Captain Frank was celebrated as the first great Hero of the Spider Wars.

— *Nell Headstrong.*

A History of the Spider Wars. 2148

Shortly after the colony celebrated it's second year, the spiders attacked again. This time it was a surprise attack at night. They silently and nimbly scaled the walls and killed the guards with ease. There were hundreds of them each armed with an assortment of short blades for throwing and close work. They would have ended us except for one thing. The new Transhuman babies smelled and heard them. They collectively let out a panicked wail that no one could sleep through. The city was alerted and saved by its new children. Anyone who secretly disliked the Transhumans had their minds changed this night. We called it the Battle of the Babes. We fought the invaders in our night robes with torches and muskets. Human and Spider blood mixed in the streets where we engaged them in hand to hand combat outside our homes. We drove them back to the walls and beyond and we returned to hug and comfort our crying children. It was our most glorious victory.

— *Mina Heartstone. Midwife and Wetnurse.
The Godslanding Chronicles. 2152*

The battles kept escalating. In the Fifth year the Spiders fielded an army of over 50,000. It was a force of mixed troop types: Cavalry, Infantry, Archers, Trebuchets, and their most fearsome weapon, the death-dealing Crystals. Perhaps their logistics were getting better; their Jihad, or crusade, or whatever they called it, gaining momentum; but this army was certainly to be feared. Even without any technical innovations or tactical surprises they could very well crush us with sheer numbers. We were ready for this day. They would never engage us in a peaceful manner. We tried to communicate with them on a dozen occasions. The Guild of peace sent envoys, missionaries, traders, all of which were killed or driven back to the city walls. They wanted nothing from us except our destruction, so we prepared. We created Kill Zones. The avenues of approach were heavily mined. The walls and streets were fortified with every trap and weapon we could devise. we had dug tunnels and underground bunkers. Every corner building was a fortress. Every citizen was a trained combatant and had their own collection of weapons. Howitzers were positioned on the high ground. a Fleet of 15 Zeppelins reassuringly patrolled the skies above us. The speed and numbers of the Spiders failed to win the day. Even before entering the city their losses were staggering. Once inside we sniped them, burned them, and hacked their limbs off. They died like we died. Some heroically, others like cowards, some cried or screamed. some seemed filled with a deep sadness. We celebrated the lopsided victory but this time there was a growing remorse. Why? Why did they keep coming? Why did they not want peace?

— *Herod Fleur. Captain of the Guard.
Peace and Spiders. 2155*

Nine years had passed. The streets were filled with laughing, playing transhuman children. They now out-

numbered the adults. We also had several pure strain births. It seems the colonists who arrived as children did not become sterile but we only discovered this after they had reached sexual maturity. In addition to the new voices we happily also got to hear some old familiar voices. The Robot Guild had figured out how to reactivate our robots using crystals as a new power source. It took a few months to get all 400 or so of them powered up. The robots instantly took stock of what they had missed and reintegrated themselves back into the community. It was a joyous reunion. The colonists had known them as friends and companions even before their journey from Jupiter had started. The robots were primarily general purpose models with limited AI and small databases. They relied on mainframes for downloading timely, essential data. As such they were now an unskilled workforce, but a most welcome one nonetheless. There were very few spare parts remaining, and no way yet to repair their molecutronic brains so in some respects they would be a fragile, dwindling resource.

— *Herod Fleur. Captain of the Guard.
Peace and Spiders. 2155*

At the end of year 10 an army of almost half a million spiders crowded the plateau. We reckoned this was as big an army as they could ever muster given their current level of civilization. Our defenses were even more formidable than last time, bigger guns, deeper tunnels, more zeppelins, but it obviously was not going to be enough. Plans were made for evacuation by tunnel and Zeppelin. We could relocate to the mountains. What we didn't realize was the inherent capacity for destruction our robot friends were capable of. In the days leading up to the attack, they modified themselves, adding armor, installing weapons, and reinforcing weak points. They swore they would defend us. We rallied and took to our battle stations. When the spiders finally did converge the bots were our knights in shining armor. Arrows and blades bounced off of them. They moved incredibly fast. The bodies of the spiders piled up at their feet. The Zeppelins targeted the Spider's War Crystals to good effect, strafing and bombing the catapults and litters. This went on for two full days. Finally the spiders were broken. En masse they began song, a sorrowful one, and made a slow retreat, carrying their dead with them. We did not pursue. Whatever madness made them attack had led us to pity them. We did not seek vengeance. It was the Battle of the Bots. Only a few had their CPU destroyed but most of them were damaged to some degree. Missing and broken limbs. Damaged sensors, servos, and wiring. We were grateful for their sacrifice.

— *Herod Fleur. Captain of the Guard.
Peace and Spiders. 2155*

It is the year 2165. We have expanded and have complete control of the plateau and the surrounding mountains. We have destroyed and occupied the spider fortifications at the edges of the plateau. The colony now numbers 167,000. The molemen have taken over

and expanded the tunnels. They have also started a number of mining camps farther along the mountain chain in both directions where they have discovered rich veins of crystal ores. The ratmen have established villages in two of the neighboring valleys. Our Zepelins roam the continent freely. We have mapped all of the spider cities. It appears that the colony plants and wildlife have spread aggressively in every direction for hundreds of kilometers. They are outcompeting and replacing the native organisms. This has the effect of ruining the spider's ecosystems and agriculture. They are abandoning their settlements and moving away from us. Every scouting trip sees columns of refugees. We have also witnessed battles between groups of spiders. It is assumed the migrations are partly to blame for this.

— *Boris Manuke. Dogman Zeppelin Captain and Explorer. Reminiscences from the Air. 2165.*

A number of Native life forms have begun to be domesticated. In the case of native crops and livestock, their inedible biomass can be added to special yeast vats. After a couple of weeks of fermentation the resulting sludge can, with some further preparation, be consumed, much like cheese or ale. The flavors can be quite extraordinary. For riding there are Dinopedes, Lopers, Rhinosaurs, and Tuskheads. Since the reinvention of cars has not been scaled up yet, horses and these beasts have become the main means of personal transport. They have also been incorporated into our ground forces as draft animals and cavalry units.

— *Griffith Forrester. Lieutenant First Order of the Dinopede Dragoons. 2172.*

In the first Generation of pure strain humans born of this world it was quickly noticed that a few of these children had demonstrable psychic abilities. Powers of telepathy, precognition, telekinesis, healing, to various degrees, were all in evidence. These individuals were both praised and feared for their abilities and given numerous titles such as warlock, witch or wizard. It was theorized that the large crystals used and worshiped by the Spiders actually contained the still functioning minds of their dead ancestors. These Spirit Crystals were known to have powers of pyrokinesis, and destructive vibrational attacks. Many believed it was the psychic powers of the spiders that inadvertently awakened the latent powers of these human children.

— *Warrick Wren. Wizard of Seawall. Histories of the Wizards. 2270.*

It seems they hadn't yet invented the printing press. We found parchment scrolls but these were not common. The walls of many structures were filled with wonderful mosaics and carvings using different techniques. Writing, glyphs, symbols, geometric patterns, Images of themselves. Plants and animals were common. Most seemed to be of a religious significance. One recurring motif was what we called the Spider cross. It had a central body, usually a dot, out of which came 8 straight legs. 2 up, 2 down, and 2 to

either side, dividing the field into 4 quadrants. The contents of the quadrants would then be themed. For instance there might be a solar theme showing the 2 suns and the 2 moons. When colors were applied the quadrants would often be red, yellow, blue, and black. Hundreds of other recurring symbols and alphabets have been cataloged but not analyzed yet. There is much work to be done.

— *Elba Anis. Curator of the Spider Studies Institute. 2190*

As the main force made its way to the city we were constantly harassed. Guerilla tactics. Ambushes, traps, snipers, skirmishes. They would attack the baggage trains and the scouts. The occasional well placed crystal would wreak havoc and delay the column for hours. The range of our artillery and our air superiority gave us a telling advantage. We barraged the city around the clock with high explosives. They sent out night sorties but we intercepted most of them. The city fell after a short siege, a mere 10 days. Most of the civilians were already gone. We sent hussars and loper lancers in pursuit of those fleeing the ruins. Teams of soldiers went house to house looking for stay behinds. Lone defenders, often wounded. Saboteurs. Suicide attackers. Last desperate efforts of a defeated people. We set a Flag upon the highest building.

— *General Bohar. Later President Bohar. Notes of a Conqueror. 2210.*

The first century was a heroic period of survival, war, growth, conquest, and expansion. The Colonists and their descendants took over the abandoned cities of the Spiders. The Spider Wars continued even as the first human nations were starting to form. Human and Spider armies fought hundreds of battles and skirmishes. In almost all cases the Human forces were victorious. It is estimated the Spider's population on the continent was well over 100 million when the Godfarers arrived. Disruption of their ecosystems by biological imperialism led to mass famines, disease outbreaks, and intraspecies warfare. By the end of the century there were only a few million left in the East and South and most of these were in the process of fleeing to the island chains that border the continent. Once the Spiders were all but gone, we began to have encounters with the other set of creatures that occupied the two southern continents.

— *Malcolm Kesh. Sage and Scribe. Decline of the Spiders. 2220.*

The Alchemists can trace their origins to the first guilds, when chemistry, biology, herbalism. metallurgy, medicine, and other fields were studied and practiced as separate arts. During the wars these individuals searched out rare and unknown substances both mineral and biological: crystals, native flora, Demon flesh. With these hard won treasures, they experimented, they purified, separated, mixed and transformed. They created alloys, poisons, and potions, medicinals, salves, fuels, and incendiaries. And in

the fight against the Spiders they wielded the exotic weapons of their own creation. In later times they sold their wares to the highest bidder. They kept their formulas to themselves to enhance their own reputations and profits. The world of the alchemists is one of secrets and mysteries.

— *Nigel Frond. The Return of Alchemy.*
2290.

With the Spiders vanquished, Human unity fractured. Each city was quick to claim possession of the surrounding territories. Godslanding grew to be the nation of Guildhelm. To the Northwest were Kess, Fundic, Porfus, and Skald. To the Northeast Pithus, Estwald, Bohar, and Rus. To the East Kurgan and Feyden. To the West Seawall and Marshlund. To the South Dwarfholm, Bulgat, Trel, and the Bandit Kingdoms. To the Far East Vash, Ibesh, Emsah, Greb, and Keldjat. These new nations squabbled. Wars were fought. Dynasties rose and fell. The land was still wild. remnant Spiders still lurked in the ruins. Demons terrorized the countryside. Brigands and Air Pirates scoured the borders. It was fine time for hard and ambitious men.

— *Dane Corban. The Rise of Nations.*
2340.

From what they left behind, it was apparent the Spiders had developed the concept of trade and currency. However they didn't use metal coins, rather we found caches of small crystals, like marbles. Size was consistent. Roughly 2 cm in diameter. The shapes could vary. Some were irregular, others were polished spheres or cubes. Reds were most common, followed by yellows and blues. There was tons of this stuff lying around. Rather than going through the trouble of making coins we simply adopted this already existent crystal economy. During the wars many a soldier would after finding a trove desert his post and abscond with the loot. This was so common whole armies might disband after pillaging a city. It was easy. Men who took risks got rich. During this period soldiers were also explorers, adventurers, and fortune hunters.

— *Bannister Mycroft. Soldier of Fortune. Biography.*
Veteran of the Spider Wars. 2230

In time the Wizards sought the company of their fellows. The life of a Wizard is fraught with great peril as well as opportunity to acquire great wealth. Every major city has fortified conclaves to serve as a sanctuary for their kind. Within, younger wizards could be protected and trained, and treasures amassed. Their greatest Treasures they kept with them at all times. Perfect crystals could focus and amplify their powers. They could draw energy from them or even gain new abilities with their use. These crystals were set by master craftsmen in rings and amulets, staves and wands, talismans and diadems. They coveted crystals and would employ great treachery to obtain them. However to steal from another wizard would risk banishment from one's conclave.

— *Ger of Gynax. Ways of the Wizards.*
2315

In time the gene lines amongst humans and transhumans began to mix. Some combinations resulted in nonviable embryos or terribly deformed offspring called distorts. Some were less than 50

— *Welleby Stone. Mixing of the Races.*
2310.

Their psychic abilities in time turn many a mage power mad if not outright insane. Many see themselves as Gods or touched by the Gods. The world is covered with a myriad of Wizard cults. These are led by Mages who use their powers to create false religions and attract followers to worship them. Strangely there is no shortage of hapless souls who fall prey to the promises of these demented demagogues. Mages capable of mind control, fortune-telling, illusions, healing, flesh shaping, and telepathy are the most likely to set up such operations. The bulk of their followers are invariably stripped of their personalities and become mere slaves. Most right-minded wizards and conclaves shun these Wizard priests. In some locales they are actively hunted down and killed. The beliefs of the original Godfarers still persist in the existence of the popular Church of Mankind but they now many religions vie for the hearts and minds of the men of Chromium.

— *Ger of Gynax. Ways of the Wizards.*
2315

The Spiders had provided us with hundreds of ready to move in cities with dozens of Architectural styles. Some came to be known as Spider Gothic, or Spider Baroque, and so on. They had invented the arch, columns, domes, balconies, vaulting, buttresses, and many familiar features. the rooms were large. Ceiling heights averaged 3 meters. They didn't do stairs. They preferred ramps. Some styles including climbing walls. Doorways could be oval or even U-shaped. Ceilings were often multifunctional. They included storage spaces, shelves basically, and handles. It seems as they walked along they would sometimes grip the ceiling. For a human being a chair is a chair. However with 8 multi-jointed limbs they had about 15 different versions of the basic chair. Their other furniture and workstations were equally complicated and obviously not configured for human beings.

— *Elba Anis. Curator of the Spider Studies Institute.*
2192

Recovering the lost technologies of the original colonists was not to be a quick or sure thing. The new countries as well as the alchemists would not freely share knowledge. Survival was still an issue and we were still discovering all the mysteries and challenges this world had to offer. The fascination of the wizards and the lure of the crystals acted as powerful distractions. Aside from the new crystals and ores, various unknown oils and gasses were revealed

in the mines. These were of such great variety and complexity no single common organic distillate could be made in quantities large enough to be used as a fuel on an industrial scale. This proved to be a great setback for recreating the internal combustion engine in all its Earthly glory. However its predecessor and substitute, the humble steam engine was used to great effect. They were used to drive vehicles of land, sea and air, and even the great leviathans. Electrical power was reinvented as was the lightbulb, the radio, the telescope, rocketry, and more. These innovations were still just curiosities in many places across the continent. We often got ahead of ourselves and still needed to make the tools to make the tools, but progress was steady as we already had a blueprint upon which to build.

— *Xander Quigley. Recovering the Lost Technologies.*
2330

Seawall was the greatest of all the Nations of men. They had the best engineers and the finest fighting Dogmen. It was an oligarchy, with the ruling families sharing major posts including that of the Major Domo, the first amongst equals. It was a narrow, bountiful land stretching almost the whole length of the Western coast. It was the first country to build a Leviathan, a giant fighting War Machine. There were four kinds: Land, Air, Sea, and Submersible. This was not to dominate its neighbors, but rather to defend itself from the giant Monstrosities that periodically swam over from Monstros (the Southwest Continent). If Seawall fell the rest of Chromos (the Central Continent) would be at the mercy of these beasts. As such, Seawall was afforded great honors and respect by most of the other nations.

— *Attributed to Jemmak the Wise.*
Catalogue of the Apocrypha. 2305

Scout Zeppelins to Monstros revealed the continent to be grossly covered with Demon Jungle except for some barren desert to the south and an extensive mountain range abutting the Western coastline. Observations were made of Spiders inhabiting the mountain and coastal regions. Several giant Demons were seen on the move, sometimes fighting and consuming each other. A single source location could not be found for the larger specimens. Some observers concluded they were part of the life cycle of smaller organisms that were widely distributed. The scouts were universally attacked by a variety of organisms when they landed. Some scout ships were lost. Others brought back a variety of collected materials that were of great interest to the Alchemist community.

— *Sitero Gile. The Monstros Expeditions.*
2310.

In the year 2290 Lord Imus II of Noble House Rotan acting Major Domo of the Glorious Realm of Seawall declared a crusade on Monstros to put an end to the Demon threat once and for all. The expedition included 15 Leviathans, scores of smaller airships and water

transports, and 10,000 ground troops including cavalry and artillery. A beachhead 40 kilometers long and 20 deep was secured, but not without great cost in men and material. One of the great beasts was attracted to the activities. It engulfed a land leviathan which it dwarfed. An air Leviathan came in close to give support. It saturated the creature with incendiaries. As it burned a single monstrous tentacle snaked upwards and dragged the ship down into the inferno. After a week the expedition had run out of bombs and ammunition and still the jungle was pushing back. Our forces retreated. No similar expedition has been attempted since.

— *Sitero Gile. The Monstros Expeditions.*
2310.

Patagos, the southeastern continent was also afflicted with a plague of Demons. These however while still being no less a threat never reached gargantuan size. Occasionally flights of winged ones would swarm and attack southern and eastern Chromos. Most peculiar was a shrill neverending scream that emanated from the center of the continent. This was accompanied by extreme cyclonic winds that stretched into the upper atmosphere. All who studied this phenomenon concluded it had something to do with the Demons, but no one could get close enough to find out exactly how. The western shore was considered to be a safe zone and human settlements quickly sprung up. As is the nature of these matters, the ties to the original nations were quickly broken and the new settlements became independent. The largest was a city state called Alkopolis. It was ruled by a consortium of powerful Alchemists and Merchants. It's main business was collecting Demon materials to be used in alchemical preparations. A thriving trade with all of Chromos was quickly established.

— *Ixica Camdish. Alkopolis and the Demon Trade.*
2324

House Hershell built the first Railroad from Seahold, capital of Seawall, to Godslanding, capitol of Guildhelm. By this accomplishment did House Hershell achieve its noble rank and joined the Lords of Seawall. Most travel before this was accomplished by Airship. The line went straight through Cog City, a district of Godslanding and site of the Exodus ship ruins, a stop for pilgrims, scientists, and the curious alike. Cog City was home to the remaining robots. Many were destroyed or heavily damaged in the wars. Here mechanics, technologists, and craftsmen of all sorts reverently maintained them, building custom parts and repairing them as best they can. Those looking for old wisdom, knowledge, and secrets can usually find such in the twisting streets of Cog City.

— *Palamar Ashnot. Cog City Travelogue.*
2330.

Medical immortality seemed a reality but after about 250 years people would sleep more and more. When awake they were unresponsive; non-caring.

There were no discernable physiological brain changes. It was ennui of epic proportions. It was known among laymen as the Funk. Afflicted individuals were called lumps or zombies. We tried every imaginable regimen and drug but nothing worked except for a complete memory wipe. So the final choice was no choice: senescence or a blank slate. Most chose to be wiped.

— Doctor Almeric Dobson. *Millennia of Medicine*.
2378.

JEZIK

The ships operated at speeds too fast for human thought. Jezik however, was not completely human. He, like all combat pilots worth their weight in Arc-turian protomatter, was a cyborg. His brain harbored implants that linked it to the ship's mainframe. The combination of computer speed and human intuition was the exact combination needed to win space battles. The ship's battle netcom was top of the line and Jezik had 25 kills to his name. Not many pilots could boast that number.

His ship was totally custom. Super charged ionic pulse thrusters. Phasic regenerating antimatter power generator. Composite alloy streamlined reactive hull. Four twin beam continuous wave force cannons. Quantum series nexial tracking computer. And a really cool cherry red paint job.

His VR implants allowed him to see the battle from multiple viewpoints simultaneously. At his mental prompting the ship barrel rolled to avoid a fan of particle beams. Scouring the projection he lined up a series of targets in the crosshairs. The computer could tell what he wanted to do before he could tell his fingers to press a button. It did the probability computations and followed through.

"Eat Hot Death Suktars!" he screamed in delight as one of his pursuers was vaporized. "I'm 26 now" he jeered. There were five militia corvettes on his tail. And they were mad. The VR showed hundreds of micro missile launches. He would have to jump. There was no other way.

Jezik threw the engines into hyperdrive, but it was a moment too late. A missile followed him into the wormhole. He had set a course to a random star deep into Demon space where he knew they wouldn't follow. Upon emergence the missile impacted. The shock-waves knocked him unconscious. When he awoke he found the ship's autopilot trying to make an emergency landing on a medium sized world. Gravitics were down, The turbulence was ferocious. All systems were malfunctioning. It was going to be a crash landing. VR was out. The computer would not respond to his prompts. Jezik froze with panic. There was nothing he could really do anyway. The surface was approaching rapidly. the reentry burn obscured the sensors. The main screen became a red blur. Jezik let out a pathetic whimper.

"Entering exosphere" the mainframe calmly intoned.

There was a whine. Seconds later "Entering ionosphere." Jezik instinctively clenched his whole body to resist the intense vibrations. "Entering stratosphere." The ship roared and buckled. "Entering troposphere. Brace for impact."

The landing was rough. He blacked out again. On awakening his head hurt, his back hurt, his arms and legs hurt. Delirious with pain, he crawled out of the chair and threw up blood. He found the med-kit and activated it. A small swarm of nanobots emerged and crawled over and into his body. They repaired damaged tissues and reconnected severed blood vessels. Within a few minutes he felt better.

The main screen was dead and the emergency lights were on. His VR connection to the mainframe would not reboot. Life support showed he would run out of oxygen within the hour. He considered activating the Tachyonic distress beacon, but decided against it. If law enforcement found him, he would either be forced to upload or they would reprogram his mind. He wasn't that desperate just yet.

All major computer systems were down. He checked the cargo. It was mostly intact. Five tons of robot parts and military grade small arms. Purchased illegally. He was smuggling them to some political faction on Delphi Six. He didn't care what for as long as the money was good. This was a serious setback. Weakly, Jezik peeled out of his flight suit, washed himself off with a wet rag and squirmed into a red and black patterned survival suit. He grabbed a grav gun and some spare energy clips from his cargo.

The hatch still worked. He cracked it open. Gale force winds wrenched it out of his grasp and slammed it open. In addition to the roar of the wind, there was a distinctive high pitched wail. He poked his head out to take a look. "Spuzznuts" he muttered. It was a Demon world. He could tell from the tortured looking red foliage. His visor display indicated seismic disturbances and gravitic anomalies. He realized there must be a Demon Seed with an active core nearby. Inching forward he looked down the length of the ship. It was badly scarred and smoking in several places. He could see cracks in the hull.

He thought about the distress beacon again. Activating it might also bring a scavenger or some other criminal gang hiding in Demon space, maybe someone he could make a deal with. Or it would bring the cops, either way, he couldn't stay on a Demon world.

Then he noticed something far off in the sky. He adjusted the magnification on his visor. A zeppelin. With some sort of writing on the sides. and flags. "You've got to be kidding me" he thought. A colony here... or maybe aliens living amongst Demons. His curiosity was piqued. This was definitely worth a look. The suit sensors indicated the atmosphere was breathable, but it would probably make him sick after a while, colony syndrome and all that. He wasn't worried. He had more med-kits for that. He thought of shooting off a flare but he didn't want the Zeppelin crew to know the location of his ship.

He grabbed some more supplies and gear. He was

going to follow the Zeppelin back to wherever it came from, hopefully not too far. He closed the hatch and used the keyboard on his wrist to mark the ship's position on his suit's locator program. He looked around. Better get moving he thought. Before the Demons show up.

Jezik walked around to starboard side of his broken ship. The panel he was looking for was thankfully still intact. As he approached he heard a chittering sound. He spun around. Several small Demons were coming over to investigate. They started to circle. Demons can eat humans, all they can catch. Likewise Demons are edible, if cooked right, but lack vitamins and certain essential amino acids. Jezik was certainly on the menu tonight. Three legged hoppers. Pink and ugly as sin. They looked like the worst possible cross between a rat and a mosquito.

Jezik pulled the trigger. The Grav gun focused a beam of excited gravitons at the hapless hopper. There was a whoosh and a second later the beast was jettisoned into the stratosphere. The others looked over to where their companion was, not comprehending where he went. They turned their attention back to Jezik and charged en masse. Jezik used up half a clip sending the entire pack into the upper atmosphere. One even took a nip out of his suit.

He hurriedly opened the access panel and entered a code. A slot slid open on the side of the ship. A thin hovering vessel was ejected. It was a quad skimmer. Gravitic suspension and propulsion. It shuddered in the high winds. It could hold four. He jumped into the driver's seat, engaged the control system and tore off leaving a cloud of dust behind him. As he drove he thought he might need a different weapon, especially if he had to hunt these things for food. The ones he shot were still falling to ground. He had at least 5 years worth of nutrient supplement packs in the ships' stores.

The skimmer had a max altitude of 2 meters. He could go a little higher, but it would burn through his energy reserves. In the distance he could see something hit the ground. He drove towards it. The winds lessened slightly. He heard a bellowing sound behind him. Thank goodness most Demons were noisy. He looked in his rear view mirror. This one was big. And fast. He increased his speed. He looked back again. It was still gaining on him. This one was a large ugly brute. Four long muscular limbs. Bigger than an elephant. A toothy maw a meter wide. He set the skimmer on auto-pilot. He turned around and shot it twice. The beams each took a big chunk of flesh straight up and out of the creatures hide, but didn't slow it down any. He would have to outrun it. He turned back to the wheel and looked for cover.

MUNGUS

"Heave to you scurvy dogs!" Mungus roared, "There's work to be done!" This might have been more of an insult but half of his crew were Dogmen. The

rest were Ratmen and Molemen. Mungus was a Heavy Adapt, or colloquially, a Dwarf. Due to his reputation however, no other Dwarves would work for him. The lost honor weighed heavily upon him. What he wouldn't do to get it back. He missed the company of his brethren.

The winds were picking up and the cries of the dying god were getting louder. Goggles, hoods, and earmuffs were being fastened and tightened. Shoeless sailor rats in tattered red and white striped shirts scurried up the rigging to make adjustments. He actually had more rats than dogs, but they, as was customary, only received half pay. A heavily bespectacled Moleman operator retracted the canvas wings. His Top hat was blown away before he could fasten the strap.

Mungus studied the Maelstrom ahead. A solid wall of cloud formations extending from the surface to the upper reaches of the atmosphere. A swirling mass of blacks, reds, greys, and pinks filled with lightning and spinning off tornadoes. At this distance it almost reached to either side of the horizon. Normally he would stay in the so called 'safe zone'. Even there, the winds could tear a Zeppelin apart. The closer one got though, the greater the riches. All knew and accepted the risks. For Mungus and his motley crew were experienced collectors. With special alchemical containers they could gather up the valuable airs, gasses, energies, and essences emanating from the Demon storm. The dangers were great, not including the pirates that awaited their return.

This voyage was different. A stranger was among them. An unnamed Wizard. Tall. Black bearded. He had on fine robes in purple and blue. Like all wizards he was heavily laden with crystal jewels set in rings, amulets, and even his staff. They served to enhance and focus his powers. His eyes would often roll up into the top of his head. His presence was unnerving. Everyone avoided him. He came alone and he paid Mungus well. Five blue carved shards for passage as close as possible to the storm. And he promised a great deal more upon their return.

The winds whipped up. The ship was pelted with hail. Half the Dogs were on watch duty with axes, pikes, and guns, waiting for the inevitable Demon attack. We were already tracking two separate swarms of cloud beasts. The other crew were lowering by rope and hand the alchemical collectors. Bags to collect pollen, spores and flying insects. Bottles for condensing Demon infused air. Filtered scoops to capture and concentrate cloud essences. Nets to grab small flyers and the odd clods of earth and foliage the storm would kick up, even at this altitude. Special crystals were deployed that would become infused with the electrical and psychic energies of the Demon squall. The rats swept up the decks to collect the Hail in barrels. Demon water had its own unique properties. Mungus smirked. A profitable haul indeed.

Normally they would have turned back by now, but this Wizard was an accomplished Force Mage. His eyes glowed blue and blue dancing sparks burst from his crystals. He was mentally generating invisible force

fields to fend off the fierce winds. But even he had his limits.

A series of strong cross winds shook and twisted the ship. "Batten Up!" roared Mungus hanging onto a metal guardrail "This is going to be rough!" The scoops and traps we hurriedly pulled up or fastened to the sides. One net was torn loose and sucked away. Crewmembers hooked themselves to their stations. Some stumbled. A dog fell to his knees. A barrel tipped over flooding the wooden deck. The ship heaved sending a squeaking rat into the air. In their distraction a Cloud Beast was upon them.

A black quivering tentacle, thick as a man and ten times as long snaked over the side. It deftly wrapped around a shortsighted Moleman and dragged him over the side. One of the Dogs howled: "Demonspawn! To arms!" More tentacles appeared out of the mist that was quickly engulfing the ship. Shots were fired. Axes cut deep into the black flesh spraying a deep red ichor everywhere. Other tentacles were pinned down with pikes. Encroaching tentacles were flung back by the gestures of the Wizard. Mungus torched one writhing tentacle with his flame pistol. "Pull her about!" he screamed, barely audible above the wind and the din of battle.

There was a large crack followed by splintering sounds. The ship came to a jarring halt. One rat was thrown overboard. Mungus watched as the Wizard took a step backwards, flipped over the rail and disappeared into the swirling void. "Damnation!" Mungus blinked "That wizard owed me money!"

MELLIUS

Mellius was a wizard of no small repute amongst the treacherous and gilded halls of the power brokers of Alkopolis. His formidable magics were the result of a strong and severe mind. He belonged to no particular Wizard conclave but was respected by all. He was an active member of the cities High Council. By most opinions too active. The other council members could not avoid him or his intrigues. In his long tenure he had avoided over two dozen assassination attempts and won an equal number of duels.

Unlike the other council members he was not pompous or ostentatious. He came and went quickly and secretly without bodyguards or entourage. He would maintain elaborate disguises on his fact finding missions. He kept the power hungry Wizard-priests in check and also kept the other various factions from outright war with each other.

In his younger years Mellius was, like most of his kind, a spellslinger, a wizard for hire. Since, he has become a player and not a pawn. Now he is as central to Alkopolis as the rock upon which it is built. He knows all of its comings and goings and he passionately protects the city from internal and external threats like it was his own personal house. He had long ago made whatever fortunes he required and now serves diligently as the self appointed guardian of the

city.

As Wizards age sometimes their powers change. They gain new ones. The others grow in strength or diminish. In his mid thirties Mellius began having waking dreams. They were visions of the future, portents of danger. He was plagued by visions of Spiders and Demons. Unknown to most men or even wizards, a war rages for the far future. Precogs would move to act on their foreknowledge only to be stymied by others with even greater prescience. He could dimly sense the presence of these others affecting the future, negating each other's plans, making his visions opaque. He sensed other human minds at work, more powerful than his. He sensed great incomprehensible alien minds offworld in the night sky. He could sense the never ending rage of the Demons. But most of all, he could sense the spiders, with their deep minds and subtle ways. He knew they plotted revenge, and he knew they were equally aware of his presence.

His most recent visions were of a strange man and a shadowy woman on separate paths. He knew he would cause their paths to join and he knew that he had to find and protect them. He sensed vaguely that all men were in great peril. He had a vision he would find the man in the wastelands running from Demons. And a Dwarf would lead him there. Mellius could think of only one Dwarven scavenger captain. Mungus. Captain of the Skyrazor. Known for brawling and drinking. Noted for his many close-run scrapes with Pirates and Demons and for gambling away his hard earned money on skitter racing. They had never met so a disguise would be easy.

It was simple enough to book passage on the Skyrazor. When the Cloud Demon attacked he had a sudden vision that it was time for him to leave. The jolt to the ship provided him with a convenient method of exit.

TEELA

At the age of 8 Teela was discovered to be a telepath. While many wizards are greatly admired: Force mages, Elementalists, Healers, there are others that are equally feared. Mentalists such as she were one such type. Nobody wanted their minds pried into, their secrets revealed, their actions manipulated. Her parents at the age of 9 sold her for a good price to the magical conclave governed by the Archmage Sardon.

Amongst other wizards her young age and weak powers made her at first a slave and a plaything to many masters. She would cook and clean at their behest and be punished severely for any perceived infraction. She was incessantly teased and harassed by the older children. The adults were neither fair nor kind.

Her powers developed over time. The secretive Master of mentalism taught her how to paralyze small animals or send them to sleep. On her own she discovered she could get people to look the other way and not notice her. She could make the other students to drop things or forget things. She knew what they dreamed,

what they desired, what they feared. She knew who was foolish and who was smart. She knew who was powerful and who was dangerous. As it turned out, all of them were dangerous. No one trusted her. They knew she was poking around in their heads.

She found the thoughts of most of the others to be cruel and petty. She ignored the derision of the other girls and deftly avoided the boys and men with the lustful thoughts who stared at her newly developing body. "Disgusting animals" she thought. At night she kept the intruding thoughts and dreams of others at bay by planning her escape. She would go far from here, from this trap, this drudgery and intrigue, and use her powers to have amazing adventures and maybe find a family who would love her.

She did have two friends amongst the mages. Nema, a young water mage and Sebra, the old healer. Nema was innocent and Sebra was kind. Also in her camp was the stablehand Grum, a dogblood of no magic. He was a simple soul. He loved her unconditionally like a dog would.

One day Cadross had her pinned in the kitchen with a binding spell. He was slightly older and cruel. He was a forcemage adept. He liked crushing birds in midflight and hitting people with stones. She could sense his excitement and arousal. "What should I do with you my pretty bird?" he crooned. "Stop it please" she pleaded. Her drab dress began to rip apart. "Let me see what you're hiding under there." Mobo his partner in crime stood behind her and let out a fiendish laugh. Mobo was a fire mage. She could sense his many psychoses. She had subtly avoided these two a hundred times before, but something in her this time snapped. In a rage she possessed Mobo and caused him to burn Cadross with his fire. His face burned and he sunk to the floor unconscious from the pain. Then she turned and paralyzed Mobo. While he stood there dumbfounded she struck him hard in the head with a frying pan.

She ran to her room. She stuffed her few meager possessions into a bag and ran out the door. She turned the minds of the other Wizards aside. They did not see her leave. She wished she could bring Nema, but it would be too dangerous for her. She mentally called out to Grum, who soon would meet her down the road with a pair of horses and some warm blankets. As she ran she smiled. She was done being a slave. Her new life started now.

HAVEL

Prince Havel stood at the helm of the lumbering Leviathan known as the Imperious. It was a great gilded construct of gears, pipes, pistons, and metal beams. Lovingly assembled over a period of 7 years by the master craftsmen of Seawall. It was steam powered and drew it's heat from a rare giant red fire crystal. The Imperious was serviced by a crew of 40 intrepid souls. It towered 4 stories over the battlefield on 6 gangly legs. A turreted, large-calibre, long-barreled

cannon hung from its belly. On top was a flak cannon with full traverse flanked by a howitzer and a siege mortar. At the corners were mounted swiveling gatling guns. The side railings offered ample vantage points for spotters and snipers.

The Flak cannon blazed away keeping airships and smaller flyers at bay. Smaller ground vehicles fell prey to the armor piercing rounds of the undercarriage gun. Covering fire from the other weapons kept the enemy infantry pinned to their trenches. Three opposing monstrosities of similar design and size faced him in line across a shallow lake. Havel was a son of the great empire of Seawall. His foes were the Kurgan, an upstart nation to the northeast, bent on conquest.

The Kurgan were trying to cross the Mountains to the north of Guildhelm. The mountain pass led into the wastelands south of Wehal. Impenetrable Guildhelm was neutral in this war. Wehal had a fine navy and airforce, but it could not stop so great a land invasion. They had asked Seawall and Verin for aid. A dozen air leviathans fought for supremacy overhead. Havel could not count on timely air support to intervene in this encounter.

Havel was not the captain of the Imperius. He had commandeered it, as was his right, as one of the Grand Defenders of Seawall. It was a title awarded to individuals who have accomplished many a great feat of prowess on the battlefield. Havel was recognized as a tactical genius. In 10 years of service he had fought in dozens of wildly successful actions against all manner of foe. The Captain was an older man, Lord Tunis of House Rafferty. He was not pleased at being relieved of command, but he was a veteran soldier, and he followed orders.

The Kurgan engineers had little finesse. Their constructs were clunky and slow. Using the audio tube system Havel called out to the chief turret gunner "Aim for a leg on the closest walker." The Kurgans got in a shot that bounced off his forward armor. In return the offending target Kurgan walker had its forward leg blown off at the knee. A follow up shot took out a second leg. The main body sagged at a steep angle. It would take them the better part of an hour to recover their footing enough to be able to fire their main gun again. Havel sighed in relief.

"Advance hard to starboard!" he ordered the steersman beside him. The walker moved to the right while keeping its facing, much like a crab would. The second Kurgan walker matched his movement. It fired but missed its moving target. Havel put his hand on the shoulder of the Steersman "A little more and we'll have him." The enemy leviathan stepped into the lake. Suddenly there was a huge explosion. It had stepped on a carefully placed mine. Havel had mined the lake two days earlier. The crew cheered as the enemy walker, still moving at speed, toppled sideways into the mud colored water.

The third walker cautiously approached, making sure to avoid the lake. It fired ineffectively at long range. Havel had the wheel operator continue their sideways walk till they reached the end of the lake,

then he had the machine carefully walk backwards towards a gap in the ridge behind him. the Kurgan walker rounded the lake and came towards him in pursuit. Havel smiled. His family had built the railroads going to Guildhelm and Wehal. On the ridge was the end of a line extension which one day he hoped would go through the same mountain pass the Kurgans used to invade. At the end of that line was train carrying a giant railroad gun which was now being pointed through that gap in the ridge. the Kurgan had just walked into its firing arc. There was a tremendous cannon blast. The massive shell completely obliterated the enemy walker with a direct hit.

The captain of the Imperius patted Havel's back "You're a legend my boy" he grinned. Havel grinned back "We're not done yet. That first Walker is still functioning, and I want a prize!" He guided the steersman... "Go straight through the lake towards him." He spoke to the captain... "Assemble a boarding party. I mean to take their Firestone." He called down to the main gunner... "Hit their top with high explosive rounds." The Imperius was taking fire from the enemies smaller side cannons. Explosions rocked the hull.

"Hit them now!" yelled Havel to the gunner. A moment later the exposed topside of the enemy leviathan exploded. It wobbled and sagged. "Advance!" yelled Havel, his fingers digging into the steersman's shoulder. There was another large explosion. It's side erupted. A magazine had exploded. They closed in on the smoking wreck. "Finish it" ordered Havel. Their leviathan raised a leg high into the air and then brought it down quickly, its pointed tip, like a spear, going into its victims center. "Give it some weight" Havel held on while their own hulk heaved and tilted at the effort. The enemy hulk was being pushed down. Its remaining legs gave out and the entire thing collapsed to the ground. They stood triumphant over the smoking hulk.

Havel looked at the captain "Are they ready?" The captain twisted a handle "Yes. Go. You haven't much time" he urged as he held open a hatch in the floor. Havel immediately jumped in and slid down a pole to the undercarriage. There waiting for him were a dozen armed men. The bay doors were open and they could see the smoking wreck a mere 7 meters below them. The lines had already been dropped. "Now! Go now!" he yelled. Secured by metal rings, they descended quickly down the ropes. There was confusion at the bottom. The hulk was still shifting and spewing fire and smoke. They landed on the deck and looked for an opening. One large crater presented itself showing access to the interior.

Havel undid his line and was the first to jump in. The smell of acrid smoke and burning flesh choked him and stung his eyes. A wounded Pigman at a control panel dropped a grenade which rolled towards him. He snatched it up and tossed it into the nearest hallway where it exploded. "Follow me" he called when several more of his men had followed him down and found their footing. He fastened his goggles and wrapped a cloth around his mouth and nose. The going was treacherous. The hulk rocked back and forth. He

needed one hand to steady himself. In the other he held a pistol which he used to fire at anything that moved. The enemy crew members were hurt, surprised, and shaken. They offered little resistance.

They finally found the door to the main engine room but it was jammed shut. One of his men blew it with a demolition charge and they forced their way in. All the engineers were dead or unconscious. The crystal chamber and connecting pipes were cracked and emitting steam. Havel pried open the chamber hatch and peered inside. "Glory be" he breathed heavily. The crystal, three feet in diameter, was still intact. It was normal practice in a lost leviathan, to spike the main crystal, to prevent the enemy from capturing it. Giant crystals such as this were extremely rare. The fate of nations were often determined by how many big crystals they and their foes owned. Seawall currently had twenty of these priceless objects evenly distributed between leviathans of the land, air, sea, and submersible varieties. It was rumored that the Kurgan had recently dug up a dozen such crystals, thus explaining their rise to power.

Several of this boarding party were Coggers, modified for great strength and protected against minor burns. Together they carefully removed the crystal and strapped it securely to the back of the largest Cogger. Two others helped him support the weight as he trudged forward. They made their way back slowly to their point of entry. The Cogger with the crystal was the first to be strapped to the lift cables when he and a fellow of his were suddenly shot dead.

Havel swung around. It was the enemy captain and several of his surviving officers piling into the room. The enemy captain pointed his sword at them and yelled "Get the crystal!" Havel gunned down two of them point blank before his pistol finally gave out. Making his way to the crystal carrier, he pulled the signal cord and the dead Cogger along with his prize started to be reeled back in. Havel grabbed onto a leg strap of the Cogger and joined him in his rapid ascent. He saluted the enemy captain as he made good his escape.

WELL MET

As he fell Mellius reached out for the falling rat, but he was to far away. The Zeppelin spiraled away. All he could do was save himself. The ground was coming up fast. He stuck his palm facing straight down towards it. He chanted the words of focus and effect. Invisible shields piled up below him, slowing him down and breaking his fall. He saw the rat hit ground. Looking farther off he saw something on the ground moving very fast towards him. Some sort of vehicle. If he controlled his fall just right he could intercept it.

If things couldn't get any stranger, Jezik saw a man fall from the sky about 100 meters ahead of his skimmer. There was a shockwave that made the skimmer buck. As he approached the ground the figure slowed suddenly and landed on his feet. A great cloud of dust

spread out before him. He grasped a staff and multi-colored robes unfurled about him. A moment later the man jumped high in the air directly toward him.

Jezik swerved but the man landed squarely on the hood of the skimmer. He maintained a crouch, his feet glued to the hood. His robes whipped around partially obscuring Jezik's view. Jezik yelled "Hey do you mind? I'm driving here!" The huge bloodthirsty Demon gaining on him let out a fearsome roar. Jezik's passenger looked up to assess the threat. He aimed his staff at it and made an incoherent shout. His eyes glowed white. Jezik looked in his rearview mirror. The Demon stumbled and fell as if tripped. It got up again and continued the chase. The bearded man shouted again and the Demon reacted as if it was hit in the face with an invisible right hook. It stopped in its tracks and looked around greatly confused. The skimmer quickly left it far behind.

Jezik slowed down and removed his visor. "Jump in" he said "You've earned yourself a ride." Mellius deftly lowered himself into the passenger seat. Jezik asked "How do we get out of here?". Mellius spoke "Continue due East. That will be the safest route." Mellius looked about him "What manner of craft is this? Are you an Alchemist?" The two stared at each other for a while. Both had seen far stranger beings, but both knew nothing about each other. Jezik decided to play along. He lied. "Yes I'm an Alchemist. You like my ride huh? It is pretty sweet. Now tell me how is it you fell out of the sky directly in my path?" Mellius squinted. He examined the controls, the strangers clothing and gear. "No, not an alchemist. You're an offworlder. You've found us at last" Mellius said excitedly "Where are the rest of your crew? Where is your ship?"

Jezik stared back "You've been waiting a long time huh?" Mellius answered "Over 300 years. I didn't think It would be me to make re-contact first." Jezik squirmed uncomfortably. He looked straight ahead "The ship is gone. The rest of the crew is gone. Me and this skimmer is all that's left" he sighed convincingly. There was a moment of silence. Then Jezik spoke

again. "Sorry. no one else is coming. I'm it." Mellius looked disappointed then he spoke "No matter. I was meant to find you. Whatever you were before, on this world you have a great destiny ahead of you."

It was Jezik's turn to squint "A destiny huh?" He thought about it. Back where he came from he was happy as a mercenary pilot and a part time smuggler. Work was plentiful. But now that the astroguard was after him, his days were numbered. Maybe he was better off here, wherever this was, without them hunting him. A fresh start in a new place. He would give it a chance. Not that he had much of a choice. "Ok, I'll play along. What's your name?" Jezik asked.

Mellius puffed up his chest "I am Mellius. Grand wizard of Alkopolis. We shall travel now to my my Villa where I think you'll find the accommodations very agreeable" Mellius boasted. Jezik smirked. This sounded better already. "A Wizard huh? Are you a Techno-Wizard?" Force field technology would explain his earlier stunts. Mellius shook his head "No. We have lost that kind of technology. My powers come from my mind and are amplified by these crystals" He indicated the numerous jewels he was festooned with. Jezik was genuinely surprised. Mind powers. Psionics. Mind over matter. No humans on a thousand worlds were capable of that "What else can you do?" he asked keenly curious. Mellius blatantly ignored the question. "Yes, yes. And what is your name?"

Jezik paused to consider his response. "My name is Jezik Dactone. I am a pilot and a businessman" he pretended to be distracted by a flurry of Demon activity in the distance. "We were looking for resource extraction opportunities deep in Demon space when a gravitic anomaly damaged the ship and caused us to crash land here" He looked at Mellius "I see you are already familiar with the Demons." Mellius nodded "Yes. Very. That is also what we call them. The desert we pass through now acts as a barrier. They prefer wetter climes. They keep to the east and the south." The sky was starting to turn red. "What world is this?" Jezik asked. Mellius replied "Welcome to Chromium."



Whats New

Whats been done:

02/09/20 Spells and Swords (Fantasy)
11/10/19 Dungeons to Go (Fantasy)
11/06/19 Heroes and Quests (Fantasy)
08/15/19 Tower of the Missing Mage (Fantasy)
08/05/19 Zealots of Dargon (Fantasy)
08/01/19 Fortress of the Bandit Lord (Fantasy)
07/31/19 City of Intrigue (Fantasy)
07/31/19 The Industrious Village (Fantasy)
07/29/19 A Dwarven Defense (Fantasy)
07/26/19 Curse of the Kobold (Fantasy)
07/18/19 The Ruined Castle (Fantasy)
07/17/19 Temple of the Demon Cult (Fantasy)
04/07/19 Mortal Quest (Fantasy)
12/24/18 Star Trek Next Generation Encounters (SF)
09/13/18 Otherworldly Warlocks (Fantasy)
07/09/18 Lo Pan Poker (Fantasy)
07/07/18 Expanse Quest (SF)
07/06/18 The Great Conversation Game (More)
06/29/18 Incredible Cards (SF)
06/20/18 Three Little Pigs (More)
06/17/18 New York Skyline (Historical)
06/17/18 Civil Rights Movement (Historical)
06/16/18 End of Apartheid (Historical)
06/13/18 The Independence of India (Historical)
06/07/18 Raid on Cadiz (Historical)
06/02/18 City Guard (Fantasy)
05/24/18 Legions of Korrok (Fantasy)
05/14/18 Dinotopia Cards (Fantasy)
05/02/18 Hearthstone Meta (Fantasy)
04/18/18 Destiny Skirmish (SF)
04/04/18 Water World (SF)
04/02/18 Space Warriors (SF)
03/16/18 Traders of India (Historical)
03/15/18 Warrior Lands (Fantasy)
02/26/18 Modern War Domains (Historical)
02/11/18 Immortality (More)
02/01/18 Minecraft Combos (Fantasy)
01/09/18 Studio Comics (More)
01/04/18 Steampunk Safari (SF)
12/31/17 Dragon Ball Z Matchups (Fantasy)
12/26/17 Kingdom Tech (Historical)
12/25/17 Famous Movie Quotes (More)
12/16/17 Pagodas (More)
12/10/17 Galactic Civ (SF)
11/23/17 Economic Warfare (Historical)
11/19/17 Bronze Age Collapse (Historical)
09/22/17 Midnight Texas Draw (Fantasy)
09/17/17 City Services (More)
09/15/17 The Danger Zone (More)
09/14/17 Valerian Quest (SF)
09/11/17 Booster (More)
07/24/17 Country Houses (Historical)
07/09/17 Magicians of Fillory (Fantasy)
06/13/17 Horcrux Hunters (Fantasy)

06/12/17 Jurassic Park Rescue (SF)
06/04/17 Tales of the Borrowers (Fantasy)
05/29/17 Racing to the North Pole (Historical)
05/26/17 Mortal Kombat Arena (Fantasy)
05/15/17 Street Fighter Arena (Fantasy)
05/07/17 Justice League Unlimited Adventures (SF)
05/06/17 Dance School Competition (More)
04/17/17 Cards of Might and Magic (Fantasy)
04/09/17 Book Hunters of Bookholm (Fantasy)
03/21/17 Lost Girl Quest (Fantasy)
03/16/17 Paranoia: Troubleshooters (SF)
03/11/17 Star Frontiers Missions (SF)
02/26/17 Mad Max (SF)
02/23/17 Wealth Management (More)
02/03/17 Arcane Armies (Fantasy)
01/27/17 eXistenZial (SF)
01/19/17 Deadlands Skirmish (Fantasy)
01/17/17 Global Inequality (Historical)
01/10/17 The Librarians (Fantasy)
01/04/17 Russia and the West (Historical)
12/30/16 Resident Evil Skirmish (SF)
12/29/16 Biohazard War (SF)
12/28/16 Resident Evil Quest (SF)
12/26/16 Resident Evil Relived (SF)
12/23/16 Marvel Civil War Skirmish (SF)
12/22/16 There Can Be Only One (Fantasy)
12/21/16 Ancient Civilizations (Historical)
12/13/16 Fantasy Microcosm (Fantasy)
12/09/16 Medieval Microcosm (Historical)
11/03/16 Nexus Prime (Fantasy)
05/20/16 Chronicles of Chromium (SF)
04/28/16 Notes on Cancer & Diet (More)
03/03/16 Syrian Civil War (History)
02/18/16 My Name is Tarzan (Fantasy)
02/14/16 Great Estates (Historical)
02/10/16 Death by Shakespeare (More)
02/08/16 The Athenians (Historical)
02/04/16 Restaurateur (More)
01/30/16 Glee Club Competition (More)
10/01/15 Gods of Magic (Fantasy)
09/27/15 Glorious Empires (Historical)
09/27/15 Warp Chess (More)
08/05/15 Alaska (Historical)
07/17/15 X-COM Skirmish (SF)
01/20/15 Warcraft Skirmish (Fantasy)
01/17/15 Space Nazi Skirmish (SF)
01/12/15 Tank Girl Skirmish (SF)
01/03/15 Thor Skirmish (SF)
12/20/14 The Singularity (SF)
12/13/14 Battle of Simancas (Historical)
12/02/14 Guardians of the Galaxy (SF)
12/01/14 Flash Cards (SF)
11/21/14 Agents of SHIELD (SF)
11/20/14 Green Arrow (SF)
11/13/14 Last Men Standing (Historical)

- 11/11/14 Rifle & Axe (Historical)
 11/03/14 Manifest Destiny (Historical)
 10/22/14 Assassins Creed Revolution (SF)
 10/07/14 Pacific Rim Match Up (SF)
 09/14/14 ReBoot Hacked (SF)
 08/25/14 X-Com Risk (SF)
 05/09/14 Dungeons & Dragons After the Cartoon (Fantasy) by Joe G.
 02/01/14 Knight Hawks Skirmish (SF)
 01/29/14 Doomed (SF)
 01/15/14 Zelda Wind Walker (Fantasy)
 01/07/14 Samurai Warfare (Historical)
 01/01/14 HALO Missions (SF)
 12/06/13 Theme Deck Odyssey Conquests (Fantasy)
 12/05/13 Theme Deck Odyssey Adventures (Fantasy)
 12/05/13 Theme Deck Odyssey (Fantasy)
 11/26/12 Pacific Potlatch (Historical)
 11/12/12 Oil and Gas (More)
 11/07/12 Medieval Monastery (Historical)
 10/27/12 Civ Quest (Historical)
 10/25/12 Summoners Chess (Fantasy)
 09/24/12 East Indiamen (Historical)
 08/30/12 The Last Great Time War (SF)
 08/23/12 Gunfight at the O.K. Corral (Historical)
 08/21/12 The Battle of Lake Champlain (Historical)
 08/19/12 Running Man The Home Game (SF)
 08/17/12 Nutcracker Skirmish (Fantasy)
 08/05/12 Enders Game Third Formic War Skirmish (SF)
 07/20/12 The Postman (SF)
 06/23/12 X-Statix (SF)
 06/09/12 Last Will & Testament Game (More)
 06/05/12 Preppers (More)
 05/28/12 Indian Territory (Historical)
 05/17/12 Nightbreed Skirmish (Fantasy)
 05/15/12 Terminator Skirmish (SF)
 04/23/12 New Deal (Historical)
 04/15/12 Titanic Card Game (Historical)
 04/11/12 Fiefdom (Fantasy) by Peter Cobcroft
 04/09/12 The Hunger Game (SF)
 03/29/12 Blade Runner (SF)
 03/23/12 Civ Lite: Ancients (Historical)
 03/21/12 Wargasm (Historical)
 03/19/12 Magery (Fantasy)
 03/19/12 Ecros (More)
 03/13/12 Voyages of the Space Beagle (SF)
 02/19/12 Rifts Adventures (SF)
 02/12/12 Butlerian Jihad (SF)
 02/07/12 Peanuts Gag Grab (More)
 02/03/12 Cow Clicker the Card Game (More)
 01/23/12 X-COM Incursion (SF)
 01/03/12 Spawn (More)
 01/01/12 Intergalactic (SF)
 12/28/11 Aquaman (SF)
 12/23/11 Hydaspes (Historical)
 12/21/11 Talisman War (Fantasy)
 12/18/11 Cruise Ship Quest (More)
 12/16/11 Battle Nations Outposts (SF)
 12/14/11 Ottoman Empire (Historical)
 12/13/11 Mankind (Historical)
 11/28/11 Holmes (More)
 11/25/11 Aristotle's School (Historical)
 11/15/11 Modern World (Historical)
 11/14/11 Race to Messina (Historical)
 11/11/11 Peninsular War (Historical)
 11/06/11 Notes to my Sons (More)
 10/31/11 Johnny Mnemonic (SF)
 10/26/11 WW III (Historical)
 10/21/11 Twelve Labors of Hercules (Fantasy)
 10/19/11 David and Goliath (Fantasy)
 10/16/11 Roman Invasion of Britain (Historical)
 10/11/11 Sorcerers (Fantasy)
 10/06/11 Spore Stages (SF)
 09/26/11 Cthulhu Quest (Fantasy)
 09/21/11 Empire of Islam (Historical)
 09/12/11 Virtuous Wives (More Games) by Jim Stults
 09/12/11 Green Hornet (SF)
 09/08/11 Pacific Voyagers (Historical)
 09/08/11 Doctor Who Episodes (SF)
 09/01/11 Railroad Run (Historical)
 08/23/11 The Muppet Show (More)
 08/22/11 Dark Crystal Quest (Fantasy)
 08/19/11 Labyrinth Quest (Fantasy)
 08/16/11 Indus Valley (Historical)
 08/13/11 The Byzantines (Historical)
 08/05/11 Jump Wars (SF)
 07/06/11 Altun Ha (Historical)
 06/22/11 Underworld (Fantasy) by Balazs Bencze
 06/22/11 Graverobbers (Fantasy) by Balazs Bencze
 06/20/11 Regional Rails (Historical)
 06/14/11 Imperium of Man (SF)
 06/04/11 Mughal (Historical)
 05/30/11 Medicine Show (More)
 05/17/11 Arab Spring (Historical)
 05/10/11 Bourgeoisie (Historical)
 05/04/11 El Libertador (Historical)
 04/08/11 Apotheosis of Technology (SF)
 04/05/11 Cossacks (Historical)
 03/28/11 Landsraad (SF) by Mailnutile
 03/27/11 Pathfinders (Historical)
 03/26/11 Siege (Historical) by Peter Cobcroft
 03/26/11 Skirmish (Historical) by Peter Cobcroft
 03/26/11 Joust (Historical) by Peter Cobcroft
 03/26/11 Versailles (Historical) by Peter Cobcroft
 03/26/11 Trove (More) by Peter Cobcroft
 03/26/11 Battle Bots (SF) by Peter Cobcroft
 03/26/11 Aliens in my Pocket (SF) by Peter Cobcroft
 03/25/11 Millenium2.2 (SF) by Mailnutile
 03/22/11 Horrible Hordes (Fantasy)
 03/16/11 Legends of Rome (Historical)
 03/04/11 Xenophon and the Ten Thousand (Historical)
 02/25/11 Mysterious Islands (Fantasy)
 02/16/11 Demon Hunter (Fantasy)
 02/08/11 Early Americas (Historical)

- 01/20/11 Pirate Fleets (Pirate Games Section)
01/10/11 Librarium (More)
01/05/11 Numeria (More)
12/27/10 Renaissance Inventors at War (Fantasy)
12/17/10 Push (SF)
11/25/10 Full Metal Alchemist Adventures (Fantasy)
11/20/10 Afghanistan (Historical)
10/27/10 New Imperialism (Historical)
09/29/10 Zone Stalkers (SF)
09/20/10 Spanish Saint Augustine (Historical)
09/13/10 Epic Space Empires (SF)
09/07/10 Kill Hitler (Historical)
09/01/10 Heavy Metal Heroes (SF)
08/24/10 True Blood (Fantasy)
08/18/10 New World Order (More)
08/09/10 Colonizers (SF)
07/21/10 Global Resolution (Historical)
06/18/10 Land of Industry (Historical)
06/08/10 Kings of the Hittites (Historical)
06/02/10 Medieval Meals (Historical)
05/31/10 Transcontinental (Historical)
05/27/10 Masters of Europe (Historical)
05/23/10 Hell on Wheels (Historical)
05/21/10 Peter The Great (Historical)
05/18/10 Rise & Fall of Civilizations (Historical)
05/15/10 Nine Ages of Troy (Historical)
05/12/10 Warspawn Waterloo (Historical)
05/03/10 First War of Scottish Independence (Historical)
04/19/10 Great Powers (Historical)
04/10/10 House of Habsburg (Historical)
04/05/10 Monsters & Magic (Fantasy)
03/17/10 Dwarf Hold (Fantasy)
03/01/10 Italian City States (Historical)
02/17/10 The World in Four acts (Historical)
02/08/10 Evil Lord (Fantasy) by Mailinutile2
02/08/10 African Empires (Historical)
01/31/10 Imperial Powers (Historical)
01/12/10 Age of Antiquity (Historical)
01/05/10 Polis (Historical)
12/29/09 Chronicles of Prince Valiant (Fantasy)
12/18/09 New World Conquest (Historical)
11/21/09 Urbs Romana (Historical)
11/17/09 Battle of Camlann (Fantasy)
11/15/09 Anatolia 1000 BC (Historical)
10/01/09 Samnite Wars (Historical)
09/24/09 Escalation (Historical) by Mailinutile2
09/21/09 Cosmos Commanders (SF)
09/10/09 Classical Conquests (Historical)
09/08/09 Heroes of the Hinterlands (Fantasy)
08/31/09 Imperialism (Historical) by Mailinutile2
08/25/09 Civ Builder (Historical)
08/20/09 Ceylon (Historical)
08/10/09 Dynasties & Kingdoms (Historical)
08/03/09 Regimental Risk (Historical)
07/22/09 Warped Diplomacy Classic (Historical)
07/18/09 Dungeon Builder (Fantasy) by Peter Cobcroft
07/09/09 Energy Future (More)
07/08/09 Paper Rails USA (Historical)
06/20/09 Railroad Dispatch (Historical)
06/15/09 Sengoku Alliance (Historical)
05/25/09 Sweep of History (Historical)
02/20/09 NASCARDS (More)
02/18/09 The Wars of Western Civilization (Historical)
02/15/09 Green Cities (More)
02/05/09 St Augustine Shopkeepers (More)
02/01/09 Epoch (Historical)
01/22/09 Deities & Demidice (Fantasy)
01/21/09 Cyber Cycles (SF)
01/18/09 Benthos (More Games)
01/13/09 Quests of the Librarian (Fantasy)
12/22/08 Guelph and Ghibelline (Historical)
12/19/08 Conquest of the Caribbean (Historical)
12/15/08 Masters of India (Historical)
12/10/08 Cyber Wedding (SF) by Peter Cobcroft
12/05/08 Koggen (Historical)
12/01/08 Eighty Years War (Historical)
11/26/08 Sector Control (SF)
11/17/08 Symposium (Historical)
11/13/08 Villa Rustica (Historical)
10/28/08 Space Freighter (SF)
10/28/08 Office Politics (More Games) by Peter Cobcroft
10/25/08 Wagon Trails (Historical)
10/18/08 Medieval Manor (Payment Required Games)
10/14/08 Jungle Skirmish (Historical)
09/16/08 Mississippi Run (Historical)
09/14/08 Dictators (Historical)
09/10/08 Motorcade (More Games)
08/13/08 Great Dynasties of Europe (Historical)
08/08/08 Hellboy Hands (SF)
08/04/08 Great Wall (More Games)
08/02/08 Spanish Empire (Historical)
07/30/08 Get Castro! (Historical)
07/28/08 Carving Up China (Historical)
07/16/08 First Settlement (Historical)
07/15/08 World Powers (More Games)
07/10/08 Archaic Animalia (More Games)
06/30/08 Kill Gwen Stacy (SF) by Kapt
06/30/08 Euro Risk (More Games)
06/27/08 Chakras (More Games)
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06/25/08 Archean Empires (More Games)
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06/05/08 Pedro for President (More Games)
05/31/08 Acropolis (Historical)
05/29/08 Occult WWII (Fantasy)
05/27/08 East Front Sniper (Historical)
05/10/08 Temples & Swords (Historical) by Viki Joshua
04/17/08 Silk Road (Historical)
04/16/08 Garden Grow (More Games)
04/16/08 Ninja Clan Wars (Historical)
03/29/08 Peloponnesian War (Historical)

03/24/08 Tesla & Edison (Historical)
 03/13/08 Age of Enlightenment (Historical)
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 02/21/08 Pueblos (Historical)
 02/11/08 Age of Industry (Historical)
 02/03/08 Journey to the West (Fantasy)
 01/30/08 Bug Hunt (SF) by Patrick Bunch
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 by Brian Peterson.
 01/22/08 Rapa Nui (Historical)
 01/17/08 Iron Bridge Gorge (Historical)
 01/10/08 Search for El Dorado (Historical)
 01/08/08 Cyberiad: Exploits of the Constructors
 (SF)
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 12/28/07 Exploration in the Age of Sail (Histori-
 cal)
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 12/13/07 Presidential Candidates (More Games)
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 07/24/07 Rollerball (More Games) by Peter
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 07/08/07 Mayan Gold (More Games) by Peter
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 cal)
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- 07/01/06 Austin Powers (More Games)
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Reviews

introduction to Warpspawn Games

Article by Tom Higgins (tom@wsmf.org), Main editor of Countermoves.

There are many ways to game as there are gamers to play them. There are focused gamers who pick a theme and stick with it most of their lives. There are die hard role players, hard dice roll players and anti dice hard tech players. There are board game aficionados and card game fanatics. There are folks who like to move around the hexes and those who wont map the territory of their playing.

Then there are those who like to mix it all up.

Precious few resources exist for this type of gamer, one such resource though is Warp Spawn Games (<http://www.angelfire.com/games2/warpspawn/index.html>)

Warp Spawn is home to a motley crew of game developers and players who revel in creating games as much as they do in playing them. The lead mad scientist in this laboratory of gamming is Lloyd Krassner who has been running this site since 1997.

The site itself is spartan but what it lacks in graphics it makes up for in game rules. Lloyd and the Warp Spawn regulars have been churning out game rules at a break neck speed for the last few years, the count for 2001 is now over 200 and climbing.

Game types range from your pure card game to your roll and move board games to hex game to role-playing to combinations of all of the above. There are lots of different types of game mechanics to choose from as well. The rule sets are broken into thematic sections; there are sections for SF, Fantasy, Historical and the infamous Other as well as a place of Universal Game Systems. More on this last one in another article. Each of these sections is further broken down by time period of subtype.

Many of the rule sets you will find are mostly straight text files. Very few have any sort of graphics, maps or unit counters. These are left for others to work on. In some cases there are graphics available either as image files or as Thoth game sets. The big advantage to a Thoth game set in this case is that the individual graphical items are not hidden in the gamebox, they are available to be manipulated and customized in directories.

The good news is that over time and with more people using Warp Spawn games the more ready-made graphics there are to play with. If you cant find these ready made gems for the rules set you are wanting to play then its up to you to create them and hopefully offer them up to the site so that others can use them as well. A lot of what goes on at Warp Spawn is centered on this act of causal collaboration and sharing.

Sharing the games or variants you have created with the rest of the Warp Spawn crew gets the game played more and thus it becomes a better game for the playing. Play testing games is a powerful tool in the developmental cycle of a game.

The act of making a game has become a game for the Warp Spawn game makers. Trying out combinations of types, tweaking rules sets, merging different mechanics and methods all are evident in the rules sets found here. You can get a glimpse of what goes on in one game developers mind on Llyod's Brainstroming page. There is also an open channel of discussion between the users and developers. This comes in the form of a message board. It's a simple text only web message board but it works to get the conversation and critiques flowing.

A Review and Essays page gives players and developers alike a place to work out the workings of the games; the good, the bad and the ugly. Often what doesn't work can be has helpful to making a better game as what does work. Hearing from the developer and the players is a great way to get a look into some of the games.

The biggest strengths Warp Spawn has going for it is not its flashy graphics (there are none) or its professional publication ready games (these games are as raw as they come, rivaling even CheapAss Games) or even its detailed rule sets (some of these games are as abstracted from their source material as a Pollack canvas). What Warp Spawn has is a down in the muck attitude where the game comes before the detail and the developing is as much fun as the playing. It's a schloberknocker no holds barred game development site that offers as wide a range of game styles as I have seen represented in any one place. It has a core group of members who are quick to help and very into the idea that everyone is a game developer just looking for a chance to come out and play.

Things that Make a Wargame Great

by Markus Salo

I've been working on my wargame theses: I have been trying to think what things make a wargame great. I came up with this list.

1. simplicity of the rules - easy to learn
2. complexity - difficult to master
3. repeatability - you can play the game over and over again and it is always someway different
4. imagination - the game makes you use your brain and imagination to create imaginary worlds.

5. multi-player - it's always better to play against another human than a computer. A computer AI can never replace a human brain as better opponent. And the more there are players, the better the game gets.
6. campaign mode - several scenarios form a campaign and the outcome of scenarios affect the campaign
7. building resources - winning scenarios allows you to build your force bigger/better
8. no blow-out victories or defeats - the loser of the scenario still has a chance in the next one
9. characters/units - the units, leaders, ships or plane types are created so that they become dear to the player and the loss of these units causes great grief
10. fog of war - the player cannot see all enemy units on map
11. player modification of the rules and player created variants - the games are created for players and the players can make the games better
12. the game in campaign mode is loooooong. - the longer it is, the better it feels
13. PBEM - that's obvious nowadays

Some things that are not essential

1. real-time action - wargame that is won by a player who clicks his mouse fastest? Not for me.
2. great pictures - well, pictures are nice to look at, but most of the games are concentrated on graphics alone
3. sound - as above

One famous hockey coach in Finland that has a principle called K.I.S.S., that means "Keep It Simple, Stupid". This applies to game creation, too.

Simplicity of the rules is essential in gaming. Good rules are easy to learn but the game itself can still be complicated and difficult to master. Such games are f.ex. checkers, chess, go, Zulu spears. Bad examples are almost all Avalon Hill games, the most terrible examples are Advanced Third Reich and Advanced Squad Leader. I found it easier to study neurology than ASL rules.

If we want wargames to be wargames, not Avalon Hill games, we got to keep the rules simple and options clear. In a good game one has to be able to see the next possible moves in a split second and then use some minutes to hours to think which one to use. The opponent can also figure out the possible moves the player has, but doesn't know which one the player chooses. Even if there was fog of war, the opponent can count the used cards in his mind and know which cards are left in play.

There are a lot of things and modifiers that can be included in a game but those do not necessarily make the game better. If one is creating a game instead of simulation, one has to offer some realism and complexity to get playability. Realistic, simulation-like (AH-type) games with no players are no match to less realistic but more playable wargames, I hope.

Midway Review

by Jon Parshall (jparshall@wamnet.com)

Hi there,

Haven't had a chance to play your Midway game yet, although it looks very interesting. I am currently writing a book on the Battle of Midway, focusing on the Japanese side of the battle. As you might imagine, I know a fair amount about the Japanese carrier operations during that day, so I will be very interested to explore your flow charts. You should be aware, though, that it is likely that the Japanese carrier flowchart would need to be different from the U.S., as they operated their carriers differently than ours, and had different physical constraints (enclosed hangar decks, for one thing) imposed upon them. For more on these issues, see my recent article in the Naval War College Review:

Also, I was looking at your Order of Battle, and there are some problems on the Japanese side. At present, you

ZerosKatesValsJudys

	Soryu	2	2	2	1
list the following:	Hiryu	2	2	1	1
	Kaga	2	2	2	1
	Akagi	2	2	2	1

In actual fact, the situation was a good deal more complex than that. Kaga was carrying 27 Kates, so she should get a "3" in that column. *NO* Judys were carried by *any* other carrier other than Soryu, and she carried only one, and was used for only search purposes. And then we get to the matter of Zeros. Each of the Japanese carriers, in addition to the 18 Zeros normally carried (in Akagi's case, 19) also were ferrying aircraft of the 6th Kokutai to Midway as well. These were all carrier capable aircraft, and were flown by carrier-qualified pilots. A shotai of three of them actually was used in the battle, being launched from Akagi. Their numbers were as follows:

- Akagi: 6
- Kaga: 9
- Soryu: 3

- Hiryu: 3

In effect, that might give Kaga the nudge to a "3" in the Zero department as well, since she carried a grand total of 27 Zekes. If you abstract the situation a little further, and bump Akagi's to a "3" as well, that accounts for the extra planes carried by her, Soryu, and Hiryu. All totaled, the Japanese carried 94 Zeros in the battle, so they oughta get at least 9 counters, and maybe even 10.

Also, you probably ought to model the Japanese cruiser and battleship floatplanes as search assets as well, since you have American Catalinas in the mix. The total loadout was as follows:

- Haruna: 3 E8N (Dave)
- Kirishima: 3 E8N (Dave)
- Tone: 2 E13N (Jake), 2 E8N (Dave) (Tone had lost a Jake sometime in May, it appears)
- Chikuma: 3 E13N (Jake), 2 E8N (Dave)
- Nagara: 1 nighttime observation plane (Laura)

All totaled, that's 15 floatplanes. I would be tempted to give the Japanese at least one counter of these aircraft. The Daves didn't have the range to do good searching, but the Jakes certainly did.

Hope that is useful. I will look over your flowcharts in more detail later and see if I have suggestions. Nice work. Cheers,

-jon parshall- Imperial Japanese Navy Homepage <http://www.combinedfleet.com>

Parts is Parts

By Tom Higgins

In the course of working up the first issue of the zine (countermoves) I have been flooded with urls to game sites, aid, rules and graphics. I have discovered the world of gamming is both bigger and MUCH smaller than I thought.

In gaming there are also two extreme levels of representing the game environment.

There is the super realistic miniatures camp where every thing, the units, the trees, the grass, the houses, etc, are hand crafted miniatures and the game is played by moving them about either freestyle (using rulers and strings) or on some sort of hex grid system built into the terrain.

Then there is the counter and map camp where a flat map depicts all the environs and flat cardboard counters represent the movable units.

In between there are some interesting and , I think, fertile grounds for us to explore.

One of the things I have been stumbling across again and again are Cardboard or Cardstock minatures/battle fields.

A good example of this can be found at <http://www.microtactix.com/>

These folks sell PDF's that can be printed out and folded to make 3d style environs and units. If you got a color printer you can also add color to em.

This is sort of a cheaper way to use miniatures in your game. Instead of investing time and money

Earlier this year, as a birthday present, I got the Campaign Cartographer 2 bundle from a bud who was getting out of the RPG world. One of the modules of it is called the Dioramas expansion. It aids in creating these types of things.

What I'm wondering here is are there any Warpsapwn games that would be a good test to try this out on? If so we can bundle the rules with the cardboard cut outs and have a really nice package.

In the same sense I am looking at a way to come up with a good standard Warpsapwn Card template, something that would have a Warpsapwn logo for the back and a standard layout for the cards grfx and text. I have though of just ripping MTG's layout, but if there's better ideas I would rather do them.

With a standard card layout it will be much easier to bang out card sets for old games and new ones as they come out.

I have also been digging working on and seeing PDFs being made for the games. It makes it easier to pass on to other as a complete ready to play package.

Murphy's Laws of Combat Operations

If it's stupid but it works, it isn't stupid.

Try to look unimportant; the enemy may be low on ammo and not want to waste a bullet on you.

If you are forward of your position, your artillery will fall short.

Never share a foxhole with anyone braver than yourself.

Never forget that your weapon was made by the lowest bidder.

If your attack is going really well, it's an ambush.

The enemy diversion you're ignoring is their main attack.

The enemy invariably attacks on two occasions: - when they're ready. - when you're not.

There is no such thing as a perfect plan. Five second fuzes always burn three seconds.

A retreating enemy is probably just falling back and regrouping.
The important things are always simple; the simple are always hard.
The easy way is always mined.
Teamwork is essential; it gives the enemy other people to shoot at.
If you are short of everything but the enemy, you are in the combat zone.
No combat ready unit has ever passed inspection.
No inspection ready unit has ever passed combat.
If the enemy is within range, so are you.
The only thing more accurate than incoming enemy fire is incoming friendly fire.
Things which must be shipped together as a set, aren't.
Things that must work together, can't be carried to the field that way.
Radios will fail as soon as you need fire support.
Radar tends to fail at night and in bad weather (and especially during both.)
Anything you do can get you killed, including nothing.
Make it too tough for the enemy to get in, and you won't be able to get out.
Tracers work both ways.
When both sides are convinced they're about to lose, they're both right.
Military Intelligence is a contradiction.
Weather ain't neutral.
The Cavalry never comes to the rescue.
Killing for peace is like screwing for virginity.
The one item you need is always in short supply.
Interchangeable parts aren't.
It's not the one with your name on it; it's the one addressed "to whom it may concern" you've got to think about.
The side with the simplest uniforms wins.
Combat will occur on the ground between two adjoining maps.
If the Platoon Sergeant can see you, so can the enemy.
Never stand when you can sit, never sit when you can lie down, never stay awake when you can sleep.
The most dangerous thing in the world is a Second Lieutenant with a map and a compass.
Exceptions prove the rule, and destroy the battle plan.
The worse the weather, the more you are required to be out in it.
The more a weapon costs, the farther you will have to send it away to be repaired.
Field experience is something you don't get until just after you need it.
No matter which way you have to march, it's always uphill.
Airstrikes always overshoot the target, artillery always falls short.
When reviewing the radio frequencies that you just wrote down, the most important ones are always illegible.
Those who hesitate under fire usually do not end up KIA or WIA.
The newest and least experienced soldier will usually win the Medal of Honor.
Body count Math > 1 guerrilla plus 1 probable plus 2 pigs equals 37 enemies killed in action.
The bursting radius of a hand grenade is always one foot greater than your jumping range.
All-weather close air support doesn't work in bad weather.
The combat worth of a unit is inversely proportional to the smartness of its outfit and appearance.
The crucial round is a dud.
Every command which can be misunderstood, will be.
There is no such place as a convenient foxhole.
Don't ever be the first, don't ever be the last and don't ever volunteer to do anything.
If your positions are firmly set and you are prepared to take the enemy assault on, he will bypass you.
If your ambush is properly set, the enemy won't walk into it.
If your flank march is going well, the enemy expects you to outflank him.
Density of fire increases proportionally to the curiousness of the target.
Odd objects attract fire - never lurk behind one.
The more stupid the leader is, the more important missions he is ordered to carry out.
The self-importance of a superior is inversely proportional to his position in the hierarchy (as is his deviousness and mischievousness).
There is always a way, and it usually doesn't work.
Whenever you drop your equipment in a fire-fight, your ammo and grenades always fall the farthest away, and your canteen always lands at your feet.
As soon as you are served hot chow in the field, it rains.
Never tell the Platoon Sergeant you have nothing to do.
The seriousness of a wound (in a fire-fight) is inversely proportional to the distance to any form of cover.
Walking point = sniper bait.

If only one solution can be found for a field problem, then it is usually a stupid solution.

Warpspawn Cast

Lloyd Krassner Author of hundreds of games. Self Published in the Warpspawn Games Website. Personal Factoids: 2 Sons and an understanding wife. Pharmacist (God help us all). Taught College Biology for 5 years. Used to work in a Pawn shop. Pack Rat: Games, Toys, and Books.

Gottardo Zancani (Zak)

Janne Thorne

Jason Newell Official Warpspawn Cartoonist. Has made card-sets for numerous games. Author of Troll Treasures & Hunt the Wumpus

Peter Cobcroft (Curufea)

Markus Salo Author of: Norse Odyssey, F-14, Ypres, Winter War, Protecting the

Skies, Regular contributor to the *Personal Factoids*: He owns the Boat, Has a summer home, Enjoys sauna, beer, "makkara" (=Finnish sausage), barbeque and ice-swimming.

Mike Marinos

Ian Milnes

Tom Higgins Tom features Warpspawn games in his zine Countermoves. tomwhore@wsmf.org
Warpspawn Rules

Rabbidgerbal

David Ashton

Michael Callahan

Peter Schutze

Brian Train

Peter L. de Rosa

Frederic Moll

Ronald Pehr

Jörg Hansen

Mike Murgatroyd

Emmanuel Delva

Geo Gibson

Dragyn

Jon Parshall

Dana Darby

Wolfhvl (Matt R.)

Joe Nixon

Mike Mifrin

Aaron Dalton

Walt O'Hara

Dave Sanborn

Steven Cranmer

Tryvor J. Phillips

Dave Stattler

Patrick Bunch

C Gerard Luft

Alexander Herklotz

Patrick H. Lewis

Talk about name dropping... If you're not on the list it doesn't mean I don't like you, I'm just saving the best for last. I will only make pages for people who send me pics or links to pics. If there are any mistakes, omissions, or sensitive material please let me know.

WarpSpawN